

The Mystery of Drakestein Island

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A Basic Fantasy Role-Playing Game Adventure

Release 1

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Introduction

Drakeshaven is a large port, visited by ships from the four corners of the world. Under the rule of Earl Jandric, its citizens have become prosperous.

Unfortunately, six months ago, a young gold dragon called Mendarax started attacking ships bound for Drakeshaven. Things have become so bad that not one ship has visited the port in almost a month. Not surprisingly the citizens, in particular the powerful merchants' guild, have become extremely concerned and have been clamoring for Earl Jandric to act.

Mendarax lives on the small, rocky island of Drakestein which lies one mile south of Drakeshaven. Two hundred years ago, Drakestein Island was the home of a powerful wizard called Ida. Ida raised Mendarax from the egg; consequently, the dragon has always been friendly to humans. Indeed, until his inexplicable behavior change, the people of Drakeshaven were exceedingly proud of their winged neighbor, viewing him as a sort of good luck charm.

Bowing to pressure from the merchants' guild, Earl Jandric recently called for bold adventurers willing to travel to Drakestein Island. Their mission: to discover why Mendarax has started attacking ships, to persuade him to stop, or failing that, to kill him. Anyone who succeeds is guaranteed a substantial reward, not the mention the eternal gratitude of the people of Drakeshaven.

To date, no one has had the courage to accept Lord Jandric's mission.

GM Notes

Mendarax has not changed, he has been enchanted. A tribe of fishmen recently made Drakestein Island their home. The fishmen consider Drakeshaven Bay to be their ancestral home and view the human inhabitants as invaders.

They are led by a 6th Level fishman wizard called Crastar. By the power of a magic ring, Crastar has managed to enslave Mendarax. In reality, Crastar has only partial control over Mendarax. The dragon is compelled to destroy any ship he spots; however, although many sailors have died as a result of his attacks, once a vessel has been destroyed Mendarax does not target the survivors. As a result of this, the party should be able to find at least one lucky survivor who, for the price of a bottle of rum, can recount the tale of his miraculous escape.

Crastar believes that using Mendarax to destroy Drakeshaven's trade will persuade the humans to leave. Failing that, he hopes to summon a powerful water elemental to utterly destroy the city-port.

Fishman

Armor Class:	15
Hit Dice:	2
No. of Attacks:	1 weapon
Damage:	By weapon
Movement:	30' Swim 50'
No. Appearing:	2d4, Lair 6d4
Save As:	Fighter: 2
Morale:	8
Treasure Type:	D
XP:	75

Fishmen are members of an ancient and formerly sophisticated race. They were once widespread, but now only a fraction of their species survives.

They are as intelligent as humans and, whilst most are warriors, there are some capable of using magic.

Fishmen are not actually evil, but their attitude to life is so different from that of the other humanoid races that they seem unfeeling to the point of utter ruthlessness. To make matters worse they consider humans to be a type of vermin.

As the name suggests, fishmen resemble fish headed humanoids – think of the creature from the black lagoon. They are typically about 7' tall and heavily built. They have webbed hands and feet and their bodies are covered in thick scales which act as natural armor. They wear little clothing other than a loin cloth.

In combat they favor tridents which they generally wield two handed. Many also carry short swords or daggers as secondary weapons.

One out of every six fishmen will be a champion with 3 Hit Dice and morale of 10. Each tribe of fishmen will be led by a chieftain with 4 Hit Dice, AC 17 and morale of 11. When fighting alongside a champion or a chieftain, ordinary fishmen use their leader's morale.

Drakestein Island

Drakestein Island lies a mile south of Drakehaven. It is 1 mile long and shaped like a tear drop. It is surrounded by sheer 300' cliffs and razor sharp reefs. The only safe place to land a boat is a tiny cove at the northern tip of the island. An old watch tower overlooks this cove from the top of the cliff. A ruined tower stands at the southern tip of the island which was once the home of the wizard Ida. Ida died two centuries ago and was buried on the island in a small pyramid. In the cliff face, about 150' below Ida's ruined tower is the mouth of a cave. This cave is known to be the home of Mendarax.

Voyage to Drakestein

The party may wish to find their own way to the island, however as Earl Jandric is keen to help, GM's may wish to read the following:

Earl Jandric inquires when and how you intend to travel to Drakestein. He offers you the use of any boat and crew in the harbor, from the humblest fishing boat, to a cumbersome merchant ship, to his own sleek war galley.

- If they travel during the day in a large boat, Mendarax will attack them.
- If they travel during the day in a small boat, or at night in a large boat, there is a 50% chance he will attack.
- If they travel at night in a small boat, Mendarax will not notice them.

If Mendarax attacks, he will destroy the vessel in three rounds, but ignore the crew. The party will therefore be able to return to Drakehaven and think of another plan.

Key to the Island

1. The Cove: The cove is surrounded by high limestone cliffs but there appear to be three ways out. To the south, a crumbling path winds up the cliff face. To the west, a narrow strip of sand leads away from the cove. While, to the east, a jumbled strip of jagged rocks does the same. In the middle of the cove you spot a sea chest half buried in the sand.

Sea Chest: The sea chest looks like it has been adrift for some time. It is not locked and is filled with sea water. A young sea snake has become trapped inside.

1 Sea Snake (AC 14, HD 1, #At 1, Dam 1+Poison, Mv 10', Sv F1, MI 7)

HP 6 □□□□□ □

Note: Because it is young its venom only does 1d8 damage.

The chest also contains a bottle of rum, a bag containing 20sp and a silver whistle.

Silver Whistle: Blowing the whistle will summon a strong wind which will blow in a direction chosen by the summoner for up to 6 hours. However, blowing the whistle causes 1d4 damage to the user.

HP 20 □□□□ □□□□ □□□□
□□□□

2. Rocky Strip:

About 200' along the rocky strip, the way ahead is blocked by a giant crab.

1 Giant Crab (AC 18, HD 3, #At 2 Pincers, Dam 2d6/2d6, Mv 20', Sv F3, MI 7)

HP 18 □□□□ □□□□ □□□□ □□

Note: If it fails its ML, it will retreat into its cave. If it is pursued there it will fight to the death.

Treasure: At the back of the crab's cave is a tangle of driftwood and seaweed amongst which lies a small bottle containing a potion of water breathing.

With the giant crab out of the way, you can see that the rocky strip continues south along the base of the island. About a 1/4 of a mile away you can see what looks like a wrecked ship perched on the rocks.

3. Sandy Strip:

After about 500', the sandy strip ends in another, even smaller cove. A beautiful grey horse is standing on the beach. As you approach, it raises its head and neighs gently.

The horse is actually a kelpie. If no one chooses to mount the kelpie of their own free will, each character must SAVE vs SPELLS or become enchanted. Once one character is enchanted, no one else need make a saving throw. The enchanted character will attempt to mount the kelpie which will then gallop into the sea drowning its victim. If the rest of the party attempt to intervene, the kelpie will attack them. The victim will remain enchanted until the kelpie is dead or has departed.

1 Kelpie (AC 13, HD 3, #At 2 Hooves, Dam 1d6/1d6, Mv 60', Sv F3, MI 9)

4. Cliff Path:

The crumbling path climbs steeply up the face of the cliff. It is so narrow that you are forced to walk in single file.

20' UP: The path suddenly crumbles under the first character. Roll 11 or higher (+/- DEX Bonus) or fall 20' to the beach taking 2d6 damage. If the party chooses to continue, they must cross the newly formed 6' gap. Roll 6 or higher (+/- DEX Bonus) or fall through.

100' UP: The path widens into a ledge. At the back of the ledge, the characters notice two large, untidy nests, each containing an ugly looking baby bird-like creature. If the characters approach the nests they will be attacked by the parent stirges. The baby stirges are bad tempered, but harmless.

4 Stirges (AC 13, HD 1, #At 1 bite, Dam 1d4+1d4/round blood drain, Mv 10', Fly 60', Sv F1, MI 11)

HP 8 □□□□ □□
6 □□□□ □
6 □□□□ □
4 □□□□

200' UP: Each character must roll =/< DEX. Characters with the lowest DEX should roll first. The first character who fails, drops and item of equipment which falls down the cliff (GM's choice).

300' UP: The path reaches the top of the cliff, but up further progress is blocked by the gate of the old watch tower.

5. Old Watch Tower:

The old watch tower is 20' high and topped with battlements. Its gate, though old and worn, looks as if it has recently been repaired. 20' high

walls extend to the east and west for 100'. There is barely 6" between the base of these walls and the edge of the cliff.

As the characters approach they will hear the guard dogs growling inside. The door is barred, but can be forced on a roll of 20 (+/- STR Bonus of everyone attempting).

If the characters knock, or stand around for too long, the watchman will look over the battlements and demand to know who they are. Unless they think of an excellent excuse for being there, he will attack them with his crossbow.

In total, the tower is guarded by 6 hobgoblins and 2 guard dogs. The hobgoblins were hired by Crastar. When the characters arrive they are arranged as follows:

- 6 (Passage):** 2 guard dogs
- 7 (Guard Room):** 2 relaxing hobgoblins
- 8 (Bedroom):** 2 sleeping hobgoblins, 1 sleeping hobgoblin warrior
- 9 (Roof):** 1 hobgoblin watchman

As the encounter proceeds the hobgoblins may move around at the GM's discretion.

5 Hobgoblins (AC 14, HD 1, #At 1 weapon, Dam 1d8 (Sword/Crossbow), Mv 30', Sv F1, MI 8)

HP	8	□□□□□ □□□
	8	□□□□□ □□□
	6	□□□□□ □
	6	□□□□□ □
	5	□□□□□

1 Hobgoblin Warrior (AC 14, HD 3, #At 1 weapon, Dam 1d8 (Sword/Crossbow), Mv 30', Sv F1, MI 8)

HP	14	□□□□□ □□□□□ □□□□
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Equipment: Key for the chest in the bedroom.

2 Guard Dogs (AC 14, HD 1+1, #At 1 bite, Dam 1d4 + hold, Mv 50', Sv F1, MI 9)

HP	9	□□□□□ □□□□
	7	□□□□□ □□

6. Passage: This is a broad, tall passage. The door in the south wall is identical to the main door. The doors in the east and west walls are normal wooden doors. None of them is locked. If the characters forced the main door, it is likely that they will encounter most of the tower's defenders here.

7. Guardroom: This is where the hobgoblins spend most of their time. It contains a fireplace, a large table and six wooden stools. A cauldron of fish stew is bubbling on the fire. There is a spiral staircase in the northwest corner.

8. Bedroom: This room contains six hammocks and a chest. The chest is locked but can be opened using the hobgoblin warrior's key. It contains 120sp which is the hobgoblin's pay to date.

9. Roof: The roof contains a spiral staircase in the northwest corner.

The Top of the Island

The top of the island is covered in grassy moorland. On the western side of the island there is an area of scrubby, wind stunted woodland. On the eastern side, there is a low hill on top of which stands a small pyramid known to be Ida's tomb. In the center of the island, between the hill and the scrub is a small lake and at the island's southern tip stand the remains of Ida's tower.

10. Scrub: If the party travels through the scrub they will encounter (Roll 1d4):

1	1 Assassin Vine (AC 15, HD 6, #At 1 + Special, Dam 1d8 + Special, Mv 5', Sv F6, MI 12) HP 24 □□□□□ □□□□□ □□□□□ □□□□□ □□□□
2	3 Wild Boar (AC 13, HD 3, #At 1 tusk, Dam 1d6, Mv 50' (10'), Sv F2, MI 12) HP 18 □□□□□ □□□□□ □□□□□ □□□

	12	□□□□ □□□□ □□
	9	□□□□ □□□□
3	1 Blood Rose (AC 13, HD 3, #At 3 plus blood drain, Dam 1d6, Mv 1', Sv F2, MI 12)	HP 11 □□□□ □□□□ □
4	No encounter	

11. Moorland: If the party travels across the moorland they will encounter (Roll 1d4):

1	3 Fishmen (AC 15, HD 2, #At 1 weapon, Dam 1d8/1d6 (Trident)/1d6 (Short Sword), Mv 30' Swim 50', Sv F2, MI 8)	HP 12 □□□□ □□□□ □□
		8 □□□□ □□□
		6 □□□□ □
2	1 Wild Boar (AC 13, HD 3, #At 1 tusk, Dam 1d6, Mv 50' (10'), Sv F2, MI 12)	HP 16 □□□□ □□□□ □□□□ □
3	1 Giant Sea Hawk (AC 14, HD 4, #At 1 claw or bite, Dam 1d6, Mv Fly 150' (10'), Sv F4, MI 8)	HP 20 □□□□ □□□□ □□□□
		□□□□□
4	No encounter	

12. Lake:

The lake is a picture of tranquility. The sky is reflected perfectly in its dark, peaty water and the reeds murmur in the wind. Suddenly you notice a group of diminutive figures observing you from amongst the reeds. They are as fair and slender as elves, but only 4' tall, moreover, their skin is green and shimmers slightly in the sunlight. They are aware that you have spotted them, but hold your gaze and seem unafraid.

The lake is home to a small group of nixies, a remnant of Ida's days. They are not hostile. Indeed, if approached courteously they are more than willing to help the characters by answering their questions and giving them information.

For example:

- They know about the arrival of the fishmen and the hobgoblins, but don't know why they have come.
- They know that one of the fishmen is a fairly powerful wizard, although not as powerful as Ida. They know that Mendarax has been enchanted, but are not sure how.
- They know that the fishmen broke into Ida's tomb and carried away certain objects, although they don't know what they were.
- They know that the scrub contains an assassin vine and a blood rose.
- Their lake is connected by a subterranean channel to a well in the ruined tower. They are willing to cast a water breathing spell on friendly characters enabling them to access this tunnel.

10 Nixies (AC 16, HD 1, #At 1 dagger, Dam 1d4, Mv 40' Swim 40', Sv F2, MI 6)

HP	8	□□□□□ □□□
	7	□□□□□ □□
	6	□□□□□ □
	6	□□□□□ □
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	5	□□□□□
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	4	□□□□
	4	□□□□

13. Ida's Tomb:

Ida's tomb is a 30' tall pyramid. The low hill upon which it stands is the actually highest point on Drakestein Island. The entrance to the tomb in

the west face was once sealed with a heavy stone door, but this seems to have been smashed open with great force.

If the characters examine the fragments they will notice that the edges are sharp and clean suggesting that the door was broken recently.

A short passage leads to a circular chamber; the walls of which are decorated with beautiful frescoes. One portrays a wizard, presumably Ida. He is standing on a rock at the edge of raging sea. His arms are held wide open. On his right hand he is wearing a blue ring that glows with a supernatural light. In his left hand he is holding what looks like a golden staff. Before him towers an immense water elemental which appears to be bowing to him.

In the center of the chamber stands a large sarcophagus. The lid has been smashed open and is lying in pieces on the floor. The sarcophagus contains a skeleton wearing wizard's robes. The right hand has been broken off.

14. Ruined Tower:

In its heyday, Ida's tower must have been an awe inspiring site. According to local legend, it had six floors and reached 100' into the sky. Today, only three floors remain. Nevertheless this stump remains an imposing structure. 50' tall, it is circular, with stout limestone walls. The entrance to the tower is a broad, iron studded door on its north side.

The door is locked and there are no windows on first floor, although there are three on the second and third floors. The roof of the tower is flat and a spiral staircase descends from it into the tower.

The first floor contains two large piles of damp, smelly seaweed that serve the fishmen as a bed. A spiral staircase leads up to the second floor (15) and down to the cellar (18). There is also a small well close to the door. In addition, the room is occupied by six rather unfriendly fishmen.

One of the fishmen is a champion. If the party enters through the door, the fishmen will be alert. However, if the party climbs up the well, the fishmen will be relaxing and will be surprised on a 1-4.

The well is 20' deep and is connected by an underground channel to the lake. If the characters enter this way they will have to climb up the inside of the well. Fortunately, its sides contain footholds which were put there to ease its maintenance.

The seaweed contains nothing other than a few small crabs.

5 Fishmen Guards (AC 15, HD 2, #At 1 weapon, Dam 1d8/1d6 (Trident)/1d6 (Short Sword), Mv 30' Swim 50', Sv F2, MI 8)

HP	14	□□□□ □□□□ □□□□
	12	□□□□ □□□□ □□
	8	□□□□ □□□
	6	□□□□ □
	5	□□□□□

1 Fishmen Champion (AC 15, HD 3, #At 1 weapon, Dam 1d8/1d6 (Trident)/1d6 (Short Sword), Mv 30' Swim 50', Sv F3, MI 10)

HP	21	□□□□ □□□□ □□□□
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15. Crastar's Study:

The spiral staircase leads to a chamber which is obviously a study. It contains a large wooden table and an elaborately carved cabinet. A magic circle has been drawn on the floor and in the center of the circle lies what appears to be a broken golden staff.

Magic Circle: A magic user will be able to confirm that the circle is not currently active. The staff is actually a narwhal horn that has been painted golden.

Table: Lying on the table is a large book and a wooden box.

Book: The book was written by Ida and was stolen from his sarcophagus by the fishmen. It is written in magical script, but can be read using the Read Magic spell. It contains a long and complicated 6th level spell for conjuring a powerful water elemental. It explains that in order to cast the spell, one must possess a ring of water elemental summoning and a staff made from the golden horn of a sea unicorn. NB: This is not the 5th level spell, Conjure Elemental. The elemental conjured by this spell is significantly more powerful than that summoned by the 5th level spell – exactly how powerful is up to the GM.

Wooden Box: The wooden box contains the skeletal right hand of Ida. On its index finger is a beautiful silver ring set with a pale blue jewel that seems to glimmer with magical power. This is Ida's ring of water elemental summoning.

Cabinet: The cabinet contains a small black bottle and a green copper dagger.

Bottle: The bottle contains a captured shadow. If the cork is removed, the shadow will attack.

1 Shadow (AC 13, HD 2, #At 1 touch, Dam 1d4 + 1 point of STR loss, Mv 30', Sv F2, MI 12)

HP 16 □□□□ □□□□ □□□□ □

Dagger: The dagger is cursed. If anyone picks it up they must SAVE Vs SPELLS or immediately use it to attack another member of the party until either, the victim is dead, the attacker is wounded or the curse removed.

16. Crastar's Private Chamber:

Note: The characters should not meet the Crastar until they have first met Mendarax. If the characters reach this room, before meeting Mendarax, Crastar will not be here, but will be in his secret chamber next to the temple (28)

The spiral staircase leads to a chamber the same size and shape as the study. It is divided by a heavy curtain. The southern half, in which you stand, contains another large pile of seaweed and a casket.

Seaweed: The seaweed is Crastar's bed and contains nothing of interest.

Casket: The casket is locked and trapped. If opened by means other than the key, a glass vial breaks releasing a toxic gas. The character opening the chest must SAVE vs POISON or fall unconscious for 1d3 turns. Crastar has the key. The casket contains a sack containing 1000sp (pay for the hobgoblins), a small bag containing 10 pearls worth 50gp each and velvet lined box containing a crystal ball.

Curtain:

On the other side of the curtain you discover a fishman. He is wearing a long green robe embroidered with arcane symbols and is sitting within a magic circle. He seems to be in meditating, but as you enter he opens his eyes and looks astonished.

Crastar was not expecting this and will be surprised on a 1-4 on 1d6.

Crastar (Level -6 Magic User) (AC 17, HD 6, #At 1 spell or dagger, Dam By Spell or 1d4+2, Mv 30' Swim 50', Sv F6, MI 11)

HP 24 □□□□ □□□□ □□□□
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Suggested Spells:

- 1st Level: **Magic Missile, Sleep, Charm Person**
- 2nd Level: **Web, Mirror Image**
- 3rd Level: **Hold Person, Fireball**

Equipment: Dagger +2, Ring of Dragon Control, Amulet of Invulnerability, Key to the casket

If his moral fails he will attempt to reach the roof and summon Mendarax to rescue him. Mendarax will arrive in 1d4 rounds and will attempt to rescue Crastar by carrying him to his cave. If this occurs, the characters are likely to encounter him again.

If Crastar is killed, his power over Mendarax will be broken.

Ring of Dragon Control: Crastar used this ring to obtain psychic control over Mendarax. Whilst wearing it he can control Mendarax as if he was affected by the Charm Person spell, however, unlike the spell, his control may be exercised at any distance. If Mendarax is killed the ring will become non magical. If Crastar is killed, a new wearer may attempt to gain control over Mendarax. To do so, the wearer must be able to see Mendarax who is allowed to SAVE vs SPELLS. If Mendarax succeeds, the ring will become non magical. If he fails the wearer gains control over him. If the ring is destroyed, Mendarax is freed from control.

Amulet of Invulnerability: Like the potion, but permanent, it grants the wearer +2 AC.

17. Roof: This flat area contains nothing of interest. The spiral staircase is sealed with a wooden trapdoor which is not locked and can be opened without difficulty.

18. Cellar:

You find yourself in a 50' square cellar. There are doors in the middle of the east and west walls and a spiral staircase leading up. The door in the east wall has been crudely barricaded.

West Door: The door is not locked. It leads to a staircase which descends steeply about 150' to Mendarax's cave.

East Door: Planks of wood have been nailed across the door, forming a crude barricade. If they are removed the door can be easily opened. The characters will notice that the original lock of the door has been smashed. The door leads to a 40' long corridor, the floor of which is covered with dry blood. The corridor ends in an open doorway which was once sealed by an iron door that now lies on the floor of the next chamber.

19. Sea Unicorn's Horn:

The door opens to reveal an ornately decorated chamber, the eastern wall of which is curved. In the middle of the eastern wall stands a stone altar. On top of the altar lies a

long, slender, golden horn which glows with a magical light. On the floor of the chamber lie the bodies of ten fishmen. They have been torn to pieces. Just to the side of the doorway, sits a beautiful amber statue of a jaguar.

The horn is from a sea unicorn. The fishmen tried to steal it for Crastar and were attacked by the jaguar which is actually an amber golem.

If a character touches the horn, the golem will come to life. Initially, it will snarl threateningly, giving the character a chance to reconsider, however, if they fail to take the hint, the golem will attack. Any time the horn is replaced the golem will stop fighting and return to its post.

It is unlikely that the characters will be able to defeat the golem. Rather, it is hoped that this chamber will help to complete a picture of what has been going on. Perhaps the characters can return at a later date with a magical item that will enable them to neutralize the golem. Of course if the GM prefers their party to have a chance of getting the item, they could replace the golem with crystal statues or something similar.

1 Amber Golem (AC 21, HD 10(+9), #At 2 claws/1 bite, Dam 2d6/2d6/2d10, Mv 60', Sv F5, MI 12)

HP 71 □□□□ □□□□ □□□□
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20. Mendarax's Cave:

You arrive in a large cavern, roughly 100' x 150'. There is a doorway in each corner of the north wall, but the southern end of the cavern is open to the sky. You can see the mouth of another, smaller cave in the west wall. In the center of the cavern, a handsome young man is sitting on a rock, playing a melancholy tune on a lyre.

Small Cave: Contains Mendarax's treasure: 500sp, 600gp, 10pp, 50 pearls worth 50gp each. Chainmail +1, Potion of Heroism, Scroll of Protection from Magic, 1 Short Bow Arrow +5

Young Man:

The youth has handsome, almost elven features. He has curly blond hair and is wearing a coat of golden scale mail armor.

The young man is actually Mendarex in human form. Characters with WISDOM above 12 roll =/< WIS to notice a pained expression on his face as if he is undergoing a tremendous internal struggle.

He asks the characters who they are. If they explain the nature of their quest, Mendarax will reveal his identity and transform into a dragon. He will then explain that Crastar possesses a magical ring which compels him to sink any vessel sailing to or from Drakeshaven. He claims that he has never deliberately targeted the sailors, although he is aware that many must have perished as a result of his actions. Unfortunately, if Crastar ordered him to attack a specific person (e.g. a character), he knows that he would be unable to resist.

He is knows that Crastar is growing impatient and wants to summon a powerful water elemental to destroy Drakeshaven. He is also aware that Crastar has been unable to obtain a powerful magical item that he requires to cast the summoning spell.

Mendarex cannot physically help the characters complete their quest; however, he is able to answer their questions to the best of his ability.

If he is attacked in human form he will immediately transform into a dragon and defend himself.

Mendarax (AC 22, HD 9, #At 2 claws/1 bite or breath/1 tail, Dam 1d6/1d6/4d6 or breath/1d6, Mv 30' Fly 80'(30'), Sv F9, MI 10 (When acting under Crastar's command his morale is 12))

HP 60 □□□□ □□□□ □□□□
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21. Staircase:

A steep staircase winds through the solid rock for ¼ of a mile, descending (or ascending) about 150' in the process. It ends in a natural tunnel which turns sharply east and continues for another 10' before reaching a dead end. Just in front of the dead end is a deep pool.

The pool leads to a 20' section of flooded tunnel. The characters can easily swim through, however they must roll 7 or higher (+/- DEX Bonus). The GM may wish to penalize characters wearing armor as follows: Leather -1, Chain -2, Plate -3. Characters who fail still make it through, but take 1d4 damage.

22. Store Room:

You find yourselves in a cave that is used as a storeroom. It contains many stone amphorae and several sides of meat hang from the ceiling. In the center of the west wall is the mouth of another tunnel.

The amphorae contain preserved fish. The meat is human flesh. It is very nutritious and if eaten will restore 1hp. However, if having eaten it, a character later discovers what it is they must roll =/< WIS or vomit, taking 2hp damage.

23. Prison Cave:

The passage opens into a small cave. A short, skinny man is lying on the floor. He is fast asleep and his hands and feet are bound with coarse rope.

If the man is woken he will plead to be released. He is called Ralph and he is a sailor. His ship, The Shamrock, was sunk by Mendarax. After the attack he was captured by the fishmen. He expected them to eat him, as they did the other survivors, however so far they have spared him.

Ralph is actually a were-rat, although he is unaware of this fact. If the party releases him he will insist on accompanying them. Thereafter, each time they become involved in a fight there in a 75% chance that Ralph will transform into a rat man. In rat man form there is a 25% chance that he will attack the party rather than their

opponents. At the end of the fight, Ralph will collapse and remain unconscious for 1 turn. When he wakes up he won't remember what has just occurred.

Ralph (Human Fighter 1) (AC 12, HD 1, #AT 1 weapon, Dam By Weapon, Mv 30', Sv F1, MI 7)

STR 9, INT 13 (+1), WIS 10, DEX 13 (+1), CON 12, CHR 8

HP 6 □□□□□ □

1 Rat Man (AC 13, HD 3, #At 1 bite or weapon, Dam 1d6 or by weapon, Mv 40', Sv F9, MI 8)

HP 17 □□□□□ □□□□□ □□□□□ □□

Equipment: Ralph has no equipment and will have to be armed by the party.

24. Main Cavern:

You find yourself in a large cavern. Three tunnels exit the cave; through the east, west and south walls. In the center of the cavern is a large fire pit. It is warm and a few embers are still glowing. In the south east corner you can see four tridents stacked against the wall.

If the embers are searched 2d12 gold teeth worth 1gp each will be discovered as well as several bones. Roll =/< INT to recognize them as human.

Anyone searching the embers without taking precautions must SAVE vs DEATHRAY or burn their hand, taking 1d4 damage. In addition, there is a 50% chance that the character used their weapon hand, if so they must suffer -1 to attack rolls for 3 days.

25. Sleeping Cave:

Note: If the fish men in this cave were warned by the guards from 29 they will be hiding underneath the piles of seaweed waiting to ambush the party (Surprise on 1-4 on 1d6).

The tunnel opens into a cave containing several large piles of seaweed. On top of the seaweed you see four fishmen who appear to be relaxing. A low, 4' high tunnel leads through the west wall.

4 Fishmen (AC 15, HD 2, #At 1 weapon, Dam 1d8/1d6 (Trident)/1d6 (Short Sword), Mv 30' Swim 50', Sv F2, MI 8)

HP 13 □□□□□ □□□□□ □□□

10 □□□□□ □□□□□

8 □□□□□ □□□

8 □□□□□ □□□

Note: If their morale fails, the fish men will attempt to flee to the pool in the chief's cave.

26. Chief's Cave:

A short tunnel leads to a small 20' x 20' cavern. It contains a large pile of seaweed. There is a deep pool in the northeast corner.

The pool is the entrance of a 300' flooded tunnel which leads out to sea. Hidden in the pile of seaweed is bag containing a small silver figurine of a fish headed goddess worth 10sp.

27. Temple:

A 4' high tunnel leads from the sleeping cave into a 40' square cave that appears to serve as a temple. Against the south wall stands a crude altar, on top of which rests the statue of a fish headed goddess. Immediately in front of the altar, there is shallow pool which is full of small silver figurines similar to the statue on the altar. Hanging at the southern end of the west wall is a large animal skin with a disturbing painting on it.

Statue: The statue is worth 150sp. Any character who takes it must SAVE vs SPELLS or lose 1 point of CONSTITUTION and STRENGTH every day until the curse is lifted or the statue is returned

Pool: The pool contains 100 figurines each worth 10sp. Any character who takes one or more figurine must SAVE vs SPELLS or lose 1 point of CONSTITUTION every day until the curse is lifted or the figurine is returned.

If anyone throws the figurine from the chief's cave into the pool, they will hear an inhuman female voice saying, "What is your question?" The voice is that of the fish headed goddess. She will accurately answer the first question that she is asked.

Painting: The painting is on the skin of an unknown animal. It depicts the sea goddess devouring a human fleet. If the painting is moved, a narrow door-way is revealed which leads into a secret cavern.

28. Secret Chamber:

Note: The characters should not meet the Crastar until they have first met Mendarax. If the characters reach this room before meeting Mendarax, Crastar will not be here, but will be in his private chamber in the ruined tower (16).

If Crastar is here:

On the other side of the painting is a small cave. You see a fishman. He is wearing a long green robe embroidered with arcane symbols and is sitting in a magic circle. He seems to be in meditating, but as you enter he opens his eyes and a looks astonished.

If Crastar is not here:

On the other side of the painting is a small cave containing a large pile of seaweed.

Crastar (Level -6 Magic User) (AC 17, HD 6, #At 1 spell or dagger, Dam By Spell or 1d4+2, Mv 30' Swim 50', Sv F5, MI 11)

HP 24 □□□□ □□□□ □□□□
 □□□□ □□□□

Suggested Spells:

- 1st Level: **Magic Missile, Sleep, Charm Person**

- 2nd Level: **Web, Mirror Image**
- 3rd Level: **Hold Person, Fireball**

Equipment: Dagger +2, Ring of Dragon Control, Amulet of Invulnerability, Key to the casket in room 16

If his moral fails Crastar will attempt to reach the pool in the chief's cave. Once outside he will summon Mendarax to rescue him. Mendarax will arrive in 1d4 rounds and will attempt to rescue the wizard by carrying him to the roof of the ruined tower. If this occurs, the characters are likely to encounter him again.

If Crastar is killed, his power over Mendarax will be broken.

Seaweed: Underneath the seaweed lies a small wooden chest. The chest is not locked and contains a bag of 6 hydra's teeth (Think Jason and the Argonauts). If thrown to the ground, each tooth will transform into a skeleton warrior armed with a sword. The skeletons will obey the commands of the person who threw the teeth. They will exist for 1 turn at the end of which, they will collapse into a pile of inanimate bones.

29. Guard Post: Two fishmen are guarding the entrance to the cave. Their response will be different depending on the party's direction of approach. If the party come from within the fishmen's caves they are likely to surprise the guards (1-4 on 1d6). If the characters approach from the beach, the guards will attempt to surprise them.

2 Fishmen (AC 15, HD 2, #At 1 weapon, Dam 1d8/1d6 (Trident)/1d6 (Short Sword), Mv 30' Swim 50', Sv F2, MI 8)

HP 12 □□□□ □□□□ □□
 9 □□□□ □□□□

Note: If the fishmen surprise the party, they will throw their tridents then draw their short swords. If their moral fails they will flee to the sleeping cave and warn the other fishmen.

If the party searches the alcove they will find a human skull bearing gnaw marks.

30. Beach:

You find yourselves standing on a small sandy beach. To the south and west, limestone cliffs tower above you. To the north, a strip of jagged rocks curves around the base of the cliffs and, to the east lies the restless sea.

If someone examines the sand they will notice a large number of webbed footprints leading from the cave to the sea. They belong to the fishermen hunting party.

As you are discussing how best to proceed, six heads suddenly appear above the waves about 150' out to sea. You realize that they belong to fishermen. One of fishermen lets out a cry and you realize that you too have been spotted.

5 Fishmen (AC 15, HD 2, #At 1 weapon, Dam 1d8/1d6 (Trident)/1d6 (Short Sword), Mv 30' Swim 50', Sv F2, MI 8)

HP	14	□□□□ □□□□ □□□□
	10	□□□□ □□□□
	9	□□□□ □□□□
	8	□□□□ □□□□

Fishmen Chieftain (AC 17, HD 4, #At 1 weapon, Dam 1d8/1d6 (Trident) 1d6+1 (Short Sword), Mv 30' Swim 50', Sv F1, MI 11)

HP	20	□□□□ □□□□ □□□□
		□□□□

Equipment: Other than their weapons, the fishermen are carrying nets containing a variety of fish and crustaceans.

Note: If the party has not yet entered the caves, GMs may prefer to delay this encounter, perhaps having the hunting party sneak up behind them.

31. Ship Wreck:

As you continue along the rocky strip, you spot a small, pot-bellied merchant ship wrecked on the rocks. As you draw closer you notice that the

hull has been scorched by fire. It also bears what look like huge claw marks. The mast is still standing, after a fashion, but now leans at an angle of 45 degrees. There appear to be two ways to access the ship: a large breach on the north side of the bow which presumably leads into the hold; or up a tangle of rigging hanging over the south side of the hull that leads up to the main deck.

32. Hold:

About two-thirds of the hold is flooded. It contains a dozen barrels, four of which still lie in the dry third, the rest are bobbing about in the water. The base of the mast occupies the center of the hold. Just behind it, a ladder leads up to an open hatch through which you can see the sky.

Barrels: The barrels contain an excellent whiskey. Each barrel is worth 100gp. The barrels in the dry section are still sound, however there is a 50% chance that each barrel in the flooded section has been damaged, letting in sea water and rendering the whiskey worthless and (almost) undrinkable.

Ladder: Because the ship is lying at an angle, the flood water gradually becomes deeper. Beyond the mast, it is about 4' deep. If the characters try to reach the ladder they will be attacked by a hungry (and possibly drunk) giant bass that became trapped in the hold some time ago.

1 Giant Bass (AC 13, HD 2, #At 1 bite, Dam 1d6, Mv 30' Swim 40', Sv F2, MI 8)

HP	10	□□□□ □□□□
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33. Deck:

In the center of the deck, the lopsided mast leans at an angle of 45 degrees. At the top of the mast you can see the crow's nest. A group of seagulls seem to be bickering over something it contains. Just behind the mast is an open hatch which leads to the hold of the ship. At each end of the deck there is cabin.

Mast/Crow's Nest: The mast is 40' long, but because it is at an angle it is only 20' high and fairly easy to climb. Roll 6 or higher (+/- Dex Bonus) or fall. Thieves need not roll.

The crow's nest contains the body of a dead mariner. Several seagulls are fighting over his remains, but are easily driven off. He has 10gp, a good quality dagger and a necklace in the shape of a black cat. The necklace is a good luck charm and allows the wearer +1 bonus to all saving throws – not that it did him much good.

34. Aft Cabin:

This was clearly the captain's cabin as it contains a desk, a bed, a chair and a chest.

Desk: Several ordinary sea charts lie on top of the desk. The drawer contains the captain's log and a half empty bottle of rum.

Log: The log describes, in workmanlike language, the day to day running of the ship, which you learn was called The Shamrock. The last entry was two months ago. A passage written four days before the end stands out:

'This morning we took on a shipment of whiskey bound for Drakehaven. There have been rumors of trouble in those waters, something to do with a dragon attacking ships. Drunken sailors' tales I'll be bound; nevertheless, I managed to wrangle an extra 1000gp 'danger money' from old Hendrick.'

Although there are three more entries, none of them refers to dragons. Of course the captain didn't survive to record Mendarax's attack.

Chest: The chest is locked, but not trapped. It contains: 300sp, 200gp, a gold ring worth 50gp, and a miniature portrait of a woman in her thirties with a boy of about ten and a girl of about five.

35. Fore Cabin:

This was clearly the crew's quarters as it contains eight hammocks. Lying on the floor is the body of a sailor. Next to him sprawls a large but scrawny looking dog. As you enter it lifts its head and growls weakly.

The dog is the ship's dog and the body is that of the ship's cook, of whom the dog was particularly fond. The dog will attack if the characters approach him, or attempt to search the cabin. However, they can befriend him by offering him some food or water.

If the party befriends the dog he will attempt to accompany them. If they allow this, he will fight for them. In addition, he will growl if someone is lying in ambush. The party will not know why he is growling, but if they take appropriate precautions it will, at the GM's discretion, reduce their chance of being surprised.

The cabin contains 50sp, 100cp, a well-used pack of cards, a skillfully made ship in a bottle and a pot of exceedingly smelly cream.

The cream is a healing ointment made from all manner of unsavory ingredients. If it is rubbed into the skin it will restore 1d4 points of damage, however, if it is eaten the character who does so must SAVE vs POISON or take 1d4 damage.

Ship's Dog (AC 14, HD 1+1, #At 1 bite, Dam 1d4+hold, Mv 50', Sv F1, MI 9)

HP 5 □□□□□

Conclusion

If everything went well, the party will have killed Crastar, slaughtered his followers and liberated Mendarax. In doing so they will have saved Drakehaven, earned a valuable reward and made some extremely powerful friends. Huzzah!

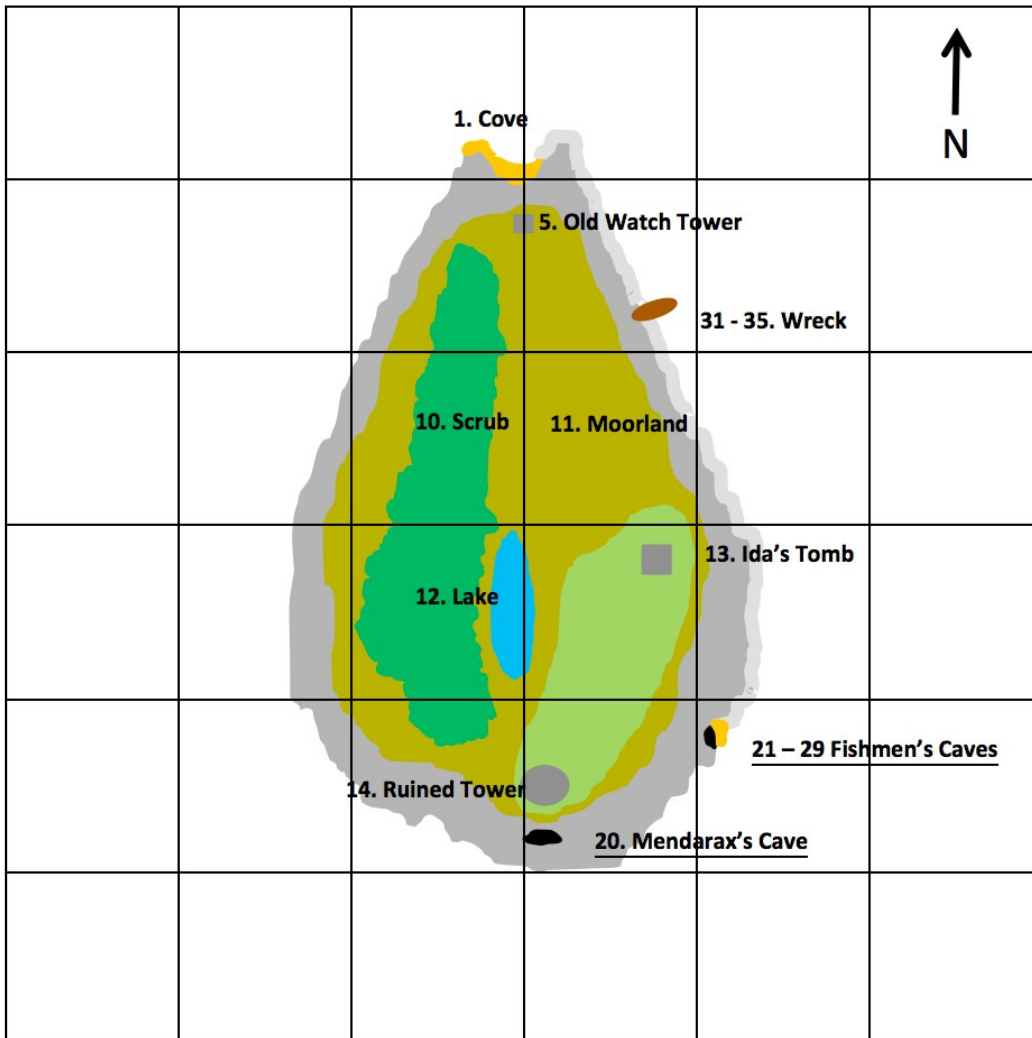
On the other hand, if Crastar managed to escape, the party will have made a deadly foe, one who will stop at nothing to gain his revenge.

As for the immediate future, after a well-deserved rest and at least one barrel of The Shamrock's Whiskey, Earl Jandric, or the merchants' guild

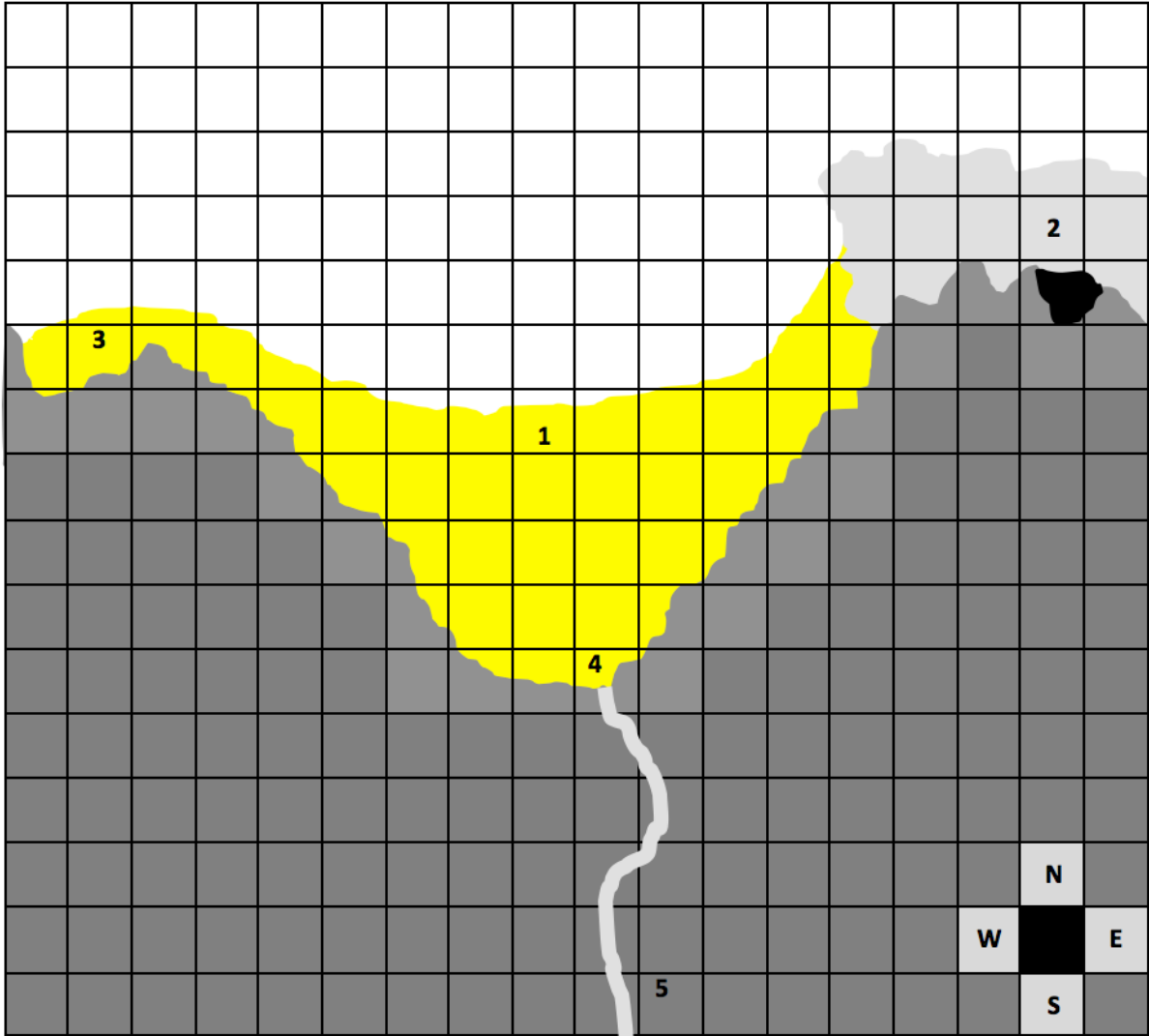
may have further work for such an intrepid band. on some expedition of their own devising; after
Alternatively, the party might prefer to head off all, in a city port like Drakeshaven, rumors
abound...

Drakestein Maps 1

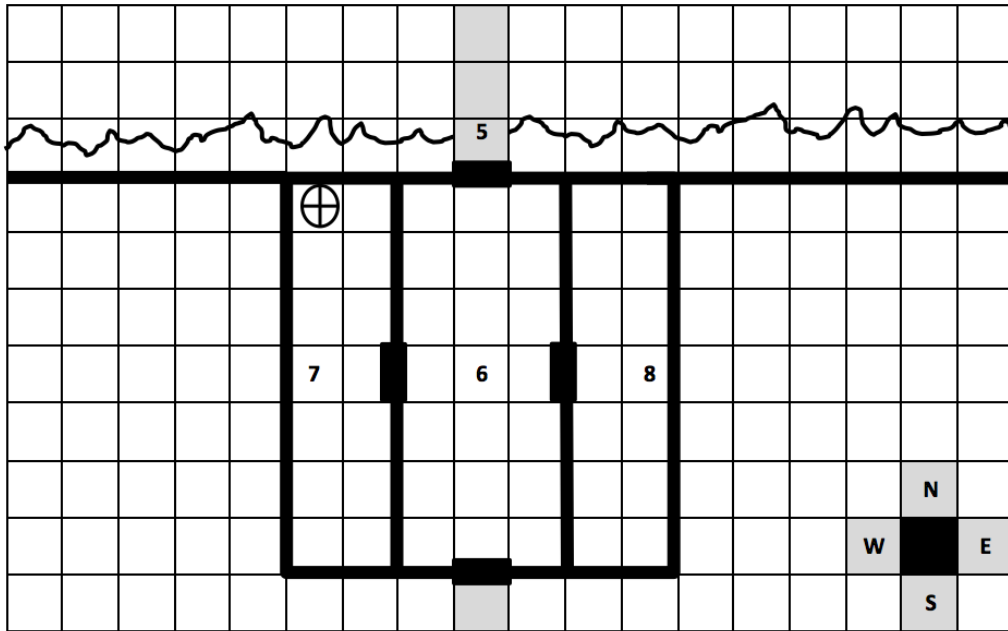
Drakestein Island: 1 square = 1/4 mile



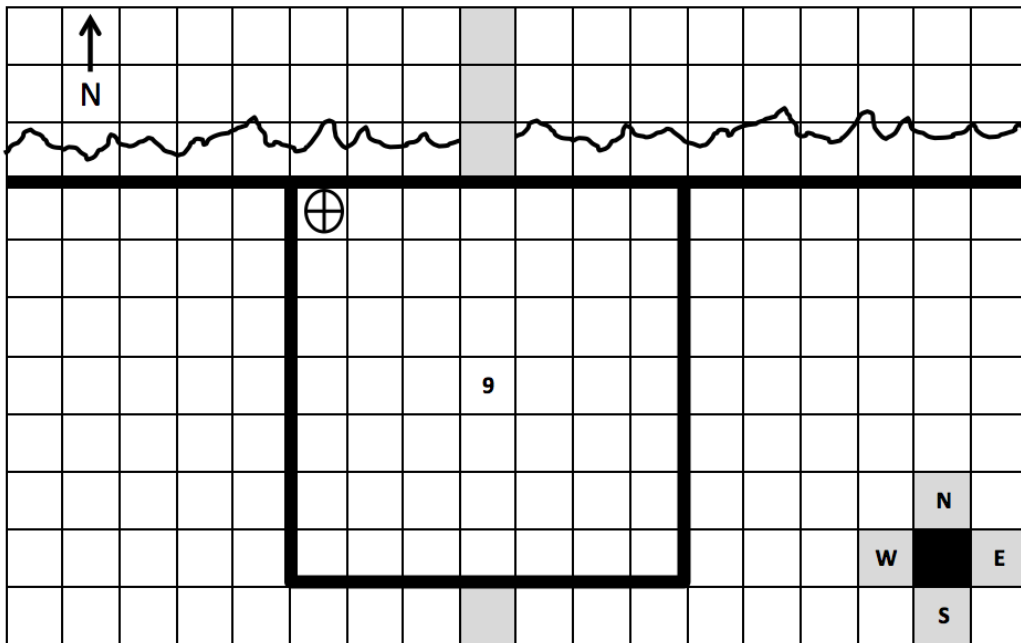
1. The Cove: 1 square = 50'



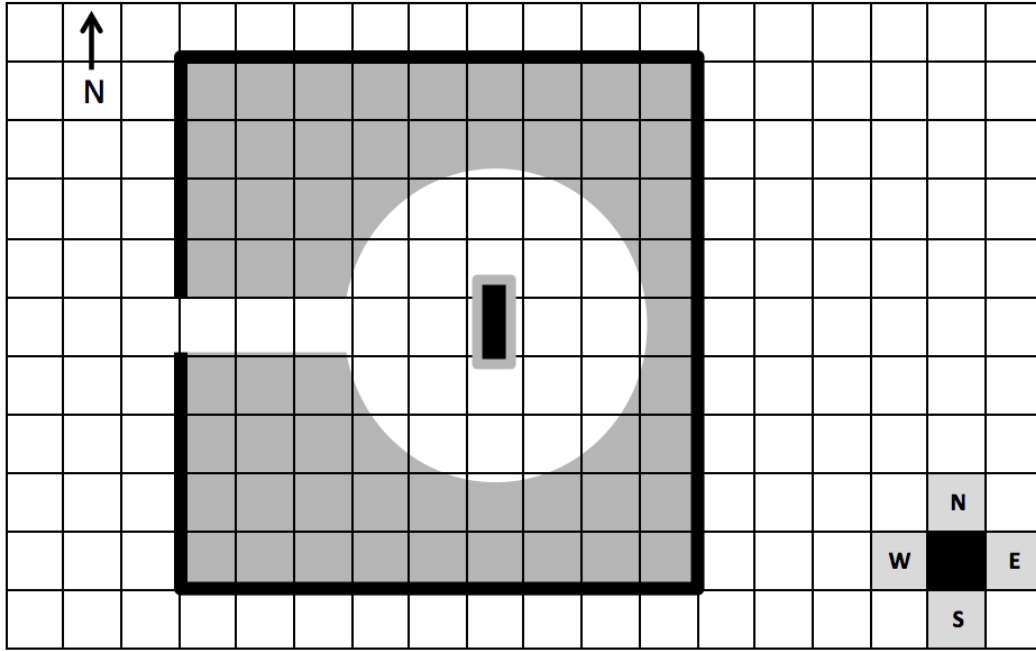
5. The Old Watch Tower (First Floor): 1 square = 10'



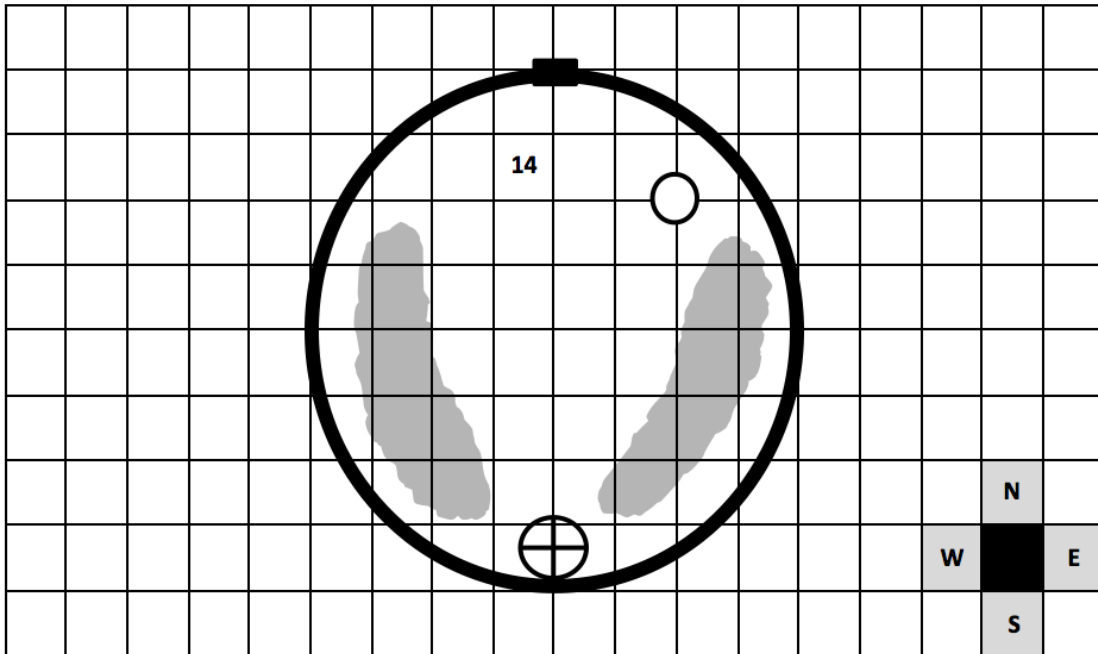
The Old Watch Tower (Roof): 1 square = 10'



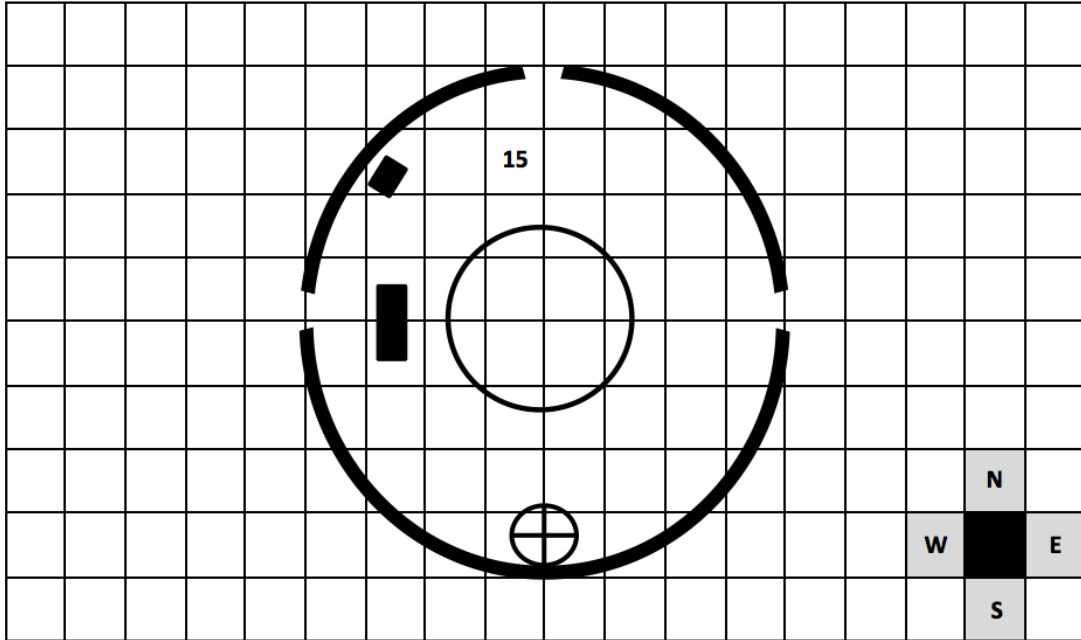
Ida's Tomb: 1 square = 10'



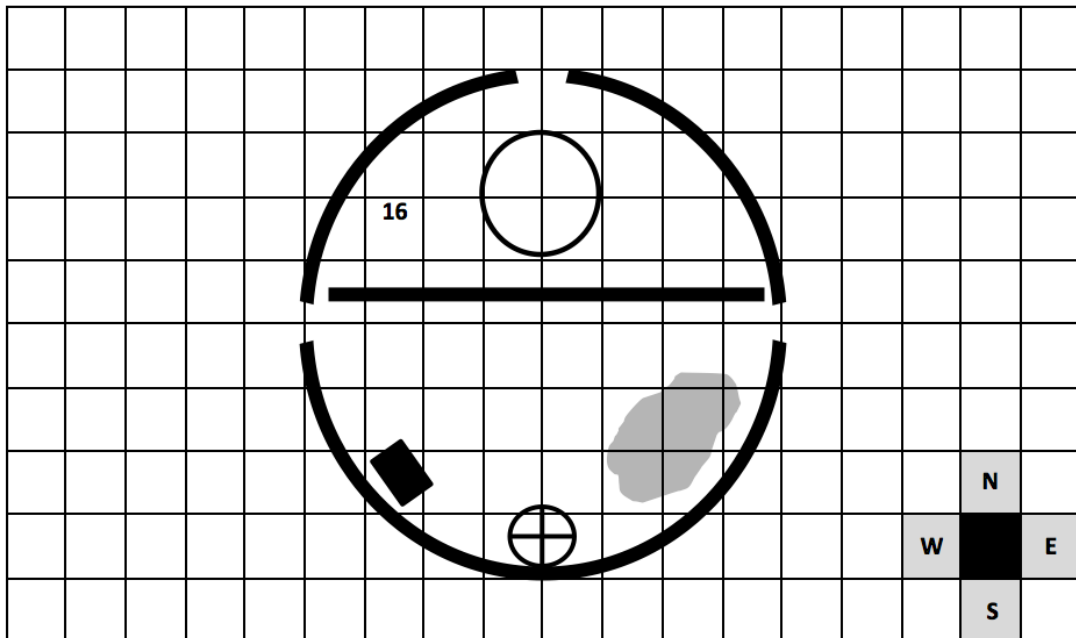
Ruined Tower (First Floor): 1 square = 10'



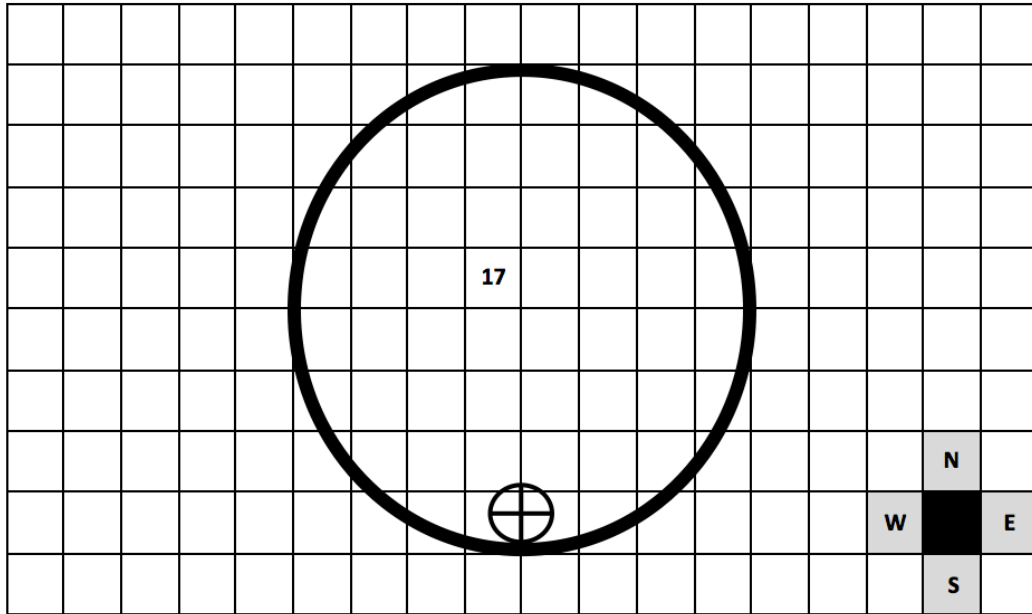
Ruined Tower (Second Floor): 1 square = 10'



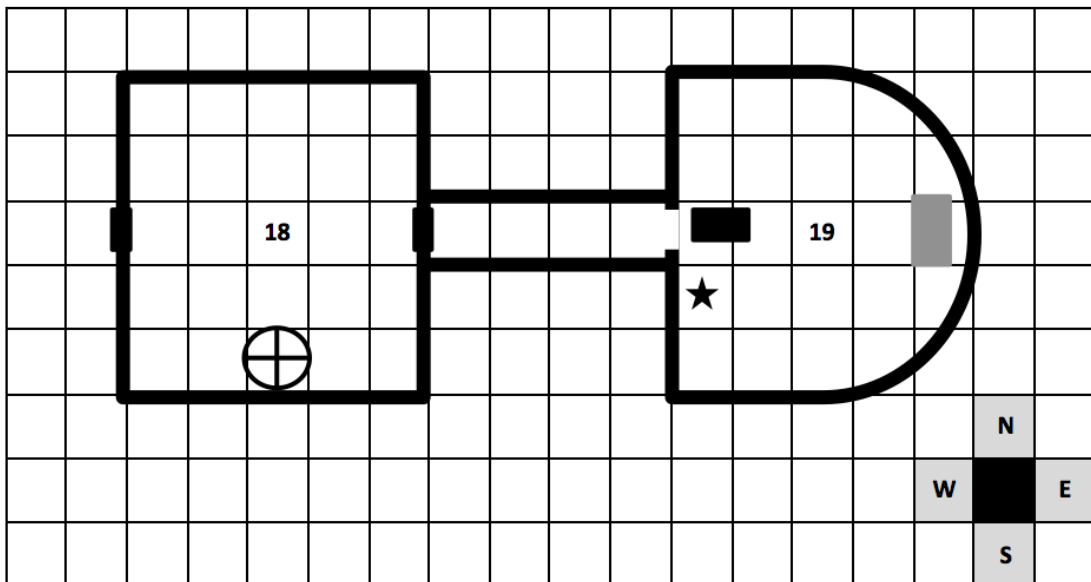
Ruined Tower (Third Floor): 1 square = 10'



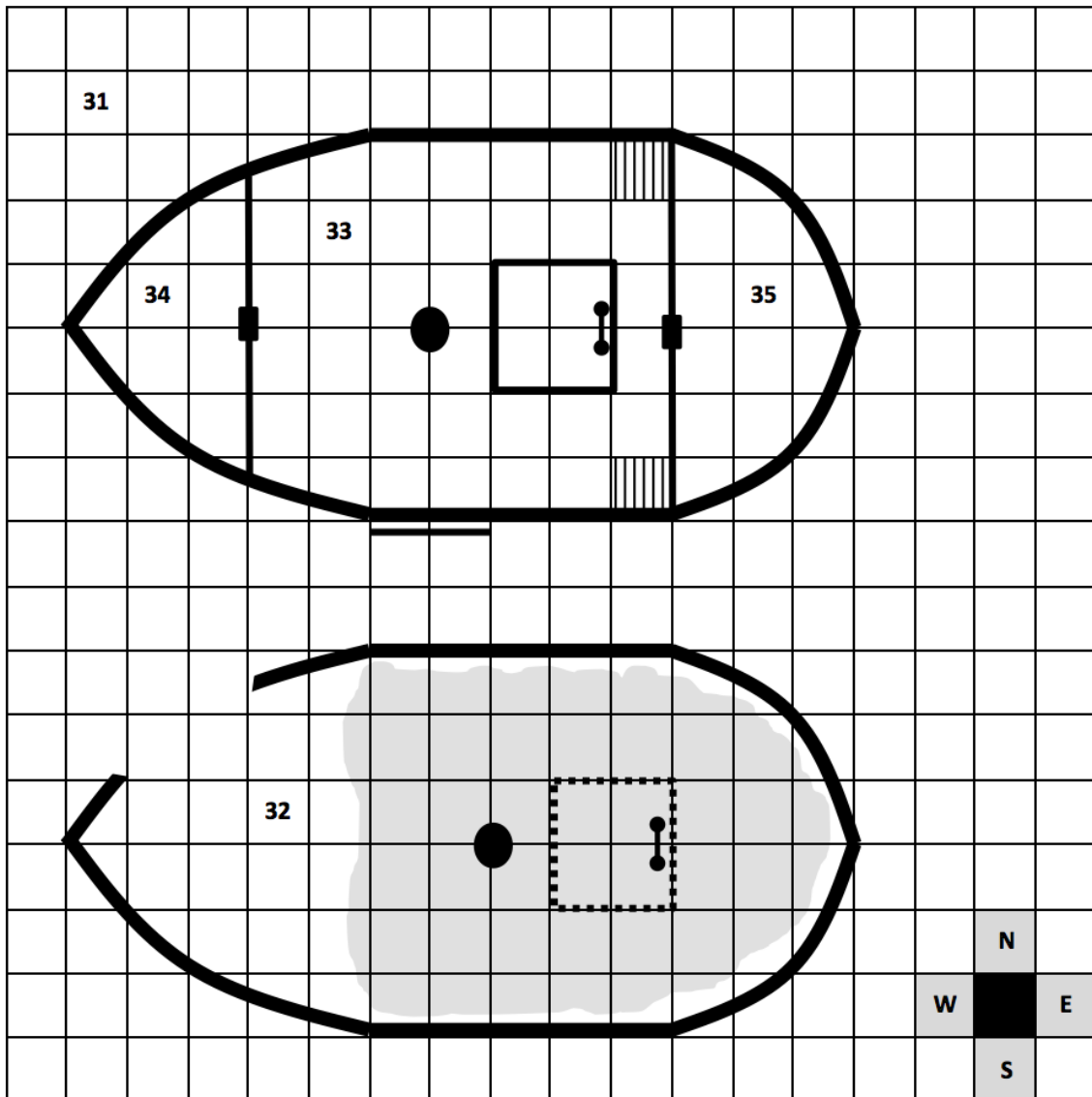
Ruined Tower (Roof): 1 square = 10'



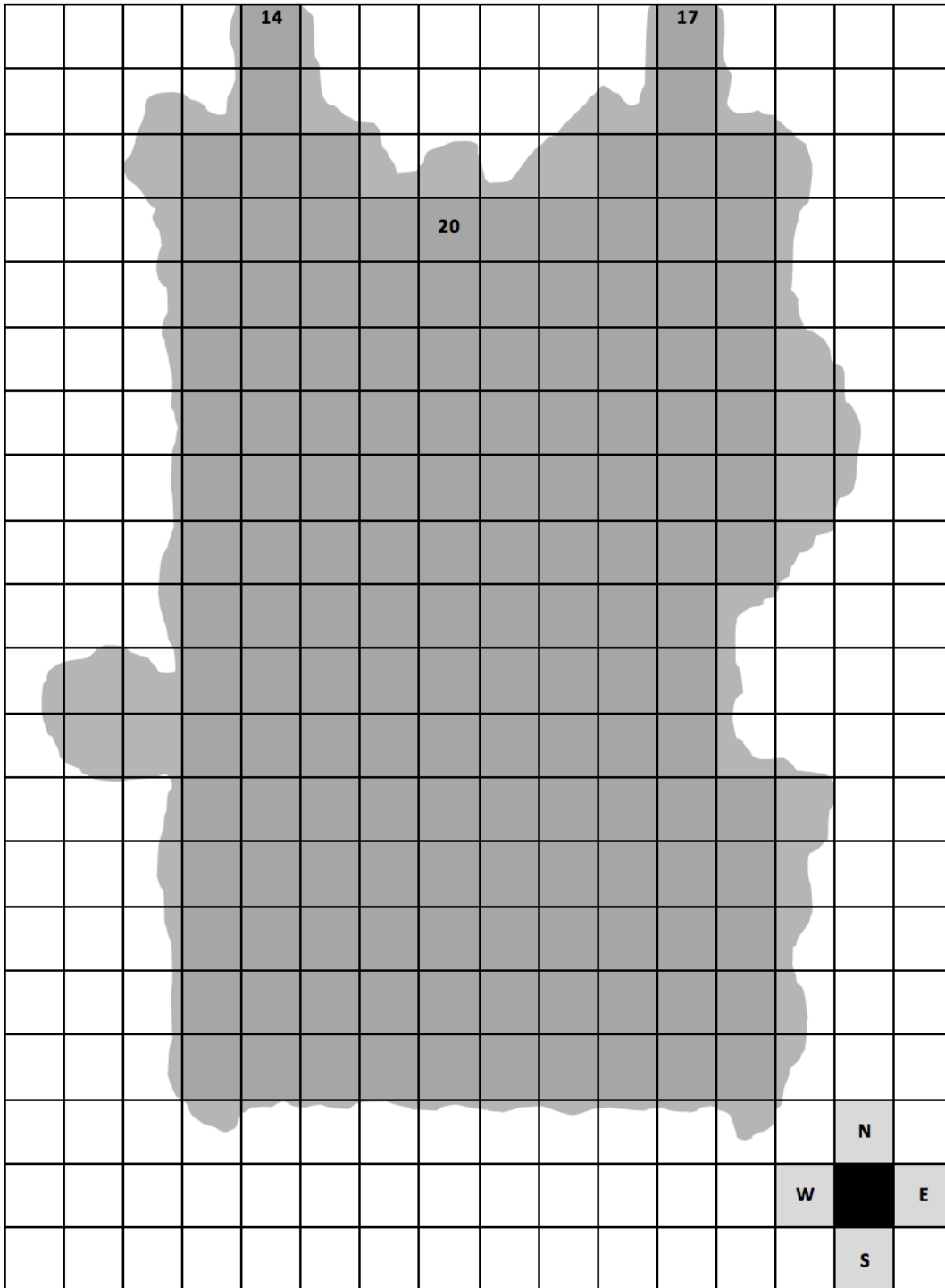
The Ruined Tower (Cellar): 1 square = 10'



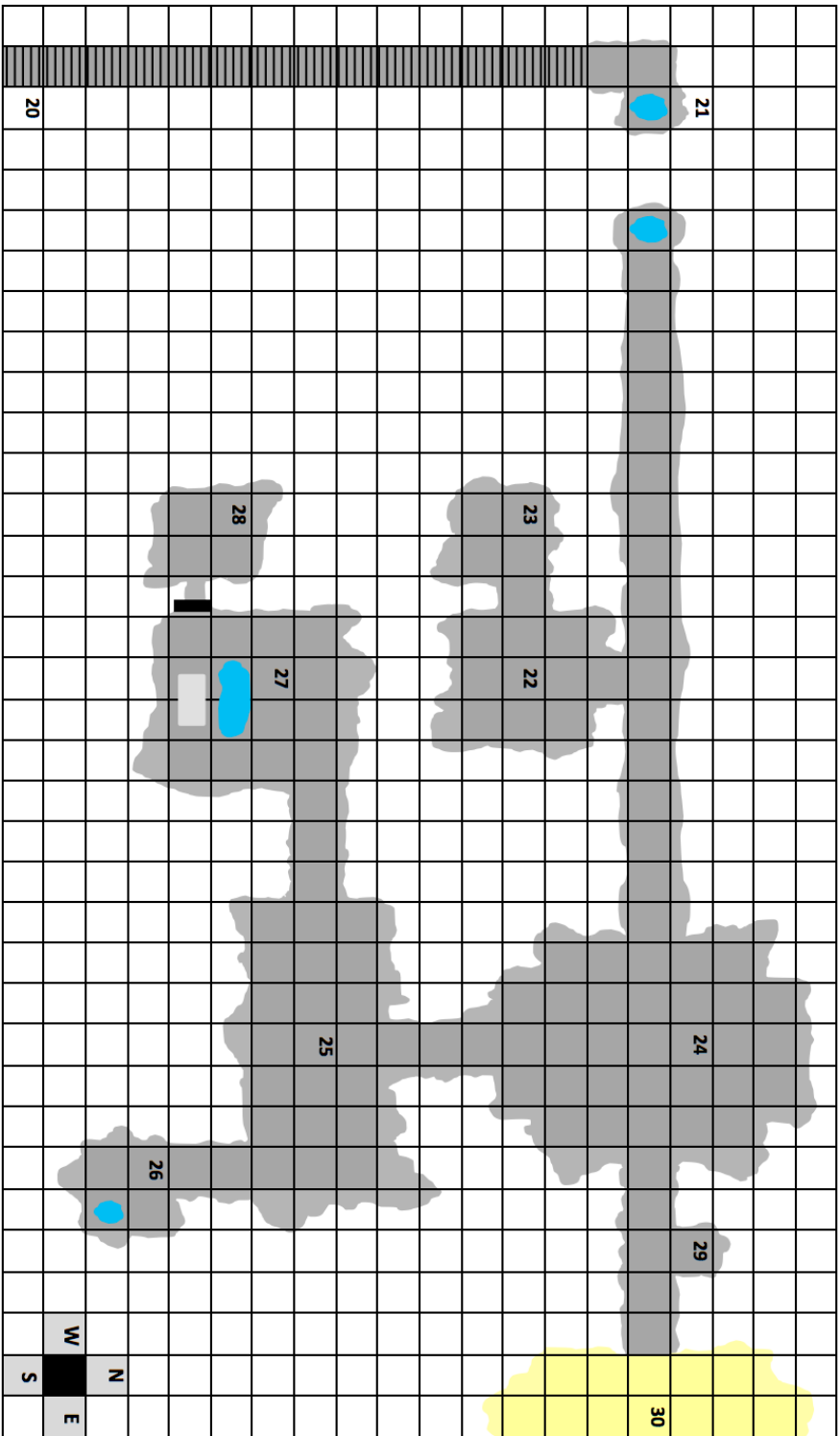
The Wrecked Ship: 1 square = 10'



Mendarax's Cave: 1 square = 10'



Fishmen's Caves: 1 square = 10'



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