

THE FORGOTTEN ISLES

Thirteen years ago a sea witch named Rhapsody put a barrier of mist around a group of islands in the northern oceans, and is now creating an army of aquatic soldiers to take over the seas.

Although the mist barrier stops anything from entering or leaving these waters, somehow (probably by accident) the adventurer managed to get in.



1. Puffin Rock

This is the best island to start the adventure. Maybe the adventurers' boat was capsized by the sea monster and they washed ashore. Either way they should live off the land for a while. The weather in this region is cold, and rainy. The beaches are rocky with many steep cliffs. There is a lot of moss and grass but hardly any trees. Some driftwood can be used for fire or a raft. There are plenty of birds, fish and berries to eat. The only structure on the island is a magic gate. During a full moon, adventures can teleport to a random beach on a different island but they can't teleport outside the mist barrier. When exploring the beach, there is a chance mermaids try to kidnap an adventurer (a mermaid charms someone with her song while another entangles the victim with a magical net and then drag them into the sea).

2. Lobster Cave

When the adventurers see the cave, a clear and gentle voice tells them somebody named Harold is about to be eaten by a monster and needs their help.

3. Ship Wreck Cliffs

Mermaids have created a base out of several shipwrecks.

If anyone has been kidnapped then they can be found here, charmed and enslaved. Adventurers can set up a rescue mission, but the easiest way to free someone is to pay a ransom (gold and jewels, but also worthless beads and mirrors). Paying a ransom is no guarantee that someone won't be kidnapped again, though. Mermaids are civilized but narcissistic. They hate Rhapsody but they are too self-absorbed to help the adventurers.

4. The Lighthouse

The purple beacon of the lighthouse can be seen pulsating from all the islands. This beacon has to be destroyed if the adventurers wish to escape the isles. Rhapsody the sea witch lives atop of the lighthouse, mercilessly experimenting on sea creatures.

5. Eagle Mountain

A gigantic sea eagle soars above the mountain that dominates this island. The adventurers can find some magic items in its nest at the mountain top, making the trouble worth it.

6. Sea Monster

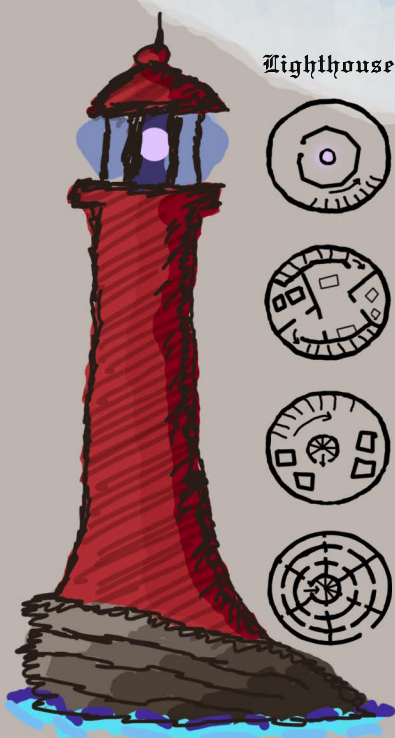
Another one of Rhapsody's failed creatures. Too wild to be controlled, the sea monster is now terrorizing the waters. There is a chance the adventurers will encounter it when traveling between islands, and will always encounter it when traveling towards the lighthouse.

7. Fisherman Isle

A friendly but odd fisherman lives here. He constantly forgets who the adventurers are, greeting them as if he has never seen them before. He can remember how to catch fish and his daily chores, but can't tell anything useful. He even forgot his own name. One observant adventures might notice some scar tissue between the fisherman's hair.

Lighthouse

9.



Floor 4
The beacon is filled with water and light emitting fish. Breaking the glass will dispel the mist barrier.



Floor 3
Surprised and physically weak, Rhapsody orders two sharkmen to protect her while she transforms into a flying fish and escape, vowing revenge.



Floor 2
A water elemental guards the batches of undeveloped, mutated sea creatures.



Floor 1
Mudmen live in this maze. Although they are slow, the walls have many small cracks that the mudmen use to ooze through.

8. Starfish Island

From a distance the adventurers can see a peaceful fishing village with people walking around, doing their daily chores. However, all the villagers are zombies and have a starfish attached to their heads.

These are death-starfish, a discarded experiment by the sea witch. They eat the victim's brain and take over the mind.

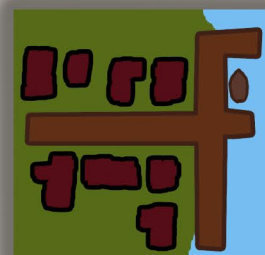
When villagers see an adventurer, they will all go into a frenzy, tackle the adventurer and try to put a starfish on the face. It takes a few turns for a death-starfish to burrow through the skull and take control of the mind.

If the adventurers can hide, the villagers quickly lose interest and continue with their daily chores.

One of the building has a bell tower, but the bell clapper has been removed...

9. Mist Barrier

A thick fog surrounds the isles, stopping anything from leaving. The fog doesn't form a physical barrier, instead if something is to travel, say, north through the fog, it will eventually end up south of the map.



Fishing Village

Lobster Cave



1. Cave entrance
2. Rock Lobsters
3. Underwater tunnel
4. Giant Anemone trying to eat Harold the Oyster



Ghost Ship

When the adventurers are stuck on an island for too long, an abandoned sail ship will wash ashore.

The ship is seaworthy, has two bunk beds, and there is food on board, none of it spoiled. There are maps of the region but no log or clue of what happened to the crew. Whatever happened will forever remain a mystery.

Harold the Oyster

Harold is a 612 year old oyster, has the intelligence of a human and can talk telepathically, although most of the time he's asleep.

Once a day, and when asked politely, he can open his shell revealing a bright light that scares off sea creatures (like a powerful turn undead spell but affects aquatic creatures instead).

Harold doesn't have any pearls inside him, if someone thinks about cutting him open.