

REALMS OF ARKONUS

The Forgotten Isle

by Thomas J. Scott



Stuck in the port city of Elisarus without a job and no adventure for 6 months. That is, until the characters learn of a treasure map uncovered by a mysterious pirate captain, which leads to the legendary forgotten isle...

An adventure module for 6 characters levels 4 - 6.

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There are many tales told of the legend of the forgotten isle. To some, Maladar was an island in the Pearl Sea inhabited by an eccentric wizard who managed to transform the entire island into a mobile base for exploring the various planes of existence. To others, all the islands in the Pearl Sea are fragments of a continent called Maladar, which was destroyed in a civil war in which both sides used artifacts as weapons. Still others believe that the wizards of Maladar, experimenting with forbidden sorceries, opened a gate to an evil plane, which swallowed the entire island.

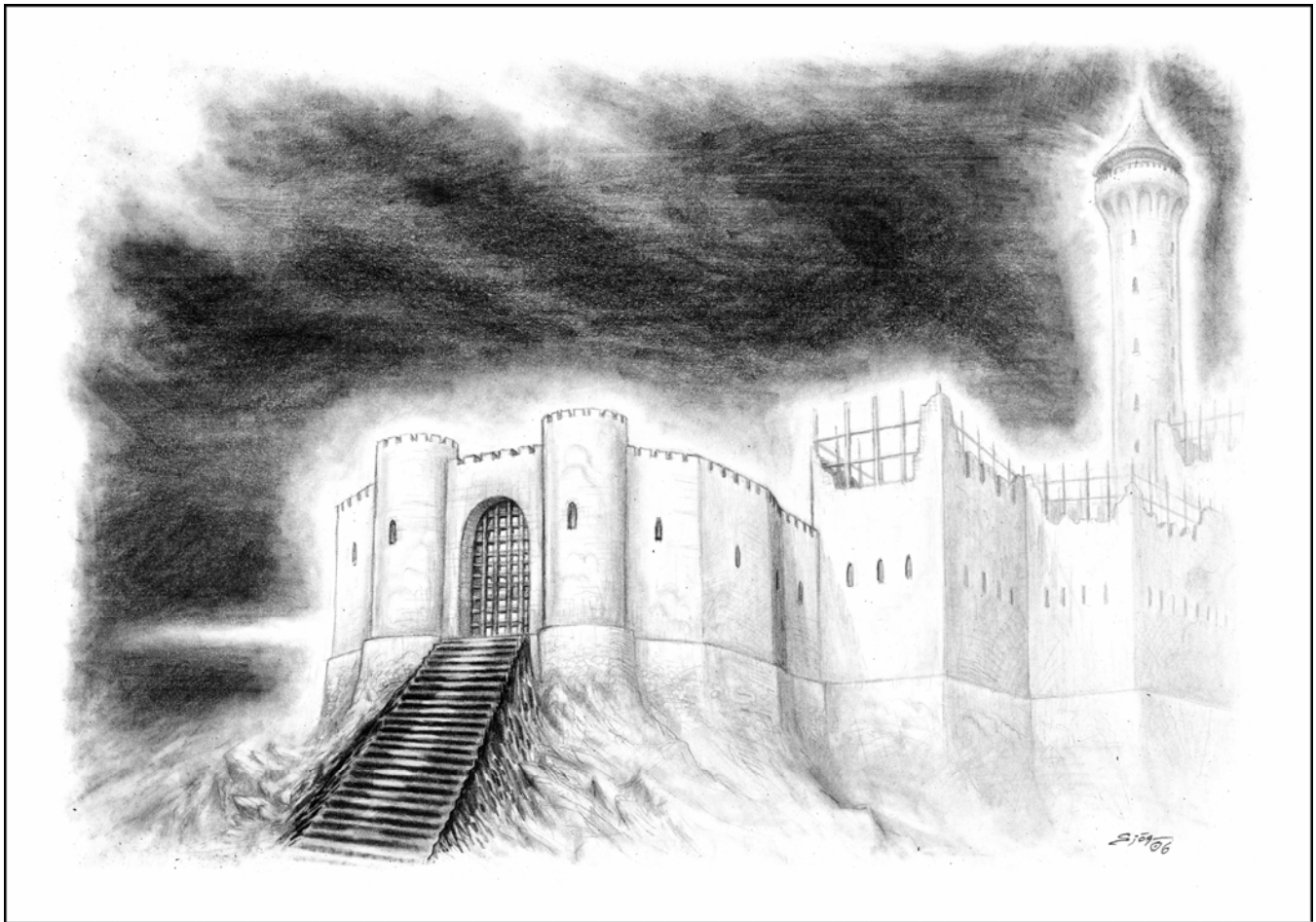
When it is discovered that Captain "Shark" Thompson has recovered a map to the Maladar realm from a ship wreck in the Pearl Sea, the opportunity to investigate the fabled legends is simply too irresistible to ignore. Yet what other nefarious parties have also learned of the map...

The Forgotten Isle was an official tournament module used at U-Con '91



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The Forgotten Isle



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INTRODUCTION

RAM1-T: The Forgotten Isle is an **OSRIC™** compatible adventure module for a group of 6 characters levels 4 - 6. The adventure is also suitable for use with any system compatible with First Edition. This module is set in the **REALMS OF ARKONUS FANTASY CAMPAIGN SETTING**. Use of the **REALMS OF ARKONUS FANTASY CAMPAIGN SETTING**, published separately by Magique Productions, Ltd, is helpful, but not required for play.

The Forgotten Isle was an official tournament module used at U-Con '91. This version has revisions and expansions that were not part of the original module.

STOP!

This module is for the Game Master's eyes only. If you are going to be a player in this adventure, you should stop reading now!

ADAPTING TO YOUR CAMPAIGN SETTING

The Forgotten Isle can easily be adapted for use in any existing campaign setting. Place the adventure in a city or town situated along the coast by a major ocean or sea. The city should be well-traveled and be a port for seafaring vessels. Outside the city, the rest of the module takes place on an obscure plane that does not need to be a part of the main campaign world.

SCALING THE ADVENTURE

Although designed for six character levels 4 – 6, this module can be scaled up or down to accommodate more or less powerful groups. Use the guidelines below for making the appropriate modifications.

Scaling Up

Part One

*Increase the level of all pirates.

Part Two

*Add additional cronies for Razthule at the Showdown (**Area #5**).

*Increase random encounter frequency and quantity of creatures between **Area #2** and **Area #3**.

Part Three

*Add more undead at the Outer Ruins (**Area O1**).

*Include Count Gurik von Hesslok as a vampire. Clear the blocked passage at **Area #3** and make the lower chambers his resting place.

*Include King Rogan Syriah as a Skeleton Warrior in the final encounter.

Scaling Down

Part One

*Decrease the quantity of all pirates.

Part Two

*Eliminate Razthule's cronies at **Area #5**

*Decrease random encounter frequency and quantity of creatures between **Area #2** and **Area #3**.

*Place **Reaver** in the town of Nizmar so that the PCs will have it available for all undead encounters.

Part Three

*Reduce the quantity of undead at **Area O1**. Cease undead spawns when you reach an undead that is beyond the group's capabilities.

MODULE CONVENTIONS

Text that should be read aloud to the players will be enclosed in a box as follows:

This is text that should be read aloud to a player.

All other text should remain confidential or revealed to the players through investigation and discovery.

The module is broken into three parts with points for taking a break at the end of each part. There are three appendices, one for each part of the module. When the module refers you to the Appendix, the desired information will be at the end of the module in Appendix A for Part One, Appendix B for Part Two, and Appendix C for Part Three.

PRE-GENERATED CHARACTERS

Pre-generated characters are provided for use with this module. Use these if some or all of your players do not have characters of the appropriate level to adventure in this module. If any of these characters are used, note the follow order of their importance:

1. Gwenafyr Lauren: As a cleric of Geruvoj, Gwenafyr is essential for the operation of the **orb of geruvoj**. If she is not used, the temple of Geruvoj in Elisarus may allow her to join the group for parts 2 and 3.

2. Gavin Elflyas: Gavin is a cleric who may have connections to many religious houses in Elisarus, including the Temple of Geruvoj.

3. Rastin Volkoff: Rastin is the group leader and a capable warrior.

4. The Others

PART ONE: THE QUEST FOR MALADAR

PART ONE: THE QUEST FOR MALADAR

GAME MASTER'S BACKGROUND

Maladar had the potential to be the greatest single empire the Realms would ever see. Lord Syriah was Maladar's mighty leader, overseeing grand cities that continued to thrive year after year. Slowly, the rulership transformed from a benign monarchy to a malicious dictatorship. The people of the land were subjugated, their movements monitored and restricted. Punishments were dealt for even the most trivial infractions. Freedom in Maladar was lost.

A rebel surge began and then followed 70 years of the most devastating civil war ever to take place. Slowly during the seventy years of war, the battle transformed from a physical struggle with foot soldiers, mounted warriors, and sea vessels to a huge magical gambit. It was a race to see who could develop the most potent weapons of sorcery to obliterate the opposition. Huge workshops were built to research and develop these machinations of devastation. The places were impregnable strongholds watched over by powerful fighters and managed by the highest level mages.

Lord Syriah's powers grew with each battle against his enemies. In time, his ego gave him the notion that he would someday rival the greater powers themselves.

The greater powers watching over Maladar decided that Lord Syriah and his people were to be punished. They bestowed a great curse on Syriah and the subjects of his realm, transforming them to undead status. At the same time, they caused a magical weapon to react uncontrollably. A chain reaction ripped the continent asunder, hurtling fragments through space and time. The only fragment accessible from the Realms is now just a small island drifting in an endless sea on an obscure plane.

When rumors surfaced that a pirate ship in the Pearl Sea had recovered a map to the Maladar Realm from a sea wreck, the Enigma hired a thief named Kaldurr to locate the pirate captain and steal the map. Kaldurr found his mission less than routine, failing to liberate the map from Captain "Shark" Thompson. To cover up his failure, Kaldurr forged a masterful replica based on having viewed the original for only a brief period. He returned to the Enigma with wild stories of his enormous difficulties in obtaining the map. As compensation for all his troubles, Kaldurr demanded a ludicrous sum of money to part with the forgery, which the Enigma leaders reluctantly agreed to pay. With the map in possession, they immediately commissioned a small fleet of warships to comb the ocean for any evidence of Maladar. The duties of commanding the three

warships fell to Razthule of Behldark who regards the hunt for Maladar as an absurd venture unworthy of his talents. He doesn't share his comrades' beliefs that there is any truth to the legends of the forgotten isle. However, if the place exists, Razthule is bound and determined to find it, allowing nothing to interfere with his mission. Razthule's instructions are as follows:

1. Use Kaldurr's map to locate Maladar Isle.
2. If the isle exists, spend as much time as necessary to uncover the magical artifacts mentioned in the legends.
3. Destroy anyone deemed a threat to accomplishing goal #2.

CHRONOLOGY

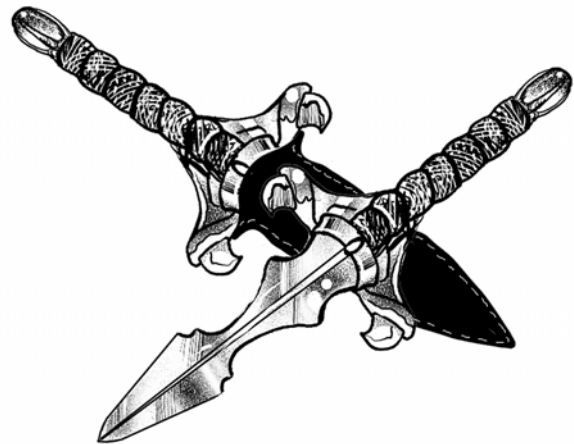
One month ago, the Enigma learned of the map to Maladar Isle recovered within the Pearl Sea. Kroshoon Brezlure of Behldark hired the thief Kaldurr to steal the map.

Two weeks ago, Kaldurr returned to the Enigma to sell them his forgery of the Shark's map.

Ten days ago, a fleet of three warships under the command of Razthule of Behldark set sail to the Pearl Sea in search of Maladar Isle.

Today, the PCs will learn of the existence of the map to Maladar Isle and Captain "Shark" Thompson's intentions to lead a quest to find the isle and recover its treasures.

Four days from today, the PCs will conclude their investigations in the City of Elisarus and will be ready to begin their quest to The Forgotten Isle. The precise adventure path that they take to reach that moment will be completely up to them.



PLAYER'S INTRODUCTION

Six months in Elisarus--Stuck, that is, for six months. No adventure worthy of your talents, no job, and hardly enough money to support a family of pack-rats. Your group is at your wit's end. No adventure means no income and no income means you will have to get ordinary, boring, low-paying jobs. These are hard times for adventurers, but you still have hope that an irresistible quest waits just around the corner. Tomorrow you'll be looking for work, but tonight you still have a few coins to waste. You seek the best spirits in town, to be found at the sailor's cove tavern.

It is not long before your remaining coins vanish into the pockets of the tavern owners. There is much talk of getting up early and looking for work, but no one is happy about that. It's been inevitable for some time and now that it has come, you find it more difficult to accept than you thought. It's getting late and you know you should retire for the evening, but you just can't bring yourselves to leave the comfort of the dimly-lit tavern. Most everyone else has left. Your group comprises the majority of patrons.

Everyone scrounges through their pockets, gathering just enough for one last round of drinks. When the drinks arrive, all the other customers have departed and you are left alone. You down your last drink slowly and without conversation.

As the six of you prepare to depart, you hear a heated discussion taking place just outside the tavern. It is difficult to make out what is said, but several words jump out at you: treasure map, Maladar, and setting sail.

If the PCs get outside quick enough, they can catch the rest of the discussion.

As you leave the Sailor's Cove, you see two sailor types standing about 20 yards away just up the road. The first man is talking furiously, frantically waving his arms. His friend stands with arms folded, trying to stay calm. Neither seems to notice you.

"This nonsense will get us lynched goin' into places like that! The crew we have is already big enough. We don't need more men! Gerin, this Maladar business, it's all just a trick ta get us ta work for the Shark for free. Well, I ain't shipping out for a month so he can chase a fairy tale."

"Ahh, relax, they didn't recognize us! Turk, I wouldn't back out on the cap'n now. He's a mighty dangerous man. And who knows, there's got to be truth to the tale. If the cap'n got the Orb of Geruvoj and the map to Maladar Isle, the treasure's there, Turk..."



Maladar Isle is something that just about everyone in the **REALMS OF ARKONUS** has heard something of. However, there are so many variations on what Maladar is or was and whether or not it is fantasy or fact. Before proceeding with this encounter, pass out the PC Impression sheets found in the appendix to each player so that he knows what his character has heard about Maladar.

If the PCs approach Turk and Gerin openly and ask about the overheard conversation, they will be roughly told to mind their own business. If the PCs persist, Turk and Gerin will attempt to escape, fighting only if they must. If they are allowed to escape, Gerin and Turk will be able to prevent the PCs from signing on as part of the crew, by convincing the captain that the PCs are dangerous, untrustworthy brawlers.

If the PCs approach and innocently ask about signing up as part of the Shark's crew, making up a good reason for why they know Turk and Gerin are the right people to talk to, the two will be much friendlier. The last place Turk and Gerin went in they were practically thrown out. They have been told by the Shark that each crewman must recruit two more men; the PCs will easily fulfill their quota.

If the PCs mention the name "Shark," they will be corrected by Turk and Gerin who maintain that they work in the service of Captain Corrigan Breck of the **Blue Knight**.

The two sailors will offer each PC a seaman's berth at princely wages (2 gp per month with 5 sp immediately for signing up now). As a benefit of employment, all crewmembers receive room and board for free. If the

PART ONE: THE QUEST FOR MALADAR

PCs feel insulted and point out that they are adventurers by trade, the two want to know everything about them and their capabilities. If they explain some of their talents, Turk increases his offer to 4 gp per man, with 1 gp immediately. He says that the voyage of the **Blue Knight** will offer plenty of opportunity for adventurers. He answers few questions himself, saying that they will learn everything before the ship sets sail in four days. He says they won't be needed right away, but that they should visit the **Inn of the Saltbreeze** each day to receive any messages from him. The two men give their names--Turk and Gerin--only if the PCs insist.

If Turk and Gerin were hassled and have fled, the PCs can attempt to follow them. However, they must react immediately or pursuit will be impossible.

As the PCs are following the two, there is a 50% chance that Turk and Gerin will notice. If they are aware of the PCs, they will make things difficult by ducking into a few alleys, hoping to throw the characters off their trail (20% chance of success). If the PCs don't lose the sailors, proceed to **Area I**.

Special Note: The PCs are boarding at the **Pegasus Inn** where they have been for the past 6 months. See **Area H** on the **City of Elisarus Map**.

ADVENTURE FLOW

This part of The Forgotten Isle is not a strict linear sequence of encounter areas. Use the following day by day guidelines to keep the adventure on track.

Night One

The Player's Introduction should be run to handle the PCs first night. If the PCs take the bait, they'll end up at the **Inn of the Saltbreeze** for an information gathering mission. If so, go to **Area I** after following Turk and Gerin.

If the PCs do not follow Turk and Gerin, they will discover posters hanging throughout town as follows:

WANTED

Skilled seamen of bravery and courage sought for adventure on the high seas. Crewmen sought to man the Blue Knight.

Interested parties are directed to the boat's docking position. Women are not normally accepted in the "Shark's" crew, but can be enlisted with some persuasion.

Day One

The PCs may investigate the city to learn more about the mysterious Captain "Shark" Thompson and his crew.

Night Two

If the PCs are investigating the area around the docks and warehouses on the second night, run the encounter labeled **Pirate Pillage** below. Otherwise, run the encounter labeled **A Visit from the Temple** instead.

Pirate Pillage

Just up the road you hear a woman scream, then a crash, loud voices yelling, and windows smashing. The ruckus is getting louder as you move to see what is causing it. Eventually you see that a small attack is taking place a few hundred yards down the street. Several men with swords, clubs, and knives are breaking into buildings, setting fires, attacking citizens, and defacing public property. Numerous men, women, and children are running from their homes in an attempt to escape the brutal attackers. One of them, a woman, is struck down with a club. Her daughter falls on her bosom and screams for her mother to awaken.

The attackers only number 10, but they've already caused a lot of damage to life and property. The group consists of pirates in Captain Shark's employ who are out for what they consider to be a "good time." Their attack will be brief and, if not challenged, they will flee after a few rounds, disappearing down alleyways and back streets.

If the PCs step up to do battle, the pirates will fight them off for a couple of rounds, using everything available to aid them (crude fire bombs, objects they can pick up and throw, their weapons, hand-to-hand brawling, etc.). They will then break off combat and seek escape as above. They cannot be followed without being lost in pursuit.

When the attack is done, the PCs will have to deal with the fires and injured persons who number 12. Of these 12, 50% are critical and the others have superficial wounds. The critical cases must be handled within an hour or they will die. Any PC clerics cannot handle all the injured and so they should go to the Temple to seek assistance. If they don't think of it, a concerned family member will suggest it.

Pirates (10): AC 8; F1; hp 5 each; # AT 1; Dmg 1-6 (rapier); SA Nil; SD Nil; MR Std; MV 120 ft.; SZ M; AL CN-CE

A Visit from the Temple

A cleric of Geruvoj from the local temple will visit the PCs room at the **Pegasus Inn** (unless they've relocated and cannot be reached). The young woman, Alisha,

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will explain about the attack and that several innocents have been injured. She says that they could use the help of any clerics in the group to tend to the wounded through the night.

Tending to the wounded will occupy the two for the rest of the night. They will get very little sleep during the night and can rejoin the group by daybreak.

Day Two

The PCs may continue their investigations to learn more about the mysterious Captain "Shark" Thompson and his crew.

Night Three

If the PCs have enlisted with the crew, they will receive their summons to report for duty. If the PCs have joined the crew and have been disloyal troublemakers, a threat will be sent instead.

Summons: Report to the Blue Knight after dark tomorrow. Don't be late! Turk and Gerin.

The summons is accompanied by a crude map that shows the location of the **Blue Knight** on the docks.

Threat: So you wanna play rough stuff with the big boys, eh? I'd be watchin' my back. Bad things can happen in a big town like this.

To make good on their threat, Lady Rosinda will be available to use her considerable thieving skills. She may visit the PCs during the night and exact revenge in the form of backstab attacks. She may also take time to steal any valuables that the PCs might have accumulated during the adventure. This night could turn out to be very interesting for the unwary.

Day Three

The PCs may continue their investigations to learn more about the mysterious Captain "Shark" Thompson and his crew.

Night Four

If the PCs have enlisted with the crew, received their summons, and report as scheduled on the 4th night, run situation 1 below. Otherwise, run Situation 2.

SITUATION 1

The characters will be arriving with other members of the crew who are also reporting for duty. If the PCs ask what they should do, an officer on board will assign each of them an appropriate task as befits his/her

talents. They will be told to stow their gear in **Area #18** (Lower Deck) and prepare to set sail. If the PCs wander about aimlessly, an officer or other crewman will rudely tell them to store their possessions and get to work.

Once everyone is aboard and preparations to set sail have been completed, the veteran crew members will break out their weapons and talk about one final raid on Elisarus before leaving port. The captain arrives about this time and encourages the assault saying that it'll be their last visit to the city. Anyone trying to deter them from attacking will be scorned and made fun of. The attack is outlined below. The PCs have four choices: Participate in the raid, fight against the pirates in the raid, inform the city of the raid and let them handle it, or let the raid take place without taking any action.

SITUATION 2

The PCs will witness the pirates boarding ship and preparing to leave port. Just after preparations are complete, Lady Rosinda, Captain Shark, Turk and Gerin (or two other officers if Turk and Gerin have perished) arrive and board ship. Shortly after the captain has boarded, a wave of armed and armored pirates exit the ship with battle cries. Their final attack on Elisarus has begun. The PCs have three choices: Fight against the pirates, inform the city of the raid and let them handle it, or let the raid take place without taking any action.

Tactics

The pirates' battle tactics are simple. They will simply destroy, maim, kill, and plunder anything in their path. They will use clubs, knives, harpoons, short swords, fire bombs, bottles, and anything else they can find to attack with.

If the ship is attacked, Kraft will organize the ship's defense. While his men load the ballista rounds, Kraft goes below decks and breaks open the arsenal. He distributes a harpoon, a light crossbow, and 20 bolts to each man, and to himself (2 rounds). Kraft and his men will not leave the ship.

After a few rounds, men and women from local businesses and homes will pick up anything that can be used as a weapon and help in staving off the pirates' attacks. After 10 rounds of combat (or if the PCs are being badly beaten), 20 plus 2d10 city constables, led by 2 sergeants and one senior constable, will intervene, turning the tide in favor of the PCs. After two rounds, the pirates surrender. The senior constable seeks out the PCs (obviously the most-heavily-armed combatants) and tells the PCs that the government received an anonymous tip that the PCs

PART ONE: THE QUEST FOR MALADAR

were fighting the good fight against the pirates, so of course it joined in.

The pirate leaders (Captain Shark, Rosinda, Gerin, and Turk) will always fight PCs, rather than ordinary citizens. If all pirate leaders die or are incapacitated, there is a 80% chance the pirates will surrender.

Pirates (35): AC 8; F1; hp 5 each; # AT 1; Dmg 1-6 (rapier); SA Nil; SD Nil; MR Std; MV 120 ft.; SZ M; AL CN-CE

Officers (See Appendix)

Shark, Rosinda, Gerin, & Turk (See Appendix)

Wrapping Up

When the whole story becomes public knowledge, the player characters will be hailed as heroes in many quarters of the city. Adulation is not their only reward. The city turns the **Sea Dragon** over to the PCs to auction for a profit or do with as they see fit. The constables recovered the **Orb of Geruvoj**, if the PCs did not, and gave it to the local temple.



CITY ENCOUNTER AREAS

This section describes several important places in which the PCs will see action or gain information. Such places are described here as they will be the first time the PCs visit them.

[A] The Docks

Generally, during the times from 7am to 10pm, sailors and merchants inhabit the area in and around the docks. Ships come and go with high frequency, shipments are loaded and unloaded, and the commotion of people is constant.

Approximately 70 ships are registered in port. That is those that are docked in accordance with regulations. One of them is the **Sea Dragon**, currently using the false name **Blue Knight**. The remaining ships include galleys from the city's navy, barges, and merchant cogs. The galleys are usually only manned by a few sailors unless needed as fighting vessels whereupon 50 fighting men can be called upon to run each ship. The merchant ships and barges are only occupied about 50% of the time and then only by men of average fighting and sailing ability.

If the PCs are searching the docks looking for a ship by either of the two names, **Blue Knight** or **Sea Dragon**,

they will not have an easy task. It is difficult to find markings on any of the boats and the PCs will waste at least a few hours determining the correct ship; assuming they have enough information to go on. Otherwise, the PCs can visit the Regent of the Harbor, Lord Basil Raskin, who will be in his office. The regent will answer any reasonable questions. However, the regent only knows about the **Blue Knight**; he has never heard of the **Sea Dragon**. If the PCs get him to talk, they can locate the ship in about 15 minutes.

The **Sea Dragon** is manned by 15 of Captain Shark's best men (the ballista crews) and one or two officers, but the Captain is aboard only when the ship is preparing to sail. When not aboard, the Captain stays either at a small room at the Warehouse (**Area B**) or with the remainder of his crew at the **Inn of the Saltbreeze (Area G)**.

If the PCs are investigating the **Sea Dragon** early in the adventure, they will be risking a lot. There is a 60% chance that the captain's soldiers (the ballista crew) will discover their presence on board and provoke a conflict. In any event, the PCs will not find the Shark or the **Map to Maladar** on board. See **Area I** for information on what can be found while searching the boat.

[B] The Pearl Sea Trading Company Warehouse

Use **Map #2** for all encounters taking place in the Warehouse (**B1 - B6**)

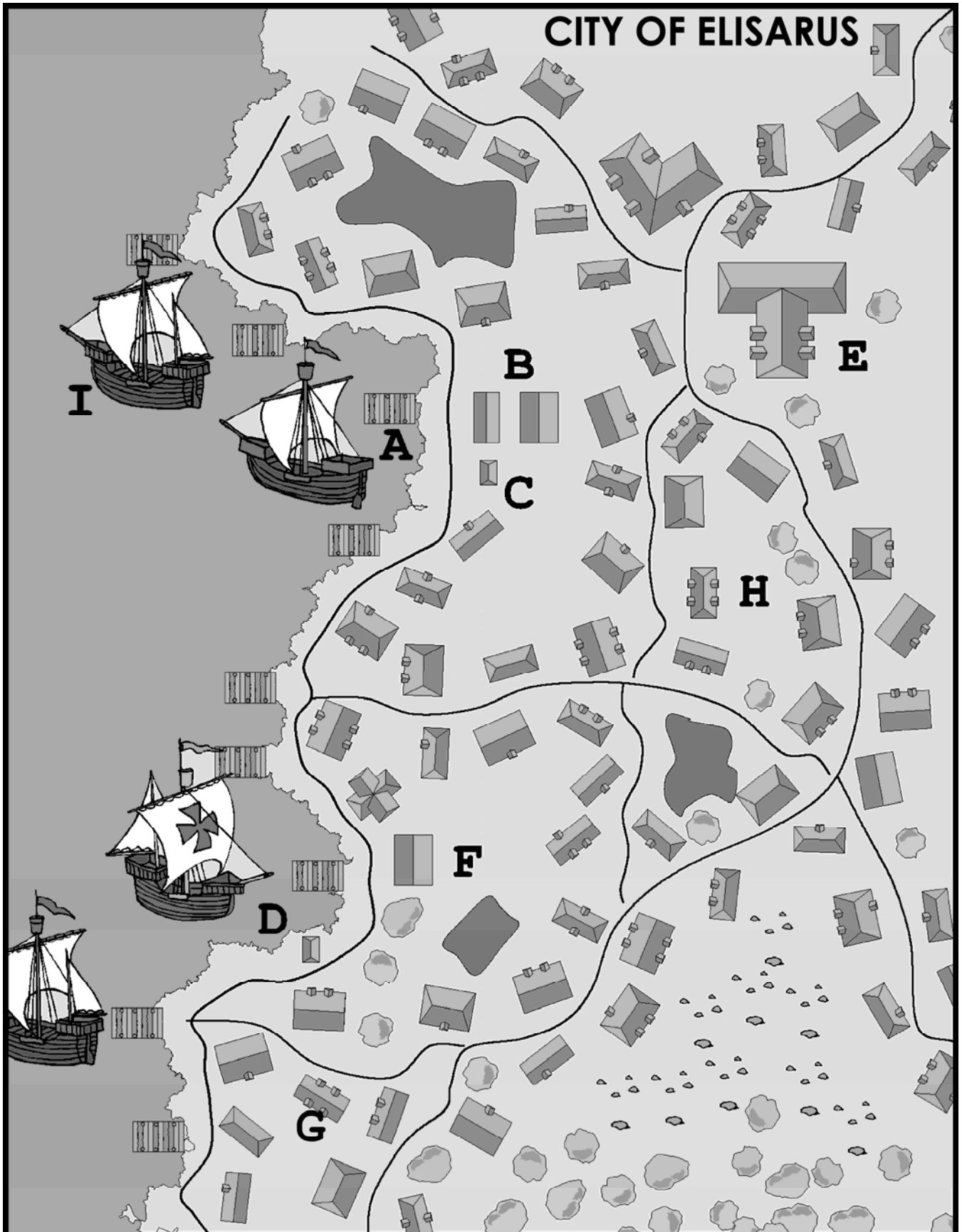
B1. Small Receiving House

This area is used for storing small crates and barrels. Currently, two retired fighters, Gabe and Herilik, are at work here, stacking boxes against the far wall of the receiving area. The two will not notice the PCs when they enter the warehouse, until the PCs do something to call attention to themselves.

If the PCs try to go into the loft, Gabe and Herilik will tell them the loft is off limits. If the PCs ignore the warning, the two will either attack the PCs (if not outnumbered) or try to summon help (if they are). If a fight starts here, there is a 50% chance that 1-6 zero-level workers from other businesses will investigate the commotion.

Gabe, Male Human: AC 10; F3; hp 17; # AT 1; Dmg 1-3 (knife); SA Nil; SD Nil; MR Std; MV 120 ft.; SZ M; AL CN

Herilik, Male Human: AC 10; F4; hp 24; # AT 1; Dmg 1-3+4 (knife); SA Str bonus (18/82); SD Nil; MR Std; MV 120 ft.; SZ M; AL CN



PART ONE: THE QUEST FOR MALADAR

Typical Worker (1-6): AC 10; F0; hp 5; # AT 1; Dmg by weapon (knives, clubs, fists); SA Nil; SD Nil; MR Std; MV 120 ft.; SZ M; AL varies

B2. Receiving Office

This small office is used for filing all necessary papers to record shipments that enter or leave the warehouse. The office is temporarily vacant. Whenever the PCs arrive, the manager will be out on an errand, and will not return for one hour.

Each entry in the shipping records includes date of consignment, name of ship, name of captain, description of cargo, storage fees and shipping charges levied. Each entry is signed by both the warehouse manager and the ship's captain. Careful examination reveals that five shipments, all listed as foodstuffs, have been charged exorbitant fees, much higher than other food shipments. In regard to the strange shipments, no two list the same ship or the same captain. The first of these shipments is countersigned by Captain Thompson; the last is signed by Captain Corrigan Breck. All of the captain's signatures on the unusual shipments use the same handwriting.

To discover these unusual facts, the PCs must either specifically ask about unusual entries, which a successful intelligence check will discover.

These entries cover up the fact that Captain Shark has been smuggling loot of various types. He uses this warehouse for temporary storage until he can arrange for the fencing of the plunder. The warehouse owners receive a cut of the profits. These profits are concealed as various storage and handling charges, exorbitant in comparison with those charged other customers. The captain also pays a monthly rent to the warehouse for the use of one of the boarding rooms in the loft.

B3. First Boarding Room

This small room can be rented for the absurdly high sum of 200 gp per month. It is currently unoccupied and is likely to remain so for a long time.

The room is furnished with one bed, a large upright chest, a table with a basin and pitcher, a stool, and several pegs for hanging clothes or other items. The floor is made of wooden planks (if someone walks across the floor, there is a 5% chance that the creaking noise will be heard and investigated from below).

If this room is searched, the searchers will discover no useful clues.

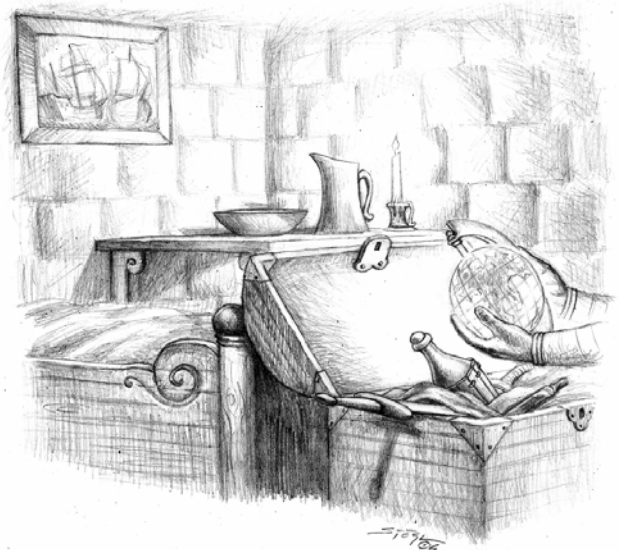
B4. Captain Shark's Room

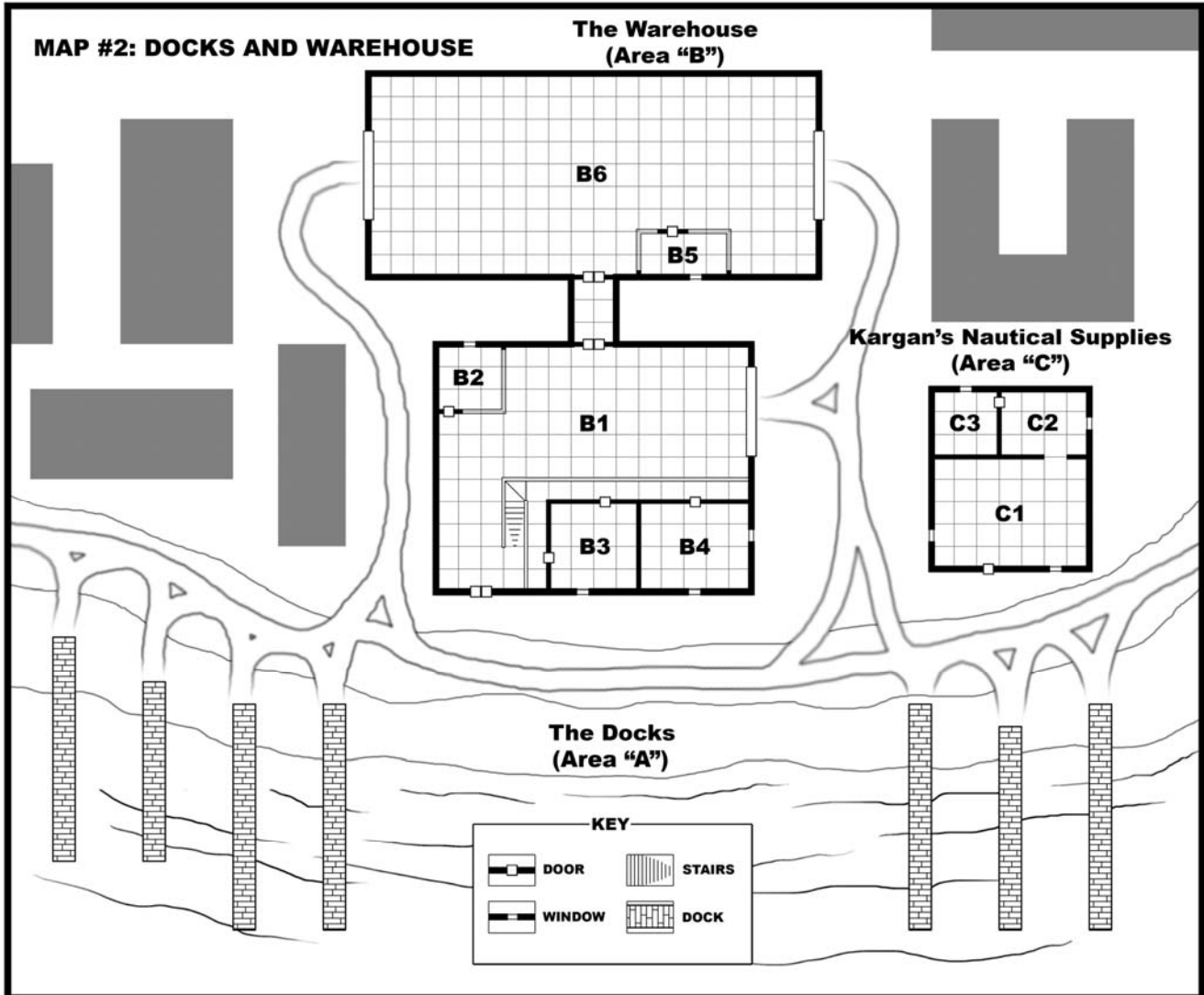
This room is furnished exactly like B3. However, the room has numerous items of Captain Shark's personal property. The chest contains three sets of clothes, four knives, a vial of class c poison, a bottle of rum, a short sword, and a world map globe resting in a wooden stand.

One of the ships in the painting is the **Sea Dragon** itself; the scene is one from Captain Shark's past battles. The sail plan depicted is different from that of the modern ship (the painting shows lateen sails on all three masts), but the hull shape is the same, and quite distinctive. The world map globe is a clever disguise for the **Orb of Geruvoj**. A close examination reveals that there is a crystal globe underneath the crude paper map covering. Of course, a **detect magic** spell reveals immediately that this is a magical item.

Captain Shark spends little time here, but will return to the room briefly to collect his property before his ship sets sail. If he finds that any of his personal belongings are missing, he will enlist Lady Rosinda to deal with it.

If the PCs have followed Captain Shark here and make their presence known, he will be highly suspicious at first. If the PCs have not taken any hostile action against his crew and they say they want to join the crew (assuming that they have not already been hired by Turk and Gerin), he jovially offers them a drink. He'll allow them to join up, and will be greatly pleased if any PCs have proficiencies (carpentry, navigation, use rope, seamanship, etc.) or experience useful aboard ship. He will take the lot of them aboard with him. The Shark is hiring an extra-large crew in case additional force is needed to seize Maladar.





If questioned about the purpose or destination of the voyage, the captain will be as vague as possible, resorting to outright lies if necessary to conceal his real mission (he will not, of course, admit to being a pirate). If any PC asks directly about Maladar Isle, the captain laughs and says that rumors about Maladar circulate in all ports, but that no experienced seaman believes in them any more. However, this unsubtle questioning arouses his suspicions and he keeps a close eye on the PCs from then on.

B5. Second Receiving Office

This office serves the same purpose as the office for the small receiving area. Records of all shipments that pass into or out of this building are kept here.

A burly, muscular man, Becker, sits behind a desk in this office, reviewing records and shipping orders. He will be willing to answer questions if the PCs can convince

him that they have some legitimate reason to talk to him. However, Becker will not discuss the illegal business conducted here, although he knows all about it. If the questions get awkward, Becker tells the PCs that he minds his own business and suggests that they mind theirs. He orders them to leave. If they hesitate or if they accuse him of criminal acts, Becker yells to summon his men from **Area B6**. If the PCs have simply been an annoyance, Becker and his goons try to drive them away. If the PCs have told him that they know of Captain Shark's true activities, Becker and his men attack to kill.

If the PCs obtain the records in this office, they can find the same kinds of information as given in the records of the other receiving office, B2.

Becker, Male Human: AC 8; F6; hp 45; # AT 1; Dmg 1-6+4 (short sword); SA Nil; SD Nil; MR Std; MV 120 ft.; SZ M; AL LN

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B6. Main Warehouse

This large building is used to store all shipments that are either too large to go into **Area B1** or are not packed neatly into crates, bales, or barrels.

Four tough-looking packers are moving large crates into various positions around the warehouse. Since these men know that illegal spoils are currently stored here, they will not be willing to answer questions. Initially, they ignore the PCs, but will eventually send inquisitive types to see Becker. If the PCs make a nuisance of themselves, the men attack with knives or clubs.

If the PCs open and search crates and barrels, there is a 50% chance that they will discover contraband loot. The loot is packed in crates marked "Tropical Fruits: Perishable." The treasure consists of high-profit trade goods--gold ingots, uncut gemstones, weapon-grade steel, rare woods, exotic liquors, spices, etc. All treasures are packed in hay to prevent breakage. The total value of the shipment is 6,000 gp. The name **Blue Knight** is stenciled on the crates; the seals indicating that customs duties have been paid are forgeries.

This shipment would be impounded if brought to the government's attention.

Cargo Handler, Male Human (4): AC 10; F2; hp 15; # AT 1; Dmg by weapon +1 (knives, clubs); SA Nil; SD Nil; MR Std; MV 120 ft.; SZ M; AL CN

[C] Kargan's Nautical Supplies

Use **Map #2** for all encounters occurring here.

C1. Supply Store

This area consists of several counters holding merchandise. Most of it is of a nautical nature, of no use to landlubber adventurers. The shop stocks a few weapons--harpoons, short swords, and cutlasses.

Kargan, the owner, is a middle-aged man, short, lean, and balding. He talks rapidly and in a business-like manner. He doesn't want to get involved in anything risky or shady. If PCs attempt to question him, he'll tell them bluntly that he's too busy, that he has merchandise to stock and customers to wait on. Kargan will talk freely if the PCs buy something (offering at least triple the normal price or at least 20 gp above it, whichever is more). Once he is paid, Kargan hangs a **CLOSED** sign in the window when other customers leave and ushers the PCs into the back room (C2) to talk to them there.

If the PCs convince Kargan to talk, he condemns the attitudes expressed by the majority of the sailors around the docks these days. Sailors have come into his shop and intimidated him into selling to them at far below the normal price. Kargan suspects that they are pirates, and knows that they hang out at the **Inn of the Saltbreeze**. From offhand remarks made by the sailors, Kargan knows the following:

*Someone important, named the Shark, boards at the loft in the warehouse (**Map #2, Area B4**), but that he's seldom there.

*The captain of the sleazy crew that has given Kargan a hard time spends most of his time gambling with friends at the **Inn of the Saltbreeze**.

*The captain sometimes comes by the shop with a quite-ugly female companion, to whom everyone seems to pay a great deal of attention (Kargan never fell under the sway of Rosinda's **cloak of desire**).

If the PCs show him the sketch of Captain Shark, he identifies him as "the captain."

After giving the PCs this information, Kargan hustles them out of his shop. He will not willingly admit any connection to pirate activities; nor does he know the name of the captain's woman.

Kargan: AC 10; F0; hp 3; # AT 1; Dmg Unarmed; SA Nil; SD Nil; MR Std; MV 120 ft.; SZ M; AL N

C2. Back Room

This back room contains additional stocks of the merchandise displayed in the front room. Most of it fills open shelves or is stashed in sealed crates. Additional weapons are stored in a locked chest.

A large flask of pink liquid is visible on one of the middle shelves. If the PCs search the room they will find it automatically. Any character that enters the room should be allowed an intelligence check. Success means that the PC has found it. The vial is labeled "**Sleep Potion**." Anyone who drinks this will fall asleep (no saving throw) for 5-30 (5d6) turns. Kargan will sell it to the PCs if they bargain for it; he asks initially for 500 gp but will settle for half that sum. The PCs can, of course, try to steal it.

C3. Kargan's Quarters

This small room contains a bed, desk, table, large trunk, mirror, and two chairs. The trunk is filled with old clothes and personal keepsakes, many of them nautical relics of the voyages of Kargan's customers. The trunk has a false bottom, beneath which is a stash of 510 gp, 25

ep, 5 pp, and a jeweler's box. The box contains an earring that acts as a **ring of invisibility** if worn.

[D] The Sailor's Cove Tavern

The Sailor's Cove Tavern is a strongly built stone building with a slate roof. The walls are heavily festooned with nautical curios--nets, life preservers, harpoons, charts, etc. The bleached skull of an ugly subhuman marine creature is mounted on the wall, its eyeless sockets and fanged, gaping jaws leering at the customers (it's a sahuagin's skull).

The proprietors of this establishment wait on their customers politely and with enthusiasm. They aren't thrilled with the situation involving the sailors and the possibility of piracy, but they aren't able to provide much help.

If asked about Captain Shark, the **Sea Dragon**, Corrigan Breck, or the **Blue Knight**, they think they may have heard the names before, but aren't 100% sure. They will tell the PCs that they should check around the docks and warehouse district if they want to find out more. They can also tell the PCs that Lord Basil Raskin is the Regent of the harbor and they should visit him if they want specific information.

[E] The Temple of Geruvoj

Player characters who know that someone is searching for Maladar might come here.

If Gwenafyr or another PC reports that someone is using an **Orb of Geruvoj** for treasure hunting, the Temple would ask that the orb be recovered and brought to the Temple so that it can be used for a more pious purpose. The PCs will be asked to return after the Temple has used another **Orb of Geruvoj** in an attempt to locate the missing orb. The scrying reveals the lost orb is in a crate or box in a large building, probably a warehouse, in the docks area.

If the PCs report information about Turk and Gerin's argument (**outside the Sailor's Cove, opening encounter**) before the scrying, the Temple's orb yields a vision of the face of Captain Shark--current possessor of the lost orb. A temple cleric gives the PCs a sketch, which is an excellent likeness of Captain Shark. Armed with this likeness, the PCs will recognize his features immediately. Most other people know him by his real name, not by his current alias (Corrigan Breck). The temple has no definite knowledge about Maladar, but believes it to be a real place, a place to be shunned. They can direct the PCs to the following places for more information:

*The retired wizard, Aljizeer

*The adventurer's guide, Seth Aronson of Secret Lands

See the Information in the appendix about Maladar for what information can be gained by visiting these Sources. These men are described fully in the **REALMS OF ARKONUS FANTASY CAMPAIGN SETTING**. If you do not have that source book, they should be improvised.

[F] Red Moon Trading Company Warehouse

Player characters seeking the **Orb of Geruvoj** or trying to locate Captain Shark might come here. Use the Pearl Sea Warehouse map to depict the Red Moon Warehouse, except that the Red Moon Warehouse has no apartment loft.

The Red Moon Warehouse has employees that are just as tough as Pearl Sea employees (use the same statistics), but the former are considerably less hostile (unless PCs have been beating up Pearl Sea employees). There is no clearly illegal contraband in this warehouse; the proprietor is either an honest man or else too cagey to be caught.

None of the Red Moon employees are involved with Captain Shark or know anything about him. If the PCs show the Temple's picture of Captain Shark to the Red Moon employees, they do not recognize him.

[G] The Inn of the Saltbreeze

G1. The Lobby

Double doors lead into the inn's spacious lobby, a combination of vestibule and cloak room. Under normal circumstances, patrons find it a congenial spot for quiet post-dinner conversations. Comfortable chairs and divans are scattered throughout the room. An open passage to the right leads to the inn's common room; the sounds from there are muted by distance. There is a closed door in the left wall and a corridor leading out of the lobby directly ahead. The closed door is locked. Beyond it is the office of the inn's manager. If a PC is seen attempting to open this door, employees and/or patrons will call Hister, the bouncer from the dining hall, to deal with the trespasser.

G2. Dining Hall

The dining hall holds a dozen round tables, most of which are in use. A bar occupies one corner of the room. The only other door in the room is located in the wall opposite the door through which you entered. This door probably leads to the kitchen. A burly, watchful man, obviously the bouncer, stands by the far door. The patrons number almost three dozen,

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and represent a cross-section of the city's respectable classes. The room is well-lit, clean, and airy, with no unpleasant drafts or smells. Large glazed windows in the wall behind the bar draw attention to the room's high ceiling. The inn's servants bustle to and fro, seating guests, serving meals, and clearing tables briskly. The inn's atmosphere is one of order and efficiency.

If the PCs followed Turk and Gerin after the opening encounter, they eventually arrive here. If they know they are being followed, they will immediately get Hister from the kitchen who will arrive to block the PCs' way at **Area G1**. He will ask the characters what their business is here, trying to get them to leave without causing trouble. If the PCs argue, Hister prepares to brawl, but will be interrupted by Lady Rosinda who will whisper something to him that sends him back into the kitchen.

Rosinda thinks the PCs are good prospects for getting in on her gambling session tonight. She will ask the PCs if they're looking for some action and will try to persuade them to join in by using her **cloak of desire**. She will not allude to the exact nature of the "action," but will indicate that excitement and wealth are involved. Those that refuse to participate will not be allowed into the dining area. Hister will be there to block their way.

Once Rosinda has convinced one or more PCs to play in the games, she will then require that they pay some sort of fee to participate. Just about anything of value will do. Rosinda is not much concerned with what she gets from the PCs before the gambling as to what she can get from them if they come away big winners. The PCs that pay the fee will be directed to the waiting area in the dining room. Rosinda says they should have something there and await the signal from Hister.

After the PCs have a quick drink or two, Hister will begin gathering the gambling participants and instruct them to follow him. He will take them up to his room on the 2nd floor (See the map of the Inn).

Hister, Male Human: AC 4; F4; hp 34; # AT 1; Dmg 2d4+3 (Bastard Sword); SA Nil; SD Nil; MR Std; MV 120 ft.; SZ M; AL CE; S 18/22 (+1/+3), I 12, W 10, D 12, Co 16, Ch 10.

G3. Kitchen

At all times, there are **1-4 Level 0 workers** here, preparing meals, cleaning dishes, etc. Unauthorized persons will be told politely to leave. The kitchen staff will summon help to deal with violent intruders.

G4. Storage Room

This is the pantry of the Inn's kitchen, used to store foods of all kinds, as well as ale and wine. The foods are kept in bins and barrels, none of which have conspicuous labels (kitchen workers are expected to memorize the location of everything here). Close examination will reveal a small shipper's label on each barrel or bin; this reveals the contents.

G5. Clerk's Desk

All reservations and room registrations are done from this office. Messages for guests are kept here.

G6. Lady Rosinda's Room

This room is one of the Inn's better ones; the furnishings are obviously a cut above the usual. However, Lady Rosinda pays only a pittance for it, since the management has fallen victim to her **cloak of desire**. Her room contains 110 gp worth of assorted cash, and stolen property worth 340 gp--mostly jewelry, uncut gems, ivory, and other small, portable valuables.

G7. Hister's Room

The gambling games run by Lady Rosinda are conducted here after the common room closes. The furnishings of this room are fairly standard for the Inn except that this room contains a large table where the gamblers play. The veteran gamblers will begin setting up tables and breaking out the cards and other items necessary for playing their favorite game: "Skull & Crossbones." The set-up is as follows:

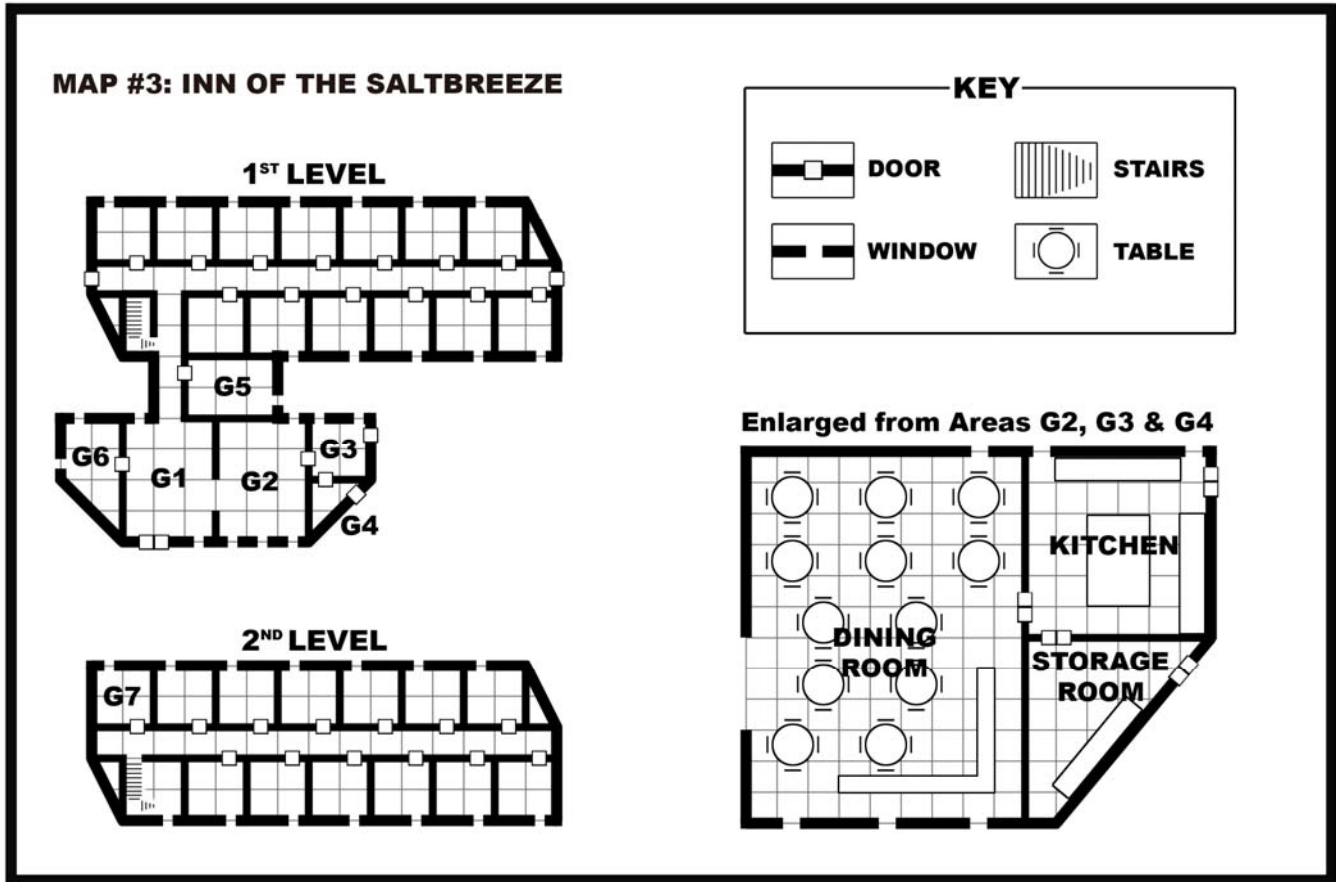
Skull & Crossbones

-A large table in the center of the room serves as the card table. Up to 5 players and 1 dealer can take part at once.

-A smaller table off to the side has 10 large bottles that resemble wine bottles. All of these are filled to capacity, but the contents are indiscernible.

-The rest of the room is filled with chairs for those who are observing the current session. Rum, wine, brandy, ale, mead, and other alcoholic beverages are served for all.

If a PC asks someone about the game, they will be told how it is played. If not, everyone just assumes that all players are knowledgeable in the rules. The rules are simple. They are:



1. Each player is dealt 5 cards. Three of these can be held and examined. Two are placed face down in front of the player.

2. Based on the three cards that the player can see, bets are placed. Anything is acceptable if it is deemed of value by all participants (coins, jewelry, magic items, fine weaponry, etc.)

3. Everyone turns over one of the two face-down cards so that everyone else may see it. If anyone has a "Skull" or "Crossbones" card, go to step #4, else go to step #5.

4. The person with the "Skull" or "Crossbones" card has two options:

- Fold and forfeit his wager
- Gamble for the whole pot by taking the test of courage (see below)

If the player folds, he is out of that round and loses his wager.

If the player takes the test of courage: He must take a drink from one of the 10 bottles on the smaller table. One of these contains a Poison that causes death within 1 turn unless the **antidote** is used or **neutralize poison** is cast. To determine if the player has drunk out

of the bottle of poison, secretly roll a d10 to find out which is the poisonous draught (only roll once). The player likewise rolls a d10. If the two numbers match, the player has sealed his own fate. Characters that don't take the test of courage are laughed at by the other gamblers.

Lady Rosinda has the antidote to the poison, but will only give it for a price. If the PCs aren't members of the crew, she will recruit them into service as payment for the antidote. Otherwise, she'll require some form of magic item in exchange.

If the player survives, the bottle is removed so that it may not be drunk from again in future rounds. As the game progresses, the chance of drinking the poisonous liquid increases. The gambling session ends when everyone chickens out or only one bottle remains (the poisonous one of course). The surviving player automatically wins everything in the pot for that round.

5. If no one has a "Skull" or "Crossbones" card showing, everyone reveals all his cards, including the one that is still face-down. Winners are determined as follows, in order of Best Hand:

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(1) A Person with Skull or Crossbones. Good because he didn't have to take the test of courage.

(2) Four of any card (Highest is best, e.g. 4 Aces, 4 Kings, 4 Queens, 4 Jacks, 4 Tens, etc.). Fifth card is ignored (simple, right.)

(3) Straight. A straight is any five cards in sequence (e.g. 1, 2, 3, 4, 5 or 9, 10, Jack, Queen, King, etc.) The high card in the player's straight determines winner if two players have a straight.

(4) Two Pair. The player with the highest pair is the winner. The value of the second pair is used for tie breakers.

(5) One Pair. High pair takes it.

(6) If no one has any of the above, the person with the highest card count wins. See below for the value of each card.

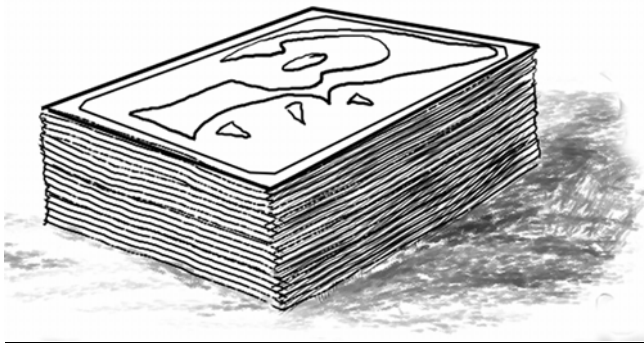
Ace = 14

King = 13

Queen = 12

Jack = 11

Number Cards = Face Value



How to Simulate Playing the Game

An actual deck of cards can be used, with the two jokers representing the Skull & Crossbones cards. If no PCs are playing the game, use the following guidelines for determining the outcome of a game.

Before determining a winner, roll percentile dice. A roll of 3% or lower indicates that one of the players has a Skull or Crossbones card showing. Roll randomly to determine which player has the card. Look at the NPC descriptions to see how they will react when they have this card. If no one has the Skull or Crossbones card, roll randomly to determine who the winner of the current hand is.

Gaining Information

While one or more PCs participate in the game, the others can try to gain information from observers. The following information can be learned if the PC asks the right questions.

General Info: This information can be gained through casual conversation and will be given pretty freely by anyone who doesn't view the PC as an enemy.

*Lady Rosinda is the captain's woman

*General information about Elisarus (e. g. locations of places of interest)

The Good Stuff: This information can only be gained from drunken NPCs who will reveal the information without realizing their mistake. PCs can target a particular NPC and purposely try and intoxicate him. If a character spends the majority of the gaming session engaged in this activity, there is a chance that each of the items below will become known (50% for each).

*The Captain's real name is "Shark" Thompson, not Corrigan Breck

*The ship is really the **Sea Dragon**, not the **Blue Knight**.

*The ship arrived in port a week ago and transferred its cargo to the Pearl Sea Trading company warehouse.

*The ship's cargo is packed in crates marked, "Tropical Foods: Perishable"

*Any specific description, information about the **Sea Dragon** (e.g. General description, Number of men aboard when in port, weaponry, etc.)

*The Captain is usually either in a room at the warehouse or the **Inn of the Saltbreeze**. He is only aboard ship when preparing to sail. His location is otherwise unknown.

Gamblers

Turk & Gerin (See Appendix for details)

Eagle Eye Snead: Named for his balding head, long neck, and bulging right eye. Eagle Eye is crafty and notices everything. If someone is trying to put something over on him, he will almost certainly figure it out. He is a high stakes gambler and will always take the Test of Courage if given the opportunity.

Bart Oliver: A tough looking man who is always unsure of himself when it comes to gambling. He will take

extra time making any decision, but will always chicken out when it comes to the Test of Courage.

Gaylik Hubrin: Loves to gamble. If he has the opportunity to take the Test of Courage, he will accept if everyone doubles their bet.

Others: Make up as needed.



OCCUPANTS OF GUEST ROOMS

Use this table for any rooms not specified in the text. These guests have little information of importance.

Given the number of pirates in the Inn, any awkward questions asked by PCs would sooner or later reach the ears of Captain "Shark."

<u>d100</u>	<u>Occupant</u>	<u>Valuables</u>
01-10	Old Woman	None
11-15	Young Woman	20-120 gp
16-25	Small Family	50-200 gp
26-30	Young Dandy	50-200 gp
31-40	Burghar	30-300 gp
41-45	Local Worker	None
46-90	Sailor	10-60 gp
91-00	Old Man	None

Old Woman: She is kind, helpful, and harmless. She has no usable information for the PCs, and frequently becomes flustered and confused under questioning. If harassed, she will seek assistance from the management.

Young Woman: This woman is a newly-hired employee of the **Inn of the Saltbreeze**. She is not yet aware of the illegal activities going on here. She can give a good description of the neighborhood, but will be suspicious of the PCs at first. Her wealth is in jewelry that is her inheritance.

Small Family: The family consists of a father, mother, and 1-4 children (all level 0). They are new to Elisarus and know nothing about the city. The father will be friendly to the PCs, but has no real information. If attacked, he defends himself with a dagger; he has 4 hp.

Young Dandy: This vain, foppish fellow is a frequent gambler, and his mood is either jovial or sour (50%/50%) depending on whether he won or lost his last bout at the tables. He has some knowledge of the city around the docks, but is too full of himself to have much useful information. He can be swayed by flattery and the gift of a gambling stake (20-80 gp).

Burgher: This middle-aged, prosperous-looking man is a traveler from another city, here on a business trip. He knows little about the city, and nothing about any criminal activities. If questioned about such, he will become first bored, and then alarmed as he realizes what the PCs are asking about. He threatens to report them to the management.

Local Worker: This worker is a man who is employed on or around the docks. His manner is open and easy-going. He willingly answers any questions the PCs have about the area, but he has no direct knowledge of criminal activities.

Sailor: This lot cannot be trusted. There is an 85% chance that any sailor approached is actually a pirate in Captain Shark's crew. If so, all answers he gives to questions will be the most plausible lies he can think of, unless the PCs have joined the crew. If they have, the pirate welcomes them, but will not discuss any details of illegal activities. Legitimate sailors are surly and uncooperative--they don't want to get pirates mad at them.

Old Man: In general, these men do not wish to be bothered; there is a 30% chance that an old man would answer the PCs' questions. However, they tend to become confused and provide irrelevant answers. If harassed, they will seek assistance from the management.

[H] The Pegasus Inn

This modest inn caters to the low to middle income travelers to Elisarus. Its quaint accommodations and decent amenities make it a popular layover for commoners as well as adventurers. Room rates range from 2 sp/night to 5 sp/night.

The PCs have been boarding at this inn for the past 6 months. They've become well acquainted with the inn's owner and friendly staff.

[I] The Sea Dragon

Captain Thompson's ship, the **Sea Dragon**, is a three-masted caravel of approximately 180 tons. The foremast and mainmast usually carry two square sails each, while the mizzenmast carries one lateen (triangular) sail, although Captain Shark has in the past changed the sail plan to disguise the ship and to fool pursuers. The ship's usual heavy armament is six ballista, two on the forecastle top, and four on the poop deck.

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Poop Deck

The poop deck, directly above the quarterdeck, is the highest deck of the ship. It is open to the weather, and is usually unmanned, unless the ship is expecting battle. In action, the four ballista here are reinforced by crossbowmen from the crew and by boarding parties that will seek to capture the target vessel. Combatants on the poop deck have 50% cover vs. missile fire (-4 modifier to armor class). The **Sea Dragon** carries a disassembled catapult that can be set up on the poop deck, replacing two ballista. The catapult is usually used only on the largest targets.

The Quarter Deck

This deck provides living quarters (and a measure of privacy) to the ship's officers.



1. Captain's Cabin

Not surprisingly, these are the most spacious and elegant quarters aboard. Captain Shark's cabin has a set of large stern windows that open and close onto the stern walk,

1a. Captain's Chartroom

This room contains a chart table and a chest that holds all the captain's charts and maps, as well as the tools needed to navigate the ship (astrolabe, crude compass, spyglass, hourglass, etc.)

1b. Captain's Strongroom

This small closet is kept locked, and the captain wears around his neck the key that opens the strongroom. The strongroom contains the captain's personal treasure (550 gp) the ship's payroll for four months (1480 gp) in separate strongly-built chests. The captain's personal treasure chest also contains the ship's papers.

1c. Captain's Stern Walk

The stern walk, accessible from the windows in the captain's cabin, provides the captain a place to stroll and take fresh air in privacy. An open grate in the stern walk serves as the captain's private "head."

2. to 5. Officers' Quarters

Each of the ship's subordinate officers has his own cabin here. The cabins are cramped, uncomfortable, and spartan, but provide some privacy to the officers. In addition to a bunk, each cabin has room enough for the officer's personal weapons and a trunk of personal property. Each trunk contains some clothes, a bottle of rum, a few curios of past voyages, and 4d10 gp.

2. Lieutenant's Quarters

This cabin belongs to Gerin Wyscopf, the ship's second-in-command.

3. Navigator's Cabin

This cabin belongs to Turk Oberlin, the ship's navigator. It contains charts and instruments similar to those found in the Captain's Chartroom.

4. Master Artillerist's Cabin

This cabin belongs to Thomas Kraft, the master artillerist. He is responsible for training the ship's ballista and catapult crews, and for maintaining their weapons and equipment. This cabin contains technical manuals and diagrams on the artillerist craft, and a fighter can train himself as an artillerist by studying them (provided he has a skill slot available). Time required for training is left to the game master.

5. Cleric's Cabin

This cabin belongs to Gar Backbur, a cleric of **Vyssa**. As the only source of clerical healing aboard, the priest is highly respected by all crewmen, including the ones who are not particularly devoted to the worship of **Vyssa**.

6. Officers' Wardroom

This cramped cabin is where the ship's subordinate officers eat their meals, gamble, talk when off-watch, etc. The captain becomes upset when several officers spend too much time in the wardroom (He is understandably suspicious of any hint of mutiny).

Forecastle Top

This is a fighting platform equipped with two ballista. In combat, the forecastle top serves the same purpose as the poop deck. Combatants on the forecastle top have 50% cover vs. missile fire (-4 modifier to armor class). The forecastle top is constantly subject to the foul fumes of the cooking fires in the galley below.

The Waist

This is the open deck between the quarterdeck and the forecastle. This area includes the hatch to the lower deck, the stairs down to the lower deck, and stowage for the ship's boat. The bulwarks (the ship's sides) provide 25% cover vs. missile fire.

7. Stairs to Poop Deck

8. Hatch to Lower Deck

The hatch opens onto a ladder that connects all three decks of the ship.

9. Main Hatch

This hatch connects all three decks of the ship. A hinged boom attached to the mainmast can be fitted with a block-and-tackle used to bring stores or cargo up from the decks below. A ladder also connects all three decks.

10. Ship's Boat

This is the ship's only boat. It is in good condition and can carry 6 people and a small amount of cargo. A winch is used to lower and raise the boat to and from the sea.

11. Stairs to Forecastle Top

Forecastle

12. Galley

All ship's meals are prepared in this enclosed cabin. The ship's cook and his assistant also sleep here. A small grate in the cabin roof allows the smoke of cooking fires to escape. One whiff of this smoke reveals that the ship's food is nearly as foul as the men to whom it is served. All galley fires are doused when the ship prepares for battle.

13. Cable and Anchor Stowage; Ship's Head

This area ahead of the forecastle is used for stowing the anchors, and includes the winches, cables, and other equipment associated with them. At the very bow of the ship is an open grate, "the head", which is the only toilet facility for the crew. As this area is open to the weather and constantly drenched by the ship's bow wave when in motion, this is the most miserable part of the ship.

Lower Deck

14. Surgery

This area is equipped with all the non-magical equipment needed for the grim but necessary work that goes on here. In addition to the means for treating wounds and other trauma, the surgery stocks herbs and medicines used in the treatment of diseases. The medicinal stores are kept in a securely locked cabinet to prevent the theft of medicinal grog and potentially poisonous herbs, such as wolfsbane and belladonna.

The surgeon's job is made somewhat easier by the presence of the cleric on-board. All of the toughest cases, and those involving the officers, go to the cleric.

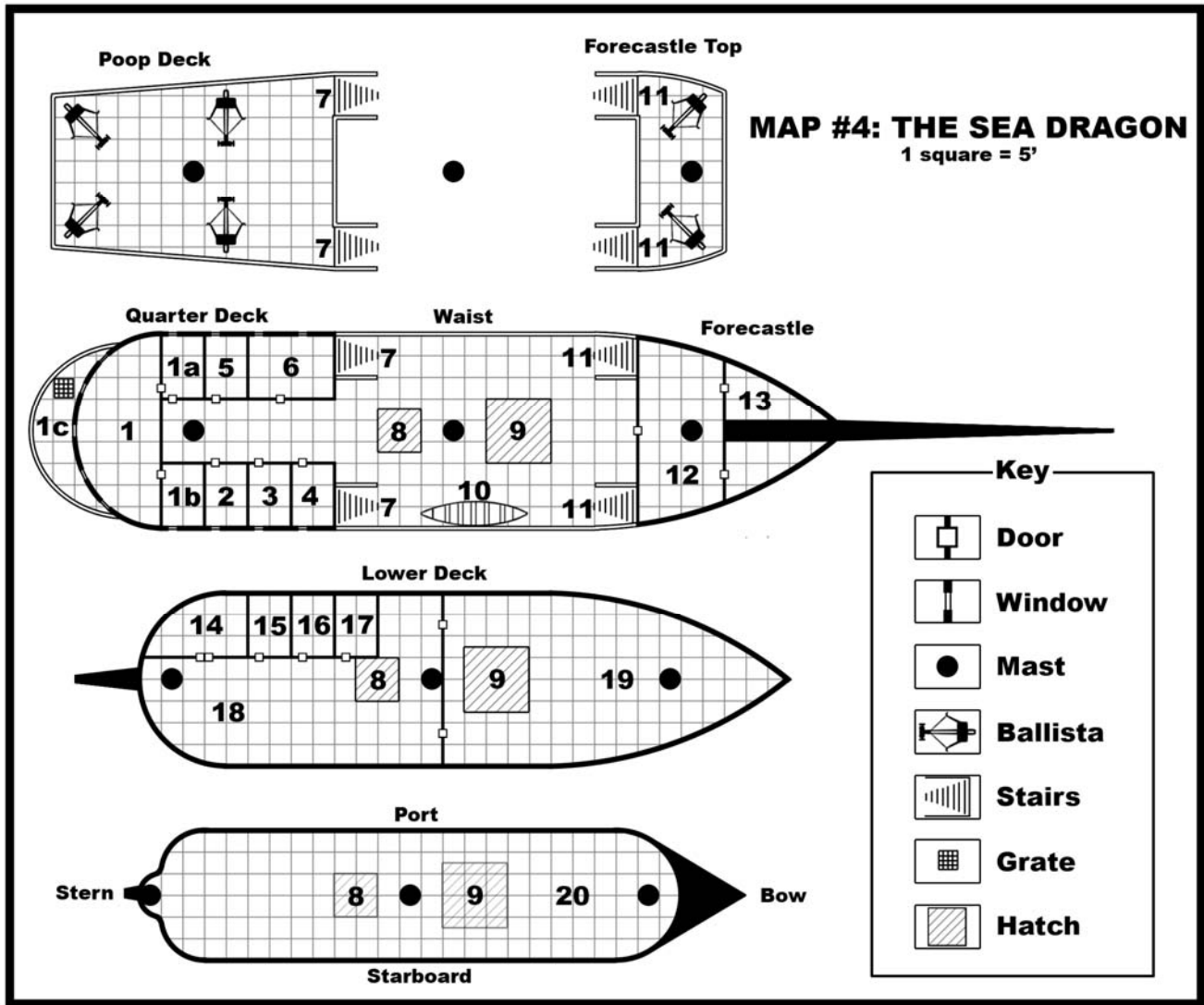
15. Surgeon's Cabin

This cabin belongs to Wade Jesten, the ship's surgeon. The size and furnishings of the surgeon's cabin are similar to those of the quarterdeck officers except that Jesten keeps a gallon of rum in his cabin.

16. Shipwright's Cabin

This cabin belongs to Lex Kreen, the ship's carpenter, who maintains the ship's hull, the masts and yards, barrels, and casks, and the ship's artillery (under the direction of the master artillerist). The shipwright's tools are stored in a locked chest in his cabin. This cabin has more souvenirs and curios than all the other officers' cabins combined; relics of Kreen's career of 50 years. Portraits of six different women hang on the walls.

PART ONE: THE QUEST FOR MALADAR



17. Arsenal

The arsenal contains short swords (40), harpoons (40), light crossbows (20), bolts (480), and ballista ammunition (120). The only unusual weapons here are ten harpoons with silver blades (worth 30 gp each). The special weapons are a defense against attack by lycanthropes (seawolves and wererats) that sailors have special reason to fear. Armor is not stored here; crew members are expected to keep their armor (if available) where they sleep.

18. Crew Quarters

The crew hangs their hammocks and keeps their meager personal possessions in the aft half of this deck. The **Sea Dragon** has a crew of 50 men (exclusive of officers); 35 seamen and 15 soldiers. This compartment has space for 40 hammocks, but only 25 are in use at

any one time because half the crew is always on duty when the ship is at sea. The unused space is currently reserved for prisoners. The crew quarters are sloppily organized, cluttered, and dirty, even squalid in dark corners--the hallmarks of a vicious, ill-disciplined crew.

The crew quarters are somewhat rat-infested; there is a 10% chance per hour that anyone here will see a normal rat.

19. Cargo Hold

A stout bulkhead and two iron-bound doors separate this hold from the crew quarters. This hold is where the ship's ill-gotten plunder is stored prior to its sales to fences onshore. The captain is the only one with the keys to unlock these doors, as well as a key to the cargo hatch. The hold is locked only when there is treasure here.



Unauthorized entry by any member of the crew is punishable by death. Like the crew quarters aft, the hold is filthy, strewn with garbage, broken crates and barrels, and frayed cordage. The hold is currently empty; the ship's cargo has already been transferred to the Pearl Sea Trading Company warehouse.

Stores Deck

20. Ship's Stores

This deck is filled with all stores needed to keep the ship at sea: casks of water, salt meat, hardtack, grog. The stores also include spare spars, cordage, sailcloth, the disassembled catapult, etc. Most of these supplies are laid directly atop the ship's ballast stones. These stores are crucial to the ship's survival and have been carefully loaded under the close supervision of the professional sailors in the crew. Every available square foot is used, making it difficult to move easily around the deck.

The Ship's Weapons

Use the following statistics for the ballista aboard the **Sea Dragon**. The **Sea Dragon's** catapult is not used in this scenario. The ballista can be swiveled to cover a 45 degree arc of fire.

<u>Weapon</u>	<u>Range</u>	<u>Damage</u>	<u>ROF</u>	<u>Crew</u>
Ballista	10/20/32	2d6/3d6	1/3	2/4
Catapult	15/30	2d10/1d10+2	1/4	4/6

Range is Short/Medium/Long, in tens of yards

Damage is for Small-Medium/Large

ROF is Rate of Fire

Crew is normal/maximum crew. For every reduction in crew below normal, apply -1 to ROF (example: 1/4 becomes 1/5). Minimum crew for both is 1.

The firer receives no missile adjustment for Dexterity.

PART TWO: ON THE HIGH SEAS

PART TWO: ON THE HIGH SEAS

GAME MASTER'S BACKGROUND

With the **Sea Dragon** and the **Map to Maladar** now in the hands of the player characters, a trip to the island is too irresistible for them to ignore. All they require is a crew of veteran sailors to navigate the boat and the **Orb of Geruvoj** to decipher the map. The latter will be given to the party's cleric to be returned safely to the temple upon completion of their quest.

During the voyage to Maladar, crew morale steadily fails as Maladar is not where expected to be. A plot to mutiny begins to surface and the players may or may not find out in time to avert a disaster at sea. During the aftermath of the mutiny attempt, the **Sea Dragon** runs headlong into the middle of an even more deadly affair as the PCs shockingly learn that they are not the only party looking for the island of Maladar. The evil clerics of the group known as the Enigma are out on the waters scourging the ocean for anything that might aid them. They have no **Orb of Geruvoj**, but do have a map of sorts. They paid a hired thief an outrageous fortune to get their greedy clutches on the clever forgery. The map lacks essential information and will cause Razthule and his fleet to wander about the sea searching endlessly for another clue. An encounter with the **Sea Dragon** is their only hope of finding the hidden isle.

In part one, the players may have learned the theories proposed by several inhabitants of Elisarus as to what Maladar is. Theories 2, 3, and 6 are utterly false. These are based loosely on local legends and have no basis in fact, although they make great stories to expound upon while gathered around a roaring campfire. The truth of Maladar is somewhat a conglomeration of the other three theories. Here are the details:

*Maladar Island is the only remaining fragment of a continent that was destroyed during a civil war in which both sides in the battle used artifacts as weapons.

*Resultant magical shock-waves from the sorceress battle shifted the island to another plane where it has been lost to the eyes of mortal beings.

*A gate to the island remains open and any ship that approaches within a mile will be caught by a magical current that will inevitably sweep the ship to the island.

*A magical mist that surrounds the island allows ships within, but prevents them from ever returning to safe waters.

CHRONOLOGY

Four days ago, the Enigma fleet arrived in the area of Maladar Isle. They have been searching methodically since then.

Three days ago, the PCs led a battle against Captain Shark Thompson and his pirate crew. The city turned the **Sea Dragon** over to the PCs.

Today, the PCs will leave Elisarus in the **Sea Dragon** for Maladar Isle.

Three days from today, the **Sea Dragon** will arrive in the region of Maladar.

Five days from today, the **Sea Dragon** and the Enigma fleet will meet at sea.

PLAYER'S INTRODUCTION

Your stay in Elisarus quickly turned from boredom to major involvement against a band of local pirates under the command of Captain Shark Thompson. After some investigation, you joined in the fight against the pirates, eventually exposing their intentions and thwarting their malign purpose.

The **Sea Dragon** was turned over to you and the **Orb of Geruvoj** was placed in the care of the temple priests of Elisarus. Suspecting that others may be aware of Captain Shark's map and the whereabouts of the Isle of Maladar, the Clerics of Geruvoj suggested that it might be wise to recover the legendary artifacts before they fall into evil hands. They agreed to allow you the use of the **Orb of Geruvoj** to locate the isle and find the artifacts. Your cleric is in possession and is to return the **Orb** promptly upon completion of your quest.

Quickly, you put the word out that the **Sea Dragon** would be sailing immediately and you managed to muster a small capable crew to man the mighty ship. With only minor preparations left to deal with, you plan to set sail today.

Give your players the **Map to Maladar**, the deck plans of the **Sea Dragon**, and the list of crewmen they were fortunate to hire. Allow them several minutes to familiarize themselves with the new information, organize strategies, assign ship duties, etc. Then proceed to the next section, **The Journey to Maladar**.

The Journey to Maladar

Days 1-2:

Among the many things seized with the Sea Dragon, you have obtained an ancient map. Unfortunately, the map itself is not enough to guide you to the island of Maladar. Crucial information has been omitted and strange writings etched on the parchment must be deciphered with the Orb of Geruvoj before it can be fully understood. You have since made attempts to decode the cryptic messages, but a total cloud cover currently blocks the moonlight essential to the magic item's operation.

You've decided not to wait around for the clouds to break. You have set sail with hopes that once you have reached the marked area on the map that weather conditions will have improved.

During the first two days, the crew is enthusiastic and expectations are high that the island will be found and, with it, great riches for everyone. There is much talk of a positive conclusion to the quest.

At this time, allow the PCs to mingle and become acquainted with their hired crew. Talking to anyone will give the PCs an idea as to the crews' present attitudes. All are overly optimistic with the adventure's outcome. The entire crew hails the PCs as legends and heroes (bordering on god-like) for what they did in Elisarus. The crews' over positive behavior may begin to worry the PCs since their efforts at deciphering the map have so far been unsuccessful. If they try to persuade the crew that success is not guaranteed, no one will listen. The crew will say that everything points to success, making note of the following points:

- Great Leadership
- A reliable map
- Fair weather
- Sturdy ship
- A Fine crew (a bit naive, but true)

Conversation Ideas

About the Characters' Past Adventures

"Have you been on many adventures?"

"Tell us some stories of other great deeds you have performed."

"Have you slain any powerful monsters?" (if so, "Were any of them dragons or giants?")

"What treasures have you found on adventures?"

"What feats of (magic/strength/healing/etc.) can you do?"

About the Characters Specifically

"Where are you from?"

"When did you come to Elisarus?"

"Will you stay in Elisarus forever?"

"Did you ever consider running for a leadership position in Elisarus?"

About a Positive Conclusion to the Quest

"When we get the artifacts, will we be great heroes like you?"

"Will they hold a great reception when we return with the artifacts?"

"Maybe they'll carve statues of us to honor our deeds."

"I'm going to write songs of our adventures and spread tales of our journey to everyone."

About the Journey to Maladar

"How long will it take to get to the isle?"

"Where exactly is Maladar?"

"What do you think we'll find there?"

If the PCs mention that there may be dangers on the isle: "I'm not worried. You guys can handle anything!"

DAILY ROUTINE ABOARD THE SEA DRAGON

The following is a guideline for the crew's daily activities aboard the *Sea Dragon*.

Early Morning: Cook awakes before the others to prepare breakfast.

Mid-Morning: Crew awakens and eats breakfast.

Late Morning: Crew begins daily duties.

- Vital areas of ship are checked
- Weapons are examined
- Lookout and navigator are relieved
- Some areas of ship are cleaned (mess, bunks, et al.)

PART TWO: ON THE HIGH SEAS

Afternoon: Cook prepares lunch and crew eats in shifts.

Early Evening: Cook prepares dinner and crew eats.

Mid-Evening:

- Vital areas of ship are checked
- Rations are examined and quantity determined
- Lookout and navigator are relieved

Late Evening: Crew retires to their bunks for the night. Only a skeleton crew tends to the ship during the night.

Day 3: Arrival Where the Island Should Be

On the third day of their journey, the Sea Dragon arrives at the area marked on Captain Shark's map. Unfortunately, there is no sign of land in any direction. Searching about aimlessly in the general area reveals nothing. It is obvious that the Orb of Geruvoj is essential for continuing the search.

Trying to comfort the crew works at first, but the men begin to wonder what's wrong. The PCs will undoubtedly begin trying everything in their power to interpret the map. Of course, without moonlight, the attempt is futile (and they begin to realize this, of course).

After a few hours of indecisiveness, the crew elects a spokesman, Kal Brass, who confronts the PCs to get an explanation for what is happening. They will think the navigation was in error, blaming the navigator who will be outraged and insist that his calculations were correct. A quick check with another skilled in this area will prove him right. Then the crew will begin blaming the map and question its reliability. If the PCs agree that the map could be unreliable, it will get them off the hook for the moment, but the crew will be furious. They will take no action yet and will insist that the search continue. Everyone retires for the night after a weary day.

Day 4:

When there is still no sign of the island after a restless night, the crew really begins to worry. They go to their spokesperson again and he confronts the PCs telling them that everyone agrees that a meeting should be called to discuss the future of the quest. If the PCs refuse, the spokesperson will press the issue. A second refusal and he will return to the others and a premature plot to mutiny will begin. If the PCs agree to a meeting, the spokesperson will suggest it take place over the afternoon meal unless the PCs already specify a time.

The Meeting

As suggested by Kal Brass, you've organized a meeting with the other crew members to discuss your plans for the future of the adventure to Maladar. Most everyone has gathered in the crew bunk area to hear what you have to say. The crew is restless, talking amongst themselves in mass confusion. When you arrive, they quiet and give you their full attention.

The crew will listen to the PCs patiently before voicing their opinions. If the PCs state that they wish to continue searching for the isle and have not given a reason, Kal will be prompted by his mates to stand up and object. Kal is a bit nervous, but eventually stands up and speaks his peace. Kal and the others feel that the quest should be abandoned. He will bring to light the following points:

-The main reason the quest was undertaken was because it was believed that evil parties might be aware of Maladar and the magical artifacts. Since no other vessels have been spotted and it seems impossible to find the isle (if it even exists), it has become a moot point.

-Rations are running low. It wasn't anticipated that the voyage would take so long. If they don't return to port soon, food supplies will be depleted.

-The crew is tired of searching. They are beginning to believe that the whole legend of Maladar is merely a tale. No real proof dispels that theory.

-Even if Maladar exists, the map has proved invalid and therefore cannot help them. Without a map, it will be impossible to find the isle.

At this time, the only way to convince the crew to continue would be some sort of explanation regarding the nature of the map and why it can't yet be deciphered with the **Orb of Geruvoj**. They will grumble about the whole thing, but a few determined souls will convince the others to show some faith. A certain few will already be planning an eventual mutiny should things go for the worst.

Tempers flare in the evening. A couple of outbreaks set the mood for the mutiny to follow.

Inflamed Drunk - Late at night, the PCs hear the sorrow singing of Angrosh Baylor as he drags himself through the hall on his way to the crew bunk area. He carries a half empty bottle of rum and is obviously quite sloshed. When he gets to the cabin door of a PC, he begins pounding on the door.

"Open up! Open this door! I would have same words

with you.”

Regardless whether the characters oblige him, he will continue to rant.

“Heroes, eh? That’s what they called you. Saved all of Elisarus ye did. Ha, ha, hee, ha, ha! Ye ain’t nuthin’! I believed in ya, mates, but ye ain’t no heroes. I see it now, real clear. We’re all gonna die out here. I s’pect yer laughin’ at us. Thinks we’re all fools. Well I’ll tear your gizzards out with me bare hands.”

If he is not already inside the cabin, Angrosh will break the door down after a few good cracks at it. He will then proceed to attack anyone within. In Angrosh’s intoxicated state it should be easy for the PCs to subdue him. If they do, Angrosh will calm down and fall asleep. He can then be put into his bunk for the night. If Angrosh is killed, several witnesses will denounce the characters and warn them of what lies in store for them.

The Argument - What starts out as a quiet discussion between two crew members eventually escalates to an all-out brawl. Almost everyone on the **Sea Dragon** will hear the shouts of Friebik and Brutus as they threaten to kill each other.

Brutus: “I wouldn’t trust ye as far as I could throw ye...”

Friebik: “My calculations are not in error. If the isle exists then were sittin’ atop it this very minute!”

Brutus: “Where did’ya learn to navigate? With toy boats in your washtub?”

Friebik: “What do you know about it. Thinks you could do better, eh? I’d just like to see you try. You haven’t half a brain to...”

Brutus: “Why you good for nuthin’. . .I’ll kill you. I’ll skewer your hide here and now!”

Friebik: “You’re the only one who’s gonna be skewered!”

That’s all she wrote. The two begin brawling. If allowed to continue, a crowd of crewmen will arrive with most of them cheering for Brutus and a small handful rooting for Friebik. If the bout goes more than three rounds without being broken up by the PCs, Brutus will be losing and will draw a knife to gain the upper hand. If the event is not stopped, Brutus will stab Friebik on round 6. Friebik will die 3 rounds later.

Day 5:

A somber mood permeates the ship. No one is performing his duties with joy. Some are not even doing their jobs. A PC who is purposefully trying to find something out may overhear bits of a conversation that points to a mutiny in the works, otherwise a crew member taking the side of the player characters will warn them of the possibility. Take a PC aside and tell him the following:

“Spirits is down mates. This whole business with Maladar is beginning to wear on a man’s soul. I fear me own bunkmates are planning something...drastic. Can’t says I didn’t warn ye. I’d be watchin’ me backs if I was ye.”

In either event, they won’t have to wait long. As dusk approaches, the armory will be invaded, weapons distributed, and the threat of attack brought to the PCs’ attention. In the event the PCs have predicted the mutiny and have a guard at the armory, he/she will be attacked in force and be unable to prevent the mutineers from getting at the weapons. Once armed, they demand an end to the farce or they threaten to use force to take command of the ship. If the PCs resist, a battle will commence. See below for details on how to deal with the mutiny.

In the middle of the battle, the cloud cover will break and the moon’s rays will shine down upon the **Sea Dragon**. If the crew is aware of the **Orb of Geruvog** and its operation, the mutiny will cease as the crew raises cheers. Faith will be restored and the PCs can use the magic item to interpret the map at last. If the PCs have not told the crew about the **Orb** and its necessity in decoding the map, the mutiny will continue until this information can be imparted.

THE MUTINY

Not all 25 members of the **Sea Dragon** are hasty to depose the PCs. Five crew members remain loyal and will immediately take up positions to fight alongside the PCs. These brave NPCs are Kristof Glasbury, Murk Silo, Raggert Wellums, Elmore Azgarn, and Kroll Mueller. Angry words will be exchanged between parties, but nothing the PCs can say will persuade the 20 mutineers from withholding attack for long. Within 6 rounds, the confused crew will have gathered the courage to begin the assault.

The mutiny will not last long. Only several rounds into the conflict with no heavy losses and the cloud cover that has been a thorn in the PCs side for so long will finally clear. Bright moonbeams will shine down upon the deck. If the crew knows about the **Orb**, a lone crewman will shout above the grunts of battle, “Look,

PART TWO: ON THE HIGH SEAS

mates! Our prayers be answered! Moonlight! The greater powers favor our souls!" Following the proclamation, the battle will cease. Everyone will disarm and raise cheers. All anger and hatred is forgotten as everyone gathers to see as the PCs prepare to interpret the map. If the crew is oblivious to the properties of the Orb, the battle will continue until the PCs can get the information across or when Razthule's warships attack.



WARSHIPS ATTACK

The celebration will not last long. As the map is interpreted, ballista from Razthule's lead warship rain boulders down upon the **Sea Dragon** from out of the darkness. In the confusing mutiny, the members of the PC crew were oblivious to the approaching fleet of three warships. Read the following text aloud.

The Priests of Behldark Attack

You were so wrapped up in your internal struggle, no one spotted the approach of three large warships off the **Sea Dragon's** port side. Before anyone can react, large ballista hurl projectiles at your unprepared ship from out of the cloaking darkness.

Razthule's Strategy

Razthule is less than pleased with his lack of progress toward locating the fabled isle. In fact, he is fuming with uncontrollable anger. His own crew nearly had similar designs of a mutiny, but their fear of Razthule and loyalty to the Enigma held them from taking any action.

Initially, Razthule is attacking the **Sea Dragon** merely to vent his anger. He intends to cripple the ship and then board her and seize command. Once in the captain's seat, he plans to plunder anything of value and to learn of the PCs' purpose through any means necessary (including torture). If anyone defies him, he will take enormous pleasure in seeing that the individual suffers an untimely end.

Once the battle has begun, the PCs can hastily try to decipher the map, locating the invisible gateway to the Isle of Maladar and thus thwarting Razthule's plans to demolish them. However, he will follow the **Sea Dragon** into the gateway, seeing to it that a future opportunity to meet with the PCs is assured him.

Razthule orders his warships to fire ballista at the **Sea Dragon** while closing within boarding range. The warships ballista fire large boulders.

If the **Sea Dragon** remains where it is, the three warships will launch 2 ballista assaults each (4 missiles per ship) before closing within boarding range. If the **Sea Dragon** is attempting to put distance between it and Razthule's warships, each will loose 4 volleys (8 missiles) before arriving within boarding range. Note, if all goes well, the **Sea Dragon** will enter the gateway before a boarding can take place.

As the PCs are working to decipher Captain Shark's map, chaos will erupt around them. Unless ordered to set sail, the crew will take no other action than to fire the **Sea Dragon's** own ballista and missile weapons at the oncoming ships. If after a few rounds no PC has given orders to flee, the navigator will ask for instructions from the leader. The players should realize that they've been sitting ducks.

Boarding the Sea Dragon

A boarding of the **Sea Dragon** should not take place. If the characters work to interpret the map immediately, they will be on the magical path long before Razthule's warships can close in. Wasting time will give the warships a chance to close the gap. A group of Razthule's men can then board the **Sea Dragon** and attack the members on board. If this is the case, let a few rounds of combat follow and then instruct the PCs that the **Sea Dragon** is being pulled in the direction of

the whirlpool. The combat will cease as crew members from both sides frantically race to abandon ship in anything that will float.

Razthule’s Warships

The ships are 100 ton, two-masted Dromonds, which get their power from the 100 oars (50 on each side). Each is 150 feet long and sports a ram at the front. The stats are:

<u>Movement</u>	<u>Em. Move</u>	<u>Sea Worthiness</u>	<u>Hull Points</u>
2/9	12	40%	200

Movement is per hour Under Sail/Rowing

Emergency Move is the vessels top speed when in emergency or combat situations. This speed can only be maintained for short periods of time.

Sea-Worthiness rates the vessels ability to stay afloat in dangerous situations (storms, hidden shoals, extended voyages, etc.)

Hull Points are the amount of damage that can be taken before the vessel will sink.

Weapons

Each warship is equipped with two ballista. The ballista can be swiveled to cover a 45 degree arc of fire. Use the following stats for the warship ballista.

	<u>Range</u>	<u>Damage</u>	<u>ROF</u>	<u>Crew</u>
Ballista	10/20/32	2d6	1/3	2/4

Range is Short/Medium/Long, in tens of yards

Damage is for Small-Medium/Large

ROF is Rate of Fire

Crew is normal/maximum crew. For every reduction in crew below normal, apply -1 to ROF (example: 1/3 becomes 1/4).

Minimum crew for a ballista is 1.

The firer receives no missile adjustment for dexterity.

The Ram

The ram will not be used. Razthule desires to board the **Sea Dragon**, not to demolish it.

Crew

Razthule’s crew consists mainly of 2nd level fighters and clerics. Only the fighters will board and attack. There stats are:

Fighters (20 per ship): AC 7; F2; hp 12; # AT 1; Dmg 1-8 (cutlass); SA Nil; SD Nil; MR Std; MV 90 ft.; SZ M; AL LE

Deciphering the Shark’s Map

It takes four rounds for a character to prepare the **Orb of Geruvoj** and unlock the secret of the map. Once four rounds have elapsed, read the following text to the player using the Orb:

An interpretation of the Shark’s map reveals that moonbeams from a full moon will lead the way to the Isle of Maladar.

Using the Orb of Geruvoj, you soon see what is meant by the instructions. Only visible with the aid of the Orb, you see a bluish, luminescent path created by moonlight. The glowing waters seem to show you the way to go.

Once the **Sea Dragon** begins to travel in the direction of the glowing path, no navigation is necessary. The ship will automatically continue in the direction of the path as if being drawn in by an unseen force.

Shortly after the **Sea Dragon** begins traveling along the path, everyone will see a whirlpool at the end. As the **Sea Dragon** gets closer, the ship moves faster and faster toward the maelstrom. Attempting to navigate the boat around the hazard is impossible. Once on the magical path, the **Sea Dragon** cannot avoid entering the whirlpool.

A few crew members remain with the PCs on the **Sea Dragon**, but the remainder of the crew will panic and abandon ship in the lifeboat. If the PCs lose faith and decide to abandon ship as well, there will be no boats left for them to take.

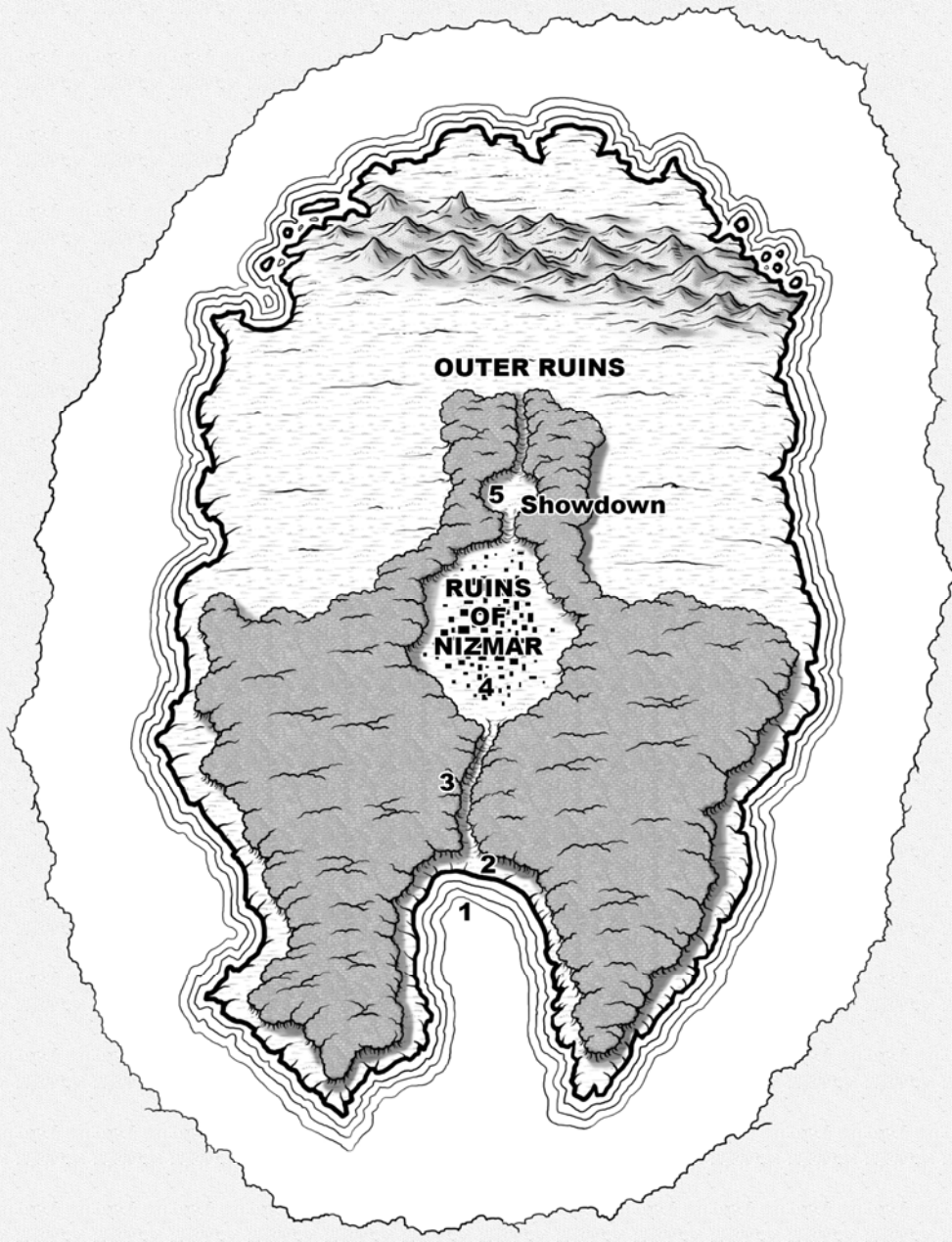
Entering the Maelstrom







The waves of the ocean lick at the sides of the boat. Water slams against the wooden framework and shakes the mighty Sea Dragon. You can barely keep your footing as you ride out the angry waters. The caravel dips sharply into a trough and thousands of gallons of water wash over the deck. The ship remains afloat and rises out of the trough and onto a crest. Not far away you view the maelstrom in an awesome spectacle. Soon you will be within it and heaven help you that you’ve made the right decision because there’s no turning back.

Suddenly, the vessel takes a sharp turn and dips steeply into the whirlpool. Picking up momentum, you feel as if you are free-falling into a mammoth pit with the boat at the mercy of the swirling waters.

Crash! The boat smashes against a powerful wave and you are mercilessly thrown to the deck. Quickly, blackness washes over your troubled eyes.

MAP #5: MALADAR ISLE



	Coast		Mist Barrier		Path
	Plains		Forest		Mountains

Arrival

You have awakened to a warm, salty spray of water spilling over the side of the boat. You slowly struggle to rise to a standing position. The muscles in your body ache and your head throbs. Around you are your companions, awakening as you have, and littering the deck surrounding you are the shriveled, skeletal bodies of your hired crew.

The sun's rays catch you strongly upon the face, but it seems to be an unusual reddish color. The sky appears tinted with an unnatural, blood-red hue.

Across the bow you see that the **Sea Dragon** is calmly drifting toward a large bank of fog. On all other sides, the view is of open sea. There is no evidence of the maelstrom or the three warships.

The player characters may suspect it and they will be correct if they assume they've traveled through to another plane. However, it is not any one of the known planes of existence and here the players are trapped unless they can find a means to return them to the prime material. Such means are not to be found in this part of the adventure.

The crew members of the **Sea Dragon** have succumbed to the effects of a rapid aging and have died while traveling through the planar gateway. The rapid aging is a magical force that only affects creatures with two or fewer hit dice/levels and so the PCs have been spared this tragedy.

The fog bank surrounds the entire Isle of Maladar. Once within the fog, careful navigation is essential since limited sight distance hides unexpected hazards. Within the fog, vision will be restricted to under a hundred feet. The bank extends one mile out from the shore of Maladar.

Circling the island will reveal that it is impossible to get in close to the shore except at one point: a lagoon at the southern tip. Large rocks, sand bars, and hidden reefs make approaches elsewhere hazardous at best.

Anomalies of this Plane

As explained earlier, the maelstrom ported the **Sea Dragon** and the PCs to an unusual plane of existence. The following factors will come into play as the adventure progresses.

1. Turning Undead results will be one level below normal. Undead will turn, but not be destroyed.
2. The following spells will not function on this plane:

Polymorph Other
 Polymorph Self
 Protection from Evil
 Dispel Evil
 Nondetection
 Monster Summoning
 True Seeing

1. The Lagoon

The lagoon is the safest place for the PCs to anchor the **Sea Dragon** and safely get to shore. A reminder that the ship's boat was taken by fleeing NPCs before the **Sea Dragon** was swept into the whirlpool. The characters must find other means of getting ashore. They may swim ashore, use magic, or paddle to shore using objects that float such as barrels from the ship's cargo hold.

Swimming to the beach within the lagoon is a simple task for anyone without armor. Armored characters must remove their protection or soon sink while attempting such a foolish stunt.

2. The Beach

If anyone searches the outskirts of the jungle, they will eventually find a faint foot trail. Checking for footprints along the faint trail will reveal that something has been on the path recently. Some branches and vines along the trail have obviously been hacked at to make a clearer path. Regardless, the trail is still difficult to follow.

If a thorough search at the edge of the jungle has not already been made, a character will notice something of wooden construction just visible. The object is hidden within the trees not far from the trail. If the PCs investigate, they will find that the wooden object is a small boat. From an examination it is obvious that the boat is of recent design and in good condition. The PCs will know that the boat does not belong to the **Sea Dragon**.

There are marks in the sand showing that the boat was drug from the water and deliberately placed here by several humanoids. The footprints are somewhat jumbled, but the characters can tell that there were at least three.

3. Random Encounters

As the PCs travel between **Area #2** and **Area #4**, they run the risk of encountering wandering monsters. Roll on the table below to determine what sort of creatures they encounter. You may choose to roll more than once during the journey if you feel it is appropriate.

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<u>d8</u>	<u>Result</u>
1	Anhkeg (1-3)
2	Spider, Giant (1-4)
3	Jaguar (1)
4	Tiger (1)
5	Snake, Giant, Poisonous (1)
6	Boar, Wild (1-3)
7	Ape, Carnivorous (2)
8	Scorpion, Giant (1)

Anhkeg (1-3): AC 2 (underside 4); HD 3; hp 15; # AT 1; Dmg 3-18 (+1-4); SA Squirt acid; SD Nil; MR Std; MV 120 ft. (60 ft.); SZ L (10' to 20' long); AL N

Spider, Giant (1-4): AC 4; HD 4+4; hp 21; # AT 1; Dmg 2-8; SA Web; SD Nil; MR Std; MV 30 ft., 120 ft. (In Web); SZ L; AL CE

Jaguar (1): AC 6; HD 4+1; hp 17; # AT 3; Dmg 1-3/1-3/1-8; SA Rear claws for 2-5/2-5; SD Surprised only on a 1; MR Std; MV 150 ft.; SZ L; AL N

Tiger (1): AC 6; HD 5+5; hp 24; # AT 3; Dmg 2-5/2-5/1-10; SA Rear claws for 2-8/2-8; SD Surprised only on a 1; MR Std; MV 120 ft.; SZ L; AL N

Snake, Giant, Poisonous (1): AC 5; HD 4+2; hp 11; # AT 1; Dmg 1-3; SA Poison; SD Nil; MR Std; MV 150 ft.; SZ L; AL N

Boar, Wild (1-3): AC 7; HD 3+3; hp 15; # AT 1; Dmg 3-12; SA Nil; SD Nil; MR Std; MV 150 ft.; SZ M; AL N

Ape, Carnivorous (2): AC 6; HD 5; hp 20; # AT 3; Dmg 1-4/1-4/1-8; SA Rending; SD Nil; MR Std; MV 120 ft.; SZ L; AL N

Scorpion, Giant (1): AC 3; HD 5+5; hp 29; # AT 3; Dmg 1-10/1-10/1-4; SA Poison sting; SD Nil; MR Std; MV 150 ft.; SZ M; AL N

4. The Ruins of Nizmar

As dusk approaches, the characters arrive at the ruins of a small village. Here they can find evidence of Maladar's civil war and the after-effects of the huge magical battle.

Most of the buildings here are damaged beyond recognition, some remain intact, and others have been completely decimated. An examination of any of the edifices will reveal strange gray and blue colorations that seem to have been burned into the stone surfaces. Touching any of the buildings will cause the unusual colorations to rub off like a fine powder. The unusual powder gives off a faint glow that is highly visible in darkness. Also prevalent throughout the ruins can be found hundreds of skeletal fragments of the

citizens who once lived here. Most are to be discovered with bones crushed underneath the weight of large chunks of rubble. Others simply lay in the open and are covered with the same anomalous gray-blue powder as found on the stone constructs.

More interesting discoveries can be found within the buildings themselves. The descriptions below detail this area fully. Use the **Map #6: Nizmar** for this section of the adventure.

General Ruins

If the party searches through any of the ruins outside the central keyed area, there is a 10% chance per round of searching that they will discover some type of item. Use the table below to determine what is found.

<u>d12</u>	<u>Item Found*</u>
1	Water skin (empty)
2	Large Sack
3	10 - 40' of Rope
4	Rotted Clothes
5	Helmet
6	Miscellaneous Weapon
7	Hammer or Other Tool
8	Broken Dish
9	Empty Vial
10	Holy Symbol of Primorus (Blazing Sun with Eye at the Center)
11	Burnt Torch
12	Lantern

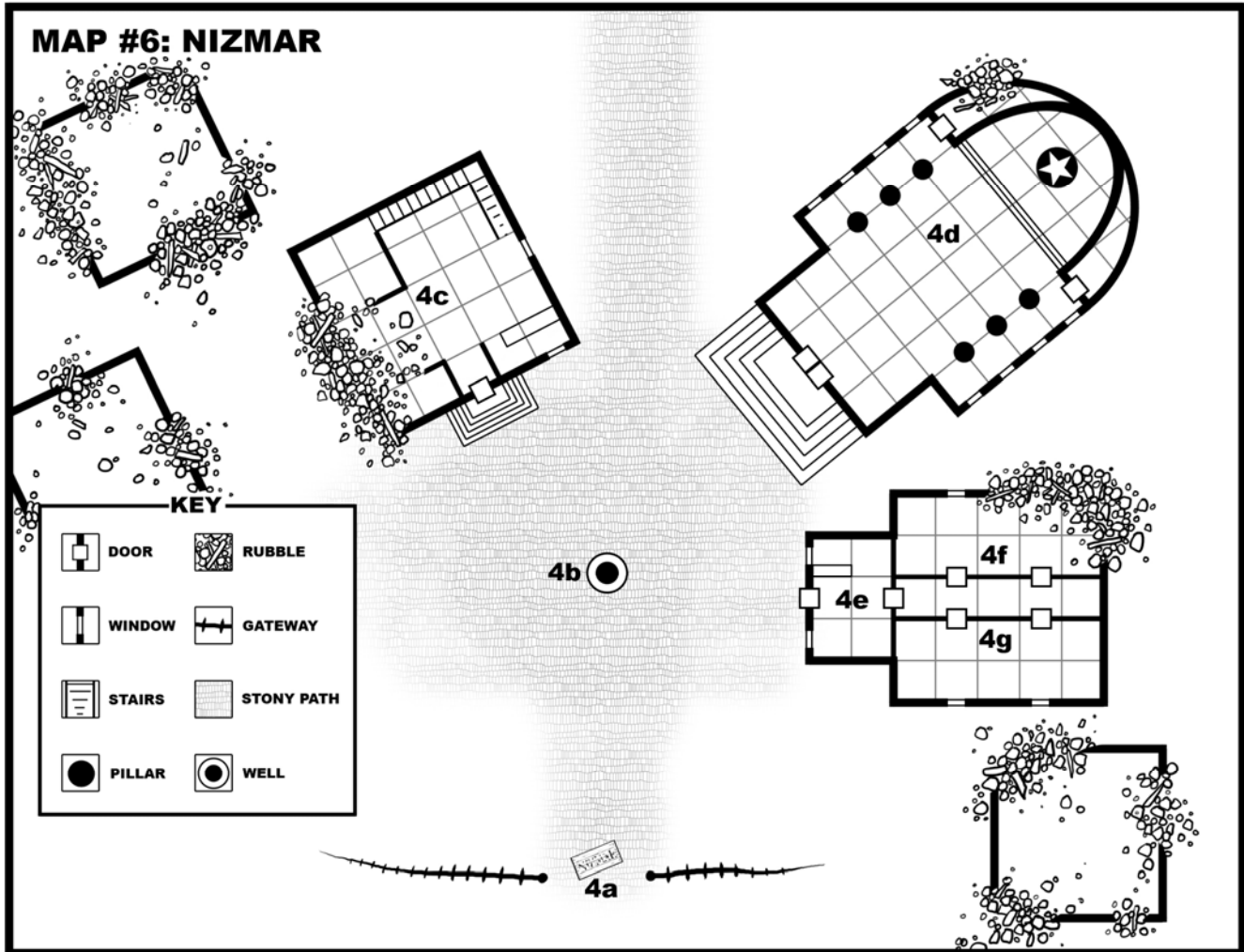
* Other items of a worthless nature can also be found here. Make them up as is appropriate.

4a. Entrance

The heavy overgrown jungle suddenly breaks as you have come to a clearing. The gnarled and twisted remains of an iron gateway is the entrance to the ruins of a small town. Dozens of stone buildings around the perimeter are now merely heaps of rubble. A stony path leads to the center of the town where the only structures that are not completely dilapidated lie. A large wooden sign lies on the ground near the iron gateway.

If the sign is examined up close, show the players **Visual Aid #1**. The writings are in common, but only partially readable. If the PCs interpret correctly, they will know the name of the town, "**Nizmar**."

The gateway and iron fence can be examined. The PCs will discover that the metal appears to have been melted by intense heat. They will also see that a thin layer of gray-blue powder covers most of the metal. The powder is as described earlier.



4b. The Well

At the center of town are the remains of a stone-worked well. A disintegrating rope tied to a wooden bucket hangs over the well. If used, the rope will break when someone tries to bring up water. The characters can use their own rope and some type of container to draw water from the well. If done, the PCs will find the water to be heavily contaminated. Drinking the water is like quaffing a mild poison. The character must save versus poison or suffer 1d12 points of damage and be severely ill for 1-4 hours. Ill characters will suffer -4 penalties to attacks and -2 penalties to all saving throws.

4c. The Ghost Librarian

As you approach this partially destroyed building, the front door creaks open of its own accord. A sign above the door reads "Library."

If the PCs enter, they will be in what remains of the town library. There are two sections: the ground floor and the upper level. Most of the books are on bookshelves on the main level. The rest are either scattered about the floor or in a pile on the upper level.

Immediately upon entering the chamber, the characters will see a semi-material **ghost** hovering just inches from the ground near the stairway at the far end of the library. The ghost appears as an elderly male dressed in a white robe. He is busily organizing books on one of the shelves. When the PCs enter, he will look back in their direction, smiling for a moment, and then return to his work.

Once the characters begin examining things in the library with a little more scrutiny, they will notice amongst the rubble, the rotted, skeletal remains of a male human partially covered with a large stone. They can also find two broken arrows on the stone floor near the ghost. Anyone examining the arrows can discern

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that they are of modern design and have not been here long. An all-out scrutinizing of the floor will reveal fresh tracks made by humanoids wearing boots. The number of intruders is hard to determine.

The ghost librarian is busy with his work and will not stop to address the party unless they speak to him first. The PCs can learn some information from the ghost, but they will get strange remarks if they talk as if things are the way they really are.

The ghost is Dahlen. He was the town's librarian before the cataclysm and has been tending to the library as a ghost for over 2,000 years. He talks as if it is still 2,000 years ago on the eve of the biggest battle in Maladar's history. He will, for example, ask the characters if they are preparing to go off to war against the tyrant, Lord Syriah. He will explain that most of the "others" have already joined in the fight and ventured north to wage war on Lord Syriah's domain. In fact, if asked, the ghost can tell the party that another group, consisting of three men in black garb, left for Syriah's kingdom only a short while ago. The ghost is referring to Razhule and his two henchmen who were in this library just before the PCs entered the town (hence the footprints and broken arrows).



If the players have not already discovered the name of this town, they can ask the ghost who will tell them it is

Nizmar. If asked about a map, Dahlen will tell them there is a good map they can find on the 2nd level of the library. However, getting to the map is tricky since the stairs are unsafe. The stairs will collapse when a character reaches the halfway point. Anyone on the stairs will fall and suffer 2d6 hit points of damage and be partially covered with rubble. The fallen PCs will require assistance or be unable to free themselves from the debris. The ghost will simply apologize that he didn't know the stairs were unsafe and remark that he must report it so that they may be fixed. The upper level itself is safe to walk on, but the PCs have to find their own way to get to it. The level is 12 feet above the main floor. Once on the 2nd level, the characters can find the map the ghost spoke of after searching for a few rounds. When the PCs find the map, give them **Visual Aid #2.** Note that the map is 2,000 years old and extremely fragile. It will crumble to dust if not handled with the utmost care. If the map is not copied onto fresh parchment, it will be lost as soon as anyone tries to roll it, fold it, or put it into anything. If the map is treated roughly, take away **Visual Aid #2.**

If the characters are really close to the ghost, they will see that he wears a medallion around his neck. It is, of course, just a spirit image, but the real medallion can be found underneath the stone where the skeleton is pinned. Showing either the skeleton or the medallion to the ghost will cause him to display a look of utter terror and then vanish, never to appear again.

Examining the books reveals nothing of interest. Simply trying to turn the pages of any book will cause them to crumble to dust.

4d. Temple of Primorus

The double doors open to a 90 X 60 chamber with a 50' high ceiling supported by six stone pillars. An arrangement of wooden pews faces a dais with a statue upon it. Two doors to the left and right of the statue lead to other areas of this place of worship.

This was the town's holy temple dedicated to the worship of Primorus, the Supreme power of Arkonus. The statue on the dais is a representation of Primorus. It depicts a male with both arms outstretched evenly and head raised high.

Anyone examining the floor will notice the same footprint marks left in the dirt as found in the library. These can be tracked and they will lead the PCs first to the right door and then ultimately to the left door. The tracks end there.

Right Door - Beyond this door is a small room filled with priestly vestments that have all but rotted away. There

are crimson robes with white sashes. The robes hang from iron rungs on the wall.

Left Door - When anyone approaches this door, they will hear a loud crash from within the room. After the crash there will be total silence. This is simply to scare the PCs, making them believe that Razthule and his henchmen are in the next room. Once open, the characters will merely find a small forest animal that has knocked over a loose object from a table. The animal will spook when the PCs enter and run out of the hole in the far wall to seek refuge in the woods.

The contents of this room are non-special. There are candles, holy symbols of Primorus, incense, urns, vials that contained holy water (now evaporated), books of the faith, prayer beads, and other religious objects. Characters will also find an open and empty **ivory scroll tube**. The contents have been taken by Razthule.

The characters can pick up the footprints here and can tell that they eventually lead out of the hole in the wall. The trail cannot be followed after that.

4e. Reception Desk

This building served as City Hall. This small room was the reception area. A table and chair are on the left and several waiting chairs are on the right. A large book and quill pen sit on the reception desk. If checked, the names of various visitors are scrawled within the book. If the characters have already talked with the ghost, they will recognize one of the names written on the first page of the book. The 2nd name from the top is that of "Prince Erik Syriah." The PCs should pick out the last name as being familiar. If the pages of the book are turned, they disintegrate from old age.

The same footprints as found in the library and temple can also be found here. They come from the entrance and lead to the only other door in this room.

4f. Office

This was perhaps the office of a member of Nizmar's elite legal experts. The place is in a terrible state, but the PCs can unearth some interesting information if they do a little checking.

On a long oaken table near the far wall lie piles of parchment and several stacks of old books. These can be examined, but must be treated with extreme care. They are so old that trying to take them would result in their disintegration. The bindings of the books can be read and the characters will find that they are legal tomes all pertaining to basic law and fundamental rights of people. The parchments are official documents with the seal of Lord Rogan Syriah

imprinted on each. Each is a decree stating some amendment to the current laws of Maladar. There is nothing to indicate a benign rulership. The amendments are designed to strip the citizens of their basic rights, each one lowering their status and importance within society. Here are some examples:

-No one is allowed outside the city limits after dark.

-No visitors are allowed in the capital city without written permission from the count.

-Additional taxes will be collected once a week to support research in the capital.

-All citizens require identification papers on their person at all times. Failure results in serious punishment.

-Citizens shall not congregate. This activity is suspect and those caught will be considered engaged in treasonous acts. Treason is punishable by death.

4f. Council Hall

As you open the door, you can hear shallow and seemingly distant voices in a heated debate. Entering the chamber you see a 30 x 10 stone table surrounded by a group of ghost-like images of men in faded robes. The ghost images seem to float just inches above their chairs. A chill air circulates within the chamber. Once inside, you hear what the ghosts are saying.

"He has gone too far. He must not be allowed to continue this charade at our expense! Granted we pledged our allegiance to Syriah in return for a share of his wealth, but never did I think he would dare to challenge the greater powers. If he is not stopped, they will punish him and I dare say that punishment will surely befall us also."

The others nod in agreement and another speaks up.

"Yes, Geffry, but what can be done? None of us is strong enough to defy Syriah. We would be put in the dungeons for attempting such foolhardy treachery."

The first ghost again speaks up, "You are right, my friend, but it will not be one man that defies him. We shall combine our strength and take his throne by sheer numbers. Not even his foul magic can stop all of us."

"It is agreed then," says another ghost, "we shall prepare an ambush for tomorrow eve."

During the conversation the ghosts don't notice your presence, and, when they've finished their discussion, they begin again as if they have been doomed to forever re-play the same debate.

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The ghost images are harmless spirits of the elders of the complex (10 in all). When the curse of the greater powers befell Syriah, these men were in conference plotting their king's downfall. However, the greater powers spared no member of Syriah's kingdom, and so the elders were cursed also. They have been forever trapped within this council hall where they continually re-enact the time they were cursed. If the PCs attempt to communicate, the spirits will not hear and cannot answer.

When the greater powers cursed Syriah and his people, they were lenient with the elders. For the elders to be released of their curse, they only need to be turned by a good cleric. Turning the spirits can be accomplished by rolling against undead of Type 2 (without the penalties for turning undead as elsewhere in this adventure). If a player character succeeds in turning the spirits, they will all gather together above the table and focus their attention on the responsible PC. They will then smile and say, "Because of Syriah's betrayal, we have been forced to haunt this council chamber for all eternity. Thanks to your actions we have been released of that curse. We thank you and wish you well." The spirits then vanish through the ceiling. When the spirits have left, the room's temperature raises to a comfortable level.

Leaving the Ruins

The thick, overgrown path the PCs followed to reach **Nizmar** can be picked up again at the other side of the ruins. It is much more difficult to find, taking the characters a couple of turns to locate it. The trail will take the characters about a mile away from **Nizmar** before ending at a large clearing.

You follow the barely visible path for nearly a mile when it ends at the edge of a clearing some hundred yards in diameter. Perhaps the trail can again be picked up on the other side.

After all the anticipation of a confrontation with some unknown force, the PCs should be on the verge of paranoia at this point. The clearing should scream out as a perfect site for an ambush. Razthule and Darius are just out of sight on the other side of the clearing while Lex is situated in a tree with bow and arrows at the ready.

If the players don't suspect anything, Razthule will wait until the characters are in the center of the clearing and then step out for his speech. The PCs may send a scout around the perimeter of the woods to check out the situation. Roll against the character's find secret doors chance to notice the Bowman, Lex, and an additional check to see Razthule and Darius. Of

course, if the scout is not careful, he will draw attention to himself. There is a 20% chance that a PC scout will be noticed. Once Razthule discovers the PCs have not walked into his trap as expected, he and his men will attack without delay.

5. Showdown

(Read only if the PCs have fallen for Razthule's trap)

From out of the woods on the other side of the clearing, step two black-cloaked strangers well-equipped and heavily armed. The man on the right, apparently the leader, advances a step and speaks.

"Razthule of Behldark," he introduces himself. "So pleased to finally meet my opponents face to face. I have been sent by the Enigma to this forsaken place to claim the artifacts for our kingdom. I regret to say that anyone who stands in my way, must meet a horrible death. There are, of course, no exceptions."

Razthule looks off to the woods and then at his companion. "Make it quick and most painful."

With his final remark, the three prepare to dispose of the PCs with everything in their power. The following is their basic attack strategy.

Prior to Round 1: Darius quaffs his **potion of super heroism** and will attack as an 8th level fighter with 20 additional hit points for 5d6 rounds (hp 23 + 20, # AT 3/2). Lex casts **cause light wounds**. Razthule casts **hold person** on the most powerful appearing character.

Round 1: Darius casts **bull's strength** and gain a +4 enhancement bonus to Strength for 3 minutes. Lex fires arrows from his tree perch. Razthule casts **sticks to snakes**. Nine snakes will be transformed from sticks to fight for Razthule. Each snake has a 45% chance of being venomous.

Snake, Constrictor: AC 6; HD 3+2; hp 12; # AT 2; Dmg 1/1-3; SA Constriction; SD Nil; MR Std; MV 90 ft.; SZ M (15' long); AL N

Snake, Poisonous: AC 6; HD 2+1; hp 7; # AT 1; Dmg 1; SA Poison; SD Nil; MR Std; MV 150 ft.; SZ S (5' long); AL N

Round 2: Darius closes to melee with a powerful character. Lex continues to fire arrows. Razthule throws his **oil of fiery burning** at the largest grouping of PCs.

Round 3-6: Melee ensues until Lex runs out of arrows on round 6.

Round 7: Lex drinks his **potion of invisibility** and prepares to sneak up on a PC from behind.



Other Rounds: If the battle is going against the clerics of Behldark, Razthule will use his **sanctuary** on himself and try to escape.

FINAL WORD

The battle is done. You stand in the clearing, exhausted from the difficult fight. The bodies of your slain enemies lie at your feet. It is late. The last rays of light vanish as the sun sinks beneath the horizon. The only things you hear are the woeful cries of a woman in pain, far in the distance.

Note: If the bodies are searched, a **scroll of protection from undead** can be found on Razthule.

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GAME MASTER'S BACKGROUND

The only fragment left of the great empire of Maladar is a small island drifting in a sea on an obscure plane. This is the place the player characters have traveled to. The isle still contains the ruins of one of Maladar's cities and of the fortress of Lord Syriah. Therein walk the undead remnants of Syriah's family and subjects. Through their adventures on this plane, the PCs will learn the truth about the artifacts and the civil war and should realize that bringing the magical monstrosities back to the Realms would be the worst thing that they could do. The most prudent thing the PCs could do would be to dispose of the items or hide them so that no one could ever find them. The epilogue explains the tragic end to the **REALMS OF ARKONUS** if the PCs should be foolish enough to return with the artifacts.

PLAYER'S INTRODUCTION

Your boredom and inactivity of the past few months has almost been completely forgotten. Your struggle to defeat a faction of pirates has made you heroes in Elisarus, but your work did not end there. The possibility that evil parties may have learned of the Forgotten Isle prompted you to organize an adventure to recover the magical artifacts before they fell into the wrong hands. Your fears were confirmed when the Sea Dragon found itself in a battle with three powerful warships. The struggle was brief as a whirl pool appeared and swept all ships within.

You arrived at the forgotten isle and there learned that it was the site of a huge magical civil war with the people of Maladar fighting against the oppression of their tyrant Lord. As your investigations at the ruins of a small town came to an end, you met with the only survivors of the three warships that attacked the Sea Dragon. The leader, Razthule of Behldark, told you of his mission to claim the artifacts for the Enigma and that he would allow no one to compete with that goal. The final showdown was long and your party suffered heavy damage, but in the end you made sure that evil would not be allowed to continue on its quest.

You are now apparently the only people in search of the artifacts. If the map of Maladar is correct, you will be arriving in the capital city within the day. There, the fortress of Lord Syriah awaits your investigation.

Outer Ruins

O1. His Royal Subjects

After another day's travel, the forest ends at the edge of a road leading between the remnants of a once large and beautiful city. At the opposite edge of the city stands a tower and beyond the tower is a winding black staircase rising to the top of a plateau where rests two ominous stone structures. The atmosphere here is quite different from the lively forest you just left. The air is still and all is deathly quiet. No animal braves the desolation that lies ahead.

When the PCs are well within the boundaries of the city ruins, they will be the object of an undead onslaught. The citizens of the city gather in groups from within the run-down buildings and advance on the player characters out of the shadows. The attackers are as follows.

Rounds 1-3:

Skeleton (12): AC 7; HD 1; hp 5; # AT 1; Dmg 1-6; SA Nil; SD Edged weapons cause ½ damage; MR Immune to sleep, charm, hold, fear, & cold-based attacks; MV 120 ft.; SZ M; AL N

Rounds 4-6:

Zombie (8): AC 8; HD 2; hp 8; # AT 1; Dmg 1-8; SA Nil; SD Nil; MR Immune to sleep, charm, hold, death magic, poisons, & cold-based spells; MV 60 ft.; SZ M; AL N

Rounds 7-9:

Ghoul (6): AC 6; HD 2; hp 10; # AT 3; Dmg 1-3/1-3/1-6; SA Paralyzation; SD Nil; MR Immune to sleep & charm spells; MV 90 ft.; SZ M; AL CE

Rounds 10-12:

Ghast (2): AC 4; HD 4; hp 16; # AT 3; Dmg 1-4/1-4/1-8; SA Nausea* & paralyzation; SD Nil; MR Immune to sleep & charm spells; MV 150 ft.; SZ M; AL CE

* - When the ghastrs arrive, the PCs will notice the foul, carrion stench that they exude. A failure to save and the character will begin retching and feel nauseas. All attacks will be made at -2 until the ghastrs leave.

If the characters are using the **protection from undead** spell, this will prevent up to 35 hit dice of undead from entering within a 5' radius circle around the caster. The spell will last for 20 rounds for purposes of this module.

O2. End of the Road

You stand at the end of town before the start of a long and winding staircase of black obsidian which leads to the top of a large plateau. Off the road, to your right, lies an extensive graveyard encircled by an iron fence. To your left, a singular structure, choked with overgrowth, stands taller than any other amongst the cluster of decaying stone edifices. It is a tower which leans precariously to the west. Its four stories present a ghostly image. As you stare at it, wondering at its unique design, you catch a glimpse of a dark figure peering out of the tower's second floor window. But as soon as the figure appears, it vanishes into darkness. Perhaps it was never there at all.

O3. The Graveyard

A weak iron fence surrounds this huge cemetery devoted mostly for the warriors who died during the civil war. The people buried here are those who supported Lord Syriah's side in the struggle. The PCs can learn more about the war here, but should not remain within the graveyard for long. After 1 Turn, anyone still beyond the iron fence will be attacked by **3 huecuva**.

The huecuva will use change self to appear as clerics in brown robes. If spoken to at a distance they will not answer, but will raise a hand to indicate a friendly gesture. Once close enough, they will assume their actual shapes, throwing back their cowls to reveal skeletal faces, and attacking with their sharp claws. If the huecuva know that there are clerics in the group (openly displaying their holy symbols), they will concentrate their attacks on them.

Huecuva (2): AC 3; HD 2; hp 10; # AT 1; Dmg 1-6; SA Disease; SD Hit only by silver or +1 weapons; MR Immune to all mind-influencing spells; MV 90 ft.; SZ M; AL CE

The Grave Sites - If a character examines the headstones of any of the graves, he will be able to learn something about the warrior who died. Information about the civil war can be pieced together from the information on these stones. See the GM Information Sheet found in the Appendix (Graveyard Epitaphs).

O4. The Tower

As you enter, a cloaked figure is descending from a staircase near the center of the tower. As it reaches the main floor, you see that it is not a person, but some horrid, walking corpse. It stares at you for a moment and then directs an accusing finger in your direction.

"Why have you come here? The living have no place among the accursed! Leave us! Leave us to our misery! Your presence here sickens me!"

The cloaked figure is Prince Erik Syriah, son of Lord Syriah. He was a noble man in life. Only he was able to get through to his father when the end was near. If the artifact had not destroyed everything, the civil war would have ended due to Erik's peace efforts. Now, Erik walks Maladar as a crypt thing with only dreams of what might have happened.

Erik is miserable and the sight of any living creature makes him hatefully envious. He does not wish these feelings and therefore wants the PCs to depart so he won't think evil of them.

Erik will talk with the PCs only if they give him reason to remain interested. They may tell Erik that they have no way of leaving Maladar and he will believe them. Erik knows the following,

The Wailing. The wailing the PCs heard at the end of part 2 and the beginning of this part is the woeful cry of Erik's mother, Queen Zindria.

"Father is gone and mother weeps for him."

The Artifacts: "Evil and dangerous weapons of sorcery. They can serve no purpose of good. They should be destroyed." Erik doesn't know exactly where the artifacts are, but is sure they are in one of the buildings on the plateau. He says only mother knows exactly where the artifacts have been stowed. He will not tell the PCs any of this unless they have expressed intentions of destroying the artifacts. If the PCs say they want to take the artifacts back to the Realms, he will make sure they have a difficult time completing their task by randomly teleporting them. See the table below to determine where each PC is teleported.

The Armory: If the PCs have told Erik they want to dispose of the artifacts, Erik will warn them about one room in the main building on the plateau.

"Stay away from the room with the shield and crossed swords on the door. There is only death within. Not even all of you would stand a chance."

PART THREE: WHO MOURNS FOR THE DEAD

Erik is lying to the characters. The room with the shield and crossed swords is the armory. Therein lays the intelligent sword, **Reaver**. Since **Reaver** is a vicious undead destroyer, Erik does not wish the PCs to have it. He is certain that with it, the characters will destroy mother and himself. He is not yet ready to accept the only way to abolish his curse.

Searching the Tower

Main Floor: This main floor was used for entertaining guests of the Prince. Near the entrance is a small vestibule where guests could leave their coats, hats, boots and other articles. The vestibule is empty at this time. The rest of the main floor contains 2 lavish couches with foot stools, 2 small end tables, and a dining area. The room on the right is a small kitchen. It has typical contents for a kitchen and any food remaining is spoiled or petrified. A spiral staircase in the center of the room leads to the second level.

Second Level: The spiral staircase from the main floor leads to this study room. The chamber contains 2 tables, some chairs, a desk, and miscellaneous items (lamp, pictures, candles, etc.) long without a use for. The dank stone floor is littered with ancient tomes and crumbling parchment scrolls. A shelf on the north wall contains a variety of books. A filthy, torn curtain hangs from a broken iron rod in the room's only window.

The Books - The books are on a variety of topics including the following titles.

"Justice and the Law," "Astrological Signs," "Forms of Government," "Places of Travel," "Soothsaying," "Wild Animal Cooking," "Fate"

Only the book titles may be read. The pages within will crumble when handled.

The Desk - On the desk is an inkwell, quill pen, and two pieces of unrolled parchment. The first piece of parchment is off to the side while the second is centered on the desk. If anyone looks at these, give them the letter handouts. The first parchment is a threatening letter that was sent to Erik by an enemy loyal to Lord Syriah's early tyranny (**See the description of the Upper Level of this tower for more information**). The second letter is Erik's rebuttal and is unfinished.

Third Level: The staircase continues up to this final room, Erik's living quarters. There is a bed, a wardrobe, wash basin, and a chest. A cracked mirror hangs on the wall above the wash basin. On the floor near the bed lies a skeleton dressed in rich clothes and clutching a blood-stained dagger. If the bed covers are examined, the PCs will find a gash in them will blood stains around the hole.

The skeleton is Erik's assassin. He sent the threatening letter found on the 2nd level and made good on his threats 2 days later. Just after the assassination, the cataclysm struck and the assassin was killed. He has not been given undead status.

The chest contains: 10 pp, 300 gp, 50 sp, 90 cp

Fourth Level: The observatory. Prince Erik was interested in astronomy and astrology. This is where he pursued his studies. An examination of the contents of this room reveals that Erik was quite advanced on the subject. In fact, a character with astrology/astronomy related skills can tell that he was well ahead of his time. There are accurate star charts, astrological tables, charts showing the motions of other planets, and even a crude telescope. The telescope is built onto a wooden stand that sits near the large open window at the back side of the tower. Peering through the telescope will allow characters to see the **Obsidian Staircase at O2**, the **Graveyard at O3** and any place within the Outer Ruins. They will not be able to see the **Tower of Rule at Area #11**. Normally, a telescope will show all objects upside down. Erik has modified this telescope with an extra mirror for correcting that problem. It was very useful for checking out the local happenings when the Maladar Realm was in its end days.

Teleportation

If the PCs are teleported, use the following table to determine where they end up. Roll once for each character that fails his saving throw.

<u>d4</u>	<u>Location</u>
1	On top of Erik's tower
2	At the center of the graveyard (Area O3)
3	A narrow ledge on a side of the plateau (50' up from ground level)
4	At the entrance to the ruins (near the forest)

Prince Erik Syriah, Crypt Thing: AC 3; HD 6; hp 27; # AT 1; Dmg 1-8; SA Teleport individuals; SD Hit only by magic weapons; MR Std; MV 120 ft.; SZ M; AL N

O5. The Obsidian Staircase

This unusual staircase is made from pure obsidian rock, polished to a mirror smooth finish. The staircase is the only way the players can get to the top of the dormant volcano and subsequently to the Fortress of Lord Syriah. However, getting to the top is not as easy as it looks. The stairway has 2,000 steps, which will take the characters approximately one hour to climb if they do not rest at any point during the ascent. In addition, there are three important sections of the stairway that require special attention as described below.

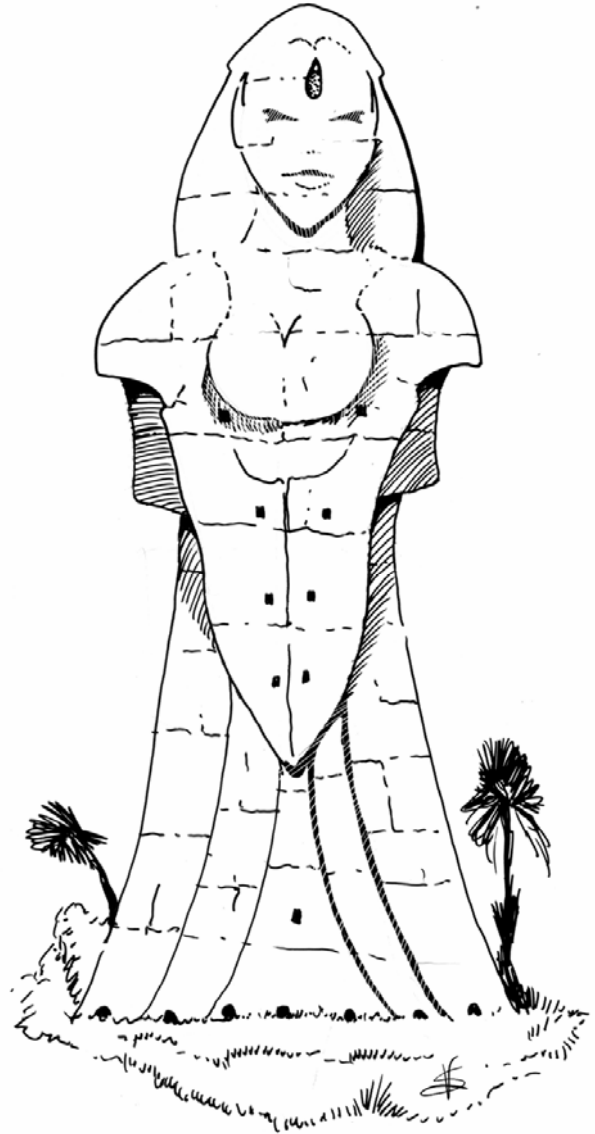
Stairs 600 – 603: The first character or characters to step upon any of these steps will be turned invisible and paralyzed unless a saving throw versus magic is made. If a character fails to make his save, the other players must not be informed of the character's true predicament. Instead, simply tell them that the unfortunate character has vanished. If someone investigates the area where the character vanished, he must also make a saving throw to avoid the affects. On a successful save, the character can discover that the first PC is there, but is invisible and unable to move. Removing the character from the magical stairs will reverse the affects. The magical nature of the stairs is constant and will have the same chance of affecting a character even if he has already been previously affected.

The only way to avoid the stairs without using magic would be to get off the stairway and attempt to climb around the affected stairs. They may determine which stairs are magical by casting **detect magic**. Non-thief characters attempting to circumvent the stairs will fall 40% of the time and fall 10-40 feet suffering 1d6 damage per 10 feet fallen. Thief characters need not make a check.

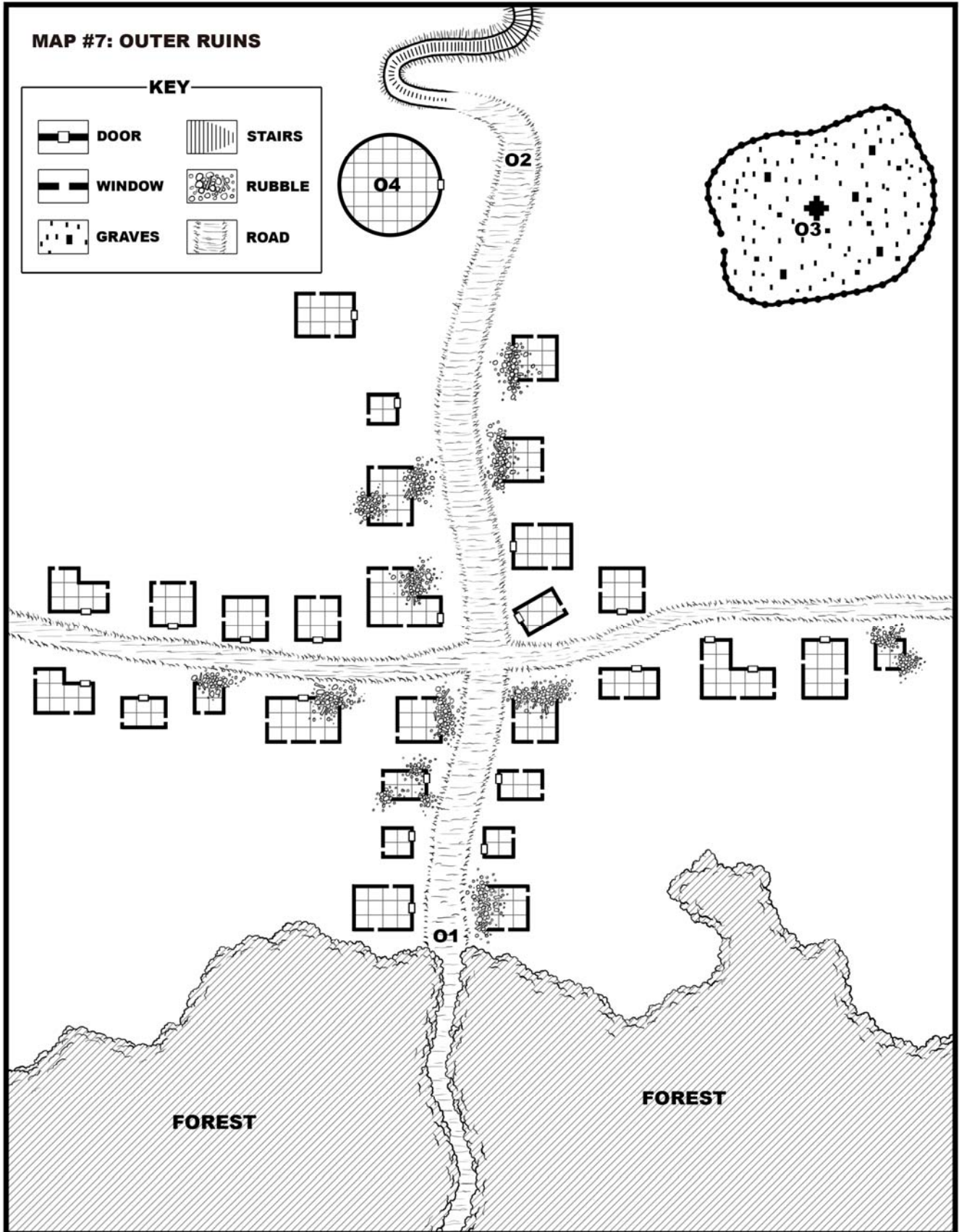
Stair 1000: A **symbol of pain** is inscribed on this step and will affect characters approaching within 60 feet of it. To avoid the effects of the symbol, a character must make a saving throw versus spell.

Stairs 1990 – 2000: Somewhere between stair number 1990 and 2000, the PCs will be attacked by a **giant dragonfly**.

Giant Dragonfly (1): AC 3; HD 8+1; hp 46; # AT 1; Dmg 4-16; SA +2 initiative; SD Penalty on defender's attacks; MR Saves as 16th level magic-user; MV 10 ft., 360 ft. (Fly); SZ M; AL N



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FORTRESS OF LORD SYRIAH

The Fortress of Lord Syriah consists of two parts: the main complex and the Tower of Rule. The PCs may easily enter and explore the main area, but the Tower of Rule is difficult to get to and is guarded by powerful undead.

The Main Complex

1a. Entrance

The long black staircase finally ends before the entrance to a large stone complex. The door to the building is barely visible through overgrown weeds, but is apparently blocked by a heavy metal portcullis.

The portcullis can be lifted by making a Bend bars/Lift Portcullis check. If the PCs fail to raise the portcullis, they have two options remaining, short of using magic.

Going Around the Complex: The edges surrounding the complex are narrow and unsafe. A character can skirt around the building by hugging to the walls, but there is a 10% chance that a mishap will occur. If something should happen, have the character roll a Dexterity check at -4 or fall to his doom. Do not allow a character to take this lightly. Explain that the narrow ledges, high wind factor, and unsafe conditions will be putting the character at high risk. If the PC still fails to take appropriate precautions, his fate is in his own hands.

Going Over the Complex: A character with climbing skill can scale the walls to the top of the complex. He may then lower a rope to assist the other characters. If a climbing roll should fail, the PC will suffer 3d6 of falling damage. Adjust damage if the result would kill the character. Once on top of the complex, the PCs can walk to the opposite side and get in by the doors near **Area #10**.

1b. Hall of Statues

The octagon shaped room houses dozens of stone carved statues and dioramas resting on pedestals near the walls. The statues are painted and some are inlaid with gems.

The following is a list of some of the displays.

Vyssa: A white-haired man dressed in purple robes. He wears a jeweled medallion and gold headband both with the same symbol, skeletal hands evoking a fiery ball.

Vyssa's Symbol: A sculpture of skeletal hands with a ball of fire rising from their clutches.

Tower Replica: A miniature replica of the Tower of Rule.

Model of the City: A diorama depicting Syriah's city in its former splendor. Miniature figures are placed on the roads and in buildings, showing the typical activity of the day.

2a. Gallery

The walls of this hall are adorned with the paintings of distinguished looking men and women. Each painting is affixed with a metallic nameplate.

There are six paintings in all. They are artistic masterpieces, each representing a member of the royal court. If anyone inspects the paintings, read the descriptions below.

Picture #1

A stunning portrait of a dark-haired, bearded man with deep-set black eyes. He wears a dark tunic and wields a magnificent longsword studded with priceless rubies. His poisonous grin nearly causes you to turn away in horror. The nameplate reads: Lord Rogan Syriah.

Picture #2

This painting portrays a petite elven female with light blond hair and dazzling blue eyes. Her skin is soft and radiant, but a wicked smile spoils her innocent beauty. The nameplate reads: Queen Zindria Syriah.

Picture #3

The painting is of a handsome young man with slightly elven features. His hair is golden brown and his eyes are hazel. He wears a blank expression, one of abandon.

This painting has been defaced. A sharp instrument was used to slash through the canvas and crude writing has been scrawled on its surface. The words "Court Jester" are clearly visible.

The picture's nameplate reads: Prince Erik Syriah.

As explained under **Encounter O4: The Tower**, Erik was assassinated just before the destruction of Maladar. The vandalism of this painting is more evidence of how the people of Syriah's kingdom viewed its Lord's son.

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Picture #4

This is a painting of an older woman with a look of strong character and great beauty. She has ravishing red hair and wears an elegant black dress. She is decked in jewelry and rings of priceless value. The nameplate reads: Duchess Helana.

Picture #5

This painting depicts a handsome middle-aged gentleman. The debonair man wears a black, high-collared cape and black suit. His eyes are black and seem to be fixed in a blank stare. The nameplate reads: Count Gurik von Hesslok.

Picture #6

This is a painting of a confident older man. His hair is bleach white and he sports a long and tangled beard. The man wears gray robes and there is a prominent image of a dark, moon-shaped symbol painted on his forehead. The nameplate reads, Elezar Nemitz.

2c. Hallways

Spaced evenly every 30' on the walls are torch sconces with burnt torches. Also, every 20' there is a window looking out into the courtyard (**Area #9**).

3. Blocked Stairs

The southernmost section of this barren room is exposed to the outdoors courtesy of a collapsed wall. The rubble covers 80% of a small stairway that once led to a lower level of the fortress. Now it seems unlikely that the debris could be cleared to allow entry there.

If the PCs work long and hard, they can clear the debris leading to the lower level, but they will find they have wasted their time. The chambers beneath the fortress are largely unfinished and were not in use at the time of the cataclysm.

4. Dining Hall

This room appears to have served as a large dining hall. There are several long wooden tables with chairs around them, some of which have skeleton forms sitting before plates of petrified food. Cobwebs

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cover everything. There is a door on the far wall near the northern end of the chamber.

5a. Storage Area 1

This area was used for the storage of all food and drink. There are sealed casks of ale, wine, and water and crates and bags filled with dry foods. Several shelves hold jars and boxes with spices, cooking oil, and herbs.

5b. Storage Area 2

This smaller storage room holds all non-edible items. The PCs can find items such as lanterns, candles, parchment, boxes, an hourglass, rope, locks, sacks, torches, etc. If the PCs are looking to find a specific item here, allow them to locate it if the request is not too unreasonable. The item they seek may be in poor condition, however. After all, these articles have been lying around for over 2,000 years.

6. Kitchen

This area obviously served as the kitchen. There is a hearth and a large table covered with bowls, knives, flagons, pots, and eating utensils. Thick cobwebs cover everything.

7. Armory

Carved on this large wooden door is a design of a shield and crossed swords. This is the room that Erik has warned the characters of. The door is locked and barred from the inside. It can only be opened with a **knock** spell or the combined strength of 2 or more characters (5 in 20 chance).

This entire chamber is filled with weapons of all sorts. Wall racks and display stands hold daggers, swords, spears, lances, bows, pole arms, battle axes, clubs, staves, maces, and hammers. Standing out amongst this vast collection of weaponry is an ebony long sword resting upon a pedestal near the center of the room. The odd-looking sword has a platinum hilt studded with two rows of five sapphires. In the dark of the chamber, the sword radiates a faint blue glow.

The sword can sense the alignment of characters within a 60' radius. If it detects any characters of Lawful Good alignment, it will communicate to them telepathically. When doing so, it tries to compel the character to pick it up and fulfill its purpose—Destroy Undead. If the character silently agrees to comply, the sword will allow itself to be possessed by the character. If the character does not agree, it becomes angered and will strike those coming too close to it. The sword has been imbued with the power to animate and attack anyone that tries to take it who is not of Lawful

Good alignment and has consented to fulfill its purpose. The sword will rise into the air and strike PCs for two attacks per round and causing 1d8 damage per attack. It attacks with a +1 and has an armor class value of 0. The sword can be stopped in the following ways:

-Casting **dispel magic**

-Causing the sword 60 or more points of damage*

-The sword automatically becomes disenchanting after it has successfully attacked more than 10 times

*If the sword is damaged in this way, it must make a saving throw versus crushing blow (no bonuses) or become virtually useless as a weapon. Damage will be only 1d4 instead of the normal 1d8. For complete details on this sword, refer to the appendix at the rear of the module.

8. Barracks

This room served as living quarters for Lord Syriah's men-at-arms. There are several rows of beds, some wardrobes, and a few tables. Some of the beds still contain the skeletons of Syriah's men. These are dressed in tattered clothes and armor and have swords near their bedside. They rise and fight when the PCs enter the barracks.

Examining the contents of the room, the PCs can find some clothing, miscellaneous belongings, and a few copper and silver coins stashed here and there. Nothing of real value can be found here.

Skeleton (6): AC 7; HD 1; hp 5; # AT 1; Dmg 1-6; SA Nil; SD Edged weapons cause ½ damage; MR Immune to sleep, charm, hold, fear, & cold-based attacks; MV 120 ft.; SZ M; AL N

9. Courtyard

This outside area is almost completely enclosed by the walls of the complex. The only exit is between the doors near **Area #10**. The courtyard is overgrown with heavy weeds and large trees. In the middle of the area are the remains of a stone fountain with a **statue of Vyssa** at the center. Both the fountain and statue are difficult to discern unless some work is done to clear away the weeds.

10. Overlooking the Tower of Rule

You stand near a stone ledge overlooking a large chasm. The gorge appears to have no bottom, but a deep, red glow emanates from somewhere deep within. Halfway across the chasm, jutting out of the glowing red cavity like a pillar is a partially destroyed tower. A wooden bridge appears to lower and allow

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access to the tower, but the mechanism to activate it is on a ledge near the tower's entrance.

When the characters get near the edge of the chasm, they can feel heat coming from deep within. If anyone climbs down on rope, they will not find a bottom, but will notice that it gets hotter and hotter the further down they go.

When the characters are trying to figure out a way to get to the **Tower of Rule**, Queen Zindria will appear and attack.

From out of the tower's upper level a luminescent form floats down towards you. As it gets closer, you see the image of an old woman with long, tangled white hair, a face revealing pain and suffering, and wearing tattered clothing that streams in the wind. A wave of fear begins to seize you.

The glowing form is that of Queen Zindria Syriah who now takes the form of a groaning spirit. All PCs must save versus spell or flee in terror (50% chance of dropping anything held). Anyone who has not fled will be attacked by the queen. She will fight until reduced to 20 hit points and then retreat to the **Tower of Rule**. If a PC has possession of **Reaver**, Zindria will avoid attacking that character. She will go out of her way to make sure she is not struck by the sword. If combat with the sword is unavoidable, she will flee.

Note that Queen Zindria has already used her keening and cannot do so again until the next day. The cries heard by the PCs at the end of part two was her death wail.

Queen Zindria Syriah, Groaning Spirit: AC 0; HD 7; hp 45; # AT 1; Dmg 1-8; SA Death wail; SD +1 or better weapon to hit; MR 50%; MV 150 ft.; SZ M; AL LE

11. Entrance to the Tower of Rule

The entrance to the **Tower of Rule** is a giant oaken door. Next to the large door is a lever that operates the lowering of the bridge. Its gears are rusted and the lever cannot be moved, however. The gears can be loosened by pouring oil on them. If the PCs do not have any oil, the cooking oil from **Area #5A** will work.

The huge door is shut and barred from the inside. A character must roll his chance to open Wizard Locked doors in order to force it open. If the door cannot be forced open, a character adept at climbing can go into the second story window and open the door from the inside. An unsuccessful climbing roll, however, could be fatal for the character if he/she should fall into the chasm. Precautions against this should be taken.



12a. Main Floor

The door opens to a nearly empty octagonal chamber. Several tattered and rotted banners hang from the walls. These show various images and symbols of things evil. A familiar symbol is that of a blood-red eye surrounded by flames. Against the right wall is a 15' square stone box with a man-sized iron door. Lying before the door are two sets of plate-mail armor, two swords, and two sets of rotted clothing and boots. At the far side of the chamber, a set of stairs lead upwards to another level of the tower.

The Banners - The banners contain symbols of the realm of Maladar that are not recognizable by the PCs. Only the symbol of Vyssa will be familiar to them.

The Armor, Swords and Clothing - These belonged to the two guards that were posted here to protect the entrance to the Magic Lab. They now exist as poltergeist and can be found in the **Magic Lab (Area #16)**. The armor and swords are non-magical and not sturdy enough to survive in battle. If the remains are searched, the PCs will find a large key. The key is designed to appear as if it would open the **Magic Vault (Area #17)**, but will only spring a trap. The key doesn't actually open anything.

The Stone Box - The 15' stone box is a phony vault room used to disguise the entrance to the **Magic Lab**. See **Area #12B** for details on the interior. The iron door is locked and can only be opened by using the key located in **Area #15**, by picking locks, or by opening doors vs. wizard lock. The lock is trapped by a poison needle and will trigger if an attempt is made to pick it. Fortunately for the PCs, the poison is weak and will only cause 1d10 points of damage if a save versus poison is not made (save at +2).

12b. Phony Vault & Entrance to the Magic Lab

The heavy iron door opens to a 20 X 20 chamber filled from end to end with riches that stagger the imagination. You see coins in all the denominations, gems, jewelry, furs, priceless works of art, antiques, lavish clothing, tapestries, and all manner of wealth. All are yours for the taking.

The treasures are a permanent illusion placed here by Rogan's mage, Elezar. It cannot be dispelled, but can be disbelieved. Those not seeing the illusion can take all the treasure they desire and will actually believe they have acquired the riches.

A trap door in the floor of the chamber is masked by the illusion and cannot be detected by anyone believing in the deception. A character who has successfully disbelieved the illusion (by making a saving throw versus spells) will be able to spot the trap door. The trap door is extremely heavy and is locked shut by a large padlock. The lock is old and can be broken by a few good blows from a blunt weapon. The heavy door can then be opened by a strong character.

When you open the heavy trap door, a wave of strange odors rushes your senses. It is too dark to see what is below, but an iron ladder allows access to what lies beneath.

13. Tower Kitchen

This is much like the kitchen in **Area #6**. Nothing of value can be found here.

14. Tower Dining Room

This room contains a large, oval table with 6 chairs. Two skeletal bodies sit before empty plates. Cobwebs cover everything. No information can be gained by searching this area.

15. The Queen and Her King

You open the door to the tower's last remaining level. Only a small section of the room's ceiling remains intact. The rest of the chamber is bare to the outside. You notice two things immediately. To the right, a motionless skeleton sits upon a makeshift throne of rubble. It is dressed in royal robes, holding a sceptre in its bony grasp and a golden crown rests atop its head. Hovering over the decayed skeleton is the evil female spirit that attacked you at the edge of the chasm. She looks to the corpse with deeply saddened eyes and then turns upon you for the attack.

This is the queen's last stand. Whether the PCs have **Reaver** or not, she will attack until destroyed in order to protect the body of her long-dead husband. At the moment of her destruction, a monstrous wail, which shakes the tower like a small earthquake, will echo throughout the land. When the echo dies, no sound anywhere can be heard.

Searching through the rubble of the upper level, the characters can find the key to open both the phony vault (**Area #12B**) and the true vault room (**Area #17**). Nothing else of value can be found while rummaging through the debris.

16. Into the Magic Lab

The iron ladder takes you down a 30' deep shaft that ends in another octagonal chamber similar to the main level. The place is a veritable gold-mine of magical ingredients. The entire area seems to have been devoted to magical research. There are thousands of multi-colored potions, chemicals, and other component elements such as diamond powder, bat wings, eye of newt, dragon scales, teeth from a vampire, and other oddities all neatly stored in vials and jars with faded labels identifying their contents. Other objects include a crucible, crystal ball, an ancient mirror, thuribles, test tubes, a hearth, rare herbs, and various minerals. A small section enclosed by a glass door holds the most interesting discoveries. There are special jars and containers with the following labels: goblin's soul, dragon heart, breath of Vyssa, essence of life, thought well, & thunder storm.

The contents of this chamber are harmless if left in their resting places. However, **2 poltergeist** that dwell here will make sure that is not the case. As the PCs are investigating the area, the poltergeist (originally the guards to the magic lab entrance) will begin hurling objects at the characters in an attempt to cause fear so that they will flee. Characters struck by objects in the room will suffer no damage, but must make a

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saving throw versus spell or flee in terror in a random direction (choose available exits away from the poltergeist and determine randomly) for 1d12 rounds before recovering. There is a 50% chance that the victim drops whatever he is holding before fleeing.

Some of the potions will have unusual effects if they react with air. If thrown and they break upon hitting the floor, roll on the table below to determine the result.

d4 Reaction

- 1 Explodes in a fiery blast causing 1d6 damage to anyone within 10'
- 2 Causes blindness to all within 6' of impact for 1d6 rounds
- 3 Explodes with a deafening crack that causes deafness to all who hear it for 2d4 rounds
- 4 Extremely nauseating smell that causes PCs to retch and vomit for 1d4 rounds or until they leave the area.

If the poltergeists are attacked by characters who cannot detect invisible, they suffer a -4 penalty to their attack roll.

The Mirror - The mirror is actually a magical device that can teleport the PCs anywhere they wish to arrive within the realms. A PC mage examining the mirror can find magical inscriptions that explain how the device is operated. The mirror can be used at the end of the

adventure for transporting the PCs and the artifacts (if they desire) back to Arkonus.

Messing With the Potions - If the PCs persist in playing around with the potions, chemicals, and other oddities, they are truly playing with life and death. Mages can tell by the items found here that the magic is potent and "different" than what is normally found throughout the realms. **Detect magic** goes wild and the type of magic cannot be determined. Use the guidelines below if the items are tampered with.

Potions, Chemicals: Drinking, pouring, or mixing potions and chemicals will have some bizarre and possibly fatal consequences.

Pouring - (d100)	01-20	harmless
	21-00	strange reaction (as above or make up your own)
Mixing - (d100)	01-05	harmless
	06-00	strange reaction (as above times 2 or make up your own)
Drinking - (d100)	01-05	harmless
	06-10	save vs. poison or die
	11-50	weird effect (randomly roll on potions table)
	51-00	save vs. poison or suffer 1d8 damage

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Oddities - The items in the glass case (goblin's soul, dragon heart, breath of Vyssa, etc.) are in this category. They are in special containers that cannot be opened by just uncorking or unscrewing their lids. They are magically sealed and can only be opened by first using dispel magic on the container and then forcing them open by making a bend bars/lift portcullis check or hitting them with a lot of force (including magical forces). The contents are sure to cause some havoc as outlined below.

Goblin's Soul - Will possess a PC if a save vs. spell is not made. The PC will act and talk like a goblin for the remainder of the module.

Dragon Heart - This heart is preserved and alive. It can cause no harm, but will do no good.

Breath of Vyssa - A huge gust of wind will rush through the room, lasting 6 rounds and causing everything to fly about. Potions and chemicals will break and add to the destruction. Characters will be forced against the walls and will suffer 1d3 damage per round by flying objects.

Essence of Life - When released, a powerful glow fills the chamber and persists for 6 rounds before disappearing through the ceiling. The essence causes no harm.

Thought Well - Releases millions of thoughts that will bombard all the PCs telepathically. The confusion of thoughts and ideas is so strong that all must save versus spell or become feeble-minded for the remainder of the module.

Thunder Storm - This container actually contains a thunder storm. If released, it will storm in the lab for 2d12 rounds, flooding everything and causing heavy damage with lightning bolts. Anyone remaining in the room will surely perish.

Poltergeist (2): AC 10; HD 1/2; hp 4; # AT 1; Dmg Nil; SA Fear; SD Invisibility, silver or magical weapon to hit; MR Std; MV 60 ft.; SZ M; AL LE

17. The Magic Vault

Once the vault room has been opened, the PCs will have at last arrived at their destination. This chamber holds every magical artifact created by Syriah's wizards. The place is literally strewn with uncountable troves of magic that is completely beyond the understanding of any mage in the party. Now all that remains is for the PCs to decide what to do with them.

In addition to the magic artifacts, the following wealth can be found here:

2,350 pp
5,400 gp
2,131 sp
10 gems worth 3,500 gpv
8 pieces of jewelry worth 4,320 gpv

ENDING THE ADVENTURE

The characters have three choices.

1. Leave Maladar without the artifacts, but leaving the artifacts untouched.

This is the easy way out. The characters will return to the realms to explain their adventure and the reason why the artifacts were not brought back with them. However, if the PCs explain the danger of the artifacts, they will be told that another quest must be organized so that the artifacts can be disposed of properly before another group stumbles upon them and uses them for evil.

2. Leave Maladar without the artifacts, disposing of them before departing.

The artifacts can be disposed of by dropping them into the chasm that surrounds the **Tower of Rule**. Deep within the chasm is a volcanic-like lava sea that is sufficient to disenchant the items safely.









The PCs can return to the realms through the mirror and explain the quest to the **Temple of Geruvoj**. The clerics there will agree that they made a wise decision in destroying the artifacts.

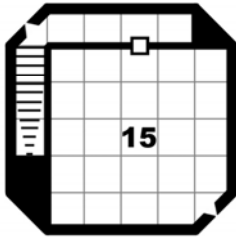
3. Leave Maladar and bring the artifacts back to the realms.

The clerics of Geruvoj will thank the PCs for gathering the artifacts and will bid them good luck on future adventures. However, it isn't long before word spreads of the artifacts and evil groups vie for possession of them. Eventually, one or more of the items are stolen and the artifacts are ill-used for malicious purposes. The power within the artifacts is too great and the magic cannot be controlled. Soon, the entire realms falls victim to the fate that Maladar still suffers.

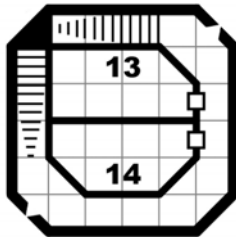
MAP #8: FORTRESS OF LORD SYRIAH

KEY

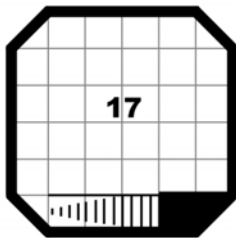
 Door	 Window	 Arrow Slit	 Trapdoor
 Portcullis	 Stairs	 Rubble	 Cliff



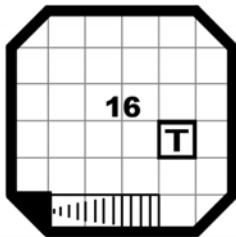
Upper Level 2



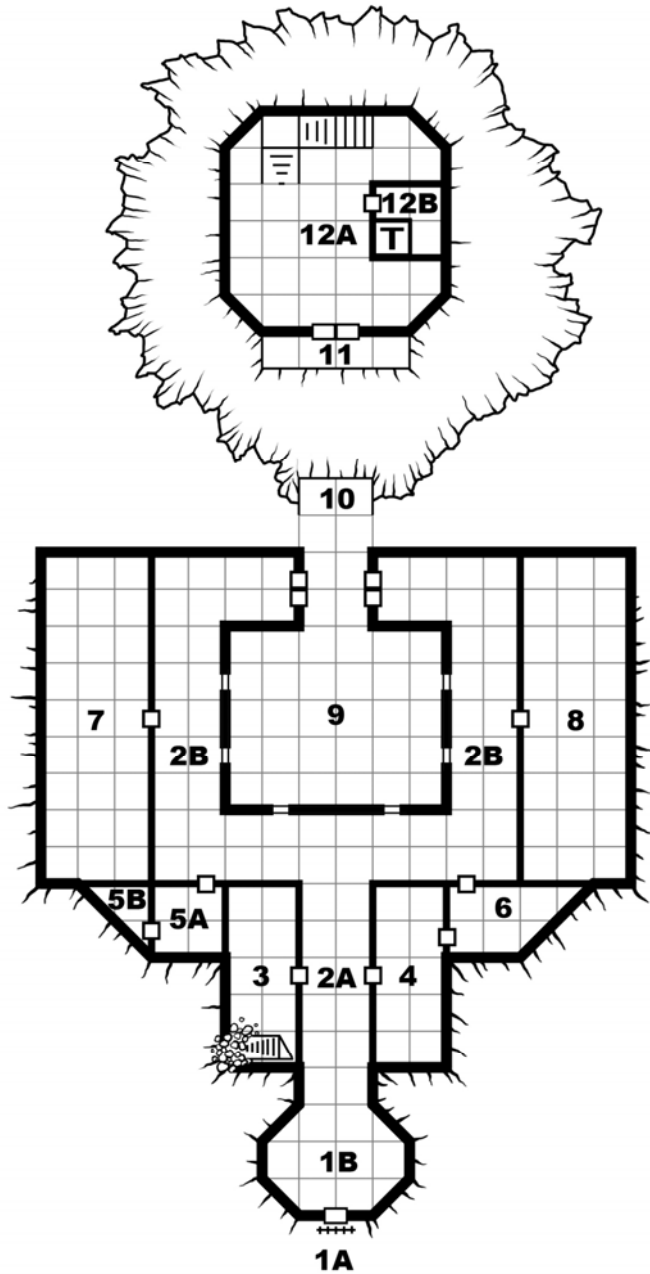
Upper Level 1



Lower Level 2



Lower Level 1



APPENDIX: A

City Random Encounter Chart

Use of this table is optional. The hazardous encounters here are intended to remind the complacent players of the treachery and evil of Captain Shark's methods.

<u>d100</u>	<u>Result</u>	<u>Description #</u>
01-05	(Assassin)	1
06-15	Beggar*	
16-20	City Guard	2
21-25	City Official	2
26-32	City Watchman	2
33-39	(Priest)	3
40-45	(Doppleganger)	4
46-50	Drunk	5
51-57	(Fighter)	6
58-63	Gentleman*	
64-68	Giant Rats	7
69-75	Goodwife*	
76-80	Harlot*	
81-96	Laborer/Peddler (50%/50%)	
97-00	Noble*	

() All encounters in parentheses will only happen once. Treat additional occurrences as No Encounter.

* The Game Master should improvise these encounters.

1. This encounter assumes that the PCs are enemies of Captain Shark and are getting too close to the truth. Lady Rosinda (see NPC listing) has decided to deal with the threat personally. She will be stalking the party and will have already successfully hidden in shadows before striking. She will attempt to pick off PCs in a fashion that poses the least risk to herself. If three attempts on a single target fail, she will give up on that target.

Lady Rosinda carries a purse containing 20 gp, 27 sp, and 30 cp

2. A typical guard, official, or watchman will approach the PCs and question them about their business. If they give an acceptable answer, the guard will bid them a cheerful welcome and move on. If their response is suspicious, the guard will report them to his superiors, and the PCs will be investigated and harassed by officialdom. If the PCs assault the guard, he will draw a signal whistle and attempt to blow it. If he does so, reinforcements will arrive in 10 rounds. Depending upon their actions, the PCs may be posted as fugitives.

3. This encounter will be with one 6th level neutral cleric and two devout followers. The cleric is devoted to Daergoth, the deity of weather. These people will solicit donations from the PCs (not taking "no" for an answer)

and make earnest, long-winded speeches on behalf of their greater power. These people aren't interested in causing trouble for the PCs, but can be a nuisance.

4. This encounter will take place only if the PCs are in a deserted area or if they are near ruins, a dungeon, or abandoned buildings or the like (the creature's lair). The doppleganger will stalk the party for a few rounds before striking. It will assume the form of the last character in the party and will attack when it can do so without being seen by the rest of the party. After disposing of the victim (and robbing the body, of course) the disguised creature will join the party and will continue to ambush them when circumstances are right. If discovered, the doppleganger will immediately flee.

If the doppleganger botches its attempt at a surprise attack, it attacks anyway. If the other PCs intervene, it uses its ESP ability to keep them confused, urging an attack on its victim. If a PC spends a full round trying to tell the difference between the two, he has a 10% chance of recognizing the creature. Until the doppleganger is recognized, any successful attack by another PC has a 50% chance of striking the doppleganger and a 50% chance of striking the intended victim. A PC can, of course, use various means of non-lethal combat to overpower both opponents.

Doppleganger (1): AC 5; HD 4; hp 19; # AT 1; Dmg 1-12; SA Surprise on 1-4; SD Mimicry, immune to charm and sleep, ESP, saves as F10; MV 90 ft.; SZ M; AL N

5. Drunk

This intoxicated citizen will be fascinated by the PCs and won't leave them alone. He will follow them about the streets asking them questions and talking loudly and in slurred speech. He is not hostile or evil, but his loud and excessive chattering is bound to draw attention to the PCs if they don't find a way to get him to go away.

6. The PCs meet a 7th level fighter of neutral alignment. The fighter can either be drunk or sober (50 % chance of either). The fighter's reaction depends upon the PCs' actions. The fighter reacts normally if sober. If he is drunk, roll 1d4 to determine the fighter's reaction. 1=friendly, 2=indifferent, 3=threatening, or 4=hostile.

Elf, Fighter: AC 5 (elven chain); F7; hp 60; # AT 3/2 (sober) or 1 (at -5, drunk); Dmg 1d8+2; SA +1 to hit with sword, Str bonus (neither usable if drunk); SD 90% resistance to sleep and charm; MR Std; MV 120 ft.; SZ M; AL N; S 17, I 15, W 10, D 14, Co 16, Ch 14.

7. The dock area abounds in rat lairs. If prowling around the ships' berths or exploring dock warehouses,

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the PCs disturb one and are attacked by 4-24 giant rats. The rats will scurry away after losing half or more of their numbers.

Giant Rats (4-24): AC 7; HD 1/2; hp 1-4 each; # AT 1; Dmg 1-3; SA Disease (5%); SD Nil; MR Std; MV 120 ft., 60 ft. (Swim); SZ S; AL N(E)

Major NPCs

Captain "Shark" Thompson, 8th Lvl Half-Elf Male Fighter: AC 5 (elven chain)/8 (leather); F8; hp 48; # AT 3/2; Dmg 1-8+4 (cutlass); SA Nil; SD Nil; MR Std; MV 90 ft.; SZ M; AL CE; S 18/36 (+1/+3), I 14, W 14, D 14, Co 13, Ch 18.

Weapon Proficiencies (NPP -2): Cutlass (scimitar), dagger, knife, dart, harpoon, crossbow

Languages: Common (written/spoken), elven (written/spoken)

Magic Items: **Cutlass +1, buckle knife +1, Orb of Geruvoj**

Normal Equipment: (ashore) leather armor; (aboard ship) elven chain mail, shield, spyglass, any additional normal weapons or items as the GM sees fit.

Description: Captain "Shark" Thompson is 91 years old, stands 5' 5" tall and weighs 137 pounds, burly by half-elf standards. With teeth filed to grotesque points, long white hair, and a polished brass right hand replacing the fleshy one he lost in battle years ago, Captain Shark's appearance is highly distinctive. All his clothes were once of high quality, but are now so frayed and travel-stained as to add to his disreputable appearance. Around his neck the captain wears a gold chain (value 50 gp) that holds five keys. These keys open five compartments aboard the **Sea Dragon**: a) the door to the captain's cabin; b) the captain's strongroom; c) the main hatch; d) the arsenal; e) the cargo hold doors.

Captain "Shark" Thompson is half-elf. His parentage is obscure, and he does not admit to having any living relatives. As with most pirates, it is neither wise nor profitable to inquire too deeply about the "Shark's" past.

Thompson has been a pirate on the Pearl Sea for nearly 50 years. In that time, he has menaced shipping in all reaches of the sea, including Elisarus. His first command, 15 years ago, coincided with the election of Barclay Silven as mayor of Elisarus. Thompson was a victim of the new mayor's aggressive anti-piracy policy; he lost his hand in a battle against the forces of Captain Baldrick Raskin, father of the city's current Regent of the Harbor. Thompson was never decisively

beaten, being too determined and cunning for that. He survived by forming partnerships with the onshore criminal elements of the region, by cleverly disguising his ship to confuse pursuers, and by ruthlessly killing all witnesses to his piracies. As a result, no one among his pursuers knows exactly what he looks like or the true name and appearance of his ship.

After 15 years of ever-closer pursuit, Thompson is becoming tired of the pirate's life. His pursuit of the Maladar legend reflects his desire for one massive haul that will either buy him security as the leader of his own pirate fleet on the Pearl Sea or enable him to live in comfortable retirement for the rest of his days.

Lady Rosinda, 6th Lvl Human Female Thief: AC 8 (no armor)/6 (leather); T6; hp 22; # AT 1; Dmg 1-4 (dagger); SA Backstab; SD Stealth; MR Std; MV 120 ft.; SZ M; AL CE; S 12, I 15, W 12, D 16, Co 14, Ch 9(18).*

* Lady Rosinda has an 18 Charisma when dealing with PCs and NPCs that are unable to resist the illusion of her **cloak of desire**.

Thieving Skills: Pick Pockets 55%, Hide in Shadows 37%, Open Locks 52%, Hear Noise 20%, Find/Remove Traps 45%, Climb Walls 92%, Move Silently 47%, Read Languages 30%, Backstab x4

Weapon Proficiencies (NPP -3): Dagger, short sword, short bow

Languages: Common (written/spoken)

Magic Items: **Potion of poison, cloak of desire**

Normal Equipment: none (usual circumstances); leather armor, short sword, dagger, any other normal weapons or equipment she can carry (adventuring)

Description: Lady Rosinda stands 5' 3" tall and weighs 105 pounds. She is 38 years old, but looks 10 years older. Age and a hard life have added true ugliness to a face that originally was only homely.

Rosinda grew up in extreme poverty; her home was the streets of Elisarus. Throughout her childhood she had to steal to survive, suffered physical and emotional abuse, and was repeatedly forced to sacrifice her self-respect. The scorn she endured because of her ugliness was particularly painful. She learned from bored or kind-hearted adventurers how to fight and defend herself. With the completion of her training, she decided that she would never again depend upon anyone else. Rosinda is manipulative, cynical, and callous in her dealings with others, but hides these traits behind a mask of flattery and deceit. She runs the illegal gambling at the Inn of the Saltbreeze (gambling

is not illegal, but running rigged games is). If a gambler does not fall victim to a fixed game, Rosinda uses her robe's power of suggestion to relieve him of his winnings. Rosinda's high-stakes games are held at least three times per week. It was at one of these games that she met Captain Shark Thompson, who plays at least once per week. After being affected by her magic cloak, Captain Shark genuinely fell in love with her. The feelings were not mutual, but she has no intention of abandoning the Shark as long as his career is successful and he is compliant to her wishes.

THE OFFICERS AND MEN OF THE SEA DRAGON

Gerin Wyscopf (Lieutenant): AC 6; F3; hp 15; # AT 1; Dmg 1-6+1; SA Nil; SD Nil; MR Std; MV 120 ft.; SZ M; AL LE; S 16, I 14, W 13, D 16, Co 15, Ch 15.

Gerin has been a follower of Captain Shark for ten years. He still has faith in the captain's treasure hunt, but he has begun to desire a command of his own, and realizes that the easiest way to get one is to kill or over-throw the Shark--if he can make the death look accidental.

Gerin carries keys that will open two areas aboard the **Sea Dragon**: a) the main hatch; b) the arsenal

Turk Oberlin (Navigator): AC 7; F2; hp 12; # AT 1; Dmg 1-6+1; SA +1 to hit (Str bonus); SD Nil; MR Std; MV 120 ft.; SZ M; AL LE; S 17, I 12, W 10, D 15, Co 16, Ch 10.

Turk has no faith in the captain's quest and believes the Shark is soft both in the guts and in the head. Turk is a pirate rather than a quester. He confides his discontent only to his good friend Gerin. If Gerin turns against the captain, Turk will most likely follow suit.

Thomas Kraft (Master Artillerist): AC 7; F2; hp 12; # AT 1; Dmg 1-6; SA Nil; SD Nil; MR Std; MV 120 ft.; SZ M; AL LN; S 13, I 14, W 12, D 12, Co 16, Ch 14.

Thomas is a mercenary soldier whose true loyalty is to his profession. As long as the captain pays well and his decisions are sensible, Thomas is loyal. However, he will not risk his life for a losing cause. If hard pressed, he will attempt to surrender. He knows that the sergeants commanding his ballista (well paid by the captain) have a higher opinion of the captain than he does. If Thomas surrenders in battle, make a d100 roll for each crew member; those who roll 50 or lower will surrender, those who roll 51 or higher will fight as long as Captain Shark does.

Gar Backbur (Priest of Vyssa): AC 5; C5; hp 20; # AT 1; Dmg 1-6+1; SA Spells; SD Spells; MR Std; MV 90 ft.; SZ M; AL LE; S 15, D 13, Co 12, I 14, W 16, Ch 16.

Spells Prepared (3/3/1): 1st - **Cure Light Wounds, Detect Magic, Light**; 2nd - **Hold Person, Slow Poison, Spiritual Weapon**; 3rd - **Cure Disease**

The hierarchy of Vyssa, suspecting that Gar was selling out to the faith of Behldark, sent the erring cleric into semi-exile.

Gar's desire is to vindicate himself by sacking Maladar and transforming the Pearl Sea into a sea of blood, in Vyssa's name. Gar serves Captain Shark only so long as the captain serves Vyssa; in Gar's eyes any member of the crew is expendable. He has recently been preaching Vyssa's Path to the crew, with some positive response.

Wade Jesten (Ship's Surgeon): AC 7; F0; hp 3; # AT 1; Dmg Unarmed; SA Nil; SD Nil; MR Std; MV 120 ft.; SZ M; AL LN; S 9, I 16, W 8, D 17, Co 10, Ch 10.

Lex Kreen (Shipwright): AC 10; F0; hp 4; # AT 1; Dmg 1-4; SA Nil; SD Nil; MR Std; MV 120 ft.; SZ M; AL CN; S 13, I 12, W 15, D 14, Co 16, Ch 17.

At 62, Kreen is the oldest human aboard. He has been sailing the Pearl Sea for 50 years, and one ship is much the same as another to him. He performs the duties of ship's carpenter very well, and spends his remaining time entertaining the crew with stories, music, and dancing. A sailor, to the core, Kreen will never settle down to a life ashore--that would force him to choose among the six wives he has (in six different ports). If threatened, he will not fight; instead, he either flees or surrenders.

Pirates (35): AC 8; F1; hp 5 each; # AT 1; Dmg 1-6 (rapier); SA Nil; SD Nil; MR Std; MV 120 ft.; SZ M; AL CN-CE

These men are the scum of the seas. Their swords are sharp, their wits are dull, and their morals are decayed. When prepared for battle, these ill-disciplined louts will be armed with a mixture of short swords, daggers, light crossbows, and harpoons.

Soldiers (15): AC 7; F1; hp 6 each; # AT 1; Dmg 1-6; SA Nil; SD Nil; MR Std; MV 120 ft.; SZ M; AL CN

These men are under the command of Thomas Kraft, and form the ship's ballista crew. In combat, they will man the ballista as long as they can, and then defend themselves with short swords. The ballista on the forecastle top each have a 3-man crew; the poop deck ballista have three 2-man crews and one 3-man crew.

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In action, they will attempt to maintain 2-man crews on each ballista, regardless of casualties; they will abandon ballista if necessary to accomplish this.

MALADAR ISLE

Finding and plundering this legendary island is Captain Shark's goal. Unfortunately for him, he is unlikely to achieve his goal. If all goes well for the PCs, Captain Shark will not set sail from Elisarus in search of the isle. According to Thompson's map, Maladar is a fabulously wealthy island hidden from the normal sight of men. With the **Orb of Geruvoj**, he will be able to find it. That's all Thompson wants and needs to know. He believes he has the opportunity to make the one big strike that will gain him all the wealth and power he ever wanted.

Of course, the captain's assumptions are not necessarily correct. He's letting his greed run away with him. If the PCs seek out additional information about Maladar, they will learn all of the following information after two days of running down leads. The sources of information are as described under **Area E (the Temple of Geruvoj)**.

1. Maladar was an island in the Pearl Sea. It was inhabited only by an eccentric wizard who managed to transform the entire island into a mobile base for exploring the various planes of existence. Anyone who approaches within a mile of the island will be swallowed by the mists surrounding the island. He will then be forced to accompany the island on its travels forever.

2. Maladar was an island not much different from islands in the Pearl Sea today. Powerful sea-quakes shattered the island, leaving fragments to drift and then sink beneath the waves, lost forever. The rumors of fabulous wealth are a later, inevitable, and false addition to the legend.

3. The Maladar legend is a trap. The reported location is right in the middle of the Skull Isles, and a pirate faction spreads the legend to lure prey within reach. The island itself never existed.

4. All the islands in the Pearl Sea are fragments of a continent called Maladar. Maladar was destroyed in a civil war in which both sides used artifacts as weapons. These artifacts still exist, and rumors are that many a determined soul have attempted to recover them and never returned alive.

5. The wizards of Maladar, experimenting with forbidden sorceries, opened a gate to an evil plane, which swallowed the entire island. The island is now a place of utter evil disguised as a paradise. The gate is still open, and any ship that approaches within a mile

will be caught by a magical current that will inevitably sweep the ship to the island.

6. Maladar is a paradise, created by the greater powers. Only the pure in heart will find it. Those who reach the island will find treasures beyond estimation, free for the taking.

PLAYER CHARACTER IMPRESSIONS OF THE MALADAR ISLE LEGEND

Randomly give each of your players one of the following snippets of information regarding their impressions of the Maladar Isle legend. If you have more than 6 players, give out duplicate impressions or improvise a new one. Do not read these aloud. Let each player read their's in private. They can opt to keep the information secret or reveal it to the other players at the appropriate time.

Impression #1

Maladar? Hey, you used to know an elf named Maladar in Manteshire. Why would anyone think Maladar was keeping a horde of treasure?

Impression #2

You've heard hundreds of stories regarding a fantastic place called Maladar. It is rumored to have great treasure and was believed to have vanished from the Realms without reason. Unfortunately, no two stories you've heard are quite the same. How can any of them be trusted?

Impression #3

Maladar was an island in the Pearl Sea that succumbed to a natural disaster which caused it to sink into the ocean and be lost forever. Magical treasures were said to have existed on that isle.

Impression #4

Maladar Isle is believed to be a kingdom that was ruled by a great wizard who used sorcery to teleport the island to another dimension.

Impression #5

Maladar Isle doesn't exist. Stories have been told and passed down through generations, but none of them are factual. If the place existed and great treasures were there, they would have been found by now.

Impression #6

Maladar Isle is rumored to be the hiding place for a treasure of unimaginable wealth in the kingdom of a powerful "lord." However, long ago the island drifted from its original position and eventually vanished altogether. No one has been able to locate it since.

NEW MAGIC ITEMS

The Orb of Geruvoj

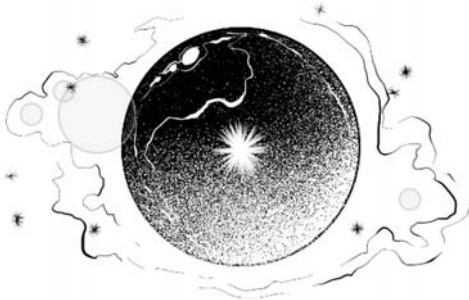
This is a crystal globe 6 inches in diameter, set in a wooden stand. This item functions as a crystal ball, with several restrictions and additional powers.

*The orb only operates on very dark nights with strong moonbeams shining upon it.

*Only a cleric of Geruvoj can use the item, and the user must pray to the greater power before using the Orb. The orb is used much like a wizard's crystal ball. Non-clerics attempting to use it will only see a cloudy light coalesce within the globe.

*Evil clerics can invoke the power of the item, but the vision it reveals will always be false or misleading. This fact is a closely guarded secret of the followers of Geruvoj.

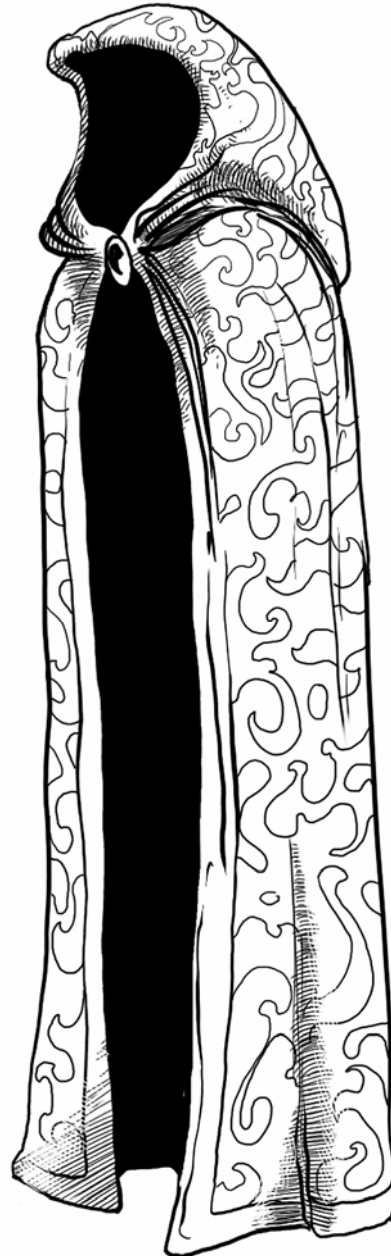
*When used by a cleric of Geruvoj, the Orb grants him true seeing (as the spell) once per night.



Cloak of Desire

This item appears to be nothing more than a cloak woven with the finest fabrics and dyed with exquisite colors of crimson and violet. However, the cloak is enchanted with a very special magic. When donned, the cloak creates the illusion that the wearer is the most attractive and charismatic person present. Therefore, no matter the company the person is keeping, they will outshine anyone around them. This effectively gives the wearer an 18 Charisma to anyone who falls for the illusion. Characters with a combined wisdom and intelligence of 32 or more gain a saving throw versus spell when first viewing the wearer of the cloak. If successful they will see through the illusion and view the person as they really are. Characters of the opposite sex make their saving throws at -4. A character only receives a saving throw the first time he views the wearer of the cloak. Once a result is determined, the character will forever view the wearer in that way. .

In addition to the illusion quality of the cloak, it is also possible for the wearer of the cloak to influence members of the opposite sex. Treat each statement made by the wearer as a powerful suggestion. Those within voice range must make a save versus spell or succumb to the suggestion. Unreasonable suggestions require no saving throw to avoid the effects (e.g. acts destructive to the character or his companions, actions which oppose the character's alignment, etc.).



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The Crew of the Sea Dragon

Kristof Glasbury* (NF): Somewhat of a joker, Kristof is always able to put his fellow shipmates in good humor.

Kane Fenel (F): Doesn't trust anyone. He is cunning and dangerous. Would steal from his own shipmates and put the blame on someone else.

Brutus Claymore (F): A moronic brute. Brutus follows anyone who makes peace with him. Loves to get riled and bash a few heads in. He fights until -10 hp when enraged.

Julian Highbrow (NF): Views life with a sugar coating. Believes the *Sea Dragon* is the finest ship every to set sail. He argues with anyone who doesn't agree.

Hanna Arusin (F): An attractive woman, but a bit of a "Tom" boy. She would rather fail miserably than allow a man to assist her. She joined the crew because she enjoys a challenge.

Kira Olest (NF): Joined the crew out of necessity. Her husband is jailed and she has no source of income to feed her children. She grabbed the first opportunity available.

Wes Silven (F): A flashy dresser and fast talker. Wes loves the sailor's life. He revels in small riches and talks of great times on the sea.

Kal Brass (NF): Is overweight and often depressed. He heard of the voyage on the *Sea Dragon* and thought the adventure might lift his spirits.

Friebik Mull (Navigator) (F): Has secret dreams of wealth and fame. Desires to someday purchase his own vessel, but is content where he is for the moment.

Garret Yousler (Cook) (NF): A patient and understanding man. Garret makes a living shipping out on short adventures 5 or 6 times a year. Money was running short and he signed up on the first ship that was hiring.

Raggert Wellums* (F): Raggert is a large, stalwart fellow. He never fails to play the tough guy act. He loves the sea and wishes to be a sailor until the day he dies.

Larutun Finster (F): A middle-age seaman who has searched for many a lost treasure with no success. Believes this may be his last opportunity for fame and fortune.

Angrosh Baylor (F): Angrosh is a stupid drunk. He can almost always be found with a bottle in his hand. He never fights unless severely intoxicated (which is most always).

Olob Endorf (NF): Olob is a quiet but very observant man. He keeps to himself unless some injustice has been done.

Murk Silo* (NF): Is very unsure of himself unless he belongs to some form of group. He becomes insecure if on his own. Considers the crew to be his only family and would fight to the death to remain a part of it.

Kroll Mueller* (NF): Has always been a misfit in the past, but has found a place amongst the newly formed crew. He does not wish to spoil his good fortune.

Belret Jacques (NF): A compulsive gambler in all things. Would gamble his life if he thought he could make a few coins.

Kremlik Fezel (NF): Always dreamed of taking a sailing ship on the high seas for adventure. Heard of the PCs' actions in Elisarus and went immediately to sign up aboard their ship.

Neeman Phipps (Artillerist) (F): A seasoned sailor with many a dangerous adventure under his belt. Is thinking of retiring in the near future. He would like to experience one last and greatest adventure.

Bellosh Pronan (Artillerist) (F): Bellosh is short and plump. He talks about bad times as if they were good. Thinks life on the *Sea Dragon* is the best experience of his life.

Elmore Azgarn* (Artillerist) (F): Loves the ocean so much that he'd probably get "land sick" if he were to stay in port for too long. Has a long-standing interest in searching for lost treasures.

Kevin Rampart (NF): A bum. Kevin has been living off the streets for the better half of his life. The PCs' have inspired Kevin to leave the dregs behind and make a better life for himself.

Levar Neenlar (F): Is only out for himself. If the quest succeeds, Levar would prefer to grab his share (or more than that) and leave by the most expedient route.

Nolan Grimby (NF): A wise man who believes the good of the group outweighs the good for himself. Regardless of his desires for fame and fortune, if it wasn't meant to be then he will accept that and get on with his life.

Fenton Gesh (NF): Dwells on his misfortunes. Fenton is a compulsive pessimist. Believes the quest will succeed at first, but will be the first to have a change of heart. Once he has taken a pessimistic attitude toward something, he cannot be swayed the other way.

* - An NPC that will side with the PCs during the mutiny.

F = Fighters NF = Non-Fighters

Fighters: AC 8; F1; hp 7; # AT 1; Dmg by weapon (from ship's arsenal); SA Nil; SD Nil; MR Std; MV 120 ft.; SZ M; AL N-CG; S 15, I 10, W 12, D 13, Co 14, Ch 8.

Non-Fighters: AC 10; F0; hp 4; # AT 1; Dmg by weapon (from ship's arsenal); SA Nil; SD Nil; MR Std; MV 120 ft.; SZ M; AL C-CG; S 10, I 10, W 10, D 11, Co 12, Ch 9.

Sea Dragon's Arsenal

The **Sea Dragon's** arsenal contains the following:

40 Rapiers
40 Harpoons
20 Light Crossbows
480 Bolts
Ballista Ammunition (120)
10 Harpoons with Silver Blades

MAJOR NPCS

Razthule, 9th Level Half-Elf Male Cleric of Behldark: AC 2 (banded & shield); C9; hp 42; # AT 1; Dmg 1d6+3 (flail +2); SA Spells; SD Spells; MR Std; MV 60 ft.; SZ M; AL LE; S 13, I 14, W 16, D 13, Co 16, Ch 11.

Weapon Proficiencies (NPP -3): Flail, Hammer, Quarterstaff, Whip

Languages: Common, Elven

Magic Items: **flail +2**, **oil of fiery burning**, **ioun stone** (pearly white spindle; regenerates 1 hp/turn)

Normal Items: Banded armor, shield, unholy symbol

Spells Prepared (6/6/3/2/1): 1st – **detect good**, **command**, **detect magic**, **sanctuary**, **detect snares & pits**, **entangle**; 2nd – **hold person**, **silence 15' radius***, **heat metal**, **augury***, **resist fire**, **slow poison**; 3rd – **dispel magic**, **speak with dead***, **pyrotechnics**; 4th – **cure serious wounds**, **sticks to snakes**; 5th – **commune**

* - Indicates a spell that has already been cast

Description: Razthule is the Enigma's second in command under Kroshoon Brezlore. When information on Maladar surfaced, Kroshoon had to make a quick

decision and send "someone" to lead the search for the forgotten isle. Razthule was outraged that he was assigned what he considered to be a ridiculous escapade. His loyalty to Kroshoon withheld him from denouncing the whole affair, and he since vowed that he would do everything in his power to hunt down the isle and recover the ancient magical artifacts. He is ruthless and single-minded. Anyone who threatens his goal will find themselves the object to vent his anger upon.

Events in this round will change Razthule's views on Maladar and on the outcome of his venture. This will escalate his single-mindedness to the point of obsession. When he finally meets the PCs at the end of the round, he will take great delight in thoroughly destroying them.

Razthule's Cronies

Lex Raffison (2nd/2nd Cleric/Fighter): AC 3/4; C2/F2; hp 15; # AT 2 (bow) or 1 (sword); Dmg 1-6 (bow) or 1-8 (sword); SA Spells; SD Spells; MR Std; MV 90 ft.; SZ M; AL LE; S 14, I 12, W 13, D 15, Co 13, Ch 11.

Items Carried: Long bow, 1 doz. Arrows, long sword, 20' rope, symbol of Behldark

Magic Items: **potion of invisibility**

Spells Prepared (3): 1st - **pass without trace***, **curse**, **detect snares and pits**

Darius Traig, Male Dwarf (3rd/3rd Cleric/Fighter): AC 3/4; C3/F3; hp 23; # AT 1; Dmg 1-8; SA Spells; SD Spells; MR Std; MV 90 ft.; SZ M; AL LE; S 15, I 13, W 13, D 12, Co 14, Ch 12.

Items Carried: Long sword, 2 daggers, symbol of Behldark, rations, unholy water

Magic Items: **potion of super heroism**

Spells Prepared (3/1): 1st – **pass without trace***, **cause light wounds**, **command**; 2nd – **heat metal**

* - Indicates a spell has already been cast.

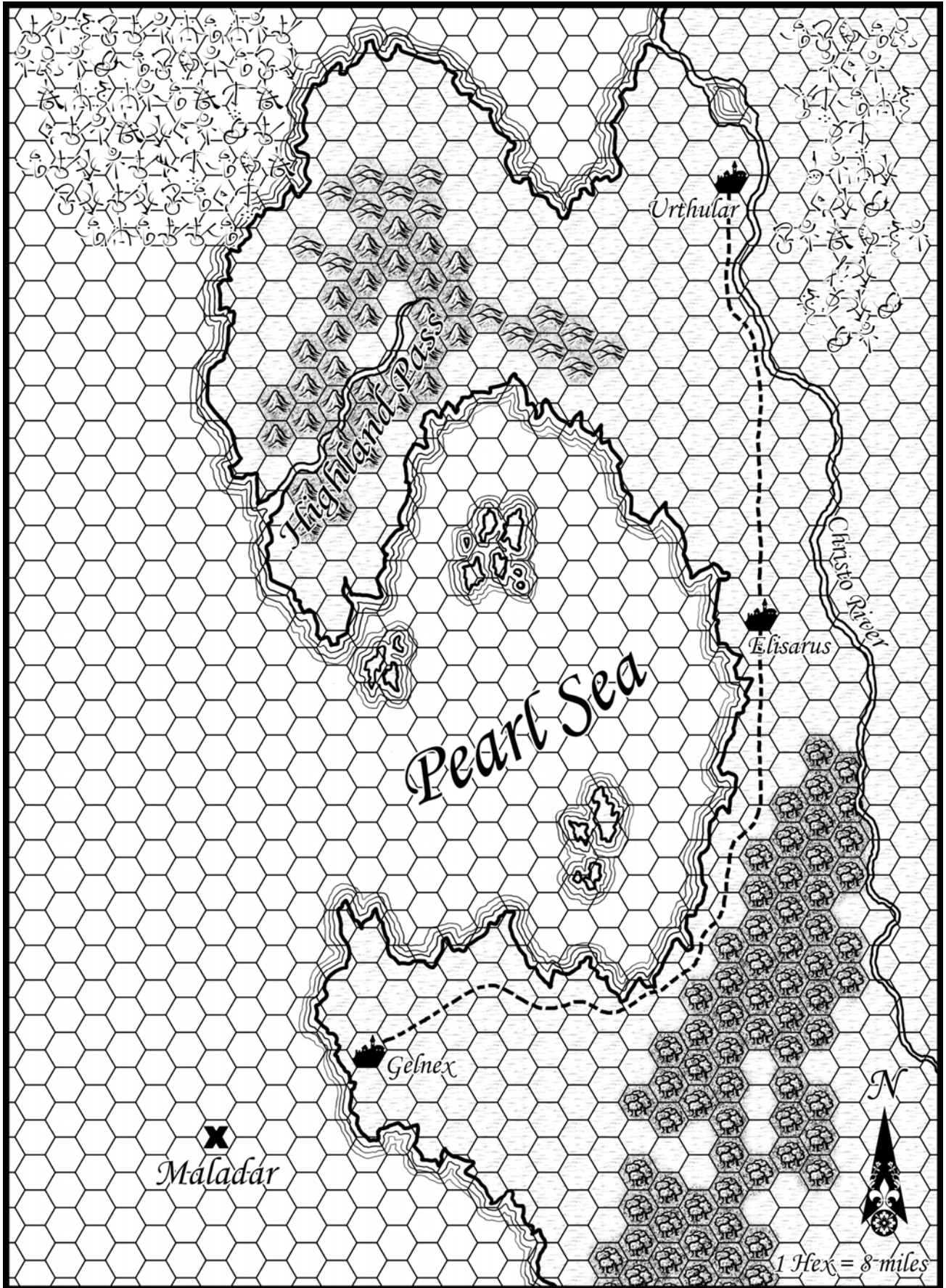
PROPERTIES OF THE MALADAR MAP

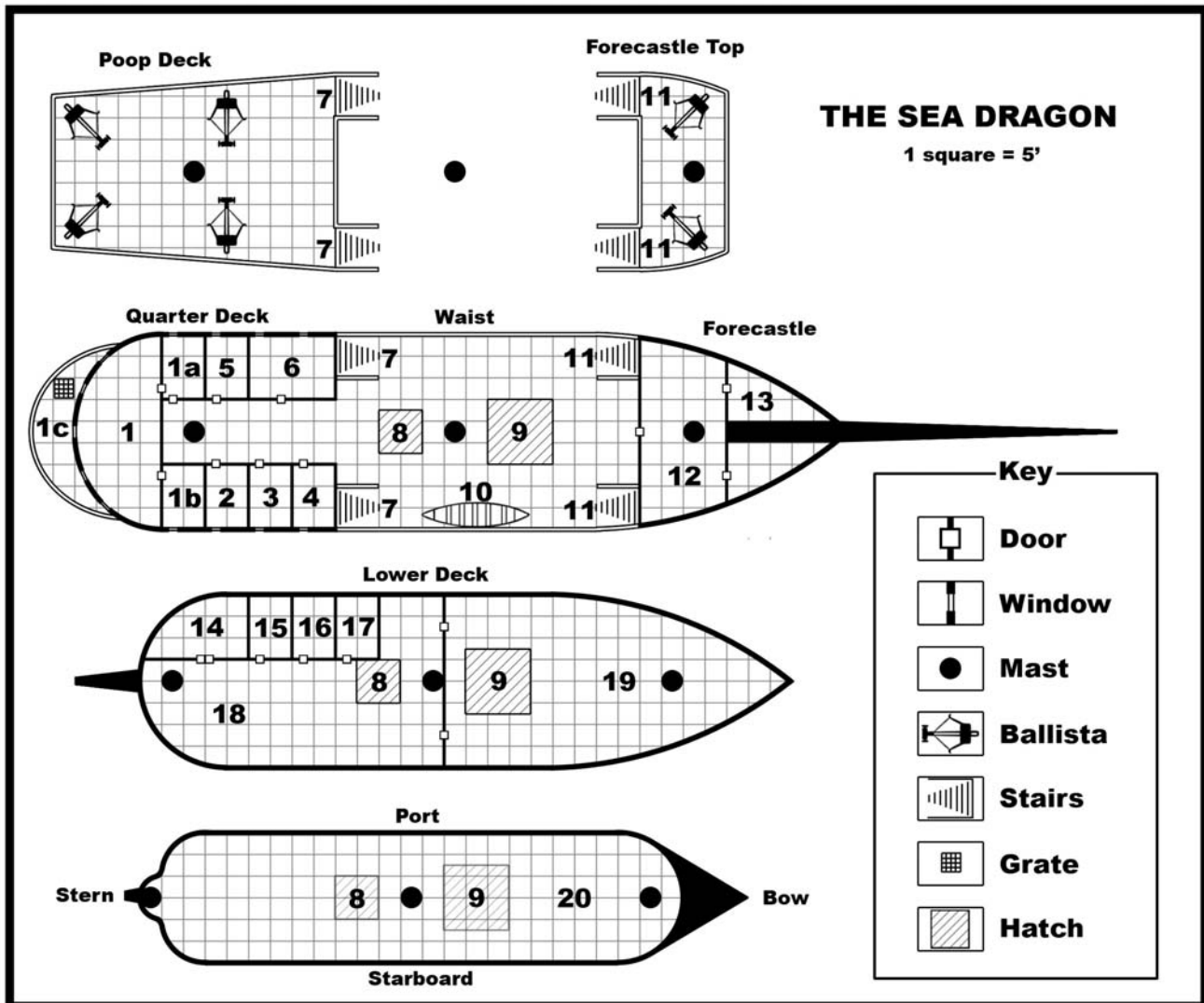
-**Detect magic** reveals a strong conjuration magic.

-Although the map appears ancient, it is obviously not. It is not written on normal paper. The material the map is drawn on cannot be torn or cut by normal means.

-The writings cannot be deciphered by **read magic** or **comprehend languages**. The writings are meant to confuse. Only **true seeing** will reveal the information contained on the map.

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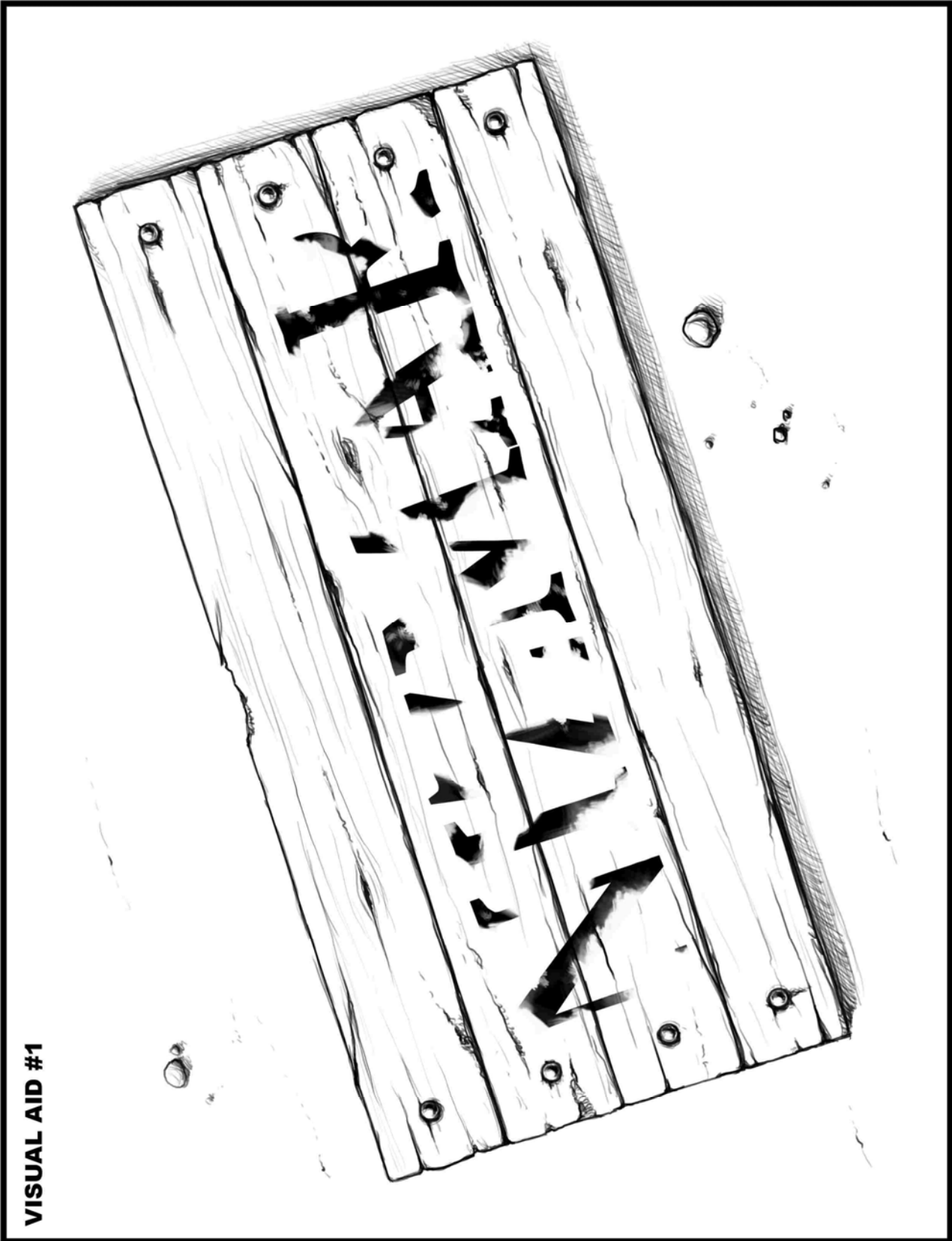


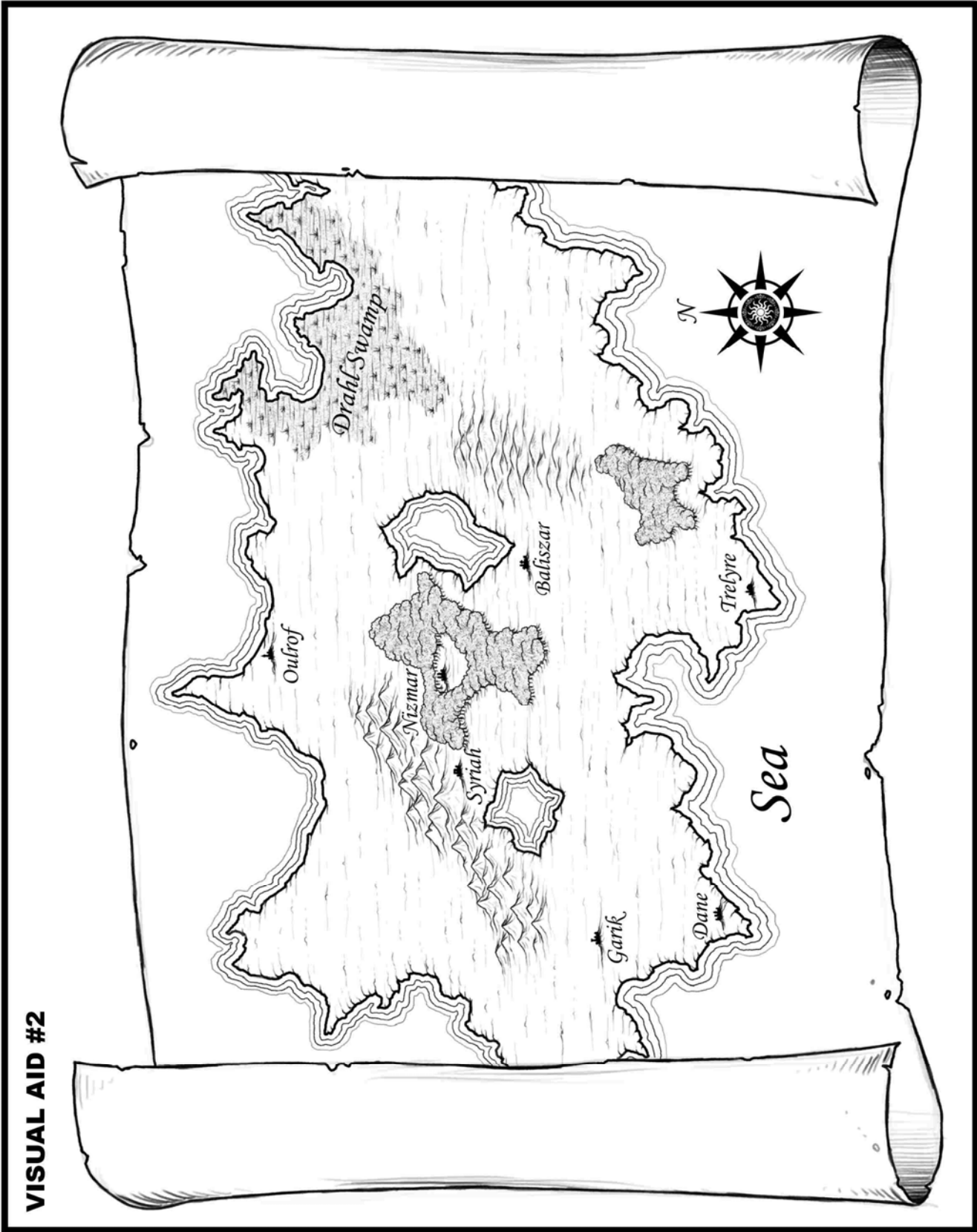
SEA DRAGON KEY

1. Captain's Cabin
- 1a. Captain's Chartroom
- 1b. Captain's Strongroom
- 1c. Captain's Stern Walk
2. Lieutenant's Quarters
3. Navigator's Cabin
4. Master Artillerist's Cabin
5. Cleric's Cabin
6. Officers' Wardroom
7. Stairs to Poop Deck
8. Hatch to Lower Deck
9. Main Hatch
10. Ship's Boat
11. Stairs to Forecastle Top
12. Galley
13. Cable and Anchor Stowage; Ship's Head
14. Surgery
15. Surgeon's Cabin
16. Shipwright's Cabin
17. Arsenal
18. Crew Quarters
19. Cargo Hold
20. Ship's Stores

SEA DRAGON CREW

- Kristof Glasbury
 Kane Fenel
 Brutus Claymore
 Julian Highbrow
 Hanna Arusin
 Kira Olest (Seamstress)
 Wes Silven
 Kal Brass
 Friebik Mull (Navigator)
 Garret Yousler (Cook)
 Raggert Wellums
 Larutun Finster
 Angrosh Baylor
 Olob Endorf
 Murk Silo
 Kroll Mueller
 Belret Jacques
 Kremlik Fezel
 Neeman Phipps (Artillery)
 Bellosh Pronan (Artillery)
 Elmore Azgarn (Artillery)
 Kevin Rampart
 Levar Neenlar
 Nolan Grimby
 Fenton Gesh





APPENDIX: B

Letter Handout #1

Most Ignoble Prince,

Let it be known that it is in your best interests to halt your attempts to persuade our Lord to denounce his actions in this war. Though you are his son, don't think for a moment that any here support your treasonous behavior. I for one will not tolerate any more of your ridiculous efforts to convince Syriaiah to raise the banner of peace in these lands. If you continue on your foolhardy course, I will personally see to the end of your existence. Nothing will stop Syriaiah from crushing the rebels and establishing the mightiest empire man will ever witness.

Anonymous

Letter Handout #2

Count Gurik von Hesslok,

Yes, Count, it wasn't difficult to tell who was making such cowardly threats. Could it be that you are afraid to confront me in front of my father? You would not be threatening me if you didn't believe that times were changing. This unholy war is coming to a halt and peace will reign in these lands. Your days at my father's side are numbered, Count.

APPENDIX: C

Graveyard Epitaphs

The following are examples of some of the epitaphs written on the headstones in the graveyard.

Yurik P'Lahn

Gave his life in the final battle of the flesh.
1320 - 1354

Gunther Siles

A valiant warrior. Devoted his entire life to the cause of his lord.
1301 - 1353

Krylluk Denzer

Student of the Lord's mage, Elezar. Died in magical accident.
1315 - 1350

Dell Lahser

The first to test the weapon of destiny.
1323 - 1355

Findar Illus

Commander of the 1st legion to enter rebel territories.
1268 - 1305

Unknown Warriors - The PCs can find hundreds of other graves that have no epitaphs. They are nondescript slabs of granite that have no names, but contain a death date. The death dates range from 1305 - 1375. These are the dates of the beginning of the year of the war (1305) and the cataclysm (1375).

NOTE: The current year in the **REALMS OF ARKONUS** is 3375.

NEW MAGIC ITEMS

Reaver

+1/+4 flaming longsword; AL LG; Int 19, Wis 19, Cha 10; Speech, 120 ft. darkvision and hearing, Blindsight; Ego score 27.

Lesser Powers: Detect magic at will, Cure moderate wounds on wielder 3/day (2d8+3), Locate object 3/day

Greater Powers: Detect undead at will, Haste on owner 3/day

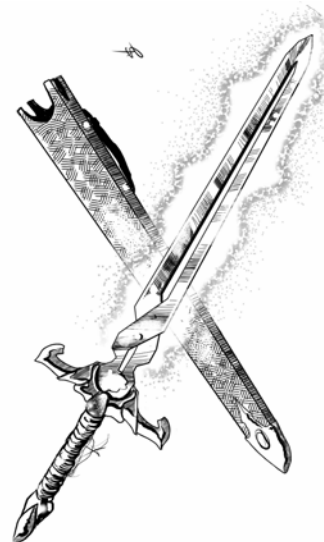
Special Purpose: Destroy undead.

Only characters of Lawful Good alignment may use Reaver. Characters of other alignments will suffer a -2 level loss while wielding the sword. The level loss is not permanent and will vanish when the sword is relinquished.

Personality: Reaver is a bit egotistical, thinking itself better than most characters. Reaver will constantly give the character instructions to further its purpose and can dominate most characters easily. A character must have a combined intelligence, charisma, and experience level equal to or greater than 46 (Reaver's INT + EGO) will be dominated by the sword. The sword has been dormant for 2,000 years. This dormant period has been sheer torture for Reaver. It has been able to sense undead all around it, but has been unable to gratify itself by devouring them. Once in a character's possession it will demand that it be taken into battle so that it may destroy its hated foes. As long as the PC agrees with the sword, everything will be alright. However, if Reaver has dominance over the PC, the sword can do the following:

1. Force its possessor into combat
2. Refuse to strike opponents
3. Strike its wielder or associates
4. Force its possessor to surrender to an opponent
5. Cause itself to drop from the character's grasp

Where undead are concerned, Reaver will not allow its possessor to remain out of combat no matter how injured it is.



GAVIN

3rd/3rd Level Half-Elf Male Cleric/Fighter

STR 18/10 +1 Hit, +3 Damage, 1-3 Force Doors, +100 Encumbrance, Bend Bars/Lift Portcullis 20%
 INT 14 +4 Languages
 WIS 17 +3 Mental Save Bonus
 DEX 15 -1 AC Adj.
 CON 15 +1 hp/die, Survive System Shock 91%, Survive Resurrection 94%
 CHR 14 6 Henchmen/+05% Loyalty, +10% Reaction

Hit Points: 40 Age: 53
 AC Normal/Rear: 1/3 Height: 5' 5"
 Armor Type: Plate & Shield Weight: 116 lbs
 Alignment: Chaotic Good Movement Rate: 120 ft.

Weapon Proficiencies: Broad sword, mace, quarter staff

Racial Abilities: 30% resistance to sleep and charm spells, 60' darkvision, spot concealed doors 1 in 6: 2 in 6 if searching, spot secret doors 3 in 6 if searching

Languages: Common, elven, gnomish, halfling, goblin, hobgoblin, orcish, and gnoll

Equipment

Magic Items: scroll of protection from weapons: non-magic edged, net of entrapment

Normal Items: Backpack, 2 vials of holy water, silver cross, broad sword, quarter staff

Wealth: Golden pendant depicting Primorus, the supreme deity (300 gpv)

Spells (4/3): 1st - cure light wounds, command, invisibility to undead, sanctuary; 2nd – speak with animals, spiritual hammer, hold person

Description: A follower of Primorus, the supreme deity, you believe the future holds great promise for your religion. The old philosophy that everything comes from your god and that every living being is accountable to him still holds some truth for you, but it is not in the philosophy that future clerics will abide by. The new way of the church will be to show everyone that all people are descendants of one culture and that, in that light, all peoples will respect one another as if they were brothers and sisters. You feel good about this new idea and make sure everyone knows how you feel. Around your neck you wear a golden pendant which depicts your god. It is a good symbol of your faith, but if ever in dire straits you would consider exchanging it for some useful gold.

RASTINOFF, the fighter, is the leader of the group. He is a man that believes in righteousness and honesty, but you think that his main belief is in a self-centered universe--His Own! However, you can't openly knock the guy because you think he is an excellent fighter and a half-way decent leader. You know you could never fill his shoes.

GWENAFYR, the cleric, is a follower of Geruvoj, the deity of knowledge. Since you've been stuck for 6 months at the Pegasus Inn, you have discovered how different your views are on many subjects regarding religion. You simply haven't been able to agree on a single issue for the past 6 months.

MITHRAL, the magic-user, is a valuable asset to the group. He always knows when to use a spell and when to hold back his casting. However, you think he buries his head in his spell book just a little too much. You always bug him when he spends too much time reading up on his spells.

LOTHINAR, the illusionist, is someone you just can't figure out. He studies too much like Mithral, and struts around like a pious fool when not flaunting his magic. His motto is: never tell a lie, and you can't believe that the guy actually abides by that rule. But what the heck, let the man believe what he wants. He's a good magician and you can't put him down for that.

RASTINOFF

6th Level Human Male Fighter

STR 18/35 +1 Hit, +3 Damage, 1-3 Force Doors, +100 Encumbrance, Bend Bars/Lift Portcullis 20%
 INT 15 +4 Languages
 WIS 16 +2 Mental Save Bonus
 DEX 14
 CON 16 + 2 hp/die, Survive System Shock 95%, Survive Resurrection 96%
 CHR 14 6 Henchmen/+05% Loyalty, +10% Reaction

Hit Points: 52 Age: 23
 AC Normal/Rear: 0/2 Height: 6' 4"
 Armor Type: Plate & Shield Weight: 190 lbs
 Alignment: Lawful Good Movement Rate: 120 ft.

Weapon Proficiencies: Long Sword, bastard sword, spear, knife, glaive, hammer
 Languages: Common, elven, and halfling

Equipment

Magic Items: plate mail +2, bastard sword of life stealing (+2 weapon), dust of tracelessness (3 uses)

Normal Items: backpack, 50' of rope, 2 torches, tinderbox, throwing hammer, 2 oil flasks

Wealth: None

Description: You are a man of principle, believing in righteousness and honesty, and respecting anyone who holds true to similar views. At first a loner, enjoying the adventurer's life, you soon met up with others who shared your love of adventuring. Your obvious qualities of leadership demanded that you take charge of the group and see to it that adventures were undertaken. You are proud of how things have gone so far.

GWENAFYR is a cleric in the service of Geruvoj, the deity of knowledge. She caught your attention immediately as one who was dedicated, upright, and honest. Though you are not committed to any formal worship, you respect Gwenafyr's views on the subject of religion and secretly abide by them.

KRISANA, the halfling, seems proficient in all sorts of odd skills. She has always helped the group when in tricky situations. You don't know exactly what her profession is, and it seems that Krisana is reluctant to divulge that information. You like Krisana very much and you would hate to find out that she isn't what she appears to be. Krisana is so small and young looking that you find it hard not to talk to her as if she were a young child.

GAVIN, the fighter/cleric, is in the service of Primorus, the supreme deity. However, you notice that Gavin's warrior instinct has made him a bit less disciplined than Gwenafyr. He has shown a little restlessness on occasion and this bothers you to some extent. Gavin always talks about the new way of the church and how things are going to be in the future instead of accepting things as they are now.

MITHRAL, the magic-user, has earned a great deal of respect from you. The small man is constantly seeking to better himself. Always he is studying his art of magic and always does he try to improve his craft. This kind of devotion has actually impressed you (and that's hard to do).

LOTHINAR, the illusionist, is a man of devout beliefs. No wonder you were attracted to him and asked him to become a member of your group. Since you have known him, you have learned that the man lives by one principle: Never tell a lie. And knowing how difficult this can be sometimes, you are impressed (again?) with his dauntless commitment to this ideal.

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