

PATH OF THE VANISHED



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Legend

1 hex = 1/4 mile

boardwalk path

entrance to below
marsh



PATH OF THE VANISHED

The **Path of the Vanished** campaign adventure is designed for starting characters of 3rd or 4th level. In general, the party should contain a good mix of character classes as many varied challenges await throughout the campaign. The total party strength, to start, should be approximately 12–24 total character levels. Therefore, if the player characters (PCs) are all 3rd level, around four to eight characters should be involved. The PCs should also possess some magical items, including weapons. The characters will progress to 10th level by the end of the campaign. The PCs traverse no less than a thousand miles during the course of the adventure and encounter varied landscapes from a backwater sea swamp, a partially sunken and ancient city, a forgotten resort, a floating island city, a jungle trek, a buried city, a trap-laden pyramid, and finally a temple within a dormant volcano.

In the event you, as the Game Master (GM), wish to start this campaign at first level, two optional prequel adventures are included in this book. See **Appendix III** for complete adventures designed to level-up your PCs. Additionally, the scenarios introduce the Raiders (the main villains in **Path of the Vanished**). It is not necessary to use both adventures, but they are designed for sequential use, if desired.

Path of the Vanished is a multipart adventure series. However, each adventure can be played separately and independent of the series. This series is designed, in general, as a sequel to the iconic *Slaver* series of modules. These adventures start approximately 30 years after the original *Slavers* were defeated. It is not necessary to have played, or read, the original *Slaver* series to play this series. An organized group, called the Raiders, are systematically attacking villages, settlements, and small

towns. Their goal is no secret: slavery. While the Raiders do loot their targets, their primary goal is to kidnap every inhabitant.

In part one, **Legacy of the Vanished**, the PCs are part of a massive search to locate the Raider base and end their depravations (**Chapter I**). The PCs find themselves in a massive tidewater swamp and stumble into an ancient, half-sunken city (**Chapter II**). The city includes a variety of encounters and ultimately leads the PCs out of the city and to the Wilderness Lodge — a formerly abandoned resort complex on a sandy beach (**Chapter III**). As the PCs investigate the lodge, they discover that the Raiders are using it as a secret waystation. Furthermore, the PCs also learn that the Raiders are using a mythical floating island. This is the start of part two, **Sanctuary of the Vanished**. The PCs are tasked with infiltrating the island city of Sanctuary in order to further pursue the Raiders. On the island, the PCs discover a Raider compound (**Chapter IV**) as well as a covert shelter to protect escaped slaves. With the information gathered on Sanctuary, the PCs can charter a ship that takes them to the Isle of the Outcasts (**Chapter V**) which is part three, **Veil of the Vanished**. Upon learning the true intent of the Raiders — the rebirth of the Earth Dragon God and resurgence of a savage people in order to dominate the world — the PCs find themselves in a race to reach the pyramid crypt of the Earth Dragon (**Chapter VI**). In part four of the adventure, **Visage of the Vanished**, the PCs enter the Death House (**Chapter VII**) before finally meeting and battling the Iron Alliance within a dormant volcano (**Chapter VIII**).

For more information, see **Appendix I: Designer's Notes** and **Appendix II: Sequence of Play**.

PART I: LEGACY OF THE VANISHED

BACKGROUND

The slavers, now calling themselves the Raiders, have indeed reformed; however, none of the original hierarchy remains. An inner circle of men and women who held low-level positions within the original Raiders — or who had no connection to them whatsoever — now leads the new organization. This leadership is secretly called the Iron Alliance. The new organization is formed by a group of nine members from various backgrounds. The Iron Alliance convenes monthly to plot direction and divide the spoils. Many of the Iron Alliance are respected members of their communities, while others are openly nefarious. Though the general intent of the organization is slavery, it is only a component of their organization designed to obtain vast amounts of gold. Yet there is much more than illicit wealth to the group. Their ultimate plan is world domination enabled by the resurrection of a lost race of people, the Northmen, and their long-forgotten deity, the Earth Dragon God. The majority of those kidnapped are not sold as slaves but are instead transported to the Isle of Outcasts, a mysterious and far-off island. The slaves are excavating the Northmen's capital city!

The Raiders have been actively kidnapping entire villages and towns for nearly a year. Initially, they targeted remote fishing villages on the fringes of, and sometimes beyond, normal civilization. This gave them time to perfect their operation without gaining the notice of coastal and island kingdoms. By the time their operation became apparent, the Raiders had grown in power and size. Soon the hunt was on, but the kingdoms grew more desperate after several fruitless months. Entire navies searched the sea without success. The raids continued, and now larger towns, some miles inland, were attacked, leaving not one soul to tell the tale. Villages and towns demanded protection and while dispatching soldiers seemed to reduce the frequency of attacks, the raids continued.

Where the Raiders lack a mainland presence, they make up for the deficit with a very large naval force. The Raiders own 22 ships, 21 of which perform their raiding operations, and the last, the *White Witch*, which serves as a transport for the Iron Alliance. The Iron Alliance conducts all

its business on the *White Witch*. All the ships make their home harbor at Sanctuary, a manmade island considered nothing more than legend. In general, there are never more than two or three Raider ships at harbor in Sanctuary.

In section one of this adventure, the PCs are recruited to help in the search. They board a small, fast sloop and are tasked with searching some desolate shores, small islands, and large intracoastal waters. Three Raider ships ambush the PCs' ship, and the PCs are forced to flee into an intracoastal waterway. During their flight, the PCs stumble upon an ancient complex of ruins hidden beneath a canopy of jungle vines and trees.

Eventually, the PCs navigate through the ruins and reach a large lagoon. On the opposite side of the lagoon, the PCs plainly see a manmade beach and wooden docks. Beyond the docks, the rooftop of a very tall building rises above the palm and pine trees. The building is the Wilderness Lodge, a once-grand hotel the Raiders now use as a base. Within the lodge, the PCs confront servants of the Iron Alliance and discover information on the island of Sanctuary, which places them one step closer to finding the thousands that have vanished.

ADVENTURE HOOKS

1. One of the PCs lost a relative to the Raiders.
2. A local seaside kingdom hires the PCs.
3. The PCs are hired to protect a village, temple, shrine, etc. But before they arrived, the Raiders struck! Out of obligation, the PCs are in pursuit of the Raiders.
4. The PCs are hired to rescue an individual whom the Raiders kidnapped.
5. The PCs see this as an opportunity to make a name for themselves.
6. A rival group challenges the PCs. A wager might be appropriate.

Regardless of which hook is used, or if you create your own, the PCs find themselves on a small ship in search of the Raiders. The search area is a desolate stretch of shoreline of a thinly populated kingdom. The area is tropical (think southern Florida, Bahamas, etc.). Two options are provided to start this adventure and get the PCs to **Chapter II: The Ruined City**. One option has an overwhelming force of Raiders pursuing the PCs to the hidden entrance of the Ruined City. The second choice lets the PCs follow a phantom of a former slave to the entrance.

Read the **Players' Introduction** in **Chapter I: Pursuit on the Coast** (same for either option) and then follow the route of your choice.

EXPERIENCE AND LEVELING UP PCs

As the player characters progress through the adventure, the difficulty level rises. In general, the PCs should start the Path of the Vanished portion of the adventure at about 3rd level. If you decide to start them at first level and run the Whispers of the Serpent God adventures in Appendix III, the characters will certainly rise from first level to third level. This is perfectly acceptable to start the Path of the Vanished portion.

For each chapter the PCs complete, they will level up as noted below. This milestone leveling ensures the PCs will steadily advance throughout the mini-campaign.

As a matter of practicality, PCs should be allowed to level up as the game moves forward. Basically, when a character completes a milestone to level up, the process should be completed the next time the character is at rest.

- **The Ruined City – 4th Level**
- **The Wilderness Lodge – 5th Level**
- **Sanctuary and the Tower of Traverse – 6th Level**
- **Temple of Time / Library – 7th Level**
- **Temple of the Earth Dragon – 8th Level**
- **Death House – 9th Level**
- **Crypt of the Earth Dragon – 10th Level**

CHAPTER I: PURSUIT ON THE COAST

Use **Coastal Map**. A players' map is provided in **Appendix XI**.

PLAYERS' INTRODUCTION

It has been 30 years since the resounding defeat of the Raiders. Their purple-sailed ships terrorized the seas, and their roving bands of marauders ravaged the towns and villages near and far. Now, the remnants of that vile organization have reformed and restarted their campaign of terror. The black ships with the purple sails again ply the coasts in search of victims. However, where the previous Raiders were brazen, this group is secretive. The raids are far more infrequent, although starkly more ruthless. Entire villages are captured, and all are taken, young and old. Those who are too infirm to kidnap are killed. Only a very few have escaped these midnight raids.

The raids have been recorded across several kingdoms and a thousand miles of coastline as well as numerous islands. The only commonality is the fact that the raids are all conducted within a day's march of the ocean, though a few took place along the Great North River. The navies of all affected lands have sallied forth but returned without even sighting one purple-sailed ship. Ground forces patrolling the coasts also met with no contact. Yet the raids continue.

And now you have joined the crusade. The original Raiders met their demise at the hands of a gallant band of adventurers, and the plan is to defeat these new fiends in the same way. The strategy is the same: Search out a Raider camp and then follow whatever clues available to their base and leadership. Numerous adventuring groups have volunteered to reap the glory of defeating these vile fiends. Each group of adventurers is assigned a geographic area to search. Your group is to travel via ship to the distant tropical south where numerous small fishing villages have yet to be attacked. It takes almost a week to reach the area, but the sea and weather are good; the voyage has been enjoyable.

GM's Description: Regardless of the adventure hook used to introduce the PCs, they find themselves on a ship in search of the Raiders. The PCs are free to have provisioned themselves accordingly. A severe lack of hired help is available for the PCs; henchmen, hirelings, torchbearers, etc., are all employed (and commanding top dollar) as mercenary guards by individuals and villages alike. Every sword-arm within a thousand miles is gainfully employed. There are two options for the start of the adventure.

AMBUSH (OPTION A)

Use Coastal Map: A player's copy is included in Appendix XI.

In the first part of the adventure, the PCs are aboard the *Relayer*, a two-masted schooner. The ship is patrolling the coastal waters along the southern edge of the Raiders' operating zone. The weather is generally hot with light winds. Frequent thunderstorms plague the trip. The storms are not dangerous but bring heavy rain that obstructs vision to less than a quarter mile. The storms generally last 20–40 minutes, with some light rain adding another 10–15 minutes. The sea has been calm, and no sign of Raider activity has been found.

The ship often launches a longboat to inspect the numerous intracoastal waters and passes; the waters are too shallow for the *Relayer*. On reaching the furthestmost point south of its search area, the *Relayer* skirts the coastline where a series of passes connects to a very long and large intracoastal waterway. (The *Relayer* starts this adventure at **location 1**). A lookout calls out that he has spotted a longboat racing along the intracoastal (**location 2**). He claims that the boat is manned by what he thought were hobgoblins, and the boat was filled with at least a dozen human children. The boat disappeared into a pass (**location 3**).

This is a complete falsehood. The Raiders employ the sailor, and he is trying to get the PCs (and the crew) to focus on the shoreline. His cue is an oncoming thunderstorm. The raiders contacted the sailor the night before (via a coded signal light). A group of three Raider ships (the *Chain*, the *Manacle*, and the *Lash*) are using the storm to mask their approach.

The *Relayer's* captain suggests that the PCs use the ship's longboat to

pursue the Raiders. He orders the boat lowered and assigns 10 sailors to man the oars. The boat can carry 20 people. As the PCs get underway, a light rain begins to fall. A storm is coming in quickly. At first glance, it appears to be just another quick-moving thunderstorm. However, this storm is the leading edge of a massive tropical storm that will linger in the area for several days. Moments after the longboat is underway (**location 3**), the PCs hear a terrible crash and screams. The *Relayer* is on fire (now at **location 2**). Three purple-sailed ships (**location 2**) are racing toward the *Relayer*. Catapults launch flaming barrels at the *Relayer*, and one of the barrels strikes the ship. A massive, fiery explosion follows, and the entire ship is engulfed. Moments later, the *Chain* launches two fire barrels at the PCs' longboat. Both flaming barrels miss. The sailors on the longboat (who are also doing all the rowing), make for the pass and into the intracoastal channel. The sailor in the *Relayer*'s crew's nest continues to point ahead of you, but his shouts of direction are difficult to hear. Oddly, the man stops pointing and suddenly jumps from his high perch into the water on the opposite side of the ship. Just as you are about to avert your eyes forward, something catches your eye. Three ships with bright purple sails are coming out of the rain in the distance, moving directly at the *Relayer*. Suddenly, each ship fires a catapult, and flaming barrels hurl toward the *Relayer*. One strikes dead center, and a fiery explosion engulfs the ship. Two of the ships turn sharply and slow while the other turns to the south, speedily following the coast. Longboats from the two stationary ships drop into the water, each filled with humanoids and men armed with crossbows. They are clearly moving in your direction.

PLAYERS' DESCRIPTION:

The crew of the *Relayer* continues to impress you with their speed and precision. It takes but moments to lower the longboat, and 10 men volunteer to man the oars. The thunderstorm that just passed by is pushing out to sea, and only a light rain is falling. You quickly speed away and into the intracoastal channel. The sailor in the *Relayer*'s crew's nest continues to point ahead of you, but his shouts of direction are difficult to hear. Oddly, the man stops pointing and suddenly jumps from his high perch into the water on the opposite side of the ship. Just as you are about to avert your eyes forward, something catches your eye. Three ships with bright purple sails are coming out of the rain in the distance, moving directly at the *Relayer*. Suddenly, each ship fires a catapult, and flaming barrels hurl toward the *Relayer*. One strikes dead center, and a fiery explosion engulfs the ship. Two of the ships turn sharply and slow while the other turns to the south, speedily following the coast. Longboats from the two stationary ships drop into the water, each filled with humanoids and men armed with crossbows. They are clearly moving in your direction.

At least 20 armed men (with crossbows) are in each boat. Each longboat also has two "adventuring types" on board. The sailors on the PCs' longboat are in a panic, and they will only row away from the Raiders. No amount of convincing changes their minds. As the chase ensues, the weather turns more severe. The thunderstorm again changes direction and is now heading toward the PCs. The wind begins to gust, and lightning flashes. Airborne PCs are tossed around and possibly struck by lightning (25% chance per round and 10d6 lightning damage or save for half damage; a warning is in order if a player suggests flying).

After a short time, the PCs' longboat reaches **location 5**. Currently, the PCs clearly see two additional longboats (from the *Lash*) at **location 6**. The sailors continue to refuse any orders made by the PCs, and they steer the boat into a narrow channel and to a large lagoon (**location 7**).

After a few minutes, the PCs see that the sailors steered their boat into a closed lagoon. The shoreline around the water is thick with impenetrable mangroves. The only exception is an opening in the mangroves at the far end of the lagoon (**location 7a**). This is the entrance to the **Ruined City (Chapter II)**. The sailors head for the opening but they stop short as two black, stone columns come into view at the opening. Etchings on the columns are faded but appear to be snake-like in shape. The sailors, more afraid of the Raiders, rush to enter the opening. No plants cover the pillars. At this time, the six Raider boats then enter the lagoon at **location 7**. If the PCs do not follow or lead the sailors, the Raiders' boats slow, and the hobgoblins start firing their crossbows. On the first round, all their attacks fall short or miss wildly — the distance is too great for any accuracy. They continue to fire as they approach. There are 120 **hobgoblins** and 6 **orcs** in pursuit.

If the PCs flee into the Ruined City, a Raider human captain (**thug** statistically) uses his **horn of blasting** to collapse the tunnel leading into the city. The PCs must find another exit.

PURSUIT (OPTION B)

Use Coastal Map: A player's copy is included in Appendix XI.

In the first part of the adventure, the PCs are aboard the *Relayer*, a two-masted schooner. The ship is patrolling the coastal waters along the southern edge of the Raiders' operating zone. The weather is generally hot with light winds. Frequent thunderstorms plague the trip. The storms are not dangerous but bring heavy rain that obstruct vision to less than a quarter mile. The storms generally last 20–40 minutes and are followed by short periods of light rain. The sea has been calm, and no sign of Raider activity has been found.

The ship often launches a longboat to inspect the numerous intracoastal waters and passes. On reaching the farthestmost point south of the *Relayer*'s search area, the ship is skirting the coastline where a series of passes connects to the intracoastal. (The *Relayer* starts this adventure at **location 1**.) A lookout calls out that he spotted a man swimming into the nearby pass (**location 3**). The captain sails the *Relayer* to **location 2** and readies the longboat for pursuit. Ten sailors are assigned to man the longboat, which leaves room for 10 PCs.

When the longboat reaches **location 3**, the PCs can clearly see a swimming man at **location 4** turn to the south and disappear out of view. The man is a **phantom** (see **Appendix IV: New Monsters**) who managed to leap off a slave ship several weeks ago at **location 2**. The man swam all the way to **location 7a** and entered the Ruined City (**Chapter II**). If necessary, this is a good point to introduce the tropical storm.

PLAYERS' DESCRIPTION:

In the distance, swimming furiously but with a certain ease, a man rounds the corner and turns south into the intracoastal waterway. Even with your boat powered by 10 men at the oars, the swimming man retains his lead as he makes another turn to the west and heads deeper into the tangled series of waterways. Following, you begin to gain on the man, who is clearly tiring. You are finally within a dozen yards of the man as he exits the water where a small stream disappears into a dark tunnel of jungle canopy and stone. He vanishes into the darkness of the tunnel.

At the location of the tunnel, two black, stone columns come into view at the opening. Etchings on the columns are faded but appear to be snake-like in shape. As the PCs pursue the phantom, they discern at some point (Perception check at GM's discretion) that his swimming causes no wake or splash. After the man enters **location 7a**, the scene plays over again (the phantom reappears at **location 3**). If the PCs enter the Ruined City (**Chapter II**) on their own, simply continue the adventure. If they are hesitant, use the following to motivate them into moving forward.

The PCs' presence has not gone unnoticed. A trio of Raider ships making their way down the coast to deliver slaves to the **Wilderness Lodge (Chapter III)** spotted the *Relayer*. The captain of the *Relayer* acted quickly and fled. The three Raider ships, having witnessed the PCs' longboat enter the intercoastal, drop six longboats to pursue the PCs while the ships chase down the *Relayer*.

The Raiders' longboats catch up to the PCs when they arrive at **location 7a**. Resolve as in Option A. If the PCs flee into the Ruined City, the Raider captain uses his **horn of blasting** to collapse the tunnel leading into the city. The PCs must find another exit.

The Ruined City

- Map A



CHAPTER II: THE RUINED CITY

Use Map A: The Ruined City. A players' map is included in **Appendix XI**.

The entrance to the Ruined City follows a narrow and short tunnel carved out by a stream. The saltwater stream flows into the city from the lagoon at **location 7a (Coastal Map)**. The tunnel is 250 feet long, and the stream is shallow, less than a foot deep at low tide. The tunnel collapses when the Raider captain uses his *horn of blasting* (**Chapter I**), making a return to **location 7a (Coastal Map)** is impossible. However, the stream continues to flow through the debris.

The sunken city is hidden under a massive canopy of trees, vines, and general jungle growth. The canopy is created by vines that run from numerous pine trees (300 feet tall) that grow within the city. Very little sunlight trickles through the vegetation. Light sources are not required during daytime hours, though vision is reduced by half. At night, the city is completely dark.

The city was once surrounded by a massive stone wall which has collapsed. The wall is now covered with 200 years of sand and jungle debris and forms a low hill around the entire city. Other than the high canopy, the only exit is through the stream at **locations 1** or **10**. Upon exiting the Ruined City, the PCs arrive at **location 7b (Coastal Map)**. Several large holes are in the canopy above the city, and the PCs could easily escape that way if they can fly. The canopy roof is approximately 300 feet high.

The entire city is below the water table of the intercoastal area. Generally, the streets are 1d4 feet underwater (briny and dark with silt). The water flows at a snail's pace from east to west. A slight breeze — smelling of fresh, salty air — enters the city at **location 10**.

The history of the Ruined City is unknown to any living creature. The ruins were part of a much-larger city that the jungle and swamp now completely engulf. This remaining section was the temple district of the city. The inhabitants of the city worshipped many gods, but at some point, a cult devoted to Apep built a temple and gained a majority of worshippers. Eventually, the cult attempted to defile and destroy the other temples within the city.

In a night of blood and horror, the other temples were razed or desecrated. But as the Apep cult celebrated its victory, a calamity befell the oceanside city. An earthquake struck and lowered the city beneath sea level, allowing the water to rush in. The sea and sand devastated the city, and those few who survived fled. The city has been uninhabited by "civilized" men for more than 200 years. Small groups of monsters control what remains.

Various monsters roam the Ruined City in search of easy prey. For each turn the PCs spend moving about the city (on the streets), consult the wandering monster chart in **Appendix VII**.

1. ENTRANCE TO THE RUINED CITY (LOCATION 7A ON THE COASTAL MAP)

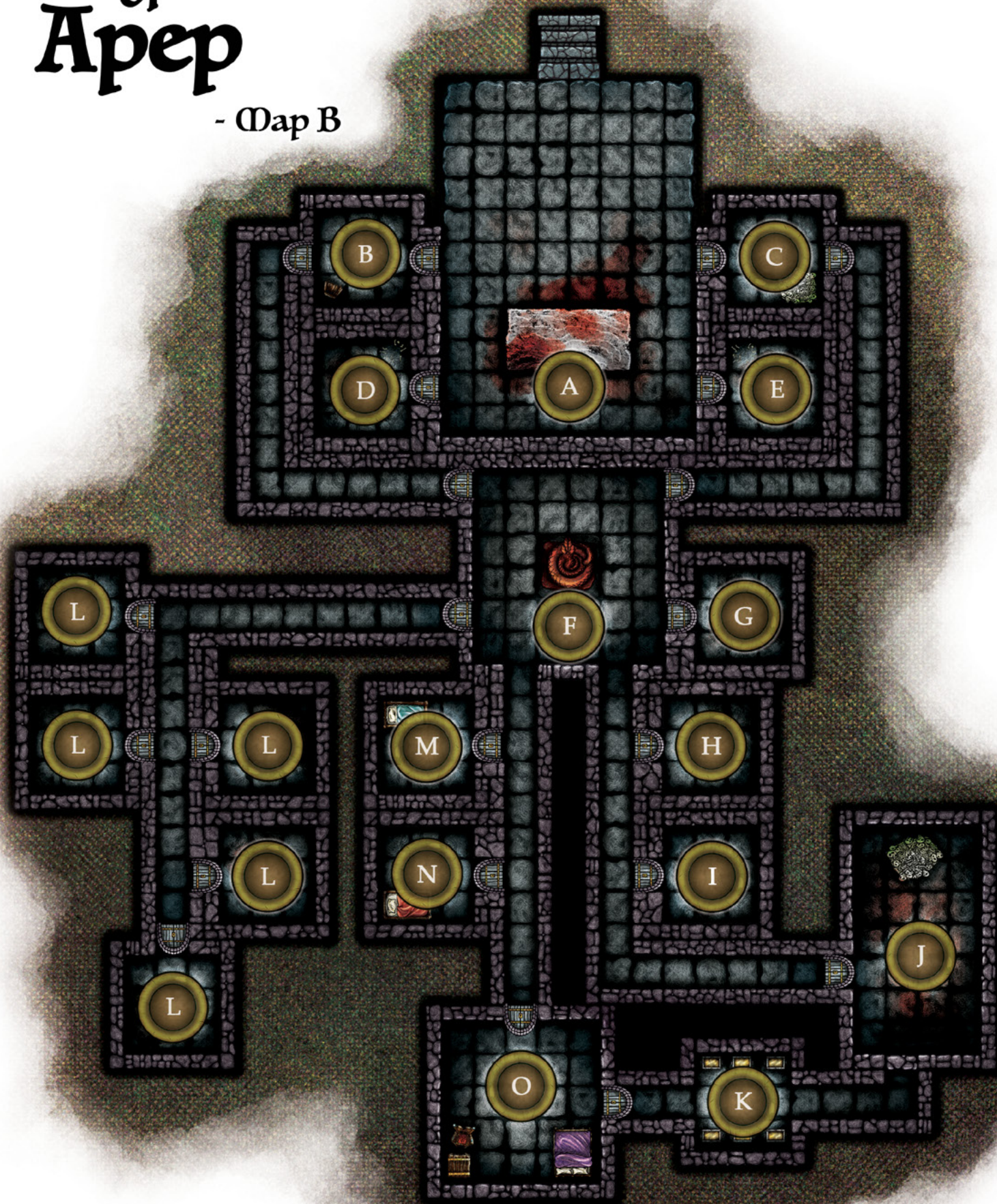
The tunnel stream opens into what you first thought was a massive chamber. But as your eyes adjust to the light, you see buildings and very tall trees. Vines combine with the trees to form a canopy 300 feet above your heads, with only thin shards of sunlight breaking through. The stream empties into a shallow lake filled with ruined structures. The buildings are clearly ancient.

The Ruined City, or what remains of it, is no longer inhabited by its founders. The stream that feeds the lake slows to a near halt as it enters the city area. However, a slight flow can be detected moving to the west. Two large structures are immediately to the north and south, before where the stream forms the lake. Both are out of the water.



Temple of Apep

- Map B



2. TEMPLE OF APEP

Use Map B: Temple of Apep

A massive platform rising two feet above the silty earth is cut into a low hill. A set of stone stairs leads up to the platform. Large stone columns run along the eastern and western edges of the platform. The columns are 20 feet tall and made of a black stone. A carved figure of a human is atop each column, but the statues are eroded, and only basic features are evident. A huge stone slab is set at the southern end of the platform.

Large stone blocks separate the platform from the hill. Two pairs of stone doors face each other near the southern end of the platform. Each door is slightly ajar.

This temple indicates the age of the city. It is worn and decaying. Whatever carving once decorated the outer walls has eroded beyond recognition.

Some undead and a group of bugbears looking for some easy treasure occupy the temple. The bugbears are part of a larger contingent in the employ of a semi-lich (**location 8; Map A**). Their mission is to return all scrolls and books to the semi-lich, but they became distracted in their search for plunder.

The bugbears are alerted to the oncoming PCs (as they splashed through stream tunnel and the *horn of blasting*). They set up an ambush on the platform. One **bugbear** hides behind the altar (**location A**), and one each are in **locations B** and **C**.

Each bugbear carries three javelins and has a pouch with 4d4 gold coins (the vague impression of a serpent is on each coin). The largest bugbear has a sack filled with eight bone scroll tubes (10 gp each). Seven of the tubes are empty but the last contains a wizard scroll with two spells: *water breathing*, *dimension door*. However, the scroll is ancient and difficult to decipher. There is a 20% chance of spell failure minus 1% per level of the spellcaster.

A. ALTAR

A gray marble slab, 20 feet long and eight feet wide, is set on a slightly smaller black stone only 10 feet from the southern wall of the platform. The entire surface of the slab, along with the stone floor tiles beneath the slab, are discolored a rusty brown. A long, silver dagger lies on the slab. The pommel of the dagger is carved in the likeness of the head section of a hooded cobra that is ready to strike. A strange aura of cold air surrounds the altar, a stark difference from the fetid air in the city.

The bugbears approached the altar but were repelled by the obvious magic that surrounds it. The inhabitants of the city conducted ritual sacrifices in this temple, and the blood of countless victims permanently stains the slab and floor. The dagger is magical, although not specifically evil. The artifact is a *dagger of the hooded one* (see **Appendix V: New Magic Items**).

B. SIDE CHAMBER

This room contains only the rotted remains of some undeterminable furniture. There is no light in the chamber as it is built into the hillside.

C. SIDE CHAMBER

This chamber is completely empty but for a pile of animal bones in the southeastern corner. The bones have been gnawed.

D. CHAINS

Rusting and deteriorated chains hang from the walls of this room. Manacles hang at intervals. A single human skeleton in tattered robes hangs from a set of manacles.

The skeleton, a **greater dread** (see **Appendix IV: New Monsters**), is that of a cursed priest of the temple. The priest attempted a coup only days before a catastrophe befell the city. If touched, the dread animates and attacks the intruders. The chains are hung on the walls and are not mounted. If animated, the chains fly into the hands of the greater dread.

E. EMPTY CELL

This room is identical to **location D** except no skeleton is hanging from the manacles.

TEMPLE OF APEP INTERIOR CHAMBERS

The chamber's corridors within the hill behind the temple are constructed of dark gray granite unless otherwise described. All doors are iron and closed (see specific locations to determine if a door is locked). No natural light is within this area unless noted. The corridors are 10 feet tall, while the chambers have 25-foot-high arched ceilings. Thick wooden rafters brace the ceilings.



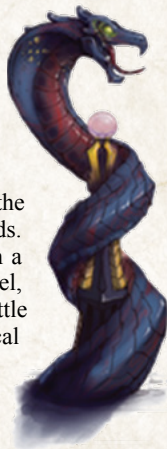
F. SNAKE GOD

This room is very cold and incredibly dark. Any light you shine into the room is almost completely swallowed by the darkness within. What you can see is a black stone floor and walls. The vague form of a large serpent is motionless in the center of the room.

Any light brought into this chamber is reduced in effectiveness by 90%. Even magical light does not pierce the ever-present darkness. The air temperature is well-below freezing. Evil can be sensed in the room with the proper spell or ability. Unprotected characters suffer one point of cold damage per round if they linger in the chamber for more than five rounds.

A statue of the snake god Apep in serpent form is located in the center of the room. The statue is carved from red and black marble. The statue is 15 feet tall, and large emeralds are set in the statue's eye sockets. Each emerald is worth 500 gp. However, if the emeralds or statue are touched, a thick, acidic gas erupts from the snake's exposed fangs. The noxious cloud fills the room each character in the room must succeed on a DC 12 Constitution saving throw or take 2d6 poison damage. The characters who succeed take half damage. The cloud dissipates in one round. This trap is a magical effect and cannot be removed. However, a *dispel magic* cast upon the statue disarms the trap for one day.

Any liquids brought into the room may freeze if the object remains in this chamber for more than five rounds. The liquids remain frozen for two days. Any liquid in a glass container has a 35% chance of shattering the vessel, including potion bottles. The contents of a shattered bottle spill and freeze immediately; the liquid loses any magical effects. Frozen liquids that do not shatter their vessel cannot be thawed; they remain frozen for 48 hours by the magical effects of the cold.



G. GHOULS

Three **ghouls** reside in this chamber, which is their lair. They immediately detect intruders that enter **location F**. The ghouls restrain an immediate attack in hopes of surprising victims that become enthralled with the statue. The ghouls, as any undead, are not affected by the gas cloud produced by the snake statue or the cold at **location F**.

The ghouls have collected 142 gold coins and a *helmet of the fang* (see **Appendix V: New Magic Items**). The treasure is hidden beneath a pile of bones in the center of the room.

H. ROBES AND THINGS

Deteriorating wooden pegs are mounted in the walls of the room. Most have fallen off, but a few remain in place. Rotting green robes hang from the remaining pegs while others lay in heaps where they have fallen.

The door to this room is locked. The lock is rusted, and a character may pick the lock with a successful DC 14 Dexterity check using thieves' tools. The door is made of iron and withstands 40 points of damage with an AC 8 before giving way. The door, while sealed tight, has a two-inch gap at the floor. Six **giant centipedes** hide beneath the robes. They attack if disturbed.

I. MORE ROBES

Deteriorating wooden pegs are mounted in the walls of the room. Most have fallen off, but a few remain in place. Rotting red robes hang from the remaining pegs while others lay in heaps where they have fallen.

The door to this room is locked. The lock is rusted, and The lock is rusted, and a character may pick the lock with a successful DC 14 Dexterity check using thieves' tools. The door is made of iron and withstands 40 points of damage before giving way. The door, while sealed tight, has a two-inch gap at the floor. One of the red robes, while somewhat tattered, is of much higher quality. This is a *robe of the scale* (see **Appendix V: New Magic Items**).

J. GHOSTS

The ceiling of this room is hidden by darkness. Rafters crisscross 10 feet above the floor. Corpses of various animals including two deer, a swamp wolf, two alligators, and a sea turtle are tangled in chains hanging from the rafters. Even more ghastly is the body of human man cut by what appears to be claws. There is something familiar about the man. A pile of bones lies against the north wall of the room. Something within the bone pile is moving!

Two **ghosts** in this chamber hide in the rafters unless surprised by the PCs. Numerous rusted chains hang from the rafters, and several corpses are entangled in some of the chains. Most are animals, but one human male appears to be the "freshest." The human was an escaped slave whom the ghosts caught. If **Option B** in **Chapter I: Pursuit on the Coast** was used, the PCs recognize the man as the swimmer. If the ghosts are destroyed, the **phantom** (see **Appendix IV: New Monsters**) appears and attempts to control one of the PCs. If the control is successful, the possessed PC immediately attempts to flee the city (via the stream entrance at **location 10, Map A**). Once the possessed PC escapes, the possession is terminated and the phantom fades from existence. The fleeing PC, making no attempt at discretion, has a chance of attracting a wandering monster (see **Appendix VII: Wandering Monster Charts**).

K. TREASURE ROOM

Ten small chests line the walls of this room. Each is open, and coins, gems, jewelry, and other treasures are clearly visible. Hovering in the center of the room is an apparition-like form. The human-shaped figure is engulfed in tattered robes and has the head of a snake.

As the Ruined City fell under the destruction of the earthquake and onrushing ocean waters, the high priest sought to "rescue" the temple's treasures. However, as the priest filled his pockets, his serpent god became angry and cursed the priest to guard the treasure for eternity.

This room is lined with 10 small treasure chests made of iron, now severely corroded. All are open, revealing their treasures. However, a **spectre of Apep** (see **Appendix IV: New Monsters**) guards the treasure. The spectre does not harm any who merely enter the chamber, but those who touch the treasure are attacked. If the spectre is attacked, it attempts to destroy all who have entered the temple.

Each treasure chest contains 1d100 gp, 2d100 sp, 1d4 gems (50%), 1d2 pieces of jewelry (25%) (see **Appendix IX: Gem Chart A**). Additionally, there is a 20% chance that each chest holds a miscellaneous magic item given at the discretion of the GM. Perhaps add in a magic item that your specific group of adventurers could benefit from.

L. CELLS OF THE DREAD

Each of these five identical cells holds a single **dread** (see **Appendix IV: New Monsters**). The creatures wear green robes and are kneeling (back facing the door). The robes conceal the creature entirely from the door. The dread remains motionless unless the chamber is entered, at which point it rises and attacks. If any of the dread are disturbed, the others in this area join the melee. The cell doors are not locked but are closed.

M. ACOLYTE CHAMBERS

Rotted and decayed furniture mark this room as a bedchamber.

The door to this chamber is locked. Inside, ruined furniture is scattered about the room. It is clear that the chamber was once a bedroom, but everything has decayed. Nothing of interest is in this room.

N. ACOLYTE CHAMBERS II

Rotted and decayed furniture mark this room as a bedchamber. The remains of the bed hold what appears to be a somewhat well-preserved corpse of a woman. A potion bottle lies on the floor near the bed and the outstretched hand of the woman.

The door to this chamber is locked. Inside, ruined furniture is scattered about the room. It is clear that the chamber was once a bedroom, but everything has decayed. However, the corpse of the acolyte, a female, lies in the remains of the bed. A potion bottle lies on the floor next to her bed. The bottle appears empty, but if the stopper is removed, a poison gas seeps out. Only the PC holding the bottle is affected. The PC must succeed on a DC 12 Constitution saving throw or take 3d6 poison damage. The woman appears mummified, but the corpse is not undead. A *staff of the adder* is beneath her body.

O. HIGH PRIEST'S CHAMBERS

This chamber has seen a fire. Everything is burned and charred beyond use. Furniture which appears to have been part of a bedroom is ruined.

The door to this room is locked. It can be unlocked with a successful DC 12 Dexterity check using thieves' tools. This room was the bedroom of the temple's high priest (see **location K**). When the priest's lover (acolyte; **location N**) could not find the high priest during the calamity, she became infuriated in the belief that the priest had abandoned her. She spread oil throughout this room and set it on fire. Everything is charred and destroyed. However, some of the smoke created a slight outline at the secret door location in the east wall connecting to **location K**. Those with a Passive Perception of 14 or higher will notice the outline.

3. RUINED TEMPLE OF SEKER

This large structure may have been a temple to a sun god of some sort. Scorch marks clearly indicate that a huge fire devastated this building. The outer walls have collapsed in many sections, and the arched roof is canted at an awkward angle. The groans of the load ominously warn of collapse. There are no doors to the building, and only a large arched portal provides easy entry. A dented copper symbol of a blazing sun hangs just atop the archway.

This was a temple devoted to the god Seker (god of light). The minions of Apep set it afire in their attempt control the Ruined City. While the building groans and creaks, it is not in any immediate danger of collapse. In the center of the temple, a beam of sunlight breaks through the jungle canopy and through a hole in the ceiling. Standing in the beam of light (10-foot-diameter circle) is a **four-armed ogre, minion of Seker**, (see **Appendix IV: New Monsters**). The creature holds four halberds. A book lies on the floor directly beneath the creature. This is a *book of flesh* (See **Appendix V: New Magic Items**). If the book is disturbed or if the circle of light is penetrated (physical means), the ogre animates and attacks any intruders within the temple. The ogre cannot be affected by magic so long as it is within the circle of light.

The ogre attacks in melee or shoots beams of sunlight from its eyes (2d6 damage per beam, must make a successful attack roll to hit). Any creature struck by a beam of sunlight must succeed their saving throw or be blinded until the start of their next turn. The minion does not pursue PCs beyond the confines of the temple. If the minion is destroyed, the temple begins to shudder and collapses in 2d4 rounds. Any PCs caught in the collapse suffer 5d6 damage with no saving throw allowed.

4. SUBMERGED STREETS AND RUINS

The visage of this city is surreal. Most of the structures are in ruin and have collapsed. Most of the ruined city is beneath the briny water. Plants grow on the exposed parts of the buildings that rise from the shallow water. The water clearly rises with the tide but not much more than a foot. Insects buzz about, and birds flutter in the canopy nearly 300 feet above the street level. Leaves and pine needles that fall from the canopy float on the water and move in a general westerly direction, albeit very slowly.

This area of the Ruined City is completely submerged beneath 1d4 feet of water. The smaller structures were either residences or some other accessory building. They are all in ruin and collapsed. The water flows, very slowly, from east (**location 1**) to west (**location 10**).

Paved streets are beneath the water, and movement is not difficult, albeit slowed. All creatures of normal size that wade through the water have their movement rates reduced by 50%. Small creatures move at 25% normal speed. Creatures that attempt to run must make a DC 10 Dexterity check with a -2 penalty for each round that they run or they fall prone. Creatures that fall while holding a torch or lantern must make a DC 12 Dexterity check to hold the light source above the water. Additionally, any items that are held may fall into the water. They must succeed on a DC 12 Dexterity or Strength check to hold on. Items that fall into the water can be found by searching (DC 12 Perception or Investigation check, but with a +1 bonus for each round searching). For each round the PCs wander about the city, consult the wandering monster chart in **Appendix VII**.



BLESSING OF HEcate CHART

1	Gain one point to PC's primary attribute.
2	Gains two hit points permanently.
3	PC automatically makes next saving throw.
4	PC regains all spells cast this day; if none have been cast, may add one spell of any level the PC can cast normally. Reroll if not a spellcaster.
5	PC can teleport to any known/visible location within 500 feet. Usable only one time.
6	PC can cast a <i>heal</i> spell (regardless of class) on themselves. No expiration, one use.

6. DEEP POOL

This area is particularly devoid of structures protruding above the water.

The road gives way at this location and forms a 100-foot-deep pool. The pool is not visible through the brackish water but can easily be detected if the PCs are probing ahead with a 10-foot pole or other device. Otherwise, a PC falls into the pool, much like a pit trap. PCs who cannot tread water (due to encumbrance) sink to the bottom and drown. Lying at the bottom of the pool is *Scale Slayer*, a magical +1 *short sword* (+2 vs. scaled creatures. See **Appendix V: New Magic Items**). The weapon inflicts double damage including all modifiers to any form of scaled creatures including dragons. The black dragon at **location 7** threw it into the pool. At night, a dim glow is visible near the center of the pool.

7. COLISEUM OF BLACK DEATH

A massive oval building rises from the water and dominates the ruined city. A single, wide stair is the only entrance to the building. It does not appear to have a roof and resembles an amphitheater but is enormous. A circular, domed structure is attached to the coliseum at the far western end; however, no access or windows provide access from outside.

This structure is the largest remaining building in the city. The outer walls of the coliseum are 40 feet tall and covered with vines. A short but wide flight of stairs lead out of the water to the single, 30-foot-wide arched portal which grants entry. There are 30 rows of stone, bench seats within the structure. The floor of the coliseum is set 25 feet beneath the lowest row of seats.

The floor of the coliseum is hidden beneath 15 feet of water. The top five feet of a 20-foot-tall portal is all that is visible at the western end of the coliseum (entrance to **location 7a**). The water is brackish, and visibility is less than three feet. A five-foot-diameter circular stone slab emerges from the water in the center of the coliseum floor. The slab is just one foot above the waterline.

The coliseum is home to Celiatrix, an **adult black dragon (location 7a)**, and her brood. The dragon is quite accustomed to hearing movement within the Ruined City, and she rarely investigates unless obvious combat is involved. The four **black dragon hatchlings** (see **Appendix IV: New Monsters**) are generally found lounging about the coliseum. If they detect intruders, they slip beneath the dark water and attempt an ambush. They ambush only singular targets. The dragons can hold their breath for one full turn.

If combat occurs within the coliseum, the adult female awakens after 1d4+1 rounds (she is accustomed to her offspring making noise in the arena). It takes her one to three full rounds to arrive in any location within the coliseum. She does not immediately engage in combat if her hatchlings

5. CIRCLE AND SLAB

A rectangular obelisk of black stone set on a circular platform rises from the silty water. The platform, which is 100 feet in diameter, lies just below the waterline of the lake. Green algae covers the surface of the platform. A pair of black, 20-foot-tall columns mark a stair that leads to the surface of the platform. The obelisk is bare of vegetation, and its black surface shines brightly in the dim light that breaks through the canopy.

The circular, flat platform is made from black slabs of granite. It is extremely slippery with algae. A massive rectangular obelisk of granite stands 30 feet wide and 60 feet tall at the center of the platform. The slab is a solid piece and two feet thick. The slab radiates magic.

If a PC steps upon the platform, the image of a beautiful woman appears on the obelisk. The woman wears a tiara inset with a blazing white gem at its center. The woman, which is an image of the goddess Hecate, beckons those on the platform to come forward. Immediately, those on the platform are pulled toward the obelisk at a rate of 10 feet per round. A PC may attempt to halt the progress by making a DC 16 Strength Saving Throw. A successful check allows the PC to move at one-quarter their normal movement rate in any direction. A PC who does not resist may approach at normal speed or be pulled by the obelisk at 10 feet per round. The PC is pulled until he or she either exits the platform or touches the obelisk.

Any "good-aligned" PC who touches the obelisk AND has not resisted the pull gains one of the benefits listed on the chart below. A "neutral" or "evil" character is instantly teleported to **location 7**.

have not been harmed. The dragon is in the employ of the Raiders, though they rarely contact her. The dragon is very protective of her hatchlings and avoids a fight that might risk her brood. She bargains with PCs, offering up the exit to the city but no information on the Raiders. The GM should determine the cost.

The hatchling dragons attack intruders if their mother engages intruders, but they flee (under the water) if they sustain 50% damage. If the adult dragon suffers 50% hit point loss or two (or more) of her brood are killed, she flees with the remainder of the hatchlings. If all four hatchlings are killed, she fights to the death.

If a PC was teleported from **location 5**, they arrive on the circular stone in the center of the coliseum floor. The four hatchling dragons are sleeping around the coliseum stands. They do not awaken unless the PCs makes noise (such as swimming).

7A. HOARD

A short corridor slants upward out of the coliseum to this circular chamber. The domed roof extends 30 feet above the lake. The corridor emerges from the water into the dry chamber. Bones litter the floor around a nest of mud and dead foliage. Four broken dragon eggs, black in color, lie among the bones.

Celiatrix gathered her treasure hoard within this chamber. In a pile are 2,400 gp, 5,432 sp, 17 gems (see **Appendix IX: Gem Chart A**), a silver set of ceremonial chain armor worth 1,500 gp, a set of five spears with silver heads worth 75 gp each, a large wooden statue of a mermaid (torn from a ship the dragon attacked) worth 500 gp, a *cage of the feather* (see **Appendix V: New Magic Items**), and a *helm of water breathing*.

8. LIBRARY

Steep stone steps rise 10 feet from the brackish water to a landing flanked by white columns of granite. A set of green marble doors are slightly ajar on the landing. The building is square but features ornamental carvings of humans performing various tasks such as farming, fishing, and battle, among other activities. Tall windows stained black by age ring the entire building.

A **semi-lich** (see **Appendix IV: New Monsters**) and six of its **bugbear** henchmen are inside the library. One bugbear is stationed on the landing as a lookout and likely observes the PCs approach and warns the semi-lich. Inside the library, the semi-lich is in the process of inspecting every book and has created piles on the floor. Surprisingly, most of the books survived since the library. When its doors are sealed, it remains very dry.

The semi-lich is searching the city for a *book of flesh* (see **location 3** and **Appendix V: New Magic Items**). The semi-lich wants the book so it can return to mortal life from the undead. The semi-lich will attempt to bargain for the book, but it possesses only limited treasure. The semi-lich knows little of the Raiders other than that they have a base nearby. It gives the PCs directions to the exit (**location 10**) and where to find the Wilderness Lodge (**Chapter III: The Wilderness Lodge**) in exchange for the book. This is not an encounter the PCs are likely to win, and the semi-lich knows that. He will act as if he is gracing them with the opportunity to live and aid him. In the situation the PCs deny his offer, they will likely perish in combat.

9. SWAMP AND RUINED TOWER

An area of tall reeds and soft earth rising from the water forms more of a marsh than dry land. Several ruined buildings are mixed in with the reeds. In particular, a fallen tower is incredibly intact.



This area of the lake is shallow (less than one foot deep), and tall reeds and water lilies grow in abundance. A fallen tower lies near the center of this marsh-like area. Its uppermost level stands erect (with a slight list) amid the rubble. A cacophony of frogs ceases as the PCs approach. The frogs, while very large, are not dangerous. However, this area is also home to five **swarms of insects**. These insects are mosquito swarms, and they will swarm any creature that moves through the swamp area. There are up to seven mosquito swarm in the area. Each round the PCs are in the swamp, there is a 10% chance a new swarm arrives and attacks a random PC. The mosquitoes pursue a victim anywhere in the Ruined City.

Hiding within the ruined tower is a 12-year-old human girl named Issalla. Her clothes are in tatters, and she is in shock. She managed to escape the Wilderness Lodge and found her way into the city. She was nearly killed by one of the hatchling black dragons at **location 7**. She is wounded, dehydrated, and frightened to the point of near death. If healed (magically or otherwise), she slowly comes back to life and describes how she entered the city (via **location 10**). She describes a massive building on the seaside where the Raiders and many captured slaves are located. She cannot further describe the building as she escaped while being transported from a ship to the building. The girl is thoroughly frightened and refuses to leave the presence of the PCs; she joins any group of freed slaves or her brother if the opportunity arrives. Her parents died long ago, but her older brother is currently a prisoner of the Raiders (**location 19, Map D**).

10. CREVICE CREEPER AND ESCAPE

Nearly the entire western end of the Ruined City is in complete ruin. Clearly, some very large buildings were located here at one time, but they completely collapsed into massive piles of rubble. The rubble pile extends slightly into the lake. However, the debris is thin, and it is easy to spot a section where a channel of water flows westward beneath the rubble.

Scores of fruit trees, mango and banana, grow among the shattered buildings. The rubble pile grows in size as it extends westward from the

lake. A gap in the rubble allows passage to the stream beneath the stones. A short, four-foot-tall tunnel winds through the debris field and eventually exits at **location 7b, Coastal Map**.

A **carriion crawler** lives beneath the pile of rubble and attacks the PCs as they move through the area. The crevice creeper attempts to paralyze a PC, and then retreat to its lair with them: a hollowed area beneath the rubble pile (30 foot by 30 foot). The monster only recently arrived in the city and has no treasure in its lair. If the creature retreats to its lair, it takes a PC 1d3+1 rounds to crawl through the stones to reach the lair. Only one PC may follow per round.

Resume using Coastal Map.

7B. EXIT

The PCs exit the Ruined City at this location if they used the stream from **location 10; Map A**. During the day, the PCs can make out the beach and docks at **location 8, Coastal Map** from this location. The Wilderness Lodge, its roof visible in good weather, cannot be detected while the tropical storm is in effect.

Continue to the Island Map. The Island Map is a subsection of the Coastal Map.

8. OLD DOCKS AND BEACH

A trio of dilapidated wooden docks project from the beach. Mangroves grow thickly to the west of the docks, but a long stretch to the west is barren except for the occasional clump of dune grass. Beyond the docks and about 100 feet from the beach, a wooden boardwalk disappears into the mangroves, pines, and palms that cover the land.

This area is easily spotted as the PCs emerge from the Ruined City at **location 7b, Coastal Map**. The lagoon is generally 3–5 feet deep based on the tide. The water is clear, and white sand forms the bottom. Occasional patches of sea grass grow in clumps, but otherwise the area is clear.

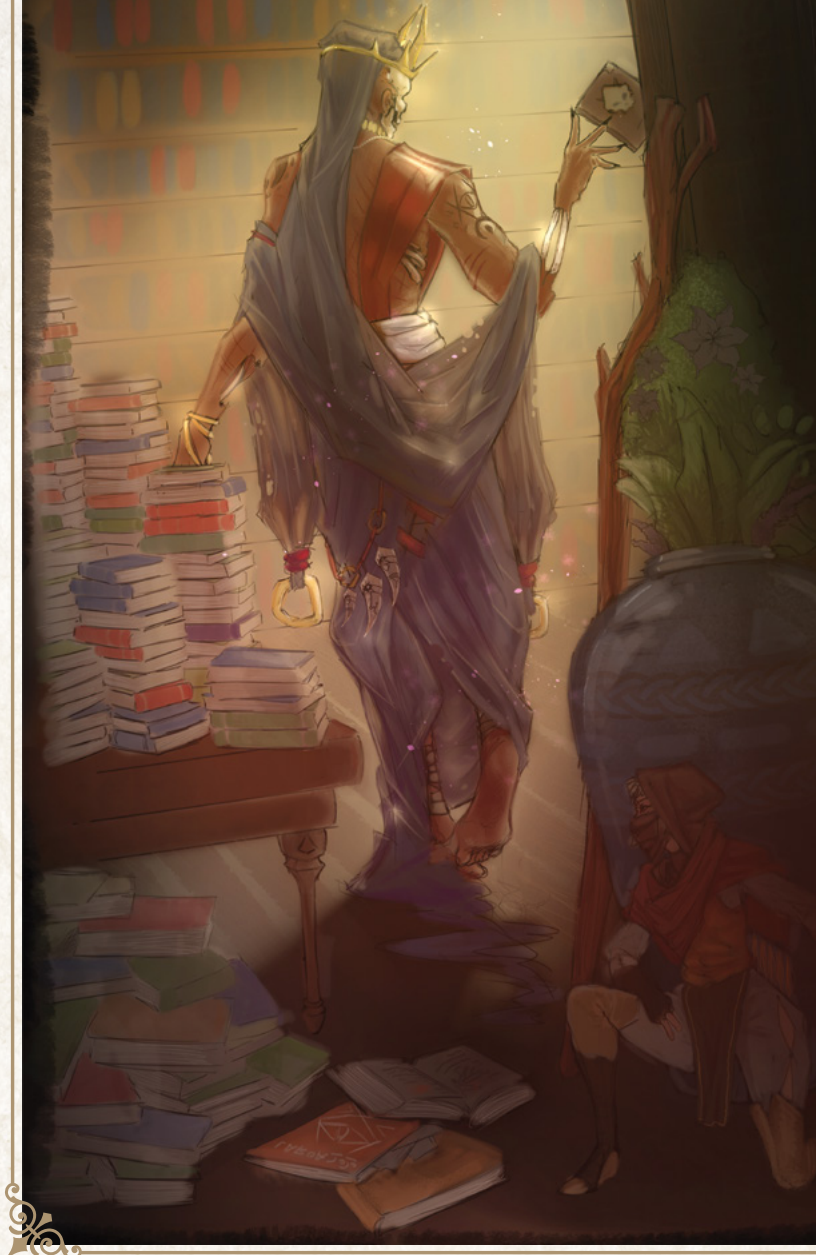
Lodge guests once used this dock and beach. The docks are in bad repair and walking on them is dangerous. Roll 1d6 with a 1–2 resulting in collapse and the PC suffering 1d6 damage.

The beach area to the south of the docks is long and expansive. The mangroves have started to encroach on the sandy area, but access to the island is easy. A boardwalk cuts through the island to the Wilderness Lodge and deep-water dock area. The boardwalk also connects to the docks.

9. DEEP WATER PIERS

Two very large piers project into the lagoon. Two passes lead out of the lagoon and presumably to the ocean, which is not visible from here. The lagoon is dark blue, indicating deep water. A pair of buildings looking more like warehouses sit at the base of each pier, and several small buildings form a semicircle around the area. The entire area is well-kept, and the buildings and piers are in excellent condition.

The Raiders actively use this area to resupply their fleet. Currently, no ships are at dock. The three Raider ships that pursued the PCs have sailed south to avoid the tropical storm. The ships did not have time to warn the lodge area of the potential intruders. However, 10 **hobgoblins** are permanently stationed here with a **hobgoblin captain**. Sporadically, about once an hour, two hobgoblins patrol the boardwalk to the docks and then to the Wilderness Lodge. During the storm, the hobgoblins shirk this duty.



Three buildings hold general supplies such as food and water. Two large buildings are more like large barns and are used to hold slaves on a very temporary basis. No slaves are here currently. The last building is the bunkhouse, which the hobgoblins use.

The PCs would be able to sneak far around the island and boardwalk to avoid the hobgoblins. If the PCs are caught by the patrol (20% chance) near the docks, the pair attempt to flee back to these large piers. If the PCs are caught near the Wilderness Lodge (20% chance), they will attempt to flee to the lodge itself to warn the others. If the hobgoblins make it to either, the PCs are in a disastrous situation.

It is up to GM's discretion whether or not your adventurers run into the patrol. If you would like to leave it to fate, have the PCs be caught at a 50% chance if they are not taking any precautions to move with stealth.

10. THE WILDERNESS LODGE

The Wilderness Lodge is located at the end of this sandy peninsula. The building is fully described in **Chapter III: The Wilderness Lodge**.

CHAPTER III: THE WILDERNESS LODGE

This section of the adventure fully describes the Wilderness Lodge and its inhabitants. Currently, the Raiders are using the lodge as their mainland base of operations. The building is much larger than the Raiders require, but they could not resist using it, as the lodge is an integral part of the organization's history.

ONE MAN'S DREAM

It was the dream of Gerral Highport to build the Wilderness Lodge. It would be a fabulous retreat for the wealthy: an opulent lodge, white sand beaches, an exotic landscape, and numerous sporting opportunities. Gerral secured the island, an easy task as the kingdom had little interest in the virtually uninhabited stretch of coastline. Most shipping gave the coast a wide berth as reefs and currents were at best dangerous and often deadly. The land within 20 miles of the coastline was uninhabitable, with swamps, saltwater rivers, and estuaries. Government officials thought Gerral was mad, but his gold was certainly welcome.

After securing the land, Gerral had the deep-water docks installed and began construction of his dream. Five years later, the Wilderness Lodge was a reality. The grand opening was scheduled. Royalty and wealthy dignitaries fought for a reservation. As the yachts and galleys entered the new harbor, guests stared in disbelief at the massive construct that was the Wilderness Lodge. It towered over the landscape, and its features of wood and stone were a tribute to craftsmanship. Few buildings could match the elegance of the Wilderness Lodge.

That evening, as the sun set and the after-hours party was in full swing, four ships appeared on the horizon. The ships were large and fast. They plied the waters and avoided the dangerous reefs without effort. Each ship was propelled by massive purple sails, and their decks were crowded with armed men and humanoids. The guests swiftly broke into panic. The guards took up arms in a futile attempt to ward off the attack, but they were overwhelmed by the pure savagery of the attackers. Several

of the guests — wizards, priests, and warriors — joined the defense, but the battle ended quickly. The raiders stormed the Wilderness Lodge and captured nearly all the guests. The grand building was looted in a single night of terror. The next morning, the purple-sailed ships departed, their holds filled with plunder and prisoners. It was the first brazen attack by the Iron Alliance in what would become a reign of terror that would span many years and claim many lives.

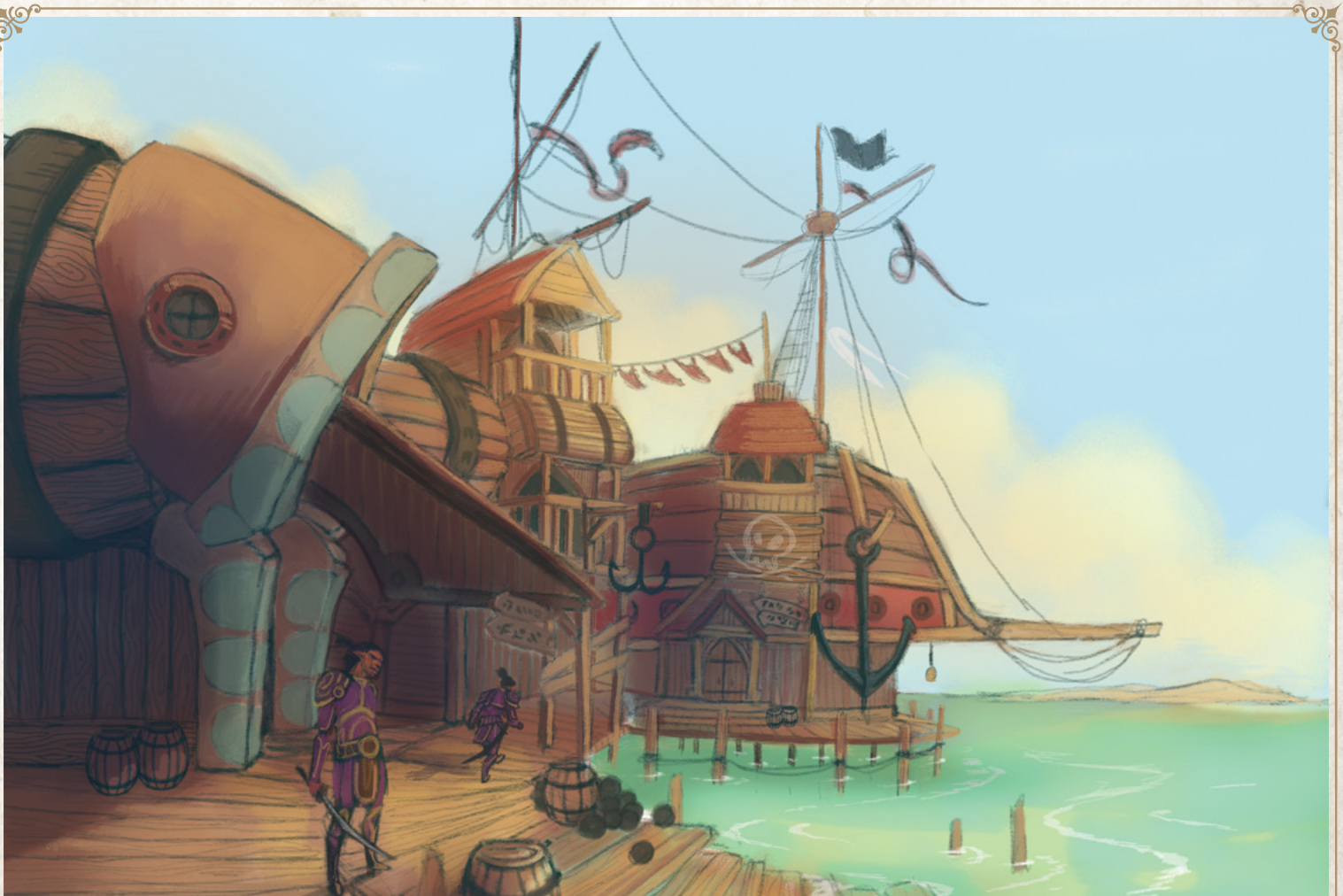
Gerral disappeared in the attack, and none knows his fate. The lodge was abandoned and left to rot. The island would soon reclaim it. Several attempts were made in the years after the Raiders' attack to investigate the Wilderness Lodge. Most of the attempts met with disaster at sea or at the hands of fierce sea monsters. A group of adventurers made it so far as to walk into the lobby of the great lodge, but they were turned away by the monsters that had claimed the structure. It has been 25 years since anyone has attempted to investigate the island and lodge. In that time, it has faded from memory, and one man's dream died.

THE WILDERNESS LODGE

This massive building has weathered the years very well. Some rooms facing the sea in the 10-story structure suffered some minor damage. The Raiders rediscovered the lodge and decided it would be the ideal location for a small mainland base. It offered protection and an excellent vantage point of the surrounding area. It also has a pair of deep-water piers that are completely hidden from the sea. Most importantly, virtually no one ventures to this area of the coast and few remember that the Wilderness Lodge exists.

The structure has two sections: a large lobby and restaurant area, and the guestroom tower. The Raiders have done nothing to the exterior of the building, and it appears decayed and empty. Therefore, even a passing ship would not discern that the building has new tenants. However, the interior is clean and closed off to the elements.

During the daytime, a light source is not required as the lodge has numerous windows and glass (French) doors. In the evening, the Raiders are careful to keep illumination to a minimum. The Raiders keep watch



out to sea, but not inland. The Raiders formed a loose alliance with the black dragon Celiatrix at **location 7, Map A**. In the event a vessel strays too close to the Wilderness Lodge, the dragon is summoned (and paid) to chase away the intruders.

The grounds around the lodge are equally undisturbed; the Raiders intentionally left the area as they found it.

The interior of the building is primarily made of wood. However, instead of a tropical theme, the entire building has a “northern” style. It is reminiscent of the hunting lodges to the far north, with decorations including animal traps, furs, and trophy heads of deer, wolves, foxes, and elk. Also, rugs and tapestries purchased from the northern tribes of men hang from the walls. Paintings are vistas of the great north and include wild rivers, scenic lakes, pine forests, fishing and hunting scenes, ducks, geese, and all things northern. But despite the wild nature of the décor, the building is warm, comfortable, and completed to perfection. The remaining furniture is of the highest quality. Lighting fixtures, carpets, cabinetry, and furniture are all of the highest craftsmanship. It is clear that the Wilderness Lodge was not just a destination but a work of art.

GROUNDNS

Use Map C: Grounds

The lodge sits at the end of a peninsula that extends into the sea from the western end of the island. The area around the lodge is primarily beach and sand dunes. Several pine and palm trees grow around the area, but otherwise, there is little vegetation. The mangroves and tropical foliage do not extend into the peninsula from the main part of island.

As the PCs approach the lodge, the tropical storm continues to rage. Thick clouds of rain and mist obscure vision, and the lodge does not come into view until the PCs are within 100 yards. Conversely, the inhabitants of the lodge closed the storm shutters, and they have no chance of detecting approaching PCs.

1. BOARDWALK

The boardwalk continues its path through the mangroves, pines, and palms. Now the trees begin to thin, providing less cover from the rain, but you stop in your tracks as a startling scene appears. A massive building stands before you at the end of the peninsula. The building is completely out of place in this tropical land; it should stand on some mountain slope in the great north. The central part of the building stands 10 stories tall.

An eight-foot-wide boardwalk leads from the lodge to the deep-water dock (**location 9, Coastal Map - Island Map**) and to the private beach, **location 8, Coastal Map - Island Map**). The boardwalk has a three-foot-high rail and wide planks. However, many of the planks rotted over the years, but the Raiders replaced them. As long as the tropical storm rages, there is no chance of meeting Raiders on the boardwalk.

2. BEACH

A white sand beach rings the peninsula. Very little plants grow on the beach other than some patches of dune grass. Driftwood is scattered about as well as some pieces of outdoor furniture destroyed by age and weather.

White sand and sand dunes cover the peninsula. Very few plants grow around the sand dunes. The occasional turtle and seabird walk the beach area, but during the storm, the entire area is clear. Driftwood is scattered along the entire beach.

3. PORCH

The boardwalk ends at the entrance to the building. The entire building is made of either wood or stone. The entire lower section of the building, about six feet tall, is made of stone, while the balance is constructed of wooden planks and timbers. Fireplace chimneys rising in various locations are all made of stone. Large windows are numerous, but most are shuttered. A pair of massive wooden doors set beneath a porch covering is the obvious entrance. Four benches are under the porch.

The boardwalk ends at a large patio area made of slabs of limestone. A gable roof covered with red clay tiles covers the patio area, which leads to a pair of massive wooden doors. The doors are flanked by full-length windows. Four ornate wooden benches rest next to the building under the porch.

4. COURTYARD AND POOL

Unlike the area around the building, this courtyard was clearly designed to mimic a mountain lake and stream. A clear stream, no more than 10 feet wide, flows from the building into the courtyard and empties into a manmade pond. You are fairly certain it is a swimming pool. Pine trees, most of which have died, dot the area. Outdoor furniture, tables, chairs, loungers, and several carts are scattered about and mostly damaged. However, the most usable chairs are set in a ring around a fire pit that is located close to the pool.

A courtyard and pool are located between the northern and southern wings of the lodge. The entire courtyard area is designed to mimic the lands of the north and includes a clear stream that emerges from the lodge and flows into a large pool and out into the ocean.

Flagstones form walkways and patios around the pool. Pine trees grow throughout the area, though several have died. The pool ranges from two to eight feet deep and is ringed by large stones that form its basin. The stream exits the pool and runs to the ocean. The stream is lined with stones and gravel to maintain its bed and course.

Furniture, most of it ruined by age, lies about the area. However, several chairs obviously brought from the interior of the lodge are set around a fire pit near the pool. Empty flagons sit on side tables next to the chairs.

WILDERNESS LODGE: LEVEL ONE

Use Map D: Wilderness Lodge

The first level of the lodge includes a check-in area, three restaurants, a gift shop, and general lounge areas. Due to the storm, the Raiders closed the shutters, though the slats do allow limited light to enter the lodge. Additionally, the main lobby area (**locations 2–6**) has skylights. Several were damaged, but the Raiders simply covered them to seal out the weather.

Much of this level is exactly as it was left after the first Raider incursion. There was once much more furniture than remains at this time, as the current inhabitants used the broken pieces for firewood.

200
Feet



**Wilderness
Lodge**
- Map C

1. PORCH

A gable roof covered with red clay tiles welcomes you to the lodge. The boardwalk ends at the porch, where flagstones make up the floor area. Four sitting benches rest next to the outer wall of the lodge. A pair of iron chandeliers swing from chains, but no candles remain. Two large wooden doors flanked by full-length windows offer entry into the lodge.

The PCs can easily approach the porch without being detected. The storm has made the Raiders lax, and they do not watch for intruders.

2. LOBBY

The opulence and magnificence of the lodge is evident in this expansive lobby area. The area is decorated with art, furs, rugs, and ornate furniture — all reminiscent of the northlands. A natural stream emerges from the ground in the center of the room and flows through the entire first level of the lodge. Wooden bridges span the stream to provide easy passage throughout this area. The arched, open ceiling is 50 feet high and crafted of thick wooden timbers. Chandeliers made from the racks of deer and elk hang from iron chains, though none is lit. The floor is wood, but sand and dust have gathered in corners.

When the PCs enter the lodge, they inhabitants of this area do not react immediately. They just assume the intruders are hobgoblins from the dock area and not actual intruders.

3. REGISTRATION AREA

A group of hobgoblins and a half orc are sitting around a bar-like counter. All are drinking ale and eating. They wave you over with a friendly greeting.

The office (**location 3a**) and counter are used as a guard station. A group of 5 **hobgoblins** are stationed here as well as a Gruum Raider (**orc** statistically). When the PCs arrive, these guards are sitting on tall barstools at the counter, drinking ale.

The guards are not completely surprised by the PCs' appearance, as mercenaries frequently arrive at the lodge to receive orders. However, the Gruum requires the PCs to sign in. He requests their names and the name of the ship they arrived on (this is a test). Failure to name a proper ship (*Chain, Manacle, or Lash*) results in aggression.

3A. OFFICE

Five hammocks hang in this room. A small footlocker is set under each hammock.

The guards use the office as their barracks — hobgoblins only. The Gruum has a room on the upper level of the guest tower. Each has a hammock made from bed linens. A footlocker under each contains various items (see **Appendix X : Footlocker Chart**).

4. RESTAURANT

About two dozen tables of various sizes fill this elevated area. Each table is accompanied by an appropriate number of chairs.

The restaurant area has many tables and chairs and a kitchen (**location 4a**, fully functioning). A group of 4 **hobgoblins** are always on duty in the kitchen. If combat occurs in the entry area (see **location 3**), the hobgoblins get their equipment and join the battle. It takes two rounds for them to gather their weapons. They attempt to flip over a couple of tables and use their longbows at the start of combat. Note that the restaurant area is elevated four feet above the main floor of this part of the lodge.

4A. KITCHEN

This fully furnished restaurant kitchen is stocked with the best equipment money could buy (from 30 years before this adventure). A large china cabinet holds 100 place settings.

5. GUEST ROOM TOWER

The guest tower section of the lodge has 10 stories. The first level is a lounge area, though most of the furniture has decayed or been destroyed. The Raiders have organized much of the functional furniture and placed it around the pool (**location 4, Map C**). Large, floor-to-ceiling length windows ring the entire level and grant clear views of the beach and pool area.

The guest rooms from levels 2–10 ring the tower, leaving an overlook to this level. Two large fireplaces are set in the western wall of the chamber. A lever controls a brass plate that can be lowered to separate the exterior and interior units (they are closed to start this adventure). The fireplace chases are made of stone and rise with the tower. Each fireplace on subsequent levels connects to the appropriate chase. A halfling-sized character could scale the chase to reach any level of the tower; of course, they would be covered with soot.

Four massive columns support the upper floors. The columns are made of granite but covered with wood panels carved with various scenes consistent with life in the northern woods.

6. STAIRS

Two sets of stairs provide access to the upper levels of the guest tower. Each is 20 feet wide and covered with a dark green carpet.

7. BAR AND LOUNGE

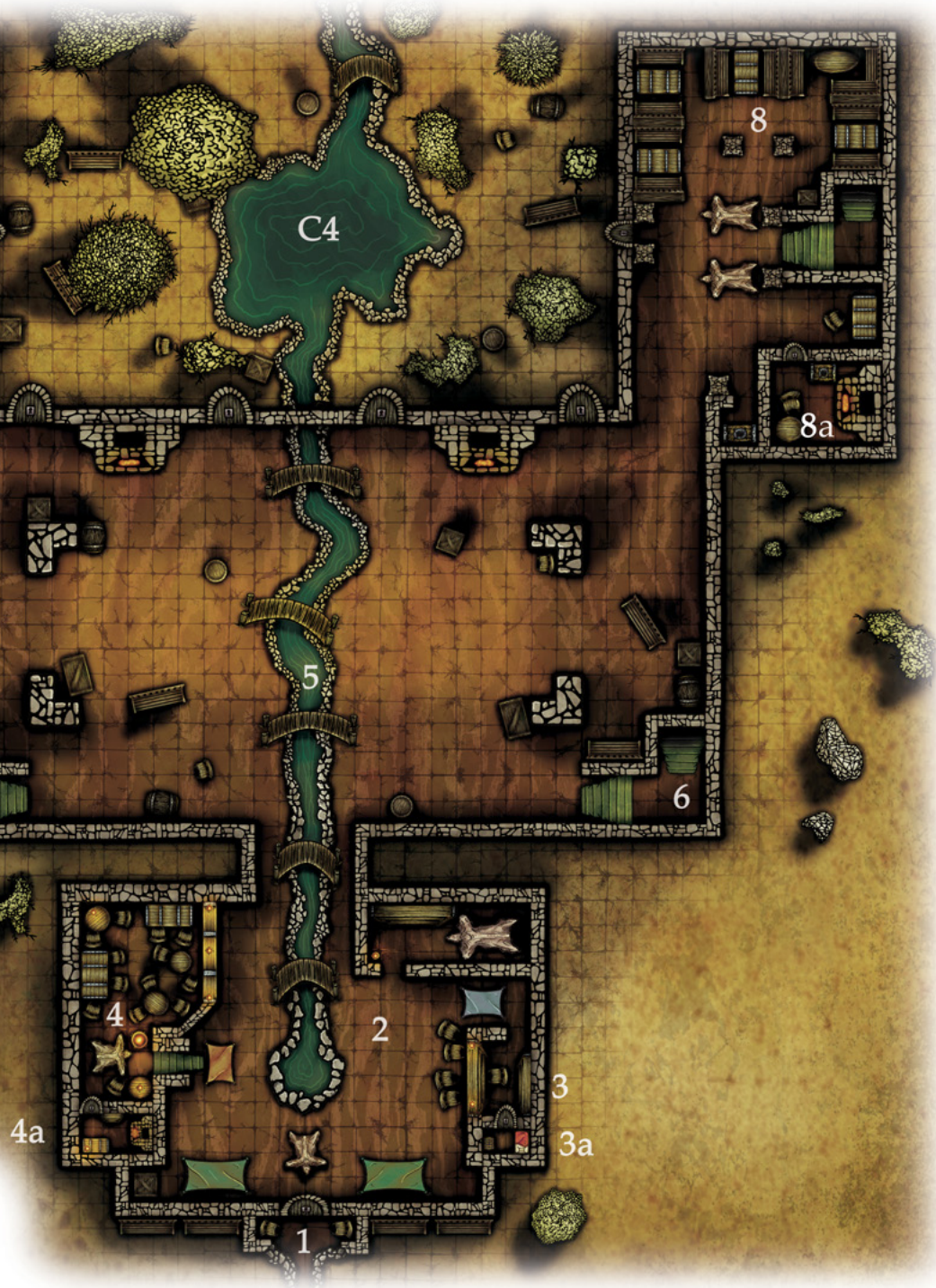
A long bar set with barstools clearly indicates this area was made for those seeking a liquid libation. A beautiful wall of glass cabinets behind the bar is empty. A stairway covered in green carpet leads to the next floor.

This area was designed for those seeking a drink at any time of the day. A long bar is covered with empty liquor, wine, and ale bottles. The Raiders have long since emptied and taken all the alcohol from the bar.

Numerous tables are spread throughout this floor of the north wing. A set of wide stairs covered with dark green carpet leads to the second and third floors, which are where the guest rooms are located.

Wilderness Lodge

- Map D
- Level One



7A. STORAGE

This room appears to have been used for storage, but it is now empty.

This room was used to store wine, liquor, and ale. The Raiders completely plundered this area, and nothing of value is left in the room.

8. PAINTED RESTAURANT

This area is the formal dining area for the lodge. There are numerous tables and booths, many of which are damaged or ruined due to age. The walls and ceiling are completely covered with murals featuring life in the northlands. Also, stuffed animals including wolves, deer, elk, moose, ducks, and geese project from wooden ledges on the walls.

A set of wide stairs covered with dark green carpet leads to the second and third floors, which are where the guest rooms are located. Large, floor-to-ceiling length windows are set in the north wall and grant clear views of the pool area.

If the PCs enter this area, they clearly smell freshly cooked fish. Two **werewolves** are enjoying some fresh-caught fish as the PCs arrive. They have a table set up near the windows and, in most cases, they have observed the approach of the PCs either from the entry lobby or from the pool area. The werewolves have shape shifted into wolves and sit motionless on a ledge. They leap and surprise a PC that wanders too close.

8A. KITCHEN

Two swinging doors lead into the kitchen. This kitchen has several cooking stations and a massive fireplace complete with several kettles of various sizes. A large stone oven with a grill top is in the center of the room. The room is very organized, and cooking implements of all kinds remain. The oven radiates heat, and a fire inside is burning low. Two iron skillet on the grill sizzle lightly.

The werewolves from **location 8** prepared their meal of sautéed fish in the kitchen. Several baskets of fruit, mostly mangos and bananas, sit near the doors.

A cellar directly beneath this kitchen contains crates, barrels, and sacks filled with food (meats, rice, vegetables, etc.). The Raiders use this kitchen to prepare meals, and the Fence (see **location 34**) demands that the kitchen and cellar be maintained.

SOUTH WING

Use Map E: Level 2

A group of werewolves occupies this section of the lodge. The Raiders hired the werewolves to act as scouts. The majority of the pack is away searching and scouting for the Raiders.

The structure is in very good condition, and the elements have not intruded. The werewolves have done little to clean up the lair other than to gather additional furniture for their needs.

9. WOLF LAIR

The wide stairs provide access to all three levels of this wing. The stair posts at the second-floor landing are crowned with human skulls. Each skull, which has been painted red, has a series of bite holes piercing the forehead section.

10. CUBS

A trio of wolf cubs (**jackals** statistically) are playing in the hall. They are not werewolves, but a litter from the wolves the werewolves have “tamed.” The cubs growl at the PCs but will not initially flee. However, if attacked or approached (within 10 feet) they flee to **location 12**.

11. RED FANG

This room is the lair of a werewolf pack. Most of the wolves are away performing scouting missions for the Raiders. The room has been partitioned by using dressing screens (three-piece panels that are six feet high). The screens are covered with etchings or carvings of woodland scenes. Some have been modified to show crude carvings of wolves attacking the other creatures depicted on the panels.

Any combat that erupts in this chamber quickly brings all the nearby inhabitants to the fray.

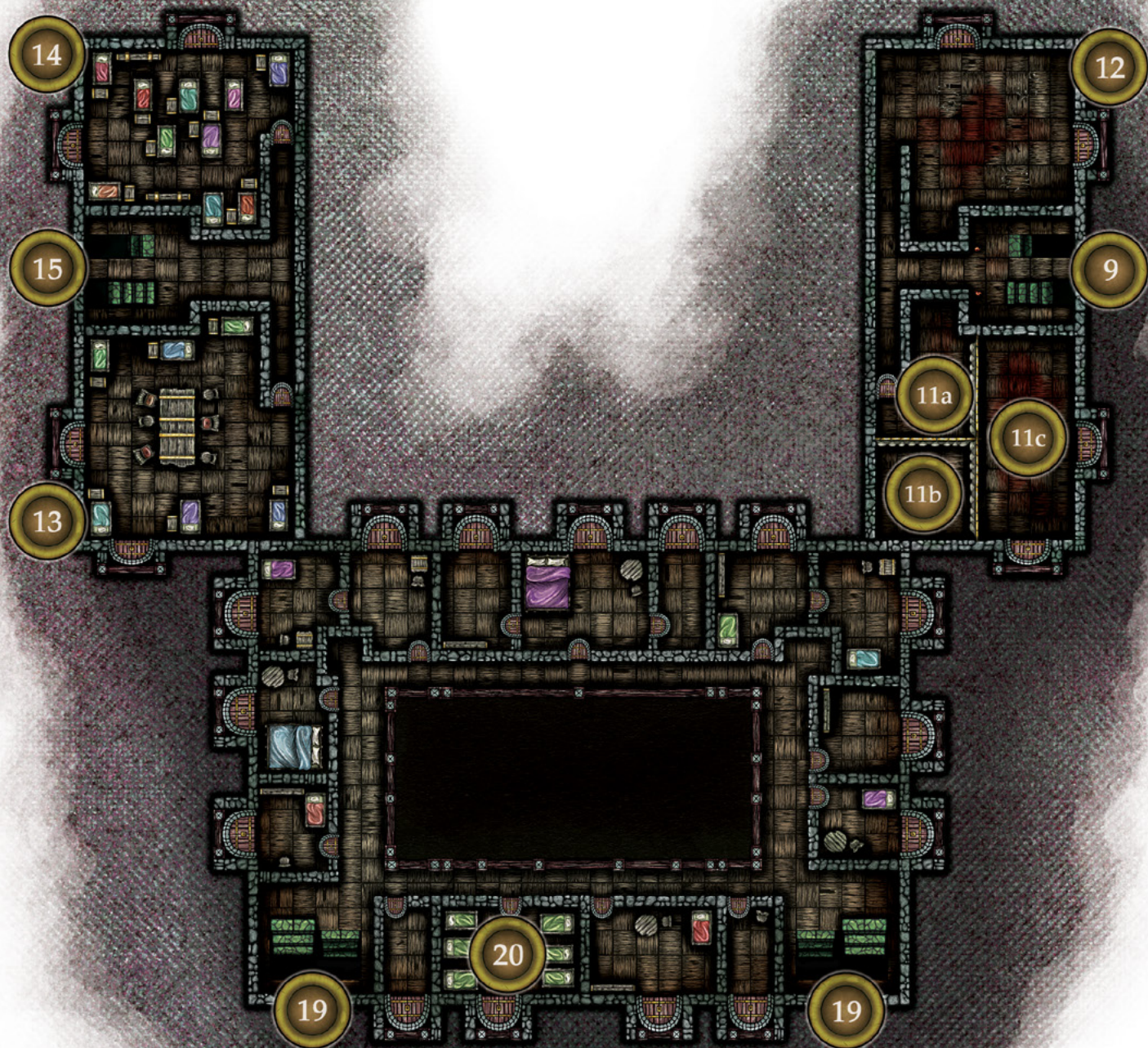
11A. HAMMOCKS AND SACKS

Eight hammocks hang from the ceiling from strong ropes. Numerous sacks are also tied to the ropes. Only two of the hammocks are in use, and the two occupants are currently at **location 8**. The sacks contain clothing to fit male humans, and most of it is high quality. Two of the sacks contain 5d10 gp each.



Wilderness Lodge

- Map E
- Level 2



11B. DEN MOTHERS

This part of the room is partitioned off to accommodate the beds of 2 female **werewolves**. They attack any intruders on sight and call Red Fang (**location 11c**). Both of them transform into wolf form to howl to summon the wolves from **location 12**. They will remain in wolf form throughout combat.

The room contains three large beds and accompanying footlockers and wall lockers. Each contains a large stash of clothing. Additionally, each footlocker contains 10d12 gp, 6d6 pp, and a string of pearls worth 150 gp. Hanging at the back of one of the wall lockers, behind some clothing, is a sling and bag of five **bullets of impact** (see **Appendix V: New Magic Items**).

11C. RED FANG

Red Fang, the werewolf leader, scoured the lodge for pieces of artwork (paintings, statues, furniture, etc.) that have a connection to wolves or the full moon. He amassed a very complete collection. In human form, Red Fang is an extremely large man. His teeth have been permanently painted red.

Red Fang stores his treasure in a wooden chest that is carved with woodland scenes: 312 gp, 64 pp, six emeralds worth 5d10 gp each, two enormous pearls worth 400 gp each, and a **potion of fire resistance**. A false bottom conceals a **cursed scroll of lycanthropy** (wolf). The scroll appears as a **scroll of protection from lycanthropy**. Anyone who reads the scroll must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

One of the paintings is the work of an extremely famous painter (it originally hung in the lobby). The painting features a pack of wolves silhouetted by a full moon. The painting is worth 2,000 gp.

12. WOLVES

The door to this room is missing. Inside the chamber, which smells of wild beasts, is a pack of 5 **wolves** that have been successfully domesticated by the werewolves (**locations 8–11**). The wolves obey the werewolves and respond if summoned. If attacked, the wolves first howl to summon their masters.

The room has been emptied of any serviceable furniture. Bones litter the floor, and the partially eaten corpse of a human lies in the center of the room.

NORTH WING

Use Map E: Level 2

This section of the lodge is exclusively reserved for Raider sailors and their officers. When a Raider ship docks at the lodge, most of the crew can stay at the lodge. At this time, the entire wing is empty as no ships are docked. The crews are responsible for all their own lodgings, including food.

13. CREW QUARTERS

Beds, cots, and hammocks fill this room. A footlocker is located near each sleeping accommodation. Six small tables are placed end to end in the middle of the room. Mismatched chairs ring the makeshift table. Several casks and mugs rest on the table, but all are empty. The room can sleep 30.

14. CREW QUARTERS

Beds, cots, and hammocks fill this room. Each has a footlocker, but no other furniture. Otherwise, the room is empty. A dozen empty bottles are scattered across the floor. The room can sleep 30.

15. STAIRS

The wide stairs provide access to all three levels of this wing. The carpet is worn and damaged. Sand and dust fill the corners and unused sections of the stair and hall.

Use Maps E and F for this section.

16. OFFICERS' QUARTERS

This room has been partitioned by the deliberate placement of numerous wall lockers. There are eight distinguishable sections, each with a bed, table, and chair. The room is neat and organized. Other than the furniture, the room is empty.

17. HOBGOBLIN THIEVES

Beds, cots, and hammocks fill this room. A footlocker is located near each sleeping accommodation. A bar built of long planks of wood is surrounded by barstools in the center of the room. Bottles and casks of various size lie in disarray across the bar. The room can sleep 30.

Two **hobgoblin** Raiders are searching the room for whatever they can steal. The hobgoblins are so terrified at the potential of being caught in the act of theft (a crime punishable by death) that they immediately stammer an excuse that they heard something “strange” and came to investigate. It is clear they are lying. No insight check is required. The hobgoblins are caught off guard for a few minutes and if allowed to leave, they do so in a hurry; they do not mention the encounter to others as they should not be in this section of the lodge. If the PCs hold them for an extended period and ask questions about the lodge, the hobgoblins come to their senses and suspect the PCs are the actual invaders. At that point, the hobgoblins call for help and attempt to escape and find help. In the event the PCs allow the hobgoblins to leave, they return to the lobby. Assuming the PCs dispatched the other hobgoblins in the area, these two immediately move to alert the Fence (**location 34**).

18. EMPTY ROOM

This room is empty but for some broken furniture. The Raiders took all the serviceable furniture and decorations to use elsewhere.



MAIN LODGE TOWER (LEVEL 2 THROUGH 9)

The main lodge building is 10 stories tall. The floor plan for levels two through nine are identical. Two staircases service each floor. All of the rooms are built around the exterior of the building, with the center section open to the ground floor. Massive skylights in the center of roof section illuminate the open section and hallways.

Nine large brass bowls (10 feet in diameter) hang from the ceiling. The bowls are shallow and offset from one another by level. Each once held colorful plants. Now, the plants are long dead and dried. Only dried dirt remains unless otherwise described. A 1-inch brass pipe descends from ceiling alongside the chains that suspend the bowls. The pipes extend through the room to 50-gallon barrels. These barrels were used to hold water that can be released to add water to the bowls. The valves that control the flow of water are closed and can be opened only from the roof.

All the rooms are filled with wooden furniture that follows the northern woodland theme of the lodge. Each room features a balcony that is accessed by a glass, sliding door. Full-length windows line most of the outer walls of the rooms. Every room has been moderately ransacked, most recently by the Raiders, and nothing of particular value remains unless otherwise described. Rooms that are not keyed (numbered) are unused by the Raiders or their minions. Most of the lodge tower is unoccupied.

Levels 2–9 use the same map. **Levels 2, 3, 4, 7, and 10** are the only levels that have designed encounters. The remaining levels are considered vacant.

19. STAIRS

These wooden stairs are made of wood with ornate balusters and posts. Each post is capped with the carving of some woodland animal. A dark green carpet covers the treads, but much of it has been damaged or ruined.

TOWER LEVEL 2: SLAVES

Very few slaves are brought to the lodge, and only those being held for ransom or as laborers remain. Only human slaves are retained as servants, though the captives held for ransom are of varied races. The slaves have an open run of the lodge, but few leave this level unless they have a task to complete. The captives are aware that escape is impossible; where would they go if they managed to win their freedom from the lodge or the island? They also know that the brine hawks patrol the sea and shoreline.

The slaves are willing to share information on the tower with the PCs. The slaves can generally describe the locations of the Raiders and their minions on **Levels 1–4**. No slave is allowed beyond **Level 4**.

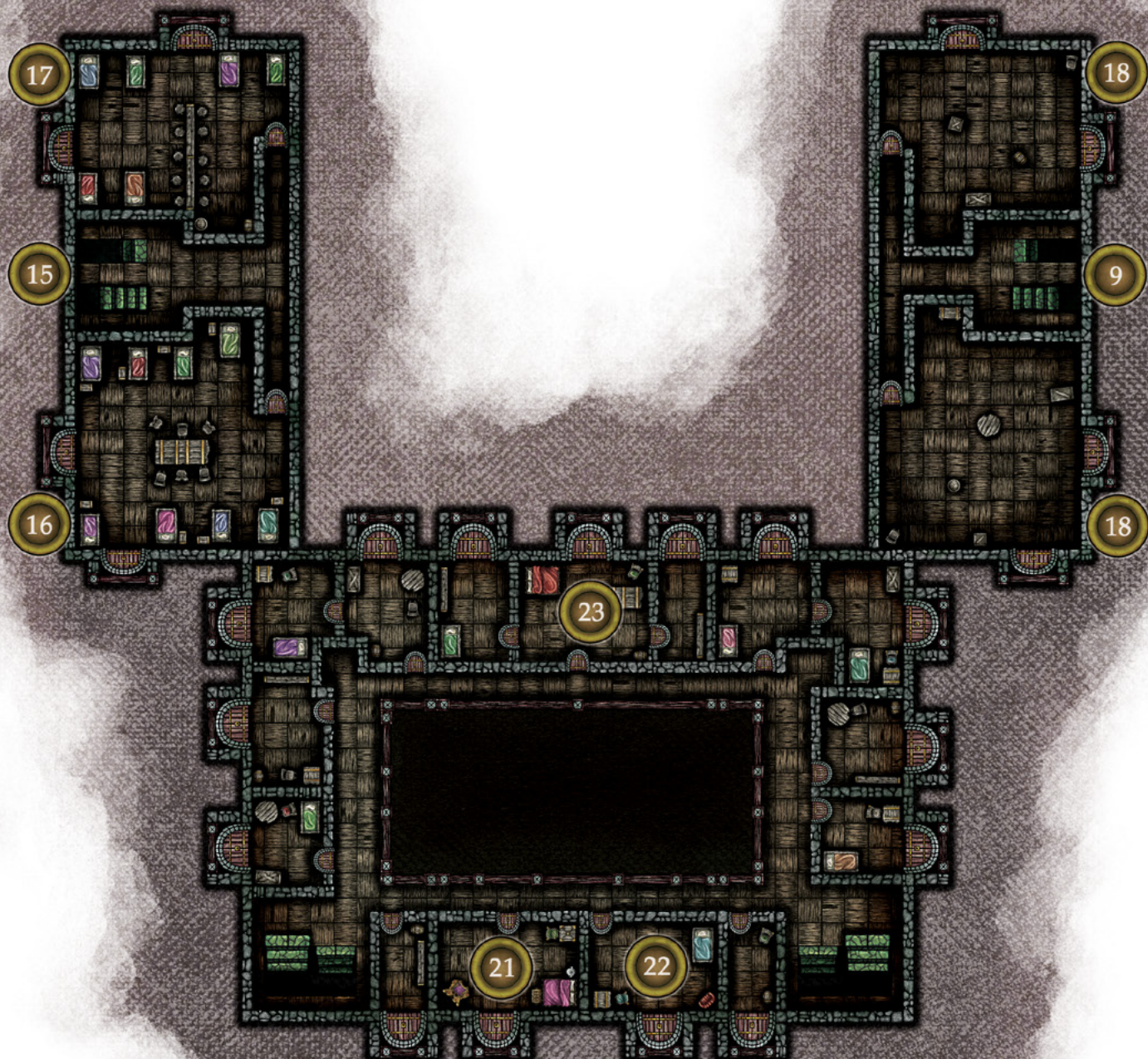
20. MALE SLAVES

The Raiders keep only male slaves on the island. This is designed to minimize any possible conflict with the guards and to ensure that the male slaves are not subject to undue heroics. This room is filled with beds and can sleep up to 12 men. These slaves are used to maintain the lodge and island. They are often required to perform physical labor. Issalla's brother, Mattalk, is one of the slaves in this chamber. Issalla was mistaken for a young boy (her brother disguised her during their capture) and brought to the tower as a laborer.

Wilderness Lodge

- Map F

- Level 3





TOWER LEVEL 3: RANSOM PRISONERS

Use Map F: Level 3

This level houses the “high-value” prisoners that are in the process of being ransomed.

21. PRINCESS OF A SORT

Entering this room is like taking a step back in time. The entire room has been painstakingly restored to that of its original glory. All the wood has been buffed and varnished, the furniture is near perfect, and even the paintings and carpet appear in like-new condition.

The Raiders have gone to great lengths to make this room comfortable for their “guest”: the Princess Yssylv. The princess has guaranteed double her ransom if she is treated with the respect due someone of her lineage. Never one to pass up a chance at extra gold, the Fence gave in to her wishes and has gone to extraordinary lengths to make her room the best in the lodge. However, his patience is growing thin as ransom requests have been astonishingly ignored. Unknown to the Fence, the reason for the snub is simply that the real princess is safe within her palace. The woman in this room is one her handmaidens. She was on an errand when the Raiders captured her ship. The handmaiden, Illinwey, decided that her best opportunity for freedom was to impersonate the princess and demand to be released under threat of war. When the Raiders laughed, Illinwey knew she had better maintain the ruse or suffer the fate of a common slave.

Illinwey knows her days are now numbered; nevertheless, she continues her ruse. She offers an unbelievable reward for her freedom and refuses to stay in her “prison” any longer and demands to accompany the PCs. Illinwey is quite good at impersonating the real Princess Yssylv, who is as arrogant as humanly possible. Her ruse can only be discovered with a DC 20 Insight check.

Like all handmaidens in Yssylv’s court, Illinwey is a trained fighter, although she will not readily join a fight or display her skills. If push comes to shove, she reveals the truth in return for her safety. She will fight as a **scout** for statistical purposes.



22. COUNT HORASC

Elderly by any standard, the count was one the first prisoners the Raiders captured. His ransom was paid promptly, but the count has decided to stay at the lodge for as long as the Raiders will allow. He has the run of the lodge (from this level down) and the island. He spends his days walking the beach and painting. The Raiders supply him with materials. His paintings are of high quality. The Fence was so impressed that he commissioned a portrait. Count Horasc was escorted to the Fence's quarters where he worked on the piece. The count, who is much smarter than the Raiders surmise, took his time and required several sessions to complete the painting. The count was able to memorize the Chart of Sanctuary (see **Conclusion**). He immediately copied the chart but knew he would be killed if the Raiders found it. Therefore, the count painted over the chart with water-soluble paints.

The count has no desire to escape, as he can leave the island at any time. He knows that a lengthy sea voyage may be too much for his failing health, and he has decided to spend his remaining days at the lodge. He is of minimal help to the PCs. The count offers the PCs the copied Chart of Sanctuary, which is currently a portrait of the lodge. The count only tells the PCs that the painting will look its best in the rain. He will not provide much information, other than generalities, about the lodge (the Fence is on the top floor, etc.). The count is true neutral, and his philosophy is to observe and not interfere, at least not very much.

23. CAPTAIN FIREHAIR

A man, with flaming red hair paces this room. He wears colorful clothing, and a red patch covers his right eye. His left hand is missing, and a hook prosthesis is in its place. If the PCs listen at the door to this room, they easily hear a man cursing his predicament. Captain Firehair is a pirate who was captured while enjoying himself in a seaside tavern. His ship managed to escape the Raiders, but he was not so lucky.

The pirate captain bought some time by promising the Fence a huge ransom if his crew could be located. He has given the Fence several possible ports, but so far, his ship has not been found. This news has the captain in a foul mood. He has suspicions that his first mate has taken his mantle and the crew and ship are now plying their trade in some far-off waters.

Given the chance, Captain Firehair promises to reveal his secret cache of buried treasure in return for his freedom. Of course, Firehair has no such stash of gold, but he says whatever he thinks the PCs want to hear in order to escape. His lies can be surmised with a successful DC 15 Insight check. Alternatively, Firehair knows that the Raiders maintain an outpost on the island of Sanctuary, and he would be willing to get them to the island in return for rescue.

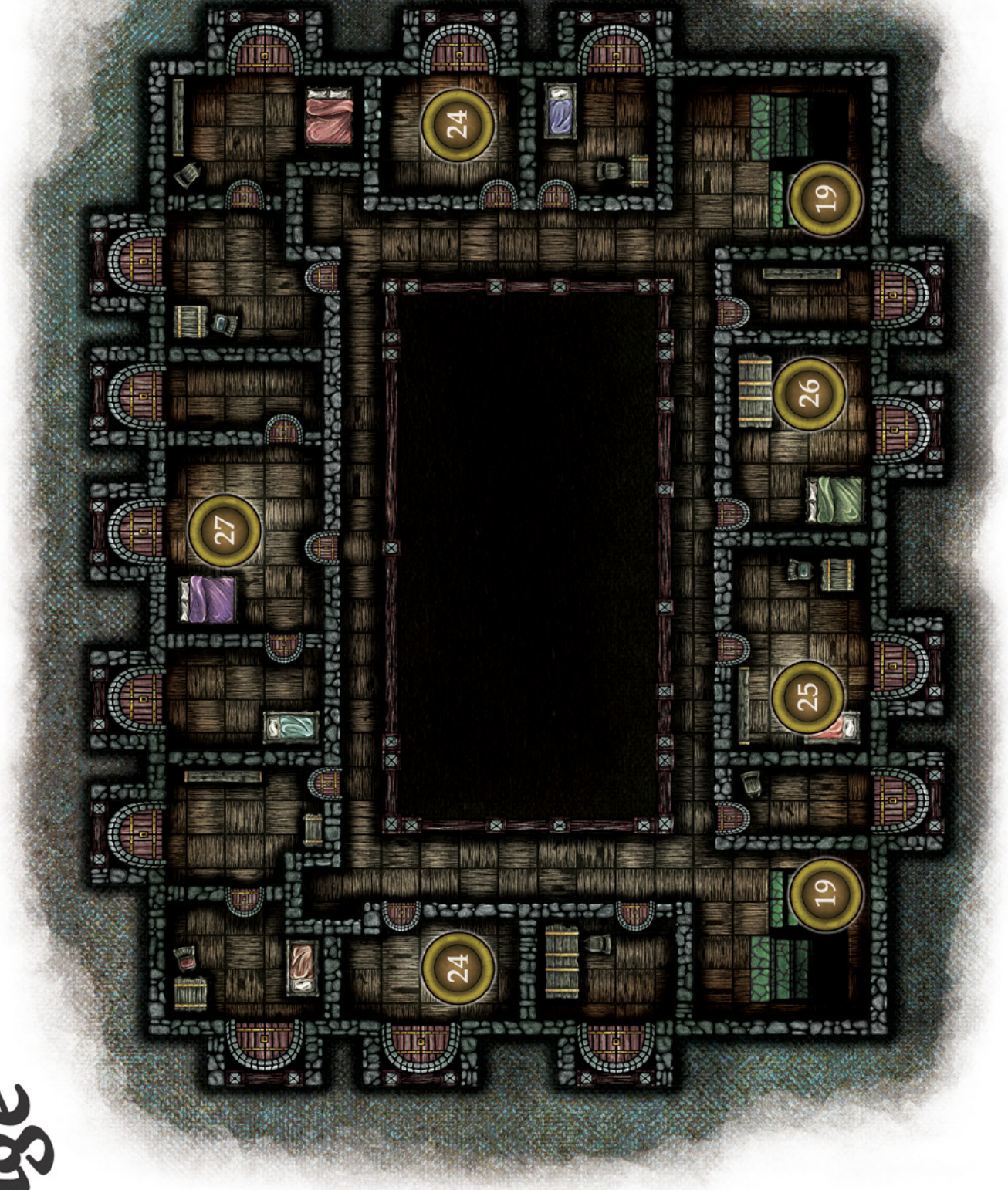
The pirate is an opportunist and in the event he can betray the PCs, he does so to buy his freedom from the Iron Alliance. He is most likely to do this at Sanctuary; after all, betraying the PCs at the lodge leaves him stuck at the lodge. Captain Firehair is a **bandit captain** for statistical purposes.

An alternative way to use Captain Firehair is to have his crew arrive just as the PCs take out or dispatch of The Fence. To get his revenge, Captain Firehair will transport the PCs to Sanctuary. This is a good solution the PCs may face of actually finding a ship to get to Sanctuary.

Wilderness Lodge

- Map G

- Level 4



TOWER LEVEL 4: RAIDERS

Use Map G: Level 4

The Raider guards assigned to the island reside on this level of the tower. These Raiders patrol the island and nearby areas. They provide security and monitor the slave work parties. Otherwise, they have an easy job. The Raiders performed well in refurbishing this level of the main lodge tower, with the help of the slaves.

24–27. BARRACKS

Each of these rooms holds sleeping accommodations for four Raider guards. These guards are all humans. There are four beds, four footlockers, a table with four chairs, and some other minor furniture such as a stool or couch. The footlockers are always locked, and the keys are held by the appropriate guard. If combat erupts on this floor, all the guards immediately rush to investigate. One guard in each room wears a whistle that he sounds to raise the alarm throughout the tower. Each room is individually detailed as follows:

24. This room is empty. The guards are currently on duty on Level 10. Each footlocker contains personal items and 1d6 gp and 2d6 sp.

25. Four guards (**thugs** statistically) occupy this room. They are resting and can easily be surprised. Each footlocker contains personal items and 1d6 gp and 2d6 sp.

Each guard, a human male, wears leather armor that has been dyed black. A purple emblem of a ringed chain is emblazoned on the chest. Weapons include either a mace or a short sword and light crossbow with 20 bolts. They also carry a pouch with 1d6 gp and 2d6 sp.

26. Four guards (**thugs** statistically) occupy this room. They are resting and can easily be surprised. Each footlocker contains personal items and 1d6 gp and 2d6 sp.

Each guard, a human male, wears leather armor that has been dyed black. A purple emblem of a ringed chain is emblazoned on the chest. Weapons include either a mace or a short sword and light crossbow with 20 bolts. They also carry a pouch with 1d6 gp and 2d6 sp.

27. Four guards (**thugs** statistically) occupy this room. They are resting and can easily be surprised. Each footlocker contains personal items and 1d6 gp and 2d6 sp.

Each guard, a human male, wears leather armor that has been dyed black. A purple emblem of a ringed chain is emblazoned on the chest. Weapons include either a mace or a short sword and light crossbow with 20 bolts. They also carry a pouch with 1d6 gp and 2d6 sp.

TOWER LEVEL 7: BRINEWINGS

Use Map H: Level 7

The seventh level of the main lodge tower is the most damaged. Many of the windows are broken, and the outside elements have caused significant superficial damage. The entire level is home to a colony of **brinewings** (see **Appendix IV: New Monsters**). When the Raiders arrived, they made a pact with the brinewings. The Raiders donate an occasional captive when the brinewings have a bad hunt, or just for sport. In return, the brinewings serve as aerial guards.

All the doors to the rooms on this level have been removed. Also, the glass sliding doors that lead to the balconies are open. Short overhangs have been installed over the open doors to prevent rain from entering the rooms. The brinewings do not typically enter the main area of the lodge, but they can if the alarm is raised. The creatures are accustomed to the Raiders using the stairs, but none of the Raiders, other than the Fence, move about on this level. Any intrusion by strangers provokes the entire aerie into action.

Brinewings typically nest in pairs or they prefer to remain solitary until finding a mate. There are two mated pairs, one with eggs, three solitary creatures, and the chieftain.

28. NEST

A pair of **brinewings** has made this room their nest. The room is badly damaged, and not a single piece of intact furniture remains. The nest is located against the outer wall. A skeletal hand hangs over the edge of the nest, and a gold ring is plain to see dangling from a bony finger. The floor of the room near the door suffered significant water damage and is not capable of supporting much additional weight. If a PC crosses the floor, roll 1d6. If the result is 1–3, the floor collapses and the PC falls into the room directly below. The fall inflicts 1d6 damage.

The brinewings have no young or eggs, and they attack to defend their nest and/or come to the aid of any other brinewings on this level.

The nest contains 14 gp, 31 sp, a shell-shaped pendant attached to a silver necklace (300 gp), and the aforementioned gold ring (a *ring of feather falling*).



29. NEST

A pair of **brinewings** (see **Appendix IV: New Monsters**) made this room their nest. The room is been badly damaged, and not a single piece of intact furniture remains. The nest is located against the outer wall. The floor of the room near the door suffered significant water damage and is not capable of supporting much additional weight. If a PC crosses the floor, roll 1d6. If the result is 1–3, the floor collapses and the PC falls into the room directly below. The fall inflicts 1d6 damage.

The brinewings have three eggs, and they attack to defend their nest and/or come to the aid of any other brinewings on this level. They do not respond to an alarm raised by the Raiders. The brinewings do not retreat from this room.

The nest contains 22 gp, 11 pp, three black pearls (50 gp each), a watertight silver scroll tube (100 gp) that holds a *scroll of lightning bolt*.

30. NEST

A single, young **brinewing** made this room its nest. The floor of the room is completely gone, having collapsed into ruin in the room below. The nest has been built into a large wooden chandelier that hangs in the center of the room.

The brinewing defends its nest and/or comes to the aid of any other brinewings on this level. It does not respond to an alarm raised by the Raiders.

The nest contains 78 sp, a sheathed +2 *dagger*, and a tattered blue robe. A hidden pocket in the robe conceals six small diamonds (50 gp each).

31. NEST

A single **brinewing** made this room her nest. This room has a solid floor, and some of the original furniture is still in place, albeit heavily damaged. The furniture includes a bed, a couch, a desk and chair set, and an armoire. A *circlet of water action* (see **Appendix V: New Magic Items**) has fallen between the seat cushions of the couch.

The brinewing defends its nest and/or comes to the aid of any other brinewings on this level. It does not respond to an alarm raised by the Raiders.

The nest contains 11 gp, three emeralds (75 gp each), a *wand of paralyzation*, and a *potion of greater healing*.

32. NEST

A single **brinewing** made this room its nest. The room has been badly damaged, and not a single piece of intact furniture remains. The floor of the room is nearly gone, having collapsed into the room below. The nest is set on the only remaining section of floor against the outer wall.

The brinewing defends its nest and/or comes to the aid of any other brinewings on this level. It does not respond to an alarm raised by the Raiders.

The nest contains 15 pp and copper rod inset with 12 pearls (200 gp).

33. CHIEF BRINEWING

The floor of this room has mostly collapsed. Only a single span across the center of the room is intact. A longsword that glows with a soft blue light lies on the floor section. The floor section cannot support any additional weight, and if a PC stands on it, the section collapses. The brinewings placed a dozen spears beneath the floor section, and a falling PC is impaled on 1d3 spears and suffers 1d6 damage for each spear plus an additional 1d6 falling damage. The weapon is a +1 *longsword* that glows blue continuously in a 30-foot radius. The light automatically dispels magical darkness.

The **brinewing chief** (see **Appendix IV: New Monsters**) built his nest in the central chandelier. The nest contains 55 gp, 66 sp, a copper crown inset with a single, but very large, black pearl (400 gp), and a *javelin of lightning*.

TOWER LEVEL 10: THE FENCE

Use Map I: Level 10

34. The Fence

This level of the lodge is in excellent condition and closely resembles the splendor of the building when it opened. The Raiders and their captives worked diligently to clean and restore the entire level. The unoccupied rooms are used as guest quarters for visitors and dignitaries. On occasion, one or more members of the Iron Alliance have stayed in one of the rooms. The guestrooms are clean and fully furnished, with all appropriate linens and articles of daily use.

A group of four guards (**thugs** statistically) is always on duty on this level. Their primary task is to watch the sea and land around the lodge for potential risks. The guards rotate every six hours with those on **Level 4**. The guards are typically split up among the rooms, though one often moves from room to room to relieve them for short breaks.

The Fence's room is opulent and completely restored to its original brilliance. Other than the regular furniture, a massive oak desk faces the exterior windows. The Fence conducts his paperwork at the desk; generally, he coordinates trips to Sanctuary and inventories ships and their cargo.

A 10-foot-by-10-foot tapestry hangs against an interior wall. The tapestry is a map of the ocean and is detailed and covered with strange runes. What appears to be a silver coin adheres to the tapestry far from any shoreline. If the PCs observe the coin for a few minutes, they notice that it moves, although very slightly. As it moves, the runes change. The runes are simply a language of an extinct people who built Sanctuary. A *comprehend languages* spell reveals that the runes detail the actual location of Sanctuary. Furthermore, the runes project Sanctuary's location in five-day intervals out to 20 days.

The Fence uses a code book to decipher the runes, but he has done it so many times that he can do it without the aid of the book. Raider ships arrive at the lodge, and the Fence passes along the coordinates of Sanctuary to the captain.

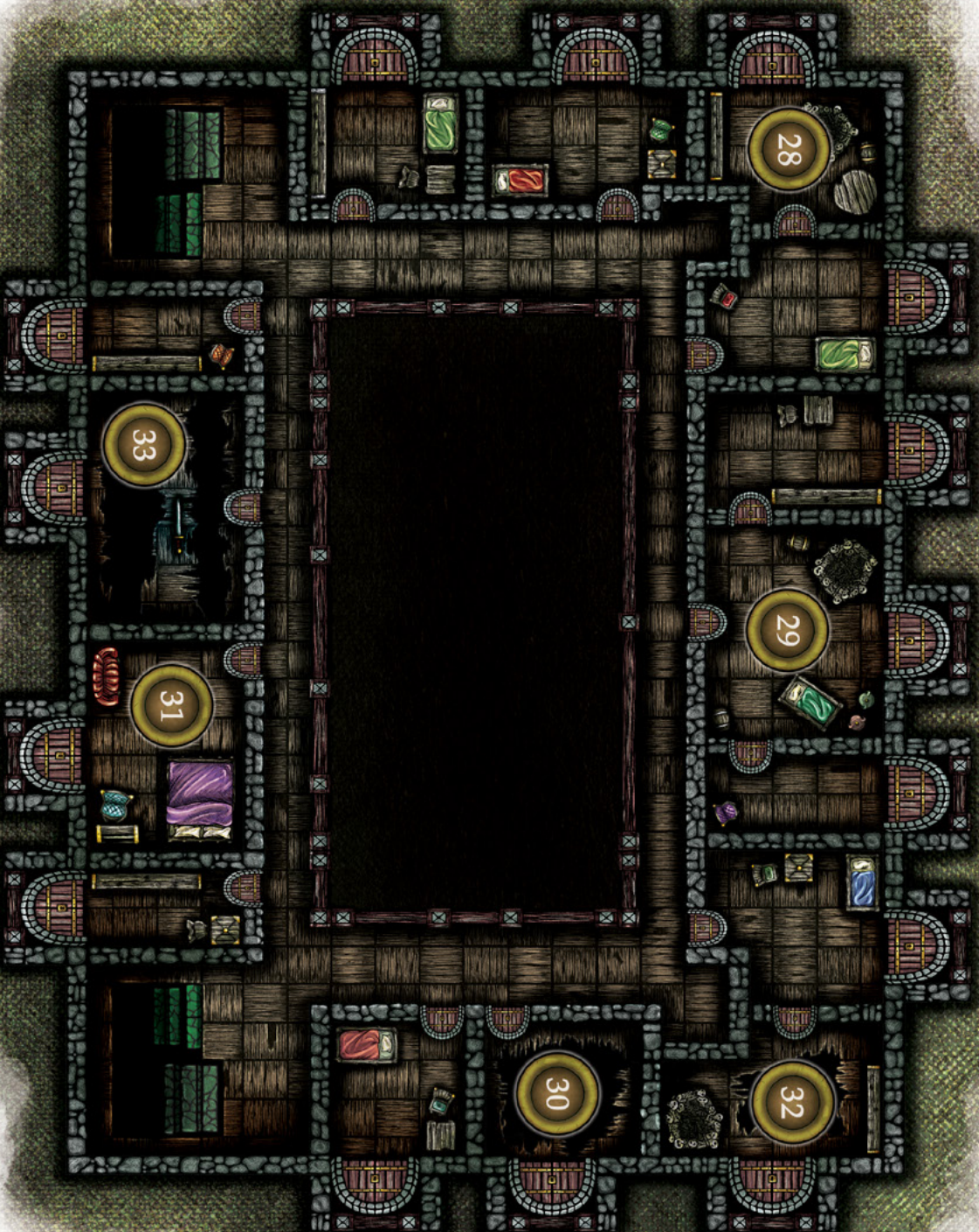
Another painting, this one of the Fence, hangs on another interior wall. The painting is set within an ornate wooden frame. The frame was designed by a famous wood carver and is worth 400 gp.

Within the desk are numerous journals that log the activities of the Iron Alliance. However, these logs indicate only how many slaves the Raider ships have captured and transported to Sanctuary. No schedules or patterns can be found. The Fence does not know when or where raids occur. This information is passed to the ship captains at Sanctuary when they unload their cargoes of slaves. A hidden compartment in the desk contains his treasure of 40 pp, 10 pearls (10 gp each), and a platinum necklace inset with rubies (800 gp).

A separate journal lists everyone that has been captured and returned for ransom. That list contains 90 victims, three of whom are currently

Wilderness Lodge

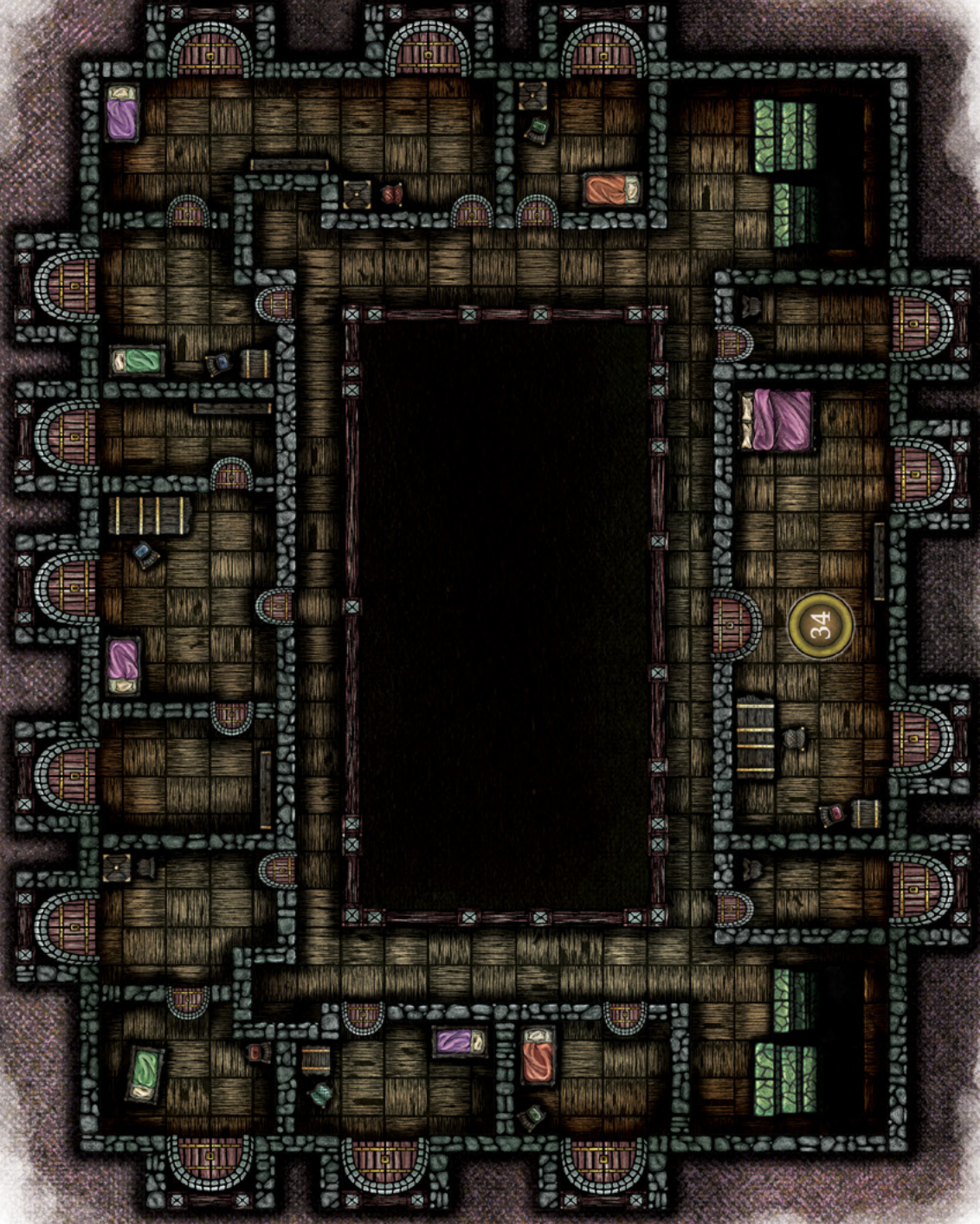
- Map 5
- Level 7



Wilderness Lodge

- Map I

- Level 10





residing on Level 3. The journal indicates that the count has had his ransom of 5,000 gp paid.

The Fence (see **Appendix IV: New Monsters**) is not a particularly brave man, and he generally avoids direct combat. If confronted, he blows a whistle that alerts the entire lodge. All the Raiders and their minions (except the brinewings) come to his aid. The fence has two pet **dire wolves**. These wolves attack intruders on command or if the Fence is threatened.

If captured, the Fence claims he is only a paper-pusher who has very little real information about the Iron Alliance or their operations beyond his job as coordinator of logistics. This is true. The Fence is not a member of the Iron Alliance, but simply a hired mercenary with excellent coordination skills.

If slain in battle, he has the following equipment: **+1 short sword**, **ring of protection**, leather armor, **potion of invisibility** (for escape).

CONCLUSION

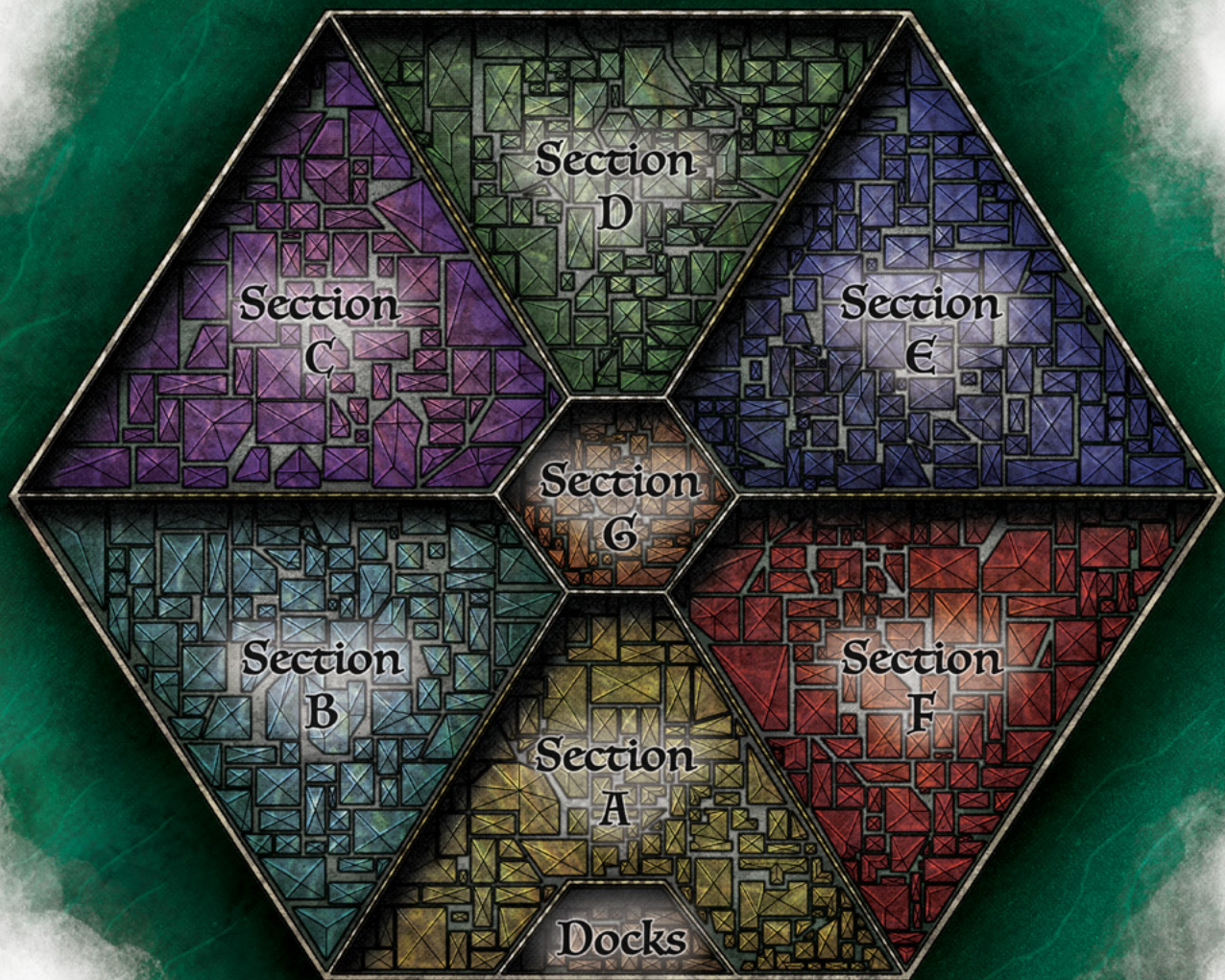
At some point in this adventure, the PCs should discover that the Raiders have a secret island base located somewhere in the ocean. The island, which they call Sanctuary, can be found only by using a special map that provides coordinates (using the stars and a compass) to its current location.

With the location of Sanctuary in hand, the PCs are dispatched immediately to investigate. The authorities decline to send a naval force as they fear the Raiders will learn from their spies of the mission and shift the location of Sanctuary. Also, from what the PCs have learned, Sanctuary is not the end destination of the slaves, but only a waypoint. It is up to the PCs to infiltrate the island and learn what they can of the Iron Alliance and their nefarious goals.

The PCs may get creative with how to get to the island. Perhaps they charter a ship with a captain who is looking for one last great adventure. Perhaps Captain Firehair takes the PCs to get revenge on the Raiders. How the PCs get to Sanctuary is not important... what is important is that they get there at all.

Sanctuary Island

- Map K





PART II: SANCTUARY OF THE VANISHED

Use Map K: Sanctuary Island

Sanctuary of the Vanished is the second book in the **Path of the Vanished** adventure series, and it is advised that the adventure be played in sequence. The premise of the adventure is that the PCs are following the Iron Alliance in order to destroy their organization. This adventure is set on the floating city of Sanctuary. No particular campaign setting is required, although it is included in the *Misty Isles* campaign setting by **Pacesetter Games & Simulations**.

GAME MASTER'S BACKGROUND

In the first book, **Legacy of the Vanished**, the PCs discovered a secret base of the Iron Alliance and found a magical set of charts that invariably leads any ship to the not-so-mythical floating city of Sanctuary. The city drifts, seemingly aimlessly, in the vast ocean.

From the floating city, the PCs hope to end the operations of the Iron Alliance. However, Sanctuary is not the base of operations that the PCs seek but only a waypoint for their ships. The PCs have to infiltrate the Iron Alliance compound to discover the whereabouts of the villains' real base of operations.

The island of Sanctuary is manmade. The floating city was built by the Akatians, a race of humans who craved and studied magic in all its forms.

SEQUENCE OF PLAY

The first step in running this adventure is getting the PCs to the island of Sanctuary. If you played part one, **Legacy of the Vanished**, the PCs are given passage aboard a recently captured pirate ship and sail it to the island. If you did not play the first part of the adventure, several possible adventure hooks are presented below:

1. **Captured:** The PCs are captured by a group of pirates and brought to Sanctuary for a quick sale. However, the PCs manage to escape once the ship docks at Sanctuary. (The crew, looking forward to shore leave, failed to adequately secure their prisoners.) Start the adventure at the docks with the PCs running for their lives from the pirate crew. The PCs are without their equipment; they can return to the ship to recover the items.
2. **Charts:** A merchant who owns a small fleet of ships came into possession of charts that lead to Sanctuary. He is a very greedy man and hires the PCs to travel to Sanctuary and investigate the island in hopes of learning more about the city and if he can use it to his advantage (a smuggling port, black-market goods, purchasing slaves, etc.).
3. **Castaways:** While traveling from one port city another, a violent storm damages the PCs' ship. They drift for days until they encounter Sanctuary. A "salvage expert" agrees to bring the PCs and the crew to Sanctuary in exchange for their vessel. Start the adventure at the docks with the PCs in full possession of their gear.

Using the above three adventure hooks, the PCs eventually learn of, and encounter, members of the Iron Alliance. They may choose to infiltrate the Iron Alliance compound or simply pursue their quest to escape the island or seek further adventure.

Assuming the PCs are playing the **Path of the Vanished** adventures, they start on the docks in full possession of their gear. As previously agreed, the crew departs the island immediately with the small ship. The PCs should not tarry long on the docks, as a group of Raiders appear and recognize the ship as it sails out of the harbor (they are aware it was recently captured). At that point, they notify the city council that something is amiss. A quick investigation determines that a group of adventurers arrived on the ship (dockworkers describe the PCs). At that point, a bounty is placed on the PCs' heads, and wanted posters circulated. This takes approximately 24 hours to accomplish; however, most of the city's inhabitants simply ignore the posters and bounty. Additionally, the description of the PCs is sketchy at best. No one was particularly paying attention when they landed. So long as the PCs do not obviously identify themselves, or take even minor care to disguise themselves, it is unlikely they are identified. The various factions on Sanctuary employ dozens of mercenaries, so the mere sight of the PCs does not garner immediate suspicion.

CHAPTER IV: SANCTUARY AND THE TOWER OF TRAVERSE

The island of Sanctuary is a manmade floating city. Constructed by the Akatians, the base of the island is protected from storms and high seas by the tower at the center of the city: the Tower of Traverse. Like the other Akatian towers, Traverse provides "power" to the entire city.

The island is hex-shaped and rides 30 feet above the ocean. The island is supported by massive pontoons. The pontoons are constructed of **clearstone** (a magical substance that can have varying degrees of transparency but is as hard as granite). A complete sewer system lies beneath the streets of the city. The city, streets, and sewers are mainly constructed of wood, brick, and stone. Some portions of the sewer system are constructed of **clearstone**.

The city was abandoned during the great Akatian cataclysm and floated aimlessly in the ocean for centuries. It was accidentally discovered by the pirate Redscar, who planned to use it as a secret base. Redscar, a very intelligent man, learned how to control the course of the city via the Tower of Traverse (at the center of the city). He set the floating city's course on a continual, though irregular, loop. A few days later, several of the pirate's crew entered the tower in search of treasure — against orders — and tragically released a horde of undead that had been trapped for centuries in the upper levels of the tower. The center section of the city has remained secluded since the fateful incursion.

Redscar, with his remaining crew, searched the city for treasure, but they found little. The pirate used the island as a secret base to raid and plunder for several years. Redscar, tiring of his dangerous profession determined that he could "lease" space on the island to those who needed such a secret and near-unreachable base.

After several months, numerous pirates and other unsavory individuals came to the island. Redscar made a small fortune but the constant duties as landlord soon weighed on him. He formed a council of the various inhabitants and quietly retired. But again, restlessness seized the pirate and he planned one last raid. Using the island's ability to remain nearly invisible from the outside, Redscar successfully raided Port Crescent. Among the plunder, Redscar discovered a map to a secret merman temple. The pirate could not resist the temptation and sailed for the hidden temple. He was never seen again (see module **SW1. The Secret of Redscar** for details of the pirate's fate).

Sanctuary has remained under the control of a large council that is generally paralyzed with inaction. That, of course, was Redscar's vision. He knew a large group of controlling interests would have an impossible time making decisions. Therefore, Sanctuary simply continues to travel in its loop, and the inhabitants continue their nefarious seafaring ways.

The Tower of Traverse generally protects the island city from bad weather. The sea, within one mile of the city, is always calm with a light breeze — just enough to let a sailing ship approach, albeit very slowly. Only the most powerful of storms and hurricanes affect Sanctuary, although their power is greatly diminished. Additionally, the outer wall and tower are endowed with a powerful magic that makes the city nearly invisible at any distance greater than two miles. A strong wind blows about the city at 50 feet above street level, and any smoke generated by the inhabitants quickly dissipates. Fires that produce dark smoke are strictly prohibited.

Sanctuary has an average population of 6,000. This number nearly doubles if the port is full (pirate ships, illicit merchants, etc.). It has a complete social and economic system like any other city. There are government services such as guard patrols, a jail, maintenance crews (cleaning, construction, etc.), and tax collectors. While the city is clearly populated by those of less-than-stellar character, the city operates smoothly. Lawbreakers are dealt with severely and publicly; death is the predominant punishment for offenders.

THE IRON ALLIANCE

When the Iron Alliance learned of the island, they immediately exhausted all efforts to gain a base thereon. After a year of searching, they finally managed to contact a pirate who had one of the few charts that could lead them to the island.

The Iron Alliance sent a representative who made an irresistible offer to the city council. The Iron Alliance was granted possession of the north quadrant (**Section D**). In exchange for the lease, the Iron Alliance paid a hefty sum in gold, make monthly supply runs with their available ships, and supply the council with 20 slaves per month. The slaves are horrifically deposited in the Tower of Traverse to feed the prowling undead. See **Section G: Tower of Traverse** for details.

The council maintains a small staff of guards that attempt to enforce the few laws that govern the city. The guard staff is loyal to the council and do not willingly accept bribes, though they accept tips for general information provided about the city (i.e., “Where are the Raiders?”, “Where can we buy weapons?”, “What is that big tower?”). The guards do not have any detailed information to convey — whether bribed or magically influenced to talk. They know undead prowl the area around the Tower of Traverse (**Section G**) but not what kind. They know the Raiders operate out of the north quadrant (**Section D**) but don’t know how to get into the compound. They know Old One Eye is a great resource, but they don’t know anything about the sewer system. They don’t know that the city is controlled from within the tower. Again, they are just guards.

The rules of conduct within the city are very simple and there are only three written rules:

1. Damage to the city is punishable by death. Permits are available for those seeking to alter existing structures (i.e., convert an abandoned building into a tavern). But no alterations can be made to the original structure (adding room partitions is OK, but taking down walls is not). The penalty is death by walking the plank (over a swarm of sharks).
2. An eye for an eye. Any theft or violence against another is resolved using this method.
3. The use of magic to conduct illicit acts (spying, theft, etc.) is punishable by death. Offenders are thrown, naked, into the area around the Tower of Traverse (**Section G**). (The city guards specifically mention the use of invisibility or flight.)

Redscar named the floating island. It was his personal sanctuary and this therefore served as the inspiration for the name. In reality, the city is not a sanctuary for criminals as the name might suggest. In fact, those simply fleeing “the law” are generally not welcome. The city council understands that a populace of violent criminals is simply not good for business. While those who conduct business in the city are generally “evil,” they are not the sort who are prone to mindless violence. Basically, if put in alignment terms, the city is lawful evil. Allowing the Raiders to take up residence (though it is simply a waypoint) was a tough decision for the council. The Raiders were sure to draw attention, but their organization also appeared highly secretive and organized. Also, the Raiders provided ships for supplies and slaves to placate the undead around the Tower of Traverse (**Section G**).

SECTIONS OF SANCTUARY

The island is divided into seven distinct sections. Each section is separated from its neighboring sections by a 30-foot-tall wall. The walls are 10 feet wide and have a parapet but are not patrolled. While the amount of guards is relatively small compared to the general inhabitants of the city, the atmosphere is very civil. Those who make trouble are dealt with severely and quickly. Additionally, the inhabitants mind their own business, in general.

The complete sections of Sanctuary are described in supplement **C4 The City of Spire**. For purposes of this adventure, only the keyed locations have any interest to the PCs. Any and all other areas are simply vacant or uninteresting. This includes the Great Tower of Traverse (**Section G**). However, each area is briefly described below.

At least five large fountains are in every section of Sanctuary (except **Sections D and G**). They are all identical and feature a beautiful mermaid pouring water from a decanter into the fountain. The water is fresh water and used by all the citizens of the city. These fountains are all fed by a fountain located in the north quadrant (**Section D**). A rumor spread by Blain Mavarik (**Section E**) indicates that if a person drops a gold coin in each of the city’s fountains, the goddess Santhissi grants a boon. Blain collects the gold to fund his operations. In total, there are 20 fountains. To make the circuit and drop a coin in each takes approximately five hours.

SECTION A: HARBOR, DOCKS AND WAREHOUSES

This area is generally the most active in the city. Operations are conducted on a 24-hour basis as ships arrive and depart at all hours. The docks are crowded and busy. The harbormaster has an office at the end of the dock. The captain or designated officer from each docked ship must check in and pay a 100 gp dock fee. Those who do not pay the fee are subject to “unprotected” status. A ship that is not registered suddenly encounters a rash of “bad luck” that includes fires, missing crew, missing cargo, etc.

The Raiders have also placed spies in the dock area. They are on the lookout for anyone who may pose a threat; in particular, adventuring types. The PCs are likely to be detected by a Raider spy as soon as they set foot on the docks. The spy informs his handler, and the handler sends out a group of thugs to ambush the PCs at the first opportunity. The thugs are a motley group of humanoids and humans led by a Gruum. If the thugs can’t ambush the PCs, they pick a fight in the open as such events occur regularly in Sanctuary. Note that the Raiders do not report the arrival of the PCs to the local authorities. The Raiders know full well that unwanted trespassers on Sanctuary might be attributed to the Raiders — something they prefer to handle themselves.

The PCs can easily learn all the basic information about Sanctuary from those working the docks. Basic information includes general descriptions of the seven sections of the island, how the island moves, that a special chart is required to find it, that Raiders operate in the north quadrant (**Section D**), that the area around the Tower of Traverse (**Section G**) is haunted, etc. The PCs may also learn there are only three laws: an eye for an eye, don’t damage any part of the original city, and don’t conduct illicit affairs (spying). Consult the following rumor chart if the PCs start asking questions. Each question requires a “donation” of 1d6 gp.

The ambush by the Raiders consists of three **thugs**, a **bugbear**, two **gnolls**, two **orcs**, and a **Gruum**. The Gruum has a **potion of healing**. This Gruum is the only actual member of the Raider organization. The other members of this gang are simply hired help and will flee if the battle seems lost.

SECTION B: ENTERTAINMENT DISTRICT (OLD ONE EYE)

Strictly the entertainment section of Sanctuary, this area is always the most crowded. Every building is used for some sort of entertainment, from drinking houses, gambling dens, inns, taverns, restaurants, houses of ill repute, and so on. Street vendors sell most any common item, including weapons and armor.

The area is generally raucous with the limited exception of the morning hours. The transient nature of the island ensures that this section is always bustling. The city guard give wide latitude to the activities here. The guard is aided by the presence of Old One Eye, the leader of the city council,

who maintains the largest tavern and inn in the sector.

All who frequent the island know Old One Eye, and he is the only council member who is always on Sanctuary (the others come and go). Old One Eye is a very old lord of the eyes, though he has polymorphed into a human. He appears as a grizzled old man. He has but one eye, which is red in color; a patch covers the missing eye's socket. If the PCs inquire around, they quickly learn that Old One Eye is the key figure to meet in the city. He is always to be found at the Deadly Unicorn Inn & Tavern.

Old One Eye quickly learns of the PCs' presence as he has spies throughout the city, though most are stationed around the dock. The spies assume the PCs are simply more mercenaries looking for work or respite. The PCs are not identified as able-bodied adventurers by the spies. If the PCs do not learn of him, Old One Eye eventually sends a messenger out to request their presence at the Deadly Unicorn.

The lord of the eyes easily discerns the true nature of the PCs, though their mission is not evident to him. However, Old One Eye knows more about the city than anyone else. The PCs need to find a way into the Raider compound (**Section D**), and Old One Eye has a key that opens the front gate. The Raiders do not know he has a key.

In exchange for the key, the lord of the eyes asks the PCs to "remove" the evil priest in the Temple of the Damned (**Section E**). Old One Eye does not reveal why he wants the priest killed, other than to say the cleric is a minor nuisance. Nothing short of the priest's head satisfies the lord of the eyes.

The lord of the eyes tells the PCs that they need to use the pipe system under the city to approach the Temple of the Damned. The priest has spies about and any who enter the Temple of the Damned are detected immediately. The PCs should follow the pipe section until they arrive at the hatch labeled "F21." The hatch is located just 50 feet from the front doors of the temple. A ruined building blocks sight from the hatch to the temple entrance.

Old One Eye knows the priest is actually a good-aligned cleric. What Old One Eye does not know is why the cleric is in the city. That lord of the eyes fears that unknown and it fuels his desire to remove the cleric. By using the PCs, he can wash his hands of the deed (many of the island inhabitants respect the priest and owe him for his services). The lord of the eyes can also easily blame the PCs for the death of the priest and rid himself of adventurers (whom he distrusts).

A second opportunity for the PCs to enter the Raider compound is to obtain a pass from a visiting slave merchant. The merchant is hosting a massive party at one of the taverns. He has been on Sanctuary for several days. It is possible for the PCs to learn of his presence and identity. The merchant has a pass to enter the slaver compound, though he never willingly relinquishes the pass, as to do so would lead to his death. The Raiders occasionally sell some slaves to slave merchants from far-off lands (minimizing the chance a slave ever returns). In general, these slaves are not top physical specimens, but they are perfect for light work. By selling the more undesirable slave specimens, the Raiders gain gold needed for their operations.

THE DEADLY UNICORN INN & TAVERN

Use Map L: The Deadly Unicorn Inn & Tavern

Single-story buildings predominantly make up this part of the city. The street is busy with people, many of them celebrating something or another. Nearly all of the buildings have flat roofs, with many featuring patios complete with tables, chairs, and makeshift umbrella-style coverings. A much larger, two-story building at the end of this long street features a steep, gabled roof. Also, unlike the other buildings — clearly most are taverns, houses of ill repute, and gambling dens — the two-story building has large, fenced-off grounds with actual grass, trees, and plants. A large stable and corral sit within the green space. A full-sized statue of a blood red unicorn (it was white but was painted blood red) stands on a platform above the entry doors. Old One Eye petrified the unicorn many years ago; it can be brought back to life with the proper spell application.

The PCs have arrived at the Deadly Unicorn Inn & Tavern. The establishment is busy 24 hours a day as it has the best food in the city. The inn is owned by Old One Eye, an old human who wears an eyepatch. However, the man is actually a lord of the eyes that has polymorphed itself. No one in the city knows his secret. Old One Eye controls a massive ring of street thugs and spies. He also operates a large fencing ring for pirates who want to sell stolen loot.

The building is a simple rectangular structure with a steep, gable roof. The first floor is the tavern level and kitchen. A stage is occupied every evening by one of three bands that alternate nights. A long, L-shaped bar is manned by Gudtap Stonehammer, a red-headed dwarf, and the serving wenches when things get too busy. Gudtap is generally a very genial dwarf, but he has a wicked temper. He runs all the operations of the inn and tavern. Several signs over the bar are written in orc, goblin, and common, and each reads, "You break it, you pay for it!" Directly beneath the signs, a nasty-looking hammer rests on a wooden mantle. Gudtap repeats this slogan as his way of saying hello.

Gudtap employs a staff of humans who cook, wait tables, and perform other duties. Most of the customers are rough-looking human men, though some humanoids are always present and include orcs, goblins, hobgoblins, gnolls, and the occasional Groom. Gudtap also employs two bouncers; one always stands near the entry doors and the other near the stage. These men are on the lookout for trouble, and they intervene quickly and without regard for potential damage to the customer. Typically, any arguments that arise inside the inn are settled outside the inn. Most customers have no desire, even when overserved, to irritate Gudtap or his staff. Gudtap knows that his patrons live on the wild and rough side, but that sort of behavior in his inn only costs money. Gudtap does not like to lose money; Old One Eye shares this trait.

So long as the PCs do not attract undue attention, the patrons of the inn ignore them. Gudtap is likely to watch them closely, as he does this with any customers he has never seen before. The dwarf is very intelligent and cunning. Neither Gudtap nor his staff divulge any information about their customers. That would be bad for business. The patrons do not share that philosophy, however, so the PCs will not have too difficult a time learning the location of places of interest throughout the city, although it may take several rounds of drink and a modest bribe. Use the following rumor table to determine what the loose and inebriated tongues let fly.

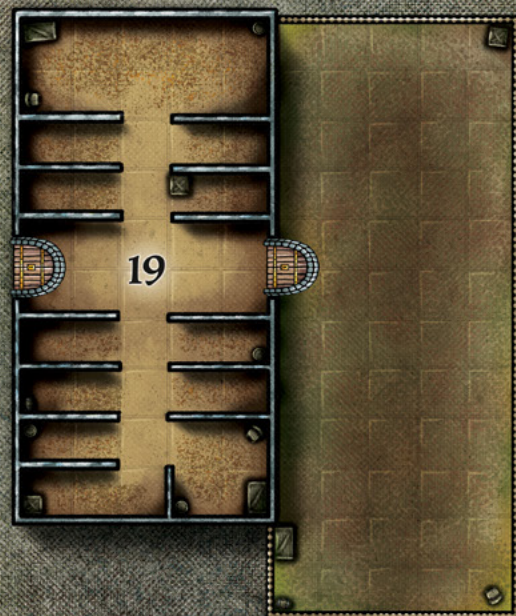
Roll 1d8 to determine rumor. (T) is true, and (F) is false.

- 1 Mermen are selling magical pearls down by the docks each night at midnight. (F)
- 2 A strange cleric performs healing and disease removal in the market district (**Section D**). (T)
- 3 A secret vault within the central tower (the Tower of Traverse in **Section G**) holds Redscar's treasure. (F)
- 4 An organization of slavers operates out of the north quadrant (**Section D**). (T)
- 5 A slave merchant recently arrived and throwing a party at the Half Shell. (T)
- 6 The walking dead prowls the central section of the city. (T)
- 7 Some ancient horror stalks the sewers of the city. (T)
- 8 If you drop gold coin in each of the mermaid fountains, the goddess Santhissi grants a boon. (F)

The Deadly Unicorn

Inn & Tavern
- Map I

Stable & Corral



Level One



Level Two



1. MAIN ROOM

The first level of the inn is predominantly a large open area filled with round tables and chairs. A large stage is to the east of the entry door. Two scantily clad but not very pretty human women dance provocatively while a group of four human mercenary fighters leer and toss silver pieces onto the stage. A massive human with bulging muscles and armed with a club stands near the steps leading to the stage. A second bouncer roams the first level of the inn.

A large fireplace is set into the east wall about 30 feet from the stage. An L-shaped bar is set near the northwest section of the room, and what appears to be a kitchen and other rooms are behind it. Three signs hang on the wall behind the bar. One of the signs reads, "You break it, you pay for it," in common. The other two signs appear to be written in orc and goblin. A massive stone-headed hammer rests on a mantle beneath the signs. A dried, reddish-brown substance is spattered on the head of the hammer.

A redheaded dwarf is tending the bar. His face is scarred but he appears jovial and friendly. He spots you immediately but continues to serve the patrons at the bar.

The inn is crowded, and all the tables near the stage are filled to capacity. At least 20 humans, several orcs, and a small group of goblins are busily eating, drinking, or watching the entertainment. Some other humans sit away from the stage in the back of the main room where it is more subdued. A single man sits near the fireplace, his back turned toward the door. He wears a dark blue cloak.

The inn is nearly full and only three rooms are available. One room (#10) has two beds and the other two (#12 and #18) have six beds. Room #10 costs 3 gp per night, and Rooms #12 and #18 cost 6 gp per night. The price includes dinner for each person staying in the room. Drinks at the inn cost 3 sp for ale and 10 sp for hard liquor. No wine is available, and anyone who asks for wine is immediately, and loudly, barraged with various insults questioning their manhood or womanhood.

The man in the dark blue cloak is Old One Eye. He sits at a small table with a single chair. The table is covered with journals and a pen and ink set. He ignores anyone who approaches and kindly asks for privacy. Gudtap quickly rebuffs PCs who insist on talking to him. Any further provocation draws the attention of the bouncers as well as the fighter mercenaries. Old One Eye talks only to those he summons. He plans on asking the PCs to dispatch the cleric in the Temple of the Damned (Section E), but he lets them enjoy the tavern first.

Another single human male is slumped over a table opposite the room from Old One Eye. He is dead after being poisoned. The man was a spy aboard a pirate ship but was discovered by Old One Eye when he asked too many questions around Sanctuary. Old One Eye had him poisoned, and the assassin who did the deed is currently searching through the man's room (#13). If the PCs discover the dead man and take any interest in investigating, Old One Eye requests an audience. He offers to hire the PCs in exchange for information on the Raiders to dispatch an evil cleric in the **Temple of the Damned (Section E)**. The PCs may also conduct an investigation on their own. Even if the PCs do not discover the dead man,

Old One Eye will request a council with them if they cause issues upstairs or are in the tavern for more than thirty minutes to one hour. He will then attempt to convince them to take care of the "evil" priest in the **Temple of the Damned (Section E)**.

2. STORAGE

The door leading to the bar area is always locked. The door leading to the kitchen is never locked. The key is hanging from a peg under the bar. Crates, barrels, and casks are spread about the room. Shelves hold various foodstuffs, mugs, glasses, and empty bottles. The crates hold additional food and spirits. The barrels and casks contain several types of ale.

3. KITCHEN

This kitchen is well-equipped and staffed by a total of three women. The oldest woman is the chief cook. All of the female staffers know how to work in the kitchen. They typically rotate duty when they are given time off. Gudtap has a wagon that he sends to the docks for supplies. The wagon and mules used to pull it are in the corral and stable. Nothing of interest is in the kitchen. An iron door offers access to a fountain located just outside the kitchen.

4. GUDTAP'S ROOM

The door to this room is always locked. Gudtap carries the key. The room is well-furnished and comfortable. Gudtap has a small iron box under a loose floorboard. The box is locked, and the key is hidden in a false bedpost. The box contains 89 gp, 11 pp, 140 sp, and 190 cp. Gudtap has most of his money at his house in the residential area (Section C).

5. SERVANTS' QUARTERS

The door to this room is locked. Each of the female staff members has a key. Eight beds are in this room. The women do not keep many possessions here as they have lodgings in the residential area (Section C).

6. BOUNCERS' QUARTERS

Four beds are in this room. Gudtap employs four men as bouncers (**thugs** statistically). However, only two are on duty at any given time. They generally work for one week then get one week off. All of the bouncers have lodging in the residential area (Section C) of Sanctuary, but they are required to stay at the inn while working. Nothing else of interest is in this room.

These bouncers may choose to inflict non-lethal damage with their club/mace attacks, if combat breaks out.

7. HALL

This large hall leads to all the guest rooms. Lanterns hang from the ceiling for illumination. Three 50-gallon water barrels are spaced evenly apart in case of fire. Two buckets rest next to each barrel.

Rooms 8–18: These rooms are the guest rooms that service the inn's patrons. Unless otherwise noted, they are locked. Any locked door in The Deadly Unicorn requires a successful DC 15 Dexterity check using thieves' tools to unlock. Only Gudtap has the master key to unlock every door.

8. GUEST ROOM – OCCUPIED

A group of mercenaries who are on the main floor at this time rented this room. Nothing of value is in the room (nobody is stupid enough to leave valuables in their rooms).

9. GUEST ROOM – OCCUPIED

A group of mercenaries who are on the main floor at this time rented this room. Nothing of value is in the room.

10. GUEST ROOM – VACANT

This room has two beds, a table, and two chairs. It is currently vacant.

11. GUEST ROOM – OCCUPIED

A bed and chair are the only pieces of furniture in this room.

If the PCs enter at night: A man covered in brown and gray hair, almost like fur, stands next to the window. The man is a **werebear**, and he attacks anyone who sees him in this form. He was just about to use the window to go hunting, but the PCs save him the trip.

If the PCs enter during the day: The door is locked, and a man is sleeping in the bed. He is a werebear, but he tells the PCs to go away rather than break into a battle.

A sack under the bed holds his clothes and a pouch containing four gems worth 250 gp each.

12. GUEST ROOM – VACANT

This room has six beds, a table, and six chairs. It is currently vacant.

13. GUEST ROOM – ASSASSIN

The **assassin** who killed the spy in the main room (first floor) is currently rummaging through this room. He is looking for any documents the spy may have made that relate to his mission. The assassin first demands that any intruders get out of “his” room. This false statement can be discerned with a DC 12 Insight check as he is not a very good liar for being an assassin. If his lie fails, he tries to escape out the window. He avoids combat if possible and flees at his first chance. He will not surrender in any event.

The assassin found the spy’s secret journal. The journal is a magical device that transforms any written words into a magical code. A *read magic* spell is required to decipher the code, or a specific code word is used to transform the code into common. This book’s magic word is “Scenic.” The journal includes notes on the spy’s mission, which was mostly uneventful until his ship arrived at Sanctuary. The spy realized that the Raiders were using Sanctuary as a base and he was attempting to learn more about their location, numbers, etc. He never made it to their lair in the north quadrant (**Section D**).

Each shortsword is dipped in poison. He also carries a *potion of poison* and a pouch with 12 gp, 33 pp, and three gems worth 50 gp each.

Make the following statistical changes to the assassin if you would like to make the combat less deadly:

- His *sneak attack* ability causes 2d6 instead of 4d6
- His poison saving throw is DC 12, and the damage is 4d6 instead of 7d6

14. GUEST ROOM – OCCUPIED

A group of orcs who are on the main floor at this time rented this room. They left a pair of saddlebags under one of the beds. The bags hold 48 gp and 32 sp.

15. GUEST ROOM – OCCUPIED

A group of goblins who are on the main floor at this time rented this room. Nothing of value is in the room.

16. GUEST ROOM – OCCUPIED

A group of mercenaries who are on the main floor at this time rented this room. Nothing of value is in the room.

17. GUEST ROOM – OCCUPIED

A group of mercenaries who are on the main floor at this time rented this room. Nothing of value is in the room.

18. GUEST ROOM – VACANT

This room has six beds, a table, and six chairs. It is currently vacant.

19. STABLES

The stable is a large wooden complex that can house up to 20 horses. Up to six more horses can be housed in the open center area of the stable in a pinch. A corral is attached to the rear of the stable and typically used for draft horses or mules. These animals are very rare on Sanctuary and typically arrive only as captured cargo. Old One Eye uses a pair of mules and a wagon to transport supplies. He also rents it out. A very fat **Gruum** and his two **goblin** associates run the stable. If attacked, they flee, if possible, to the inn for help. Nothing of interest is in the stable.

THE HALF SHELL

The Half Shell is a restaurant with several luxury apartments that are typically rented by wealthy visitors to Sanctuary. The restaurant is open to the public but uses a strict reservation system. Very few restaurants in the city cater to the well-heeled, and the Half Shell is the most desired. The restaurant features a roof designed to look like a clamshell. The shell’s roof section is painted pink while the main structure features bright blue, red, and yellow paint schemes. The front of the building features two massive fish tanks that double as windows looking out on the street. A podium near the front door is manned by an attractive hostess. Two large men clad in armor and holding spears stand attentively near the entry.

ENTRANCE

The uniqueness of this building was evident from some distance. This building, clearly a restaurant, is designed with a roof in the shape of a clamshell. Two massive fish tanks are built into the front wall in the place of windows. A large, arched door provides entrance. A podium staffed by a beautiful woman dressed in blue stands in front of the doorway; the woman is clearly the hostess. Her name is Nadya, and she is the owner of the Half Shell, though very few are aware of that fact. She is a 7th-level thief (retired). Two large, armored men holding spears flank the entry. Two smaller buildings with the same architectural design are connected to the main building but have no entry doors. The smell of fine food wafts through the air.

The day after the PCs arrived, a slave merchant reserved half the restaurant to host a party. Access to the restaurant is not possible without a significant bribe to Nadya. A single table for two is all that remains. The cost to generate a “reservation” for that table is 50 gp. The meal, from a preset menu, is another 50 gp each. Nadya enjoys playing the part of a hustling hostess.

The slave merchant is an amiable fellow, and if the PCs introduce themselves with an accompanying bottle of fine wine (100 gp), he invites them to his dinner party. The slave merchant, several other merchants,

and three members of the city council are included in the party. About a dozen paid consorts are also in attendance. The merchant has no qualms about boasting that he is in Sanctuary to purchase slaves. He is to visit the Raider compound (**Section D**) the next day after having secured a special pass that he shows off as the night moves on and as he imbibes too much alcohol. At the end of the festivities, the merchant retires to his quarters — a consort at his side. The slave merchant is renting the western apartment. At this time, no one is renting the eastern apartment. Enterprising PCs can rent the eastern apartment (25 gp per night) and use it to gain access to the merchant's apartment. No guards patrol the inner grounds where the apartments are located.

An option for the PCs is to stay at the eastern apartment and steal the slave merchants pass to the Raider compound (**Section D**). If they attempt to break into the apartment, a DC 15 Dexterity check using thieves' tools is required. If successful, a DC 15 Stealth check is required to enter and navigate the apartment. The pass lies on the nightstand next to the merchant's bed. If they fail the unlock the door, nothing happens, and they must find another way in or abandon the area. If they fail the stealth check inside, the slave merchant will awake in a drunk stupor yelling meaningless, random words. The PC or PCs will have one round to flee before the merchant comes to his senses and draws his sword. If he needs to fight, he fights as a **veteran**.

SECTION C: RESIDENTIAL AREA

This area of the city is very lightly populated as there are only a handful of standing structures. All of the remaining buildings are occupied either by those island inhabitants who never leave the city or by the most powerful who maintain the property as a temporary residence for their trips to Sanctuary. At least half the city **guard** staff patrol this section. Entering the area is allowed only by invitation (an actual pass is required) or by those who have a dwelling. For purposes of this adventure, it is unlikely the PCs need enter or explore this area.

SECTION D: NORTH QUADRANT (RAIDERS)

Use Map M: Raider Compound

This section is littered with ruined buildings, most of which were obviously quite large. The gates that adjoin the residential area (**Section C**) and the Temple of the Damned (**Section E**) are manned by guard teams of three **gnolls** and one **gnoll pack lord**. No one is given access to this section of the city unless they are in the presence of a Raider or if they have a pass. The gates are always closed but they are opened if someone approaches and knocks. One of the gnolls (the pack lord) sits atop the wall over the doors and challenges any who approach. Those who are either Raiders or have a pass are admitted; the two gnolls within the section inspect the pass to ensure it is authentic.

The only surviving structure is a massive hex-shaped building (**location D4**). This building was an aquarium, and it is quite unique. The structure stands 40 feet tall and has intricately carved white marble walls. Carvings of underwater life ring the entire building. There are no windows. The roof is constructed of **clearstone**. The **clearstone** roof is slightly angled from the center to allow rain to run off the building. Also, the **clearstone** is clouded from above (it is transparent from within the building) which obstructs vision from the roof to within the building.

A single stone door is the only entrance. The door is 15 feet wide and 20 feet tall. The door can be operated only by using a key or from inside of the building. The Raider commander (**location 22**) has a key, as does Old One Eye. Three gnoll guards are outside the door. A two-foot **clearstone** panel (within the gate door) allows those within the building to see outside. The **clearstone** panel is clouded from the outside.

The interior of the aquarium is basically a single large chamber. The ceiling is 40 feet high. The tank sections have **clearstone** walls that reach the ceiling while the enclosed chambers are 15 feet tall with flat roofs. The only artificial light in the structure can be found in the enclosed rooms (**locations 4, 5, 6, 7, 13, 20–25**). Light within the rest of the aquarium matches that of the sky; the roof of the building is **clearstone**.

Raider guards do not patrol the interior of the aquarium, though they do move between rooms and the entrance from time to time.

1. ENTRANCE GUARDS

The entrance to the aquarium is guarded by three **gnolls** and a **gnoll pack lord**. They warn any strangers who approach to leave immediately unless they have a pass. The gnolls are not likely to be deceived as they know who is scheduled to arrive each day.

Once every two hours, two of the guards go on patrol with the pack lord. The gnolls are gone for approximately one hour while they walk the perimeter of the sector. This is the only opportunity for the lone guard to be hoodwinked. He can be deceived with a DC 15 Persuasion or Deception check. Any form of intimidation will cause him to raise an alarm notifying the compound of intruders.

Each gnoll carries a pouch with 3d6 gp, and 2d10 sp.

2. ENTRY MURALS

Large murals cover the east and west walls of the entry. Each mural depicts underwater life.

3. MORE MURALS

Murals depicting life under the sea cover the east and west walls. Each of the murals depicts several of the intelligent races such as sahuagin, triton, ixitxachitl, etc.

4. GUARD BARRACKS

All of the gnoll guards barrack in this chamber. There are a total of 12 beds. Also, there is a large table with 14 chairs as well as some other furniture. A wall locker is set next to each bed. The lockers contain personal equipment, extra weapons, etc. Also, each gnoll has a stash of treasure in his locker (4d6 gp, 4d12 sp, 1d10 small pearls worth 1d3 x 10 gp each). While the barracks can support 12 guards, rarely more than three gnolls are in the room. These gnolls rotate among the various guard stations to allow those guards to take lunch breaks, etc.

Three **gnolls** are always here, either resting, sleeping, or eating. Three more are on guard duty at **location 1** and three are on duty at **location 24**.

While the gnolls themselves may not be a challenge, the threat of them fleeing to the other more deadly inhabitants is likely. Each gnoll has a pouch with 3d6 gp, and 2d10 sp.

5. CAPTAIN OF THE GUARD

A very large **Gruum Chieftain** is the captain of the gnoll guard. He is a professional soldier and fighter and maintains strict discipline. The gnolls respect the Gruum and respond to his orders without fail. The Gruum is cunning and is not likely to be duped by PCs.

His chamber is spartan in appearance and includes basic bedroom furniture as well as a desk/chair set, a couch, a table, side tables, and two wall lockers. The Gruum's possessions include standard fighter gear. He maintains a backpack that is loaded with adventuring gear, 3d10 gp, 2d12 sp, and 1d6 rubies worth 25 gp each. An iron chest is locked; he has the key, which is hidden beneath a false bottom in a wall locker. The chest can be found with a successful DC 12 Investigation check. It may be unlocked with the key or a successful DC 15 Dexterity check using thieves' tools.

The chest contains 42 pp, 180 ep, 212 gp, 12 rubies worth 25 gp each, two large pearls worth 100 gp each, and one black pearl worth 350 gp. A **potion of fire giant strength** is wrapped in a cloth towel in the chest.

The Gruum Chieftain has a **+1 greataxe**, **+1 chainmail** armor, **ring of spell deflection**^v [14], 10 javelins. He wears a whistle that he sounds if attacked. The noise alerts the Iron Alliance members within the aquarium.

^v See **Appendix V: New Magic Items**

Raider Compound

- Map 00



6. STORAGE ROOM

The door to this room is smashed and lying in pieces just inside the chamber. Otherwise, the room is empty.

7. JANITORIAL ROOM

The door to this room is smashed and lying in pieces just inside the chamber. Broken brooms, mops, and buckets are scattered about the room.

8. AQUARIUMS

A total of nine aquariums are in the building. Each is made of *clearstone* that stretches from floor to ceiling. Each is individually described. All of the aquariums are saltwater pens (except **location 18**) and are accessed by a magical archway that projects a modified *wall of force* (per spell). Those wearing a *band of force* (found at **location 13**; see **Appendix V: New Magic Items**) may pass through any *wall of force* in this building. All items carried or worn by the wearer also pass without fail. The magical barriers are not subject to *dispel magic* or related spells or effects. The arches generate them continuously, and these magical barriers can be destroyed only by destroying the arch.

All the aquariums are continuously fed fresh saltwater through a gravity-based pump system beneath the building. Saltwater is fed (from the ocean via check valves) through *clearstone* tubes that run through the individual aquarium walls. The tubes open near the top of each aquarium. A drain is located in each aquarium where saltwater exits back into the ocean beneath the city. All of the drains have long since corroded, and no barriers prevent access to the aquariums from the ocean.

9. FEEDER FISH

A healthy supply of saltwater bait fish swim within this chamber. Various plant species sprout from the floor of the aquarium.

10. MORE FEEDER FISH

This chamber is identical to **location 9**. However, the slavers hired eight **sahaugin** to patrol the aquariums (the few areas they feel safe in). Each wears a *band of force* (see **Appendix V: New Magic Items**). The sahaugin remain motionless (all but invisible within the weeds) in hopes of ambushing intruders or escaped slaves.

Each sahaugin wears a gold earring inset with a black pearl worth 50 gp (which is their tribal symbol).

11. SHARKS

Large coral formations obstruct views within this aquarium. At no point is there a clear line of sight through the chamber. Various small fish, most of which are very colorful, dart among the coral. Large lobsters move along the bottom of the tank. A pair of bull sharks (**weresharks** [see **Appendix IV: New Monsters**]) occupy this aquarium. They try to stay out of sight, but observant PCs catch a fleeting glimpse of the creatures from time to time. However, there is no way to ascertain if there is more than one shark. The weresharks are in the employ of Old One Eye, and they are spying on the Iron Alliance. They are very bored in their duties and attempt to ambush the PCs if the opportunity presents itself.

12. EELHEMOTH

This massive tank — the largest in the aquarium — is home to a young **eelhemoth** (see **Appendix IV: New Monsters**). The eelhemoth entered the tank when it was not much larger than a baby shark. It has grown in the tank and is now nearly 20 feet long — much too large to escape through the drain tube. The tank has various forms of coral and sea kelp that obscure the center areas. The eelhemoth has no fear of watchers, but it is a cautious creature and attempts to stay hidden near the center of the tank.

The Raiders are concerned about the eelhemoth but have not figured out what to do with it. They are unaware that this creature is semi-intelligent and have made no effort to communicate. If communication can be established, the eelhemoth seeks escape and will perform some small feat in exchange for its freedom.

13. MAINTENANCE AND ENGINEERING

The door to this room is locked. The Raider commander possesses the only key. The lock is very complex, and it requires a successful DC 18 Dexterity check using thieves' tools to open. If the attempt fails, a loud siren alarm blares for three turns. This alarm brings all the slavers within the complex to investigate. The alarm can be found with a DC 15 Investigation check and disarmed with a subsequent DC 15 Dexterity check using thieves' tools with no penalty.

The chamber is illuminated by a *light* spell. Set against the south wall are nine rectangular windows. However, the glass is not reflective and black. The windows are all numbered (1–9), but in the language of the Akatians. If touched, the glass shimmers with light then depicts the corresponding tank. The image can be manipulated by touching the glass (rotation, zoom). The entire tank can be viewed by manipulating the glass. Additionally, touching the glass in the upper right section calls forth a dozen runes on the screen. These runes (Akatian) can be touched to summon other runes that are used to control the environment within the tank, such as opening large apertures to drain the tanks and all their contents, etc.

A large, flat, rectangular stone is set against the east wall. The stone is deep blue in color and smooth. There are 20 circular indentations and 12 contain blue wristbands (*band of force*, see **Appendix V: New Magic Items**).

14. DARKNESS

This tank is not functioning. An unnatural and magical darkness fills the chamber. Otherwise, it is empty.





15. CRABS AND TREASURE

Kelp and other plants ring this tank. Four **giant crabs** dwell within, as do numerous small schools of baitfish. The Raider commander hid a large brass chest in the center of the chamber. The chest is unlocked and contains 758 gp, 1,100 sp, 34 small white pearls worth 1d4x10 gp each, and 12 large black pearls worth 2d4x100 gp each.

Each giant crab has the following statistical change:

- 45 (10d8) hit points
- Strength 16 (+3)
- **Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 12). The crab has two claws, each of which can grapple only one target.
- This creature is also granted the **multiattack** feature
- CR 1 (200 XP)

16. PRISONERS

This tank has been drained of water and holds 42 male prisoners that are soon to be slaves. Most are human but there are six elves, two dwarves, and two halflings. The captives are surprisingly well-cared for. There are adequate bunks and furniture. Food and water are set on tables. However, the captives are desperate and scared. They demand to be freed immediately. Some ask if the PCs have seen their family members. The prisoners can tell the PCs exactly how many slavers are in the complex (some have been planning an escape). None of the slaves can assist the PCs in any other capacity.

17. MORE PRISONERS

This tank has been drained of water and holds 61 female prisoners that are soon to be slaves. Most are human but there are nine elves, three dwarves, and two halflings. The captives are surprisingly well-cared for. There are adequate bunks and furniture. Food and water are set on tables. However, the captives are desperate and scared. They demand to be freed immediately. Some ask if the PCs have seen their family members. The prisoners can tell the PCs exactly how many slavers are in the complex (some have been planning an escape). None of the slaves can assist the PCs in any other capacity. There is a 20% chance that one of the dwarves, if questioned directly, recalls that the ship that transported her here was loaded with digging, carving, and excavation equipment.

18. EVEN MORE PRISONERS

Another large chamber contains prisoners, but these are all children (15 and under). There are 82 children and most are human. There are four elves, three dwarves, and three halflings. Also, a female halfling thief named Niri is posing as a human child. She is in the employ of the Iron Alliance as a mercenary. She is befriending the other children and asking seemingly harmless questions in general conversation. Her goal is to learn all about the children's parents in the event that the knowledge can be useful to the Iron Alliance.

Niri is a **spy**. She can be identified as not a child by a halfling outright. It is up to GM's discretion whether the party can identify her in other ways. If discovered, she will flee to the protection of the other Raiders. Her equipment as is follows: **stealth blade**^v, **ring of protection**, leather armor, two daggers. All of her equipment is at **location 22**. She wears a **band of force**^v, but it is hidden in her baggy clothes.

^v See **Appendix V: New Magic Items**

19. FOUNTAIN

A large circular fountain flows with water in the north end of the chamber. The statue of a beautiful mermaid holds a decanter that flows with water into the bowl of the fountain. The mermaid holds a golden trident in her other hand. The trident points down and dips just below the surface of the water. The goddess Hera was depicted by some of her followers as a beautiful mermaid; this statue is carved in that image. Only the cleric Blain Mavarik in the Temple of the Damned (Section E) is aware of the true nature of the mermaid statue; the citizens of Sanctuary believe the mermaid is Santhissi, the goddess of plunder (a rumor spread by Blain). There is no such goddess. Additionally, no one in Sanctuary other than the Raiders is aware of this fountain.

The water coming out of the decanter actually flows through a pipe built into the mermaid and is fed from the ocean (it pours saltwater). The water in the bowl is fresh water, magically transformed by the trident. Pipes built into the bottom of the fountain lead to all the other fountains throughout the city. This tank held freshwater species when it was active. The trident functions only if held by the mermaid. It is solid gold and worth 1,000 gp.

20. OFFICE OF THE COMMANDER

The door to this room is locked. Only the commander (location 22) has a key. However, it may be opened with a successful DC 15 Dexterity check using thieves' tools. The room contains the commander's office and has the appropriate furniture: chairs, desk, cabinets, table, sofa, etc.

Documents and journals reveal the massive structure of the Iron Alliance. They have captured more than 10,000 slaves, all of which were processed through Sanctuary and then transported to other destinations. However, if the PCs take a few hours to sort through the documents, they discover that more than 75% were sent to someplace called Project Earth Dragon.

A large tapestry hangs on the west wall of the chamber. The tapestry is map of the *Misty Isle* campaign setting. What appears to be a small silver coin is secured to the tapestry. The coin is a representation of Sanctuary and depicts the city's current location. If the coin is touched, a red line appears on the tapestry and shows the city's course over the next 30 days.

21. EARTH DRAGON SHRINE

This chamber houses a small shrine dedicated to the Earth Dragon. The shrine is nothing more than a tapestry depicting an earth dragon and a stone table that holds a miniature replica of the Crypt of the Earth Dragon.

22. COMMANDER

The Raider commander uses this room as his bedchamber. It is furnished accordingly, but not lavishly. The commander is a human fighter (gladiator statistically with a greatsword instead of a spear. He may also use a longsword to benefit from *shield bash*) and a devotee of the Cult of the Earth Dragon. He is very intelligent and cunning. If caught by surprise, he attempts to talk his way out of danger, offering treasure, information, etc. He is smart enough to know that he cannot possibly defeat a party of adventurers on his own. Also, as a point of fact, he has been specifically warned to avoid adventurers and report any encounters so that they can be properly destroyed.

The commander uses everything at his disposal to escape to the docks where a Raider ship is berthed. A wooden chest next to his bed contains his treasure: 12 pp, 102 gp, a pouch holding 15 small opals worth 1d6x100 gp each, a gold medallion emblazoned with a platinum earth dragon worth 1,400 gp, and a *ring of spell storing* (three 1st-level spells). A journal details the location of Korvallent on the Isle of Outcasts. The journal details an expedition the commander led to find the city. The journal includes a crude map of the coastline and coordinates to locate the exact area. Assuming the PCs hire a privateer to take them to the island, any sea captain can easily locate the specific section of the coast.

The Raider commander has the following equipment: *+1 greatsword*, *+1 chainmail*, *potion of speed*, *potion of flying*, *ring of water breathing*, *band of force*^v, *helm of underwater action*.

^v See Appendix V: New Magic Items

23. TREASURE CHAMBER

The door to this room is locked. Only the commander has a key. However, it may be opened with a successful DC 15 Dexterity check using thieves' tools. It is also trapped. If triggered, poison gas fills an area within 20 feet of the door. Any creature in the range must succeed on a DC 12 Constitution saving throw or take 2d10 poison damage, or half on a success. The gas cloud dissipates in one round. This trap can be discerned with a DC 15 Investigation check, and then disarmed with a successful DC 12 Dexterity check using thieves' tools.

Inside the room are three iron chests:

#1: 400 gp, 800 sp, 100 small pearls worth 5 gp each

#2: 180 pp, 10 silver rings worth 25 gp each

#3: 4 *potions of healing*, 2 *potions of greater healing*, 2 *potions of water breathing*, 2 *potions of neutralize poison* (neutralizes any poison effect plaguing the target).

24. SLAVE PROCESSING

This chamber is used to process outgoing prisoners. Most are sent to Seris to work on the excavation of the city, but some are selected to be sold in Highport; others are ransomed. Three **gnoll** guards are stationed here. They each carry a pouch with 3d6 gp, and 2d10 sp.

25. OGRES

The commander stationed a group of three **ogres** in this chamber. The ogres are loyal to the commander and the Temple of the Earth Dragon. Their job is very simple: defend the complex and zone from intruders. The ogres leave the aquarium randomly to patrol the zone. The chamber is littered with bones, typically from prisoners who were not valuable or strong enough to work. Each ogre has a pile of furs that it uses as a bed. The ogres often camp just outside the aquarium where they grill the occasional prisoner or intruder.

Perhaps roll a percentile dice to see if the PCs randomly encounter the ogres while investigating the compound. They have a 20% chance of running into them outside their chambers.

Each ogre has a sack with 2d6 x 10 gp, and 4d12 small pearls worth 10 gp each.

SECTION E: TEMPLE OF THE DAMNED

Use Map N: Temple of the Damned

This area of the city is mostly in ruin. Very few structures are still standing. However, a massive temple with black granite walls is unharmed by time. The temple, which was originally a research building operated by the city's Akatian inhabitants, is home to the city's only priest.

The priest, who is neutral good, operates a false temple. The temple is devoted to a sea god of plunder (who does not exist). Very few patrons visit the temple. The priest rarely leaves the temple or its surrounding area (Section E). He does make midnight forays once every two weeks to collect the gold coins tossed into the various fountains throughout the city.

The cleric secretly offers sanctuary to those shanghaied to work on the various ships that enter the city. The priest is working on his own after he managed to escape from a pirate. He created the false temple and personae with near-complete success. Only Old One Eye is aware that the priest is not evil.

Recently, a victim of the Raiders escaped and made his way into this area where the priest found him. The man used the freshwater pipe system to escape from the slavers. The man, a sailor, had the job of cleaning the ship's hull and could hold his breath for nearly five minutes. The sailor knows very little about his captors or the compound. However, he knows that a slave merchant is in the city and he is scheduled to arrive at the compound in one day — just after a fresh batch of slaves arrives. The slave merchant reviewed the current slaves and that's when the sailor overheard his conversation with the Raider commander. He can describe the merchant in good detail and that he is staying at the Half Shell. The slave merchant has a pass that allows entry to the north quadrant (Section D) and the aquarium.



TEMPLE OF THE DAMNED

This building is made of black granite and has a very steep, tiled roof. The only entrance is a set of double doors. The building is lined with tall, narrow *clearstone* windows that are clouded from the outside.

The priest who operates the temple is typically found at **locations 5 or 6**. However, he wanders around the complex often to watch for intruders.

If approached by the PCs, Blain Mavarik, the **priest**, is very careful and obviously tentative. He has the unique spell to sense a PCs alignment. He does this with the PCs' agreement or secretly when possible. If he is satisfied that they are indeed battling the Iron Alliance, he offers to help in any way he can so long as it does not endanger his operation. If the PCs bring up some of the information they have gathered, particularly about the Isle of the Outcasts, the priest takes them to **location 4**. He knows the location of the city and locates it on the map for the PCs.

If questioned about the Cult of the Earth Dragon, the priest knows only that the cult was broken up several centuries ago when their god was destroyed (he was imprisoned, not destroyed). While some zealots certainly exist, the priest believes they are all but lost in time.

The PCs can sense the good nature of Blain with either a DC 10 Insight check or similar magic that allows for this detection. If they do not trust him from the start, he is relatively easy to slay. However, he will immediately try to use his *potion of invisibility* and flee. Ideally, the PCs will work with him to gain information on the Isle of Outcasts. He will unveil the true nature of Old One Eye and recommend they not go back to face him. It will surely lead to their demise...

1. GUARDS

Two very large skeletons (formerly ogres) wearing plate armor and wielding battle axes stand guard just outside the doors to the temple. They attack anyone who is not accompanied by the priest (**ogres** with vulnerability to bludgeoning damage statistically). However, if approached by a "Good" cleric or paladin, they simply stand at attention. You can expand this to druids, bards, etc if your party does not have a dedicated devotee of the light.

2. GOD OF PLUNDER

An oversized statue of a young mermaid stands in this alcove. At her tail fin, again carved from stone, is an open chest filled with coins and gems. None of it is real; it is a statue. This mermaid is an exact duplicate of the statue found in the north quadrant (at **location 19, Map M**), as well as all the fountains found throughout the city. The mermaid is a depiction of Hera in the form she took when visiting her ocean-living followers. The citizens of Sanctuary believe the mermaid is Santhissi, the goddess of plunder (a fiction created by the cleric Blain).

3. MURALS

Murals on the walls of this area depict general undersea life. However, the mermaid (same as the statue at **location 2**) is prominently featured in each mural. She is strikingly beautiful with red hair and blue eyes. In each mural, she holds some item that is clearly not from the undersea world.

4. THE WORLD OF THE MISTY ISLES

This massive chamber is bare of furniture or decoration. However, the floor is painted and depicts the entire campaign world of the Misty Isles. No runes identify the areas. Blain will, for a small donation to his operations, show the PCs the location of the Isle of Outcasts and the city of Korvallent – the location of the slaver excavation.

4A. FOUNTAIN

A statue of a beautiful mermaid holds a decanter that flows with water into the bowl of this fountain. The mermaid holds a silver trident in her other hand. The trident points down and dips just below the surface of the water.

The water coming out of the decanter actually flows through a pipe built into the mermaid and is fed from the fountain in the north quadrant (at **location 19, Map M**). The trident is not magical but is worth 1,000 gp.

5. FALSE ALTAR

An altar made from the shell of a massive clam is set upon a stone pedestal. A tapestry hangs behind the altar and depicts the redhaired mermaid holding a treasure chest overflowing with gold coins. A single golden mug rests on the altar next to the giant clamshell. The shell is filled with fresh water (taken from the fountain at **location 4a**). The priest, as part of his false ritual, suggests that worshippers drop a coin in the shell and drink from the water. This gives them good fortune on their next pirating foray. Of course, it is nothing more than a scam.

6. PRIEST'S CHAMBER

The door to this room is locked. Only the priest has a key. However, it may be unlocked with a successful DC 15 Dexterity check using thieves' tools. The chamber contains bedroom furniture as well as a desk set, table and chairs, and a sofa. A wall locker holds clothing and a small footlocker containing 12 gp and 45 sp.

7. KITCHEN

This was formerly a storage room, but the priest converted it into a kitchen and pantry. A stone oven vents through a pipe that leads through the roof.

8. TRAPPED HALL

A pair of covered pit traps are meant to catch the unwary and unfamiliar. Each 10-foot-deep pit is filled with spikes. Walking over the pit triggers the false floor to collapse. A PC who walks over the pit trap must succeed on a DC 12 Dexterity saving throw or fall into the pit suffer 1d6 damage. The PC is further impaled by 3 spikes that inflict 1d6 piercing damage each.

9. MALE ESCAPEES

Eight human males are housed in this chamber. They escaped from various situations and are waiting for the priest to get them off Sanctuary. The priest knows several merchants who will smuggle the escapees of Sanctuary for a price — which is typically generated by the donations made by the pirates and marauders that visit the temple.

10. FEMALES AND CHILDREN

Twelve women and four children are housed here. See **location 9** for additional details.

11. MALE LAVATORY

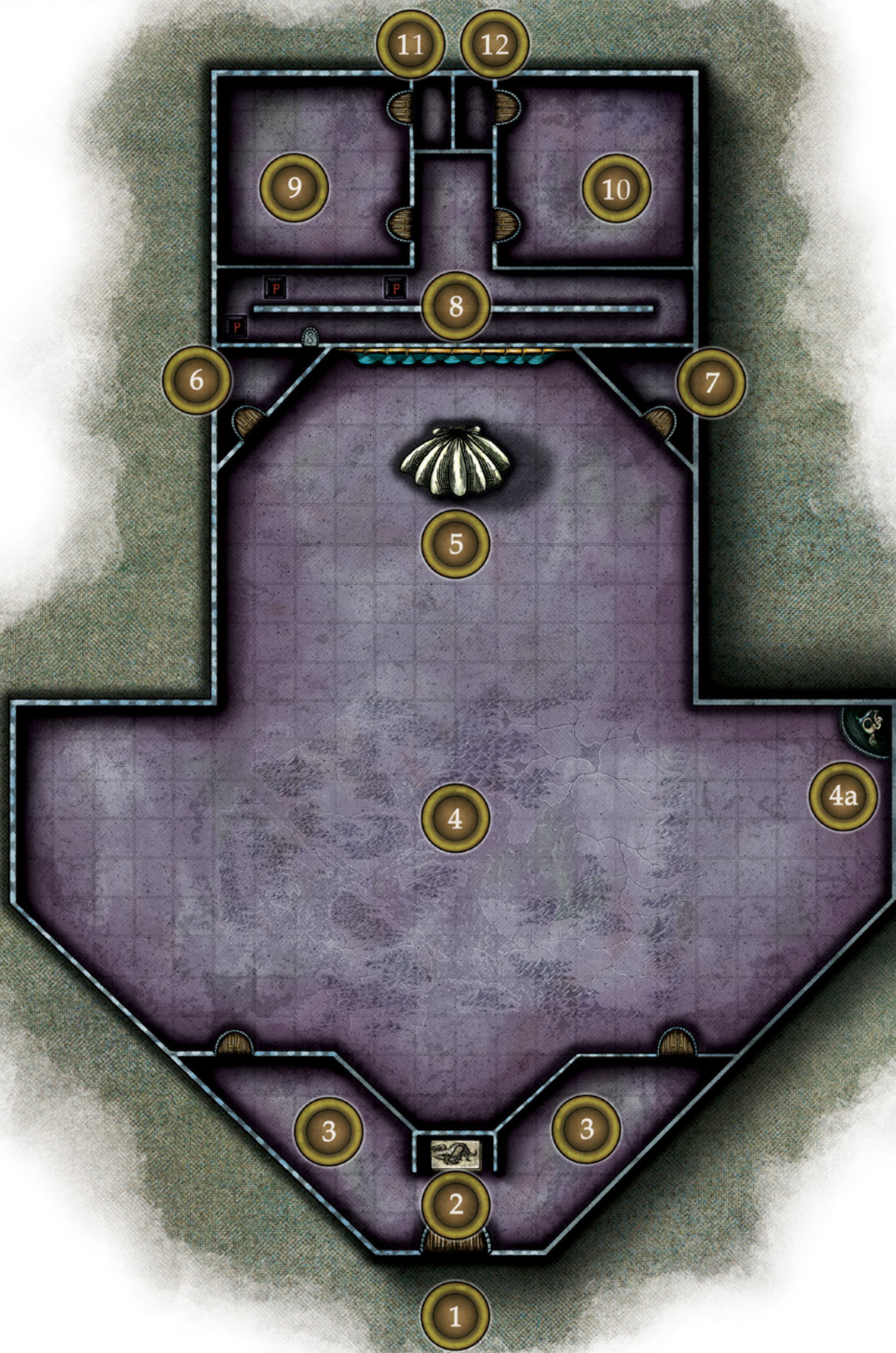
Nothing of particular interest is in this room.

12. FEMALE LAVATORY

Nothing of particular interest is in this room.

Temple of the Damned

- Map N





SECTION F: MARKET DISTRICT

This section resembles a massive open-air flea market more than a city. Nearly all of the structures collapsed long ago and now tents of all sizes litter the irregular streets. Numerous pirates and illicit merchants have set up shop here and trading and selling of their plunder is brisk. The PCs will have no interest in most of the wares. The majority of the ill-gotten gains are sold on the various black markets throughout the Misty Isles or to various humanoid tribes.

SECTION G: TOWER OF TRAVERSE

A massive tower appears untouched by time and weather. The grounds are haunted by the undead. Slaves (courtesy of the slave master commander) are fed to the undead in exchange for the compound in the north quadrant (**Section D**). The tower is empty for purposes of this adventure (other than a pack of eight **ghouls**). Wandering around this area is very dangerous. With little the gain and a lot to lose, the PCs may want to stay away from an early death.

ENDING THE ADVENTURE

At some point, the PCs learn that the Iron Alliance is searching for something on the Isle of the Outcasts. Also, there is some connection to the cult of the Earth Dragon.

The PCs can charter a ship at the docks without too much trouble. The price is 5,000 gp. To gain this amount of gold, the PCs can sell the treasures they have found throughout the adventure to the pirates and merchants in the Market District (**Section F**). At this point, the PCs move on to **Part III: Veil of the Vanished**.

PART III: VEIL OF THE VANISHED

Veil of the Vanished is the third part in the **Path of the Vanished** series. The PCs first tracked the Iron Alliance from their secret swamp lair to the fantastic island of Sanctuary and now to an ancient and dark jungle land. While on Sanctuary, the PCs learned that while the Raiders are selling some slaves, they are also transporting a majority of them to a distant land.

CHAPTER V: ISLE OF THE OUTCASTS

The slavers are indeed transporting thousands of slaves to the Isle of the Outcasts, a small continent covered with jungles, volcanoes, and massive rivers. A single race of human savages that live independently in small villages inhabit the majority of the island. These humans, called the Seristan were the last worshippers of the Earth Dragon – the first dragon god, are savage in the extreme. They are the descendants of an advanced race that fell into ruin when their high priest rebelled against the emperor. A bloody civil war erupted and after a year of war, the high priest and his followers were trapped in their capital. Eventually the city fell, and the priest was defeated and destroyed. As he lay dying, the high priest cursed the Seristan into savagery. The curse was granted by the Queen of Dragons – spiteful after her battle with the now fallen Earth Dragon. A section of the eastern coast is home to numerous prison colonies.

The Iron Alliance, through the research of Helgathor, learned that the curse of the high priest could be reversed by finding the heart of the Earth Dragon and bringing the god back to life. However, one of the problems, along with actually completing the tasks, was that the temple that housed the heart, as well as the high priest's entire city, is hidden and buried beneath 500 years of jungle growth.

By restoring Earth Dragon god, Helgathor surmised that the Iron Alliance would be able to unite the Seristan and become emperors of the island, not too mention the favor of the Earth Dragon. Under their rule, the Iron Alliance could search out the riches and artifacts that lay hidden across the Isle of the Outcasts and possibly "liberate" the various prison colonies.

To accomplish such a mission, the Iron Alliance needed an army of slaves to excavate the city. Shortly after capturing a slave, the victim is offered a choice: be sold into servitude or serve the Iron Alliance in a far-off land. The specifics are withheld, but the promise of freedom is offered after a year or two of "service." This offer is made at Sanctuary.

At the start of this adventure, the PCs know only that the Raiders are transporting thousands of slaves to the Island of the Outcasts. Additionally, they discovered records in Sanctuary indicating that the Raiders purchased enormous quantities of digging and mining supplies. They hired a self-proclaimed privateer to transport them to the Island of the Outcasts. The privateer refuses to take the PCs too close to the harbor the Raiders have recently built. However, he knows of a river the PCs can navigate that eventually brings them close to the Raiders' operations.

SEQUENCE OF PLAY

The start of the adventure finds the PCs rowing a longboat through a delta and into the mouth of a slow-moving river. The Raiders' harbor is nearly 50 miles from the PCs' current location. The city of Korvallent (the buried city of the high priest) lies just inland of the harbor at the base of a dormant volcano.

While moving up the river, the PCs come upon an ancient ruin. Within the structure, the PCs learn the history of the Seristan and how they came to the Island of the Outcasts. As the PCs move closer to the excavation site that is Korvallent, they encounter a group of escaped slaves. At this point, the PCs discover the real goal of the Raiders. Soon after, the PCs discover that the Raiders, while excavating the city, believe they have discovered the temple of the high priest. However, the Raiders are mistaken, and the PCs learn the location of the real temple.

The PCs have the opportunity to solve the mystery of the temple and restore the Earth Dragon themselves, ending the sinister plan of the Iron Alliance. The Seristan and the Earth Dragon are still restored, but they have no allegiance to the Iron Alliance.

THE RIVER

Use Map O: The River

The river forms an intercoastal network of canals, tidal flats, and lagoons as its main channel flows along the coast. It is relatively easy to navigate so long as the PCs stay in the main channel, which has an obvious current. The PCs must travel for 40 miles (as the crow flies) in this manner, which takes two full days. There are no preset encounters for this section of the adventure. However, it is entirely appropriate to insert encounters of your own design, or simply roll for wandering monsters (see **Appendix VII: Wandering Monsters**).

On the start of the third day, the PCs arrive at **location 1**. The privateer instructs the PCs that when the river turns directly west, they should look for a smaller river to the north. They should use this river to work their way to the slaver excavation site.

1. RED APE AMBUSH

After two days of travel, the PCs notice the river condenses into a single channel. The backwaters, lagoons, and flats are behind them. However, the river, now narrower and more focused, has a much stronger current. After a few hours of difficult rowing, the river makes a sharp swing to the north. A wide and shallow stream enters from the south. Two columns, both 15 feet tall and made of human skulls, flank the stream where it enters the river. It is clear that the path of the stream is the direction the PCs must travel.

THE SERISTAN

Centuries ago, the people of the north, the Seristans, lived at the feet of the towering mountains. They prospered, and their kingdom was broad. They worshipped the Earth Dragon god. Then came the other dragons, red, green, blue, white, and black. The Seristans battled alongside the earth dragons but found no help among the other peoples of the world. Soon, the war brought destruction and death to the Seristans, and the earth dragons failed and fled. Besieged by dragons and their minions, the Seristans fled their homelands and took to the sea, called by their god, Gairnathar, the Earth Dragon God. The Seristans discovered a massive tropical island and constructed a new city. They continued to worship Gairnathar, and it seemed they had survived the strife of Thiamuln, Queen of Dragons. But a darkness grew within the Seristans. Thiamuln managed to corrupt, in secret, some of the Seristans, and a high priest managed to build power. The Seristans were embroiled in a civil war as Gairnathar rose to battle Thiamuln. In the end, Gairnathar fell, reduced in power due to the loss of his last followers. The rebellion of the evil high priest failed but as he died he called upon Thiamuln to curse the Seristan.

The Seristans fell as a people, and their knowledge, prowess, and experience eroded. They are no longer a civilized race but a people of subsistence and base savagery. They avoid the entire half of the island where they built their city. Currently, the Seristans number approximately 65,000 people — and their subjugation by the Iron Alliance is in the balance unless the PCs are successful. They are not encountered as part of the adventure; they appear only if the PCs successfully resurrect Gairnathar.

The River

- Map O





A **giant ape** (a red ape to be specific) watches the PCs from the concealment of the jungle. As the PCs make their way into the stream, the ape begins hurling broken pieces of granite gathered from **location 2** at the PCs. The ape is very aggressive. It fights until it has 25% or fewer of its hit points remaining. At that point, the ape flees into the jungle. It does not engage the PCs again after fleeing.

2. TIME STREAM

Less than a one-quarter mile from the red ape ambush (**location 1**), a vine-covered pyramid spans the stream. The pyramid, which is a rectangle instead of the traditional square, is clearly ancient, and its outside surface is chipped and worn. Birds nest among the crevices in the stone, and vegetation (vines) covers most of the structure.

The stream flows directly through the pyramid. A long, arched corridor is built into the pyramid to accommodate the stream, which deepens to an average of two feet as it flows through the temple. The corridor is 20 feet high and 40 feet wide. The stream has a sandy bottom, and wading is a simple task. The only entrances to the pyramid are where the stream enters and exits.

The jungle grows thick around the pyramid but a distinct path of granite flagstones runs to the south. The path is mostly overgrown with ferns and low-lying fauna. It appears unused with the exception of animals. Large tiger tracks could be discovered with a successful DC 15 Survival check.

TEMPLE OF TIME

Use Map P: Temple of Time

1. ENTRANCE

The shallow, clear stream exits the pyramid through a towering arch. Ledges are set to each side of the stream within the pyramid about one foot above the water line. In the distance daylight is clearly visible where the stream must enter the pyramid.

The shallow (1'-3') stream flows through the pyramid at this location. The water is clear, and the streambed is sand mixed with some gravel. The water flow is steady and impedes movement to 25%. During the day, enough ambient daylight illuminates the first 60 feet of the arched hall.

This pyramid was originally constructed to celebrate the achievements of the Seristan. Each chamber, starting with **location 5**, charts the history of the race using murals.

The stream hall is decorated with frescos of the Seristan, but most are crumbling. A character who makes an intelligence check with a -6 penalty notices that the images strangely resemble those of various northern barbarians and tribes from the main continent (Baylor).

Temple of Time

- Map P





2. RED TOOTH PIRANHA

A small school of red tooth piranha (**swarm of quippers** statistically) use the pyramid as cover during daylight hours. These voracious and ferocious fish prowl the stream at night for food but return each morning. Any disturbance in the stream causes the fish to investigate. They will attack any living creature in the water.

There are six swarms, and the piranha will only attack until they have made a successful attack. If a piranha has successfully hit a PC and survives any following attacks, it will flee as it does not need to feed again until the following day.

3. BRIDGE

A single piece of granite forms a bridge over the stream. The granite is white and speckled with silver and gold.

A stone bridge bisects the stream hall. The bridge is 10 feet wide and has no rail. It is made of solid granite.

3A. BROKEN BRIDGE

A single piece of granite forms a bridge over the stream. The granite is white and speckled with silver and gold. The center section of the bridge has broken and fallen into the stream forming pile of rubble. The open span is 10'.

A stone bridge bisects the stream hall. The bridge is 10 feet wide and has no rail. It is made of solid granite. The bridge collapsed at its center, and debris lies in the stream. The damaged span is 10 feet wide and can be jumped. However, the eastern section of the bridge is very unstable. Any large impact, such as character jumping from the west, collapses the remaining portion of the bridge. Any characters on the bridge suffer 1d6 damage.

4. LEDGES AND STATUES

On each side of the stream, an alcove contains the statues of five warriors. Webs obscure the statues features. Several bat husks are trapped within the webs. The gleam of something thin and shiny breaks through the webs near the neck of each statue.

Two 10-foot-wide alcoves sit five feet above the level of the stream. Five statues of Seristan warriors rest on each ledge. They are covered with webs. Several dead bats hang in the webs. On close inspection, a PC notices that each statue wears a thin gold necklace. A small, one-inch-wide pendent of a dragon hangs from each chain. The dragon is the Earth Dragon, though the PCs will not recognize it as such. Each necklace is worth 35 gp.

A group of 12 **jumping tarantulas** (see **Appendix IV: New Monsters**) lives on each ledge among the statues (six spiders on each ledge). As the PCs approach, the spiders are hidden behind the statues. The spiders are the size of a human hand and resemble regular tarantulas but for their dark green coloration. These spiders can leap up to 60 feet. If the webs are disturbed in any way, the spiders attack. Any attempt to burn the webs also triggers an attack. They are small but mighty foes.

5. VOYAGE

A single mural covers all the walls of this room. The colored drawing features dozens of huge longships sailing across an ocean, their bows bearing the head of a strange dragon – one you have never seen. On one ship, a navigator is pointing toward the shadowed image of a massive dragon flying toward an island. The people on the ships are blonde-haired and clearly Northmen.

The strange dragon head is a replica of the Earth Dragon. The ships are large, and it can be assumed each hold more than 100 people. In the actual migration, most of the ships made numerous crossings to transport the entire race of the Seristan to the Isle of the Outcasts.

6. ARRIVAL

A long mural lines the northern wall of this room. It shows dozens of longships landing on a wide, white sand beach. The Northmen are unloading the ships and delving into the jungle. The southern wall is etched with several thousand names of all those who landed on the beach. The names are written in the language of the northern barbarians.

A careful viewing the mural clearly shows several ships actually heading back out to sea after dropping its passengers. The language of the Seristan is unknown and must be deciphered by magical means.

7. NIGHTWINGS

The foul smell of bat guano wafts on the breeze that blows throughout the chambers of the pyramid. The occasional squeak of a bat escapes the chamber ahead.

A colony of **giant bats** live within this cave. There are ten of them, and they attack any intruders. The murals that once decorated the walls dissolved from acidic air created by three inches of bat guano on the floor.

8. NEW HOME

Another mural depicts the Northmen finding a large river valley near their landing site. A volcano forms the head of the valley. The men are clearing the valley and constructing dwellings and a large wall.

This mural locates the city of Korvallent. The PCs are sure the city is the same as that the Raiders are excavating.

9. PYRAMID

This mural depicts the Northmen as they continue to work on their new city. A massive rectangular pyramid is now half-constructed on the outskirts of the city.

The city is taking shape and it is massive and sprawling. Building, large and small, are spread throughout the valley. Of particular interest is a strange pyramid-like structure set away from the main city. This pyramid is the Pyramid of the Earth Dragon – the location of the Earth Dragon god's heart.

10. BATTLE

While the previous murals were pastoral and peaceful, this depiction is horrific. The newly built city burns, and snake-like humanoids are attacking the Northmen. The battle scenes are violent and bloody.

The snake men are ancestors of the serpen and minions of the Queen of Dragons. Hidden in plain sight, appearing as smoke and clouds, are the outlines of the Earth Dragon god and Queen of Dragons locked in battle.

11. SHAMBLING MOUND

A **shambling mound** found its way into the pyramid in search of prey. Its lair is several miles away. The creature attacks the PCs as soon as it detects their presence. It is possible that it will hear the PCs battling in another chamber and move to ambush them in that combat. It has no treasure.

The murals in this room have been worn away by the constant dripping of water from the ceiling. The pyramid above this chamber is significantly damaged, and rainwater pools and enters this room through a series of cracks.

12. THE FALL

This mural shows the visage of the Earth Dragon god falling from the sky. Directly beneath the dragon is the maw of the volcano. Part of the mural has been defaced and the image beneath the scrapes is obscured.

A PC that succeeds on a DC 12 Religion check discerns the image of the Queen of Dragons amidst the defaced mural – the image is that of a five-headed dragon.

13. THE CURSE

The Northmen, now appearing savage, flee into the jungle, in this mural. The slumped form of a man – clearly a priest – smiles as the city burns and Northmen flee wildly.

Looking closely at the priest reveals he wears a pendant depicting a five-headed dragon. If the PCs take the time to study the mural, an odd pyramid-like building is located just beyond the main city. The pyramid is painted in a way that it blends in with the jungle. It is also depicted in the mural at **location 9**.





The Trail

- Map Q



14. THE HEART

This mural depicts men, all appear to be priests or monks, entering a large pyramid-like structure. This is the same pyramid depicted in the last room. Floating amidst the men are four black spheres. On the opposite wall, another mural shows the men boarding a single longship. The other ships in the harbor burn. In the distance, the city smolders.

A group of Northmen, clearly priests and wearing a pendant of a dragon head (exactly like that of the one on the prows of the ships from **location 5**), are placing a glowing sphere within a chamber. These Earth Dragon priests were not affected by the curse and managed to secure the Earth Dragon god's heart within the Pyramid of the Earth Dragon. In another part of the mural, the priests are seen leaving the island on one of the longships while the others burn and sink in the harbor.

15. SABER-TOOTH

A female **saber-tooth tiger** uses this room as her den. She has two cubs that are out hunting (see **location 3, Map Q**). The tiger attacks all intruders. She fights until reduced to 50% of her hit points, at which point she flees and seeks out her cubs. There are no murals in this chamber.

The bones of various creatures lie about the chamber. One of the skeletons is that of a Seristan wild man. A necklace (see **location 4, Map Q**) lies under the bones.

A wall of vines covers the entrance to this chamber from the outside. A partial collapse created a large hole that the tigers use to enter the den. The entrance is set 10 feet above ground level (outside). Unless the PCs climb the pyramid, it is not possible to find the entrance from the exterior of the structure.

THE TRAIL

Use Map Q: The Trail

This trail, which was once a road, traverses the jungle and leads to the former capital city of the Seristan. The path is 12 miles long. Travel along the trail is uneventful, though the PCs occasionally pass the ruins of a structure.

Eventually, the PCs arrive at **location 1**.

1. SOUNDS AND SMELLS

As you round yet another curve in the trail the sounds of construction break through. The sounds are varied and still distant but unmistakable – the dig site is close. Also, the feint smell of smoke is in the air.

As the PCs near the end of the trail, they clearly hear the distinct sounds of construction. Wisps of smoke fill the air, and various smells of burning wood and cooking are evident.

2. BLOOD

A four-way intersection forces you to make a choice of direction. The sounds of men working remain, but still distant and do nothing to give an exact path to take. However, the path leading north appears more well-travelled. Most disturbing is the splashes of blood in the center of the intersection.

The path enters a four-way intersection. There are clear signs of heavy foot traffic on the trail leading north and south while the west and east trails show virtually no signs of use (the PCs are traveling from west to east).

A large amount of blood is smeared in the center of the intersection. The blood trail, as if a large creature was dragged, is clearly visible as it proceeds down the southern trail. A pair of sabre-tooth tiger cubs killed a slave here an hour before the PCs arrived. They consumed their meal at **location 3** and are resting.

3. CUBS

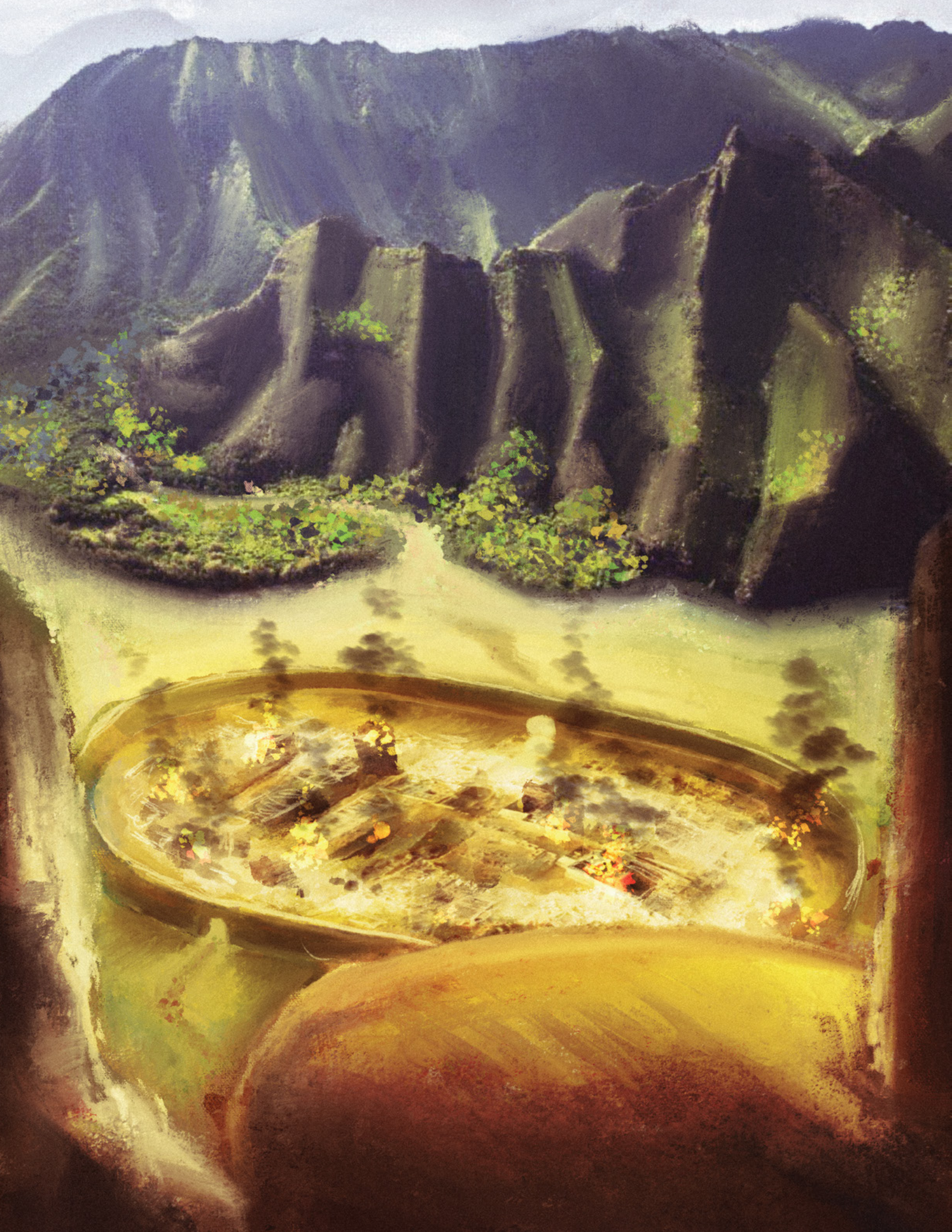
An underground spring in this clearing forms a large pool of fresh water. A small stream exits the pool and winds through the jungle to the south. Lying next to the pool is a sabre-tooth tiger cub. A second cub is lying just inside the jungle growth on the west side of the clearing. The remains of a slave lie in a bloody heap near the eastern section of the clearing.

The cubs (**tiger** statistically) attack intruders, but they flee if they lose 50% of their hit point. If the mother was encountered at **location 15 (Map P)** and survived, she is here with her cubs. The mother fights until both cubs flee or until they are killed.

4. RAZOR GRASS

Tall grass, more than knee-high, sways in the breeze in this clearing. As the grass sways a dark object can be seen in the center of the clearing.





Razor weed, a sharp-edged grass, covers this clearing. In the center of the clearing is the fallen statue of the first Seristan king. The statue is weathered and partially broken but the representation of a northern man holding an axe is unmistakable. Unarmored PCs who move about in this clearing suffer 2 points of slashing damage per round until they leave the area. Otherwise, the clearing is empty.

5. SEARCH PARTY

Before the PCs arrived in this area, a group of slaves were coming to **location 3** to gather water. They were ambushed by the saber-tooth tiger cubs and one of their number was killed. The remaining slaves returned, and now a group of Raiders has come to hunt the tigers. Looking for any reason to escape the monotony of the excavation site, the group of Raiders is large. A Gruum fighter leads them. The Raiders have brought one of the slaves that survived the tiger attack to lead them to the ambush site. If combat erupts, the slave hides nearby until the battle ends.

The search party is made up of six **hobgoblins**, a **Gruum Chieftain**, and two **wolves**. Each hobgoblin has a pouch with 2d6 gp and 2d10 sp. The Gruum has a **potion of healing** and wears a **ring of fire resistance**. He also carries 10 +1 arrows.

Captured Raiders reveal the purpose of the Iron Alliance under duress. They cannot give accurate details about how many slaves are in the excavation site or exactly where the Iron Alliance is located. They do know that the Iron Alliance is extremely interested in a yet to be found temple.

The slave can impart only the same information regarding the Iron Alliance. However, the slave is close friends with another slave, a young sage, who seems to know more about the excavation than most. The slave can lead the PCs to the sage (see **section U**). Because the Raiders employ hundreds of mercenaries, the PCs have no trouble making their way around the exterior of the excavation site. However, security near the center of the city is much tighter and there are patrols and check points.

6. OVERLOOK

You find yourself standing at the edge of a massive ridge. Beneath you is a large valley that is bisected by a wide river. To the west, a towering mountain – clearly a volcano – rises above the lands all around. The valley below is a hive of activity. Massive areas of excavation and clearing are underway. Thousands toil in the humid heat. Far to the east, the river flows into an estuary and large harbor. Numerous ships are anchored in the therein. Amazingly, the excavations have revealed hundreds of buildings that look nearly untouched by time. The architecture is starkly out of place on this tropical island – they buildings are reminiscent of those cities found amongst the mountains.

The trail ends at a large clearing that overlooks the massive excavation site. It is evident that the PCs are at the edge of massive plateau. The city below, which is oval, is almost two miles long and one mile wide. Thousands of slaves work to dig out and clear the area. Fires burn throughout the site. Much of the city has already been excavated, and it appears that the operations clearly started on the outside edges of the city and have worked inward. The city lies in the shadow of a single, jungle-enshrouded mountain.

While guards and patrols are evident, their numbers are not great. The humanoid guards (orcs, hobgoblins, and a few ogres) are more apt to mistreat and taunt the slaves, while the human guards seem to be extremely lax and often can be seen chatting with slaves. A circular area at the center of the city has been blocked off, and guard patrols and checkpoints are plentiful. Other structures are outside the immediate vicinity of the city, but most of these are in ruin or covered with jungle growth. The outlying areas appear to have been ignored by the workers. The excavation work has not extended to any of these structures. Much of

the activity is centered on a truly massive structure at the center of the city. It appears to be a palace or temple, but most of it remains buried.

A wide river flows to the south of the city (opposite this location), and several slaver ships are docked at a single pier. The ocean, which is only a mile from the city, is calm, and several Raider ships are anchored just off the shore. All but one of the ships sport purple sails. The singular ship is a four-masted schooner with white sails. This ship is used by the Iron Alliance exclusively.

It should be very clear to the PCs that this excavation is a major undertaking. There are more than 10,000 slaves working around the city and nearly 500 Raiders (100 hobgoblins, 80 orcs, 250 humans, 30 ogres, and 40 mercenary NPCs). The Iron Alliance has a headquarters at the center of the city to oversee the excavation of the temple.

The PCs can easily traverse the outside area of the excavation without drawing attention. If the slave from **location 5 (Map Q)** accompanies them, the PCs can easily find the sage, who is really an architect. The architect learned that the Raiders are focused on the temple at the center of the city. The architect also learned that the Raiders intend to solve the mystery of the Earth Dragon god. He knows the Raiders are after something within a building they call Pyramid of the Earth Dragon and that if they discover the artifact, there is no stopping their nefarious plans. The PCs must find it first. The architect does not know the end goal of the Raiders.

The architect knows something the Raiders do not, however: They are digging in the wrong location. While working around the site, the architect managed to spend some time in the city's library. He knows that they should be looking for a different building. The correct structure has four square pyramids as a base and a large pyramid at its center. The architect does not know where the correct pyramid is located; he only knows that the slavers have not identified the correct location (see **locations 9, 13 and 14 in Map P** for details). However, if the PCs get him back to the library, he is sure he can discover the location of the pyramid. The correct pyramid is located just outside the excavation site and appears more as hill due to the jungle growth.

THE EXCAVATION

While the city/excavation site is not particularly dangerous for the PCs, there is little advantage to dwelling there long. At some point, the PCs are likely to encounter a group of Raiders led by a member of the Iron Alliance. This encounter would expose the PCs and soon the entire Raider force would be alerted and on the hunt. Additional forces can be summoned from the ships to help hunt the PCs.

It is best to have the sage recommend some sort of disguise for the PCs and to prioritize stealthier movement.

THE LIBRARY

This building sustained significant damage from the jungle. All the books and scrolls that were once housed here are ruined beyond use or recognition. However, dozens of granite slabs stand on end within the building. Each is engraved in the language of the Seristans. Most detail prayers, important personages, and other historical events. One stone that has fallen over and cracked details the location of the Pyramid of the Earth Dragon. By piecing some broken stones together to complete the slab, the location is identified as being on the west of the city, near the volcano. Furthermore, the stone references the heart of the Earth Dragon god.

Another slab details the history of the Earth Dragon god and how it relates to the Seristans (read **The Earth Dragon** sidebar aloud to the players). If the players are at a loss, the architect comes to their aid. He suggests that they obtain the heart of the Earth Dragon god and return it to the Crypt of the Earth Dragon. They must do this and stop the Raiders from doing the same; he is not specifically sure why the Raiders wish to restore the Earth Dragon god. But clearly, resurrecting a god might have its advantages.

While the PCs are searching the library, a group of Raiders arrives and immediately becomes suspicious of them. Yssgirath the Vile, one of the Iron Alliance members, leads the group of Raiders. Yssgirath is a **mage**, and she has serious doubts that the Raiders are on the correct trail. She



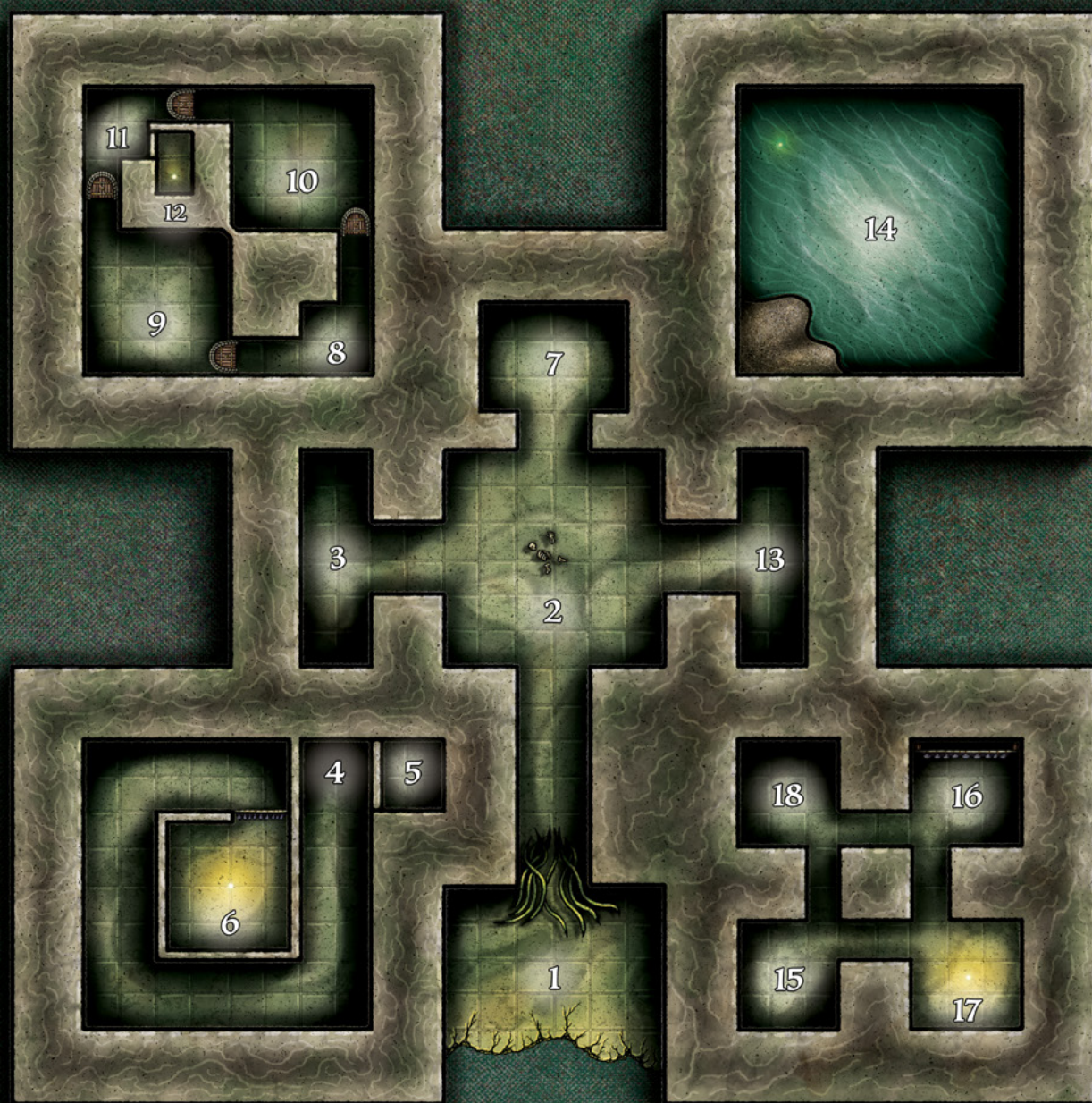
only recently arrived at the excavation site, and her intuition is correct. The problem is that Deskrauid Doomstone, the leader of the Iron Alliance (also a priest of the Earth Dragon), is of the opinion that the Pyramid of the Earth Dragon would be at the heart of the city. Yssgirath, while not of the faith, is extremely clever and intelligent. She is convinced the pyramid is nearer the Crypt of the Earth Dragon (closer to the volcano). She learned of the library and has come to investigate. The PCs have little chance to outwit or deceive the sorceress; a battle is the most likely outcome. Yssgirath is not particularly brave, and she will attempt to flee if reduced to below 20 hit points to warn the others (the Iron Alliance) that the PCs discovered the location of the pyramid.

She comes with her pet **dire wolf** and two **hobgoblin** guards. On her body she has a *wand of the warmage +1*, a *cloak of protection*, *+1 quarterstaff*, a *potion of greater healing*, and *robe of useful items*. She also has 15 platinum pieces and 120 gold pieces in a pouch.

With the battle over, and assuming the PCs defeat the Raiders, it should be clear that they must now hurry in their efforts to find the Pyramid of the Earth Dragon to prevent the Raiders from doing the same. In the event Yssgirath is killed here, she is raised from the dead by Deskrauid Doomstone and appears in the final battle.

Temple of the Earth Dragon

- Map R



CHAPTER VI: TEMPLE OF THE EARTH DRAGON

Use Map R: Temple of the Earth Dragon

This temple, in the form of a pyramid, was built under the direction of the high priest, who eventually staged a failed coup. Originally, the pyramid complex was designed to house several items of power promised the high priest by the Queen of Evil Dragons. However, when the coup was foiled, but the Earth Dragon god fallen, his heart — now in the form of four flaming spheres — were enshrined here by the surviving priests of the Earth Dragon.

Like most of the ancient structures, the pyramid is covered with vines, both dead and alive. Birds nest within the vines. There is a single opening, and while vines hang over the entrance, it is not difficult to uncover. Unless otherwise noted, a *light* spell illuminates every chamber in the pyramid.

Impossible to discern at a distance, this massive pyramid, now covered with vines and plants, looks much like steep hill. However, now that you are close it is clear the hill is a pyramid and as old as the excavated city. A single, arched entrance supported by two pillars is the only entrance to the structure. Cold air billows from the entrance and the vines that hang over wave in place.

1. ENTRANCE

Vines hang over the entrance to the pyramid. If the vines are removed, daylight illuminates the entry corridor. Otherwise, the PCs require a light source. The air inside the pyramid is strangely cold, just above freezing. Lanterns, torches, and magical light provide only half their normal illumination. The pillars once depicted a visage of the Queen of Evil Dragons, but they have been defaced.

THE EARTH DRAGON

When the world was young, there were only earth dragons. Foremost among them was Gairnathar, king of the earth dragons and a demigod. Worshipped by men of the north and certain dwarf clans, the Earth Dragon god intruded little on the matters beyond his children. Earth dragons, guided by law, order, and balance, did not crave power or riches. The beauty of the world was their providence, sometimes destructive, but always with renewal.

Then came Thiamuln, the Queen of Dragons, and her infernal spawn. Dragons of color — red, green, blue, white, and black — filled the skies and hunted the earth dragons to near extinction. Gairnathar, choosing to protect his own, retreated to the dark recesses of the earth with those earth dragons that had survived. With the faltering of the earth dragons and their king, Thiamuln's power grew and soon the world suffered an age of calamity. The followers of Gairnathar lost faith, with some falling into darkness and the worship of Thiamuln. In a gambit to regain power and to throw down Thiamuln, Gairnathar did battle with the queen. But the earth dragon was betrayed by his remaining high priest. Gairnathar was thrown down, his heart pulled from his breast and given to the deceitful high priest. Yet the Seristan, followers of the Earth Dragon god fought to defeat the rebellion led by the foul high priest. The priest was defeated but as he died a curse was placed on the Seristan with the help of Thiamuln. Only a very few priests survived the resisted the curse which sent the Seristan into savagery. These priests placed the heart in the Temple of the Earth Dragon. As part of the curse, no Seristan can restore the heart to the fallen god.

The remaining priests of the Earth Dragon god fled the island and sought to secretly maintain their faith.

GM Only: Several of these priests fell into evil in their desire to protect their fallen god and deity. Generations later, one such priest is now a member of the Iron Alliance.

2. CORPSE

This tall chamber is magically illuminated. Lying in a heap are the bones and skull of what appears to be a human. A multi-colored cloak lies amidst the bones and your memory is instantly triggered. You saw the cloak on the dying priest in the mural pyramid! But more astounding is the small, black sphere floating 80 feet above the bone corpse.

The high priest was slain in this chamber. His corpse — now nothing more than a pile of bones and rotted robes — lies in the center of the room. Directly above the corpse, magically floating 80 feet above the floor of the chamber, is a black sphere. The PCs cannot affect the sphere in any way.

If the PCs enter the chamber, a **wraith** rises from the corpse and attacks the intruders. The wraith cannot be turned while in the pyramid. It will not pursue intruders into daylight. The wight wears a *cloak of Sarksis* (Appendix V: New Magic Items).

Special Note: All rooms within the pyramid are made of yellow stone. Unless otherwise described, each area is illuminated by a light spell. No dust or vermin live within the pyramid.

3. WEST HALL

This hall magically transports PCs to either **location 4** (south) or **location 8** (north). The first two PCs that move to the southern end of the hall are teleported to **location 4**. The first two PCs to move to the northern end are teleported to **location 8**. The hall is a one-way teleportation device, and each “end” functions only once per day. No more than two PCs (or creatures of any kind) can be teleported per 24-hour period at either end.

4. START

The PCs appear at this location if they moved south at **location 3**. The hall is 20 feet wide, and there is no illumination. A false wall (west) conceals a small chamber (**location 5**). This can be found with a DC 15 Perception or Investigation check.

5. COBRA

A **bone naga** emerges from this hidden chamber two rounds after the PCs arrive. It pursues and attacks even if the PCs leave this area. It was a spirit naga in life, and it will attempt to surprise the PCs with a *lightning bolt* spell.

6. SUN SPHERE

A solid black tapestry covers the entrance to this chamber. The tapestry is made of a thick cloth that is solid black. Golden rings set into the stone doorway support the tapestry. There are 15 rings, and each is worth 10 gp.

In the center of the room, a six-inch-wide sphere of blazing gold light casts a bright light. The light is so bright that the PCs will have difficulty seeing. If a PC approaches within 10 feet of the sphere, he or she suffers 1d6 fire damage (magical and no save). The special bone naga is immune to the heat damage. No amount of damage affects the sphere. Additionally, the sphere is completely magic immune. However, if the tapestry is used to cover the sphere, it falls to the ground and can be transported if it is stored in the folds of the tapestry. Two rounds after the sphere is secured, the PCs are teleported to **location 2**. If the sphere is removed from the tapestry within **location 2**, it immediately ascends and melds with the black sphere (see **location 2**). If all four gold spheres (**locations 6, 12, 14, and 16**) meld with the black sphere, a teleportation arch is created at **location 7**.

7. TELEPORTATION PORTAL

This area appears empty until all four orbs found in **locations 6, 12, 14, and 16** are united with the black orb at **location 2**. When all four orbs merge with the black orb, an arch of light appears in this chamber. Any who pass through the portal are instantly teleported to the starting location of the **Death House (Chapter VII)** to start the **Visage of the Vanished**, part four of the adventure. The orb, which is the heart of the Earth Dragon God, follows the PCs. The orb, as previously described, cannot be harmed or manipulated in any way by the PCs.

8. START

The PCs appear at this location if they moved north at **location 3**. The room is 20 feet wide and not lit.

9. CHALLENGE

Only one PC may enter this chamber. After one PC enters, the doors close and seal. The doors cannot be damaged in any way or affected by magic. If two PCs entered **location 8**, a shadow copy of the PC who did NOT enter this room takes shape. The shadow PC attacks immediately. If the shadow PC is destroyed, the door leading to **location 11** operates normally; the door leading to **location 8** remains sealed for 24 hours.

A shadow PC is an exact copy of the PC it replicates. However, the shadow PC has 75% of the hit points of the original PC. Also, the shadow PC suffers a -1 penalty to all rolls (to hit, damage, saving throws, etc.). All spells cast by a shadow PC inflict 50% of the normal damage, and targets gain +2 to all saving throws. The duration of any spell cast by a shadow PC is 1d3 rounds. If the shadow PC is destroyed, all its possessions disappear.

10. CHALLENGE

Only one PC may enter this chamber. After one PC enters, the doors close and seal. The doors cannot be damaged in any way or affected by magic. If two PCs entered **location 8**, a shadow copy of the PC who did NOT enter this room takes shape. The shadow PC attacks immediately. If the shadow PC is destroyed, the door leading to **location 11** operates normally; the door leading to **location 8** remains sealed for 24 hours.

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11. EMPTY CHAMBER

The doors to this chamber allow a PC to enter but not leave. The secret door to **location 12** is not well disguised, and all searches automatically reveal the secret door. No check is required.

12. HEART ORB

In the center of the room, a six-inch-wide sphere of blazing gold light casts a bright light. The light is so bright that the PCs have difficulty seeing. If a PC approaches within 10 feet of the sphere, he or she suffers 1d6 fire damage (magical and no save). No amount of damage affects the sphere. Additionally, the sphere is completely immune to magic. However, if the black cloak (from the shadow PCs) is used to cover the sphere, it falls to the ground and can be transported for as long as it is stored in the folds of the garment. Two rounds after the sphere is secured, the PCs are teleported to **location 2**. If the sphere is removed from the cloak within **location 2**, it immediately ascends and melds with the black sphere found in **location 2**. If all four gold spheres (**locations 6, 12, 14, and 16**) meld with the black sphere, a teleportation arch is created at **location 7**.

13. WEST HALL

This hall magically transports PCs to either **location 15** (south) or **location 14** (north). The first two PCs who move to the south end of the hall are teleported to **location 15**. The first two PCs to move to the north are teleported to **location 14**. The hall is a one-way teleportation device, and each "end" functions only once per day. No more than two PCs (or creatures of any kind) can be teleported per 24-hour period at either end.

14. SAND AND WATER

A small patch of white sand is the only solid ground within this chamber. The remainder is a deep pool of water. A glowing orb (exactly as in **location 6**) is 10 feet underwater near the northwestern corner of the room. A clay pot buried beneath the sand contains a six-foot square black swath of cloth. The water is unusually warm from the heat of the orb. Unlike the previous chambers, no fire damage is inflicted by simply being near the orb so long as it remains in the water. A PC can simply swim out and take the orb by wrapping it in the cloth. Immediately after securing the orb, all PCs in the chamber are teleported to **location 2**.

15. CHASE

When any PCs arrive in this chamber, they see a glowing light coming from the direction of **location 17**; **location 18** is dark. The chamber they are in is not illuminated (no *light* in **locations 15** through **18**). The glow comes from an orb (same as the ones found in previous locations). If a PC approaches the orb, it moves away toward another chamber at the same speed as the approaching PC. If approached from two sides, the orb remains stationary and can be grasped (although the PCs take 1d6 fire damage [magical and no save]).

16. BLACK TAPESTRY

A solid black tapestry completely covers the north wall of this chamber. The tapestry is embroidered with silver thread that forms stars and the full moon. Instead of hanging from wall hooks, the tapestry is supported by two wooden poles set into circular granite slabs.

The orb floating between **locations 15** through **18** can be encased in the black tapestry, at which point it and the PCs are teleported to **location 2**. The posts and tapestry can be moved to completely block one of the entrances to this chamber. If the orb is fleeing a pursuer, it becomes entangled in the tapestry and ceases moving. If a PC grasps it, the orb and the PC are teleported to **location 2**.

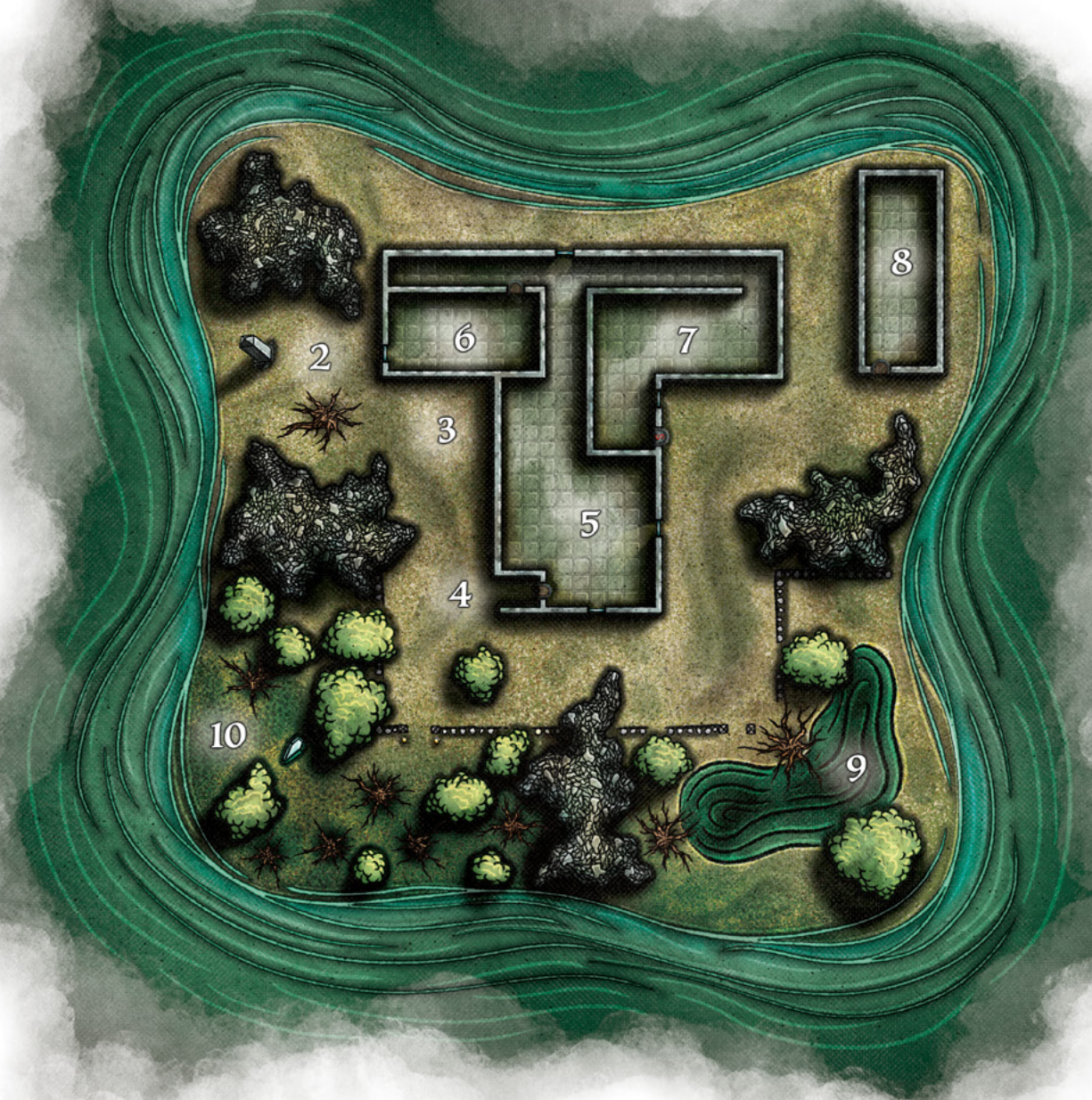
17. EMPTY CHAMBER

This chamber is empty.

18. EMPTY CHAMBER

This chamber is empty.

- Map S



PART IV: VISAGE OF THE VANISHED

Chapter VII: Ruin and Rune Use Map S: Ruin and Rune

The PCs arrive here after successfully restoring the heart of the Earth Dragon god in **location 2, Map R** and passing through the teleportation gate in **location 7, Map R** in the previous chapter. The heart follows the PCs but cannot be harmed or influenced in anyway. It sheds a magical light in a 60-foot radius but provides no other effects. The heart floats 10 feet off the ground (or as high as it can if 10 feet is not achievable) and stays 10 feet behind the last character in the party.

The PCs start this portion of the adventure at **location 1**, which is a cairn of rock in the middle of a vast lake at the foot of a volcano. The PCs must gain access to the crypt of the Earth Dragon to complete this portion of the adventure.

1. RUIN AND RUNE

You stand on a small cairn of rock in the middle of a vast lake. A soft breeze pushes low waves across the surface in the direction of the volcano. The cairn rises nearly 20 feet above the waterline. From this vantage point, you determine that you are on the opposite side of the dormant volcano from the excavation site. You can see the ocean far to the east. You do not see any constructs on the volcano's surface and nothing around the lakeshore. In the center of the cairn, a six-foot-tall obelisk of white marble is the only feature. Runes are carved into the obelisk.

A large pile of rubble projects from the lake to form a small island. A few scrubby bushes and a squat palm tree give the rockpile an almost natural appearance. However, a six-foot-tall white marble obelisk stands in the center of the tiny island. The word "enter" is carved into the obelisk in dwarven. If the word "enter" is spoken in dwarven, the speaker instantly teleports to **location 2**. Only one PC can teleport in this manner per round.

The **spirit naga** that patrols the lake often stops here to rest and soak in the sun. If the PCs stay on the island for more than one round, roll 1d6 with the result of 5–6 indicating the arrival of the spirit naga. Roll each round after the first turn elapses.

2. THE SECOND OBELISK

*Read the following if a PC uses the obelisk in **location 1** to arrive at this location:*

In the blink of an eye you are no longer standing on the cairn of stone. The obelisk stands before you ... but no, it is not the same. The inscription is different, and the language is strange and unknown to you. Looking around, you are shocked to see that you are underwater. You stand in the courtyard of an intricately decorated home clearly of eastern design. An invisible wall holds the water of the lake back, creating a bubble of air beneath the lake. Sunlight filters through the water and illuminates the entire area. In the distance, about 200 yards to the west, you see a pile of rubble reaching out of the lake. You can't be sure, but it resembles the place where you just stood.

The PC has been teleported to this compound beneath the lake. The stone mound and obelisk (**location 1**) are 200 yards to the northeast. The semi-lich that resides in the house cast a powerful *wall of force* that protects this area from the waters of the lake. The semi-lich was formerly a powerful wizard who lived in this home. A group of adventurers killed him, but he rose as a semi-lich. The creature, consumed with thoughts of revenge, sought darker powers. The compound was once on dry ground, but a previous eruption of the volcano caused an earthquake that in turn created the lake.

A dwarf's axe delivered the final blow that killed the wizard. The greater semi-lich has since deposited several of the white obelisks in locations adventurers might frequent. His goal is to draw dwarves to his lair to slay them. This obelisk returns those who say the word "return" in the serpen language to their **location 1**. A *comprehend languages* spell reveals the word "return" and correct enunciation. This obelisk once stood on the cairn, but the semi-lich switched the stones to create his trap. Furthermore, the semi-lich has a journal in his chamber (see **location 7**) detailing the use of the obelisks. The journal notes the correct return phrase. Additionally, the journal details several other locations, including the crypt of the Earth Dragon. The enabling word to reach the crypt is "dragon" and must be said aloud in common.

3. THE COMPOUND

The compound is much like it was when it was constructed before the earthquake that created the lake. However, the three entrances collapsed, as has one of the outer sheds. The main house is undamaged, though it



appears aged and rundown. The house is in the architectural style of those from the far east. Paper lanterns hang from the eaves, though only a very few are lit. All the windows have shutters, but they are closed and locked (as well as nailed).

There are two gardens, both of which are overgrown and choked with weeds and scrub brush. The pond area is brackish and swamp-like. The tree-filled garden is also overgrown, and the trees, while alive, appear sickly and mostly barren of leaves.

The semi-lich occupies the home (**location 7**). It does not attack intruders until they enter his lair. A skeletal rust monster resides at **location 8**. It attacks the PCs as soon as it becomes aware of their presence.

If the PCs attempt to rest in the area before defeating the semi-lich and/or the undead at **location 5**, those creatures launch a coordinated attack if possible.

4. ENTRANCE AND TRAP

The entry door to the home is set in this alcove. A pair of paper lanterns hang over the alcove. One of the lanterns is lit, while the other is dark. The door is unlocked. If it is opened without first switching a secret latch, both lanterns fall. The darkened lantern holds a glass container filled with a highly volatile form of lantern oil. As the lanterns crash to the ground, the glass shatters, and the fumes ignite (from the lit lantern) to create a powerful explosion. Any creature within 20 feet of the door must succeed on a DC 15 Dexterity saving throw or suffer 4d6 fire damage, half on a success. The blast is so powerful that it has no chance of starting a fire.

This trap can be found with a DC 15 Perception or Investigation check and disarmed with a successful DC 15 Dexterity check using thieves' tools. If the disarm fails, the trap is set off.

5. BONES

This room is filled with the bones of those trapped by the semi-lich. The bones are piled throughout the room — some are stacked as high as eight feet. Some are more recent, and many appear to be gnawed upon. The stench of death is nearly overpowering. Hiding under the bones are 4 **ghouls** and two **ghasts**. They emerge from their concealed positions to attack. None is within 20 feet of the door. Nothing of value is in the room.

6. GEAR

The door to this room will not open all the way as the chamber is filled with adventuring gear in various forms of decay. The floor of the room is covered by two feet of general adventuring gear (packs, armor, weapons, torches, rope, etc.). No magical items are in the room. If a PC searches for a specific item, such as a pack, there is a 75% chance per round that it is found. Only 25% of the items found are in serviceable condition.

Weapons and armor are within the piles of equipment. PCs have a 35% chance of finding any specific type of weapon; add 20% if the weapon is of the common sort (i.e. short sword, spear, hand axe, etc.). Only 25% of the weapons are usable. Use the same percentages for armor. The room contains 23 shields of various sizes.

The semi-lich spread a contact poison throughout the room on the equipment. The poison is weak and has a delayed effect. For each round a PC spends searching for equipment, make a note. The poison becomes active exactly two rounds after the PC contacts the equipment. At that time, have the PC make a DC 15 Constitution saving throw. If they fail, they take 2 points of poison damage, half on a success. This damage doubles every round until they are cured. Spellcasters cannot cast spells while taking this poison damage. A *potion of neutralize poison* or similar magic negates this effect.

7. MASTER OF THE HOUSE

The **semi-lich** (see **Appendix IV: New Monsters** and these creatures are detailed in module **Rise of the Nefarious**) awaits the PCs in this room. The area noted on the map is shrouded in magical *darkness* (cast at 15th level). The creature is vile and twisted and survives only to inflict pain and despair on any who enter its lair. The semi-lich offers no quarter, nor asks any if defeat is imminent. It does not leave this chamber to pursue enemies unless it is somehow continuously threatened.

When the semi-lich first detects intruders, it casts defensive spells and waits for the intruders, at which point it attacks with as much ferocity as it can manage. The semi-lich carries a *staff of power* but rarely uses it before exhausting its spells.

The room is deteriorated and covered in a fine layer of dust. The furniture, while once ornate and meticulously maintained, is now literally falling apart. The semi-lich sits in a plush, albeit worn, leather chair. An open treasure chest rests on each side of the chair. From a distance, coins, gems, and jewelry can be clearly identified. A secret compartment in chest #1 holds a journal referred to in **location 2**.

Chest #1: 750 gp, 15 pieces of jade worth 50 gp each

Chest #2: 300 pp, six gold rings worth 75 gp each

8. RUST NEVER SLEEPS

When the wizard was still alive, he kept several rust monsters as part of his defenses. The rust monsters eventually died, but the greater semi-lich used an *animate dead* spell to raise one of the creatures. The skeletal **rust monster** still has the ability to rust objects on contact, but its tail, now skeletal, has been fitted with sharp, iron spikes. The creature immediately attacks intruders. It has no treasure. The skeletal rust monster has the following statistical changes:

- AC 16 with 90 (12d8 + 36) hit points
- Strength 14 (+2)
- Constitution 16 (+3)
- Vulnerability to bludgeoning damage
- It is granted the *multiattack* feature. It may use one bite attack and two tail attacks
- **Bite. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. Hit: (2d8 + 2) piercing damage.
- **Tail. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. Hit: (2d10 + 2) piercing damage.
- CR 4 (1,100 XP)

9. POND AND ESCAPE

A small pond filled with clear water is surrounded by stones and reeds. Small fish dart about the shoreline, and frogs sun themselves on the stones. The pond is not very deep, and its bottom is mostly gravel and small stones. However, a cleft in a large stone in the center descends into darkness.

The water in the pond is brackish and dark. The shore around the pond is soft and marsh-like. PCs who succeed on an DC 15 Investigation, Nature, or Survival check notice there are no insects in the area. The water is also devoid of life. There is no danger in the area. A PC who swims and dives in the pool finds a cleft at the bottom of the pool. A light source is needed. A PC who can swim underwater for one full round (longer than a PC can hold his breath without magical assistance) finds that the cleft leads to an underwater cave that leads to a low cave system. Following the caves eventually leads the PCs to an opening in the plateau wall near **location 11**. A thick veil of vines covers the cave exit.

10. THE GLASS COFFIN

This decorative garden is overgrown with vines and scrub trees. Tall grass grows unchecked within the area, which is ringed by a low stone wall. Several of the trees are flowering. The entrance to the garden, a stone-arched gate, is flanked by two statues of stalking jaguars. The center of the garden is clear of trees, and a four-foot-tall stone platform projects from the tall grass. A glass coffin rests on the platform.

This garden is filled with half-dead trees. Most have 10% of the leaves they would normally carry. The ground is covered with dried leaves and moving silently is impossible. Two stone statues of leopards face each other at the entrance of the garden. Just behind the trees, along the east side of the garden, a glass coffin rests on a stone pedestal. The body of a perfectly preserved woman lies in the coffin. She appears to be of eastern descent. The woman holds a wand against her chest. This woman was the apprentice of the wizard, but the adventurers who stormed the compound killed her. The semi-lich entombed her in the garden. If the coffin is disturbed, the leopard statues animate — becoming two real **leopards** — and attack the intruders. The leopards appear even if the statues are broken in a prior action.

The glass coffin holds an invisible poisonous gas, under pressure, that fills the area (30-foot radius). Any PCs caught in the area of effect must succeed on a DC 15 Constitution saving throw or become blind for one day. The woman immediately crumbles to dust if exposed to the air outside the coffin. She holds a *wand of wonder*.

11. STEEP CLIMB

You emerge from the cold water to see a tunnel stretching into darkness. The tunnel climbs away from the water at a steep grade. The stone surface of the tunnel is irregular and formed by numerous projections. Following the tunnel requires more of a climb than a walk. A faint reddish light is clearly distinguishable in the distance.

This tunnel leads to the volcano Crypt of the Earth Dragon. See **location 1, Map T** in **Chapter VIII: Crypt of the Earth Dragon**. The **Side View Map** shows the tunnel that is **location 11** leading to **location 1, Map T**.

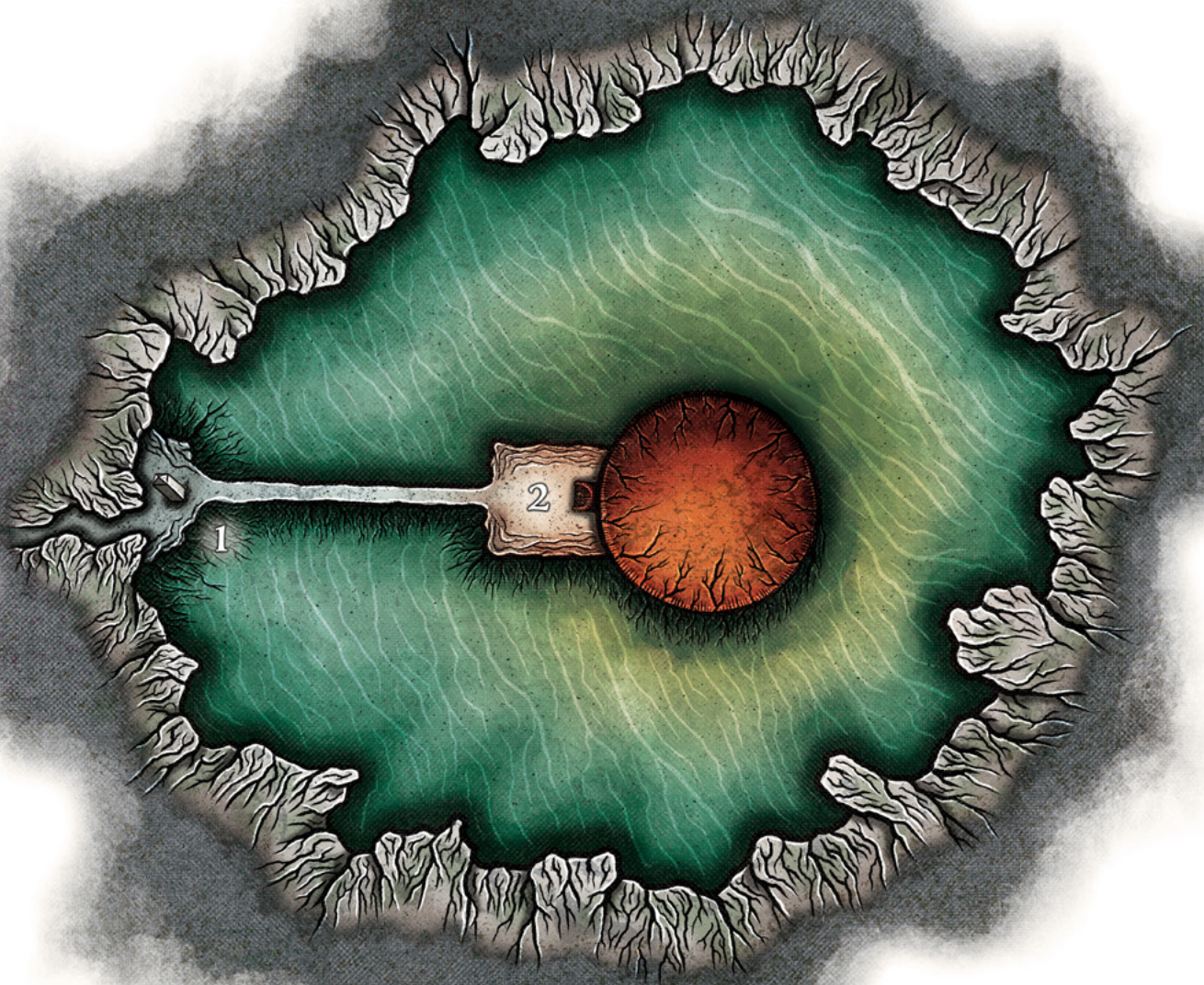
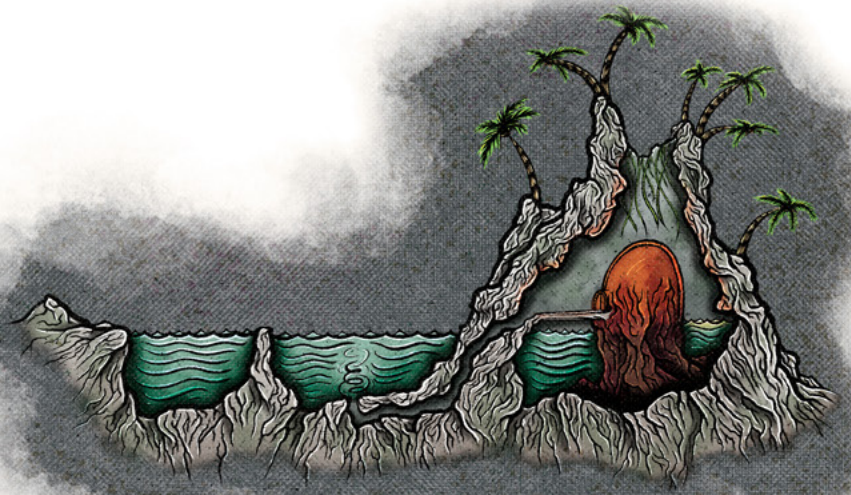






Crypt of the Earth Dragon

- Map T



CHAPTER VIII: CRYPT OF THE EARTH DRAGON

Use Map T: Crypt of the Earth Dragon

1. VOLCANO

The tunnel from emerges onto a large carved platform that projects over yet another body of water. The familiar white obelisk stands in the middle of the ledge near the tunnel entrance. Looking upward, you see clouds drifting by a massive 300-foot-diameter opening. What you first thought was a cave is clearly the interior funnel of the volcano. Palm trees grow at the rim of the volcano above, and vines hang down all along the rim. Birds flitter about and they must surely nest in the vines. The ledge you stand upon continues across the water-filled bottom of the funnel and ends at a red domed structure. Red light emanates from the featureless building and illuminates the entire funnel. A pair of black granite doors inlaid with veins of red is the only detail on the building.

The PCs have reached the Crypt of the Earth Dragon, the domed building set within the base of the volcano's funnel. The temple is not really a temple but a crypt. The remains of the Earth Dragon God are within the confines of the temple. Shortly after the PCs arrive, members of the Iron Alliance arrive to confront them and release the Earth Dragon God. To accomplish this task, the Iron Alliance must destroy the PCs in order to take possession of the heart of the Earth Dragon (the orb). The arrival of the Iron Alliance should coincide with the PCs' attempts to open the doors to the crypt.

If the PCs used the obelisk at **location 2 (Map S)**, they arrive at this location.

2. DOORS OF THE CRYPT

A pair of massive doors, each 10 feet wide and 15 feet tall, are set into the domed structure. The walls of the building glow with a bright red. The doors are made of black granite and covered with thick veins of red. Light shimmers from the veins, and it appears as though they move, like a flowing river.

Careful inspection of the doors reveal that each has six veins of red. Each vein begins at a red circle (about 12 inches in diameter) located in the center of each door. The veins follow an irregular course until they terminate at the side of the door that butts against the other door. However, the veins do not align. If touched and guided, the veins can be moved into alignment. When each vein aligns with another, the doors swing open. No other way to open these doors exists. They are impervious to magic and force.

If the PCs discover the secret to opening the doors, but before they move more than one vein, they notice one of the birds, a golden owl, that was circling high overhead has descended and perched itself near the entrance

at **location 1**. Even at a distance, the bird's eyes glow a bright gold color. An instant later, in an explosion of gold smoke, the Iron Alliance teleports to **location 2**.

The Iron Alliance, while made up of powerful adventuring types, are not a well-oiled fighting force. They rarely engage in combat with each another and have not developed tactics. That said, they are very experienced and not prone to mistakes or bad judgement – they each attained semi-high level character status for a reason. The members of the alliance are not suicidal in their quest and if certain destruction is inevitable, they will flee, either individually or as a group. The exception is Deskravid Doomston; he will fight to the death. Lastly, the Iron Alliance has spent a vast fortune in this enterprise, and they will not hesitate to use all their magic items in this battle; in short, they will not hold back.

This is a not a simple fight... even for characters of 9th level. The difficulty in having PCs go against adventuring-type bosses is that the balance of these fights varies drastically. If you do not think your party can handle all seven members of The Iron Alliance, you may want to only throw four members at them (or however many you think is right). You could also have some of them trying to open the door while others fight. Either way it shakes out, this fight should challenge the PCs. Failure is always a threat.

The statistics for each member of the group are in **Appendix IV: New Monsters**. They are all at the bottom of the appendix, and there you can find combat tactics for each member. The group is comprised of **Fyorn Whitemountain** (fighter), **Deskravid Doomstone** (cleric), **Kassituar** (fighter), **Relstrimel Shattermoon** (wizard), **Silorian Nightstar** (warlock), **Wohaven Fastfoot** (rogue), and **Yssgirath the Vile** (wizard).

During the course of the battle, one or more members of the Iron Alliance may attempt to open the portals to the crypt. The most likely candidate is Yssgirath as she has a *potion of invisibility* which she can use to open the doors without the PCs noticing. The Iron Alliance is not aware that possession of the heart dictates the actions of the soon to be arisen Earth Dragon god.

As long as at least one PC is alive when the doors to the crypt are opened, the heart sphere immediately enters the crypt when the entry doors are opened. The Earth Dragon god lies – perfectly preserved – in the center of the only chamber within the crypt. Otherwise, the crypt is entirely empty. The heart sphere merges with the corpse of the Earth Dragon god and he awakens. The Earth Dragon god requires two rounds to arise, but then bursts through the roof of the crypt.

If the PCs are still battling the Iron Alliance, the Earth Dragon god interrupts, demanding cessation of the fight. The Iron Alliance NPCs stop fighting at the command. Deskravid Doomstone attempts to ask the Earth Dragon god for assistance in destroying the PCs. The Earth Dragon god responds by turning him to stone with his gaze attack. The god then speaks, "Allies of the false priest...leave now or share his fate!" The remaining members of the Iron Alliance will leave immediately by whatever means they have remaining. If Restrimer is still alive, he will use her staff to teleport the remaining members back to the *White Witch*, and they immediately set sail for Sanctuary to regroup.

After giving the villains a few moments to scatter, the dragon god addresses the PCs, "You have restored my heart and my life. But you have done much more. With my rising, I have dispelled the curse that has afflicted the Seristan. They will come to know that you have saved them. Go to the city, they will return, and you shall be treated as heroes and saviors. Do not fear those that came with those you have defeated. They are already fleeing to their ships for my return has called my children and they retake the city as we speak. Now I must go. The war is renewed. Possibly our paths may cross again." With that the Earth Dragon god takes flight and disappears into the sky.

KORVALLENT

The PCs will surely make their way back to Korvallent and everything is as the Earth Dragon god dictated. The Raiders have all fled to their ships; by the time the PCs arrive they have all set sail and head for Sanctuary. Flying over the city are three earth dragons – nearly identical to the Earth Dragon god, but significantly smaller. These dragons have remained hidden since the fall the Earth Dragon and most of their kind were hunted to near extermination. Less than 20 remain in the world but with the return of the Earth Dragon god, their numbers will increase.

As the PCs enter the city, they are joined by what appear to be descendants of the Seristan – these people clearly resemble the images the PCs have seen during the course of the adventure. The earth dragons guide the people and explain their history. The PCs are celebrated as heroes and rewarded with the following gifts (per PC): a jeweled necklace made of gold and various gemstones worth 5,000 gp, a platinum pendant engraved with the image of an earth dragon. The pendant allows the wearer to cast *stoneskin* once per week. The pendant has a value of 3,000 gp.

CONCLUSION

At some point, the PCs will leave Korvallent and the Isle of Outcasts altogether. The problem is that there are more than 15,000 (now former) slaves in Korvallent. A portion of those slaves choose to remain permanently – the Seristan welcome any who make this choice. Afterall, there is much to do in order to restore Korvallent.

Assumedly, the ship that brought the PCs to the island comes to the harbor now that the Raiders have departed. The PCs are free to return to report the demise of the Iron Alliance and that thousands of people are in need of transportation off the Isle of the Outcasts. The PCs are further rewarded for their efforts with 3,000 gp each. Furthermore, each PC may select one potion of his/her choice, one scroll, and one random magic item. It will take several weeks, but eventually, all the former slaves on the Isle of Outcasts are returned to their homes (though again, several thousand decide to stay with the Seristan).

The Iron Alliance, though defeated, remains. Those members that survived do what they can to rebuild their forces. The Iron Alliance still maintain a sizable force – they have all their ships and most of their Raiders. What they do not have is a purpose.

This ends the **Path of the Vanished**. I sincerely hope you and your players have enjoyed this adventure.

APPENDIX I: DESIGNER'S NOTES

Path of the Vanished is inspired by the TSR classic module series, A1-4, most commonly referred to as the “Slaver” series. I designed the first part of the series, the Wilderness Lodge, as a direct sequel to the Slavers and taking place 20 to 30 years after the events of the original series. I started working on that almost 20 years ago. But it was always more of a fanboy project for me. Over time, I developed the adventure with more detail and decided to create a complete mini-campaign dealing with the new Slavers, now calling themselves the Iron Alliance. But I had no desire to recreate the Slavers for two reasons: It’s not my IP, and it would be a disservice to mess with such a classic.

The Iron Alliance had to be more than just slavers; they needed a reason for being. So, borrowing from the original series just a bit, I decided that the Earth Dragon cult, something the original TSR never followed up on at all, was the ticket. The Iron Alliance is led by one of the very few remaining devotees to the nearly extinct cult of the Earth Dragon — a fallen god of dragons that was defeated ages past by the Queen of Dragons (that five-headed dragon god I can’t call out by name).

The Iron Alliance seeks to become a world power by awakening the dormant Earth Dragon god, gaining his favor, and establishing their own island nation. The island that holds the crypt of the Earth Dragon god was once home to a powerful race of barbarians, the Seristan, (displaced after losing a war) and then forsaken when their high priest betrayed the Earth Dragon god in favor of the Queen of Dragons. The barbarians fell into savagery as part of a curse for the betrayal and only the raising of the Earth Dragon god will restore the race.

The Iron Alliance devised their plan to find the crypt of the Earth Dragon god, restore him, and lord over the restored Seristans. This would instantly make them a world power. But the problem is that the Iron Alliance has (false) information that the crypt could be discovered only by gaining information from the missing temple of the Earth Dragon — a structure they believed was at the center of the Seristan’s capital city, buried in the deep jungle of the island. It would take an excavation on a massive scale to locate the temple. That is when they devised a plan to capture slaves by the thousands.

But there was one more problem. The Iron Alliance would need to fund the operations and that meant gold. They decided to capture as many slaves as possible, which led them to raid entire villages and towns. Those who could be used as labor — of any kind — were transported to the Isle of Outcasts (the name of the Seristan island). Some of those who were captured were sold to generate funds while those who had value were ransomed.

It is this facet of their operation that drew so much attention to the Raiders from the civilized lands. (As a side note, “Raiders” is what their victims call them; “Iron Alliance” is a secret name known only to the inner circle of the group.) People are disappearing by the thousands, and 99% of them never reach the slave markets of the evil kingdoms; they simply vanish. Only the inner members of the Iron Alliance know the real reason for the slave operation; the majority of the Raiders, those who work for the Iron Alliance, have no clue as to the real mission. The rank-and-file Raiders believe the Iron Alliance is searching for treasure in the buried city. Of course, some treasure has been recovered, and the Iron Alliance always disburses a portion to their “employees.” This strategy reinforces the false theory that the city is being excavated for treasure.

APPENDIX II: SEQUENCE OF PLAY

Path of the Vanished is a large-scale adventure that follows a story line. It is what I call a mini-campaign as the PCs start at low level and increase in prowess throughout the adventure. If you use the optional adventures presented below, this adventure path module generally sees the PCs start at 1st level and finish up around 10th level.

What follows below is a general outline of the adventure. This is not a sandbox campaign (a setting where the players can simply choose the direction of adventure as the whim strikes them). This adventure follows a storyline; the PCs are on an epic mission that in game-world time takes them months. While the adventure is path-directed, it’s not what I consider a railroad, either. It is a linear adventure, but ample opportunity exists for the players to make choices. They do not have to explore every avenue.

DEATH ON SIGNAL ISLAND

(Optional Adventure #1)

In **Death on Signal Island**, the PCs are newly minted 1st-level characters. Their first adventure finds them on a mission to an island located at the mouth of a large bay and harbor to a city. The island is manned by soldiers as a lookout for pirates or marauders and who also man a beacon for ships arriving after sunset. The small island garrison has gone quiet, and the local government sent a small contingent to check on the island. No one returned. Rather than risk more soldiers, the PCs are hired to investigate. The PCs eventually discover a shipwreck hidden in a rocky cove and a giant red ape that has killed everyone on the island. The red ape was one of several animals being transported (illegally) on the ship. The PCs must end the menace of the ape. This adventure serves as a prelude to the second optional adventure, **Whispers of the Serpent God**. The PCs will most likely be 2nd level by the conclusion of this adventure.

WHISPERS OF THE SERPENT GOD

(Optional Adventure #2)

Having restored Signal Island to operation, a grateful governor has another mission for the PCs. They proved themselves and now a more sinister mission awaits. Several miles down the coast, an entire fishing village has vanished. The PCs are asked to travel to the village, discern the problem, and save the villagers if possible. Upon reaching the village, the PCs learn that the villagers were “captured” and taken to a secret cultist temple deep in the nearby swamp. Tracking the villagers to the temple reveals a snake-shaped temple. The PCs must survive the tests of the Snake God to reach the depths of the temple and end the menace of the naga that enslaved the villagers. After surviving the battle with the naga, the PCs learn that some of the slaves were sold to a mysterious group called the Raiders. This ends this adventure, and the PCs should now be 3rd level.

THE RUINED CITY

(See Chapter II)

When the PCs return from their mission in **Whispers of the Serpent God**, they are asked to help locate and destroy a group called the Raiders (otherwise, they are plucked off the streets). This nefarious group is attacking towns and villages all along the coast (for hundreds of miles). They take every person, and only a scant few escape to tell the tale of the coming Raiders. Over the past couple of months, the Raiders captured

Signal Island

- Map U



500
Feet

thousands — and fewer than 20 have resurfaced either by ransom or after being sold into slavery in a distant land. Every effort to find the Raiders and their ships has failed.

The PCs are assigned a ship that sails to the far south. After several weeks, they find nothing but a few ravaged fishing villages without a single survivor. Finally, they spot what appears to be a man fleeing for his life in a shallow tidewater flat. The PCs (by hook or crook) disembark to pursue/save the man. Minutes after leaving their ship, the vessel is destroyed when a pair of Raider ships arrive. The PCs are pursued and discover a hidden path out of the tidal flat and into the jungle. The path leads to the Sunken City. Within the city, they have lots of opportunity to pursue side adventures. Eventually, they come across a real escaped slave who directs them to the exit and a nearby location where the Raiders have a base.

THE WILDERNESS LODGE

(See Chapter III)

The PCs exit the Sunken City to discover a storm is raging, but a massive wooden building is nearby. The building is the long-forgotten and abandoned Wilderness Lodge, a 12-story building. The Raiders are indeed using it as a processing base for newly captured slaves. The PCs assault the base and eventually encounter a Raider leader. They discover information and the location of the next Raider waypoint: the mythical island of Sanctuary.

SANCTUARY AND THE TOWER OF TRAVERSE

(See Chapter IV)

The PCs return to civilization and are congratulated on their success. They are asked to travel to Sanctuary to continue their pursuit of the Raiders. The PCs are again placed on a ship, this time a smuggler's ship so that their arrival in Sanctuary goes unnoticed. Sanctuary is a manmade island created by a now extinct race. It is hexagonal-shaped and moves throughout the ocean on a seemingly random path. The island is divided into seven sections, most of which are in ruin due to age. A massive tower is the only structure in the center section. After arriving, the PCs investigate the city and soon discover the Raiders have a base in one of the sections. Opportunities for some side adventures exist, but Sanctuary is fully detailed in another book. From Sanctuary, the PCs take their ship to the Island of Outcasts.

ISLE OF THE OUTCASTS

(See Chapter V)

The PCs are dropped off at the Island of Outcasts, a small continent-sized island (think Australia). The PCs must trek through the wilderness to reach the final location of the slaves. During this trek, the PCs have the opportunity to learn the history of the Outcasts. These natives of the island were barbarians who fled their northlands centuries ago (from another continent, or the current campaign lands of the PCs).

TEMPLE OF THE EARTH DRAGON

(See Chapter VI)

Eventually, the PCs arrive at the excavation site where the Raiders have their slaves digging out an entire city at the base of a dormant volcano. The PCs encounter a slave who has learned that the Raiders are looking for a temple, but he has learned that the temple is actually outside the city, farther up the volcano. The PCs enter the temple and, after solving numerous obstacles, release the heart of the Earth Dragon god, a fiery orb that follows them about. Furthermore, the PCs can now use a teleportation device within the temple to reach the Crypt of the Earth Dragon god.

RUIN AND RUNE

(See Chapter VII)

However, on using the teleportation portal within the temple of the Earth Dragon, the PCs find themselves under a lake in the confines of a manor home! An invisible wall of force acts as a shield that surrounds the area and protects it from the lake's water. Exploring the manor, the PCs discover another portal that leads them to the real crypt of the Earth Dragon god.

CRYPT OF THE EARTH DRAGON

(See Chapter VIII)

Finally, the PCs arrive at the crypt within the dormant funnel of the volcano. As they attempt to enter the crypt, the members of the Iron Alliance arrive, and the final battle ensues. Assuming the PCs are triumphant, they have the opportunity to return the Earth Dragon God to life by introducing its "heart" to the skeletal remains of its physical form. Awakened, the Earth Dragon god thanks the PCs and then departs. It also lifts the curse upon the barbarians that live on the Island of Outcasts, restoring them from savagery. The Earth Dragon god scatters the remaining Raiders and rescues the thousands of slaves from bondage.

CONCLUSION

Assuming the PCs indeed awaken the Earth Dragon god and free the slaves, they are victorious. This does leave more than 10,000 former slaves on the island. The barbarians slowly arrive to reclaim their city and civilization. Fleeing Raiders, and any remaining members of the Iron Alliance, first try to take some of their ships to escape.

APPENDIX III:

OPTIONAL ADVENTURE #1

WHISPERS OF THE SERPENT GOD:

CHAPTER I DEATH ON SIGNAL ISLAND

Use Map U: Signal Island (Player and GM map included. See Appendix XI for the player map.)

Death on Signal Island is an adventure designed for characters of 1st to 2nd level.

The PCs are recruited to investigate the apparent disappearance of troops stationed at Signal Island. The location of this adventure is a small tropical island near a major port city. The island is strategically located just outside the harbor of a major port city and serves as a beacon for incoming vessels as well as an early-warning station in the event of attack. The island's main feature is a small fort located on the windward side of the island. The fort is designed to garrison no more than a dozen soldiers. The island is located within two miles of the city's harbor.

Signal Island's land features are generic. There is a small lagoon on the leeward side of the island. A small, spring-fed stream originates on a craggy hill near the center of the island and drains into the lagoon. A reef surrounds the island, and safe access is only possible via small boats at two points.

This adventure can be in virtually any campaign setting. The only requirement is that a large harbor city is present. The island, as described, is in a tropical or subtropical environment. The location can be an ocean, inland sea, or even a massive lake. No specific names are associated with this adventure.

GM's PLOT SUMMARY

Signal Island is currently a main topic of conversation at the highest levels of local government. More accurately, the cost of maintaining the fort and soldiers is the focus of the debate. Many high-ranking government officials have determined that the money could be better spent elsewhere (not necessarily more efficiently!). Several prominent government leaders defend the staffing of Signal Island as a matter of critical importance. The politicians in favor of demilitarizing the island are secretly in the pockets of area pirates and smugglers who want a less-vigilant island staff. The debate went public, and the island's supporters won the day, though considerable resistance is still present.

As fate would have it, only days after the political fight concluded, something happened at the island. All communications with the fort ceased. Fearing a renewal of debate, the issue has been hidden from all but a select few.

The local military commander has decided that hiring some mercenaries to conduct an "unofficial" investigation is the best and quickest way to deal with the situation. This is how the PCs become involved in the scenario.

Two days before the PCs' involvement, a small but powerful storm roared through the area. This type of storm is typical for the season, and no one thought much of it. However, a merchant ship sailing from southern waters approached the island and harbor and was caught in the storm. The ship was thrown against the outer reef of the island. In fact, the ship is run aground and hidden from view (seaward) as it is partially submerged, and its masts have collapsed.

The ship is under commission of a local wizard who funded an expedition to capture various beasts and creatures from a far-off jungle to the south. As the ship fought the storm, it sustained damage and one of the creatures escaped. The creature is a **red ape**, a massive, carnivorous gorilla (see **Appendix IV: New Monsters**). The crew taunted and tortured the red ape during the voyage, and it attacked with malice. The red ape killed several crewmen as it made its way to the deck, and the remaining either died fighting the ape or attempted to flee in a life raft. The ship, out of control, miraculously survived the outer reef but was dashed against a series of rocks just off the island's north windward shore.

The red ape survived, as did a few other dangerous creatures, and it fled the ship to the island. On the island, the red ape attacked the small garrison of soldiers. This effectively ended all communication with the nearby city. A single member of the doomed ship survived the storm and the wrath of the ape. That man is hiding on the ship.

To complicate matters, the secret of the island's problem has found its way to a politician who opposes the island's mission. This politician, a devious man, formed a plan to land cutthroats on the island to make sure that whatever occurred benefits his argument.

PLAYER INTRODUCTION

The Seaside Tavern was closing when the mysterious man approached your table. Though disguised, it was obvious he was a military man, most likely a naval officer. The man's offer of employment soon confirmed your suspicions.

The nameless man offered you 250 gp each to perform a delicate mission requiring the utmost secrecy. The job was simple, at least according to the man. A small naval outpost on a nearby island had mysteriously ceased all communications. No "official action" could be advanced due to a delicate political matter. The man would say only that there would be severe criticism if the incident was related to negligence on behalf of the garrison.

That was last night.

The early morning air is warm and heavy. A deep fog prevails as the sun has yet to rise. Only the sound of bells and creaking wood betrays the presence of numerous ships in the harbor and at the docks. A pair of navy sailors guide you to the correct dock. The mystery man emerges from the fog, this time wearing a naval military uniform.

He addresses you quickly, "I am glad that you accepted my offer. We will transport you to Signal Island immediately. We can get only within a half mile of the island, and you will have to take a longboat to the beach. You will have two days to complete your investigation. This ship will rendezvous with you in exactly 48 hours. Do not miss this appointment." The man finishes as the ship, under oars, leaves the dock.

"There is a small outpost on the island," continues the officer. "It is located near the windward side of the island — that would be the side that faces the ocean. You will land on the leeward side — the side facing the harbor. There is a small lagoon that is easily approachable and there is little danger of hitting the reef that surrounds the island. You can follow the beach to the outpost, which will take you about four hours, or you can follow the overland trail that will cut your travel time in half."

"It is my opinion that smugglers or pirates attacked the outpost. By 'disabling' the outpost, a ship could easily enter the harbor unnoticed. You see, the island uses smoke by day and fire by night to signal approaching ships and notify the harbor master that a vessel is approaching. A light is located on the top of the outpost's tower to warn ships of the reef."

"My superiors do not agree with my assessment and surmise that a disease or some other tragedy has befallen the outpost. Either way, you must investigate the island and find the soldiers. If you can determine the cause of the problem, so much the better."

"I placed several packs on your longboat. They contain food and water. There are also vials equal to your number. Each vial contains a single draft that will protect you from any sort of disease for two days. I suggest you drink the potions before you land on the island. The alchemist tells me the potion is useless if you have already contracted a disease."

"Good luck and safe voyage."

GM's Description: The officer answers some general questions, but he has no specific information about the mystery on the island. He also is not privy to the political machinations that are in play. He knows the garrison is made up of 12 men; 11 are soldiers and one is a junior officer. The men are rotated every two weeks. Resupply occurs at the same time as the troop rotation. He gives the PCs a general map of the island (see **PC Island Map**).

Two hours later, the PCs are loaded into a longboat. The fog has lifted, and the PCs can clearly see the lagoon. They can also see the surf crashing on the reef on the eastern and western sides of the island. The players may wish to have their PCs row their boat around the island, but this should be discouraged. The reef is a dangerous place and once out of the harbor, the seas churn with some ferocity. The PCs would run aground on the reef, and their boat would be battered. Drowning would be a real possibility. A narrow channel leads through the reef to the lagoon. It is easy to follow and marked with buoys. The PCs arrive on the island at approximately 8 a.m. They will be picked up 48 hours later.

The *potion of disease resistance* can be found in **Appendix V: New Magic Items**.

SIGNAL ISLAND

This adventure takes place within the confines of Signal Island. The island is approximately two miles wide and four miles long. There are five low hills, one of which produces a freshwater spring. The spring forms a small stream that runs the course of the island (north to south) and empties into the lagoon.

Vegetation on the island is dense and slows movement off the footpath. Due to the dense undergrowth, visibility is limited to 100 feet in the interior of the island. Visibility along the path is 200 feet (but still 100 feet if looking into the jungle growth). Visibility along the beach is not limited. Movement off the path is reduced by 50%. The movement penalty applies only to PCs, NPCs, and the smugglers. Creatures such as the red ape, the giant snake, and other animals suffer no penalty to their movement rates.

Numerous trees are on the island, and the tallest are palm trees. Climbing a palm tree is not overly difficult (DC 10 Dexterity check to climb; 1d6 damage per 10 feet fallen with a maximum fall distance of 30 feet). The view from the top of a palm tree offers the PC only a general position. The jungle canopy is too thick and even the trail cannot be detected. However, the fort and lagoon can be seen from virtually any location. The shipwreck can be detected from the northernmost hill (if a tree is climbed).

The only indigenous creatures that pose a hazard to the PCs are the giant crab (**location 3**) and the giant spider (**location 5**). No wandering monsters are on this island. The weather for the duration of this scenario is left to the GM. The GM may wish to warn of an impending storm on the horizon to add some tension. Also, if the island is located in a tropical environment, the air temperature is brutally hot. While this will not have a significant effect on the PCs, it slows any overland march as they need to take more frequent rest breaks and drink more water.

The PCs' central mission is to discover what happened to the men garrisoned on the island. There are several additional encounters, including a group of sahuagin, a giant trapdoor spider, a giant snake, the lacedons, and the smugglers.

The PCs are required to stay on the island only for one night. The most comfortable location for an overnight rest is in the fort. There is no danger of attack by the red ape or giant snake if the PCs remain in the fort. If the PCs stay the night anywhere but the fort, they are attacked either by the red ape (**location 8**) or the giant snake (**location 2**) in the middle of the night.

1. THE LAGOON

This sheltered lagoon is the perfect place to harbor a boat. The water is deep and without obstruction. All sides of the lagoon feature a sandy beach that stretches 50 feet from shore to tree line. A small, clear stream flows from the jungle into the lagoon. A large, stone-lined fire pit is located close to the stream. A longboat rests upside down on the sand only 50 feet from the stream. A pair of jagged holes are in the front hull of the boat.

The lagoon is a safe harbor for boat anchorage or beaching. The area is protected from seaside winds and rough surf. The depth of the lagoon is approximately 30 feet, and it drops rapidly from the shoreline. The fire pit is unremarkable and only used periodically. The longboat was used by the current garrison. The red ape visited the lagoon and recognized the boat as something manmade. It attacked and punched two great holes in the bow. A successful DC 12 Investigation check reveals several red hairs stuck in the jagged wood.

A path leads from the lagoon to the fort at the northern end of the island. The path is located near the fire pit. The path is narrow, and the PCs must traverse it single file or suffer a 50% reduction in their movement rate. If the PCs decide to stay the night at the lagoon beach, the red ape (**location 8**) or giant snake (**location 2**), if still alive, attack in the middle of the night.



2. THE GIANT SNAKE

A **giant constrictor snake** recently made its way to the island from the wrecked ship. The snake, an adolescent and not fully grown, hunts at night. It found a lair at the base of the island's southernmost hill where a thick grove of mango trees flourish. Small island animals frequent the area in search of the mango fruit, and the snake found easy hunting in the general vicinity. If the PCs make their way through the trees, the snake attacks from above. It generally gains surprise. Roll a Stealth check against the PCs Passive Perceptions or have the front member of the marching order roll Perception against the Stealth. The snake will attempt to constrict a PC and hold it high in the canopy. The PCs on the ground have to climb into the tree to help the constricted PC. The snake can still attack with its bite while it constricts. If a PC is constricted and killed, the snake attempts to constrict another PC.

At night, the snake roams the island in search of food. It generally feeds on small rodents and land crabs. The ape is aware of the snake but avoids it. If the PCs encamp at the lagoon or anywhere outside the fort, the snake attacks them at night. If the snake flees if reduced to fewer than 25% of its base hit points.

3. THE SAHUAGIN

A group of sahuagin detected the ship carrying the red ape as it approached the harbor and signal island. While not enough in number to overtly attack the ship, the sahuagin were aware of the approaching storm. They waited and watched for an opportunity to attack the ship. The sahuagin witnessed the carnage exacted by the red ape and determined that attacking the creature would be perilous. But all was not lost, as several crewman of the doomed ship escaped the carnage and fled the ship in a lifeboat. The sahuagin attacked the boat, but a single sailor escaped their notice and swam for the island. It was not until the sailor was climbing out of the raging surf and onto the beach that the sahuagin become aware of their mistake. The sahuagin have watched the island, waiting for the sailor to reappear. They witnessed the red ape's slaughter of the garrison but noticed that the sailor was not among the dead. Finally, they discovered the sailor as he moved along the beach.

The sahuagin captured the sailor and are making their way out of the jungle back to the ocean when the PCs arrive. If the PCs are walking along the beach, a **giant crab** emerges from the surf and attacks. The PCs automatically win initiative, and the crab starts at a distance of 90 feet from the PCs. The two **sahuagin**, who are just inside the tree line, attempt to attack the PCs by surprise. The sahuagin drop their prisoner on the sand as they engage the PCs. The sahuagin wish to keep their presence in the area a secret and fight desperately to silence all witnesses.

The sailor, Jed, is battered and bruised. He made his way to the fort, but before he could raise the alarm of the sahuagin attack, the red ape attacked. Jed fled and remained hidden in the jungle for two days. Finally, he decided to go back to the beach and follow it around the island in hopes of finding salvation from either a passing ship or by discovering the garrison's boat. Jed gives the PCs a good description of the red ape, though he may exaggerate its size. He tells the PCs that it was on his ship and the red ape escaped and killed the crew in a frenzy. He assumes the ship was lost and that the red ape swam ashore. Lastly, several glass jars of a sleeping gas (a liquid that immediately forms a gas cloud when exposed to air) are onboard the ship. The sleeping gas was used to subdue the red ape at the time of its capture.

Each sahuagin wears a gold earring inset with a black pearl worth 150 gp (which is their tribal symbol). Also, each sahuagin carries one net.

4. THE SPRING

Bubbling up through a circle of stones, a clear spring rushes forth and forms a small pool in the sandy ground before running to the south. The water is completely clear and cold to the touch.

The spring is quite natural, and its water is safe to drink. On closer inspection, the PCs may realize (DC 12 Intelligence check) that the ring of stones that form the small pool are too well organized to be a natural phenomenon. Indeed, the stones were set by a band of pirates almost 100 years ago. They used the island as a resupply point and safe harbor. The pirates buried a small brass box under the sand that forms the pool. The box is watertight and locked. The box can be opened with a successful DC 12 Dexterity check using thieves' tools. It holds 25 emeralds worth 50 gp each and a silver scroll tube (which is also watertight). The tube holds a map of the coast with several notations. This map can be used to set up further adventures of the GM's own design. Alternatively, the scroll could be a message or some other communication. The scroll tube is worth 175 gp, and the box is worth 50 gp.

5. GIANT SPIDER

Located on the far end of this hill, away from the spring, is the lair of a **giant spider**. The spider arrived on the island several years ago, riding a piece of flotsam. The garrison soldiers are aware of its presence but decided to leave it alone as the spider put a nice dent in the local rat population. The spider has grown very large over the years, and it will not hesitate to attack a PC who stumbles too close to its lair. Within the lair is the skeleton of gnome. The only object of interest on the skeleton is a silver ring inset with an emerald. The ring is worth 200 gp.

6. THE SMUGGLERS

Unbeknownst to the garrison or the harbor authority, a small group of smugglers uses Signal Island to fence stolen goods. The smugglers offload illegal cargo from incoming vessels and transport them to the island via longboats. Later, the goods are loaded onto departing ships. The smugglers mostly deal in expensive wine and liquors. The transfers always take place at night. The smugglers found a second gap in the reef and use it to access the island.

The garrison never conducts island patrols; after all, who would dare land on a government-owned island garrisoned with troops? The smugglers take great care to hide their movements and keep the beach raked so no signs of activity are evident. The smugglers have a small hut located inside the tree line. They have excavated a cave to hide their illicit product and keep it safe from the oppressive heat. The smugglers have a longboat, but keep it hidden inside the tree line. They do not maintain a presence on the island as this would increase the chance of discovery by the garrison. In any event, the smugglers rarely spend more than a day at the secret island camp.

The smugglers arrived on the island just hours before the PCs. They are aware of the current events on the island and have been paid to harass the PCs. There are five smugglers (**bandits** statistically) and one smuggler leader (a **scout** statistically).

The smugglers' hut contains some basic furniture that includes a dozen cots, chairs, and tables. The smugglers always bring food and water with them.

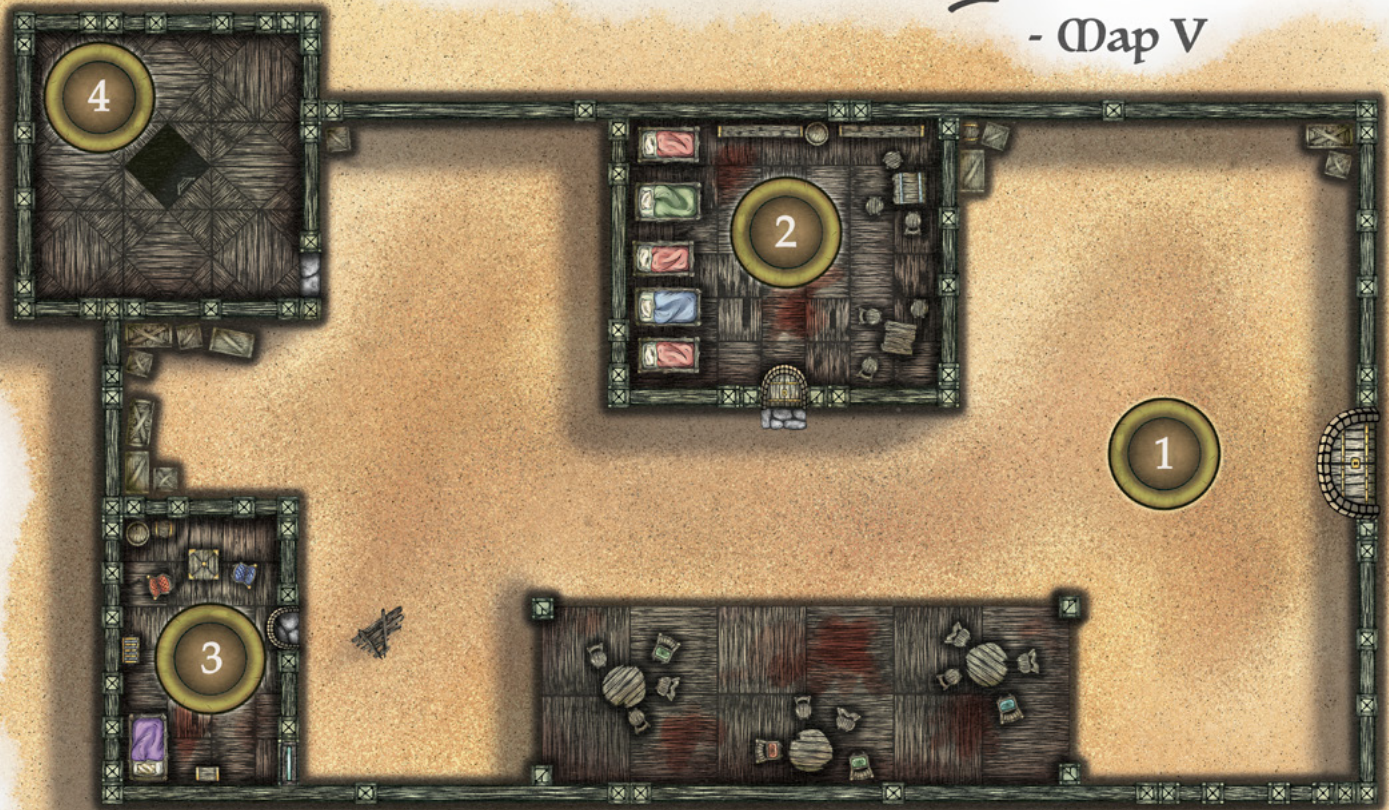
Located within 100 feet of the hut is a covered pit that is very well hidden. Unless the smugglers reveal its presence, the PCs are not likely to discover it. An active search would require a successful DC 20 Investigation check. The pit is 10 feet deep and is empty. Inside the pit, a thick, wooden door leads to a storage chamber. The chamber holds several large wine racks and stacks of small kegs. Currently, the wine racks hold 100 bottles of fine wine worth 10 gp each. There are 20 kegs of expensive liquor worth 20 gp each. If the PCs declare the find, the government allows them to keep the loot, but they have to pay a tax of 50% (this is what motivates the smugglers). The PCs can attempt to secretly retrieve the loot later, but there is a chance they are discovered!

Each smuggler carries a pouch with 1d6 gp, 2d6 sp, and 5d6 cp. They wield a cutlass and carry several daggers and wear leather armor.

The leader carries a pouch with 2d6 gp, 3d6 sp, and two 10 gp gems. He also wears a **cloak of protection** (he is unaware of its magical properties). Also, the leader carries a cutlass and three daggers and wears leather armor.

The Fort

- Map V



7. THE FORT

Use Map V: The Fort

Each area of the fort has its own description. A soldier in the tower spotted the ship the morning after it ran aground. The officer took seven men and left to investigate the shipwreck. The red ape ambushed the group as they returned to the beach from the wreck. The red ape then made its way to the fort and killed the remaining soldiers. It sought out more men in the compound but found none remaining. The red ape found a lair on the hill at the northern end of the island. The ape has a good view of the shipwreck area from its new lair.

The PCs can spend the night in the compound without fear of attack by the red ape. However, if the smugglers have not yet been encountered, they attempt to surprise the PCs in the middle of the night.

1. THE COURTYARD AND PATIO

A low hill slowly rises above the tall jungle growth as the land clears. No palms grow on the hill and they have been cleared to make way for a small fort and compound. The 10-foot-tall walls of the compound are formed from palm tree logs. A single gate, again made from split palm tree logs, hangs open. A three-story tower, with open walls, rises at the northwest end of the compound. Inside the walls are two structures and an open air raised patio.

A sickly smell drifts from the compound, and flies are getting thick in the air.

The fort compound includes an outer wall made from palm logs. The wall is 10 feet high. The open gate can be barred from within. The two interior structures are barracks for the soldiers and an officer's hut. A raised wooden platform serves as a dining area for the garrison. The raised patio has a thatch roof but no walls. Several tables and a dozen chairs are on the patio. The tables have been turned over, and many chairs are broken into pieces. Plates and mugs litter the patio, some still holding the remains of a morning meal. Four soldiers lie dead on the patio. All have been badly beaten, mauled, and torn. Some are missing limbs that can be found scattered around the courtyard area.

2. THE BARRACKS

This squat building has several windows and a single door. Like the rest of the compound, it is constructed with palm tree logs. It has a thatched roof. The door to the barracks is heavily damaged and hangs from a single hinge.

The barracks houses the garrison soldiers. The furniture in the house is basic and functional. Five sets of bunk beds and a lone cot line the walls. There are two small tables and six chairs. Two footlockers are at the foot of each bunk. A single footlocker rests next to the cot. Hanging on the walls of the room are 11 shields and 11 leather armor jackets. The soldiers do not typically wear the armor or shields as it is simply too hot. A weapons rack holds 11 light crossbows and 250 quarrels — none of which are magical. The room is clean and well-organized.

The footlockers are locked. The keys to each are held by the soldiers. Each footlocker contains a spare uniform and some other lightweight clothing. Each has a pouch containing 2d6 gp, 4d6 sp, and 6d6 cp. Two of the footlockers hold a deck of cards. The footlocker by the cot contains the same contents (though the uniform is that of a sergeant). The sergeant's pouch contains 19 gp, 21 sp, 84 cp, and a pair of dice. The sergeant is not among the dead at the compound. In fact, he is the lone survivor of the red ape's ambush of the patrol that went to investigate the shipwreck. The sergeant can be found on the shipwreck (**location 10**).

The footlockers may be unlocked with a successful DC 12 Dexterity check using thieves' tools.

3. THE OFFICER'S QUARTERS

The door to this small hut has been torn from its hinges and lies broken in a heap 10 feet from its previous mount. The hut has a single window that is open but undamaged.

This hut belongs to the officer on duty. The hut holds a single cot, a table and two chairs, and a footlocker. Hanging from one wall is a suit of studded leather armor. The officer, like his troops, rarely wears the armor. The room appears undisturbed. The table holds an inkwell and quill, and several sheets of parchment. Each piece of parchment holds various notes on daily operations and a log of ships passing the island. The footlocker is locked; the key is held by the officer (who is at **location 9**). Inside the footlocker is a spare uniform (officer), some lightweight clothing, a journal (officer's personal notes), and a pouch containing 27 gp, 31 sp, and 41 cp.

The footlocker may be unlocked with a successful DC 12 Dexterity check using thieves' tools.

4. THE WATCHTOWER AND LIGHTHOUSE

A tall, open air tower rises from the northwest section of the fort. There are no outer walls, and each of the three levels is supported by tall palm tree logs and planked floor. The roof of the tower is flat and serves as a platform for a square structure that resembles a tall glass cabinet. Each level is accessed by a fixed wooden ladder in the center of each floor.

Nothing of interest is on the first three levels of the tower. They are merely lookout platforms. A single chair and a small table are located on the third level of the tower.

The fourth level, which is not covered, holds a glass-paneled device that is used to signal approaching ships. The panels have covers that are folded down and latched to the base of the device. The device is made in two sections. The base is made of brass and is four feet tall. A glass cube, which is two feet square, is mounted directly on top of the brass base. The top of the cube is covered with a brass plate. Brass plates held in place by a track can be raised and lowered to signal approaching vessels. Inside the cube are a series of mirrors; the mirrors form a squared "C" with the open end facing outward. A small globe is suspended from the top panel in front of each mirror "C". The globe has been enchanted with a *light* spell. The mirrors reflect the light and form a powerful spotlight that can be seen for 10 miles on a clear night and two miles in the thickest fog.

From the third and fourth levels of the tower, the PCs have a clear view of the island and its surroundings. The wrecked ship (**location 10**) is clearly visible. A further look around the island reveals nothing of particular interest, but the PCs may notice that a clear view of the far southeast corner of the island is obstructed by the hill (southeast corner). The hill also obscures the portion of the reef that is navigable.

Continue using Map U

8. THE RED APE

The red ape (see **Appendix IV: New Monsters**) found a large copse of sugar cane. The cane is dense, and moving through it is very difficult and slow. The ape has made a nest in the middle of the sugar cane grove. At the center of the grove is an ancient palm that towers over all others in the area. The ape occasionally climbs the tree to search for more victims to satiate its bloodlust. There is a 50% chance the ape detects the approaching PCs from some distance. If this is the case, the ape leaves its nest and waits in ambush outside the grove. When some of the PCs enter the grove, the ape attacks those who have not yet entered. The ape goes into a berserk rage the moment it sustains damage. It fights to the death.

If the ape does not see the PCs approach, it hears them approach the grove. The ape climbs partially up the ancient palm and hides just above the canopy of small trees. It waits for the opportune time and leaps down to attack, gaining surprise if its Stealth roll outperforms the PCs Perception.

The PCs notice that the trunk of the palm tree is scratched and damaged (they can see only 20 feet up as the tree penetrates the ceiling of the grove).

If the PCs investigate the wreck before finding the red ape's lair, there is a 50% chance the ape ambushes the PCs as they emerge from the shipwreck and swim back to the beach.

GM's Note: The PCs should not attempt to stage a frontal assault against the red ape in its lair. This creature is very powerful and will make short work of a party of 1st-level adventurers. Some battle plan should be composed for success against the ape.

9 & 10. THE BLOODY BEACH AND SHIPWRECK

As you approach the beach, a foul odor fills the air. Lying in disjointed and mangled heaps are the bodies of seven men. All look to have been severely beaten and mauled. They wear the uniform of the garrison soldiers. Approximately 100 feet from the beach, lying in shallow water, is the remains of a merchant ship. The ship's masts have fallen, and debris lines the beach. Large pieces of the vessel appear to be missing where the rocks and reef ravaged the ship as it came to rest near the beach.

All the garrison soldiers (including their officer) are dead. The red ape ambushed them as they returned from the ship. The PCs may notice that none of the soldiers is wearing boots or their topcoats. They find them neatly arranged near the tree line. Additionally, no weapons are evident. The red ape threw them into the water. A successful DC 12 Investigation check has the PC find a total of seven longswords in the water. One of the swords (formerly belonging to the officer) is a *+1 longsword*. A discerning PC notices that there are eight sets of boots and eight shields, but only seven bodies. The garrison sergeant managed to escape back to the ship as the last of his men and the officer were destroyed by the red ape. The ape bellowed and stomped on the beach but would not swim to the ship. The ape, having escaped the cage on the ship, will never return. The sergeant attempted to swim back to the shore after the ape disappeared into the woods. However, before he could make the shore, the red ape returned and nearly caught him. The sergeant remains on the ship and assumes troops will soon arrive to investigate. However, he has just recently become aware that something is moving belowdecks.

The ape does not immediately attack the PCs while they are on the beach. The ape has a 50% chance of noticing the PCs on the beach from its lair. However, unless the PCs hang around for some time, the ape arrives after they leave to investigate the wreck (if they do so). It takes the ape three rounds to reach the beach once it spots the PCs.

After the PCs spend at least five rounds on the beach, the sergeant notices their presence. He shouts for help, but the crashing of the ocean surge behind him drowns out his words. The PCs must be within 50 feet of the sergeant before he can be clearly heard. He will, of course, warn the PCs of the great red ape.





The PCs are able to climb aboard the remains of the ship without trouble. The sergeant greets them exuberantly. He tells the PCs that the ape ambushed his men as they returned from the ship. He barely escaped back to the ship. He is not aware that the remaining soldiers at the fort are dead. The sergeant explains that it appears the ship held numerous cages, but all appear empty. He also suggests that something is moving in the hold, but it could just be the water and debris. The sergeant is armed with a normal sword but nothing else. He is wounded from the battle with the red ape. Lastly, he discovered three bottles labeled, "Sleeping Gas." The bottles are filled with liquid, but he assumes that if thrown, the bottles explode and create a sleeping gas. He suggests the bottles be used against the red ape as brute force is not likely to succeed. A creature struck with the Sleeping Gas bottle must succeed on a DC 15 Constitution saving throw or fall unconscious for 1d4 rounds.

A search of the upper portion of the ship does not reveal much. The storm and surf did a near complete job of eliminating any treasure that was onboard. However, the sergeant managed to find a secret stash of treasure in the captain's quarters. The sergeant hid the loot in a small barrel which he has tied to rope and hung over the side of the ship facing the ocean. The barrel and rope are mixed in with some rigging from the main mast that fell over that side of the ship.

The treasure consists of 138 pp, 320 gp, and a fine silver necklace inset with three large rubies worth 750 gp each, and platinum necklace encrusted with pearls worth 2,000 gp.

A **water ghoul** discovered the ship. It is feeding on the corpses of the trapped creatures that were killed during the shipwreck. If the PCs enter the submerged hold area, the water ghoul attacks.

The only statistical change to the water ghoul from a normal ghoul is that it has a swim speed of 30 feet.

CONCLUDING THE ADVENTURE / PATH OF THE VANISHED HOOK

The adventure concludes when the PCs rendezvous with the ship after the 48-hour time period. The officer debriefs them. If they rescued the sergeant, he verifies the story of the red ape. He assumes it escaped from the ship. The sailor Jed can corroborate this. The PCs are awarded 250 gp each with a bonus of 100 gp each if they dispatch the red ape. Additionally to the treasure, each PC levels up to level 2.

If the PCs encountered the smugglers, the officer agrees to let them keep the spoils of the operation, but a 50% tax must be enforced. If the PCs are not forthcoming, they will have to plan to retrieve the contraband. This will mean obtaining a boat. They must also find a buyer. All things considered; they might be better off paying the tax.

The local government acts quickly to send new troops to the island to clean up the mess left by the red ape. The government publicly reports that pirates attacked the island but the brave defenders repulsed the attack at a horrible cost. The sergeant confirms the story and receives a commission as an officer. The people of the harbor city are quick to react positively to the bravery displayed by the garrison soldiers and no more talk of demilitarizing the island is tolerated.

The wizard who originally contracted the operation to obtain the red ape is not pleased with the results of the PCs' mission if the ape is killed. It takes several weeks for him to put all the facts together. When the wizard learns that the PCs killed his red ape, he may decide on a little payback. Conversely, he may want to hire the PCs to get a new ape since they seem so capable.

If you are using this adventure as a prelude leading to the **Path of the Vanished** campaign, the PCs are immediately hired to investigate a strange occurrence at a coastal town. This offer is a direct result of their success on Signal Island. See **Optional Adventure #2: Whispers of the Serpent God**.

Orlanoko

- Map W





APPENDIX III: OPTIONAL ADVENTURE #2

WHISPERS OF THE SERPENT GOD CHAPTER II: SHRINE OF THE SERPENT GOD

Use Maps Y.1, Y.2, and Y.3

Whispers of the Serpent God is designed for use with the 5th edition game. It is a standalone adventure or it can be used as part of the **Path of the Vanished** mini-campaign. It is designed for characters of 2nd or 3rd level. A party with a holy character (cleric or paladin) will have the best chance at success in this adventure.

ADVENTURE INTRODUCTION

The man crawled from the fetid swamp and collapsed in the center of the riverside village of Orlanoko. He lay unconscious for days, wracked with fever and delirium. His clenched hand would not relinquish a peculiar jade idol of a strange serpent with the head of a jackal. Soon after beholding the figurine, the villagers built a shrine devoted to the figurine and the god it must represent. This was the story related by the village children who fled to another nearby fishing village. A group of soldiers were sent to the village to investigate, but they have not returned.

The adventurers are hired (GM to negotiate fee and/or reward) to investigate the situation and return with answers. Years ago, in another town within the kingdom, a similar event transpired. The name of that town was Orlane, and it sits a hundred miles upriver from the location of this adventure.

Cultists of the serpent god Set had quietly infested Orlane. A corrupt guardian naga, along with its minions, kidnapped the townspeople of Orlane and converted them into followers of Set. This was all done in secret, and it was only by the ingenuity of a group of adventurers that the plan was foiled. The naga was slain and the townspeople freed from Set's grasp.

Set revived the guardian naga and gave it a second chance to spread the "faith." The naga has occupied a long-abandoned shrine of Set deep within the swamp near the village of Orlanoko where this adventure begins. The naga dispatched one of its acolytes to the village with a powerful totem, a jade idol enchanted by Set that charms any adult human/demihuman or humanoid of neutral or good alignment under two hit dice for 48 hours. The villagers came under the sway of the charm (the few who did not were slain by the acolyte). The villagers traveled to the temple within the swamp to undergo full conversion by the naga. Villagers deemed worthy are sent to a larger temple, and the remaining are sold into slavery to the Raiders (see the **Path of the Vanished** adventure).

The adventurers start this adventure by arriving in the village by boat (either by sea or the Orlanoko river). Either way, they begin on the beach near the village. Civilization, in any form other than a fishing village like Orlanoko, is at least three days away via boat and five days by land.

PART ONE: ORLANOKO AND THE SWAMP

Use Map W: Orlanoko

The fishing village of Orlanoko is just that. It is not very large; the population before the naga attack was around 110, including 40 children. The village itself is not much more than 35 huts of varying sizes. The huts are built on stilts six to eight feet off the ground just beyond the sandy white beach. Six large storage buildings are used to smoke the fish that are caught. A merchant ship arrives at the village twice a month to purchase smoked fish. The next ship is not due to arrive for another week after the adventure begins.

There is nothing of particular interest within the village; these are simple people and while they are successful, they have basic possessions. On average, each residential hut contains 20 gp, 100 sp, 200 cp in coins, jewelry, and/or gems. A thorough search takes an hour and has a 65% of finding treasure.

The village is surrounded by fishing net stands and boat/canoe racks. All the boats are in place except for those taken by the children who fled the village after their parents left for the temple. A crude totem pole has been raised in the center of the village near a large bonfire circle. The pole is 10 feet tall and carved to resemble the serpentine body of a snake. At the top, in the open maw of a jackal's head, is a small jade idol of a snake with a jackal's head.

Any human, demihuman, or humanoid who views the idol from less than 30 feet must succeed on a DC 12 Constitution saving throw or become enthralled with the god Set. This charm affects only adults of less than two hit dice (level 1 or lower). As many of the adventurers here will be second level or higher, they will simply feel a strong pull to the god Set. However, if they are traveling with a lower level adventurer, they may be in trouble. The charm remains in effect for 48 hours. The idol can be disenchanting if a *bless* spell is cast upon it. The charm effect can be negated only by a *dispel magic* spell (automatic success). The idol cannot be sold unless its magical charm effect is eliminated as described above. In that case, the idol is worth 200 gp. A good-aligned cleric or paladin is compelled to remove the idol's charm function at the soonest opportunity. Those who are charmed are compelled, without exception, to travel to the nearby shrine of Set.

The acolyte of Set who brought the idol to the village left with the group of soldiers who came to investigate. He returns with a group of Set cultists as the PCs are investigating the village. He quickly deduces that the PCs are hired mercenaries/adventurers, and he knows the idol has no effect on them. The acolyte launches an attack by sending the cultists into melee with the PCs while he casts spells. His mission is to recover the idol and move to another village to gather more converts. The acolyte became ill on his way to the village; it took two days to recover, which is how the children managed to escape.

The cultists of Set are all that remain of the patrol sent to investigate Orlanoko. If *dispel magic* is cast upon a cultist, he is freed from the grasp of Set and his alignment returns to chaotic good/lawful good. He recalls the location of the shrine of Set, but not much else. The soldier has no information other than a "snake god" resides at the temple. The soldier never entered the temple and therefore cannot offer any information beyond its location. The soldier refuses to return to the temple under any circumstance.

There are eight **cultists** and the acolyte is a **cult fanatic**. Each cultist carries a spear and a *jar of viper venom*^V. Their spears have had the *viper venom* applied. Also, each cultist carries 1d10 gp, and 1d3 emeralds worth 25 gp each. The fanatic (acolyte) carries a *+1 snake flail*^V, *+1 scale leather*^V, *necklace of the serpent*^V, *scroll of three cleric spells* (*cure wounds*, *sanctuary*, *bane*). He also has a pouch containing 23 gp and three emeralds worth 100 gp each.

^V See **Appendix V: New Magic Items**

THE CAIRN

Near the village, and in sight from some of the elevated huts, is a cairn of stone on a point along the beach. The cairn of stone is set so that high tide submerges the lower section (about 18 inches). A two-foot-square stone slab is set into the lower section facing the ocean. Otherwise, the cairn has no remarkable features.

The villagers avoid the cairn because a **giant saltwater spider** (the only statistical change from a normal giant spider is it has a swim speed equal to its move speed) lives nearby. The villagers regularly leave offerings near the cairn, and the spider never threatens the villagers. The villagers drop their fish offerings via boat and never intrude on the cairn area directly.

If the PCs investigate the cairn, the giant saltwater spider attacks intruders. If reduced to half its hit points, the spider retreats into the ocean and its lair. It does not attack the PCs again during the adventure.

The only access into the cairn without major stone removal is via the slab noted above. The slab covers a short tunnel (that is always filled with saltwater) that leads to a cavity within the cairn. The skeletal remains of an exiled ocean elf prince lie within the cairn. The skeleton slumps in a chair made of coral and faces the sea. Lying on the skeleton's lap is a *+1 trident*. A trapped brass chest rests at the skeleton's feet and contains 15 pp, and 5 small pearls worth 10 gp each. A false bottom can be found with a successful DC 12 Investigation check, and it conceals a *dagger of the sea* (see **Appendix V: New Magic Items**). The chest is trapped with a brine gas that inflicts 1d10 poison damage to any who are within 10 feet. A successful DC 10 Constitution saving throw reduces the damage by half. The trap can be found with a successful DC 12 Investigation check and disarmed with a successful DC 12 Dexterity check using thieves' tools.

FINDING THE SHRINE OF SET

There are no real clues to lead the PCs to the shrine of Set. However, the totem pole and idol face in the exact direction of the temple. Standing behind the totem and using a compass, the PCs would have the straight-line direction through the swamp to the temple.

If the PCs capture a cultist and cast *dispel magic* upon him, he is freed from the grasp of Set and can describe the location in detail. He will not accompany the PCs under any circumstance.

Capturing the acolyte will not yield the location of the temple per se. However, the acolyte will accompany the PCs. Of course, he leads them directly to an ambush site near the temple (see **Swamp Encounter 3: Ambush**).

A druid may eventually encounter a friendly bird or animal that knows the location of temple, in general. The animal or bird has no other knowledge as they avoid the proximity of the temple.

If all else fails, an escaped slave or cultist who managed to break the charm staggers out of the swamp into the hapless arms of the PCs. He can describe the general location but is of no other use.

Shrine of the Serpent God



THE SWAMP TREK

When the PCs exhaust their search of Orlanoko and the surrounding area, they have one path left: trekking through the swamp to the Shrine of Set (assuming they discovered its location).

The direct route is a two-day slog through insect-infested bogs and marshes. The swamp is not a desolate wasteland but a watery marsh filled with mangroves, large patches of scrub pines, and the occasional palm tree. Slow-moving waterways create thousands of small islands throughout the swamp. There are no paths other than animal trails that lead nowhere in particular.

While the swamp is not particularly hospitable, it is also not overtly dangerous. Careful movement avoids most dangers, including predatory animals and crocodiles. These creatures generally avoid large groups, although a solitary PC could be a target. Consult the **Appendix VII** for wandering monsters within a swamp environment if you would like to add this aspect. Otherwise, three preset encounters are designed as part of this adventure. It is not necessary to use any of these encounters. **Swamp Encounter 3: Ambush**, if used, must be the last one before the PCs discover the shrine of Set.

SWAMP ENCOUNTER 1: PYRAMID OF THE SKY

A five-foot-tall, four-sided (square base) pyramid juts from a small island among stagnant marsh water. The structure is dark blue, and no seams are evident. Excavation around the base reveals more of the pyramid, but again no seams are evident. After just a few feet, water seeps in and floods the excavation.

The sides of the pyramid face the appropriate compass point. If a PC stands before the pyramid and stares at a facet for one turn, they suddenly gain an aerial view of all the lands in that direction for 100 miles. This can be used to locate the shrine of Set. The view is close enough to distinguish structures and landmarks, but not close enough for detail.

Additionally, the viewer sees something (GM's discretion) that is an illusion. The PC believes the object, creature, or landmark truly exists.

Swamp Encounter 2: The Apple Tree

A large apple tree stands alone on a barren swath of land. The tree is laden with apples that are ripe. Oddly, no apples lie on the ground. The apples are magical and if eaten, they protect against poison for one week. Any who consume an entire apple make all saving throws vs. poison at +4 (being poisoned, poison damage, etc). Additionally, poisons that are fatal instead reduce the PC to 1 hp (again, saves are applicable; and this effect is applied after all other damage is sustained for that combat round).

For the apple to have the magical protection effect, it must be consumed while in the presence of the apple tree. The apples lose all their magical properties if removed from the proximity of the tree.

SWAMP ENCOUNTER 3: AMBUSH

As the PCs near the temple, they possibly stumble into an ambush prepared by Set cultists. The cultists dug a series of four covered pits on the only approachable stretch of land near the temple. Note, the temple is still a mile or so distant and not visible. The pits can be spotted if the party is actively prodding ahead with a device such as a 10-foot pole. Also, a character that succeed on DC 15 Perception check can spot the traps. If they do not notice the traps, they will walk over them. You may be a gracious GM and offer them the chance to roll a DC 12 Dexterity check or fall into the 10-foot-deep pits. It is likely only the front two members will fall in. You also may have them just fall if they are not being cautious. The choice is yours.

A group of 10 **cultists** hide in blinds to either side of the pits. They launch their attack by first releasing two **giant poisonous snakes** that engage PCs who do not fall into a pit. One **poisonous snake** is within each pit.

Each cultist carries a spear and a *jar of viper venom*^v. Their spears have had the *viper venom* applied. Also, each cultist carries 1d10 gp, and 1d3 emeralds worth 25 gp each.

^v See **Appendix V: New Magic Items**

THE SHRINE OF SET

Use Map Y1: Shrine of the Serpent God

The shrine of Set rests on a large island surrounded by a 100-yard-wide river. The entrance is in the form of a massive snake head that rises from a small lake. The body of the snake extends into the lake but only the very top of the curved form can be seen above the water. The temple is below the lake.

The only entrance into the temple is through the open mouth of the snake structure. There are no entry doors. The entire complex is made of black granite. Oil lamps burn throughout the complex. The lamps are filled with a slow-burning oil that give off a thin, white-colored smoke.

This temple is less of a temple and more of a shrine or vault. It houses a font that imbues certain artifacts related to the worship of Set with powers of conversion. At one time, every temple, shrine, or vault of Set had one of these artifacts, but after a long campaign against the followers of Set, most of these artifacts were lost, destroyed, or hidden.

The jade idol (see introduction) is one of those artifacts, and it was brought to the shrine to renew its energies in the font. The shrine is under the protection of a guardian naga of Set. The naga is aided by an acolyte (encountered in Orlanoko), new cultists, and some other monsters. To pass through the entire shrine and reach the font, a visitor must pass the tests of Set. Of course, cultists and other existing Set devotees do not have this requirement, nor do most ever enter the shrine. The naga generally addresses her staff from the mouth of the shrine as they stand outside the shrine. This does not occur during this adventure.

As the PCs move through the complex, it becomes obvious that the missing villagers are not in the shrine. The naga sold most of them to a group of slavers who operate out of the nearest city, Sla-Morac. Only the strongest captured villagers were sent to a larger temple of Set to become true cultists. The naga does not reveal that information under any circumstance. The naga has no qualms about turning on the Raiders and trades this information in exchange for her life if she is threatened accordingly. Alternatively, if she is killed, one of her surviving guards can point the PCs in the right direction; again, in exchange for freedom. This information will not lead the PCs to the Raiders, but does provide information that this group, the Raiders, is actively seeking slaves.

1. ENTRANCE

The area directly before the shrine entrance is tiered to form a small amphitheater. Logs form the seated areas. Tiki-style torches are placed around the entire area (they use the same oil found within the shrine).

The entrance is a massive, intricately carved snake head (a marsh viper). Its jaws are open and form a short corridor that provides access to the interior of the structure. Two eye sockets (empty) are open to the sky and allow some light to enter the chamber. Unlike the rest of the shrine, no lanterns are within this chamber. The eye sockets are mirrored and direct light to a central point in the floor to illuminate an engraving of a coiled snake.

The door (**location 2**) leading to **location 3** can be opened only if the first test of Set is completed. A PC must stand on the snake engraving. All in the chamber then hear a whispering feminine voice say, "What is my name?" The whispering continues until the answer is given by whoever is standing on the engraving. The correct answer is Set.

If the wrong name is given, an ethereal form of the engraved snake rises from the floor and bites whoever is standing on the engraving. The form strikes automatically and inflicts 1d4 piercing damage then dissipates.

2. DOOR

This door has no handles or markings of any kind. It is bare granite and impervious to physical damage. There is no lock to pick. It opens only for those who successfully pass the test at **location 1**. The door remains open for one round. A *knock* spell opens the door for three rounds. The door opens likewise for any approaching from **location 3**.

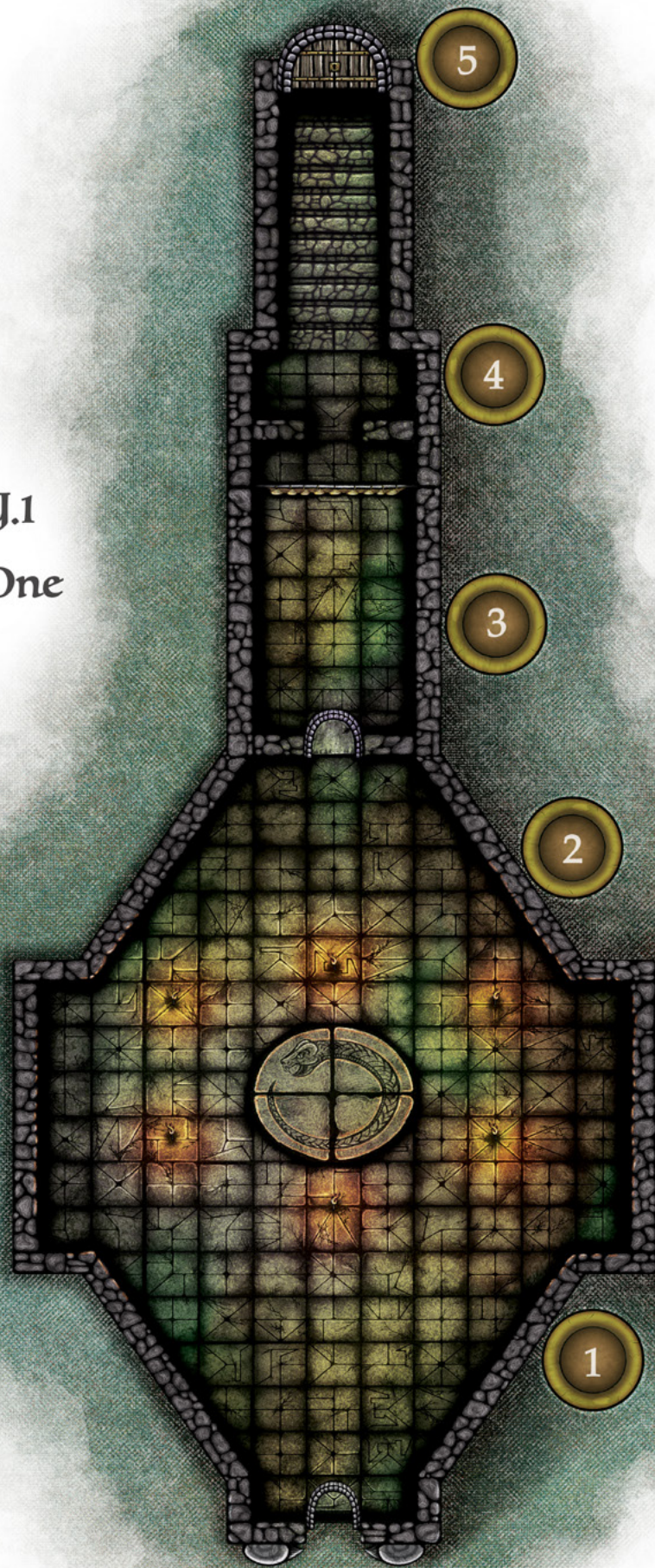




Shrine of the Serpent God

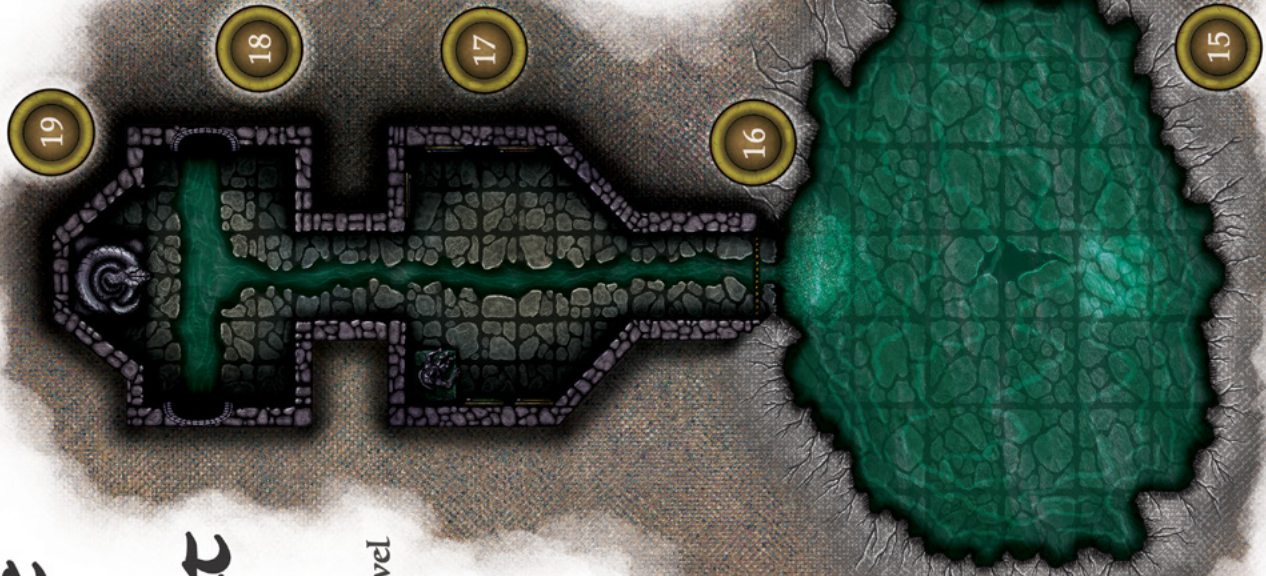
- Map Y.1

- Level One



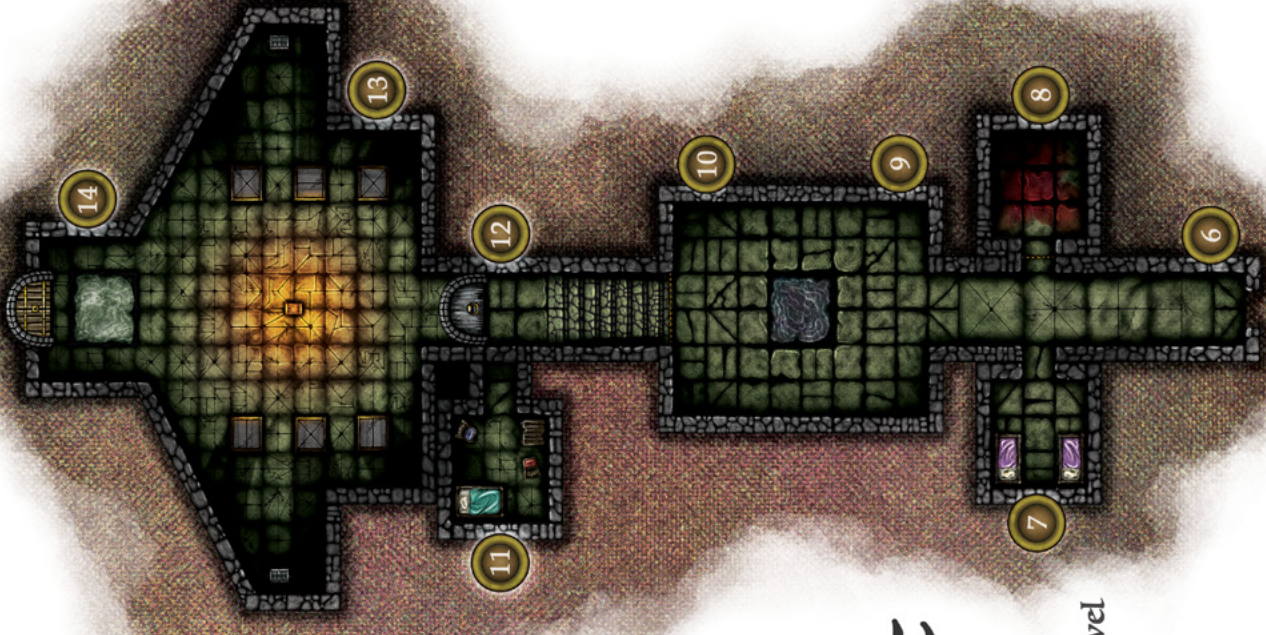
Shrine of the Serpent God

- Third Level
- Map U.3



Shrine of the Serpent God

- Second Level
- Map U.2



3. TAPESTRY OF THE JACKAL

This room is bare but for a pair of lanterns and a tapestry that covers the exit to **location 4**. The figures of the following creatures are sewn in gold into the tapestry's fabric: dog, wolf, snake, dragon, jackal, bull, and lion. As a PC approaches the tapestry, the feminine voice asks, "Select my visage."

By touching the jackal head, the tapestry slides away and reveals the stairs to **location 4**. Failure to touch the correct figurehead causes a ghostly image of the touched creature to form in the chamber. The ghost-creature attacks the PC who touched the tapestry (and any others who interfere) for 1d4+1 rounds.

The dog is a **mastiff**, the wolf is a **wolf**, the snake is a **giant constrictor snake**, the dragon is a **dire wolf** statistically, the jackal allows passage, the bull is a **giant boar** statistically, and the lion is a **lion**.

4. STEP TRAP

When the PCs enter this area, the voice whispers, "The first step belongs to Set." So long as the PCs avoid stepping on the first step going to **location 5**, no harm befalls them. Otherwise, the area fills with poison gas. Each PC must succeed on a DC 12 Constitution saving throw or take 2d4 poison damage, half on a success. They must repeat this saving throw each round they are in the area. The gas remains in the area for 2d6 rounds. Furthermore, when the gas is released, an extremely loud hissing sound echoes through the shrine. This alerts the guards at **locations 6** and **7** (only the second level of the shrine hears the noise).

5. SECOND LEVEL

This level of the shrine is staffed by six **cultist** guards; three each at **locations 6** and **7**. The guards respond to any intrusion and recognize adventurers as intruders.

Second Level: Use Map Y.2

6. GUARDS

Three **cultist** guards are always stationed here at the entrance to this level.

Each cultist carries a spear and a *jar of viper venom*^v. Their spears have had the *viper venom* applied. Also, each cultist carries 1d10 gp, and 1d3 emeralds worth 25 gp each.

^v See **Appendix V: New Magic Items**

7. GUARDS

This small chamber contains simple furniture for the occupying guards. They sleep here in bunk beds. The three **cultist** guards are lax in their duties as nothing ever happens within the shrine. They occasionally move about this level and visit the guards at **location 6** (they know of the secret door to that chamber). In the event of an attack, one of the guards runs for **location 8** and releases the **serpen alpha** (see **Appendix IV: New Monsters**) held in that chamber.

Among the guards' possessions are 54 gp and six pieces of jade worth 20 gp each.

Each carries a spear and a *jar of viper venom*^v. Their spears have had the *viper venom* applied. Also, each cultist carries 1d10 gp, and 1d3 emeralds worth 25 gp each.

^v See **Appendix V: New Magic Items**

8. SERPEN ALPHA

A **serpen alpha** is confined in this chamber. It is fed routinely by the cultists and under control (generally speaking) of the naga. The **serpen alpha** (see **Appendix IV: New Monsters**) attacks creatures that are not **serpen** or obvious minions of Set (includes cultists). A portcullis is controlled by a lever just outside this chamber (in the hall approach). The **serpen alpha** aids cultists that are under attack if released.

The **serpen** wears a pair of golden bracers emblazoned with coiled snakes worth 300 gp each.

9. TEST OF THE FANGS

A silver-scaled cobra lies on an elevated black slab in the center of this chamber. The silver cobra is five feet long and remains motionless until approached.

When the room is entered, the voice says, "Blood and venom must be one." This test requires participants to let the silver cobra bite them and inject its poison. If this occurs, the victim must make a DC 12 Constitution saving throw. A failed save indicates the victim suffers 1 hit point of damage. Regardless of the saving throw result, the PC may open the gates at **location 10**.

If the snake (**giant poisonous snake** statistically) is attacked, it transforms into a giant-sized version of itself and attacks all who enter the chamber.

10. IRON GATE

Two-inch-thick iron bars block passage to the stairs leading to **location 11**. Those who passed the venom test at **location 9** can lift the bars by simply touching them. Otherwise, the control lever to lift them is in the chamber at **location 6**.

11. GUARD CHAMBER

This small chamber contains simple furniture for the occupying guards. They sleep here in bunk beds. The guards are lax in their duties as nothing ever happens within the shrine. They occasionally move about this level and visit the guards at **location 6**. A control lever in this chamber lifts the bar gate at **location 10**. Among the guards' possessions are 78 gp.

12. DOOR ALARM

This large, granite door is not locked and adorned only with a brass pull ring. However, the door is trapped. If opened, a chime sounds and alerts the guards at **location 6**. The trap can be found via a successful DC 12 Perception or Investigation check, then disarmed with a successful DC 12 Dexterity check using thieves' tools.

13. SHADOWS

A single lantern burns in the center of this chamber. The columns cast long shadows and obscure the large alcoves to the east and west sides of the room. A large, iron chest is within each alcove. The chests are all that can be seen in the alcoves from the area near the entry door.

If the PCs enter the chamber, the voice whispers, "Follow the darkness to slay the light." The test in this chamber is to extinguish the lantern and move to the false door. Once this is accomplished, the outlined granite slab (**location 14**) slowly levitates downward to **location 15**. If this process is not followed exactly and the PCs wander toward the alcoves, the lantern extinguishes itself and 3 **shadows** emerge and attack the PCs. The chests are empty. Additionally, if the door is touched in any way, the diagramed area simply falls away into the room below. Falling PCs suffer 1d6 fall damage.

14. ELEVATOR SLAB

This large granite slab levitates down to **location 15**.

15. WATER

This chamber is 60 feet high from floor to ceiling. Twenty feet of that height is submerged in water. A barred corridor (**location 16**) exits the room to the north, just above the waterline. A constant stream of water flows through the bars and into the chamber. A small fissure in the center of the chamber allows an equal amount of water to escape the chamber even as it comes in from the stream.

The voice whispers to the PCs when they enter this room, "Turn the one that wears the armor." The voice refers to one of the bars blocking exit from the chamber. The centermost bar is carved with scales, though this is discernible only on closer inspection or a DC 12 Investigation check. Turning the bar in either direction releases all the bars and they lower to provide access to **location 17**.

16. BARS

The bars that block the corridor are two inches thick. Only by following the procedure outlined in **location 15** can they be moved without significant force or by use of magic. A *knock* spell releases the bars. Otherwise, they must be bent.

17. SET'S SPEAR

A 15-foot-tall statue of Set stands in this chamber. The statue is made of black granite and faces to the south. Both the statue's hands are held forward as if awaiting some offering. Three spears rest on snake-like hooks made of iron. While all the spears have a black metal head, they have wooden shafts of varying color. The colors are black, blue, red, yellow, green, and purple.

The voice whispers when the PCs enter the chamber, "The weapon of Set is your choice." The challenge is to place the black spear in the hands of the statue. If this transpires, the statue raises the spear as if to attack but does not move further. The whispering voice recognizes the accomplishment by saying, "Set is pleased. Come forward."

Placing the wrong spear in the hands of the statue causes the spear to be thrown at the offending PC. The statue has a +4 to hit and the spear inflicts 1d6+1 damage. The statue immediately returns to its previous state after it hurls the spear. The statue cannot be harmed in its current state.

18. STREAM

Water flows into this chamber through fissures in the east and west walls. The streams meet and flow together to the south. Swimming beneath the water are two water snakes (**giant poisonous snake** statistically). The snakes remain hidden unless the naga is attacked, at which point they emerge and attack the nearest PC.

19. GUARDIAN NAGA OF SET

The guardian naga resides in this chamber. It is now a **bone naga** with guardian naga descent as it was raised from the dead. She protects a small font that rests on a black altar. The font is made of silver and engraved to resemble a coiled snake. Black water fills the font.

As the PCs approach or enter the chamber, the naga addresses the PCs, "Set welcomes you."

Any PC who passed one or more of the tests must immediately make a DC 12 Wisdom saving throw. For each test the PC successfully completed, they suffer a cumulative -2 penalty to his saving throw. Those who fail become temporary minions of Set. The PC may attempt another saving throw each round after a failed save to ward off the enchantment.

A PC who becomes a minion of Set follows the commands of the guardian naga. The naga moves to attack those who remain and commands her new minions to do the same. As the battle progresses, the naga surrenders if reduced to 50% or fewer hit points. She offers to tell the PCs a secret: the location of the villagers she sold to a group of slavers.

The bone naga has the following spells in place of *calm emotions*, *hold person*, and *bestow curse*: *spectral fang*^{VI}, *steel scale*^{VI}, *serpent swarm*^{VI}
^{VI} See **Appendix VI: New Spells**

On returning with news of the naga and the temple, the PCs are rewarded 500 gp each. At this time, they are recruited to further hunt the Raiders. This starts the **Path of the Vanished** adventure.

APPENDIX IV: NEW MONSTERS

The following stats are for monsters found in this adventure:

APE, RED

Red apes are massive creatures that stand 12-15 feet tall. They have red fur, which is typically dull. These apes are solitary beasts but very intelligent for an animal. They have a limited form of communication among their kind that includes some verbalization. Not prone to violence, they are omnivores and do hunt for meat when the mood strikes them. When it strikes, it stays and can become a terror. A red ape typically does not have a lair, but they do sometimes collect objects and deposit them in a secret location.

APE, RED

Huge beast, unaligned

Armor Class 12
Hit Points 69 (6d12 + 30)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	12 (+1)	8 (-2)

Skills Athletics +6, Perception +3
Senses Passive Perception 13
Languages --
Challenge 3 (700 XP)

ACTIONS

Multiattack. The red ape makes two fist attacks.
Fist. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.
Hit: 9 (1d10 + 4) bludgeoning damage.
Rock. *Ranged Weapon Attack:* +6 to hit, range 50/100 ft., one target. *Hit:* 13 (3d6 + 4) bludgeoning damage.

BLACK DRAGON HATCHLING

Small dragon, chaotic evil

Armor Class 13 (natural armor)
Hit Points 17 (4d6 + 3)
Speed 30 ft., fly 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	11 (+0)	10 (+0)	9 (-1)

Skills Perception +2, Stealth +3
Damage Immunities poison
Senses Blindsight 10 ft., darkvision 120 ft., Passive Perception 17
Languages Common, Draconic
Challenge 1 (100 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 4 (1d8) piercing damage plus 3 (1d6) poison damage.
Breath Weapon (Recharge 6). The black dragon hatchling exhales at a target in a line 10 feet long that is 5 feet wide. Each creature in that line must make a DC 10 Dexterity saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one.

BRINEWING

A brinewing resembles a fish hawk but they are typically twice the size. These semi-intelligent birds have massive claws for their size. Brinewings nest in small covens of 4-10 birds with a chieftain. They hunt in groups and collect shiny objects to decorate their nests. The birds attack with its claws. A successful beak attack also injects a brine poison that inflicts 1d4+1 per round and has a duration of 1d3 rounds; a successful save vs. poison negates the entire effect of the brine poison.

BRINEWING

Medium monstrosity, unaligned

Armor Class 12 (natural armor)
Hit Points 24 (4d8 + 6)
Speed 15 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	2 (+1)	12 (+1)	10 (+0)	14 (+2)	9 (-1)

Skills Perception +4
Senses Passive Perception 14
Languages --
Challenge 2 (450XP)

Flyby. The brinewing doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ACTIONS

Multiattack. The brinewing makes one attack with its beak and one attack with its claws.
Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 5 (1d6 + 2) piercing damage. The target must also make a DC 12 Constitution saving throw or take an additional 1d6 brine poison damage, or half on a success.
Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 7 (2d4 + 2) piercing damage.

BRINEWING CHIEF

Medium monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHR
17 (+3)	12 (+1)	15 (+2)	12 (+1)	14 (+2)	9 (-1)

Skills Perception +4
Senses Passive Perception 14
Languages --
Challenge 4 (1,100 XP)

Flyby. The brinewing chief doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ACTIONS

Multiattack. The brinewing chief makes one attack with its beak and one attack with its claws.
Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 11 (2d6 + 4) piercing damage. The target must also make a DC 12 Constitution saving throw or take an additional 11 (3d6) brine poison damage, or half on a success.
Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 11 (3d4 + 4) piercing damage



DREAD

The dread are a type of skeleton formed from the remains of an evil race of sub-humans that worshipped the god of death. They are very tall and average 7 to 9 feet tall. The dread are linked to the negative energy plane and a hit by the creatures drains hit points... permanently. If a character is killed by a dread, he or she does not rise as a dread, but as a standard skeleton.

DREAD

Medium undead, lawful evil

Armor Class 12
Hit Points 17 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	8 (-2)	10 (+0)	8 (-1)

Skills Perception +2
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses Darkvision 60 ft., Passive Perception 13
Languages understands all languages it knew in life but can't speak
Challenge 1/2 (100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 18 (1d6) necrotic damage on a failed save, or half as much damage on a successful one. If the target failed their saving throw, their hit point maximum is also reduced to a number equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this necrotic drain reduces its hit points to 0.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 +2) slashing damage, or 7 (1d10 +2) slashing damage if used with two hands.

DREAD, GREATER

Greater dreads look much like a normal skeleton except their skeletal hands are always more claw-like. They often wear colorful robes but never carry treasure. Each successful hit by a greater dread drains hit points. This loss is only recovered via a *restoration* spell or after a successful long rest. If the target's hit points are reduced to zero, they die. If a character is killed by a greater dread, he or she rises as a dread.

DREAD, GREATER

Large undead, lawful evil

Armor Class 16
Hit Points 75 (10d10 + 20)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	10 (+0)	12 (+1)	8 (-1)

Skills Perception +3

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses Darkvision 60 ft., Passive Perception 13

Languages understands all languages it knew in life but can't speak

Challenge 4 (1,100 XP)

Grasping Chains. The greater dread can have up to two chains at a time. Each chain can be attacked (AC 20; 15 hit points; resistance to piercing damage, and immunity to psychic and thunder damage). Destroying a chain deals no damage to the greater dread. A creature can also take an action to rip the chain away and succeeds on a DC 15 Strength check against it.

ACTIONS

Multiattack. The greater dread makes two attacks with its chains, uses Reel, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 18 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. If the target failed their saving throw, their hit point maximum is also reduced to a number equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this necrotic drain reduces its hit points to 0.

Chain. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws.

Reel. The greater dread pulls each creature grappled by it up to 25 feet straight toward it.

EELHEMOTH

Eelhemoths are massive creatures that primarily dwell in the depths of the ocean. They mate in shallow lagoons, and the females remain to give birth. Immediately thereafter, the female leaves and the young forage on their own. They remain in coastal waters as they grow, and then enter the deep ocean.

An eelhemoth is scaled and has a general octopus shape. However, it has four tentacles and a head that resembles a snub-nosed crocodile. These creatures can generate an electrical charge (emitted in a burst that reaches 60 feet in all directions).

EELHEMOTH

Large aberration, neutral

Armor Class 16 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	16 (+3)	14 (+2)	16 (+3)

Skills Perception +7

Damage Immunities lightning

Senses darkvision 120 ft., Passive Perception 17

Languages Common, telepathy 120 ft.

Challenge 8 (2,900 XP)

ACTIONS

Multiattack. The eelhemoth makes four tentacle attacks.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or take an additional 2d6 lightning damage, half on a success.

Electrify (Recharge 6). The eelhemoth sends an electric shock in the area surrounding it. Any creature within a 30-foot radius of it must make a DC 18 Constitution saving throw, taking 42 (12d6) lightning damage on a failed save, or half as much on a successful one.

FOUR-ARMED OGRE, MINION OF SEKER

These four-armed ogres are servants of the god, Seker. They typically perform duties that involve assisting worshippers of Seker or similar interests. These magical creatures have gold-colored skin and wear white robes. They often carry weapons but never a shield.

FOUR-ARMED OGRE, MINION OF SEKER

Large giant, lawful evil

Armor Class 12

Hit Points 154 (18d10 + 54)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	10 (+0)	9 (-1)	7 (-2)

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Giant

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The minion of Seker has four attacks. It may use any combination of halberd or eye beam attacks

Halberd. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (1d10 + 5) slashing damage.

Eye Beam. *Ranged Weapon Attack:* +8 to hit, range 40 ft., one creature. *Hit:* 12 (2d6 + 5) radiant damage. The target must succeed on a DC 12 Constitution saving throw or be blinded until the start of their next turn.

GRUUM

The gruum, sometimes called half-orcs, are a race of orcs that somewhat resemble humans or hobgoblins. They are taller than regular orcs and generally more slender though terribly strong and hardy. They are also far more ferocious than generic orcs as they feel as if they have something to prove to their tribe or friends. The gruum rarely ally with any other humanoid – holding all in disdain. This also applies to humans and demi-humans. Occasionally, a gruum leaves his or her tribe and follows the path of adventurer, breaking the traditional mold. Gruum characters are generally fighter-types; however, they often tap into shamanistic paths as well.

GRUUM

Medium humanoid (orc-kind), chaotic evil

Armor Class 15

Hit Points 32 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	9 (-1)	12 (+1)	13 (+1)

Skills Intimidation +3

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Orc

Challenge 1 (200 XP)

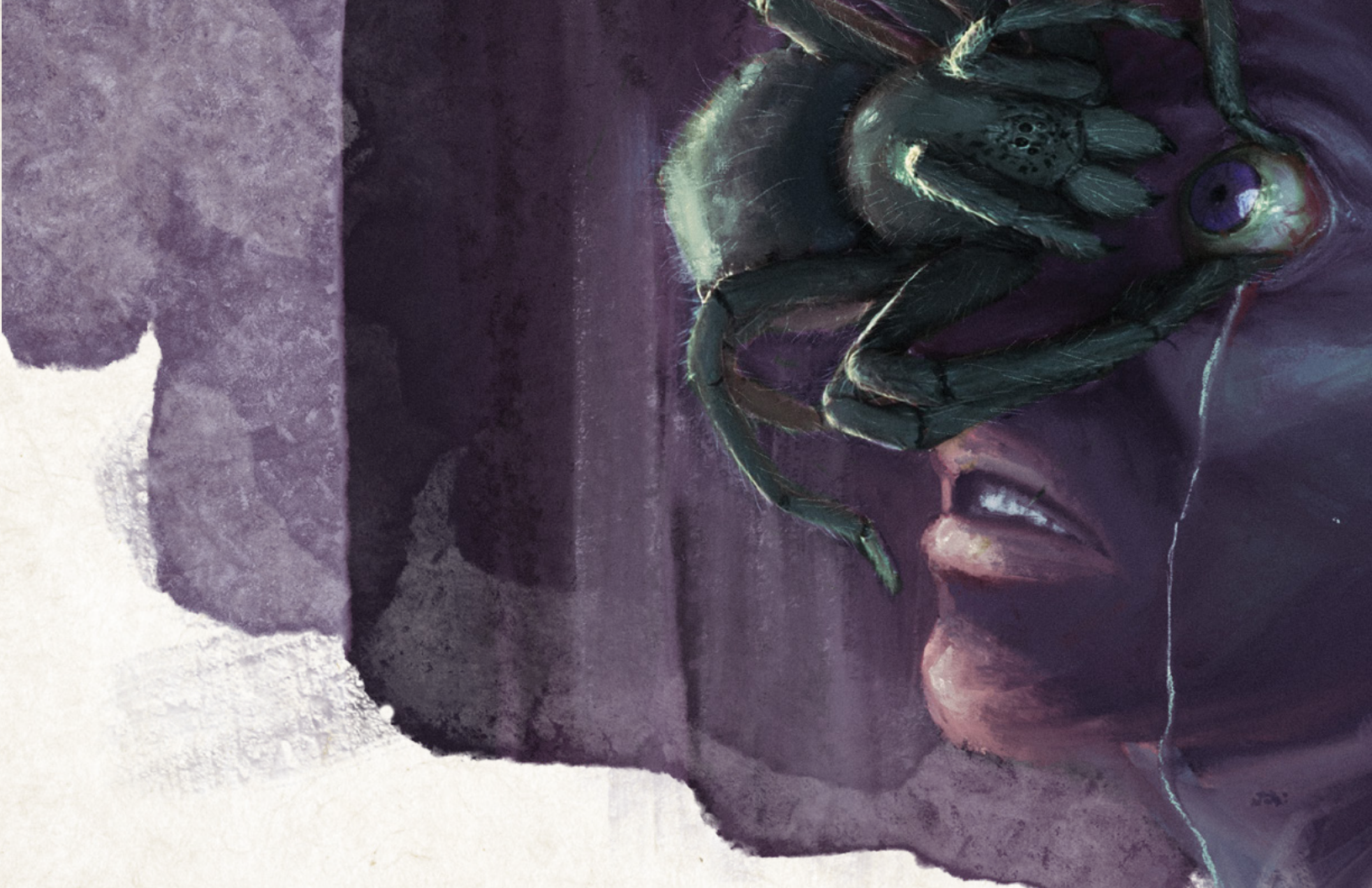
Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Relentless Fury. The Gruum deals an extra damage die when it hits with a weapon attack (included in the attack).

ACTIONS

Battle Axe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.



GRUUM CHIEFTAIN

Medium humanoid (orc-kind), chaotic evil

Armor Class 18 (plate armor)
Hit Points 85 (10d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	10 (+1)	12 (+1)	17 (+3)

Saving Throws Str +7, Con +7, Wis, +3
Skills Intimidation +5
Senses Darkvision 60 ft., Passive Perception 11
Languages Common, Orc
Challenge 4 (1,800 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.
Relentless Fury. The Gruum deals an extra damage die when it hits with a weapon attack (included in the attack).

ACTIONS

Multiattack. The Gruum Chieftain makes two attacks with its greataxe or its javelin.
Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 18 (2d12 + 5) slashing damage.
Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 12 (2d6 + 5) piercing damage.
Battle Cry (1/Day). Each creature of the Gruum Chieftain's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the Gruum Chieftain's next turn. The Gruum Chieftain can then make one attack as a bonus action.

JUMPING TARANTULA

Tiny beast, unaligned

Armor Class 13
Hit Points 20 (6d4 + 5)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	13 (+1)	3 (-4)	12 (+1)	4 (-3)

Skills Perception +3, Stealth +5
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 13
Languages --
Challenge 1/2 (100 XP)

Spider Climb. The tarantula can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
Web Sense. While in contact with a web, the tarantula knows the exact location of any other creature in contact with the same web.
Web Walker. The tarantula ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

PHANTOM

A phantom is simply an image of an intelligent creature in the final moments of that creature's life. The phantom does not interact in the physical world. However, at a distance of more than 30' it appears the creature is alive and performing whatever action as applicable. Typically, a phantom is seen fleeing some unseen danger – the image is only that of the phantom. The scene ends when the phantom succumbs to whatever threat that killed it though the death of the phantom creature is never shown. The duration of a phantom's death scene can be as short as ten seconds to as long as 30 minutes. If the body of the phantom remains, it can possess any living creature that comes within 10 feet. The possessed creature immediately flees to a place of complete safety, typically a civilized location (town, city, etc.). At that time, the phantom releases the target creature from possession. A *bless* spell cast upon the visage of phantom dispels the image or the possession.

PHANTOM

Medium undead, any alignment

Armor Class 11

Hit Points 18 (4d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	10 (+0)	10 (+0)	12 (+1)	14 (+3)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 11

Languages Any languages it knew in life

Challenge 1/2 (100 XP)

Ethereal Sight. The phantom can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The phantom can move through other creatures and objects as if they were difficult terrain. It takes 4 (1d8) force damage if it ends its turn inside an object.

ACTIONS

Withering Touch. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) necrotic damage.

Possession (Recharge 6). One humanoid that the phantom can see within 10 feet of it must succeed on a DC 12 Charisma saving throw or be possessed by the phantom; the phantom then disappears, and the target is incapacitated and loses control of its body. The phantom now controls the body but doesn't deprive the target of awareness. The phantom can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, and Charisma. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the phantom leaves or the body drops to 0 hit points, the phantom ends it as a bonus action, or the phantom is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the phantom reappears in an unoccupied space within 10 feet of the body. The target is immune to this phantom's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

RED FANG (WEREWOLF), LYCANTHROPE

Medium humanoid (human, shapeshchanger), chaotic evil

Armor Class 12 in Human form, 14 in Wolf or Hybrid form (natural armor)

Hit Points 83 (11d8 + 33)

Speed 30 ft., (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	17 (+3)	13 (+1)	11 (+1)	14 (+2)

Skills Perception +3, Stealth +4

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Senses Passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 4 (1,100 XP)

Shapechanger. Red Fang can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into his true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. Red Fang has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). Red Fang makes two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) slashing damage.

Spear (Humanoid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 12 (2d8 + 3) piercing damage.

SEMI-LICH

A semi-lich is yet another dread form of undead that has ties to the prime plane. These creatures, much like their more powerful lich relatives, were either magic-users or necromancers prior to their deaths. The semi-lich is created in the same general manner of lich manifestation. When powerful magic-users aspire to lichdom, they typically perform an experiment or two on their apprentices to make sure they will be successful. If the apprentice survives and becomes a semi-lich, the process is ready for archmage. When a magic-user becomes a semi-lich, he or she loses most of his or her sanity, but not his or her memories. The creature becomes a hateful and vengeful spirit that seeks to spread chaos and destruction at every opportunity. They have a single purpose to destroy all that is good in the world. They prefer open conflict over treachery. A semi-lich retains the ability to cast spells at the same level as in life. The only restriction to spell-casting is that the semi-lich can only regain the spells it had memorized when it was transformed. A semi-lich may not change or study for different spells. It may regain spells via rest and study. Semi-liches can use any magic item useable by magic-users (wizards, sorcerer, warlock, etc). The foul semi-lich appears as a skeletal figure not unlike a standard skeleton. They are easily identified as their eye sockets are filled with small fires. They typically wear the robes of a wizard.

SEMI-LICH

Medium undead, any evil alignment

Armor Class 17					
Hit Points 135 (18d8+ 54)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
11 (0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Proficiency Bonus +4
Saving Throws Int +9, Con +7, Wis +6
Skills Perception +6, History +9, Arcana +15, Insight +6
Damage Resistances cold, lightning, necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 16
Languages Common plus up to five other languages
Challenge 9 (5,000)

Spellcasting. The lich is an 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The lich has the following wizard spells prepared:
Cantrips (at will): mage hand, prestidigitation, ray of frost
1st level (4 slots): detect magic, magic missile, shield, thunderwave
2nd level (3 slots): acid arrow, detect thoughts, invisibility, mirror image
3rd level (3 slots): animate dead, counterspell, dispel magic, fireball
4th level (3 slots): blight, dimension door
5th level (2 slots): cloudkill, dominate person
Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

ACTIONS

Paralyzing Touch. Melee Spell Attack: +12 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage. The target must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

The lich can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature’s turn. The lich regains spent legendary actions at the start of its turn.
Cantrip. The lich casts a cantrip.
Paralyzing Touch (Costs 2 Actions). The lich uses its Paralyzing Touch.
Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 15 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target’s saving throw is successful or the effect ends for it, the target is immune to the lich’s gaze for the next 24 hours.

SERPEN, ALPHA

SERPEN, VARIOUS

The serpen are a race of creatures that have snake-like features. They are an ancient race of humans that worships Set, the god of serpents. These humans, after centuries of worship and research into dark magic, began to devolve into the very creatures they worshipped. They were willing to trade their humanity for promises of power. The serpen did indeed gain the power to wield magic and to resist its effects. They were a race on a path to dominate all others.
The main serpen city is deep within the Khu-alith Jungle. They discovered an ancient city, long abandoned and in ruin, called the Forbidden City. This city was much closer to the civilized world, and from that place they would begin to launch attacks against the other races of the world. However, before the serpen could fully organize and staff their new outpost, a group of human adventurers arrived and left destruction in their wake. Several high-ranking serpen were killed, and a temple dedicated to their god Set was defiled.
Set was enraged and cursed the serpen for their failure. He stripped them of many of their powers and might. He also condemned them to eventual extinction as a race unless they sacrificed numerous humans to the snake god. For each human they sacrificed, one serpen would be free of the god’s curse.

The serpen have taken on the cause with a vengeance. They devised a plan to lure single adventurers to the Forbidden City where they are sacrificed to Set. At the same time, a selected serpen has its consciousness transferred to the body of an adventurer. The serpen use *spirit rings* to capture their prey. The rings are created in sets of two; one for a victim and the other for the serpen. The serpen use bugbears to place rings where they are eventually discovered by adventurers. When a human wears a *spirit ring*, the serpen wearing the matching ring is alerted. The human is immediately compelled to travel to the Forbidden City in secrecy. When the human arrives, he is sacrificed in a spirit ceremony. At that time, the linked serpen’s consciousness is transferred to the body of the human.
The serpen realize that this method is slow and not always successful. However, their goal is to create a large force of these converted serpen to conduct raids to capture large groups of humans. The serpen have again moved into the Forbidden City but this time they have built a citadel.
Three types of serpen exist: alpha, beta, and omega. A serpen alpha is the most bestial and snake-like. They are covered with green and/or brown snake scales. They resemble a large snake from the torso down. Their arms are strong and clawed. Their heads are very snake-like, though some

minor human features, mainly their eyes, are evident. A serpen beta is only partly covered with scales and appears much more human. They have legs. Their hands are clawed like those of a serpen alpha. A serpen beta has a human head, but their fangs are clearly visible, and they have forked tongues. They have scales instead of hair. A serpen omega looks almost completely human but they do have small fangs. They do not have scales or clawed hands. However, their eyes are those of a snake.

Alpha and beta serpen have a venomous bite. This will afflict extra poison damage on a successful attack.

All serpen have limited spell use based on their type. Serpen do not study to gain spells; they are regained daily.

For more information on the serpen, see module *TM4. Legacy of the Forbidden City* by Pacesetter Games & Simulations.

SERPEN, ALPHA

Large monstrosity (shapechanger, serpen), neutral evil

Armor Class 15 (natural armor)
Hit Points 70 (10d10 + 20)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	16 (+3)	15 (+2)	17 (+3)

Skills Perception +4, Stealth +4
Damage Immunities poison
Condition Immunities poison
Senses darkvision 60 ft., Passive Perception 14
Languages Abyssal, Common, Draconic
Challenge 4 (700 XP)

Shapechanger. The serpen can use its action to polymorph into a Large snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.
Innate Spellcasting (Serpen Form Only). The serpen's innate spellcasting ability is Charisma (spell save DC 13). The serpen can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)
3/day: *darkness*
1/day: *fear*

ACTIONS

Multiattack. The alpha serpen makes two attacks (whichever combination of the four).
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) poison damage.
Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the serpen cannot constrict another target.
Scimitar (Serpen Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) slashing damage.
Longbow (Serpen Form Only). *Ranged Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) poison damage.

SPECTRE OF APEP

A spectre of Apep appears as giant snake though its image is ghostly and apparition-like. High priests of the demon god Apep request the service of the spectres from their god in order to protect certain religious artifacts or locales. The spectre is bound to whatever service it is assigned for eternity or until the subject of the protection no longer exists (for example, the treasure it is assigned to guard is stolen or destroyed). A spectre of Apep attacks by simply draining the life force of its target. The spectre has the ability to drain hit points and the constitution of its victims.

SPECTRE OF APEP

Medium undead, chaotic evil

Armor Class 13
Hit Points 59 (9d8 + 18)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	12 (+1)

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Cold, Necrotic, Poison
Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Darkvision 60 ft., Passive Perception 11
Languages Understands all languages it knew in life but can't speak
Challenge 5 (1,800 XP)

Ethereal Sight. The spectre of Apep can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.
Incorporeal Movement. The spectre of Apep can move through other creatures and objects as if they were difficult terrain. It takes 6 (1d12) force damage if it ends its turn inside an object.
Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The spectre of Apep may make one *life drain* attack and one *weaken* attack.
Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (5d6) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.
Weaken. The spectre attempts to weaken the will of a creature it can see within 30 feet of it. One target must make a DC 15 Constitution saving throw. If the creature fails, their Constitution score is lowered by 1d6. This reduction lasts until cleansed by a *restoration* spell or similar magic. A creature may also regenerate 1d6 of its Constitution points at a long rest (to its original score). The target dies if its Constitution score reaches 0, and it is immediately risen as an incorporeal **giant poisonous snake**. If the creature succeeds its saving throw, nothing happens.

THE FENCE

Medium humanoid (human), neutral evil

Armor Class 16 (studded leather with *ring of protection*)
Hit Points 102 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	12 (+1)	16 (+3)	14 (+2)	15 (+2)

Skills Insight +5, Investigation +6, Stealth +6
Languages Common, Orc, Giant, Aquan
Challenge 5 (1,800 XP)

Cunning Action. On each of his turns, The Fence can use a bonus action to take the Dash, Disengage, or Hide action.
Sneak Attack (1/Turn). The Fence deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The Fence makes two melee attacks.
Shortsword +1. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 4) slashing damage.
Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 8 (1d8 + 3) piercing damage.

WERESHARK, LYCNATHROPE

Like all lycanthropes, the wereshark can switch between forms at will. The first form is always an aquatic creature such as a merman, sahuagin, etc. Its second form, that which it holds most of the time is a shark. Lastly, a wereshark can select to transform into a human. The type of shark varies but most are bull sharks, tiger sharks, or great white sharks. These creatures are evil to the core and live to hunt and kill. They enjoy deceiving victims while in human form, luring them to a water encounter. Weresharks are also very greedy and covet treasure in all its forms.

WERESHARK, LYCANTHROPE

Large monstrosity (human, shapechanger), chaotic evil

Armor Class 11 in Human form, 14 in Shark or Hybrid form (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft., swim 30 ft. (0 ft., swim 60 ft. in shark form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	10 (+0)	11 (+1)	9 (-1)

Skills Perception +3, Stealth +4
Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Senses blindsight 30 ft. (shark form only), Passive Perception 13
Languages Common (can't speak in shark form)
Challenge 3 (700 XP)

Shapechanger. The wereshark can use its action to polymorph into a shark-humanoid hybrid or into a shark, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Amphibious. The wereshark can breathe air and water.
Blood Frenzy (Shark or Hybrid Form Only). The wereshark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

ACTIONS

Multiattack. (Humanoid or Hybrid Form Only). The wereshark makes two attacks, only one of which can be a bite.
Bite (Shark or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with wereshark lycanthropy.
Trident (Humanoid or Hybrid Form Only). *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage when used in two hands to make a melee attack.

THE IRON ALLIANCE MEMBERS

The following stat blocks are for the members of The Iron Alliance. Yssgirath the Vile is likely the only member of this group that the PCs will encounter outside of the final combat. Their stat blocks are in alphabetical order:

FYORN WHITEMOUNTAIN

Medium humanoid (seristan), chaotic evil

Armor Class 19 (+1 plate armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	9 (-1)	12 (+1)	13 (+1)

Skills Athletics +6, Perception +3
Senses Darkvision 60 ft., Passive Perception 11
Languages Common, Dwarvish
Challenge 3 (700 XP)

ACTIONS

Multiattack. Fyorn makes two greatsword attacks or two longbow attacks.
Greatsword +1. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.
Longbow. *Melee or Ranged Weapon Attack:* +6 to hit, range 180/600 ft., one target. Hit: 8 (1d8 + 4) piercing damage.
Equipment: +1 greatsword, +1 plate armor, ring of spell deflection^v, potion of greater healing, hand axe (3)
^v See Appendix V: New Magic Items

Combat Tactics: Fyorn feels a kinship with the Seristan and is committed to this cause. Indeed, his ancestors were members of the same race but declined to leave their ancestral mountains and stayed behind with the Seristan fled to the Isle of the Outcasts. He desperately wants to succeed; believing he has distant relatives amongst the surviving Seristans. He immediately rushes into melee combat, seeking out fighter types to engage. He knows the spell casters of the Alliance will aid him; Deskravid will cast spells in attempts to help him in battle.

DESKRAVID DOOMSTONE

Medium humanoid (human), lawful evil

Armor Class 17 (*elven chain*)

Hit Points 135 (10d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	12 (+1)	15 (+2)	18 (+4)	16 (+3)

Skills Perception +7, Religion +7

Senses Passive Perception 17

Languages Common, Dwarvish

Challenge 5 (1,800)

Spellcasting. Deskravid is a 7th-level cleric. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): light, sacred flame, thalmaturgy

1st level (4 slots): sanctuary, bless, bane

2nd level (3 slots): spiritual weapon, rock shower^{VI}, hold person

3rd level (3 slots): earth shield^{VI}, dispel magic, spirit guardians

4th level (1 slot): banishment, blight

^{VI} See **Appendix VI: New Spells**

ACTIONS

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d6 +1) bludgeoning damage.

Equipment: *staff of healing*, *elven chain* armor, *ring of mind shielding* (this could cause for some good fun if he dies here in combat), 27 pp 124 gold pieces

Combat Tactics: Deskravid will cast *earth shield* before any other action. He is an opportunist and will cast spells to augment the actions of his comrades. He does not prepare healing as he has his *staff of healing* to do so. Unlike the other members of the Alliance, Desravid will not flee in the face of defeat unless dragged off.

KASSITUAR

Medium humanoid (elf), neutral evil

Armor Class 17 (+1 *chainmail of the moon*)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	17 (+3)	13 (+1)	12 (+1)	13 (+1)

Skills Acrobatics +6, Perception +3

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Elvish

Challenge 3 (700 XP)

ACTIONS

Multiattack. Kassitaur makes two griefmaker attacks or two longbow attacks.

Griefmaker. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage.

Longbow. *Melee or Ranged Weapon Attack:* +6 to hit, range 180/600 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Equipment: *Griefmaker*, a longbow, 30 arrows, *javelin of lightning*, *potion of healing*, *potion of flying*, +1 *chainmail of the moon*^V, and adventuring gear.

Griefmaker is a +1 *rapier*. The rapier can cast *haste* once per day.

^V See **Appendix V: New Magic Items**

Combat Tactics: Kassitaur knows that Fyorn is likely to rush in to combat. She prefers to hang back in ranged for a round or two as the enemies converge on Fyorn. Perhaps she throws her *javelin of lightning*. From there, she will rush in with *griefmaker*. She can also cast *darkness* once per day per her *chainmail of the moon*.

RELSTRIMEL SHATTERMOON

Medium humanoid (human), lawful evil

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (7d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Skills Arcana +5, History +5

Senses Passive Perception 11

Languages Common, Dwarvish, Abyssal, Giant

Challenge 4 (2,300)

Spellcasting. Relstrimel is a 5th-level wizard. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The following wizard spells are prepared: Cantrips (at will): firebolt, chill touch, mage hand, minor illusion

1st level (4 slots): chromatic orb mage armor, shield

2nd level (3 slots): flaming sphere, rock shower^{VI}

3rd level (3 slots): counterspell, fireball

^{VI} See **Appendix VI: New Spells**

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

Equipment: +2 *dagger*, dagger (3), *wand of acid*^V, *potion of gaseous form*, *staff of the golden owl*^V, and adventuring gear. Also, a spellbook containing all spells noted on his list.

^V See **Appendix V: New Magic Items**

Combat Tactics: Relstrimel is a not much for combat. His first action is to send the golden owl back to the **White Witch**. He will attack from range and be careful not to group with other members of the Alliance in order to avoid any sort of area of effect spell. If the battle turns for the worse, he is among the first to escape by either using his staff or *potion of gaseous form*.

SILORIAN NIGHTSTAR

Medium humanoid (elf), lawful evil

Armor Class 14 (ring of protection with mage armor)

Hit Points 44 (8d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	12 (+1)	15 (+2)	16 (+3)	18 (+4)

Skills Deception +6, Perception +5

Senses passive Perception 15

Languages Common, Elvish

Challenge 4 (1,100)

Eldritch Invocations

Silorian knows the following eldritch invocations:

Agonizing Blast

Armor of Shadows

Eldritch Spear

Spellcasting. Silorian is a 6th-level warlock. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She has seven spells available to her and casts them all at third level (they are still separated by level for ease of use). She has the following spells prepared:

Cantrips (at will): eldritch blast, prestidigitation, true strike

1st level: hex, mage armor, witch bolt

2nd level: crown of madness, spectral fang^{VI}

3rd level: earth shield, hypnotic pattern

^{VI} See **Appendix VI: New Spells**

ACTIONS

Quarterstaff +1. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage or 7 (1d8 + 2) if used with two hands.

Equipment: +1 quarterstaff, ring of protection, skull necklace^V, spellscrolls: haste and dimension door.

Combat Tactics: Silorian is completely dedicated to the cause of the Alliance but also very intelligent and quick to discern danger. She will target enemy spell casters first and almost exclusively. Her first act is to cast *haste* from her scroll on her comrades. She and Yssgarith are close friends and will help each other before all others. She goes into this combat with *mage armor* already cast upon herself.

WOHAVEN FASTFOOT, HALFLING

Medium humanoid (halfling), neutral evil

Armor Class 17 (+1 studded leather armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	16 (+3)	13 (+1)	12 (+1)

Skills Investigation +3, Stealth +6

Languages Common, Dwarvish

Challenge 4 (1,100 XP)

Cunning Action. On each of his turns, Wohaven can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/turn). Wohaven deals an extra 11 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Wohaven makes two attacks in total between melee and ranged.

Fang Blade (shortsword). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 5) slashing damage. See **Appendix V: New Magic Items** for more information on the *fang blade*.

Dagger. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

Shortbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 8 (1d6 + 4) piercing damage.

Equipment: +1 *fang blade*^V, +1 *studded leather armor*, daggers (4), *portal ring*^V, and adventuring gear.

^V See **Appendix V: New Magic Items**

Combat Tactics: Wohaven is very brave and confident. He always starts combat by hurling shooting his bow followed by melee combat with that same target. Wohaven and Fyorn have formed a friendship and fight well together. Wohaven uses two weapons (*fang blade* and dagger) in melee combat.

YSSGIRATH, THE VILE

Medium humanoid (human), lawful evil

Armor Class 13 (16 with mage armor and ring of protection)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Skills Arcana +6, History +6

Senses Passive Perception 11

Languages Common, Elvish, Infernal, Giant

Challenge 6 (2,300)

Spellcasting. Yssgirath is a 9th-level wizard. Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The following wizard spells are prepared:

Cantrips (at will): firebolt, light, mage hand, prestidigitation

1st level (4 slots): detect magic, mage armor, magic missile, shield

2nd level (3 slots): misty step, rock shower^{VI}

3rd level (3 slots): counterspell, fly, lightning bolt, steel scale^{VI}

4th level (3 slot): ice storm, polymorph

5th level (1 slot): cone of cold

^{VI} See **Appendix VI: New Spells**

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

Equipment: +2 *dagger*, *cloak of protection*, *wand of the war mage +1*, *potion of greater healing*, *potion of invisibility*, *ring of water walking*. Also, a spellbook containing all spells noted on her list.

Combat Tactics: Yssgarith has most likely faced the PCs previously. If she was injured by a particular PC, they will feel her wrath. In this case, her first spell will be a lightning bolt cast at the offender. She will then revert to caution and cast defensive spells followed by a polymorph other spell cast against a fighter type character.

APPENDIX V: NEW MAGIC ITEMS

The following new magic items are found in **Path of the Vanished** adventure.

BAND OF FORCE

Wonderous item, uncommon (requires attunement)

These silver wristbands magically adjust to fit the wearer (from giant to gnome). The wearer may pass through any *wall of force* as if it was not present. The **band of force** has 1d6+1 chargers per day.

Value: 2,000 gp

BOOK OF FLESH

Wonderous item, very rare

This large book is bound in thick, red-colored leather. A *comprehend languages* spell is required to read the book; in fact, it will not even open without that incantation. Any living creature that reads the book is instantly transformed into an undead creature of the corresponding level (CR in this case). There is no saving throw, and the effect is instantaneous. The reader's alignment is instantly changed to match the creature. Not even a wish spell can reverse this effect; only by reading the book again will reverse the effect. Any undead that reads the book is transformed from its undead form to its original state; the age of the reader is adjusted to "middle age" for that particular race. Therefore, if a lich were to read the book, he or she would transform back into a human form and be approximately 40 years old. All abilities the reader possessed prior to his change to the undead are retained. After the book is read, it teleports to some other random location.

Value: 10,000 gp

BULLETS OF IMPACT

Weapon (ammunition), uncommon

These magical sling bullets are +1 magical metal bullets (to hit only). If a target is struck the bullet inflicts an additional 1d6 damage. When fired, regardless of whether the attack is successful or not, the bullet is lost. Bullets are typically found in groups of 2d12.

Value: 250 gp per bullet

CAGE OF THE FEATHER

Wonderous item, rare (requires attunement)

Made of silver, this tiny bird cage is only three inches square. By placing the feather of any avian creature within the cage allows the holder to summon that creature at a later date; note, a feather of any size magically fits into the cage. Only one feather can be placed within the cage at a time and the cage only functions once per week. The summoned creature is 100% loyal the cage holder. Additionally, the summoner can telepathically speak to the creature at any distance. The summoned creature remains under the control of the summoner so long as he or she possesses the cage or one day has elapsed. Typically, the cage is not found with a feather inside its confines.

Value: 3,000 gp

CHAINMAIL OF THE MOON

Armor (chain mail), very rare (requires attunement)

Chainmail of the moon grants the wearer darkvision and the ability to cast *darkness* once per day. Additionally, the armor conveys a +1 AC bonus.

Value: 3,500 gp

CIRCLET OF WATER ACTION

Wonderous item, rare (requires attunement)

Made of platinum and without any adornment, this plain crown allows the wearer to breath under water, cast any spells under water (effects vary), speak while under water, and move at a rate of 30 feet.

Value: 2,000 gp

DAGGER OF THE HOODED ONE

Weapon (dagger), uncommon (requires attunement)

This +1 magic dagger has a black hilt and dull silver blade. When held the dagger disguises the wielder so that he or she cannot be identified or scried. Detect spells (of any kind) will not reveal the wielder. Note, the wielder is not invisible.

Value: 3,500 gp

DAGGER OF THE SEA

Weapon (dagger), rare

These +1 magic weapons (to hit and damage) are carried exclusively by sea elf royalty. Possession of a **dagger of the sea** by those who are not sea elf royalty is punishable by death, typically by feeding the violator to a kraken. The dagger inflicts an additional 1d6 damage to creatures who predominately live in a saltwater environment. Additionally, the dagger glows blue on command (same effect as torchlight).

Value: 3,000 gp

FANG BLADE

Weapon (swords or dagger), rare

These black-bladed weapons come in all varieties of sword and dagger. This +1 magical weapon (to hit and damage) secretes a poison that does an extra 2d6 poison damage on a successful attack. The poison attack may be used up to three times per day. However, after use, the weapon requires three rounds to regenerate poison. The wielder of the weapon may determine when the poison is used, but a successful hit is required.

Value: 4,000 gp

HELMET OF THE FANG

Wonderous item, rare (requires attunement from a bard, cleric, or druid)

These helmets can only be worn by bards, clerics, or druids. The wearer can attempt to control any snake within visual range of the wearer. The target snake must succeed on a DC 12 Wisdom saving throw to avoid the effect of the control. If the save is failed, the target snake must obey all commands of the wearer. The snake is allowed an additional saving throw every 24 hours to negate the effect of the helmet. Once a snake successfully saves vs. the helmet, it cannot be targeted again.

Value: 1,000 gp

NECKLACE OF THE SERPENT

Wonderous item, uncommon (requires attunement)

This gold necklace in the form of a viper allows its wearer to cast a *sanctuary* spell (no components required; one word activation) that affects only snakes, reptiles, or snake-like creatures. This ability has no

restrictions on uses; however, each time the ability is used, the necklace's snake head bites the wearer and inflicts 1d8 piercing damage. Additionally, the wearer can double his or her movement rate for 1d4+1 rounds once per day.

Value: 750 gp

PORTAL RING

Wonderous item, rare (requires attunement)

This magical ring allows the wearer to teleport to any entrance portal (door, window, archway, etc.) within visual range as a bonus action. This ability may be used three times per day.

Value: 1,500

POTION OF DISEASE RESISTANCE

Potion, uncommon

When consumed, this magical elixir protects the imbiber from all forms of disease. The protection lasts for 48 hours. This protection repels magical and natural forms of disease. The potion does not remove a disease present before consumption.

Value: 200 gp

RING OF SPELL DEFLECTION

Ring, very rare (requires attunement)

If a spell targets the wearer of this ring, there is a chance the spell reflects back upon the caster. For each charge expelled, the ring has a 25% chance of reflecting the spell. No more than three charges can be expended per incoming spell. These rings typically have 25 +4d10 charges. These charges do not get restored unless the PC finds an NPC who can perform such a feat.

Value: 1,000 gp +250 gp per charge

ROBE OF THE SCALE

Wonderous item, rare (requires attunement by a sorcerer, warlock, or wizard)

These robes are made completely of skins of giant snakes. They convey a base AC 12. Additionally, the wearer gains +2 on all saving throws when dealing with snakes or snake-kind.

Value: 1,500 gp

SCALE LEATHER

Armor (leather), rare

This leather armor is covered with the scales of a giant snake (various types) and enchanted. The armor conforms to leather armor (for all game mechanics) but provides an AC 12 + Dexterity modifier.

Value: 1,750 gp

SCALE SLAYER

Weapon (any sword), very rare (requires attunement)

This magical sword is a +1 weapon (to hit and damage). Additionally, it is +2 against any scaled creatures and inflicts double damage on a hit. Lastly, the wielder of this weapon is immune from all mind-based attacks from scaled opponents (including *fear*, *ESP*, etc.).

Value: 5,000 gp

SKULL NECKLACE

Wonderous item, very rare

This necklace is made of small bones and adorned with two-inch-diameter skulls of various creatures. A skull can be removed and hurled up to 30 feet with no error. The skull transforms into a skeletal creature corresponding to the thrown skull. The skeleton creature is under complete control of the necklaces' wielder and cannot be turned. It is GM's discretion which skulls are present.

Value: 2,000 gp plus 500 gp per skull

SNAKE FLAIL

Weapon (flail), uncommon

Once per day on command, the heads of the *snake flail* come alive for 2d4 rounds and can bite a target on a successful hit by the wielder. The three heads of the flail are in the shape of a cobra. If the wielder strikes a target (and the flail has been activated), he or she rolls an additional to-hit roll for each of the three snake heads. The flail inflicts normal damage and each snake head that strikes inflicts an additional 1d4 damage. The *snake flail* is a +1 weapon but the bonus applies only to the flail, not to its individual head attacks.

A few of these flails have empty cylinders that can be loaded with poison. In this case, any snake head that hits injects the poison. Note, one application of poison is required for each snake head. The flail can hold up to six applications of poison.

Value: 2,500 gp (standard); 3,500 gp (poison capable)

STAFF OF THE GOLDEN OWL

Staff, very rare (requires attunement by a spellcaster)

This wooden staff is inlaid with veins of gold and capped with a figurine of a golden owl. The owl can animate and appears as a normal owl but with glowing gold eyes. The controlling magic-user can see whatever the owl sees. The owl conforms to the stats of a hawk but can fly at five times the speed. Furthermore, the staff can teleport up to 10 creatures to any location within 50 feet of the owl as an action. This ability can be used only twice per day.

Value: 12,000 gp

JAR OF VIPER VENOM

Wonderous item, uncommon

Extracted from the deadly marsh viper, this venom is stored in small clay jars for later use. Each jar holds 1d3 applications of this poison, which can be applied to any edged weapon. The poison remains effective indefinitely on the weapon. A victim of this poison must make a DC 12 Constitution saving throw or suffer 1d6 damage and be poisoned. Unlike other poisons, the target must do this for three consecutive rounds. A successful save does not negate the need to make further saving throws.

Value: 500 gp per application

WAND OF ACID

Wand, rare (requires attunement from a spellcaster)

A *wand of acid* fires an acid bolt at a single target (maximum range 180 feet) for 4d6 damage (DC 15 Constitution saving throw). This wand has 3d6 +3 charges.

Value: 1,000 gp plus 200 gp per charge

APPENDIX VI: NEW SPELLS

The following new spells are found in this adventure:

ROCK SHOWER

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small pebble)

Duration: Instantaneous

You create a 20-foot radius hail of rocks. All creatures and objects within the area of effect must make a Dexterity saving throw. A target takes 2d10 bludgeoning damage on a failed save, or half as much damage on a successful one.

This spell may be casted by bards, clerics, druids, sorcerers, or wizards.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

SPECTRAL FANG

2nd-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a fang from a serpent)

Duration: Concentration, up to 1 minute

By use of this spell, a caster can call forth a spectral image of a hooded cobra head. The snake head is assigned a target (within range of the spell), and it attacks that target exclusively. The caster can take other actions while the spell is active but may not cast other spells. The fanged-visage uses the caster's spell attack bonus to attack and inflicts 1d6 piercing damage per hit.

This spell may be casted by clerics, druids, sorcerers, warlocks, or wizards.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

EARTH SHIELD

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

When cast, a number of large, flat stones equal to the level of the spell caster appear (or lift from the ground) to protect him or her from all attacks. The stones absorb two hit points of damage per level of the spell caster. Only one stone can repel any single attack, but multiple attacks can be blocked by multiple stones. The stones protect from all angles and never fail to block an attack even if the spellcaster is unaware of the attack.

This spell may be casted by any spellcaster.

STEEL SCALE

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

This spell creates armored scales that protect its wearer from damage and increase his or her AC by +2. The spell can be cast on any target that is not wearing +2 or better magic armor. In addition to the AC bonus, the magical scales absorb 1d4 points of damage per level of the caster (Example: If cast by a sixth level cleric, the spell would absorb a total of 6d4 hit points of damage in total). The spell can be cast on any willing target (the target is not required to already be wearing armor).

This spell may be casted by any spellcaster.

SERPENT SWARM

4th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (snakeskin)

Duration: Instantaneous

When this spell is cast, a horde of tiny, spectral snakes rise from the ground around the target and envelop that creature. The spectral snakes bite the target for a total of 5d8 piercing. A successful Dexterity saving throw reduces the damage in half. The target must also make a Constitution saving throw or be paralyzed for 1d4 rounds.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

This spell may be casted by clerics, druids, sorcerers, warlocks, or wizards.

APPENDIX VII: WANDERING MONSTERS

The following charts should be consulted in the event a wandering monster check is required. To determine if a wandering monster is encountered, roll 1d6 and if the result is a "6," the PCs have encountered a wandering monster. Use the following lists based on the character level. Select the most appropriate wandering monster based on the location or situation. Unless otherwise noted, wandering monsters do not carry treasure.

WANDERING MONSTER CHART: 3RD TO 4TH LEVEL CHARACTERS

d6	Encounter
1	1d4 poisonous snakes
2	1 giant toad
3	1d4 ghouls
4	1 wight
5	1 troll
6	1 serpen alpha (see Appendix IV: New Monsters)

WANDERING MONSTER CHART: 5TH TO 6TH LEVEL CHARACTERS

d6	Encounter
1	1 Wraith
2	1d6 ghouls
3	1d8 bugbears
4	3 ogres
5	1 green hag
6	1 serpen alpha (see Appendix IV: New Monsters)

WANDERING MONSTER CHART: 7TH LEVEL OR MORE

d6	Encounter
1	1d10 revenants
2	1 young black dragon
3	1-2 serpen alpha (see Appendix IV: New Monsters)
4	3d6 sahuagin
5	1 water elemental
6	1 invisible stalker

APPENDIX VIII: NEW CHARACTER CLASSES

GRUUM

The gruum, sometimes called half-orcs, are a race of orcs that somewhat resemble humans or hobgoblins. They are taller than regular orcs and generally more slender though terribly strong and hardy. They are also far more ferocious than generic orcs as they feel as if they have something to prove to their tribe or friends. The gruum rarely ally with any other humanoids – holding all in disdain. This also applies to humans and demi-humans. Occasionally, a gruum leaves his or her tribe and follows the path of adventurer, breaking the traditional mold. Gruum characters are generally fighter-types; however, they often tap into shamanistic paths as well.

The gruum is very similar to the half-orc; however, they are often more savage and brutish or sly and cunning. They have a better range of possibility than their half-orc cousins.

GRUUM TRAINS

Your gruum character has the following traits.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increase by one. You may alternately increase your Dexterity score by 2 in place of Strength.

Age. Gruum reach maturity at age 12 and can live up to 80 years.

Alignment. Gruum have a naturally tendency towards chaos and evil; however, depending on the gruum's upbringing, it may have a good natural instinct. No matter the upbringing, every gruum at one point will experience and urge towards chaos.

Size. Gruum are about a foot taller and bulkier than humans. Although often slender, their long limbs make them seem larger. Your size is Medium or Large. Consult your GM to decide which.

Speed. Your base walking speed is 30 feet.

Menacing. You gain proficiency in the intimidation skill.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Savage Speed. While in combat, the gruum may opt to double their speed score. You may use this feature twice per short rest.

Reckless Intent. When you score a hit against an enemy target, you may opt to add another damage die to your attack. However, the next time an enemy targets you with a melee weapon attack, they have advantage to hit you.

Languages. You can speak, read, and write Common and Orc.

APPENDIX IX: GEM CHART

Roll one time for each gem.

Roll	Gem Type	Value
1	Topaz, green	5
2	Topaz, blue	8
3	Topaz, yellow	10
4	Emerald, small	15
5	Emerald, medium	25
6	Emerald, large	50
7	Ruby, small	20
8	Ruby, medium	35
9	Ruby, large	75
10	Sapphire, small	15
11	Sapphire, medium	35
12	Sapphire, large	100
13	Opal, small	10
14	Opal, medium	30
15	Opal, large	60
16	Jade, small	15
17	Jade, medium	40
18	Jade, large	75
19	Diamond, chip	15
20	Diamond, small	150

APPENDIX XI: PLAYER HANDOUT MAPS

- Coastal Map
- Map A Player Map
- Map U Player Map

APPENDIX X: FOOTLOCKER CHART

Roll twice for each footlocker. Use a d12.

Roll	Contents
1	Fish bone bracelet worth 1 gp
2	Ring, worth 25 “n” (n = 50% sp, 30% gp, 20% pp)
3	1d4 gems (See Appendix IX)
4	Soiled rags
5	Eggs (1d3), 50% spoiled
6	1d12 gp
7	Coconut (1d2)
8	Jade snake pendant (50 gp)
9	Potion (50% healing, 25% climbing, 25% growth)
10	Potion (50% speed, 50% fire breath)
11	Necklace made from teeth
12	Colored rocks

Legend

1 hex = 1/4 mile

boardwalk path

entrance to below

marsh



Path of the
VANISHED
Coastal Map



Path of the VANISHED Island Map



Legend

1 hex = 500 feet

boardwalk path

docks





500
Feet

PACESETTER GAMES

Name

Player

Class

Level

Race

 Inspiration

Race



Equipment

○○○○○○○○



XP

Flaws

Acrobatics (Dex)	_____	○
Animal Handling (Wis)	_____	○
Arcana (Int)	_____	○
Athletics (Str)	_____	○
Deception (Cha)	_____	○
History (Int)	_____	○
Insight (Wis)	_____	○
Intimidation (Cha)	_____	○
Investigation (Int)	_____	○
Medicine (Wis)	_____	○
Nature (Int)	_____	○
Perception (Wis)	_____	○
Performance (Cha)	_____	○
Persuasion (Cha)	_____	○
Religion (Int)	_____	○
Sleight of Hand (Dex)	_____	○
Stealth (Dex)	_____	○
Survival (Wis)	_____	○

[illegible]

Passive Wisdom

Death Saves

Successes ○○○

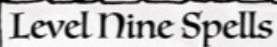
Failures ○○○○

Saving throws

☐ Strength____
☐ Dexterity____
☐ Constitution____
☐ Intelligence____
☐ Wisdom____
☐ Charisma____

Name	Bonus	Damage	Type
------	-------	--------	------

[illegible]



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PATH OF THE VANISHED

It has been 50 years since the purple-sailed ships terrorized the coasts; however, they have returned, and this time they have become more ruthless and horrifically efficient. Entire villages disappear in a single night; no survivor nor corpse has been recovered. Darker still is the purpose that drives these new Raiders as those that they captured do not appear in any of the black markets, near or far. A brave group of adventurers managed to defeat the Raiders in the past, and such a group must be summoned to follow the *Path of the Vanished*!

Path of the Vanished is designed for characters levels 1-10 for the 5th Edition game system.



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