

1E/5E
COMPATIBLE

THE FOLIO

Scott Taylor



The Complete White Ship Campaign

This fully compiled mega-adventure is compatible with 1E and 5E mechanics and will take characters from 1st level through the mid-teens.



For beginners and experts, players and DMs, this book provides everything a group needs to run the epic adventure of The White Ship Campaign including new monsters, dungeons, temples, cities, jungles, side-adventures, and more. Can you save the world from the nefarious plans of the necromancer Molo of the 13 Wives?



1E&5E
COMPATIBLE

Part One
of The
White Ship Campaign

WS1 The Peril
at the Isle of Jade

New Monster:
Fern Goblins

Gazetteer:
NR10 The Isle of Jade

Adventure for
Characters Level 1-3

THE NAMELESS
IN REALM



#15
1E&5E
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Part Two
of The
White Ship Campaign

WS2 The
Forgotten Plateau

New Monster:
Blink Raptor

Gazetteer:
The Forgotten Plateau

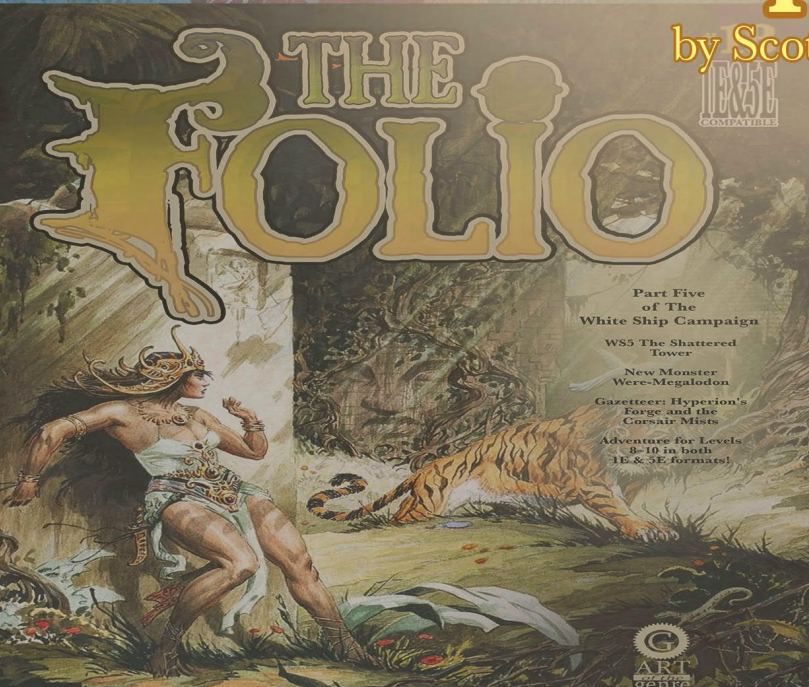
Adventure for
Levels 3-5

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THE FOLIO

The Complete White Ship Campaign

by Scott Taylor



1E&5E
COMPATIBLE

Part Five
of The
White Ship Campaign

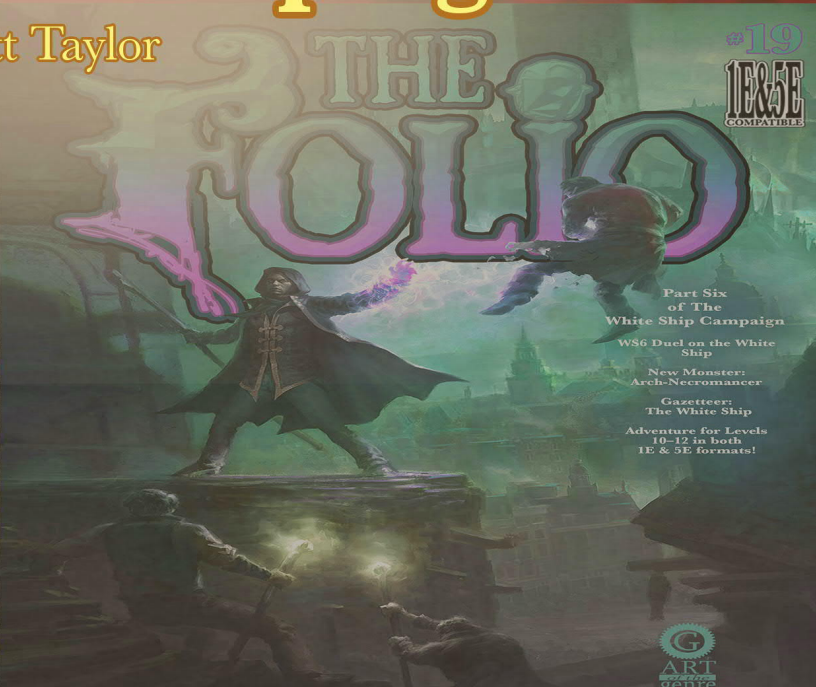
WS5 The Shattered
Tower

New Monster:
Were-Megalodon

Gazetteer:
Hyperion's Forge and the
Cossack Mists

Adventure for Levels
8-10 in both
1E & 5E formats!

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#19
1E&5E
COMPATIBLE

Part Six
of The
White Ship Campaign

WS6 Duel on the White
Ship

New Monster:
Arcile-Necromancer

Gazetteer:
The White Ship

Adventure for Levels
10-12 in both
1E & 5E formats!

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The Complete White Ship Campaign

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The White Ship Campaign

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Dedication

I'd like to dedicate this volume to my stalwart players who tirelessly allow me to run them through adventures where I will likely kill the bulk of them.

You guys rock!

And as always, I have to give a shout out to those of you on Kickstarter that made the printing of this book possible! I couldn't do it without you!

THE FOLIO

The Complete White Ship Campaign

by Scott Taylor

I know I've talked a great deal already about The White Ship Campaign in the various Folios that comprise this book, but I wanted to take another moment to just address the sense of adventure I've always had about islands, ships, pirates, and what a sea voyage could mean for players in an RPG campaign.

When I decided that the 2017 Folio series would feature the events that had unfolded in my 2014 tabletop campaign, I knew it was the perfect chance to share some of my RPG dreams and mad ideas with my fans. Little did I realize just how much content and time would go into translating my gaming notes into a full-fledged campaign, but in the end I think it was more than worth it.

If you enjoy 'seeing the world' on your adventures, and giving the players the chance to visit all kinds of incredible places, as well as fighting all types of new monsters, then The White Ship Campaign is just what the doctor ordered. I hope you will have as much fun playing it as I did in creating it, and that it will be remembered by your players as something worth reminiscing about as the years drift by.

Scott Taylor

September 2018



#15
1E&5E
COMPATIBLE

Part Two
of The
White Ship Campaign
WS2 The
Forgotten Plateau
New Monster:
Blink Raptor
Gazetteer: The
Forgotten Plateau
Adventure for
Levels 3-5



#17
1E&5E
COMPATIBLE

Part Four
of The
White Ship Campaign
WS4 Samurai's Fall
New Monster
Tortoise Oni
Gazetteer:
NR13 The Cultures of
the T'ung Isles
Adventure for Levels 6-8
in both
1E & 5E formats!

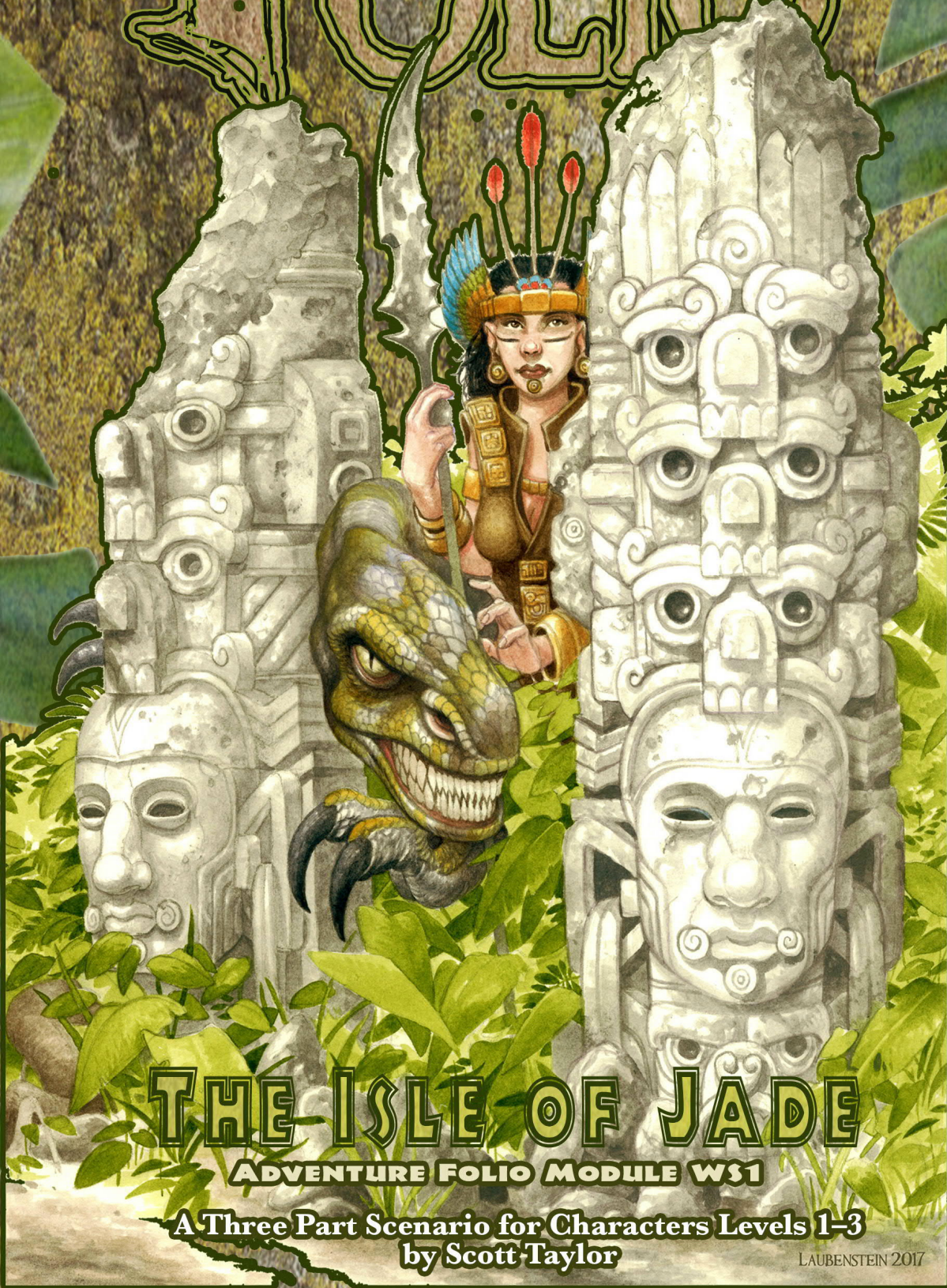


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THE FOLIO



THE ISLE OF JADE

ADVENTURE FOLIO MODULE WS1

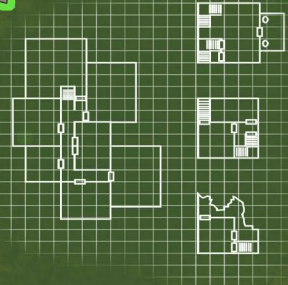
A Three Part Scenario for Characters Levels 1-3
by Scott Taylor

LAUBENSTEIN 2017



THE ISLE OF JADE

S SECRET DOOR



THE NAMELESS REALMS

Part One
of The
White Ship Campaign
An Adventure for
Levels 1-3 in both
1E & 5E Format

Folio Module WS1

THE ISLE OF JADE

A Three Part Scenario for Characters Levels 1–3

Through the course of this adventure, the characters should be aware they are following the corrupted course of Molo as he went deep into the island's interior. As they know he is looking for the White Ship, there is no reason for him to explore the island unless there is something here he needs to help him on that quest.

The bulk of this module deals with encounters along the journey and two more standard 'crawl' type dungeons. I've tried to include some of the things I enjoyed most about old 1E adventures, as well as keeping the mood light. As always, if you as the DM feel that encounters are too difficult for the players, then please feel free to subtract from them as needed. All adventuring is customizable, after all.

Lastly, remember that this is only the first part of The Isle of Jade adventure, so keep track of supplies as the characters travel, for another great addition to the challenge will be to overcome the harsh nature of an extended mission into a dark island.

Gazetteer

STYLE OF PLAY

When I designed The Isle of Jade, I wanted to create something that was part Indiana Jones, part Jurassic Park, and finally a good bit of Deathstalker II. I hope you will keep that in mind as you play, keeping the mood light, the swords and sorcery elements sexy, and the natural awe of dinosaurs at the forefront of your players' minds.

The adventure should give you many opportunities to utter descriptions of the various dinosaurs within the island's interior, and I suggest trying to keep the players in an explorative mood, with open shirts, sweaty brows, machetes in one hand and the other free to swat insects.

Experience Points

As Folio #14 is for beginning characters, I would suggest being frugal with experience points in the initial phase, but it is important for characters to get to 3rd level (at least) before going into the events of Folio #15. There will be even bigger and more aggressive dinosaurs, which means many more powers and hit dice.

A suggestion is to divert characters to side missions if possible, perhaps taking on more fern Goblins (an abduction of a villager or NPC perhaps), or going on a raptor hunt. You could also use one of the Folio mini-adventures that correspond to this module as extra exploratory and experience fodder, so keep these things in mind.

The Story

The story of this adventure is a rather complex one, so I'm going to break it down into three parts below to help you grasp the full extent of what The White Ship Campaign will require of the party.

Part One (History)

To fully understand The White Ship, you have to first understand its origins. Long ago, in the 2nd Age of the Nameless Realms (we are currently in the 5th Age), there was a great island nation called Uthoria. It was peopled by two races, the high-blood Corsairs and the blond-bearded Sea Dwarves. The Corsairs were great mariners, and their leaders were known as Wizard Kings, water-blooded mages who could bend the raw magical energy beyond the Elemental Plane of Water to their will. By the end of the 2nd Age, the 5 remaining Wizard Kings had become all but immortal, and each commissioned a ship made of enchanted stone from the Sea Dwarves, the size of which was said to be near that of a small city. The dwarves, fearing the power of the Corsairs, built the ships, each one greater than the next, but this only created greater jealousy and enmity between the 5 kings. Eventually, war broke out between them, and vast magical armadas wrought untold destruction on the island and the surrounding sea until the most foolish of the kings summoned Hyperion, Titan of Flame, to wage war on his behalf.

However, not even the undying king could control a power as great as Hyperion, and the mad titan brought forth lava, smoke, and flame from the island's core, destroying Uthoria, its people, and all of the legendary stone ships... all that is, save one.

Part Two (The World Today)

For three ages of man, legends of the last of the stone ships, The White Ship, made of pure alabaster and run through with honey gold and oricalcum, have been whispered by those who ply the Halo. It is said the ship lies in an eternal bank of fog, and that it is crewed by those cursed souls drowned or burned by Hyperion's rage.

The tales of the ship and its powers are many, but one uniform wives' tale always seems to weave its way into the legend, that being that the ship was spared because its captain made a pact with Hyperion, stole his power, and bound him to the sea, but in so doing cursed his ship to wander the Halo as a shade amid the mists. It's said, however, that if the ship could be freed of this curse, the one controlling it would have the power to stay death, raise islands from the waves, and control the weather of all the world.

If any of this is true, one cannot say, but it was enough believed that Molo of the Thirteen Wives, the necromancer of Roslof Keep, broke his bond with the Order of Towers and stole the youngest daughter of the Grand Duke of Gariny, who was said to be a virginal direct descendent to the bloodlines of old Uthoria.

Part Three (The Quest)

Reld Fleetwood, duelist, diplomat's son, and entrepreneur of Taux, has been called on an old debt he must repay, this one to a Wizard. The Order of Towers has lost the reigns of control on one of its necromancers, and as they themselves are above such matters as mortal kingdoms, they have pressed the task of stopping Molo of the Thirteen Wives on Reld.

Recently, he has purchased and outfitted a stout ship, one he claimed in Taux after the piratical captain was slain in a duel. He has a crew, but knowing the true purpose of his mission and the difficulties it will entail, he has posted writs about the city hoping to lure adventurers to his cause.

It is his hope that enough will sign on for an unknown sea journey into the Corsair Archipelago that he himself will not be forced to do too much of the heavy lifting. The terms of the adventurer's contract are vague, but they do stipulate a fair percentage stake of all treasure won while outside port, and the promise of a heavy bonus once the mission is complete.

So this is where the tale begins, with the characters coming aboard the ship, each having signed the contract. Reld will invite them to a light dinner in the captain's cabin once they set sail and tell them the following information, adding that other matters involved are on a 'need to know' basis.

- 1. Their mission is to stop a renegade Wizard from unleashing a power that is believed to be within the mists of the Corsair Archipelago.**
- 2. He has been given a means to track the Wizard, but he is likely to leave traps in his path, as well as going among unknown islands, nations, and peoples, all of which could muddy the trail.**
- 3. Each character is expected to take orders from Reld, but he would also like them to choose a representative from among themselves to take responsibility for the party when he is not present.**

The Storm

The crux and lever of this adventure will be the battering storm the ship will encounter two days southeast of the city of Ebontra and Close Mouth Isle. If the DM so chooses, the ship can stop in Ebontra to pick up supplies, and if you have The Ghosts of Taux Trilogy in Folio #11–13, you could even add in a player who is specialized as a duelist from this city. Otherwise, the city is much like Taux in that its harbor holds a Star Tower and it was reclaimed from the jungles less than a hundred years ago. However, instead of Tolimic ruins, the city is formed of dark volcanic stone and holds ancient ties to Uthoria and the Corsairs who were said to have built it in their heyday.

Whatever the case, two days outside of Ebontra the ship encounters a gale that batters it nearly to its demise. Players should be praying to their gods—water will threaten to drag them down until a morning reprieve gives way to a mysterious island. Likely off course, and with the main mast damaged, the ship cripples into a sheltered bay where outriggers and huts dot the shoreline.

The Villagers and the Island

The first large encounter of the adventure will take place in the village of Ta'Ahat'Anua, which translates as Haven over the Bridge. The people of this small fishing village have lived here for centuries, their bloodlines tracing back to Uthoria (and some would argue from the look of the people that they are a blend of dwarven and Corsair blood). They tend to be dark-haired although a coppery blond can sometimes be found. They are stout, strong, and enjoy tattooing their bodies.



Trade Stones

Although primitive in certain degrees, there are bits of modern technology, such as iron working, in their lifestyle. Their clothing is also more cosmopolitan as they have colored silks and linen which have been traded for through pirate networks.

Once debarked on at the village, the characters will be greeted with kindness, but not curiosity (as the village gets visited often by wayward ships and privateers). In fact, they have a small shipwright hut that is used for repairs of vessels damaged in the storms of the Kraken's Maw, the area of ocean around the island.

Reld will negotiate with the tribal chief for ship repairs, and during the negotiation discover that another ship has recently been in the village's lagoon. Anyone speaking with villagers will also discover this fact, and most of the people speak of a 'Man of Water and Darkness' who led an expedition into the Dragon's Back. When he returned to his vessel, the fish in the lagoon went sour, the coconuts rotted on the trees, and the Titan's Horns on the north side of the island began to thunder and bellow smoke.

Further investigation will indicate that across the tidal bridge the island is populated with what the locals call fern Goblins, and farther in are giant reptiles and 'the warrior women' who sometimes raid into the village and take men who are never heard from again. The chief believes that the 'Man of Water and Darkness' stole the island's heart, a legendary stone that was kept in a secret Amazonian temple high in the inlands. Since its removal, a darkness has spread through the island.

Reld will ask the characters to mount an expedition into the interior in hopes of discovering the truth about what Molo was up to on the island, and what he did or didn't steal from the women who dwell at its heart. He will trade goods for four canoes that the characters can use to navigate through the swamps and rivers to the north of the village. Provisioned out, the characters will be asked to journey into the interior on the second morning after the ship arrives.

Otherwise, time in the village will revolve around repairs and limited trading for native trinkets, spirits, and fresh food.

At the northern edge of the village, the surf exposes a tidal bridge four times a day. The rocky and jagged piece of land is hard to pass and works as a great means of defense for the villagers. Children spend the low tides collecting urchins and clams, or spearing fish trapped by the retreating water.

Beyond the bridge, a tangled mess of tropical trees and swamps stretch out toward the distant mountains of the Dragon's Back, an encircling ring of mountains that shelters the interior of the island.

The islanders don't readily accept gold pieces but, instead, use polished stones etched with ancient markings as their currency. This means that a typical trade will have to be for goods instead: a rope for a coral necklace, etc.

The Fire Ember & the Necrotic Pearl

The true purpose of Molo's visit to the Isle of Jade was to steal the Fire Ember, one of the artifacts he believes will help him control the power of Hyperion. This six by eight inch piece of amber holds tremendous power, enough to sustain the remnants of the island's Amazonian population for several thousand years. Molo understood that the Amazons wouldn't give up the item that had sustained them so long, and so he devised a plan to invade their sacred temple, steal the Fire Ember, and replace it with a necromantic generator of his own design (fashioned after the Infernal Machine of Mithelvarn in Roslof Keep, where he spent the past twenty years). He understood that the Amazons used the Fire Ember to power their society, keep themselves youthful, and enchant their weapons, thus it was tied into their entire culture. By replacing that power source with a corrupted one—the Necrotic Pearl—he would cast them down and be able to flee without being followed by agents seeking revenge.

Using his dark magic, he managed to successfully do the crime and then slip away from the island. What he didn't realize (or care about) was that the Necrotic Pearl would begin to envelope the entire island with a corruption of madness. This corrupted state is what the characters will have to deal with, including the maddening of even gentle and mundane dinosaurs.

The Corruption

The corruption is currently spreading slowly through the Dragon's Back, and has fully overtaken the Sacred Plateau (see Folio #15). It is not a murderous thing, but instead a dark enchantment that leaches into a creature's spirit, turning them pale and maligned, almost in a zombie-like state of rage that will not abate. This magical pathogen is incredibly dangerous for those creatures native to the island because they have a connection to the power of the Fire Ember, and thus when it was replaced with the Necrotic Pearl, they were easily overcome by its power.

For characters entering the Dragon's Back, the corruption will feel like a palpable taint, a hanging blanket of foulness that is likened to a humid day, sticking to their skin and invading their lungs. Every day of time spent in the Dragon's Back will require a saving throw versus spell **[DC 15 Constitution]** or a point of Wisdom will be lost, until the character becomes a mindless minion of the corruption. A Restoration spell will remove these effects, but they will start again each day.

Adventure Synopsis

This adventure revolves around the characters gaining experience as they fight their way into the interior of the island beyond the mountain range known as the Dragon's Back. They will encounter enemy patrols in the form of fern Goblins (who will harass them as they travel), dinosaurs, and even corrupted Amazon warriors.

The two main encounter points will be the old abandoned Amazonian tower before the Dragon's Back, and then the Amazonian temple within the Dragon's Back. The mission will be tempered by the corruption that will begin testing the players once they breach the Dragon's Back, and the mystery of what has happened to the civilization beyond and how to stop it.

It will be up to the characters to find the clues within the Amazonian temple and then prepare themselves for the remainder of their journey, which is to take place in the events of Folio #15.

Molo and His Minions

In this particular adventure, both Molo of the Thirteen Wives and his minions will be ambiguous at best, as the characters will know little about him and will not encounter him. What is clear for some is that he was once renowned as the Wizard of Roslof Keep, and that he is notorious, as his name suggests, for enchanting many women into a harem that accompanies him wherever he goes.

The Culture of the Amazons

The history of the Amazons of the Isle of Jade is an ancient one. During the final days of Uthoria, as the White Ship plied the bloody waters of the war, the Wizard King sent one of his daughters to parley with Hyperion. Although the titan didn't relent in his abuse of elemental power, he did grant the brave woman a boon, an artifact known as the Fire Ember. When she returned to the White Ship, her father decided to use Hyperion's gift against him, but his daughter was incensed and fled with the artifact along with her most elite cadre of shield maidens.

The rebellious daughter and her followers eventually settled on the Isle of Jade, deep within the sea territory along the Kraken's Maw. Here, she used the Fire Ember to create a society of her own, one far away from the powers that even then were destroying themselves in a great cataclysm. Over the years, she realized that the magic of the Fire Ember sustained life, and she bound its nature into a great web about the island, keeping her soldiers young, as well as herself.

Eventually, Uthoria fell; the Corsairs were scattered, and all memory of her was lost to the ages, but her people remained on their secluded isle. Refugees from the lost kingdom settled on the beaches of the island, interbreeding and losing most of their knowledge, but she simply watched. Now and again her soldiers would want for the company of a man, and so they would steal into the villages and take what they needed, and in this fashion children were born to them, but as half-bloods, the power of the Fire Ember couldn't sustain them like it could the long-lived Corsairs, and so the children eventually died. This created an even greater rift between 'Amazonians' and the outside world.

Today, they are a strange sect of sad spirits, most longing to die. They worship a god and goddess long forgotten in the world, the Blade Maiden and the Father Forge. (Some of priestly nature would say these are Artimus and Hephestus, but that could be debated.) Their society is a martial one built around the use of spear and shield as well as short stabbing blades. There is little magic among them other than that used in the process of forge-craft.

Luckily for the players, once corrupted, the martial strength of the shield maidens is greatly reduced. Still, they are a force not to be taken lightly, and remember, they are not dead, just possessed by the power of the Necrotic Pearl. This also means that the 'watchdogs' of the Amazons, their specially bred mega-raptors, are free roaming and not utilized as shock infantry, which would be far too lethal for the characters at low level.

Dungeon Master Notes & Suggestions

1.

As there is no primary NPC in this adventure, you'll mostly be dealing with the village chief and then the characters being on their own. However, it is possible that one or more of the Amazon warriors could be freed from the corruption and join the party, but this is at the discretion of the DM.

2. The Fern Goblin Tribes

Fern goblins are supposed to be used to stress the players, keep them on their toes, and provide a bit of comic relief. As this is a low level adventure, goblins can be utilized to drain hit points off the party as needed, but are more nuisance than threat. Amid the swamps before the Dragon's Back, there are four distinct tribes of fern goblins, the Yellow Fist, the Tall Bird, the Swimmers, and the Canopy Kings.

3. Keeping signs of corruption present during the journey

Although no nasty effects of the corruption will occur to players until after passing beyond the Dragon's Back, the players should still get a sense of unease, foreboding, and shadow on the island. Even when talking or dining with the villagers, strange sounds from the jungle, a spoiled fish, or bad fruit might give purchase to the idea that something is wrong here.

4. Dealing with the Amazons

When players encounter the Amazons, try to think a bit about the fast zombies in the movie 28 Days Later. They are out of control, but yet not fully 'dead'. If they can be subdued, a Lesser Restoration or Restoration type magic can bring their minds back, even if they will quickly lose it again. (Natives to the island lose 1d4 points of Wisdom on a failed saving throw each day.) If the party does somehow manage to gain an Amazon as an ally, she will know only of the workings of the lower valley inside the Dragon's Maw, the Sacred Plateau meant only for those of higher rank.

Overall Story Arcs and Threads

1. Dealing with Island Travel

Travel is the most ambiguous thing in this adventure. I considered placing hexes over the island map but then decided against it. After all, this is meant to be a fun exercise in gaming, not a ruler oriented nature crawl. To that purpose I would suggest simply telling the players that islanders say it will take two days of hard travel to get into the Dragon's Back, and from there, it should be roughly another three days to get to the temple. Remind folks of the impassability of the jungle, of sinks, impasses, switchbacks, and simply let them get lost for an hour or two on occasion.

2. Only the First Chapter

Remember, as the adventure moves forward, it should be clear to you that this is only the first part of the adventures in the Isle of Jade. The players should think they are simply getting to the great Amazon temple in the middle of the Dragon's Back, but only there will they find out there is much more to the story.

3. Running the Fall of the Amazons

Molo and his party left the island a little over a week before, and thus the fall of the Amazons has been quick in game terms. Their works inside the Dragon's Back have not yet begun to show signs of wear, and the jungle, while growing quickly, hasn't overwhelmed any structures yet. This also means, that while growing thin with abuse of nutrition, the Amazonian warriors are still formidable foes.

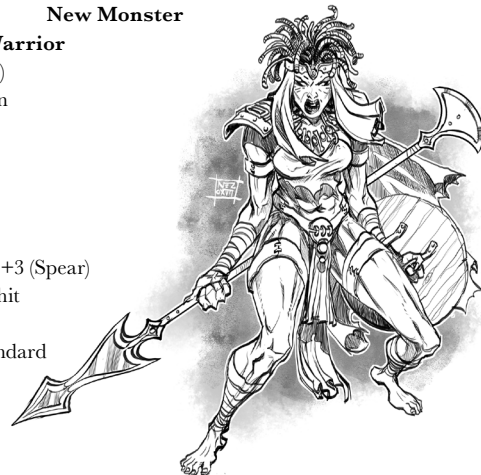
4. The Dinosaurs

Although I've made sure to put some dinosaurs as enemies into Folio #14, I'd highly suggest putting in vegetarian dinos along the path as well, especially in the swamps outside the Dragon's Back. Once inside the Dragon's Back, you could add in some 'odd acting' and 'aggressive' tendencies, even in the most benign of dinos such as the brachiosaurs.

New Monster

Corrupted Amazon Warrior

Chaotic Neutral (Rage)
Frequency: Uncommon
No. Appearing: 1-4
Armor Class: 4
HD: 3+1
Move: 12 ft.
No. of Attacks: 3/2
Damage/Attack: (1-6) +3 (Spear)
Special Attacks: +1 to hit
Special Defense: --
Magic Resistance: Standard
Intelligence: Standard
Size: M (5-6')
Psionic Ability: NIL
% in lair: 10%



Corrupted Amazon Warrior [AC 16, HD 3d10+6, HP 21, Initiative +2, #AT 2, Hit +5, Dam Spear (1d6+3), Martial Advantage (Once per turn an Amazon can deal an extra 7 (2d6) on a creature within 5 feet of an ally.)]

Trained since birth in the art of martial combat, these warrior women are of high Corsair blood and are without equal on the battlefield. However, in their corrupted state, the rage detracts from many of their old training skills, thus making them more vulnerable to attacks.

New Monster

Fern Goblin

Chaotic Evil
Frequency: Uncommon
No. Appearing: 1–6
Armor Class: 5
HD: 1
Move: 12"
No. of Attacks: 1
Damage/Attack: 1–6 (Spear/Javelin)
Special Attacks: +1 to hit with thrown weapons
Special Defense: Surprise on a 3 in 6
Magic Resistance: Standard
Intelligence: Standard
Size: S (2–4')
Psionic Ability: NIL
% in lair: 20%

Fern Goblin [AC 15, HD 2d6, HP 7, Initiative +1, #AT 1, Hit +4, Dam Javelin/Spear (1d6+2), Nimble Escape (Disengage or Hide as a bonus action)]

Jungle relatives to standard goblins, these small, green-skinned and bright-eyed menaces are known for their stealth, hunter's cunning, and ability to throw weapons with deadly accuracy. They are tribal in nature, typically run by a couple of 4 HD bosses/brutes and a 7 HD shaman who has the powers of both cleric and magic-user (1st level cleric and up to 3rd level magic-user). They are equally adept at moving within water as they are in tree tops, and are known to attack from a distance and then melt away into the jungle.

Part One

Travels on the Isle

Instead of doing a wandering monster chart, I've decided to create six encounters that can be used throughout the journey stages of the adventure by the DM. These smaller combat related scenarios will be in place to use as you please, but feel free to create your own encounters as you see fit.

1. Swamp Serpent

Typically encountered in a water zone, this is a good 'first strike' combat where one player gets grabbed while wading. The serpent is a constrictor, so keep that in mind, and due to its large size can crush canoes and attack multiple targets in its coils.

1 Giant Snake [AC 5, HD 6+1, HP 37, #AT 1, D 1–4 (Bite)/2–8 (Constrict), surprise in water 3 in 6]

TREASURE

None

1 Giant Snake [AC 14, HD 6d8+12, HP 36, Initiative +3, #AT 1, Hit +6, Dam Bite 6 (1d4+4), Constrict (DC 11 constitution save or take 10 (3d6) crushing damage)]

2. Fern Goblin Ambush

Fern goblins are a constant menace to the characters throughout the adventure. It can be assumed they are always watching the players with scouts [detect on a 1 in 6] or [DC 15 passive Perception]. They enjoy attacking by harassing with javelins and bows, then falling back (especially after combat against another creature has taken place). They also learn from their attempts, quickly targeting spell casters and archers.

6 Fern Goblins [AC 6, HD 1, HP 6, #AT 1, D 1–6 (Javelin/Spear), +1 to hit with missile weapons]

TREASURE

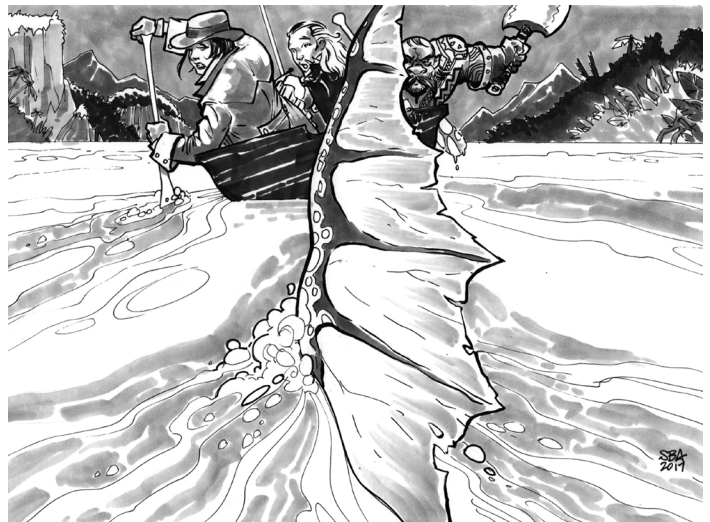
A dozen small polished stones used for trading

6 Fern Goblins [AC 15, HD 2d6, HP 7, Initiative +1, #AT 1, Hit +4, Dam Javelin/Spear (1d6+2), Nimble Escape (Disengage or Hide as a bonus action)]

3. Amazon Patrol

Once the players make it over the Dragon's Back, they will begin to encounter patrols of the possessed Amazon warriors. These encounters will be deadly, so keep that in mind before throwing too many at them.

4 Possessed Amazon Warriors [AC 4, HD 3+1, HP 19, #AT 3/2, D (1–6) +3 (Spear)]



TREASURE

Small pieces of jewelry worth 30 GP, and a single +1 Spear

4 Possessed Amazon Warriors [AC 16, HD 3d10+6, HP 21, Initiative +2, #AT 2, Hit +5, Dam Spear (1d6+3), Martial Advantage (Once per turn an Amazon can deal an extra 7 (2d6) on a creature within 5 feet of an ally.)]

4. Raptor Hunt

During a long walk in the jungles, the party should have an encounter with mega-raptors, the larger bred cousins to the standard raptors that patrol the island. These larger monsters will utilize pack tactics to eliminate characters one at a time, typically by doubling up on stragglers if they can to cause panic.

4 Mega-Raptors [AC 6, HD 4, HP 24, #AT 1, D 1–8 (Bite), Toe Claw (if the raptor gets 4 over what it needed to hit, it does an additional 2–12 points of damage with a ripping lower claw attack)]

TREASURE

None

4 Mega-Raptors [AC 14, HD 4d10+4, HP 24, Initiative +2, #AT 2, Hit +4, Dam Bite 5 (1d6+2), Claws 4 (1d4+2), Multiattack, Pack Tactics (Mega-Raptors are at advantage if attacking with allies within 5 feet.)]

5. Water Dino Attack

When the party utilizes canoes, they will have the chance to run into a young nothosaurus who has yet to find its way from its birthplace in the freshwater shallows to the open ocean. It will stalk the convoy, upend the boats, and try for easy prey among the swimmers.

1 Young Nothosaurus [AC 6, HD 7, HP 42, #AT 1, D 3–18 (Bite)]

TREASURE

None

1 Young Nothosaurus [AC 14, HD 7d10+7, HP 52, Initiative +2, #AT 1, Hit +6, Dam Bite 11 (3d6+2), Swamp (When engaging boats, the nothosaurus can also attack with its massive flippers, doing 6 (3d4) damage to boats.)]

6. Giant Pterosaur Attack

Perhaps the most lethal dinosaur attack during the journey, this one typically happens during the high crossing of the Dragon's Back. You might want to gauge the health and current strength of the party before throwing all 5 of these creatures at them, taking the numbers down accordingly.

5 Giant Pterosaurs [AC 6, HD 6+6, HP 30, #AT 1, D 3–12 (Bite), Diving provides a 3 in 6 chance of surprise]

TREASURE

None

5 Giant Pterosaurs [AC 14, HD 6d8+6, HP 30, Initiative +2, #AT 1, Hit +5, Dam Bite 8 (3d4+2)]



Part Two

Fallen Amazon Tower

When the Amazons abandoned their watch posts over the Dragon's Back years ago, they left several of these fortified towers behind. Over the years, they have fallen into disrepair, and this tower is no different. The top sections have collapsed, and it is currently the home base of a fern goblin raiding band.

1. Pillared Front Entry

Vines and lichen now cover the stone pillars that support the entry to the tower. A single copper door, set with a rich green patina, stands closed against the elements, even as the upper levels of the tower have collapsed down around it.

2. Open Receiving Chamber

Signs of a struggle, broken chairs and a torn tapestry, are the only elements that decorate this large chamber. Two wooden doors, one partially open and another splintered and hanging from its hinges, are on the northern side of the room, and a stair leading up is along the eastern wall.

Amid the destruction are 4 fern goblins who have hidden as best they can, 3 in 6 [DC 13 passive Perception], amid the debris when hearing the party open the copper door.

4 Fern Goblins [AC 6, HD 1, HP 6, #AT 1, D 1-6 (Javelin/Spear), +1 to hit with missile weapons]

TREASURE

A dozen small polished stones used for trading

4 Fern Goblins [AC 15, HD 2d6, HP 7, Initiative +1, #AT 1, Hit +4, Dam Javelin/Spear (1d6+2), Nimble Escape (Disengage or Hide as a bonus action)]

3. Closet

Pegs for cloaks and a well-worn scale scabbard are the only things in this small room.

On the ground are a couple of moldering bags and a cloak. Seven silver Amazonian coins are in one bag, worthless to the goblins.

4. Sitting Room

Two large chairs, made from palmwood and skins, rest on a woven rug in the middle of the room. A tapestry with a single flashing blade at the center is against the western wall, the lower half propped up like a tent. One door is set into the southern wall.

Three fern goblins have set up a little camp beneath the tapestry and will try using it as cover to throw and shoot at anyone entering the room.

3 Fern Goblins [AC 6, HD 1, HP 6, #AT 1, D 1-6 (Javelin/Spear), +1 to hit with missile weapons]

TREASURE

A dozen small polished stones used for trading. One goblin carries a +1 Amazonian Dueling Dagger (short sword).

3 Fern Goblins [AC 15, HD 2d6, HP 7, Initiative +1, #AT 1, Hit +4, Dam Javelin/Spear (1d6+2), Nimble Escape (Disengage or Hide as a bonus action)]

5. Stairs Up

A small stairwell leads upward, the smell of rot and the jungle heavy in the room.

6. Scroll Sanctum

A series of shelves rest against the walls of this room, and a mass of scrolls and parchment have been heaped in the middle of the room and mostly burned, leaving a large blackened mound.

The fern goblin shaman lives here, making his home amid the 'magic ash' of the old scrolls. He is currently within the ash mound and will create a mirror image of himself before leaping out and throwing spells at the players in angry glee.

1 Fern Goblin Shaman [AC 7, HD 7, HP 42, #AT 1, D 1-6 (Spear), Spells: Magic Missile (x3), Lightning Bolt, Cause Light Wounds, Mirror Image]

TREASURE

+1 Ring of Protection, Shell Necklace of Wisdom (+1 to attribute)

1 Fern Goblin Shaman [AC 13, HD 7d6+7, HP 28, Initiative +3, #AT 1, Hit +4, Dam Spear 5 (1d6+2), Spells: Fire Bolt (2d10), Magic Missile, Shield, Mirror Image, Cause Wounds]

7. Dressing Sanctum

A tattered trifold screen lies on the floor of this room as well as a low bench that has a hand axe driven into its smooth surface. There are two doors in this room, both open and streaming light and mist into the chamber from the encroaching canopy of broad-leaved trees.

Two goblins, one wearing a chain link bra and dancing around like a fool, will enter the chamber from the door in the northeast corner. Once they notice the players, they will screech and attack. The chain bra is actually a fine piece of magical armor, and anyone attacking the goblin wearing it should note their blows are slackened or turned away. This 'bra goblin' will have an AC 2 [AC 18].

2 Fern Goblins [AC 6, HD 1, HP 6, #AT 1, D 1-6 (Javelin/Spear), +1 to hit with missile weapons]

TREASURE

A dozen small polished stones used for trading. The chain bra is actually a Chain Bra of Protection +2 and provides armor as a full breast plate.

2 Fern Goblins [AC 15, HD 2d6, HP 7, Initiative +1, #AT 1, Hit +4, Dam Javelin/Spear (1d6+2), Nimble Escape (Disengage or Hide as a bonus action)]

8. Stairwell

A splash of old blood, having turned rusty orange, marks the length of this stair as it leads down into darkness.

9. Martial Combat Chamber

Stone pavers have been set into the dirt floor of this room all around the exterior, leaving the center hard-packed earth. A series of leather straps and ropes hang on pegs along the northern wall, and to the east, a painting of a naked warrior woman with leather gauntlets decorates the stone wall.

A successful search, 1 in 6 [Perception DC 15], will reveal a Fine Dagger +1 lies covered in the dirt on the main floor.

10. Mess Hall

Two long tables with benches stacked atop each are located in this room as well as a small open fireplace in the room's northern wall. Two large grey-scaled goblins are having at each other with spears at the center tables and turn to regard you with angry looks on their faces.

2 Fern Goblin Brutes [AC 5, HD 3, HP 18, #AT 3/2, D 1-6 (Spear), +1 to hit if attacking with allies]

TREASURE

A bag of polished trade stones and a bag with 15 Amazonian gold pieces

2 Fern Goblin Brutes [AC 15, HD 3d8+3, HP 15, Initiative +1, #AT 2, Hit +5, Dam Spear 5 (1d6+2), Multiattack, Pack Tactics (Brutes are at advantage if attacking with allies within 5 feet.)]

11. Captain's Sanctum

A low bed, set on stones, rests against the northern wall of this spacious room. A stone bath, a post for hanging armor, and a dressing screen are also within the room. Facing the door from the eastern wall is a heavy palmwood desk with a thin obsidian top. Six goblins lounge on the desk, all rising to see who has entered before grabbing their weapons.

6 Fern Goblins [AC 6, HD 1, HP 6, #AT 1, D 1-6 (Javelin/Spear), +1 to hit with missile weapons]

TREASURE

A dozen small polished stones used for trading

6 Fern Goblins [AC 15, HD 2d6, HP 7, Initiative +1, #AT 1, Hit +4, Dam Javelin/Spear (1d6+2), Nimble Escape (Disengage or Hide as a bonus action)]

12. Spear Combat Chamber

The edges of this room are stone pavers, but the main floor is a circle of dirt. Pegs line the walls, and several spears are housed on them. A mural of a warrior woman with a spear has been painted on the eastern wall and two large candles in brass bowls stand before it.

13. Barracks One

Eight mats lay on the floor with small woven baskets beside each. Several cloaks hang from pegs on the wall, and a single table with a bucket and a pitcher atop it is against the south wall.

14. Barracks Two

Eight mats, each rolled up next to a woven basket, are against the west wall next to a table with a bucket and a pitcher. A chalk outline of a large square has been drawn into the floor at the middle of the room.

15. Blade Combat Chamber

Four practice swords hang from pegs on the wall to the east, and a painting of a warrior woman with a blade raised above her head is on the northern wall. Several old rusty stains mark the stone floor of the room, and a painted black line creates a large circle at the center. Four goblins are standing amid the black lines having a hissing conversation.

One of the blades on the wall is actually a +1 Longsword, but far too large for goblins, so they have left it where it is.

4 Fern Goblins [AC 6, HD 1, HP 6, #AT 1, D 1-6 (Javelin/Spear), +1 to hit with missile weapons]

TREASURE

A dozen small polished stones used for trading and a small golden idol (100 GP value)

4 Fern Goblins [AC 15, HD 2d6, HP 7, Initiative +1, #AT 1, Hit +4, Dam Javelin/Spear (1d6+2), Nimble Escape (Disengage or Hide as a bonus action)]

Part Three Lost Amazon Temple

Situated along the great inner lake of the island, this 'lost' temple was in service until just three weeks ago when Molo and his minions stole the Fire Ember and replaced it with the Necrotic Pearl. Once the Amazonian society succumbed to the power of the pearl, the temple was abandoned, save for those lost souls who have died within or still remain to be tortured by shadowed memories of their past lives.

While exploring the temple, remember that although it is considered a 'ruin', it is only recently fallen, and the jungle hasn't overtaken it. Debris, foodstuffs, and relics remain inside in relatively good condition. It should be evident to the players that whatever happened here has occurred since Molo's infamous visit.

1. Arched Entry

A forty-foot-long arched hall stretches before you. At the end, a set of copper doors is set into the stone and carved with the images of twin swordswomen. Two smaller wooden doors, one on the east and one on the west walls, break up the polished obsidian of the hall halfway down.

2. Chamber of Arms

Paintings of various weapons, namely spears and short blades, decorate this large room. A half-dozen rusty blood stains are splashed about the floor, and several blade stands have been knocked over and splintered. A single door is set in the northern alcove of this chamber.

As you enter, two women, their pale skin luminous in the half-light of the chamber, rise to meet you with their weapons at the ready, mad eyes glowing slightly red in the dimness.

2 Possessed Amazon Warriors [AC 4, HD 3+1, HP 19, #AT 3/2, D (1-6) +3 (Spear)]

TREASURE

Small pieces of jewelry worth 30 GP, and one of the two carries a +1 Spear.

2 Possessed Amazon Warriors [AC 16, HD 3d10+6, HP 21, Initiative +2, #AT 2, Hit +5, Dam Spear (1d6+3), Martial Advantage (Once per turn an Amazon can deal an extra 7 (2d6) on a creature within 5 feet of an ally.))]

3. Chamber of Armor

Paintings of all manner of armor, from exotic leather to heavy plate, decorate the walls of this room. Bits of chainmail and shattered wooden frames are on the floor. A single door is set into a recess in the room's northern wall.

4. Blade Blessing Chamber

Beyond the secret door, a large chamber opens up to reveal a stone altar at one end. Several bottles of oil, all marked with a strange sigil, rest atop the altar.

A lesser winged serpent has moved into the chamber and will defend it with dodging attacks back and forth across the room. While in flight, it is considered AC 0 [AC 20].

1 Lesser Winged Serpent [AC 4, HD 2, HP 12, #AT 1, D 1-6 (Bite), Poison (save or take an additional 3d4 damage)]

TREASURE

Winged serpent scales are prized in Taux, and this creature's skin would fetch over 100 GP.

1 Lesser Winged Serpent [AC 16, HD 2d8+4, HP 12, Initiative +2, #AT 1, Hit +6, Dam Bite 3 (1d4+1), Poison (DC 13 Constitution or take an additional 7 (3d4)), Flyby (Snake doesn't provoke an attack of opportunity when flying out of enemies reach.)]

5. Flesh Blessing Chamber

The secret door slides away, revealing a long chamber with a polished obsidian statue of a woman at one end. A polished copper bowl rests in her dark hands, and a slow drip of water from a hole in the ceiling splashes into its surface.

The water in the copper bowl will glow with a slight shine if Detect Magic is cast. The water acts as a Neutralize Poison Potion as long as it remains in the copper bowl. If removed from the bowl, it will lose its magical properties in 24 hours.

6. Open Air Light Bath

Light from above and the sounds of small birds wash over you as the great doors open. Beyond the entry, a small open air courtyard, no more than twenty feet square, has walls that rise up around you some thirty feet beneath the azure sky.

A colony of striges are now in residence in the garden and will buzz out to attack those entering their realm.

8 Striges [AC 8, HD 1+1, HP 6, #AT 1, D 1-3 (Pierce), Blood Drain (1-4 hit points per round after striking), Deadly Aim (Striges attack as 4+ HD monsters.)]

TREASURE

None

8 Striges [AC 14, HD 1/2, HP 2, Initiative +1, #AT 1, Hit +5, Dam Pierce 5 (1d4+3), Blood Drain (Once attached, the target loses 5 (1d4+3) per turn.)]

7. Eastern Guard Chamber

Here, more signs of struggle and old blood dominate this twenty foot square room. A wooden barricade, likely to bar the door, rests on its side, and a shattered blade is beneath it. One door is set in the eastern wall.

8. Western Guard Chamber

The door gives only as you throw some weight against it. Beyond the door, a putrefied corpse rests in a smear of its old flesh and blood. From all appearances it was a naked female. A single door is set into the western wall of the room, and two pale-skinned female warriors seem to be standing guard at it. Upon your entry, they lower their spears to attack.



2 Possessed Amazon Warriors [AC 4, HD 3+1, HP 19, #AT 3/2, D (1-6) +3 (Spear)]

TREASURE

Small pieces of jewelry worth 30 GP, +1 Amazonian Dagger (short sword), +1 Shield

2 Possessed Amazon Warriors [AC 16, HD 3d10+6, HP 21, Initiative +2, #AT 2, Hit +5, Dam Spear (1d6+3), Martial Advantage (Once per turn an Amazon can deal an extra 7 (2d6) on a creature within 5 feet of an ally.)]

9. Chamber of Femininity

Great blooming flowers of all shades have been painted on the walls of this large room and a central stone altar shaped in the same fashion mark this room in an odd tone. A single door, which is shattered, is in the north wall.

A shadow lurks in the room, a product of the Necrotic Pearl. It will attempt to slip behind a spell caster and deliver its chilling touch.

1 Shadow [AC 7, HD 3+3, HP 21, #AT 1, D 2-5 (Touch), Strength Drain (drains 1 point of Strength per successful hit until turning victim into a shadow as well), Shadow Stuff (requires a +1 or better weapon to hit)]

TREASURE

None

1 Shadow [AC 12, HD 3d8+3, HP 16, Initiative +2, #AT 1, Hit +4, Dam Touch 9 (2d6+2) + Strength Drain 2 (1d4), Damage Resistance, Shadow Stealth, Sunlight Weakness]

10. Shrine of the Blade

Against the east wall, the statue of a female warrior, dressed in plated armor and cast in bronze, stands as if offering something in her outstretched palms. A mosaic creating a large sigil has been set into the floor. A single door is set into the northern wall.

The statue will glow with a magical nature, and any weapon placed in the statue's open hands will be imbued with a blessing that makes it +1 magic for 24 hours.

11. Wall of Hands

The walls of this twenty foot square towering room are decorated with the ashen imprints of thousands of hands. Each dark print seems almost surrounded by a shimmer of light, giving the dark room (some forty feet high at the apex) an unworldly feel. A single door sits among the hands in the north wall.

Two cloaking spiders, adept at blending into their environment, now impersonate 'hands' on the walls of this chamber. Detecting them is only on a 1 in 6 [DC 16 passive Perception], and they are perhaps the most dangerous of encounters in the temple, as their bite is lethal.

2 Large Spiders [AC 8, HD 1+1, HP 7, #AT 1, D 1 point (Bite), Poison (save or death)]

TREASURE

None

2 Large Spiders [AC 12, HD 1d12, HP 6, Initiative +1, #AT 1, Hit +4, Dam Bite 2 (1d4), Poison (DC 15 Constitution or take an additional 15 (5d6))]

12. Bloodletting Chamber

In the center of this secret chamber, an obsidian dais rests with a large copper shield upturned atop it. Inside the shield a dense red liquid pools, the surface seeming to be alive.

The blood has been corrupted by the Necrotic Pearl, and the creature created is reminiscent of a water weird, only this one is made of blood! It can attack one target a round, and will try to corrupt the target's blood, leaching its own necrotic infection into that person. Once it is successful in delivering a corruptive strike, it will attack another target, and so on until all targets turn to blood or it is destroyed. Once killed, its corruptive power will abate.

1 Blood Weird [AC 4, HD 5+5, HP 35, #AT 1, D Nil, Envelop (target loses 1d4 Constitution per round), Liquid Form (Slashing does 1 point per round, piercing does nothing.)]

TREASURE

None

1 Blood Weird [AC 16, HD 5d8+8, HP 28, Initiative +2, #AT 1, Hit +6, Dam Nil, Corrupt Blood (any living thing struck by the weird takes 2 (1d4) Constitution damage per round)]

13. Oil Anointing Chamber

Five large glass vials, half the size of a man and fluted at the top, rest against the north wall of this chamber, and the smell of spice hangs heavy in the air. On the floor, a series of thin channels have been cut that run to a drain at the center. On the east wall, a door is marked with a sigil similar to those seen in other rooms of the temple.

The glass vials do radiate magic, and if a character were to strip down and bathe in the liquid, he would be under the effects of a Potion of Heroism for 24 hours.

14. Sacred Cloak Room

This large open room has stone pegs coming out from the walls; cloaks hang on several. Each cloak is marked with a sigil common to this center of worship. The remains of perhaps a dozen straw mats are strewn around the room along with rotting foodstuffs, torn baskets, and a large smashed jar.

Two more shadows lurk here, and will team up against a low strength character as they try to create more of their kind.

2 Shadows [AC 7, HD 3+3, HP 21, #AT 1, D 2-5 (Touch), Strength Drain (drains 1 point of Strength per successful hit until turning victim into shadow as well), Shadow Stuff (requires a +1 or better weapon to hit)]

TREASURE

One of the cloaks is actually a Cloak of Protection +1.

2 Shadows [AC 12, HD 3d8+3, HP 16, Initiative +2, #AT 1, Hit +4, Dam Touch 9 (2d6+2) + Strength Drain 2 (1d4), Damage Resistance, Shadow Stealth, Sunlight Weakness]

15. Sacred Cloak Room

Four black cloaks, each splashed with the symbol of a blood blade, hang from stone hooks on the south wall of this large chamber. A dozen mats have been rolled for storage along the eastern wall, and baskets have also been stacked there next to three buckets and a copper chamber pot.

Amid the mats, three large jungle beetles are trying to make a nest. Any disturbance to the mats will bring them forth in a hissing frenzy.

3 Large Beetles [AC 5, HD 2, HP 10, #AT 1, D 1-6 (Bite)]

TREASURE

None

3 Large Beetles [AC 15, HD 3d8+3, HP 15, Initiative +1, #AT 1, Hit +4, Dam Bite 5 (1d6+2)]

16. Open Air Garden of Life

Like the initial light tower chamber, this central twenty by twenty room also opens to the sky some thirty feet above. However, this chamber is filled with plants, from vines snaking down the walls from above to ferns, creepers, and shaggy palms. Mostly obscured by foliage, a set of copper double doors are set within the north wall.

17. Forge Priestess Chamber

A low stone shelf set with bedding is located along the southern wall of this room, and a rack along the northern wall holds a stout pair of leather gloves, leather apron, and steel-toed boots.

The apron is magical, and serves as +2 Leather Armor if worn in conjunction with the leather gloves.

18. Sitting Room

Two large palmwood chairs covered in leather rest along the south wall of this chamber as well as a reptilian scale rug and low wood table. To the west, a large set of wooden double doors stand, each carved with the likeness of a female warrior.

19. Sacred Forge

The trappings of a sophisticated forge, both with a hot and cold furnace, are within this huge chamber. Runes of enchantment line the forges and even mark a large anvil that sits at the room's center. A single door has been set in the west wall.

The forge-maiden's apprentice still resides within the forge itself, transformed into a salamander by the Necrotic Pearl. Likely the most difficult 'boss' of the dungeon, this encounter should be tailored as needed by the DM. Once players enter, the salamander will become aware of them, stoking the flames in a mysterious way that the characters should notice. Anyone getting within 10 feet of the forge will be attacked as the creature slithers out and tries to spate them on his spear.

1 Salamander [AC 5/3, HD 7+7, HP 49, #AT 1, D 2-12 (Flaming Spear), Heat (saving throw versus petrification or take 1-6 damage per attack on the salamander), Fire Skin (+1 or better weapon to hit)]

TREASURE

None

1 Salamander [AC 15, HD 12d10+24, HP 90, Initiative +3, #AT 2, Hit +7, Dam Spear 11 (2d6+4) + Fire 13 (2d8+4), Tail 11 (2d6+4) + Fire 7 (2d6), Multiattack (Spear and Tail), Heated Body (Successful melee attacks within 5' take 7 (2d6) damage.)]

20. High Priestess' Library

At least a hundred volumes, most martial histories from various commanders over the centuries, are housed in shelves along the western wall of this huge room. Six more palmwood chairs are also here, and a massive chandelier hangs from iron chains in the vaulted roof. A single wooden door is in the north wall, and on the sloping eastern wall, a set of polished oak doors, something not found on this island, are inset.

With enough time and effort, a searching character will discover magical scrolls in all the collected works. These include Magic Missile, Lightning Bolt, Feather Fall, and Shield. Also, holy documents within the library show pictures of another great temple atop the plateau on the island's northwest side. Inside the temple there are descriptions of a great Fire Ember that was a gift from a titan to the Amazons, and a seed of their power. Maps also point out secret trails known only to the Amazons for getting atop the plateau.

21. Bathing Pool of the Goddess

Beyond the double doors, a long pool, bathed in the light from open air skylights above, dominates this long hall. Two basalt pillars frame the pool at the north end, and a lip of green mosaic tile edges the liquid.

A unique creature defends the sacred waters of the Pool of the Goddess. It is a tile golem, and is no larger than a medium-sized dog. However, it is a nasty little defender and can either slash or fire off shards of tile at opponents.

The Pool of the Goddess is itself enchanted, and anyone drinking from the pool will either be granted a boon or a bane by the goddess. Multiple drinks will not have any effect on the characters. The effects are permanent.

Roll 1d8:

- 1-2: Lose 1-4 points from random ability scores
- 3-4: Lose 1 point from your primary ability score
- 5-6: Gain 1 point to your primary ability score
- 7-8: Gain 1-4 points to random ability scores

1 Tile Golem [AC 5, HD 3, HP 18, #AT 1, D 1-6 (Shards), Enchanted Body (+1 or better weapon to hit)]

TREASURE

None

1 Tile Golem [AC 15, HD 3d10+3, HP 18, Initiative +2, #AT 1, Hit +4, Dam Shards 5 (1d6+2), Tile Form (all non-magic attacks do 1/4 damage)]

22. Secret Shrine of the Forge God

A massive statue of dull bronze stands with hammer over one shoulder in the north of this room. Oddly, it is a male figure, heavily muscled in the chest, and yet one leg looks to be withered in some fashion. Three low tables are in the room, but all are currently empty, and two large braziers still gutter with low burning blue flames near the statue.

Any male character entering this chamber must make a successful saving throw versus paralysis [DC 14 Constitution] or lose a level of experience permanently. If the saving throw is made, the character's primary weapon or armor gains a +1 magical enchantment (or additional +1 if it is already magic).

23. High Priestess' Bedchamber

A huge bed with four posts and silken white canopy dominates this plush chamber. Tapestries depicting gloriously beautiful women tending to gardens, raising children, politicking at council, and fighting in bloody conflicts adorn the walls.

Within the bed, the great warrior priestess of the temple lies in fevered agony. When the party enters, she will scream in rage, her eyes glowing bright red, and leap from the bed to do combat with the first man she sees.

Even while cursed, she is incredibly beautiful, with a Comeliness score of 19 (Unearthed Arcana).

A crumple of scrolls are in her bed as though she was reading or writing them when madness overcame her. Investigating the scrolls reveals they speak of a "Cloaked Darkness" that overcame some of the Amazonian patrols, and that the priestess fears it has passed atop the plateau and will threaten their queen. It can be assumed that this was Molo, and that he may be after the Fire Ember.

1 Possessed Amazon Warrior Priestess [AC 2, HD 9, HP 56, #AT 2/1, Hit +5, D (1-6) +7 (Spear), Warding Blow (Any blow that would reduce the priestess to zero hit points can be avoided with a successful save versus spell.)]

TREASURE

+2 Spear, +3 Shield, +2 Chain Mail

1 Possessed Amazon Warrior Priestess [AC 18, HD 9d12+18, HP 72, Initiative +2, #AT 2, Hit +8, Dam Spear 9 (1d6+7), Gang Master (at advantage if attacked by more than one opponent in a round), Warding Blow (gains a +4 to AC on a single attack a round)]

24. Skull Trophy Room

Shelf upon shelf of human and humanoid skulls line the walls of this strange room.

This is a random 'odd' encounter for the characters, and the DM might have some fun with it, the skulls throwing insults (especially at the male characters) and flying about the room trying to bite people.

5 Biting Skulls [AC 8, HD 1+1, HP 6, #AT 1, D 1-4 (Bite)]

TREASURE

Several of the skulls have gold teeth, the total value equal to 50 GP.

5 Biting Skulls [AC 12, HD 1d8+1, HP 5, Initiative +1, #AT 1, Hit +4, Dam Bite 3 (1d4+1)]

25. Magical Potion and Scroll Chamber

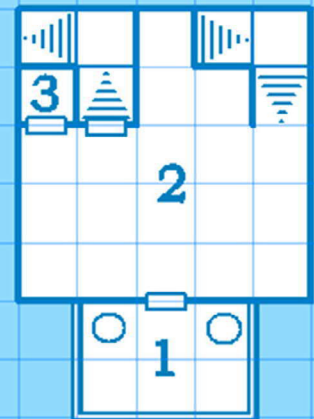
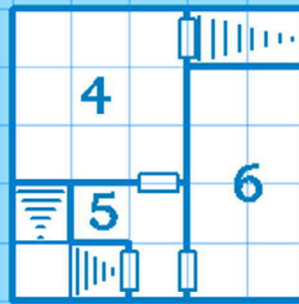
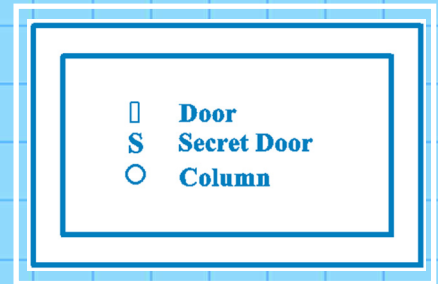
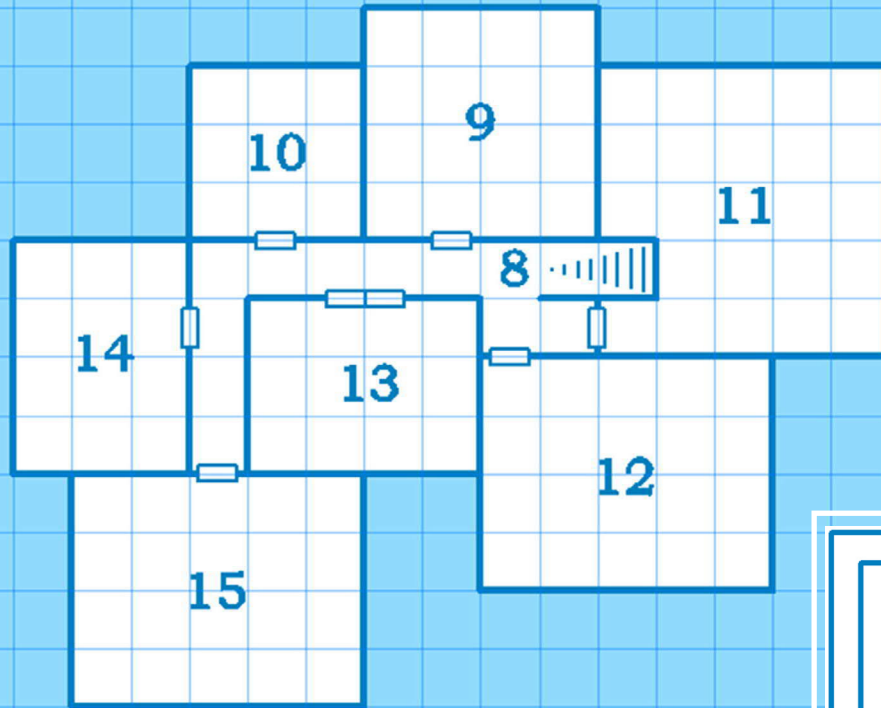
Shelves containing oddly colored potions and rolled scrolls are within this room. However, the bulk of the stores look to have been removed some time ago.

There are still 5 Potions of Healing in the room, as well as 3 Scrolls of Cure Light Wounds [Cure 7th level].

Thus ends this part of The Isle of Jade. The next Folio will deal with the recovery of the Necrotic Pearl and the freeing of the island from the curse.

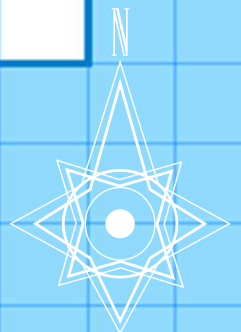
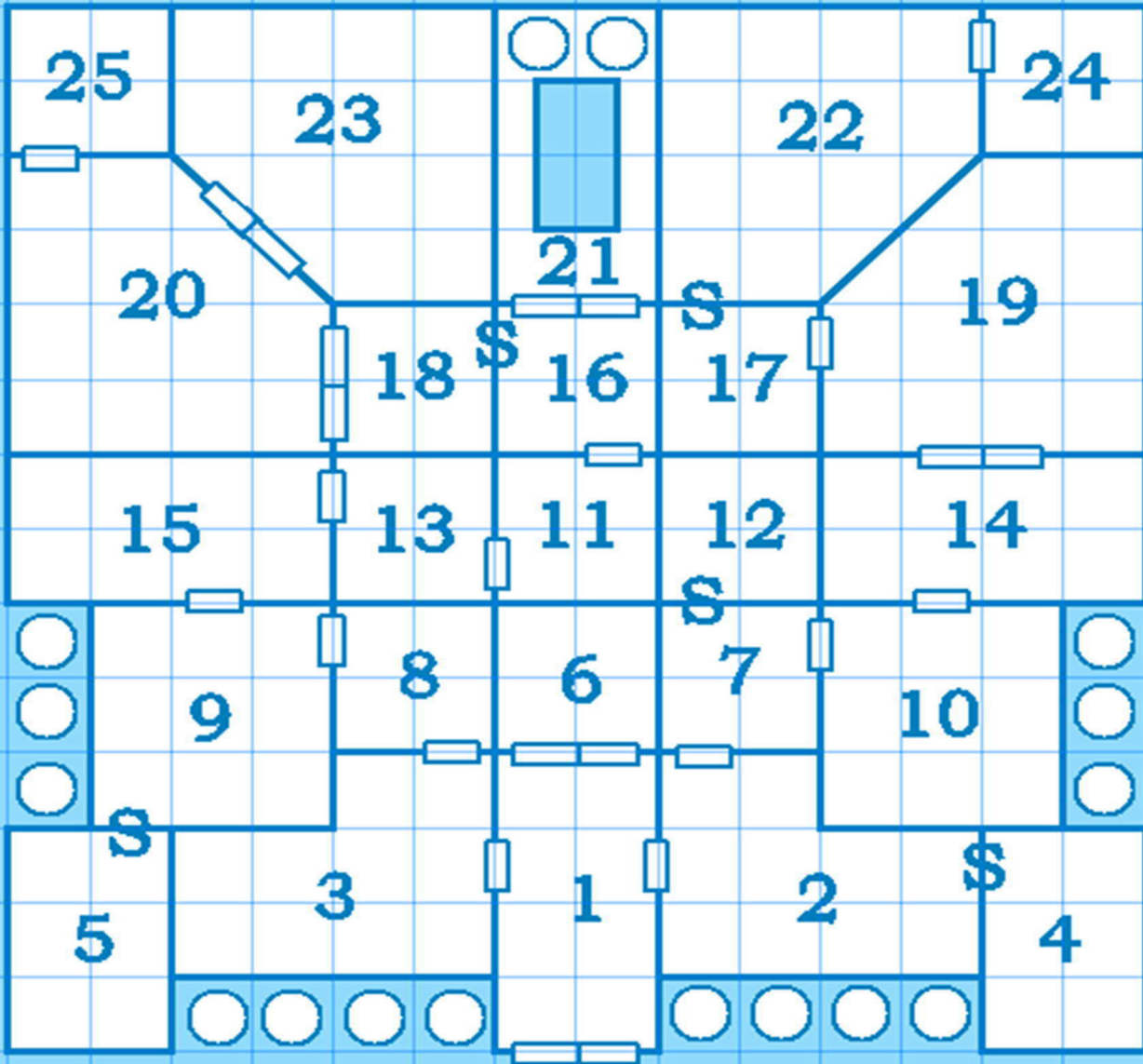


THE FOLIO



THE FOLIO

▭	Door
S	Secret Door
○	Column



THE FOLIO

Mini-Module



WHITE SHIP CAMPAIGN

The Pearl of Madness

Mini-Adventure WS1.5

by Scott Taylor

The Pearl of Madness is a companion adventure made to go along with the events unfolding prior to the core adventure found in Folio #14. It is designed for 1E & 5E mechanics and is for characters levels 1–3. It contains the information needed to run a side adventure that will help characters gain a degree of experience before setting out into the interior of the Isle of Jade.

Thunder booms on the north of the isle and a dark rain falls on the inland swamps prompting the village chief to deny the characters canoes for their journey for another day. This respite offers the characters a chance to participate in a village tradition, the pearl dive. With whispers of great wealth at the bottom of a secluded cove, the players prepare for a dive that will provide more than the mundane.

THE PEARL OF MADNESS

Mini-Adventure WS1.5

Dungeon Master Notes

This mini-adventure is meant for use with Folio #14 as an introductory session before the combat events of the module take place. A DM who would like to get the characters some experience points before the journey begins, while also giving them a sense of trouble on the island, can put this mini-adventure to great use. The encounters herein all revolve around a pearl dive, and therefore the characters must be considered proficient in swimming, and they must also deal with encumbrance from any armor they would choose to wear beneath the surface (which is unlikely as this is just supposed to be a fun dive in tropical waters).

1. Primary Purpose

Gain experience points before the start of the adventure, as well as some minor magic to help along the way.

2. Secondary Purpose

Get to know the villagers while forming alliances and bonds before the beginning of the adventure series.

3. Time for running

This mini-adventure is meant to be run BEFORE the events that take place in Folio #14.

The Secluded Cove

Known to the islanders as 'Tapa'newi', or the 'Cove of the Mother's Eye', this secluded lagoon lies on the Isle of Jade's southern coast, to the west of the fens. The long inlet is sheltered from most storms and has become the home of a vast amount of sea life, especially coral and crustaceans. There is also an underwater grotto used by a tribal collection of merfolk as a sacred shrine to the goddess Tefnut. Diving here can provide the opportunity to find precious pearls amid the clam groves on the seabed, and although pearls aren't of much value to the islanders, they are used in trade with outsiders. Thus, allowing sailors to dive here isn't forbidden, assuming they are in good standing with the village chief and elders.

Pearl Diving

Swimming in first edition isn't a skill, and thus it can be assumed that most characters have enough proficiency to take on the challenge of doing a dive. However, diving does require a successful roll of the average of a character's Strength, Dexterity, and Constitution to successfully bring up clams during a dive [DC 12 Athletics]. Once a character has made a dive and come up with clams, they have a 1 in 6 chance of finding a pearl. The value of the pearl is 01–75% (15 GP), 76–85% (50 GP), 86–99% (100 GP), 100% (1,000 GP black pearl). For the purposes of the adventure, players will be considered to have the time to do 6 dives before the events of the mini-module carry them away from the enjoyment of the afternoon.

Ma'Atu & She'Ana

These two islanders are brother and sister and will be the guides for the players who want to journey to the cove. They are kindred spirits, twins, and are both incredibly attractive (considered Charisma 16, and if using the UA Comeliness rules, have Comeliness of 17). They will teach the players basic canoe skills (which will be helpful in Folio #14) and will be playful and happy as they take the characters to the various dive zones around the cove. It should be important for the DM to make these two very important to the characters because that will be needed to lure the characters to the grotto.

Necrotic Clouds

Necrotic Clouds are an aftereffect of the Necrotic Pearl being placed on the altar of the Amazons. This coalescence of dark energy has a corruptive power, and will seek out life in an attempt to turn it evil and malign. It has no real persona or nature, save that it is a magical force, and therefore not subject to mundane attacks. Its attacks drain Wisdom, and once Wisdom has been completely drained, the victim is considered an NPC with a Chaotic Evil alignment.

Minor Necrotic Cloud [AC 8, HD 2+1, HP 12, #AT 1, D 1–4 (Wisdom Drain), +1 or better weapon to hit]

TREASURE

None

Minor Necrotic Cloud [AC 12, HD 2d10+4, HP 14, Initiative +1, #AT 1, Hit +3, Dam Necrotic Envelope 2 (1d4), Damage Resistance (nonmagical weapons), Vulnerability (radiant), Corruption (DC 12 Constitution or take 2 (1d4) Wisdom damage)]

Running Combat

Running combat in this adventure will require you to brush up on your rules sections for underwater combat. Otherwise, it is a pretty straightforward adventure with combat being at first broken up into independent encounters, and then turning into a small 'dungeon crawl' in the grotto. Keep in mind you aren't looking to kill players here, just give them a sample of combat with corrupted creatures and gain some experience points.

Telling the Story

The story develops around a gathering darkness in the north and the rumble of distant volcanic activity. Once those signs occur, the village chief will not allow canoes or guides to be provided to Reld's company until the 'wrath of the gods' has been quelled with the sacrifice of a giant pig that requires a full night to roast beneath the earth. Thus, the company will be forced to stay another day in the village before departing for the inlands. During this time, one of the party members should meet one of the twins (DM's choice, depending on the nature of the players), and then be invited to a pearl dive. Understanding the value of pearls, it is likely that the players will jump at the chance to gain some easy wealth instead of sitting around watching the villagers prepare for a morning pork breakfast feast.

Set up from Folio #14

Be sure to get the players to feel that they are in the tropics, and that this is not any ordinary adventure. Something 'unnatural' is afoot, and even the local villagers can sense it.

'Amid the azure skies to the north a darkness has risen by the late morning, and several tremors shake the village. The locals begin to whisper of dark omens, and the chief calls a council with Reld before the sun has reached its zenith. Only after, amid the gathering of hunters, does a dour Reld come to tell you that your mission will be delayed another day, and that the afternoon and evening are yours to do with as you please.'

The Secret Cove

'Crystal clear water laps lightly against the side of the canoe as you absently dangle a hand below the cool surface. Around you, secluded from the eyes of the world, cliffs jut upward to tangles of jungle and a single white sand beach creates a shimmering crescent to the east. Your guides, both beautiful and tanned, smile as they drop hemp and stone anchors into the lagoon, tangles of multi-colored coral and fish inviting you to explore below the surface.'

1. Giant Barracuda

A glimmering of scales flashes to your left as the long, spear-like, body of a toothed fish darts from behind a cluster of brain coral.

This should be the first attack of the day, a single giant barracuda, having succumbed to the corruption, has decided that the players are a perfect lunch. This attack can be used on a single player character or multiples, but after the attack, the twins will shake it off as the creature being drawn to the reflection of anything metal upon the character, most likely a dagger, or perhaps jewelry.

1 Giant Barracuda [AC 6, HD 3, HP 18, #AT 1, D 2–8 (Bite), Size M]

TREASURE

None

1 Giant Barracuda [AC 14, HD 3d10+6, HP 21, Initiative +2, #AT 1, Hit +4, Dam Bite 6 (1d8+2)]

2. The Giant Clam Grotto

Beneath you, a plot of huge clams lie open, their milky insides exposed to the flowing waves.

This is the most dangerous and most lucrative part of the cove where pearls are concerned. If a party member chooses to dive into the giant clams and retrieve a pearl, add 50% to their pearl value percentage (with 100% still being a required roll). However, tangling with a giant clam can be dangerous, so keep that in mind.

1 Giant Clam [AC 8 (1)*, HD 4, HP 24, #AT 1, D 1–10 (Bite), If target is hit by more than 4 over the target number, they are held and cannot move until clam is dead. *AC when shell is closed.]

TREASURE

None* (possible pearl)

1 Giant Clam [AC 12 (20)*, HD 4d8+8, HP 24, Initiative +1, #AT 1, Hit +4, Dam Bite 9 (1d10+4), If target is hit by more than 4 over the target number, they are held (Strength DC 16) and cannot move until clam is dead. *AC when shell is closed.]

3. The Tiger Shark

Sliding through the grotto comes a grey and white shape, fins sloped for attack and rows of razor teeth exposed.

This is a corrupted tiger shark. Once the defender of the merfolk, the creature has now been overtaken by the Necrotic Cloud and will attack anyone it sees.

Once it has been dealt with, She'Ana will call for the party to come back to the canoes, but her brother will delay, saying he has one more dive to make. He will dive, but not come back up, and She'Ana will be distraught, begging the party to find her brother.

1 Tiger Shark [AC 6, HD 6, HP 36, #AT 1, D 3–12 (Bite), Size L]

TREASURE

None

1 Tiger Shark [AC 14, HD 6d10+6, HP 36, Initiative +3, #AT 1, Hit +5, Dam Bite 7 (1d10+2)]

4. The Darkness in the Water

As you dive once more below the surface you see a cloud of darkness retreating toward the rocky shore. Within it, the still kicking legs of Ma'Atu speak of a man that must still be clinging to life.

The characters will need to follow the darkness to the cave grotto complex of Tefnut. It will take them about 10 rounds to get within sight of the underwater opening to the sea cave.

5. The Waiting Darkness & the Hidden Mer-Child

The mouth of a large sea cave looms black in the light of the afternoon sun streaming into the waters from above. A glimmer, small and quickly diminished, flashes from somewhere within, and then is gone.

At the entrance of the cave, there are many dead corals and fallen volcanic rocks. Amid these, a small mer-child (a girl) is hiding, her parents having fallen victim to the Necrotic Cloud. She can be seen on a 1 in 6 [DC 15 passive Perception], but it will be difficult for the characters to gain her trust without being able to speak her language. Still, she will point to the cave, then at a male and female character (assuming there are both in the party), and then shake her head in despair. If the characters go in, she will remain in hiding, hoping her parents can be freed from the corruption.

6. The Cave Mouth

A long tunnel extends into the rocks, a glimmer of light, possibly some bioluminescence, gives a vague outline of the rocks and also a strange shimmering farther in as though there is a pocket of air beyond.

7. The Worshipers' Salon

This large open chamber is lit by bioluminescent algae that fans out over the ceiling. The water is warm, and the air pocket fresh with a salty tang. You would suspect, perhaps, that a large number of swimming people could be housed in this chamber at one time as you look east into the raised dais chamber that extends from the surface there.

As the characters swim in this chamber, a giant crab disguised as a part of the volcanic rock floor will detach from the bottom and try to pull characters under. Surprise 1 in 6 [DC 15 passive Perception].

1 Giant Crab [AC 3, HD 3+3, HP 24, #AT 2, D 2–8/2–8 (Claws), Size L]

TREASURE

None

1 Giant Crab [AC 18, HD 6d8+12, HP 36, Initiative +2, #AT 2, Hit +3, Dam Claws 4 (1d6+1) + Grapple (DC 11 Escape)]

8. The Raised Sacrificial Dais

Up two long curving steps the water laps against the stone leaving a thin veil of algae. Ancient carvings, most now covered in bioluminescence, depict a goddess of lean form with the head of a plumed crane. A large fountain sits at the back of the wall, trickling water dripping down onto the stones below with a dulcet rhythm.

Upon the fountain are four coral and fish-bone arrows, each etched with runes. A single shark-tooth, coral-handled punch dagger lies beside the arrows. It too has runes upon it.

The arrows will work in a standard short bow, and are +1. The dagger is also a +1 weapon, but will cease to function if away from saltwater for more than a day. Once returned to the presence of the sea, it will regain its magical blessing.

Note: as the Dark Fen is brackish, the dagger will continue to work there until taken into the Dragon's Back.

9. The Anti-Chamber

This small alcove is half-filled with water and has a thin shelf at the waterline that is covered with small pieces of coral, polished rocks, and piles of multicolored sand.

This was once the offering chamber for the merfolk worshipers. The items are of little value other than trinkets of the journey here.

10. The Coral Hall

A secondary small chamber opens up in the deep water, the bioluminescence from the main chamber not readily lighting it.

Here, the mer-child's parents are located, each driven mad by the Necrotic Cloud and ready to fight. They will attack anyone fully entering the chamber. The stats below are for both the father (spear) and the mother (pearl).

2 Corrupted Merfolk [AC 7, HD 4+4, HP 25, #AT 1, Hit +2, D (1–6)+2 (Spear) or (3–12) Enchanted Pearl]

TREASURE

**Pearl of the Deep Shelf (3d4 damage from shock darts) [24 Charges],
Coral and Bone Spear +1**

2 Corrupted Merfolk [AC 13, HD 4d10+8, HP 28, Initiative +2, #AT 1, Hit +5, Dam Spear 6 (1d6+3) or Pearl 6 (3d4)]

11. The Radiant Pool

This large chamber is shrouded in a darkness that no light seems to penetrate. Inside the inky dark, the chilling moans and whimpers of a man can be heard echoing off the volcanic walls.

Here, in what was once the most sacred part of the shrine, the Necrotic Cloud holds Ma'Atu, slowly whittling down his Wisdom. The party may attack the thing at will, but it has little form, and unless it can be made out in the darkness (by a Light spell, Farie Fire, or some other light magic), there will be a 50% miss chance (Disadvantage) on any attack made against it. As this cloud has been 'feeding', its energy is a bit higher than normal, and it is getting ready to transition to a standard Necrotic Cloud.

Minor Necrotic Cloud [AC 8, HD 4+1, HP 22, #AT 2, D 1–4 (Wisdom Drain), +1 or better weapon to hit]

TREASURE

None

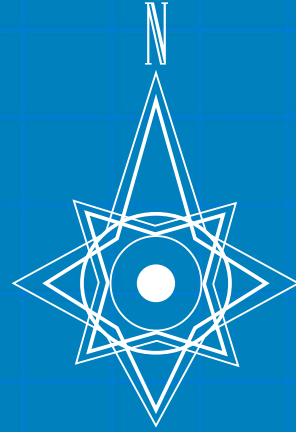
Minor Necrotic Cloud [AC 12, HD 4d10+8, HP 28, Initiative +2, #AT 2, Hit +4, Dam Necrotic Envelope 3 (1d6), Damage Resistance (nonmagical weapons), Vulnerability (radiant), Corruption (DC 12 Constitution or take 2 (1d4) Wisdom damage)]

Once attacked, it will turn its attention on the characters, trying to drive them back with its Wisdom attacks. If destroyed, the cloud will dissipate, but the damage it has caused is permanent to those who have lost all Wisdom. However, if any Wisdom remained (as should be the case with Ma'Atu), then those ability score points will return at a rate of 1 per hour.

When Ma'Atu is freed, the party can return to the canoes. The mer-girl, once realizing her parents are dead, will flee into the ocean, but she will not forget the adventurers who braved the darkness and freed the shrine from evil.



THE FOLIO



THE FOLIO

Mini-Module



WHITE SHIP CAMPAIGN

Tomb at the Dragon's Spine

Mini-Adventure WS1.6

by Scott Taylor

Tomb at the Dragon's Spine is a companion adventure made to go along with the events unfolding during the middle sections of Folio #14. It is designed for 1E & 5E mechanics and is for characters levels 1–3. It contains the information needed to run a side adventure during the Isle of Jade.

Many centuries ago, in an age forgotten, the last of the great sea dwarf masons died on the Isle of Jade after helping construct some of the final Corsair structures the world will ever see. Now, his tomb rests on the heights of the Dragon's Back, and evil has crept into the tomb. Only the brave few might now pass the threshold for the treasures that certainly lay within.

Mini-Adventure WS1.6

TOMB AT THE DRAGON'S SPINE

Dungeon Master Notes

This adventure is meant to provide a bit of experience for players before entering into the heart of the Folio #14 adventure. It will also provide a few small magic items as well as a map that could be put to use much later in the White Ship Campaign. When running this one, be sure to remember this is a tomb, and that a certain 'horror factor' can be played up once inside.

1. Primary Purpose

Introduce the characters to the ancient society of sea dwarves as well as gaining experience and magic.

2. Secondary Purpose

Provide the characters with a map that will be of great use to them much later in the White Ship campaign.

3. Time for running

This mini-adventure is meant to be run AFTER the events of the abandoned Amazonian tower in the initial stages of the Folio #14 module.

The Dragon's Back

Many are the legends of the 'Dragon's Back', a high chain of volcanic mountains that snakes like a serpent around the inlands of the Isle of Jade. Whatever may or may not be true concerning their creation, one thing is certain, they are a hard barrier against those who wish to enter the more remote areas of the isle. One single pass is known to the villagers of the island, and it runs up a deep water cleft that is home to rockslides and other natural obstacles. It is also a place of beauty with towering waterfalls, impressive rock faces set with dangling vegetation, and all manner of small and colorful wildlife. Still, crossing is not easy, and anyone making the climb over the pass is likely to meet challenges, the worst of which is the ancient Tomb of the Sea Dwarf. Located in the crux of the pass, at the highest elevation, this small tomb has been readily avoided by the Amazons who once passed over the Dragon's Back regularly to their southernmost garrison tower. Those moving over the heights might even miss it if not careful, as the old plinths have fallen away and the tumultuous nature of the island's tectonics have shifted much of the above ground structure until it is now just a dark mass to the east of the main path. However, those with ties to magic will certainly feel a shift in the air and the nature of darkness lurking in the stones in that direction.

Running Combat

This adventure will be the most direct of the Folio #14 minis in that it is a straight dungeon delve, and a perfect way to test the skills of your young party, especially the piety of their holy persons and the wit of their rogues.

Telling the Story

There isn't a great deal of upfront story to be told here, but there are bits and pieces of a greater history that can be pieced together in each room of the dungeon. Once translated, it becomes an interesting tapestry of knowledge the players could lean on at a later time, so keep this in mind.

Set up from the Tomb

During the journey up the Dragon's Back, you can make it clear that the path is very ancient, and that the work involved in its creation is solid. Dwarven characters can determine that the stone steps, platforms, and arches across waterfalls are of dwarven make although they will not be familiar with any clan marks they might discover. It should be the same with the tomb once it is discovered.

'There is a presence here, not something palpable, but an ancient aftereffect that pervades the very stonework of the hills. Crumbling stairs, moss-covered arches, and cleverly disguised passages around perilous rock faces and towering waterfalls seem to greet you at every turn. One thing is clear, whoever created this pass knew the subtleties of stone and kept their secrets well.'

The Tomb

Atop the final rise, on a small plateau of stone flanked by the jagged peaks of the 'Back', an overlook allows for views of both the south island swamps and the lakes and jungles of the interior. Here, amid the old stone, the sea dwarf refugee of old Uthoria made his tomb. Now, after centuries of wear and volcanic aftershocks, it looks more like the mountain than what he created, and yet his excellence at working stone remains in the tomb that is relatively unchanged.

'Frost holds heavy to the dark earth along the bluffs to the east. There, amid a collection of tumbledown stone, the remains of several ancient plinths stand at odd angles. Somewhere beyond, a darkness lurks in the mists that collect amongst the stone.'

1. The Entry Passage

Stone doors, carved in relief with dwarves and waves, give way to the icy air of the interior. Here, a long hall stretches out, fifteen feet high and forty feet deep until the light of the exterior fades into darkness.

The doors are not locked, but a successful Open Doors check is required to push the stone slabs apart [DC 14 Strength]. There are two torch sconces just inside the door that still hold unlit torches. Otherwise, just the tendrils of blue-white frost are of note within the entry.

Twenty feet into the hall, a giant scythe blade trap awaits unwary intruders. It will slash out, doing 1d10 points of damage to anyone within a 10' area of the eastern wall. A Search check, 2 in 6 [DC 15 Perception], will reveal the trap, as will a Detect Traps if a thief is present. The trap cannot be disarmed, but the pressure plate that activates it can be avoided once it is detected.

2. The Grand Hall

Rising another ten feet above the height of the entry hall, this grand hall runs eighty feet to a set of bronze double doors set in the north wall. Four halls, two east and two west, lead into darkness at intervals, and a great carving of a hammer has been set into the floor with jade blocks.

A Detect Magic will produce a glow from the stones that make up the jade hammer in the floor. Otherwise, a thief detecting traps can discern something 'not right' about the stones [DC 15 Perception]. If the stones are touched, a grating sound will be heard from above, and 10 skeletons will drop into the chamber, their first attack doing double damage as they swing at the characters during their fall.

10 Skeletons [AC 7, HD 1, HP 6, #AT 1, D 1-8 (Longswords), ½ damage vs. blades, ¼ damage vs. piercing]

TREASURE

One of the skeletons has a jade necklace that has the power to Dimension Door 1/day.

10 Skeletons [AC 13, HD 2d8+4, HP 13, Initiative +1, #AT 1, Hit +4, Dam Longsword 5 (1d8+2), Vulnerability (bludgeoning)]



3. The Chamber of Hammers

The smell of oil is heavy in this room as you enter. Three chests rest against the western wall, two open and one closed.

The sea dwarf locked three shadows in these chests. Over the centuries two chests have been opened and the shadows released, the third shadow still lurking within the last closed chest. The chest is locked [DC 13], and the shadow will slither forth to attack whoever opens the chest.

Other than the chests, which are filled with bottles of weapon oil, there is nothing in the room. However, one of the oil bottles holds a magical 'Oil of Combat', which when placed on a metal weapon will enchant it to a +2 bonus for 5 rounds. There is enough oil for 3 applications (double that for arrows or bolts).

1 Shadow [AC 7, HD 3+3, HP 21, #AT 1, D 2-5 (Touch), Target takes damage in Strength points only. +1 or better weapon to hit.]

TREASURE
None

1 Shadow [AC 12, HD 3d8+3, HP 16, Initiative +2, #AT 1, Hit +4, Dam Touch 9 (2d6+2) Necrotic + reduce targets Strength by 1d4]

4. The Hall of Waves

Giant waves, similar to those on the entry door, decorate the walls of this chamber. Frost hangs heavy here and your breath can be seen as it slips from your lips. Two halls, one to the east and one to the south, exit from this chamber.

Other than the dropping temperature, there is nothing in this chamber.

5. The Coral Chamber

The walls of this room are decorated with a painted relief of deep azure, and coral has been placed along the floor to give it the effect of stepping into the ocean.

One of the shadows from the chests in the Chamber of Hammers has taken up residence here, and will slither across the floor through the coral to attack.

1 Shadow [AC 7, HD 3+3, HP 21, #AT 1, D 2-5 (Touch), Target takes damage in Strength points only. +1 or better weapon to hit.]

TREASURE
None

1 Shadow [AC 12, HD 3d8+3, HP 16, Initiative +2, #AT 1, Hit +4, Dam Touch 9 (2d6+2) Necrotic + reduce targets Strength by 1d4]

6. The Chamber of the Broken Blade

A single raised dais stands in the center of this room. Upon it a broken blade, likely that of a short sword, rests.

The blade was once a +4 Short Sword called 'Narwallan the Dark Tide', but now acts as a +1 Dagger. If taken and re-forged (by a highly skilled bladesmith), it will return to its original form and enchantment.

7. The Hall of the 5 Kings

Five stone crowns, half the size of a man, have been carved into the stone walls of this room. Dwarven runes, including names and histories of ancient kings, are listed below each crown.

There is a trap laid into the floor of this room which will release a 'frost gas' that will do 3d4 damage to everyone in the room if triggered. A thief can detect the trap [DC 14], as well as disarm it if so desired.

At the pinnacle of each crown a gem has been placed, each worth 50 GP.

8. The Chamber of Ingots

This odorous chamber is dominated by a large, nine feet by eight feet, pile of rusting iron ingots, each the size of a housing brick.

The smell is from an Amazonian ghoul, one of the warrior women who chose to prove herself many centuries ago only to end up being turned by the inhabitants of the tomb. Anyone approaching the pile will disturb her, and she will rush to attack.

1 Ghoul [AC 6, HD 2, HP 16, #AT 4, D 1-3/1-3/1-6 (Claw/Claw/Bite/ Bite), Paralyzation]

TREASURE
Boots of Speed

1 Ghoul [AC 12, HD 5d8, HP 22, Initiative +2, #AT 2, Hit +2 (+4 Claws), Dam Bite 9 (2d6+2), Claw 7 (2d4+2), Multiattack, Paralyzed (DC 10 Constitution)]

9. The Grand Receiving Chamber

Great bronze doors, each set with the bearded face of a dwarf, stand before you.

The doors are locked [DC 15]. Once opened, you can read the following.

A grand chamber opens before you, the vault some twenty five feet high and pinpricked with a thousand holes that allow light from the outside to shine through like a constant star-scape. On the northern wall a great throne has been recessed into the wall, and upon it, surrounded by skulls and weapons, is the corpse of a mighty dwarf, still in his armor.

This is, of course, the skeleton of the old sea dwarf Olrik, who helped build the structure of the Corsair society below. If he brought the curse of undeath upon himself or if it was laid here by some other dark force is unknown, but it enchants him still with undead power.

1 Greater Skeleton [AC 6, HD 9, HP 56, #AT 2/1 (+2 to hit), D (1-8)+4, 1/2 damage slash, 1/4 damage piercing]

TREASURE
Mace +2, Dwarven Chain +1

1 Greater Skeleton [AC 14, HD 9d10+18, HP 67, Initiative +2, #AT 2, Hit +7, Dam Mace 10 (1d8+4), Vulnerability (bludgeoning)]

10. The Sacred Forge

A large forge, cold from ages of disuse and fingered with frost, stands in the northwestern side of this chamber. An anvil rests at the room's center, and a single chest is housed against the southwest wall.

This was the old forge of Olrik, and although he was better known as a stonemason, he was still adept at his forging. There are no enemies in this room, and the chest is locked [DC 14] but not trapped. Inside are the trappings of Olrik's smith career that will provide anyone using them with added bonuses to smithcraft (this can be at the DM's discretion). If sold to a smith, they would likely fetch up to 1000 GP, weighing only a quarter of that in encumbrance.

11. Olrik's Throne

This large seat has been fashioned from dark volcanic stone, coral, and jade. It rests on a small platform flanked by two stone monoliths that are covered in old cobwebs.

Directly behind the throne is a heavy iron chest. It is locked [DC 14] and trapped [DC 15] with an acid jet that will inflict 3d4 damage as well as causing a permanent loss of 1 point of Charisma due to burning flesh (unless healed via magic immediately) to anyone who opens it.

Inside the chest are 200 platinum pieces minted in old Uthoria, as well as a Lantern of the Deep, which is an enchanted lantern that will not go out if submersed.

Also, lurking behind the throne is the final shadow from the Chamber of Hammers. It will wait for someone to begin working on opening the chest and then attack from behind.

1 Shadow [AC 7, HD 3+3, HP 21, #AT 1, D 2-5 (Touch), Target takes damage in Strength points only. +1 or better weapon to hit.]

TREASURE
None

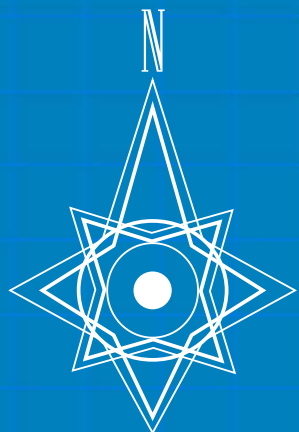
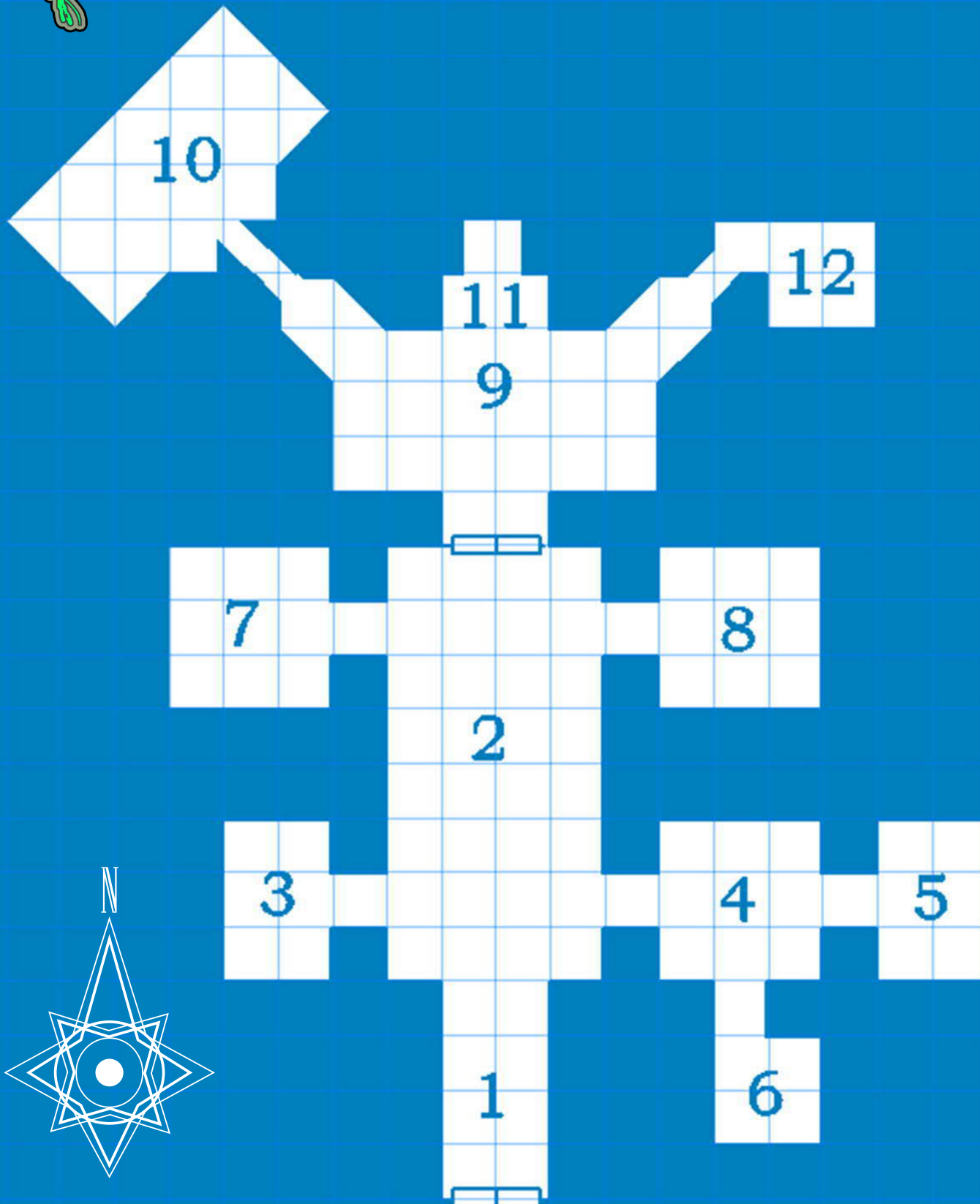
1 Shadow [AC 12, HD 3d8+3, HP 16, Initiative +2, #AT 1, Hit +4, Dam Touch 9 (2d6+2) Necrotic + reduce targets Strength by 1d4]

12. Well of Deep Water

This chamber opens up to reveal a large fountain dripping icy cold water into a pool below. Several hundred silver coins have been scattered around the pool below the surface.

This is a magical fountain, and any dwarf who drinks from it will gain a permanent point of Strength and Constitution. However, any non-dwarf doing the same will lose 1 point from a random ability score permanently.

THE FOLIO



THE FOLIO

Mini-Module



WHITE SHIP CAMPAIGN

Candon Shaman of the Dark Fen

Mini-Adventure WS1.7

by Scott Taylor

Candon Shaman of the Dark Fen is a companion adventure made to go along with the events unfolding prior to the core adventure found in Folio #14. It is designed for 1E & 5E mechanics and is for characters levels 1–3. It contains the information needed to run a side adventure that will help characters gain a degree of experience before setting out into the interior of the Isle of Jade.

After moving into the swamps of the southern coast the party becomes aware of a threat to the native village that now repairs their vessel. A candon shaman, roused by the corruptive magic of the Necrotic Pearl, is raising a force to destroy the town and only the players have a chance of stopping the candon before his force grows to a size they cannot handle.

Mini-Adventure WS1.7

CANDON SHAMAN OF THE DARK FEN

Dungeon Master Notes

The use of this adventure will revolve around the relationship between the characters and the villagers of the Isle of Jade. If the characters have already taken part in the mini-adventure WS1.5 *The Pearl of Madness*, they should already have a strong bond with at least two of the villagers, as well as the chief, who now sees them as allies of the tribe. They would also have participated in the cleansing ceremony and pig roast, which would be a way to keep the characters bound to a feeling of protectors over what happens to the village. Whatever the case, the events that unfold in WS1.7 will need to lean on the characters as heroes, and not freebooters out for themselves, so keep that in mind, but if a lever must be used against them, then have it be the fact that the village getting destroyed also means their ship getting destroyed.

1. Primary Purpose

To protect the southern part of the island from getting overrun.

2. Secondary Purpose

Finding a source of healing that will help the party throughout the events of Folio #14.

3. Time for running

This mini-adventure is meant to be run AFTER the events that take place in mini-adventure WS1.5 and BEFORE the first watchtower battle of Folio #14.

The Dark Fen

Also called the 'Looa'Tua' or 'Black Water', this is the massive delta that surrounds and fills the lowlands south of the Dragon's Back. A few dinosaurs live here, but most are herbivores, save for great alligators that lurk in the stagnant water. Fern goblins and a single tribe of candon also call this area home. A ranger with some skill (4th level) is needed to navigate the swamp without incident, otherwise a random encounter with one of the below can occur (1 in 6) for each 4-hour period characters are in the fen. Random encounters include alligators, venomous serpents, giant water spiders, herbivore dinosaurs (who only attack if provoked), and fern goblin patrols (see Folio #14).

Candon Lizard Men

Chaotic Neutral

Armor Class: 5 (scales)

HD: 4+4

Hit Points: 28

Move: 9"

No. of Attacks: 3

Damage/Attack: 1-4/1-4/2-8 (claw, claw, bite)

Special Attacks: Water's Might

(add 2d4 to damage 4/day)

Special Defenses: NIL

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

Candon: [AC 15, Speed 30 ft., HD 5d10+5, #Att 2, Init +2, Hit +4, Damage Claws 5 (1d6+2), Bite 6 (1d8+2), Multiattack, Water's Might (can add half their hit dice to damage up to number of hit dice per day, ala 2d4 damage 4/day for standard candon), candon with greater HD, those above 8, gain access to the Wizard ability *Afterglow Manipulation*. This ability, however, is limited to d4s instead of d6s, and can only have total dice equal to ½ the candon's HD.]

[Medium Affinity Water] 5+ foot tall 'lizardmen' with alligator-like heads, scales, and all the terror that goes with it. They have long ago moved into swamps, marshes, and secluded rivers where their medium water affinity makes them hard to pursue or fight. They don't hold a dedicated connection with *Afterglow*, having never studied it like Wizards, but sometimes shaman in the culture have a way with magic not seen in other races. Many are known to court feathered serpents as pets, and some believe that the race has the ability to change the color of their scales as camouflage. In some tales they are mistaken as alligators, and their animalistic ferocity plays into this legend, but truly they are intelligent and wise. They are also rather long lived, some sustaining a robust lifestyle as long as 150 years.

Necrotic Clouds

Necrotic Clouds are an aftereffect of the Necrotic Pearl being placed on the altar of the Amazons. This coalescence of dark energy has a corruptive power, and will seek out life in an attempt to turn it evil and malign. It has no real persona or nature, save that it is a magical force, and therefore not subject to mundane attacks. Its attacks drain Wisdom, and once Wisdom has been completely drained, the victim is considered an NPC with a Chaotic Evil alignment.

Minor Necrotic Cloud [AC 8, HD 2+1, HP 12, #AT 1, D 1-4 (Wisdom Drain), +1 or better weapon to hit]

TREASURE

None

Minor Necrotic Cloud [AC 12, HD 2d10+4, HP 14, Initiative +1, #AT 1, Hit +3, Dam Necrotic Envelope 2 (1d4), Damage Resistance (nonmagical weapons), Vulnerability (radiant), Corruption (DC 12 Constitution or take 2 (1d4) Wisdom damage)]

Running Combat

Combat in this adventure is going to be more of a surgical strike, the party needing to first discern the threat of the candon shaman, and then making the attempt on his life before he can raise his legion to destroy the native village. As candon are much more powerful than the characters at this point, it is not wise to attack them head-on, as they will also have numbers.

The Village Scout

The basis for this adventure revolves around information gained by Moa'Eto, a village senior scout who has been in the Dark Fen since the rumblings began on the island the day before. During his mission he has discovered that a call has gone out from the candon settlement to the fern goblins and also of a seemingly unexplainable migration of beasts moving toward the candon settlement. He perceives that within another day a mighty force of beasts and goblins will have joined the candon and that their purpose is the destruction of the village. He must return to the village to warn the people and attempt a defense, but before he goes, he will provide the characters with a detailed map to the candon settlement.



and state that the trouble seems to rise from a change in countenance of the once peaceful candon shaman, something he cannot explain (although the players should suspect the work of a Necrotic Cloud). Once the map is in hand, the players will have only a handful of hours to get to the candon settlement, slip inside, and deal with the candon shaman before he can finalize his plans for destruction.

Telling the Story

Again, it is vitally important to give weight to this mission if the players are to undertake it. A strong foundation of friendship, and possible marooning, has to be laid beforehand. It is also a good idea to foster the feeling of dread the now pervades the swamp, as though color were draining from it, and that the need for action is paramount.

Set up from Folio #14

The characters can either have already spent some time in the Dark Fen and had an encounter listed in Folio #14, or this can be their first encounter on the island proper; that is up to the DM. Whatever the case, this is when the clock begins on the candon shaman mini-adventure, and there should be less than twelve hours before it is too late to get close to the shaman.

'The canoe slides silently through the algae-covered water of the fen, trees dripping with moss and the sound of birds or other life oddly absent. Ahead, a birdcall sounds, and a villager appears, his eyes dark and his visage one of fear. It is Moa'Eto, the village scout, the one who was to guide you into the fen but was dispatched by the chief the day before to investigate the rumblings of the island.'

The Underground Village

'A hill of sticks, mud, and low vegetation rises from the swamp. In a way, it is reminiscent of a beaver's lodge, but darkness now surrounds it, and the single tunnel entrance seems to be the genesis for that lack of color. Somehow, water from the fen stands at bay around the entrance, as though an unseen hand holds it back, some magic at play here that is beyond your current scope.'

1. The Muddy Incline

The ground slips away into a mesh of long tracks in the mud. Roots and vines hold up surprisingly dry walls, as the mouth of the tunnel descends into a warm darkness that is illuminated by a single glowing globe housed in the ceiling and looking more like a ball of iridescent water than an actual crystalline object.

The entry tunnel is unguarded at this time, as the darkness that is invading the settlement has caused some candon to flee and others to hide in their shelters deeper within.

2. The Barricade

A hastily erected barricade of crossed and lashed sharpened poles bars the path of this large chamber. Beyond it, lit by several more 'water lights' is a single candon, his tail fervently lashing back and forth on the dry dirt floor as though he his agitated.

This candon guard is unnerved and understands that the shaman has lost his moral compass. He will not fight and will flee once the characters attack, slipping back into one of the #3 tents and staying low until the fight is over.

1 Candon Guard [AC 5, HD 4, HP 24, #AT 3, D 1-4/1-4/2-8 (Claw x2/Bite), Water's Might (can add up to 2d4 to damage rolls 4/day)]

TREASURE

None

1 Candon Guard: [AC 15, HD 5d10+5, HP 30, #Att 2, Init +2, Hit +4, Damage Claws 5 (1d6+2), Bite 6 (1d8+2), Multiattack, Water's Might (can add up to 2d4 to damage rolls 4/day)]

3. Villager Dwellings

The tent flap opens to reveal a small clutch of candon, huddled and hissing at the back of the dwelling. They take no offensive action, instead lowering their heads while maintaining eye contact with their dark unblinking orbs.

For the most part, the settlement is under duress, and the candon hope the darkness will pass. They will not engage the characters unless pressed, but if they are attacked, assume there are at least 3 full hit dice candon in each dwelling who will fight to the death to protect their families.

4. The War Leader's Tent

A larger tent, this one decorated with the bones of animals and some humanoids, rests close to the outer wall of the settlement. A snarling and hissing conversation can be heard from the outside.

Within, the candon war leader is discussing the attack with one of his subordinates. Both have been corrupted by the Necrotic Cloud and will attack anyone not known to them that enters the structure.

1 Candon Subordinate [AC 5, HD 4, HP 24, #AT 3, D 1-4/1-4/2-8 (Claw x2/Bite), Water's Might (can add up to 2d4 to damage rolls 4/day)]

TREASURE

None

1 Candon Subordinate: [AC 15, HD 5d10+5, HP 30, #Att 2, Init +2, Hit +4, Damage Claws 5 (1d6+2) Bite 6 (1d8+2), Multiattack, Water's Might (can add up to 2d4 to damage rolls 4/day)]

1 Candon War Leader [AC 3, HD 6, HP 36, #AT 3, D 1-4/1-4/2-8 (Claw x2/Bite), Water's Might (can add up to 3d4 to damage rolls 6/day)]

TREASURE

Bone Ring of Protection +2

1 Candon War Leader: [AC 17, HD 7d10+7, HP 42, #Att 3, Init +3, Hit +6, Damage Two Claws 5 (1d6+2) each + Bite 6 (1d8+2), Multiattack, Water's Might (can add up to 3d4 to damage rolls 7/day)]

5. The Hunter's Tent

Trappings of a hunt, skins, scales, bones, feathers, and the like, decorate the outside of this simple hut.

This is the home of the lead hunter in the candon settlement. His name is Hish'shii (He's E E), and he has yet to be corrupted by the Necrotic Cloud. He can also speak a limited form of the Common tongue, taught to him by Moa'Eto, whom he sometimes hunts with in the Dark Fen.

When the characters arrive at the tent, Hish'shii will have his bone bow at the ready, but will not fire unless fired upon. He will attempt communication with the party members, telling them of the fall of the shaman, and that his people are in jeopardy. Once this is worked out, he will first take them to the Shrine of Tefnut (if they are wounded) or to the back of the settlement to the tents of the beast master and the shaman, helping the party slay them both.

1 Candon Hunter [AC 4, HD 5, HP 30, #AT 3, D 1-4/1-4/2-8 (Claw x2/Bite), Water's Might (can add up to 2d4 to damage rolls 4/day), Bone Bow (+4 Hit, Damage (1-6)+4, #Att 5/2)]

TREASURE

Coral Necklace of Protection +1, Bone Short Bow +1

1 Candon Hunter: [AC 16, HD 6d10+6, HP 36, #Att 2, Init +2, Hit +4, Damage Claws 5 (1d6+2), Bite 6 (1d8+2), Multiattack, Water's Might (can add up to 2d4 to damage rolls 4/day), Bow (+6 Hit, 8 (1d6+5))]

6. The Egg Clutch Tent

Within this large chamber are several boulder-sized rocks that steam with an inner glow. Atop each are moss-covered nests that hold up to a dozen watermelon-sized eggs. Three lean candon slink around the stones, hissing quietly and watching you with dark eyes.

This is the communal egg clutch of the settlement. If the players choose to attack the eggs, the three female candon will attack in a frenzy. Use standard candon guard stats, but increase claw attacks to three and damage by an additional +2.

7. The Shrine of Tefnut

A large tent structure, twice the size of those in the main settlement stretches out to fill the bulk of this chamber. Strange symbols and designs have been painted on the tent's surface, and a large opening in the eastern side faces the entrance.

This is the shrine of the goddess Tefnut. If the players have gone through the events in WS1.5, they should recognize the designs on the outside as venerating the same goddess as found in the sea cave of the merfolk. Whatever the case, the shrine is currently still intact, the Necrotic Cloud not yet having turned the shaman's attention to desecrating it.

Inside the tent there is enough room to house the bulk of the candon in the settlement if they squeeze shoulder to shoulder, and a large bone and scale altar is at the center of the western wall. A coral bowl lies atop the center of the altar, beside which is a slender bone and coral dagger (+1) used for various ceremonies. At the northern side of the structure a small thatch chest houses 5 jungle gourds filled with Potions of Healing.

8. Candon Beast Master's Tent

Standing proudly outside this dark-scale tent is a large candon with a fourteen-foot alligator at his side.

This is Ash'Heesh, the creature handler of the settlement. Like the shaman, he and his familiar have been corrupted by the Necrotic Cloud and now stand guard over the rear chamber of the settlement. He and his pet will attack without hesitation, all the while hissing warning to the tent of the shaman to the east.

1 Candon Beast Master [AC 5, HD 5, HP 30, #AT 3, D (1-4)+1/(1-4)+1/(2-8)+2 (Claw x2/Bite), Water's Might (can add up to 2d4 to damage rolls 5/day)]

TREASURE

None

1 Candon Beast Master: [AC 15, HD 6d10+6, HP 36, #Att 2, Init +2, Hit +4, Damage Claws 7 (1d6+4) Bite 8 (1d8+4), Multiattack, Water's Might (can add up to 3d4 to damage rolls 6/day)]

1 Corrupted Alligator [AC 6, HD 8, HP 48, #AT 1, D 3-12 (Bite)]

TREASURE

None

1 Corrupted Alligator: [AC 14, HD 8d12+12, HP 60, #Att 1, Init +2, Hit +6, Damage Bite 13 (3d6+4)]

9. Candon Shaman's Tent

Ulish'Sha, the candon shaman, steps from the folds of his tent with a mighty hiss, vaporous water magic dripping from his claws and an amorphous black cloak-like cloud billowing out behind him.

1 Candon Shaman [AC 5, HD 8, HP 36, #AT 3, D 1-4/1-4/2-8 (Claw x2/Bite), Water's Might (can add up to 4d4 to damage rolls 8/day)]

TREASURE

None

1 Candon Shaman: [AC 15, HD 5d10+5, HP 30, #Att 2, Init +2, Hit +5, Damage Claws 5 (1d6+2), Bite 6 (1d8+2), Multiattack, Water's Might (can add up to 4d4 to damage rolls 8/day)]

The 'cloak-like' cloud is actually a remnant of the Necrotic Cloud that first entered the village two days ago. Luckily for the players, it split itself in two and sent a part into the sea to the southwest (where it developed the events that transpired yesterday in WS1.5). The cloud will attack alongside the shaman.

Minor Necrotic Cloud [AC 8, HD 2+1, HP 12, #AT 1, D 1-4 (Wisdom Drain), +1 or better weapon to hit]

TREASURE

None

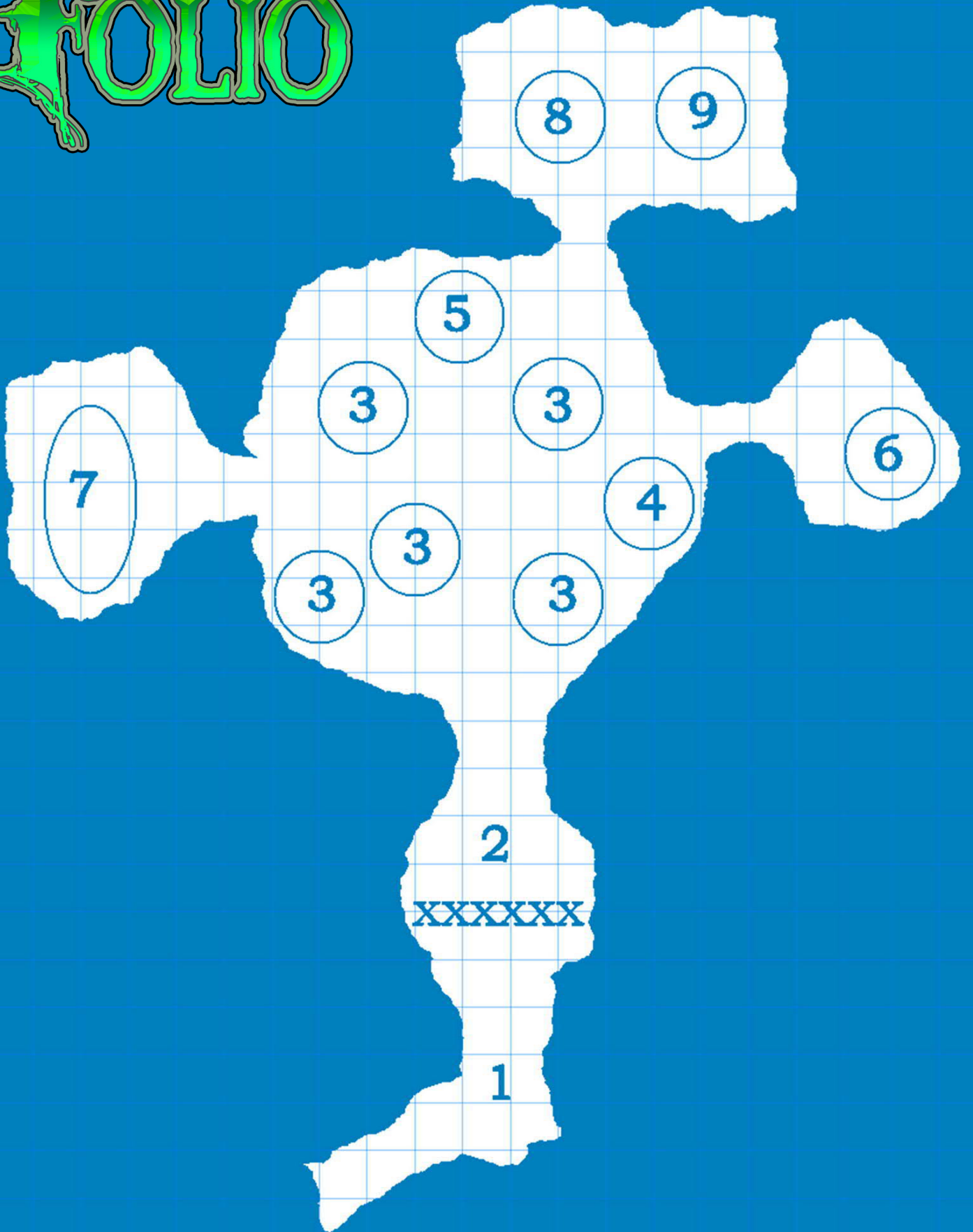
Minor Necrotic Cloud [AC 12, HD 2d10+4, HP 14, Initiative +1, #AT 1, Hit +3, Dam Necrotic Envelope 2 (1d4), Damage Resistance (nonmagical weapons), Vulnerability (radiant), Corruption (DC 12 Constitution or take 2 (1d4) Wisdom damage)]

Remember, this mini-adventure is setup to give the players experience, not kill them, so if you want to decrease hit point totals of any enemies, you may do so by saying that they enemies look 'sick', as though the corruption were killing them.

Also, assuming that Hish'shii is with the party, he can take hits for the characters and even sacrifice himself if necessary. However, if the candon hunter does live, he will provide any character with a bow, his enchanted bone bow, and give thanks for saving his people. He is also considered an ally and will become the new chief of the settlement.



THE FOLIO



THE FOLIO



after
Willingham

THE FORGOTTEN PLATEAU

ADVENTURE FOLIO MODULE WS2

An adventure for characters levels 3–5
by Scott Taylor



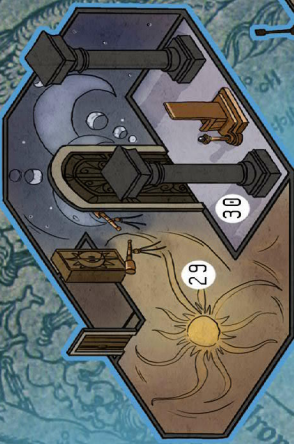
THE FORGOTTEN PLATEAU

VILLA

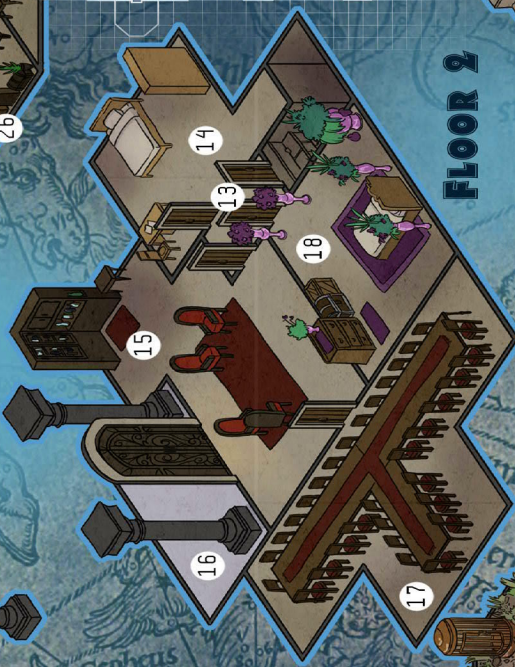
FLOOR 3



FLOOR 4



FLOOR 2



FLOOR 1



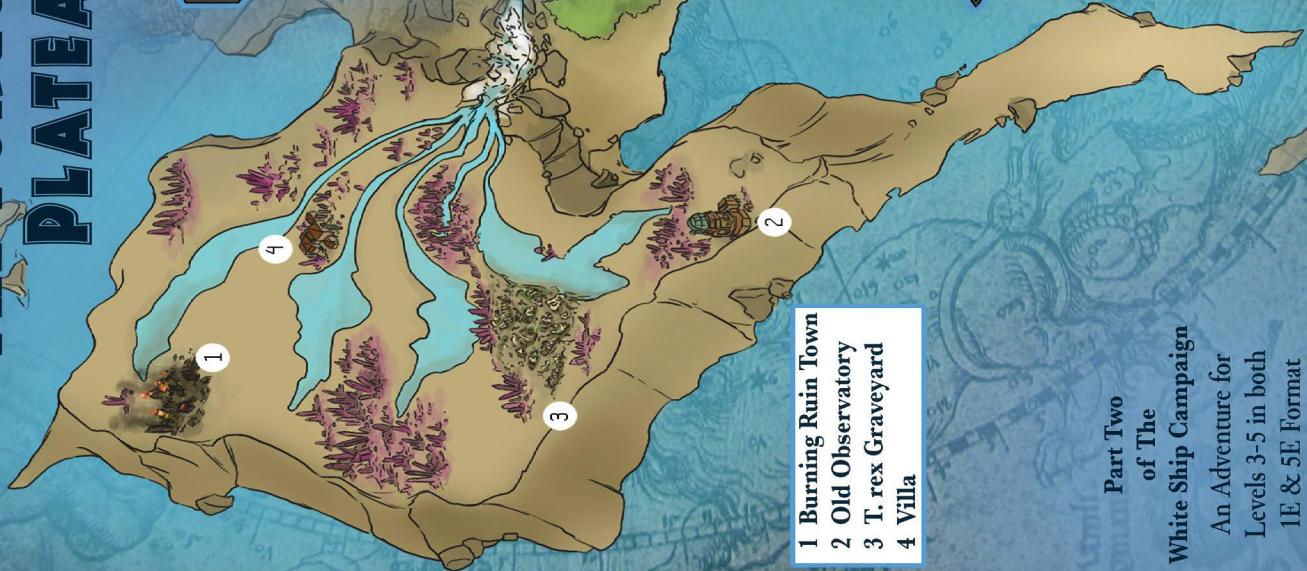
OLD OBSERVATORY



THE NAMELESS NARRATORS

- 1 Burning Ruin Town
- 2 Old Observatory
- 3 T. rex Graveyard
- 4 Villa

Part Two of The White Ship Campaign
 An Adventure for Levels 3-5 in both 1E & 5E Format



Folio Module WS2

THE FORGOTTEN PLATEAU

An adventure in both 1E and 5E formats
for characters levels 3–5

STYLE OF PLAY

Folio #15 is designed to be a wilderness adventure with periodic stops in ‘dungeons’ as part of an overall exploration. To bring this style forward, be sure to keep players aware of their rations, water usage, and how the environment is affecting their travel and daily lives. The more they get the feel of being out in the wilderness on their own, the more this will feel like an exploration. Watching a quick review of any lost world type movie should give you the appropriate feel for what you want to deliver to your players, and also should help get you in the mood to run this thing.

EXPERIENCE POINTS

Experience points are always tricky when you are running an extended campaign, especially when you may be employing the various mini-adventures that accompany each Folio in the series. It is my suggestion that you try to maintain the characters between 4th and 6th level throughout this adventure to keep the adventure series challenging and level appropriate.

Fighting High Hit Dice Dinosaurs

Almost all of the dinosaurs in this adventure are low hit dice save for the larger encounters in Scenario #2. For those fights I’ve included an ally that should offset the massive hit dice and damage disparity between the characters and the monsters. These fights might be tricky to orchestrate from the standpoint of the DM, so please take a good look at the stats and try to dry-run the encounter a few times in your head before actually getting into it on the table. For the graveyard encounter, I suggest splitting the T. rex attacks between the Triceratops and the characters in the tower (on the back of the Triceratops). That way, the miss chances **[or disadvantage]** should mitigate the amount of damage the enemies can do each round.

Winning against the Corruption

During the journey beyond the Dragon’s Back, the characters should have already been making saving throws versus the loss of Wisdom points, at least 3 thus far (the journey to the temple takes 3 days). However, when the characters draw nearer to the Necrotic Pearl, the power level of corruption intensifies. As it is another two-day journey to the Sacred Plateau, 2 more saves should be made, and once the characters get on the plateau itself, they will be required to make a saving throw each time they take a protracted (2 hours or more) rest. Again, if you don’t have Folio #14, this is a saving throw versus spells **[DC 15 Constitution]** or lose a single point of Wisdom.

Destroying the Necrotic Pearl

Once the players have beaten the final necrotic cloud that manifests directly from the Necrotic Pearl at the old observatory, they will need to use a magical weapon of some sort (or spell) and do a total of 30 hit points of damage to the pearl itself. Once the pearl shatters, the corruption will be at an end, but it could take many weeks for those affected by the necrotic energy to return to their normal selves (with a final saving throw) or perhaps even stay ‘insane’ forever. However, the murderous rage that is currently driving the beasts and Amazons will fade, leaving them paranoid and reclusive for at least a week. This means that players will have a much easier return trip to the village.

The Sacred Plateau

Although the Isle of Jade is an incredible place filled with all manner of lost species from the past, it still seems more mundane jungle and swamp than true wonder of the world. That isn’t true, however, when dealing with the Sacred Plateau of the Corsairs. This place, unlike the climbs below, is truly an alien world of wonder and magical power.

Having been created by the Corsairs (with the help of Olrik the sea dwarf), the structures here are unique and strong, and the fauna is vibrant. Creatures thrived here, needing little to eat as the power of the Fire Ember of Hyperion fed their souls and extended their lives. The most dramatic part of the ember’s impact was on the growth and enchantment of huge violet crystals that now sprout like monoliths all



over the plateau. At night, they glow with an inner radiance, and the Corsairs have used them in everything from medicine to the enchantment of weapons and armor. Whole gardens of these mineral masterpieces rise up all over the plateau, and many paths have been cut and cultivated among them.

As with all things on the island that have succumbed to the power of the Necrotic Pearl, the crystals have also suffered. Mists of latent magical vapor now drift between them, creating lakes of eerie fog that hide lurking beasts. However, even with the ember’s power gone, the crystals still have some hidden secrets that persist, the most amazing of which is that the nightly dew that collects on their surface acts as a healing potion. Thus, anyone collecting and drinking the dew (including Numphy the Triceratops, who loves to lick the crystals at night) will have all their injuries healed. Although this is a huge boon, the dew cannot be collected for later use as the power of the Necrotic Pearl destroys its healing properties once it is drawn off a crystal’s surface for more than a few minutes.

There are also a number of rivers and beautiful lakes atop the open plain, some even acting as a home to other powerful dinosaurs and serpents. The pearl’s power has yet to fully corrupt the water itself, but certainly the denizens of the lakes and rivers will have been overwhelmed, so keep that in mind if you choose to do any random encounters for water travel.

Last, but certainly not least, the Corsairs were fantastic gardeners, sometimes even using their magic to breathe sentience into plant life. Although this worked well for them over the eons, once the pearl began to manifest its dark power, the plants turned on their creators and now lurk about the island.

Adventure Synopsis

This adventure revolves around the characters taking a journey around the Sacred Plateau to find the current resting place of the Necrotic Pearl.

After conquering the abandoned temple in Folio #14, the characters will see smoke rising from the plateau to the north. This is actually an apocalyptic moment for the few remaining ‘Amazonian’ Corsairs on the island. Their small town of Alaxar is aflame, and madness and infighting have caused the society to collapse. The Necrotic Pearl has managed to escape the devastation by transporting to an old observatory where it now corrupts those few remaining in the structure.

Following the smoke, they will have to make a dangerous climb up the plateau. Once atop, they will first encounter an abandoned villa that will provide a glimpse into what the island has in store for them. After dealing with the villa, the petering smoke will lead the party to the north. About halfway to the source of the smoke they will encounter a wandering domesticated Triceratops that they can befriend and use as transport for the rest of the adventure.

At Alaxar, they will encounter the carnage of the Amazonian fall, and also uncover clues that pinpoint the place the pearl has fled to—the observatory. However, getting there won’t be easy as they will be forced to cross a T. rex graveyard where the huge beasts (driven mad by the pearl) now hunt everything they can on the plateau, bringing the corpses back to rot among the crystals.

At the observatory, the characters will take the final ‘crawl’ to the top of the northernmost tower, the hideaway of the Necrotic Pearl. If they can defeat the lurking dangers inside, and the necrotic cloud that manifests from the pearl, they can then destroy it and return to the islander village with the ability to leave the island for good.

Plotting a Course

The characters will be on the move for the bulk of this adventure, first the climb up the plateau, then following the river to the villa, then the smoke to Alaxar, then the Triceratops ride across the crystal fields to the observatory. As I've not put travel hexes on the maps, the DM should know that the journey from the Corsair Temple in the lowlands to the plateau cliffs is 2 days travel time. Once on the plateau, the travel time from the villa to Alaxar, and then to the observatory will be another 3 days. However, if the characters take on the challenges of any side adventures, that could add days.

The Ruins of Alaxar

Alaxar was the final resting place (other than Ebontra) of the last fragments of the ancient civilization of Uthoria. This small town, more a series of impressive temples, towers, and open villas, rested on the northern side of the Sacred Plateau and housed some two hundred Amazonian Corsairs.

When the Necrotic Pearl was switched for the Fire Ember of Hyperion in the grand temple, trouble began almost immediately. Old grudges, small insanities born from extended life, and the martial nature of the inhabitants and their pets soon led to open warfare. Magic was unleashed, fire and destruction spread, and the pearl was secreted away by the lead astronomer of the society as the town burned and its inhabitants died.

By the time the characters get to the town, the chaos has died out to a smoldering funeral pyre for the Amazons. Although it will become obvious through searching that the pearl is not here, there will be a bloody message, scrawled on a broken wall, that reads, 'The Ember is no more, and the Pearl has gone to the stars.' A successful search, 2 in 6 [DC 14 Perception], will uncover maps of the plateau that show an observatory to the southwest of a mass of crystal fields. It can be assumed that the pearl was taken there.

Also, if by some chance the characters haven't gotten magical items enough to bolster their strength (as determined by the DM), then some weapons, armor, or spells can be recovered from the devastation.



Dungeon Master Notes & Suggestions

1. NPC Interactions

The only true 'NPC' in this adventure will be 'Numphy' the Triceratops. Numphy loves humans (or other human-like races), and he's truly stubborn about wanting to protect them (likely why the corruption hasn't been able to get him thus far). The destruction of the Amazons at Alaxar has truly disturbed him, and he will be very happy to find the party. The DM should give Numphy a personality and attitude toward the characters that makes him likeable. He can give warnings or sometimes stray 'off course', later proving to have avoided danger or monsters. You should try to have a lot of fun with him as he will be your biggest 'in' with the players during the adventure, plus, he's the perfect guide to get people where you want them.

2. The Corruption of the Unseen Servants

As the Amazonian Corsairs lived out their long lives, none of them wanted to be servants, and having too many candon (lizardmen) as servants was also problematic because of upkeep. Therefore, the Corsairs used their magic to make a lot of permanent unseen servants in their dwellings. However, when the pearl began its corruption, it morphed the unseen servants into lesser invisible stalkers. These incredibly dangerous 'creatures' now dwell in most buildings and have 'attached' themselves to certain items in the houses as defenders, so keep this in mind.

3. Make the Triceratops Tower a Real Place

In reality, 'Numphy' isn't the name of the Triceratops the party meets on the plateau, but instead an inscription on the rigging of the tower and armor that the Triceratops carries. 'Numphy' is actually the name of the full tower ensemble. This tower should be spacious enough to house the characters and their equipment, plus have hammocks and storage enough to feel at home while in it. Think of the tower as a small mobile home that the players can use as they please, including cooking if need be. The players should have fun with this, and if you'd like to draw up the interior, feel free, as players jump at a chance to utilize what is provided to them.

Interacting With the Alien Environment of the Plateau

1. The Power of the Crystals

As stated above, the crystals do have magical properties, but the primary for the characters will be the ability to heal wounds. The crystals can also be collected for later use in the forging and enchanting of magical weapons. I leave the exact nature to the DM, but any magic-using class can see that the crystals are 'special'.

2. What the Corruption Means

Remember, the corruption isn't going to go away, and players will have to feel that a 'race against time' is going on during the course of this adventure. It can be assumed that some characters will miss their saving throws, and some might have a low Wisdom, so the players should be pushed into understanding the jeopardy of a prolonged stay. Also, you could assume control over characters with less than 10 Wisdom for an action or two, just having them stare into nothingness, or get the 'look of the lost' to help hammer the point home.

Overall Story Arcs & Threads

1. A Sense of Adventure and Epic Landscapes

If you spend some time taking in the cover of Folio #15, you'll understand what epic landscapes are like on the Sacred Plateau. The sense provided to the players is big, big, and even bigger. Build the sense of adventure, talk up the crystal fields (especially at night when they glow), discuss the strange mists or the rumbling calls of huge dinosaurs in the distance.

2. The Dread of the Unseen Enemy

This adventure is built around the idea of the surprise attack, be it from insidious carnivorous plants, blink raptors, or invisible stalkers, there should be no doubt that the players will be sick of the unseen by the end of this adventure. Keep the suspense up, frustrate the players, and keep them on their toes, as I've specifically built things to be a lot of 'jump scare' type encounters.

3. Dealing with the Concept of Corrupted Enemies

Remember, the corruption may not be permanent, and both dinosaurs and Amazons have a chance to recover once the corruption is lifted. Characters, especially those of Lawful Good alignment, will have to take this to heart. That isn't saying that corrupted creatures and Corsairs don't need to be killed (they are trying to kill you!), but they aren't of their right mind and that has to be taken into consideration.

New Monster

Blink Raptors

Lawful Evil (when corrupted)
or Lawful Neutral (otherwise)
Frequency: Very Rare
No. Appearing: 1–4
Armor Class: 47
HD: 3
Move: 15"
No. of Attacks: 3
Damage/Attack: 1–8 (Bite)/1–4 (Claws)
Special Attacks: Pack Hunting
(+2 to hit with others of its kind within 5')
Special Defense: Blink (50% miss chance),
Surprise (3 in 6)
Magic Resistance: None
Intelligence: Very
Size: M (5' long)
Psionic Ability: NIL
% in lair: 20%
Treasure Type: A, C

Blink Raptors [AC 13, HD 3d10+3, HP 18, Initiative +3, #AT 2, Hit +4, Dam Bite 5 (1d6+2), Claw 4 (1d4+2), Multiattack, Pack Tactics (Advantage if attacking within 5 feet of an ally), Blink (phase shifting, attacks against a blink raptor are at disadvantage)]

Bred and domesticated over a thousand years by the Amazonian Corsairs of the Isle of Jade, these small predatory dinosaurs are highly intelligent and have the ability to fold time and space before attacking. They prefer to attack with others of their kind but have also been trained to defend their handlers to the death. They attack with their bite and two barbed claws.

Scenario 1

The Walk among the Clouds

In this section of the adventure the characters will be dealing with the long climb up the shelf to the great plateau and the first part of the overall exploration. Encounters here will revolve around the Lake House as a 'dungeon' point, as well as some wandering encounters that can be used by the DM to keep the campaign exciting during the journey. It is likely that the characters will be moving toward the burning town that still has smoke rising from it (days after the initial apocalypse that claimed it). Although this module doesn't deal with the town other than a point at which to turn the party toward the other side of the plateau and the observatory, there is the possibility of finding more active roleplay there with the addition of the mini-adventure WS2.5 The Ruins of Alaxar.

Adventure Points

The Climb to the Plateau

Typically, I don't like forcing players to make rolls for climbing or travel as it slows down gameplay, but in case you'd like to put your players' skills to the test, you can always run some random rolls of Strength or Dexterity. There is also the possibility of an air attack from Pteranodons (which create problems throughout all travel on the inner island). If you'd like to harry the players such, you can get the Pteranodon stats from Scenario #2.

The Lake House

Situated on the far north river, this small villa will be the first true encounter point for the characters. The villa has been recently abandoned (within the past 4 days), but the necrotic corruption has taken hold and created a dangerous environment of the place, the most deadly being the corrupted unseen servant that is now a lesser invisible stalker.

The Wandering Triceratops

The key encounter in the characters' journey will be 'Numphy' the Triceratops. Numphy is the last remaining non-corrupted dinosaur on the island because he's too damn stubborn to be corrupted! Used as an easy means of transport by the Amazons, Numphy enjoys traveling with folks in his back tower, and is completely



non-aggressive toward humans. He will approach the party in an almost hopeful fashion, and once players have boarded him, will take them wherever they wish to go. By the use of Numphy, the players will have the opportunity to tangle with many large and deadly dinosaurs that they would normally not be able to handle, so he should be used as a shield for the characters, especially in Scenario #2 when the T. rexes come calling.

1 Triceratops 'Numphy' [AC 2, HD 16+16, HP 128, #AT 3, D 1–8 (Nose)/1–12 (Two Horns)]

TREASURE

Dino-Armor, Defensive Tower (anyone inside the tower is at +5 to their armor class)

[attacks made against those in the tower are at disadvantage]

1 Triceratops 'Numphy' [AC 18, HD 10d12+30, HP 136, Initiative +4, #AT 2, Hit +9, Dam Gore 24 (4d8+6), Stomp 22 (3d10+6), Multiattack, Trampling Charge (DC 13 Strength or be knocked prone and take a bonus Stomp attack)]

Random Encounters

Throughout the island, there are going to be things that have been driven mad by the corruption and will attack the players. I'm going to list these 'non-standard' dinosaur encounters in a list, and you can choose where and when you'd like to drop them into the campaign.

Wild Boars

There are dozens of wild boars on the Isle of Jade, but these upper plateau species are of great size and nasty temper, even under the best of circumstances.

3 Giant Boars [AC 4, HD 6+6, HP 42, #AT 1, D 1–8 (Slam) or 1–10 (Gore)]

TREASURE

None

3 Giant Boars [AC 16, HD 6d12+12, HP 48, Initiative +2, #AT 1, Hit +7, Dam Slam 9 (1d10+4), Gore (If target hit by more than 2 over AC, then add 8 (2d6+2))]



Dredge the Waterdamned

A decade ago, an ogre named Dredge the Waterdamned crashed on the Isle of Jade and has been stalking about the hidden groves and climbs ever since. The corruption has recently turned his roguish nature to a more dire killer instinct, and now he prowls the highlands looking for victims.

1 Rampaging Ogre [AC 4, HD 8+8, HP 56, #AT 2/1, D 1-10 (Club), Club specialist (+3 to hit)]

TREASURE

120 old Uthoria gold coins, a silver skull (100 gp), +2 Short Sword (he uses to chop meat)

1 Rampaging Ogre [AC 16, HD 8d10+24, HP 64, Initiative +3, #AT 2, Hit +8, Dam Club 11 (1d10+6)]

Giant Spiders

Certainly a problem in the high trees and jungles of the island, giant spiders are now on the move as the corruption drives them into more populated areas in a mad search for destruction.

3 Giant Spiders [AC 7, HD 4+4, HP 28, #AT 1, D 1-6 (Bite), Poison (3-18 damage)]

TREASURE

None

3 Giant Spiders [AC 16, HD 6d12+12, HP 48, Initiative +2, #AT 1, Hit +4, Dam Bite 5 (1d6+2), Poison (DC 13 Constitution save or take 10 (3d6+1) damage)]

Villa

1. Grand Sitting Foyer

Several wooden seats with cushions have been placed around a volcanic glass table and other areas throughout the room in a manner that facilitates conversation. Dust has settled over the entire area, likely ash blown in from the Dragon's Maw in the east.

The ash will manifest itself into a small elemental once the characters begin disturbing the ash.

1 Ash Elemental [AC 3, HD 6+6, HP 42, #AT 1, D 1-10 (Slam), +1 or better weapon to hit, Choking Cloud (-2 to hit due to visibility)]

TREASURE

None

1 Ash Elemental [AC 16, HD 6d12+12, HP 48, Initiative +4, #AT 1, Hit +6, Dam Slam 9 (1d10+4), Choking Cloud (DC 12 constitution save or be at disadvantage on attacks)]

2. Open Dining and Kitchen

Iron and wood furniture sits beside an external oven vented well above the slatted roof. A single table with two benches rests near the door. Several large vines have snaked their way onto the floor pavers, some going so far as to wrap themselves around the table's legs.

The vines are actually two assassin vines that will attack characters walking close to them, hoping to strangle or smother the target and then feed on the decomposing corpse.

2 Assassin Vines [AC 7, HD 4+1, HP 25, #AT 1, D 2-8 (Constrict), Surprise (3 in 6)]

TREASURE

None

2 Assassin Vines [AC 14, HD 6d8+12, HP 36, Initiative +3, #AT 1, Hit +6, Dam Thorns 2 (1d4), Constrict (DC 11 Constitution save or take 10 (3d6) crushing damage), Surprise (DC 15 Wisdom)]

3. Open Salon

A fountain pours water into a central pool with golden fish in it, and several marble benches overlook the garden to the north. A single hanging sheet of stained glass reflects light oddly on the pavers in the room. The image in the glass is of a woman holding a child and a sword.

This is a place of blessings. Anyone walking into the light that passes through the glass will be considered to be under the effects of a Bless spell for the next 24 hours. To determine if a member walks through the light, each person moving into the room is considered to have a 30% chance to pass through.



4. Bedroom One

A single low bed, dressing screen, and armor rack adorn this room. A winged helmet rests oddly on the floor beneath the northwest window, and a multicolored bird slowly walks around it in an awkward circle.

This medium-sized bird has been corrupted and will attack anyone coming close to the helmet.

1 Feathered Raptor [AC 6, HD 5+5, HP 35, #AT 1, D 1-8 (Beak Slash), Jump Attack (If the raptor hits a target by more than 3, it can flap away and not provoke any attacks unless by range.)]

TREASURE

Winged Helmet +2 (adds 2 to the wearer's AC)

1 Feathered Raptor [AC 14, HD 5d8+5, HP 25, Initiative +3, #AT 1, Hit +6, Dam Beak Slash 8 (1d8+4), Jump Attack (If the raptor hits a target by more than 3, it can flap away and all melee attacks made against it will be at disadvantage the next round.)]

5. Bedroom Two

A chest, a dresser, and a smaller single bed decorate this room with a single window overlooking the river below the villa. A dress of silk and silver scales has been laid out on the bed, along with an ivory-hilted dagger in a dark leather thigh sheath.

The once unseen servant will protect the dress and the weapon, even going so far as to follow the possessor of the items all over the island (and might be fun to have it retreat and appear later).

1 Lesser Invisible Stalker [AC 3, HD 6, HP 36, #AT 1, D 4-16 (Throttle), Surprise on 1-5 (in 6), Magic Resistance 30%, Invisibility]

TREASURE

Dress of Charisma (wearing the gown adds 2 points to the wearer's Charisma), Dagger +2

1 Lesser Invisible Stalker [AC 14, HD 12d8+24, HP 72, Initiative +4, #AT 2, Hit +6, Dam Slam 10 (2d6+3), Invisibility]

Scenario 2

The T. rex Graveyard

The second part of the adventure revolves around travel into the crystal fields of the plateau from the ruins of Alaxar toward the old observatory.

During this travel the players will be faced with a couple of deadly encounters, the crescendo of which will be the multiple T. rex attacks. It is also during this section that the events that take place in the mini-adventure WS2.6 Lost among the Crystals would take place if you employ that mini-adventure.

Adventure Points

The Air Assault

Those pesky pterosaurs are at it again! This time, they will try to attack the dino-tower and pull characters from it. This will be the most aggressive the pterosaurs have been during the campaign, and Numphy will have the least impact on 'helping' during this encounter.

1-4 Pteranodon [AC 7, HD 4+4, HP 30, #AT 1, D 1-6 (Bite)]

TREASURE

None

1-4 Pteranodon [AC 13, HD 4d8+8, HP 22, Initiative +2, #AT 1, Hit +3, Dam Bite 6 (2d4+1), Flyby (doesn't provoke an opportunity attack when it flies out of an enemy's reach)]

The Ground Assault

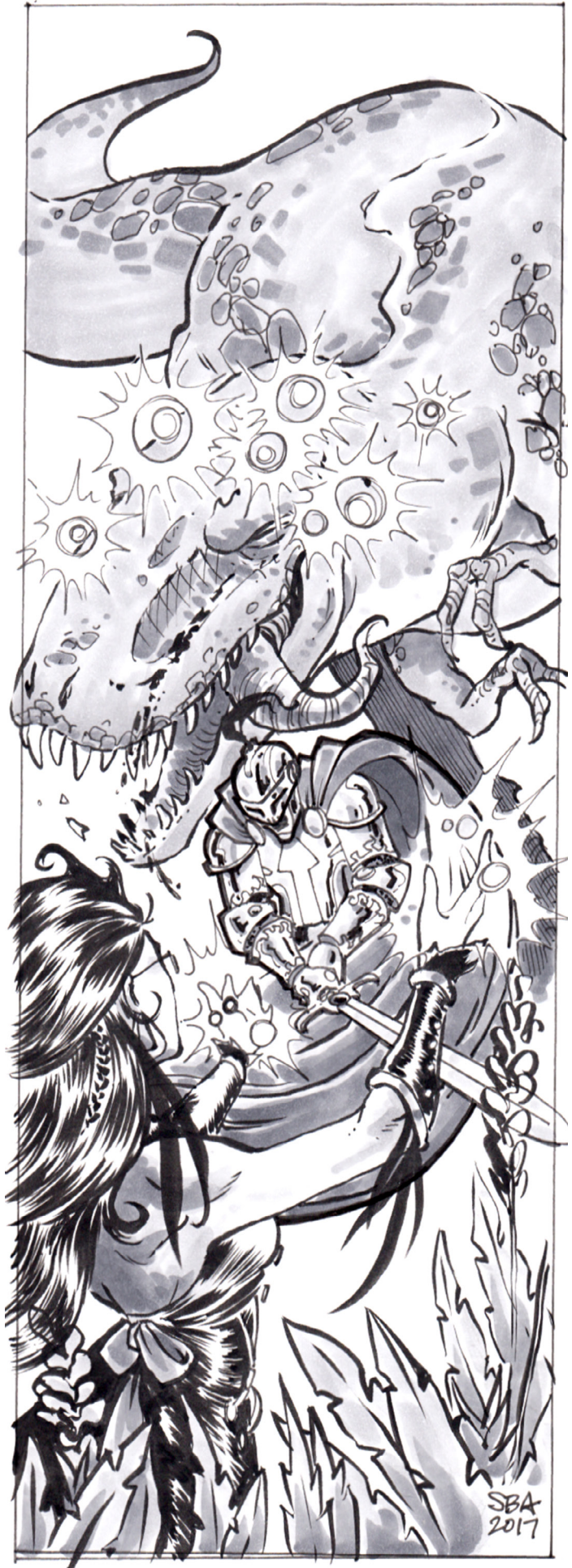
A mighty corrupted Stegosaurus will be disturbed among the crystals and will try to attack Numphy. This will give the players a chance to try to perfect their fighting skills from the tower before the big encounter with the T. rexes.

1 Stegosaurus [AC 2/5, HD 18, HP 126, #AT 1, D 5-20 (Tail Swipe)]

TREASURE

None

1 Stegosaurus [AC 18/15, HD 18d10+18, HP 108, Initiative +3, #AT 1, Hit +7, Dam Tail Swipe 26 (6d6+5)]



The T. rex Assault

During the later points of the journey Numphy will become agitated, and the smell of death and rot will be prevalent in the air. Dark 'clouds' of blowflies will circle the crystals, and the path will open into a large depression that is filled with all manner of rotting flesh and bones of huge dinosaur corpses. This is the T. rex graveyard, and before the party can make it clear of the depression, three of the massive predators will move in and attack Numphy with violent aggression brought forth by the corruption.

3 Tyrannosaurus rex [AC 5, HD 18, HP 126, #AT 3, D 5–40 (Bite)/1–6 (2 Claws)]

TREASURE

None

3 Tyrannosaurus rex [AC 13, HD 13d12+52, HP 136, Initiative +3, #AT 2, Hit +10, Dam Bite 33 (4d12+7), Tail 20 (3d8+7)]

Scenario 3

The Dark Observatory

This section revolves around the exploration of the Corsair observatory, which is the current resting place of the Necrotic Pearl (recently removed from its place in the Temple of Alaxar and taken here). The characters must move through the observatory as they try to find the pearl, all the while dealing with the madness that the corruption has had on the creatures and magical constructs within.

Old Observatory

1. Entry Hall

Broad doors, lacquered with a dark stain, open to reveal a wide hall flanked by two life-size statues of beautiful female warriors holding spears.

Inside, a long wide hall, resplendent in dark polished marble floors, stretches out to the south. Two alcoves, one to the east and one to the west, hold shelves and boxes, some filled with sandals and travel bags.

If investigated, one set of sandals is actually considered Sandals of Speed.

2. Octagonal Annex

A great black and blue mosaic of the island has been laid into the floor of this chamber. Four doors and three halls provide exits from various angles. Above, a large brass lantern hangs, its sides cut out to imitate stars.

Three blink raptors stalk the room in their null-space and will attack when least expected.

3 Blink Raptors [AC 7, HD 3, HP 18, #AT 3, D 1–8 (Bite)/1–4 (2 Claws), Pack Hunting (+2 to hit with others of its kind), Blink (50% miss chance), Surprise (3 in 6)]

TREASURE

None

3 Blink Raptors [AC 13, HD 3d10+3, HP 18, Initiative +3, #AT 2, Hit +4, Dam Bite 5 (1d6+2), Claw 4 (1d4+2), Multiattack, Pack Tactics (Advantage if attacking within 5 feet of an ally), Blink (phase shifting, attacks against a blink raptor are at disadvantage)]

3. Reception Room

A low couch, made of wood and supple reptile skin, rests against the southern wall, and three other less regal chairs stand about the room. A serving set, including a half-full crystal pitcher, rests on a small table to the west of the room.

The liquid in the crystal pitcher is actually a Potion of Extra-Healing [Greater Healing] that was poured to try to resist the effects of the corruption (to no avail). Whoever takes the potion will draw the ire of the invisible stalker that defends the pitcher.

1 Lesser Invisible Stalker [AC 3, HD 6, HP 36, #AT 1, D 4–16 (Throttle), Surprise on 1–5 (in 6), Magic Resistance 30%, Invisibility]

TREASURE

None

1 Lesser Invisible Stalker [AC 14, HD 12d8+24, HP 72, Initiative +4, #AT 2, Hit +6, Dam Slam 10 (2d6+3), Invisibility]

4. Apprentice Chamber

A small bed, writing desk, and wash basin decorate this rather innocuous room. A single map has been hung on the wall to the east.

Beneath the map, another picture has been stuck to the wall, this one of a well-endowed young man who has recently taken off his armor before the tranquil waters of a forest pool. The painting is of very fine quality and could fetch up to 25 GP from the right buyer in a large city.

5. Stair Up

A lone curving staircase leads to the level above. All light in the room has been doused, making it murky with shadows.

A shadow lurks here, one of the victims of the necrotic cloud.

1 Shadow [AC 7, HD 3+3, HP 21, #AT 1, D 2–5 (Touch), Target takes damage in Strength points only, +1 or better weapon to hit]

TREASURE

None

1 Shadow [AC 12, HD 3d8+3, HP 16, Initiative +2, #AT 1, Hit +4, Dam Touch 9 (2d6+2) Necrotic + reduce target's Strength by 1d4]

6. Armory

A small rack for weapons as well as a long chest are located in this room. The walls have several pegs set in them as well as a fresco of an armor-clad woman.

There are several spears and short blades in the room as well as some custom chain armor. The armor is meant for sea travel and is fairly unisex. Two suits are of particularly nice quality and lightly enchanted with a +1 bonus.

7. Open Botanical Chamber

Dozens of small plants dominate this open veranda as well as two low stone benches and an empty gilded cage large enough for a predatory bird. Sounds from the surrounding jungle echo within the hall, and several large 'shoots' of violet crystal have grown up over the edge of the southernmost floor tiles.

There is a mated pair of decapuses that lurks just above the veranda. These are large creatures with 10 tentacles and a bulbous body that boasts a huge maw of sharp teeth and two large eyes. They suspend themselves with two of their tentacles and can attack with the other eight while also trying to bite.

2 Decapuses [AC 5, HD 4, HP 28, #AT 9, D 1–10 (Bite)/1–6 (8 Tentacles). Surprise on 2 in 6]

TREASURE

None

2 Decapuses [AC 15, HD 4d12+12, HP 36, Initiative +3, #AT 9, Hit +4, Dam Bite 11 (1d10+6), Tentacles 5 (1d6+2), Constrict (DC 11 Strength save or take 6 (2d6) crushing damage)]

8. Open Kitchen

An exposed fireplace and grill, as well as a stone butchers block and cold water pool set with dark wooden racks, mark this as an open air kitchen. Several small reptiles scatter upon your entry, their exploration evident with bits of food and wrappings left around the open chamber.

A giant constrictor has moved into the kitchen to feed on the reptiles but will also attack characters as they move to investigate the area.

1 Giant Snake [AC 5, HD 6+1, HP 37, #AT 1, D 1–4 (Bite)/2–8 (Constrict), Surprise in water 3 in 6]

TREASURE

+2 Elven Steel Cleaver (1d6/1d6)

1 Giant Snake [AC 14, HD 6d8+12, HP 36, Initiative +3, #AT 1, Hit +6, Dam Bite 6 (1d4+4), Constrict (DC 11 Constitution save or take 10 (3d6) crushing damage)]

9. Sacred Star Entry

Decorated with a fresco of twilight over the island, this open area breezeway is flanked by four decorated pillars. A gentle breeze blows through the pillars, and two banners, both tattered as though clawed, sway between the marble columns.

There is nothing threatening here, but the tattered banners will likely freak people out.

10. Stair of the Twin Moons

The doors open to a grand entry, a curving stair leading up at the opposite side, and the ceiling hung with bronze lanterns. Two doors, one to the east and one to the west, flank the entry. The eastern door is emblazoned with a crimson moon, and the western door has the image of a ghostly silver moon upon it.

More blink raptors lurk here. They will attack the weakest person in the party (lowest hit points).

3 Blink Raptors [AC 7, HD 3, HP 18, #AT 3, D 1–8 (Bite)/1–4 (2 Claws), Pack Hunting (+2 to hit with others of its kind), Blink (50% miss chance), Surprise (3 in 6)]

TREASURE
None

3 Blink Raptors [AC 13, HD 3d10+3, HP 18, Initiative +3, #AT 2, Hit +4, Dam Bite 5 (1d6+2), Claw 4 (1d4+2), Multiattack, Pack Tactics (Advantage if attacking within 5 feet of an ally), Blink (phase shifting, attacks against a blink raptor are at disadvantage)]

11. Astrological Library & Map Room

This large chamber is appointed with rich carpet, polished wooden desks, and walls papered with old nautical maps. Shelves of tomes line the southwest wall, and several chairs rest at each desk.

Amid the various works here, there are (5) random magic-user [wizard] 1st level spells, (3) 2nd level spells, and (2) 3rd level spells. Anyone taking these spells will draw the ire of the invisible stalker.

1 Lesser Invisible Stalker [AC 3, HD 6, HP 36, #AT 1, D 4–16 (Throttle), Surprise on 1–5 (in 6), Magic Resistance 30%, Invisibility]

TREASURE
None

1 Lesser Invisible Stalker [AC 14, HD 12d8+24, HP 72, Initiative +4, #AT 2, Hit +6, Dam Slam 10 (2d6+3), Invisibility]

12. Chamber of Histories

Massive shelves of yellowed scrolls are housed on all walls of this chamber, and the floor is dominated by a single wooden table around which chairs have been placed like a meeting is to be held.

There are a dozen scrolls in this room that hold information on ancient Uthoria, home of the White Ship. If players use time to search this room, they can uncover these. Holding on to them will provide bonuses to navigation later in the campaign, so keep that in mind.

13. 2nd Floor Entry Stair

This small room is dominated by three doors, two on the west wall, one on the east wall, and the stair entry door on the south wall.

14. Head Acolyte Chamber

A small bed, desk, and shelf with scrolls and books are within this room. A single tapestry, depicting a white stone ship amid a bank of fog, hangs inside an alcove in the southern wall. Two large windows are set into the eastern wall, providing ample light to the large room.

When the party enters, a crazed Amazon will come out of the alcove and attack the party. After the first round, she will call for the support of her blink raptor companions.

1 Greater Possessed Amazon Warrior [AC 4, HD 6+6, HP 48, #AT 2, D (1–6)+5 (Spear)]

TREASURE

130 gold pieces in small pieces of jewelry and a single +2 Spear

1 Greater Possessed Amazon Warrior [AC 16, HD 6d10+12, HP 42, Initiative +3, #AT 2, Hit +7, Dam Spear (1d6+5), Martial Advantage (Once per turn an Amazon can deal an extra 7 (2d6) on a creature within 5 feet of an ally, and this includes blink raptors.)]

2 Blink Raptors [AC 7, HD 3, HP 18, #AT 3, D 1–8 (Bite)/1–4 (2 Claws), Pack Hunting (+2 to hit with others of its kind), Blink (50% miss chance), Surprise (3 in 6)]

TREASURE
None

2 Blink Raptors [AC 13, HD 3d10+3, HP 18, Initiative +3, #AT 2, Hit +4, Dam Bite 5 (1d6+2), Claw 4 (1d4+2), Multiattack, Pack Tactics (Advantage if attacking within 5 feet of an ally), Blink (phase shifting, attacks against a blink raptor are at disadvantage)]

15. Discussion Salon

Four comfortable chairs have been placed around a carpet and face one another in this room. In an alcove in the northeastern side of the room, a cabinet holds dozens of bottles of liquor. Two windows in the alcove look out over the northeastern crystal fields, each flanked by heavy curtains that are currently pulled back and tied.

More raptors are here and will wait for the party to begin searching before again trying for the lowest hit point character. Inside the cabinet are 5 Potions of Extra Healing [Greater Healing] as well as 100 GP worth of fine spirits.

4 Blink Raptors [AC 7, HD 3, HP 18, #AT 3, D 1–8 (Bite)/1–4 (2 Claws), Pack Hunting (+2 to hit with others of its kind), Blink (50% miss chance), Surprise (3 in 6)]

TREASURE
None

4 Blink Raptors [AC 13, HD 3d10+3, HP 18, Initiative +3, #AT 2, Hit +4, Dam Bite 5 (1d6+2), Claw 4 (1d4+2), Multiattack, Pack Tactics (Advantage if attacking within 5 feet of an ally), Blink (phase shifting, attacks against a blink raptor are at disadvantage)]

16. Open 2nd Floor Balcony

A large open balcony, flanked by two dark marble pillars, gives a great view of the road leading up to the observatory as well as the lakes and crystal fields beyond. A single chair sits prominently in the center of the balcony along with a small table atop which a journal and a toppled glass of dried wine rests.

This journal seems to be tracking the stars, and the final entry indicates a great calamity has been foretold by the movement of the skies.

17. Grand Dining Hall

This large chamber holds three long tables set in a 'T' pattern and flanked by many chairs. A single crimson cloth runner is on each table. Dishes have been stacked on one end of the table along with silver settings, but no food is present.

The entire (former) staff of the observatory now hides beneath the tables. Anyone looking under the tables (or performing a Search check) will provoke them to leap out and attack like wild gators.

7 Candon (Lizardmen) [AC 5, HD 4, HP 24, #AT 3, D 1–4/1–4/2–8 (Claw x2/Bite), Water's Might (can add up to 2d4 to damage rolls 4/day)]

TREASURE
None

7 Candon (Lizardmen): [AC 15, HD 5d10+5, HP 30, #Att 2, Init +2, Hit +4, Damage Claws 5 (1d6+2), Bite 6 (1d8+2), Multiattack, Water's Might (can add up to 2d4 to damage rolls 4/day)]

18. Head Servant's Room

This large and sparsely appointed room holds a bed, dresser, and a chest. Also, several violet crystal plinths and native plant arrangements are set about the room.

A large piece of slate has been attached to the northern wall and on it (in an ancient dialect) looks to be a list of services or chores for the household.

Standing behind the door is the leader of the household staff, a greater candon. He is also mad and will attack the party members from behind once they go past the door.

1 Candon Leader [AC 2, HD 6, HP 36, #AT 3, D 1–4/1–4/2–8 (Claw x2/Bite), Water's Might (can add up to 3d4 to damage rolls 6/day)]

TREASURE

Bone Ring of Protection +3

1 Candon Leader: [AC 18, HD 7d10+7, HP 42, #Att 3, Initiative +3, Hit +6, Damage Two Claws 5 (1d6+2) each + Bite 6 (1d8+2), Multiattack, Water's Might (can add up to 3d4 to damage rolls 7/day)]

TREASURE

None

1 Smoke Elemental [AC 16, HD 8d12+16, HP 68, Initiative +4, #AT 1, Hit +6, Dam Slam 9 (1d10+4), Choking Cloud (DC 12 Constitution save or be at disadvantage on attacks)]

19. 2nd Level Tower Stair UP

This small hall has a single bronze lantern burning in it and three doors. The eastern door leads to the stair to the third level, while the southern is marked with a painting of a violet crystal. The western door is open, and leads to a dark room beyond.

20. Chamber of Crystals

This room is dominated by volcanic stone urns that house living crystal structures rising from them in various colors and sizes. Some of the crystals have broken through their glass and ceramic vases and now adhere to the stone floor with sharp shards.

The crystals here have taken on aspects of the corruption and have animated to become a spiked crystal golem. The golem will surprise on a 3 in 6 [DC 15 Perception].

1 Crystal Golem [AC 2, HD 10, HP 50, #AT 1, D 2-20 (Spike), Immunity to spells (other than Crystalbrittle), +1 or better weapon to hit]

TREASURE

None

1 Crystal Golem [AC 18, HD 10d12+22, HP 82, Initiative +3, #AT 2, Hit +8, Dam Spike 20 (4d6+8), Magical Resistance, Multiattack, Damage Immunities: nonmagical weapons]

21. 2nd Floor Stair Tower leading DOWN

A grand stair leads down to the tower's first floor, and the room here is decorated with a single crimson carpet and a hanging bronze lantern that is currently extinguished, leaving the entire room dark save for light coming through an open door to the east.

22. Smoking Parlor

Three stuffed chairs, all well-worn and obviously brought from beyond the island, rest in this room that is filled with the scent of tobacco. A single hookah is set between the chairs, and a crystal serving set rests on a small table against the northwestern wall.

Once the party enters, smoke will begin rising from the hookah. It will manifest into a full smoke elemental in 2 rounds and then attack.

1 Smoke Elemental [AC 3, HD 8+8, HP 58, #AT 1, D 1-10 (Slam), +1 or better weapon to hit, Choking Cloud (-2 to hit it due to visibility)]



23. Bone Survey Room

This chamber is filled with wooden racks that house all manner of animal bones, some the size of a full-grown man.

Like the crystals in the crystal room, these bones have also become animated. Once the party moves into the room, the bones will shamble together and attack.

1 Bone Golem [AC 4, HD 10, HP 50, #AT 1, D 2-20 (Slash), +2 or better weapon to hit, 35% Magic Resistance]

TREASURE

None

1 Bone Golem [AC 16, HD 10d12+22, HP 82, Initiative +3, #AT 2, Hit +8, Dam Slash 20 (4d6+8), Magical Resistance, Multiattack, Damage Immunities: nonmagical weapons]

24. 3rd Floor Entry Tower Stair UP and DOWN

Another bronze lantern hangs in this stairwell, and a suit of female armor has been placed at attention along the northern wall. Two doors are set into the dark stone of the western wall, and a single door opens to the stairs to the 2nd level to the east.

25. Hall

This ten-foot hall houses four doors. The northern wall has been painted with a mural of a white stone ship amid a bank of fog.

26. Master Astronomer's Room

Richly decorated with several astrological tapestries, a large canopy bed, and a handsome desk and chair, this room bespeaks great wealth and station. A single window, facing northwest, provides ample daylight to the room and illuminates a single figure standing with a mace in one hand.

This is the final Corsair Amazon and lead astronomer who has recently fallen to the corruption. She will call to her blink raptors before attacking.

1 Greater Possessed Amazon Warrior [AC 4, HD 6+6, HP 48, #AT 2, D (1-8) +6 (Mace)]

TREASURE

400 gold pieces in small pieces of jewelry and a single +3 Mace

1 Greater Possessed Amazon Warrior [AC 16, HD 6d10+12, HP 42, Initiative +3, #AT 2, Hit +8, Dam Mace 11 (1d8+7), Martial Advantage (Once per turn an Amazon can deal an extra 7 (2d6) on a creature within 5 feet of an ally, and this includes blink raptors.)]

2 Blink Raptors [AC 7, HD 3, HP 18, #AT 3, D 1-8 (Bite)/1-4 (2 Claws), Pack Hunting (+2 to hit with others of its kind), Blink (50% miss chance), Surprise (3 in 6)]

TREASURE

None

2 Blink Raptors [AC 13, HD 3d10+3, HP 18, Initiative +3, #AT 2, Hit +4, Dam Bite 5 (1d6+2), Claw 4 (1d4+2), Multiattack, Pack Tactics (Advantage if attacking within 5 feet of an ally), Blink (phase shifting, attacks against a blink raptor are at disadvantage)]

27. 2nd Astronomer's Room

A large bed, writing desk, chair, and vanity are within this room. The floor is covered in a large blue rug, and walls hold several old nautical maps. Upon the vanity, a small violet crystal sculpture of a two-mast sloop rests.

If detecting magic, the crystal sculpture will glow. It is much like a Folding Boat, in that if the control word is used, the ship will grow into a small crystal sailing craft that can hold up to 10 people. The command word is 'farwind'.

28. 1st Astronomer's Room

Two chairs similar to those in the smoking parlor, a canopy bed, vanity, and desk all call this room home. A single window looking southeast provides light. Three wooden frames hold three regal gowns, each of silk and spun with gold or silver thread. A large chest rests at the foot of the canopy bed.

The gowns, if worn, will increase the wearer's Charisma by 2 points, each worth 5,000 gold pieces. If taken, the invisible stalker will attack those possessing the dresses.

The chest is locked **[DC 15]** and inside are 2 Potions of Extra-Healing **[Greater Healing]**, a bag with 5 diamonds (500 GP each), and an enchanted sexton that will provide a 10% sailing bonus to anyone using it.

1 Lesser Invisible Stalker [AC 3, HD 6, HP 36, #AT 1, D 4-16 (Throttle), Surprise on 1-5 (in 6), Magic Resistance 30%, Invisibility]

TREASURE

None

1 Lesser Invisible Stalker [AC 14, HD 12d8+24, HP 72, Initiative +4, #AT 2, Hit +6, Dam Slam 10 (2d6+3), Invisibility]

29. Hall of Stars and Portents

This massive room has two opposing tile mosaics, one of the sun and one of the twin moons, set in the floor to the east and the west of the room. At the room's center, a cabinet with several pieces of astronomer's gear, including two telescopes, rests. Opposite it, twin black mahogany doors, probably from a ship, have been set into the stone of the southern wall.

30. Observatory Grand Balcony

This grand balcony, rising forty feet above the surrounding country with a fantastic southern view of the island's interior as well as the ocean to the west, is flanked by two dark marble pillars. A single raised seat is in place next to the bronze railing, and a small pillar, set with a darkly radiating pearl the size of a human head, is next to it.

A greater necrotic cloud will manifest from the pearl once the characters enter the balcony, its dark ropey appendages reaching out to attack anyone who comes close to it.

Greater Necrotic Cloud [AC 4, HD 12+12, HP 96, #AT 3, D 1-8 (Necrotic) + 1-4 (Wisdom drain), +2 or better weapon to hit]

TREASURE

None

Greater Necrotic Cloud [AC 16, HD 12d10+24, HP 84, Initiative +4, #AT 3, Hit +6, Dam Necrotic Slam 7 (1d10+2), Damage Resistance: nonmagical weapons, Vulnerability: radiant, Corruption (DC 12 Constitution or take 2 (1d4) Wisdom damage with each hit)]

With the defeat of the greater necrotic cloud, the Necrotic Pearl will lose its luster and become vulnerable to attack. It takes 30 HP of damage to destroy the pearl, but if it doesn't get destroyed, it will slowly begin to recharge its necrotic force. In ten days it will manifest another lesser necrotic cloud and begin to corrupt things around it.

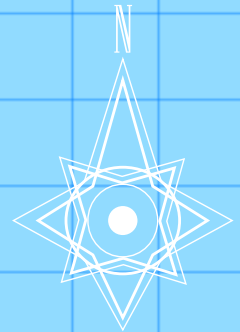
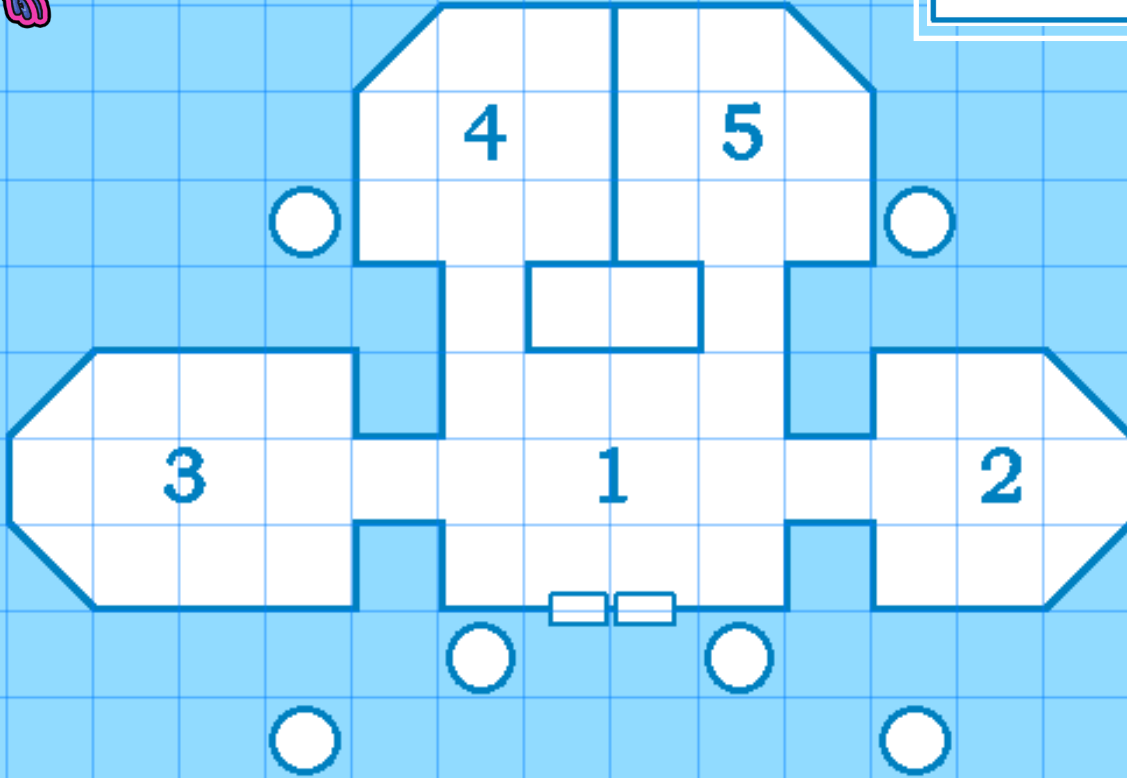
If the party does destroy the Necrotic Pearl, a sense of calm will settle over the island. Those creatures that have been corrupted by the pearl's power will not regain their Wisdom for several weeks, and some won't ever recover (a saving throw would need to be made, so some will make it and some won't). Whatever the case, the desire for carnage is over for the corrupted, and the party will be able to make it back to the village without any other attacks.

If, by chance, the party has befriended any Amazons along the way, it's up to the DM how to handle this, but since the society is all but destroyed, they might actually go with the party, looking to start lives again in the current world.



THE FOLIO

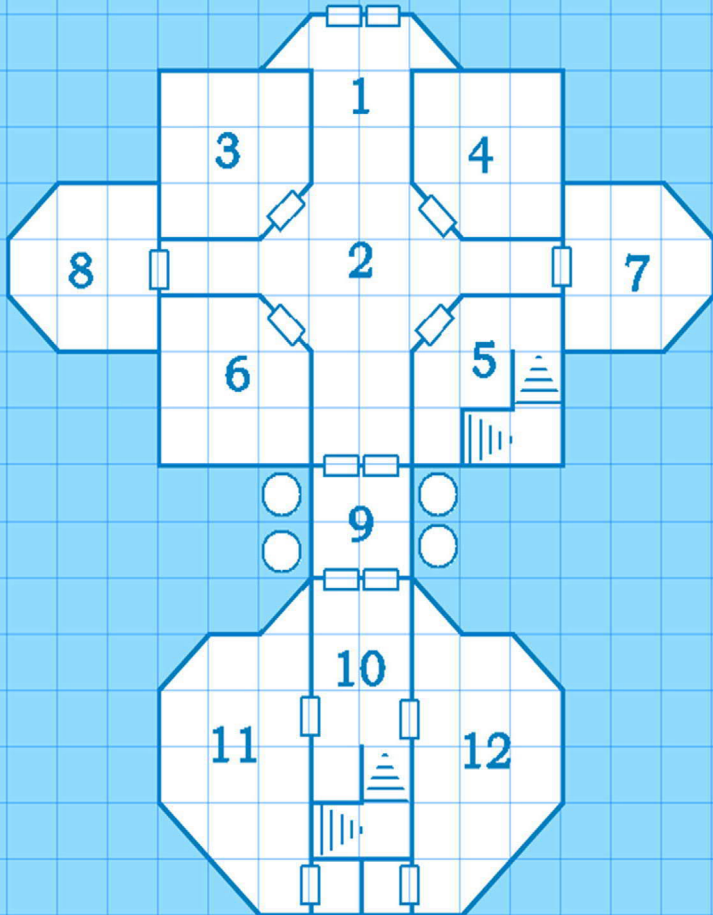
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S	Secret Door
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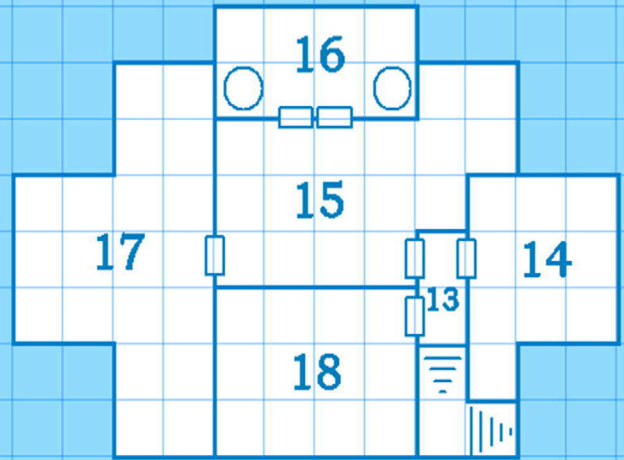
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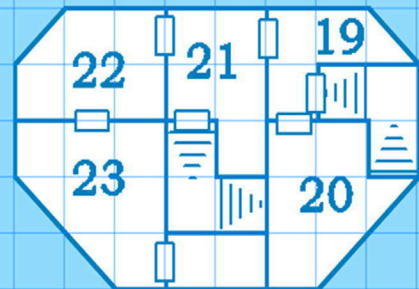
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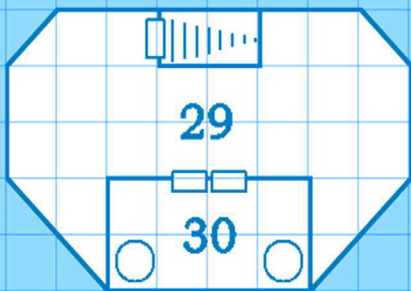
2nd Level



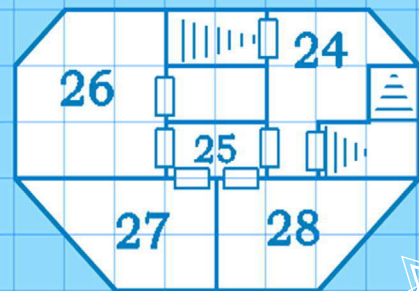
2nd Level



4th Level



3rd Level



WS2.5

Bonus Module

THE FOLIO

Mini-Module



WHITE SHIP CAMPAIGN

The Ruins of Alaxar

Mini-Adventure WS2.5

by Scott Taylor

The Ruins of Alaxar is a companion adventure made to go along with the events unfolding in Folio #15. It is designed for 1E & 5E mechanics and is for characters levels 3–5. It contains the information needed to run a side adventure that will help characters in their exploration of the Sacred Plateau.

Smoke still rises from the ruins of the once-mighty citadel of the Corsairs of Uthoria. Now, amid the ruins, the characters find that a deadly force still lurks, and they must end it if they are to find the new location of their quest's last hurdle, the Necrotic Pearl.



THE RUINS OF ALAXAR

Mini-Adventure WS2.5

Dungeon Master Notes & Suggestions

This adventure should be used after the characters find the Triceratops and the villa, but before they try to cross the T. rex graveyard. The adventure has been designed to help bridge the gap between (the likely event of) characters following the smoke on the plateau to the ruins (which hold nothing of particular value to the quest) to when they actually find the Necrotic Pearl.

1. Primary Purpose

To deliver the true location of the Necrotic Pearl to the characters.

2. Secondary Purpose

To provide the characters with a bit of magic before heading to the observatory and running into T. rexes, which far outpace their HD totals at this time.

Alaxar

Alaxar was once a strange collection of villas, temples, and gathering sanctuaries. Its many walls and bridges spanned the lovely natural watercourses that spring from the depths beneath the plateau. Though not readily defined as a settlement or city, Alaxar once sported plentiful gardens, and in its heyday, nearly a thousand Corsairs. With time, Alaxar fell into a ghostly torpor as age destroyed the half-blood Corsair children of the original settlers (those children sired by unions with the villagers on the island) and attrition took many of the true bloods. Imagine Minas Tirith before the coming of the armies of Mordor, it still held depth and regality but was all but abandoned.

When the Necrotic Pearl came to rest on the sacred platform in the High Temple, the city soon broke to madness, and the remaining true bloods duelled magically and physically with power lost to the ages. The destruction was thorough, and the city and its remaining people were utterly destroyed. Now, only smoldering ruins and those spirits summoned up by the true bloods remain.

Ruins Searching

When dealing with the characters moving through the ruins and searching for clues and items, have each player roll percentile dice three times during the course of the adventure. If the roll is 20% or below, a randomly determined item will be found. Also, at some point during the search, the characters will uncover some ancient, half-ruined maps of the plateau. These maps will reveal the existence of the observatory, which when paired with the message at the final encounter, should allow the players to deduce where the pearl now hides.

Necrotic Clouds

Necrotic clouds are an aftereffect of the Necrotic Pearl being placed on the altar of the Amazons. These coalescences of dark energy have a corruptive power and will seek out life in an attempt to turn it evil and malign. They have no real persona or nature, save that they are a magical force and therefore not subject to mundane attacks. They do no physical damage; instead, they drain Wisdom, destroying and corrupting the character's mentality. Any character completely drained of Wisdom becomes a Chaotic Evil NPC for the DM to control.

Necrotic Cloud [AC 5, HD 6+6, HP 42, #AT 2/1, D 1-4 (Wisdom Drain), +1 or better weapon to hit]

TREASURE

None

Necrotic Cloud [AC 15, HD 6d10+12, HP 42, Initiative +1, #AT 2, Hit +3, Dam Necrotic Envelope 2 (1d4), Damage Resistance: nonmagical weapons, Vulnerability: radiant, Corruption (DC 12 Constitution or take 2 (1d4) Wisdom damage]

Running Combat & Exploration

When the party members get to the Great Bridge (the entry to the ruins), they can surmise that the bridge will not support the weight of their Triceratops transport, and they must cross it on foot. Once inside, combat will be fairly straightforward with party Search checks being made after every two encounter points.

Telling the Story

The story here should be one of sadness and despair. The characters should feel a palpable sadness, loss, and evil throughout the ruins—charred bodies, beautiful buildings now rubble, crumbling works of art and statues, all gone. I'd also suggest running the bulk of this adventure at night, if possible, forcing the characters to move through the still-burning fires under the light of the Blood Moon could be fun, and you could use the corruption as a lever, telling them that their time is running short.

Working with Folio #15

This adventure is written in conjunction with Folio #15 and is a bridge between the 2nd and 3rd sections of that larger arc.

Free-form Adventuring

This adventure and its companion adventure, WS2.6 Lost Among the Crystals, have been designed in a 'wilderness format', which is to say there will be no dungeon crawling or maps needed. Encounters are based on exploration of the city, and therefore will happen free-form. If the DM chooses to use miniatures, randomly place rubble on a map and have the characters move through it as you like.

The Smoldering City

'Fires both deep blue and flaring orange light the crimson stain of the Blood Moon as you lumber down the broken path to the Great Bridge. Beyond the tumbledown towers of the span, parts of the upper bailey are still visible in the dark waters below, the skeletons of temples and villas are illuminated by the remnants of a blaze that must have rivaled a druidic firestorm.'

1. Mad Fern Goblin Gang

Small red eyes appear within the gloom of the surrounding rubble and are accompanied by a hissing brand of communication.

Although native to the lowlands, there were two small tribes of fern goblins that encroached on the plateau over the past decades. One, the Bone Noses, has fallen to the corruption and been drawn like a moth to the ruin's flame. Now, the characters must deal with them.

15 Fern Goblins [AC 6, HD 1, HP 6, #AT 1, D 1-6 (Javelin/Spear), +1 to hit with missile weapons]

TREASURE

A dozen small polished stones used for trading and one looted magic item of the DM's choice.

15 Fern Goblins [AC 15, HD 2d6, HP 7, Initiative +1, #AT 1, Hit +4, Dam Javelin/Spear (1d6+2), Nimble Escape (Disengage or Hide as a bonus action)]

2. Ash Elemental

Dust and ash swirl around your boots, some rising up to force a cough before a full on haze surrounds you.

One of the favorite manifestations of the Necrotic Pearl's power is corrupted elementals. In this case, an ash elemental lurks amid the ruins and will attack the party, moving from target to target and never attacking the same person twice until everyone has been attacked at least once.

1 Ash Elemental [AC 3, HD 6+6, HP 42, #AT 1, D 1-10 (Slam), +1 or better weapon to hit, Choking Cloud (-2 to hit due to visibility)]

TREASURE

None

1 Ash Elemental [AC 16, HD 6d12+12, HP 48, Initiative +4, #AT 1, Hit +6, Dam Slam 9 (1d10+4), Choking Cloud (DC 12 Constitution save or be at disadvantage on attacks)]

3. Greater Zombie

A small slide of rubble to your west reveals the fallen arch of an old temple with a dark shadow looming on the verge.

One of the Corsairs used an enlarge spell on herself to create a fighting juggernaut, only to fall to a powerful fire spell and then be raised by the Necrotic Pearl as a giant zombie. Now, the huge creature is looking for victims within the destruction.

1 Giant Zombie [AC 4, HD 10, HP 60, #AT 2/1, D (1-8)+8 (Maul), Slow (always attacks last)]

TREASURE

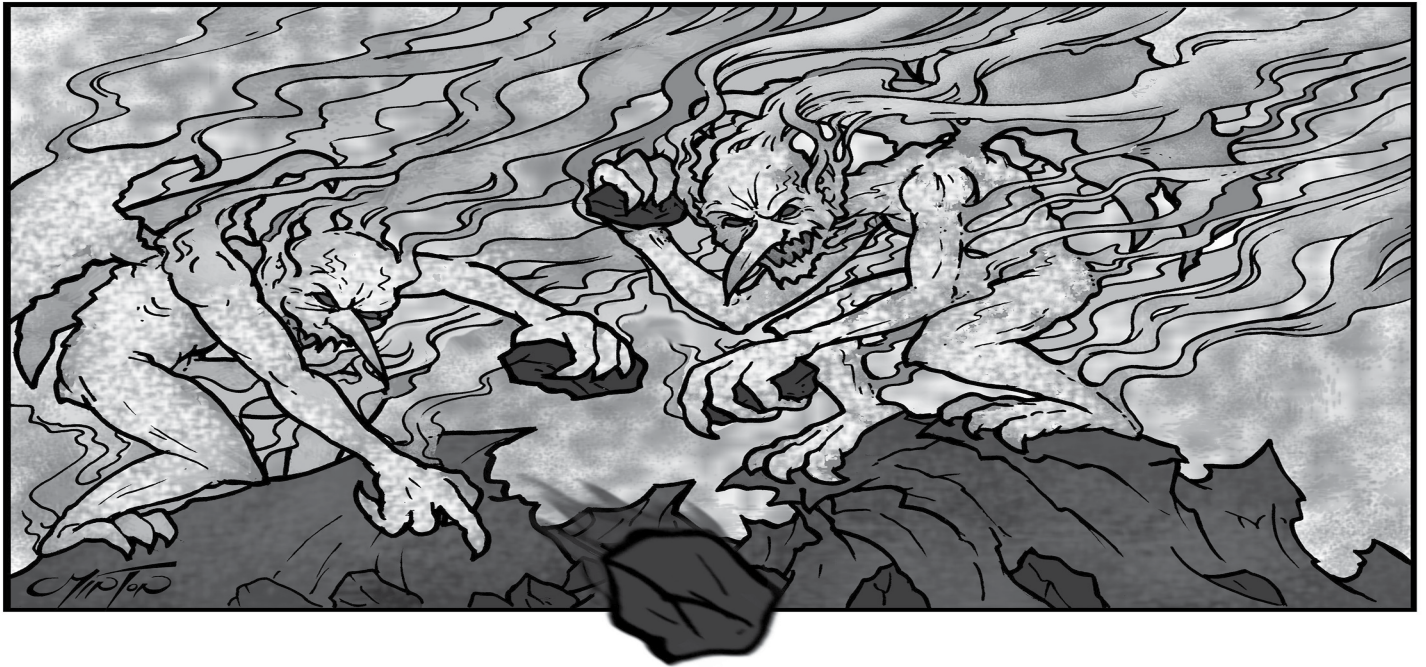
None

1 Giant Zombie [AC 16, HD 10d8+10, HP 50, Initiative +1, #AT 2, Hit +5, Dam Maul 12 (1d8+8)]

4. Necrotic Cloud

The hairs on the back of your neck stand on end as a vaporous darkness manifests at the edge of your vision, snaking tendrils coiling and pulsing around the ruined stone.

A necrotic cloud still lurks around the ruins, hoping to find victims for its corruption.



Necrotic Cloud [AC 5, HD 6+6, HP 42, #AT 2/1, D 1-4 (Wisdom Drain), +1 or better weapon to hit]

TREASURE
None

Necrotic Cloud [AC 15, HD 6d10+12, HP 42, Initiative +1, #AT 2, Hit +3, Dam Necrotic Envelope 2 (1d4), Damage Resistance: nonmagical weapons, Vulnerability: radiant, Corruption (DC 12 Constitution or take 2 (1d4) Wisdom damage]

5. Fallen Gargoyle Temple

The ruins of a large temple stand as a stark reminder of what this place once was. Still towering pillars rise up like finger bones clutching at the sky, and statues of nubile warrior women lay broken and strewn about the entry.

There are four statues still relatively intact that will rise to greet a searching party, acting as a type of gargoyle. They attack by using two claws, a knee blade, and their cape, which acts as a bash attack.

4 Gargoyle [AC 5, HD 4+4, HP 25, #AT 4/1, D 1-6/1-6 (Claws), 1-8 (Knee Blade), 1-8 (Cape Swipe), +1 or better weapon to hit]

TREASURE
None

4 Gargoyle [AC 15, HD 7d8+21, HP 52, Initiative +2, #AT 4, Hit +4, Dam Claw 5 (1d6+2), Knee Blade 6 (1d8+2), Cape 4 (1D6+1), Damage Resistance: nonmagical weapons]

6. Smoke Mephit Ambush

An ember, no more than a smoldering nut, rolls across the broken ground at your feet, giving you pause to look into the surrounding rocky debris...

A quartet of smoke mephits has taken refuge in the smoke, flames, and debris of a broken villa and are now intent on playing a 'game' with the players. They will start hurling fire at everyone, trying to set them ablaze, and will fly and hide if searched for, making anything but missile weapons and spells useless against them. If the characters decided to move off without killing all four of them, the remainder will gate in more 'friends' (up to 4 again) and follow the characters, harassing them at each provided opportunity (when the party is under attack by other enemies).

4 Smoke Mephits [AC 7, HD 4, HP 20, #AT 1, D 1-6 (Thrown Cinder)]

TREASURE
None

4 Smoke Mephits [AC 12, HD 5d6+5, HP 22, Initiative +2, #AT 1, Hit +4, Dam Claw 4 (1d4+2), Cinder Breath (Recharge 3-6) [DC 10 Dex or be blinded], Throwing Cinders (Hit +5, Dam 5 (1d6+2)]

7. Greater Dinosaur Skeleton

A large fountain, broken and half full, dominates a once grand pavilion. As you stare into the dark water, an impact tremor sends ripples over the surface.

One of the great tame beasts of the Corsairs, a huge and tank-like Ankylosaurus, was killed in the infighting, its skeletal remains now animated by the Necrotic Pearl. Due to its huge size, having some remaining flesh, and a massive shell, it takes regular damage from all piercing and slashing attacks.

1 Ankylosaurus Skeleton [AC 5, HD 8+8, HP 62, #AT 1, D 2-10 (Tail), Save versus petrification or be stunned 1-4 rounds]

TREASURE
None

1 Ankylosaurus Skeleton [AC 15, HD 8d12+16, HP 68, Initiative +2, #AT 1, Hit +7, Dam Tail 18 (4d6+4) [DC 14 Strength or be knocked prone]

8. The Summoned Demon

The High Temple mound is a thing to behold, like a cracked open crypt that has spilled its contents all down the side of a hill. Blasted blocks, smoldering pillars, and huge chunks of earth provide a landscape of pure destruction and chaos.

Amid the chaotic debris, a vrock demon lurks, having been summoned by the high priestess before the final conflagration that destroyed the temple. Once the beast is destroyed, those characters searching the ruined high altar will find a message in blackened blood upon one broken section of the wall that reads, 'The Ember is no more, the Pearl has gone to the stars.' This message, along with maps uncovered in the searching of the city, should lead players to the observatory on the far side of the plateau.

1 Vrock Demon [AC 0, HD 8, HP 56, #AT 5, D 1-4/1-4/1-8/1-8/1-6, Magic Resistance 50%]

TREASURE
None

1 Vrock Demon [AC 15, HD 11d10+44, HP 104, Initiative +4, #AT 2, Hit +6, Dam Beak 10 (2d6+3), Talons 14 (2d10+3), Multiattack, Spores (Recharge 6) (DC 14 Constitution or become poisoned 5 (1d10)) Stunning Screech (1/Day) (DC 14 Constitution or stunned until the end of the vrock's next turn), Resistance: elements and nonmagical weapons]

THE FOLIO



DISTANT TURTLE CITY

ADVENTURE FOLIO MODULE W33

LAUBENSTEIN

A Three Part Scenario for characters levels 5-7
by Scott Taylor



Folio Module WS3

DISTANT TURTLE CITY

An adventure in both 1E and 5E formats
for characters levels 5–7

STYLE OF PLAY

As in all of the adventures for The White Ship campaign, this is set up in a linear fashion with a story that should help draw the characters through the events. There is still an overall quest to be taken into account, and then there is the fact that the journey is still via the sea. However, once everyone has landed in Distant Turtle City, I would suggest ‘darkening’ the campaign and bringing a sense of horror and dread to the game. Like the Isle of Jade before it, Distant Turtle City has fallen to the necromantic sorcery of Molo of the Thirteen Wives, and players will have to deal with what surprises have been left for them along the way.

EXPERIENCE POINTS

As this adventure has been set up for characters levels 5–7, there will be a moderate amount of experience to give out for monsters. Depending on the events that unfolded on the Isle of Jade, players might be higher or lower when they begin the events of Folio #16, but whatever the case, the DM should monitor the players’ level progress and ‘push’ experience as needed to try to at least get the players to level 7 before the next part of the Distant Turtle City adventure begins in Folio #17. If this means giving RP bonus exp, then so be it, but Folio #17 is a grinder, so keep that in mind.

The Journey

Remember, in the end, this is supposed to be a grand quest. When I watched Conan the Barbarian (John Milius, 1982), I was always fixated on the sheer scope of it. Not that Milius had overly elaborate sets, but he spent great deals of time in the movie just having Conan run. All that running through desolate landscapes brought a breadth to the fantasy setting that made it seem the more real and meaningful to me. The famous quote ‘D&D, the game where a 5 minute battle takes 5 hours and a 500 mile journey takes 5 minutes’ is something that is to be avoided here. The rocking of the ship during a fierce storm, interactions with the crew over dinner, a minstrel playing a tune at sunset, sea lions (the cool fantasy kind) swimming and leaping at the front of the ship, or a flight of griffons spied among the clouds can all be described to make the players remember and enjoy the journey, giving it more of a feel of going places and seeing things (even if you don’t have to murder hobo fight them!). I think at the end of the day the players will thank you for it.

A New Corruption

Molo, as seen in Folio #14, is the enemy the characters have been pursuing through The White Ship campaign. Now if you are playing this module without support, you can disregard the following and just say the island town has fallen to some mysterious corruption, but if you are playing it as part of the full campaign, then this is for you.

Molo, searching for another key to the location of the White Ship, attacked and corrupted the Blue Ki-Rin, head trade ship for the ruling family of Distant Turtle City. In the captain’s quarters, he tortured and then killed Captain Fu, finding that the ruling family possessed a sacred turtle idol said to possess the ability to guide ships into the Corsair Fog. This enchanted fog bank lies at the center of the Corsair Archipelago, and ships avoid it at all costs as few return from within its white blanket, and those that do are often ghostly or insane.

Once he had the location of the island (found on a map on Fu’s cabin wall), Molo went to Distant Turtle City and made contact with the Fallen Leaf, a ninja guild within the city. Promising the guild long life and power, he used his magic to taint their members with shadow stuff, making them into shades (as found in the AD&D Monster Manual II). Once corrupted, they did his bidding, helping him terrorize the town by killing and raising the city guards, bringing goblins down from the hills, and summoning dread monsters. With the town in chaos, he then made his way to the castle and transformed those within into horrible monstrosities, leaving the bulk of them behind to deal with players seeking answers to his purpose there.

Folio #16 will deal with finding where Molo has gone and then seeking answers to his true purpose in Distant Turtle City.

Dealing with the Agents of Shadow

The promises of a necromancer are never something to be fully trusted, and so it is with the new power in Distant Turtle City. While Molo did give the ninjas long life, he also stole their humanity. While he gave them power, he also gave them weakness. Remember this when dealing with the shades of the city (including shadow mastiffs, shadow dragons, etc.).

For the characters, the use of spells, especially Continual Light, will be incredibly helpful in defeating their shadow enemies.

All the shadow creatures in the city will have the following bonuses or negatives:

Shadow: +2 HP per die, +2 Attack & Damage

Deep Shadow (Darkness): +1 HP per die, +1

Attack & Damage

Light: -1 HP per die, -1 Attack & Damage

Bright Light: -2 HP per die, -2 Attack & Damage

A Brief History of the T’ung Rulership

The T’ung Empire is an ancient nation that is so great it borders two oceans, the Mardras to the west and the Halo to the east. Many are the legends of this land in faraway parts of the Nameless Realms such as the New Kingdoms and the Hinterlands. Still, for those willing to travel, the richness of the culture can be found, but beware as it is a people steeped in traditions that make little sense to many in the northern hemisphere.

Long ago, after the fall of the God Capital, Nextyaria, the people of the world were split asunder and wandered. Monsters roamed free, and great leaders were needed to band together tribes into defensive works capable of repelling them. However, in the lands that would become the T’ung, humanity was hard pressed by the powerful jai-ruk’s of the Broken and Wounded Lands. With little choice, humans fled to strongholds controlled by dwarven chiefs, and in turn the hardy dwarves protected the men and their families.

Generations passed, and dwarven war prowess along with human shock troops drove the jai-ruks back into the arctic climes of the far South. It was then that the full richness of the T’ung could be seen, and dwarves never wish to give up a treasure once they feel it is theirs. Utilizing alliances and a new breeding program that created a sub-race of dwarven/human hybrids known as jacks, the dwarven chiefs consolidated power and maintained a position first as overlords and then as nobility above the serfdom of humanity.

Over the centuries the dwarves, utilizing intricate codes of combat, incredible armor and weapon crafting, and their increased lifespan, created an empire of riches unlike any the world had ever seen.

Still, as with all things, greatness comes with a cost, and human rebellions, dwarven squabbling over wealth distribution, and attacks by the jai-ruks and Zimbolay tribes of the Opal Gates have weakened the ruling class. Dwarves, always slow to reproduce, have declined in number, and human bureaucrats and lesser nobles are an ever-growing concern for the leadership of the venerable empire.

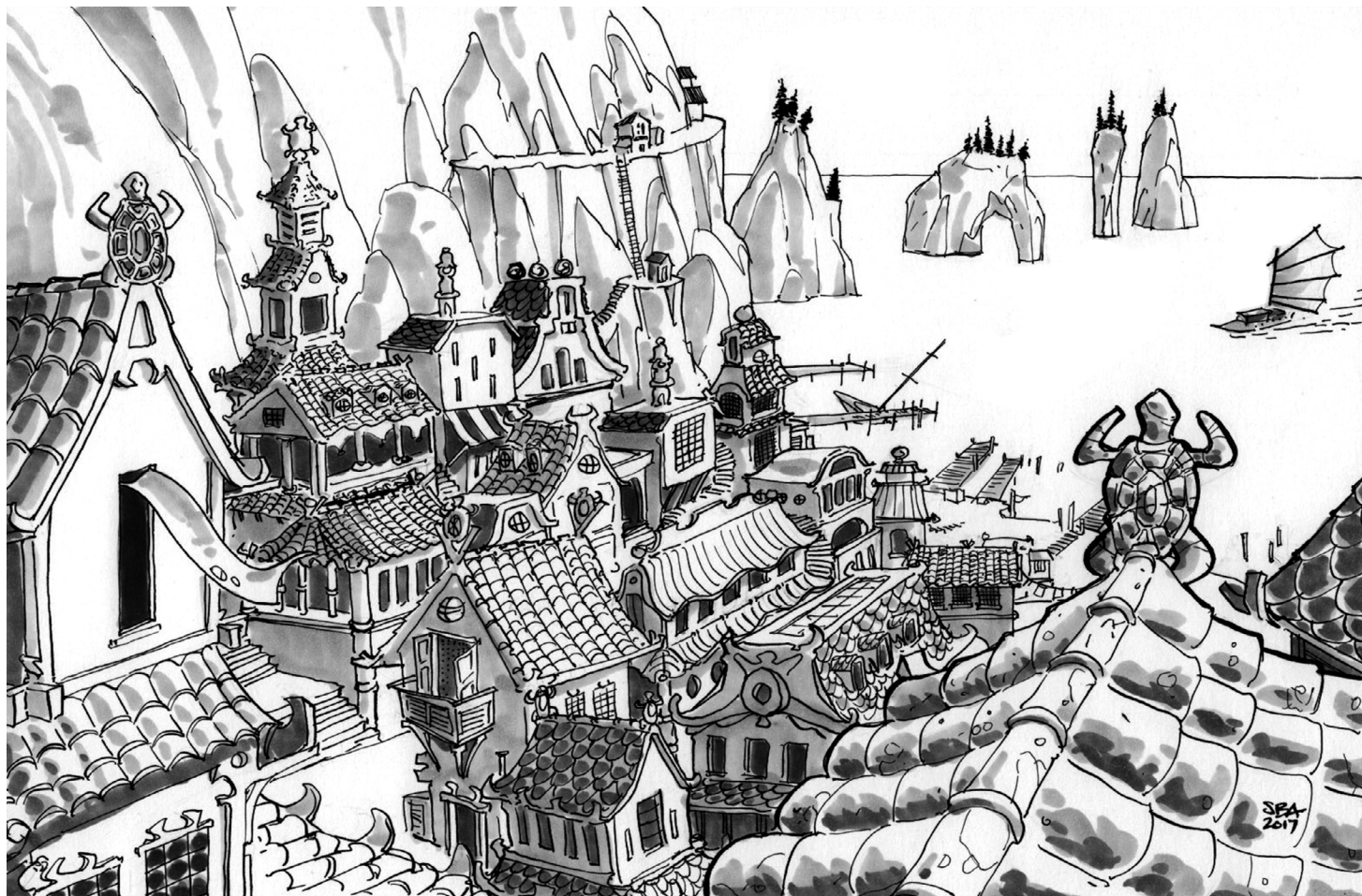
Today, the T’ung Empire is a shadow of its former glory, with outposts abandoned, trade roads left untended, patches controlled by bandit lords, and wildlands scattered throughout its huge borders.

Political Structure

Although the political climate of the T’ung is in flux, there is still a ruling dynasty that spreads out through the dwarven houses which are considered to be daimyos (lords) under the leadership of the emperor. Each daimyo has a set of dwarven samurai lords beneath him as well as a cadre of half-dwarf/jacks that act as a ronin bodyguard force. Administration and most matters of the arcane are overseen by human viziers, and in times of war, a dwarven shogun will be named by the emperor to oversee the matters of kingdom combat.

Jacks

If you’ve ever played the TSR AD&D 2nd Edition setting Dark Sun, then you’ve probably heard of a mul, which is their version of a half-dwarf. In the Nameless Realms, such hybrids are known as jacks, and they can only be produced by a union of a human mother and dwarven father. (For unknown genetic reasons, dwarven females and human males cannot produce viable offspring.) Jacks are known to be unable to produce offspring, but they carry strong traits of both sides of their lineage and are highly prized as bodyguards among the dwarven leadership of the T’ung.



Distant Turtle City

Like many once great outposts of the T'ung, Distant Turtle City isn't what it was at the height of the empire's golden age, but it is still a valuable port of call for traders taking the southern turn in the mighty Halo trade circle. Here, instead of dealing with the chaotic nature of mainland ports, trade ships can work for their own interests while still gaining precious cargo from T'ung importers. Also, the government of the outpost is secure as one of the few remaining high dwarven samurai and his family keep a close eye for pirates in the waters around the island and make sure order is maintained in the port.

The town itself will have an outpost feel although there are likely more than 2,000 inhabitants. 90% of the population has now fled to the northern heights, seeking shelter and protection among the old dwarven caves that housed the first expeditions to the island in the distant past. There are large warehouses along the sheltered docks of the bay and likely a few ships are now tethered and abandoned along them, their crews either dead or having fled with the villagers.

Streets are paved with smooth stones (something the dwarves are known for demanding in the T'ung), and the buildings are mostly stone with slate and ceramic tiled roofs. Wooden shutters and interior panels have been imported although some bamboo has been collected from the island's less inhabited parts. Turtles decorate almost everything here, including the roofs where they are used to ward away evil spirits.

Beyond the warehouses are inns, taverns, brothels, and trade shops that give way to housing blocks and finally rice fields in the periphery around the central town. The daimyo's castle stands to the northwest of the port and overlooks the city with an imposing air.

Adventure Synopsis

The adventure has been broken down into three sections with a special 'aside' section that allows the DM to expand on exploring the town and meeting further enemies as seen fit.

The first section has the party's ship encounter a derelict craft locked in a stinking sargasso sea. Once aboard, the players will have to deal with the undead captain and then determine where the ship's home port is and why Molo would have attacked the ship (or if playing outside the story arc, bring news of the lost ship to its home port).

In the second section, the players will get to the all but abandoned port of Distant Turtle City and have to deal with a gang of shade ninjas and their war dogs that are currently holding the dock. After securing a landing, they can try to make their way toward the town's castle but, on the way, will have to deal with an overrun temple that must be cleared before they can continue on.

Plotting a Course

To get this adventure going, and to get the players to the right places, you'll need to do your homework and make sure that the proper carrots are laid in advance of each section. The adventure will layout each section in a detailed format that helps with this process, so be sure to read each one. Otherwise, as I said above, it is linear, with A leading to B leading to C. The only deviation is if the DM wants to get into the town and do some side adventuring on the way to the temple, but that is optional (and an opportunity to stack player's experience points if desired).

The Ogre of the Jade Rock

Lu-Fung, the ogre magi of Jade Rock, is one of my favorite parts of this adventure. In the D&D 5E Monster Manual there are no ogre magi, instead they have been converted to oni. I understand this in a kind of dumbing down sort of way, but at the end of the day if you are playing Oriental Adventures, there really should be a difference between an oni (demon) and ogre magi (smart ogre with big no-dachi blades). Whatever the case, Lu-Fung is a great NPC that can be hugely helpful to the party when it comes to clearing out the castle in Folio #17 and also dealing with the eye tyrant in the temple of Folio #16. For his stats, use standard ogre magi (or oni) with max hit points per hit dice.

When Molo came into the city and corrupted the ninja, he also invited monsters like the bushido goblins into the town. In so doing, he caught the interest of Lu-Fung's mate, who came into Distant Turtle City and was promptly charmed and corrupted by Molo. She now abides in the castle, and Lu-Fung is truly pissed off about it. He's come into Distant Turtle City looking to bust some heads and will likely run into the party between the docks and the temple. This encounter can go down one of two ways, the first being an all-out fight with only one winner, and the second more enjoyable option would be for Lu-Fung to test the players' mettle with a skirmish and then barter with them to become temporary allies.

Whatever happens, he's a great NPC for the DM, and if you have the opportunity before the adventure begins, I suggest fleshing him out further if you intend to use him for more than experience points from a combat.

Dungeon Master Notes & Suggestions

1. NPC Interactions

There aren't a great deal of NPCs in this module other than the ogre magi, Lu-Fung, although if you do choose to move the players around the abandoned city, you might be able to find a few sturdy or stubborn folks still hanging around their houses. There are also the ratmen martial artists whom you could choose to have interactions with along the way, or maybe even some banter, but for the most part, this should feel like an eerie horror show, like a zombie movie where players only interact with each other.

2. The Corruption of the Ninjas of the Fallen Leaf

Working within the shadow networks of the T'ung as enforcers for the emperor, this group of assassins has been building power in Distant Turtle City for more than a decade as they look to supplant the current daimyo who has been taking far too many liberties without proper appeal to the throne. However, when Molo showed up and worked his magic on agents of the Leaf, they quickly saw an opportunity to make their move without need of a more dangerous chess match. Once aware of the Leaf's plot against the daimyo and his family, Molo moved quickly to offer up something the guild couldn't resist: increased power and longevity. His corruption, however, left the guild more at his mercy, and using their strength, he has been able to not only overthrow the daimyo, but also destroy the town, which was an added bonus to his evildoing. Now, the Fallen Leaf is a shadow of itself, simply existing to destroy anything that comes to the port until the entire city is dead.

3. Finding the Balance Between Anime/Chinese Cinema and Traditional Fantasy

As I've watched my fair share of anime since it was being bootlegged onto VHS tapes back in the very early 1990s, I've always enjoyed some aspects of combat represented by the genre. That, coupled with a love of Chinese martial arts cinema, and how could I not look to find ways to incorporate some of the 'fantastic' power of Ki into the villains of this adventure? When dealing with certain enemies, you'll note I've given them some maneuvers that reflect aspects of the above genres, and I think it's always fun to confuse and befuddle players with stuff that is outside the rules. This keeps them 'honest' in the sense of Lo-Pan saying to Jack Burton in *Big Trouble in Little China*, "You were not brought upon this world to 'get it', Mr. Burton." So while doing your running, I suggest incorporating some big leaps, powerful shockwave blows, and other things that keep players guessing, and remembering this isn't their world.

Interacting With the Shadow and Abandoned Nature of the City

1. The Hidden People

When the Fallen Leaf began its campaign against the daimyo and Molo started summoning monsters and raising dead guards for his service, much of the town fled into the hills north of the city. Those that didn't became easy prey for the monsters and the dead, but that doesn't have to mean that there are absolutely no survivors still within Distant Turtle City as it is a large place. It is certainly an option for the DM to throw in some hardened townsfolk protecting their block, or a distressed child, or a fierce martial arts maiden, but I leave that up to you.

2. Dealing with Martial Arts

Martial arts is power. The AD&D setting, *Oriental Adventures*, has some really cool aspects for designing specific martial arts styles using proficiencies (much like I did with dueling styles for the northern cities of the *New Kingdoms*). There were some good amendments to that original text (Table 69 of *Oriental Adventures*) that can be found in *Dragon Magazine* (#136 August 1988, Pg. 66), and if you are doing AD&D, I'd suggest taking a look. Otherwise, the more base reality is that you can lean on the monk class in both systems to fit the bill if you are just looking at making enemies fight with their hands. One thing I suggest, assuming that players enjoy the aspects of martial arts, is allowing players to spend proficiencies on martial arts techniques (if you are doing AD&D) or swapping special abilities from their class for the base monk martial arts ability (if using D&D 5E). This can be accomplished by

spending time with a character skilled enough to teach them, perhaps someone on their ship, or someone they meet in the town, or an NPC that escapes Distant Turtle City with them. Just a thought.

Overall Story Arcs & Threads

1. Playing Things through to the Temple

The basic nature of this adventure is to find evidence of the city on the derelict ship and from there come to Distant Turtle City. It can be assumed that characters will want to get to the castle to find out what went wrong, or even find Molo if they believe he might still be here, but it is paramount that they get to the temple in the middle of the city because it is the final part of Folio #16. If you need to use bait such as townsfolk, Lu-Fung, or a hot pursuit of fleeing ninjas, you will need to get them there to continue the story arc.

2. Finding Allies instead of Enemies

The main possible ally I've written in is Lu-Fung, but obviously, there could be more, including a bushido goblin who swears allegiance to a more powerful 'lord', anyone from the town who wants to join up to help free the town, and even some of the Temple of the Tortoise monks if you are able to break the enchantment on them. All these are certainly possibilities that could fall to you along the way, and some of them might even make great replacement characters for those who don't make it all the way through the adventure.

3. What Was the True Goal of Molo in Distant Turtle City

Molo is getting close to the White Ship, and he knows it. After the events that unfolded on the Isle of Jade, he now has what he believes to be a pass key to the ship, and on this adventure he's trying to acquire an ancient artifact, the Tortoise Icon, which can help guide his ship through the perils of the Corsair Fog. Since he has a good lead on the characters, he should be long gone by the time they arrive at Distant Turtle City, but it should be obvious that by the damage he's done, this endeavor would have cost him precious time. They should figure that they are no more than a day or two behind him at this point, and once they enter the Corsair Fog in Folio #18 & #19, they have a real chance of catching him (especially with keys they have uncovered along the way that will also help them navigate).

New Monster

Shade Ninjas

Lawful Evil

Frequency: Very Rare

No. Appearing: 1-8

Armor Class: 4

HD: 6+6*

Move: 15"

No. of Attacks: 2**

Damage/Attack: (1-6)+1 (ninja-to)

or 1-4 (shuriken)

Special Attacks: Sneak Attack (3-18)

Special Defense: Hide in Shadows (80%),

Move Silently (80%), Shadow Abilities

Magic Resistance: Varies

Intelligence: Standard

Size: M (5.5' feet tall)

Psionic Ability: NIL

% in lair: 20%

Treasure Type: A, C

* Hit Points vary by light conditions.

** Shade Ninjas get 3 attacks a round with shurikens and are +3 to hit.

Shade Ninjas [AC 16, HD 6d10+12, HP 42, Initiative +3, #AT 2, Hit +4, Dam Ninja-to 4 (1d6+1) or shuriken 4 (1d4+2), Sneak Attack 9 (3d6), Stealth (+7), +7 to hit with shurikens, Assassination (advantage if from surprise), Shadow Abilities, STR: 13 (+1), DEX 17 (+3), CON 14 (+2), INT 12 (+1), WIS 11 (0), CHA 10 (0)]

The ninja clans of the T'ung are as old as time itself, or so the story goes. They have been in place working as assassins for the dwarven lords of the land and generally establishing fear among the human aristocracy. Numerous clans of ninjas work in provinces independently, and the Fallen Leaf Clan of Distant Turtle City is no different. However, with the arrival of Molo and his dark promises of power, the Fallen Leaf has been changed into the most powerful version of itself, while also losing its humanity.

By transforming the flesh of a normal ninja into ‘shadow stuff’, the very essence of the Elemental Plane of Shadow, these men and woman have become ageless and powerful. They draw their strength from the shadows, but this also means they are vulnerable to light. Such traits harbor rules that should be noted while they are engaged in combat.

Shadow Abilities:

Shadow: +2 HP per die, +2 Attack & Damage, Magic Resistance 5%/Hit Dice

[advantage on magic saving throws], Shadow-walk.

Deep Shadow (Darkness): +1 HP per die, +1 Attack & Damage, Magic Resistance 5%/Hit Dice

[advantage on magic saving throws], Shadow-walk.

Light: -1 HP per die, -1 Attack & Damage

Bright Light: -2 HP per die, -2 Attack & Damage,

Magic Saving Throws at -4

[magic saving throws at disadvantage]

The Scenarios

This adventure is broken down into three distinct combat scenarios where the bulk of the ‘action’ for the adventure plays out. Obviously, in roleplaying, there should be a lot more going on, but the basics for the meat will be covered below. They are in sequential order, save for the ‘Wandering Dead’ preface scenario that can be utilized at any time once the characters reach Distant Turtle City.

Preface Scenario

Wandering Dead

Once players have entered Distant Turtle City, the DM can use random encounters with wandering dead to continue to give the adventure a darker feel. I suggest having the zombies ‘touched with shadow stuff’ and therefore be ‘quick zombies’ that can provide jump scares for the players and keep them on the move. Remember, as they are considered ‘shadow’, the rules found in the gazetteer do apply.

Shadow Stuff Zombies [AC 7, HD 3+3, HP 21, #AT 2, D 1–4 (Claw) and 1–6 (Bite), Head Vulnerability (if struck with an 18 or above, the zombie is killed instantly as it is considered to have been hit in the head)]

TREASURE

None

Shadow Stuff Zombies [AC 13, HD 4d12+8, HP 32, Initiative +2, #AT 2, Hit +4, Dam Bite 6 (2d6) and Claw 6 (1d8+2), Head Vulnerability (if struck by a blow that is 18 or higher, the zombie’s head is destroyed, and it collapses)]

Scenario #1

The Half-Sunk Junk, the Blue Ki-Rin

While plying the trades looking for pirates, Captain Fu, the samurai lord under the direct command of the daimyo of Distant Turtle City, was attacked by Molo’s ship. The ship was quickly overrun, the sailors devoured by a summoned gibbering moulder, and Captain Fu tortured until Molo killed him and then pulled the information he needed about the Tortoise Idol from his undead mind.

Upon leaving the wounded ship, Molo left the gibbering moulder, a little ‘gift’ for anyone finding it before it sunk. However, the ship soon drifted into a sargasso of thick seaweed that kept it afloat and drew the attention of a sea hag as well as several large water spiders. Now half-submerged (the main deck is about 4 inches under water while the fore and aft castles still rise out of the seaweed), the ship is a ticking time bomb of death for anyone foolish enough to board it.

Also, getting to the ship is tricky as the players’ vessel doesn’t dare go into the seaweed for fear of getting caught, so the players must take a launch to the edge of the seaweed and then walk across the thick green mass for several rounds before making it to the ship.

The seaweed walk can be as easy or as difficult as the DM chooses, but for my purposes, I just required some kind of Dexterity check with a simple target to not have your leg sink up to your waste or slip and fall over, thus embarrassing yourself. However, there really isn’t a chance of going through the seaweed, so it is really just a wet slog.

Ship: Forecastle

1. Galley/Kitchen

The room is cramped, especially for food preparation, with a clay brick oven supported by an iron cage, single butcher’s block, and a fire-rune pot that can self-boil and is a known item of some value on ships traversing the Halo.



Lurking in the rafters near the ladder to the upper deck, a black and amorphous creature known as an executioner’s hood is waiting for prey. A marching order should be established for those entering rooms, and the final person out of the room will be attacked (and likely silenced) by the hood. The hood has a 3 in 6 chance of surprise **[DC 14 passive Perception]**.

Executioner’s Hood [AC 6, HD 6+6, HP 48, #AT 1, D 1–4 (Bite), Strangulation: Monster does an additional 1–4 points per turn after it is on someone’s head.]

TREASURE

None

Executioner’s Hood [AC 14, HD 8d8+16, HP 48, Initiative +2, #AT 1, Hit +4, Dam Bite 6 (2d6), Strangulation (Victim must make a DC 15 Constitution saving throw or take an additional 8 (2d6+2) damage per round.)]

2. First Mate Quarters

A straw sleeping mat, low dresser, and basket with rum bottles decorate this small nondescript room.

The first mate of the ship did stash a hip flask in the dresser that still has some stout spirits in it, as well as a bag of T’ung silver coins worth 8 gold pieces in the New Kingdoms. A successful Search check is required to find them **[DC 14 Perception]**.

3. Cook’s Quarters

Along one wall, a tattered sleeping mat and pile of clothes lay haphazardly. A cracked silvered mirror hangs on one wall above a small brass basin of tepid water.

The silvered mirror is worth 5 gold pieces to the right broker, otherwise there isn’t much of worth in the room.

4. Food Storage

Various sized crates and barrels are jammed tightly into this room. The strong smells of mold and spoiled meat are present.

If the party is seeking provisions, there are a dozen sets of iron rations stowed safely within the room.

5. Sail Room

Shelves of tightly folded sails, coiled rope, and other sailing bits are packed into this room, leaving little space to enter.

Other than standard gear for sailing, this room has little worth although a successful Search **[DC 15 Perception]** will uncover a magical Cloak of the Manta that allows the wearer to transform into a large manta ray 3/day for up to an hour each time. The ship’s crew used it to check damage below the surface or scout out reefs.

6. Head/Storage

Several large boxes and a single cut barrel with a hole on top for doing your business are located in this rather rancid smelling room with a single port hole cut just above the barrel for some ventilation.

As the players enter the room, burbling sounds will come from the barrel and then whispering. The effect should be pretty creepy, as a gibbering moulder that is made up of the unfortunate crew has been subsisting on excrement for several days inside the large barrel. Anyone approaching it will have the moulder's tendrils lash out as it also shoots its petrifying spittle.

Gibbering Moulder [AC 1, HD 8+6, HP 62, #AT 6+, D 1 (Bite), Spittle (save vs. petrification or blind 1 round), Drain (once a mouth hits, it sucks 1 point of damage per round), Gibbering (as Confusion spell)]

TREASURE

None

Gibbering Moulder [AC 9, HD 9d8+27, HP 67, Initiative +3, #AT 1, Hit +2, Dam Bite 17 (5d6), Gibbering (DC 10 Wisdom saving throw or can take no actions till the next turn), Blinding Spittle (Recharge 5-6) (DC 13 Dexterity saving throw or be blinded until the end of the moulder's next turn.)]

7. Hall

A long hall leads to three doors, each spaced roughly seven feet apart.

8. Bridge/Helm

This room is open to the air, with hurricane slats that can be drawn down in times of storm. A large wheel, well-worn captain's chair, and an open chest filled with maps decorate the room.

The steering of the ship is currently locked by the seaweed, and there are signs of struggle around the room, but otherwise there is nothing here of value.

9. Parade Deck

This long deck has shaded sails overhead to keep off sun and rain. Tattered and sun-bleached cushions have been lashed to the rails for storage, and several odd geometric designs have been scrawled on the deck in chalk, perhaps marking some kind of game.

The crew once used this deck for sleeping, games, and eating. Currently, in the lookout post above (Room 10), a giant marine spider is lurking and watching the deck below as some thin strands of silk have been laid across the floor. They can be detected with a Detect Traps [DC 15 Perception], but if they go unnoticed, the spider will be aware of the guests below and perhaps grab and pull a victim up to the room above.

10. Lookout Post

Open to the air on all sides, allowing access to the sails on the aft, this observation room has a small rack for scrolls, and a looking glass that is currently mounted to an iron ring on the fore of the room.

A thin layer of webbing covers the walls and binds the door to the room (Open Doors check) [DC 14 Strength]. Situated outside on the roof, a giant marine spider is waiting to drop down on prey through the window once its webs detect movement.

Giant Marine Spider [AC 4, HD 7+7, HP 49, #AT 1, D 3-12 (Bite), Poison (save vs. paralysis or be paralyzed for 3d4 turns)]

TREASURE

None

Giant Marine Spider [AC 16, HD 7d10+21, HP 56, Initiative +2, #AT 1, Hit +5, Dam Bite 12 (2d8+4), Poison (DC 13 Constitution save or become paralyzed for 2d4 rounds)]

Aftcastle

11. Captain Fu's Cabin

Two crimson silk hangings decorate the walls, and a central cushioned sleeping mat rests before the large window in the rear of the cabin. A dresser, low desk, and scroll case are to one side, and two heavy chests are closed at the foot of the sleeping mat. Standing with dead white eyes staring at a map on the wall is a dwarf in full samurai armor. Old blood shines from old streams that have pooled in a sticky circle beneath his sandaled feet.





Upon the characters' entry, the former Captain Fu will turn toward them and slowly draw his katana, ready to defend his ship even in death.

Undead Dwarven Samurai [AC 3, HD 10, HP 70, #AT 2 (+2 hit), D (1-10)+5 (Katana), Shadow Shockwave (all enemies within 5 feet must save vs. petrification or be knocked prone, and can be used every 1d4 rounds)]

TREASURE

Katana +2, Dwarven Light Samurai Armor +1, Battle Fan of Protection (acts as a +2 Shield). Inside each chest (both are unlocked) are 100 gold pieces, some trade letters, and various maps.

In the second chest there is a secret compartment that holds a pair of Corsair Sunglasses. The compartment can be discovered on a Detect Traps roll [DC 15 Perception]. The Corsair Sunglasses are circular and dark tinted glasses set into a light platinum frame with runes etched along the ear pieces. They help navigate the Corsair Fog found later in this campaign.

Undead Dwarven Samurai [AC 17, HD 10d12+10, HP 70, Initiative +2, #AT 2, Hit +5, Dam Katana 9 (1d10+4), Shadow Shockwave (recharge 5-6) (DC 13 Dexterity save or be knocked prone if you are within 5 feet of the samurai)]

12. Armory

A chained piece of bamboo secures a number of short curved swords and spears in a rack that is attached to the wall of this small room.

There are no weapons here that are overtly finer than the rest, and the spears have silk ties on them with turtles along the fringe.

13. Turtle Shrine

At the center of the room, surrounded by four clay pots with incense sticks, is a medium-sized turtle statue made of polished wood. Before it, facing the door, is a green meditation mat.

A sea hag is hiding behind the statue, the crone having recently discovered the wreck. Her plan was to ride the sinking ship into the seaweed and then use it as a sunken, yet still floating, lair. When the characters appear in the shrine, she will stay hidden and attack when most convenient.

Green Hag [AC -2, HD 9, HP 56, #AT 2, D 1-8 per attack (Claws), Camouflage (90% change to Hide when in dark or green surroundings)]

TREASURE

None

Green Hag [AC 17, HD 11d8+33, HP 82, Initiative +3, #AT 1, Hit +6, Dam Claw 13 (2d8+4), Invisible Passage (invisible until attack), Innate Spellcasting (DC12, Dancing Lights, Vicious Mockery)]

14. Talismans and Potions Storage

Inside the heavy door, a single shelf with various magical goods and potions rests at eye level, and below is a chest.

This is a heavy locked door [DC 15], but it is not trapped. If Captain Fu had the key, it is now lost, and the door can only be opened by force or picking.

Captain Fu was always worried about attacks, and his ship was well stocked with healing potions. There are a dozen Potions of Healing on shelves inside the room as well as two flasks containing Antidote potions.

15. Meditation Deck & Rear Observatory

This simple room has a single large straw mat on the floor as well as an incense pot. It is open to the air with hurricane slats and provides a good view of the aft waters around the ship.

Mirroring the forward tower, this aft tower is also home to a giant marine spider as they like to get a vantage point if possible when out of the water. Like the first tower, this one is also covered in a fine webbing although this time the spider is inside the room when the characters enter. As they have to come up a ladder, the spider will get a free attack on the first person up, the creature trying to grab and pull the victim through the trapdoor, and then slam it down and utilize its weight to hold others out of the room.

Giant Marine Spider [AC 4, HD 7+7, HP 49, #AT 1, D 3-12 (Bite), Poison (save vs. paralysis or be paralyzed for 3d4 turns)]

TREASURE

None

Giant Marine Spider [AC 16, HD 7d10+21, HP 56, Initiative +2, #AT 1, Hit +5, Dam Bite 12 (2d8+4), Poison (DC 13 Constitution save or become paralyzed for 2d4 rounds)]

Scenario #2

The Docks of Distant Turtle City

Several small, yet towering islands flank the crystal bay of Distant Turtle City, which lies in a gorge between great rock 'arms'. Even from a distance, it is clear something is wrong with the town as no people appear on the docks and tattered flags hang limply on the castle sitting far into the distant hillside.

The ship will not fully approach the city, and the characters will once again be forced to take a launch to the docks. Depending on the time of day (I suggest late afternoon, and you can force the players to go as they are 'running against a clock' that is Molo's quest), the docks will be quiet. However, the ship's appearance has been noted by the Fallen Leaf ninjas, and the shades lay a trap for the characters as they debark, trying to surround them and kill them before they can fully get their 'shore legs' after a protracted journey at sea.

Shade Ninjas [AC 4, HD 6+6, HP 48, #AT 2, D (1-6) +1 (Ninja-to), Sneak Attack (+3d6), Hide in Shadows (80%), Move Silently (80%), Shadow Abilities (see Gazetteer)]

TREASURE

'Ninja gear', including ninja-to swords, shurikens, black outfits
Shade Ninjas [AC 16, HD 6d10+12, HP 42, Initiative +3, #AT 2, Hit +4, Dam Ninja-to 4 (1d6+1), Sneak Attack 9 (3d6), Stealth (+7), Assassination (advantage if from surprise), Shadow Abilities (see Gazetteer)]

Shadow Mastiff [AC 6, HD 4+1, HP 25, #AT 1, D 2-8 (Bite), Hide in Shadows (40%)]

TREASURE

None

Shadow Mastiff [AC 14, HD 4d10+4, HP 24, Initiative +2, #AT 1, Hit +3, Dam Bite 5 (1d10), Shadow Abilities (see first half)]

Scenario #3

The Martial Temple

Set into the long paved street, and surrounded by a tall stone and wood wall, the Temple of the Tortoise is a powerful structure at the center of Distant Turtle City. Large double doors offer greeting to those wishing to pray although they now stand only half ajar, the dark interior not seeming as inviting as one would commonly see.

Inside, the work of Molo's corruption is in full bloom as a gang of bushido goblins have taken up residence in the main sanctuary and training grounds, and several of the higher level monks that once defended the temple have been charmed by the magic of Molo's summoned minion, a dark-skinned eye tyrant that now holds the secondary sanctuary.

Having moved through the city, and likely wounded by this point, the temple looks to be the one place that could offer shelter from the shadow stuff zombies, so it is encouraged to make this clear to the players because it is a long journey (likely best taken in the daylight) up to the castle and a long night awaits them otherwise.

1. Entry

This rather unadorned entry has well-swept wooden floors and a long rack for shoes and sandals. A skylight in the ceiling provides light to the interior, and a rope and pulley system open and close the hole.

Something that will come into play throughout the adventure is the amount of light available in each room. It can be expected that skylights provide shadow, assuming it is nighttime. Keep this in mind as the players move about all areas, and if they have some means to control the light, allow them to employ it.



2. Secret Alcove

Two small mats are here, as well as braziers for heat if needed. There are marked cuts in the interior slats that allow for viewing of the happenings in the entry.

The monks of the temple weren't overly invested in defense, but they did have two rooms that flanked the entry where a watchman could be placed in times of trouble. Currently, the goblins have placed guards within.

2 Bushido Goblins [AC 5, HD 3+1, HP 19, #AT 1, D 1-8 (Wakazishi), One Target (all attacks of a group focus on a single target, providing +2 hit)]

TREASURE

4 gold pieces among them and halving-sized oriental half-plate
2 Bushido Goblins [AC 14, HD 3d8+6, HP 18, Initiative +2, #AT 1, Hit +2, Dam Wakazishi 4 (1d8), One Target (all attacks made by a group are at a single target, providing +2 to hit)]

3. Worship Hall

This huge open hall is dominated at its center by a massive bronze turtle statue. The turtle seems to be in contemplation, and it sits on a wooden dais that is two feet off the polished wood of the floor. Four skylights (with similar rope mechanisms) fill the room with light, and iron hooks on the walls hold paper lanterns.

This was the main worship area for the temple and took in hundreds of patrons each day that would venerate their tortoise 'deity'. Currently, a squad of bushido goblins patrol the interior and will set a wedge to attack anyone entering the hall.

Note:

The DM could also have shade ninjas drop from the skylights here if the battle feels like it is going too easy. Whatever the case, combat within the hall will alert all other enemies in the temple to the characters' presence.

12 Bushido Goblins [AC 5, HD 3+1, HP 19, #AT 1, D 1-8 (Wakazishi), One Target (all attacks of a group focus on a single target, providing +2 hit)]

TREASURE

None

12 Bushido Goblins [AC 14, HD 3d8+6, HP 18, Initiative +2, #AT 1, Hit +2, Dam Wakazishi 4 (1d8), One Target (all attacks made by a group are at a single target, providing +2 to hit)]

4. Contemplation/Meeting Room

Several straw mats are on the floor around a central fire pit, and a small low desk with an inkwell rests next to one of the mats.

This was a chamber for quiet, yet shared meditation, and also a place for the higher level monks to discuss their thoughts on daily events and the universe. The ink is actually made from squid ink sacs and would bring up to 10 gold pieces to the right person (and is perfect for making scrolls and writing in spellbooks).

5. Monk Chamber

A simple room with a single straw mat, low writing desk, and brazier.

Like several other upper level monk chambers, this one sits empty. One interesting note, although the temple is overrun with goblins, they haven't touched any of the rooms, indicating that something in their bushido code is keeping them from full-on looting.

6. Monk Chamber

This room is decorated with a single paper tapestry depicting a crane. Below it, a straw mat, low writing desk, and brazier are the only other features.

There is a secret hiding hole in the wooden floor of the room (Search 1 in 6) [DC 15] that holds a scroll with various martial arts moves catalogued on it. By use and practicing of these images and techniques, a character can use a weapon proficiency [or switch out an ability gained from a profession] to learn the fundamental aspects of Karate as found in the Oriental Adventures book [or gain the martial arts ability of a 1st level monk].



7. Meditation Room

A single green mat, incense braziers, and a tapestry with a turtle on it are in this room. A lone bald man in robes sits in a meditative pose, his head slowly looking up to greet you as you enter.

One of the few remaining monks from the temple is quietly meditating within the room. Once a party member enters, he will rise, prepare himself, and then attack.

Charmed Monk [AC -1, HD 8+8, HP 56, #AT 2, D (2-12)+2 (Open Hand), Martial Arts (Tortoise Kung-Fu) [Iron First +2 Damage] [Body Hardening +2 AC]]

TREASURE

None

Charmed Monk [AC 19, HD 8d8+8, HP 32, Initiative +7, #AT 2, Hit +7, Dam Open Hand 6 (1d6+3), Ki (8), Stunning Strike (DC 14), Iron First (+2 Damage), Body Hardening (+2 AC)]

8. Monk Chamber

A brown robe and a quarterstaff rest against the wall of this room as a straw mat, low writing desk, and brazier mark it as sleeping quarters.

The quarterstaff is actually a Quarterstaff +1.

9. Monk Chamber

Three small leather bags rest on a low writing desk next to a bone scroll case. Beside it, a straw mat, and slowly burning brazier provide the room with warmth as though recently in use.

Inside the leather bags are 40 SP, 20 GP, and one pound of rice. The scrolls inside the bone case are for accounting purposes, but the bone case is waterproof and worth 30 GP.

10. Sparring & Training

A large open training yard spreads out around you. The area is well kept, even the dirt having been packed down and smoothed out. A large wooden rack is filled with spears and staves on the western wall. Along the north wall, a set of raised cages with straw can be seen, and farther northeast, a large stone trough is set against the outside wall of the compound. A unit of bushido goblins stands at the ready on the far side of the yard.

Having heard the disturbance in the great hall (assuming that a fight was had there), the company of bushido goblins has mustered and is prepared to engage enemies.

12 Bushido Goblins [AC 5, HD 3+1, HP 19, #AT 1, D 1-8 (Wakazishi), One Target (all attacks of a group focus on a single target, providing +2 hit)]

TREASURE

None

12 Bushido Goblins [AC 14, HD 3d8+6, HP 18, Initiative +2, #AT 1, Hit +2, Dam Wakazishi 4 (1d8), One Target (all attacks made by a group are at a single target, providing +2 to hit)]

11. Grand Garden

A huge graceful garden stretches out around you, replete with notched stone path, three interconnecting koi ponds, a raked sand pit, and several well-trimmed trees. Across the garden to the east, an open pagoda has been erected across a small bridge.

There are three monks within the garden, and each has hidden himself away after hearing the clash of weapons in the main temple. Once the party has moved out into the garden, the monks will leap out of hiding (surprise 3 in 6) [DC 15 passive Perception] and attack, hoping to confuse the party. They will attempt to use fast movement, using one attack to strike and the other to leap away.

3 Charmed Monks [AC -1, HD 8+8, HP 56, #AT 2, D (2-12)+2 (Open Hand), Martial Arts (Tortoise Kung-Fu) [Iron First +2 Damage] [Body Hardening +2 AC]]

TREASURE

None

3 Charmed Monks [AC 19, HD 8d8+8, HP 32, Initiative +7, #AT 2, Hit +7, Dam Open Hand 6 (1d6+3), Ki (8), Stunning Strike (DC 14), Iron First (+2 Damage), Body Hardening (+2 AC)]

12. Sacred Shrine

A large red-roofed pagoda shrine rises up before open sliding doors. Within, a large sleeping bronze turtle rests on a teak dais as incense braziers blaze around it. Resting before the dais is a single green mat for meditation.

Floating just behind the reclining turtle (enough for partial cover), the eye tyrant that was summoned here by Molo lurks. He's heard the fight outside and has retreated, poking his eye stalks up over the statue and ready to unleash 'hell' on the party.

His first action will be to try to Flesh to Stone and Disintegrate all fighter types, then he will rise up, open his Anti-Magic eye on spell casters, and finish the rest at his leisure.

Unlike the bushido goblins, the eye tyrant has collected a bit of treasure as he is plotting how to escape the city filled with the zombie hordes. Remember, he is a super genius, and if he is getting beaten, he will try to surrender, offering to help the players rather than cause senseless death. However, when he sees an opportunity to turn on them, he will of course do so.

Eye tyrant [AC 0/2/7, HD 12, HP 75, #AT 1, D 2-8 (Bite), Eye Rays (can shoot 1-4 rays per turn), Antimagic Cone]

TREASURE

550 GP in statues and jewelry, 4 Potions of Extra-Healing [Greater Healing], Sai of Defending +3 [Sai +2], Monk Robes of Defense +3, Jade Ring of Protection +2

Eye tyrant [AC 18, HD 19d10+76, HP 180, Initiative +4, #AT 4, Hit +5, Dam Bite 14 (4d6), Eye Rays (can shoot 3 per turn at random), Antimagic Cone]

13. Eating Hall

A huge table, some twenty feet long, rests on short legs just off the floor. Around it, two dozen sturdy pillows have been placed on straw mats.

As the party enters, an all too familiar whispering and gibbering can be heard coming from beneath the long, low table. Here, the remnants of the lesser monks have been devoured by a gibbering moulder. The creature will strike at legs, hoping to draw the victims beneath the table that is only about two feet off the ground.

Gibbering Moulder [AC 1, HD 8+6, HP 62, #AT 6+, D 1 (Bite), Spit (save vs. petrification or blind 1 round), Drain (once a mouth hits, it sucks 1 point of damage per round), Gibbering (as Confusion spell)]

TREASURE

None

Gibbering Moulder [AC 9, HD 9d8+27, HP 67, Initiative +3, #AT 1, Hit +2, Dam Bite 17 (5d6), Gibbering (DC 10 Wisdom saving throw or can take no actions till the next turn), Blinding Spit (Recharge 5-6) (DC 13 Dexterity saving throw or be blinded until the end of the moulder's next turn).



14. Kitchen

A heavy brick oven, two fire pits beneath heavy iron pots, and a large butcher block mark this as the temple kitchen.

There is a copper pan hanging from a hook in the wall with three runes on it. In AD&D terms, if the pan is used to prepare meals, all meals turn out surprisingly wonderful. For 5E players, the pan adds +2 to all Wisdom checks for cooking and also makes Wisdom a Proficient attribute for the purposes of the roll. It is also considered a club for the purposes of damage, and is +2.

15. Latrine

A long set of bamboo poles are lashed together along the south wall, holes having been cut at intervals, and the smell of excrement is heavy in the long building, even with holes for ventilation cut in the ceiling.

No, there isn't a gibbering moulder here, but you could always make watery noises and freak the players out anyway.

16. Bath

A large dark stone square bath is filled with clear water. Beside it, two large buckets rest, and the heavy smell of lye soap is in the air. Two goblins have been enjoying a bath and now slowly get out as the players approach.

When the battle between the company of bushido goblins and the characters takes place in Room 10, there are two bushido goblins that watch the fight from the comfort of a bath. Once the battle is complete (assuming the characters win), the goblins will rise from the bath, bow, and then prepare themselves for battle as they armor and weapon up. If the players choose not to allow them to get their weapons and armor (very dishonorable!), this is up to them, otherwise once they are done, they will call out the highest level fighters in the party for single combat.

2 Bushido Goblins [AC 5, HD 3+1, HP 19, #AT 1, D 1-8 (Wakazishi), One Target (all attacks of a group focus on a single target, providing +2 hit)]

TREASURE

None

2 Bushido Goblins [AC 14, HD 3d8+6, HP 18, Initiative +2, #AT 1, Hit +2, Dam Wakazishi 4 (1d8), One Target (all attacks made by a group are at a single target, providing +2 to hit)]

17. Chicken Coup

A long house for storing chickens has been erected along the northern wall, each coup filled with straw and clucking birds.

Inside the chicken coup are a number of clucking chickens. However, one of these birds was transformed by Molo into a cockatrice, and anyone getting close to the coup will have it burst free of its cage and attack with clucking glee.

Note:

If someone is turned to stone, the eye tyrant can reverse his Flesh to Stone eye and revert them if he is compelled to do so.

Cockatrice [AC 6, HD 5, HP 30, #AT 1, D 1-3 (Beak), Flesh to Stone (save vs. petrification if touched by the creature)]

TREASURE

None

Cockatrice [AC 11, HD 6d6+6, HP 27, Initiative +2, #AT 1, Hit +3, Dam Beak 3 (1d4+1), Petrification Touch (DC 11 Constitution save or turn to stone for 24 hours)]

18. Lesser Monk Quarters

Each entryway within the long hall is hung with a straw curtain, and inside each are simple straw mats and a single candle.

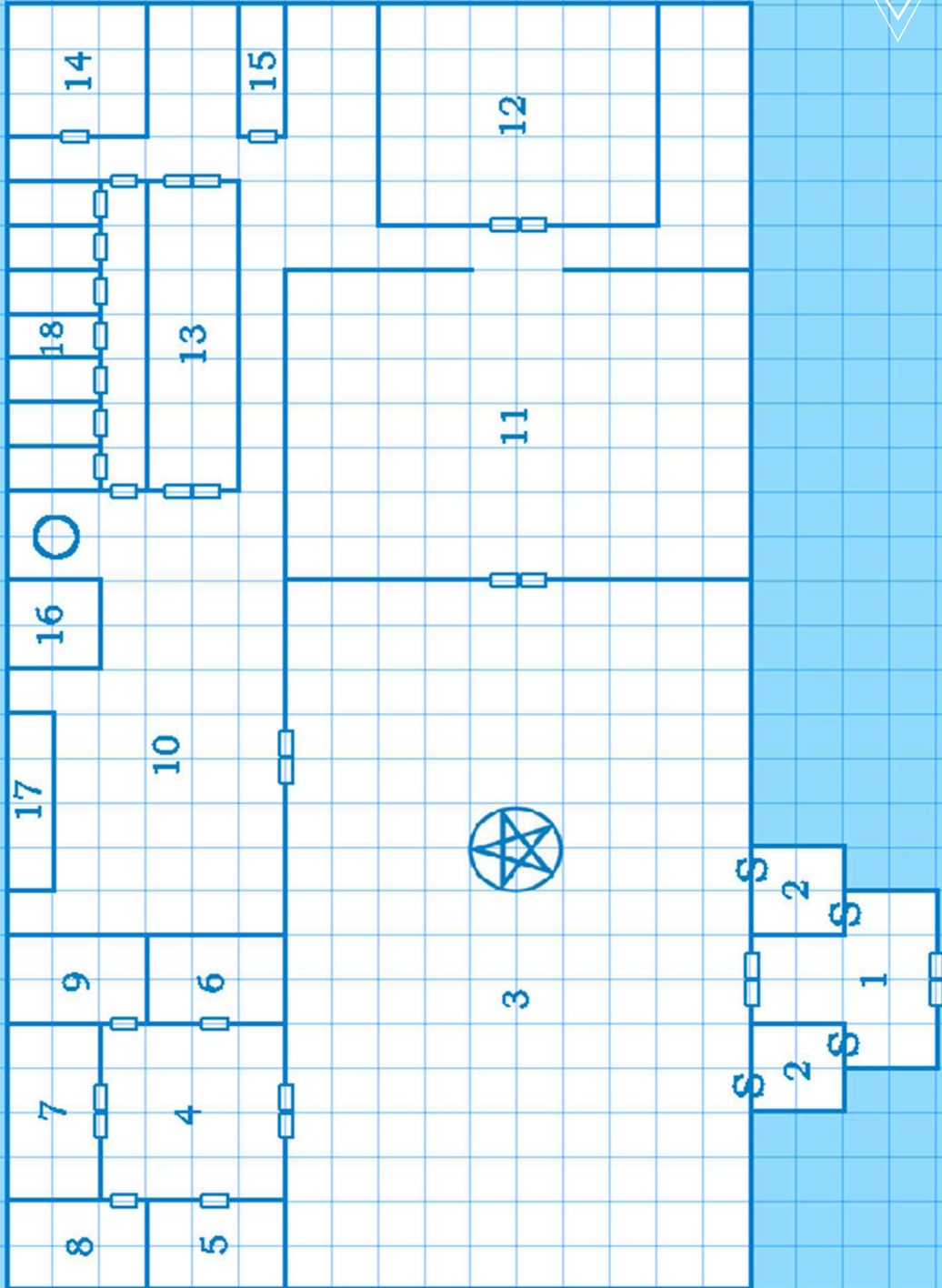
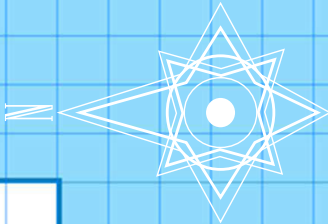
A long hall of rooms contain little more than the smell of old sweat.

The Endgame

So ends this section of Distant Turtle City. From here the players should be able to spend the night in the temple and then leave for the castle in the morning as they hope to avoid the various agents of shadow. If you are looking for the castle (and thus the second part of this adventure), you can find it in The Folio #17.

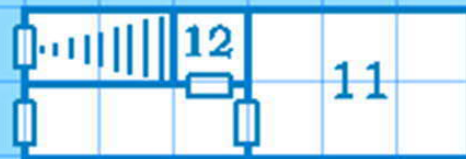
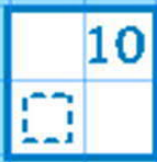
THE FOLIO

Door
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THE FOLIO

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WS3.5

Bonus Module

THE FOLIO

Mini-Module



WHITE SHIP CAMPAIGN

Pirate Lords of the Dark Sargasso

Mini-Adventure WS3.5

by Scott Taylor

The Pirates lords of the Dark Sargasso is a companion adventure made to go along with the events unfolding in Folio #16. It is designed for 1E & 5E mechanics and is for characters levels 5–7. It contains the information needed to run a side adventure that will help characters in their journey toward Distant Turtle City.

After exploring the derelict wreck of the Blue Ki-Rin, the characters return to their own ship to tell a tale of dark adventure to their captain and employer. However, during the debriefing, strange sounds can be heard on deck, and was that a scream...



Mini-Adventure WS3.5

PIRATE LORDS OF THE DARK SARGASSO

Dungeon Master Notes & Suggestions

This mini-adventure is set to be played after The Half-Sunk Junk, the Blue Ki-Rin encounter section of Folio #16. As the players have encountered the massive seaweed sargasso, they will have the opportunity to first investigate the Blue Ki-Rin, and then make their way back to their own vessel. However, during the time that they have been gone, a mysterious group of undersea raiders (pirates) who live beneath the sargasso have come calling on the ship. I would suggest having the characters get back to the ship just as night has fallen and the slithering tendrils of the Corsair Mists have begun slipping across the surface of the calm tropical waters.

1. Primary Purpose

Honestly, this adventure is likely to be harder than the first part of Folio #16, The Half-Sunk Junk, the Blue Ki-Rin, so I guess its real purpose would be to test the characters' mettle in smaller team formats, fighting opponents without the full support of the team.

2. Secondary Purpose

Experience points of course, plus some cool little magic items.

3. Time for running

This adventure should be run AFTER the events on the Blue Ki-Rin but BEFORE the party leaves the sargasso.

The Captain's Briefing

Once the characters have returned, much to the pleasure of the crew, they will be brought before the captain and Reld Fleetwood (see Folio #14) to relate the story of the ship. During this time, the ship will be attacked by the Pirates of the Dark Sargasso, and alarms will begin to sound all over the ship.

Multi-Party Fighting

This mini-adventure is set up in such a fashion as to break up the formal party of adventurers into smaller clusters, perhaps two players supported by lesser NPC crewmen. In this fashion you will have the opportunity to test both strengths and weaknesses of the party members.

Encounters

The way I've set up this adventure, there are no real 'rooms' like you'd find in a dungeon or even 'encounters' like you might get on a wilderness adventure. Instead, the DM will have 9 NPCs (or groupings of enemies) that can be placed all around the ship. Once these enemies are in play, the players can decide how to attack each grouping and how to defend the ship before it is sent to the bottom of the ocean!

The Pirates of the Dark Sargasso

For the past year, the Pirates of the Dark Sargasso have been collecting ships that flounder into the dark surface of their abode. Led by a saltwater troll named Jungduur, this band of misfit aquatic scoundrels has become very adept at identifying good targets, attacking during the night, and then sinking the ships to be plundered at their leisure beneath the waves.

The Ship

As this is the first time there will be actual action on the ship, I've included a map and cabin description for you to help navigate where you'd like to place the battles.

1. The Poop Deck
 2. The Foredeck
 3. Main Deck
 4. Reld's Cabin
 5. Reld's Private Study
 6. Officer's Quarters (including the Captain)
 7. Middle Hold
 8. Quartermaster & Cook's Cabin
 9. Galley
 10. Guest (Adventurers) Shared Cabin
 11. Storage Closet
- Lower Deck (un-mapped): Crew quarters only.**

The Ship's Crew

For the purposes of this encounter, I'm providing basic 'fodder' members of the ship's crew. I'd say the ship likely has 20 sailors on board, plus Reld Fleetwood, the captain (8th level fighter), and any other NPCs that the DM has added along the way. You can certainly use Reld and the captain to shore up a defensive position as you like, but otherwise you can have the simple members of the crew (likely to be 'red shirts' for the purposes of this mini-adventure) assist the characters where they can.

Standard Crew [AC 8, HD 2, HP 12, #AT 1, D 1-6 (Scimitar)]

TREASURE

None

Standard Crew [AC 12, HD 2d8+2, HP 11, Initiative +1, #AT 1, Hit +3, Dam Scimitar 4 (1d6+1)]

Running Combat

Combat will need to be run around a series of rounds that dictate how much damage the ship has taken. If the ship takes too much damage, it will begin to sink, which isn't a great thing for the characters. Using this scenario will require the DM to keep track of rounds and let the players know that there is a time limit that they have to get rid of the attacking pirates before the ship is irrevocably damaged. My 'magic number' for rounds is likely to be 15, but the DM can adjust that as preferred. At 5 rounds the ship begins to look tattered, at 10 it begins to groan and someone will likely notice it listing to port, by 15 we are talking Titanic.

Telling the Story

There really won't be much of a story to tell in this mini-adventure as it is going to be pretty straightforward. However, there are things you can relate to the players like the nature of their attackers, perhaps through banter during fights, and the amount of damage the ship seems to be taking during the fight.

Setup from Folio #16

Remember, this adventure takes place when the players should feel most at ease, having just defeated the monsters on the Blue Ki-Rin. They should be having a good meal, some well-deserved drink, and telling the tale and showing the trinkets they've uncovered when you read the following.

A bell tolls somewhere amidship, and the muffled cry of a seabird... no, perhaps that was a man, drifts through the open window of the captain's cabin. Fog, thickening above the surface of the water in the growing night, now slithers up the sides of the ship like ghostly fingers, and a thump comes from the ship's underbelly as though something struck it.

1. Sahuagin Gang

Bristling with fins, barbs, and pasty moonlight scales, nearly a dozen bipedal fish-like creatures raise coral-barbed spears as their pale eyes seem to glow with an inner green light.

There are 10 of these sahuagin pirates under the command of the sahuagin baron (optionally present or absent for later use) who leads what Jungduur considers his shock troops. They carry bone and coral tridents and have been trained to use them two-handed so as to maximize damage, something they call 'Powerful Attack'.

10 Sahuagin Brutes [AC 5, HD 4+4, HP 28, #AT 1, D (2-7)+3 (Trident), Powerful Attack (+3 Damage)]

TREASURE

There are 13 pearls and plundered bits of gold in various pieces of jewelry and decorations that they wear, totaling 130 GP in trade value.

10 Sahuagin Brutes [AC 15, HD 6d8+6, HP 30, Initiative +2, #AT 2, Hit +3, Dam Spear 4 (1d6+1), Bite 3 (1d4+1), Blood Frenzy (gain advantage in melee against foes with less than full HP), Multiattack]

2. Sahuagin Leader

Barking orders in a hissing and gurgling language, a huge fish-man, his head crowned with a mighty spine sail, commands his troops over the deck.



This is Dushisha the sahuagin baron and commander of Jungduur's shock troops. He carries a magical coral trident and wears a scale shirt made of black shark's teeth that acts as +1 Scale Armor.

1 Sahuagin Baron [AC 3, HD 9+9, HP 65, #AT 2/1, D (2-7)+5 (Trident), Powerful Attack (+5 Damage)]

TREASURE

Coral Trident +2, +1 Scale Armor

1 Sahuagin Baron [AC 16, HD 9d10+27, HP 76, Initiative +3, #AT 3, Hit +7, Dam Trident 11 (2d6+4), Bite 9 (2d4+4), Blood Frenzy (gain advantage in melee against foes with less than full HP), Multiattack (2 trident/1 bite)]

3. Wereshark Brawler

A mighty roar, half-human and half-beast, shakes the deck as a bipedal shark with black skin and red glowing eyes marches forward, two huge shark's teeth strapped to each hand.

Eiogo, the warrior of Zimbolay and wereshark of the raiders, is little more than a destructive animal when he is in his shark-man form. Anyone standing in his path is fair game for gutting or devouring.

1 Wereshark Brute [AC 0, HD 10+3, HP 63, #AT 3/1, D (1-4)+6 (Punch Daggers x2), 5-20 (Bite), +1 or better weapon to hit]

TREASURE

(2) +1 Megaladon Tooth Punch Daggers

1 Wereshark Brute [AC 20, HD 10d12+30, HP 102, Initiative +4, #AT 3, Hit +7, Dam Punch Daggers 10 (1d4+8), Bite 24 (2d20+4), Damage Immunity (All from nonmagical weapons), Multiattack (2 dagger/1 bite)]

4. Siren Beastmaster & Seawolves

A subtle melody, like spring rains on the surface of a lake, drifts through the battle as a woman of exceeding beauty commands a trio of wolf-like men with blue skin and webbed hands and feet.

Carisha the siren has charmed three greater seawolves and uses them to destroy any men she can't charm with the lilting falsetto of her deadly voice. If her charms don't work, she's a nasty shot with a bone crossbow and will gladly use one of her Bolts of Lightning on a target who is being particularly troublesome.

1 Siren Beastmaster [AC 3, HD 7, HP 42, #AT 1, D 1-6 (Bone Crossbow), 3 Bolts of Lightning (6d6), Song (Charm Person), Improved Invisibility, 25% Magic Resistance]

3 Seawolves [AC 5, HD 9+2, HP 58, #AT 2/1, D (1-8)+2 (Coral Sabers), +1 or better weapon to hit]

TREASURE

None (other than her magical bolts)

1 Siren Beastmaster [AC 17, HD 7d10+14, HP 49, Initiative +2, #AT 1, Hit +6, Dam Crossbow 5 (1d6+2), Bite 24 (2d20+4), Magic Resistance (advantage on saves), Charm (DC 15 Charm Person Song), Improved Invisibility, (3) Bolts of Lightning 18 (6d6)]

3 Seawolves [AC 15, HD 9d10+18, HP 73, Initiative +3, #AT 2, Hit +5, Dam Coral Sabers 6 (1d8+2), Damage Immunity (All non-magic weapons), Multiattack]

5. Half-Sea Elf Mage

Sickly green witchfire burns across the deck as a lithe young man with blue skin and elven features throws spells of destruction at the ship.

Gramsen the Deep Trench is a half-sea elf born from rape and deposited in an ocean trench to die. However, he didn't die, and was instead raised by a sea hag, taught magic, and eventually broke free to join various pirate gangs in the Halo. He now serves Jungduur as his right hand enforcer and keeps the sea drider abominations in line.

1 Mage [AC 7, HD 9, HP 18, #AT 1, D (1-6)+2, Spells: 1st (4) Shield, Shocking Grasp, Magic Missile, Charm Person; 2nd (3) Strength, Web, Detect Invisibility; 3rd (3) Fireball, Hold Person, Suggestion; 4th (2) Fire Shield, Ice Storm; 5th (1) Cone of Cold]

TREASURE

+2 Quarterstaff, Spell Scrolls (includes all known spells), Ring of Protection +1, 54 silver pieces, 18 gold pieces

1 Mage [AC 13, HD 9d8, HP 40, Initiative +3, #AT 1, Hit +7, Dam Staff 7 (1d6+4), Spellcasting (DC 14 saves and +6 to hit), Spells: Cantrips (at will) Fire Bolt, Mage Hand; 1st (4 Slots) Mage Armor, Magic Missile, Shield; 2nd (3 Slots) Misty Step, Suggestion; 3rd (3 Slots) Counterspell, Fireball, Fly; 4th (3 Slots) Greater Invisibility, Ice Storm; 5th (1 Slot) Cone of Cold]

6. Sea Drider Gang

Skittering over the sides of the ship comes a press of three large spider-like creatures, their bodies those of great sea spiders and their torso the corrupted form of a sea elf...

These are the abomination minions of Gramsen, and he will utilize them as shields against fighters trying to approach him while he's casting spells. Their poison arrows are at the very least annoying, and at the worst, deadly, so keep that in mind.

7 Sea Driders [AC 3, HD 6+6, HP 42, #AT 1 (2 with a bow), D 1-6 (Bow), Arrow Poison (save vs. poison or lose 1 point of Dex for 1 hour), Spiderclimb (can move over water and on vertical surfaces without hindrance), Size: L]

TREASURE

Each sea drider has 12 poisoned bone-tipped arrows.

3 Sea Driders [AC 17, HD 8d10+22, HP 62, Initiative +3, #AT 2, Hit +5, Dam Bow 5 (1d8+2), Arrow Poison (DC 13 Con save or lose 1 point of Dex for 1 hour), Spiderclimb (can move over water and on vertical surfaces without hindrance)]

7. Nereid Assassin

Water rolls across the deck and then swirls around the naked legs of a beautiful woman clad in a shimmering scarf that barely covers her lithe form.

Eania is the Nereid assassin of Jungduur as well as his consort. She is practiced in the art of stealth and will turn herself into a water-form that makes her seemingly immaterial (much like a cloaked Predator, 'Get to da choppa!'). From her water-form she will attack by throwing water darts and using sneak attack.

1 Nereid Assassin [AC 10, HD 4, HP 28, #AT 1, D 1-4 (Water Darts), Backstab (4-24), Translucent Water Mimicry (can become nearly invisible, and thus attack using sneak), Spit (causes blindness to target for 2-12 rounds)(save vs. poison or be -4 to attack and +4 (penalty) to AC)]

TREASURE

Enchanted Wrap (any woman wearing this scarf will have the ability to breathe under water and gain +2 to CHA)

1 Nereid Assassin [AC 13, HD 4d8+8, HP 24, Initiative +4, #AT 1, Hit +6, Dam Water Dart 2 (1d4), Sneak Attack 12 (4d6), Translucent Water Mimicry (can become nearly invisible, and thus attack using sneak) (DC 18 Perception), Spit (causes blindness to target for 2-12 rounds) (DC 14 Dex save or be -4 to attack and -4 to AC)]

8. Seaweed Golem

The ship rocks to the side as a lumbering and sloppy humanoid form, some fifteen feet tall, pulls its seaweed body onto the deck. Water leaks from it in gushing streams, and its empty eyes and gaping maw let out vapors of green ether.

This is a seaweed golem, the heavy siege engine of Jungduur's attack force. It is relatively mindless and simply exists to destroy. Jungduur can command it and has set it on a course to rip the ship to pieces, starting with the main mast.

1 Seaweed Golem [AC 0, HD 12, HP 72, #AT 2, D 4-24 (Slam), Fire Resistance (1/2 damage vs. flame), Size: L]

TREASURE

None

1 Seaweed Golem [AC 20, HD 12d10+36, HP 146, Initiative +3, #AT 2, Hit +9, Dam Slam 22 (4d6+10), Fire Resistance (advantage on all saves vs. flame)]

9. Marine Troll Leader

Towering over the mists that slither across the deck of the prow, a grey-green form covered in stringy hair and dripping sea water stares out into the night with green glowing eyes. Through black teeth seething with spittle, it barks orders to the invaders.

Jungduur is the leader of the Pirates of the Dark Sargasso, and he takes no prisoners. If, however, half his force is destroyed, he will need to make a morale check or retreat beneath the waves, calling his forces to join him.

The troll leader also carries something he calls his 'warbag', which is a sealskin leather bag with a scaled strap that has two enchantments on it. There are also some nice goodies inside the bag including Potions of Healing that he obviously has no use for but keeps for his loyal raiders. A hairpin in the bag was going to be a gift for his Eania, but as she only wears her enchanted wrap, she refused it.

1 Marine Troll Leader [AC 2, HD 10+12, HP 72, #AT 3, D (1-6)+6 (Claw x2), (1-10)+3 (Bite), Regeneration (5 HP/rd), Hard Starter (fire resistant, waterlogged hair saves on a 5 or higher to resist catching fire), Size: L]

TREASURE

Warbag (+2 AC and +1 all attacks), 2 Potions of Extra Healing [Greater Healing], 120 PP, 7 black pearls each worth 500 GP, Coral and Jade Lady's Hairpin (+1 CHA & +1 AC bonus)

1 Marine Troll Leader [AC 15, HD 8d10+40, HP 84, Initiative +3, #AT 3, Hit +7, Dam Claw 11 (2d6+4), Bite 7 (1d6+4), Multiattack (2 claw/ 1 bite), Regeneration (10 HP at the start of each round), Hard Starter (DC 15 (+8) to resist catching fire)]

Resolution

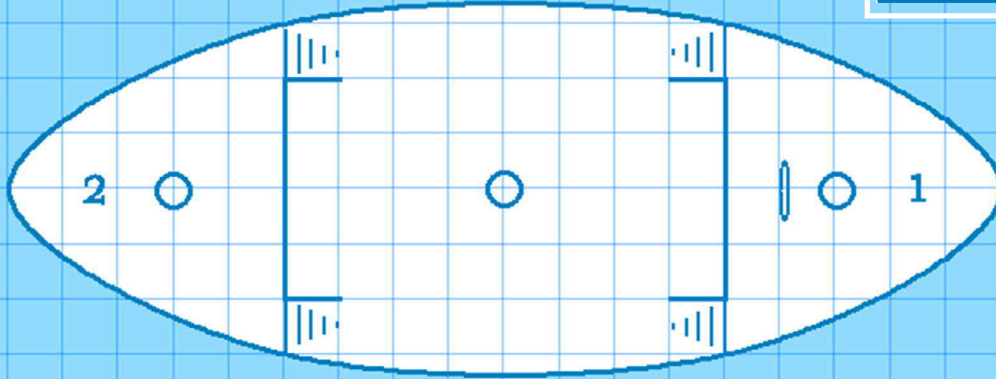
Once the fight is over, the remaining crew will limp the ship slowly away from the sargasso, hoping to find a friendly port to repair any damage. Maps recovered from the Blue Ki-Rin should lead the ship to Distant Turtle City, and the characters should be healed up by the time they get there.



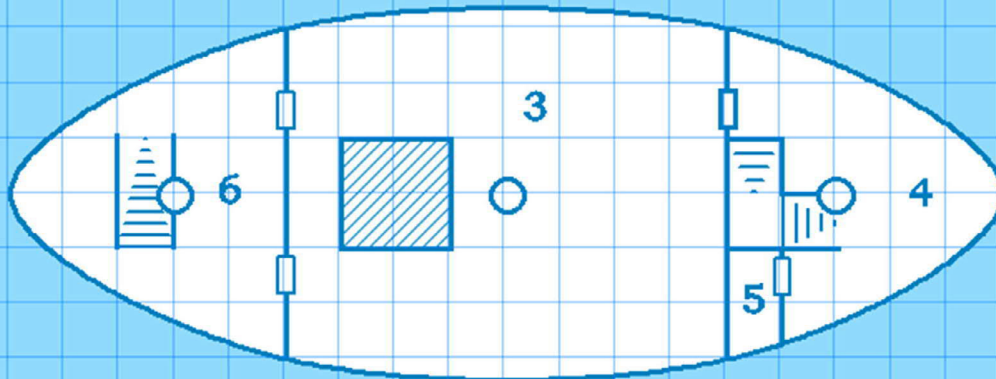
THE FOLIO

Upper Deck

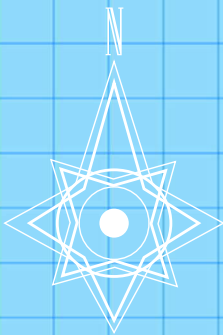
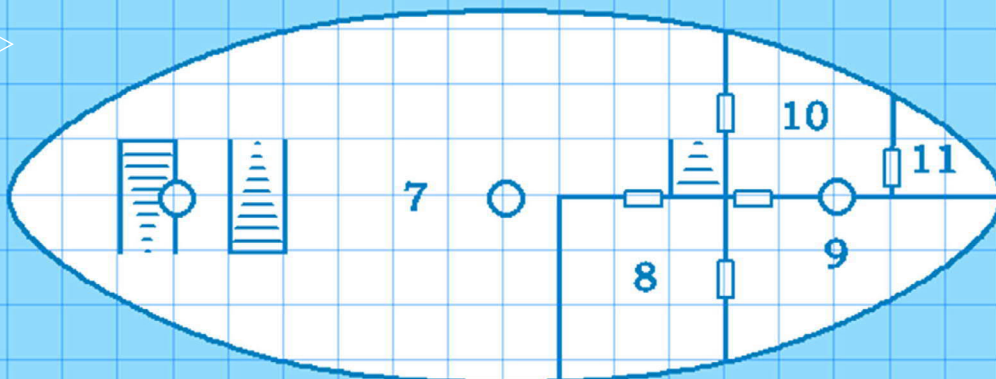
	Stairs
	Mast
	Door
	Secret Door



Main Deck

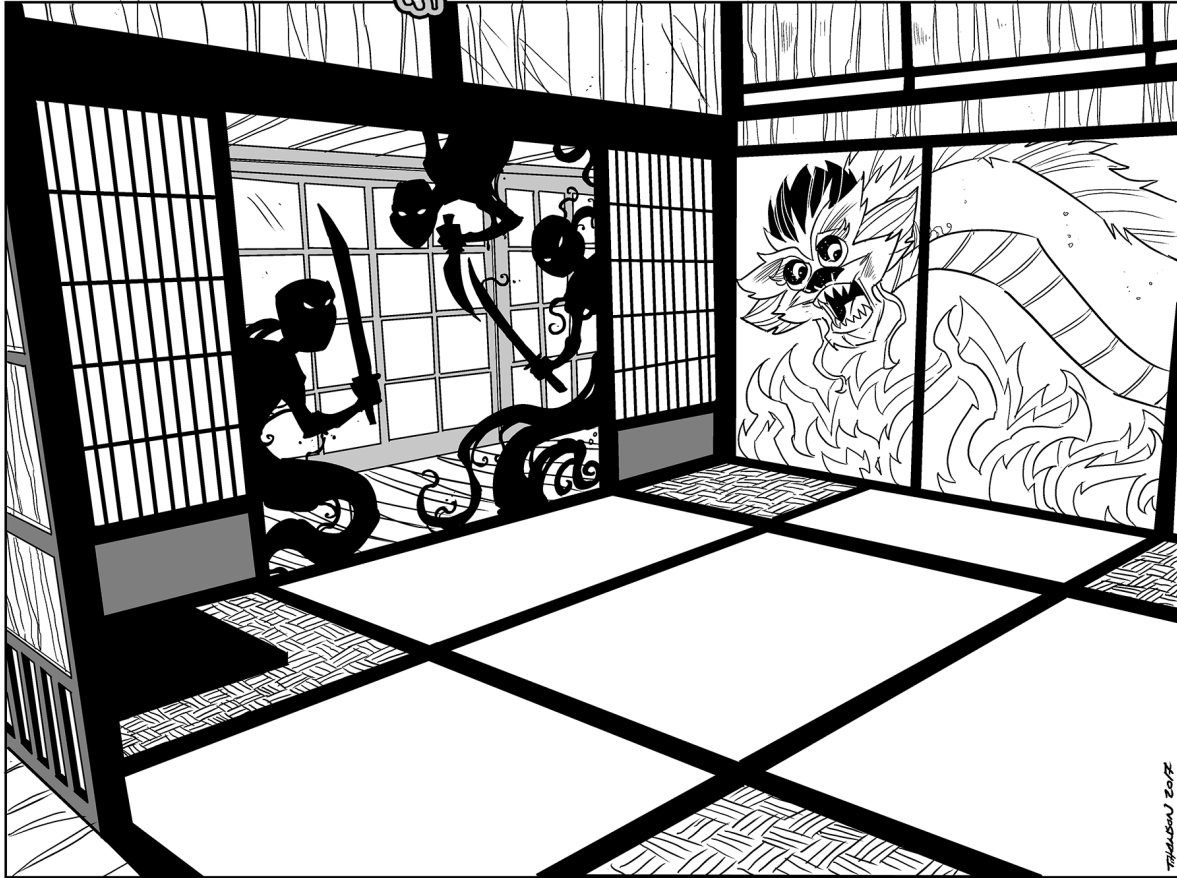


Middle Deck



THE FOLIO

Mini-Module



WHITE SHIP CAMPAIGN

The Final Stand of the Fallen Leaf

Mini-Adventure WS4.5

by Scott Taylor

The Final Stand of the Fallen Leaf is a companion adventure made to go along with the events unfolding in Folio #17. It is designed for 1E & 5E mechanics and is for characters levels 7–9. It contains the information needed to run a side adventure that will finish off the Distant Turtle City story line with the final defeat of the Fallen Leaf Ninja Clan.

Distant Turtle City is now free, at least in the aspect of the curse, but a dark power still lives near the old city graveyard, and that power will surely continue to rebuild and spread if not expunged once and for all.

Mini-Adventure WS4.5

THE FINAL STAND OF THE FALLEN LEAF

A mini-adventure for use with Distant Turtle City

Characters Levels 7–9

Dungeon Master Notes

The Final Stand of the Fallen Leaf will take the characters through the events just after they clear the Distant Turtle City castle. As the city is in shambles at this point, the players will need to decide the best course of action to reestablish some form of leadership and law before leaving the city. Otherwise, it may fall back into the hands of the dead, the bushido goblins, or even become a dictatorship under Fu-Lung. However, the remnants of the Fallen Leaf ninja clan are the biggest threat to the well-being of Distant Turtle City, and at the very minimum, it should be clear that they need to be dealt with before the characters vacate the city.

1. Primary Purpose

This should put a finishing touch on the adventures of Folio #16 & #17 and give the characters a sense of closure before they continue to pursue Molo deeper into the Corsair Archipelago.

2. Secondary Purpose

To provide the characters with another opportunity to destroy the necrotic clouds left by Molo and gain experience in the process.

3. Time for running

This adventure should be run AFTER the events in the castle of Folio #17 but BEFORE the events of Folio #18.

The Home of the Shadow

The building that houses the Fallen Leaf is a two-story noble house located just southwest of the D marker for the cemetery on the Distant Turtle City map in Folio #16. The house is easily breached, but once inside, it is laced with deadly traps, aside from the remaining shade ninjas and their dark master.

Dealing with the Shadow Dimension

The shadow effects of Molo's transformation of the ninjas was so great that the house itself has become a border plane to the shadow realm, allowing ninjas to move freely through it as well as creating a negation effect for all bright light. This means that for the first time the characters have no choice but to fight the ninjas when their enemy is at full strength.

The True Secrets Held by the Fallen Leaf

The Fallen Leaf has many secrets, most of which are kept within the master's chamber. However, once the building is breached, most of the scrolls containing these secrets will be burned, and the treasures of the clan will be spirited away by agents looking to keep them safe within the cemetery. If the characters have a way to follow the trail of the agents, then they have a chance to gain some valuable equipment and treasure.

The Remaining Ninjas of the Clan

By this point, the shock troops of the clan have been spent, meaning only the 5 lieutenants, subleader, and the Master remain. As the DM, you may choose where to invest the lieutenants, but the subleader and the Master have stats listed in their respective room descriptions and should be encountered there. Also, there are two standard ninjas who will try to escape with the clan treasures, but they too are located in a particular encounter. Also, I've included a section on Mantis Kung-Fu, which you could incorporate into the ninja's statistics as well.

5 Shade Ninja Lieutenants [AC 4, HD 10+10, HP 70, #AT 2 (or 3/1 with martial arts), D (1–6)+1 (Ninja-to), Backstab (quadruple damage), Hide in Shadows (80%), Move Silently (80%), Shadow Abilities (see Gazetteer), Mantis Kung-Fu (Strike 1, 2, Lock 1, 2)]

TREASURE None

5 Shade Ninja Lieutenants [AC 16, HD 10d10+20, HP 70, Initiative +4, #AT 2 (or 3 with martial arts), Hit +6, Dam Ninja-to 6 (1d6+3), Sneak Attack 9 (4d6), Stealth (+7), Assassination (advantage if from surprise), Shadow Abilities (see Gazetteer), Mantis Kung-Fu (Strike 1, 2, Lock 1, 2)]

Mantis Kung Fu

Practitioners of Mantis Style Kung Fu are prevalent along the Halo coasts of the T'ung as it is a lethal style that requires more muscle than mental acumen. Therefore, it is the most used by sailors and even merchants, and a high percentage of many monasteries also employ this style for their Sohei (warrior priests).

This style attempts to balance striking speed with striking damage while dialing back the martial artist's use of special maneuvers. This is an all offensive style, hoping to strike quickly and disable opponents before they can strike back. Mantis practitioners aren't great with protracted fights. The base style combines 3/1 using a principle hand strike that does 1–6 damage (for a max damage per round of 18). To do this, one gives up some practical defense, with a Best Defensive AC of 8. Special Maneuvers are focused into only two categories: Strike 1, 2, 3, and Lock 1, 2, 3.

Strikes

1. Razor Cut (supplants Iron Fist)

The martial arts masters have learned to turn their hands into hardened weapons that strike so quickly they can actually cut flesh! Mantis martial artists, as hand strike specialists, can do 1–10 points of damage with each attack using this maneuver.

2. Bone Snapping (supplants Crushing Blow)

By utilizing a quick bending strike, the mantis martial artist can actually shatter wood, ceramics, bone, and even masonry with the power of his Ki. Against living targets, the mantis makes only a single attack per round, causing damage equal to 1–6 plus level that will snap an opponent's bone unless a successful saving throw vs. petrification is made [DC (10 + level) Con save].

3. Mantis Claw (supplants Eagle Claw)

The most destructive strike of mantis martial artists derives from their ability to utilize the mantis's two claws at once, allowing them to make two attacks, each capable of doing 3–30 points of damage!

Locks

1. Mantis Hold (supplants Choke Hold)

Like the female mantises holding and devouring the heads of their mates, this attack uses a pincher attack to place pressure on the vital arteries in the victim's neck. Such an attack is the only action that can be taken by the martial artists, but on a successful hit, the victim is held and must make a successful attack roll at -2 the next round or fall unconscious for 1–3 rounds.

2. Pincher Lock (supplants Locking Block)

This attack uses up all attacks for a round. Using a scissors armlock, the mantis can trap and hold an opponent's weapon arm. On the second round, the martial artist can then make ½ their attacks against the target of their hold at a +4 to hit. The victim must make a successful attack on the target (doing no damage) to break the hold.

3. Point of Impact (supplants Incapacitator)

By making a single pinpoint nerve strike, the mantis can disrupt the nervous system of an opponent and render an appendage useless for 24 hours. To do this requires extreme focus and requires all the martial artist's attacks for a round. The victim of the hit gets a saving throw versus paralysis to resist the effect [DC (10 + ½ level) Con save].

The Master Ninja

The master ninja also has various wu- jen abilities and utilizes the spell Doom Shurikens, which is described below.

New Spell:

Doom Shurikens

Level: 3 Components: V, S

Range: 6 ft. + 1 ft./level

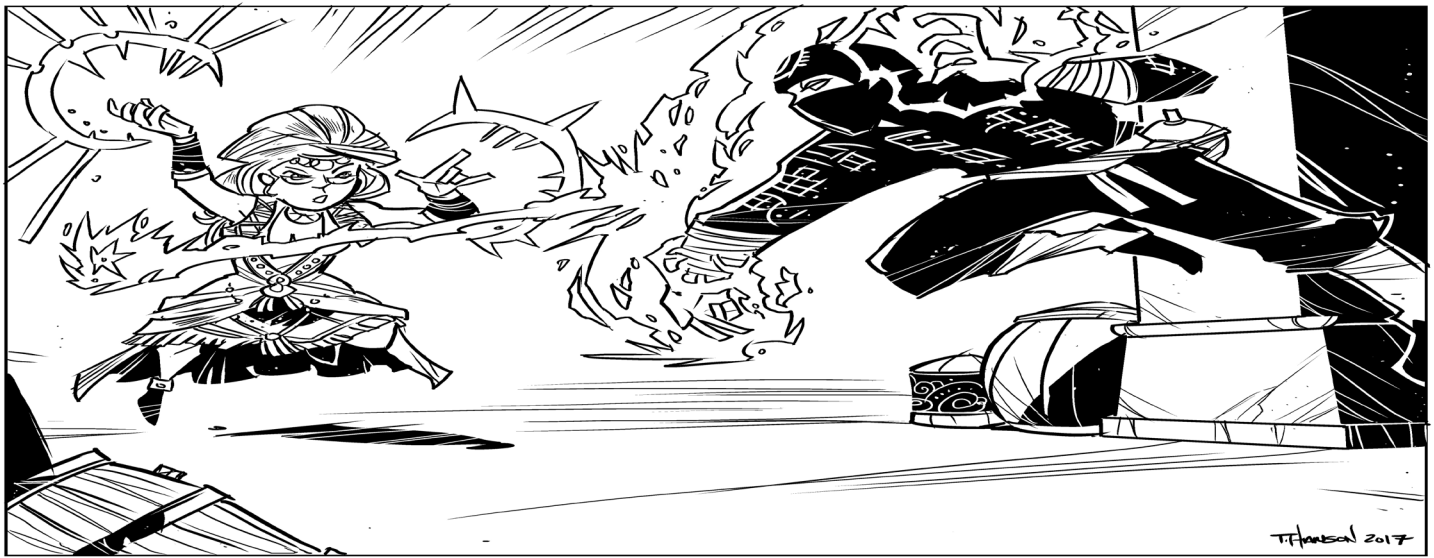
Casting Time: 1 Segment

Duration: Special

Saving Throw: None

Area of Effect: 1 or more creatures in a 10 ft. square

By use of the spell, the wu- jen (wizard) creates necrotic green shurikens that propel from his open palm and strike targets within the area of effect. For all intents and purposes, they are like magic missiles, save that instead of doing 1d4+1 per shuriken, they do 1d4 + Caster Level in damage per shuriken (thus, an 8th level magic-user would do 1d4+8 per shuriken). The number of shurikens thrown by the wu- jen is also determined by level, being 3 at 5th, plus 1 every two levels thereafter, i.e., 4 at 7th, 5 at 9th, etc.



3rd level evocation (wizard/sorcerer/wu-jen)

Range: 120 ft.

Casting Time: 1 action Components: V, S

Duration: Instantaneous as above.

At Higher Levels: When cast at a higher level (4th or above), the spell creates 1 more shuriken.

Running Combat

Combat will be a bit tricky as you will have to first deal with deadly traps in each room, and then choose when the secret strikes of the ninja lieutenants will take place. However, the focus here will be on surviving the traps, so keep that in mind as this should be a thief-oriented challenge adventure.

Telling the Story

The story needs to revolve around the shadows and the effects of vaporous necrotic energy that slithers through the house. Keep the players on their toes as they should soon realize that a sneak attack could happen at any time, and also treat this as a kind of horror show, with creepy sounds and odd shapes moving at the edge of the character's vision.

Setup from Folio #16

Once the players move out of the castle and find their way to the cemetery (utilizing Fu-Lung's knowledge of the Fallen Leaf's headquarters), you can read the following:

The darkness that surrounds this particular building is palpable, and a thin green vapor slithers across the grass before it. A single door, painted black, is the only entry into the lower hall of this building that sits on a small rise, perhaps 5 feet above the level of the road. To the south, a walled garden can be seen, the skeletal trees within having long ago lost their fight against the shadow...

1. Lower Entry

The black door opens to reveal a great hall that ends with a stairwell leading shallowly up to an upper level. Four pillars are within the hall, and two sliding doors, one to the east and one to the west, allow exit to this dark chamber.

The floors of the house have many spring traps that fire masses of poisoned darts at those passing within. As those of the house expect 'company', all such traps have been set and are ready to kill any invaders.

Any character actively searching for a trap on the door will discover it with a successful **[DC 15 Perception]** Find & Remove Traps check **[DC 15 Dex to disarm]**. If the trap is triggered, all characters must make a successful saving throw versus petrification or take 3–12 damage from darts and then make a saving throw versus poison or take an addition 2–16 damage **[DC 13 Dexterity check or take 6 (2d4) damage from darts and then make a DC 14 Constitution check or suffer an additional 8 (2d8) damage from poison]**.

2. Lower Kitchen

A larger cooking fireplace gutters with amber flame along the eastern wall of this large kitchen. A huge food preparation table is at the center of the room, and many instruments used in the preparation of food hang on the walls.

There is little in this chamber except for a secret door that leads to the upper level.

Secret Door

This room contains a secret door that houses a ladder leading up to the Upper Hall (Room 4), 1 in 6 chance to find it on a search **[DC 12 Wisdom (Perception) check]**.

3. Lower Salon

A long room, some forty feet, stretches out to the west with a single window that overlooks the western garden. At the center of the room, a table with low cushions around it and a tea service in place looks to have been discarded long ago.

TREASURE

The tea set is actually a magical item, and all those to take service from it will receive a blessing of +1 to hit and all ability checks for the next 6 hours.

4. Upper Hall and Stair

A large hall continues north featuring double doors on the east and west, and another snakes east and west toward the flanks of the house.

Secret Door

At the far western end of the hall, a secret door opens into the western garden of the house, 1 in 6 chance to find it on a search **[DC 12 Wisdom (Perception) check]**.

Any character actively searching for a trap on the door will discover it with a successful **[DC 15 Perception]** Find & Remove Traps check **[DC 15 Dex to disarm]**. If the trap is triggered, all characters must make a successful saving throw versus petrification or take 3–12 damage from darts and then make a saving throw versus poison or take an addition 2–16 damage **[DC 13 Dexterity check or take 6 (2d4) damage from darts and then make a DC 14 Constitution check or suffer an additional 8 (2d8) damage from poison]**.

5. House Barracks

More than two dozen straw mats and some minor personal effects decorate this sixty-foot deep room.

Within the gloom of this huge chamber, the Master has summoned a shadow troll who has the properties of a shade and will loom out of the darkness to attack anyone searching the room.

1 Shadow Troll [AC 2, HD 10+12, HP 72, #AT 3, D (1–6)+6 (Claw x2), (1–10)+3 (Bite), Regeneration (5 HP/rd), Shadow Abilities, Size: L]

TREASURE

None

1 Shadow Troll [AC 15, HD 8d10+40, HP 84, Initiative +3, #AT 3, Hit +7, Dam Claw 11 (2d6+4), Bite 7 (1d6+4), Multiattack (2 claw/ 1 bite), Shadow Abilities]

6. Armory

Several racks of standard oriental-type weapons are collected in this room, and there are two heavy training mats on the floor.

The weapons are all of decent quality, and there are several dozen arrows with black fletching, but otherwise the room is empty.

7. Library

Various racks for scrolls stand empty on the walls, and in the middle of the room, around a small fire pit, several still-smoldering piles of parchment can be seen.

This was the library of the clan, but the Master ordered all their works destroyed after the fall of the castle.

8. Dining Hall

A large low table dominates the center of this room, and seating mats around it signify it as a dining hall. A single tapestry of a winter scene hangs on the north wall, and a shaded window looks east over the cemetery across the street from the house.

There is a secret door that leads into the meeting room of the clan elites.

Secret Door

A secret door in the northern wall of this room opens into a secret meeting area (Room 9), 1 in 6 chance to find it on a search **[DC 12 Wisdom (Perception) check]**.

9. Secret Meeting Room

A low and red lacquered table is in the middle of this room, and there are four mats in place around it. A golden lantern hangs above, and a paper screen depicting a shadowed city at night follows along the northern wall.

This is where the Master took council with Molo, and all high-level meetings took place. The lantern is magical and acts as a truth device, forcing those not in tune with it to make a saving throw versus spell **[DC 17 Wisdom]** or have to tell the truth. Removing the lantern from its hanging, however, will negate its magical ability.

10. Training Room

This large room is decorated with six pillars that have weapons attached to them. A diagram etched into the floor in the center of the room looks to indicate that combat could be had in the confines of the surrounding circle of its circumference.

Another dart trap is in place on this floor.

Any character actively searching for a trap on the floor will discover it with a successful **[DC 15 Perception]** Find & Remove Traps check **[DC 15 Dex to disarm]**. If the trap is triggered, all characters must make a successful saving throw versus petrification or take 3–12 damage from darts and then make a saving throw versus poison or take an addition 2–16 damage **[DC 13 Dexterity check or take 6 (2d4) damage from darts and then make a DC 14 Constitution check or suffer an additional 8 (2d8) damage from poison]**.

11.

Sub-Leader's Room

A stuffed mattress with a sheer cover hanging over it lies along the eastern wall of this room, and a single paper dressing screen shields the northern wall.

Behind the screen, the subleader, Nin Yi, is waiting to strike at the party with lethal force.

1 Subleader [AC 3, HD 12+12, HP 75, #AT 2 (or 3/1 with martial arts), D (1–6)+1 (Ninja-to), Backstab (quadruple damage), Hide in Shadows (80%), Move Silently (80%), Shadow Abilities (see Gazetteer), Mantis Kung-Fu (Strike 1, 2, 3, Lock 1, 2)]

TREASURE

Ninja Outfit of Protection +3, Ninja-to +1, Fire Bombs (6d6 in a 10-foot area)

1 Subleader [AC 16, HD 10d10+20, HP 70, Initiative +4, #AT 2 (or 3 with martial arts), Hit +6, Dam Ninja-to 6 (1d6+3), Sneak Attack 9 (4d6), Stealth (+7), Assassination (advantage if from surprise), Shadow Abilities (see Gazetteer), Mantis Kung-Fu (Strike 1, 2, 3, Lock 1, 2)]

Secret Door

A secret door in this room opens into the personal treasury of the subleader, 1 in 6 chance to find it on a search **[DC 12 Wisdom (Perception) check]**.

TREASURE

Inside the secret room are two incredibly beautiful Mandarin-style dresses (one black and one red), each worth 1,000 GP (and they both add +2 to the wearer's Charisma), as well as a magical set of sai that are +3 Sai of Defending. A chest within (trapped with a poison needle that is save or die) **[DC 20 Constitution or take 100 (20d10)] [DC 16 Dex to disarm]** contains three vials of Black Lotus poison (same used to trap the chest), and a Mask of Faces (that can utilize the spell Alter Self 3x/day)

12. Master's Room

A single mat has been placed along the eastern wall with two candles at its head. A low writing desk is near to it, as is a screen with a black panther painted on its paper walls.

The Master waits within the Plane of Shadow for the party to enter, and will then drop a Fireball into the room before coming out himself from the opposite side of the room to try to backstab any wizard the party has.

1 Master Ninja/Wu-Jen [AC -1, HD 14, HP 52, #AT 2/1 (or 3/1 with martial arts) D (1–6)+2 (ninja-to), Backstab (quadruple damage), Spells: 1st (4) Shield, Shocking Grasp, Magic Missile, Charm Person; 2nd (3) Strength, Web, Detect Invisibility; 3rd (3) Fireball, Hold Person, Doom Shurikens; 4th (2) Fire Shield, Ice Storm; 5th (1) Cone of Cold]

TREASURE

+2 Ninja-To, Cloak of Protection +2, Bracers of Defense AC 4

1 Master Ninja/Wu-jen [AC 21, HD 14d8+28, HP 84, Initiative +5, #AT 2 (or 3 with martial arts, Hit +9, Dam Ninja-To 9 (1d6+6), Sneak Attack 12 (+4d6), Spellcasting (DC 14 saves and +6 to hit), Spells: Cantrips (at will) Fire Bolt, Mage Hand; 1st (4 Slots) Mage Armor, Magic Missile, Shield; 2nd (3 Slots) Misty Step, Suggestion; 3rd (3 Slots) Counterspell, Doom Shurikens, Fly; 4th (3 Slots) Greater Invisibility, Ice Storm; 5th (1 Slot) Cone of Cold, Martial Arts (Strike 1, 2, 3, Lock 1, 2)]

Secret Door

This room houses a secret door that opens to the Master's personal treasure, but that treasure has been moved to the cemetery with the remaining ninja agents (Room 12), 1 in 6 chance to find it on a search **[DC 12 Wisdom (Perception) check]**. A ranger, if there is one in the party, can attempt to track the ninjas that have gone to the cemetery.

13. Cemetery

Hundreds of stones rest amid well-groomed grass as green vapors drift around them. Several mausoleums rise above the stones, and a dim light comes from one of them near to your exit point.

The final two shade ninjas are trying to hide the remaining treasure of the clan in one of the old mausoleums. As one of the pieces of treasure is a light rod, it gives away their position if anyone is in the cemetery.

6 Shade Ninjas [AC 4, HD 6+6, HP 48, #AT 2, D (1–6)+1 (Ninja-to), Backstab (triple damage), Hide in Shadows (80%), Move Silently (80%), Shadow Abilities (see Gazetteer)]

TREASURE

5,000 GP, 1,000 PP, Dwarven War Axe +2, Bracers of Defense AC 3, War Fan of Defense +2, 7 Potions of Extra Healing [Greater Healing], a Light Rod (that provides continual light when expending a charge (13 charges), several scrolls indicating the T'ungese Emperor's involvement in trying to disrupt the ruling house of Distant Turtle City

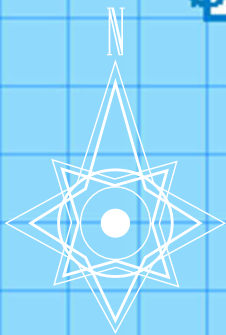
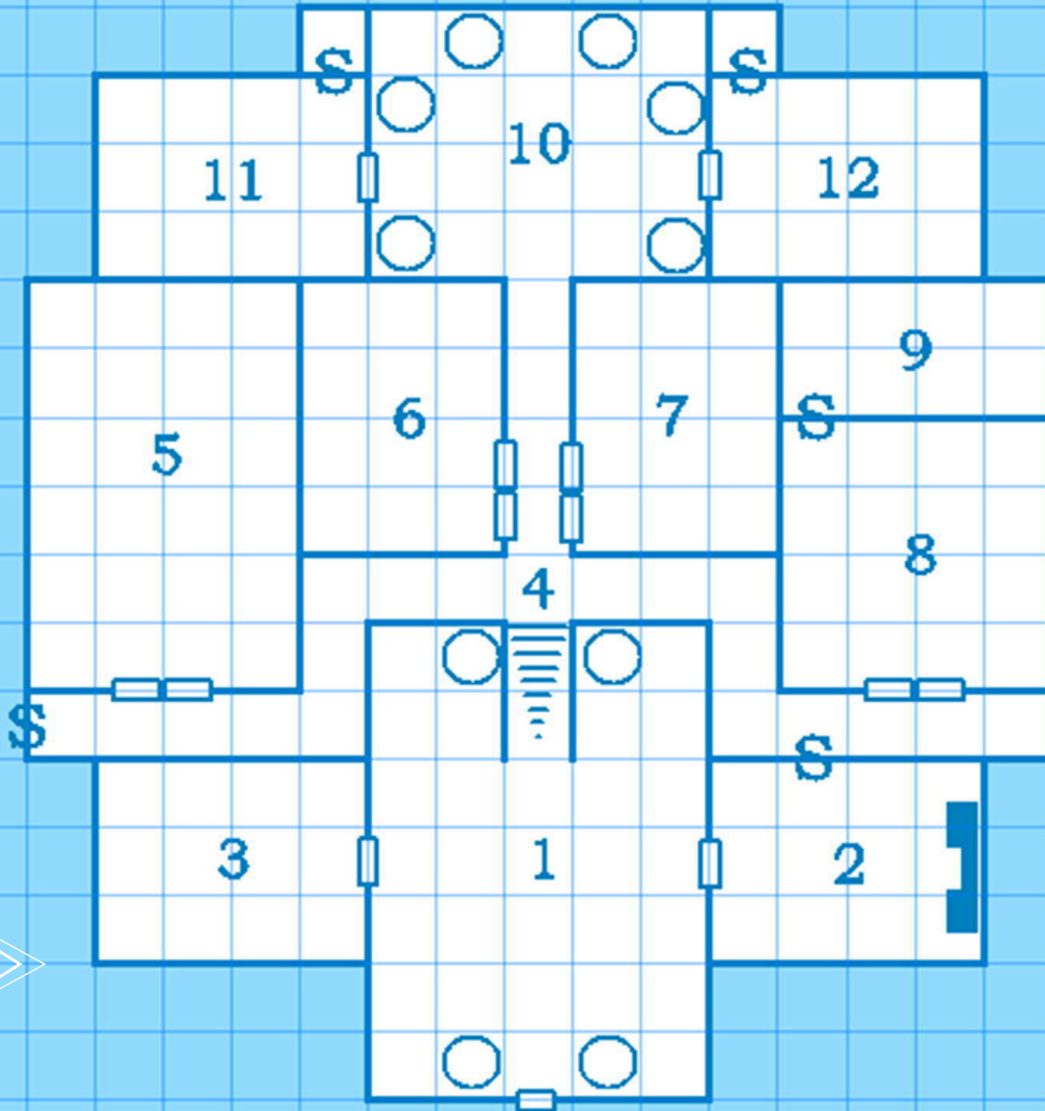
6 Shade Ninjas [AC 16, HD 6d10+12, HP 42, Initiative +3, #AT 2, Hit +4, Dam Ninja-to 4 (1d6+1), Sneak Attack 9 (3d6), Stealth (+7), Assassination (advantage if from surprise), Shadow Abilities (see Gazetteer)]

Resolution

Once the party manages to defeat the last of the ninjas, the citizens of Distant Turtle City will slowly but surely be able to get back on their feet. It is now time for the party to return to its ship.

THE FOLIO

- ||| Stairs
- Mast
- Door
- S Secret Door



THE FOLIO



SAMURAI'S FALL

after
Willingham

ADVENTURE FOLIO MODULE WS4

An adventure for characters levels 6-8

by Scott Taylor



STAVOURA'S FALL



CASTLE

Part Four
of The
White Ship Campaign
An Adventure for
Levels 5-7 in both
1E & 5E Format



Folio Module WS4

SAMURAI'S FALL

An adventure in both 1E and 5E formats
for characters levels 6–8

STYLE OF PLAY

This module is set up as an absolute grinder. The dangers within the walls of the daimyo's castle are not to be taken lightly, and a DM should be prepared to watch over the party carefully during the expedition and modify encounters accordingly. No one knows your players better than you do, so keep that in mind as you look over the adventure and the monsters within. Otherwise, this is a basic crawl, going room to room and floor to floor in search of what lies at the heart of the corruption—a shadow dragon. If you've established a horror feel thus far with *The White Ship* campaign (utilizing Folio #16), then I'd keep that going, bringing darkness, random screams, flickering lights, blood splatters, and moans through the entirety of the delve.

EXPERIENCE POINTS

This module is set for characters levels 6–8, but the higher the better. Also, during the course of putting this module together, there were some stat shifts that made AD&D not absolutely compatible with D&D 5E, so for those using the 5E rules, you might want to adjust stats as needed on the monsters because I found that some were 'dumbed down' by the rules set and might make for too easy a crawl, while others ended up being overpowered. I leave this to you, but I do believe that around 8th is a good level for the party, assuming they have ample healing.

Navigating the Castle

The castle is a two-story affair with several rooms that are open to the exterior. Two gardens, one in the rear of the castle and one on the second floor, as well as an aviary can allow access to the outside. If the DM so chooses, these are also places where strike teams of Fallen Leaf shade ninjas can get into the castle and harass the party. Otherwise, the interior is pretty straightforward in its design. I didn't go over the top on traps (as it was a working castle until just a few days ago), and secret doors are at a minimum. The doors to most rooms are standard wooden panels, but there are places that have more traditional sliding panel doors found in Japan.

The Daimyo, His Family, and His Household

The Daimyo of Distant Turtle City is the Lord Drago Shenza. He is a distant cousin of the emperor, and as such has a great degree of power in the T'ung (likely the reason his family was sent off the coast more than two hundred years ago). Lord Shenza has been a good overlord to the island, and his forthright and martial nature has kept pirates and monsters at bay for more than five generations. The people respect him and his family, and the captains that call the port home do as well.

However, it is now the autumn of Lord Shenza's reign, and a stubbornness has come on him that has irked the leadership in the Celestial City of the emperor. For this reason, the emperor has placed one of his weapons, the Fallen Leaf ninja guild, in Distant Turtle City to watch over the daimyo and report on his actions.

Shenza's wife died more than half a century ago when she fell from one of the nearby cliffs overlooking the city. This troubled the daimyo greatly, and his dark hair turned white in the course of a single year, but his large family kept him from falling into too deep a melancholia.

He has three daughters, Lady Kikyo, Lady Reumyo, and Lady Sinoah. None have yet to take a husband (something else that has irked the emperor), and many on the mainland believe that Lord Shenza is playing politics with his daughters in hopes of bringing his family back into the full fold of the empire.

His only son, Lord Karata, is an able samurai and has spent years training on ships as well as the mainland. He is skilled in combat and the court, many believing him to be in line for the role of shogun if a war were to break out.

Lord Shenza's brother, Lord Maho, is also on the island and acts as the chief strategist and general for the city's defenses.

Captain Fu, the head of the city's trade and maritime defense, is captain of the Blue Ki-Rin and also has a suite in the castle. He is of no relation to Lord Shenza, but is considered part of the family.

Li Mon is one of the few humans in the castle and is Lord Shenza's vizier. He is extremely loyal, so much so he has stopped answering missives from his guild in the Celestial City concerning what the daimyo is up to.



Bu Jong is the High Priest of the Tortoise at the castle, and is another human of some importance. He has been in his position for a decade, and although loyal to his church, he has grown fond of the family which supports his good works in the city below.

Jack Guards

There are more than a dozen jack guards within the castle that act as bodyguards and captains over the human retainers inside the walls.

The Cultures of the T'ung

The culture of the T'ung is born of a strong caste system in which upward mobility is limited, especially for humans. Dwarves are the ruling caste, and are the generals, lords, chief administrators, merchant overlords, and clergy of the Four Winds. All dwarves are considered to be samurai and are the only race that can normally carry katanas.

Below the dwarves in the system are the jacks, social outliers with a controlled place, that act as go-betweens with the shock troops that make up the mostly human armies of the emperor. They act as captains for the army and on occasion have been raised to the status of ronins who can also carry katanas.

Humans make up the bulk of the population, some ninety percent, but are kept mostly uneducated and in a state of complete serfdom. This changes somewhat in cities where human merchants have a place above the peasants, and certainly members of the guild of viziers (magically adept humans) also have a station above most members of their race. Often, to gain station, merchant lords will breed their daughters with dwarves to create jacks, who can be bartered and sold for higher ranks and contracts.

Gaijin, meaning foreigner, is an overarching title referring to all other races including jai-ruks (high orcs) and elves, as well as humans of foreign birth. Somewhat xenophobic, especially with human kingdoms, the T'ung can be problematic when making trade deals or allowing access to their ports, but trade is the lifeblood of any kingdom, and so some commerce and contact must be tolerated. For the most part, traveling inside the T'ung by gaijin is forbidden without a seal from the emperor, and even movement outside the typically walled port district of the major trade centers is frowned upon. Gnomes are mostly immune to this bias, who as cousins to the dwarves, are usually welcomed as go-betweens with human kingdoms.

Religion in the T'ung is based around the veneration of the Four Winds, which dwarven priests are only allowed to participate in on a leadership standpoint. Each of the winds is actually an ancient dragon, and it is said that these beasts grant the dwarves their magical abilities in trade for treasure wrought and collected throughout the empire. Outside the worship of the Four Winds, humanity often venerates less mythic creatures such as wolves, bears, cranes, tortoises, and other manner of beasts. Such priests are either more druidic in their nature or act as spiritualized monks.

Pirates of the Corsair Archipelago

Since the fall of the ocean empire of Uthoria and the sinking of the Isle of the Corsairs, legends have arisen concerning all manner of strange events in what has become known as the Corsair Archipelago.

The Final Battle

For the layman, the archipelago is little more than a scattered collection of islands in the south-central Halo that stretches for nearly a thousand miles. For sea captains and sailors, it is a place of death where ships are gutted by jagged reefs, islands are propagated with cursed ruins, and remorseless pirates gather before venturing into the Halo sea lanes to loot and plunder trade ships.

These pirates are of many races and nationalities, having range to strike at the entire southern curve of the Halo Trade Circle from the protection of these island chains. Reports of piracy from the archipelago come from as far north as Zimbolay and the Opal Gates, west to the T'ung, south to old Arcania, and east along the coasts of Aflyr and the Pagan League.

Ships are known to utilize magical adepts capable of hurling offensive spells, illusions, and even wind and sea enchantments. Captains with monikers like the Brown Butcher, the Were King, the Lady of Storms, and Reef Nightmare terrorize the shipping lanes with cutlass, trident, and all other manner of weapons. Their crews often possess sea elves and winged folk, as well as the yellow-bearded sea dwarves who once called Uthoria home.

How their ships can ply the waters within the archipelago is a mystery, but most would attribute it to good charts, sea scouts in the water, and a nose for the winds, but even these mighty sailors are said to avoid the inner reaches of the archipelago, where the fogs dominate the dead air and the sun is blocked by swirling storms and dark cloudbanks.

Adventure Synopsis

The adventure revolves around 'clearing' the castle of the corrupted creatures left behind by Molo. Characters will begin at the Temple of the Tortoise, likely moving during daylight hours to the castle and then starting the long job of clearing things room by room. The caveat to this is that there are some NPCs in the castle who have been transformed into monsters or otherwise corrupted. It is possible to still save some of them, assuming the characters are interested in such things.

The final battle in the adventure is likely to be the combat with the shadow dragon. Oddly, the dragon is a conversationalist and will treat with the characters before choosing to finally destroy them. In this conversation, it will be possible to find out that Molo did get what he came for—the Tortoise Idol—and that the Fallen Leaf ninjas were working for the emperor to bring down the daimyo from the inside.

Once the castle has been cleared, the adventure will technically end although there are various aside things that can be taken on by the characters if they choose, or if the DM wishes to keep them in the city longer than expected.

Plotting a Course

This is a straightforward dungeon crawl with room by room clearing. It is assumed that the characters will take on the first floor and then the second floor, but obviously you never really know what players are going to do. One thing to keep in mind, although the shadow dragon is assigned a room, it can appear anywhere, even hiding from the players until it is ready to attack. So, it is possible that the players can clear all rooms, then make to leave, only to find the shadow dragon in the entry hall waiting for them.



Dungeon Master Notes & Suggestions

1. NPC Interactions

There are two possible NPC interactions in this adventure, the first coming by way of Lu-Fung the ogre magi, assuming the players have befriended him. His relationship to his mate should be a source of contention between him and the party, and when she is found, problems can certainly arise because of her charmed state. If she is killed, it is possible that Lu-Fung will fly into a rage and become a sudden enemy of the players, or if she is saved, perhaps they both fight with the party till the end of the adventure; only time and roleplay will tell. The second greater NPC is the shadow dragon, and as stated above in 'The Final Battle', he is a talker. Having the ability to speak to him might give the players a chance to find out secrets held by Molo or more details to his plan. It could also provide options for helping to free the town from the corruption that has overtaken the Fallen Leaf ninjas. Whatever the case, the shadow dragon is an interesting subject matter.

2. Death vs. Capture

Remember, there are some creatures in this module that may have been turned into monsters by Molo (such as the two giant mantises). That said, it is possible that players could understand this, sensing the latent transmutation magic in such creatures, and therefore choose to try to save them. I'd suggest providing an extra 10% bonus to overall exp if the players do choose to try to save polymorphed and corrupted NPCs.

3. Freeing the Town

When all the dust has settled, the characters will need to get back to the launch that brought them (in Folio #16) and then continue the chase. This can be as easy as 'You get back to the ship,' or as hard as 'Ok, there is still a large town between you and the docks.' Ninjas, as well as the bushido goblins, can still be in play, and what about the townsfolk in the hills, should someone help them? Really, it is up to you as the DM (and if there are mini-adventures you'd like to add to the campaign to expand it).

Interacting with Distant Turtle City

1. Lu-Fung and His Mate

This is perhaps my favorite part of the adventure. I remember reading the first few books in Terry Goodkind's *Sword of Truth* series and always loved how he would take someone or something I hated with every fiber of my being and then make them my favorite thing in the universe in the next book. Perhaps this is something you can do with Lu-Fung and his beloved. Certainly Lu-Fung can be a fun NPC in his own right, saving players, smashing skulls, laughing at odd times (think Drax in *Guardians of the Galaxy*), and anything else odd that strikes you as a DM. He is there to help out, but also to add a foreign and comical note to the adventure. Also, when dealing with Lu-Fung, you might want to give him abilities not normally found with the standard representation, like maybe a cool martial arts skill that is flashy and makes the characters jealous. DM NOTE: If he survives, he will provide the PCs with a gift: a small sea dragon figurine that will help them navigate the Corsair Fog.

2. The Demise of the Fallen Leaf

Although the players will have several opportunities to fight the shade ninjas of the Fallen Leaf, they will certainly not have destroyed all the agents of the guild by the time the castle run is over. This is also something that can be left to the discretion of the DM as perhaps the players now have a score to settle, or maybe some of the ninjas have swum out to the ship, took the place of crewmen, and will later try an assassination on the high seas. Anything is possible, but they are a cool enemy to have at your disposal for later use.

Overall Story Arcs & Threads

1. The Grinder

As I've said before, this module is a grinder. It can chew up and spit out player characters without much trouble. As the DM you'll need to keep this in mind, adjust power settings, and provide players with light sources if they don't have them (or can't figure out how to use them against the shades). Also, if you have NPCs, they make good soak characters to stabilize the HP pool. I've tried to put in some healing here and there, but I don't want to be too giving in this regard, so if you see a further need, feel free to add stuff in as you see fit.

2. Where Do You Go from Here?

When all is said and done, the characters will be returning to their ship without much to show for their expedition. They may have acquired some items that can help them navigate the Corsair Fog, but otherwise Molo's trail is about as cold as it was before they happened upon the derelict ship in Folio #16. Still, given that Molo now has the two items he needs to get to the White Ship, it can be assumed that the Corsair Fog is next, so get ready to set sail into some of the most deadly waters the Nameless Realms have to offer in Folio #18 & #19.

3. Putting the Pieces together for Navigation

If the players acquired the Enchanted Sexton on the Isle of Jade, and they can combine it with the Sea Dragon Figurine gift from Lu-Fung (assuming things work out that he can provide it), as well as the Corsair Sunglasses acquired from Captain Fu in Folio #16, they will have a great chance of making it in and out of the Corsair Fog. Keep that in mind as you play through this adventure, as all three items will become very important at the beginning of the events of Folio #18.

New Monster

Tortoise Oni
Lawful Evil
Frequency: Very Rare
No. Appearing: 1
Armor Class: 0
HD: 10+10
Move: 12"
No. of Attacks: 3
Damage/Attack: 2-12 (Fists x2)/2-20 (Tetsubo)
Special Attacks: Tortoise Bellow (save vs. petrification or be stunned 2 rounds (2/day)), Ki Shockwave 8-48 (save vs. dragon breath in a twenty foot circle (2/day))
Special Defense: None
Magic Resistance: 35%
Intelligence: Very
Size: L (9' Tall)
Psionic Ability: NIL
% in lair: 20%
Treasure Type: A, C

Tortoise Oni [AC 20, HD 10d12+30, HP 102, Initiative +3, #AT 3, Hit +6, Dam Fists 12 (2d6+6), Tetsubo 13 (1d10+8), Tortoise Bellow (DC 13 Will or be stunned 2 rounds (recharge 5-6)), Ki Shockwave 24 (8d8) (DC 14 Dexterity in a twenty foot circle) (recharge 5-6), Multiattack, Magic Resistance (advantage on saves), STR: 19 (+4), DEX 11 (0), CON 16 (+3), INT 16 (+3), WIS 12 (+1), CHA 8 (-1)]

The tortoise oni are heavily armored demons that are summoned from the planes. They are known in Tungese lore as being particularly hard to kill and that getting close to one is as dangerous, if not more, than trying to kill it at range. They are intelligent and seem to enjoy combat, sometimes even utilizing their heavy spiked shell to crush opponents (giving up all other attacks, but does 5-50 damage), and if pressed from range they can use a dimension door ability to suddenly appear next to targets up to 300' away.

Introduction

Samurai's Fall is a standard dungeon crawl type adventure in which players will clear rooms in a two-story Asian inspired castle. There shouldn't be anything that is too out of the ordinary here, and the adventure has been broken down into three scenarios.

Scenarios

Each of the three scenarios has an introduction and also DM's notes as to how to handle anything that is peculiar about the section. I would say that since the castle is currently in the hands of monsters, primarily the shadow dragon, that lights would be at a minimum, and although slit windows do allow light, they also provide wonderful shadow, so utilize this as you can.

Shade Ninjas

One can assume that there are at least a dozen shade ninjas present in the castle at any one time. These dozen enemies can be used at the convenience and whim of the DM, each of them capable of shadow walking into a fight to defend the castle.

Scenario #1

Entry into the Castle

There is a long rise leading up to the castle as well as a no man's land before the fifteen foot stone foundation. However, nothing will attack the characters upon their approach as they are allowed to move up to the large doors without incident. Once they make it to the doors, they will have to find a way to open them. They are barred from the interior, so no lock picking will be allowed, and a Bend Bars check [DC 20 STR] is required to actually damage the interior locking board enough for the door to be opened. If the players use physical means to open the door, assume that pretty much everything in the interior knows they are coming and will be ready for them, and the various guards will begin to move toward the main door for defense. However, if a Knock spell is used, the characters can enter without alerting everyone to their presence.

First Level

1. Grand Entry

The massive studded oak doors, certainly imported from the far T'ung, open to reveal a grand entry. This two-story hall, framed on both sides by mighty jade pillars that are decorated with golden turtles, stretches eighty feet to another set of grand doors, these less for defense and more for ostentation. The polished marble flagstones on the floor are also green and struck with platinum and gold veins that glow with the light of enchanted lanterns high in the arched ceiling above.

This hall is currently empty, but it will likely be the location of the final battle with the shadow dragon, so keep that in mind. Otherwise, a search of the chamber will show signs of combat, with blood splatters and distinct 'background count' flares from magical attacks.

2. Lord's Hall

This large chamber opens to grandeur far beyond most northern kingdoms. Jade and golden inlay flagstones make a chess board design all the way to a black stone dais that supports a massive jade throne. Great wall tapestries, each twenty feet across, are decorated with turtle designs, and enchanted lamps light the room with a golden light. Upon the throne sits a stout figure in regal armor, a sword across his lap and eyes that glow with a strange green energy.

Here is Lord Shenza, the fallen patron of Distant Turtle City. He has been turned into an undead by Molo, his soul malformed and corrupted. A Raise Dead or Resurrection would only destroy what remains of his soul, and nothing can bring him back now that he is of the undead.





Once the characters enter, he will rise, take up an offensive challenge position, and then attack. If you are utilizing random shade ninjas during the adventure, this is a great place to drop in 2 or 3 of them to support the old lord during the battle. Otherwise, the players should make short work of him.

Undead Dwarven Samurai [AC -2, HD 10, HP 70, #AT 2 (+2 hit), D (1-10)+5 (Katana), Shadow Shockwave (all enemies within 5 feet must save vs. petrification or be knocked prone, and can be used every 1d4 rounds)]

TREASURE

Katana of Quality (nonmagical)
+2 hit/+3 damage, Dwarven Armor +2,
Helm of Defense +2

Undead Dwarven Samurai [AC 22, HD 10d12+10, HP 70, Initiative +2, #AT 2, Hit +7, Dam Katana 12 (1d10+7), Shadow Shockwave (recharge 5-6) (DC 13 Dexterity save or be knocked prone if within 5 feet of the samurai)]

3. Guest Room

This sparsely decorated room is of good size but only houses a single sleeping mat, dressing screen, and a small fire pit. Two slit windows provide light and fresh air; they can be closed with wooden shades.

There are many guest rooms in the lower part of the castle. All are nearly identical, but if you want to add in some 'flair', or put in a random encounter of guards or ninjas, any of these rooms will do.

4. Trophy Room

Inside this wooden panel walled room, three fine suits of dwarven-sized ceremonial samurai armor are supported on dummy frames. Two tapestries (both depicting dwarven samurai in battle) decorate the walls, and three long glass cases are filled with trinkets of war.

Having woven its way through the shadows of the room, particularly behind the displays, a strike team of shade ninjas is ready to assault the party.

6 Shade Ninjas [AC 4, HD 6+6, HP 48, #AT 2, D (1-6)+1 (Ninja-to), Sneak Attack (+3d6), Hide in Shadows (80%), Move Silently (80%), Shadow Abilities (see Gazetteer)]

TREASURE

None

6 Shade Ninjas [AC 16, HD 6d10+12, HP 42, Initiative +3, #AT 2, Hit +4, Dam Ninja-to 4 (1d6+1), Sneak Attack 9 (3d6), Stealth (+7), Assassination (advantage if from surprise), Shadow Abilities (see Gazetteer)]

5. Interior Water Garden

A small fountain drains out of the wall in the southwest of this room, and well-groomed plants decorate the interior. A white stone path cuts through the foliage leading to a stone bench.

Within the confines of the garden a giant mantis lurks, however, this is actually one of the transformed members of the Shenza household. Slaying the creature is certainly acceptable, but if it is transformed back into its former self, it will actually be Lady Kikyo, the lord's middle daughter.

Giant Mantis [AC 3, HD 10, HP 65, #AT 2 or 1, D (2-12)+1 (Pincher x2), Bite 3-12 (if both pinchers hit, the mantis can use a bite attack), Camouflage (75% chance to attack by surprise)]

TREASURE

None

Giant Mantis [AC 17, HD 10d10+20, HP 70, Initiative +3, #AT 2, Hit +5, Dam Pincher 10 (2d6+4), Bite 9 (3d4+3) (if both pinchers hit, the mantis can use a bite attack), Camouflage (DC 15 natural Stealth, if successful, first attack is at advantage)]

6. Vizier's Lounge

The walls of this room are hung with dark wooden panels, and a long low desk sits before a wide cushioned sleeping mat. A multi-boxed case holds scrolls and writing utensils to the right of the desk. Toward the west of the room are two clothes hangers covered with opulent robes, and a dressing screen flanks them. Standing close to the robes, an almost attractive seven-and-a-half-foot, tattooed, horned, female ogre seems to be inspecting the golden cloth.

This will certainly be a turning point encounter for the adventure as here is Gajara, the ogre magi mate of Fu-Lung. If Fu-Lung is with the party, he will attempt to use his magic to dispel the charm set upon Gajara, but he will need time to do so (3 rounds), so the party will be forced to help hold off her fury while not killing her in the process. The DM will need to make a percentile roll for Fu-Lung of 45% or less, otherwise Molo's magic is too powerful, and his attempt will fail (again, as he tried to stop this when it happened). If he fails, he will attack her and try to be the one to take her life. Once she is dead, by his blade or another's, he will carry her from the castle and not be seen again. However, if he succeeds, consider both to become friendly NPCs that will either help the party finish what it started, or bow out of the adventure with good tidings (this is up to the DM).

Corrupted Ogre Magi (Female) [AC 4, HD 8+3, HP 51, #AT 1, D 1-12 (Katana), Savage Strength (+2 hit), Magic (Fly, Invisibility, Cause Darkness, Charm Person, Sleep, Ray of Cold (8-48), Regenerate (1 HP/round))]

TREASURE

The robes are each worth 100 GP, and there are three clerical scrolls of Cure Moderate Wounds [Cure cast at 4th level].

Corrupted Ogre Magi (Female) [AC 16, HD 10d10+30, HP 80, Initiative +3, #AT 1, Hit +6, Dam Katana 12 (1d10+7), Magic (Fly, Invisibility, Cause Darkness, Charm Person (DC 15), Sleep, Ray of Cold 40 (10d8), Regenerate (3 HP/round))]

7. Ladies' Lounge

Several wooden chairs with cushions are set about a large crimson rug at the center of this room. Tapestries show scenes of peace and wading cranes, while two stone pillars hold braziers.

The ladies of the court used this room for gossip, sewing, and playing games. Currently it sits empty, but a search will find an ivory case containing a fine set of go worth 30 GP.

8. Library

This large room supports shelf after shelf of books and scrolls that dominate the walls. Three large desks have been placed in the center of the room, each with an ink well.

The library of Lord Shenza is extensive and contains a vast amount of information on the T'ung, from history to poetry, to hundreds of years of accounting, and even some fiction. However, everything here is written in Tungese, so it would be incredibly hard to translate. If a set of select books (let's say 5) are collected on various topics and somehow translated and read, it would give a character a good working knowledge of the T'ung.

Within the library, and working in the shadows of the tables and shelves, another strike team of shade ninjas has prepared itself for an assault.

6 Shade Ninjas [AC 4, HD 6+6, HP 48, #AT 2, D (1-6)+1 (Ninja-to), Sneak Attack (+3d6), Hide in Shadows (80%), Move Silently (80%), Shadow Abilities (see Gazetteer)]

TREASURE

None

6 Shade Ninjas [AC 16, HD 6d10+12, HP 42, Initiative +3, #AT 2, Hit +4, Dam Ninja-to 4 (1d6+1), Sneak Attack 9 (3d6), Stealth (+7), Assassination (advantage if from surprise), Shadow Abilities (see Gazetteer)]

9. Armory

The reinforced door gives way to a room filled with racks of straight-blade swords, spears, shields, helmets, light armor, and bows and arrows.



The door to this room is locked, and a successful Pick Locks will be required to enter [DC 16]. Once inside, the party will have a good choice of fine weapons if they so choose although proficiency will likely be a problem. All weapons and armor in the room are considered to be nonmagical +1 weapons of quality.

10. Vizier's Laboratory

The smell of chemicals is heavy in what appears to be a grand laboratory. Beakers, tubes, multi-colored bottles, scrolls, and books cover several long tables throughout the room. A slate board is on one wall with several arcane principles scrawled on it in chalk, and a map of the known 'sphere universe' (planes of existence) dominates another wall.

A Detect Magic or successful Search check [DC 15 Perception] will reveal there are several magical potions in the room. They, of course, would need to be identified, but include 4 Potions of Extra-Healing [Greater Healing], 1 Potion of Strength, 1 Potion of Gaseous Form, 1 Potion of Stone to Flesh.

11. Grand Dining Hall

A long traditional low table dominates this room. Cushioned chairs without legs sit around the table, and richly appointed tapestries of turtles and great oceans decorate the walls. Around the chamber, placed as though on perpetual guard duty, are a number of warrior statues, each painted with an emerald green paint.

The terracotta warriors will come to life when the characters make their way through the room, moving to attack and kill anyone who has not been allowed into the castle by the permission of Lord Shenza.

8 Clay Warriors [AC 5, HD 7, HP 42, #AT 1, D 1-8 (Longsword), +1 or better weapon to hit]

TREASURE

None

8 Clay Warriors [AC 15, HD 7d10+7, HP 37, Initiative +2, #AT 1, Hit +4, Dam Longsword 5 (1d8+1), Damage Resistance: All from non-magic weapons]

12. War Council Chamber

At the center of this room, a great round table rests with dozens of miniatures on it. A large topographical map of an island is beneath the miniatures, and two sturdy wooden chairs rest against the east wall. Standing at the back of the room and lording over a map on the floor is the pointed and mossy shell of a massive figure with green glowing eyes.

This creature is a tortoise oni, something summoned by Molo to terrify the local tortoise worshipers. It is a type of demon, and certainly not of this plane, so keep that in mind concerning spells. Once the players enter, it will bellow a low challenge (think the mystics in the Dark Crystal) and then proceed to attack. If it is surrounded, it will use its Ki Shockwave ability to blast those around it with destructive power (very dangerous!).

Tortoise Oni [AC 0, HD 10+10, HP 80, #AT 3, D 2-12 (Fists x2) + 2-20 (Tetsubo), Tortoise Bellow (save vs. petrification or be stunned 2 rounds) (2/day), Ki Shockwave 8-48 (save vs. dragon breath in a twenty foot circle) (2/day), Magic Resistance 35%]

TREASURE

None

Tortoise Oni [AC 20, HD 10d12+30, HP 102, Initiative +3, #AT 3, Hit +6, Dam Fists 12 (2d6+6), Tetsubo 13 (1d10+8), Tortoise Bellow (DC 13 Will or be stunned 2 rounds) (recharge 5-6), Ki Shockwave 24 (8d8) (DC 14 Dexterity in a twenty foot circle) (recharge 5-6), Multiattack, Magic Resistance (advantage on saves)]

13. Daimyo's Suite

Four low, cushioned chairs with scrollwork upon them sit in this room, facing each other in a circle. Before them is a large fire pit, and red lacquered side tables are at the elbow of each. The room smells of tobacco and even opium.

Unless the party is looking to 'ride the dragon' with some opium, there isn't much of value in this room.



14. Guard Room

Four straw sleeping mats are wedged against the walls, and a central fire pit is at the center of the room. A rack for weapons is against one wall and pegs for cloaks or armor are near to it. Six glassy-eyed jack guards slowly turn to those entering, their muscles bulging as they grip their spears.

Like everywhere in the castle, the elite guards were the half-dwarf jacks. Even in death, they are formidable fighters that hit extremely hard.

6 Undead Jack Guards [AC 6, HD 3+3, HP 20, #AT 1, D (1-6)+4 (Spear)]

TREASURE
None

6 Undead Jack Guards [AC 14, HD 3d8+3, HP 15, Initiative +1, #AT 1, Hit +3, Dam Spear 7 (1d6+4)]

15. Food Storage

Racks upon racks of foodstuffs are within this chamber, as are crates, barrels, and boxes. Even a dozen lowly clucking hens are in a pen at the back.

16. Rear Contemplation Garden

A long and resplendent garden stretches along the back wall of the castle, the heights of the mountains beyond rising up to the sky over the wall. A white stone path weaves through the manicured trees as bridges and koi ponds complete the serene nature of the place. At each end, the wooden frames of a dojo, complete with sliding doors, invites those upon the path to enter.

This is a perfect ambush area for shade ninjas as even in the daylight (unless it is noon) there are great swaths of shade provided by the mountains, castle walls, and garden trees. Thus, another strike team of shade ninjas awaits the characters' entry into the garden before attacking.

6 Shade Ninjas [AC 4, HD 6+6, HP 48, #AT 2, D (1-6)+1 (Ninja-to), Sneak Attack (+3d6), Hide in Shadows (80%), Move Silently (80%), Shadow Abilities (see Gazetteer)]

TREASURE
None

6 Shade Ninjas [AC 16, HD 6d10+12, HP 42, Initiative +3, #AT 2, Hit +4, Dam Ninja-to 4 (1d6+1), Sneak Attack 9 (3d6), Stealth (+7), Assassination (advantage if from surprise), Shadow Abilities (see Gazetteer)]

17. Dojo

Polished wooden floors and linen mats mark this as a training dojo. Kendo practice swords are in a rack to one side as are staves. Upon entry, a blue-haired horse with a long mane and long black horn rises from where it was laying on mats and turns toward the entry with onyx black eyes.

This is the Blue Ki-Rin of the Shenza Clan, a fabled beast that kept watch over the family for generations. However, now it has succumbed to the powers of Molo, the wizard destroying the creature's pure soul and replacing it with something maligned and evil.

Corrupted Ki-Rin [AC -2, HD 12, HP 72, #AT 3, D 2-8/2-8/3-18 (Hoofs x2/Horn), Magic Resistance 60%, Horn (once the horn hits, it breaks and cannot attack again)]

TREASURE

On the wall of the dojo is a +2 Bokken Practice Sword that can be considered a club if used in combat. However, if used by someone with the katana weapon proficiency, it also has the power to 'push' a target, sending a shockwave of Ki energy at an enemy that does 1d4 points of damage per level of the wielder.

This ability can be used 3/day.

Corrupted Ki-Rin [AC 22, HD 12d12+12, HP 84, Initiative +3, #AT 3, Hit +5, Dam Hoof 6 (2d4+2), Horn 12 (3d6+3), Multiattack (2 hoofs + 1 horn), Magic Resistance (advantage on all saves), Horn (once horn hits once, it breaks and cannot be used again) (*for ability scores, use nightmare)]

18. Kitchen

Two great ovens and a large central hearth with two giant iron pots dominate this room. There is also a long butcher block table and a cupboard with all manner of metal pans and woks.

Unless the party is particularly hungry, there is little to be found in the kitchens.

19. Sauna & Baths

Along the northeast side of this open air chamber, two deep square tubs have been fashioned, each with its own bamboo faucet. To the northeast, a small bamboo sauna room is located with central fire pit and bucket for creating steam.

The baths are some of the finest in the islands and certainly look inviting. Enchanted warm water and ice-cold mountain spring water can be had by turning a lever located next to the baths, and the sauna is always warm and inviting for resting tired and sore muscles.

20. Cloak & Shoe Hall

The doors open to a sparsely decorated hall that holds shelves for slippers and pegs for cloaks. A single lantern provides light.

In one of the slots containing slippers, there is actually a white pair of Slippers of Speed (as Boots of Speed).

Scenario #2
Second Level

21. Elite Guest Room

This richly appointed room is decorated with a tapestry, cushioned sleeping mat, artisan drawn dressing screen, dresser, fire pit, and a small writing table. Two slit windows with sliding wood shutters provide external light and a breeze.

Like the lesser guest rooms on the first floor, there are many of these as well. They are a great place to put random encounters, but again, this is up to the DM.

22. Guard Room

Four sleeping mats adorn the floor, and a weapons rack and fire pit are the only other trappings in the room. Five large undead guards are here, staring with white eyes at the newly opened door.

These are the elite jack guards, so they are a bit tougher, even in death, than those found on the first floor. If you want more guard encounters on the second floor, use these stats.

8 Undead Jack Guards [AC 6, HD 5+3, HP 32, #AT 2, D (1-6)+5 (Spear)]

TREASURE
None

8 Undead Jack Guards [AC 14, HD 5d8+5, HP 25, Initiative +2, #AT 2, Hit +4, Dam Spear 9 (1d6+6), Multiattack]

23. Meditation and Observation Room

Large open windows (each with reinforced shutters) look out onto the cliffs beyond. Small trimmed trees, two meditation mats, an incense bowl, and a crane tapestry decorate the chamber.

This is one of the few calm places left in the castle and is likely to be a good place for a rest if needed.

24. Priest's Chamber

A large lion-like beast, its red mane and green glowing eyes giving it the look of a demon, aggressively paces about this otherwise serene room. A low desk, cushioned chair, and scroll case are placed along the north wall. A single resplendent robe stitched with gold turtles hangs on a stand near a large cushioned sleeping mat, and a meditation nook is set with a green mat, incense bowl, and small turtle idol.

Another of Molo's 'gifts', this is actually the priest Ton-Fu the Wise, who was transformed into a foo lion by the necromancer. Again, if Dispel is cast on the creature, it must go against a 20th level wizard to be successful, otherwise the transformed Ton-Fu will attack and try to kill anyone entering his old chambers.

Corrupted Foo Lion [AC 1, HD 11+11, HP 77, #AT 3, D 2-8/2-8/2-16, Magic Resistance 35%]

TREASURE

Jade Rod of Peace (increases the Charisma of the holder by 3 points and has the ability to cast Suggestion 3/day). This item is located in the scroll case.

Corrupted Foo Lion [AC 19, HD 11d10+11, HP 66, Initiative +3, #AT 3, Hit +5, Dam Claw 8 (2d4+4), Bite 10 (2d8+2), Magic Resistance (advantage on all saves vs. magic) (*for ability scores, use hippogriff)]

25. Wrecked Elite Guest Room

This room has been ransacked and looks to have taken some fire damage. The remains of sleeping mats are scattered near an extinguished fire pit, and a weapons rack is broken against the south wall.

There is no enemy in this room, but a closer look indicates a fight was had here. Who, or what, was involved is unknown.

26. Family Lounge and Eatery

A tapestry that depicts a casual family gathering hangs on the north wall of this room, while a small low dining table with pillows dominates the center. A table with two chairs and a mahjong set are also within the room.

Standing behind one of the chairs is perhaps my favorite NPC in Distant Turtle City: the black cranemay An Bai. What is a cranemay? Well, it's like a swanmay (Monster Manual II), but instead of a white swan that turns into a woman, this is a black crane that turns into a woman. Now, having established that, An Bai is a real cool NPC to go up against, as she'd much rather challenge the party to a game of mahjong than fight. In fact, the reason she's still here (and alive) is that she challenged Molo to a game of mahjong for her hand in marriage as his 14th bride, OR, he leave her be. She won, and although Molo is certainly evil, his lawful nature precluded him from going back on his word to the lovely raven-haired woman.

So An Bai remains, and if the party wishes, they can challenge her to a game. If they win, she will help them free the castle of its corruption. If she wins, they will leave her be. As most people don't know how to play mahjong, the test should be left up to the most intelligent character going against her. As only two people are playing, one season and one flower are removed (usually Winter and Bamboo). Anyway, I'd have a simple Intelligence test where the first one to win 5 tests wins the game. Roll a d10, add your Int bonus to the roll, and see who has the higher roll.

Black Cranemay [AC 3 (or 0), HD 8+8, HP 64, #AT 2, D (1-8)+2 (Wakazishi), Magic Resistance 16%, Longbow (+5 hit/+2 damage), +1 or better weapon to hit, Intelligence: Super Genius (18), Transformation (can turn into a large black crane)]

TREASURE

Longbow +2, Wakazishi +2, Cloak of Protection +2, Ring of Protection +2, War Fan Shield +2, Bracers of Archery

Black Cranemay [AC 17 (or 20), HD 8d10+16, HP 56, Initiative +6, #AT 2, Hit +5, Dam Wakazishi 6 (1d8+2), Magic Resistance (advantage on saves vs. magic), Longbow (+5 hit/+2 damage), Damage Resistance: All from non-magic weapons, Intelligence: Super Genius (20 INT), Transformation (can turn into a large black crane)]

27. Falcon Chamber

Two cages, both containing falcons, rest in this room that looks out onto the city in the valley below. Storm shutters have been placed on the large open window although they currently stand open.



The falcons are both hooded, and if freed, will fly out in search of prey and are likely not to return as they are not extremely loyal birds. If a ranger or druid is present, they will gravitate toward them and perhaps become a companion.

28. Shrine

A large turtle statue is against the wall opposite the doors, and several prayer mats have been laid out in order before it. A scroll storage rack with several openings not filled by scrolls occupies the south wall.

Another of the transformed mantis creatures is lurking by the large statue in this chamber. It is actually the lead butler of the household, Pan Chu, who will be able to tell the party what rooms lie ahead if he is freed from his transformation.

Giant Mantis [AC 3, HD 10, HP 65, #AT 2 or 1, D (2–12)+1 (Pincher x2), Bite 3–12 (if both pinchers hit, the mantis can use a bite attack), Camouflage (75% chance to attack by surprise)]

TREASURE None

Giant Mantis [AC 17, HD 10d10+20, HP 70, Initiative +3, #AT 2, Hit +5, Dam Pincher 10 (2d6+4), Bite 9 (3d4+3, if both pinchers hit, the mantis can use a bite attack), Camouflage (DC 15 natural Stealth, if successful, first attack is at advantage)]

29. Lady Sinoah's Chamber

The door opens to reveal what appears to be the chamber of one of the royal daughters. A cushioned mat, dresser, lovely screen with koi on it, and a desk are in this room.

Within this chamber, Molo killed Lady Sinoah, and her tortured soul now exists only as a ghost. Once the characters are within the room, her howl will set their hairs on end, and her floating astral body will come out of a wall to attack.

Ghost Daughter [AC 0 (or 8), HD 10, HP 50, #AT 1, D age 10–40 years, Touch (attack will age a target 1d4x10 years, save vs. magic to avoid effect), +1 or better weapon to hit (silver 50% damage)]

TREASURE None

Ghost Daughter [AC 11, HD 10d8, HP 45, Initiative +3, #AT 1, Hit +5, Dam Withering Touch 17 (4d6+3) necrotic damage, Horrifying Visage (DC 13 Wisdom or frightened for 1 minute, and if missed by 5 or more, target ages 1d4x10 years), Possession (DC 13 Charisma or possessed by the ghost (recharge 6))]

30. Master Karata's Chamber

This room appears to have the flair of a young samurai, complete with weapon stands, armor mannequins, and a small battle table with miniatures and maps. A cushioned mat, dresser, and tapestry depicting a sea battle also decorate the room.

Like his father before him, Karata Shenza died at the hands of Molo, and the necromancer turned his flesh into a horrific undead. Now, he waits for intruders, still seeking to protect his castle and his honor, even if he doesn't understand what that means, only knowing that he must deal death.

Undead Dwarven Samurai [AC 0, HD 10, HP 70, #AT 2 (+2 hit), D (1–10)+5 (Katana), Shadow Shockwave (all enemies within 5 feet must save vs. petrification or be knocked prone, and can be used every 1d4 rounds)]

TREASURE

**Katana +2, Heavy Dwarven Samurai Armor, Helmet of Defense +2
Undead Dwarven Samurai [AC 20, HD 10d12+10, HP 70, Initiative +2, #AT 2, Hit +5, Dam Katana 9 (1d10+4), Shadow Shockwave (recharge 5–6) (DC 13 Dexterity save or be knocked prone if within 5 feet of the samurai)]**

31. Captain Fu's Chamber

A single cushioned sleeping mat has been placed in the center of the room. It is surrounded in a kind of circle by a low desk with nautical equipment on it, a flat table with a map of the island on it, and dressing screen. Near the door, a scroll stand and several bound books are on a shelf.

Good old Captain Fu, who the party would have met on the open seas in Folio #16, had this as his room in the castle. He never left anything of value behind (his treasure was always on his ship), so the room is empty other than the mundane trappings.

32. General Maho's Chamber

This heavy door opens to reveal a cushioned sleeping mat next to armor and weapon stands. A long and low table is against the western wall and has several games upon it as well as miniatures and rolled maps. A dresser and fire pit are also within this room.

General Maho was killed by Molo at the front gate, and his body was lost to whatever darkness was used to destroy him (likely a Disintegrate spell). Inside his dresser, he has a bag with 980 gold pieces and a set of ivory coins (7 of them) with the Tungese pictograph for healing on them. If one is broken in two, it will act as a double power Potion of Healing [Greater Healing].

33. Lady Kikyo's Chamber

The smell of perfume is heavy in the air of this chamber, and a cushioned mat and large dresser mark it as a sleeping chamber. The only other decoration is a large dressing screen that has several cranes on it flying through a blue background.

The Lady Kikyo was not in her room when the darkness befell the castle, but when Molo discovered her in the garden (Room 5), he changed her into a mantis there. An Bai, the black cranemay, was Kikyo's guest in the castle, and she would be very happy to see her friend Kikyo alive.

34. Lady Reumyo's Chamber

Three beautiful dresses are suspended on racks in this room along the northern wall, while a cushioned sleeping mat and dresser are opposite the door. A low mirrored table rests against the southern wall, and an ivory comb and porcelain powder box are atop it.

Lady Reumyo was also victim to Molo's mad destruction and has become a tortured ghost who will fly through the mirror on the southern wall and attack anyone entering her chamber.

Ghost Daughter [AC 0 (or 8), HD 10, HP 50, #AT 1, D age 10–40 years, Touch (attack will age a target 1d4x10 years, save vs. magic to avoid effect), +1 or better weapon to hit (silver 50% damage)]

TREASURE

The Ivory Comb, if used each morning to comb out your hair, will add +2 to Charisma for the day. The Porcelain Powder Box will help frost a face with a pale white shading, and if used, will add +1 to a character's Charisma for the day (there are 12 uses left in the box).

Ghost Daughter [AC 11, HD 10d8, HP 45, Initiative +3, #AT 1, Hit +5, Dam Withering Touch 17 (4d6+3) necrotic damage, Horrifying Visage (DC 13 Wisdom or frightened for 1 minute, and if missed by 5 or more, target ages 1d4x10 years), Possession (DC 13 Charisma or possessed by the ghost) (recharge 6)]

35. Upper Garden

The sound of falling water greets you as you open the door to a small open air upper garden. Small trees, a pool with koi, and a little turtle shine decorate the peaceful chamber.

A favorite place for quiet reflection by the family, this garden now stands empty. Perhaps it is a good spot for shade ninjas, or perhaps just a place to make characters nervous without any real enemies present.

36. Staff Ready Room

Two sleeping mats and a fire pit are here for servants who need to remain close to the family at all times.

There is little else in this room as the servants kept it clear for easy access to the upper floors.

37. Noble Guest Suite

A heavy oak door, imported from distant lands, opens to a richly appointed suite with double cushioned sleeping mat, two dressing screens, fire pit, dresser, desk, and tapestries dedicated to the island.

The Lady An Bai was being housed in this room before the fall of the castle.



38. Lady and Lord Shenza's Chamber

An actual bed with canopy is within this room with window looking at the cliffs to the north. The room has a runed and decorated fire pit at the center. A closet, armor and weapons rack, and single golden dressing screen also occupy the room as well as two chests and a mirrored dressing table.

Behind the dressing screen, a second summoned demon lurks, just waiting for the right time to leap out and begin destroying champions of this cursed world.

Tortoise Oni [AC 0, HD 10+10, HP 80, #AT 3, D 2-12 (Fists x2) + 2-20 (Tetsubo), Tortoise Bellow (save vs. petrification or be stunned 2 rounds) (2/day), Ki Shockwave 8-48 (save vs. dragon breath in a twenty foot circle) (2/day), Magic Resistance 35%]

TREASURE

None

Tortoise Oni [AC 20, HD 10d12+30, HP 102, Initiative +3, #AT 3, Hit +6, Dam Fists 12 (2d6+6), Tetsubo 13 (1d10+8), Tortoise Bellow (DC 13 Will or be stunned 2 rounds) (recharge 5-6), Ki Shockwave 24 (8d8) (DC 14 Dexterity in a twenty foot circle) (recharge 5-6), Multiattack, Magic Resistance (advantage on saves)]

Scenario #3

The Shadow Dragon

It is my suggestion that the dragon lurks within the Elemental Plane of Shadow while the party clears the castle, watching them from different points (perhaps giving the players eerie sensations of being watched) and then finally confronting them in Room 1, The Grand Entry, before they can leave.

When the players return to Room 1, The Grand Entry, read the following: As you enter the two-story hall, a sense of change comes upon you as the shine of the jade and gold have dimmed, and a sense of depth and murkiness shrouds the huge chamber. From somewhere deep within, the clinking of coins echoes against the stone floor, and the huge breath of an ancient creature breathes out a foul odor from the beyond.

The dragon always enjoys a good conversation and will entertain the characters with tidbits about the shadow world, Molo's summons, the deaths of the House of Shenza, and even aspects of Kung-Fu if it is brought up. However, at the end of the day, it has been placed here to see that no one leaves the castle alive.

Combat

The dragon is pretty straightforward and will attack with his claws, bite, and tail when he is not breathing. Typically, however, his first attack is his breath, sent in a cloud about the chamber. He will have prepared the room in perfect shadow, but if the characters are employing light of their own, this will help disrupt the power of his breath. If a Continual Light spell is in play, all players take ½ damage from the dragon's breath, and ¼ if they make a saving throw.

Remember, the same bonuses and negatives apply for the dragon as all shade creatures, and he will try to draw targets into his shadow to fight them, preferring to keep those employing light spells away if possible.

Shadow Dragon [AC -2, HD 11+11, HP 99, #AT 4, D 1-4/1-4/2-24/2-8, Attacks (2 claws, 1 bite, 1 tail slash), Shadow Strength (all attacks are +4 to hit and +9 to damage), Breath Weapon (necrotic/shadow energy blast causing 99 points of damage (3/day), + blinded for 1-4 rounds)]

TREASURE

The dragon has accumulated a good deal of castle treasure from his shadow domain, including 7,800 gold pieces, 1,300 platinum pieces, 7,500 GP in objects of art, and 17,600 GP in jewelry.

However, he has little interest in magical treasure, so he left that scattered around the castle.

Shadow Dragon [AC 22, HD 11d12+55, HP 133, Initiative +4, #AT 4, Hit +11, Dam Claw 13 (2d10+6), Bite 17 (2d20+6), Tail 15 (2d8+6), Multiattack (2 claws, 1 bite, 1 tail slash), Frightful Presence (DC 16 Wisdom or frightened for 1 minute), Breath Weapon (DC 18 Dexterity or 54 (12d8) necrotic damage + blinded for 1d4 rounds)]

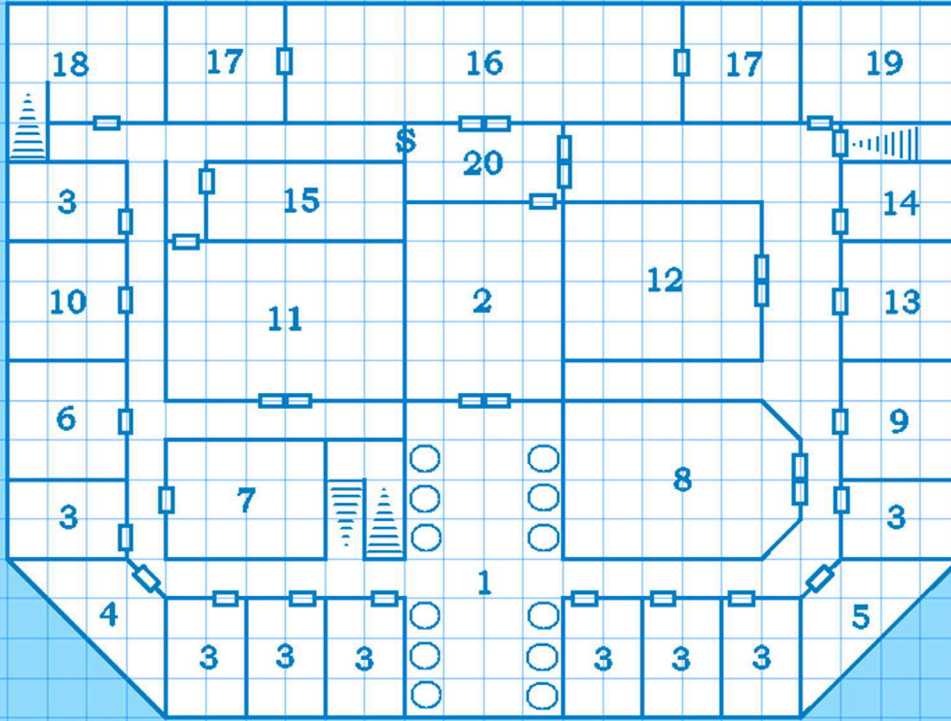
The End Game

Once the dragon has been defeated, the players will be free to move back to their ship, but remember, the town is still in jeopardy; there is no leadership (unless they have saved Lady Kikyo), and the Fallen Leaf ninja clan is still out there. However, they are still on a timeline, and thus won't have much time to correct things on their own if they are trying to stop Molo from his plans.

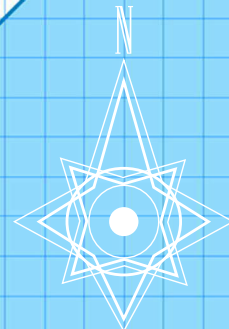
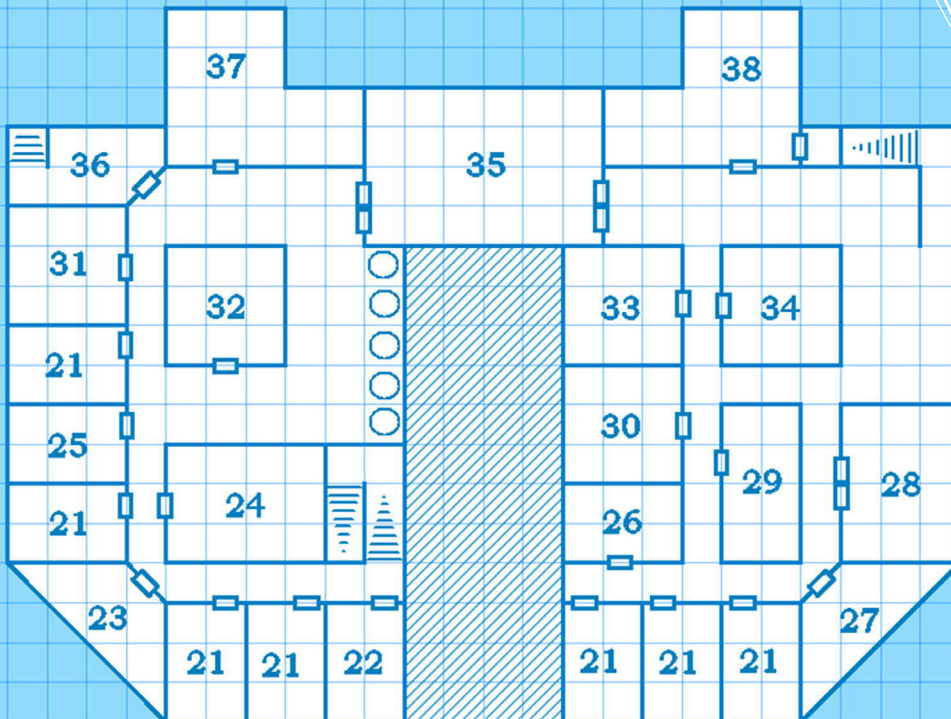
THE FOLIO

- Door
- S Secret Door
- Column

Ground Floor



Upper Floor



THE FOLIO



The Shattered Tower

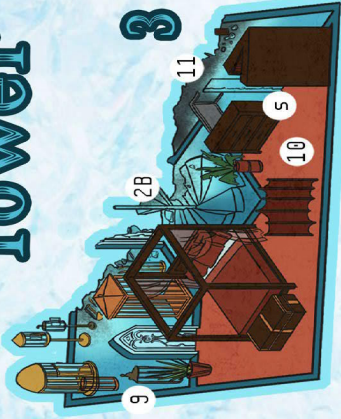
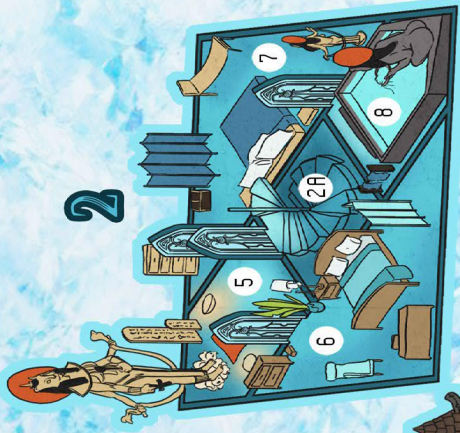
ADVENTURE FOLIO MODULE W55

An adventure for characters levels 6–8

by Scott Taylor



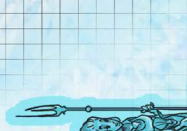
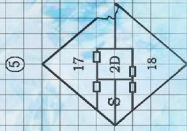
The Shattered Tower



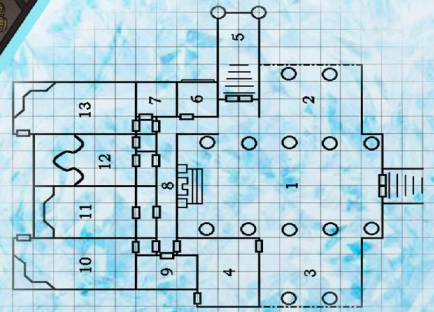
Hyperion's Forge



Sea Elf Tower



Part Five
of The
White Ship Campaign
An Adventure for
Levels 8-10 in both
1E & 5E Format



Folio Module WS5

The Shattered Tower

An adventure in both 1E and 5E formats
for characters levels 8–10

Style Of Play

The bulk of The White Ship Campaign has taken place on islands, with sea journeys being more about getting someplace than what actually happens on the waves. This is going to change a bit in Folio #18 as the ship will be entering the Corsair Mists, the character hoping to finally match themselves against Molo. Although the style of play will deviate from a standard dungeon crawl, there will still be areas to explore and rooms to loot along the way. However, the essence of the journey should pervade everything you do, so keep people watching the mists and the water as this will begin to create a palpable ‘feel’ amongst those at the table that they are in a place they do not control and are always in grave danger.

Sea Journey

This adventure is based around traveling into the Corsair Mists, with possible encounters while on the open water as well as two separate land-based explorations. Again, the players should be kept aware that they are on a journey into the unknown, to places that even the bravest of captains have never traveled.

Seeing Without Seeing

Once the ship has entered the Corsair Mists, visibility will be at a minimum. Keep that in mind as you run the adventure, with visibility going between a few feet in the ‘thickets’ to a dozen yards in the thinnest of the haze. If you’ve ever watched Peter Jackson’s King Kong, I’d suggest going back and having a look at the initial sea voyage to Skull Island as a good way to help visualize exactly what you want to describe to the players.

Fangs of the Sea

The entire sea zone making up the Corsair Mists is actually the former island of Uthoria. Although it was destroyed in a cataclysm and sunk beneath the waves, there are still pieces of land that jut up above the surface like stone claws, sometimes towering some fifty to sixty feet into the air. Reefs are also notorious in the mists, and without the guidance of the magical items recovered in previous adventures (which give the captain a kind of sixth sense in the mist), they will destroy a ship in 1d4 days, no matter how crafty the characters’ magical powers of restoration are.

Navigating the Corsair Mists

When I designed The White Ship Campaign, I made sure to have two separate paths in which the enemy and the characters move through the adventure. Molo is seeking artifacts to make himself a living god and to help him navigate the mists; the players have already acquired artifacts (in previous White Ship adventures) that should help them finish the quest and keep up with Molo. If, however, you are playing this adventure as a one off, you can simply have the captain possess any number of items that will give the players a fighting chance to survive the journey into the swirling mists of the inner Halo.

Mist ‘Zones’

There are three zones inside the Corsair Mists: the Outer Zone, the Middle Zone, and the Inner Zone. For the purposes of this adventure, we will assume that each captain’s experience level will grant a 10% navigation ability bonus to move the ship safely in any particular direction. Thus, a 10th level captain would have a 100% chance to navigate his ship without any negatives being put against him (weather, treacherous seas, etc.). Each mist zone is provided a negative modifier to navigation, with the Outer Zone at -50%, the Middle Zone at -75%, and the Inner Zone at -100%. For this reason, even sturdy and experienced captains might brave the Outer Zone for the right price, but going farther is suicide.

Missing a Navigation Roll

Each day within the Corsair Mists requires a navigation roll. If the roll is missed, consult the following table and administer the results, then after the results are taken into effect, another navigation roll is required to get the ship back on course. If this roll is failed, consult the table again and continue this process until the roll is successfully made.

01–50%

Lost (add an additional day within the mists)

51–75%

Monster Encounter

(Roll 1d6)

1. Derelict Zombie Ship (all Zombies are 10 HD)
2. Reef Giant Raiders (use Cloud Giant stats)
3. Giant Carrion Birds (use Roc for stats)
4. Lightning Storm (use Air Elemental with added 6d6 lightning damage per attack)
5. Were-Megalodon
6. Death Keeper (use adventure for stats)

76–00%

Damaging Obstacle: Ship takes 1d6 points of damage from running into a reef or other obstacle within the mists.

Calculating Time within the Mists

When the ship enters the Corsair Mists, have a player roll 2d4 and then add 4. This determines how many days it will take them to get to the White Ship Dock in Folio #19. It can be assumed that the entire Folio #18 adventure should take place during the first ½ of the number of days initially rolled, and all but the final day will be in the Outer Zone, with the Hyperion’s Forge encounter being done on the first day in the Middle Zone (assuming there is a successful navigation roll). If a navigation roll is successful by more than 25%, the captain has made particularly good choices and you may subtract a day from the total number in the initial roll.

Using Magic Items to Navigate

There are three magical items that the characters could have collected in the previous 4 Folijs in this series that will make navigating the Corsair Mists possible. The first is the Enchanted Sexton discovered on the Isle of Jade, the 2nd is the Corsair Sunglasses acquired from Captain Fu in Folio #16, and the last is the Sea Dragon Figurine that could be won from Lu-Fung in Folio #17 (and the mini-adventure that goes along with it). Each of these items provides a 30% navigation bonus within the Corsair Mists; thus, if you have two of the items, there is a 60% base chance of navigating the mists without getting lost or running the ship into a monster or damaging obstacle.

Gaming Example

The characters have discovered two of the magical, navigation-enhancing items on the journey thus far (the Enchanted Sexton & Corsair Sunglasses), as well as maps they’ve collected along the way (DM provides a 10% bonus for these), thus giving the characters a 70% bonus to navigate the Corsair Mists per day. This ship’s captain is also considered to be an 8th level fighter, giving him an 80% base navigation roll. Thus, the players have a 150% chance to navigate correctly, minus the 50% penalty for the Outer Zone, and they are still at 100%, so they will not need to make a roll until they hit the Middle Zone, which will drop their navigation percentage to 75%. On their first day within the Middle Zone while heading to Hyperion’s Forge, they roll a 77%, bad luck, and therefore have to consult the table above. They roll a 78%, striking an unseen obstacle and costing their ship 4 points of structural damage. Since they failed the navigation roll, they have to roll again, this time getting an 83% (someone switch out those dice!), and again consult the table where they roll a 55%, getting a random monster (Derelict Ship), and after dealing with all the dead, they must roll AGAIN, this time getting a 37%, a success, which means they move on toward Hyperion’s Forge.

Ghost Eye Contagion

Another of the dangers whispered over the waves by sailors the world over is the ghost eye contagion, a sickness that sets in within the Corsair Mists that will consume an entire crew within days of entering the cursed seas. This sickness basically turns sailors into blurry-eyed zombies that attack their own shipmates, hoping to subdue them and then sail deeper into the mists so that all are eventually consumed by the illness. This is something that isn’t likely to affect the crew during the initial stages of the journey although a couple members of the crew should be overcome just so the players know that the mists aren’t without their own troubles. The first part of this adventure, concerning the sea elves, will have a way to thwart the sickness, so keep that in mind.

Days Inside the Mists

Each day inside the Outer Zone of the mists requires a saving throw vs. poison **[DC 13 Constitution]** unless you have more than 3 HD (we can assume by this point that the bulk of the members of the ship’s crew are 3 HD or above). Once you reach the Middle Zone, the minimum HD to avoid the save each day is raised to 5 HD (the base crew of the ship would now be subject to saves), and once inside the Inner Zone, that saving throw is required for 8 HD and above (this includes the captain).



Smokey Eye

The first symptoms of the ghost eye contagion is a dullness to the iris of the victim's eye, eventually turning grey and dead-looking. This process takes place over several hours (1d4), and once complete, the victim becomes a ghost eye zombie.

The Power of Smoke

Each ghost eye zombie is considered to be 2 HD over their normal HD, gets an extra attack per round, and is considered to be under the effects of a Blur spell (their body smoky and hard to see within the mists).

Dealing with the Damage to the Ship

With each day that passes, be sure to have the players see murky shadows of ruins, towering land masses, or shapes without purpose in the mists. This needs to be creepy, and you can keep it that way by describing a soundless sea with things slowly drifting by the ship, maybe with glowing eyes within little dark crevices that seem to watch the ship. Still, there are going to be times when rolls are failed and damage is taken on the ship. Consider the ship to currently have 50 HP once it leaves Distant Turtle City. This means that the players (and the crew) have to find a way to keep it afloat until they can finish Folio #19, so keep that in mind with the following guidelines.

Obstacles

Damaging water hazards like fangs of the sea, reefs, and submerged ruins can damage the ship. Each time an obstacle is encountered, it does 1d6 points of damage to the ship's overall HP total.

Monsters

For every round the ship is in combat with a monster inside the mists, it is considered to take a 1 HP of damage. Thus, a 5-round battle with a reef giant will cost the ship 5 HP.

Repair

The ship is considered to have 6 points of repair materials inside the hold when it enters the Corsair Mists, and these can be used to heal HP damage at a rate of 2 HP per day until the full 6 points are exhausted. Any other repairs (such as the Mending spell or other ingenious uses of magic, or help provided by the sea elves, will have to be determined by the DM as to exact points that can be given back to the ship).

Running the Megalodon Hunt

During the players' stay with the sea elves, they will be able to take part in a gathering of elven clans that culminates in a ritual where the bravest of sea elves go diving with megalodon sharks. Now, this certainly might not be something the players are interested in doing, but it is something you don't see every day and would make for a great tale to tell the grandkids once the players retire.

Rite of Passage

When the sea elf tribes get together once every year, there is a ceremonial Megalodon Hunt in which young males and females can go to the Megalodon Depths to participate in a hunt. The hunt rarely involves the death of the great sharks as it is mostly involved with the skill of swimming with them without getting yourself killed. It can be lethal, but for those who are brave enough to participate, they are given the right to return to the elven gathering and choose a mate for an evening who is unattached. In this way, the tribes share genetic diversity, knowing that children will be born of these one-night unions. It is a rite of passage for many young sea elves, but as the tribes are always looking to infuse new blood into their ranks, anyone who is a guest of the tribe may join in the hunt and gain its spoils.

Claiming a Night of Glass and Moon

If participants succeed in the tests of the hunt, they are taken to a secluded moon water grove where all the elves (both male and female) are gathered. There, they may pick a partner to share the night in one of the secluded moon globes (a globe of sea elven glass suspended by mithril wire that hangs above the surface of a tranquil pond). It certainly wouldn't be a night one would easily forget.

Running the Hunt

For those who choose to go on the hunt, they are taken by outrigger canoes across a misty straight. There, the water is darker than midnight, and the elves begin to pour wineskins of dark blood into the water. Before long, great triangular fins breach the surface, and the elves blow conch shells and then dive below the surface.

If a player is still willing, they too may dive into the dark waters, and once there must make five successful petrification saves at -2 **[DC 16 Dexterity]**. Each time the player misses a save, they are 'rubbed' by a shark (which is to say scraped with their rough skin or torn by a passing tooth). Each 'rub' does 3-30 **[15 (3d10)]** damage. If the saving throw is missed by more than 5, the damage is doubled. If a Nat 1 is rolled, the character is considered instantly killed by the massive jaws of one of the great beasts. Once five successful saves have been completed, the character can return to the boat and will be taken to safety. Any player who died during the hunt will be honored at the tribal gathering.

10,000 experience points should be awarded for enduring this encounter.

Encounters at Hyperion's Forge

Hyperion, Titan of Fire, has been trapped on the Nameless Realms since the day the world was sealed from the Outer Planes (at the conclusion of the Five Year War). He had placed one of his forges inside the kingdom of the sea dwarves and would revisit it on occasion, stoking the furnaces that boiled the sea water and created the Corsair Mists in the first place (along with various magical curses left over from the cataclysm). On the final day of the Five Year War, he happened to be in his forge when the world was sealed,



and has since been trapped (and incredibly angry), unable to escape via his magic and also unwilling to brave the waters that surround the forge to try to get to a body of land. Hyperion typically takes the form of a human male, but when angry or in a fight can assume his true form, that of a fiery earth elemental that is more than fifty feet tall. Still, Hyperion is not alone in his forge as random fire-type monsters tend to take up residence there, sometimes being destroyed by Hyperion and other times lurking in places where he is not always active. In each room that the players explore, there is a 50% chance of a wandering monster, so although no monsters are actively listed within the module, there are going to be encounters other than Hyperion himself within his forge.

Random Monsters

(Roll 1d4)

1. Fire Elemental
2. Giant Salamanders
3. Fire Giant Slaves
4. Iron Golem

Magical Properties

Hyperion has incredible abilities when it comes to forging items, and he has placed part of his essence in each forge in his giant workshop. For the purposes of gameplay, if any item is placed within the forge (armor, weapons, and even metal and crystal items) there is a 25% chance that they either become magical (gaining a +1 enchantment), or have their magic increased (thus a +2 Dagger would become a +3 Dagger). This may be attempted just once per item.

The Essence of the Forges

There are 4 enchanted forges in the workshop: one dedicated to magical items made of metal, one to weapons, one to cold-forged crystal and iron items, and one for armor. Magic can be perceived (with a Detect Magic spell), and it is obvious that each forge is channeling a thread of enchantment magic that will help in the process of forging magical items.

Running the Sea Elves History

During the height of old Uthoria and the great Corsair Kings, there was a union between the high men and the elves of the sea. Some say that the elves taught the Corsairs how to manipulate currents and read the breeze for storms, even going so far as to control the weather. Whatever the case, the elves were a boon to the Corsairs, and they were honored with great magical gifts from the sea dwarf forges, enchanted by the Corsair sorcerers, and taken into the depths.

However, when the Corsair Kings brought about the great apocalypse, they also brought destruction onto their allies. The dwarves were drowned or scattered, and the sea elves were corrupted by the violet sea, their numbers culled until they discovered the secrets of the sea dwarven water (a gift of the last Water Dwarf) and its ability to protect the few that remained from the malignant power of the Corsair's curse.

What few elves remained settled in broken communities along the shattered coasts, and over the centuries have developed a tribal society, forgetting much of what they once knew and instead focusing more on survival in their brutal seas than retaining the culture and magic they once had.

Leadership

The current leader of the tribes is High Priestess of Deep Sashelas, Lyric Stormcurrent. She is both beautiful and powerful and calls the tribes to her for communion once each year. She has spent the past hundred years seeking out old gifts from the Corsairs to her people in hopes of eventually breaking the curse, disrupting the mists, and bringing her people back into the light of the world.

The Sunken Kingdom

Much of the elven society still exists around what is considered the Sunken Kingdom. This large shallow-water area is actually the remains of the great Corsair city of Vin'Ra, and it is currently sunk beneath 10 to 15 feet of water. Almost a dozen sea elf tribes explore and live within the sunken city.

The Waters of the Last Water Dwarf

Within a sunken temple dedicated to Ahto, a 'heavy water' can be found in what was once a central well. Here, the last prayer of the dwarven high priest, or the Water Dwarf as he was called by the elves, helped create a pure and corruption-freeing heavy water. Drinking the water provides immunity to the ghost eye corruption, and is a secret the sea elves guard very fiercely.

Finding the Gateway to Hyperion

Lyric Stormcurrent knows there is a map to the location of Hyperion's Forge, and that it is one of the primary factors in the creation of the mists that shroud much of the Corsair Archipelago. She doesn't actively trust outsiders, but she will provide the location of the ancient sea elf tower which holds the map if the players can convince her their intentions are honorable and that Molo wishes to bring about a second cataclysm.

The Final Navigation Tool

If the players can win Lyric's trust, primarily by bringing her the Staff of Deep Sashelas located in the sea elf tower, she will provide the players with another ancient Corsair navigation tool, the Spy Glass of Currents, which will provide them a 25% bonus to navigation as they draw ever closer to the Inner Zone and Molo.

Adventure Synopsis

During this adventure, the players will have to begin navigating through the Corsair Mists, avoiding obstacles until they come upon the sea elves. This meeting will require some negotiation on the part of the players (and might gain them some much needed rest and ship repair if things go well). Once they have gained the elves' trust, they will be told of a map that will help lead them into the Middle Zone of the mists, and that it is located within an ancient sea elf tower. If they recover the map, which seems to lead to a building or forge that is responsible for the mists, they will be given another navigation tool.

After leaving the sea elves, they will journey into the Middle Zone, and from there will have to deal with Hyperion, the Titan of Fire, if they are to discover the location of the Grand Dock where the White Ship is said to come if a member of the royal Corsair bloodline should ever call it. If they are able to defeat Hyperion and gain his map of old Uthoria, then they are well on their way to the events of Folio #19 and the conclusion of The White Ship Campaign.

Dungeon Master Notes

1. NPC Interactions, The Sea Elves

The sea elves are a tribal people living in a very harsh environment, but they aren't xenophobic, so interactions with them will be more curious in nature since so few outsiders ever penetrate this far into the Corsair Mists. They are a beautiful people, and the crew should be made well aware of this fact, and they will have many bone, coral, and other sea-inspired goods that they will gladly trade with the party, items in question going up to +2 in magical value. Items might include seaweed Ropes of Climbing, coral tridents, shark teeth knives, sharkskin leather armor, seagrass Nets of Binding, etc.

2. Balancing Play between Combat and Exploration

Remember, this is a journey, and as such you should provide players the opportunity to take watches in the half-light of the mists, have them take dinners together in their cabin and tell stories, have them hear strange songs over the water, and bring life to the trip in which they find themselves.

3. Keeping Molo in the Players' Sights

Obviously, if you've played the previous 4 Folios in this series, you know that Molo is the ultimate goal; therefore, keep him in mind, needling the players that he is out there somewhere, getting closer and closer to his prize, and that they must keep up the chase to stop him.

New Monster

Were-Megalodon

Lawful Evil
Frequency: Very Rare
No. Appearing: 1
Armor Class: 2
HD: 14+14
Move: 15"
No. of Attacks: 1 (or 3)
Damage/Attack: 6-36
Bite (2-12)(Fists x2)/2-20
(Hybrid Bite)
Special Attacks: Blood Lust
(Once an opponent is wounded, the were-megalodon goes into a crazed frenzy, making it +5 to damage and providing an extra bite attack.)
Special Defense: +1 or better weapon to hit
Magic Resistance: Nil
Intelligence: Standard
Size: L (19' Long)
Psionic Ability: NIL
% in lair: 20%
Treasure Type: A, B, C, H

Were-Megalodon [AC 18, HD 14d12+54, HP 140, Initiative +4, #AT 1 (or 3), Hit +10, Dam Bite 36 (4d12+12), or Fists 12 (2d6+6), Hybrid-Bite 18 (1d20+8), Blood Lust (Once an opponent is wounded, the were-megalodon goes into a crazed frenzy, making it +5 to damage and providing an extra bite attack.), Multiattack, Damage Immunity (nonmagical or silver weapons), STR: 22 (+6), DEX 11 (0), CON 18 (+3), INT 11 (-), WIS 12 (+1), CHA 8 (-1)]

What dangers lurk beneath the waves of the Halo are too many and too terrible to believe, but one of the most dreadful tales spins from the Corsair Archipelago. Sailors often tell the story of the reef giants of the archipelago, their raiding parties pulling ships beneath the seas to add to their treasuries deep below the surface, but there is also another tale even graver than the reef giants, in general, that of the were-megalodon. It is whispered that weresharks have sometimes swum below the Corsair Mists, losing their way and going mad in the violet waves of the Inner Zones. Once mad, they attack anything, including the reef giants who patrol those seas, and once bitten, the reef giants slowly turn into sharks so large they can rip a whale in half with a single bite, but even worse, they can take hybrid form and stalk the reefs and islands, preying on anything unfortunate enough to come into their path. Normally, the were-megalodon only gets a single bite attack while in its shark form, but in its hybrid form, it gets two attacks with clawed fists and one bite attack.

The Scenarios

This adventure is set up into three parts, the first two revolving around encounters within a 'dungeon' type building, and the last being random encounters along the course of the journey. When dealing with this adventure, remember that movement is in the very nature of the overall arch.

Part One will deal with an encounter with tribal sea elves, the resolution of which will be recovering the Staff of Deep Sashelas from a ghost crystal tower. Once that is achieved, the characters should have enough information to journey deeper into the Corsair Mists to Hyperion's Forge.

Part Two deals with an encounter with the Titan of Fire, Hyperion, who has been trapped in the Nameless Realms since the end of the Five Year War. He has in his possession a map to the Grand Dock, where the White Ship will dock, and the characters must defeat him to get the map.

Part Three is a collection of random encounters that the ship might run into along the journey through the mists.

Part One

The Meeting of the Sea Elves

The sea journey into the Corsair Mists (as described in the Gazetteer section) certainly has the possibility of providing some random encounters, but the true first section of this adventure will revolve around meeting the sea elves.



There will be a shoal that will rise out of a collection of reefs and towering stone monoliths within the mists, and from there the ship will have to slow to avoid the obstacles. As the crew members scan the surface of the water for reefs, they will note a sunken city lies beneath them with humanoid creatures swimming in its long-abandoned streets. Before they can pull away from the submerged city (or if they themselves decide to drop anchor and attempt to investigate), a patrol of blue-skinned sea elves will rise to the surface and attempt a parley.

Read the Following

The mists swirl around the bow of the ship as the watermaster calls out depths, his line dragging below the surface. You watch the waves ripple past, the sun finding a thin patch of mist to illuminate the water just off the port. There, some ten to twenty feet below the crystalline surface, a ruined city lies submerged. But amid the flooded streets, blue-skinned elves swim with dolphins and a menagerie of colorful reef fish.

The DM can put this parley on the captain or even Reld Fleetwood, but it shouldn't be antagonistic in nature, and eventually, the ship's crew will be invited to one of the surface ruins only accessible by a smaller launch. The captain will stay aboard the ship, but Reld will likely go with the adventurers to try to work with the elves to find out exactly what they are seeking within the mists.

Read the Following

The smaller launch slides through the water, sea elf children rising to the surface around the craft like dolphins, their playful laughter almost infectious. Ahead, a rocky island, perhaps twice the size of your ship, rises from the waves, the edges touched with white sand and the center holding a dozen blue crystal monoliths. Some structures have been built around them, and a large throne sits at the base of the largest, steps rising up to it from the sea.

Here, the elven queen will be in residence, and she will greet the party with a curtsy that seems appropriated rather than entrenched. Her honor guard wears mismatched armor, and the buildings around the monoliths are in decay for the most part, which would lead observers to think these people are not what they once were.

The queen will expound on the fortuitous nature of the party's arrival, and that they will be honored guests at the Great Gathering which is already building around the island even as she speaks. The party members will be invited to stay, and Reld will take private council with the queen before informing them that she seems to be intent on testing them for some reason, so he orders them to attend the gathering (where they will be invited to the Megalodon Hunt presented in the Gazetteer), and after the events of that day and night, the queen will summon Reld again to a private council in which she will put forth the task of recovering the Staff of Deep Sashelas that is located in the Tower of the Sea Lords, and if it is recovered, she offers him the secret to the Middle Zone, which is the Spy Glass of Currents (see Gazetteer) and also a map to Hyperion's Forge (who she believes has the location of the White Ship's dock). She will also be able to provide the ship with the Water Dwarf's heavy water (see Gazetteer) to protect them from the ghost eye corruption. (If you have the mini-adventure WS5.5, you can utilize it here to gain extra EXP and magic, while having the characters 'earn' the heavy water.)

Once this bargain has been set, the party will be escorted to a similar, if not smaller, island in which the main blue crystal monolith has been carved out to form a giant glass tower, some of which has been shattered.

If anyone asks about the history of the sea elf tower, the queen will relate a tale in which the Corsairs and elves shared the tower, part of it dedicated to the human goddess Tefnut and part dedicated to Deep Sashelas. At the time of the cataclysm, an elven alchemist was working on an arcane experiment and the spell was corrupted, shattering the tower and turning those within into deadly spirits. The tower has been abandoned ever since.

Read the Following

Even the mists seem to slink away from the small island as the launch approaches its beach, dim light from the sun breaking through enough to send odd prismatic shafts of light down onto the white beach. The front of the tower's first floor has been destroyed, the shattered crystal exposing three doors just within the lip of the jagged wall.

When exploring the rooms of the sea tower, or even the sunken city (see WS5.5), you may use the following random item table to generate what might be found in any particular rooms searched. Only 1d4 such items can be found in any particular room.

The Sea Lords Tower

1. Observation Garden

This large room once opened to the exterior garden that surrounded the tower, but weather damage has shattered the entry and only glass debris is on the inside. Weathered murals and floor designs retain some viability of the interior, but otherwise the room is empty. Three doors are set into the blue crystal of the south wall.

Each door is locked [DC 14], and the middle door has a bronze housing that reinforces it [DC 20 Strength] and causes anyone trying to muscle it open to have to use their Bend Bars percentage.

2. Stair

A large circular glass stair leads upward here, a thin layer of blue-green mold growing on several of the steps.

The mold isn't dangerous, and the stair continues up through the tower all the way to the top level. However, on Level 4, an invisible stalker lurks, waiting to attack foes, first by shoving them down the stairs, and then by strangulation.

1 Invisible Stalker [AC 3, HD 8, HP 64, #AT 1, D 4-16 (Strangle), Invisibility, Surprise 1-5, Magic Resistance 30%]

TREASURE

None

1 Invisible Stalker [AC 14, HD 16d8+32, HP 104, Initiative +4, #AT 2, Hit +6, Dam Slam 10 (2d6+3), Multiattack, Invisibility, Damage Resistance: nonmagical weapons]

3. Botany Lab

This room has all the makings of some kind of laboratory. Botanical stands, including a large marble slab near the room's back, still contains various plants, some have multicolored leaves, and the tile room is overgrown with vines.

Some of the vines in the room belong to a single carnivorous plant that will attempt to strangle those entering the room, block the door with its vines, and drain blood from victims with its vampiric leaves.

1 Carnivorous Vine [AC 0, HD 12, HP 72, #AT 3, D 2-12/2-12 (Tentacles) + 1-8 (Blood Drain), Size: L, takes double damage from fire]

TREASURE

None

1 Carnivorous Vine [AC 10, HD 12d10+36, HP 96, Initiative +3, #AT 3, Hit +8, Dam Club 11 (1d10+6), Blood Drain 9 (1d10+4), Vulnerability: Fire]

***For other stats, use Otyugh**

4. Aquatics Lab

Several large glass tanks, framed in bronze and runed around the edges, hold a collection of coral and sea plants within them. They are large enough to hold various species of fish, but none seem to be present. A central marble plinth holds an old tome, a tattered bookmark hanging from its pages.



1. Unbreakable Bow String
2. Cloak Pin that allows the wearer to speak Elvish
3. Ring of the Healer (can heal 1–10 HP per day)
4. Mithril Lute Pick
5. Amulet of Eagle Tongue (speak to any avian creature)
6. Bard's Ring (doubles 1st and 2nd level bard spell slots)
7. Coral Comb of the Enchantress (bestows +2 CHA for 24 hours)
8. Sharkskin Boots
9. Kelpie Cloak (seaweed cloak that bestows water breathing)
10. Obsidian Chess Set
11. Silver Hair Pins of Alteration (they change the texture, color, and length of any hair)
12. Random Jewelry (500 GP)
13. Waterproof Journal
14. Sharkskin Longsword Sheath (sword within is always polished)
15. Diamond Cloak Pin (unfastens on command)
16. Amulet of Herb Lore (add 10% to Herb Finding (see Storyteller's Arcana))
17. Weightless Backpack (can carry up to 500 GP weight without any encumbrance)
18. Whale Bone Dice
19. Random Jewelry (1,000 GP)
20. Arrow of Dragon Slaying (+5 to hit, dragon must save vs. spell at -5 or die) **[+3 hit, dragon must make a DC = to 13 + character level in Constitution or die]**

The tome is a book on sea organisms, and anyone taking the 1d6 days to read it will gain a fine knowledge of sea creatures, even magical and legendary ones. This translates to a +1 bonus to hit and damage to such creatures (DM's discretion on if a creature was discussed in the tome).

5.

Tefnut Shrine

A shrine, complete with an eight-foot bronze statue of a lioness-headed goddess, dominates this chamber. Rotted carpets line the floor, and old incense sticks rest in tarnished brass bowls at the bare feet of the statue.

This is a small shrine to Tefnut, the Egyptian goddess of water. Investigating the statue will show that a brass 'cane' (a thin rod with a hooked end) resting in one of her hands can be removed. It has no particular magical properties, but anyone in possession of the Rod of Tefnut will be the last enemy attacked by a foe who has a 'base' design with an element of water in it (i.e. storm giant, all sea creatures, water elemental, etc.).

6.

Botanist Chamber

This large bedchamber contains a bed, dresser, and blue dressing screen. Old rugs molder on the floor, and the bed looks ready to fall in. Rotted books line a shelf on the southwest wall, most of them seemingly dedicated to the study of botany although they are in an elven script.

The ghost of the tower botanist, a once lovely elven maid, lurks inside the chamber and will attack anyone investigating the books.

1 Groaning Spirit (Banshee) [AC 0, HD 7, HP 32, #AT 1, D 1–8 (Chilling Touch), Deadly Wail (save vs. magic or die)]

TREASURE
None

1 Banshee [AC 12, HD 13d8, HP 58, Initiative +4, #AT 1, Hit +4, Dam Corrupting Touch 12 (3d6+2), Horrifying Visage (DC 13 Wisdom or frightened for 1 minute), Wail (1/day) (DC 13 Constitution or drop to 0 hit points, on a success take 10 (3d6) psychic damage)]

7.

Sub-Priest Bedchamber

This chamber is filled with small water features, all still spilling running water into bowls that never seem to overflow. A moldering bed rests against the eastern wall, and another door is in the western wall. A small statue dedicated to the same goddess as in the main entry is also in this room.

This is the bedchamber of the sub-priestess of Tefnut. The water features are all enchanted to spill fresh water (if anyone needs to refill a waterskin). Otherwise, a small coffer rests under the bed that contains old Uthoria trade coins (consider to be 83 PP), as well as an enchanted waterskin next to the bed (it never leaks) that holds three doses of Potion of Extra-Healing **[Greater Healing]**.

8.

Sub-Priest Bath

A huge water-filled stone tub almost fully occupies this large bathing chamber. The water is crystal clear, and a mosaic on the tub floor depicts elves lounging with a lioness-headed goddess. A large statue of the same goddess holds a bowl above the tub, but nothing is currently flowing from it.

Investigation of the tub, and disturbing the water at all, will draw the ire of a huge water elemental that makes up nearly all the fluid in both the bedchamber (Room 7) and the bathing chamber. It will rise into its true form as the bowl in Tefnut's hands spills more liquid and the water features in the bedroom begin to spray water all over the room. The goal of the water elemental will be to engulf and drown the entire party, flooding the room in 1d8 rounds.

1 Water Elemental [AC 2, HD 16, HP 96, #AT 1, D 5–30 (Slam), +2 or better weapon to hit, Drowning (See DMG)]

TREASURE
None

1 Water Elemental [AC 14, HD 12d10+48, HP 114, Initiative +5, #AT 2, Hit +7, Dam Slam 13 (2d8+4), Whelm (recharge 4–6) (DC 15 Strength or take 13 (2d8+4), plus DC 14 Escape or be grappled)]

9.

Aviary (Osprey)

This room has been partially destroyed, the walls shattered in places and what must have once been a smooth oval opening to the sky now a jagged gash. Ancient bronze bird cages of various sizes are within the room, and feathers are still on the floor, but no birds are present. The eastern edge of this room is open to the outside, damage having compromised the crystal.

This was once the aviary of the tower, and it now stands empty.

10.

Alchemist's Bedchamber

A grand bedchamber with canopy bed and decorated with red tapestries and carpets has various tools of a tinkerer or perhaps an apothecary lying on shelves against the wall.

Beneath the bed is the old alchemist's greatest creation: a tooth golem. The creature will burst from the bed if anyone looks beneath, its goal to protect the three small coffers that the alchemist kept his potions and valuables in.

The coffers include the following: 3 Potions of Healing, 2 Potions of Fire Resistance, 1 Potion of Extended Water Breathing (lasts 1d4 days), 47 Uthorian trade coins (platinum), and 7 gems (each worth 750 GP).

1 Tooth Golem [AC 0, HD 18, HP 108, #AT 3, D 2–20 (Slam x2) and Bite 2–16, Fear (save vs. spell or be under the effects of a Fear spell), Bleeding (anyone struck by the golem bleeds at 1 HP per round, and the effects of multiple hits are cumulative until actions are taken to staunch the flow of blood)]

TREASURE
None

1 Tooth Golem [AC 20, HD 14d10+56, HP 133, Initiative +3, #AT 2, Hit +8, Dam Slam 16 (2d10+5) + (DC 15 Constitution or lose 1 HP per round), Fear (DC 14 Wisdom or be frightened for 1 minute), Immutable Form, Damage Immunity: acid, poison, psychic]

*Use Clay Golem for stats



**11.
Alchemical Lab**

The remaining crystal walls of this room have been more darkly shaded from extreme heat, and what's left of a basic alchemical lab, complete with beakers, test tubes, copper wire, colorful bottles, potions, etc., lies on the crumbling floor of this room.

Open air and a feeling of vertigo greet anyone opening the door as the crystal at their feet chirps and cracks with the weight of their shoes.

This was the alchemical lab that exploded and killed all the inhabitants of the tower. There is nothing of value in what little remains of the room.

**12.
Hall of Deep Shashelas**

A large hall here is decorated in deep indigo with images of merfolk on the walls. At the eastern side, the crystal of the tower has given way and is now open to the air. Around the lip of still intact crystal, a single door rests in what is left of the southern wall.

Another invisible stalker lurks here, hoping to push victims off the edge into the jagged crystal forty feet below. Anyone taking such a plunge must make a save vs. spell [DC 18 Constitution] or die from being impaled on crystal shafts. If the saving throw is successful, they take standard fall damage from 40 feet.

1 Invisible Stalker [AC 3, HD 8, HP 64, #AT 1, D 4-16 (Strangle), Invisibility, Surprise 1-5, Magic Resistance 30%]

**TREASURE
None**

1 Invisible Stalker [AC 14, HD 16d8+32, HP 104, Initiative +4, #AT 2, Hit +6, Dam Slam 10 (2d6+3), Multiattack, Invisibility, Damage Resistance: nonmagical weapons]

**13.
Deep Shashelas Shrine**

A large statue and shrine mirror the ones in the two levels below, but instead of a lioness-headed goddess, this one is of a green-skinned elven woman. The statue dominates the north wall, with water features gurgling up water on both sides of her.

Otherwise, the room is empty, but a successful search [DC 17 Perception] will discover a secret panel inside the statue that houses a key made of a single black pearl. Its value is likely to be upwards of 1,000 GP.

**14.
Deep Water Contemplation Chamber**

A large room set with green walls and a large blue mat on the floor glows with a luminance of the sea. A dozen candles and some incense still burn about the mat, runes on each giving them unknown magical lifespans.

Other than the candles and incense, there is nothing of value here, but those items are effectively infinite in their ability to smolder or not decay when lit.

**15.
Meditation Chamber**

A shallow pool dominates the room with a one-foot lip around the edge. Like the tub on the lower level, a giant water elemental resides within the pool. If anyone carries the black pearl key or the enchanted candles, the creature will rise up and try to engulf and destroy the party.

1 Water Elemental [AC 2, HD 16, HP 96, #AT 1, D 5-30 (Slam), +2 or better weapon to hit, Drowning (See DMG)]

**TREASURE
None**

1 Water Elemental [AC 14, HD 12d10+48, HP 114, Initiative +5, #AT 2, Hit +7, Dam Slam 13 (2d8+4), Whelm (recharge 4-6) (DC 15 Strength or take 13 (2d8+4), plus DC 14 Escape or be grappled)]

**16.
Sub-Priest Bedchamber**

A smaller bedchamber with a twin bed, reading desk, and trident hanging on the wall is still intact although the floor has giant shatter marks in the crystal.

The trident is actually a Trident of Fish Command and inside the desk are three Potions of Extra-Healing [Greater Healing] and 30 Uthorian coins (platinum).

**17.
High Priest of Tefnut Bedchamber**

A large moldering bed with an exquisite wave pattern cover dominates this huge blue-toned room. Three fountains splash water in low pools, and a wave pattern dressing screen rests against one wall.

This is the bedchamber of the high priestess of Tefnut. The blanket is magical and acts as a transformative 'cloak' if thrown over anyone's shoulders. Once adorned with the blanket, the wearer may turn into a water elemental with the same hit dice as the character.

Behind the dressing screen is the Shift of Tefnut, a white and gold dress that exposes the wearer's breasts but acts as a Robe of Protection +5 and doubles all 1st, 2nd, and 3rd level priest spells.

**18.
High Priest of Deep Sashelas Bedchamber**

Twin pillars flank a large bed in the southern edge of this room, and multiple sculptures lie about the chamber. The walls are shaded with dark pigments, and a palpable sense of the sea can be felt in the air. The bed is dominated with a shark skin cover, and upon it is a blue crystal staff topped with a black megalodon tooth and decorated with seaweed.

This is the final chamber of the tower and the resting place of the Staff of Deep Sashelas. However, a great poltergeist of the former owner is present, and cannot be turned while within the room. She will attack anyone who nears the staff.

1 Greater Poltergeist [AC 0, HD 12, HP 72, #AT 2, D 2-16 (Chilling Touch x2), Ethereal, Magic Resistance 30%]

**TREASURE
None**

1 Greater Poltergeist [AC 12, HD 15d10+15, HP 90, Initiative +5, #AT 2, Hit +6, Dam Corrupting Touch 22 (6d6+4), Etherealness, Incorporeal Movement, Magic Resistance (advantage)]

*Use Banshee for stats

Part Two

The Assault on Hyperion's Forge

After entering the Middle Zone, the ship's captain will need to make at least one navigation roll (see Gazetteer) before possibly finding the location of Hyperion's Forge as

provided by the sea elf queen. Once the navigations are successful, the ship will enter an even deeper fog, the island on which the forge is placed finally coming into view.

As the ship approaches Hyperion's Forge, read the following: The mists here are thicker than you've yet encountered, and the tang of salty humidity creates a layer of beaded water on every surface of the ship, including all those on deck. The watermaster calls depths that continue to dwindle, and the ship cuts sails, slowly creeping through the dark water as a shape starts to emerge from the cloud bank. Rising like a shade, a huge stone structure appears, a black dock jutting out into the waves as though inviting the ship and those within to visit the shimmering heat that radiates from the northern edge of the building.

1. Hall of the Titan

This massive hall, some 100' long and 60' wide, is decorated with black and red marble, including columns with yellow/gold 'fire' patterns throughout. At the northern end, flanked by pillars and weapons racks, a massive black basalt throne, sized to fit a creature up to 50' tall, rests on a reinforced dais. The vault above is open to the sky with huge stone arches that cross the 60' span.

This is the audience hall of Hyperion, and he once used it to meet with sea dwarves and Corsair lords, but now it goes unused. As always, there is a 2 in 6 chance a wandering monster can be found here.

The weapons on the racks are all +1, and the assortment is so great there is a 40% chance of finding any particular weapon a character is looking for.

2. Seaside Contemplation Studio

The crimson marble bleeds away into violet (flame) patterns, with deep blue columns that flank massive stone sliding doors. These doors are currently slightly ajar, offering an obscured view of the seaside dock and the misty ocean beyond.

Another typically unused area of the forge, there is only a 1 in 6 chance of an encounter here. Otherwise, the large chamber is without treasure or obstacle.

3. Fire Garden Studio

Three smoldering coal firepits burn in this dark orange chamber where strange flame-like trees stand against the walls and black stone sliding doors open to an ash garden outside.

This is Hyperion's contemplation studio, and he often rests here as he broods on his imprisonment. There is a 3 in 6 chance of finding Hyperion (in human form) in this large chamber, and a 4 in 6 chance of encountering a random monster if Hyperion isn't encountered.

Also, within the firepits, a half-dozen salamanders dwell, usually avoiding Hyperion, but if he is present and attacked, they will rise from the flames to assist him.

6 Salamanders [AC 5/3, HD 7+7, HP 40, #AT 2, D 2-12 (Spear+Heat or Tail+Heat), +1 or better weapon to hit]

TREASURE

None

6 Salamanders [AC 15, HD 12d10+24, HP 90, Initiative +4, #AT 2, Hit +7, Dam Spear 13 (2d8+4) + Fire 3 (1d6), Tail 11 (2d6+4) + Fire 7 (2d6), Multiattack (1 spear/1 tail), Heated Body, Heated Weapons, Damage Resistance: nonmagical weapons]

4. Grand Bedchamber

A red crystal desk, black stone bed, and various weapons hang on the wall here with crimson tapestries that depict gods or titans, their forms flawless and furious. A banner hung on a pole depicts a naked woman, dark-haired and beautiful beyond the ability for most minds to comprehend.

The 'woman' on the tapestry is actually Asteria the titan of Nocturnal Oracles and former lover of Hyperion. Although Hyperion can be a huge and terrifying giant, he can also transform into a human, and within this chamber he can rest if he so chooses.

The weapons within the room are all +2 weapons of quality but are not magical, and they were chosen by Hyperion because he felt they were beyond most he has made since being back. They include a longsword, scimitar, pike, throwing axe, and three black-steel daggers.

There is a 3 in 6 chance of encountering Hyperion in this chamber, and if encountered here, he will not speak but instead attack without hesitation as this is his private sanctum.



Hidden within the tapestry of Asteria, found on a successful Search check **[DC 17 Perception]** is a secret map Hyperion has created over the eons to the Inner Zone of the Corsair Archipelago. Marked on the map is the Grand Dock and notes on the coming of the White Ship.

5. Seaside Dock

A long black stone dock smolders against the sea beneath it, the obsidian pylons seemingly hot as they steam against the cool waves that wash against them.

This dock is large enough to host the company's ship, so they can debark directly here instead of having to take a launch. Although the dock is hot, there is nothing dangerous about it.

Once the ship ties off, there is a 2 in 6 chance of a random encounter coming from the forge down to 'greet' them.

6. Study

The walls of this chamber are covered with shelves that hold hundreds of scrolls, and a single stone table rests in the center of the room that has a few scrolls on it.

The scrolls are all about forging, weapons, armor, and item design, and even secrets of metallurgy. Anyone taking some of the scrolls and reading them will have the knowledge to make +1 nonmagical weapons. If someone can manage to take the entire contents of the study, they will have the skills to make +2 nonmagical weapons.

7. Resource Room (Glass)

This room has raw resources for the cold forge, and holds shelves of multicolored glass and barrels of sand.

There is nothing in this room of particular value.

8. The Long Hall

A long dark hall of deep-green stone is set with large doors, each framed in bronze and set with iron reinforcements.

The forge hall connects most of the rooms at the back of the structure, and there is a 4 in 6 chance of a random encounter here. Also, each forge door is not locked but is so heavy only a successful Open Doors check **[DC 16 Strength]** can force its bulk to open.

9. Resource Room (Mineral)

Mineral barrels and mounds of ore are in this room.

Another resource storage room for the forges.

10. Small Forge (Items)

A smaller forge is set into the north wall of the room, and various tables are spaced around the chamber with all manner of items (mirrors, plates, pots, etc.). A small anvil, likely used for detail work, stands apart from the tables and the forge. A door is directly across from the forge in the northeastern wall.

As with most hot forges, there are salamanders living within the flames, and they will attack anyone who goes within 10 feet of the forge itself.

The door leads to the exterior sea break where the heat from the four forges turns the water into billowing clouds of semi-enchanted mist (as each forge is inherently magical).

6 Salamanders [AC 5/3, HD 7+7, HP 40, #AT 2, D 2-12 (Spear+Heat or Tail+Heat), +1 or better weapon to hit]

TREASURE

None

6 Salamanders [AC 15, HD 12d10+24, HP 90, Initiative +4, #AT 2, Hit +7, Dam Spear 13 (2d8+4) + Fire 3 (1d6), Tail 11 (2d6+4) + Fire 7 (2d6), Multiattack (1 spear/1 tail), Heated Body, Heated Weapons, Damage Resistance: nonmagical weapons]

11. Large Forge (Weapons)

Weapons racks, many with fantastic weapons on them, are all around this room, and a large central anvil is made of black metal. A forge and bellows are at the north of the room and currently smolders with a low blue flame.

More salamanders are within this forge but again will not attack unless someone goes within 10 feet of the forge itself. The weapons are all +1 nonmagical here, and pretty much any weapon desired that is made of metal can be found.

6 Salamanders [AC 5/3, HD 7+7, HP 40, #AT 2, D 2-12 (Spear+Heat or Tail+Heat), +1 or better weapon to hit]

TREASURE

None

6 Salamanders [AC 15, HD 12d10+24, HP 90, Initiative +4, #AT 2, Hit +7, Dam Spear 13 (2d8+4) + Fire 3 (1d6), Tail 11 (2d6+4) + Fire 7 (2d6), Multiattack (1 spear/1 tail), Heated Body, Heated Weapons, Damage Resistance: nonmagical weapons]

12. Cold Forge

Ice clings to the walls and floor of this chamber, and the forge at the north wall 'burns' with a blue flame. Crystal weapons and armor lie about a table on the wall, and a blue crystal anvil is at the room's center.

This is the cold forge, a place where crystal and glass weapons and armor can be forged. 3 Laen (elven glass) swords (all +2 nonmagical) are on one table, and a red crystal helmet is with them (adds a bonus of 1 to AC to any armor worn).

13. Small Forge (Armor)

Armor racks are in this room, each filled with all manner of metal armor, and a bronze anvil rests at the center of the chamber. A forge burns dimly in the northern corner, and across from it, a door rests.

Salamanders again protect this forge, but as ever, will not attack unless anyone goes within 10' of the forge. All armors in the room are of +1 nonmagical nature, and pretty much any metal armor can be found here.

The door leads to the exterior sea break where the heat from the four forges turns the water to billowing clouds of semi-enchanted mist (as each forge is inherently magical).

6 Salamanders [AC 5/3, HD 7+7, HP 40, #AT 2, D 2-12 (Spear+Heat or Tail+Heat), +1 or better weapon to hit]

TREASURE

None

6 Salamanders [AC 15, HD 12d10+24, HP 90, Initiative +4, #AT 2, Hit +7, Dam Spear 13 (2d8+4) + Fire 3 (1d6), Tail 11 (2d6+4) + Fire 7 (2d6), Multiattack (1 spear/1 tail), Heated Body, Heated Weapons, Damage Resistance: nonmagical weapons]

Battling Hyperion

Hyperion will be a very tough opponent as he will take on three full forms before he can be defeated. Once the characters encounter him, a battle will ensue, either quickly (if encountered in his bedchamber) or after some raving mad dialogue that will quickly devolve into paranoia. His first form will always be his human one, and once that one is taken to -10 hit points, he will fall to the floor, billowing smoke surrounding him as fire bursts from his flesh, and his human/titan form will then rise from the flames and smoke. This next form then attacks, perhaps destroying some of the forge in the process and he will likely have to step into the waters that surround the forge during combat. (I suggest this for a more dramatic rise of Hyperion's third form.) Once the human/titan is defeated, the massive body will fall into the waters of the churning Halo, mist blowing up in great towers, and 2 rounds later, the full titan form of Hyperion will rise from the waves, all 70 feet of elemental nastiness. Each form is detailed below, and good luck to the party that can defeat them all!

Hyperion Human Form [AC 0, HD 14+14, HP 104, #AT 2, D 20-30 (1d10+19) (Greatsword), Magic Resistance 20%, +1 or better weapon to hit]

TREASURE

+4 Greatsword (Flametongue) [+3 Greatsword (Flametongue)]

Hyperion Human Form [AC 20, HD 14d12+140, HP 224, Initiative +10, #AT 2, Hit +14, Dam Greatsword 20 (1d10+15)]

Hyperion Human/Titan Form [AC -3, HD 22, HP 176, #AT 1, D 8-48 (Any Weapon), Magic Resistance 60%, Spells: Greater Restoration, Water Breathing, Water Walk, Fire Storm, Earthquake, Fireball (22d6)]

TREASURE

None



Hyperion Human/Titan Form [AC 22, HD 19d12+190, HP 313, Initiative +12, #AT 1, Hit +17, Dam Maul 31 (6d6+10) + (DC 15 Constitution or be stunned until Hyperion's next turn), Magic Resistance (advantage)]

*For stats use Empyrean

Hyperion Full Titan Form [AC 14, HD 35+35, HP 245, #AT 1, D 6–60 (Slam), +2 or better weapon to hit, Magic Resistance 40%, Immunity to Fire/Lightning, Thunderstruck (if hit by one of Hyperion's blows, the target must make a successful save vs. breath weapon or be stunned for 1–4 rounds)]

TREASURE

None

Hyperion Full Titan Form [AC 12, HD 35d12+350, HP 560, Initiative +10, #AT 1, Hit +20, Dam Slam 31 (6d6+10) + Flame 15 (2d10+5), Damage Immunity: fire, lightning, Thunderstruck (DC 18 Constitution or be stunned until Hyperion's next turn if hit by one of Hyperion's blows)]

Random Monsters

There are 4 types of wandering monsters inside the building at any one time. The stats for each are as follows, as are the random encounter numbers to determine which is discovered by the characters.

- 1: Fire Elemental
- 2: Giant Salamanders
- 3: Fire Giant Slaves
- 4: Iron Golem

1 Fire Elemental [AC 2, HD 16, HP 96, #AT 1, D 3–24 (Slam), +2 or better weapon to hit]

TREASURE

None

1 Fire Elemental [AC 13, HD 12d10+36, HP 102, Initiative +5, #AT 2, Hit +6, Dam Slam 10 (2d6+3) + Ignite 5 (1d10) after next round, Water Susceptibility, Damage Resistance: nonmagical weapons, Fire Form (anything coming within 5 feet of the elemental takes 5 (1d10) damage)]

1 Iron Golem [AC 3, HD --, HP 80, #AT 1, D 4–40 (Sword), Poison Gas Breath (save vs. poison or die), Only affected by lightning spells, which slow it, +3 or better weapon to hit]

TREASURE

None

1 Iron Golem [AC 20, HD 20d10+100, HP 210, Initiative +2, #AT 2, Hit +13, Dam Slam 20 (3d8+7) and Sword 23 (3d10+7), Poison Breath (recharge 6) (DC 19 Constitution or take 45 (10d8) poison damage, or half if successful), Magic Resistance (advantage), Damage Immunities: nonmagical weapons]

2 Fire Giants [AC 3, HD 12, HP 72, #AT 1, D 5–30 (Sword), Impervious to fire]

TREASURE

None

2 Fire Giants [AC 18, HD 13d12+78, HP 162, Initiative +3, #AT 2, Hit +11, Dam Greatsword 28 (6d6+7), Multiattack]

2 Salamanders [AC 5/3, HD 7+7, HP 40, #AT 2, D 2–12 (Spear+Heat or Tail+Heat), +1 or better weapon to hit]

TREASURE

None

2 Salamanders [AC 15, HD 12d10+24, HP 90, Initiative +4, #AT 2, Hit +7, Dam Spear 13 (2d8+4) + Fire 3 (1d6), Tail 11 (2d6+4) + Fire 7 (2d6), Multiattack (1 spear/1 tail), Heated Body, Heated Weapons, Damage Resistance: nonmagical weapons]

Part Three

Random Monsters of the Outer and Middle Zone

During the journey, there will be chances to have random encounters if the ship misses a navigation roll; however, as the DM, you also have the option to press the players with monsters that are not randomly rolled. I suggest having the ship go up against the weremegalodon at the very least, but you could add other encounters from the list of monsters below if you like to keep the players on their toes.

Derelict Zombie Ship

10+ Greater Zombies [AC 4, HD 10, HP 60, #AT 2, D (1-8)+2 (Cutlass), Always go last in combat round, immune to charm effects]

TREASURE

10 Uthorian coins each (platinum)

10+ Greater Zombies [AC 16, HD 10d10+20, HP 70, Initiative +2, #AT 2, Hit +5, Dam Club 10 (1d8+6)]

Reef Giant Raiders

3 Reef Giants [AC 2, HD 12, HP 79, #AT 1, D 6-36 (Trident)]

TREASURE

120 old Uthoria coins, 1,000 GP in jewelry (each), (2) +2 human-sized items (either armor or weapons, DM's choice), 1 magical wand

3 Reef Giants [AC 14, HD 16d12+96, HP 200, Initiative +3, #AT 2, Hit +12, Dam Trident 21 (3d8+8), Multiattack]

*Use Cloud Giant for stats

Giant Carrion Birds

4 Giant Carrion Birds [AC 4, HD 18, HP 108, #AT 2 or 1, D 3-18/3-18 (Claw) or 4-24 (Beak)]

TREASURE

None

4 Giant Carrion Birds [AC 15, HD 16d20+80, HP 248, Initiative +3, #AT 2, Hit +13, Dam Claw 27 (4d8+9) and Beak 23 (4d6+9) (target is also grappled, escape DC 19)]

*Use Roc for stats

Lightning Storm

This massive elemental storm is actually a huge corrupted air elemental that has been charged with violent lightning. It attacks anything on the surface of the sea.

1 Giant Electric Air Elemental [AC 2, HD 20, HP 120, #AT 2, D 2-20 (Slam) + 6-36 (Lightning Charge), +2 or better weapon to hit]

TREASURE

None

1 Giant Electric Air Elemental [AC 15, HD 24d10+48, HP 180, Initiative +10, #AT 3, Hit +8, Dam Slam 14 (2d8+5) + Lightning Charge 18 (6d6), Whirlwind (recharge 4-6) (DC 13 Strength or take 15 (3d8+2) bludgeoning damage and be thrown 20 feet, possibly off the ship!), Damage Resistance: nonmagical weapons]

Were-Megalodon

(See page 85)

Death Keeper

This mysterious and deadly creature is a kind of 'Mummy of the Sea', an ancient Corsair lord that has been awoken from his tomb in the depths by the corruption of the sea to walk the waves seeking the blood of the living. A cruel DM could use a death keeper as captain of a zombie ship.

1 Death Keeper [AC 3, HD 14, HP 84, #AT 1, D 3-18 (Slam), save vs. magic or get mummy rot, Bloody Glare (6-48 damage to all within a 60' cone, successful save for half damage. This power can be used once a day.)]

TREASURE

None

1 Death Keeper [AC 17, HD 13d8+39, HP 97, Initiative +3, #AT 2, Hit +9, Dam Rotting Fist 14 (3d6+4) + Necrotic 21 (6d6) (target must save at DC 16 Constitution or contract mummy rot.) Bloody Glare (recharge 6) (any target that falls under the death keeper's gaze must make a DC 17 Constitution save or take 24 (6d8) damage as blood leaks from their body, with a successful save being half damage)]

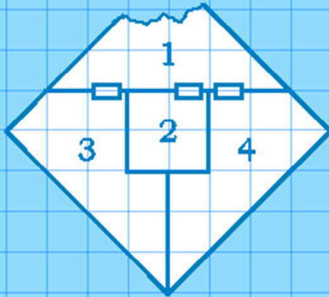
*Use Mummy Lord for stats



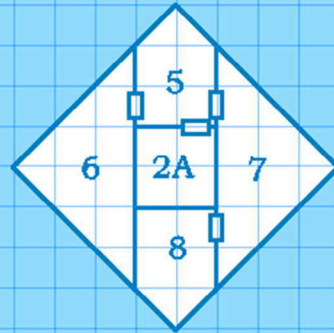
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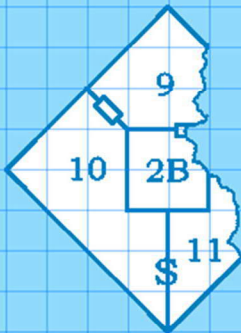
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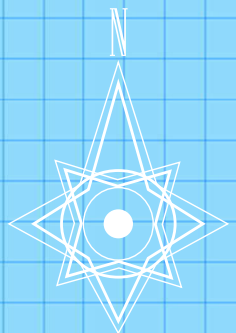
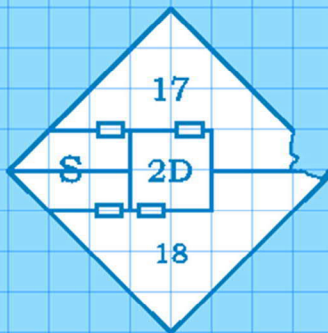
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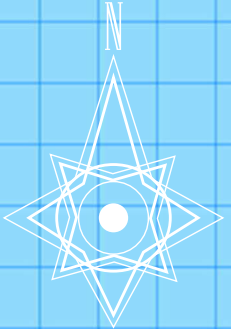
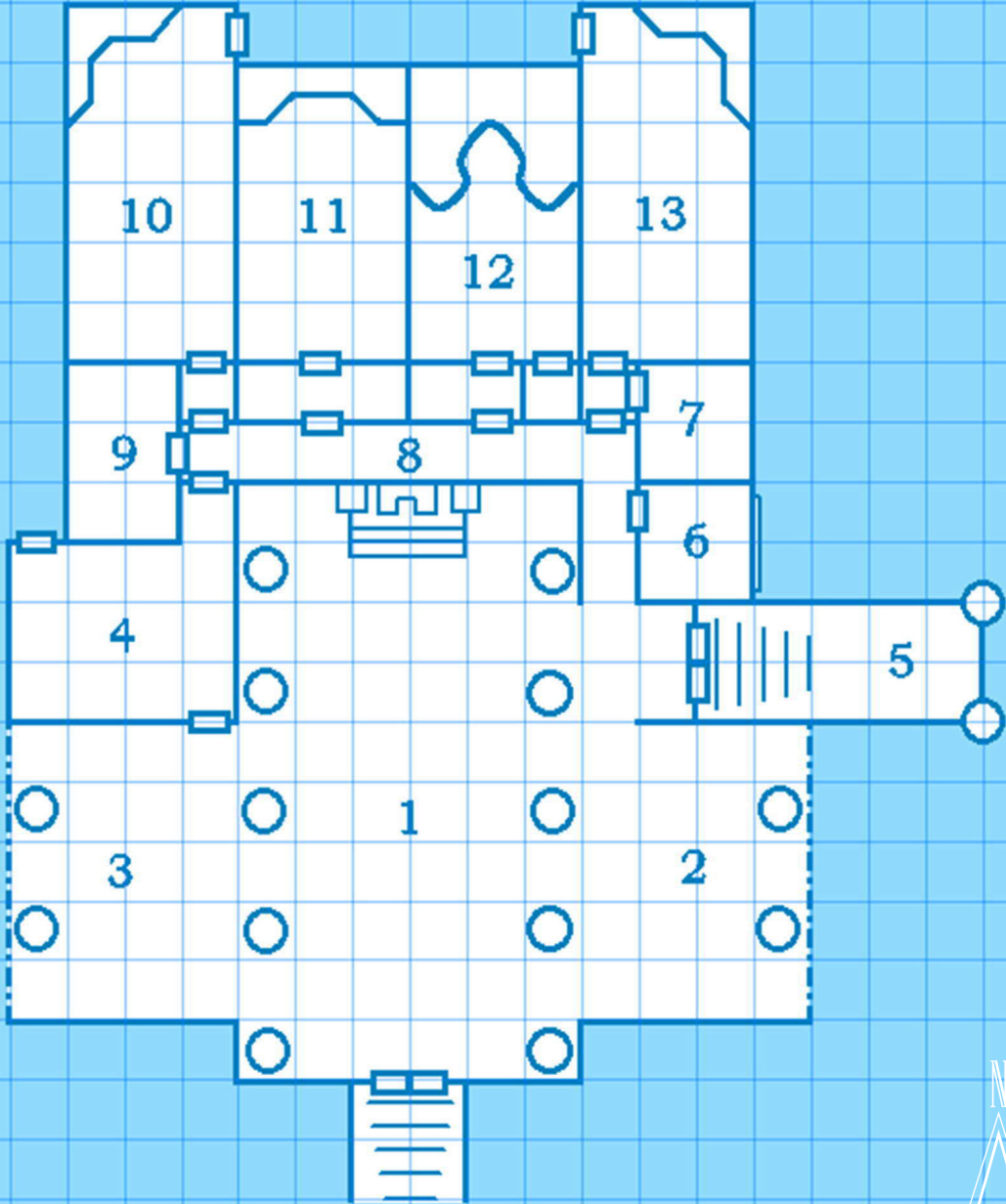


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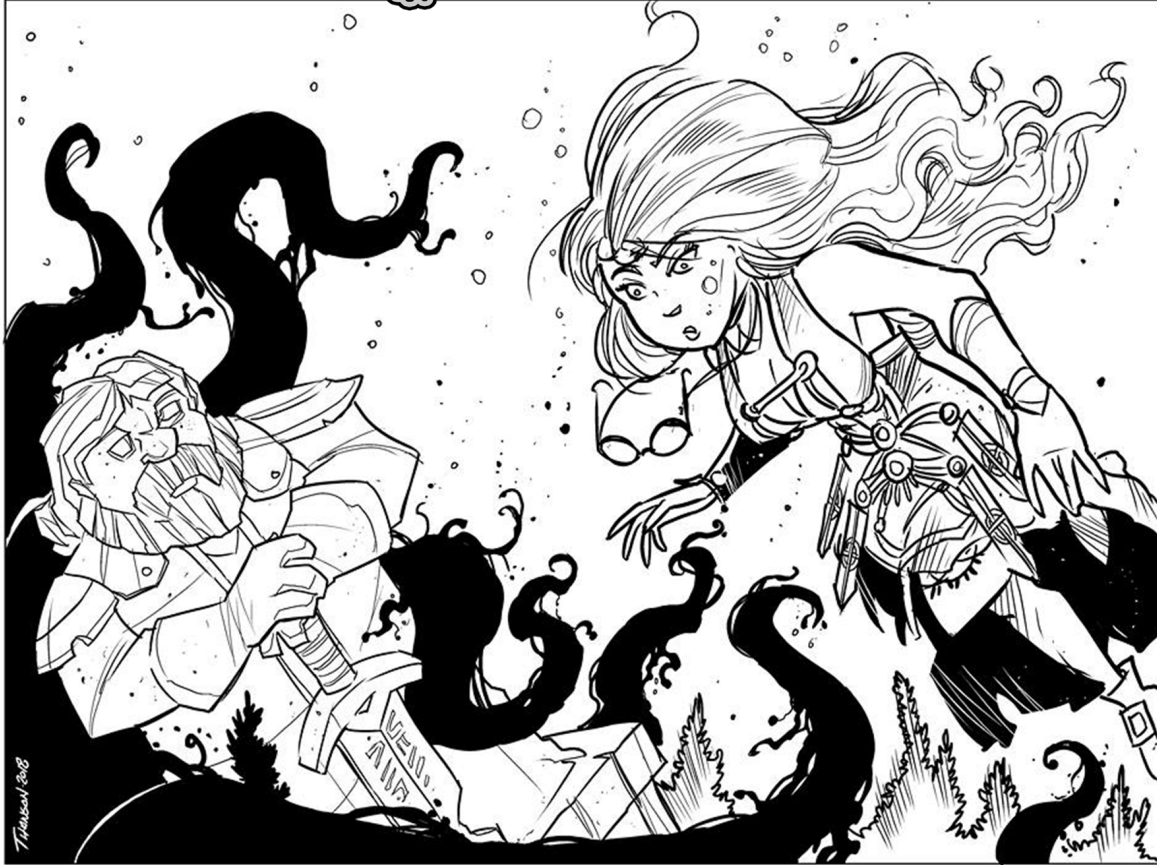
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THE FOLIO

Mini-Module



WHITE SHIP CAMPAIGN

The Sunken City

Mini-Adventure WS5.5

by Scott Taylor

The Sunken City is a companion adventure made to go along with the events unfolding in Folio #18. It is designed for 1E & 5E mechanics and is for characters levels 9–11. It contains the information needed to run a side adventure that will help characters in their journey through the Corsair Mists.

After completing the tests of The Shattered Tower, the players are invited by the sea elven queen to ward their ship and crew from the ghost eye corruption that lurks within the mists. Plunging into the waters that now cover one of the lost trade cities of Uthoria, the players must overcome a corrupted dwarven temple to find the cure for the contagion before it can take over their ship.

Mini-Adventure WS5.5

The Sunken City!

A mini-adventure for use with Distant Turtle City

Characters Levels 8–10

Dungeon Master Notes

If you are playing Folio #18, you will note that within the content of the gazetteer, the sea elves will provide the players with an antidote to the ghost eye contagion. However, if you want to expand the adventure and give the players an opportunity to gain experience, magic, and healing, then this mini-adventure will allow the players access to the antidote for the ghost eye contagion without the elves actually handing it over. For the purposes of gameplay, this adventure will take place after the events of

The Shattered Tower but before the players set sail for Hyperion's Forge.

1. Primary Purpose

To provide the characters with more experience in dealing with Hyperion while also giving them helpful healing.

2. Secondary Purpose

To continue to keep the crew of their ship from being infected with the corruption of the mists and the ghost eye contagion.

3. Time for Running

This adventure should be run AFTER the events of The Shattered Tower and before the characters leave the elven encampment for Hyperion's Forge.

The Sunken City

The city that is submerged beneath the waters of the elven tribal lands was once a great center of culture for the Corsairs of Uthoria. Great towers, libraries, villas, shops, and temples dominated the more mundane habitations of the coastal port. Now the city is in ruin, having been submerged for over two ages of man, and yet whatever magic the Corsairs and sea dwarves had laid into the foundations and stones of the city have kept it somewhat intact. Certainly, sea life has crept in, with coral snaking its way down old streets and over building walls, but despite whatever corruption lies within the water, the old magic within the stones has managed to maintain a semblance of what the city was before the cataclysm that crumbled down its towers and sunk it beneath the waves. When exploring, it is very clear what kind of structures you are entering, and although most roofs are gone, the walls, arches, and supports still remain. In some cases, small treasures still exist in the silt at the bottom of these buildings although most grand items have been collected by the sea elves over the intervening centuries.

Random Encounters in the Sunken City

When dealing with encounters within the city, they shouldn't be overly challenging since this is sea elf territory. A 12 HD shark, driven mad with fury and hunger by the corruption, might be encountered, or a rogue sea lion, or even a deep sahuagin patrol, but for the most part, the city is secure as the characters move through it. For each building the characters search (looking for ancient treasure), you can roll a d6. A result of 5 or 6 will indicate one of the above should be thrown at the players.

Random Treasures of the Sunken City

There are thousands of precious items within the city, but most are mundane artifacts like jewelry or sculptures. When a party enters a building, each player can roll a d6. A result of 6 indicates they have found something of value (typically gold or silver, but sometimes jewels). Have the character roll a d10 and multiply the result by 100 to determine the overall value of the item.

The Temple of Ahto

Long ago, at the height of Old Uthoria, the sea dwarves worshiped readily at the altars of the sea god Ahto and his demi-god shieldbearer, the Water Dwarf. The dwarves erected many temples around the lost continent, and most are very similar, with a main vault, several secret doors and rooms, and many pillars. This particular temple is no different. However, at the center of the main worship chamber, there is a deep well of blessed water, now considered a type of 'heavy water' because it does not mingle with the saltwater that surrounds it. This holy liquid can be collected, and it will ward off the corruptive power of the ghost eye corruption.

Running Combat

All this combat will take place while completely submerged. Rules concerning underwater combat can be found on page 56 & 57 of the 1E Dungeon Master's Guide, but the Cliff's Notes version is ALL crushing and cleaving weapons have no effect underwater and only stabbing weapons are of any use (daggers, spears, stabbing swords, etc.). In 5E, underwater combat rules for advantage and disadvantage can be found on page 198 of the player's book. I would also suggest the following submersion effects be put into play while in the temple itself:

Cold Fingers

Numbness causing -1 to all attack rolls.

No Communication

Only hand gestures are allowed.

Spells with Verbal Components

Not allowed

Floating Debris

Sometimes painfully disrupts the character's vision for -1 to all attack rolls.

Telling the Story

The story of the sunken temple and the holy water that still lies there is something that is sacred to the sea elves. Normally, the temple wouldn't be a place that the characters would be allowed to go, but with the passing of Molo and his necrotic ship, new evil forces have sprung up inside the temple, and the characters (after having defeated the Shattered Tower) would be seen as the perfect tool to reopen the temple. It should be clear when dealing with the queen that she considers the invitation offered to the characters a very special thing, and she will relate some of the history of the Temple of Ahto to the players before they go beneath the waves.

Setup from Folio #18

The elves will direct the players' launch to a spot over the lost temple, and the players will be able to look down and see their quarry.

'The launch cuts a slow course over the waves as sea elves swim just beneath the surface. The mists hold less power here as shafts of sunlight break through to illuminate great swaths of the seafloor below. There, the city splays out, intriguingly intact in some places as though it just sunk yesterday...'

Finally, the characters will feel a noticeable change in temperature as the heat of the southern archipelago gives way to a cool sense of corruption. It is here that the elves will depart, and from that point, the players should be able to see the temple below.

'As you rub the gooseflesh on your arm, you see the domed temple below. The water here seems somehow darker than the prevailing city, and a sense of dread permeates the slight breeze...'

1. Pillared Entry

Crumbling walls from a tower have managed to destroy some of the entry, but four stout pillars still hold up the stone overhang that guards the door.

Ten dwarven zombie priests, their bodies preserved by their god before the corruption, now dwell at the entry. Some lurk behind the pillars, others are within the rubble, but all are highly camouflaged. They surprise on a 3–6 **[DC 17 Perception]** which means they could actually get a first attack on the players. Otherwise, they always go last in the combat round.

10 Dwarven Zombie Priests [AC 5, HD 6+6, HP 38, #AT 2, D 1–6 (Claw) and 1–8 (Bite), Head Vulnerability (If struck with an 18 or above, the zombie is killed instantly as it is considered to have been hit in the head.)]

TREASURE

None

10 Dwarven Zombie Priests [AC 15, HD 7d12+14, HP 50, Initiative +2, #AT 2, Hit +4, Dam Bite 10 (2d8+2) and Claw 7 (1d10+2), Head Vulnerability (If struck by a blow that is 18 or higher, the zombie's head is destroyed and it collapses.)]

2. Hall of Four Exits

Three hallways converge into a tee in this murky annex. Debris floats everywhere, limiting your ability to see.

The corruption that now lurks within the temple (thanks Molo!) has created a number of black tentacles (like the spell) that will burst from the wall, floor, and

ceiling to attack anyone trying to make their way through the annex. The tentacles are corrupted black magic and can be dispelled (use 20th level magic-user), but otherwise must be destroyed by combat.

There are also 2 secret doors in this room, but both are incredibly difficult to find because of the dwarven craftsmanship and the murkiness of the hall. No 'free' roll is allowed by a demi-human, and a Search roll only discovers a door 50% of the time, even when a 1 in 6 is rolled **[DC 20 Perception]**.

10 Corrupted Tentacles [AC 4, HD 7, HP 35, #AT 1, D 1-8 (Bludgeon), Strangle: Once a successful hit is registered, the tentacle will begin a grapple (Str 18) and will cause 2-12 points of damage each turn that the character is held.]

TREASURE

None

10 Corrupted Tentacles [AC 17, HD 7d10, HP 35, Initiative +3, #AT 1, Hit +6, Dam Slam 6 (2d6), Strangle: Once a successful hit is registered, the tentacle will begin a grapple (DC 18 Strength) and will cause 12 (2d8+6) points of damage each turn that the character is held.]

3. Water Dwarf Shrine

Whatever currents flowed through this four-pillared chamber have left a pile of dark refuse in the middle of the floor. Tendrils of rotting vegetation float above the refuse, obscuring your vision, but you can still make out doors past the pillars to the west and south.

The pile of refuse is actually a great undead monstrosity, a conflagration of collected undead matter that will rise up to attack the party when it enters, whipping at people with two pseudopods and a toothy maw.

1 Undead Monstrosity [AC 0, HD 11+11, HP 81, #AT 3/1, D 2-20 (Pseudopods) and 3-18 (Bite), +1 or better weapon to hit]

TREASURE

Gathered amidst the refuse are 5 Potions of Extra-Healing **[Greater Healing]**.

1 Undead Monstrosity [AC 20, HD 11d12+22, HP 88, Initiative +4, #AT 3, Hit +8, Dam Slam 20 (2d10+10) and Bite 14 (3d6+5), Damage Immunity (all from nonmagical weapons), Multiattack (2 Slams +1 Bite)]

*Use otyugh for stats

4. Water Dwarf Priest Chamber

A stone bed dominates this room as does a bath against the southern wall. Whatever other fineries once occupied the chamber have long since rotted away although a coral-encrusted chest rests against the northern side of the bed.

There are three 'hell fish', which are like corrupted barracudas, lurking within the bath. They will come out if the characters have a light source, attacking anyone bearing that light.

3 Hell Fish [AC 5, HD 7, HP 30, #AT 1, D (1-8)+6 (Bite + Necrotic)]

TREASURE

Within the chest are 79 platinum pieces in an old bag, a black pearl worth 1,000 GP, and 4 Potions of Extra-Healing **[Greater Healing]**.

3 Hell Fish [AC 15, HD 7d8+14, HP 42, Initiative +3, #AT 1, Hit +5, Dam Bite 6 (1d8+2) + Necrotic 6 (1d8+2)]

5. Water Dwarf Cache

The door to this chamber was once reinforced wood, but submersion has weakened it to near paper strength. The interior of the chamber is covered in coral as a breach in the southern wall looks to have opened it to the outside ocean. Dozens of bottles lie over the floor as do piles of coral that must once have been armor and weapons.

A search of the chamber will reveal 9 intact bottles with potions inside, as well as the relic Mace of the Waters, and a Pearl of Wisdom.

*Mace of the Waters

+4 Mace that when used within 100 feet of water becomes electrically charged, doing an additional 1-8 electric damage per strike, and on a roll of a natural 20 will stun the target for 1d6 rounds. **[The mace is considered +2 in 5th Edition.]**

TREASURE

(9) Potions of Extra-Healing **[Greater Healing]**

6. Cleansing Chamber

The floor of this large room is sunken with a 1' lip around the exterior. Murals on the walls, some covered in silt or coral, depict the act of bathing before the visage of Ahto.

This is the cleansing chamber of the masses, those who could enter the sacred vault and stand before the statue of Ahto. Now the room is empty, but there is a single secret door in the chamber with a standard chance of discovering **[DC 16 Perception]**.

7. High Priest Sacred Alcove

This chamber contains a stone throne that is marked with shells and pearls. Atop the throne, the corpse of an ancient dwarven high priest still clutches a metallic scepter in his gauntleted hand.

The corpse of the high priest is actually a minor lich with various mage and priestly abilities that have been granted by the corruption. If the Grand Worship Vault (Room 9) is disturbed and the greater tentacles come into play, the lich will awaken and leave his throne, going out to meet his 'enemy' in the vault.

1 Minor Lich [AC 0, HD 14, HP 80, #AT 1, D (1-8)+2 (Scepter), Spells: 1st (4) Cause Light Wounds, Shocking Grasp, Magic Missile, Charm Person; 2nd (3) Strength, Web, Detect Invisibility; 3rd (3) Waterball (as Fireball), Hold Person, Suggestion; 4th (2) Cold Shield, Ice Storm; 5th (1) Cone of Cold]

TREASURE

Plate Mail +2 (Dwarven), Scepter of the Deep (+2 Mace capable of hurling a 6d6 'waterbolt' at a target 3/day and summoning a 10 HD aquatic creature 1/day)

1 Minor Lich [AC 20, HD 14d8+14, HP 70, Initiative +3, #AT 1, Hit +7, Dam Scepter 8 (1d8+4), Spellcasting (DC 14 saves and +6 to hit), Spells: Cantrips (at will) Water Bolt (as Fire Bolt), Mage Hand; 1st (4 Slots) Mage Armor, Magic Missile, Cure; 2nd (3 Slots) Misty Step, Suggestion; 3rd (3 Slots) Counterspell, Waterball (as Fireball), Fly; 4th (3 Slots) Greater Invisibility, Ice Storm; 5th (1 Slot) Cone of Cold]

8. Cleansing Chamber

The floor of this large room is sunken with a 1' lip around the exterior. A single mural on the ceiling depicts female dwarves in the act of bathing before the visage of the Water Dwarf.

Molo has unleashed a necrotic cloud that has helped corrupt this entire temple. It waits within this chamber, and if combat begins in Room 9, it will join in as well on round 3 of the combat.

Greater Necrotic Cloud [AC 4, HD 12+12, HP 96, #AT 3, D 1-8 (Necrotic) + 1-4 (Wisdom drain), +2 or better weapon to hit]

TREASURE

None

Greater Necrotic Cloud [AC 16, HD 12d10+24, HP 84, Initiative +4, #AT 3, Hit +6, Dam Necrotic Slam 7 (1d10+2), Damage Resistance: nonmagical weapons, Vulnerability: radiant, Corruption (DC 12 Constitution or take 2 (1d4) Wisdom damage with each hit)]

9. The Grand Worship Vault

A massive vault opens before you, the ceiling rising some thirty feet and supported by eight large pillars. The octagonal chamber is 120' at its widest point, and at the northern end of the chamber is an altar with a 20' mural of Ahto on the wall behind it. A sunken pool lies at the center of the room, the water in it somehow separated from the grimy ocean water above, and a kind of light continues to shine from it.

This is the grand vault of the temple, and at the center is the sacred pool from which the characters can draw water into their skins that will ward off the ghost eye corruption for both themselves and the crew. However, if anyone approaches within 5' of the pool, 10 huge corrupted tentacles will appear and begin striking at all available targets within their 50' reach.

10 Greater Corrupted Tentacles [AC 2, HD 12, HP 84, #AT 1, D 1-12 (Bludgeon), Strangle: Once a successful hit is registered, the tentacle will begin a grapple (Str 20) and will cause 3-18 points of damage each turn that the character is held.

TREASURE

None

10 Greater Corrupted Tentacles [AC 18, HD 12d12+12, HP 84, Initiative +3, #AT 1, Hit +8, Dam Slam 12 (2d6+6), Strangle: Once a successful hit is registered, the tentacle will begin a grapple (DC 20 Strength) and will cause 16 (3d8+6) points of damage each turn that the character is held.]

10. The Heavy Water Well

Shimmering somehow in an unbroken surface, this giant pool has crystal blue water that descends into a depth beyond your line of vision.

Secret Rooms

All secret rooms are nearly empty as everything that was once inside them has crumbled and been consumed by the salt water, but magic items still remain, either on the floor in a silt or still standing against the walls.

Secret Room A

- (5) Potions of Extra-Healing [Greater Healing]
- (2) Potions of Giant Strength (Stone)
- (1) Potion of Speed

Secret Room B

- (2) Potions of Extra-Healing [Greater Healing]

Secret Room C

- Spear +3 [+2]

Secret Room D

- Shield +2 of Deflection (can turn aside 2 missile weapon attacks per day)

Resolution

Once the characters have killed the necrotic cloud and freed Room 9 from the dangers there, the temple will be clear for use by the elves. There is no other reward offered the characters, but they are each secretly provided a 'Blessing of Ahto', and as such can have 1 roll by the DM stricken from the record (yes, I'd assume they would use these on a Nat 20). Such rolls can be struck by the DM, and the players can know that they have somehow been saved, maybe having a vision of the Water Dwarf blocking the blow with his great shield.



THE FOLIO



The White Ship

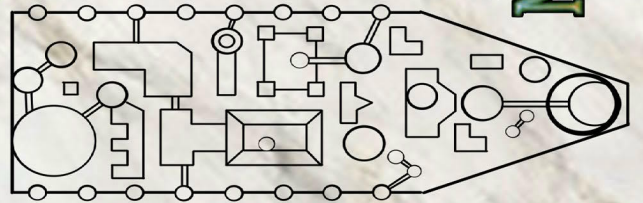
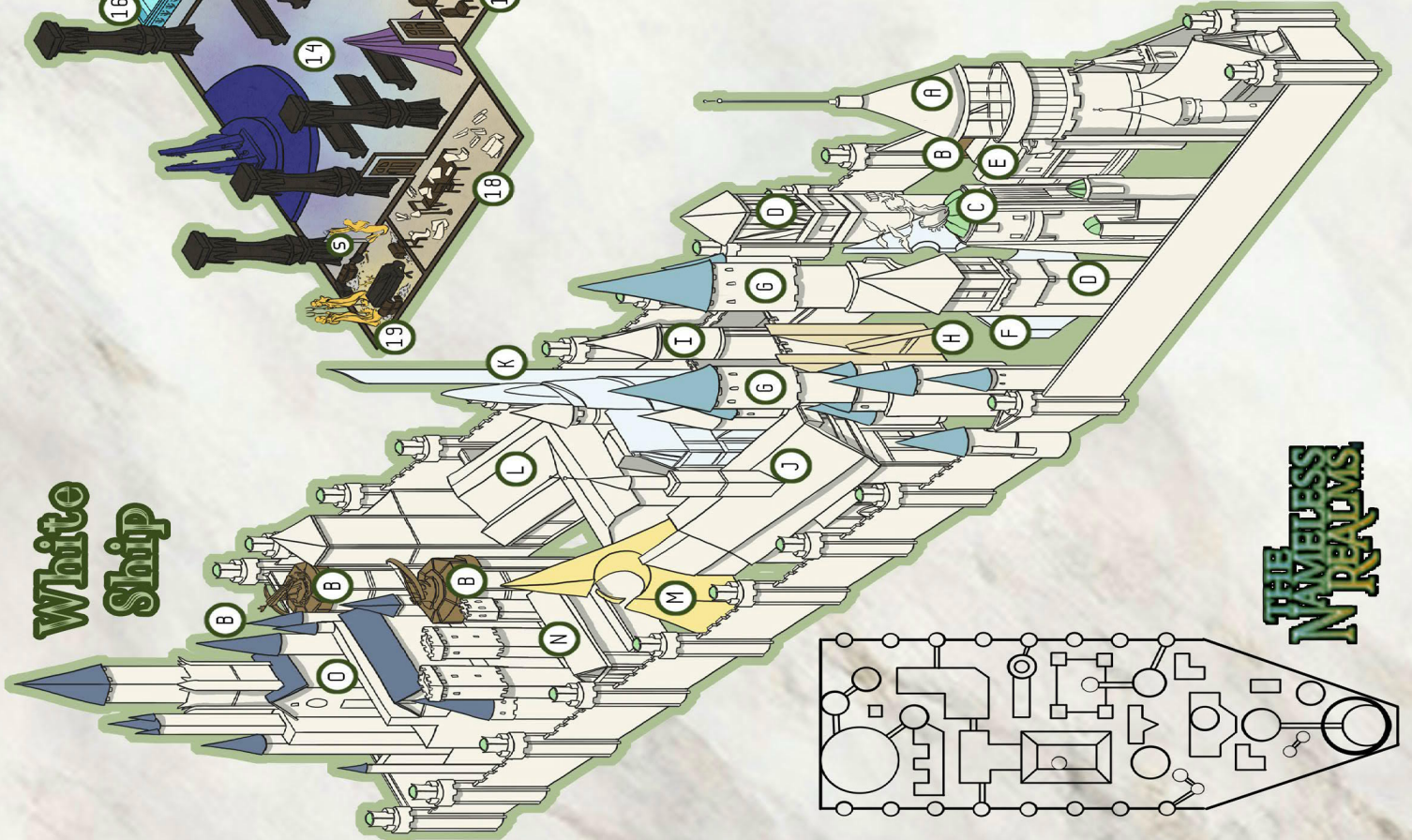
ADVENTURE FOLIO MODULE WS6

An adventure for characters levels 10-12

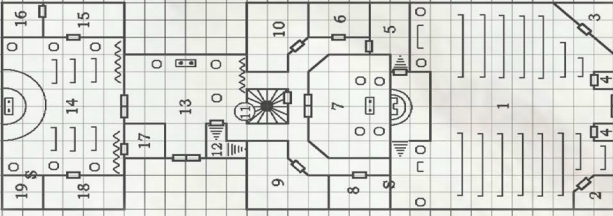
by Scott Taylor



White Ship



The White Ship



Water Temple

- A. Forward Lighthouse
- B. Defensive Fortress Towers
- C. Dwarfven Tower
- D. Forward Muster & Armories
- E. Sailmaster's Barracks
- F. Citadel of Dawn
- G. Corsair's Library & Magical Bastion
- H. Navigator's Hall
- I. Citadel Keep of Ahto and the Water Dwarf
- J. Grand Cathedral of Poseidon
- K. Ladies Gallery
- L. Trade Mall
- M. Sanctuary of Tefnut
- N. Houses of the Lesser Lords
- O. Grand Tower of the Corsair Lord

Part Six
of The
White Ship Campaign
An Adventure for
Levels 10-12 in both
1E & 5E Format

Folio Module WS6

The White Ship

An adventure in both 1E and 5E formats
for characters levels 10–12

Style of Play

This adventure is set in the sea of the Inner Zone of the Corsair Mists. It is tough going, and monsters lie in wait for any ship that has somehow made it this far. Again, as the DM, you will be required to keep the mists in your player's minds, making it an eerie and dark quest through uncharted enemy territory. Try to build fear, and I'd suggest having players frequently make random rolls for no reason, just to create a bit of paranoia at your table.

Sea Journey

As with Folio #18, this is mostly a sea journey, the build of Part I of this adventure dealing with navigating through the Inner Zone and dealing with monsters. It is important to keep navigation a constant, but if the players 'get lucky' and get no random encounters, you will still need to bring monsters to bear for the quest to still feel epic and challenging before the players get to the dock and their first encounter with Molo.

Driving to the Endgame

In all, the players have been chasing Molo for several months across the surface and islands of the Halo. There really shouldn't be an epic need to drive home the importance of stopping the necromancer at this point, but if you need to, you can remind them that time draws nigh on their ability to stop Molo, that his lead seems hard to overcome, and if they don't push with everything they have, they will never be able to stop him, and the world will suffer in ways they cannot imagine.

The Violet Waters

When the ship gets to the Inner Zone, the dark waters of the Halo turn from deep blue to a sickly violet, and a glow begins to well up from the depths that highlights the violet essence. The murky violet water is corrupted, and if characters get in the water, they must make a successful save vs. poison or take 2–12 points of damage [**DC 13 Constitution or take 6 (2d6) damage**]. When fighting monsters from the depths, there will be A LOT of random violet water splashed all over the place, meaning that unless a successful save vs. petrification is made each round, a character in combat will take 3–18 points of damage [**DC 13 Dexterity or take 9 (3d6) damage**].

Navigating the Corsair Mists

If you are familiar with the events and journey of Folio #18, you should already be familiar with how to navigate the Corsair Mists, but I'll go into more detail here since the bulk of this adventure will take place in different 'zones' than were mostly used in the previous Folio.

Mist 'Zones'

There are three zones inside the Corsair Mists: the Outer Zone, the Middle Zone, and the Inner Zone. For the purposes of this adventure, we will assume that each captain's experience level will grant a 10% navigation ability bonus to move the ship safely in any particular direction. Thus, a 10th level captain would have a 100% chance to navigate his ship without any negatives being put against him (weather, treacherous seas, etc.). Each mist zone is provided a negative modifier to navigation, with the Outer Zone at -50%, the Middle Zone at -75%, and the Inner Zone at -100%. For this reason, even sturdy and experienced captains might brave the Outer Zone for the right price, but going farther is suicide.

Missing a Navigation Roll

Each day within the Corsair Mists requires a navigation roll. If the roll is missed, consult the following table and administer the results, then after the results are taken into effect, another navigation roll is required to get the ship back on course. If this roll is failed, consult the table again and continue this process until the roll is successfully made.

01–50%

Lost

(add an additional day within the mists)

51–75%

Monster Encounter

(Roll 1d6)

1. Derelict Zombie Ship

(all Zombies are 10 HD)

2. Reef Giant Raiders

(use Cloud Giant stats)

3. Giant Carrion Birds (use Roc for stats)

4. Lightning Storm (use Air Elemental with added 6d6 lightning damage per attack)

5. Were-Megalodon

6. Death Keeper (use adventure for stats)

76–00%

Damaging Obstacle: Ship takes 1d6 points of damage from running into a reef or other obstacle within the mists.

Calculating Time within the Mists

When the ship leaves Hyperion's Forge (Folio #18), have a player roll 1d4 and then add 4. This will be a recalculation of the remaining time it should take for the ship to reach the White Ship Dock. It can be assumed that half the Folio #19 adventure will take place inside the Middle Zone, and the remainder will be in the Inner Zone (round odd numbers up). Remember, if a navigation roll is successful by more than 25%, the captain has made particularly good choices and you may subtract a day from the total number in the initial roll.

Using Magic Items to Navigate

There are several magical items that the characters could have collected in the previous 5 Foliios in this series that will make navigating the Corsair Mists possible. The first is the Enchanted Sexton discovered on the Isle of Jade, the 2nd is the Corsair Sunglasses acquired from Captain Fu in Folio #16, the Sea Dragon Figurine that could be won from Lu-Fung in Folio #17 (and the mini-adventure that goes along with it), and the final piece is Hyperion's Map found at the end of Folio #18. Each of the first three items provides a 30% navigation chance within the Corsair Mists, while Hyperion's Map adds an additional 10%. Thus, if you have two of the greater items, there is a 60% base bonus of navigating the mists without getting lost or running the ship into a monster or damaging obstacle.

Gaming Example

The characters have discovered two of the magical, navigation enhancing items on the journey thus far (the Enchanted Sexton & Corsair Sunglasses), as well as maps they've collected along the way (DM provides a 10% bonus for these), thus giving the characters a 70% bonus to navigate the Corsair Mists per day. This ship's captain is also considered to be an 8th level fighter, giving him an 80% base navigation roll. Thus, the players have a 150% chance to navigate correctly, minus the 50% penalty for the Outer Zone, and they are still at 100%, so they will not need to make a roll until they hit the Middle Zone, which will drop their navigation percentage to 75%. On their first day within the Middle Zone while heading to Hyperion's Forge, they roll a 77%, bad luck, and therefore have to consult the table above. They roll a 78%, striking an unseen obstacle and costing their ship 4 points of structural damage. Since they failed the navigation roll, they have to roll again, this time getting an 83% (someone switch out those dice!), and again consult the table where they roll a 55%, getting a random monster (Derelict Ship), and after dealing with all the dead, they must roll AGAIN, this time getting a 37%, a success, which means they move on toward Hyperion's Forge.

The Sea of Monsters

During the journey through the Inner Zone, there are three encounters that are preset, just in case the characters have collected enough magic to pass without issue, they are still going to have to fight to get to the Grand Dock.

The Kraken

The first encounter will be on the border of the Middle Zone and the Inner Zone, and it is the great kraken. When this beast rises into the mists, a giant eye will appear next to the ship and should scare the crap out of the players before the throng of tentacles begin swiping at anything they can destroy.

Violet Water Elementals

The violet water has corrupted many roving water elements, and these first appear as giant waves, crashing over the ship's sides only to reform on the deck. The water damage for contact should be taken into effect every round one of these is on the deck, so keep that in mind.



Cloud Giants

Several mad cloud giants roam the mists, walking among them and stalking anything they find on the surface. As they can move within and over the mists, they tend to appear and disappear, making them effectively under the influence of a 'blur' spell, much like the ghost eye zombies.

Dealing with the Damage to the Ship

With each day that passes, be sure to have the players see murky shadows of ruins, towering land masses, or shapes without purpose in the mists. This needs to be creepy, and you can keep it that way by describing a soundless sea with things slowly drifting by the ship, maybe with glowing eyes within little dark crevices that seem to watch the ship. Still, there are going to be times when rolls are failed and damage is taken on the ship. Consider the ship to currently have 50 HP once it leaves Distant Turtle City. This means that the players (and the crew) have to find a way to keep it afloat until they can finish Folio #19, so keep that in mind with the following guidelines.

Obstacles

Damaging water hazards like fangs of the sea, reefs, and submerged ruins can damage the ship. Each time an obstacle is encountered, it does 1d6 points of damage to the ship's overall HP total.

Monsters

For every round the ship is in combat with a monster inside the mists, it is considered to take a 1 point of HP damage. Thus, a 5-round battle with a reef giant will cost the ship 5 HP.

Repair

The ship is considered to have 6 points of repair materials inside the hold when it enters the Corsair Mists, and these can be used to heal HP damage at a rate of 2 HP per day until the full 6 points are exhausted. Any other repairs (such as the Mending spell or other ingenious uses of magic, or help provided by the sea elves, will have to be determined by the DM as to exact points that can be given back to the ship).

Running the Grand Dock

(White Ship Dock)

There are two main encounter points in this final module for The White Ship Campaign, the first being the Grand Dock. This encounter is based around a large open area inside a ruined warehouse that lies upon the massive stair that is the Grand Dock. I haven't mapped the warehouse as it's just supposed to be an open area,

120'x120', and Molo has been appropriating it to 'buff' himself with the former guards: two giant cyclopes. This encounter is only meant to let the characters feel out Molo's power, which is considerable. It should not be used as the end encounter for Molo, and once his HP total falls below 1/4 of his starting HP, a contingency spell will go off, sending him atop the docking stairs where his minions are awaiting the arrival of the White Ship that has already been summoned. Even if Molo is struck by an 'instant kill' attack, his contingency will still go off, and he will be raised by his own necromantic energies once he reappears (but he won't be happy!).

Molo's 1st Encounter

This first encounter is meant to probe the characters' offensive and defensive abilities, preparing for a final encounter. Molo will attempt to feebly mind characters if he can, taking them out of action, and his defensive matrix should keep the bulk of spells off him. Increased HP from the two cyclopes he drained will also allow him to stand against heavy fighter attacks for several rounds.

The Minions at the Stair

Once the warehouse is cleared and Molo has fled, the party will then be able to go to the giant stair. This intricate staircase is more like an open tower without walls, and it twines up around itself, providing cover for those lurking along its path. Here, Molo will have placed some of his apprentices, hoping they can stop the party from gaining the top of the stair and the White Ship before it sails into the mists.

The Coming of the White Ship

History

The great ships were created for the Corsair Kings of old Uthoria by the sea dwarves, and each was the size of a modern day super aircraft carrier. They can hold upward of 5,000 humans, and the top of each ship is covered with towers, walls, and buildings. They are made of enchanted stone, the White Ship being made of white marble that has veins of gold and platinum in it. This ship was the pride of the Corsairs, and it is the only one of the five great ships to have survived the apocalypse. However, it is a cursed vessel, its towers and buildings filled with all manner of corrupted creatures. The enchantments that created it have been maligning by the apocalyptic magic, and it sails on its own course, always surrounded by a bank of mist, raiding the seas and sinking ships it comes in contact with.

Random Buildings

There are many buildings listed on the map of the ship, but most are undescribed as they are not meant to be a part of this adventure. Once Molo has been destroyed,



it will become clear that the corrupted creatures of the ship seek no new master, and they will rise up in number to destroy the interlopers. This means that further exploration of the vessel will be very difficult, but if the DM wishes to flesh out further encounters and buildings, feel free!

Magical Properties

There are two powerful magical forces on the ship: the floating enchantment that keeps the stone above the water's surface and the apocalyptic corruption, which sustains the violet waters of the Inner Zone and the dark combative nature of those creatures that find themselves trapped on the ship as its unwitting crew.

The Violet Storm at the Temple Complex

The apocalyptic corruption is in full swing around the temple complex in which Molo has taken his prisoner for the final ceremony he believes will grant him access to the power of the White Ship (but will actually open a seam into the nether realm beyond the Elemental Plane of Shadow and birth forth streambender surrogates into the Nameless Realms all over the ship). Anyone passing through the storm will need to make a saving throw against spells or lose 1 point of Constitution per round inside the storm **[DC 15 Constitution]**. As the storm is like a maelstrom outside the temple by the point the characters get there, it will take 2d4 rounds to pass through it.

Running the Random Monsters on the Ship

The ship will be well aware it has been boarded, and it will defend itself by rousing some of its more potent defenders from their sleeping quarters inside the various buildings on the ship. As Molo was the first on board, the sleeping defense was bypassed as he ran toward the temple complex, but the players will have to defeat the full brunt of the ship's wrath just to get to the temple and the storm that is growing around it.

Storm Giants

There are two storm giants; both are completely mad and enjoy nothing more than throwing lightning at their enemies. If pressed into melee combat, they will smash anything they can, utilizing their incredible strength to pound their enemies.

Coral Dragon

A corrupted coral dragon will slither forth from the ruins, its scales a motley array of colors and its scales as hard as the substance it is named after. It will first employ its breath weapons and then slither into melee.

Ship of the Dead

There are hundreds of undead sailors aboard the ship, and they creep forth in gangs of 1d6, their power greatly increased by the magic of the White Ship.

Adventure Synopsis

The characters now have a map to the location of the Grand Dock (obtained at Hyperion's Forge), and they will use it to navigate farther into the Middle Zone, passing the brink into the Inner Zone where various creatures await the ship, looking for easy prey. Once they have sailed into the heart of the Inner Zone, they will encounter what is left of the Grand Dock of Uthoria: a great dome warehouse and an open stair leading up into the mists. Inside the warehouse, they will have to do battle with Molo, and once he has fled, they will be forced to move up the stair, defeating Molo's apprentices, then board the White Ship, defeat its defenses, and finally enter the temple complex and defeat Molo and all of his 13 wives. Once complete, they will be forced to flee the White Ship, taking with them only the memories of what they have done and the satisfaction of knowing they helped save the world.

Dungeon Master Notes

1. NPC Interactions

Within this module, the only real NPC interaction will be with members of the crew of the ship as Molo isn't very talkative and this adventure is based almost completely on combat resolution for the climax of the campaign.

2. Setting the Tone of the Campaign Climax

The characters (and their players) have come a LONG way to reach this moment, so make sure you don't just make everything about rolling dice and keeping tabs on HP. Yes, this adventure is based around combat, but if you try to mitigate that by just keeping the players in the moment—making them realize the stakes and having the enemies they fight seem beyond their capabilities—then you will have accomplished your mission as a DM. And remember, Molo is always yours to use, and if you have a personality for him already in place (like from playing Roslof Keep), then you should utilize that and drive home some banter with the characters.

3. Dealing with the White Ship

Now I know players, and I know that they don't like to fight, fight, and fight some more and not collect epic treasure. Certainly, someone is going to want to 'keep' the White Ship. If that is something you'd like to design yourself, then go for it, I've no objections, but I've always seen the White Ship like the Spelljammer in the Spelljammer setting: something that no one person owns, a floating adventure for all. If you know your players, and you think they may feel cheated, then have them feel the corruption somewhat alleviated, and that there might be later hope for the ship, but that their time upon it must end as they have to get the catalyst for a cataclysm off the ship before he somehow fulfills his destiny and brings on bad things (like streambenders).

Boss NPC

Arch-Necromancer,

Molo of the 13 Wives

Lawful Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: -5

HD: 18d4+36

HP: 72

Move: 12"

No. of Attacks: 1

Damage/Attack: (1-4)+2

Special Attacks: Spells

Special Defense: Defensive Spell Matrix + Contingency Matrix

Magic Resistance: 30% (Robes of the Arch-Magi + Staff of Seven Skulls)

Intelligence: Very

Size: M (6' Tall)

Psionic Ability: NIL

Spells:

1st (5) Shield, Shocking Grasp, Magic Missile, Charm Person, Sleep

2nd (5) Strength, Web, Detect Invisibility, Mirror Image, Darkness 15' Radius

3rd (5) Fireball, Hold Person, Suggestion, Protection From Normal Missiles, Fly

4th (5) Fire Shield, Ice Storm, Stoneskin, Evard's Black Tentacles, Minor Globe of Invulnerability

5th (5) Cone of Cold, Wall of Force, Cloudkill, Animate Dead, Feeblemind

6th (3) Contingency, Chain Lightning, Repulsion

7th (3) Power Word: Stun, Monster Summoning V, Volley

8th (2) Mass Charm, Serten's Spell Immunity

9th (1) Meteor Swarm

Defensive Spell Matrix: The following spells will be in place before any known combat situation that Molo faces: Shield, Protection from Normal Missiles, Fire Shield, Minor Globe of Invulnerability, and Serten's Spell Immunity (+9 Charms, +7 Hold/Command/Fear, +5 Geas/Quest), and Volley. However, this does mean he has lost those spell slots for the day, so keep that in mind (especially when dealing with him a 2nd time during a given day).

Contingency Matrix: If Molo is slain, a Teleport Without Error is enacted that sends him to his 1st wife (see Final Battle), who will resurrect him.

Saving Throws: Para/Poi (7), Petri/Poly (6), Rod, Staff, Wand (2), Breath (6), Spell (3)

TREASURE

+2 Dagger, Ring of Protection +4 (+2 saves), Ring of Fire Resistance, Bracers AC 4, Wand of Paralyzation (52 charges), Cloak of the Manta Ray, Black Robes of the Arch-Magi, Staff of Seven Skulls (34 charges) [25% Magic Resistance, Absorption (directed spells as Rod of Absorption), Power Word: Kill (5 charges), Energy Drain (3 charges), Torment (2 charges)], Gloves of the Black Death (Vampiric Touch gloves that transfer 1/3 of any damage delivered by the caster back to the caster as false hit points)

Molo of the 13 Wives [AC 25, HD 18d6+54, HP 108, Initiative +1, Proficiency Bonus +6, #AT 1, Hit +8, Dam Dagger 4 (1d4+2), Spellcasting (DC 20 saves and +12 to hit), Arcane Recovery (short rest recovers 9 spell slots), Arcane Tradition (Necromancy) (Grim Harvest, Undead Thralls, Inured Undeath, Command Undead), Spell Mastery (Witch Bolt and Scorching Ray)]

STR: 10 (-), DEX 13 (+1), CON 17 (+3), INT 23 (+6), WIS 14 (+2), CHA 11 (-)



Defensive Spell Matrix: The following spells will be in place before any known combat situation that Molo faces: Shield, Magic Circle (disadvantage on all attacks), Fire Shield, and Stoneskin. However, this does mean he has lost those spell slots for the day, so keep that in mind (especially when dealing with him a 2nd time during a given day).

Contingency Matrix: If Molo is slain, a Teleport Without Error is enacted that sends him to his 1st wife (see Final Battle), who will resurrect him.

Spells: 26 Available Spells

Cantrips (5) Fire Bolt, Ray of Frost, Chill Touch, Blade Ward, True Strike

1st (4) Shield, Witch Bolt, Charm Person, False Life

2nd (3) Scorching Ray, Hold Person, Mirror Image

3rd (3) Fireball, Vampiric Touch, Magic Circle, Fly, Animate Dead

4th (3) Fire Shield, Stoneskin, Evard's Black Tentacles, Blight

5th (3) Cone of Cold, Wall of Force, Cloudkill, Conjure Elemental, Dominate Person

6th (1) Contingency, Chain Lightning, Eyebite

7th (1) Delayed Blast Fireball, Finger of Death

8th (1) Feeblemind, Power Word: Stun

9th (1) Meteor Swarm

Introduction

As the final installment of The White Ship Campaign, this adventure has a pretty focused stream of challenges and there won't be a lot of room for player experimentation or deviation from the 'plan'. With Molo so close to the White Ship and having the ability to tap into the unknown necrotic power the ship somehow possesses, the characters will need to move quickly to bring about Molo's fall before he can fully manifest his sacrifice and thus achieve his dark purpose.

The adventure has been set up into four sections, and the flow of the adventure will revolve around moving from encounter point to encounter point in a deadly chase to the finish. Although there is one 'dungeon' type layout in this adventure, it will likely be something the characters could have time for before they are forced to flee the ship, and not a true 'room by room crawl', so to speak. There are also many buildings that are described in the adventure that could be put into play by a DM who wants to keep the White Ship adventure going, but they will not be detailed here (unless you have the WS6.5 mini-adventure which will provide a peek into one of these non-adventure buildings).

The various scenarios are described below and there will be a bit of advice on how to run each. Also, keep in mind that this culmination of the campaign isn't meant to be a place to find treasure (as that should have been done in the previous five adventures), so keep the party moving as you are able; searching for treasure isn't something that keeps the adrenaline flowing.

The Scenarios

This adventure is set up into four parts, each of which will hold unique challenges and incredibly deadly encounters for the party.

Part One

The Royal Hall

Once the largest center for commerce in Uthoria, this massive hall (about the size of a modern-day professional football stadium) is now an empty shell of its former mercantile glory. The walls of the hall are still covered in dilapidated stalls, but the bulk of the interior is covered in piles of refuse, old seaweed (from flooding), and fourteen huge stone support pillars (that have the lower five feet covered with old barnacles). At the western end of the hall, the King's Doors—massive, twenty-five-foot-tall bronze doors—lead to the Grand Stair. These doors would normally have stood open to greet those coming and going from the great stone ships, like visiting villagers that dropped off their trade goods into the hall, but now they are only slightly ajar. For gaming purposes, the functional combat area of the hall is six hundred feet in diameter, with the lesser doors and greater doors being eight hundred feet from one another (east to west) across the span.

Four huge cyclops guards once lurked within the hall, but Molo has recently killed them, draining their life energy to supercharge himself, and then reanimating the corpses as a special 'gift' for those following him. However, the reanimation will have just taken place when the characters arrive, and Molo will be forced to deal with the characters as he slowly falls back toward the Kings Doors to rejoin his apprentices that went up the Grand Stair before him.

When the characters' ship navigates the last misty distance to the stair, they will instead be confronted with the Grand Hall (which they will see the stair rise out of from the west), and jagged ruins and terrible reefs preclude the ship from coming too close to the hall. Thus, they will need to take a launch to the hall, and as they approach, you can read the following:

The sheer size of the structure that rises from the violet water, domed like the moon itself has risen from the waves, is greater than anything you have ever witnessed. What magic or skill was used to create it must have surely disappeared from the world long before the current age ever dawned. As the launch approaches, the sound and mystic reverberation of a battle emanates from the openings in the upper vaults, and the final scream of a giant, or some kind of giant kin, can be heard before all finally goes quiet...

Once the characters enter the hall through the lesser eastern doors (15-foot-tall doors), they will get their first sight of Molo, the dark necromancer surrounded by vaporous black energy as he falls back behind four giant undead cyclopes, their bloody bodies twisted and burned, but deadly nonetheless.

Upon entry, read the following:

Shafts of dull light shine down in luminous towers through breaches in the great dome. Massive pillars, once replete with great artwork but now faded and barnacle covered, support arches that span the hall some fifty feet above the refuse-strewn floor. Near one of the light shafts, some two hundred feet from the entry, a dark shape in black and gold robes weaves a spell of midnight mist, his staff glowing with a sickly green energy. Before him, rising in bloody and burned flesh and armor, four great cyclopes lumber forward, each nearly forty feet in height...

Scenario Conclusion

Molo has a Contingency Teleport spell in place that will take him (or his body) to his 4th wife who is already at the top of the stairs. Once the players defeat him (he's not scared to die, especially if it takes characters with him), they can move to the western doors and begin Scenario Two. If players wait for more than 5 rounds to enter the doors, two more undead cyclopes will wander through from the stair beyond.

4 Undead Greater Cyclopes [AC 2, HD 13, HP 90, #AT 1, D 6–36 (Maul)]

TREASURE

None

4 Undead Greater Cyclopes [AC 14, HD 12d12+60, HP 138, Initiative +2, #AT 2, Hit +9, Dam Greatclub 19 (3d8+6), Multiattack] Arch-Necromancer

(See Boss, page 105)

Part Two

The Grand Stair

The size of the Stone Ships of Uthoria is legendary among the sea cultures of the Halo, and for good reason, as they are roughly the size of modern day super aircraft carriers and can house upwards of 5,000 people. Considering this, the walled deck of a Stone Ship is some 80 feet above the waterline, making entry into the ship nearly impossible without a huge entry structure. For this reason, Uthoria had several 'tower docks', but the biggest and most renowned was the Grand Dock (or Stair as it was sometimes referred). At nine stories tall, the huge stair is more a massive tower, fifty by fifty feet for the first five levels and forty by forty feet on the remaining four. A double-wide, twenty-foot diameter, circular stair snakes up the center of the tower, opening up to each floor as it is completely pillared and has no support walls. This means that each time you enter a new level, you are open to attack by anyone on that floor, other than some small protection from the support pillars.

Molo has set five of his apprentices to defend the tower as he awaits the White Ship on Level 9. These apprentices are instructed to use mass-attack spells like Fireball on anyone entering their level, and the DM should consider one apprentice to be on every other level (2, 4, 6), with 2 apprentices on Level 8, as well as whatever sub-beasts they have brought into being using their summoning spells. As they are all necromancers, these creatures will typically be undead, and I've included high-HD zombies as the standard option although the DM can choose anything he desires.

Once the party clears the doors, read the following

The gilded doors loom around you as mists blow past your boots from some unseen breach in the chamber beyond. Here, amid more flooded squalor, a huge circular stair made of white marble rises from the center of a dark-stone tower some fifty feet across. The entire venue smells of rotting brine and corrupted flesh, and a subtle green luminescence glows from the barnacles that cling to the walls and the giant support pillars that rise up around the open, twisting stair...

There will be no initial attack on the first floor, but the second will have an apprentice, two undead cyclopes, and a gang of summoned undead pirate zombies. The DM is given some leeway as to what can be found on the levels above (other than the apprentices of course).

Greater Zombies [AC 4, HD 10, HP 60, #AT 2, D (1–8)+2 (Cutlass), always go last in combat round, immune to charm effects]

TREASURE

10 Uthorian coins each (platinum)

Greater Zombies [AC 16, HD 10d10+20, HP 70, Initiative +2, #AT 2, Hit +5, Dam Club 10 (1d8+6)]

Necrotic Apprentice [AC 7, HD 9, HP 18, #AT 1, D (1–4)+3, Spells: 1st (4) Shield, Shocking Grasp, Magic Missile, Charm Person; 2nd (3) Strength, Web, Detect Invisibility; 3rd (3) Necrotic Fireball (as Fireball), Hold Person, Suggestion; 4th (2) Fire Shield, Ice Storm; 5th (1) Cone of Cold]

TREASURE

+3 Dagger, Necrotic Summoning Stone (summons 1d8, 10-HD undead, must be chaotic evil to use), Ring of Protection +1

Necrotic Apprentice [AC 13, HD 9d8, HP 40, Initiative +3, #AT 1, Hit +8, Dam Dagger 7 (1d4+5), Spellcasting (DC 14 saves and +6 to hit), Spells: Cantrips (at will) Fire Bolt, Mage Hand; 1st (4 Slots) Mage Armor, Magic Missile, Shield; 2nd (3 Slots) Misty Step, Suggestion; 3rd (3 Slots) Counterspell, Necrotic Fireball (as Fireball), Fly; 4th (3 Slots) Greater Invisibility, Ice Storm; 5th (1 Slot) Cone of Cold]

Scenario Conclusion

By the time the characters manage to make their way to the top of the tower, the White Ship will have arrived, and Molo will already be on board, stirring up the ship's defenses as he makes his way to the Grand Hall of the Sea Gods to make his sacrifice and collect the power which he believes will be his.



When they reach Level 9 of the tower, read the following:

The final arched doorway opens into the clouds, the stones slick with mist and sea-slime. Before you, rising in dim silhouette, a white wall replete with watchtowers and an open portcullis. A cold wind blows out of the gates, carrying with it the scent of corruption as violet lightning leaps between larger towers and buildings beyond the wall...

Part Three The Open Deck

Once the players have made it past the open wall gate and onto the ship proper, a storm has set on the deck, causing violent (and violet) lightning to begin jumping between buildings as swirling clouds of violet mist move about the deck. Moans come from deep within the vessel (it has 7 levels below the deck!), and there is a palpable sense of death.

When the players board the White Ship, read the following:

The defensive walls give way to what can only be seen as a town street, buildings rising from the white marble pavers to tower above you, with some structures topping fifty feet above the deck. Arched walkways span the upper floors between the buildings and the walls, and street lamps give off a pale light in the darkening mists that now swirl with greater rapidity as violet lightning jumps between the highest floors of the tallest towers...

Anyone making a successful Search check **[DC 15 Perception]** will note that the storm seems to be emanating from the northwest of their entry, and a large structure is in that direction. If the check is failed, it will take the players an additional 1d4 rounds to finally get to the Grand Hall, which means A LOT of random encounters, so be aware of this!

If someone succeeds on the Search check, read the following:

The storm rages and swirls around the north end of the ship, but a coalescence of violence seems to come from the northwest, a building shaded there in the maelstrom by black and violet clouds...

It will take six rounds to move from the entry gate to the Grand Hall of the Sea Gods, and each round there is a greater chance of meeting one of the wandering monsters on the ship that have been aroused from their slumber by Molo's work. On round 1, there is a 1 in 6 chance of a random encounter. On round 2, there is a 2 in 6 chance of a random encounter. On round 3, there is a 3 in 6 chance, and so on until on the 6th round there WILL be an encounter before the doors of the Grand Hall. Listed below are 3 encounters, and if you get through all three, you can repeat encounter 2 and encounter 3 multiple times.

Once the players make it through these random monsters, they can enter the Grand Hall and begin the final phase of the adventure.

First Encounter

Two mad storm giants, their minds long since destroyed by the power of the White Ship, will wander forth, their greatswords dragging against the deck and their eyes white with corruption.

2 Corrupted Storm Giants [AC 1, HD 15, HP 90, #AT 1, D 7-42 (Greatsword)]

TREASURE

None

2 Corrupted Storm Giants [AC 16, HD 20d12+100, HP 230, Initiative +4, #AT 2, Hit +14, Dam Greatsword 30 (6d6+9), Multiattack]

Second Encounter

The storm rages over the ship, one of the lightning blasts from the towers above striking before the party and forming into a giant elemental.

1 Giant Electric Air Elemental [AC 2, HD 20, HP 120, #AT 2, D 2-20 (Slam) + 6-36 (Lightning Charge), +2 or better weapon to hit]

TREASURE

None

1 Giant Electric Air Elemental [AC 15, HD 24d10+48, HP 180, Initiative +10, #AT 3, Hit +8, Dam Slam 14 (2d8+5) + Lightning Charge 18 (6d6), Whirlwind (Recharge 4-6) (DC 13 Strength check or take 15 (3d8+2) bludgeoning damage and be thrown 20 feet (which could be off the ship!), Damage Resistance (nonmagical weapons)]

Third Encounter

A mass of undead will wander from the swirling storm to attack the party. There will be 2d10+2 zombies in each encounter, but they will be at range for the first initiative.

Greater Zombie Crew [AC 4, HD 10, HP 60, #AT 2, D (1-8)+2 (Cutlass), always go last in combat round, immune to charm effects]

TREASURE

10 Uthorian coins each (platinum)

Greater Zombie Crew [AC 16, HD 10d10+20, HP 70, Initiative +2, #AT 2, Hit +5, Dam Club 10 (1d8+6)]

If you are interested in the make-up of the major deck buildings (there are smaller structures and debris that is also prevalent on the upper deck), then the following list will give you some idea of what building might interest the players if they have a moment to explore (or you want to give them more time and create a more in-depth White Ship adventure).

1. Forward Lighthouse

(Solid circular foundation that lifts the actual lighthouse upward kind of like the tower atop the fortress city of Minas Tirith in Lord of the Rings.)

2. Defensive Fortress Towers

(There are three of these large fortified towers with defensive works, catapults, ballista, etc. atop their battlements.)

3. Dwarven Tower

(The tower dedicated to the sea dwarves who built the ship for the Corsair humans, this mighty tower would be fortified and have a bulky look.)

4. Forward Muster & Armories

(Tall pointed roofed buildings, three stories, that house men-at-arms.)

5. Sailmaster's Barracks

(Tall pointed roof building that houses the flags and sails of the great ship.)

6. Citadel of Dawn

(Crystal structure that is based with white stone, this is a kind of cathedral dedicated to the worship of the sun.)

7. Corsair's Library & Magical Bastion

(Twin towers built to house knowledge and magic, and would likely be covered in runes.)

8. Navigator's Hall

(Large pointed roof building that houses the ship's master sailors and navigators. Painted with moons and stars upon it and has an open access point to provide a clear view of the sky.)

9. Citadel Keep of Ahto and the Water Dwarf

(Small keep with an interior tower that links to the Magical Bastion Tower. It is dedicated to the sea god Ahto and his shield carrier, the mighty Water Dwarf (venerated by all sea dwarves).)

10. Grand Cathedral of Poseidon

(Massive long hall structure that houses the temple of Poseidon and links to the exterior light defensive towers.)

11. Ladies Gallery

(A long, stained glass and white stone structure where the Corsair princesses and ladies lived.)

12. Trade Mall

(A three-story structure dedicated to the vast trade the White Ship once practiced throughout the Halo Ocean.)



13. Sanctuary of Tefnut

(A smaller attached temple that is two stories with an adjoining bridge to the light defense towers.)

14. Houses of the Lesser Lords

(Three-story white stone townhouses dedicated to the lesser lords of the Corsair council, likely would have gardens attached.)

15. Grand Tower of the Corsair Lord

(The greatest of the topside buildings of the White Ship, this massive tower has many tiers and is five stories with many lesser towers rising off of it.)

Part Four

The Grand Hall of the Sea Gods

The final battle between Molo and the characters will take place within this building, and it should not disappoint. Molo will employ his greatest weapons against the characters, hoping to block their progress to the ceremonial chamber in which he is going to attempt the ritual. Those weapons? Why his 13 wives of course! The characters will have to fight their way through these corrupted women, all chosen by Molo because of their prowess in various fields of study.

Although each wife was an actual 'class' NPC in her past, once she was taken by Molo, she was changed forever into a maligned monster-type, whatever special abilities she had in life lost and replaced with a deadly set of skills that aligned with her abilities when she was alive. Now, all the wives are ghastly creatures, caught in a half-life, mindless (save for their devotion to Molo), with slightly glowing green eyes and pale white skin.

As the DM, it is your job to place these wives within the Grand Hall of the Sea Gods, utilizing their strengths in twos, threes, or even solo, to try to block the characters' movement through the structure. The wives are allowed to 'fall back' if need be, and the only wife that won't take part in the room-to-room fighting will be Myanthio of Arcania, who will remain at Molo's side. However, if a few remaining wives do fall back to Room 14, Myanthio will heal them if possible, utilizing her scrolls but saving her Heal spells for her husband.

Descriptions of the hall follow the wives' statistics, but there will be little time to search the structure during the heavy fighting. Once Molo is defeated, the characters can search the Tefnut Temple, but as soon as they discover the treasure room, the White Ship will shudder, and they will hear a great horn sound, a sure sign the ship is about to depart. That means they only have 20 rounds (keep tabs on this) to exit the ship before they are trapped on it and will surely perish as the minions of the vessel are now fully awake and swarming.

The Wives

Brewnalla the Vapor Snake

Once a powerful charmer of the steppe tribes, this dark-haired bride now wields the power to summon serpents from the air, and her physical attacks are poisonous in the extreme.

[AC 2, HD 12, HP 40, #AT 2, D 1-3 (Fist) + Poison]

Powers

Vapor Snakes (utilizing the mists, Brewnalla can summon 1d4 giant mist serpents (8 HD, D 1-8 + 2-16 per round of poison until save is made) per round in addition to her normal hand strikes), Poison Touch (anyone touched by Brewnalla (and not in heavy armor) must make a successful save vs. poison or die)

TREASURE

400 GP in jewelry, +2 Wedding Ring of Protection, Boots of Speed
[AC 14, HD 12d8+36, HP 84, Initiative +5, #AT 2, Hit +8, Dam First 2 (1d4) + Poison Touch, Multiattack. STR: 10 (-), DEX 13 (+1), CON 17 (+3), INT 18 (+4), WIS 14 (+2), CHA 11 (-)]

Powers

Vapor Snakes (utilizing the mists, Brewnalla can summon 1d4 giant mist serpents (8 HD, Damage Bite 4 (1d8) + Poison (2d8 per round until DC 14 Constitution save is made) per round in addition to her normal hand strikes), Poison Touch (anyone touched by Brewnalla (and not in heavy armor) must make a DC 16 Constitution save or be reduced to zero hit points and begin making death saves)



Sanja the White Reign

This blond princess from the fallen houses of Galvorn was known for her ability to charm entire halls with her dulcet voice and playful lute, but now she has power to slay with her dark rhythms and scathing voice.

[AC 4, HD 11, HP 60, #AT 1, D 1-8 (Longsword)]

Powers

Tune of Discord (saving throw vs. spell or be at -2 attack/damage/AC), Song of Chilling Death (saving throw vs. spell or be under the effects of a Slow spell)

TREASURE

Master Lute of the Seven Dells (can cast Fear and Charm Person 1/day), +2 Wedding Ring of Protection, Bracers of Charisma +2, Longsword +1

[AC 16, HD 11d8+36, HP 80, Initiative +5, #AT 2, Hit +6, Dam Longsword 5 (1d8+1), Multiattack. STR: 10 (-), DEX 15 (+2), CON 16 (+3), INT 13 (+1), WIS 14 (+2), CHA 19 (+4)]

Powers

Tune of Discord (saving throw vs. spell or be at -2 attack/damage/AC), Song of Chilling Death (saving throw vs. spell or be under the effects of a Slow spell)

Lovis of the Seven Scarves

A once traveling gypsy, this dark beauty held the power to dance with her scarves like they were an entire troop of performers, but now those colorful strands of silk are wicked and deadly in the dances they perform.

[AC 5*, HD 10, HP 70, #AT Varies, D 1-8 (Slashing Silk)]

Powers

Slashing Silks (Lovis can control the dozen scarves that surround her body, choosing to either attack or defend with them. Each scarf can either attack for 1-8 slashing damage, or subtract 1 from her AC. Thus, on a given round she might attack 4 times and subtract 8 from her AC, or attack 10 times and subtract 2 from her AC.)

TREASURE

1,000 GP in jewelry, +2 Wedding Ring of Protection

[AC 16, HD 10d10+36, HP 86, Initiative +6, #AT Varies, Hit +9, Dam Scarf 8 (1d8+4), Multiattack. (Use Cloud Giant for stats) STR: 10 (-), DEX 18 (+4), CON 16 (+3), INT 13 (+1), WIS 14 (+2), CHA 14 (+2)]

Powers

Slashing Silks (Lovis can control the dozen scarves that surround her body, choosing to either attack or defend with them. Each scarf can either attack for 8 (1d8+4) slashing damage, or add 1 from her AC. Thus, on a given round she might attack 4 times and add 8 from her AC, or attack 10 times and add 2 from her AC.)

Whynna the Young

Only fourteen when Molo discovered her, Whynna was already a powerful witch, born to the seeing stones of the Midlands. The powers to bend time and create foul luck have made her a great companion to Molo as he continues his mission of conquest.

[AC -2, HD 8, HP 22, #AT 1, D 1-4 (Dagger)]

Powers

Time Bending (Whynna can bend time to make her allies under the effects of the Haste spell and her enemies under the effect of a Slow spell. She can use this power 2/day for 1d6+2 rounds), Luck Bending (Whynna can cause her allies to be under the effects of a Bless spell and her enemies under the effects of a Curse spell. She can use this power 3/day for 1d8+2 rounds.)

TREASURE

Bracers of Defense AC 2 [Bracer of Defense +2], 700 GP in jewelry, +2 Wedding Ring of Protection, Wand of Fireballs (32 charges)

[AC 17, HD 8d6+16, HP 40, Initiative +3, #AT 1, Hit +4, Dam Dagger 2 (1d4). STR: 10 (-), DEX 17 (+3), CON 14 (+2), INT 17 (+3), WIS 10 (-), CHA 14 (+2)]

Powers

Time Bending (Whynna can bend time to make her allies under the effects of the Haste spell and her enemies under the effect of a Slow spell. She can use this power 2/day for 1d6+2 rounds), Luck Bending



(Whynna can cause her allies to be under the effects of a Bless spell and her enemies under the effects of a Curse spell. She can use this power 3/day for 1d8+2 rounds.)

Safryen of the Rose Hair

Flame-haired and born with a thirst for combat, Safryen was the finest pikeman in all of the Elohim Coast when she was taken by Molo as a bride. Now, her pole-arm expertise is used to keep anyone far from Molo in melee combat.

[AC -3, HD 12, HP 118, #AT 5/2, Hit: +10, D (1-12)+13 (Halberd)]

Powers

Reach Defense (Safryen is a specialist in defending with her halberd, meaning anyone attacking her in melee without a 'reach' weapon is at -3 to their attacks.)

TREASURE

Halberd +4 [Halberd +2], Gauntlets of Ogre Power, +2 Wedding Ring of Protection, +2 Plate Mail

[AC 22, HD 12d10+36, HP 106, Initiative +3, #AT 3, Hit +10, Dam Halberd 11 (1d10+6), Multiattack. STR: 15 (+2), DEX 17 (+3), CON 17 (+3), INT 12 (+1), WIS 10 (-), CHA 13 (+1)]

Powers

Reach Defense (Safryen is a specialist in defending with her halberd, meaning anyone attacking her in melee without a reach listed weapon is at disadvantage to their attacks.)

Yvette, the Yarl's Daughter

Born to the Tundarian Clans of the Far North, this blonde yarl's daughter is said to carry giant's blood as she grew to an astonishing six and a half feet. Renowned for her work with an axe, and also known for a simmering rage, she is a deadly warrior in Molo's harem.

[AC -1, HD 12, HP 109, #AT 5/2, Hit: +8 D (1-8)+13 (Battleaxe)]

Powers

Furious Assault (After taking damage, Yvette flies into a rage that provides her with +2 attack and +3 damage, while costing her 2 points of AC.), Giant's Blood (Yvette has the power of shrugging off damage, meaning she regenerates 3 HP per round until death.)

TREASURE

+4 Furs & Leather Armor, +2 Wedding Ring of Protection, +2 Shield, +3 Battleaxe, 4 Potions of Extra-Healing [Greater Healing]

[AC 24, HD 12d12+120, HP 200, Initiative +7, #AT 3, Hit +12, Dam Greataxe 16 (1d12+10), Multiattack. STR: 20 (+5), DEX 17 (+3), CON 18 (+4), INT 10 (-), WIS 11 (-), CHA 15 (+2)]

Powers

Furious Assault (After taking damage, Yvette flies into a rage that provides her with +2 attack and +3 damage, while costing her 2 points of AC.), Giant Blood (Yvette has the power of shrugging off damage, meaning she regenerates 3 HP per round until death.)

Tinkara of the Deep Sands

Back like the night, this Shona woman guarded the flocks of her people with a bow that she'd uncovered as a youth in the dark Nublar. Once fallen to Molo, she became his long-range assassin.

[AC 0, HD 12, HP 77, #AT 3, Hit: +14 D (1-6)+6 (Arrow)]

Powers

Doubleshot (Tinkara can load 2 arrows at once and fire them both at the same target with a single attack roll), Magic Penetrator (Her arrows are unaffected by the spell Protection from Normal Missiles.)

TREASURE

Composite Short Bow +3 [+2], (35) +2 Arrows, Bracers of Archery, Leather Armor +2, +2 Wedding Ring of Protection

[AC 20, HD 12d10+36, HP 96, Initiative +9, #AT 3, Hit +15, Dam Arrow 11 (1d6+8), Multiattack. STR: 13 (+1), DEX 20 (+5), CON 16 (+3), INT 13 (+1), WIS 11 (-), CHA 11 (-)]

Powers

Doubleshot (Tinkara can load 2 arrows at once and fire them both at the same target with a single attack roll.), Magic Penetrator (Her arrows are unaffected by spells with deflection magic.)

Balmora the Unfair

Once a powerful paladin of Donblas, Molo corrupted the lancer into an anti-paladin, and she takes great joy in spreading misery wherever she goes, hoping to bring the pain of her own downfall to all those she meets.

[AC -4, HD 10, HP 92, #AT 2, Hit: +4, D (2-16)+3 (Longsword)]

Powers

Necrotic Strike (each attack does an extra 1-8 necrotic damage), Unholy Aura (Acts as a Protection from Good spell), Pain Shield (Every successful melee attack on Balmora causes 1-8 points of pain damage to attacker.)

TREASURE

+2 Platemail, +2 Shield, +2 Wedding Ring of Protection, +3 Sword of Life Stealing

[AC 26, HD 10d12+20, HP 80, Initiative +3, #AT 2, Hit +9, Dam Longsword 9 (1d8+5) + Necrotic 4 (1d8), Multiattack. STR: 17 (+3), DEX 13 (+1), CON 16 (+3), INT 13 (+1), WIS 16 (+3), CHA 17 (+3)]

Powers

Necrotic Strike (each attack does an extra 4 (1d8) necrotic damage), Unholy Aura (Acts as a Protection from Good spell), Pain Shield (Every successful melee attack on Balmora causes 4 (1d8) points of pain damage to attacker.)

Rosmalyn of the Whisper Wood

An elven maid of the deep forests in the west of Gariny, Rosmalyn strayed too far into the human towns and was spied by Molo, who broke her mind and turned her fay magic to his own uses.

[AC 5, HD 9, HP 18, #AT 1, D 1-3 (Fist), effective Charisma 21]

Powers

Fey Magic (pure magical essence based around Charisma, a Fey gets one point of magic per hit dice and that point as a + modifier equal to 10% of her Reaction Adjustment rounded up. Each round she has 9 magical points to spend, those points can be used in one of three ways: 1. Healing (1d8+5 per magical point), 2. Elven Fire (1d8+5 per point in an arc of flame), 3. Elven Shimmer (subtracts 6 from AC per point used).

TREASURE

Elven 'Shimmer' Gown (5,000 GP value, acts as a Cloak of Displacement and adds +2 to CHA), 5,000 GP in fine elven jewelry, +2 Wedding Ring of Protection

[AC 7, HD 9d6, HP 27, Initiative +3, #AT 1, Hit +3, Dam Fist 1 (1d3-1), STR: 9 (-1), DEX 16 (+3), CON 12 (-), INT 14 (+2), WIS 14 (+2), CHA 22 (+6)]

Powers

Fey Magic (pure magical essence based around Charisma, Fey gets one point of magic per hit dice and that point as a + modifier equal to her CHA bonus. Each round she has 9 magical points to spend, those points can be used in one of three ways: 1. Healing (1d8+6 per magical point), 2. Elven Fire (1d8+6 per point in an arc of flame), 3. Elven Shimmer (add 6 to AC per point used).

Nella the Dark Dancer

Once one of the most sought-after ladies of the night in Taux, even spending time in the Silk Purse, Nella's charm and dancing abilities, said to be able to enchant shadows to her service, were perverted and taken by Molo when he stole her from the dark city and brought her into his harem.

[AC 5, HD 8, HP 32, #AT 1, D 1-3 (Fist)]

Powers

Dance of a Thousand Charms (This powerful magical dance allows Nella to effectively cast a kind of mass Charm Person spell on anyone in a 40' diameter. This effect can be coupled with the powers of her Dress of Many Colors.)

TREASURE

Dress of Many Colors (as Robe of Scintillating Colors), +2 Wedding Ring of Protection

[AC 17, HD 8d6+8, HP 32, Initiative +3, #AT 2, Hit +12, Dam Fist 1 (1d3-1), STR: 8 (-1), DEX 20 (+5), CON 12 (+1), INT 11 (-), WIS 11 (1), CHA 18 (+4)]

Powers

Dance of a Thousand Charms (This powerful magical dance allows Nella to effectively cast a kind of mass Charm Person spell on anyone in a 40' diameter. This effect can be coupled with the powers of her Dress of Many Colors.)

Sun-Yi the Thrice Gifted

Born into a martial arts family, Sun-Yi was already a master before she was in her teens and was considered a local legend before her twentieth birthday. However, once she ran afoul of Molo, her mind was warped and her skills with martial arts perverted to his own uses.

[AC -3, HD 14, HP 70, #AT 3, D 5-20 (Open Hand)]

Powers

Necrotic Chi (Sun-Yi can place a wasting corruption into the victim of each of her strikes, causing 1 HP of damage each round (cumulative) until a successful saving throw vs. spell is made.)

TREASURE

+2 Wedding Ring of Protection

[AC 17, HD 14d8+36, HP 92, Initiative +10, #AT 2, Hit +10, Dam Fist 9 (1d8+5), Dark Ki (14 points), (Flurry of Blows, Patient Defense, Step of the Wind). STR: 14 (+2), DEX 20 (+5), CON 16 (+3), INT 12 (+1), WIS 14 (+2), CHA 13 (+1)] Powers

Necrotic Ki (Sun-Yi can place a wasting corruption into the victim of each of her strikes causing 1 HP of damage each round (cumulative) until a successful DC 17 Constitution save is made.)

Incara the Tattooed

Once a skilled sailor and pirate of the southern Halo, Incara was a mix of Corsair and islander blood. Her skill with a cutlass was nearly as lethal as her ability to throw a javelin, and she won the hearts of many young men before she was discovered by Molo and became another of his dark thralls.

[AC -3, HD 13, HP 110, #AT 3/1, Hit: +8, D (1-6)+11 (Cutlass)]

Powers

Ink Blooded (Incara's tattoos are magical and provide her with regeneration 3 HP per round, 1 additional attack per round, and ogre strength.)

TREASURE

+2 Cutlass, +2 Wedding Ring of Protection, Bracers of Defense AC 4 [Bracers of Defense +2], Boots of the Halo (+2 AC, Springing & Leaping), 6 Potions of Extra-Healing [Greater Healing]

[AC 20, HD 13d10+39, HP 104, Initiative +4, #AT 3, Hit +11, Dam Cutlass 9 (1d6+6), Multiattack. STR: 19 (+4), DEX 18 (+4), CON 16 (+3), INT 14 (+2), WIS 13 (+1), CHA 15 (+2)]

Powers

Ink Blooded (Incara's tattoos are magical and provide her with regeneration 3 HP per round, 1 additional attack per round, and ogre strength.)

Myanthio of Arcania

Once a powerful priestess of Shay, this holy woman's mind was overtaken by Molo's lethal magic, and she has since been a puppet that keeps Molo healed and upright, her sole purpose being the healing of her dark master.

[AC 8, HD 14, HP 90, #AT 1, D 1-6 (Staff)]

Powers

Dark Healer (Myanthio can cast Heal 3/day and Resurrection 2/day.)

TREASURE

+2 Wedding Ring of Protection, 4 Scrolls of Cure Critical Wounds [Cure Wounds 24 (5d8+4)]

[AC 12, HD 14d8+42, HP 98, Initiative --, #AT 1, Hit +5, Dam Staff 3 (1d6). STR: 10 (-), DEX 12 (-), CON 16 (+3), INT 13 (+1), WIS 18 (+4), CHA 15 (+2)]

Powers

Dark Healer (Myanthio can cast Heal 3/day and Resurrection 2/day, each with a casting time of 1 round.)



Grand Hall of the Sea Gods

1. Cathedral Worship Hall of Poseidon

A large open-air worship area with stone pews and a raised dais on which sits a chair (throne) for the high priest. The dais is in the northern side of the room and is flanked by pillars, and two small doors are set into the southern wall behind the main entry. The walls are covered with mosaics of waves, and tile work in the floor creates a huge trident that points from the entry to the high priest's seat. Stained glass windows, adorned with merfolk, are on the eastern and western walls.

2. Acolyte's Chamber

This small anti-chamber holds four chairs and pegs for cloaks. Otherwise, it is unadorned.

3. Bard's Ready Room

A comfortable chair and two benches decorate this triangular chamber. A small stained glass window provides light, and a blue and green carpet adorns the floor.

4. Cloak Rooms

These two small rooms hold dozens of pegs on the walls for cloaks as well as boxes for sandals.

5. Priest's Ready Room

A small stair, no more than a three-foot rise, is in the southwestern corner of this small study. A single door lies to the north, and a stained glass window depicting Poseidon is set into the eastern wall. Beneath it, three chairs and a desk set with a dozen scrolls have been placed on a blue rug. A dressing screen is against the southern wall, as well as a small dresser.

The scrolls are nonmagical and are dedicated to particular sermons.

6. Sub-Priest Study

This thirty-by-twenty-foot room is dominated along the eastern wall by a stained glass window depicting Poseidon unleashing the Kraken on a city. Three sleeping mats lay beneath the window, and a small fireplace is in the northern wall. Two low lap desks have been stacked atop each other on the southern wall as have several scrolls and writing utensils.

7. Cloistered Shrine of Poseidon

Four cobalt blue crystal pillars, each formed into the writhing visage of a mermaid, surround a central altar of white stone that is set with cobalt blue veins. Bronze candles burn atop it, and the vault of the chamber holds a tall mosaic of Poseidon in all his naked glory.

8. Scrolls of Knowledge Chamber

A thousand scrolls, known as the Codex of the Sea, have been placed all around the walls of this chamber. At the center of the room, a stone table rests with a map of old Uthoria painted into its surface.

9. High Priest Office

A grand desk sits close to the northern wall, facing the door with a high-backed crystal lined chair. Two stuffed chairs stand before it, and a thick blue rug dominates the center section of the room. At the room's southwestern section, a glass cabinet holds various bottles of liquor, and a bookshelf has nearly two-dozen priestly tomes in it. The western wall has a stained glass window with mermaids playing in a shallow cove.

A Detect Magic will reveal that three of the bottles in the glass cabinet are magical. All are Potions of Extra-Healing [**Greater Healing**].

10. Church Guest Rectory

A small unadorned bed rests against the eastern wall next to three small slit-style stained glass windows. A wooden writing desk, single chair with footstool, and a dresser and screen also decorate this room. A fireplace rests at the center of the southern wall.

11. Grand Stair (leading up)

A large circular stairwell leads up to the floors above, and rain and wind howl down the span as though the area above is open to the elements.

12. Small Stair (leading down)

A thin stairwell leads down into darkness, the smell of rot wafting up from below.

13. Confession Hall of Tefnut

Two green crystal pillars, both shaped like crocodiles, flank a small silvered stone altar set with two burning braziers. Another pillar, this one of white stone, splits the southern side of the chamber, as does a large wall hanging that depicts a lioness-headed goddess with a golden circle over her head bringing water to a dry land. A set of bronzed double doors are ajar in the north of the room, and a cold wind blows from within, carrying with it the sounds of rhythmic chanting.

14. Temple of Tefnut

Deep blue light and swirls of darkness that create patches like midnight about this large vaulted chamber assail your sense. Across a span of three mighty pews and fifty feet, the necromancer Molo stands above a prone female figure lashed by midnight bands to a deep blue altar. Beside him, a single woman in a black robe leans against a staff (Myanthio of Arcania), her pale left hand clutching a bone scroll case. Six deep black pillars flank the eastern and western walls, and wall hangings sway and snap against the southern wall in the magical maelstrom. (If other wives have survived, include them here as well.)

15. High Priestess of Tefnut Bedchamber

This long, forty-by-twenty-foot chamber is decorated in a blue and green mosaic tile that wraps around two large stained glass windows in the eastern wall. A large bed, shaped like a river-barge, complete with sails that created a kind of canopy, rests against the southern wall. A large shelf holds dozens of scrolls in the northwest corner of the room, and a dressing screen with white herons on it partially obscures a door in the northern wall of the room.

Another high priestess' ceremonial dress hangs behind the screen. In classic Egyptian style, it exposes the priestess' breasts, but any cleric wearing it doubles their 1st–3rd level spell slots and has an effective AC of 5 [**15**]. The scrolls are mostly dedicated to the worship of Tefnut, but a Detect Magic will show seven of them are magical in nature (4 Cure Critical Wounds [**Cure Wounds 5d8+20**], 2 Heal, 1 Restoration).

16. Bath

A blue tile bath, surrounded by pitchers and blooming flowers, dominates this twenty-by-twenty-foot chamber. The water here looks warm and fresh.

17. Guard Chamber

A sliding door opens to a twenty-by-twenty room with three straw mats on the floor and two chairs. A weapons rack and pegs on the wall are all empty.

18. Chamber of Knowledge

This room is filled with hundreds of moldering scrolls, books, and writing and pressing equipment. A single table, set with three chairs, is in the center of the room, and a lamp sits beside it that glows with a warm magical glow.

19. Holy Relic Room

The secret door slides open to reveal a room filled with golden figurines, an ebony casket, golden staves and swords, and chests filled with gems and platinum coins.

This room contains 120,000 GP in objects of art and gold and gems. However, the overall weight of that sum is less because some objects are worth more than their weight. So, the weight of the entire collection is 30% less (84,000 GP weight). If characters take 5 rounds to appraise and collect, they can easily find 50,000 GP in treasure that weighs no more than 10,000 GP in weight.

Campaign Conclusion

I'm going to work the conclusion out in three different parts because I think that will help resolve most of the lingering questions and solutions to this entire campaign.

Part One

Dealing with the Daughter of Royalty

Elysia DeLake is the youngest daughter of the Grand Duke of Gariny, and if the party is successful in slaying Molo before he can kill her, then they are going to have to deal with keeping her safe while getting off the ship and also her full mental breakdown at having been freed. Once they get back to their ship, Reld can take charge of her, his contacts in Taux and the North able to get her back to where she belongs while paying off a few of his favor debts. She is young, probably 15, and blonde with the noble looks of the Northern Realms. Her grey eyes speak to some ancient Corsair blood, and once she has recovered from being in the possession of Molo for months, she will take to any characters who rescued her, enjoying their company on the way back to Taux.

Part Two

Getting Off the White Ship










Once Molo is killed, there will only be 20 rounds before the White Ship leaves the Grand Dock, thus trapping the players in the undead and insanity that exists upon it. However, if as DM you are determined to continue adventuring on the ship, you can always let them stay, but I'd suggest instead that they recover some odd relic held by Molo that could help them call the White Ship and then board again at another time, not so deep in the Corsair Mists, and thus, you could plan other ventures into the ship, each one getting the characters closer to freeing it from its curse.

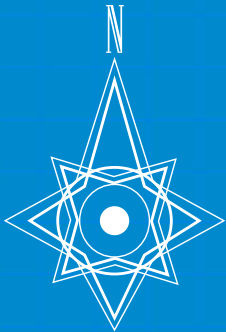
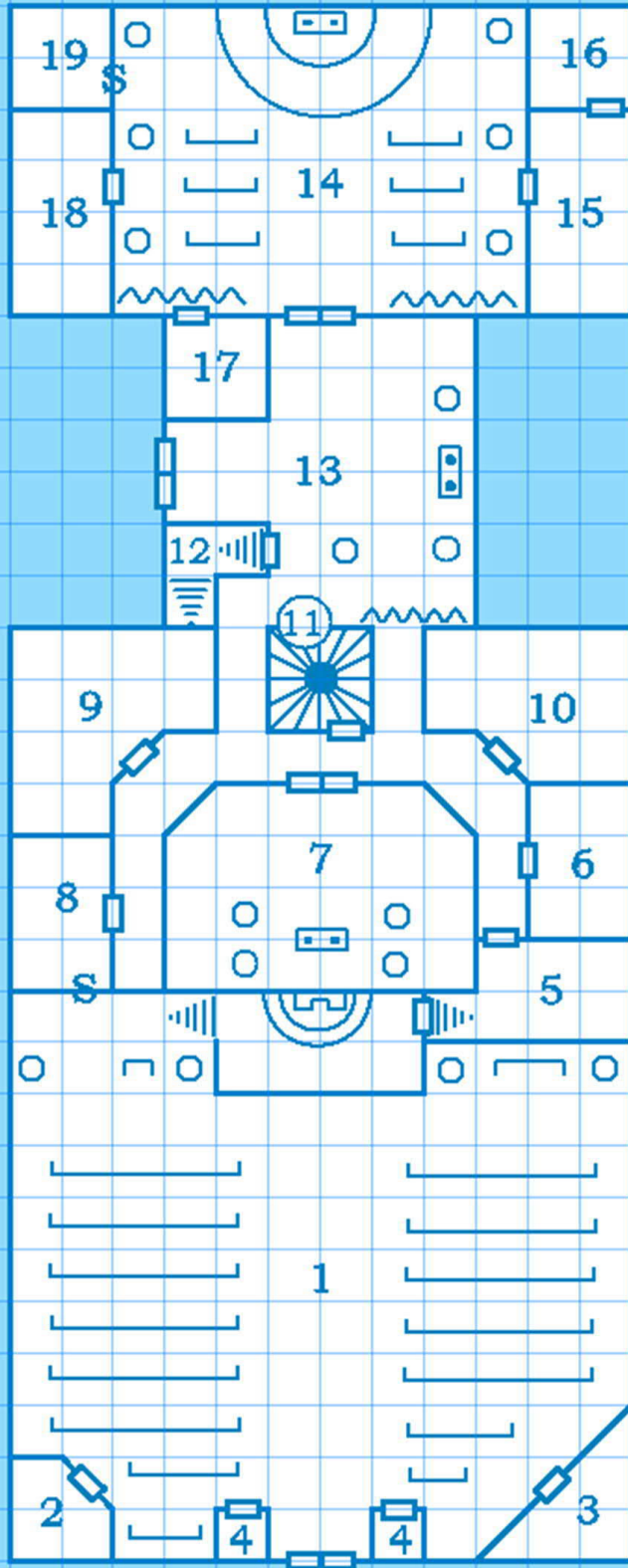
Part Three

Back to Your Own Ship

Once the characters have cleared the White Ship's gate and gotten back to the Grand Stair, they can make their way in relative safety back to their own ship, navigating out of the mists and making their way home. Reld is very pleased with the characters (as well he should be) and he offers the ship that has carried them across the Halo as an extra reward for all they have done for him and the world. Thus, they now have the freedom to revisit Distant Turtle City, The Isle of Jade, or any of the cities found in The Ports of the Nameless Realms documents.

THE FOLIO

	Curtain
	Column
	Altar
	Double Doors
	Door
	Stairs
	Pew
	Fireplace
	Spiral Stairs



THE FOLIO

Mini-Module



WHITE SHIP CAMPAIGN

The Ghost Tower

Mini-Adventure WS6.5

by Scott Taylor

The Ghost Tower is a companion adventure made to go along with the events unfolding in Folio #19. It is designed for 1E & 5E mechanics and is for characters levels 10 –12. It contains the information needed to run a side adventure that will help characters get to the White Ship temple complex.

The deck of the White Ship is filled with peril, and the stamina of the characters has already been worn down just getting to it. However, a single tower, and its now crumbling bridge, might allow the characters to skirt the bulk of the wandering monsters on the deck and get to the temple complex intact, but only if the tower proves less deadly...

Mini-Adventure WS6.5

The Ghost Tower

A mini-adventure for use with Distant Turtle City

Characters Levels 9–11

Dungeon Master Notes

If you are playing Folio #19, you will note that once the characters actually get onto the White Ship, there is a gauntlet of enemies that will randomly generate. Although these encounters are meant to heighten the degree of difficulty toward a final battle, it might be that you as the DM would rather keep more epic encounters for Molo and his wives and thus assist the players in getting to their destination without taking on such huge foes. In The Ghost Tower, the characters will be given a chance to escape the perils of the main deck and find an alternate route to the final temple complex and the fight with Molo. If you are running this mini-adventure, then I suggest perhaps one deck encounter from Folio #19, then have the players see an optional 'out' that can get them much closer to the temple than simply walking the deck.

1. Primary Purpose

Provide an option to duking it out with high-level monsters on the deck of the ship, thus saving spells and healing for the final battle with Molo.

2. Secondary Purpose

To give the players one final chance to gain precious healing before they enter the last round of encounters in the campaign.

3. Time for Running

This adventure should be run after the characters have entered the main deck of the White Ship, and before they have made their way fully to the temple complex in which Molo resides.

The White Ship Towers

The White Ship was designed for connectivity, meaning that during times of adverse weather on the Halo, those occupying the ship could travel from building to building and tower to tower by use of enclosed bridges. These bridges linked the upper deck of the ship, and most are still functioning as of the characters' entry. Most of the towers on the ship were simply guard posts, but a few served as residences for the chosen few on the ship who could afford or have a high enough station for them. In the case of this adventure, one of the priests from the temple inhabited a tower that linked directly to the temple complex. Although that bridge has since been destroyed, the bulk of the length still runs very close to the front doors of the complex. Should the players see this bridge and the tower, they can enter the structure and use the remaining length of the bridge to get to the complex without generating any random encounters on the deck.

Gorumn, the Priest of Poseidon

This particular tower belonged to Gorumn, a Corsair priest of the god Poseidon. Gorumn was a priest with very carnal habits, and as such he entertained many parties in his tower, utilizing his station and magic to create a rather unique and pleasurable setting for those who attended. His nature is reflected in the décor of the tower, as well as the magic that still resides within.

Through a series of enchantments, Gorumn created an avatar of himself that was supposed to watch over guests inside his tower. Although its purpose might now seem muddled, it still exists and will appear and attempt to 'help' the characters have fun and shed their inhibitions along the way.

Running Combat

This mini-adventure is light on combat because of the very nature of its design. However, there are several tasks that have to be achieved to move through the tower, and thus, it should be seen as a great roleplaying opportunity for the players, so keep that in mind. After the slog of monster after monster, this should give the players some respite, and also allow for a bit of levity before the final battle.

On the Clock

Now, somewhere in the temple complex, Molo is preparing his ritual that could bring about the end of the world, so spending time within this tower is not the characters' utmost priority. However, once they are inside the tower, it should become clear that the tower holds many magical aspects that could greatly help the party along the way. Therefore, the characters must find a balance between exploration and haste, trying to balance each as they go forward. As the DM, it is your responsibility to let players know that bad things are continuing to brew outside and that their time is limited. The best practice to do this is to keep a magic-wielding character (cleric or mage) informed about how they 'feel' the conflagration outside is shaping up. Once you inform them that there has been a change in the magical levels of the White Ship, then they should understand that their time is running out. I would suggest allowing the players to explore half the rooms on Levels 1 and 2, and then pressing them to leave the tower in 1d8 turns after they reach Level 3. This should keep things moving toward dumping them back into the final events of Folio #19.

Telling the Story

Be sure to blend in a sense of humor as you play this mini-adventure, as that is what it was really designed for. At this point, you should know your players and their characters incredibly well, and as such be able to see which encounter within might best suit each individual. This adventure can also be particularly fun for a bard, so if any have survived this long, be sure to allow them to have their fun during the course of play. Also, you have the ability to utilize Gorumn during the adventure, so find a fun persona for him and go with it throughout.

Setup from Folio #18

Once the characters have defeated their first large monster on the ship's main deck, you can read the following.

'Although victory is yours, the drain of such battles already wears heavily on the party. Looking farther down the deck, you see little respite until a bridge comes into view that spans a great swath of the deck before finally having fallen to rubble near the gates of the building in which the dark maelstrom swirls. A nearby tower adjoins the bridge, and perhaps that sheltered span might still get you to your destination without further deadly encounters...'

1. Poseidon's Hand Entry

The white marble walls of this large curved hall stretch to the north with several gilded wall hangings placed at intervals. To the west, a single polished wooden door stands with a trident etched into its surface and trimmed in gold. A dark wood stair rises up opposite the entry.

The stairs have their own secret (see below), and the gilded hangings on the wall all depict the god Poseidon. There is another door at the end of the hall, this one similar to the western door, save that the trident is surrounded by a crown. Neither door is locked.

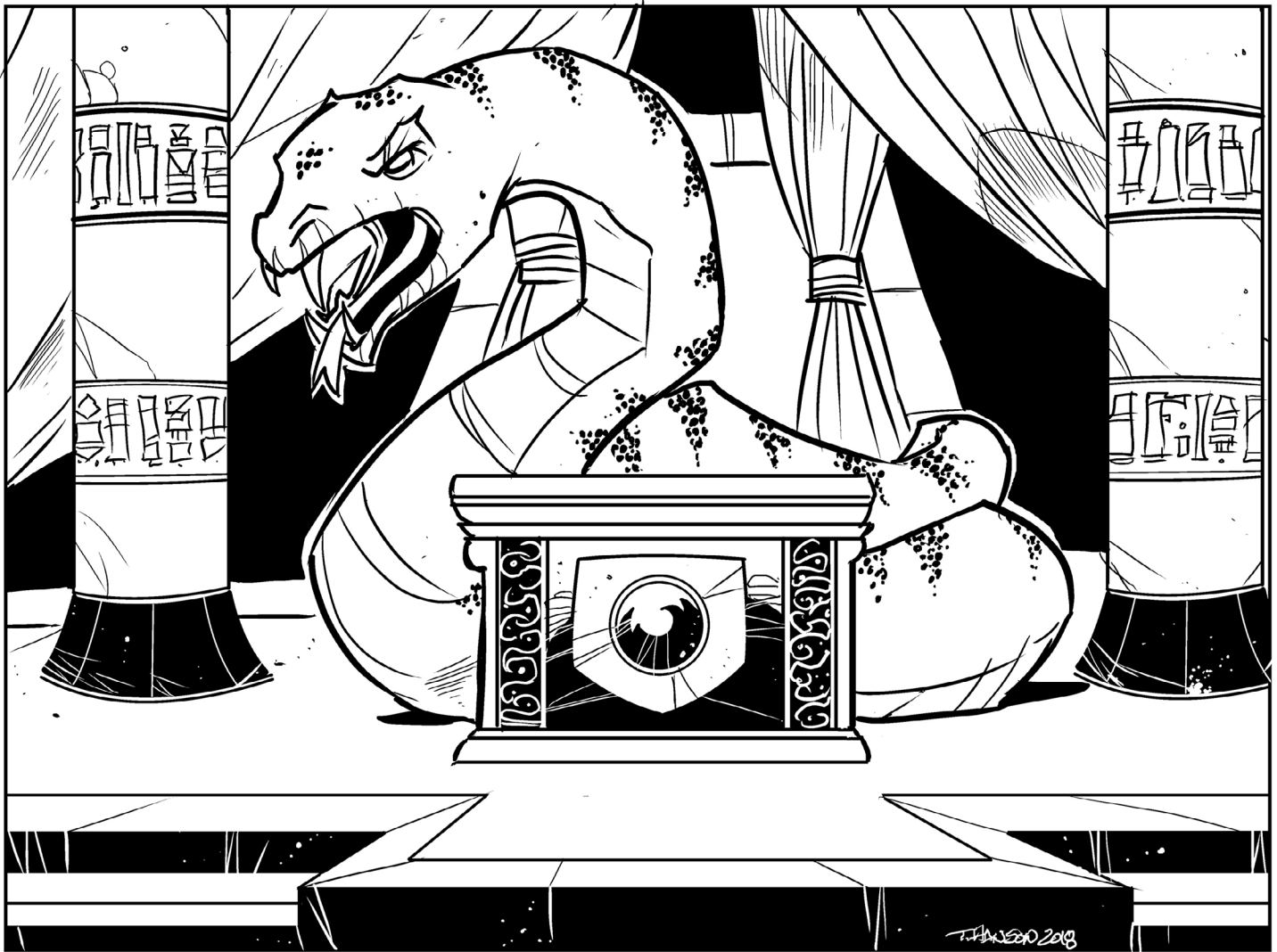
2. Room of Charms

Two large tapestries depict nymphs bathing in shallow mountain pools while saturs catch glimpses of the women from behind trees. Upon the eastern wall, a gladius rests on two ivory pegs, the handle wrapped in blue cloth. Cushions rest in the northeast corner, and a polished wooden door is set into the north wall.

Anyone entering this room that is under the effects of a Charm spell will immediately have those effects broken. The gladius on the wall is a relic known as the Enthraller's Nemesis. It is a +1 Shortsword that has the ability to break any Charm effect 1/day and will disrupt any Charm effect on a target it strikes with a Nat 20. However, the blade can only be wielded by a person with a Charisma score of 16 or higher and will not come off the ivory pegs without that appropriate stat.

3. Room of Contemplation

Four brass lanterns burn with blue flame around the corners of this chamber. In the middle of the room, three mats have been placed on the floor before three bowls filled with incense sticks.



This is a meditation chamber, and any spellcaster who enters the chamber will automatically have 1 spell slot (their choice) recovered. If any spellcaster lights an incense stick and spends 2 turns in meditation, another 1d4 spell slots will be gained. However, further meditation will offer no more slots.

4. Room of Refreshment

The walls of this roughly twenty-by-twenty chamber are decorated with strips of polished bronze, runes covering each of the thin bands of metal. Otherwise, there are no decorations in this room.

Anyone who spends more than a turn in the room will suddenly feel a sense of ease come over them. This 'ease' will manifest as first healing all their wounds (full hit points) and then cleansing their bodies, clothing, and equipment of all dirt, sweat, and grime. Each player will have an effective +2 to their Charisma until the end of their next combat (or 12 hours, whichever comes first), as their hair is washed and styled, their bodies scented, nails trimmed, teeth polished, etc.

5. The Mysterious Stairs

Before you stands an ornate stairway made of polished wood and inlaid with blue coral. At your approach, the shimmering image of a handsome man in the robes of a high priest of Poseidon appears. He smiles, waves his hands in welcome, and then says, *'For those wishing to take the stair, one must achieve respectful cleanliness.'*

If any player tries to move past the image, a Wall of Force will repel them. They can certainly utilize a Disintegrate spell to take it down and move forward; otherwise, they will have to 'achieve respectful cleanliness' by entering the magical properties of Room 4.

5A The Mysterious Stairs, Level 2

The stair continues upward, but again the magnificently garbed priest appears before you, smiling again as he offers,

'One must first achieve pleasure to enter the stair.'

Before the party can enter the stair, they must partake of some pleasure act in Room 7, 8, or 9. Such acts of pleasure can be what the rooms were designed for, or simply having a fighter defeat the serpent in Room 8, as there is pleasure in victory. Once at least half the party has partaken in some roleplaying 'pleasure' on Level 2, the same Wall of Force barrier will drop and they all can pass upward.

5B The Mysterious Stairs, Level 3

Once again the priest appears, this time at the top of the stairs. He throws his arms wide and offers, *'You are now ready to enjoy the fruits provided to us all by the mighty Poseidon!'*

This level has no Wall of Force, and the characters may pass freely.

6. Hall of Lovers

This hall is decorated with murals that depict half-naked humans and nymphs pairing off and disappearing into cloistered woods. At the end of the hall, a polished stone door has been carved with the form of lovers intertwined in each other's naked embrace.

Characters moving down the hall will need to make a saving throw vs. Spell [DC 17 Wisdom] or become amorous, their loins become engorged and their blood racing. This aphrodisiac effect will last for 2d12 minutes, and while any characters are in this heightened state, they are -1 to all actions and have a 15% chance of miscasting any spells. However, they can 'relieve' these effects by copulation of any sort in Rooms 7 or 9.

7. Orgy Chamber

Various couches, cushions, and beds are sprawled around this large room, and silk curtains obscure some of the lounge areas. On the eastern wall, a thin table holds an assortment of multicolored liquids in odd-shaped bottles. A single door is set into the northern wall, and the smell of lavender is heavy in the air.

The use of this room is fairly obvious, and anyone partaking of some carnal delight here will be imbued with a Bless spell that lasts 24 hours. The drinks are all liquor-based aphrodisiacs that will increase the power of the Bless spell to +2; however, if drunk without copulation, they will cause the same effects as Room 6 with no saving throw, and if the person drinking them is already under the effects of Room 6, those effects are doubled (including the time suffering those effects).

8. Shrine of a Thousand Sins

At the north side of this room is an altar that is flanked by hanging curtains. The altar has a black opal the size of a man's head set into a carved shield, and two pillars flank the altar with runes etched into their skin.

This was the atonement chamber for all who sought forgiveness for their extramarital affairs. Here, patrons would make offerings to Poseidon, and those who had broken with the god's principles would be challenged by a giant serpent. The venom of the beast would not kill the victim unless his/her sin was too great; otherwise, those bitten would fall into a delirium for 2d4 days before waking with a cleansed soul. Now, however, the serpent has become maligned by the corruption of the ship and will attack anyone coming close to the altar.

1 Giant Serpent of Poseidon [AC 2, HD 13, HP 90, #AT *1, D 1–12 (Bite), *Entangle and Crush: Once a successful hit is registered, the serpent will begin a grapple (Str 18) and will cause 3–18 points of damage each turn that the character is held. Poison: The serpent's bite is also poisonous, and anyone struck by it will have to make a save vs. poison or become disoriented for 1d4 hours. The disorientation effect is -1 to all attacks and 15% spell failure.

TREASURE

None

1 Giant Serpent of Poseidon [AC 18, HD 13d12+26, HP 104, Initiative +4, #AT 1, Hit +8, Dam Bite 12 (2d6+6), Entangle: Once a successful hit is registered, the serpent will begin a grapple (DC 20 Strength) and will cause 16 (3d8+6) points of damage each turn that the character is held. Poison (DC 17 Constitution or become disoriented, all actions are at a disadvantage for 1d4 hours)]

9. Grand Bedchamber

A massive bed rests against the eastern wall of this room with a dressing screen to the south and a table filled with small bottles of liquid to the north. A luxuriant rug lies on the floor before the bed and a water-feature spills water from the ceiling behind the headboard of the bed, disappearing into the floor.

If any two people should get into the bed, the waterfall will extend to make a curtain of falling water all around the bed, completely shielding those within from view. If any characters actively have sex in the bed, they will be under the effects of a Potion of Greater Heroism for the next 1d4 hours. The bottles on the table are all sex oils, increasing the pleasure of any act while using them to a very memorable level. They also temporarily increase the user's Charisma score by 2 points for 1 hour. There are enough bottles for 10 doses.

10. Pan's Hall

Murals all over the walls of this room depict satyrs playing pipes and dancing in an open forest. The floor of the room is covered in a thick green rug, and the three doors in the room are all made to look like large tree trunks.

This hall was blessed by Corsair bards, and any bard who plays a tune within the room will find their effective level increased by 2 for the next 1d4 hours.

11. The Long Bridge

The door opens to the interior of the bridge, the span stretching away down a long dark hall that is illuminated by cracks in the structure's walls and ceiling. Half a dozen figures loom before the entrance, a cutlass swinging wildly as you open the door!

This is the opening the players will need to make their way through to the temple complex; however, it is blocked by 6 undead crewmen. The first attack (on the lead character) will be under surprise.

6 Greater Zombie Crew [AC 4, HD 10, HP 60, #AT 2, D 1–8+2 (Cutlass), Always go last in combat round, immune to charm effects]

TREASURE

10 Uthorian coins each (platinum)

6 Greater Zombie Crew [AC 16, HD 10d10+20, HP 70, Initiative +2, #AT 2, Hit +5, Dam Club 10 (1d8+6)]

12. The Sensorium of Higher Being

Moons set into a deep blue field have been painted on the floor of this large room, and the walls are decorated with black wall hangings. A single door rests in the southern wall, and two large candlesticks hold half-burned candles close to the western wall.

A sensorium is a place to commune with 'the spirits beyond', or so Gorum would say. These 'outer powers' are not of this place and time, and yet they sometimes give insight into the way of things. If the candles are lit, anyone lighting them will get a vision of the future. This burst of insight will either be good or ill. The DM should roll percentile dice, and on a 50 or less, the character can avoid one ill effect in the next 1d4 hours, but on a 51 or above, they will have one of their actions wiped out by the DM to their detriment.

13. Grand Bath

A deep marble pool dominates the near entirety of this chamber, and water flows from a mermaid's bowl at one edge, keeping the water fresh and clear. A single door rests in the eastern wall beyond a cabinet filled with heavy towels.

The bath is blessed, and anyone entering the water (while naked) will have their AC increased by 2 for the next 1d4 hours as well as gaining a +2 to their Constitution score.

14. Massage Chamber

Two small raised beds are within this long, thin room, and several braziers are placed close by with little tables filled with bottles of oil.

The massage chamber has no special powers, but a darn good massage could be given here!

15. Dancers Chamber

This long room boasts five low, armless chairs and three thin, polished metal poles set at intervals down the middle length of the room. The walls are painted deep crimson, and two overhead shuttered lanterns burn with a subtle glow that keeps the room shadowed, save for the shining poles.

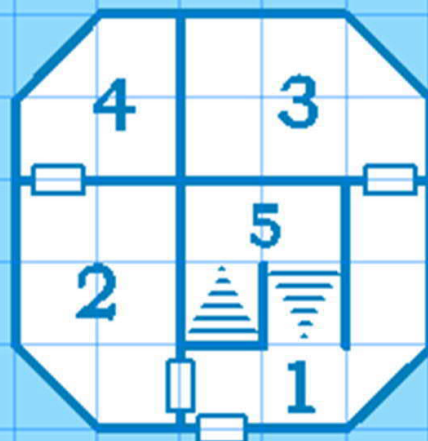
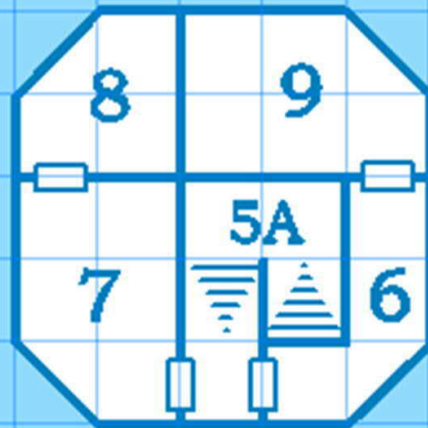
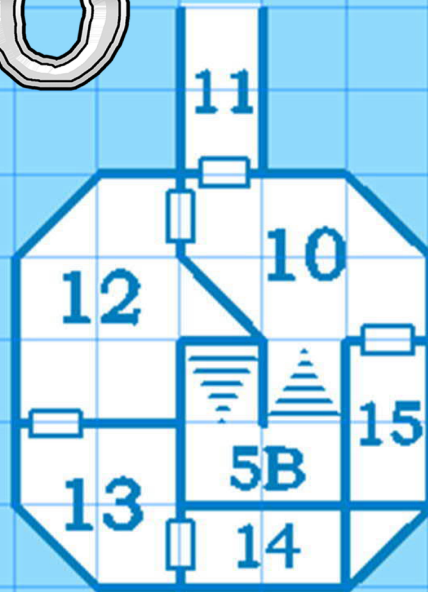
You get it, but if anyone is brave enough to take a dance on a pole, they will be placed under the effects of a Bless spell for 1d4 hours and are immune to all diseases for the next 1d12 weeks.

Resolution

After having conquered the various tests of the tower, the players will be able to move to the front door of the temple complex as they can exit the crumbling bridge by jumping down to a rubble pile and then sliding down that to the doors. Hopefully, some of the effects of the tower will still be upon them when they enter the final fights of the campaign.

THE FOLIO

- Door
- S Secret Door
- Column



Ports of the Nameless Realms Volume 1 & 2

Taux

The City of Cursed Stone

Political Status
Free City
Ruling Body

Red Pillar Council

The Red Pillars are a floating number (always odd to prevent ties in voting) of high level merchants and power players within the city. They are known to wear masks at public events, and about 50% of those on the council are completely anonymous. Women are welcome on the council, assuming they have the money and political motivation to be cutthroat about keeping their seats.

Ship Types

As a cultural center of the New Kingdoms, the port has a plethora of ships from around the greater Halo Ocean. Most local vessels are barques or sloops, coastal traders plying their wares from the Minotaur Straights in the West down to the Kraken Straights south of Ebontra and Closed Mouth Isle.

Trade Goods

Trade into this massive port comes from all over the Halo. However, it is at the northern end of the trade circle, which means trade goods from the Opal Gates and the T'ung such as gems, silks, and even magical trinkets from far Arcania aren't as plentiful as cotton, linen, wine, and wheat that can come from Findalynn or the New Kingdoms.

Flag

The trade flag of Taux is well known throughout the Halo. It boasts a black step pyramid with an arching sturgeon fish leaping over it.

History

Shrouded in mystery and legend, Taux is a city of apocalypse. Once the capital of the great Tolimic Empire, its citizens were destroyed in a single night by an unknown magical retribution. 'Flash-burned' souls were trapped in the stones of the city and now whisper to those who will listen. Now repopulated by the various interests and races of the New Kingdoms, the city has a European flare based around the architecture of the old Tolimic people. Ancient temples, ball courts, and canals dominate the city.

Port District

Stone quays and a huge circular breakwater shelter this deepwater bay. It is a perfect place for greater trade ships to dock, and there are ample trade houses to make money from. Sailors are plentiful, and no press gangs are employed in Taux although disappearances of crewmen do take place on a regular basis, be these from men seeking fortune in the city or becoming victims of its darker criminal culture.

Law

Law on the docks is enforced by Sturgeon patrols. These mercenary soldiers (funded by the Red Pillar Council) are charged with maintaining order, quelling sailor rowdiness, and securing illegal contraband. A patrol typically consists of a sergeant (5th level fighter) and 6 regulars (2nd level fighters).

Taxation

A docking tax is levied on all ships entering the port, roughly one GP per foot of overall ship length. Goods debarked are taxed at a rate of 1 GP per cubic foot for 'elite' trade goods (silks, objects of art, weapons, etc.) and 1 SP per cubic foot of raw commercial goods (foodstuffs, lumber, etc.).

Powers that Be

Matricious Von Helder of Gariny, fallen lord of the northern Grand Duchy, prevails within the port of Taux. The human migrated to the city 20 years ago, and now his holdings encompass many of the warehouses lining the docks and the ships that support his varied commercial endeavors. He is a known member of the Red Pillars, the ruling merchant council of the city.

The Sturgeon Captain of the Dock is Fell Dainen, a half-orc (jai-ruk if playing the Taux specific races) from the Wounded Land who is known to run a very tight operation with very little graft. He certainly has ties to Von Helder, but is his 'own man', and can be considered fair in most dealings, unless you are caught with contraband, then his sentencing is typically over the top.

Where to Go

The Driftwood (Inn)

The Driftwood, or 'The Drift' as locals call it, was one of the first structures erected in the city when explorers from the New Kingdoms began showing up after the apocalypse. It was initially a fortified waystation and adventurer's bastion on the docks, built of repurposed ship parts and driftwood scavenged along the docks. As the city's population grew and the districts were reclaimed by immigrants, the need for the small fortified barracks lessened, and the barracks was eventually abandoned. Still, an enterprising dwarf (kin for Taux races) named Dorn Hammerfall claimed ownership of the abandoned structure and turned it into an inn for newcomers to the city. There are ample rooms here, and part of the structure is actually built over the water with a great hole in the common room to allow fishing by the patrons. Rooms are solid and secure, and since the structure is new and made of wood, there are no trapped souls in the walls to whisper to the guests. There is an old observation platform atop the structure that gives a great view of the city. It costs 5 silver to go up to it, and it is a known destination for couples looking for a romantic view of Taux at night.

Lodging

Private Room: 2 GP per night
Common Room: 1 GP per night
Suite: 5 GP per night (20 GP per month)

Ten Men Under (Tavern)

A story that persists around the docks of Taux is that of the 'Ten Men Under'. In it, a group of men from somewhere in the Halo (the story differs here from Findalynn to the T'ung, and beyond depending on who is telling it) took a bet to consume a tankard of ale containing a water breathing enchantment on the night of the Taux apocalypse. When the magical storm hit, the men then jumped into the bay to avoid the horrors above, but in so doing somehow trapped themselves below the surface in a 'world between' and can now sometimes be heard through the hulls of ships screaming for help or pounding on the wooden planks. Whatever the case, the tavern that bears the story's name is a notorious establishment with a reputation in the city almost as large as the Emerald Serpent, which lies in the Black Gate. No one really knows who currently owns the Ten Men, but the proprietor is one Denen Mourne, a human from Thalonian. Although experienced in keeping patrons happy, Mourne still has his fair share of fights in the Ten Men as sailors from around the world are here on a daily basis, and old grudges and prejudices are hard to shake.

Costs:

The Ten Men has an extensive menu that is praised by most who come to the city.

Breakfast:

Plain (rice pudding, toast, cheese) (1 SP)
Elaborate (eggs, fish, corn bread, honey bun) (5 SP)

Lunch/Dinner:

Plain (pan-fried tomatoes, breakfast bacon, bread & honey butter) (1 GP)
Elaborate (grilled eggplant, fish stew, soft loaf & sugar butter coat) (2 GP)

Supper:

Plain (chicken legs, hard corn rolls & bacon gravy, fruit of the day) (1 GP)
Elaborate (fresh catch of the day, corn meal cates, butter squash, soft loaf, hot jungle berry pie) (5 GP)

Spirits:

Beer, small, pint (5 CP)
Beer, heavy, pint (1 SP)
Ale, pint (2 SP)
Ale, Dwarven, pint (1 EP)
Mead, pint (1 EP)
Mead, Urn Special Brew, pint (15 SP)
Wine, table, pint (1 EP)
Wine, Gariny Sparkling, pint (15 SP)
Wine, Thalonian Red, pint (1 GP)
Wine, Arcanian White, pint (2 GP)
Wine, Isle of Elvish Jephher, pint (4 GP)
Wine, Findalynn's Promise Reserve, pint (1 PP)
Brandy, New Kingdoms, gill (1 EP)
Brandy, Grand Duchy, special aged, gill (1 GP)
Wounded Land Dark Liqueur, half-gill (5 GP)

Whispering Wall (Magical Place)

One of the most famous places on the Taux docks is the Whispering Wall. This ancient tidal retaining wall defends the city as a crescent dike and was once the original high water mark before the docks were expanded. Now, it seems an odd defensive work that rests too far inland from the main commerce of the port. Still, the wall persists, and its entire length is decorated with stone carvings of leering faces, monsters, and death. Once, it was probably carved so to scare would-be attackers or perhaps ward dark spirits away, but now it has become home to hundreds, if not thousands, of trapped souls from the city. Those drawing close to it will feel as though the eyes of the carvings follow them, and many will hear the whispering of the trapped dead, some telling stories, other asking for help, and even a few who are known to tell the future.

For those seeking answers to questions, treat the wall as a Contact Other Plane spell, with all answers having a 75% chance of being completely misleading, if not blatant lies, to get the characters killed.

Thousand Feathers (Brothel)

Of the two great brothels on the docks, the Thousand Feathers boasts the most notorious madam, Shana of the Serpent Eyes. Stories abound about this strange and beautiful woman. Some insist she is a naga, others say she is the daughter of a medusa, while still more insist she is a feathered serpent from the Ebon Swamp come to the city to enchant men and then eat their souls. Whatever the case, Shana and her strange reptilian eyes have drawn men (and some women) from far and wide to share in the comforts of her dockside establishment. Appointments with her widely varied ladies are priced by the hour or evening, and should one be looking for Shana's personal company, bring a heavy purse.

The structure itself boasts a large common room that can be sectioned off with multi-colored dressing screens as well as a central fountain/shallow bathing pool. Upstairs, private rooms have been added and are above the stone foundations to make them less inclined to have whispering spirits within.

Rates:

Massage (Common Room): 5 SP
Bath (Common Room): 2 GP
Private Massage & Bath: 5 GP
Private Room Session (Hour): 10 GP
Private Room Nightly: 30 GP
Add Another Companion: 3 GP hourly,
15 GP nightly

Private Session with Shana: Inquire within

Behind the Veil (Brothel)

Seemingly less appointed than the Thousand Feathers, this brothel is more of a mystery even than Shana as all the ladies within wear veils over their faces. Thus, patrons have no idea what their perspective companions will look like before they pay. What might think this would detract from business, but the opposite has been found to be true as gangs of men enjoy entering the Veil, paying for service, and then watching as their choices remove their veils for all to see. All manner of cheering, ribbing, and laughter accompany these open sessions, and 'the reveal' has become a tradition for many wayward crews from all over the Halo. Once the reveal has occurred, the crewmembers then utilize an hour of service with their respective ladies in the common room, creating orgies that are rarely forgotten by their participants.

The madam of the Veil is known only as Zephyr, and she is said to be a half-elf (Farian if using Taux races) of exceeding beauty, but to see beneath her veil (never in a common session) will cost a patron a small fortune.

The Veil itself is built within a reclaimed dockside temple, and its private rooms are small acolyte cubicles that many men speak of as tomb-like. The main common room, with an altar still in the middle, was likely once used for sacrifice. Patrons often share stories of mysterious screams, moaning, and all manner of noises if they stay the night although most are laughed at because such noises would seem to be well in place at a brothel.

Rates:

Open Reveal, Group: 5 SP
per member (includes 1 hour
common room 'session')

Massage (Common Room): 1 SP
Bath (Common Room): 5 SP
Private Massage & Bath: 1 GP
Private Room Session (Hour): 2 GP
Private Room Nightly: 15 GP

Add Another Companion:

1 GP hourly, 10 GP nightly

Private Session with Zephyr: Inquire within

The Independent (Trade House)

Certainly buying goods within Taux itself can be costly, but for those on the docks looking for a deal, the Independent is the place to go. This single warehouse is home to dozens of small traders who have found a way to subvert the customary city taxes and pass the savings on to their customers. There is an entry fee into the warehouse (a modest 2 SP), but everything found here is considered to be at a 10-15% discount off the prices regularly found in the Player's Handbook or Dungeon Master's Guide (for magical items).

Adventure Threads

Low Level (1-3)

A series of break-ins and thefts at the Independent have caused a small group of non-Taux merchants to offer a 100 GP bounty on the whereabouts of those who perpetrated the thefts. A group of smalltime thieves calling themselves 'The Wet Blades' have been swimming to the pier, taking a secret trap door from the water level into the Independent warehouse, and then swimming out again. They have been fencing the goods to an agent on the docks and currently rent a room in one of the dock flophouses.

Moderate Level (4-7)

Burtrom Stain, a moderately successful fence for illegal goods on the docks, has run afoul of the group of half-orcs (jai-ruks for Taux races) called the Bridge Dwellers. He owes them money, and they have taken him captive and hold him in an underground safe house beneath a bridge that leads to one of the bay-flanking islands. His son, Blair Stain, is offering a 500 GP reward for his safe delivery from the clutches of the gang. What Stain did to deserve the ire of the half-orcs is up to the DM.

High Level (7-10)

Shana of the Thousand Feathers has disappeared, and the ladies of the house are looking for someone to solve the mystery. Was she abducted by agents from the jungles beyond the Opal Gates who recently arrived in the city (naga)?, has she cocooned herself in an

underground chamber of the brothel before transforming into her true form after collecting enough souls?, or has a Red Pillar sought to add her to his growing harem? You decide.

Ebontra

The Dark Freehold

Political Status
Free City

Ship Types

Like most of the northern ports along the Free Coast that share the New Kingdoms waters, tall ships are the norm for this southernmost trade city before the Kraken Straights.

Trade Goods

Ebontra is an 'exchange port', meaning it takes in goods from the northern Halo reaches as far east as Findalynn and as far into the Minotaur Straights as Thalonia in the New Kingdoms before sending goods south to the Opal Gates. Almost any Northern good can be had here for the cheap, and even Southern goods (having come 'up the circle') from Arcania (Magical Talismans), Aflyr (Art & Bronzecraft), the Wounded Land (Weapons), and the T'ung (Silks).

Flag

The flag of Ebontra is a black field with a white shield split with a crossed rapier and dagger (also black).

History

Founded ages ago, in the upheaval after the fall of the Corsair kingdom of Uthoria, and then abandoned, this city was lost to the world for a thousand years before being uncovered in the misty and secluded 'black bay' of Close Mouth Isle. There are those that say it remained lost because of the Star Tower within the bay keeping ships away from its sheltered docks, but that is unconfirmed. All people can truly say is that after one hundred and fifty years of reoccupation, the city is a thriving port and the 'last stop' (along the greater Halo circle) before trying to pass the Kraken Straights to the southern reaches of the Opal Gates and the T'ung. Boasting some of the most impressive architecture in the known world, the black basalt walls and onyx crystal towers of Ebontra make it a sight to behold. As much as its sister city, the White Palace of Tristra is light, Ebontra is a shadowy place of lost magic and engineering.

Port District

The deepwater bay of the city houses hundreds of ships, including an exclusive 'tall ship' dock for three mast galleons coming from Findalynn. There are more Findalynn ships in Ebontra than any other New Kingdoms port as an alliance between the maritime nations is strong, and Linnian (Findalynn) Frigates ply the waters outside the port all the way northeast around the Free Coast to Perlot of the Tall Ships. This also means that there are a lot of duels in the port as Findalynn Bravos and Ebontra Crosses often try to prove which blade school is better.

Law

Law along the docks of Ebontra comes in two forms, the Shadow Cloaks, a mercenary company of nearly 100 members charged with maintaining order, and the Ebontra Crosses, a guild of duelists who see the city as their own hunting ground. The Shadow Cloaks are run by a human woman named Sanja Grey. She is from the Opal Gates and lived her early life as a slave master and caravan boss before moving her and her company to Ebontra. Now, she controls tariff enforcement, basic law, and the administering of press gangs if needed for shipping concerns. Her foil in the docks is Silver Cross Hans Evaine, a full blood Corsair from the southern archipelago who has been running duels on the Ebontra docks for the past thirty years. He and his underlings in the guild maintain a fighting force on the docks ready to repel piracy, while also looking to sharpen their dueling skills on unwitting mercenaries.

Taxation

A docking tax is levied on all ships entering the port, roughly 2 GP per foot of overall ship length. Goods debarked are taxed at a rate of 2 GP per cubic foot for 'elite' trade goods (silks, objects of art, weapons, etc.) and 5 SP per cubic foot of raw commercial goods (foodstuffs, lumber, etc.). As noted, these tariffs are higher than those found in Taux, but Taux requires a northern bootleg around the horn of the Free Coast while Ebontra lies in a straighter route to the Kraken Straights, saving valuable shipping time.

Powers that Be

The docks of Ebontra are run by a trio of merchant families, all of which are distinctly different and have no particular love of one another. The first is the Carthons, an ancient bloodline of Corsairs that trace their lineage far into the ruins of the archipelago of the far South. They have strong ties to the Crosses guild, and are open to free trade with an eye on ever expanding the reach of the port city's interests abroad. The Dethunes are a family of dark-skinned elves (and half-elves) from the Nublar Desert deep in the Opal Gates. They are slavers and are interested in spreading the flesh trade through the New Kingdoms while making Ebontra a bastion for more cosmopolitan elves.

The Deepforges are a tight-knit coven of sea dwarves who have banded together to create a single purpose entity concerning the crafting of ships. They control the dry dock and have a stranglehold on all commissioned vessels in the city.

Where to Go

The Dark Gates (Brothel)

Owned by the Dethune family, this high-priced brothel acts as both a slave market and a storefront to advertise the incredible wares

of the Opal Gates flesh peddlers. Housed in a former city watchtower and surrounding stockade, 'The Gates' first gives the impression of an armed camp before opening up into a lavishly decorated house of ill repute. Pricing for companionship is on display next to actual purchase prices if you would like to keep that which you have sampled. Extravagant baths, dining, a sauna, and even sleeping suites in the tower are available. Security within is carried out by armed eunuchs, and the current overlord of the establishment is Falarian Dethune, a half-elf male who is a known gambler and barterer.

Rates:

Massage (Common Room): 5 SP
Bath (Common Room): 1 SP
Private Massage & Bath: 2 GP
Private Room Session (Hour): 5 GP
Private Room Nightly: 30 GP
Add Another Companion: 5 GP hourly,
20 GP nightly
Nightly Suite: 50 GP

Purchase:

Inquire within as prices vary depending on stock

Lotus Petals (Opium Den)

Owned by the Sang Cartel, a group of Tungeese traders, this opium house serves as a place for locals and tourists alike to escape their daily troubles by riding the dragon's tale. However, after one passes through the front salon, the Sang have created a small labyrinth of sliding paper panels that create secret meeting rooms for the trade elite. Many of the largest deals among captains, lord merchants, and even duelists have gone down within the Lotus Petal, and all movers and shakers in Ebontra have standing reservations with the house for late-night meetings. It is also whispered that the Sang know all secrets in the city as they have spies that can 'move within shadow' and 'murder without sound'. If this is true, one can only wonder, but whatever the case, deals struck within the Lotus are never spoken of outside, and no news of these contracts is ever delivered to information brokers. The saying, 'What happens in the Lotus, stays in the Lotus,' is a true one.

Seven Hanged Men (Tavern)

This old tavern, located on the northeastern jetty close to the city dry dock, once served as a prison for pirates in the early days of Ebontra's reopening to the world.

Once piracy fell away with the arrival of the Linnian frigates, the small prison, and its accompanying gallows, were abandoned. They were eventually purchased by Laris Proudnoise, a gnome who turned the place into a decent eatery frequented by many of the dwarven craftsmen working on the docks.

Costs:

Breakfast:

Plain (porridge, toast, cheese) (1 SP)
Elaborate (eggs, ham, toast, gravy, sweet bun) (5 SP)

Lunch/Dinner:

Plain (pan-fried potatoes, breakfast ham, bread & honey butter) (1 GP)
Elaborate (sweet potato, ham stew, soft loaf & cane butter) (2 GP)

Supper:

Plain (pan-fried fish fillet, hard rolls & gravy, fruit of the day) (1 GP)
Elaborate (wild boar cutlet, cup of sauced beans, pan-fried potato slices, soft loaf, hot fruit pie) (5 GP)

Spirits:

Beer, small, pint (5 CP)
Beer, heavy, pint (1 SP)
Ale, pint (2 SP)
Ale, Gnomish, pint (1 EP)
Mead, pint (1 EP)
Mead, 'Karas Mountain' Special Brew, pint (15 SP)
Wine, table, pint (1 EP)
Wine, Highland White, pint (1 GP)
Wine, Opal Gate Reserve, pint (2 GP)
Brandy, New Kingdoms, gill (1 EP)
Brandy, Grand Duchy, special aged, gill (1 GP)
Wounded Land Dark Liqueur, half-gill (5 GP)

Far Dock (Inn)

Located 'mid dock' as a central hub for all incoming traffic to Ebontra, the Far Dock has served those entering the city for more than seventy-five years. Based in an old warehouse, it boasts an impressive sixty private rooms, two large common rooms, and a massive two-story central gathering area with balconies that overlook the bay. Gaming tables, a wrestling pit, a small bar, and an elevated stage allow for entertainment within the gathering area, which makes for no shortage of traffic, even in the off hours.

Costs:

Spirits:

Beer, small, pint (5 CP)
Beer, heavy, pint (1 SP)
Ale, pint (2 SP)
Mead, pint (1 EP)
Mead, 'Karas Mountain' Special Brew, pint (15 SP)
Wine, table, pint (1 EP)
Wine, Highland White, pint (1 GP)
Wine, Opal Gate Reserve, pint (2 GP)
Wounded Land Dark Liqueur, half-gill (5 GP)

Lodging:

Private Room: 2 GP per night
Common Room: 1 GP per night
Suite: 5 GP per night (20 GP per month)

Wishing Well (Magical Place)

Just beyond the Far Dock Inn, at the foot of the city's main port gate before entering Ebontra proper, an ancient black obsidian fountain rests. It has three onyx monoliths at the center, each of which mysteriously pours out fresh water into the fountain's basin. Locals and travelers alike throw coins within the basin while making wishes, some of which have supposedly come true. Perhaps those rumors of

wish granting are false, but certainly those who give tribute to the well claim a renewed sense of purpose for their day. Note: Those offering a copper will be allowed a +1 to hit [single advantage roll] for the next 24 hours. Those offering a silver will have their Charisma score raised by 1 for 24 hours, and those offering a gold piece will be considered under the influence of a Bless spell for 24 hours.

Adventure Threads

Low Level (1-3)

The dwarves of the dry dock are having problems with rats that are eating their lunches while they are at work. The foreman has offered a 5 GP per 'large' rat killed within the dry dock area. A hunt will produce up to 20 giant rats around the area but will also anger the wererat who controls them! This dark creature will certainly scheme to take revenge on the hunters.

Moderate Level (4-7)

One of the 'elite' slaves of the Dark Gate has escaped, and a reward of 250 gold pieces has been issued for his return. The slave, known as Epoch, is a human of the Hilani tribes of the Opal Gates (meaning he is black). Raised and trained to become a personal guard of a noble house of Taux, Epoch was to be delivered to Taux in two weeks, and his safe return is paramount. He can be found through various Charisma checks at the port, typically three successes in this endeavor will lead the party to a little-used warehouse where Epoch, two slave girl conspirators, and a sympathetic Ebontra Cross duelist are held up, awaiting transport on a ship south. However, this adventure will be one of weighing the effects of slavery versus the value of 250 gold to turn this man and the others in to the very questionable business practices of the Dethune family.

High Level (7-10)

The transporting of dangerous cargo is something that happens on occasion over the Halo. The hope is that all goes well, but sometimes that isn't the case. The ship, the Rimworld Traveler, was not allowed into port because it was carrying a monster too dangerous to let into the port proper so it sat in the deep bay. However, when most of the crew went ashore, the ship's lights went out and all signals to it were not returned. Now, the Hecate Consortium, a merchant guild responsible for the ship, is offering 1,000 gold for the ship to be boarded and the creature subdued. The DM can determine the type of creature.

Irontooth

The Fortress of the Jai-Ruks

Political Status
Capital of the Broken Land

Ship Types

As the jai-ruk culture revolves around their relationship with the element of earth, their ships are known to be wide-bellied, low craft mostly associated with a type of improved longship. They boast impressively armored prows, sometimes used to break ice, sometimes as rams of other ships, and oars are used for secondary propulsion on more than 50% of their vessels. However, for extended sea journeys and trade, the great galleons of Irontooth are a sight to behold on the high seas and can sometimes be found as far away as Taux or Findalynn.

Trade Goods

If you trade in weapons, then Irontooth is a port that must be on your route. Although perhaps not as fair and enchanted as elven work, or as glorified as dwarven craft, the weapons and armor of Irontooth are the backbones of many of the armies of men throughout the world. The forges of Irontooth work night and day refining their techniques, and there are those that compare their blade-craft to even that of the T'ung, their northern neighbor. It is said that jai-ruks are horrible at coming up with their own ideas, but are masters at refining and perfecting those of others (this also applies in their appropriation of Findalynn's great galleons).

Flag

The flag of the Wounded Land is that of a black mountain on a red field, and Irontooth accentuates that by adding a red spike in the middle of the mountain.

History

During the great wars with what would become the T'ung, the jai-ruks of the Far South needed a center of government for their mighty war clans, and so Irontooth was created to help propel their war farther north. The rise of their forges and great armories drew the attention of the Tower Wizards, and the water practitioners formed one of their great magical monoliths in the harbor of the war camp, thus solidifying it as a true 'city of the realms'. Over the years, the jai-ruk war machine has evolved into a more mercantile agency, feeding well-trained mercenaries (including goblins, orcs, ogres, and even hill giants) into the armies of the world as well as all manner of weapons and armor.

The hundred foot tall siege walls of the city are made of grey marble, and there is little in the way of decoration or finery among those who dwell within. Much of the interior of Irontooth is kept from the outside world, but those who have traveled within talk of a 'dark world' where might makes right, and gangs and noble legions clash for control of the mini-citadels of the inner boroughs.

Port District

The Bay of Iron is a long crescent that half wraps its arms around the Wizard's Tower at its center. Massive defensive keeps rest on the tip of each 'arm' that protects the bay, and the towering walls of the inner city dominate the skyline of the port which lies outside the secret regions of the city that the world doesn't get to see. Ships here are comprised of jai-ruk icebreakers, deepwater galleons, and a smattering of trade vessels from all over the Halo (although most would be considered more freebooters and even pirates). This is not a port to be taken lightly, and those coming here must have a purpose; otherwise, they risk their ships.

Law

Although the world populace would say that any nation that openly accepts orcs, ogres, and goblins as citizens couldn't possibly understand law, that isn't really the case. Jai-ruks might be fierce, but they are lawful creatures and this translates to the docks of Irontooth. One need not fear open aggression here (although subterfuge, especially ambushes at anchor is prevalent), and gangs of heavily armored ruks patrol the inns, taverns, warehouses, forges, and shops with great vigilance. These dock gangs are run by a rather crafty hill giant female named Ulava the Tower. She's been in command for nearly a decade, and although challengers to her station have been plenty, none have succeeded in supplanting her. Ulava controls all tariff collectors (usually gnome slaves) and is the only tribunal for lawbreakers. (The sentence is usually loss of a limb for thievery or death for most anything else worthy of her attention.)

Taxation

A docking tax is levied on all ships entering the port, roughly 1 GP per foot of overall ship length. Goods debarked are taxed at a rate of 1 GP per cubic foot for 'elite' trade goods (silks, objects of art, weapons, etc.) and 2 SP per cubic foot of raw commercial goods (foodstuffs, lumber, etc.).

Powers that Be

There are two powerful Forge Houses that run the bulk of trade on the Irontooth docks. The first is the Lorebars, a family of jai-ruks known for their ability as shipwrights and heavy siege engine manufacturers. They control the bulk of the Irontooth trade fleet and have contacts in cities across the globe. Ilvor Lorebar is the current leader of the House, and his reputation for a keen eye for business opportunity is legendary. Folks say he traveled for work in his youth, stealing patents from dozens of cities and refining them in his family's trade. House CilShade is one of the secrets of the Wounded Land, a jai-ruk family that has mixed its bloodline with dark elves to create a powerful and beautiful sub-race. With the power of earth from the jai-ruk line, and the magic of the dark elves, House CilShade has been creating magical weapons and armor that are legendary in the south of the world. Their interests on the docks revolve around small trade for high priced goods, as well as smuggling, and of course, connections to the darker powers of the Delving Dark (the world beneath).

Where to Go

A Taste of Earth (Brothel)

If a visitor to Irontooth looks to sample the delights not found in more mundane cities, A Taste of Earth is the place to go. If you wish to be whipped by a jai-ruk dominatrix, pleased by a goblin fellatist, or bathe with a trio of ogres, this is your place. The owner, Dram the Bold, is a jai-ruk former gladiator who moved from the city to the docks when he won his freedom. He takes his job seriously as the defender of his investment, and if you partake of his wares, you pay first and leave things as they were when you leave. He displays his prices up front and handles all cash himself. There is nothing opulent about his place of business, but it suits the needs of its patrons.

Rates:

Private Room, Any Race (Hour): 2 GP
Private Room Specific Session (Hour): 5 GP
Private Room Nightly: 30 GP
Add Another Companion: 5 GP hourly, 20 GP nightly

The Jarl's Daughter (Gambling Den & House of Ill Repute)

One of the few establishments that makes its open association with House CilShade known to the public, the Jarl's Daughter is sought after for those with coin and time to burn. The front rooms of this large fortified hall act as gambling parlors for locals and sailors, but the upper floors and backrooms are where the action takes place between sea captains, mercenary lords, and magic brokers. It is also said that a highly-trained collection of Dark Bloods (half jai-ruk/half dark elf) courtesans work here although they have never been seen on the main gambling floor.

Cleaver's Home (Tavern)

Located atop an old abandoned forge (that some say is haunted), this rooftop tavern is a great place to look out over the harbor and watch the docks as they bustle with activity. Owned by a goblin named San the Wee, the place runs smoothly, considering he has at least two dock gangs on his payroll. Costs are cheap, and the spirits are hardy, which makes for a good combination among the locals and sailors alike.

Costs:

Breakfast: Plain (porridge, toast, cheese) (1 SP)

Lunch/Dinner:

Local (unidentified 'meat of the day', hard bread & curdled milk) (1 GP)
Outsider (fish stew, green cheese, soldier's wheat bread) (2 GP)

Supper:

Local (deep-fried grubs, hard rolls & tangy red gravy, apple pie) (1 GP)
Outsider (mammoth steak, cup of tangy beans, pan-fried bread wedges, apple pie (cinnamon topped)) (5 GP)

Spirits:

Beer, small, pint (5 CP)
Ice Beer, heavy, pint (1 SP)
Ale, pint (2 SP)
Ale, Gnomish, pint (1 EP)
Mead, pint (1 EP)
Mead, 'Karas Mountain' Special Brew, pint (15 SP)
T'ungese Rice Wine, table, pint (1 EP)
Wounded Land Dark Liqueur, half-gill (5 GP)

Shelter from the Storm (Inn)

This 'building' located between two large warehouses is actually just a series of rope bridges, tarps, sails, and canvases that create a multilevel and incredibly multi-room inn. The branchchild of a hobgoblin named Rovular the Sailmaster, this establishment has become an iconic piece of Irontooth lore, and most folks who visit the city sleep away the night in one of the high hammocks. The ground floor is a 'common room' that has a central firepit with a wagon set next to it that acts as a bar and sleeping quarters for Rovular himself.

Spirits:

Beer, heavy, pint (1 SP)
Ale, pint (2 SP)
Wounded Land Dark Liqueur, half-gill (5 GP)

Lodging:

Private Hammock: 2 GP per night
Common Room: 1 GP per night
Canvas Room with Twin Sleeping Mat: 5 GP per night (20 GP per month)

Saint Colin's Armory (Magical Place)

Located midway around the crescent of the docks, this large fortified building has an eternal flame brazier that burns before its black basalt steps. As Saint Colin of the Flaming Blade is the patron saint of jai-ruks, he is revered by those who call the city home, but it is the eternal flame that most outsiders come to visit before they leave town. If a fighter (or fighter subtype) places a blade in the glowing blue flames, it will develop the aspects of the 'flaming' enchantment for 1d4 draws from its sheath at a later time (up to 2 weeks). This power is said to only work for those with a strong martial prowess and who use edged weapons that can be sheathed. (Tales of axes being enchanted are prevalent, but none have ever been verified.)

Adventure Threads

Low Level (1-3)

Goblin gangs are something of a problem for the jai-ruk dock gangs as they are fast and can get into places the larger armed and armored ruks can't. A 1 GP bounty has been placed per goblin head bearing one of the distinctive tattoos the gangs wear to show loyalty to their particular cell.

Moderate Level (4-7)

The waters near the Wizard's Tower at the center of the bay have become 'unstable', and ships report seeing odd 'waves' in the air and disturbances in the water. Locals fear the magic of the Wizards and stay clear of the Star Tower, but they do want to find out what is behind the disturbances. What they don't know is that a time elemental (MMII) has broken free of confinement in one of the Wizard's labyrinths beneath the tower and now floats over the surface water around the tower, seeking victims. A reward of 250 gold pieces has been placed on finding what the disturbance is and putting an end to it.

High Level (7-10)

An ogre named Mold the Mad broke into one of House CilShade's apothecaries and drank all the potions in the store AT ONE TIME! This concoction should have killed him, but by some fluke, it turned him into a water-breathing, invulnerable, and superheroic ogre with fire breath. When the dock gangs came after Mold for his crimes, he leaped into the bay and disappeared under the waves. When he didn't resurface, they figured the problem had resolved itself, until ships started getting their bottoms 'raked' by something below the surface, even while in dock! Now, House CilShade wants the problem dealt with before repair fees for ship damage start showing up on their ledger. They are willing to offer 1,000 GP to whoever brings them the body of Mold.

Mahe

The Verdigris City

Political Status

Halo Port City of Aflyr

Ship Types

Aflyr is an ancient kingdom, one born long before the great countries of the New Kingdoms were more than barbarian homesteads. Its fleets plied the waters of the Halo long ago when Uthoria and the Corsairs still ruled the seas. Now, its fleets still reflect those heady days as the bulk of its remaining navy is made up of biremes and triremes though merchant houses have upgraded to coastal sloops and a few Lynnian galleons.

Trade Goods

Mahe has always been known as an artists' haven, and their work with bronze is unmatched in the Nameless Realms. Trade goods often revolve around objects of art, as well as grain and some precious metals mined in the interior of the kingdom.

Flag

The flag of Mahe is a dark stone Roman-like temple with a blazing golden sun behind it.

History

After the fall of the God's Capital of Nextyaria, humanity (and all other benevolent races) was scattered to the winds. The bulk of the human clans traveled south into the moderate climates around the inland ocean of the Mardras, with three great kingdoms rising up on its shores. These 'Old Kingdoms', as they are now called, were the T'ung, Kushan, and Aflyr. As the people of Aflyr expanded from the Mardras across the mountains to the west, they founded the port of Mahe as a way to also create trade on the Halo Ocean. Since those early days, the NyWinter Kings who ruled Mahe were all powerful over the western provinces of the kingdom. The city became a powerful force as it traded up the northern coasts to the Pagan League and the Hinterlands and then traversed the northern straights to what would eventually become the New Kingdoms. When the events of the Five Year War began, during what the Aflyrans call the Mid-Winter Fall, the NyWinter line was sundered, and a new dynasty was born around the Winterwood family who now controls the city as well as uniting the entirety of Aflyr under a single banner from the capital of ChanderNagor. This unification, and the later advent of the Nameless Throne (see World Empire), has brought prosperity back to the crumbling infrastructure of the city, and new trade now flows out of its bay, most going north, but some tacking against the trades as they ply west to Arcania.

Port District

The port district of Aflyr abuts the merchant district as well as the artists' borough. Lines of shops and stalls, as well as temples to the Nameless Saints, dot the long thoroughfare that wraps the bay. A single port fortress protects the bay from the like of pirates (usually from the Isles of Autumn), and a great lighthouse is a beacon to all ships entering the port.

Law

The Mahe justice codes are enforced by the Sea Legion, a collection of nearly 100 former sailors and mercenaries under the employ of the king to keep peace on the port. As many of these men and women were scoundrels in their day, they know all the tricks and are therefore hard to fool although on the opposite side, many would argue this makes them all the more susceptible to bribes. The Sea Legion is captained by Harris Alt, a human of Aflyr and veteran of the Mid-Winter Fall.

Alt is a no-nonsense commander who might be up there in age but still manages daily rounds of the docks with a personal guard, overseeing newly docked vessels and keeping tabs on the coming and going of larger cargo transfers.

Taxation

Aflyr has been pushing to increase its trade in the South and has dropped its tariffs of late. When entering into the docks of the port, a ship is typically taxed at his footage in length, roughly 10 silver pieces per foot. Goods debarked are taxed at a rate of 1 GP per cubic foot for 'elite' trade goods (silks, objects of art, weapons, etc.) and 2 SP per cubic foot of raw commercial goods (foodstuffs, lumber, etc.).

Powers that Be

The Mahe docks might be watched over by the Sea Legion, but the real power here comes from the freebooters. There are a dozen captains that claim shares of most cargo going between Sailhinge (in Arcania) and Bandar'Abas (in the Pagan League). Most consider these captains to be thugs or even pirates (as some are of Corsair blood and hail from the Isles of Autumn). Whatever the case, anyone bringing cargo into the port will likely be 'leaned on' by representatives of the freebooters to pay a special 'transit tax'.

Where to Go

The Three Ladies of the Eye (Fortune Teller)

Much has been made about the various 'seers' of Mahe, and certainly some of the legends are true, but no establishment in the city plays it up more than the Three Ladies of the Eye. Here, lovely women dressed in traditional white Aflyrian robes lounge by pools and read tea leaves and smoke from braziers, hoping to lure men into their webs of prophecy. Some, when seeing patrons with gold to burn, turn to more carnal delights, hoping to find a paramour or even husband between the visions that always cloud their eyes and give promise of a happy life ever after. Still, there are those who insist there are women of great talent here, and that contacts with Saints and powers beyond this plane do happen, leading many to continue to enter the doors of the open acropolis.

Fortune Reading (Common Room): 5 SP

Bath (Common Room): 1 SP

Private Reading & Bath: 2 GP

Freebooter's Paradise (Opium Den)

The Freebooter's Paradise is a gambling hall and drinking house that has a series of high-end apartments attached to it via a bridge in the back of the establishment. Here, most of the powerbroker moves of the merchant houses are had, as are contracts with mercenaries and even the paying off of pirates. No one really knows who the true 'freebooters' are, but most would agree that between 10 and 12 captains are involved in the cartel. Anyone coming into the hall will have the opportunity to speak to the bartender, Drake (a jai-ruk), who can usually point folks in the right direction (for a price). Spirits are served here, but nothing fancy, and it isn't frowned upon to bring your own finer liquor if you desire.

Beer, small, pint (5 CP)

Beer, heavy, pint (1 SP)

Ale, pint (2 SP)

Ale, Dwarven Stout, pint (1 EP)

Mead, pint (1 EP)

Heavy Cups (Tavern)

There are a dozen fine taverns along the dock promenade, but many would agree that the most interesting of these is Heavy Cups. Run by a transvestite named Madame Hex, this tavern serves as a place to while away the afternoon, enjoying the light from the open-air common room while practicing one's painting. For those taking in the food, they might also get a sketch or portrait painted while they dine, and all the plates, glasses, and utensils are for sale as they are made by local artists.

Costs:

Breakfast:

Plain (toasted oats, goat's milk, cheese) (1 SP)
Elaborate (eggs, fried fish fillet, toast, salted pork, sweet wine) (5 SP)

Lunch/Dinner:

Plain (fried banana mash, duck flank, rye bread & twice churned butter) (1 GP)
Elaborate (deep-sea tuna stew, roasted tomatoes, half soft loaf & twice churned butter) (2 GP)

Supper:

Plain (fish stew, hard rolls & mango jelly, bowl of olives) (1 GP)
Elaborate (3 lamb chops with sweet mango chutney, cup of olives, diced cabbage with honey-vinegar dressing, full soft loaf, fig pudding) (5 GP)

Spirits:

Beer, small, pint (5 CP)
Beer, heavy, pint (1 SP)
Ale, pint (2 SP)
Ale, Gnomish, pint (1 EP)
Mead, pint (1 EP)
Mead, 'Arcanian Fire' Special Brew, pint (15 SP)
Wine, table, pint (1 EP)
Wine, T'ungese Rice, pint (1 GP)
Wine, ChanderNagor Special Red, pint (2 GP)
Wounded Land Dark Liqueur, half-gill (5 GP)

Seaborne Slumbers (Inn)

This fine inn is located in the former quarters of Lord NyWinter's dockmaster. This estate home, located just beneath the bay fortress in the north of the promenade, has been reclaimed and turned into some of the finest private rooms a visitor can find in the city (outside the Winterwood Palace of course). Boasting twenty private rooms, each well decorated and five with private baths, this is the way to rest within the city if you have the means to pay.

Lodging:

Private Room: 10 GP per night
Suite (with Bathroom): 20 GP per night (200 GP per month)

Lover's Lock (Magical Place)

One of the favorite places to visit in the city is the Crenal Bridge that joins the docks to the merchant district. It is said that it was upon this bridge Saint Erik first kissed Saint Igrayn although most sages would insist the two never made it to the docks before freeing the palace from its curse. Whatever the case, many lovers are known to meet here, especially beneath the Blood Moon, and those with means often leave a lock attached to the railings on the bridge. Those who do will find themselves blessed for 1 week afterward. If a couple actually kisses beneath the Blood Moon and attaches a lock, they will both be

under a double effect bless for two weeks (as long as they are on open water as this is a blessing of Saint Igrayn). Sailor's wives and girlfriends also attach locks to the bridge as a way to call their loves home to them safely from the sea.

Adventure Threads

Low Level (1–3)

Someone calling himself 'the tin man' has been harassing the seers of the Three Ladies of the Eye. Most consider him harmless, but one of the seers insists that they see 'blood' in the future of the ladies if this man isn't stopped. The Three Ladies puts out a 25 GP bounty on any information that can be had about 'the tin man', and if he is brought to the Sea Legion, they will offer a free reading for each member of the party.

Moderate Level (4–7)

One of the freebooters has lost a locket in a game of chance, and he wants it back. However, getting the item back won't be easy as the person who won it is none other than Maxus Alt, son of the Sea Legion captain and guardsman of the Bay Fortress. If any rogue can get into the keep and steal the locket back from Alt's barracks room, there will be a 250 GP reward and a favor owed to the freebooters.

High Level (7–10)

The Dragon Lock, an item of great religious importance to the Temple of Saint Igrayn, has been stolen. The temple priests are offering a 1,000 GP reward for any information on the lock as it must be back in their possession by next week so that it can be used in the blessing of the Crenal Bridge in their patron's name.

Sailhinge

The Gateway to Magic

Political Status
Capital of Arcania

Ship Types

The fleets of Arcania are mostly sloops with a smattering of heavy cargo portbelly flutes. As much trade in the city is run through the teleportation mages of the Shimmer Guild, sea travel isn't as prevalent as in many other Halo ports.

Trade Goods

The crafters of Sailhinge practice the bulk of their trade in magical talismans and trinkets, but the greatest trade comes from the Imperial Dark Gate to Tiaba Gabal, where adventurers and prospectors harvest gold, platinum, and gems from the border reaches of the Elemental Plane of Earth.

Flag

Wizard's staff with a glowing starburst around the tip on a dark field.

History

Arcania is a land of inherent magical ability, with nearly all those born on the secluded island nation having some kind of innate spell-like ability. While most have lesser powers, like producing light or flame, there are those born with terrible powers. These upper-level powers have ruled over Arcania since it became a nation, creating great magical clans where interbreeding to create higher natural ability is common. The Great Houses created Sailhinge to be their portal to the rest of the world, and when the Imperial Reign began half a century ago, they were the first to approach the throne about creating a gateway to the Elemental Plane of Earth that would help enrich the imperial coffers. With the creation of the Dark Gate to Tiaba Gabal, the city's power and renown in the world grew by leaps and bounds, and adventurous folk from all over the Nameless Realms come to try to strike it rich in some way by utilizing the gate or those who trade between it. Above all this, the Great Houses watch from towering palaces on the cliffs above the city, and magic is prevalent on the streets, with illusionists advertising for shops, levitated skiffs traversing streets with rich shoppers, and glowing multicolored crystals flashing on signs as they attempt to draw in customers.

Port District

There are really two ports in Sailhinge, the Water Port and the Dust Port. The former is housed in the great bay of the city and shielded from the open water by great breakwater dikes that are walled and armed with magical siege engines. The docks themselves are well kept and boast impressive inns and taverns as well as warehouses brimming with raw materials that are to be shipped in bulk to the forges of Irontooth or Mahe. The Dust Port is located at the crux of the city's crescent that abuts the cliffs upon which the Great Houses have their palaces. Here, a magical shield has been erected to keep dust emanating from the planar gate from overwhelming the city, and buildings inside are covered with a fine grey sand.

Law

The port is run by a mercenary company called the Black Masks, a primarily jai-ruk led force who impose the will of the Great Houses on all shipping that comes into the city. Many say they are beyond reproach, and all are loathe to cross them.

Taxation

Perhaps the highest fees in the civilized world can be found on the docks of Sailhinge, for the Imperial Seal is born over the tradeway, and as such, the empire gets its cut of everything that comes or goes within the city. For entry into the docks of the port, a ship is typically taxed at his footage in length, roughly 5 gold piece per foot. Goods debarked are taxed at a rate of 4 GP per cubic foot for 'elite' trade goods (silks, objects of art, weapons, etc.) and 1 GP per cubic foot of raw commercial goods (foodstuffs, lumber, etc.).

Powers that Be

The Great Houses control much of the city, as do the Imperial Viziers, but in the Water Port, a different set of law applies. Incoming trade is controlled by the Water Tariff Council, a group of 11 lesser nobles who use their position to try to gain access to money for entry in the Great Houses. It is a bitter faction, and sea trade in Sailhinge suffers for it because honest traders are milked out of profit not only by the Imperial interests but also the conniving Tariff Council. However, this does make graft, thievery, and the black market flourish on the docks, and most of these 'dark accounts' are run by a thieves guild known as the Wayward Eight. If you need something brought into the city or taken out of the city by water, then mouthpieces of the W8 are always available to hear your plea and set a price.

Where to Go

The Master of None (Brothel)

Brothels are commonplace in Sailhinge as the massive bloodline breeding programs that seek outstanding innate magical abilities produce lots of failures, the bulk of those being sold off to various labor interests. The loveliest of these tend to go to brothels, and the Master of None is known to have the finest on the docks. Run by a man named Eber Torn, the ladies of the house are often marketed with changeling magic, meaning you can go to bed with one woman and wake up with another, or you can serve fetishes with rapid costume changes, hairstyles, or the like. The services here aren't cheap, but the fun to be had is legendary.

Rates:

Message (Common Room): 5 SP
Bath (Common Room): 1 SP
Private Massage & Bath: 2 GP
Private Room Session with a Changeling (Hour): 25 GP
Private Room Nightly with a Changeling: 100 GP
Add another Changeling: 25 GP hourly, 100 GP nightly
Nightly Suite (Anything goes): 500 GP

Lorman Trade House (Magical Talisman Shop)

As talismans and magical trinkets made Sailhinge a worthy stopping point on the Halo Circle before the opening of the Tiaba Gabal gate, there are those that still stick to the old ways. The Lorman Trade House is one such establishment. Built in an old warehouse, the building has become a kind of mini-mall, with stalls and vendors peddling all kinds of exotic potions, elixirs, talismans, rings, jewelry, cutting-edge clothing, makeup and more. A stop here can certainly lighten a purse, but there are many items to be had. DM's Note: Anyone shopping here gains a +15% to their chances of acquiring a particular item that is +1 or found in the miscellaneous magic section of the DMG.

No Man's Thirst (Tavern)

Founded by one of the first prospectors to exit from the planar reaches of Tiaba Gabal, this dwarf named Pugo Longarm used his raw wealth to buy a tavern on the docks and fill it with all manner of fantastic drink. It is said by those that know him that the lack of water in Tiaba Gabal almost drove Pugo mad, and when he found his way back to Sailhinge, he went to the ocean and swore he'd never leave sight of it again.

Costs:

Breakfast:
Plain (cold fish stew, toast, cheese) (1 SP)
Elaborate (eggs, ham, toast, dried seaweed strips) (5 SP)

Lunch/Dinner:

Plain (melon slices, roast chicken, bread & honey butter) (1 GP)
Elaborate (boiled yams, rabbit stew, soft loaf & cane butter) (2 GP)

Supper:

Plain (catch of the day, hard rolls & gravy, bread pudding) (1 GP)
Elaborate (mountain bull fillet, grilled shrimp, buttered back yams, soft loaf, coca iced cream) (10 GP)

Spirits:

Beer, small, pint (5 GP)
Beer, heavy, pint (1 SP)
Beer, Sailhinge Magic Touch, pint (1GP)
Ale, pint (2 SP)
Ale, Gnomish, pint (1 EP)
Ale, Elven Smooth, pint (1 GP)
Mead, pint (1 EP)
Mead, 'Karas Mountain' Special Brew, pint (15 SP)
Mead, Sailhinge High Magic, pint (2 GP)
Wine, table, pint (1 EP)
Wine, Highland White, pint (1 GP)
Wine, Opal Gate Reserve, pint (2 GP)
Wine, Great House Reserve, pint (10 GP)
Brandy, New Kingdoms, gill (1 EP)
Brandy, Grand Duchy special aged, gill (1 GP)
Wounded Land Dark Liqueur, half-gill (5 GP)

Night's Shield (Inn)

There is a dark stone building that rests on the end of a pier right in the center of the dock district. It once served as a lighthouse and watch station, but when magical lamps were put on the breakwater walls, it was closed and finally bought by an elf who found solace in watching the ships sail in on the morning tide. He redecorated and renovated the building over the course of fifty years and finally was convinced by human friends to open it to the public as an inn. On the first night the home was open to the public, the elf was murdered by one of his guests, and the uproar from the dock society was tremendous. Eventually, the establishment was purchased by a member of the Tariff Council, and it now serves as an inn for well-to-do city guests and a place for secret agenda meetings concerning trade.

Lodging:

Private Room: 5 GP per night
Suite: 25 GP per night (200 GP per month)

Seven Stones of Arcania (Magical Place)

Placed around a circular park at the southernmost end of the docks, the Seven Stones of Arcania is said to hold a piece of the power that fuels the island's mystical nature. For those of the city, it is a place to come and feel recharged in their connection to the Afterglow Sea and their magical wellspring, but for the foreigner, it can be a place where strange happenings can take place. Many folks report that magical weapons have become 'overcharged', increasing their plus value or charges for days at a time, while magic-users and clerics have been known to insist some spells have been doubled in their amplitude on their next few castings. Whatever the case, this park is often visited, and those that leave it never forget the way the hair on their arms stands on end or the feeling of oneness with the universe that can pass through them.

Adventure Threads

Low Level (1–3)

Although the Dark Gate shield does keep the dust of Tiaba Gabal out of the city, it is not a barrier to living things, thus dust beetles, grapefruit-sized pests from the Elemental Plane of Earth, have invaded the city and make life difficult for the inhabitants. A bounty of 2 GP per carapace has been offered for those willing to hunt them.

Moderate Level (4–7)

Two fugitives from the Tiaba Gabal Mining Consortium, both indentured servants, have fled their gang boss and are said to be looking for a ship out of Sailhinge. If they can be found, the Consortium is willing to pay 250 GP for their whereabouts.

High Level (7–10)

There have been strange happenings at the Night's Shield, especially during the full Blood Moon. Many folks say it is the unrestful spirit of the slain elf patron of the inn, and over the past two weeks, many who have stayed at the inn report seeing a ghostly figure in the night, moaning and pointing to the sea. The Tariff Council is willing to pay 1,000 gold to anyone who can exorcise the spirit from the house as it is currently closed to the public.

Ulandm

Slave City of Zimbolay

Political Status
Free City
Ruling Body

Sovereign King Nagara Ipi

King Ipi rules from a massive ziggurat on the upland plateau to the north of the city. He is known to be steeped in his religious beliefs and adheres to a code of strength set forth by Saint Colin of the Flaming Blade. He exerts dominance over his people with an elite army called the Wind Soldiers, and he also has a strong cabal of tome-mages at his service to counteract any magical threat to his realm.

Ship Types

As with most ships of the Opal Gates and Zimbolay, huge cargo flutes dominate the commercial fleet, taking slaves captured from the Halani Plains to the north of the coastal cities all over the Halo Circle. For defensive purposes, there are smaller and faster sloops armed with hull plates and tome-mages, and any such port will have the trade flags of a half-dozen kingdoms in them, at any time, seeking profit in the free markets of Zimbolay.

Trade Goods

Obviously, slaves are the primary trade good of Ulandm, but as with all the Opal Gates, there are textiles, woodcraft, precious gems and stones, and one could also say magic in the way of mercenary tome-mages trained in ancient arts among the city's trade houses.

Flag

The flag of Ulandm is a black spear hung with a set of manacles on an amber field.

History

There can be a lot of confusion among people in the Nameless Realms concerning the true name of places, especially when it comes to the free cities that reside along the southern coasts of the Hilani Plains. For some, they are referred to as the Opal Gates because in the past they were known for the trading of precious stones from the interior of the kingdom, and for others more interested in magic, the cities are called Far Zimbolay, after the regions of the lost Nublar Empire that once controlled the land. Whatever the name, the cities along the coast, like Ulandm, are notorious for their debauchery, cruelty, danger, and dark magic. Pirates flock to the sheltered bays of the cities, and slavers run great mercenary companies that venture into the interior of the Halani, looking for fresh bodies to peddle. Ulandm is currently the greatest of these scattered ports, and it has warred successfully with the others to secure its place. Many might consider it the 'capital' of the Halani, but it is more a bully that lords over all who call the territories home, from the free-ranging tribes, to desert nomads, to mercantile barons of the ports.

Port District

The great port of Ulandm boasts more than two hundred docks and three defensive fortresses. On the shore, slaver stockades, warehouses, mercenary barracks, magical covens, and trade towers dominate the throngs of humanity that mill in the dense heat of the city. The smell is oppressive, even when the trade winds blow, and most locals and visitors cover themselves from the harsh sun that almost eternally blazes over the rough stone and backed brick walls of the shops and stalls.

Law

King Ipi keeps a large detachment of his Wind Soldiers at the docks to keep the peace, and most folks understand that to break the laws of decorum here means facing the prospect of a slave pen. Stringent enforcement of thievery and brawling are common, but gold can often buy off offense if you have the means. The captain of the Wind Soldiers along the dock ward is Gabriel Telufe, a grey-skinned Nublar elf and carry over from that old empire. He is known for his ability to wield wind magic and for his adherence to a strict code of conduct.

Taxation

A docking tax is levied on all ships entering the port, roughly one GP per foot of overall ship length. Goods debarked are taxed at a rate of 1 GP per cubic foot for 'elite' trade goods (silks, objects of art, weapons, etc.) and 1 SP per cubic foot of raw commercial goods (foodstuffs, lumber, etc.).

Powers that Be

King Ipi is said to have a secret police force that operates in all the districts of his city. In the port, many whisper that Oron Micca, a trade contract negotiator among the houses, is the prime agent of the police, and most fear him. He is a lean man of Bankra stock, tall, dark-skinned warrior tribesmen of the coastal plateaus.

Among the slave houses, the Lorma Stand is the greatest purveyor of flesh in Ulandm, and its slave pens in the north of the city are legendary, or infamous, depending on who you talk to. This house is currently run by Loafa the Humble, a small woman of perhaps forty years with a bright white smile and a devil's fury when it comes to her profits.

Where to Go

The Open Cage (Inn)

Once a large slaver stockade, this sprawling building along the western side of the docks has become the resting point for many a ship's crew as it boasts a massive common room (once the slave bidding floor) and is known to be relatively safe because at least two Wind Soldiers are stationed inside the establishment at all times. Private rooms are made from converted slave cells, and some people say that they can still hear the moans of slaves and the clinking of chains as they try to sleep. Several open-air tents have been placed on the roof of the

building to get trade winds at night and are rather opulent where Ulandm is concerned. Fashioned after the caravan tents of the Black Sands, those who can afford them offer reports of splendid nights with dramatic views of the open sky above.

Lodging:

Private Room: 2 GP per night
Common Room: 1 GP per night
Tent Suite: 5 GP per night (20 GP per month)

Spirits of the Sea (Tavern)

The best place to eat along the docks is the Spirit of the Sea, a half-elf run bar that boasts a gnomish chef who is said to have once cooked for the Fleetwood Family in Thalonia. His food is known to be heavily spiced, and the collection of spirits that can be had to accompany the food is impressive.

Costs:

Breakfast:

Elaborate (chilly-spiced scrambled eggs, batter-fried fish fillet, dark banana bread, honey brewed ale) (1 GP)

Lunch/Dinner:

Elaborate (grilled squid with lemon and butter, gazelle flank in tangy gravy, soft loaf of wheat bread, slice of dwarf-berry pie) (4 GP)

Supper:

Elaborate (whale stew with potatoes, cheddar sprinkled biscuits, chilled island melons, alego chocolate rum) (7 GP)

Spirits:

Beer, small, pint (5 CP)
Beer, heavy, pint (1 SP)
Ale, pint (2 SP)
Ale, Dwarven, pint (1 EP)
Mead, pint (1 EP)
Mead, Urn Special Brew, pint (15 SP)
Wine, table, pint (1 EP)
Wine, Garity Sparkling, pint (15 SP)
Wine, Thalonian Red, pint (1 GP)
Wine, Arcanian White, pint (2 GP)
Wine, Isle of Elvish Jephher, pint (4 GP)
Wine, Findalynn's Promise Reserve, pint (1 PP)
Brandy, New Kingdoms, gill (1 EP)
Brandy, Grand Duchy special aged, gill (1 GP)
Wounded Land Dark Liqueur, half-gill (5 GP)

The Stone of Zimbolay (Magical Place)

A massive black stone, said to have been placed along the shore by old arch-wizards of the Nublar Empire, now stands in a pool of clear water along the eastern edge of the great bay. Many sailors journey to the stone and give praise to Saint Igrayn, hoping that their voyages will be safe ones, and locals sometimes venerate Saint Colin at the stone when hoping for strength in some coming test.

What power the stone actually holds isn't fully known, but some of those with magical ability say that touching the stone will instantly restore reserves of magic, allowing casters to cast any and all of their spells for a day.

The Art House (Slave Market)

The most exclusive slave auction in Ulandm is the Art House. Run by the Lorima Stand, any and all slaves auctioned here have something special about them, be they educated, magically endowed, martially trained, or exceptionally comely. One cannot simply go into the Art House and bid either, you must have an invite or writ from King Ipi to see the wares within. A strong Wind Soldier presence is always outside the building, and the lead auctioneer is known to be an adept tome-mage.

Rates:

Prices for slaves inside vary greatly and are up to the DM.

Tower of Spinners (Witch House)

The Witches of Zimbolay are a strange cult and mostly feared by the locals. The bulk draw on the ancient grey elven bloodline of the Nublar Empire, and their prowess with arcana is legendary, especially with talismongery and curses. The Tower of Spinners is a fey structure, said to be bigger inside than out, and there are reported to be over two dozen witches that live within. If someone travels to the tower seeking answers (prophecy and the reading of bones), magical vestments (the witches are known weavers and make wonderful clothing), cure-alls (the witches constantly brew potions), or even companionship (some witches take lovers, but what they get beyond currency is sometimes debated in taverns along the coasts), all can be found within.

Rates:

Portents, Prophecy, and Readings:
5 SP per reading
Clothing (See DMG for possible items): varies
Cure-alls (See DMG for possible potions): 5 SP
Companion (Private Room Session for an Hour): 20 GP

Adventure Threads

Low Level (1-3)

The Wind Soldiers have an issue with street urchins being reported missing. Normally this would be attributed to slave collection gangs, but when a few body parts washed up on the beaches, things turned more sinister. They are offering a bounty to anyone who has information on what has happened to them (there are sahuagin in the bay, and they enjoy a tasty treat now and again).

Moderate Level (4-7)

The Spirit of the Sea has offered a 250 GP reward for anyone who can find out who stole their shipment of exotic spices while it was being transported between the ship and their building. Perhaps a new thieves guild is being formed on the docks, and if so, it could mean trouble on a lot of different fronts.

High Level (7-10)

A secret door has recently been discovered in the Open Cage, and the ownership thinks it might actually have something to do with the moans and clinking chains guests have heard over the years in their establishment. A party is sought to investigate what seems to be a dungeon beneath the structure, and 1,000 GP are offered if it can be cleared of any evil that lurks there.

Shu-Yung

Gateway to the T'ung Empire

Political Status
Eastern Capital of the T'ung
Ruling Body

Governor Shogun Tsusuki Ironblade

The ruling shogunate in Shu-Yung has been in place for over five hundred years, with Governor Ironblade on the throne for three hundred of that. He is the brother of the T'ungese emperor, and their mountain dwarf bloodline is pure and strong. His eight sons control various parts of the city and the surrounding provinces, and the family boasts at least a hundred jack sub-commanders that are directly related by blood to the governor and his sons.

Ship Types

Junks are used primarily in the T'ung, but there are also modified galleys, turrets, and even floating fortresses that have been employed at times of war with the jai-ruks of the Wounded Land to the south.

Trade Goods

To traders on the Halo, the T'ung is often referred to as 'The Wind and the Earth' because their two largest trade commodities (other than rice) are silk and weapons. Although the T'ung does not trade in katana or wakizashi (the weapons of the dwarven lords), they do supply fine spears, long blades, axes, and hammers, but their real wealth lies in the silk that flows from the Celestial City in the West. This trade has made many a captain rich in places like Taux or Findalynn.

Flag

The flaming sun and black axe of the T'ung goes back to days when humans first came to the dwarves for protection, and Shu Yung claims this flag while adding a katana crossing the axe to its representation.

History

As the wars with the Wounded Land finally settled, and the old fertile lands in the East of what is now the T'ung were reclaimed, the emperor knew he needed to establish a port on the Halo. To achieve this, he sent part of his family east, and they began building the port that would eventually become Shu Yung.

Port District

Surrounded by the Twin Winds, two 25-story fortified pagodas, the port of Shu-Yung is a sight to behold for those ships entering its sheltered waters. At night, the city is lit by thousands of red lanterns, and the golden tiled roofs and dragon statues that top most structures give everything a sense of opulence and sophistication. Dwarf engineering has created several deep canals through the dock district, and a massive yellow brick wall separates the docks from the localized populations of the city beyond. Visitors are treated as guests here, and many tea houses, gardens, inns, and temples have been created to give a sense of friendship and understanding for those who visit the city. Most citizens of the city speak the common trade tongue of the Halo, even if their native dwarven T'ungese is something spoken when in the privacy of their homes.

Law

Brigades of jack-led guardsman called the Will of the East enforce the trade codes and conduct laws of the docks. They patrol the shipping piers and the markets with great vigor, their lacquered crimson armor standing out for all those to see. There are also ten low, fortified pagodas that stretch around the crescent of the bay, each housing dwarven crossbow specialists, and those visiting the city will often report that they always feel like they are being watched.

Taxation

T'ungese tariffs are higher than most ports in the Halo, and a ship is typically taxed at his footage in length, roughly 2 gold piece per foot. Goods debarked are taxed at a rate of 3 GP per cubic foot for 'elite' trade goods (silks, objects of art, weapons, etc.) and 5 SP per cubic foot of raw commercial goods (foodstuffs, lumber, etc.).

Powers that Be

Although dwarven law rules the land, there are those inside the port that have made inroads in self-governance, especially among the human mercantile sector. Trade houses feud often, and mercenary (pirate) captains often declare pillaging on writs of service from those houses. The greatest of these in Shu Yung is the Pearl of Winter, a house that controls the bulk of the silk trade leaving the port and is also known to have offshore piracy covens that prey on shipping from the Kraken's Maw to Arcania.

Where to Go

The Perfect Blossom (Tea House)

There is an art of sophistication in Shu Yung, many of the wealthy utilizing various arts to show their status and nobility, but when traveling to the port, there are a few establishments that are meant for all to experience the pleasures of the T'ung. The Perfect Blossom is one of those places, and the tranquil nature of the tea house, which has private rooms and common gardens, can provide patrons with a sense of peace that is spoken of all over the Halo. Patrons can expect to be served by trained staff, and the tea is blessed with the most refined calming and focusing herbs the T'ung has to offer.

Tea Ceremony Costs:

Private Ceremony: 1 GP
Common Room Ceremony: 5 SP

Seven Swords of the East (Tavern)

Once a prominent training dojo for jacks in the port, this small fortified tower was sold off when newer ones were constructed in the last century. Now, the three-level stone pagoda stands as a testament to the art of war while also being put to particular use as a drinking establishment and eatery. Swords and armor decorate the walls of all levels, and a central firepit on the first floor of the common room allows for gatherings of travelers who are known to tell wild stories deep into the night. The food is casual and kept at a rate at which

patrons might all enjoy the same foods, and the spirits tend toward those more common to the people of the T'ung, with some island rum thrown in. The kitchen is also known to stay open around the moons, and a patron can be fed at any hour, day or night.

Costs:

Breakfast:

Standard (boiled rice with a raw egg, ginger tea, celery sticks) (2 SP)

Lunch/Dinner:

Standard (pork & chicken fried rice, chicken broth soup, sliced carrots) (5 SP)

Supper:

Standard (seaweed-wrapped fish, white rice bowl, island fruits) (1 GP)

Late Night Eating:

Standard (chicken cutlets on wooden spears, hot mustard dipping sauce, deep fried carrots) (5 SP)

Spirits:

Beer, small, pint (5 CP)
Stout Saki, pint (15 SP)
Rice Wine, table, pint (1 EP)
Wine, Garity Sparkling, pint (15 SP)
Rum, Island Dark, pint (1 GP)

The Maiden of Glass (Magical Place)

The legends tell of a dragon, an orange wyrm from the old Nublar that slipped into Ulandm and controlled the king with dark magic. Long and terrible were the days under the rule of that creature, but one day, a ship sailed into the port, and a wizardess of the New Kingdoms was on it. When her party discovered the presence of the beast, they attempted to wrest its control of the king, and a mighty battle ensued that blazed a trail of destruction all the way to the port. There, the dragon breathed its terrible breath, a gout of liquid glass, and the blast killed the wizardess, trapping her in a monolith of blue glass that still sits in the center of a monument circle in the port. Some say that a light can still be seen inside the monolith, and others believe the wizardess's party pulled her body free and took it back with them to the north once the dragon was slain, but whatever the true story, the glass tower still exists, and many are those who visit it seeking blessings.

Note:

Any female spell caster who stands before the monolith will have a resistance to breath weapons for the next calendar month (+5 to saving throws) [advantage].

Winter Market (Trade Center)

The winter market is called such because it is one of the few buildings in the city that is made of imported white stone. It is a grand structure with interior pillars painted to resemble jade, and a vast array of small markets are within, each offering wares from around the Nameless Realms. A forge is also here, as are potion vendors, talismongers, and magical item vendors. Certainly, this is a place that is visited by almost all who come to the city, and at peak hours, it is difficult to move in the interior without bumping into someone (which makes it a haven for pickpockets).

Goods:

Prices for items within are determined by the DMG, and the percentage chance is 65% for finding lesser magical items and 35% for rarer items.

Pickpockets

Anytime characters enter the Winter Market, there is a 25% chance a pickpocket will make an attempt at their purses. Assume that the pickpocket is typically 2 levels above that of the character when you are making the attempt.

Mistresses of Jade (Geisha House)

While companionship of the samurai class has always been practiced within the dwarven dynastic regime of the T'ung, saying the Mistress of Jade is a traditional geisha house is far from the truth. Inside the T'ung, a geisha house provides companionship and relaxation for dwarven samurai, and while there certainly are jacks that are produced in such establishments, it is not the norm. At the Mistresses of Jade, however, a more brothel undertone is employed, with painted face and kimono wearing prostitutes taking on an exotic aspect for their patrons to help sell the goods.

Services:

Massage (Common Room): 1 SP
Bath (Common Room): 5 SP
Private Massage & Bath: 1 GP
Private Room Session (Hour): 2 GP
Private Room Nightly: 15 GP
Add another companion: 1 GP hourly, 10 GP nightly

Adventure Threads

Low Level (1-3)

The Wong Soup Shop has been having an issue with vermin, but not just any vermin. Master Wong insists that his shop has been cursed and that the dragons painted on his porcelain noodle bowls have come to life and are now destroying his shop at night. He is willing to pay the characters to destroy the small phantom dragons, offering 5 GP for each one that is killed in his shop.

Moderate Level (4-7)

The Winter Market has a PR problem because many of its highest profile clients have ceased being robbed of their 'petty purses' (those purses they keep on their person to entice pickpockets with small coins) and instead have been getting struck in their homes for much larger sums. It would seem a powerful Yakuzo clan has moved into the territory, and they are offering 500 GP to anyone who can find information on this new menace.

High Level (7-10)

Just off the coast, a deepwater ravine called the Blue Scar has become a problem for shipping moving through the area. It seems a large water serpent has taken up residence in the trench and rises to the surface to drown ships. The city is offering a 5,000 GP reward for the destruction of the creature, assuming the party can bring back proof.

Kokoro the Wind Hand



Level: 3rd Alignment: Lawful Neutral **Patron Deity:** The Eastern Dragon
AC: 16 **Con:** Dex **HP:** 30 **Initiative:** +4

Class: Fighter
Proficiency Bonus: +2
Saving Throws: Strength & Constitution
Skills: Athletics, Intimidation, Perception, Survival
Tool Proficiencies: Navigator's Tools, Vehicle (Ship)
Passive Wisdom (Perception): 12

STR	14 (+2)
DEX	18 (+4)
CON	17 (+3)
INT	13 (+2)
WIS	13 (+2)
CHA	16 (+3)

Background: Sailor
Personality Traits: My crew knows they can depend on me, no matter what.
Ideals: Freedom. The crew does all the work, therefore we all share in the rewards.
Bonds: I always remember those who wronged me, and I will prove them wrong.
Flaws: I follow orders, even if they are wrong.
Languages: Common, Dwarven, Tunesse

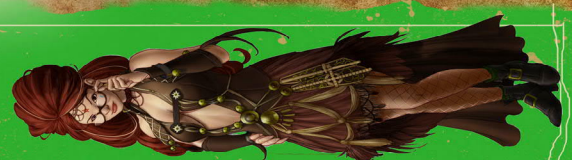
Actions:
Attack: +7
Outdust: 3 (d6+5), piercing
Stare: 1 (d6+5), piercing, light

Features & Traits:
Marital Aid: Taken in place of Fighting Style. See *Work in Hell*.
Second Wind: When Sages, Martial Archetype, Battle-Master, Student of War, Maneuvers Commander's Strike, Rally, Maneuvering Attack, Superiority Dice (x6)

Items:
Cutlass: +1, Sea Duster
Long Coat of Protection: +2, Hat of Sturdiness
Commander's Strike: allows for perfect vision on the sea up to 1 mile even in fog, rain, or glare.

Tunesse society holds to a stringent caste system with dwarves at the top and humanity forever below. For human women in the Tunge, especially those considered to be beautiful, there are few possibilities save falling into the service of a man as wife, concubine, slave, or even jack-bearer for the dwarven shogunate. Kokoro was born in the port city of Shu'Yung to a lower rung merchant supplier. Her birth was a blessing to the family, and most family friends assured her father that she would fetch a fine price to the grishas or the jack dynasty halls. So it was that upon her bleeding day, she was to be taken to one of the jack halls, but one of her elder brothers had been crippled by a jack patrol and didn't wish to see that line of abominations continue, so he secreted her away to pay a gambling debt on a Tunesse junk bound for the trade cities of the Opal Gate. Luckily for Kokoro, the captain of the vessel was old and had long ago lost his taste for women. He needed a maid, and so he took Kokoro and had her serve him for the next five years, teaching her many tricks of his trade, including Mamis Kung Fu, before he finally died of sea lung. When the ship was sold by the crew, Kokoro was given a share and used the wealth to outfit herself and join a northern crew for ships bound to the Minoarou Straights, Trefon, and Trisra. She spent another three years working her way up the ladder of command on vessels, but each time she got close to first mate, racial and sexual bias would stop the promotion. Frustrated, she finally took passage to Taux, hoping there that she could finally find a mercenary company that might help her achieve enough wealth to own her own ship.

Leia Elerian



Level: 1st Alignment: Neutral Good **Patron Deity:** The Voice Beyond
AC: 8 **HP:** 11 **Initiative:** +1

Class: Warlock
Proficiency Bonus: +2
Saving Throws: Wisdom & Charisma
Skills: History, Investigation, Arcana, Persuasion
Tool Proficiencies: None
Passive Wisdom (Perception): 14

STR	11 (-)
DEX	12 (+1)
CON	16 (+3)
INT	18 (+4)
WIS	14 (+2)
CHA	16 (+3)

Background: Noble
Personality Traits: My favor, once lost, is forever lost.
Ideals: Power. If I can attain power, no one can tell me what to do.
Bond: My loyalty to the Voice 'sumavenging'.
Flaws: By any word or actions, I often bring shame to my family.
Languages: Common, Etkish

Actions:
Attack: +3
Daeger: 3 (d4+1), piercing
Fire: 1 (d6+1), fire, light, thrown (range 20/60)

Features & Traits:
Observatory Patron: Pact
Magi: Eldritch Astronomer
Magical Astronomer: is a manifestation of a being connected to the Afterglow Sea in some other than the material plane.
Wards: These magical symbols appear as tattoos on the face of magical folk, and allow for the empowering of magical spells.
Spell Slots: 1 (6)

Items:
Digger: Sorcerer's Leather +1, Sledge's Pack
Spells:
Cantrips: Eldritch Blast, Ray of Frost, Mage Hand, Comprehend Languages, Wish Ball
Spell Slots: 1 (6)

Leia Elerian is the third daughter of Count Viad Elerian, High Merchant of Taux. She was small when she was born, and her mother would have perished in the labor had clerics not stepped in to keep her alive. Still, although her mother's body was mended, she was never the same afterward and spent the next several years whispering to the dark shores of Taux before she vanished one night when Leia was eight. This 'curse' that took her mother weighed heavily on her father, and so young Leia was pushed aside in the family and raised by caretakers, one of which was the family tone-mage, a man named Kalemni from Zarimbod. Kalemni saw great potential in this little girl with poor eyesight and copper-tinged hair and when she manifested the Eldritch Astronomer on her 11th birthday, he petitioned Viad to allow him to instruct her in the arcane arts. Viad refused, saying it would only lead to more curses on the family, and instead banished the girl to the Library of Jade Petals in the Turquoise Turtle District of the city, where she was to apprentice as a scribe, far away from the family business but close enough to keep an eye on. Kalemni, not to be undone, began to take his afternoons away from the Elerian House. Secreting his path with magic, he made his way to the great library and began his teaching of Leia in private. By her 15th year she was an accomplished apprentice, and by 17 had mastered all the skills necessary to call herself a true tone-mage, but it was in this time that Kalemni finally witnessed the 'curse' that Viad so adamantly insisted was within her. Leia, instead of drawing her magic from the Afterglow Sea, was instead drawing power from the city itself, or worse, something beyond the fabric of Taux that had caused the apocalypse. Upon his realization, he pulled away from her teaching, but it was already too late, strands of her now Auburn hair turning golden-white and her ability to hear the city's whispers complete. Without Kalemni, and at 18, she was preparing to emancipate herself from her family when a merchant came to the library looking for histories of lost arcana. Knowing she was the most practiced in these volumes, the lead librarian assigned her to the man, and there was an instant connection. Within a week, the two were secretly meeting outside the library grounds as they planned a mission into the Great Halo Ocean in search of the remains of the lost civilization of Uhorina. It was in this time that agents of Viad discovered her rendezvous, but when her father was informed, he was more elated than angry, knowing full well the wealth of her current patronage and his various contracts in and out of the city. Calling a council, Viad offered up the services of his daughter to Reid Fleetwood, and the 'Bachelor Baron', as he was known in Taux, quickly accepted.

The Coral Stranger

Once owned by the notorious pirate captain Rallis of the Kraken's Maw, this ship was taken as plunder by the city of Taux when the captain and his crew were slain, and then auctioned off. Purchased by Reid Fleetwood, and re-crewed, the coastal sloop has seen much wear over its twenty years of service, but still can ply the trades after a good retrofit by Fleetwood and a barnacle cleaning in dry dock before the auction.

Quartermaster

Fozja Utharn

One of Captain Raudha's only true friends from his homeland, Fozja is also from Utharn, and watched his family be sold at the slave markets because of bad debts. He swore never to allow that to happen to himself, and fled the slave masters' chains to join a crew on an outgoing vessel from the harbor at 12. He has since made a name for himself as a stout right hand to any captain he serves, and also is as pragmatic with the ship's supplies as he is with his own coin.

Position Definition

After Captain, the most 'true' authority on a ship lies in the hands of a Quartermaster. As a Captain's right hand, they are in charge when Captain was not around and are responsible for dealing out punishment to sailors who disobey commands. They are also in charge of the ship's personal weapons, food, and water supplies.

Fozja Utharn [AC 8, HD 7, HP 49, #AT 2, Hit +3, D 1-6+6 (Club)]
Treasure:
 Quartermaster's Club (if the ship is threatened, the club takes on a +2 magical bonus)

Fozja Utharn [AC 14, HD 7d10+28, HP 63, Initiative +3, #AT 2, Hit +7, Dam Club 7 (1d6+4), Multiattack, Pack Tactics (At advantage if attacking with allies within 5 feet.)]
STR: 18 (+4) **INT:** 11 (-) **WIS:** 10 (-) **CON:** 18 (+4) **DEX:** 15 (+2) **CHA:** 10 (-)

Mates

There are 14 regular sailors on the Coral Stranger, and all hail from the Halo, with the bulk being from the Sea Kingdoms. There is a single Half-Orc among them (Gold Dornmouth), and two Tunesse twins (Phand-Is), but otherwise the crew is purely standard.

Treasure

Ship's Crew [AC 9, HD 2, HP 10, #AT 1, D 1-6 (Short Sword)]
Treasure:
 Ship's Crew [AC 11, HD 2d10+2, HP 12, Initiative +2, #AT 1, Hit +3, Dam Short Sword 4 (1d6+1), Acrobatics +3]
STR: 13 (+1) **INT:** 10 (-) **WIS:** 10 (-) **CON:** 12 (+1) **DEX:** 14 (+2) **CHA:** 10 (-)

Ship

Boasting three main sails and three decks (not including the lower bilge), the Coral Stranger can support a hearty crew of twenty, and as such has been outfitted with some fine sailors from all around the northern Halo.

Position Definition

First Mate had rank just below the Captain. They take control of the ship if the Captain could not perform his duties any longer.

Felice Tactaual [AC 5, HD 6, HP 36, #AT 3/2, Hit +1, D 1-6 +2 (Cutlass)]
Treasure:
 Boots of Springing and Jumping, Earning of Protection +2

Felice Tactaual [AC 15, HD 6d10+12, HP 42, Initiative +2, #AT 2, Hit +4, Dam Cutlass 5 (1d6+2), Multiattack, Pack Tactics (At advantage if attacking with allies within 5 feet.)]
STR: 14 (+2) **INT:** 15 (+2) **WIS:** 10 (-) **CON:** 14 (+2) **DEX:** 17 (+3) **CHA:** 17 (+3)

First Mate

Felice Tactaual

Mixed marriage between a native Taux blooded Tolumic survivor and a New Kingdoms trade baron, Felice seemed to get the best of both worlds. Her dark beauty would have easily won her a husband in Taux, but she had an adventurous nature, and instead slumped at bars, signed onto a ship as a cabin boy at 14, and then a Boatswain at 19, and now a First Mate at 22.

Navaren Raudha [AC 16, HD 8d10+16, HP 56, Initiative +3, #AT 2, Hit +5, Dam Spear 8 (1d6+5), Multiattack, Pack Tactics (At advantage if attacking with allies within 5 feet.)]
STR: 16 (+3) **INT:** 13 (+1) **WIS:** 12 (+1) **CON:** 15 (+2) **DEX:** 16 (+3) **CHA:** 13 (+1)

Treasure

Spear +2, Belt of Protection +1, Leather Armor +1

Navaren Raudha [AC 4, HD 8, HP 50, #AT 2, Hit +5, D 1-6+6 (Spear)]

Captain

Navaren Raudha

Hailing from the Opal Gates have city of Utharn, Navaren is a dusky-skinned Shona who runs a tight ship and is always on the lookout for betrayal among his crew (some say he was the victim of a mutiny on his first commission as a captain). Although not particularly skilled at navigation (which is why he employs a Sail Master), he has a nose for weather, is a strong hand with the crew, and is loyal to his ship's contract.

Sabine of the Lonely Shoal



Proficiency Bonus: +2
Saving Throws: Dexterity & Intelligence
Skills: Athletics, Sleight of Hand, Stealth, Perception, Athletics, Deception
Tool Proficiencies: Thieves Tools
Passive Wisdom (Perception): 13

Class: Rogue
Chaotic Good Patron Deity: Deep Seshels
AC: 17 (Armor + Dex) **HP:** 36 **Initiative:** +6

Background: Charlatan
Personality Traits: I fall in and out of love easily, and am always pursuing someone.
Ideals: Freedom: I am a free spirit; no one tells me what to do.
Bond: I'll never do the wrong person, and I don't want them to find me.
Flaws: I can't resist a pretty face.
Languages: Common, Elven, Sea, Tingsue

STR 11 (-)
DEX 21 (+5)
CON 16 (+3)
INT 12 (+1)
WIS 11 (-)
CHA 15 (+2)

Actions: Attack: +3 Daggers, 7 (d4+3), finesse, light, thrown. She often leans on her Dex to help with the negatives.
Features & Traits: Dungeoneering, Sneak Attack, Thieves' Tools, Spellcasting, Divine Strike
Items: Coral & Mesh Armor (acts as leather), Twin Dagger

STR 12 (+1)
DEX 18 (+4)
CON 20 (+5)
INT 15 (+2)
WIS 14 (+2)
CHA 13 (+1)

Background: Noble
Personality Traits: I must live myself worthy of the title of noble.
Ideals: Integrity: Through wealth, you set yourself free of the rules of society.
Bond: I carry the name of Fleetwood, and I must hold to that name as a beacon of the nobles.
Flaws: I must carry on my bloodline but have no say with women and often avoid them.
Languages: Common, Elvish

STR 12 (+1)
DEX 18 (+4)
CON 20 (+5)
INT 15 (+2)
WIS 14 (+2)
CHA 13 (+1)

Proficiency Bonus: +2
Saving Throws: Strength & Constitution
Skills: Persuasion, History, Perception, Intimidation
Tool Proficiencies: Gaming (Dice)
Passive Wisdom (Perception): 15

Items: Dining Leathers +2, Leather Armor, Reinforced Iron Coat (+1 AC), Fine Dining Sabre (+2 of Sharpness), Ring of Protection +2, Belt, Explorer's Clothes

Actions: Attack: +9 Taux, Dining Sabre, 9 (d8+5)
Features & Traits: Fighting Style: Dueling, Second Wind, Acrobatic Surge (One Use), Martial Advantage (Champion), Improved Critical, Remarkable Athlete, Extra: Attack

Reld Fleetwood



Proficiency Bonus: +3
Saving Throws: Strength & Constitution
Skills: Persuasion, History, Perception, Intimidation
Tool Proficiencies: Gaming (Dice)
Passive Wisdom (Perception): 15

Class: Fighter
Chaotic Good Patron Deity: Sif (Norse)
AC: 21 (Leather + Ring + Coat + Dex) **HP:** 91 **Initiative:** +4

Background: Noble
Personality Traits: I must live myself worthy of the title of noble.
Ideals: Integrity: Through wealth, you set yourself free of the rules of society.
Bond: I carry the name of Fleetwood, and I must hold to that name as a beacon of the nobles.
Flaws: I must carry on my bloodline but have no say with women and often avoid them.
Languages: Common, Elvish

STR 12 (+1)
DEX 18 (+4)
CON 20 (+5)
INT 15 (+2)
WIS 14 (+2)
CHA 13 (+1)

Background: Noble
Personality Traits: I must live myself worthy of the title of noble.
Ideals: Integrity: Through wealth, you set yourself free of the rules of society.
Bond: I carry the name of Fleetwood, and I must hold to that name as a beacon of the nobles.
Flaws: I must carry on my bloodline but have no say with women and often avoid them.
Languages: Common, Elvish

STR 12 (+1)
DEX 18 (+4)
CON 20 (+5)
INT 15 (+2)
WIS 14 (+2)
CHA 13 (+1)

Proficiency Bonus: +2
Saving Throws: Wisdom & Charisma
Skills: History, Persuasion, Athletics, Religion
Tool Proficiencies: None
Passive Wisdom (Perception): 14

Items: Longsword +1 (family heirloom), Platemail Armor, Shield, Family Secret Ring of Protection +2, Books, Cloaks

Actions: Attack: +6 Longsword, 8 (d8+4), versatile
Features & Traits: Divine Sense, Lay on Hands, Fighting Style: Protection, Spellcasting, Divine Strike
Spells: DC: 16, 15, 3

Born in Taux to the diplomatic liaison Vighrandur Fleetwood of Roslof Keep, Reld spent his early years trying to fit in as an outsider in the city. He was raised with a classic education befitting the upper classes, including training in the Razor school as a duelist. His mother had abandoned the family shortly after his birth, leaving for Parlot of the Tall Ships, and his father turned melancholic afterward, especially as business opportunities continued to crumble with each new scheme he dreamed up. By the time he was eighteen, he had joined a small company of "adventurers" who had discovered a secret entrance into a labyrinth beneath Taux in an old stable. Here, he developed his skills as a swordsman while collecting a fair amount of gold. That same year his father passed away and he assumed control of their small and flagging business interests. Unlike his father, he had a nose for investment, and by his twenty-first year had turned his cache of dungeoned gold into a thriving shipping business between Taux and the Opal Gates. He helped secure the trade route himself, blazing a trail through the Kraken Straights and exploring dangerous islands and foreign shores. Today, in his late twenties, he is one of the richest men in Taux, and still maintains his operation at the head of all expansion and exploration, ever seeking to expand the titles and lands of the great Fleetwood House.

Warnak Ripide



Proficiency Bonus: +2
Saving Throws: Strength & Constitution
Skills: Athletics, Intimidation, Perception, Survival
Tool Proficiencies: Navigator's Tools, Vehicle (Ship)
Passive Wisdom (Perception): 13

Class: Barbarian
Chaotic Good Patron Deity: Neptune
AC: 8 (Sea Legs Dwar Trait, Dex, Conj) **HP:** 30 **Initiative:** +3

Background: Sailor
Personality Traits: I enjoy sailing into new ports and making new friends over a libation of ale.
Ideals: Freedom: The sea is freedom, the freedom to go anywhere and do anything.
Bond: The ship is most important; crewmates and captains come and go.
Flaws: One storm or epistatunary outrage, I never look down on water, how dangerous the situation.
Languages: Common, Dwarven

STR 18 (+4)
DEX 17 (+3)
CON 18 (+4)
INT 11 (-)
WIS 13 (+1)
CHA 12 (+1)

Actions: Attack: +6 Hand Axe, 7 (d8+4), light, thrown 20/60
Attack: +6 Sawblade Berser Sword, 10 (d10+3), heavy, versatile (2d6)

Items: Sawblade Berser Sword (+1 damage for serration of blade), Hand Axe, Pants, Boots

STR 18 (+4)
DEX 17 (+3)
CON 18 (+4)
INT 11 (-)
WIS 13 (+1)
CHA 12 (+1)

Proficiency Bonus: +2
Saving Throws: Strength & Constitution
Skills: Athletics, Intimidation, Perception, Survival
Tool Proficiencies: Navigator's Tools, Vehicle (Ship)
Passive Wisdom (Perception): 13

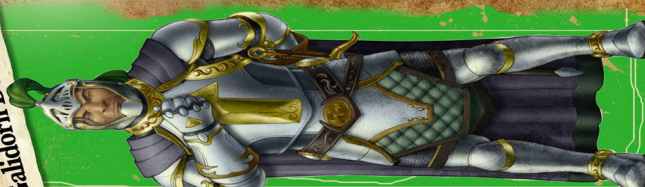
Items: Sawblade Berser Sword (+1 damage for serration of blade), Hand Axe, Pants, Boots

Actions: Attack: +6 Hand Axe, 7 (d8+4), light, thrown 20/60
Attack: +6 Sawblade Berser Sword, 10 (d10+3), heavy, versatile (2d6)

Features & Traits: Rage +2, Unarmored Defense, Reckless Attack, Danger Sense

When the Nameless Realms were young, and the gods had abandoned the world, the first great civilization rose upon the continent of Uthoria. Here, noble blood humans, the Corsairs, worked their magic alongside golden-bearded dwarves who molded stone into incredible fortresses and ships. Upon the fall of Uthoria at the hands of the Corsair Mage Kings and the sinking of the land, the dwarves were scattered, and to most of the world the memory of them is now only legend. Still, among the islands of the Corsair Archipelago, there are small settlements of the descendants of the great dwarven kings of old. Warnak hails from one of these villages, and he set out with a Corsair pirate vessel at the age of 73 to seek an answer to the purpose of his people. He didn't find it on the ship, and the death wrought at the hands of the pirates turned his stomach until he abandoned the ship in the Opal Gates and has traveled the northern waters of the Halo ever since. Never raised in a culture that adhered to many rules, typically might makes right and the strong survive, Warnak does not hold to the beliefs of modern society, and because of his Uthorian roots, he has a great distrust of magic. He is a dwarf of the sea, and venerates the god Neptune, praying that one day the god will show him his purpose, whatever that may be.

Galdorn DeLake



Proficiency Bonus: +2
Saving Throws: Wisdom & Charisma
Skills: History, Persuasion, Athletics, Religion
Tool Proficiencies: None
Passive Wisdom (Perception): 14

Class: Paladin
Lawful Good Patron Deity: Donblas
AC: 22 (Plate Armor, Shield, Ring) **HP:** 30 **Initiative:** +1

Background: Noble
Personality Traits: The common folk are me for my kindness and generosity.
Ideals: Responsibility: It is my duty to respect the authority of those above me, just as those below me must respect mine.
Bond: My loyalty to my god is unwavering.
Flaws: I secretly believe that everyone is truly beneath me.
Languages: Common, Elven

STR 18 (+4)
DEX 17 (+3)
CON 18 (+4)
INT 11 (-)
WIS 13 (+1)
CHA 12 (+1)

Background: Noble
Personality Traits: The common folk are me for my kindness and generosity.
Ideals: Responsibility: It is my duty to respect the authority of those above me, just as those below me must respect mine.
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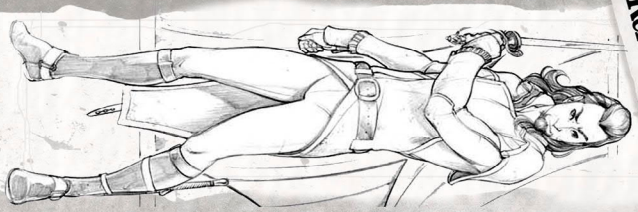
Proficiency Bonus: +2
Saving Throws: Wisdom & Charisma
Skills: History, Persuasion, Athletics, Religion
Tool Proficiencies: None
Passive Wisdom (Perception): 14

Items: Longsword +1 (family heirloom), Platemail Armor, Shield, Family Secret Ring of Protection +2, Books, Cloaks

Actions: Attack: +6 Longsword, 8 (d8+4), versatile
Features & Traits: Divine Sense, Lay on Hands, Fighting Style: Protection, Spellcasting, Divine Strike
Spells: DC: 16, 15, 3

Youngest son of the Grand Duke of Garmy, Galdorn found his calling early in life when he was indoctrinated into the church of Donblas the Justice Maker. The priests, seeing he was of noble blood and had little aptitude for a cloistered life, sent him to Kerton Keep for training in their war church. When Galdorn finished growing, he stood an impressive six foot four inches, with a chest and arms like those of an ogre. It took a special smith to outfit him with his armor, and he was dispatched from the keep on his first pilgrimage without a horse because none could be found that easily bore him. The young holy knight quickly made a name for himself among the rural populations of southern Garmy, even so far south as Roslof Keep. He was known for his kind nature toward the weak and his burning hatred for the forces of evil. At twenty, after a year in the field, he was recalled to his family's estates in the heart of Garmy and utilized as a diplomatic messenger with the western New Kingdoms, sometimes traveling as far afield as distant Thalanon. It was during one of his diplomatic missions that his sister, Elyasia DeLake, was stolen from a caravan traveling to the western Garmy port of Oto Primus. Hearing of her abduction, he went against his family's wishes and traveled south to Taux, ever seeking the nefarious Molo. It was in that far city that he was discovered by Reld Fleetwood and signed on to his ship as an adventurer who was bound to the fall of Molo and the return of Elyasia.

Reld Fleetwood



Class: Duelist *Level: 7th
Alignment: Chaotic Good
Patron Deity: St. Nore
HP: 90 **AC:** 2+2
Languages: Common, Elvish

STR	11
DEX	16
CON	18
INT	14
WIS	13
CHA	12

Items:
 Dueling Leathers
 +2 Leather
 Amulet, Reinforced
 Long Coat (+1)
 AC, Taux, Dueling
 Sabre +2 (of Sharpness, Ring of Protection +2 Belt, Explorer's Goggles)

Taux, Dueling Sabre
 Longsword: Hit +4
 Damage: +4, slashes
 3/2

Special Ability:
 Parrying the Death Blow: If an attack will take Reld to 0 HP or lower, he can make a save versus death magic and take no damage; a second attack in the same round will put him at 1 HP, and a saving throw is not allowed!

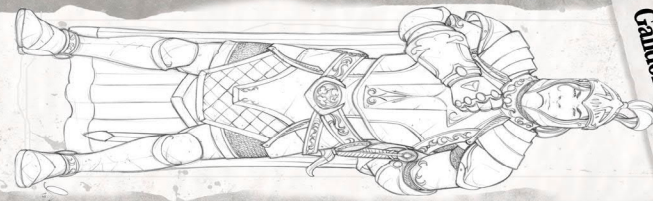
Weapons of Proficiency: Sabre, Dagger, Scimitar, Halberd



Born in Taux to the diplomatic liaison Vighranthur Fleetwood of Koslof Keep, Reld spent his early years trying to fit in as an outsider in the city. He was raised with a classic education befitting the upper classes, including training in the Razor school as a duelist. His mother had abandoned the family shortly after his birth, leaving for Portiol of the Tall Ships, and his father turned melancholic afterward, especially as business opportunities continued to crumble with each new scheme he dreamed up. By the time he was eighteen, he had joined a small company of 'adventurers' who had discovered a secret entrance into a labyrinth beneath Taux in an old stable. Here, he developed his skills as a swordsman while collecting a fair amount of gold. That same year his father passed away and he assumed control of their small and flagging business interests. Unlike his father, he had a nose for investment, and by his twenty-first year had turned his cache of dungeoned gold into a thriving shipping business between Taux and the Opal Gates. He helped secure the trade route himself, blazing a trail through the Kraken Straights and exploring dangerous islands and foreign shores. Today, in his late twenties, he is one of the richest men in Taux, and still maintains his operation at the head of all expansion and exploration, ever seeking to expand the titles and lands of the greater Fleetwood House.

*Class: Duelist (Dragon Magazine #73 and Best of Dragon V4)
 *AC: -2 (Dueling Leathers Coat, Dex + Duelist AC Bonus)

Galdorn Delake



Class: Paladin Level: 3rd
Alignment: Lawful Good
Patron Deity: Dardakes
HP: 35 **AC:** 0
Languages: Common

STR	18/23
DEX	12
CON	16
INT	10
WIS	13
CHA	17

Items:
 Longsword +1
 Family Headdress,
 Platelet Armor,
 Shield, Family,
 Signet Ring of
 Protection +2
 Boots, Cloak

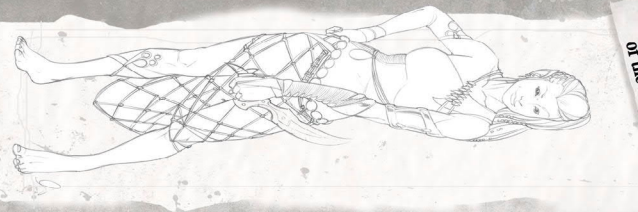
Longsword:
 Hit +2, Damage +1

Weapons of Proficiency:
 Longsword, Dagger, Lance, Mace



Youngest son of the Grand Duke of Ganniy, Galdorn found his calling early in life when he was indoctrinated into the church of Donblas the Justice Maker. The priests, seeing he was of noble blood and had little aptitude for a clerical life, sent him to Kerton Keep for training in their war church. When Galdorn finished growing, he stood an impressive six foot four inches, with a chest and arms like those of an ogre. It took a special smith to outfit him with his armor, and he was dispatched from the keep on his first pilgrimage without a horse because none could be found that easily bore him. The young holy knight quickly made a name for himself among the rural populations of southern Ganniy, even so far south as Roslof Keep. He was known for his kind nature toward the weak and his burning hatred for the forces of evil. At twenty, after a year in the field, he was recalled to his family's estates in the heart of Ganniy and utilized as a diplomatic messenger with the western New Kingdoms, sometimes traveling as far afield as distant Thalamia. It was during one of his diplomatic missions that his sister, Elyasia Delake, was stolen from a caravan traveling to the western Ganniy port of Oto Primus. Hearing of her abduction, he went against his family's wishes and traveled south to Taux, ever seeking the nefarious Molo. It was in that far city that he was discovered by Reld Fleetwood and signed on to his ship as an adventurer who was bound to the fall of Molo and the return of Elyasia.

Sabine of the Lonely Shoal



Class: Thief Level: 4th
Alignment: Chaotic Good
Patron Deity: Deep Sashals
HP: 24 **AC:** 6
Languages: Common, Dwarven, Sea, Tongues

STR	11
DEX	18
CON	16
INT	12
WIS	11
CHA	15

Items:
 Coat & Mesh
 Armor
 (leather, leather)
 Iron Daggers

Dagger:
 Hit + Damage -
 Sideshield
 non-handled
 1st Dexterity (up
 for the rogues)

Weapons of Proficiency:
 Dagger, Spear, Trident

Thieving Skills:
 Pickpocket 90%, OL 45%, B/FT 40%, MS 95%, HS 55%, HN 30%, CW 80%, RL 30%



Sabine was born in the shallow sea around the southern tip of the Elohium Coast. That tropical sea, dotted with coral islands, royal palms, and a white sand coastline, was a waypoint for ships heading from the New Kingdoms to the Opal Gates. A single freshwater spring bubbled up on the coast and was home to water merchants and oil runners from the depths of the Elohium trade-lands. Several small tribes of sea elves call the area home, most staying clear of human contact and preferring to lead secluded lives among the coral reefs and dolphin pods that play in the azure waters. However, some trade is always brokered between races, and the go-betweens (usually half-elves) often told tales of mighty human empires, dwarven metal craft, and the woodland realms of distant even kin. These stories intrigued young Sabine, and when she was of age, she signed on with a young and handsome half-elfen trader and made her first trip to land, knowing she would never again be fully accepted by her people in the process. That choice changed her life. Although the half-elf was later killed in a pirate raid, Sabine survived, applying what she learned about human ships, settlements, and how to use her sea even powers of shape-shifting and water-breathing to become an excellent coasted thief. Always after the next score, and knowledgeable enough to pretend she's a fine sailor, Sabine made great profits in the Opal Gates and Elohium until she crossed the wrong pirate, who now hunts for her. She fled to Taux before finding Reld's handsome features too hard to resist and signing on to his crew.

Warrak Ripride



Class: Barbarian Level: 2nd
Alignment: Chaotic Good
Patron Deity: Neppure
HP: 34 **AC:** 6
Languages: Common, Dwarven

STR	18/62
DEX	16
CON	17
INT	10
WIS	12
CHA	11

Items:
 Sandblade
 Bastard Sword (+1
 change for
 scimitar of blades),
 Hand Axe,
 Pants, Boots

Hand Axe:
 Hit +2, Damage +3

Weapons of Proficiency:
 Axe, Bastard Sword, Spear, Dagger



When the Nameless Realms were young, and the gods had abandoned the world, the first great civilization rose upon the continent of Uthoria. Here, noble blood humans, the Corsairs, worked their magic alongside golden-bearded dwarves who molded stone into incredible fortresses and ships. Upon the fall of Uthoria at the hands of the Corsair Mage Kings and the sinking of the land, the dwarves were scattered, and to most of the world the memory of them is now only legend. Still, among the islands of the Corsair Archipelago, there are small settlements of the descendants of the great dwarven kings of old. Warrak hails from one of these villages, and he set out with a Corsair pirate vessel at the age of 73 to seek an answer to the purpose of his people. He didn't find it on the ship, and the death wrought at the hands of the pirates turned his stomach until he abandoned the ship in the Opal Gates and has traveled the northern waters of the Halo ever since. Never raised in a culture that adhered to many rules, typically might makes right and the strong survive, Warrak does not hold to the beliefs of modern society, and because of his Uthorian roots, he has a great distrust of magic. He is a dwarf of the sea, and venerates the god Neppure, praying that one day the god will show him his purpose, whatever that may be.

Sandblade Bastard Sword: Hit +2, Damage +1

THE FOLIO

The Complete
White Ship Campaign
Scott Taylor

'Long ago the Wizards of the world discovered the Afterglow Sea, a new magically charged plane of existence that lay beyond the Veil of the Elemental Plane of Water. It was from this magical well that they drew their supremacy, but some among them sought more raw energy, and surmised another darker and more powerful plane existed beyond the Elemental Plane of Shadow...'

The black-heart necromancer Molo of the 13 Wives has discovered the existence of the Veil of Shadow and has set about to once again make contact, threatening the entire world in the process. So it is that a group of adventurers has been hired by the Wizards of the Taux to find Molo before he can bring about this cataclysm, but he has a head start. Molo has gone south across the sea, and a ship, the Coral Stranger, has been outfitted to try to catch him. Can the adventurers survive the trials of the southern ocean, solve the mysteries of corrupted dinosaur islands, brave the shadow-touched port of Distant Turtle City, and overcome the legendary Corsair Mists where Hyperion, Titan of Fire, is said to hold court over sea creatures the likes of which the world has never seen? Even if they can overcome all these obstacles, there is still the White Ship, death vessel of ancient Uthoria and closest contact point to the Veil of Shadow, and Molo himself...



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