

CC1

CURSE OF CROSSKEY

AN ADVENTURE FOR CHARACTER LEVELS 3-4



The *Western Star*, sailing on a clear sea, is suddenly caught in a mysterious storm appearing out of the blue. Skies darken as fierce wind and driving rain lash at the ship, sending it crashing upon the shore of Crosskey Island. Those fortunate souls that survive must find rescue before their supply of food and water run out. Some of the passengers seem to have plans of their own. Will the "Curse of Crosskey" finally be revealed?



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This adventure is for 4-6 characters of levels 3-4.

Credits

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Preparation

To run this adventure you will need the Labyrinth Lord Rules and Advanced Edition Companion. Both of these products are free for download from Goblinoidgames.com. This adventure takes place on an isolated tropical island, but may be adapted to fit elsewhere in your campaign setting.

Adventure Summary

The island of Crosskey has always been a mystery to mariners and a hazard to navigators. Storms seem to appear out of nowhere and dash ships against the shores.

A merchant Guild once gathered coin, ships and men and setup a stone tower on the Northwest tip of the island. On top of the tower sat a huge iron brazier that was lit at night to warn ships of danger. A small stone garrison was built at the base of the tower as protection and quarters for crews manning the tower.

Unknown to the mainland members of the guild, some members secretly asked mages to setup a weather control tower using spells and an air elemental. They wanted to create a monopoly on the shipping lanes around the island by controlling the weather and wind patterns.

Unbeknownst to the mages, much of the core of Crosskey Island is made up of Mythinen. This highly magical substance became unstable and resulted in a ground quake that destroyed parts of the tower and garrison buildings. Part of the weather control spells are still functioning, but in an erratic state. This is what caused the storm that destroyed the ***Western Star***. Fearing the costs too high to rebuild the tower, it was abandoned back to the jungle.

Adventure Synopsis

The PCs become shipwrecked on the shores of Crosskey Island with little more than a few days' rations, weapons, clothes on their backs and what's left of their wits. Some passengers (mages) have left the ship before the PCs awakened to locate the tower and try to get it working again. The PCs may come in contact with them again.

Battling man-eating vegetation, traps and monkey-men the PCs will locate the tower. Inside, the PCs will find a band of Ohtuls eager for fresh meat.

The PCs may find a map leading to a nearby sea cave. The cave is used as a smuggling outpost for a hidden mining complex which is a 1 day sail to the mainland.

Get 'em in the game!

The following hooks can be used to get the players onto the ship and start the adventure.

1. The PCs are hired to guard a pay shipment for a mining guild that has operations across the sea.
2. The merchant guild is asking for mercenaries and adventurers to protect their operations at a secret outpost.
3. A ship captain is in need of some guards for a secret cargo that needs to be delivered to an undisclosed location.

STOP. If you are player in this adventure do not read any further. The rest of the information is for the Labyrinth Lord to run the adventure module.

Labyrinth Lord: read the areas that have been "grayed out" to the PCs. To further help you with monster tactics, etc you will occasionally see a LL note.

There is a Labyrinth Lord Overview map of the island on Page 11.

Encounter 1 – Shipwrecked

As you peer over the **Western Star's** rails, the waters are calm and the sky is clear. A sailor, in the crow's nest, yells out "Island ho!" and points to the west. You feel the ship immediately change to a southerly course to run parallel the island. Suddenly you see dark clouds gather over the island. They grow with increasing intensity as the ship changes course again, this time away from the island. The crew jumps into action to set the sail riggings. The wind buffets the ship with violent force. Lightning streaks across the dark sky as sheets of rain pounds the ship and forces the ship west again the ship's master and first mate struggle with the wheel to no avail. The captain orders everyone below deck to ride out the storm. The wind howls and waves start pouring over the rails and into the hold. Wave after wave rolls the ship back and forth. Suddenly a massive rogue wave flips the ship and all goes black....

The **Western Star** is beached on the eastern beach of Crosskey Island (see map pg #11). Some passengers and crew are missing and presumed dead.

As you awaken to sunshine hitting your face, you see what is left of the ship around you. Parts of the deck above you have been ripped away. Very few pieces of cargo are left in the hold. It looks like your party, other passengers and crew have made it through the storm to live another day.

As you climb from the wreckage you see the ship has come to rest on a white sandy beach that's about 30 yards wide. Thick jungle vegetation borders the beach as far as the eye can see.

The first mate gathers the survivors for a meeting. He explains that the captain is either dead or missing as well as half the crew and other passengers. He has found footprints in the sand leading into the jungle. It looks like some of the survivors have struck out on their own. Supplies are thin and signal fires should be built to help with a rescue.

The remaining crew & passengers:

First Mate: Rilend F2 human, hp 8

Sailor: Hatusk 0 level human

Sailor: Dyzeg 0 level human

Sailor: Vordper F1 human hp 4

Passenger (merchant), Hal Chaqua 0 level human

Passenger (wife) Yera Chaqua 0 level human

Passenger Tanir Aleden F1 human hp 6

LL note – it's up to you to use the passenger or crew as NPC's if needed.

Just as you start scratching their head on the tasks ahead, you hear a scream down the beach. Suddenly several crab-like creatures riding giant crabs come scuttling down the beach towards the ship. One crab has a human in its claws.

The creatures are Crabmen and Giant Crabs. They attack shipwrecks for easy pickings. Their lair is just down the beach among a rocky outcropping.

Crabmen: (6), AL N, MV 40' (15'), AC 4, HD 3, #AT 2, DG 1d6/1d6 pincers, SV F2, ML 7, XP 65

Giant Crab (3), AL N, MV 60' (20'), AC 2, HD 3, #AT 2, DG 2d6/2d6 pincers, SV F2, ML 7, XP 50

Three Crabmen are riding giant crabs and three other Crabmen are following behind.

LL note: The mounted Crabmen will attack first and if they get in trouble the other Crabmen will join the melee (25% chance) or run back to their lair (75% chance).

Encounter 2 - Crabmen Lair

This is a "sandbox" or "free form" encounter. The PCs may or may not discover the Crabmen lair. It is not important to the overall story. **Map page 12**

As you follow the Crabmen trail along the beach and into the jungle, you come upon a rocky outcropping that juts into the sea. After climbing a little ways up you see a cave opening with skeletal remains of humans, fish and other species scattered about.



LL note: Unless some of the Crabmen have escaped combat on the beach, the cave opening to the lair will be unguarded.

Cave room 1

Pieces of clothing, armor and bones are scattered around the cave. There is a tunnel opening to the north.

Crabmen: (2), AL N, MV 40' (15'), AC 4, HD 3, #AT 2, DG 1d6/1d6 pincers, SV F2, ML 7, XP 65

Treasure: if the scattered debris is searched the PCs will find a small metal box (locked/untrapped) that contains 26 gp, 12 sp and 1 ruby gem (30 gp value).

Cave room 2

More pieces of metal and leather armor are stacked against the walls. A bed, of sorts, made of dried seaweed is in a corner.

This is the elder warren of the Crabmen clan. Unless the elder made it back from the beach attack on the survivors of the **Western Star**, this room will be unoccupied.

Monsters: None

Treasure: If searched carefully, a **Ring of the Thief** will be found on a finger bone in the leather armor (+2). See Appendix 1 for more information.

Cave room 3

More piles of dried kelp and seaweed have been arranged into a nest. A clutch of pearly, round eggs are nestled inside. Another tunnel entrance can be seen to the northeast.

This is the nest of 3 female Crabmen. They will defend their eggs to the death.

Crabmen: (3), AL N, MV 40' (15'), AC 4, HD 3, #AT 2, DG 1d6/1d6 pincers, SV F2, ML 12, XP 65

Treasure: Ten Crabmen eggs (100 gp value each in a large city)

Cave room 4

A terrible smell permeates this cave. Large piles of rotting seaweed cover the floor. Water drips down the walls and from the ceiling. Some damaged wooden crates are stacked against one wall.

This is the main room for the male Crabmen. It will be empty unless some of the Crabmen from the beach attack come back to the lair before the PCs get there.

The crates are loot from previous raids on ship wrecks. They contain the following: rotting fish, moldy bread, apples, and carrots.

LL note: The PCs may pick up the trail of the passengers that have struck out on their own. This will lead through thick jungle and eventually to the Tower.

Jungle Random Encounter Table

1d4 [# of rolls thru the jungle]

1. Giant Sundew

Giant Sundew (1), AL N, MV N/A, AC 7, HD 8, #AT 6 (per target), DG 1d4 Suffocation, SV F8, ML NA, XP 2000.

If a sundew's attack roll is an unmodified 20, it has struck the victim's mouth and nose, clogging them with sap and suffocation occurs in 1d3+1 rounds unless the sap is removed. The sap may be dissolved by vinegar or alcohol. [Wine will also work.]

A giant sundew appears to be a 3- to 4 foot-mound of grayish green, tarry ropes or rags. The air around is fly-infested and holds a thick odor like sweet syrup. Preferring shaded places in which to grow, the sundew has only hair-like roots that anchor it lightly in place. It can pull itself slowly along the ground using sticky tendrils. Due to the plant's sticky exterior, missiles and fire-based attacks inflict only half damage.

The sundew detects moving creatures by vibration. When anything moves within 5 feet of it, it lashes out with its tendrils. Its body is covered with hundreds of tendrils, and a maximum of six can attack each creature in range, each round. The tendrils exude sticky globs of sap.

Treasure: Around the Sundew will be 134gp, 76sp, +1 short sword and 6 crossbow bolts.

2. Thornslinger

Thornslingers (2), AL N, AC 3, HD 3, MV none, #AT 1, DG 2d4 thorn, ML N/A, XP 175.

Thornslingers are carnivorous, spidery, white plants with dew-covered, pale yellow blossoms. They average about 8 feet in diameter and lie very close to the ground. Thornslingers attack living creatures by firing thorns.

Each thorn has a range of 30 feet and causes 1 point of damage. Since a large number of thorns are shot in a spread pattern at intended targets, being hit by one or more thorns is automatic. Damage from the thorns is 2d4 to any creature within 30 feet, once per round. They have virtually inexhaustible supplies of thorns, and are found in close clusters. Since the shower of thorns is their only defense, Thornslingers are often found in out-of-the-way places, such as pits or inaccessible caves, or growing on brick and stone walls.

The leaves and central stem of a Thornslinger are covered with a strong adhesive sap. Those who touch it are held fast if they have Strength 13 or less, until they are freed or digested. Characters with Strength 13 or greater can break free in 1d4 rounds. Once a victim is caught by the dew, the Thornslinger secretes digestive acids, causing 1-3 hp damage per round. Thornslingers are not very flammable, but flame causes normal damage. Open flame is extinguished after one round and oil burns for only two rounds.

3. Boring Beetle (1), AL N, AC 3, MV 60' (30'), HD 5, #AT 1, DG 5d4, ML 9, 175 XP
Boring beetles feed on rotting wood and similar organic material, so they are usually

found individually inside huge trees or massed in underground tunnel complexes. Combat: The large mandibles of the boring beetle have a powerful bite and will inflict up to 20 points on damage to the victim.

4. Pit Trap 10' Deep

Trigger: Lid - Edge Latch Effects: Multiple Targets

Save: Dexterity -2/-4 Duration: Instant

Resets: Manual Reset Bypass: None

Description: This is your basic pit trap.

Stepping on the center of the lid with over 100 lbs. of pressure will trigger the trap.

Catching the edge requires a DEX ability check at -2. If you grab the side that slams into the wall, you must make a second DEX ability check at -4 or fall. The Pit does 1d6 damage to anyone that falls.

Detection: This lid is snug until triggered, and will not wobble or give itself away when prodded. Astute players may hear a hollow sound if tapping or prodding the floor ahead of them.

Encounter 3 – Limb Village

You hear constant chatter high above in the jungle canopy you wall through the thick jungle. Ahead you see a large metal tube, perhaps 60' long and 20 feet wide. Large vines and other vegetation partially cover it up.

Map page 12

The metal tube is an alien spacecraft that crashed on the island over 200 years ago. The entire alien crew either died or escaped the island. The radioactive power source has leaked into the food supply and has caused mutation, over time, to their physical and mental nature.

The monkey-men, or Limbs, are now sentient beings and the spacecraft has become their home on the ground. The still have several villages in the treetops.

Limbs (1d20), AL N, MV 20' (10') trees/climbing 40' (20') AC 7, HD 2, , #AT 2, DG weapon (usually club)/claw, bite or tail whip, ML 6, 100 XP.

Limb Leader (1) AL N, MV 40' (trees/climbing), AC 5, HD 3, HD 4, #AT 2,

DG: **Wand of Sonic Strike**/claw or bite, ML 9, 150 XP

LL note: The Limbs will attack the PCs from the alien ship and the treetops above. If combat goes bad for the Limbs the Leader will use his **Wand of Sonic Strike** and drop it after three shots. (See page 10 for more info)

If a Limb is captured and questioned, they will say that this area is their home and they thought the PCs were creatures from the tower. They will point the way to the tower but not guide the PCs to it.

Encounter 4 – Tower

The jungle slowly merges into grassland and scrub trees. A stone tower and retaining wall stands on a cliff at the edge of the island.

Map page 13

Entrance 1

This once proud tower has seen better days. Most of the furniture has rotted away and the tapestries are nearly dust. A tattered book lies on a table: Most of this text has been eaten by moths, but a few passages are still legible.

The weather is becoming uncontrollable. It is harder and harder to maintain focus. The ground quakes are getting more frequent. Here comes another one.

There are two Ohtuls in this room. They will attack the party as soon as they enter.

Ohtul (2), AL C, MV 120' (40'), AC 5, HD 4, #AT 1, DG 1d8 battle axe, 1d6 claws (paralysis), ML 7 XP 200

An Ohtul takes advantage of its speed to paralyze vulnerable targets with its claws for 2d4 rounds. Once a victim is immobilized, the Ohtul will tie up the victim to be used as a meal later on.

An Ohtul can regenerate an appendage (arm, hand, leg, etc) in 1d10 rounds. (If the Ohtul takes acid or fire damage, regeneration does not function until the end of its next turn)

Treasure: 28gp each, emerald (35gp)

See page 10 for more detailed information on the Ohtuls.

Bedroom 2

A moth-ridden bed and other furniture sit in a jumbled heap in the room.

Monsters: none

Treasure: If searched carefully, the PCs will find a small pouch with 23gp and 49sp attached to one of the bed posts. A **Scroll of Invisibility** is hidden underneath the rotting mattress.

Library 3

Dusty books fill rotting bookshelves. You hear a small shuffling sound and smell a strange odor.

An Ohtul is hiding behind one of the bookshelves. He will push the bookshelf onto the PCs and attack with his battle axe.

Ohtul (1) AL C, MV 120' (40') AC 5, HD 4, #AT 1, DG 1d8 battle axe, 1d6 claws, ML 7 XP 200

Treasure: Ruby heart gem (300gp value). Several bookshelves hold **scrolls (Speed, Command Plants and Darkness)**

(See page 10 for the Scroll of Darkness details)

Storage 4

Wooden crates are stacked against the wall. Several dried husks litter the floor.

Several giant tarantula spiders make their home in the storage closet.

Giant Tarantula Spiders (2), AL N, MV 120' (40'), AC 5, HD 4, #AT 1 (bite). DG 1d8, poison, SV F2, ML 8, XP 135

Treasure: A barrel contains a **potion of Cure Serious Wounds**.

Workshop 5

It looks like you've reached the top level in this tower. Before you, a strange machine hums with energy, dozens of crystals studding its surface. Above it is a shelf with a leather bound book. Several humans are hanging from iron chains attached to the wall. A large, winged creature emerges from the shadows.

The large creature is an Ohtul Lord.

Ohtul Lord (1) AL C, MV 150' (50') AC 3, HD 6, #AT 1 DG 1d8 battle axe, 1d6 Claws (paralysis), ML 9, XP 300

He will use the following tactics in combat:

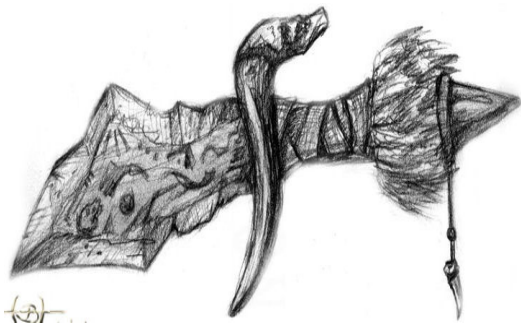
1. Use a Scroll of Summon Shadow (3rd level)
2. Will use a Dagger of Disease and Bracers of Phasing
3. Claws and Bite

Those hit by an Ohtul's bite or claw attack must save vs. paralysis or be paralyzed for 2d4+1 rounds. Elves have immunity to this paralysis.

Treasure:

Dagger of Disease (Dagger +1): This peculiar yet vicious weapon gives the victim a deadly disease, on a roll of 19 or 20, that causes one hit point of damage every turn unless a successful saving throw is made versus magic. Only a cure disease can get rid of the ailment.

LL Note: This weapon does not afflict paladins or any others (unicorns etc.), who are immune to disease.



Bracers of Phasing (Bracers AC 4): When the command word is spoken, these magical bracers allow the wearer to pass through solid matter. The phasing process only lasts for 1d4 rounds (determined separately and every time the command word is invoked, and this number is kept secret from the player), and can only be used once a day. When phasing, the wearer can only be hit by spells or magical weapons.

While Phasing, the wearer's weapons (magical or not) have no effect on anyone he attacks, however, he can cast spells or

use psionics normally. This includes scrolls, wands, etc. The Item has 1d6+2 charges and is not rechargeable.

If phasing wears off while wearer is passing through a solid object, the character is stuck. If serious enough, the character is dead, with nothing short of a wish that can bring him back.

The humans hanging from the chains are recently deceased mages that left the **Western Star** after it was shipwrecked.

If the PCs examine the machine

Each of the crystals has a tiny plate beneath it. The writing is a series of runes.

The only way to read the runes is with a Read Magic spell. Each crystal controls a different air elemental which in turn creates a unique weather pattern within 7 miles of the island.

There is a "manual" of sorts on a shelf above the machine that describes how to turn it off in case of a malfunction. The manual is also written in a magical code that needs a Read Magic spell.

Inside the book will also be a map that details the location of a sea cave near the tower.

LL Note: no map to the PCs is provided. The LL can free form the travel.

Encounter 5 - Sea Cave

Entrance 1 – Map page 13

You can smell the salt in the air get heavier as you enter the cave. The walls are rough hewn from rock. Ten feet into the cave you see a rope hanging from the ceiling.

Rope Trap

Trigger: Rope being pulled

Save: Dexterity -2 Instant

Resets: Manual Reset Bypass: None

Description: A rope is hanging from the ceiling. Upon further inspection, it appears to lead up through a hole in the ceiling into blackness. In a true case of curiosity killing

the PC, if anyone attempts to climb the rope, their weight opens a trap door underneath them and snaps the rope. The trap door leads to 15' pit filled sea water (6' deep)
Detection: normal detect traps.

Monsters: none

Treasure: none



Cave 2

Scattered clothing, broken tools, and spent torches litter the ground. An old looking lady is scavenging through the items

The "old lady" is a Sea Hag. She has been spying on the sea cave for awhile waiting for the smugglers to leave. She is just looking for some shining items and food.

Sea Hag (1), AL C ,MV 150' (50'), AC 7, HD 3, #AT 1, DG dagger 1d4+1 (Gaze), SV F3, ML 7, XP 95

Treasure: 2pp, 4 pearls (35gp value each), 2 gold necklaces (50gp value each) and a +1 dagger.

LL note: The Sea Hag can be found on page 135 of the AEC. She will use the following tactics to fight and flee the PCs:

1. Gaze attack
2. +1 Dagger

If wounded, the Sea Hag will turn and flee toward the sea cave, open water, and safety.

Sea Cave 3

Wood crates and barrels are stacked around the cave. The far end of the cave ends in water with a small boat that has been moored there.

The PCs will discover another map that shows an outpost of sorts just across the straits. There will also be a ledger showing the number of boxes and barrels received and delivered. The ledger will also have a log of tides, days of deliveries, etc.

The boat is a single mast skiff that's in good running order.

Monsters: none

Treasure: 6 crates of salted meat (10gp value each). The barrels contain fresh water.

Concluding the Adventure

Based upon events that occur in this adventure, here are some ideas for further adventuring:

1. The PCs can take the map and boat and find the location of the secret outpost.
2. Return to the shipwreck of the Western Star and help the survivors.
3. Continue to explore the island.

Appendix 1 - New Magic Items and Spells

Ring of the Thief

This rare magical ring, when worn by a character other than a thief, acts as a ring of protection +2. It can be recognized by the engraved golden vines encircling the band. When placed on the finger of a thief, it retains its protection properties, but with a bonus. The ring then serves as a ring of protection +2, +4 saving throws. It also raises the thief's charm percentage by 10%. This magic item is usually found in a wilderness or forest area.

Wand of Sonic Strike is +2 to hit for ranged attack. It is crafted from an alien metal with strange runic writing on it. The wand is able to cast a blast of sonic energy 3 times a day causing 2d6 damage to a target. Each target can attempt a DEX skill check for half damage.

Scroll of Darkness

Upon opening this scroll, a vast blanket of darkness issues forth. The darkness engulfs everything within a 60-foot radius of the scroll of darkness. Normal, enhanced and magical sight cannot penetrate the black veil. However, the person grasping the scroll, when opened, retains normal vision, provided that he continues holding the scroll. The darkness lasts until the scroll is closed. The scroll may be used 1d6 times before becoming useless.

Appendix 2 - New Monsters

Limbs

AL N

MV 20' (10') trees/climbing 40' (20')

AC 7

HD 2

#AT 2

DG weapon (usually club)/claw, bite or tail whip

ML 6

100 XP

Limbs are mutated monkey-men. They combine both animal and human traits. Monkey-men are short, with all being around 4 feet tall. They have short hair, with colors typically consisting of browns and dark grays. They have long fingers and toes, but their feet are human in shape, not monkey. They also have short, prehensile tails of about 2 feet in length. Monkey-men have extensive body hair, with colors matching their hair color.

Monkey-men mature a little more slowly most living over 100 years. Because of this, most monkey-men live over 100 years.

Ohtuls

AL C

MV 120' (40')

AC 5

HD 4

#AT 1

DG 1d8 battle axe, 1d6 claws (paralysis),

ML 7

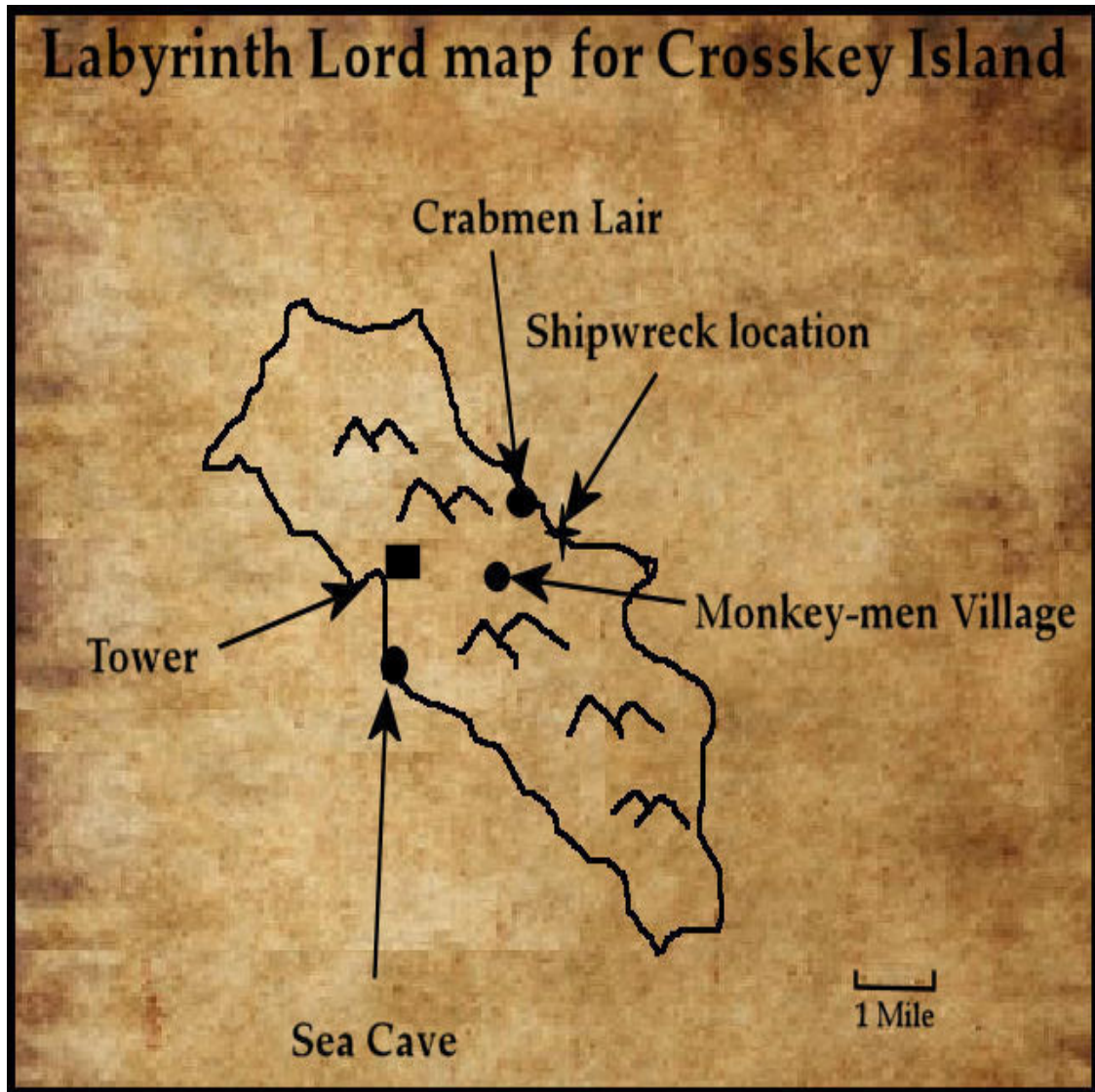
XP 200

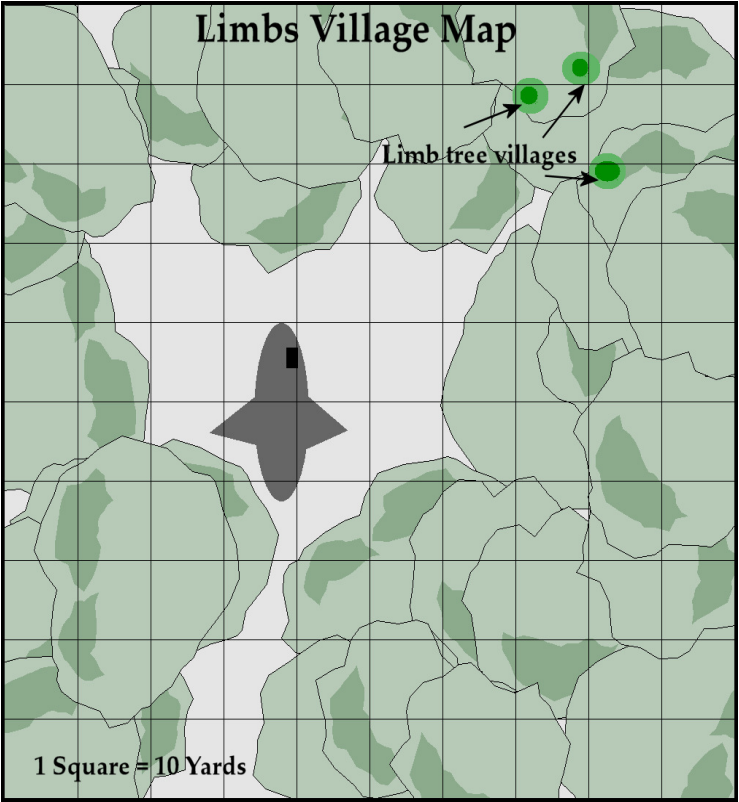
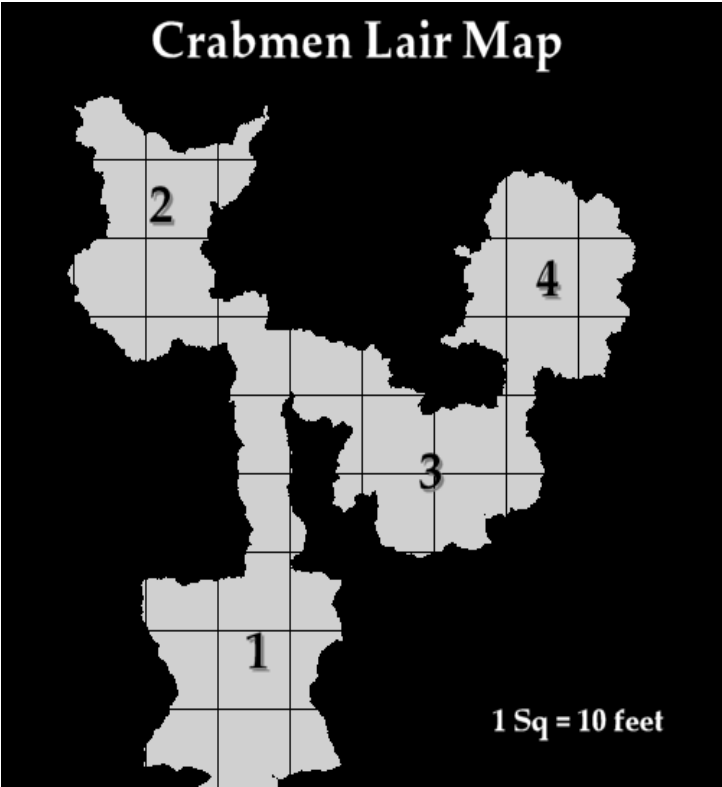
Resemble bloated hobgoblins, though there is a distinct trollish character to their stooped posture and scowling faces. Their lumpy skin is a deathly pale green, and their fingers are tipped with dirty claws similar to a ghoul's.

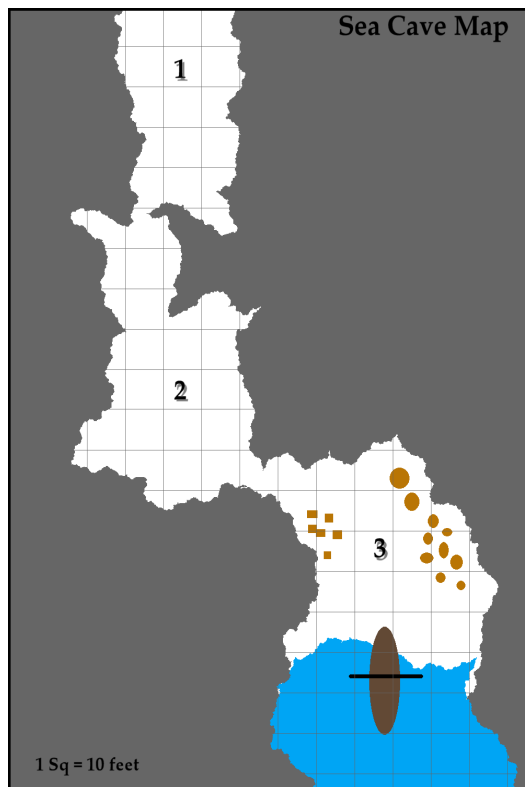
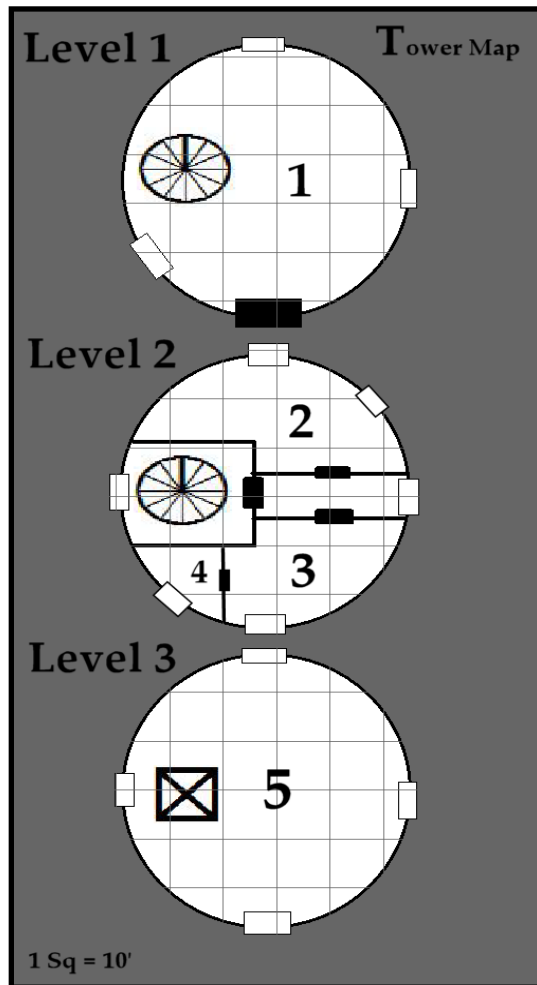
Ohtuls are often found alongside their more disciplined hobgoblin brethren. The mixture of harsh training and torture at the hands of the hobgoblins, combined with the influence of their own trollish and ghoulish heritage, leaves Ohtuls bestial and merciless.

Name courtesy of Charlatan from the
Goblinoidgames.com forums.

Maps







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Version 1.0

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