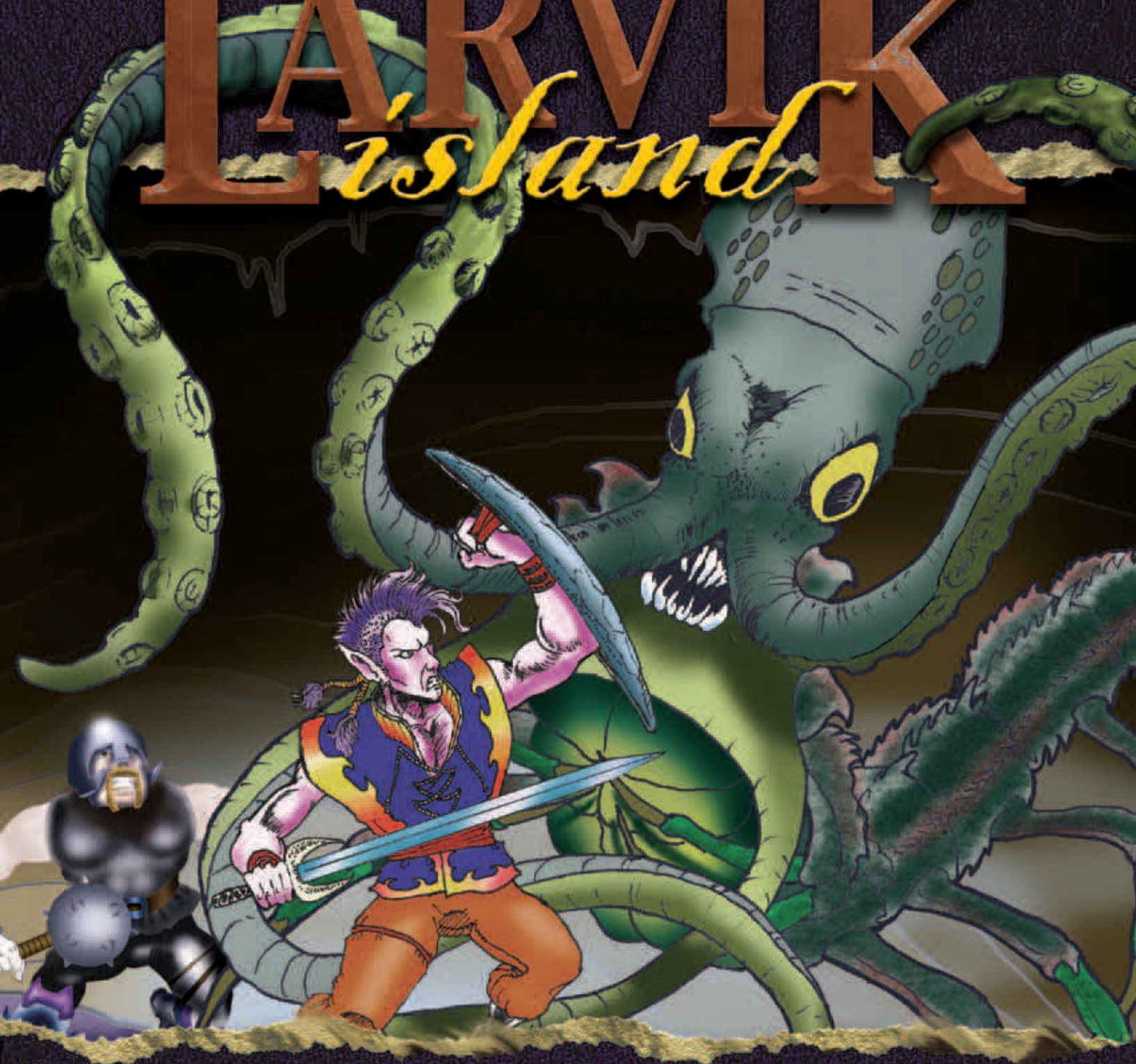


The Haunting of

LARVIK *island*



by Stephen Newton

A Level 1 Adventure for DCC RPG



Thick Skull
adventures

COMPATIBLE WITH
DCC
RPG

The Haunting of Larvik Island

A Princes of Kaimai Adventure

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The Haunting of Larvik Island (DCC RPG)

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Introduction

For centuries the legendary exploits of the mighty warlord Larvik have inspired storytellers and adventurers. Despite his glory, Larvik's fortunes were lost in the war between his sons following his death. What remains of his legacy is a dangerous island bearing his name and the legend of its treasure accessible only once every 35 years.

That time is at hand! Will your party be stout enough to explore the island, defeat both natural beasts and lost souls, and decipher the mysterious markers Larvik left behind? Will you uncover the lost caverns before time runs out and the secret is hidden for another generation, or will you merely become another footnote in the history of the many who have fallen never to return chasing the legend of Larvik Island?

Judge's Adventure Summary

The PCs will travel to Larvik Island where, according to legend, the great warlord Larvik left behind a fabulous treasure now haunted by the souls of adventures who died trying to find it. Unfortunately for the PCs, the island is now haunted by the spirit and body of Mattor, an evil cleric who perished decades ago also trying to find the treasure.

As they first explore the island, they will encounter natural beasts, feral goblins, as well as undead-infested ruins. The PCs will most likely make their way to the False Cave—a prominent cavern on the southern side of the island the locals wrongly assume is the cave where Larvik's treasure is located. The False Cave is a red herring left behind by Larvik and now haunted by Mattor's Rage Incarnate.

As the PCs continue to explore the island they will learn that approximately a century earlier an evil cleric named Mattor made a concentrated effort to find Larvik's treasure; littering the island with undead and going mad in the process. It is Mattor's flesh and spirit which haunts the island.

Throughout the exploration, they will come across mysterious obelisks and other clues leading them to believe the legend of Larvik's treasure may in fact be true. The PCs will learn the obelisks are positional markers used to find the True Cave—a subterranean cavern complex where Larvik actually left his treasure: a magical portal capable of transporting the faithful to the mythical islands of Kaimai during the period of Cybala's Rest. Exploring the True Cave is the climax of the adventure where the party will fight undead and natural monsters before eventually encountering The Remnant—the undead creature Mattor transformed into upon his death.

If the party survives, they will enjoy the rewards of gold, magic, and other valuables found during their exploration. They will also discover the secret of Larvik's Device, and

how it once led to the mythical Kaimai islands whose location has been lost to time. The glyphs on the device itself are extremely valuable and can act as hooks for future adventures.

About The Adventure

The Haunting of Larvik Island is an adventure designed for 6–8 1st and 2nd-level characters. The adventure can be played standalone or as a continuation to *Attack of the Frawgs* as part *Princes of Kaimai* campaign series. The *Customizing The Adventure* section includes detailed descriptions of all notable characters, locations, deities, and history so they can be customized for the judge's personal campaign setting if desired.

Italicized text blocks are usually meant to be read or paraphrased to the players.

Encounter Maps: Optional miniature-scaled battlemaps are available as a free download at rpgnow.com, search for *Encounter Maps: The Haunting of Larvik Island*

Background: Many of the areas have **Background** information regarding the history of the area or NPCs. This information is provided so judges can insert additional clues, story flourishes, or lore to create an immersive story as the PCs explore the island.

The "Religious History Check": Additional information about the background of the adventure may be available to characters from a variety of sources: studied as history with sages, read as religious parables, remembered tales sung by bards, or perhaps just luckily overheard as trivia during some bawdy night at a tavern. When the adventure calls for a "religious history check" the judge should be creative with the players to see how they may have overheard such tales and use the appropriate modifiers based on ability score (intelligence, personality, luck) or occupational background (bard, bartender, etc.) to roll against the given DC. The judge may also consider using permutations of *invoke patron* or *second sight* spells for assistance.

Background and History of Larvik's Island

Larvik Island is a small island located approximately 8 miles offshore from the mainland of the Northern Territories. The island has an unusual geological feature which has made it mysterious and intriguing for generations: a series of natural caverns typically filled with seawater. However, once every 35 years a phenomenon briefly disrupts the weather and tides across the entire coastal region. During this time, water drains from the island's submerged caverns back into the ocean allowing entry. This phenomenon, which the locals call Cybala's Rest, only lasts for 2 weeks after which time the weather and tides once again become predictable and they refill with seawater.

Over 400 years ago, a notorious warlord named Larvik made a fine name for himself gathering wealth through his exploits and adventures with his closest friend and ally Vorhay. As a

local to the region, he was aware of Cybala's Rest effect on the island and thought it would be an ideal place to construct a powerful teleportation device he wanted his oldest son—and only his oldest son—to control after his death. He worked with a skilled Dwarf clan to construct both the device in the True Cave and the island's obelisks. Larvik also created the altar and statues within the False Cave as a diversion.

Before his death, he left instructions with Vorhay to provide to his oldest son the clues needed to locate the True Cave. After Larvik's death, his children immediately started warring over their father's lands and treasure. The resulting civil war made Vorhay wary and prevented him from passing down the clues necessary to find Larvik's device.

As the generations passed, specific history was forgotten and only exaggerated rumors remained. The island eventually became known as "Larvik Island" connected with a rumor of legendary treasure he left behind.

Approximately 120 years ago, an evil cleric by the name of Mattor became obsessed by the legends of Larvik Island and endeavored to claim the fabled treasure for himself. Unfortunately for him, Cybala's Rest was not due for another 18 years making access to the submerged caves extremely difficult. He cruelly forced goblin minions and slaves kidnapped from the mainland to help him overcome the island's obstacles. As they died from the rigors, he transformed them into undead and used the zombies as laborers. Many of these zombies still roam the island to this day.

Mattor's plan was eventually foiled through his own recklessness and his mortal form perished in the True Cave trying to unlock the secrets of Larvik's Device. His vile nature and obsessions somehow combined with the necromantic residue that clung to him to create both a menacing shadow spirit—the Rage Incarnate—as well as corrupting his physical form into The Remnant. The former now haunts the False Cave and latter haunts the True Cave where he died.

Once the mortal Mattor perished, the goblin minions he left behind bred like vermin and infested much of the island. Isolated from other goblin tribes and not clever enough to determine how to escape the island, they devolved into a

Roleplaying the Historical Larvik

Judge should play up Larvik as a heroic figure of great importance to the region in general and the town of Gielo in particular (e.g. think William Wallace or Captain Cook.) Many landmarks and local features should bear his name: streets, taverns, drinking games, etc. Many of the locals or NPCs encountered will say "...he was a great warrior and explorer!" but can provide few details beyond that. A PC making a DC 12 Religious History knows that "Larvik was the first to make the cross-ocean voyage to the Kaimai Islands. See "Customizing the Adventure" for more details.

more feral version of "island goblin" fighting with crude spears and toxic fish poisons. They survive by hunting the island pigs and crab fiends, and even occasionally stealing eggs from the petrel nest.

More recently, Lojan, the son of Hofgan (a local councilman of Gielo) has recruited a band of lowlifes from the northern city of Malmo to help him find the treasure using a "map" he's stolen from his father. He departed from Gielo for the island over a week before and now his father is worried and willing to pay for his safe return.

Player Beginning

The PCs have arrived in the town of Gielo during Cybala's Rest to partake in the merriment and enjoy the spectacle. As they enjoy the festivities they are quietly approached by either the sage Othehorro or the city councilman Hofgan—or possibly both depending on how the judge chooses to run the Adventure Hooks.

Adventure Hooks

The following hooks can be used alone or together if the judge needs some help getting the players motivated to risk their lives getting to Larvik Island.

The Cave Conspiracy: You are approached by the sage, Othehorro, to gauge your interest on exploring the nearby infamous Larvik Island. Based on his research, he believes there may actually be two caves on the island. Very few locals have ever visited the island themselves and the sage doesn't have the wherewithal to face the dangers himself. He would like the adventurers to find proof of a second cave. If cajoled the sage will also reveal the following:

There is an ancient phrase which supposedly holds a clue to entering the cave: "Three brothers will point you to fortune, but beware two sisters who guide you to ruin."

Errant Son: You are approached by Hofgan, a member of Gielo's ruling council. He explains that his ambitious but naïve son Lojan, "... may have been gullibly talked into going to search for Larvik's Cave with a group of men of low character from Malmo to the north." Any harm that may come to Lojan would be emotionally troubling, not to mention politically embarrassing to Hofgan. There has been trouble before between the cities of Gielo and Malmo so Hofgan requests the party goes quietly to the island to see if there are any signs of his son, and if possible, to bring him home before harm comes to him. Hofgan also offers a monetary reward of 100 gp if his son is returned safely.

Once the PCs are sufficiently motivated to travel to Larvik's Island, allow them to buy some additional provisions to prepare for outdoor island exploration. The locals will approach the PCs as they shop for supplies and load their

boats. Asking about their plans with a mixture of curiosity and tired patronization with questions like “Ah, going to hunt for the lost Larvik treasure, are you?” Judges should roleplay dialog with villagers providing the PCs an opportunity to learn additional rumors and background information about the adventure.

Rumors & Gossip:

The following rumors and tales will be shared during loose talk with the Gielo locals, and you know what they say about loose talk...

1. “Going to ol’ Larvik Island, eh? Aye, some folks say his treasure is there... then again, some folks don’t have the sense of a goblin farmer.”
2. “Oh, indeed, old Larvik’s ghost still haunts the island!”
3. “Legend goes old Larvik’s treasure is only available during Cybala’s Rest! That’s why there’s some many goblin-for-brains in town right now.”
4. “My brother-in-law went out to the island and damn near got killed by a giant crab!”
5. “The pirate Salty Iaan has been known to go to the island and gather giant bird eggs which he sells to the lady alchemist Miaava for a pretty copper!”
6. “That bookworm Lojan, you know, councilman Hofgan’s boy, fancies himself an expert about Larvik Island. Mostly he’s just a pain in the girdle.”
7. “Some folks have come back from the island permanently changed! Couldn’t recognize their friends or kin!”
8. “My nanna used to tell me stories that if I didn’t behave the Warlock Mattor would kidnap me off to the Larvik Island and force me to dig until my fingers fell off! I’ve no idea who Mattor was but it sure scared me into behavin!”
9. “Nothing good can come of visiting that cursed island. The souls of everyone Larvik ever killed still haunt the island.”
10. “Aye, you can see the cave where Larvik his treasure plain as day if you can get some foolish enough to sail you close to the south side of the island!”
11. “Old Larvik is a hero! He discovered the Kaimai Islands and brought himself back a princess as a bride. When Hofgan is liquored up on Dead Goblin Stout he’ll tell you that he’s the 10th cousin twice removed from Larvik or some nonsense. Say! Did you know that Dead Goblin Stout is brewed nearby in Sagewood? I hear they had some trouble recently with some sort of frog men or some such thing...”
12. “That old drunkard bard Masuda sings the histories of the Larvik Wars and there’s some line about the island in it... how the hells does it go now? Oh I know: Larvik’s treasure is guarded by three brothers!”

Larvik Island Overview

The island itself is approximately 5 miles long by 2 miles wide, with a large hill in the middle (“Larvik Hill”) naturally dividing the island into a western and eastern half. The eastern side of the island is more susceptible to the winds and harsh weather coming from the sea and is therefore more marshy and wet. The western side of the island is forested. The island is mostly overgrown with various types of vegetation making travel slow and difficult, but not impossible. There are no roads on the island, though a few game trails and tracks created by the feral goblins and zombies meander here and there. A well-worn path interconnects the Sandy Beach (area W1) to the Ruins (area R1) and then continues towards the False Cave (area FC1).

Much of Mattor’s activity took place on the island’s eastern side as he worked his slaves to death attempting to obtain the treasure of the cave. As such, that side is plagued by far more undead.

Finding the True Cave

The Obelisks and the Legend of “The Three Brothers and the Two Sisters”: Larvik created 6 obelisks on the island, each dedicated to a loved one: his wife Alaphia; his 3 sons: Hemlik, Goran and Jostick; his daughter Jossinna; and his lifelong adventuring partner Vorhay. Each is imbued with magical properties to preserve them from the natural wear of the elements.

Two clues have survived throughout the centuries: the three brother’s riddle, (“*Three brothers will point to your fortune, but beware two sisters who guide you to ruin*”) and Lojan’s Key (Player Handout #3) which was passed down through the generations eventually finding its way to Hofgan’s family.

Lojan’s Key is the clue that enables PCs to understand that finding the True Cave requires triangulating between the

Cybala’s Rest

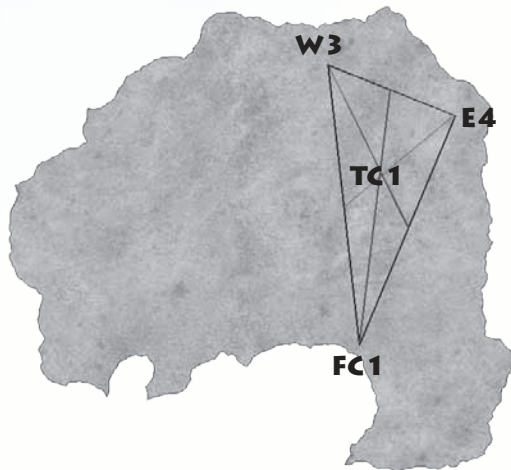
Cybala’s Rest, named after the nature goddess Cybala, is the moniker the locals have given to an inexplicable phenomenon that happens approximately once every 35 years for 14 days. Most prominently, the eastern-seaboard tides begin flowing in the opposite direction making sailing extremely hazardous. Other strange weather patterns are not uncommon (rain containing frogs, squids, jellies, etc.) The local coastal communities—including Gielo—take this time to make offerings to the Goddess Cybala during a weeklong festival. Gielo, Malmo and Sagewood locals are also aware that one of the effects of Cybala’s Rest is how it makes “Larvik’s Cave” accessible. While true, it is still misleading as the locals are only aware of the False Cave at Area FC1, referring to this as “Larvik’s Cave” and not aware of the existence of the True Cave at area TC1.

obelisks of the three brothers on the island map, with the family crest marking its location. Once the PCs make this connection, they can specify they are searching that area of the island and will arrive at area TC1.

The “two sisters” are references to the similarly enchanted statues of Truloq and Balina (area FC2), which Larvik’s children would have immediately recognized as a warning; a warning easily overlooked by non-family members.

If the players use an *invoke patron*, *second sight* or some other magic in an effort to locate the True Cave, the answers provided should be generally helpful but ambiguous.

Locations of the 6 Obelisks are Sandy area W1 (Vorhay), area W3 (Hemlik*), area R1 (Alaphia), area R6 (Jossinna), area E1 (Goran*), and area FC1 (Jostick*). The “Three Brothers” are marked with the (*).



Getting To The Island

Once the characters have an established motive, be it glory or greed, they must navigate a small boat across the bay to the island.

A ferry to the island can be procured via the gossiping harbor master for 5sp per PC, or Hofgan will allow the PCs the use of his own personal boat if they agree to look for his son.

The safest route is a direct route from Gielo to the sandy beach on the southern end of the island (area W1). Circumnavigating the island in the choppy waters during Cybala’s Rest is dangerous business and there’s always a risk that someone can be thrown from the boat—assume characters must be nimble enough in the boat (DC 8 Agility check) or strong enough (DC 8 Strength check) to stay in the boat. Ornery judges may also consider capsizing the boat entirely if the party dallies too long in dangerous waters.

Once the PCs reach the island read or paraphrase:

Your party is on a small boat sailing towards Larvik Island. The winds are fair but the sky is an unnerving shade of reddish-orange and the seas churn unpredictably. The island, now visible in the distance, is covered with brush and vegetation, a large prominent hill rising at the center.

It appears most of the island is surrounded by tall swampy reeds rising out of the water with treacherous rocks lining the

island’s shore. A sandy beach which looks suitable to make a landing for your boat lies on the southwestern edge of the island.

The PCs can approach the sandy beach directly (area W1) or attempt to circumnavigate the island by boat. For those daring players who successfully circumnavigate the island, the only interesting items visible from offshore will be the broken boat on the Sandy Beach (area W1) and “... a half submerged cave cut straight into the cliff face!” (false cave area FC1). Lucky characters with keen eyes (DC 8 Luck check) will also see the rope on the side of the cliff leading into the False Cave; reward these foolhardy explorers with a crude map showing the general shape and size of the island (**Player Handout #1**) including the marked position of area W1 and area FC1.

Western Island Overview

The western or leeward side of the island is made up of tall grass, sturdy trees, and heavy scrub. Game trails created by deer, wild pigs, and the goblin hunters are occasionally found cutting through the thick brush. Visibility is limited to approximately 25’ in any direction. The western side of the island is mostly free of undead creatures.

Western Island Encounters

The judge should feel free to use any of the elements below to enhance the story between the keyed encounters:

- **Find Bandit Tracks:** “As you make your way through the brush of the island, a broken branch catches your eye. You examine the branch a bit more carefully and the surrounding area. Brushing aside the foliage you discern boot prints in the soft earth. They cannot be more than 2 days old.” The tracks can be followed from the player’s current position to area W2 Bandit Camp.

- **Wild Boar:** A pair of wild island boar are foraging nearby. They will flee if attacked. Characters with the appropriate occupation (hunters, herders, etc.) can track the pigs gaining an additional surprise attack round.

Island Boar (2): Init +1; Atk tusks +2 melee (dmg 1d4); AC 8; HD 1d8; hp 6, 4; MV 30’; Act 1d20; SV Fort +2, Ref +1, Will-1; AL N.

- **Bandit Sighting:** If the bandits from area W2 have not been encountered nor defeated:

“Through the brush, you catch a glimpse of what looks to be another group of island explorers. They walk slowly through the tall grass and are carefully looking around at their surroundings, but they seem not to have noticed you yet.”

The bandits from areas W2 are currently searching for both food and materials to repair their boat. They have not yet noticed the party.

The bandits have the same statistics here as they do in area W2, except Vevé, the suffering bandit, is not with them. If the players defeat the bandits as part of this random encounter then adjust area W2 accordingly.

- **Feral Goblins Hunting Party:** *Off in the distance you hear the distinctive sound of brush and grasses being rustled by what must be some sort of humanoid creatures making their way through the foliage.*

The PCs have stumbled upon a group of wild goblins as they hunt game and have not yet been noticed. The PCs can attempt to engage, observe or try to avoid the goblins. If the PCs attempt to follow they'll eventually be led back to area W3 where the hunting party will rejoin the goblins already there.

Island Goblin “Spear-carrier” (2): Init -1; Atk -1 hunting spear (1d5 -1) or aggravating-bite melee (dmg 1d3); AC 10; HD 1d6-1; hp 4 each; MV 20'; Act 1d20; SP infravision 60'; SV Fort -2, Ref +1, Will -2; AL C

Island Goblin “Netter” (1): Init -1; Atk -1 hunting net or aggravating-bite melee (dmg 1d3); AC 10; HD 1d6-1; hp 4 each; MV 20'; Act 1d20; SP infravision 60'; SV Fort -2, Ref +1, Will -2; AL C

Upon a successful hit with the hunting net, PCs are ensnared and must make a DC 14 Strength or Agility check to escape.

- **Giant Petrel Hunter Sighting**

Against the sun you see the faint shape of a grotesque bird. On closer inspection the bird appears to be enormous—its impressive wings flapping heavily as it circles slowly in the air.

Note: even if this petrel hunter is defeated, judges should continue to play area W4 as written.

Giant Petrel Hunter: Init +1; Atk flying claw attack +2 melee (dmg 1d3) AC 13; HD 2d8+1; hp 14; SP Snatch and Drop (1d6 + potential falling damage); MV 20', fly 20'; Act 1d20; SV Fort +2, Ref +1, Will +0; AL N

Snatch and Drop: on a successful flying claw attack, the petrel hunter snatches the target, lifts up to 10' in the air and then drops the target; dropped target must make DC 10 Reflex save or incur an additional 1d6 damage and risk breaking a bone (see DCC RPG Core Rulebook page 96.)

- **Find Goblin Tracks:** The tracks can be followed from the player's current position to area W3. See *Following the Worn Path and Faint Tracks* in area W1.
- **Trail to The Ruins:** *You come across tracks that look like they were made by humanoids, but something about the tracks seem puzzling.*

Outdoorsy characters who can identify tracks will notice that while the tracks are humanoid, the gait and spread of the tracks are unusual. This is because they were made by zombies. The trail will lead to The Ruins area R1.

- **Smoke in the Sky:** Assuming the Goblin Hunters from area W3 have not yet been defeated:

You see smoke rising in the distance.

The goblins from area W3 are cooking one of the Malmo bandits they have hunted down. The smoke will be visible for 30 minutes. During this time players can use the smoke as a guide to move towards area W3.

- **Fire Wasps:** The party accidentally steps on a dirt mound releasing a swarm of fire wasps.

Fire wasp swarm: Init + 3; Atk swarming flaming sting +1 melee (1 hp stinging dmg); AC 11; HD 2d6; hp 8; MV fly 40'; SP sting all targets within 20'x20' space; half damage from non-area attacks, sting (DC 5 Fort save or PC submits to “fire wasp fever”—afflicted PCs have a raging fever that lasts for 24 hours reducing their movement by half and incurring -1 attack penalty. Fire wasp fever is a “1 die” affliction for purposes of clerical healing.

Area W1: Sandy Beach

Once the PCs have reached the island:

You struggle to drag your small boat onto a sandy beach on the south side of the island. A small stream meanders down from the large hill on the center of the island, cutting across the beach and emptying into the sea. There are several tide pools exposed along the beach making the footing challenging in spaces.

Further up the beach a partially submerged boat rests with a large hole in its bottom and a broken mast hanging askew.

Near the treeline, a 6' high stone obelisk stands baking in the sun looking odd and out of place.

A worn path leads out through the reeds to the east and smaller tracks run north and northwest through the vegetation.

As the players explore the boat and surrounding areas they will attract the attention of the crab fiends lurking in the reeds. The crab fiends—giant crabs the size of large pigs and just as nasty—attack the closest PCs after two rounds.



Crab Fiends (2): Init + 1; Atk snapping claw melee (dmg 1d4); AC 12; HD 1d6+1; hp 6, 5; MV 15'/30' swim; Act 1d20; SP 2 attacks (1 per claw) SV Fort +1, Ref -1, Will 0; AL N



Ruined Boat: The Malmo bandits used this boat to sail to the island a week ago. As the bandits explored the island it was discovered by the Island Goblins who sabotaged it to prevent the bandits from leaving. PCs making a DC 10 Intelligence check (or on the judges discretion based on character backgrounds) will recognize its craftsmanship being from Malmo. Characters who examine the boat carefully recognize that the boat has been deliberately damaged and did not get the hole from crashing upon rocks or a reef.

Vorhay's Obelisk: The obelisk is covered with a fine coating of sand but is otherwise unweathered or damaged. Once cleared of sand an inscription on its base can be read: "For Vorhay, who fought bravely by my side."

This is an obelisk left by Larvik, but not one of the "Three Brothers" that triangulate the True Cave.

Tracks in sand: DC 10 Intelligence check (DC 8 if PC occupation is hunter, herder, mariner, trapper or something similarly outdoorsy) reveals:

- There are humanoid tracks on the outskirts of the beach, but they appear to be several days old. To follow these track see *Following Paths and Tracks* below
- There are no signs of a battle or struggle.

Following the Worn Path and Faint Tracks: This area has several exits: a *worn path* and two sets of *faint tracks*. The *worn path* is relatively easy to follow and leads to The Ruins (area R1). The faint tracks are made by two different species of creatures—which can be discerned by DC 10 Intelligence check (DC 8 with appropriate occupation)—and are harder to follow. The "human-looking" tracks lead to the Bandit Camp (area W2). The other set of tracks appear to be left by "...some scampering upright animal with hooves—potentially a chupacabra!" and can be followed to area W3. The judge should use either DC 12 Intelligence or Luck checks or roleplay "tracking" as fits their campaign. Failure to successfully follow the tracks will result in the PCs getting lost "somewhere" on the island and trigger at least one of the Western Island Random Encounters.

The Fate of the PCs Boat: If the PCs have not dispatched the island goblins in area W3 by the end of their second

day on the island, the tribal goblins will come to the beach ransacking and sabotage any boat left unhidden.

Area W2: Malmo Bandits Camp

The tracks you follow, hardly more than some crushed grass in thick brush, eventually lead to a makeshift camp protected under a canopy of trees. Strips of meat hang from one of the lower tree branches curing in the sun. A few pieces of equipment lie in neat piles next to a small rock fire ring in the center of the camp.

Within the clearing, lying under one of the trees is an elf in soiled clothing soaked in sweat who looks wracked with some illness. He looks at you wearily, making no effort to rise.

This "ambush" can be handled via diplomacy or the sword. The player's actions will determine how much information they are able to glean concerning the fate of Lojan.

Vevé, the sickly elf, is suffering from advanced zombie-scum disease and, assuming he's near death, is risking his life by attempting to lure the characters close for an ambush if necessary. The rest of the bandits hide in the brush watching the party nearby. Vevé will tell the characters that his party of "...a dozen of Malmo's finest hunters!" has temporarily left camp to get more supplies but will be returning shortly, a ruse to give his cohorts a chance to size up the strength of the party. If the characters look weak or threaten Vevé they will ambush. The stink from Vevé's festering flesh is noticeable from 10-feet away.

Werner The Slinger: Init +1; Atk +1 Sling (1d4) or short sword melee (dmg 1d6); AC 13; HD 1d6; hp 6; MV 20'; Act 1d20; SV Fort +2, Ref +2, Will +0; AL C
Equipment: sling, short sword, leather armor

Günнар The Muscle: Init +1; Atk short sword (gladius) +2 melee (dmg 1d6+1); AC 14; HD 1d12; hp 9; MV 20'; Act 1d20; SV Fort +2, Ref +2, Will +0; AL C
Equipment: short sword, studded leather armor

Riko The Tracker: Init +1; Atk +1 shortbow (1d6) or dagger melee (dmg 1d4); AC 12; HD 1d6; hp 6; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will +0; AL C
Equipment: shortbow, arrows, dagger, padded armor

Tait, Cultist of Malmo: Init +0; Atk dagger -1 melee (dmg 1d4-1) or harmful spell (see below); AC 10; hp 4; MV 30'; Act 1d20; SP see known spells list 3/day; SV Fort +1, Ref +1, Will +4; AL C
Equipment: dagger, plain robes
Known Spells: Cantrip, Detect Magic, Flaming Hands, Force Manipulation, Magic Missile (or use harmful spell of judge's choosing)

Vevé, the Suffering Elf: Init -2; Atk -2 dagger melee (dmg 1d4-1); AC 10; HD 1d6; hp 2; MV 20'; Act 1d20; SV Fort -2, Ref -2, Will -1; AL C
Known Spells: Chill Touch, Enlarge, Invoke Patron, Ward Portal (or harmful spell of judge's choosing.)
Equipment: dagger, blood-stained, sweat-soaked wool shirt and trousers.

Background: These are the “men of low character from Malmo” described by Hofgan, bandits secretly recruited by Lojan to help find Larvik’s treasure. They arrived on the island about 10 days ago and were quickly overwhelmed by the island’s dangers. Vevé now languishes; wracked with zombie-scum disease contracted in the swamp (area E1).

Once Lojan was abducted by the petrel hunter during a fight at the ruins, the bandits tried to escape the island but found their boat destroyed by the goblin hunters of area W3. They setup this camp while they formulate a plan how to get off the island. They have no loyalty to Lojan and desperately want to get back to Malmo. Their unimaginative plan is to steal the boat of any party who comes to the island.

If the fight starts going against them, they will plead for mercy and make the Bandit’s Confession, a mixture of truth and deception.

Bandit’s Confession: The bandits were secretly contracted by Lojan to help him find Larvik’s treasure. They were offered a small advance and a 50% share of any treasure found. Lojan carried on him a clue obtained from his family’s archive which he thought would help find the treasure.

While exploring the ruins, Lojan and the bandits were attacked by the petrel hunter; Lojan was knocked unconscious and taken by the bird and was last seen “...in the grip of that accursed bird as it flew towards the mountain!”. The remaining bandits were accosted by zombies soon after.

The bandits have no interest in any further exploration of the island and seek only to retreat back to Malmo. They will offer to “stand guard” until the PCs are ready to leave the island in an attempt to discover where the PCs have left their boat. This is, of course, a ruse to steal the PC’s boat and transport themselves and their suffering friend off the island.

Treasure: Between them, the Malmo Bandits have 12 gp tucked into their pouches—mostly unspent “advance money” given to them by Lojan.

Area W3: Goblin Hunters

Your party follows a large game trail that eventually leads to a small clearing, its air thick with a rancid stench. A quick look around reveals numerous bones—some with bits of meat and fur still attached—thrown about carelessly. In the center of the clearing sits an unusually shaped stone covered with some sort of crude writing.

A filthy humanoid—a creature more akin to a large walking hairless bat with muscular arms as opposed to wings—bends over the carcass of a dead human. It makes loud grunting noises as it rips away a bone and begins feeding. More of the creatures, smaller and ganglier, cower nearby anxiously awaiting their turn to get a piece of the kill.

Island Goblin “Alpha Male”: Init -1; Atk -1 club (1d4) or bite melee (dmg 1d6 -1); AC 13; HD 1d8-1; hp 7; MV 25’; Act 1d20; SP infravision 60’; SV Fort -2, Ref +1, Will -1; AL C

Equipment: club, pig-leather armor

Island Goblin “Breeder” (3): Init -1; Atk -1 sharpened-bone knife (1d4 -1) or aggravating-bite melee (dmg 1d3); AC 10; HD 1d6-1; hp 4 each; MV 20’; Act 1d20; SP infravision 60’; SV Fort -2, Ref +1, Will -2; AL C

Equipment: sharpened-bone knife or sling

These island goblins are currently distracted devouring one of the Malmo Bandits they were able to hunt down, providing the players a +2 bonus to their initiative rolls. Once alerted, the goblin alpha male—who is the one dining on the dead Malmoan—will immediately attack the strongest looking member of the party. The goblin breeders will do their best to stay close to the alpha male and will flee if he is killed.

Background: These feral island goblins make up one of the many tribes on the island descended from Mattor’s slaves. This group fears the undead on the eastern side of the island and keeps mostly to the west. They have made their camp around the obelisk thinking it would bring them good luck.

Treasure: the goblins have collected a stash of 5 gp and 23 sp hidden in a pouch under the hides.

Hemlik’s Obelisk: The “unusually shaped stone” is actually one of the “Three Brothers” obelisks. The goblins have painted over it with mud and dried blood. The goblin writing mostly consists of boasts about the tribe’s strength mixed with profane goblin humor. Clearing the filth reveals the inscription: “For Hemlik, did I carry on.”

Area W4: Giant Petrel Nest & Lojan

At some point the PCs will piece together that Lojan has been captured by the petrel hunter and will need to travel to the top of Larvik Hill if they wish to recover him. As they climb the hill they will occasionally see a petrel hunter overhead, making surprise virtually impossible. As they finally approach the nest read the following:

Your party struggles up the steep hillside, clinging to vines, rocks, and tree roots while the loose dirt spills down after each step. As you approach the top of the hill you’re provided a spectacular view of the island, but even more impressive is a nest so large that it spans across the branches of two different trees. The ground is covered with guano and bones, both animal and humanoid, as well as the empty shells of what appears to be giant crabs.

A giant agitated seabird circles overhead while another squawks angrily from the nest. Barely audible over the cries of the agitated birds, you hear someone cry out in common from within the nest, “Help! Is anyone there?”

A giant petrel hunter with a wingspan 25’ across and his mate have made their nest atop the hill and have been collecting food for their soon to be hatched chicks.

Giant Petrel Hunter: Init +1; Atk flying claw attack +2 melee (dmg 1d3) AC 13; HD 2d8+1; hp 14; SP Snatch and Drop (1d6 + potential falling damage); MV 20’, fly 20’; Act 1d20; SV Fort +2, Ref +1, Will +0; AL N



Snatch and Drop: on a successful flying claw attack, the petrel hunter snatches the target, lifts up to 10' in the air and then drops the target; dropped target must make DC 10 Reflex save or incur an additional 1d6 damage and risk breaking bone (see DCC RPG Core Rulebook page 96.)

Petrel Nester: Init +1; Atk peck +2 melee (dmg 1d3); AC 13; HD 2d8: hp 11; deafening screech (DC 12 Fort); MV 20'; Act 1d20; SV Fort +2, Ref +1, Will +0; AL N

Deafening Screech: If combat commences, the Petrel Nester will let loose with her protective mama-bird screech. Every living non-petrel within 100' must make DC 12 Fort save or take 1d4 eardrum-bursting sonic damage and is potentially deafened for 1d4 hours. The Petrel Nester can produce this screech only once during the combat encounter.

The petrel hunter will attempt to use snatch and drop to grab the PCs closest to the nest. The petrel nester will stay close to the nest to protect the eggs. Lojan is too weak to assist in the melee.

Breathtaking view: The nest is located at the top of Larvik Hill which is the highest point of the island. From this vantage point, the players can see the entire outline of the island's coast and a perfect opportunity to make a crude map (**Show Player Handout #1**)

Treasure: Several of the eggs are flawed and of no value, but DC 10 Intelligence (or PCs with alchemist, healer, falconer, herbalist, merchant or similar occupations) will recognize that 1d5 of the petrel eggs are in pristine condition and can fetch up to 15 gp each if sold to an alchemist back in Gielo. Judges are encouraged to be creative in asking the characters how they choose to secure the egg(s) from harm. Careful searching will also unearth 15 sp and 3 gp scattered within the remains of the bones and animals. Lojan's short sword lays several feet away from the nest.

Lojan: In the nest writhes the injured Lojan, son of councilman Hofgan of Gielo. His lifelong dream of exploring the island came to an inglorious end when he was captured by the petrel hunter. He has been trapped in the nest for two days too terrified to leave, knowing he could not overpower the giant birds alone, and naively hoping the bandits would come to his aid.

Lojan is "book smart", but not "street smart", and certainly not an adventurer or fighter. Due to his father's position on the council, he's grown up with modest wealth and is accustomed to having servants wait on him. As a hobby he has researched the history of Larvik Island and knows *all* of the rumors in the Player's Background section.

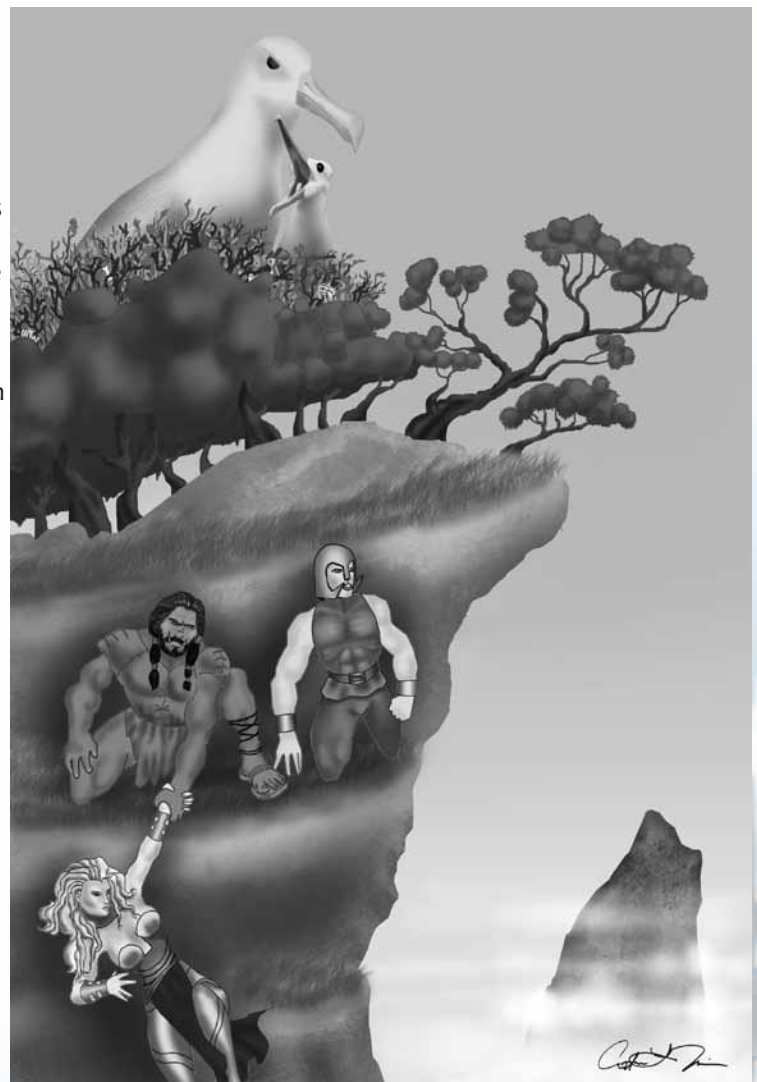
His experience with the petrel has not reduced his desire to find Larvik's fabled treasure. Once rescued, he will attempt to persuade the party to not return to Gielo right away, but instead search the island. As incentive, he will offer 2 pieces of information that he believes will guarantee their success: the first is the Larvik riddle which he learned from the sage ("*Three brothers will point to your fortune, but beware two*

sisters who guide you to ruin."). The second is a "key" stolen from his father's vaults: a parchment that, according to his father was intended to be delivered by Vorhay himself to Larvik's children. The key never made it to Larvik's heirs and somehow made it to Hofgan's possession. Lojan does not understand the meaning of either of these clues but carelessly assumed they would be obvious once he arrived on the island. Being a local, he also knows the general location of the False Cave, but never made it there with the bandits. If the party does decide to take Lojan with them, he will not participate in combat except to defend himself if cornered.

Lojan: Init -1; Atk sword (1d4-1); AC 11; HD 1d6; hp 4; MV 20'; Act 1d20; SV Fort -2, Ref +0, Will -1; AL L.
Equipment: Frilly padded armor.

Lojan's Motivation: Desperately wants to find The True Cave and discover Larvik's "Secret Treasure".

Lojan's Key: (Player Handout #3) The key is an ancient parchment containing an illustration of a centroid within a triangle. At each point of the triangle is a name of one of Larvik's three sons. See *Finding the True Cave* on page 4.



The Ruins

The path you're following eventually leads to the ruins of an abandoned camp containing a handful of structures in various states of decay and overgrown with vegetation. While you don't immediately see signs of habitation, tracks and small pieces of refuse can be found scattered throughout the area: mining equipment, tools, and a few rusted and broken weapons.

A few pathways, barely discernible in the overgrown weeds extend before you. The largest path leads west to east going through the camp, eventually reaching a small stream.

To the northeast in the distance, a small hill adorned with stone cairns overlooks the camp.

In the center of the camp squats a large obelisk overgrown with vines.

Show PCs Player Handout #2.

Background: The camp was originally settled by Larvik centuries ago. Since then it has been rebuilt numerous times by squatters, feral humanoids, and most recently, Mattor. Since Mattor's disappearance, the camp has descended into ruin with the most common inhabitants being West Isle Goblin Breeders, native wildlife, and an occasional wandering zombie.

Alaphia's Obelisk: Examining the obelisk in the center of camp reveals the following message: "For Alaphia, my reward from Aamii." This is one of Larvik's markers, but not one of the "Three Brothers" that triangulate the True Cave. DC 12 Religious History (DC 10 for clerics, Elven sage, minstrel, scribe, sage, or similar occupations) allows PCs to recall that Aamii was the Goddess of Love worshipped by the Kaimaiians.

Camp Features: Searching the grounds reveals tracks made by the West Isle Goblins. There are also signs of a recent battle—scratched earth, large feathers, spent arrows and blood-stained earth—evidence of a recent conflict that apparently involved a large bird and several humanoids including at least one archer. Searching will reveal 1d5 pieces of random usable equipment. The main path through the camp leads to area R6 and a smaller "zombie trail" leads from area R3 to E1.

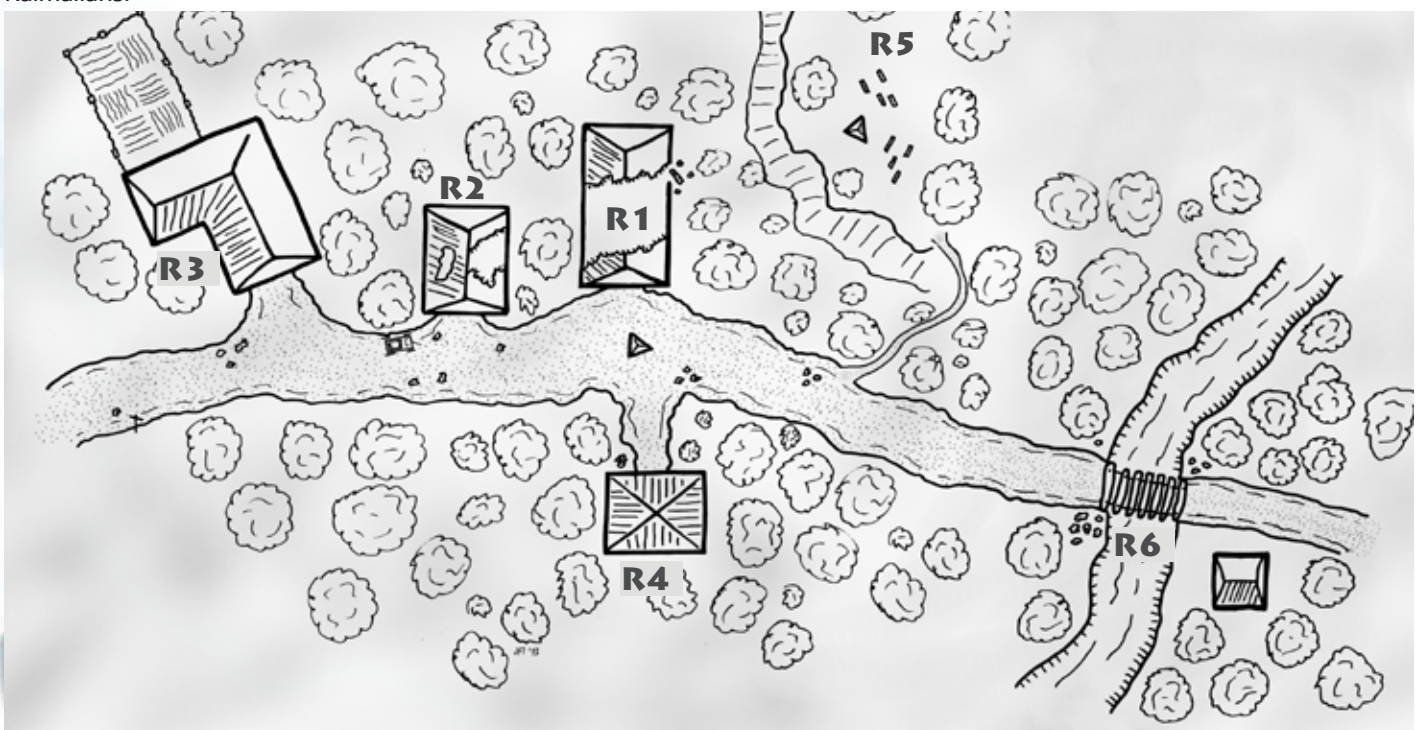
Area R1: The Mess Hall

In the past, this structure would have been capable of feeding dozens of men, but now only broken tables and chairs and a large stone fireplace remain. The walls and roof have mostly collapsed and there are signs that the area has since been overrun by various forms of wildlife.

In one corner lie several skeletons, one of which is covered with what appears to be tufts of light brown cotton.

Background: This is all that remains of the mess hall originally constructed by Larvik, and re-used by Mattor. It was burned down years ago when other adventurers panicked when accosted by zombies. In addition to the skeletons, searching the area will uncover utensils, crockery, and animal bones that survived the fire.

Moldy Skeletons: In the north side of the area, PCs find the charred remains of three human-sized bodies. One of the skeletons is being slowly digested by brown fuzz, an airborne parasite mold which resemble dirty cotton balls that attack if the skeleton is touched or searched.



Floating Brown Fuzz (2 spore clouds): Init -1; Atk -1 stinging irritation (dmg 1d3); AC 13; HD 1d6; hp 5, 4; MV 0' or fly 20'; Act 1d20; SP airborne spores take no damage from non-magical piercing and slashing weapons except on critical hits, vulnerable to fire and area attacks; SV Fort -2 Ref +2, Will -1; AL N.

Area R2: Guard Barracks

A crumbling 30 x 40' turf and timber structure with a steep, thatched roof is all that remains of these ancient barracks. The roof is decayed and is open to the sky in many areas. The only entrance on the south of the structure is wide open, the door long since removed.

Peering through the entrance, you can see 12 wooden bed frames covered with dirty pelts lining the walls.

Background: This area was once the barracks for the slave guards. In addition to the wooden cots, searching the area will uncover a few small chests of clothing as well as mining and excavation tools. Thorough searching under the pelts uncovers a usable hand axe and 2 daggers.

Area R3: The Undead Stables

As the PCs approach the stable:

This building has the familiar outline of a barn or perhaps a stable. Many of the wooden walls have large gaps where they've rotted away or been broken through. The door hangs open from a rusted hinge. You see semi-fresh tracks, no more than a week or so old leading from the doorway north out of camp.

If examined, the tracks were made by "someone walking with bare feet". As the PCs enter read or paraphrase:

As you open the door, the light eerily penetrates dust floating inside the barn. As your eyes begin to adjust you see the shapes of skeletons and a sickly-looking bull—its bones clearly visible through its rotting flesh—coming toward you.

Zombie Slaves (2): Init -4; Atk bite +2 melee (dmg 1d4); AC 9; HD 2d8; hp 10, 9; MV 20', fly 20'; Act 1d20; SP undead; SV Fort +3, Ref -4, Will +2; AL C

Zombie Bull: Init -4; Atk zombie bull charge +3 (dmg 1d6) with additional goring damage on natural 19 or 20 (dmg 1d6); AC 10; HD 3d8; hp 17; MV 25'; Act 1d20; SP undead; SV Fort +3, Ref -3, Will +0; AL C.

Background: This building was originally a livestock stable, but Mattor converted it to hold his human/humanoid (and eventually zombie) slave labor. The zombies inexplicably still follow some of Mattor's original commands and periodically wander out onto the island, usually towards the Swamp (area E1), before eventually returning here. They have wandered the island for so long that they've shed almost all flesh and look more like skeletons than zombies.

Clue on the Wall: If the monsters are defeated, a careful search of the walls reveals the following message written in Common scratched into the west wall of the stable: "G + H + J" These initials of the three brothers were scrawled into the wall by one of the slaves who overheard Mattor saying they were the key to deciphering the riddle of the obelisks. This is an important clue for the PCs to understand which obelisks triangulate the True Cave.

Treasure: One of the zombie slaves wears a rusty cameo necklace bearing the name "Arita Flaggon" on the back which characters will recognize as a prominent family name from Gielo. Before being kidnapped by Matton's goblins and later zombified, this man was Arita's husband and the necklace was her gift to him. If sold on the open market the necklace only fetches only 10 sp, but any member of the Flaggon family will offer 30 gp reward for its return.

Area R4: The Cabin

As the PCs approach the cabin:

Up a small slope surrounded by a grove of trees lies a vine-covered cabin, its foundation is made of stone and the walls and roof are made of timber. The door to the cabin has been forcibly removed and lays in the weeds nearby. Mud and animal tracks are plainly visible around the entrance to the cabin.

R4-1: Cabin, Main Room

The inside of this cabin stinks of decay and animal dung. In addition to the mud, animal filth and encroaching plant life which creeps into the interior, the cabin contains a stone fireplace, a large wooden table, and various chairs strewn about the floor. The cabin appears to have been looted, as nothing easily carryable remains.

Despite being blackened with soot, you can see that the stone fireplace has an image carved onto it and is remarkably preserved.

A partially open door leads to a small room beyond.

After cleaning the stone fireplace:

An intricate bas-relief carving is etched onto the fireplace. It depicts a surprisingly detailed portrait of a powerful warlord holding hands with a woman of exotic beauty. The couple must have been royalty as the carving also depicts a retinue of followers paying homage in the background. The caption, "The Wedding of Larvik and Alaphia, by Darowynn" is carved in small letters at the bottom. The glyphs and lettering carved into the portrait seem to swirl with some sort of arcane significance.

The Fireplace: The bas-relief was a wedding present to Larvik from Darowynn and is also a clue for PCs revealing "Alaphia" as the name of Larvik's wife. Successfully casting a *read magic* spell upon the fireplace reveals instructions on how to cast the wizard spell *spider web* ingeniously encrypted within the sculpture.

R4-2: Cabin, Bedroom

The animal stink is quite powerful in this dark room. The room contains the rotting remains of a bed, a battered armoire, and two tapestries on the walls. One large bearskin pelt covers the bed, and another somewhat rotted pelt covers the floor. The floor is covered with dirt, mud, and animal feces.

A snorting can be heard coming from behind the bed.

A massive island boar, native to the island and feared by the wise, has bedded down in the comfort of this room and will attack as soon as anyone enters. Its thrashing attack affects any target within range.

Massive Island Boar: Init +2; Atk tusks +2 (dmg 1d6) and thrash (dmg 1d3); AC 11; HD 2d8; hp 7; MV 30'; Act 1d20; SP thrash attack can multiple targets within range; SV Fort +2, Ref +1, Will +0; AL N.

Treasure: Searching the room (DC 13 Intelligence or Luck) reveals a loose stone under the bearskin rug containing a small locked and trapped chest. Mattor the Remnant, wears the key to the chest on a necklace.

Trapped Chest: Thieves may find traps (DC 13) to detect and disable. Opening the chest without disabling this trap or using the key pops an acid balloon that spatters everyone within 10'; DC 10 Reflex or take 1d6 acid splash damage. It will also trigger a magic mouth spell on the trap which will shriek "FORNICATOR!" repeatedly for 3 rounds thus creating a 1 in 4 chance of attracting the attention of a Island Goblin Hunting Party to come and investigate (see "Western Island Random Transitions") The chest contains 35 gp, a potion of healing, and Mattor's journal (worth 150 gp to the right collector!). The chest also contains a potion of water-breathing allowing imbibers to breathe underwater for 2d6 turns.

Area R5: The Graveyard

Upon a gently sloping hill overlooking the ruins of the camp are a half-dozen worn wooden and stone markers along with two stone cairns. The cairns, while still mostly overgrown, look to be of more recent construction than the buildings in the ruined camp below. Most of the markers are simple, but one large obelisk is much more ornate.

Background: This area became a graveyard during Mattor's time on the island. In Larvik's time it was just a scenic promontory where he'd built the obelisk. Occupations proficient with architecture (stonemasons, miners, grave diggers, etc.) recognize that the graves in this area are all about 100 years old. Only 3 of the markers are legible and have the following dwarven names: "Harrak", "Beledeth" and "Torodin". This area was used by Mattor to bury some of his slaves that he did not want to use as zombies. Ironically, no undead haunt this area.

Jossinna's Obelisk: Examining the obelisk reveals the following message, "For Jossinna, who carries my grace."

This is an obelisk left by Larvik, but not one of the "Three Brothers" markers that triangulate the True Cave, nor is Jossinna buried here.

Reading Mattor's Journal

Read the following general description when the PCs first examine the book:

Skimming through the first few pages of the book you realize you've discovered the weathered journal of someone named Mattor—a foul priest of some sort originally from Malmo. The journal documents his plans and discoveries during his time on the island; it is written in a confused and vile hand. Given its rambling unorganized structure it is difficult to discern when the last entry was made, but the book itself appears very old.

For every hour spent reading the book, reveal an additional detail. Each entry is dated approximately 6 to 8 weeks from the previous.

- Mattor writes that before coming to the island, he extensively researched the history of Larvik, Vorhay and their travels to the fabled remote Kaimai islands.
- Mattor seems convinced that Larvik did indeed leave something of value on the island – some sort of marker or map to guide his heirs towards a larger treasure.
- Mattor is filled with rage that Cybala's Rest is still years away. He has recruited goblins to capture villagers from Gielo, Malmo, and Sagewood forcing them into slavery to search the island and the submerged caverns.
- Mattor is convinced that Larvik left the obelisks on the island as clues for his children. At this point in the journal he has found 5 obelisks and he believes there are more.
- Using the slaves isn't working as well as he'd planned. He experiments with necromancy creating undead. He begins turning the slaves, goblins and even animals into undead to see if they can better withstand the rigors of the underwater caverns.
- Mattor says he was right about the obelisks and now he's found a hidden cave in the center of the island! The writing is confused, he's being driven mad by his continuing usage of the necromancy. He writes that he feels the lingering effects of death clinging to his breath and skin long after he's completed the necromantic rituals. The goblin guards have fled in fear leaving the undead slaves to wander freely.
- Last entry: Mattor is now convinced that his own body has changed and no he longer requires breath nor food for sustenance. He is taking his last remaining slaves and descending into the cave in the center of the island to uncover Larvik's treasure or die trying.

Area R6: The Bridge

A short distance away from the ruined camp, a narrow wooden bridge leads across a shallow creek. On the far side of the creek you see the corpse of some small humanoid and the remains of an old shed.

If characters pause to study the situation before crossing the bridge—no doubt rightfully expecting an ambush—they will be able to hear “hooting” from the trees. PCs searching the area notice an unusual abundance of whole and smashed coconuts scattered about.

This bridge over the creek is a natural chokepoint where feral island goblins would try to ambush island treasure-seekers. Goblins would wait for the visitors to weaken themselves in the ruins and then attack on the bridge. However, as stalking goblins became more common in the area, they themselves became the prey to the large devil monkeys who prowl the trees hunting island goblins, swine, and adventurers. The devil monkeys are incredibly agile, swinging through the trees to stay out of melee range but within coconut-throwing distance. They attack by hurling dozens of coconuts at opponents from the branches and will only use their bite attack in the unlikely event they are somehow cornered.

Devil Monkeys (3): Init +2; Atk hurled coconut +1 missile-fire (range 40', dmg 1d4) or bite +1 melee (dmg 1d4-1); AC 12; HD 1d5; hp 5, 4, 4; MV 20', climb 30'; Act 1d20; SP adept climbers; SV Fort +0, Ref +2, Will +0; AL N

Dead Goblin: A goblin breeder was killed 2 days ago by a devil monkey while waiting to ambush Lojan and his bandits. Near its half-eaten corpse lies a usable island spear.

The Bridge: The narrow bridge is made of wood and rope. It is still sturdy, but has no protective barrier on the sides. The creek runs 6' below the bridge. PCs in the creek can attempt to climb from the stream on to the bridge with an DC 10 Agility. The creek runs between 4 and 5 feet deep at its shallowest point.

The shed: The shed holds some old rusted tools and supplies used by Mattor and his slaves. If necessary, the judge can create a side trek to use some of these tools for the PCs to repair their boat if it is damaged when it comes time to leave the island.



Eastern Island Overview

The windward side of the island, is harsh with swampy grounds and thick brush bent from the frequent driving winds. Travel is uncomfortable from mosquito infestation, filth beetles, and thick mud. It is here that Mattor toiled trying to gain access to the True Cave. Sometime after finally achieving his goal, he became trapped and perished within the true cave; the goblin laborers continued to breed and undead slaves roamed the island unrestrained. Game trails—created by wildlife and wandering zombies—are numerous on this side of the island and can be followed to various locations.

Eastern Island Encounters

The eastern side of the island is no less dangerous than the western side, but contains more undead than wild beasts. The judge should feel free to use any of the elements below to enhance the story between the keyed encounters on this side of the island (The False Cave and The Swamp).

- **Wandering Undead Slaves:** A small group of undead slaves which have wandered the island for decades since the physical death of Mattor staggers into the party's path. At this point they appear more like skeletons than zombies.

Wandering Undead (3): Init -4; Atk bony claws +2 melee (dmg 1d4); AC 9; HD 2d8; hp 14, 8, 7; MV 20'; Act 1d20; SP undead; SV Fort +3, Ref -4, Will +1; AL C

- **Filth Beetle Swarm!:** As the characters stop for rest, wretched filth beetles swarm out of the grass!

Filth Beetles (1d5): Init -2; Atk burrowing head melee (dmg 1 hp plus 1 hp for burrowed head extraction); AC 10; hp 1; MV 10'; Act 1d20; SV Fort +0, Ref +0, Will +2; AL N

Upon a successful attack, the filth beetle burrows its head and torso into the target's body. Once burrowed, the victim—or someone assisting the victim—must make an DC 13 Agility to safely extract otherwise extraction causes 1 hp of damage to the surrounding flesh.

- **Rain of Toads**

The sky suddenly turns an ominous shade of grey as gathering clouds emit a low steady rumble followed by a sudden downpour of rain. As you consider your options for cover you are surprised as a large toad splatters onto your head.

The weird weather of Cybala's Rest rolls on, but causes no physical damage to the PCs.

• Giant Petrel Hunter Sighting:

Against the sun you see the faint shape of a flying sea bird. As you look closer you notice that the bird appears quite large—its impressive wings flapping heavily as it circles slowly in the air.

A giant petrel hunter is circling as it searches for food. Perform a check to see if the petrel notices any of the party and swoops in for an attack. Thieves and halflings can attempt to hide from the bird unopposed (DC 5 given the amount of cover) but other classes must make an opposed check (the petrel uses a +1 Intelligence for its keen eyesight vs. the PC's choice of Agility or Luck) Even if this petrel is defeated, the judge should continue to play area W4 as written—assume this is a rival bird.

Giant Petrel Hunter: Init +1; Atk flying claw attack +2 melee (dmg 1d3) AC 13; HD 2d8+1; hp 14; SP Snatch and Drop (1d6 + potential falling damage); MV 20', fly 20'; Act 1d20; SV Fort +2, Ref +1, Will +0; AL C

Snatch and Drop: on a successful flying claw attack, the petrel hunter snatches the target, lifts up to 10' in the air and then drops the target; dropped target must make DC 10 Reflex save or incur an additional 1d6 damage and risk breaking bone (see DCC RPG Core Rulebook page 96.)

• Tracks to the Swamp

The brush and ground cover here looks subtly disturbed. Someone or something has wandered through this area fairly recently.

The PCs have discovered tracks of the island's wandering zombies and can follow the tracks either to the ruins (area R1) or the swamp (area E1).

Area E1: The Swamp

E1-1: The Trail of Bones

The path you follow begins to narrow amidst the tall brush but the walking grows a bit easier as the loose mud mixes in with harder stones. However, as you cross the stones you realize it's not rock you're treading upon but bleached bones!

As you pause to look around you realize there are literally hundreds of bones of all types scattered about you.

The bones are mostly the harmless remains of the scores of slaves that Mattor sacrificed in his attempt to unlock the secrets of the obelisk. One of the skulls that can be found is more interesting:

You're not certain if it's the way the rain and mud have covered this skull, or if there are mystical forces at work, but one of the skulls appears to be weeping.

The Weeping Skull: Lawful clerics who attempts to cast some sort of *blessing*, *detect evil* or otherwise discern its significance through idol magic or ritual should perform a Personality check and consult results below to determine the outcome:

- 1 - 6: The chaotic spirit who possesses the skull is angered animating 1d5 skeletons from the surrounding bones and the weeping skull.

Skeletons (1d5): Init +0; Atk claw +0 melee (1d3) or by weapon +0 melee; AC 9; HD 1d6; hp 5, 3, 3; MV 30'; Act 1d20; SP undead, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C.

Weeping Skull: Init -2; Atk special; AC 12; HD 3d8; hp 12; MV float 20'; Act 1d20; SP *wailing soul*; undead traits; SV Fort +2, Ref -2, Will +2; AL C.

Wailing soul: The skull begins to float and cries out with a soul-curdling peal of loss from the beyond the grave. All targets within 20' must make a DC 13 Will save or become immobile with anguish for 1d3 rounds.



- 7-10: No effect
- 11-17: Servants of the cleric's lawful god notice the act of piety and releases the spirit trapped within the skull. The spirit thanks the PC for helping her soul and warns the PCs that, "Mattor's flesh as well as his spirit still haunts the island."
- 18-20: The cleric's lawful god is pleased with the cleric's act of piety. The soul is released from the weeping skull (as above), is absolved from any disapproval he may have accrued, and the cleric receives +2 to spell checks for the remainder of the day.
- 21+: The cleric's lawful god is personally moved by the cleric's piety. The soul is released, the cleric is absolved of disapproval, receives +2 to spell checks (all as above) and his god restores 1 permanent luck point to the character's ability score.

E1-2: Halfbottom The Halfling

The ground grows moist and muddier as you continue following the foot path deeper into the dense brush.

You suddenly notice two short legs sticking out from under a tangle of vines. From what you can see the leather lederhosen adorning the body is crusted with recently dried blood. This halfling's luck seems to have run out.

Another one of the Malmo bandits, Halfbottom got separated from the group during the petrel attack and followed the footsteps here before meeting his demise in the acid ivy.

Treasure: Once the acid ivy is dealt with, PCs can recover Halfbottom's halfling-sized leather lederhosen (equivalent to leather armor), a short sword, a hand axe and the 8 gp advance given to him by Lojan.

Acid Ivy: Init +2; Atk entangling vines +2 melee (dmg 1d4 + acid burn); AC 11; HD 1d6 per 5' square (18 hp); MV vines can move up to 15' in any direction from the plant's trunk; Act 1d20; SP half damage from piercing weapons; SV Fort +2, Ref -5, Will -4; AL N;

Entangling Vines: A successful hit entangles the targets. Targets must then make a DC 10 Strength or Agility at start of next turn or suffer -2 attacks and movement reduced to 8'. Targets that fail to escape will suffer 1d3 acid damage.

E1-3: Goran's Obelisk

Continuing to follow the tracks, you eventually arrive at a small creek that has run off the hillside pooled into a large foul-smelling swamp. Large trees rise from the swamp dripping with moss and vines. The reeds grow tall here and the stench from the stale water and thick mud makes breathing difficult.

Partially obscured by trees, you notice a large obelisk-shaped rock rising up from the mud, covered in vines and lichens. Several undead humanoids in various states of decomposition gaze upon the obelisk with silent curiosity.

The zombies were originally Mattor's slave worker crew. Mattor would come here frequently as he pondered the significance of the obelisk and so the zombies now mindlessly make the same journey back and forth between this area

and the Ruins. Nonetheless, they hunger for life-force and attempt to get it by ripping out and eating the PCs hearts and organs.

Stringy Undead Slaves (4): Init -4; Atk bite +1 melee (dmg 1d4) or filthy claws +2 melee (dmg 1d4); AC 9; HD 2d8; hp 14, 9, 8, 7; MV 20'; Act 1d20; SP undead; SV Fort +3, Ref -4, Will +1; AL C

Terrain: The swamp is 3'-deep and muddy. Players entering the swamp have their movement reduced by half. Any contact with the swamp water—either by fighting the zombies within the swamp or examining the obelisk—exposes the characters to zombie-scum disease. (See page 25 for more details on zombie-scum disease.)

Goran's Obelisk: The obelisk is one of the "Three Brothers" which triangulate the location of the True Cave. On the obelisk is written: "For Goran, did I travel far" (see *Finding The True Cave* on page 4)



False Cave Overview

The False Cave is one of two natural cavern systems on the island—the other being the True Cave itself (area TC1). Both sets of caves are usually filled with sea water so the walls are dripping and slick with moss barnacles, starfish, small crabs and other sea life. It is only because the PCs are here during Cybala's Rest that the cave is accessible.

However, the False Cave's entrance is just above the waterline near the southeast side of the island and is visible by boat year round. Due to its prominence, this cave is erroneously believed to be the cave where legend now says Larvik left his treasure.

The rope leading from area FC1 The Ridge is visible from the water by those carefully searching the waterline by boat for unusual activity or objects.

Centuries ago, Larvik was well-aware of this caves' conspicuousness and did some minor construction to throw off the treasure-seeking plunderers he accurately predicted one day would come. He constructed the "Statue of the Two Sisters" as a warning for his children whom he knew would understand its significance and left behind the treasures in area FC4 in the hopes that, if found, adventurers would give up seeking the real treasure in the True Cave.

Area FC1: The Ridge

You stand upon a narrow ridge overlooking the waves crashing upon the rocks some 30 feet below. From here, strong eastern winds howl relentlessly drowning out almost all other sounds. The waters below swirl in strange patterns—crashing in on the rocks while also rushing back out towards sea in a chaotic choppy motion—a result of *Cybala's Rest*.

An old weathered rope secured to a tree hangs down the side of the cliff towards the water below.

An obelisk, its east face covered with moss, stands like a silent sentry on the ridge of the cliff overlooking the sea.

Climbing the rope: The rope is securely tied to the tree and can bear the weight of two human-sized climbers at one time. The small ledge in area FC2 is 25 feet below the ridge and the crashing waves are a 30' drop. Thieves can climb the cliff face (DC 10 or DC 5 if using the rope) Other classes climbing up or down the cliff face require a successful DC 10 Agility check (DC 8 if using the rope for assistance.) Climbing down the rope or cliff will position the PCs on the small ledge in area FC2. Unlucky characters—i.e. characters whose Luck ability score is 7 or less—must make 2 checks as, “An unlucky wind suddenly batters you as you climb resulting in you temporarily losing your grip!” Failing the climbing check(s) will result in PCs falling into the chaos waves described in area FC2.

Jostick's Obelisk: This obelisk is one of the “Three Brothers” obelisks which triangulates the position of the True Cave. Once the moss is cleared the following message can be read: “For Jostick, who carried my honor.” See *Finding the True Cave* on page 4.

Area FC2: The Two Sisters

PCs who climb down the rope start their turn on the small ledge marked with an X on the map. Characters not so lucky start their turn in the chaos waves.

Chaos Waves: PCs who fall into the chaos waves outside the cave entrance immediately find themselves struggling against unnatural and unpredictable currents. Characters attempting to escape the waves must make a DC 12 Strength or Agility to maneuver towards the cave entrance (PCs with heavy armor or attempting to hold weapons roll with -2 penalty). Failure results in no movement and character takes 1d6 Stamina damage. Characters drown when Stamina reaches 0. Lost Stamina is restored within 1d3 rounds once character is freed from the chaos waves.

Once inside the cave read or paraphrase:

The roiling waves outside the cave entrance rage in stark contrast to the serene waters covering the floor of this large cavern. Tide pools brim with a strange and colorful display of starfish, shelled clams, barnacles, and soft green moss. The walls drip with fresh seawater and a strong smell of brine permeates the air. The waves outside the cavern continue to splash seawater into the cave replenishing the numerous pools of water.

There are several natural columns within the cave, extending down from the cave ceiling to the cavern floor, as well as some unusually shaped stalagmites.

Upon inspecting the stalagmites:

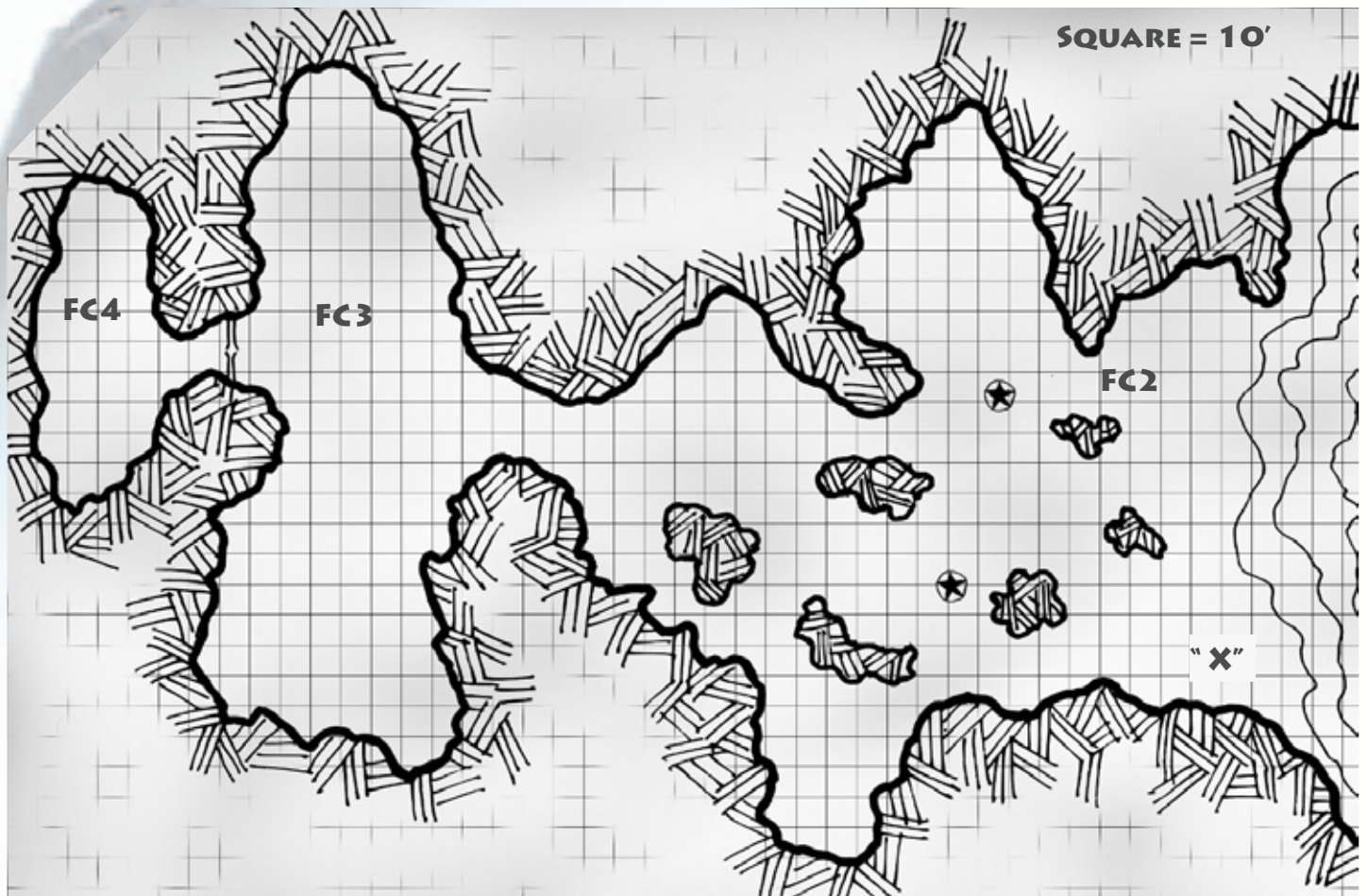
What appeared at first glance to be natural columns are actually two large statues, only barely identifiable as such, for they are covered in moss, lichens, and barnacles. The statue on the east has a vaguely humanoid shape whereas the eastern mound is more squat with multiple legs and two raised misshapen arms.

Your perusal of the statue is interrupted as two horrors arise from the waters of the cavern.

Once the combat begins, show the PCs the module's cover illustration depicting the epic squidopede battle.

Two giant squidopedes—monstrously huge creatures with the head, beak, and arms of a squid, but a long centipede body allowing it to both swim and climb cavern walls—have adopted this natural cave as their lair. The squidopedes will use their ink burst to blind targets before closing in to use their tentacles. The squidopedes will also attempt to climb walls and natural columns to maintain their reach advantage using *gripping tentacles* attacks from defensive positions.





Ink Burst: +2 missile fire (1d4 damage plus DC 12 Ref save or blinded for 1d4 rounds, range 40') Once every 4 melee rounds, the Squidopede can shoot a viscous blob of squid ink at one target.

Gripping Tentacles: +2 melee (dmg 1d4 plus DC 14 Ref save or be gripped by suckered tentacles. Gripped characters fight at -2 and will face the Squid Beak Bite in the next combat round.

Squid Beak Bite: +2 melee (dmg 1d6)

“Two Sisters” Statues: Like the obelisks on the island, the two statues are magically imbued to prevent them from deteriorating under the sea water. However, the magical preservation does not prevent them from having sea life grow upon their surface. The statue details are now unrecognizable unless the party applies significant manual labor or magic to clear the barnacles and coral now clinging to their surface. Once cleared read or paraphrase the following:

The eastern statue is of a humanoid with the body of a human woman, but the head of a large fish. The western statue has the body of a large crab holding a spear in one claw and a net in the other.

Background: Larvik placed these statues here as warnings to his heirs that they were in the wrong cave.

Use a Religious History Check to see what information is

known by the PCs:

- DC 10-14: The statues represent the goddesses Truloq and Balina.
- DC 15-17: The legend goes that the sea god Tork could not decide which of his followers were more true to him - those on land, or those below the sea. He transformed his eldest daughter, Truloq, into a creature with the body of a human woman with the head of a fish, and sent her to walk on land to test the fealty of his followers. His younger daughter, Balina, he transformed into the shape of a crab, but provided her with a golden spear and net to test those below the surface of the ocean.
- DC 17+: These three gods—Tork, and his daughters Truloq and Balina—are now largely forgotten, and were worshiped primarily by the fabled island dwellers of Kaimai.

It will be up to the skills of the players to figure out that these are “The Two Sisters” of the legend.



Area FC3: The Glyph of Tortorq

Natural light fades completely as you go deeper into the tunnels. You follow the narrow passage through knee-deep water, eventually arriving at a large cavern. The chamber feels humid and unnaturally oppressive.

On the far end of the cavern, a section of the rock wall looks too smooth to be natural. Upon closer inspection it appears to be a round door with no handles or other means of opening. Despite being covered in moss and barnacles, you can just make out some sort of writing on the door's surface.

The door can be cleared with some effort. Once cleaned read the following:

Inscribed upon the door is an elaborate glyph of a 5' tall lobster with strange runes inscribed between its extended claws.

The Trapped Lobster Door: The lobster is one of the religious icons of Tortorq. The writing is ancient Kaimaiin script—which can be adequately comprehended if any of the PCs happen to speak Lizard Man, Troglodyte or Salamander; all of which have an ancient common linguistic ancestor—once deciphered the text offers the following puzzle: “What is the greatest treasure Larvik took from Kaimai?” Saying the word “Alaphia” (Larvik’s bride whom he brought back from the island) in a loud voice in any language will cause the smooth door to roll open. Attempting to open the door without saying the word triggers two snaps of spectral lobster claws. The trap targets the two PCs closest to the door with the lowest Luck. The unlucky PCs must make a DC 15 Reflex save or take 1d6 crushing damage (player’s who roll a natural 4 or less on their Reflex save lose a hand!) The spectral trap can be detected with DC 12. Once the trap is sprung, the door can be forced open (DC 15 Strength) or picked open with Thieves’s pick lock (DC 12). The spectral claws will reset after 12 hours.

Area FC4: Cove of Tortorq and The Rage Incarnate

When the PCs open the door read the following:

A blast of trapped stagnant air belches forth as the doors are finally opened. Your light sources reveal a small chamber which is now quickly filling with the sea water let in by the now opened doorway. In the center of the chamber sits an altar covered with detailed runes. A small golden figurine of a slender young man with the head of a lobster and claws for hands rests upon the altar. In its claws the creature clutches a large shimmering conch shell.

A shield emblazoned with a familiar looking family crest—a black ship upon a green sea—is affixed to the far end of the chamber.

Floating over the figure is the apparition of human male. The ghost is dressed in the ornate garb of a priest, but in a style that was fashionable over a century ago. As the door opens its face sneers in malice as abruptly moves in your direction.

Show PCs Player Handout #4

While indeed a type of ghost, Mattor’s Rage Incarnate believes itself to be Mattor in mortal form and thereby can and will incur psycho-ethereal damage from non-magical weapons. Regardless, the Rage Incarnate can be turned by clerics. Mattor’s Rage Incarnate is a dark spectral spirit manifested from an unholy mix of Mattor’s hate and necrotic residue. As the Rage Incarnate fights, it shouts phrases Mattor repeated continuously during his lifelong-obsession with the island. The phrases echo as spectral voices throughout the chamber.

The Rage Incarnate will not leave this chamber believing it’s finally found Larvik’s treasure. Once the Rage Incarnate reaches 0 hit points of psycho-ethereal damage it will fall prone and “die”. It will rise again in 3d16 rounds “healed” to fight again. The Rage Incarnate will not rest permanently until Mattor’s physical body (the Remnant in area TC7) is permanently destroyed. As undead it has invulnerabilities to *charm*, *sleep*, etc.

Mattor’s Rage Incarnate: Init -1; Atk rage claws +3 melee (dmg 1d3 + strength drain or shadow curse (see below); AC 9; HD 2d8; hp 12; MV 30’; Act 1d20; SP undead traits; SV Fort +2, Ref +3, Will +4; AL C

Rage Claws: the Rage Incarnate claws at the character with spectral fingers of hate. On a hit, PCs must make a DC 13 Fort save or temporarily lose 1d4 Strength damage. Characters die if their strength reaches 0. Strength will return in 1d6 turns once the Rage Incarnate is killed or character retreats at least 50’ away from creature.

The Shadow Curse: The Rage Incarnate bombards the character with profane obscenities infused with unflattering truths about the PCs learned from beyond the grave. Characters must make a DC 12 Will save or be cowered for 1d3 rounds suffering -2 to attack and save rolls.

Phrases the Mattor’s Rage Incarnate will shriek during combat:

- “There must be more obelisks on the island! They point the way!”
- “The Kaimaiians must have given him a vast dowry for marrying the Princess Alaphia.”
- “Curse these tides! I will get into that chamber even if I have to sacrifice entire tribes to do so!”
- “These zombies are worthless. I must find fresh slaves!”
- “Gah! I don’t know what’s more worthless: undead humans or unbrained goblins!”
- “Arrgh, Larvik, your riddles are no match for the servants of The Unclean!”
- “Lazy goblins, keep digging!”
- “Curse you, Larvik, I will find your secret treasure!”

The Figurine: The gold-plated figurine is an artistic casting of the god Tortorq, and can be recognized as such with DC 15 Religious History. The skillfully crafted figurine is plated in gold and small gems worth 200 GP once its Kaimaiin origins are recognized.

The Shield: The shield is inscribed with the crest of Larvik family (identifiable with DC 10 Religious History) and has been imbued with magic that prevents tarnishing but provides no other magical benefit. It is worth 100 gp to the right collector.

The Conch Shell of Tortorq: This magic artifact was a gift to Larvik from the priests of Tortorq centuries ago. It is an abnormally large conch shell that when blown provides a +3 bonus to the next 1d3 spells checks for clerics of Tortorq (once per day) and *summon sea friends* twice per week. See page 25 for more details.

True Cave Overview

See Map of the True Cave Map on page 30

The characters should locate this area after solving the riddle of the “Three brothers” and triangulating this region on a map. (See *Finding the True Cave* on page 4). The True Cave is actually a series of underground caverns which are accessible from a sinkhole at the top of the island. Like the False Cave, the caverns are usually filled with sea water except during the period of Cybala’s Rest. All areas (with the exception of TC1 and TC2) are completely dark. The walls, which are typically underwater, are rough but covered with moss, starfish, barnacles, and other clinging sea life which makes climbing difficult.

Build Tension: The exploration of the True Cave and the final encounter with the Remnant marks the finale of the module. As the characters explore deeper into the caverns build tension by describing how the pounding rain and thunder outside is becoming more extreme, how rainwater starts streaming into the caverns and the ground begins to shudder periodically with mild earthquakes. Use these portents to unnerve PCs and hint that the period of Cybala’s Rest is coming to an end: there is a real risk the caves could start re-filling with sea water at any moment.

Area TC1: The Throat of the True Cave

After hours of exploring, you enter a copse of ominous dark trees that seem exotic and out of place on the island. Sticky strands of large webs cover patches of the ground and are strung between the branches of the strange trees. Caught within the webs dangle the remains of several animals: rats, birds, and in one case an entire pig. The sticky webs have also ensnared some more mundane items and decrepit equipment: an old rope, a pole, and several rusted buckets.

Barely visible amongst the debris and webs is a small totem approximately 3’ high which has an inscription carved into it.

As you survey the area, a deafening crack of thunder peals from above. Looking up you see that strange clouds are starting to form in swirling patterns and there is a distinct shifting of the winds. An unusually chilling and heavy rain has started to pound your party, soaking you through and reducing visibility. You fear perhaps you are too late and that Cybala’s Rest may soon be coming to an end.

Classes and occupations familiar with nature (rangers, druids, farmers, foresters, herbalists, etc.) will recognize the nearby plants and trees are not native to this area. Those exceptionally learned will realize this type of foliage is extremely rare and typically only found in tropical environments like those of the fabled Kaimai Islands.

Hidden in the trees are two giant hungry Kaimai Web Trogs: large tree lizards similar to Komodo dragons inadvertently brought back to the island by Larvik centuries ago. They have the ability to camouflage themselves and create webs to trap prey near their lairs. They will attack as soon as one of the PCs move close to the webs. Roll to see if the Kaimai Web Trogs gain surprise (+6 hide bonus vs. any PCs search checks) for free attack before initiative is rolled.

Kaimai Web Trogs (2): Init -3; Atk bite +2 melee (1d6); AC 12; HD 1d8; hp 6, 5; MV 40’ or climb 20’; Act 1d20; SP camouflage (+6 to hiding), create web traps; SV Fort +1, Ref -2, Will -2; AL N.

The Webs: Scattered across the ground and between the trees are webs spun by the Kaimai Web Trogs. In some areas the webs are extremely sticky and will players must make an DC 10 Agility or become stuck in them. Stuck characters can be make a DC 12 Strength check to break free or inflict 5 hp of slashing or burning damage to the webs in order to free themselves.

Totem of Forgetfulness: Written on the totem in Common is the following message, “Speak the words and The Path will be revealed!” followed by a stanza in Elven. If the Elven stanza is read aloud all those who hear it, whether they understand Elven or not, and are within a 30’ radius of the Totem must make a DC 15 Will save or be affected by a powerfully crafted *glyph of forgetfulness*. Those affected will immediately forget why they’ve come to the island and what they were searching for (If any PC is carrying the figurine from area FC4, they receive a +4 bonus to this roll.) PCs that don’t fail have the difficult task of re-convincing their fellow adventures to continue exploring and if the entire party fails then the judge should advise that their characters have forgotten their quest.

The Covered Pit: Concealed by webs—DC 8 Intelligence to discover if the PCs search this area—a large vertical shaft which drops 20 feet from the surface down into area TC2. PCs who walk across this area must make an DC 10 Agility check or fall to the ledge below and take 2d6 falling damage. If the player’s manage to get a light source down below (dropping a torch, etc.) then read or paraphrase:

The shaft descends downwards at least 20 feet before stopping at a small narrow ledge resting high above a large pool of rank water. Unsettling noises rise from the brackish water below.

Area TC2: The Basin of Undead Stew

Players who successfully climb down (or fall down) the covered pit from area TC1 start on the high ledge on the east side of the cave—marked with an X on the map. Read the following once a PC has made the descent:

From here you see that the rank pool is filled with bloated corpses that have apparently fallen into the pit through the decades... except some of the cadavers are still jerking about, clawing at the cavern walls in an attempt to climb towards you. The rancid pool of water also swarms with a tangle of arms, skulls and bones; the miasma of the long dead jumping and crawling with macabre malevolence.

Because of the storm's heavy rain, water, and mud are now pouring down the shaft making the already slippery ledge dangerously slick.

A smaller ridge runs along the northern edge of the cave 10-feet below the high ledge on which you currently stand—it may be within jumping distance. From this vantage you can see than there is another passage leading further underground at the opposite end of the cavern.

Fifteen feet below the high ledge, the basin of gnarling corpses and sickly undead stew roils with anger trying to reach you.

Drowned Undead (3): Init -1; Atk bite +1 melee (dmg 1d4); AC 9; HD 2d6; hp 9, 9, 8; MV 15'; Act 1d20; SP undead; SV Fort +2, Ref -4; Will +2; AL C

Undead Stew: Init -1; Atk clawing bones +0 melee (dmg 1d3 + *choking mucous*); AC 10; HD 2d6+1; hp 8; MV swim 15'; Act 1d20; SP *choking mucous*; half damage from slicing and piercing weapons, undead; SV Fort +1, Ref -4; Will +2; AL C

The undead stew is a gelatinous blob of bone shards, skulls, and internal organs that have congealed within the basin over the decades.

Choking mucous: On the round following a successful attack on a PC who has fallen into the basin, slime of the undead stew will try squirm into the PCs mouth and nose as it attempts to reach the PCs internal organs. PCs must make a DC 12 Fort check to vomit the undead stew out of their body or start suffocating (taking 1d4 damage for each round the choking mucous remains in a victim). The choking mucous can be “turned” out of a victim's body by a cleric, causing no damage to the PC as it exits the body.

Fighting on the Ledge & Ridge: The drowned undead will attempt to climb up towards characters on the high ledge or low ridge. At the start of their attack round they must make their own Agility check at (DC15 to reach PCs on the higher ledge and DC 12 to reach the lower ridge) as they climb towards the closest PC giving PCs a +2 to attack as they climb. However, after each melee attack, PCs must make an DC 5 Agility check or risk falling into the basin of undead stew.

The Basin of Undead Stew: The bottom of the cavern shaft forms a small natural basin and is filled with rank and polluted water approximately 5' deep. This entire area is normally submerged and is only now accessible due to Cybala's Rest. Coming into contact with the water in the infected basin, either via searching, falling in or being attacked by the undead stew, will expose character to zombie-scum disease as well as being set upon by the undead stew.

Treasure: The basin is filled with a variety of animal bones skeletons of humans and humanoids who have become trapped after accidentally falling into the pit through the web from area TC1 above. Characters brave enough to search the basin will find a human skull still wearing a helmet encrusted with two 100 gp gems.

Returning to area TC1: The moss, mud, and pouring rain make it extremely difficult to climb back up again (DC 15 Agility or DC 10 if using rope or some other climbing aid).

Area TC3: The Path of Mattor

The passageway continues its descent with water continuing to drain in from above in a small stream. The passage eventually leads to a larger flooded cavern containing a few rock formations and natural columns. Some of the columns have some sort of writing on them.

A giant electric eel, 15-feet long and as thick as a small tree, lurks here and will attack any characters which wade or fall into the water. The eel has been trapped in this chamber since Cybala's Rest started and is quite hungry and aggressive.

Shocking Eel: Init +2; Atk bite +3 melee (dmg 1d6 + electric shock DC 15 Fort or stunned for 1d3 rounds); AC 13; HD 2d8; hp 12; MV 25'/25' swim; Act 1d20; SV Fort +1, Ref +4, Will +0; AL N.

Natural Columns: There are two columns with different messages. The first is written in dwarven racial language with a crude hand and reads, “Curse Mattor and his crimes against the mighty Larvik”. The second, written in an ancient form of Common reads, “May Cybala protect those who toil where she rests.” DC 12 Intelligence check reveals the second message was written centuries earlier than the first. The first message was carved by the slaves of Mattor about 100 years ago, the 2nd message by Larvik's own hand when he first visited the cave.

Traversing The Rocks: the PCs can jump from rock to rock to cross the chamber—it takes 3 jumps via one successful DC 10 Agility check (don't forget the armor's check penalties for this roll; see *Dungeon Crawl Classics RPG* core rulebook page 72). Falling plunges the PC into the water to face the ire of the eel.

Event TC4: Earthquake!

This is a one-time event that happens once the PCs reach area TC4. They are now deep within the tunnel and Cybala's Rest is making the entire environment unstable.

As you carefully make your way down through the cavern you sense a deep rumbling, and then suddenly the ground begins to shake violently beneath your feet. Large pieces of rock

forming the cavern ceiling break loose and start falling around you and with a deafening crack a large fissure opens in a side wall as water starts to pour into the passage.

PCs need to make a Luck roll (Dwarf races get +3 bonus on their roll due to their underground skills) and consult the table below to see what befalls them as the cavern shakes around them.

Luck roll result: <= 3 buried under rubble (1d4 damage and permanent injury to a crushed limb); 4–6 falling rocks (must make DC 10 Reflex save or take 1d8 damage); 7–10 lost footing and twisted ankle (movement reduced by half for 1d4 days); 11–16 shaken, but not stirred; >= 17 fates are pleased with your quest and you give aid to another—you can “push one character to safety!”—whose Luck roll (even if previously rolled) would have caused damage.

Area TC5: The Crystal Statue of Truloq

As you follow the tunnel further downwards, the dark waters seeping from the fissures in the walls rush past you slopping over your feet and creating loud and eerie echoes as they splash between the stalactites and stalagmites that surround you. Suddenly you detect a sparkling light coming from the dark cavern before you. As you approach you see an amazing site: a statue 15-feet tall and made entirely of some sort of crystal or glass. It is formed in the shape of a tall woman with the head of a lobster holding a trident. Within the statue, the flickering reflections of your torches and lanterns seem to shift and jump on their own, as if the statue’s glass innards were somehow moving, but surely this must be an illusion!

A duplicate crystal statuette—much smaller at approximately 1-foot in height—rests within an alcove carved out of the rough stone of the southern wall.

Show PCs Player’s Handout #5

Once the PCs start examining the crystal statue:

As you get close to the statue and your eyes adjust to the darkness you realize that there actually is something moving inside the statue. Bubbles and tiny pieces of debris move towards you from within the statue as you approach. It’s as if water shifts inside the statue, following you as you move.

The Two Statues: The larger crystal statue holds a living Sludge of Truloq within its very fragile crystal skin. The skin will shatter and release several dollops of the sludge if it takes more than 1 hp of damage. The smaller statue—if examined very carefully—appears loose on its foundation. If it is moved or lifted it triggers the release of a false stalactite directly above the larger statue; the falling stalactite will strike the statue bursting it open and releasing the sludge. The trigger is detectable by a thief’s *find trap* (DC 15).

If the larger statue breaks—either from someone triggering the trap or purposefully breaking the statue—it explodes in a violent spray of sharp crystals. All within 15’ must make an DC 10 Reflex save or take 1d3 hp of crystal shrapnel damage. The freed poisonous sludge will then begin wreaking havoc in the chamber.

Sludge of Truloq (3 dollops): Init last; Atk stinging pseudopods +2 melee (dmg 1d4 acid damage); AC 12; HD 1d10; hp 9, 6, 3; MV 5’, climb 5’; Act 1d20; SP half damage from slicing and piercing weapons; SV Fort +4, Ref -8, Will -6; AL N.

Campaign Note: PC’s who played *Attack of the Frawgs* will recognize the sludge as a sentient version of the crud they encountered at the lake by its particularly unique foul smell.

Background: The final “two sisters” trap left by Larvik to deter those he didn’t intend to see his Device.

Area TC6: Mattor’s Shrine to Ggck’Kalic The Unclean

Judges should modify the description based on the PCs alignment. Lawful characters are going to feel very unnerved going into this area.

As you enter this long cavern, you are immediately assaulted by the sensation that nothing good can come from being here. While most of the cave has felt dangerous and indeed haunted, this area is rife with stagnant evil.

On the southern end of the chamber, a cairn of bones extends out of the knee-deep water. The bones are polished white and surprisingly free of any underwater sea life which clings to nearly everything else you’ve seen since entering these caves.

On a ledge on the southwest side of the cave sits a 3-foot high idol, also unaffected by its time submerged. Carved into the likeness of a grotesque winged rat, its eyes resemble two black gems gleaming with an unnatural light.

The idol will detect both as magic and evil. Removing one of the gems triggers no reaction, but once the second gem is removed the idol immediately shatters, phasing in four flying rat devourers from the Plane of Filth who scramble forth from the bottom of the pile of bones.

Background: The idol is that of Ggck’Kalic The Unclean—a hideous rat demon who enjoys feeding on the flesh of the dead, and Mattor’s evil patron. As Mattor became more desperate to activate Larvik’s Device, he offered more and more souls to Ggck’Kalic to seek the beasts’ guidance in creating more undead slaves and learn the secret of Larvik’s Device.

Flying Rat Devourer Demons (4): Init +2; Atk clinging bite +1 melee (dmg 1d6 + disease); AC 13; HD 1d8+1; hp 9, 8, 6, 5; MV 25’/25’ fly; Act 1d20; SP disease (DC 12 Fort or Pox of Ggck’Kalic); SV Fort +3, Ref +2, Will +0; AL C.

Description: The flying rat devourers are disgusting creatures from the Plane of Filth which would probably be described by a commoner as “... a giant hairless rat which flies using thin leathery wings and is covered in oozing sores.” They fly at their target and attempt to inflict bite damage and infecting with the Pox of Ggck’Kalic (see *New Diseases* for more details.)

Ggck'Kalic's Rat-Eye Gems: The gems are worth 200 gp each to a jeweler, but sacred to the demon Ggck'Kalic. Lawful clerics who carry them will incur an automatic -1 penalty to spell checks. Judges are encouraged to come up with creative methods of how the PCs patrons or gods will react to carrying the rat-eye gems (Bad luck rolls? Divine visions of a quest on how to destroy the gems? Nightly attacks by the devourer demons?)

Area TC7: The Lair of the Remnant

The reverberant sounds of the caverns deaden and the temperature grows colder as you descend deeper, until you find yourself within a large cave slowly filling with the water and mud that's been rushing past you since entering the pit. You feel certain Cybala's Rest must be coming to an end submerging this entire area for another 35 years.

In addition to the natural columns and stalactites, the muddied and slippery cavern floor is littered with the decaying remains of several adventurers that seem to have met their demise in this chamber long before your arrival. The putrid stink of death in the dank chamber is almost too much to bear; you find yourself instinctively trying to cover your mouth and nose to dampen the smell.

Towards the terminus of the cavern you see 4 moss-covered obelisks, similar in size to those on the island's surface, surrounding a large raised rune-covered circle approximately 30-feet in diameter. Three of the columns are pulsating with a soft blue glow. The fourth column, however, appears to be broken at its top with fiery sparks continuously spurting from the damaged area bathing the area in an eerie light and flickering shadows.

Without warning, a bolt of lightning originates from the damaged column and blasts a nearby wall showering the entire area with sparks. During the blast the cavern is briefly illuminated and it's only then that you notice a bloated animated corpse standing motionless near one of the columns. Though the flesh on its face is mostly rotted away, you can still make out a menacing sneer before the light once again fades away casting the creature into shadow.

If the players have previously encountered the Rage Incarnate (area FC4) add the following details when appropriate:

Despite its rotted appearance, the foul creature that approaches seems somehow familiar... then it dawns on you: it is a horribly corrupted version of the raging and profane spirit you fought earlier!

Show PCs Player's Handout #6

The Remnant of Mattor is an abomination born of an undead parasite inadvertently conjured by the mortal Mattor during one of his dark necromantic ceremonies. The parasite fully consumed Mattor's corpse once Mattor drowned in this cave trying to unlock the secrets of the Device, eventually transforming him into the Remnant. During this final transformation Mattor lost his last shreds of sanity; while in melee the Remnant will croak out curses in a voice of watery

death: "You will never take the circle!" "Larvik was a liar! He never made it to Kaimai!" "Kaimai is a myth!" The remnant attacks with the same *Flail of Cowering* that the mortal Mattor used to enslave his goblin laborers.

The Remnant of Mattor: Init +1; Atk *Flail of Cowering* +4 melee (1d6 +4) and *withering vision* every 3 rounds (see below); AC 16; HD 4d8+4; hp 30; MV 30'; Act 2d20 (see below); SP *deathly stink*, undead traits; SV Fort +2, Ref +1, Will +4; AL C

The Remnant makes two attacks per round with the *Flail of Cowering*. In addition, he has the following capabilities:

Withering Vision: At the start of the melee and every third round thereafter, the Remnant curses a PC with its withering vision. The PC must make a DC Fort check and then consult the table below to see what effects, if any, befalls them:

- 3 or lower: Their physical body age 1d4 decades! As the player goes through the transformation the judge should describe horrifying visions of their lost years (treasure never sought, love never found, children never conceived, etc.) The immediate physical effects is losing 1d4 hp, and the permanent loss of 1 ability score (judge's choice of Strength, Agility or Stamina). Sympathetic judges may want to consider future quests by patrons and deities opposed to Ggck'Kalic The Unclean who could restore the PCs vitality.
- 4-6: A necrotic energy blackens the PC inflicting 1d6 damage and leaving a permanent black blotchy stain on the PC's skin the size and shape of a large starfish. The PC loses 1 attack round from the impact.
- 7-9: The necrotic energy temporarily blinds the PC. The PC takes 2 hp damage and loses his next attack round.
- 10-13: The PC is struck with such powerful fear he loses control of his bowels. Attacks or Spellchecks for the next 1d3 rounds are done at -2.
- 14 or higher: The gaze of the Remnant makes the PC shudder with fear, but the PC is otherwise unaffected.

Deathly Stink: living creatures who come within 15' of the remnant must make a one-time DC 12 Fort save or else begin retching and making all attack and saves at -2 for 1d3 rounds.

+1 Flail of Cowering: The remnant attacks with The Flail of Cowering, a +1 weapon which inflicts 1d6 + 1 damage and has two other effects: for the next 1d3 rounds, target makes all Will saves at a -2 penalty and must make an immediate DC 12 Will save (including -2 penalty) or cower in fear unable to move or attack for 1d4 rounds. Each character that is attacked by the flail visualizes the power differently depending on their fears: some might see it as burning with righteous fire, others cloaked in demonic shadows capable of devouring their soul.

Running the Finale: As the fight progresses, the effects of Cybala's Rest worsen with water and mud streaming into the cavern from both the entry and minute cracks and tunnels in the cave. The judge should emphasize dramatically that the cave is filling with water and time is growing short. Once Mattor is defeated the PCs will feel another tremor shake the ground followed by a large deafening crack and a torrent of

water gushing into the cavern. The PCs will now have 2d24+10 rounds before this cavern is completely filled with water, drowning anyone who remains inside. Each preceding area will have an additional 2d10 rounds before it is completely filled as well (so PCs may escape briefly to area TC4, then to TC3, etc.)

If the fight against the remnant seems to be going too easily for the PCs, the judge may choose to include Larvik's Device (Malfunctioning Discharge) as a hazard.

Larvik's Device—The Malfunctioning Discharge (option):

At the beginning of each melee round, the judge should roll randomly to determine where in the initiative order the Malfunctioning Discharge occurs and then read the following:

The ground beneath you shakes, and as it does, the broken column on the device releases a bolt of ethereal energy.

The chaos of the cosmos will determine which person the bolt randomly targets—the judge should roll randomly to see who is targeted and feel free to include Luck as part of the targeting process. Once the victim is known, the PC must make a DC 12 Reflex save to dodge the bolt lest one of the following happens:

- The Device attempts to transport the PC to Kaimai, but as it's malfunctioning the PC must make a DC 10 Fort save or have 1d16 "pounds of their flesh" teleported (1 hp damage per 2 pounds teleported.)
- The PC's belongings are teleported to somewhere else on the planet leaving the PC naked and defenseless.
- The PC must make a DC 7 Fort save: Success merely causes paralysis for 2 rounds but failure sees their physical body grotesquely merged with one of the etchings of a creature on a column (effectively killing the PC instantly.)
- Vision of present-day Kaimai: the PC has a startling vision of the Kaimai Islands—its beautiful exotic and tropical beaches and shores belying a scene of strange salamander creatures enslaving the native population. The vision stuns and disorients the player. The PC must then make a DC 10 Will save or make all attacks and saves and -2 penalty for 1d3 rounds.

Larvik's Device—Description: Once the PCs have a chance to examine the device read the following:

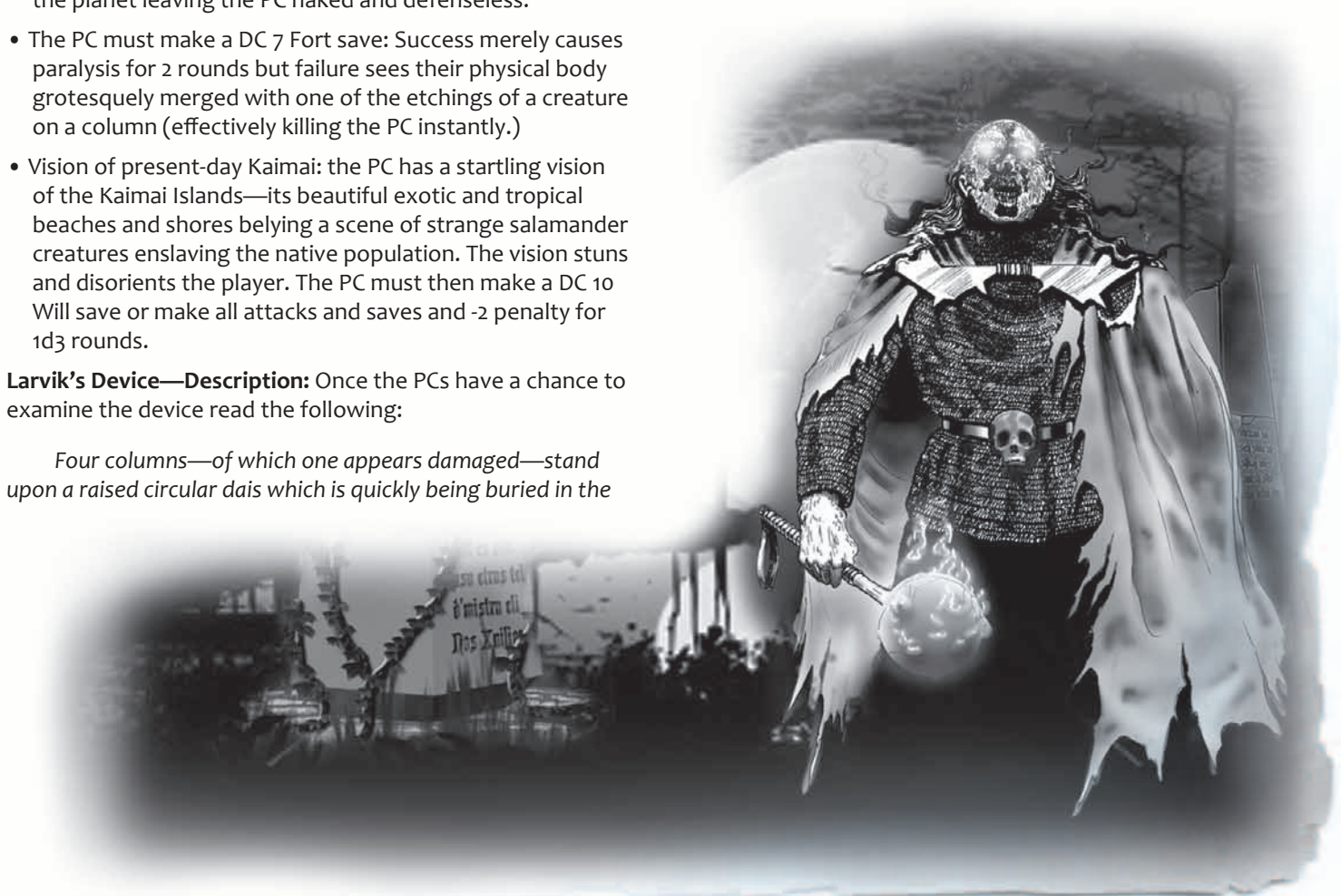
Four columns—of which one appears damaged—stand upon a raised circular dais which is quickly being buried in the

rising water and mud. Between the moss and barnacles that cover the columns, you see that they are inscribed with arcane ruins and diagrams of maps, oceans, kings and queens with jewel-encrusted crowns, sea monsters, and creatures that appear half-men half-salamander. The entire area courses with magical energy.

The PCs have reached the innermost cavern of the True Cave where Larvik constructed his "treasure" centuries ago: a device, that—in its former operational state—could have been used by someone of pure and lawful alignment during the period of Cybala's Rest to safely teleport a party to the Kaimai Islands and thereby bypass the hazardous route that Larvik himself originally took centuries ago. It was created by Larvik and Vorhay with the help of priests worshipping the deities of Kaimai so that Larvik's oldest son could travel back to the islands and reclaim the kingdom of his royal mother's birthright.

Sadly, in his attempts to pervert the use of the device for his own purposes, Mattor permanently damaged it beyond repair making it forever unusable.

Larvik's Device—Treasure: There are 8 gems each valued at 200 gp apiece inlaid within the artwork of the device; each takes one PC working diligently for 1d10 rounds to remove (thieves can remove the stones in 1d4 rounds). Remember to track this time against the filling of the cavern (see *Running The Finale* above.) Once one of the gems is removed, the pre-programmed illusion starts, see *Concluding The Adventure* below for more details.



Finally, despite the inoperability of Larvik's Device, the glyphs, maps and inscriptions on the columns are valuable clues on how to locate and reach the Kaimai Islands. A partial rubbing of the stone can be sold to a collector—50 gp for each round spent transcribing or getting a rubbing of the glyphs (up to a maximum of 300 gp) or can be used by the PCs themselves (see *Further Adventures* below.)

Mattor's Treasure: Mattor's Remnant has several valuable possessions which can be collected upon his defeat: the +1 *Flail of Cowering*, a worthless weathered cloak (but clasped with a jeweled brooch worth 100 gp), and a gold necklace worth 200 gp. Attached to the necklace is the key to the trapped chest from area R4.

Concluding the Adventure

Once the player's defeat the Remnant or remove one of the jewels from the device, a programmed illusion of Larvik which was "recorded" and left for his eldest son to discover appears. If the PCs examined the bas-relief in the ruins, they will immediately recognize the illusionary figure as Larvik from the carving. As this is just an illusion, Larvik will not respond to any PC questions or actions. Read or paraphrase the following:

As you examine the ruins on the device, mists in the circle start to swirl and coalesce into the image of a powerful warlord standing before a large fort. His eyes are fixed ahead on some distant point as he starts to speak, "My son, Vorhay has assured me that you will see this message when you visit the cave, I pray that to be true.

"Before you stands a portal to the legendary Kaimai Islands. In the years since my return from Kaimai with your mother Alaphia, I have been doubted endlessly by the weak of mind, the shallow of soul and ignorant non-believers. You now know the truth: that Kaimai does exist and your mother is royalty from those islands. The islands are more wondrous than described by any bard's poem or any artist's painting.

"Alas, my journey there and back again was filled with no small peril. No mortal should have to endure such labors to reach her shores. Many times was my life almost lost on that journey and several of our host were claimed by the sea. Indeed, if not for heeding the ramblings of Ivok the Mad, I never would have survived the crossing.

"I have constructed this portal in this harsh location so that only when you have proven yourself ready might you return to Kaimai and reclaim your birthright.

"Go now, my son, and become The Prince of Kaimai you were born to be."

Further Adventures

The Haunting of Larvik Island is part of a series of adventures which—after facing many dangers—will eventually lead the characters to the fabled Kaimai Islands. The adventure *The Lost Tower of Ivok The Mad* is the direct sequel and picks up shortly after where this module ends.

If the judge would like to continue the story using customized adventures, some ideas might include:

- **Getting out of the cave:** accelerate the effects of Cybala's Rest—pose perilous challenges for the PCs to escape as the cave fills with mud and water.
- **Escape from the island:** The island is still filled with dangerous creatures and undead. If the PCs boat has been destroyed or stolen, create appropriate challenges to use materials found on the island to attempt to create a raft or some other vessel to leave the island whilst encountering more creatures.
- **More Malmo Bandits:** Lojan wasn't necessarily discreet when he hired the Malmo bandits. It is quite possible other unsavory characters from Malmo have followed the adventurers to the island in the hopes of stealing Larvik's fabled treasure obtained by the PCs once they emerge from the cave.

Customizing the Adventure

The following information presents locations and personalities referenced in the adventure. They are summarized here so judges can customize for their particular campaign.

Locations

Larvik Island: an island of the coast of the mainland of the Northern Territories and the setting of this adventure.

Gielo: A seaside town on the eastern edge of the Northern Territories mainland and the setting for the module's adventure hooks. Gielo is a small town with a population of 300 mostly human inhabitants. It is primarily a self-sufficient fishing and agricultural village. Many of the town's inhabitants are currently showing respect to Cybala during the cycle of Cybala's Rest. Residents take pride that Gielo was Larvik's birth city.

Malmo: A city three days ride north of Gielo. Malmo's population is approximately 1000 and has a long history of conflict with the city of Gielo. It is from here where Lojan recruited the "men of low character" to help him explore the island.

Sagewood: A small town a few days ride to the south near Dead Goblin Lake which was recently plagued with disturbing stories of attacks by “man-sized walking frog creatures!” (see *Attack of the Frawgs*.)

Kaimai Islands: A legendary set of islands that are fabled to exist somewhere deep in the Vast Ocean but few living have ever actually seen. Much of Larvik’s fame derives from the legend that not only did he visit the islands but he brought back a Princess as a wife from there as well. The quest for Kaimai Islands and Larvik’s previous adventures will play prominently in future adventures of the *Princes of Kaimai* series.

NPCs and Historical Characters

Larvik: Historical warlord who lived over 400 years ago. The island is named after him as are several other local geographical landmarks. His greatest accomplishment was traveling to the fabled Kaimai Islands. Once there, he married Alaphia, a noble woman. With Alaphia he had 3 sons Hemlik, Goran, and Jostick and a daughter Jossinna. Larvik’s Device in the True Cave was built for his oldest son Hemlik.

Vorhay: Historical warlock and Larvik’s closest companion and adventuring partner. He was given information on how to find the Larvik’s treasure in the True Cave to pass onto Larvik’s children after his death.

Mattor: Evil cleric who lived 100 years ago and attempted to retrieve the buried treasure by using undead slaves to explore the underwater caverns. His soul now haunts the caverns as a Remnant.

Lojan: The son of a local town magistrate of Gielo who has run off with a band of “low men” to see if there’s any truth to the rumors on the island. One of the quests is to return him back to Gielo.

Pantheon

Cybal: A goddess of nature worshipped by the locals. Many believe she is responsible for the Cybala’s Rest phenomenon.

Tork: A god of the sea, and the primary god worshipped by the majority of the island dwellers of Kaimai.

Tortorq, the son and youngest child of Tork. Usually depicted as a slender male with the head of a lobster.

The Goddesses Truloq and Balina: these two sisters are the daughter of the god **Tork**—a god of the sea. See area FC1 for more information as to their legends.

Aamii: goddess of love worshipped by the Kaimaiians.

New Diseases

Zombie Scum Disease: DC 10 Fort save to resist. When exposed to zombie scum disease—either from the bite of some undead or coming in contact with the unnatural virus—PCs must make a Fort save or become infected.

Once contracted, the victim’s flesh slowly begins to lose its “life force”. The user will lose 1 Stamina point per day, becoming increasingly dehydrated and weak. As the disease progresses—i.e., after the victim has lost 1/4 of their Stamina—the victim’s skin will become rancid and loose and start to slough off the body losing 1 hp *permanently* per day until the PC is healed or dies. Zombie Scum Disease is a “2 dice” disease which can only be cured magically.

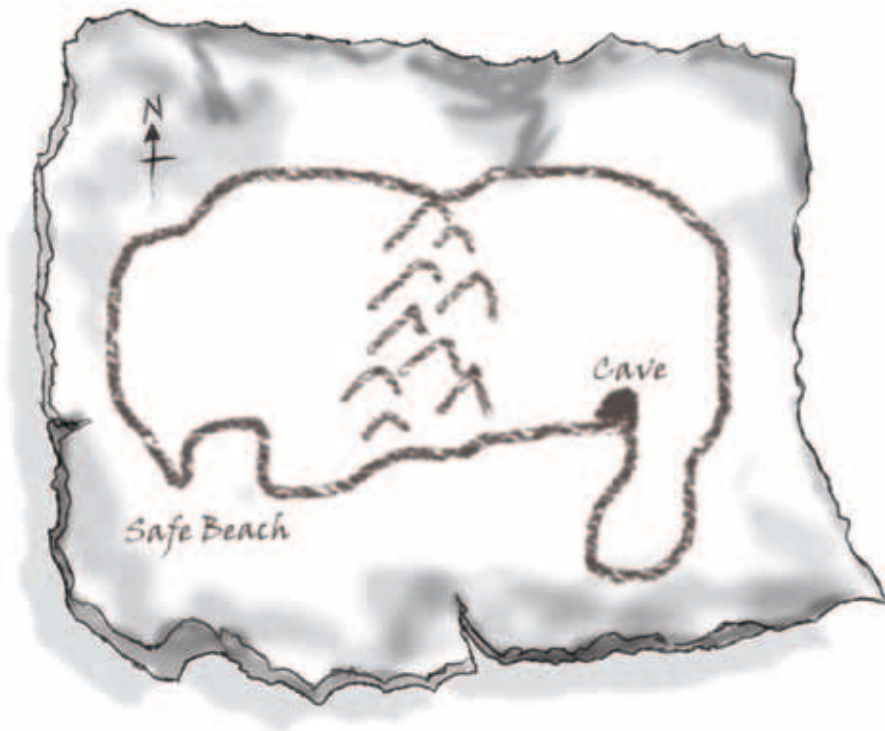
Pox of Ggck’Kalic: DC 12 Fort save to resist. The Pox of Ggck’Kalic is a heinous disease of demonic origin. Within 3-hours of contracting the pox, the PC’s skin will start to blister with stinking sores which constantly weep pus. The PC will take an initial 1d5 damage as their body goes through the transformation but thereafter takes no additional physical damage, but the judge is encouraged to come up with other side effects that might befall a walking festering wound! (NPCs that shudder at his approach, animals that can’t come within 10’ due to the stench, etc.) The Pox of Ggck’Kalic is a “2 dice” disease which can which only be cured magically.

New Magic Items

The Conch Shell of Tortorq: This magic artifact was a gift to Larvik from the priests of Tortorq centuries ago. It is an abnormally large conch shell that when blown enables priests to call upon the god Tortorq to attempt to cast the new 1st-level patron spell *summon sea allies* twice per week (Judges should use Wizard spell *animal summoning* for ideas on how to incorporate this spell into their campaign.)

+1 Flail of Covering: The remnant attacks with The Flail of Covering, a +1 weapon which upon a successful hit inflicts 1d6 + 1 damage and has two other effects: for next 1d3 rounds target makes all Will saves at -2 penalty and target must make an immediate DC 12 Will save (including -2 penalty) or cower in fear unable to move or attack for 1d4 rounds. Each character that is attacked by the flail visualizes it differently depending on their fears: some might see it as burning with righteous fire, as others might see it with the demonic ability to devour their soul.

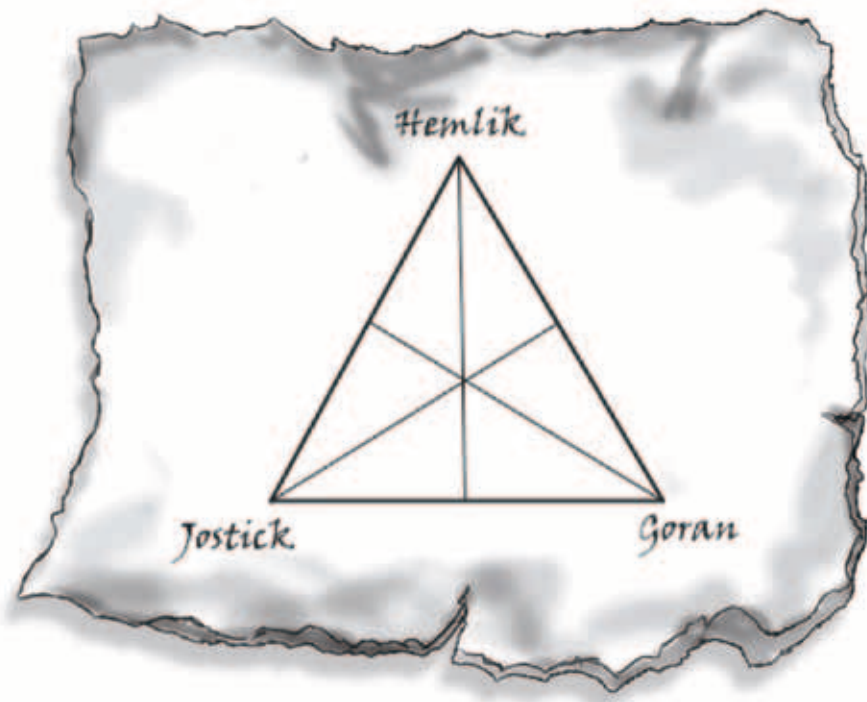




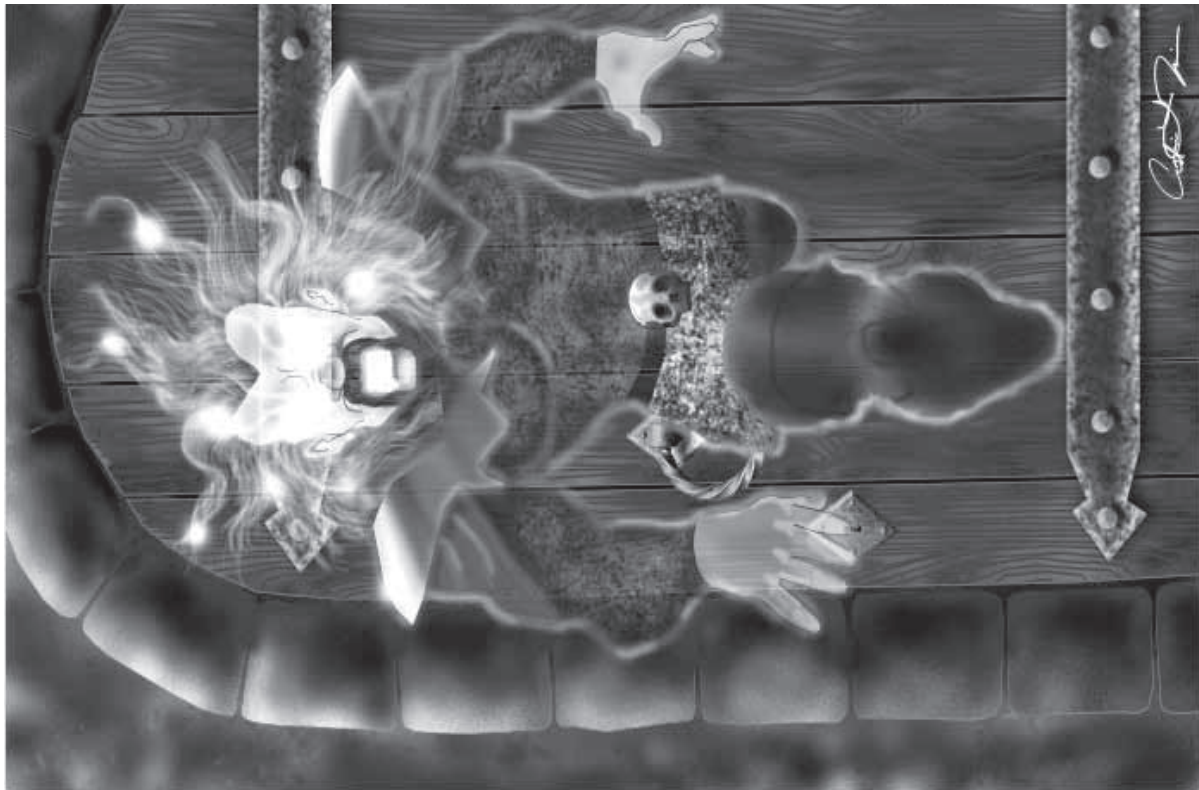
Player Handout 1



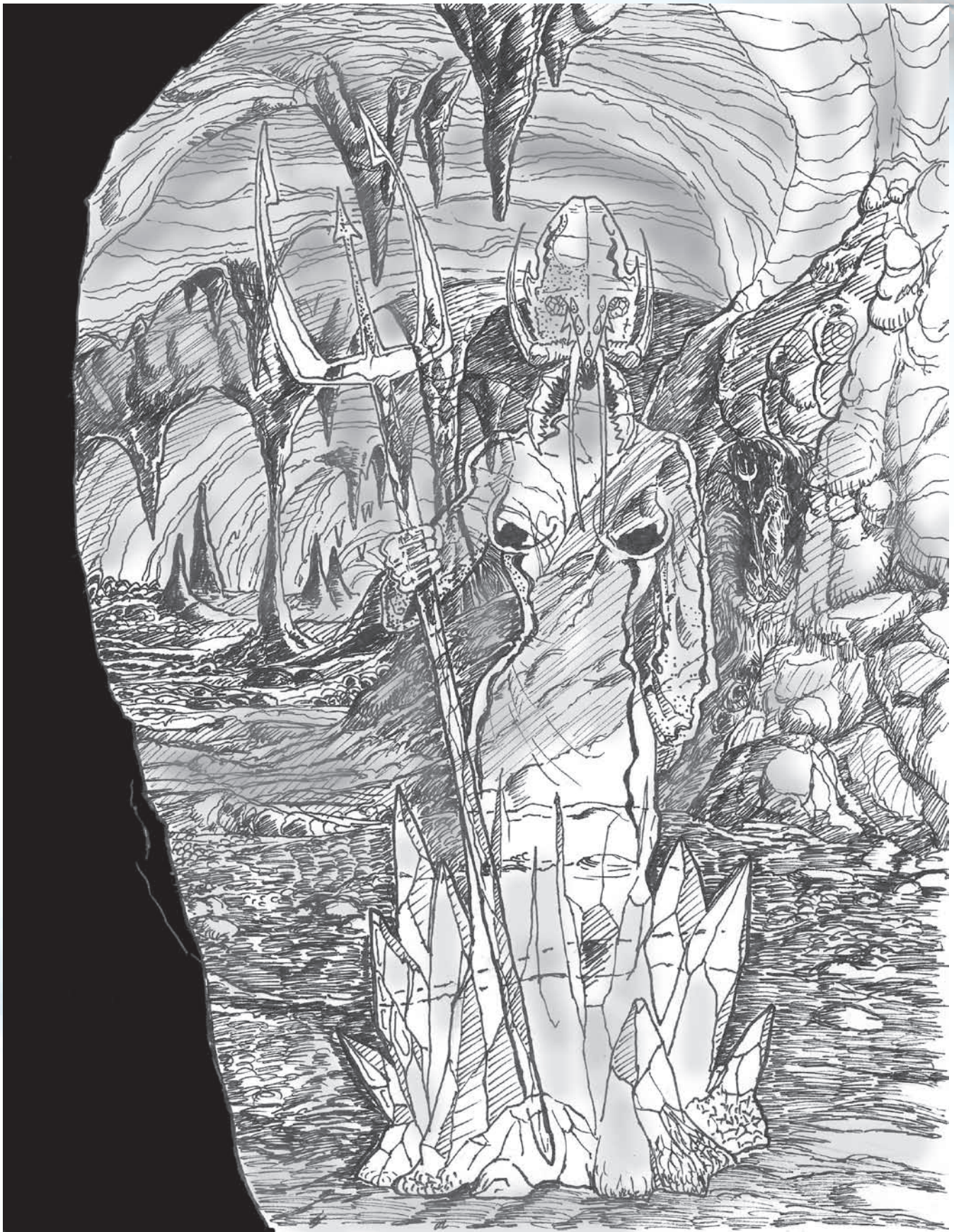
Player Handout 2



Player Handout 3



Player Handout 4

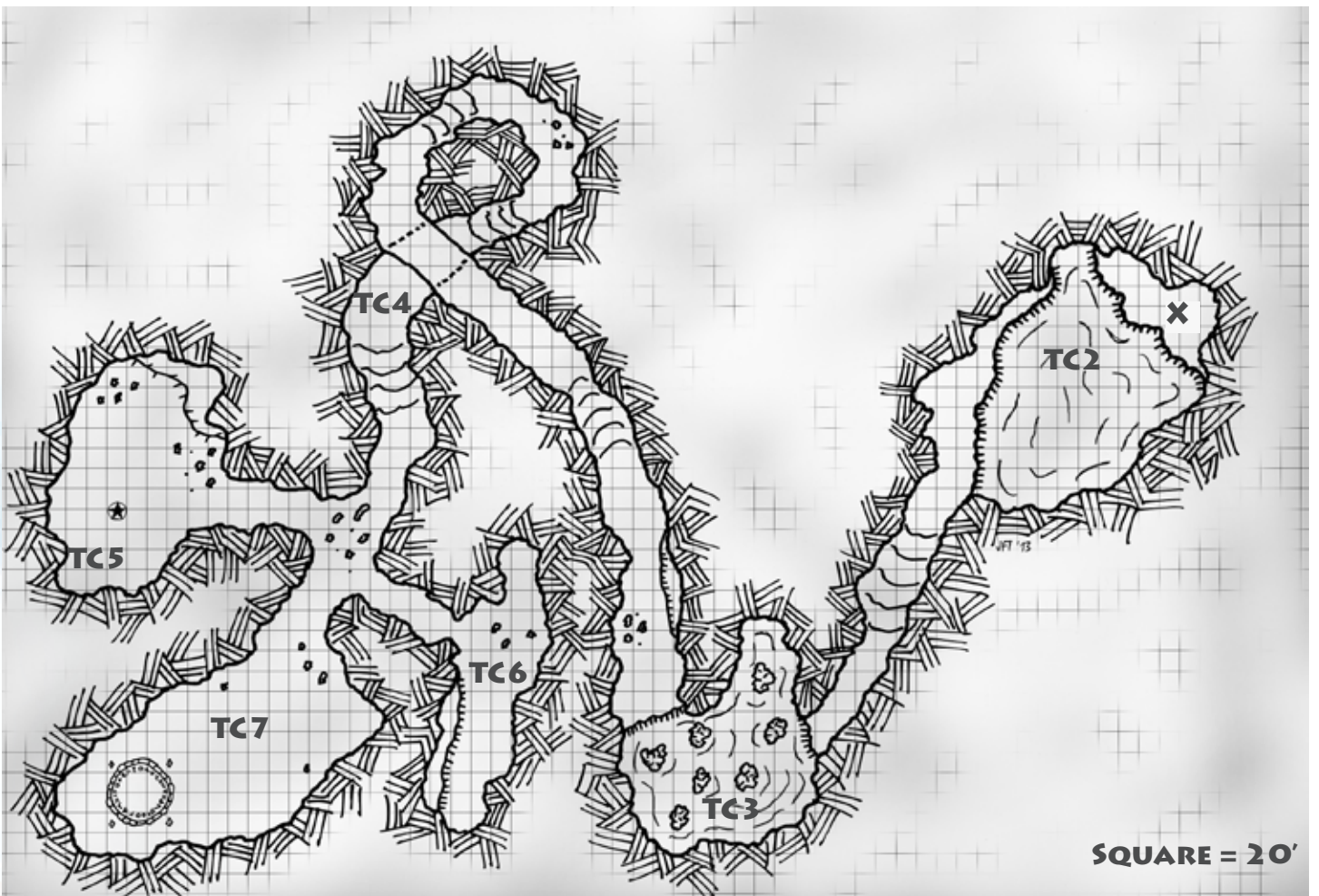


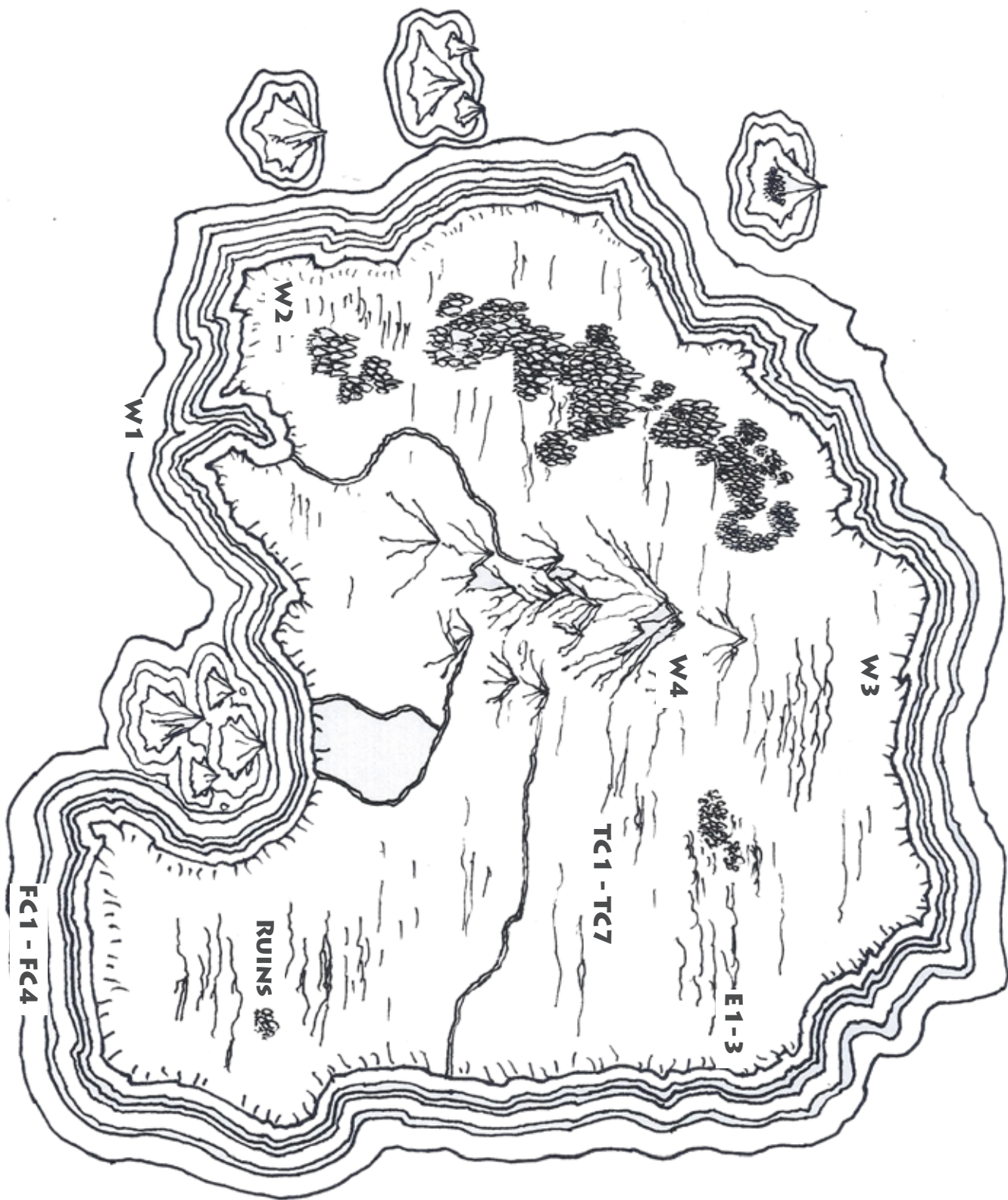
Player Handout 5



Player Handout 6

Map of the True Cave





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Death has awakened

For centuries the legendary exploits of the mighty warlord Larvik have inspired storytellers and adventurers. Despite his glory, Larvik's fortunes were lost in the war between his sons following his death. What remains of his legacy is a dangerous island bearing his name and the legend of its treasure accessible only once every 35 years.

That time is at hand! Will your party be stout enough to explore the island, defeat both natural beasts and lost souls, and decipher the mysterious markers Larvik left behind? Will you uncover the lost caverns before time runs out and the secret is hidden for another generation, or will you merely become another footnote in the history of the many who have fallen never to return chasing the legend of Larvik Island?

*The Haunting of Larvik Island is a Dungeon Crawl Classics Role Playing Game adventure designed for 6–8 1st and 2nd-level characters. The adventure can be played standalone or as a continuation to **Attack of the Frawgs** as part Princes of Kaimai campaign series.*

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