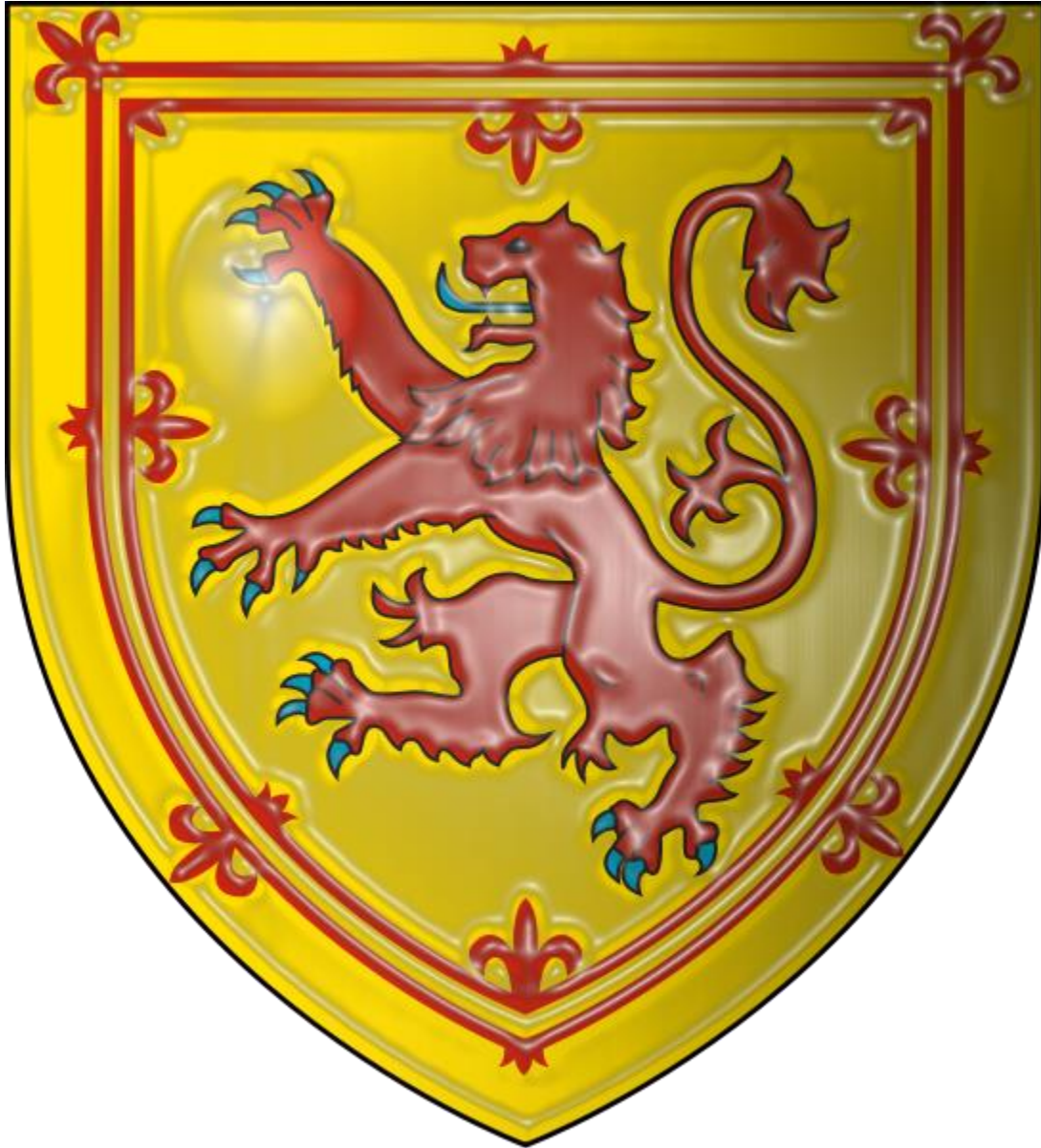


Adventures in Filbar



FA4 - Clover Island

Clover Island

A. Corsair Bay – Town

See separate documentation for the Corsair Bay

B. Plains of Telusk – Native population

Small mud dwellings with thatched rooftops dot the plains of Clover Island. Wild oxen can be seen helping tend to the fields. Small dogs jump through the plains playing with children but if approached stand between the adventurers and the children in a protective stance.

DM: The Plains of Telusk are the home to no less than three separate tribes of natives. One of the tribes <Sim-bi> was originally fishermen and the original inhabitants of Corsair Bay. When the pirates took over they were forced inland although after many years they are starting to return to their ancestral ways. While not openly welcome in Corsair Bay they are somewhat tolerated as long as they behave themselves.

The Sim-bi is the least “friendly” of the tribes but if the party is kind and non-aggressive they should be greeted with neutrality. The Sim-bi lives closest to the cove and would be the first group met by a party leaving from the town.

The Tellastat tribe is a hunters-gatherers group and have resided on the plains the longest. They are the largest tribe in population and have the least problems with the pirates as they established a good trading relation with the sea farers shortly after arrival.

The third tribe is Noengi Tribe and they ride Axe beaks were native to the island. The Noengi are proficient with bows and spears as their primary weapons and are quite skilled as they ride. This tribe is not fond of outsiders and took offense to the pirates residing and bringing issues. There are fewer Noengi because they are more violent and warlike and as a result lost more of their warriors to the pirates. The Noengi have travelled the entire island and are quite familiar with its

features. If a party is looking for something in particular this tribe can probably give the answer for the right "price".

While all tribes were originally set against each other they became unified when the pirates attempted to take over the island. As a result of over a year of war the sides came to a peace accord albeit a tense one at times. As both sides have agreed to live in peace, old tribal issues are starting to arise which could lead to bigger problems.

Monsters: Axe Beaks (1-6) AC 6 HD 3 HP 16 #AT 3 D 1-3/1-3/2-8

C. Nellis Tower – Vacant Wizard Tower

The forest clears and in the mixed among the growth of trees is a small stone tower with a thatched roof top. The tower itself stands about 30' high made of stone with another 15' wooden structure on top of that. A few windows are present but appear to be bricked up. A search around the 25' tower shows no doorway available.

DM: This structure was the home of a wizard several years ago but when he went off to pick up some materials he was laid low by the pirates. As a result his tower is abandoned and its contents undisturbed. He made entrance to his tower with his ring of levitation but that was with him when he died. The only entry to be made will be to climb up the tower and go in through the roof. There are three levels to examine in the tower – top, middle floor, and base level.

1. Top level

The top portion of the tower has a wooden floor and a hammered silver brazier in the middle. The wood creaks when weight is applied to it. There is a closed hatch with a big black iron ring on it that would appear to lead into the tower.

DM: If more weight than two armored humans are on top of the tower the rotting roof will give way and a cave in will occur down to the middle floor. Damage will be 3-30 save v. dexterity for half damage. This will be from falling through rotting timbers and landing strangely on the furniture below. The brazier is a brazier that summons air elementals. The magic phrase that allows the item to function is tucked away in the wizard's spell book. There are no hostiles on the top level.

2. Middle level

The mid-section of the tower was dedicated to living quarters. There is a bed, armoire, writing desk, general hygiene items. There are a few books in a tiny bookshelf but they are non-magical in nature and only used for historical research.

DM: Either through the trap door in the ceiling or falling through will lead the adventurers to the living quarters of the deceased wizard Nellis of Feltor Keys. The books will contain his name as proof of ownership but little else will reveal much about the wizard. A heavy coating of dust is present throughout. Only general living items will be present except in the bottom of the armoire which has a small green vial with an extra healing potion in it.

This room does have inhabitants in the form of twin imps named "Abra" and "Cadabra". If the party managed to go through the ceiling on their own terms the imps will be waiting for their chance to strike while invisible. If the party took the quick way down the two imps will attack immediately. If one is slain quickly the other imp will begin bargaining for their life.

If the party allows one to live they will explain about their master's disappearance and why they are concerned. If they sense that the party is greedy they will attempt to trade the "magical hoard" in the lowest level for their life. The entrance to the lower level is another trap door under the bed. Although it is unlocked the imp(s) will explain it has an explosive trap on it and they will require the magical phrase. Feel free to make up a phrase that the imp(s) will give to give the party a sense of security. The imp(s) will under no circumstance reveal the presence of the guardian of the level in the hopes that it will slay the party and the tower will be saved.

Monsters: Imps (2) AC 2 HD 2+2 HP 16 #AT 1 D 1-4 SA invisible at will magic/silver to hit

3. Lowest level

This area of the tower appears to be used as the study for Nellis of Feltor Keys. It contains a bookstand with a large book bound in brass plates. A work desk with potion making equipment is present as well as small deformed animals in glass jars. The head of an umber hulk hangs on the wall apparently a trophy of some type and there are two large wooden chests in the room.

DM: This area is the study of Nellis of Feltor Keys. He studied his spells and worked on his magic in this area. It is also his trophy room i.e. the umber hulk head. Both chests are trapped one with sleep gas one with a polymorph trap. Anyone setting off the polymorph trap will turn into a fly for one day. All of their belongings will be included and will return when the spell expires in 24 hours.

The large book is Nellis's spell book and in the back tucked on a piece of parchment is the trigger phrase for the brazier on the roof. "Cumulis, thunder, politico" will activate the brazier for anyone skilled in elemental magic. The rest of the spell book is filled with Homocal's repertoire of spells and can be done at DM's choice.

The locked trunks contain the following items: #1 1200sp, 300gp, and small inlaid box <35gp> containing 200gp worth of gemstones of various cuts and several flags from some of the places he conquered. #2 contains an ivory box <75gp> with three potions of flying in them and an amulet of alignment detection. It also has a crystal scroll tube with the spells feather fall and fireball in it. A +1 short sword with an inlaid scabbard is present and the scabbard reads "to the worst fighter I've ever met". The story behind the scabbard is long dead.

The guardians of the room will wait to see if anyone is turned into a fly or falls asleep before it attacks. It is a pair of very cunning shadows that will extract pain upon those who enter Nellis's domain without permission. If found before the trunks are messed with it will attack outright. Note if the roof fell in there will be a beam of light penetration the area.

Monsters: Shadows (2) AC 7 HD 3+3 HP 27 #AT 1 D 2-5 + strength drain magic/silver to hit

D. Pass of Tam-acles

The large mountains that separate the Western clover leaf from the main body of the island have a noticeable gap in it. As you approach the gap you notice that large stones stretch between the gaps in even distances. Upon closer inspection these "stones" are actually stone warriors. While they radiate magic there does not appear to be anything remarkable about the statues aside from their remarkable detail.

DM: These ancient stone creations used to be giant warriors centuries ago but at the end of the Deity Wars were turned to stone to keep the Verbeeg in check. This line of old giants serves as a line of protection for the island natives who were allowed to stay. While magic was involved in turning these creatures to stone they do not possess any magic that the party can use. If the party decides to bring down even one of these statues the "magical boundary" will be broken and the Verbeeg will be able to cross into the populated lands of Clover Island.

Should any party decide to destroy/move/damage any of the stone creations they will have to save vs. spells or go insane for 2-24 days and suffer a permanent loss of one point of intelligence. If the save is successful then there will be no loss of intelligence only the insanity. The stone items protect the main body of the island from the incursions from the Verbeeg clan

E. Cavity of Morous

Further evidence of the meteorite impact site can be seen in the columns of granite that were injected into existing rock by the force and heat of impact.

In IR 680, explorers/sages Johan Boon and Sir Albritton of Cronos were the first to suggest that the Cavity of Morous was the scar of an ancient meteorite impact. Boon and Sir Albritton believe that it was at the same time the city of Bast was leveled by a meteorite sent by the ancient gods.

The cavity has great scenic beauty, making it an ideal tourist destination. Any who visit Clover Island are informed of the natural wonder and usually trek across the western edge to see the site. It is commonly believed that the waters contained within the cavity have some healing properties although it doesn't seem to be a consistent occurrence.

The Cavity of Morous contains a finely balanced ecosystem made up of open plains, grasslands, and foothills with abundant flora and fauna. At the edge of the foothills is a small forest of olive wood trees. Wild deer and native cattle are present in abundance in this area. These creatures are the staple diet of the Verbeeg clan in area "F".

DM: At the time the party decides to visit this area they can have several encounters. For general encounters the party will find/meet wild boar, wild cattle, or a small band of Axe beaks that have escaped the Noengi and are partially tame. If captured they could be used as mounts.

Monsters: Axe Beaks (1-6) AC 6 HD 3 HP 16 #AT 3 D 1-3/1-3/2-8

This section of Clover Island is also home to two different more difficult encounters. One is a group of twelve Ogres that are on a hunting patrol for the Verbeeg Clan of area "F". These monsters will attack at will but if overcome they will attempt to flee to warn the giants of dangerous intruders. If they do escape and can warn the Bastion then the party should expect double guards at every encounter.

Monsters: Ogres (12) AC5 HD 4+1 HP 32 each #AT1 D 1-10 <club>

The second encounter will be with an adult Blue Dragon that calls this area home. While his actual abode is in the mountains to the northern tip of this section of clover. Coboltus Kessius is an adult Blue Dragon that relocated to the island after leaving his nest to go out and "see the world" as dragons are prone to do. In the years he has lived on the island he has been able to control this section of the island quite well. While his trove isn't exceptionally vast he has been able to gain a fair amount of treasure by waylaying passing ships. His home is at the top of the tallest mountain and should be a difficult to ascend.

Monster: Blue Dragon AC 2 HD 9 HP 72 #AT 3 D 1-6/1-6/3-24 + breath

Assuming the players have vanquished Coboltus then his lair will be unguarded. If they have only wounded the Wyrms then he will be here and will be in a very defensible position. Aside from multiple dexterity checks required to climb to his abode the party will find his treasure hoard present. Coboltus enjoys rolling around in the wealth and therefore it is all loose. There are 11000 sp, 4200 gp, eleven gems of various sizes that are in the pile of coins worth 100-400 gp each, a magic scabbard that allows the bearer to receive a cure critical wounds once per day, a ring of feather fall, a decorated clamshell with four potion vials, and a horn of summoning that will attract 10-40 berserkers when sounded. This function is good once a week and only in open territory. At the very bottom of the pile is an ivory scroll case with two high level cleric spells that can be determined randomly.

F. Bastion of the Giants

See separate documentation for the Bastion of the Giants

G. Peaks of Tigion

The Northern border of Clover Island is protected by the Peaks of Tigion. The sharp cliffs of Tigion are not as harmless as they look in photos. Many have lost their lives trying to climb these natural stone-knives that reach nearly 600 in height. Naturally fractured, these peaks are very difficult to hang onto even at the lower depths. Upon close inspection the flint-like surface is very rough to the touch and can actually cut bare skin with remarkable ease.

DM: The large razor sharp peaks are as sharp as knives and cut just as easily. Venturing into the area is ill advised as the maze-like collection of peaks can turn a trail into a dead end quickly. Frequent tremors cause shards to fall at random intervals that are capable of severely injuring those not prepared.

The Peaks of Tigion are home to a wide variety of wildlife including giant apes and albino lemurs. While the lemurs are quite passive the giant apes are not. Coated in a light grey fur they tend to blend into the peaks and surprise 80% of the time.

Monsters: Giant Apes 2-8 AC 6 HD 5 HP 38 #AT 3 D 1-4/1-4/1-8 + rending

H. Darkin's Gorge

As the party makes their way through the high peaks blocking the eastern clover leaf from the rest of the island they find themselves facing one of the natural wonders of the island. Separating the two mountain chains in the area is a very deep rift in the land that appears to be quite imposing.

DM: Darkin's Gorge is a huge rift between two mountain chains that physically separate the two independent chains. The base of the gorge is muddy and damp because it extends below sea level. Dotting the base of the gorge are multiple

mesas that create a vast maze-like structure. From the mountains above the party should be able to see several clear paths to the other side. If the party makes a point of actively scanning the gorge they should be told that they do not see anything moving in the gorge. While this subtle hint might lead an astute member to surmise that something exists and is powerful enough to remove all other life. That 'something' is a purple worm that calls Darkin's Gorge home. If the party chooses to cross the gorge they should have a 50% chance each way of encountering the monster. Its treasure is located in a side cave in a pile of excrement and contains 4000 gp, 8000 sp, 20 various gems worth 2000 gp and a stained, smelly +2 kite shield.

Monster: Purple Worm AC 6 HD 15 HP 112 #AT 1 D 2-24/2-8 + swallowing

I. Tabernacle of the Gods

Crossing over the protective mountains that separate the Eastern spur of Clover Island is a large open spot filled with low grass. Scattered throughout the five mile wide land are herds of wild sheep and rams. Despite the immense size of the area a stone structure is clearly visible several miles away. As you approach the middle of the "clover leaf" you begin to understand that the stone structure is several hundred feet high and is quite impressive. An astute character will notice that the stones do not appear to be part of the flora of the island but the origin of the stones cannot be determined. The herds do not go near the stones.

DM: Nestled in the center of the ring of stones is a curious shrine. A single 6' obelisk surrounded by bricks. The ring of stones is open at the back and looks out over a gap in the mountains. The obelisk is smooth but has a strange indentation midway up the structure. Upon closer inspection the indentation appears to be designed to hold something. Above the gap is a single word "Cantonollus".

If the party has located the Eros-Medallion on a prior adventure they can use an intelligence check to determine that it would fit perfectly into the obelisk. If this is done the ground will begin to shake and the outer ring of stones will begin to fall. The ground around the obelisk will begin to swell and push upwards. After two rounds the ground itself will explode forth showering the area with dirt and grass. When the debris clears and the party looks back at the area the obelisk

will be replaced with a very large angry titan and it will become obvious that the stone structure was the index finger of the titan.

Once the initial shock has worn off Cantonollus will address the party in a rude and angry manner. He will demand to know where he is, when it is, and why the party is not showing him the proper respect he deserves. His attitude is hateful and arrogant and if the party does not attack him he will go on the offensive and attack the party once he gets tired of their poor answers.

Cantonollus was an evil titan that was imprisoned on the island at the end of the deity wars. He is one of the last of his kind and hates humanity as they fought on the side of the deities which caused the downfall of his people. If Cantonollus can be defeated the Eros-Medallion can be reclaimed by the party. If this is done a hidden power of the item will be revealed in the form of a heal spell that can be used once per day. This power is only activated if the medallion is dipped in the blood of the titan.

Cantonollus wears a gem encrusted leather sash worth a staggering 12000 gp in various gems. The sash is held together with a decorative "pin" that is a magic broad sword. The sword is intelligent and speaks three languages. It has the ability to detect magic 3x a day. The sword is a +2/+3 vs. dragons. Cantonollus wears a hooped earring which is actually a ring of levitation set to a decorative chain.

Monster: Cantonollus the Titan AC -1 HD 20 HP 160 #AT 1 D 7-42 Psionic - null

J. Pirate Reef – Protects Corsair Bay

The reef is not one singular reef and actually consists of some 1,000 individual reefs and some 200 fringing reefs bordering the coastline. Many are dry or barely awash at low tide; some have islands of coral sand, or cays; others fringe high islands or the mainland coast. In spite of this variety, the reefs share a common origin: each has been formed from the skeletons and skeletal waste of a mass of living marine organisms. The "bricks" in the reef framework are formed by the calcareous remains of the tiny creatures known as coral polyps and hydrocorals, while the "cement" that binds these remains together is formed in large part by coralline algae and minerals. Colorful fish and sea plants dot the reef but despite

the beauty the danger of sinking a ship is the real life of the reef. Smashed timbers and trinkets can be found in the various pockets of the stone guardian for those who dare to investigate it. Anyone brave enough to venture out onto it will require shoes of some type or take damage from the sharp rock. Dexterity checks will also be needed as the area is difficult to navigate.

K. [Quest for the Golden Rose](#) – Shipwreck, Merchant

See separate documentation for the Quest for the Golden Rose

L. Kraken Caverns – Home of the Legendary Kraken

In the darkness of the depths a large cave opening makes the darkness even worse. As you swim towards this huge cave complex you notice that the darkness seems to swirl and you question if you are not embarking into the abyss.

DM: The inky darkness of this enormous cavern is second only to the darkness of evil that calls this area home. The mighty Kraken of the Newmack Sea calls this cave home. The great beast is usually in its lair unless it is out feeding. For years this fearsome beast has controlled the area and many sailors avoid the area completely.

The Kraken is a beast of unholy proportions and not to be taken lightly. This is a creature created by the ancient gods to rule the seas in their stead. The creature is several thousand years old and has no enemies. While the creature has lived for centuries it has little desire for treasure but has accumulated a modest amount nonetheless.

Inside the great cave of the Kraken is its treasure taken from hapless mariners that came too close to the beast. The beast guards its treasure by nesting on it and must first be slain in order to claim the trove. Amassed in a depression in the cave are 30000 gp, , 45000 sp, a crown decorated in rubies worth 8000 gp, a platinum orb decorated with rubies worth 4500 gp, and a scepter accented with

a very large ruby on the tip worth 6000gp, a potion of flying, a metal box containing 2-8 potion vials <random>, a waterproof scroll tube containing six magic user spells <randomly chosen>, a helm of brilliance, a crystal ball, a +4 Defender long sword, and a +4 suit of plate mail. The crown, orb, and scepter are all from a ship the Kraken destroyed several hundred years ago that belonged to a Pasha from Akbole. Long thought lost to the sea these relics would fetch a very high price in that country. Of course the Kraken will have to be defeated first before the treasure can be obtained.

Monster: Kraken AC 5/0 HD 20 HP 160 #AT 2 and 4-6 and 1 D 2-12 x2, 2-8 & 5-20

M. Wreck of Simons Blade – Shipwreck, Pirate

In the murky water the overturned hulls of two large and battered warships lay before you. Tiny air bubbles rise from the wrecks at irregular intervals. While no sea creatures are in the vicinity strange markings along the sea bottom are present. Shadows dart in and around your field of vision but you can never clearly make out what is causing them. As you look up you see a school of hammerhead sharks circling but not approaching. Apparently these are the causes of the strange shadows.

DM: This area contains the wreck of two ships that had fought each other. Refer to documentation of Captain Insodius Maclemore for further background on the battle. As the ships were fighting and it was clear the pirate would lose, Captain "I" used his powerful wish ring to defeat his fate. In uttering his poorly phrased wish he did survive the battle but became a lich instead. Along with his fate, he sealed the fate of both crews who joined him in the afterlife. Captain Maclemore remains a lich but the crews of both ships suffered a fate worse than undead. They are undead who battle each other every day and kill each other off only to rise again the next day. Such was the fate of the Simons Blade and Saint Lucian's Pride.

While both crews still hate each other in the afterlife they will fight united against any living interlopers that tread upon their battle field. Both ships are badly decayed and only the shells remain. While the Saint Lucian is barely a skeletal ship, the Simons Blade still has a few rooms left that are functional, one of which

is the Captain's Quarters where Captain "I" can be located along with his treasures.

Between the two ships is the battlefield where those crew members remaining will be present. The crew of the Simons Blade is Kapoacincths, or the aquatic version of gargoyles. There are only six pirates who have survived. The Peltarian mariners are now Lacedons and there are eight of them. None have any treasure as Captain "I" possesses all of it except for the blade of his nemesis Admiral Tamelrood. This magical +3/+4 vs. fire based creatures bastard sword is located somewhere beneath the silt of the Saint Lucian and can be very difficult to locate.

If the party investigates the Simons Blade they will find the hold and the Captain's quarters are still "intact" as much as they can be. The hold is currently the home to a Giant Sea snake but doesn't possess any treasure. The Captain's quarters are the home of the Lich Captain "I". The Captain's quarters have the accumulated wealth of both ships except for the magic sword of Admiral Tamelrood. Upon the initial encounter Captain "I" will offer the party their lives in exchange for the sword of his arch enemy.

While Captain "I" will point out that he is an accomplished mage he has not had access to his spell book in several years so only has two magic missiles and an ESP left in his memory. The lich will threaten to use power word kill on the party or entrap them into his necklace stones both of which are empty promises. The Captain is however an accomplished fighter and does possess a +3 cutlass of wounding. While his magical skills are in decline his ability to melee is still strong. The Captain will be able to strike three times a round, twice with his cutlass and once with his +2 dagger. Inside his chambers are three large wooden chests containing 20000 cp, 15000 sp, and 8000 gp respectively. Inside a waterlogged bag is a collection of different gemstones worth 4000 gp. An emerald tiara and teardrop necklace are also present a gift to an unfaithful lover. The lich will be quite adamant about his ability to destroy the party and this angle should be played up. The only choices given to the party will be finding the Admiral's sword or death and the ancient pirate will back up his claims. He will determine if the party is a significant threat and if he concludes they are he will use ESP first to determine their intentions and use magic missile anytime he feels mages in the party are going to use spells and defeat their efforts with a magical strike.

Monsters: Lacedons (8) AC 6 HD 2 HP 17 #AT 3 D 1-3/1-3/1-6 + Paralyzation

Monsters: Kapoacinths (6) AC 5 HD 4+4 HP 35 each #AT 4 D 1-3/1-3/1-6/1-4 SD +1hit

Monster: Sea Snake AC 5 HD 8 HP 66 #AT 2 D 1-10/3-18

Monster: Lich AC -1 HD 11 HP 88 #AT 3 D 2-8 + 3/ 1-4 +2 & paralyze/spells

N. Derelict of the Saint Lucian's Pride – Shipwreck, Peltarian

See above-The blade of Admiral Tamelrood, +3/+4 vs. fire based creatures
bastard sword

O. The Great Eye of the Sea

This site was discovered and explored by Sir Cousteau d' Hazier. In IR 3, he brought his ship, the Journeyman, to the hole to chart its depths. Investigations by this expedition confirmed the holes origin as typical limestone formations, formed before rises in sea level in at least four stages, leaving ledges at depths of 39 feet, 120 feet, and 199 feet. Stalactites were retrieved from submerged caves, confirming their previous formation above sea level. Some of these stalactites were also off-vertical by 5° in a consistent orientation, thus indicating that there had also been some past planar shifting. While the area is beautiful on the surface and just below, the lower depths have been proven to be the home of far dangerous creatures. Spikes in the underwater walls have marked the lowest depth travelled by man so far which is at the 199 foot mark.

DM: A truly natural wonder of the world the Eye of the Sea is beautiful and even tranquil at the surface. Below the surface however is an entirely different matter. This natural oddity is divided in three levels as each is inhabited by a different set of encounters.

Top Level: The sunlight streams freely in this area and illuminates the first 50' of the crevice and the area is filled with a variety of tropical fish that swim in different sized schools. While they are very pretty to look at the size of the schools will cause disorientation and it should be pointed out the PC's that their vision is diminished and the water seems to have changed. This is merely a pronouncement of what is to come and create a distraction for the party. The

fish will do no real damage and when they swim off there will be no attackers waiting. There is a 10% chance that some Dragonfish will be swimming by.

Monsters: Dragonfish AC4 MV6" HD2 HP9 THAC019 #AT1 D 1-6+poison

Middle Level: The mid-level of the great eye opens up into a large two chamber cave. This section is guarded by a school of black tip sharks. There are always 14-20 sharks in this area and if the party chooses to pass through the area they will risk having to fight the beasts. If melee occurs the first blood in the water will attract more sharks arriving on successive rounds of combat. The sharks will join the fight from every direction including above and below. The party should feel overwhelmed and a distinct count should not be given to them only the comment that the beasts are coming from every direction

Monsters: Sharks (14-16) AC6 HD3 HP19 THAC017 #AT1 D 2-5+1

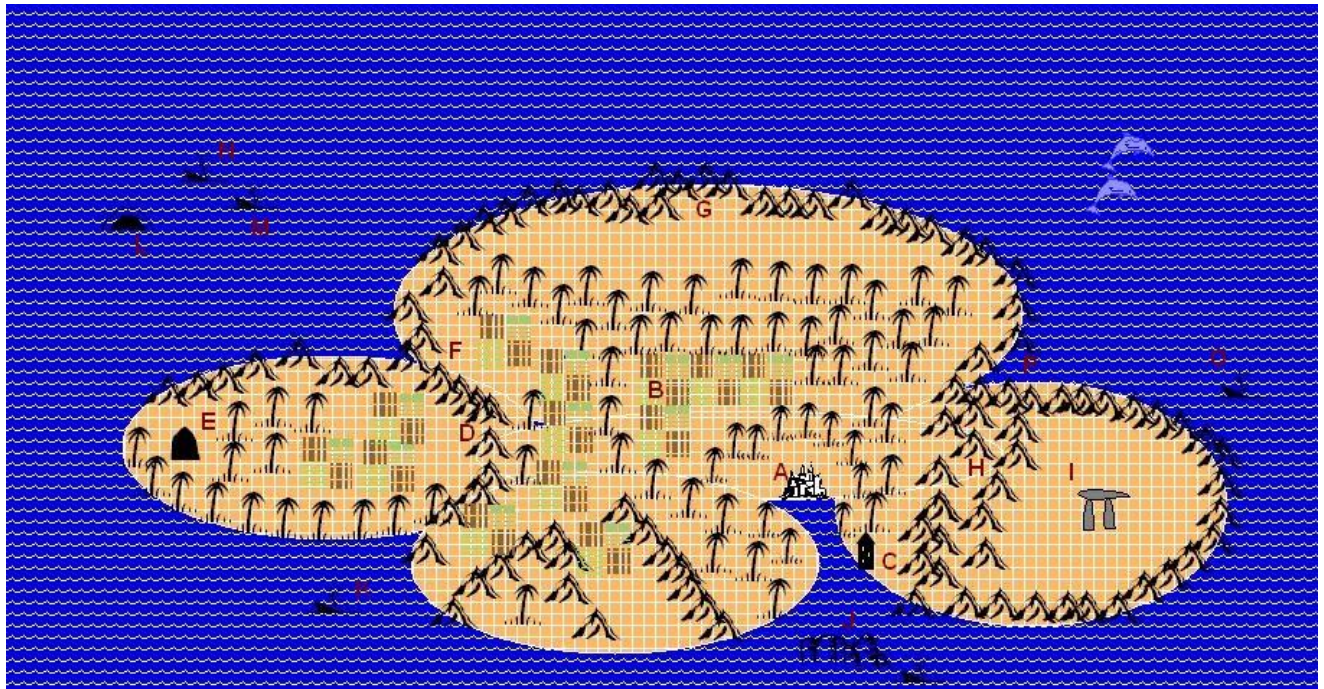
Bottom Level: The lowest level of the Great Eye belongs to the Eye of the Deep the cousin of the Beholder. This fearsome foe has lived at the bottom of the natural wonder of the Newmack Sea. The beast actually protects the entrance the fabled submerged city of Etruscana. At the bottom of the depression is a set of pillars with green copper gates set into the side of a rock face. The Eye of the Deep is the guardian to the gates of Etruscana and has protected it for several centuries. It is a vile creature and will attack all who fall to this depth. Scattered below the sands of the sea are approximately 12500 gp however it will take a very long time to recover all the pieces. Entry to Etruscana will be up to the DM's discretion.

Monsters: Eye of the Deep AC 5 HD 12 HP 96 #AT 3 D 2-8/2-8/1-6 SA eyestalks

P. Xanter Cliffs

Perhaps one of the strangest landscapes in the known world is the luminescent Xanter Cliffs. The stone formations along the Eastern edge of the island go from below sea level to 400' up. While their size is imposing it is the unusual coloring

that makes the cliffs a thing to behold. Any ship circling cannot help but to stop and admire the wonder of nature. The spindly cliffs each possess a different color that glows in the darkness. Several explorers have come to the area to see and determine why the cliffs glow and have different colors but no answer has presented itself. Magical properties have been ruled out as a cause but no suitable answer aside from a divine one has been provided. Those few clerics who have come to the island and communed with their god have not received positive ownership of this wondrous achievement.



Clover Island



Corsair Bay <above> and Pass of Tam-acles <below>





Cavity of Morous <above> and Peaks of Tigion <below>





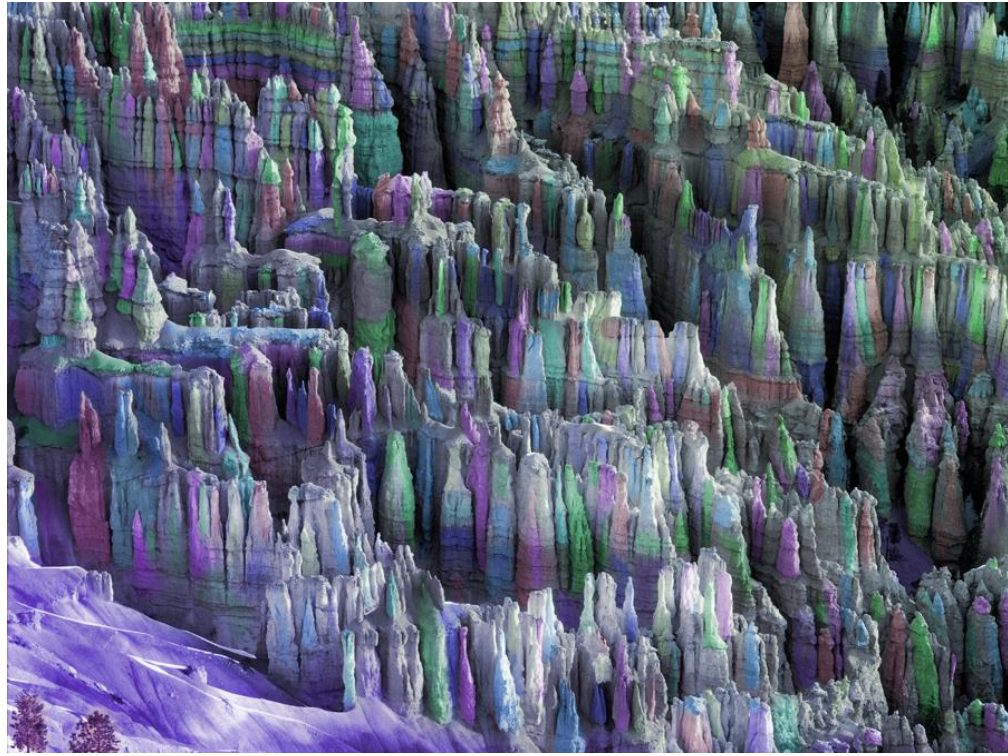
Tabernacle of the Gods





Eros-Medallion <above> and Great Eye of the Sea <below>





Xanterra Cliffs & Fauna of the Island

