

Forgotten Realms Adventures

Volume III

Two fantasy adventures for GURPS

by J.C Connors

Theatre for Three

*A banished half-elf suspects one of his three uncles of murder
and hires the PCs to perform their favorite play.*

Jewel Island

*A powerful artifact, a dangerous island, hostile natives.
What more do young adventurers desire?*

Version 1.2

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Theatre for Three

"You don't mind the poison" asked the hooded man to the stooped beast.

The lizard-like creature just licked its lips in anticipation.

"I'll take that as a no," muttered the man, holding out a purse of gold to the creature. "Dispose of him then."

Adventure Summary

This adventure is suitable to 4-6 100 point characters. It is set in the Forgotten Realms on the Sword Coast, just 200 miles east of Baldur's Gate, though it will work equally well in any fantasy setting.

The lord of the town of Elturel, Talos Jirard, has been missing for two months. In his absence, his three brothers have taken over rule of the town. Their first act was to banish Talos Jirard's half-elven son from the land, proclaiming him an usurper and incompetent leader.

Talos' son, Maenar, fled to the small town of Soubar, 100 miles to the north of Elturel. He believes that one of his uncles arranged for the murder of his father, and probably plots to slay the other two so he can become leader of the town.

Maenar fears to enter Elturel, even though the people of the town favor him and would gladly see

him rule in the place of his uncles.

Maenar hired and trained a band of minstrels and performers to infiltrate the town and discover the identity of his father's murderer. He arranged for them to present a famous play, *Volo's Third Journey* to his uncles, all of which are enthusiastic supporters of theatre.

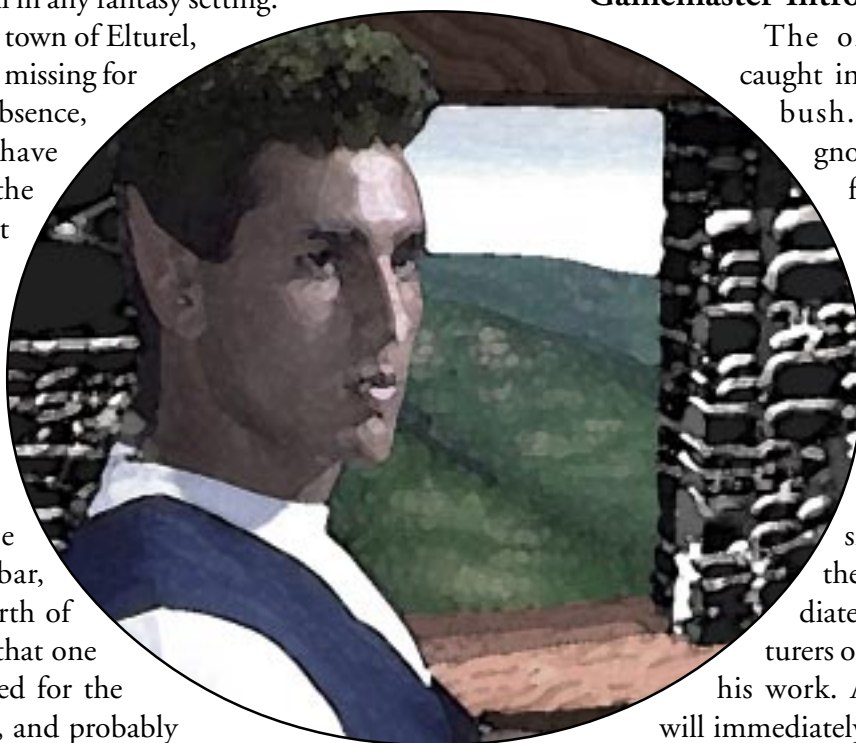
However, just a few hours after setting out for Elturel, the performers were slain. Maenar now needs replacements... quickly.

Gamemaster Introduction

The original troupe was caught in an unfortunate ambush. A roving band of gnolls caught them just a few miles outside Soubar and killed them for the few pennies they carried.

Maenar has only a few days to find replacements for his troupe, brief them on their mission, and send them on their way. He will immediately seek out any adventurers or fortune seekers to do his work. Any charismatic PCs will immediately catch his eye.

Maenar is not rich, though he took some of his father's wealth with him when he fled. He'll offer the PCs \$300 each for their trouble, plus another \$1000 if they can prove who murdered his father.



The Briefing

Maenar's uncles expect the players in four days. The journey to Elturel is a bit over a hundred miles along the southern road. The small village of Triel lies halfway between the two towns. Optionally, the PCs could cut across the Fields of the Dead and shave about thirty miles off the trip. The fields, however, are ripe with brigands and, according to rumor, undead cut-throats.

Maenar suspects one of his three uncles to have killed his father:

Goldwin -- The oldest of the brothers. Goldwin had a severe dislike for Maenar's mother, who died from a sickness when Maenar was four.

Yondle -- The middle brother, Yondle has always expressed the desire to be a fierce warrior and leader of men.

Unger -- The youngest brother, by thirteen years. Unger has always been quiet, and moved from Baldur's Gate to Elturel just a few months before Talos' disappearance.

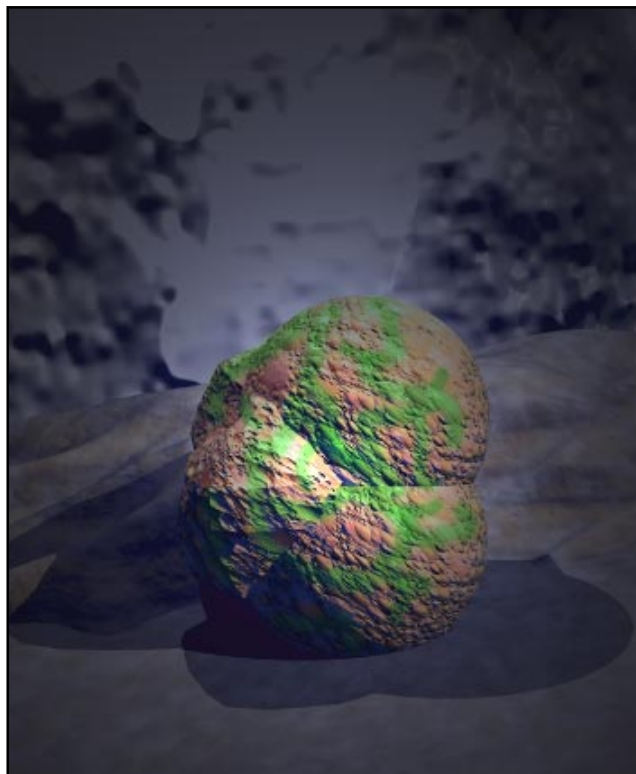
The Gnoll Brigands

Old abandoned farms surround the road to Triel, one farmhouse every ten miles or so. The robber gnolls live in the third farmhouse, and will not hesitate to attack travelers for their money.

There are seven gnolls. Two are armed with cross-bows and lurk in the farmhouse, which lies about 50 yards from the road. When the gnolls spot travelers, five will set out and demand all their money.

In their farmhouse, the gnolls have approxi-

mately \$4,000 in silver and gold pieces, 3 Chiron healing potions, and an enchanted Ring of Courage, which provides the wearer +3 on all Fright Checks.



Triel

Triel is a small town of approximately 400. It offers basic supplies, a warm inn, and excellent mutton stew.

The water from the town well is remarkably bitter. The town people have (almost) gotten used to it, but travelers will find it disgusting. Boiling the water seems to get rid of most of the taste.

The reason for this bitterness is an Adder Stone, a unusual rock from the deserts of Amn. A traveler who had a grievance against the town threw the stone into the well five years ago. The stone lies eight yards under the water, and requires a Vision roll to spot (-10 due to complete darkness) its unusual, orange-green speckled qualities.

If the adventurers manage to clean the town well (a Purify Water spell will do the trick, or removing the Adder Stone), the town will throw the heroes a feast.

The Gnolls

ST 15	Move/Dodge: 6/7
DX 12	Skills: Broadsword-12,
IQ 8	Crossbow-13, Sling-12
HT 12/15	Advantages: Combat Reflexes,
	High Pain Threshold

Equipment: Cheap broadswords (2d+3 cut), boiled leather armor (PD 2, DR 2), sling (2d+1 cr, SS 12, Acc 0, ½D 90, RoF 1/2), crossbow (2d+1 imp, SS 12, Acc 4, ½D 300, RoF 1/4)

Elturel

Elturel is a fairly large town, home to about 10,000 folk. Humans are the most prevalent race, though there's a small community of elves that live in the city as well.

Maenar's uncles rule from a large manor just a few miles east of the town.

Unless the PCs arrive incognito, the town will be waiting for their arrival. The townspeople will shower them with excitement. Several innkeepers will volunteer to let the PCs stay in their taverns ("free o' charge, 'cept for a tale or two, of course). The townspeople have once seen *Volo's Third Journey* before, about ten years ago, and will enthusiastically ask questions about the play and who will be playing which part. See the inset for possible questions the PCs will be bombarded with -- it's up to them to make up ingenious responses!

Volo's Third Journey Primary Players

Volo

Bold & pompous. A seasoned traveler without equal.

Arina the Wench

A saucy and savvy lass who traveled with Volo for this journey.

Horace

A greedy and manipulative baron who believes Volo to be a fool.

Dumwat

A dim-witted dwarven servant that Volo takes much pleasure in playing practical jokes on. He thinks he is a powerful wizard.

Agwak

A captured hobgoblin who spends the entire play in chains, but is the wisest of the players.

Questions for the Weary

Does Volo really know about Arina's magic ring, or is he just pretending?

If Agwak is chained up for the whole play, how does he get the truth potion he gives to Dumwat in the third act?

Is Horace based on a real fellow? Who?

Did Arina lose the key to Agwak's chains on purpose, or was she just trying to trick Dumwat into making a duplicate?

Shortly after arriving in Elturel, the PCs will be contacted by a messenger who brings the greetings of the three Lord Jirards. The messenger bids the players to dine with the lords the following night, and then to perform the play the night after.

Dinner at the Manor

The PCs are seated at a long table set with ornate silverware and succulent lamb. Maenar's three uncles sit on the far end of the table and seem fascinated with the players.

Unger Jirard, the youngest of the brothers, is the most astute and learned of the men. He will ask pointed questions about the performance and the play. Since he hails from Baldur's Gate, and is quite sophisticated, he may grow suspicious of the PCs if they cannot provide him with adequate answers. A Performance-2 or Literature roll will allow a PC to answer his queries.

The other two men, while fascinated by the stage, do not know it well enough to form any suspicion. They are simply thrilled to have the Coast's best player company in their manor performing one of their favorite comedies. Yondle, the middle brother, will be insulted by anyone who seems rude or impolite (Savoir-Faire roll). It is apparent that he sees himself as the most decisive of the lords.

If dinner goes well, the lords will invite the players to perform the comedy a second time in three days for the common folk of the town. They will pay the PCs \$1,000 apiece for their trouble.

Shortly before midnight, the three lords will excuse themselves back to their quarters, and ask a messenger and guard to escort the PCs back to the inn.

Solving the Murder

The murder is most easily solved by searching the three men's quarters. GMs can easily switch the identity of the murderer. This writeup will assume that the middle lord, Yondle, murdered Maenar's father to assume control of the town. By allying with Goldwin, who never liked Maelar or his mother, and Unger, who lost a good fortune in Baldur's Gate, he has secured a position for himself.

Despite Maenar's guess, Yondle does not intend to murder his other brothers. He may consider ridding himself of Unger one day, but he's a patient man and is happy for now.

Yondle poisoned Talos with an exotic poison known as "salamander blood." The poison is very magical and very rare. The subject does not die for a day after ingesting the poison, but does become enslaved to the poisoner during that period. Yondle told Talos to leave the castle to tell his servants he was going fishing alone. Yondle recovered the body and gave it to a local band of Fire Newts to dispose of. The Fire Newts provided the poison for Yondle, and were happy to bring a fresh meal to their young children.

A half-bottle of salamander blood is hidden in Yondle's quarters, along with a map to the Fire Newt lair. A Poisons roll will identify the blood as deadly, but must be made by 5+ to identify the poison.

Sneaking In

During the night of the dinner, the manor will be extremely hard to sneak into. Several guards are posted outside the uncles' quarters, and servants roam freely.

The ideal time to investigate will be during the performance, where the uncles and most of their elite guard and servants will be watching the play.

Generic Guard

ST 12 Move/Dodge: 4/5
DX 11 Skills: Shortsword-12,
IQ 10 Shield-12, Spear-12
HT 11 Advantages: Alertness +2,
 Combat Reflexes

Equipment: Spear (1d+1 imp), chainmail (PD 3, DR 4), small shield (PD 2).

Even during the performance, there will be guards posted through the halls of the manor, but these guards won't be the brightest or the best (they will not have the Alertness advantage).

If, however, the performance goes poorly and is considered boring, more guards will wander off back to their duties, making the PCs' job much harder.

Proving the Murder

If Yondle is confronted with the murder, his brothers will be aghast, but he will deny it. He maintains that he uses the poison to remove warts (a legitimate use for it) and does not know how the map to the Fire Newt lair got in his room. For the PCs to truly prove the murder, they must visit the Fire Newts and recover the mauled body of Talos Jirard.

Yondle's brothers will immediately believe his story over any statements the PCs may make. They are not quick to accuse their brother of being a murderer.

The Journey to the Fire Newt Lair

The Fire Newts live two days away, in a series of rocky hills to the west of Elturel. Once the map takes the PCs to the area around the lair, they must use Tracking to actually find the cavern lair.

The lair is home to about twenty Fire Newts, and their cave extends about a mile underground. Fortunately, the body of Talos is kept near the surface in a small cave.

Two or three scouts will observe the PCs advancing on the cave. If the PCs do not spot the scouts, they will relay a message to a large group of eight Fire Newt warriors to prepare an ambush for the adventurers. The scouts have Stealth-14.

Possible Items to Steal in the Manor

- A small pamphlet describing an ancient artifact, the Element Wand, to be found in the deserts north of Calimport
- An Odysseus Poion of invisibility
- A coffer of 900 silvers, trapped with a sleep needle (HT or sleep magically for 20-HT hours)
- Light wand with a dedicated 1-point powerstone
- A very fine large knife carved with the words "desert fire"

The Caves

The cavern is fairly small, and very low-light. The PCs will need some light source to venture into the depths, as all the Fire Newts possess Infravision.

A - Entrance cave. Non-descript, except for the Fire Newt tracks which run through the mud.

B - Trash pile. Bones, rotted leather, and broken tools litter this cave. Furthermore, it smells awful. PCs are at -1 to all rolls in this room.

C - Food storage. Bodies of three humans (including Talos Jirard) and two deer are half-buried here, rotting to perfection.

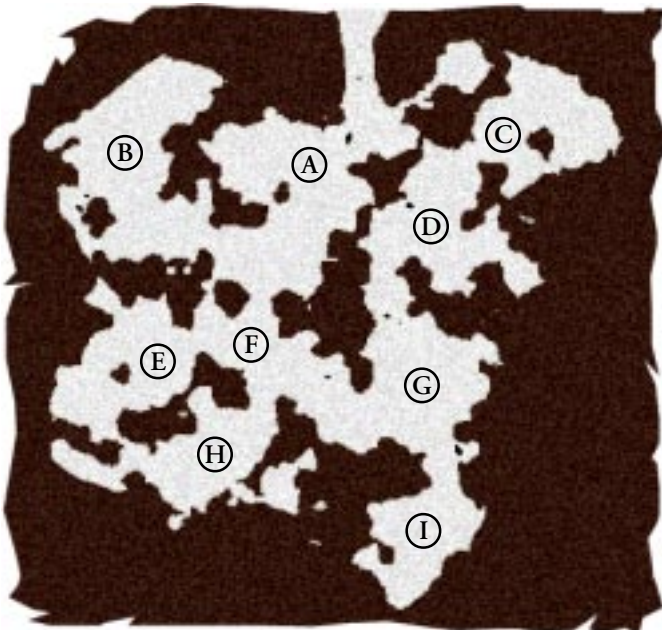
D - Eating room. Four Fire Newts prepare a meal in here on rotted wooden tables, obviously stolen from a human settlement. These Fire Newts are not warriors, and will attack with stools (DX-5, 1d+2 cr).

E - Common room. Old rugs and blankets are strewn around this room. Six elder Fire Newts sit in here and talk in their hissing draconic language. They will run from battle, but if cornered will fight with clubs (skill 11, 1d+2 cr).

F - Ambush area. If the scouts alerted the Fire Newts to the presence of the PCs, eight of them will be waiting in here to ambush the PCs. They have Stealth-14 and attack with broadswords.

G - Assembly hall. This hall will be abandoned as soon as the Fire Newts detect intruders.

H - Nursery. Eighteen eggs are kept here, accompanied by ten Fire Newt mothers and three warriors. They will fight to protect their young.



Firenewt Warriors

ST 11	Move/Dodge: 5/6
DX 12	PD/DR: 1/1 (scales)
IQ 8	Damage: 1d+3 cut
HT 11	Reach: C, 1

Slightly shorter and stockier than humans, Firenewts are cruel, martial creatures. They typically wear chain mail (PD 3, DR 4) and wield blunt broadswords (skill-14, 1d+3 cut).

For 4 Fatigue, Firenewts can breathe fire for 1d damage with a 2-hex range. The fire can be Dodged and Blocked, but not Parried. This is a Physical/Easy skill for them.

I - Treasure chamber, though barely. A large locked chest (Lockpicking-1) contains 1,000 silvers, marked with the seal of Elturil, and another vial of Salamander Blood. The chief Fire Newt is here guarding it (as above, but ST 12, HT 13).

Wrapping Up

The body of Talos Jirard shows signs of poisoning (Physician roll will reveal this). With this evidence, the brothers Jirard will abandon Yondle and have him escorted to the dungeon. They will grudgingly give the throne of Elturel back to Maenar, who will immediately ride from Soubar to proudly claim his birthright. His first act is to reward the PCs; his second is to condemn his uncle to life in the town's tower prison.

Character Points

Each character should receive 1 to 3 character points for roleplaying and creativity. If they solved the murder cleverly, and without resorting to bloodshed, award an extra point. Lastly, if they did an excellent job performing *Volo's Third Journey*, award another point.

Volos Third Journey

By Mintiper Moonsilver
Act III, Scene 2

*The Setup: A forest glade. Under the influence of a love potion, Volo is enamored with Arina, but so is the dwarf Dumwat, who truly loves her. But Arina also drank a love potion, and is fond for the manipulative and manly Horace.
The chained hobgoblin Agwak watches this scene with amusement.*

VOLO

Stay, gentle Arina; hear my excuse:
My love, my life my soul, fair Arina!

AGWAK

O excellent!

DUMWAT

Turn away, Hobgoblin!
Volo, do not scorn her so.

VOLO

Hang off, thou Orc, thou Gnoll! vile thing, let loose,
Or I will shake thee from me like a wyvern!

DUMWAT

Why are you grown so rude? what change is this?
Good master,—

VOLO

Ay, by my life;
Be certain, nothing truer; 'tis no jest
That I do hate thee and love Arina.

DUMWAT

O me! you juggler! you beardless oaf!

ARINA

Have you no modesty, no manly shame,
Fie, fie! you counterfeit, you puppet, you!

DUMWAT

Puppet? why so? ay, that way goes the game.
Now I perceive that she hath made compare
Between our statures; she hath urged his height;
And you are grown so high in her esteem;
Because I am so dwarfish and so low?
How low am I, thou painted tree-ent? speak;
How low am I? I am not yet so low
that my axe can not reach unto thine eyes.

ARINA

I pray you, though you mock me, gentlemen,
Let him not hurt me: I was never curst;
Let him not strike me. You perhaps may think,
Because he is something lower than myself,
That I can match him.

DUMWAT

Lower! hark, again.

AGWAK

Now the hungry lion roars,
And the wolf howls the moon;

ARINA

Good Dumwat, do not be so bitter with me.
I evermore did love you, Dumwat,
To strike me, spurn me, nay, to kill me too:
And now, so you will let me quiet go,

To Luskan will I bear my folly back
And follow you no further: let me go:

DUMWAT

Why, get you gone: who is't that hinders you?

ARINA

A foolish heart, that I leave here behind.

DUMWAT

What, with Volo?

ARINA

With Horace.
[Horace Enters]

HORACE

Be not afraid; he shall not harm thee, Arina.
No, sir, he shall not, though you raise your axe.

ARINA

O, when he's angry, he is keen and shrewd!
He was an ogre when he went to forge;
And though he be but little, he is fierce.

DUMWAT

'Little' again! nothing but 'low' and 'little'!
Why will you suffer her to flout me thus?
Let me come to her.

VOLO

Get you gone, you dwarf;
You minimus, of hindering knot-grass made;
You bead, you acorn.

HORACE

Let him alone and speak not of Arina;
Take not her part; for, if thou dost intend
Never so little show of love to her,
Thou shalt die by it.

VOLO

Now she holds my heart not;
Now follow, bold dwarf, to try whose right,
Of thine or mine, is most in Arina.

DUMWAT

I am amazed, and know not what to say.
[Volo and Dumwat Exit]

AGWAK

And we hobgoblins, that do run
By the triple wolf's team,
From the presence of the sun,
Following darkness like a dream,
I am sent with broom before,
To sweep the dust behind the door.

HORACE

Turn away, Hobgoblin!

Volo's Third Journey Primary Players

Volo

Bold & pompous. A seasoned traveler without equal.

Arina the Wench

A saucy and savvy lass who traveled with Volo for this journey.

Horace

A greedy and manipulative baron who believes Volo to be a fool.

Dumwat

A dim-witted dwarven servant that Volo takes much pleasure in playing practical jokes on. He thinks he is a powerful wizard.

Agwak

A captured hobgoblin who spends the entire play in chains, but is the wisest of the players.

Handouts for *Theatre for Three*

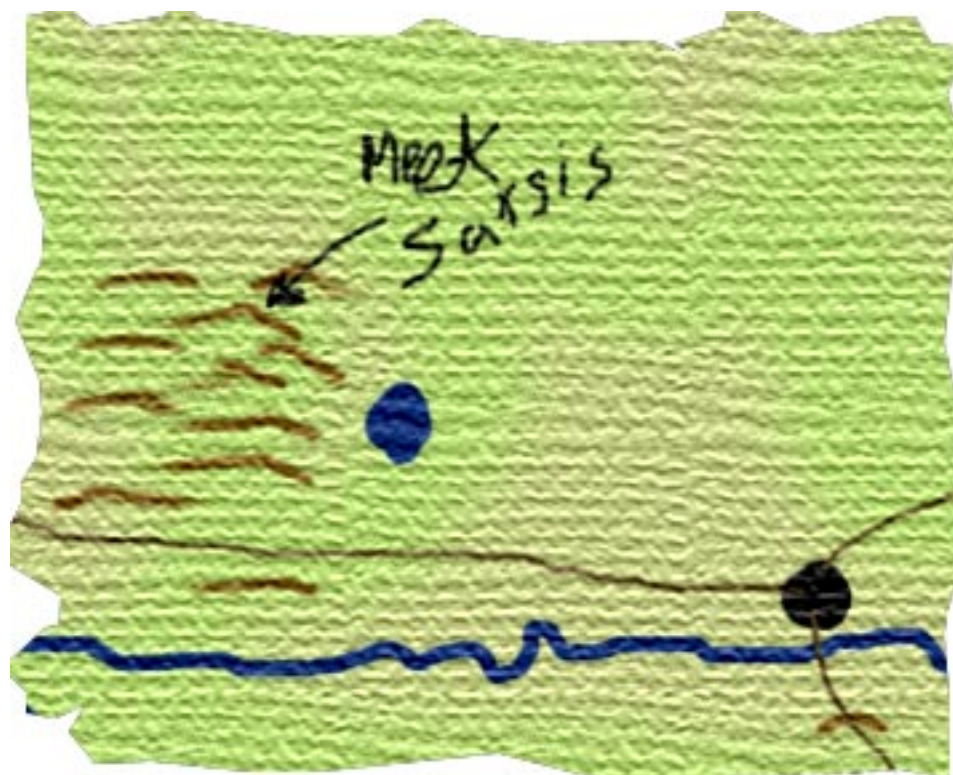
Unger-

Why you seek the Element Wand is beyond me. Last you wrote, you could not even waggle your fingers to produce so much as a magical glimmer, let alone powerful elemental spells. Surely, the wand would not help whelps like yourself.

If you seek the wand, send messengers south to Calimport. The foul wretch Goghi knows more of it than I. Try not to upset the Basadonis like you did the last time you were there.

-Tiryha

Adventure Seed



Yondle's Map

Jewel Island

The gnarled old sailor scratched his patchy beard and plucked out a particularly long whisker that bothered him.

"Don't ya be thinkin' about going to that shrouded isle," he said, examining the reddish hair. "Tis cursed, no doubt."

"I do not believe in curses, old man," said the stout adventurer, patting his sword. "That island holds treasure I'm sure."

"Aye, holds a thousand treasures. All of which were undoubtedly lost by stupid men such as yourself. I promise you their bloated corpses are the only thing that guards them now!"

Adventure Summary

This adventure is suitable to 4-6 100 point characters. It is set in the Forgotten Realms off the Sword Coast, approximately 600 miles west of Candlekeep, near the Pirate Isles.

This adventure is a treasure hunt -- plain and simple. It is an ideal adventure for PCs who have gotten wind of a great treasure or artifact, and wish to seek it out. The Element Wand mentioned in the previous adventure, "Theatre for Three," is used, though the GM can easily switch it with any treasure he sees fit, or even no treasure at all!

Gamemaster Introduction

The players can set sail for Jewel Island from either Candlekeep or Baldur's Gate. Either town is a good place for the PCs to stock up on supplies and hire, or even purchase, a sturdy boat.

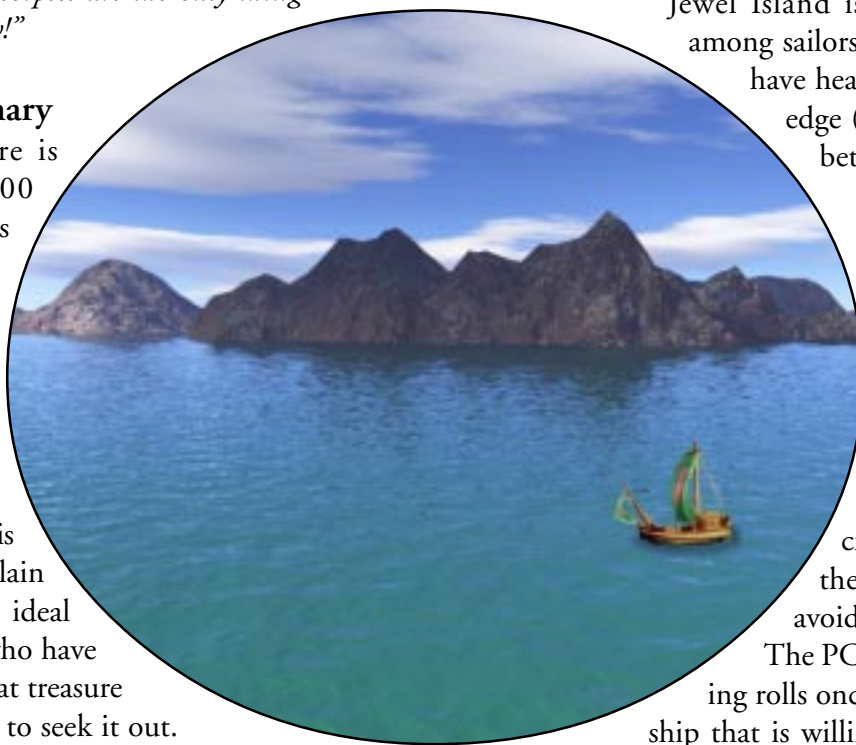
If the PCs haven't adventured through "Theatre for Three," the GM merely needs to pique their interest in the ancient artifact supposedly held on the island.

Discovering the Location of the Island

Jewel Island isn't too well known among sailors. Only a handful will have heard of it (Area Knowledge (Sea of Swords)-15 or better).

The sailors that have heard of Jewel Island know it only as a fog-shrouded island with currents that only let ships leave once every ten days. For this reason, as well as the unknown creatures that reside on the forested isle, sailors avoid it.

The PCs may make Scrounging rolls once each day to locate a ship that is willing to take passengers to the island. The passage fee is \$250 per passenger -- high because of the dangers of the currents that surround the isle.



Sample Ship: <i>The Skipper of the Sea</i>	
65' Ploion	
Crew 10	Passengers 9
DR 2	HP: 1,050
Daily Travel: 125m	

Supplies

The captain of the ship will recommend that the characters bring along standard survival supplies for a jungle or forest. He'll recommend tents, torches, and lots of rope.

Both Candlekeep and Baldur's Gate offer supplies. Candlekeep's prices are slightly more expensive because of less demand – about 20% higher.

PCs leaving from Candlekeep will be able to do extended research on the Element Wand; see the hand-outs section.

The Voyage

An average ship moving approximately 125m per day will take 5 days to reach the island. A successful Navigation roll each day is required to find it. If a roll fails, an extra day is added to the voyage.

The Island

Jewel Island is surrounded by a thick fog bank. Only the highest point of the island is visible, and it appears heavily forested.

Once the boat passes through the fog bank, the mana level drops to low. The temple on the island is high mana.

Landing

There are three places to land on the island (entries 2, 3, and 4), and a native settlement on one of the outlying isles (entry 1).

1. Wadunga Village

This small native village of wild dwarves (also called jungle dwarves, population of about 150) has lived on this island for centuries. The island is normal mana.

Their dialect defaults to Dwarvish-2.

The wild dwarves are a strange site to behold for

Services at Candlekeep

Candlekeep is a haven for adventurers and scholars. Anyone in the Realms looking for a clue, a bit of information, or a piece of sage advice cannot find a better place than the libraries of Candlekeep.

Here is a general guideline to prices and services:

Sage Advice gives a person access to a sage with a skill of 18-20 in three or four related subjects. Cost: \$1,000 per day.

Book Copying: This service costs \$10 per page. Magical texts and grimoires cost \$100 per page, due to their more exacting nature and complicated diagrams. All books copied are marked with the symbol of Candlekeep.

Browsing the Library: The Candlekeep library contains every known spell from **GURPS Magic** and **GURPS Grimoire**. To access the library, the petitioner must follow three rules:

- 1) He must bear a seal or sign of a recognizable powerful mage. Petitioners must make a Reaction roll at -5; a Good or better result is required.
- 2) Petitioners must give Candlekeep a valuable book the library does not contain. Each \$5,000 the book is worth gives +1 to the roll.
- 3) Petitioners may browse for nine days and nights. Finding and copying a specific spell requires a Research roll and eight hours. After nine days, the petitioner is asked to leave for a full month, or to join the library as a permanent acolyte.

Particularly dangerous or magical information requires the services of a sage, as they are kept in the inner vaults reserved only for the Keeper and his Great Readers.

outlanders. They have dark brown, heavily-tattooed skin, and are smeared in a foul-smelling grease to ward off insects. The wild dwarves are suspicious of outsiders, but not totally unfriendly (they react to people at -2).

Wadunga village is TL1 and therefore only have supplies appropriate to that tech level -- stone axes and tools, blowpipes, digging sticks, and spears. Being a dwarven village, however, means even these primitive tools are of exceptional quality. They usually trade through barter, though gems and coins will impress them as well.

Kadudu the Shaman

The village is led by an old jungle dwarf named Kadudu. He is a shaman of sorts (Magery 2, has spells from the Healing, Water, and Earth colleges) and is very bright.

If the PCs are able to communicate with him, he will tell them that Jewel Island is ruled by two great eyes, and is very dangerous because of the giant lizards that rule the low areas. He will also say that the spirits do not hear him as well there.

A Gesture roll will reveal the same thing, though in more vague terms ("giant monsters with big eyes, strength unreliable).

Wild Dwarf Racial Template (17 points)

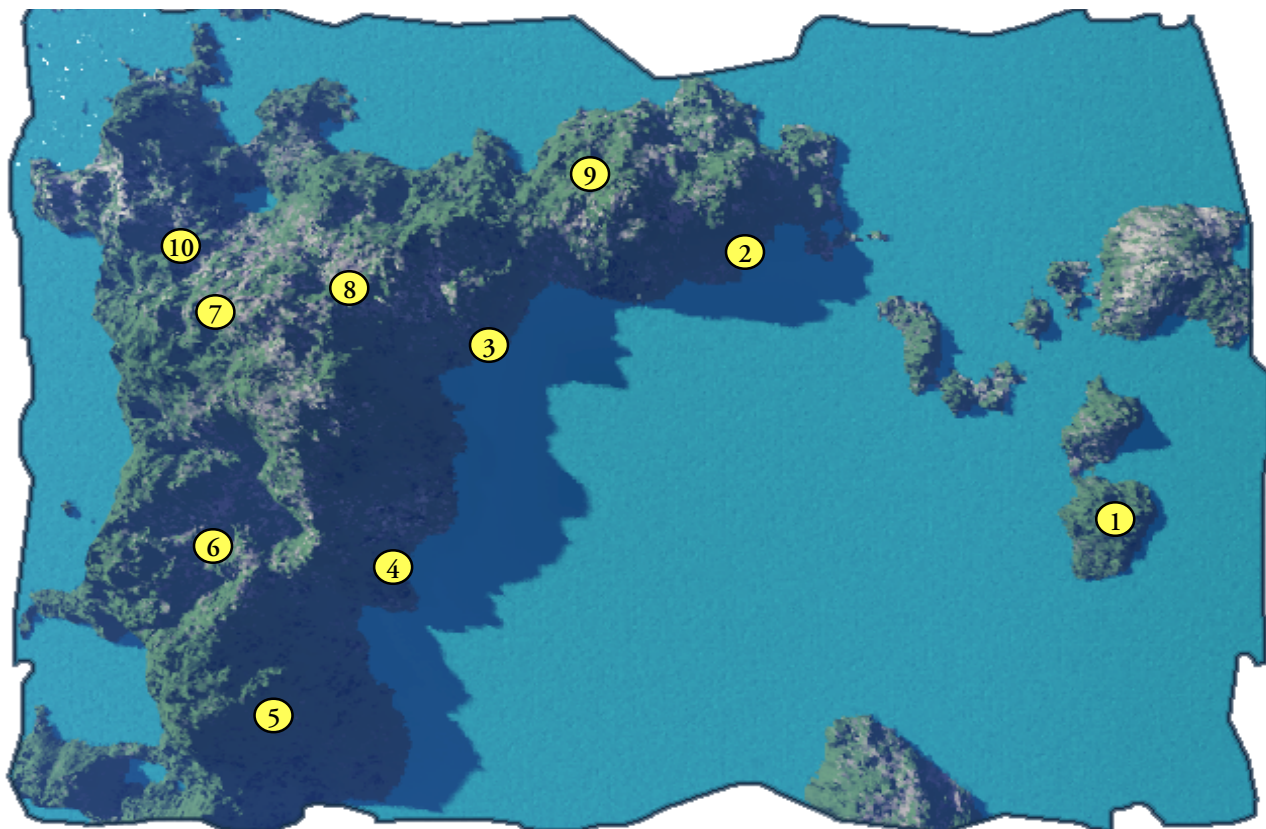
Wild Dwarves have ST +2 [20]. Their advantages are DR 1 [3], Extended Lifespan [5], Extra Encumbrance [5], Extra Fatigue +2 [6], Hard to Kill +1 [5], Longevity [5], and Temperature Tolerance 4 (heat only) [2].

Their disadvantages are Greed [-15], Miserliness [-10], Reduced Move -1 [-5], Intolerance for Orcs and Goblins [-5], Primitive (TL1) [-10], and Social Stigma (barbarian) [-15]. They are at -2 to use all missile weapons except blowpipes[0].

Wild Dwarves have the racially learned skills Axe/Mace at DX+1 [4], Blowpipe at DX [4], Merchant at IQ [2], and an overall +3 bonus to all Craft Skills [18]. Their quirks are Suspicious of Elves and Never Shaves Beard [-2].

Jungle Dwarf Sleep Poison

A vegetable poison that is a blood agent, the wild dwarves use this poison with their blowpipes. After 10 seconds, the victim must make a HT roll or fall asleep for 20-HT minutes. Wild Dwarves are immune to this poison; other dwarves roll at HT+3.





Jewel Island

2. Haunted Beach

Someone making a Vision and Shiphandling (defaults to IQ-6) roll will find that this beach looks the safest to land on.

As the PCs near the beach, they'll see an old vessel beached on the shore. A Carpentry -1 (defaults to IQ-4) or Shipbuilding roll will reveal that it is about two hundred years old.

Another Vision roll will spot three several bloated bodies near the ship, many lying face down in the water.

These bodies are the Drowned Dead, nasty bloated zombies that hate all life. The ship of the

Drowned Dead

ST 16 Move/Dodge: 5/5
 DX 12 Skills: Broadsword-14
 IQ 8 PD/DR: 0/2
 HT 15/40 Weight: 300 lbs.

Equipment: Rusty cutlass (3d cut), rotted leather (PD 1, DR 1)

Evil men who die by drowning often become these twisted, bloated undead. Like zombies, they feel no pain nor do they have vital organs. Their rusty cutlasses are disease ridden. Anyone hit must make a HT-2 roll daily or take 1d damage. Three successful rolls cure the disease.

drowned dead contains a chest (trapped with a magical fire trap; make a Traps roll to disarm it or be immolated in flames for 2d+2 damage). The chest contains \$3,000 in gems and gold coins, two flasks of Oil of Sharpness (adds +2 damage for one hour to a bladed weapon; see *Forgotten Realms Adventures Volume I* for alchemical details), as well as a map that shows the location of the temple and the location of the buried treasure (entry 6).

3. Rough Shoals

A Vision and Shiphandling roll will reveal a clear beach, but dangerous currents. A Shiphandling-3 roll is required to land here. Critical failure indicates the ship sinks.

The beach here is clear, though a Vision roll will discover palm-sized, three-toed tracks in the sand near the forest edge.

4. Carnotaurus Beach

A Vision and Shiphandling roll will reveal a clear beach, but strange currents. A Shiphandling-1 roll is required to land here. Critical failure indicates the ship sinks.

The beach here is the territory of a nasty Carnotaurus. He only emerges from the canopy once every two or three days (roll a die, on a 1-2, he shows up), but he has a very bad temper and won't hesitate to attack intruders.

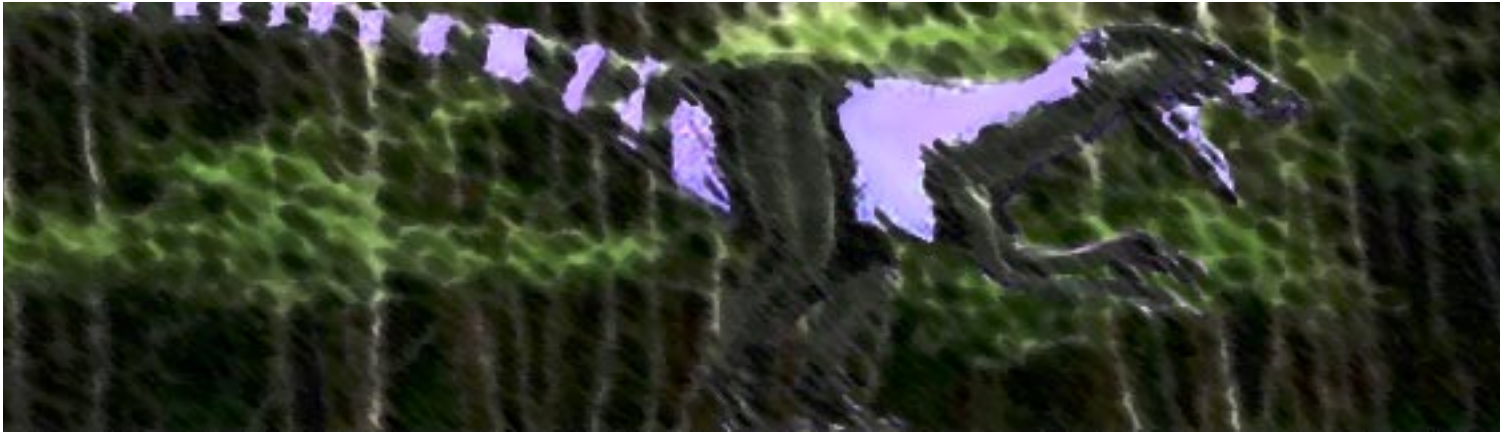
A Merchant-2 or Leatherworking roll will reveal that a Carnotaurus hide is worth \$2,000 in a town.

Carnotaurus

ST 65 Speed/Dodge: 10/7 Size: 12
 DX 14 PD/DR: 2/3 Wt: 1.5 tons
 IQ 3 Damage: 3d imp#
 HT 14/45 Reach: C, 1

Carnotaurus attacks by head-butting for 3d crushing, and then entering close combat to bite and tear with his teeth (3d impaling).

Armor made from Carnotaur hide weights 50% more than leather and has PD 3, DR 3. A typical Carnotaur hide can make three human-sized suits of armor.



5. Grazing Stegosaurus

The forest here is thinner, and home to several variety of dinosaurs, the largest being stegosaurus. They are peaceful, unless the PCs endanger their young or make too much loud noise.

6. Buried Treasure

This spot is marked on the treasure map found in the ship.

PCs passing through the area may notice on a Vision -5 roll that several trees are marked with cutlasses.

In pirate fashion, a chest is buried about six feet underground about five paces from a mossy boulder. The chest is inscribed with a warning and trapped with a similar fire immolation trap found on the one in the pirate ship -- a Traps roll is required or the chest will magically spout fire for 2d+2 damage.

The chest contains another \$4,000 in silver and gold coins, as well as a golden skull enchanted with Skull-Spirit, a Marble Polar Bear, a spellbook containing the spells Death Vision, Sense Spirit, Summon Spirit, Summon Shade, and Zombie, and a magical cutlass enchanted with Icy Weapon, Umbrella, and 1-point dedicated pearl powerstone embedded in the hilt).

7. Deinonychus Field

This large plain is covered in tall, 4' grass. The birds are quiet near this area. Beyond this field lies a large lake with a temple in the middle (entry 10).

The field is the home to eight Deinonychus. Anyone entering the field is likely to catch their attention; the Deinonychus will

attempt to sneak up on the explorers with their Stealth-15 and attack them unaware.

8. Petrified Forest

There is a clearing here with three humanoid statues in combat poses. An IQ roll will reveal that these poor souls were petrified.

9. Fruit Forest

This area of the forest is filled with delicious, edible passion fruit. Some small lizards graze on the fallen fruit here and pterodons swoop overhead. The pterodons will not attack large targets, making this area a safe place to set up camp... one of the few safe places on the island.

Deinonychus

ST: 15	Move/Dodge: 13/8	Size: 3
DX: 16	PD/DR: 1/1	Weight: 180 lbs.
IQ: 4	Damage: 1d+2 imp#	
HT: 13	Reach: C, 1, 2#	

Deinonychus is capable of attacking large foes by leaping at up to a 2 hex range, increasing damage to 2d+1 imp and holding on with its teeth and foreclaws (1d cut). Anyone entering Deinonychus' front hex may be kicked without it counting as an action.

Deinonychus has Vision 16, Smell and Hearing at 14, and Stealth-15. It can broad-jump 5 yards, or high-jump 6 feet.

Sample Raft (Shipbuilding +3)	
7" logs	
Crew 2	Passengers 0
DR 6	HP: 42
Move 1	Daily Travel: 25m
Sample Canoe (Shipbuilding)	
15' dugout	
Crew 3	Passengers 0
DR 3	HP: 32
Move 2	Daily Travel: 60m

10. The Temple

The island's temple lies in the middle of a lake; the ground floor is completely flooded.

An Archaeology roll will reveal that the temple was constructed by dwarves. It is in very good condition, and looks well-maintained.

The Lake

Anyone making a Vision-3 roll will spot creatures living in the lake. These are Elasmosaurs. Anyone entering the water will probably draw their attention -- make a Reaction Roll to see if they attack. Anyone building a boat will be safe, as the Elasmosaurs are primarily looking for fish.

Once the PCs reach the temple, they will have to scale the walls to reach one of the large windows on the second story. This requires a Climbing -3 roll.

The Second Floor

The Temple is four stories tall. The first floor is flooded, the other stories are only a single large room apiece (approximately 20 yards across).

Windows light the interior of the temple. Old

dwarven runes can be seen carved on the temple. They speak of great battles against sea monsters and pirates, as well as a tunnel dug through the bottom of the temple that extends deep into the earth, deep into the Underdark (see handouts).

Spiral stairs in the center of the room lead up into the third floor.

The Third Floor

The third floor is magically lit, for there are no windows on this floor.

The third floor is the home to a Spectator. The Spectator will not be immediately hostile. He has been guarding the Element Wand for seventy-three years and has not talked to anyone for decades. He will be happy to explain that he was summoned by a dwarven mage years ago to protect the Element Wand. The Spectator will not, however, tolerate any attempts to gain entry into the vault.

Ichthyosaurus

ST: 18	Move/Dodge: 11/6	Size: 3
DX: 12	PD/DR: 1/1	Weight: 250 lbs.
IQ: 3	Damage: 1d-1 cut	
HT: 13	Reach: C	

The Vault

The vault is accessed through a heavy stone door. It requires a combined ST 50 to lift it -- only four men can get a grip on it.

Inside the vault is the Element Wand, held by a statue of an old dwarf. The floor here, however, is trapped. A Traps-4 roll will spot this. Anyone stepping on it will break through the fragile tiles and plummet four stories into the flooded water level.

The fall does 14d-28 damage. A Swimming roll will reduce the damage to 14d-42. The bottom part of the temple, however, is inhabited by shark-like Ichtyosaurs!

Fighting underwater is at -2 for Close weapons and an additional -2 for each hex of reach, plus an additional -1 for each encumbrance level. Damage is halved. Make a Swimming roll every two seconds or take 1 Fatigue.

Elasmosaurus

ST: 22	Move/Dodge: 7/7	Size: 12
DX: 14	PD/DR: 1/1	Weight: 1.5 tons
IQ: 3	Damage: 1d+1 imp	
HT: 14/20	Reach: 1-8	

Retrieving the Wand

The Wand is easily retrieved with a spell such as Apportation, or even with a good lasso toss.

The Wand, being a sentient thing, will try to use a Suggestion spell to ensure that it is picked up by the most appropriate character; it generally prefers mages to warriors, though it will avoid anyone with high levels of Strong Will.

Temple Exploration

The rest of the temple, while architecturally fascinating, is empty. The dwarves took their valuable items with them when they left ages ago.

Intrepid PCs who feel compelled to search the flooded bottom of the temple may be rewarded, though the tunnel that used to run underneath the island is totally collapsed.

Careful searching of the underwater chambers will find a large gemstone (worth at least \$10,000) mounted above a doorway, which proclaims it to be the first gem mined here. Also, a Mountaineer's Ring can be found in a corner amidst silt and debris.

Mountaineer's Ring

A plain brown ring made from a resilient dwarven clay mixture. It is carved with runes that speak of the dwarven hero Nebiir, who climbed a mountain with a severed arm.

Enchanted with Resist Cold, Climbing (always on, provides Climbing +4), Might (always on, ST +1), 2 points of Power.

avoided encounters without bloodshed, or did an exceptional job surviving the perils of the island, give them an additional 1-2 points.

Wrapping Up

Escaping the island is the last challenge the PCs have. The strong currents and fog require a Shiphandling roll, or else travel will be delayed a day. A critical failure will sink the ship!

Character Points

Each character should receive 1 to 3 character points for roleplaying and creativity. If they

Spectator

ST: 14	Move/Dodge: 7/7	Size: 3
DX: 13	PD/DR: 2/4	Weight: 500 lbs
IQ: 15	Damage: 1d-1 cut	
HT: 15/25	Reach: C	

Advantages: 360-degree Vision, Extra Fatigue +10, Independently Focusable Eyes, Sharp Teeth.

Spectators are giant, floating eyes with a great maw full of razor-sharp teeth. They can be summoned from an alternate plane to guard artifacts for 101 years (the spell Summon Planar can do this). They are not immediately hostile; they prefer to have friendly chat with visitors, even telling them what they're guarding, and if any threat is detected they will use their powers of Suggestion before becoming *truly nasty*.

Spectators have a larger main eye in addition to four eyestalks. Each eye is capable of magical attacks -- treat as Knacks, each with an energy cost of 1, and no time to cast. Since the Knacks are gaze-based, they suffer no range penalties. Spectators can attack with all eyes each turn.

Main Eye: Reflect-20, Reverse Missiles-20
Eye #1: Create Food-15, Create Water-15
Eye #2: Total Paralysis-15
Eye #3: Mind Sending-15, Suggestion-15
Eye #4: Deathbeam-15*

All eyes have PD 2, DR 2. The main eye is at -3 to be hit and takes 6 hits to be blinded. The smaller eyes are at -6 to be hit and can take 3 hits to be blinded. When all the eyes are blinded, the Spectator vanishes from the material plane.

** Treat as ranged Deathtouch doing 3d damage -- armor does not protect; has SS 10, Acc 3, 1/2D n/a, Max 50.*

The Element Wand

The Element Wand was forged three-thousand years ago by four dwarven lichs. Shortly after creating it, the lichs fought each other. Three were destroyed, and as the victorious lich left the tower where it was created, he was slain by the dwarven Clan Umbershoulders.

The Element Wand was lost in the skirmish, but turned up in the hands of powerful mages and warriors over the course of its existence.

The Element Wand is sentient, and speaks with four voices -- the voices of its four dwarven creators. It is an evil artifact, and can use its willpower to corrupt the wielder. A clever and patient thing, it often waits years before attempting to control its wielder.

Abilities

Powerstone: The tip of the wand is a multicolored orb which acts as a 30-point powerstone. Only Elemental spells can draw from its power.

Sentience: The Element Wand has IQ 14 and Strong Will +4. It can voluntarily give the wielder Strong Will +4 as well. Discarding the artifact requires a successful Contest of Will. The Wand is also capable of using the Suggestion spell at skill 15.

Control of Elements: The Elemental Wand gives any mage who wields it +2 to all Elemental spells.

Element Mastery: Any Elemental missile spells cast through the wand do double damage.

Elemental Nobility: All summoned or created Elementals have twice the ST and HT of normal Elementals.

Create Tower: For an energy cost of 10, the wielder may create a five-story stone tower, encircled by a water moat and a wall of fog, with a blazing fire atop the roof. The tower has no door, but the wand can open a portal anywhere with a touch. The walls have DR 12, 250 hit points. The wielder can destroy the tower at will.

Magery: Anybody wielding the wand who does not possess Magical Aptitude will gain the advantage. A wielder with Magery gains an additional level of Magery, up to Magery 3.

Enchantments: Shatterproof-25, Fireproof-25, Puissance +2.

Destroying the Wand

Apart from incredibly powerful enchantments, the only way to destroy the wand is to slay a lich with it.

The Marble Polar Bear -- Bursa

This small, fist-sized statuette is made of a pale blue marble. It is heavy and dense, weight almost a pound.

After possessing the statuette for a week, the wielder can will forth an astral polar bear by concentrating for one turn; The bear, Bursa, takes 3 seconds to form. She is extremely loyal (geased, in fact) to the wielder, though her friendliness entirely depends on the relationship the wielder develops with her. Bursa automatically understands the language of the wielder.



While on the prime material plane, Bursa expends 2 fatigue every hour (1 in cold weather, 4 in hot temperatures). When she reaches 0 Fatigue, she disappears back into the astral plane. Bursa may not be summoned again until two days have passed.

Bursa the Astral Polar Bear

ST: 33	Move/Dodge: 7/6	Size: 3#
DX: 13	PD/DR: 2/4 (fur)	Weight: 1,400 lbs
IQ: 7	Damage: 2d-2 cr#	
HT: 15/24	Reach: C, 1	

Bursa a near-perfect specimen of polar bear. Her magic fur is pure white without a blemish or a hint of yellowing. Bursa attacks with her paws for 2d-2 cr or grapples and bites in close combat for 2d-2 cut. She swims at move 3. In snowy terrain, she is at -4 to spot.

Bursa is a very intelligent beast, and can communicate with extremely simple gestures and facial expressions. But she is also ornery; like other bears, she reacts to people at -3.

Handouts for Jewel Island

The Element Wand

The Element Wand is made of cold iron. It is approximately three hands long and is twisted thirteen times [Vadaruk the Horned Dwarf Mage, p.34]

The Wand was forged three-thousand years ago by four dwarven liches. Clan Umbershoulders claim that they destroyed the liches and reclaimed the wand shortly after its creation. [Magus Apparundi, vol II, p.201]

Another story says the Wand was created by the jealous wife of an ogre-mage, but most scholars brush this off as a tall tale. [Dwarven Wives' Tales p.71]

The Element Wand was most recently seen in the hands of the necromancer Kusus Koi who supposedly lost the artifact to pirates. Fearing the power of the wand, the pirates placed it in a temple of sorts on a fog-enshrouded island somewhere near the Pirate Isles. It has not been found since. It is more likely the wand lies at the bottom of the Sea of Swords. [Koi: Pirate of Blood, p.29]

Rumored powers of the wand include elemental control, tower creation, and element mastery. [Magus Apparundi, vol II, p.203]

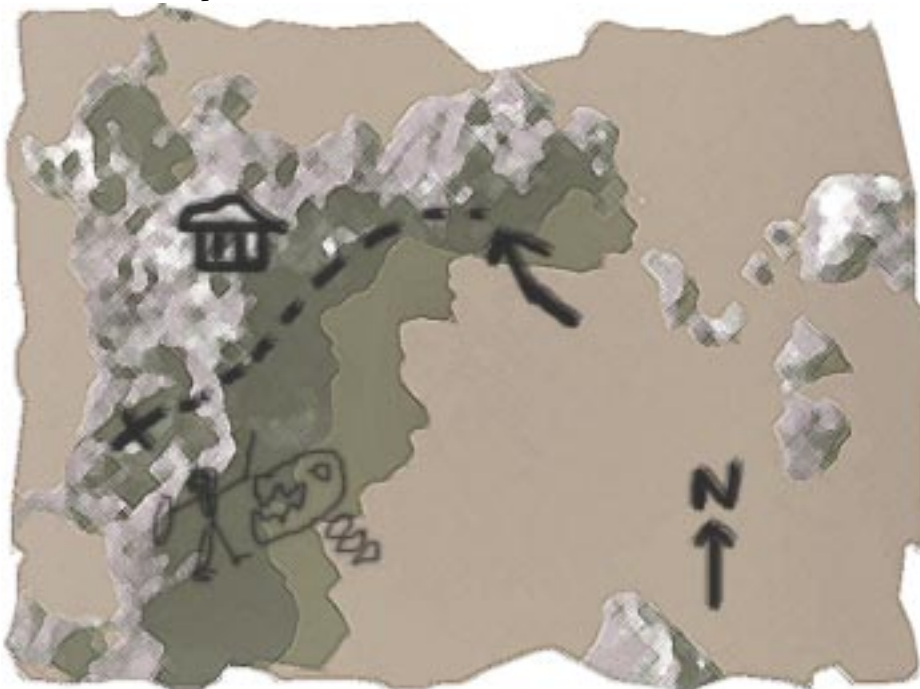
TEMPLE RUNES

And then Kadruk Graniteshoulders hewed the serpent from the sea and swallowed its heart and mounted its rib bone on his helmet. Kadruk became lord of the clan and began construction of this island temple upon the bones of the pirates who served the Demon Koi.

Kadruk Graniteshoulders leapt in delight when he found a tunnel of gems below his temple. Clangeddin Himself gifted the tunnel for his chosen King. Stairs were built and the tunnel was mined joyously.

Kadruk Graniteshoulders cheered with joy when he found he could reach his homeland, under the oceans, through Clangeddin's tunnel.

The Pirate Map



Pirate Chest Inscription

He who opens this chest without the permission of the captain will be visited by grayve spirits of damned piraytes.