



THE RED ISLE

by A. A. Acevedo

Having just finished your business in Desburg, you charter a ship, heading for Galishor. The ship, *Nora's Grace*, is leaving today and you have just enough coin to buy passage. Captain Daniels tips his cap and welcomes you aboard, as porters show you to your rooms. The accommodations are more than fair and you settle in for a long journey ahead.

* * *

"White Squall! Captain Daniels!"

A startled cry is cut short as massive waves hammer the ship. The sound of wood splintering fills your ears as the ship is buffeted by another wave. Lightning explodes in the air as the gutted sky spills the contents of its belly.

A storm is rising and the ship is a victim of the sea's whim.

As you rush onto the main deck, a horrific sight welcomes you. A monstrous wave towers above the ship. You scramble for purchase as it peaks and plummets toward you.

The sea engulfs *Nora's Grace*.

The last thing you remember is the taste of salt water in your mouth and the shock of icy water swirling around you.

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Requires the use of the *Dungeons and Dragons® Player's Handbook, Third Edition*, published by *Wizards of the Coast®*

Red Isle



HOW TO USE THIS PRODUCT

This adventure is designed to be easily dropped into your existing *Third-Edition D&D* campaign. It can be run in a just a single session and makes for an excellent evening's gaming. To prepare yourself to run the adventure, you should read it completely at least once to familiarize yourself with the material. You may wish to photocopy the map in the center of the book for ease of use as well. The text on the back of the book can be read to your players to introduce them to the adventure. After that, you're ready to begin. Good luck!

DUNGEONS AND DRAGONS

This module requires the use of the *Dungeons and Dragons® Player's Handbook, Third Edition*, published by Wizards of the Coast.® You won't be able to run this adventure without it.

EXPLORE THE DEEPS!

THE DEFINITIVE GUIDE TO DUNGEONS AND CATACOMBS for players and GM's alike. Dungeons are an integral part of fantasy gaming, but there's far more to them than just stone corridors and random monsters. They live, they breathe, and they have a past and purpose that fills them with excitement.

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The *Dungeons* sourcebook contains a plethora of tips, tricks and rules to help make your adventures the stuff of legend. It includes essays on design and construction, overviews of different dungeon types, player advice for surviving underground perils, and a host of new rules, spells, monsters, and magic items.



GAME MASTER BACKGROUND

The player characters are not initially privy to the background information, but may learn it during the course of the adventure.

The Red Isle is an adventure designed for a group of four to six characters of levels four to six. After reading the Player Background read the module at least once to familiarize yourself with the various encounters before proceeding to play.

This adventure takes place on a small, rocky island. It can be easily adapted to fit in any ocean setting in your campaign as a small island within a larger chain or as a single isle in dangerous waters. The isle should be several days sailing from major shipping lanes and outside of a settled seacoast area.

Nearly fifty years ago, the infamous pirate known as Alik the Red took refuge on a small, uncharted island. His stolen wealth and loyal crew allowed him to create an incredible lair within the rocky caves of the island. They installed ingenious traps to protect their plunder and kept the isle's location secret. The Red Isle was a luxurious haven for the murderous pirates.

For years, Alik the Red preyed on the merchant vessels and coastal towns in the region. His wealth grew with his victories, as did his paranoia. Alik became increasingly aloof; he began to suspect his crew of subterfuge and treachery at every turn. Eventually, his paranoia became so great that he took action against his own crew. He used a relic from his hoard, a scepter, to transform the unfortunate sailors into zombies, unthinking guardians for his lair.

Note: the undead in this adventure have been animated or created by *the scepter of the damned*. All undead in this adventure are assumed to be 4 HD higher than normal for the purposes of turning.

ALIK THE RED: THE LEGEND

You've heard stories of the dread pirate and his wondrous cache of hidden treasure. Captain Daniels and his crew tell stirring tales of Alik's exploits at evening meals, each attempting to weave a tale more exciting than the one before.

As the story goes, Alik the Red was once a respected naval officer, but his fierce and often bloody conquests earned him the title "the Red." After numerous reprimands, he was court-martialed and his ship scuttled. The loss of his ship pushed him over the edge. Alik began a murderous rampage, leaving a dozen naval ships shattered, broken and burning.

Alik's escapades as a pirate were more gruesome than those as a naval officer. Eventually, Alik retired on a hidden isle with the wealth of a king and an army of his most trusted men. The location of the isle was worth a small fortune, but Alik's men would die before revealing its coordinates. Many did, as naval officers and rival pirates searched in vain for the mysterious isle. For nearly 50

years, the isle lay hidden from those who seek it, defying even the most adventurous treasure hunters.

BEGINNING THE ADVENTURE

The PCs have been marooned on the Red Isle; the legendary home of Alik the Red. They were traveling in a small caravel when a white squall struck and sank their ship. The details for the heroes' initial voyage are left to you, as DM, to establish. When you are ready to begin the adventure, after you've read or paraphrased the player background, do the same with the following:

You awaken with the sting of salt in your wounds and bile in your mouth. It's an effort to open your sand-caked eyes and take in your surroundings. You run a swollen tongue over your dry, cracked lips as you look around.

The cries of gulls and a mild, salty breeze welcome you to one of the most desolate and cheerless places you have ever encountered. You are lying on a narrow beach with your companions and the scattered, broken remains of *Nora's Grace*. There is no sign of Captain Daniels or his crew.

Just off shore, three hundred feet away, is another ship lying in ruin atop jagged shoals.

The PCs have several options open to them. They can search the immediate area and establish a makeshift camp from the debris, they can swim out to the other wreck or they can climb the stairs and enter the caves.

The Red Isle is a small, rocky island about two miles long and a mile wide. Its craggy cliffs have been battered and worn by the sea, creating dangerous, jagged shoals around the majority of the island. The waves thundering and splashing against these rocks are a warning for ships to steer clear of their stony grasp. Any attempt to navigate the shoals would surely end in disaster.

There is only one safe place to land a boat on the island. On the northernmost tip of the island is a narrow stretch of beach, hidden by a second, tiny island comprised entirely of jagged rocks. The beach, a narrow strip of coarse sand and scraggly grass, is a desolate place with few signs of life. There is little sign of wildlife, and with the exception of the grass and a few gnarled, stunted trees, there is no sign of plant life either. The PCs soon discover that the island holds little more than unrest and death.



RED ISLE LOCATIONS

As the PCs enter each numbered area on the map, consult the entry listed here and read the boxed text to them aloud.

A. BEACH

This narrow beach consists of coarse brown sand, scraggly grass, and piles of driftwood. You see no sign of habitation; the isle seems deserted. The beach extends south for nearly 300 feet. There are a few stunted, gnarled trees at the base of the rough cliffs. Except for the gulls, there is no sign of wildlife either.

This beach is the only feasible landing point for boats. Over the years, the beach has given way to the weather and tide. Soon, this patch of land will erode away, leaving no real access to the island.

B. WRECKAGE

You can see the wreckage of a ship just off shore. It appears to have run aground on the jagged shoals between the Red Isle and a nearby island. The hull has been pierced and is supported by a small group of rocks about 300 feet off shore. You see no sign of life on the decks and judging by the weathered condition of her sail and hull, she's been a wreck for some time.

Alik's flagship, *The Calling Bell*, is aground on the rocky shoals 300 feet from the shore, in water between 20 and 30 feet deep. Only the lowest level of the ship, the ballast section, is completely underwater. The prow, rower's quarters and benches rest above sea level, but this level takes on water through the holes in the hull during high tide.

Skurja the Sea Hag (hp 20) has claimed the wrecked ship as her lair. She does not leave the ship to attack the PCs, but she defends her lair if they attempt to investigate the wreckage. The Sea Hag has two trained **sharks (hp 38, 36)** that defend her lair.

Skurja, Sea Hag: CR 4; SZ L (aquatic); HD 3d8+3; hp 20; Init +1 (+1 Dex); Spd 30 ft, swim 40 ft; AC 13 (-1 Size, +1 Dex, +3 natural); Atks 2 claws +6 melee (1d4+4); Face/Reach: 5ft./10ft.; SA Horrific Appearance (anyone who sets eyes on the hag must make Fort save (DC 11) or lose 2d8 points of temporary Strength damage), evil eye (3/day, must succeed a Fort save (DC 11)). Those who fail have a 25% chance of dying from fright. Any who survive fall into a whimpering coma for 3 days. Negate with remove curse or dispel evil spell; SQ SR 14, *water breathing*; SV Fort +2, Ref +2, Will +4; Str 19, Dex 12, Con 12, Int 10, Wis 13, Cha 10; AL CE; Skills: Knowledge (arcana) +4, Hide +3, Listen +9, Spot +9. Feats: Alertness.

Sharks: CR 2; SZ L (aquatic); HD 7d8+7, hp 38, 36; Init +2 (+2 Dex); Spd 60 ft swim; AC 15 (-1 Size, +2 Dex, +4 natural); Atks Bite +7 melee (1d8+4 damage); Face/Reach: 5ft by 10ft. by 5ft.; SQ Aquatic, keen scent; SV Fort +6, Ref +7, Will +3; Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2; AL N; Skills: Listen +7, Spot +7.

Skurja has gathered everything of value into the captain's quarters. She spends most of her time here in the comfortably large, canopied bed. There is a large, rotted sea chest lying open at the foot of the bed. Scattered inside, Skurja has collected the following treasure: a 1,000 sp, 100 gp, 20 pp, three black pearls (gem, nonmagical, 300 gp value each), one jade stone (gem, nonmagical, 90 gp value), and one *potion of healing*.

C. ROCKY STAIRS

There is a flight of rough-hewn stairs cut into the cliff face. These steps wind up to the first ledge, approximately 20 feet from the base of the cliffs. The mouth of a cave leads into the darkness beyond. On the edge of the ledge you can make out what looks to be a wooden mechanism.

These stairs are narrow and the PCs must walk single file when ascending to the first landing. Years ago, the pirates used a winch to haul cargo and supplies up to the landing. The winch mechanism has fallen into disrepair and is no longer functional.

1. MAIN STORAGE

The cave mouth leads into a large cavern that extends almost 200 feet in length. There are stacks of rotting crates, barrels, sacks, and casks stacked against the walls of this room. It appears to have been used for storing cargo and supplies.

Hanging from a rope in the center of the room is the basket for the winch. Unlike the winch on the ledge, the basket appears to be functional.

Stores fill the room, consisting primarily of tools, timber, pitch, oil, tar, and other similar goods. These materials have not been touched in over twenty-five years and exposure to the sea air has rendered most of it useless. The PCs may attempt to salvage some of the goods if they wish. Roughly 10% of the material is still usable.

The ropes holding the basket are weak and frayed. There is a 50% chance the ropes break with any additional weight. If the PCs try to load more than one hundred pounds into the basket, the ropes break automatically.

Hidden in the back of the chamber, behind a large group of crates, is a small round door — a Search check (DC 15) is required to find it. This stone door is locked (DC 20) and trapped (*see the following passage*) with a spiked pit trap 20 feet deep. If any PC opens the door (without disarming the trap), continue with the following text:

As the door pivots in the doorframe there is a sudden cracking sound beneath your feet. The floor gives way, revealing a deep pit. Rows of spikes can be seen lining the floor of the shaft as you scramble to regain your footing.

As the door pivots in the doorframe there is a sudden cracking sound beneath your feet. The floor gives way, revealing a deep pit. Rows of spikes can be seen lining the floor of the shaft as you scramble to regain your footing.

Stone Door: 4 in. thick; hardness 8; hp 60; AC 5; break DC 28 stuck, 28 locked.

Spiked Pit Trap: CR 2; No attack roll needed; 2d6 damage, +10 melee (1d4 spikes for 1d4+2 per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

It is possible for two PCs to fall into the pit. More than that is unlikely. Climbing out is easy enough as the stone sides of the pit are rough and cracked.

2. HIDDEN STAIRS

The door opens into a narrow passage that splits after 20 feet. The left fork angles downward while the right leads up a flight of irregular, rough-hewn steps.

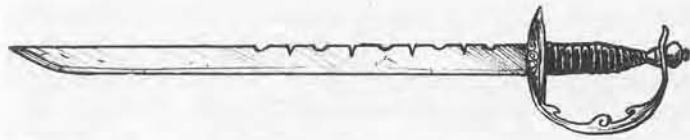
The stairs are trapped. Every third step has a pressure plate that triggers a poison needle trap located beside the step in question. If any PC walks up the stairs (without discovering the traps), continue with the text below:

Suddenly, you feel the step beneath your feet give way with a soft click. Two needles launch from small crevice in the wall, aimed directly at you!

Poison Needle Trap: CR 2; +8 ranged (1 damage each plus wyvern poison – Injury DC 17, initial damage 2d6 Con, secondary damage 2d6 Con); Search (DC 22); Disable Device (DC 20).

This chamber is a natural cave that has been lavishly furnished. A comfortable canopied bed with folds of silk and lace rests in the center of the room atop piles of plush rugs. Tapestries adorn the walls, depicting scenes of sea battles and ships. The silken material surrounding the bed shifts as if brushed by a light breeze.

As you move further into the room a foul smell assaults your nostrils and suddenly a grotesque figure — gaunt with deathly pale skin and malevolent eyes — leaps from behind the folds of silk and roars a challenge at you!



3. FIRST MATE'S QUARTERS

The creature is Alik's first mate, transformed by the scepter into a **wight (hp 26)**. He is still wearing his pirate clothing, though it has been worn down to nearly unrecognizable rags. The creature has been lying in a near catatonic state, fermenting its hatred and yearning for a chance to destroy the living. Once the PCs have entered this room, they cannot avoid facing the creature. The creature attacks mercilessly and fights to the death.

There is a small chest under the bed containing the following: a total of 300 sp, 120 gp, 2 pp, two pearls (gem, nonmagical, 300 gp value each), one uncut diamond (large gem, nonmagical, 900 gp value) and a *potion of water breathing*.

There is a small writing table resting against the eastern wall of this room. Old, dried ink has stained the writing surface. An old journal rests here, collecting dust. The journal belonged to Alik's first mate, "Tall" Greggs. The journal details Alik's fall into madness and how he turned on his own men, using some item of dark magic to turn them into mindless, undead creatures. The last entry ends abruptly in mid-sentence.

Hidden behind a tapestry in the back of this room is a secret door (DC 28). This stone door was cleverly crafted to resemble the natural cavern wall. The door is locked (DC 22). Secreted under the bed, is a pressure plate that releases the lock. The door opens to reveal a long, dark set of stone steps that lead to the Captain's Quarters (see area #7).

Stone Door: 4 in. thick; hardness 8; hp 60; AC 5; break DC 28 stuck, 28 locked.

First Mate, Wight: CR 3; SZ M (undead); HD 4d12, hp 26; Init +1 (Dex); Spd 30; AC 15 (+1 Dex, +4 natural); Atks: Slam +3 melee (1d4+1 damage plus energy drain); Face/Reach: 5ft.; SA Energy drain (one negative level by slam, Fortitude DC 14 to remove), Any humanoid slain by a wight becomes a wight in 1d4 rounds under command of the wight that created it. SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15; AL LE. Skills: Climb +5, Hide +8, Listen +8, Search +7, Spot +8, Move Silently +16.

4. CREW'S QUARTERS

This large room is filled with crude bunks, sailor's lockers, and chairs. It appears to have been the crew's living area. It is apparent from the stench and debris that no living creature dwells here.

Lying on bunks and on the floor are decayed corpses wearing sailors garb. As the last of your party enters the room the bodies begin to stir.

The corpses are **zombies (hp 16, 16, 15, 15, 14, 12, 12, 11, 11, 10)**; former crewmembers who have been animated by Alik's scepter and ordered to kill anyone entering the room.

Crewmen, Zombies (10): CR 3; SZ M (undead); HD 2d12+3; hp 16, 16, 15, 15, 14, 12, 12, 11, 11, 10; Init -1 (-1 Dex); Spd 30 ft; AC 11 (-1 Dex, +2 natural); Atks Slam +2 melee (1d6+1); SQ undead, partial actions only; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1; AL LE; Feats: Toughness.

5. MESS HALL / GALLEY

You can see a great deal of debris on the floor of the cavern. It appears to have been the crew's mess hall and galley. Barrels, crates, and sacks of rotten foodstuffs line the walls of the chamber. There is a large oak table with dozens of broken and overturned chairs. Brass utensils are scattered about the floor along with pewter plates, goblets, and brass pots and pans.

There is a 10-foot wide hole in the center of the room with a winch beside it. Apparently the pirates used the device to haul supplies up from the storage room below. Hanging to the right of it is a decayed rope ladder that leads to a tunnel in the ceiling.

There is a large fire pit covered with debris at the far end of the cavern. There are piles of bones and rags lying amidst the rubble. As you begin to move about the room the bones begin to rise and stride toward you!

These **skeletons (hp 8, 8, 7, 7, 6, 6, 6, 5, 5, 5, 5, 5, 4, 4, 4)** were once part of Alik's crew. They have been ordered to kill anyone entering the area.

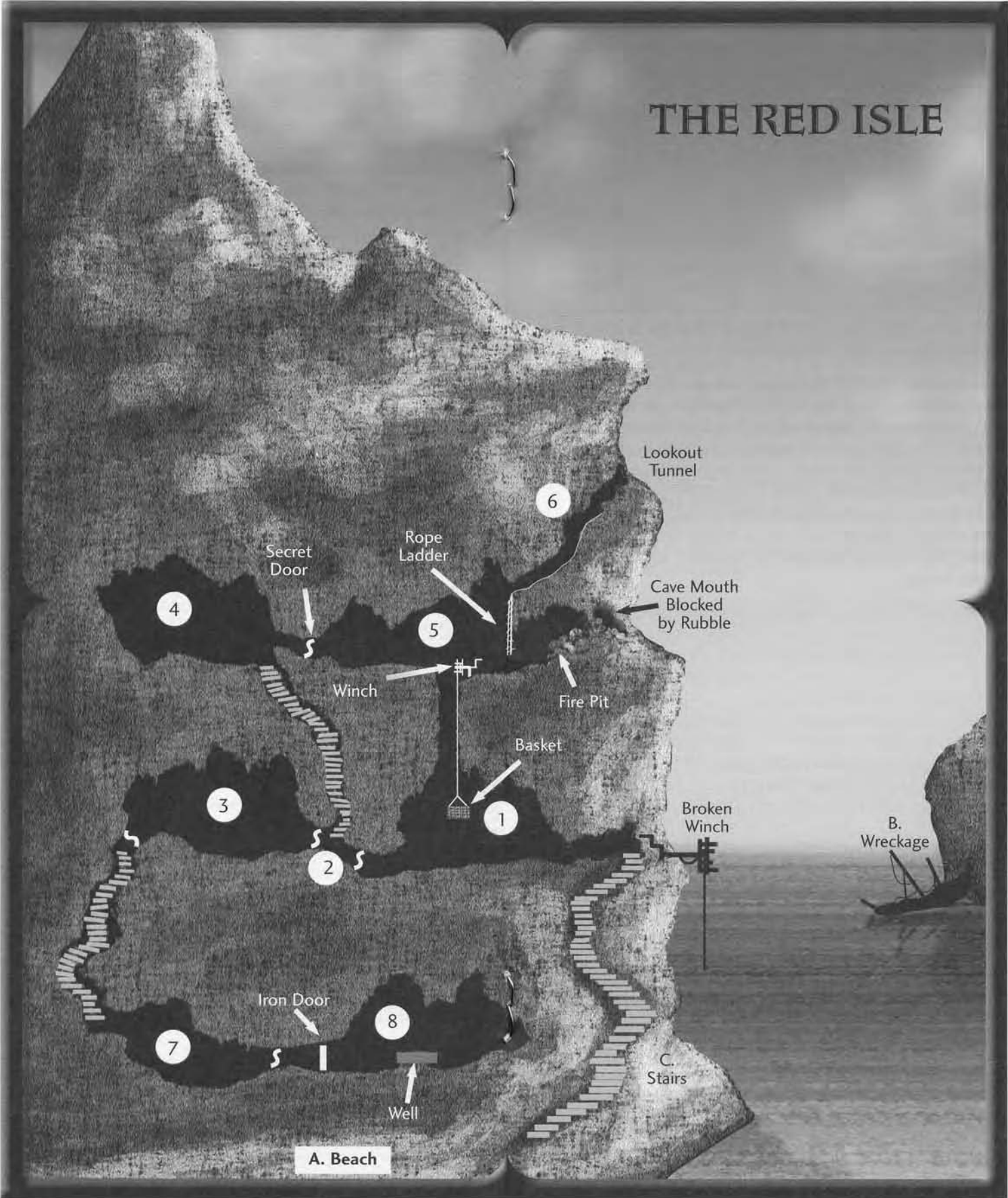
Crewmen, Skeletons (15): CR 1/3; SZ M (undead); HD 1d12; hp 8, 8, 7, 7, 6, 6, 6, 5, 5, 5, 5, 4, 4, 4; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft; AC 13 (+1 Dex, +2 natural); Atks 2 claws +0 melee (1d4); SQ undead, immunities; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11; AL LE; Feats: Improved Initiative.

6. LOOKOUT TUNNEL

This passage winds its way back to a small ledge on the cliff face. You can see the wreckage of the ship and the beach far below.

The rope ladder leads to a small, winding passage in the ceiling. This passage leads back out to the cliff face. The pirates used to send a lookout up the tunnel to stand watch for approaching ships. The rope ladder is frayed and rotten. There is a 75% chance that it breaks if a PC attempts to climb it.

THE RED ISLE



* Permission to photocopy pages 8-9 is granted for personal use only.

7. CAPTAIN'S QUARTERS

This room is even more lavishly decorated than the last. There is an even larger canopied bed in the center of the room, draped with piles of silks and lace. There are tapestries on the wall, hanging beside exotic weapons and trophies. An ornately carved writing desk sits against the northern wall beside a set of shelves filled with books and scrolls. Plush carpets line the entire chamber in thick overlapping piles.

This room was once Alik's quarters. He has created 4 shadows (hp 22, 21, 19, 18) with the scepter, but he cannot control them. As a result, they have been sealed off in this room, as Alik knows that they will attack anyone that enters. They push the PCs back into the stairway so they only have to fight one of them at a time.

Shadows (4): CR 3; SZ M (undead, incorporeal); HD 3d12; hp 22, 21, 19, 18; Init +2 (+2 Dex); Spd 30 ft, fly 40 ft; AC 13 (+2 Dex, +1 deflection); Atks Incorporeal Touch +3 melee (1d6, plus Str); SA Str damage (victim loses 1d6 Str; if Str is 0 or less, victim dies), create spawn (humanoid killed by Str damage becomes a shadow under killer's control in 1d4 rounds); SQ undead, incorporeal; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13; AL CE; Skills: Hide +8, Intuit Direction +5, Listen +7, Spot +7. Feats: Dodge.

Once the PCs have defeated the Shadows they have time to search Alik's room. While he has taken most of his treasure into the vault with him, they may find some of his books and maps here. These will fetch a decent price at the market (1,000 gp for the lot).

If the PCs have not already guessed, they will find confirmation that they are indeed marooned upon the Red Isle. There are maps and charts here, providing the exact location of the island and the surrounding waters. These items may be sold for a tidy sum should the PCs find the right buyer.

There is secret door (DC 28) in this room as well. It is the same as the door found in the First Mate's Quarters (area #3), except it has a magical lightning trap. If any PC opens the door (without disarming the trap), continue with the text below:

As the door pivots in the doorframe there is a sudden crackling of energy as electricity dances in the doorway and then arcs into the room.

Lightning Blast Trap: CR 3; 5ft.-wide, 50ft.-long blast (3d6); Reflex save (DC 13) avoids; Search (DC 26); Disable Device (DC 26).

Stone Door: 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28 stuck, 28 locked.

Beyond the door is a narrow passage that leads to an iron door. This is the door to Alik's vault (*see area #8*). It is locked (DC 28) and trapped. If any PC opens the door (without disarming the trap), continue with the text below:

As the massive iron door begins to slide open you hear a sharp click. You watch in horror as a stone slab slides from the ceiling and blocks your exit! As you turn to push the door open and move into the next room it slams closed, trapping you in the small passageway.

This is a suffocation trap. The PCs have 1d4 rounds before all of the air is sucked out of the chamber. PCs can hold their breath for 2 rounds per Con point. After that, the PCs must make a Con check (DC 10) in order to continue holding their breath. The save must be continued each round, with the DC increasing by +1 for each previous success. When the PCs fail their check they begin to suffocate. They fall unconscious (0 hp), then drop to -1 hp, and suffocate in the third round.

Suffocation Trap: CR 5; one room; Search (DC 28); Disable Device (DC 30); suffocation damage.

Iron Door: 2 in. thick; hardness 10; hp 60; AC 5; break DC 28 stuck, 28 locked.

This natural cavern has a high, vaulted ceiling covered with faint phosphorescence. The floor is covered with mounds and bags of coins. Golden chalices, ivory statuettes, jade figurines, and a multitude of other wondrous items litter the floor. Chests of jewels and precious gems overflow. This is truly the hoard of a pirate king.

Dominating the center of the room is an ornate well that seems to have been crafted of marble. You sense an evil presence from this area – the haunting feeling of death and unholy magic. Then the shadows within the well begin to stir and lift into the air. They are featureless except for the glowing red pinpoints of their eyes.

8. ALIK'S VAULT

The shadows flying from the well are actually **wraiths** (hp 32, 30) created with the scepter. They attack the PCs as soon as they enter the room. These men were loyal to Alik in life and obey his orders now as wraiths. **Alik's ghost** (hp 32) is here as well directing them. But, he waits until the heroes are occupied with the wraiths before making his presence known. He uses his frightful moan during the second round of combat and then attacks the characters directly with his frightful gaze, horrific appearance, and telekinesis. He fights until destroyed.

Wraiths (2): CR 3; SZ M (undead, incorporeal); HD 5d12; hp 32, 30; Init +7; Spd 30, fly 60 ft.; AC 15 (+3 Dex, +4 Improved Initiative); Atks Incorporeal Touch +5 melee (1d4 and 1d4 permanent Con drain); SA Constitution drain, create spawn (humanoid killed by Str damage becomes a shadow under killer's control in 1d4 rounds); SQ undead, incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15; AL LE; Skills: Hide +11, Intuit Direction +6, Listen +12, Spot +12, Search +10, Sense Motive +8; Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Alik's Ghost: CR 6; SZ M (undead, incorporeal); HD 4d12; hp 32; Init +3 (+3 Dex); Spd 30 ft fly; AC 13 (+3 Dex); Atks Incorporeal Touch (1d4+1 corruption, 1d4+4 vs. ethereal); SA manifestation (can affect things on material plane), frightful moan (all within a 30 feet spread make Will save or panic for 2d4 rounds; if save is successful, target is immune for one day), horrific appearance (any within 60 ft. who view ghost must make Fort save or permanently lose



1d4 Strength, 1d4 Dexterity, and 1d4 Constitution; if save is successful, target is immune for one day), corrupting gaze (anyone within 30 ft. who meets the ghost's gaze must make a Fort save or take 2d10 damage and permanently lose 1d4 Charisma), malevolence (like *magic jar* cast by a 10th-level sorcerer, except the receptacle is a living body, unless the target makes a Will save (DC 21)); can be tried once per round, but a successful save makes the target immune for one day), *telekinesis* (once per round, at will, as if cast by a 12th-level sorcerer); SA undead, incorporeal, rejuvenation (destroyed spirit that makes a level check (DC 12) restores self in 2d4 days unless its bones are given a proper burial), +4 turn resistance; SV Fort +3, Ref +2, Will +2; Str 13, Dex 16, Con -, Int 13, Wis 12, Cha 13; AL CE; Skills: Hide +8, Listen +8, Search +8, Spot +8.

CONCLUDING THE ADVENTURE

If the party manages to destroy the ghost of Alik the Red, a Search check (DC 20) reveals the Scepter of the Damned (see *New Magic Item* entry at the end of this adventure) at the bottom of the well, clutched in Alik's dead hand.

The vault houses a hoard fit for a king. The PCs can salvage the following if they manage to find a way to transport it:

Collectively, the chests and sacks contain a total of 10,000 sp, 1,200 gp, 500 pp, three jade statues (gem, nonmagical, 100 gp value each), twenty moonstones (gem, nonmagical, 80 gp value each), thirty pearls (gem, nonmagical, 12 gp value each), one black pearl (gem, nonmagical, 500 gp value), 100 gp value each), six wool tapestries (art, nonmagical, twelve pieces of gold jewelry (jewelry, nonmagical, 50 gp value each), an eye-patch with mock eye of sapphire (jewelry, nonmagical, 200 gp value), a +2 *saber of mighty cleaving*, a ring of *water elemental command*, a *scroll of teleport* and three *potions of water-breathing*.

The scroll of *teleport* can be used to transport the party away from the island. The scroll was created by a 15th level caster and can be used to transport seven hundred and fifty pounds. They will most likely have to leave some of the treasure behind and return for it at a later date. The maps and charts found in the Captain's Quarters (see *area #7*) provide all the necessary information for a return trip to the island.

If the DM wishes to use The Red Isle as part of a larger campaign, here are a few adventure hooks that might stem from this experience:

- The PCs hire a ship to return to the Isle and claim the rest of Alik's hoard.
- The PCs may wish to take up residence on the island and use it as a base of operations for further adventures. They have the resources to restore the sanctuary with the treasure recovered from Alik's hoard.

- Another pirate may discover the island and begin a new campaign of piracy, under Alik's flag.
- The original creator of the wand (or a cult or anyone knowing about its power) wants it back.
- Alternately, there could be no teleport scroll and the PCs are left to devise a way off the island.

Whatever the decision, the island can remain a useful tool for further adventures in any fantasy campaign.

NEW MAGIC ITEM

THE SCEPTER OF THE DAMNED

Artifact

Description: Created over a century ago by the lich Ezrelladan, this bejeweled scepter was bestowed with the power to create and control undead beings of darkness and death. The scepter is a three-foot long cylinder of gold and platinum topped with a black star sapphire. Its surface is covered in faintly etched runes and glyphs. This elegant rod is surprisingly light, considering the materials used in its creation. When held, it radiates a slight chill and darkens the shadows around it.

A maniacal being, bent on the destruction of the living, created this item as a symbol of his power. Good-aligned characters should attempt to destroy this item, to stop it from further perverting the realm of the living.

POWERS

The following abilities are available once per day, at 18th level:

- *animate dead* per the spell. Undead animated by the scepter have a +4 to turn resistance as if they were 4 HD higher than normal.
- *create undead* per the spell. Undead created by the scepter have a +4 to turn resistance as if they were 4 HD higher than normal.

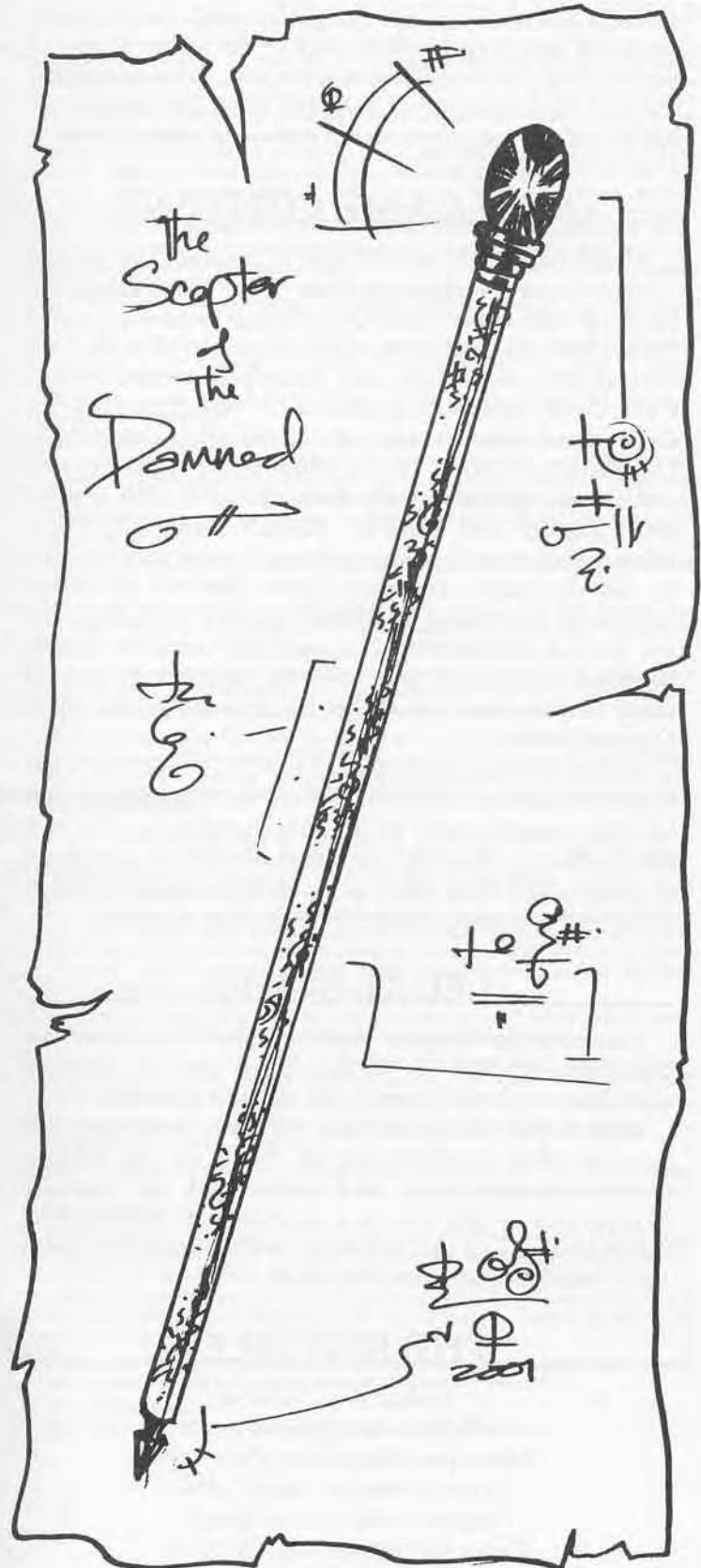
The following abilities are available twice per day, at 18th level:

- *speak with dead* per the spell.
- *fear* per the spell.

In addition, the scepter radiates evil permanently and the wielder gains a +4 deflection bonus to AC and +4 resistance bonus to saves per the spell *unholy aura*. The scepter provides the benefits of this spell at all times.

Once per week, if the command word is spoken 'Ezrelladan,' the scepter can change shape into a bracer, ring, or amulet. The change is permanent until the power is used again.

Caster Level: 18th; *Prerequisite:* Craft Wondrous Item, *animate dead*, *create undead*, *fear*, *permanency*, *speak with dead*, and *unholy aura*; *Market Value:* 50,000 gp; *Weight:* 3 lbs.



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THE RED ISLE

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