

Death on Signal Island

Designed by Bill Barsh
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Signal Island—the easiest assignment in the navy! Simply man the small fort and watch the ships go by. Nothing to do but sit back and enjoy the sun. Until now. Without warning, communication from the island has ceased. The investigation must be quick and discrete. Only the bravest adventurers can defeat certain **Death on Signal Island!**

Death on Signal Island is a **Quick Play™** adventure designed for four to six characters of second to fourth level. The scenario requires the **Swords & Wizardry™** rules system. Quick Play™ modules are designed for one or two game sessions and include optional pre-generated characters, quick reference charts, and a separate color, cardstock cover.

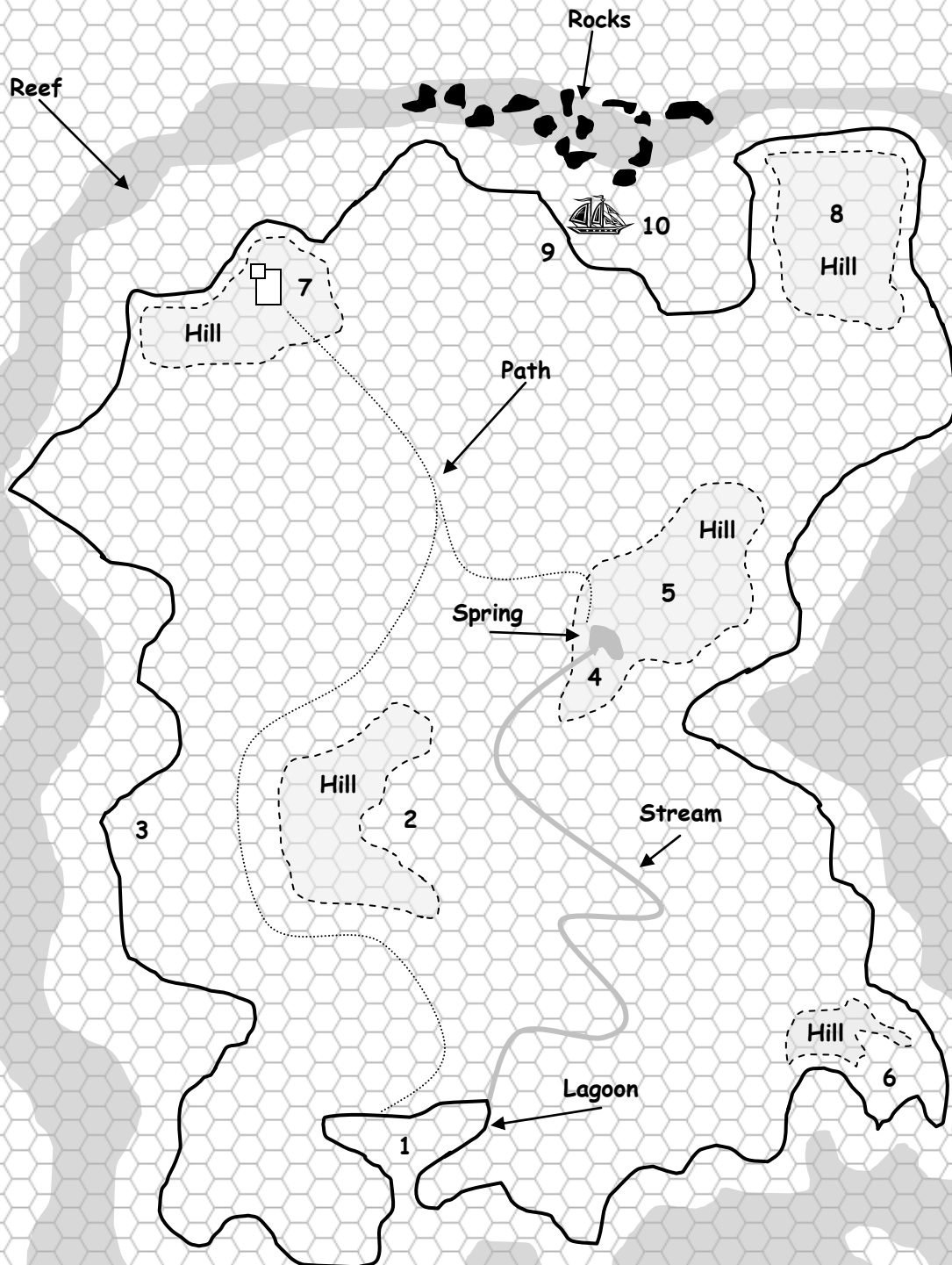


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Signal Island: DM Map

Each Hex = 500'





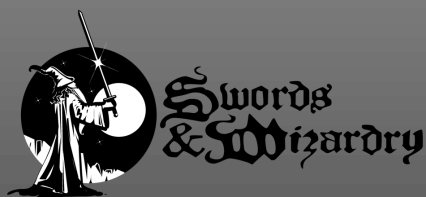
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for their tireless support and enthusiasm.*

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Death at Signal Island is a Quick Play adventure designed for four to six characters of second to fourth level or about 12 character levels total. No particular character class is required. This module uses the Swords & Wizardry™ game system rules.

The player characters (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 both 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.

The island's land features are fairly 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. The island is completely surrounded by a reef and safe access is only possible via small boats at two points.

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

DM'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 have defended 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 have won the debate, though considerable resistance and opposition is still present.

As fate would have it, only days after the political fight concluded, something has happened at the island. All communications with the fort have 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 was the best and quickest way to deal with the situation. This is how the PCs become involved in the scenario.

Two days prior to the PCs involvement a small but powerful storm roared through the area. These storms are typical for the season and none thought much of it. However, a merchant ship sailing from southern waters was approaching the island and harbor and was caught in the storm. The ship was thrown against the outer reef of the

island at its closest point to 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 was 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 **New Monster** section). The red ape was taunted and tortured by the crew of the ship 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 wrath of the ape. That man is hiding on the island.

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, quickly formed a plan to land a band of cutthroats on the island and make sure that whatever has occurred will benefit 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 500 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 only say 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 has guided 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 have accepted my offer. We will transport you to Signal Island immediately. We can only get within a half mile of the island and you will have to take a longboat to reach the beach. You will have two days to complete your investigation. This ship will rendezvous with you in exactly 36 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 which 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 the outpost was attacked by smugglers or pirates. 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. There is a light 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 have placed several packs on your longboat. They contain food and water. There are also a number of 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."

DM's Description: The officer will answer 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 comprised 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 will give the PCs a general map of the island (see PC Island Map on page 18).

Two hours later the PCs will be 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 east and west 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 are churning with some ferocity. The PCs would run aground on the reef and their boat become battered. Drowning would be a real possibility. There is a narrow channel that leads through the reef to the lagoon. It is easy to follow and marked with buoys. The PCs will arrive on the island at approximately 8 a.m. They will be picked up at 8 p.m. the following night.

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

There are numerous trees on the island and the tallest are palm trees. Climbing a palm tree is not overly difficult (5% chance of falling; 1d6 damage per 10' fallen with a maximum fall distance of 30'). The view from the top of a palm tree will only offer the PC 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 northern-most 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 trap door spider (location 5). There are no wandering monsters on this island. The weather for the duration of this scenario is left to the DM. The DM 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 will slow any overland march as they will need to take more frequent rest breaks and drink more water.

The PCs' central mission is to discover what has happened to the men that are garrisoned on the island. There are several additional encounters including a group of sahaugin, a giant trap door spider, a giant snake, the lace-dons and the smugglers.

The PCs are only required to stay on the island for one night. The most comfortable location for an overnight rest is 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 will either be attacked 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 fairly deep and without obstruction. All sides of the lagoon feature a sandy beach that stretches 50' 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. Only 50' from the stream, a longboat rests upside down on the sand. A pair of jagged holes are located in the front hull of the boat.

DM's Description: 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' 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 has visited the lagoon and recognizing the boat as some-



thing man-made, it attacked and punched two great holes in the bow. A close investigation will reveal several red hairs stuck in the jagged wood.

A path leads from the lagoon to the fort at the north 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, will attack in the middle of the night.

2. The Giant Snake

DM's Description: A giant snake has recently made its way to the island from the wrecked ship. The snake hunts at night. It has found a lair at the base of the island's southern-most hill where a thick grove of mango trees flourish. Small island animals frequent the area in search of the mango fruit, and the snake has found easy hunting in the general vicinity. If the PCs make their way through the trees, the snake will attack from above. It will generally gain surprise (1-4d6) and the victim will not receive dexterity or shield bonuses to their AC. If the snake strikes by four or more to hit, the target PC has been constricted by the snake's tail section and raised into the tree canopy. The PCs on the ground will 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 killed by constriction, the snake will attempt 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 and avoids it. If the PCs encamp at the lagoon, or anywhere outside the fort, the snake will attack them at night. If the snake is reduced to less than 50% of its base hit points, it will flee. The snake will re-

treat to its lair where it will remain for the duration of the scenario.

Giant Snake (1) HD 6 +1, hp 34; AC 5 [14]; #AT 2; Dmg 1d4 bite, 2d4 constriction; SA Constriction; MV 9; AL N; Save 11; EXP 7/600; The giant snake has no treasure.

3. The Sahuagin

DM's Description: As the ship carrying the red ape approached the harbor and signal island, it was detected by a group of sahuagin. 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 life boat. 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 did the sahuagin become aware of their mistake. The sahuagin have watched the island, waiting for the sailor to reappear. They witnessed the slaughter of the garrison by the red ape, but noticed the sailor was not among the dead. Finally, they discovered the sailor as he moved along the beach.

The sahuagin have captured the sailor and will be 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 will emerge from the surf and attack. The sahuagin, who are just inside the tree line, will attempt to attack the PCs by surprise if they are engaged with the crab. The sahuagin will drop their prisoner on the sand as they engage the PCs. The sahuagin wish to keep their presence in the area a secret and will fight desperately to silence any and 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 discovering the garrison's boat. Jed will give the PCs a good description of the red ape, though he may exaggerate its size. He will tell 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 the red ape swam ashore.

Giant Crab (1) HD 3, hp 16; AC 3 [16]; #AT 2; Dmg 2d4 per claw Special None; MV 9; AL N; Save 14; EXP 3/60

Sahuagin (6) HD 2+2, hp 17, 14, 13, 12, 11, 10; AC 5 [14]; #AT 1; Dmg 2d4 trident; Special None; MV 12/24 water; AL C; Save 14; EXP 3/60. Each sahuagin wears a gold ear ring inset with a black pearl worth 50 gp (which is their tribal symbol).

Sahuagin Leader (1) HD 3+2, hp 21; AC 5 [14]; #AT 1; Dmg 2d4 trident; Special None; MV 12/24 water; AL C; Save 14; EXP 4/120. The leader wears a gold ear ring inset with a black pearl worth 50 gp. He wears a silver belt inset with black pearls worth 150 gp.

Sailor Jed (1) HD 1, hp 4 (1); AC 9 [10]; #AT 1; Dmg by weapon; Special None; MV 12; AL L; Save 17; EXP 2/30

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.

DM's Description: The spring is quite natural and its water safe to drink. On close inspection, the PCs may realize (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 water tight and locked. It holds 25 emeralds worth 50 gp each and a silver scroll tube (which is also water tight). The tube holds a map of the coast with several notations. This map can be used to set up further adventures of the DM's own design. Alternatively, the scroll could be a message or some other communication. The scroll tube is worth 75 gp and the box is worth 50 gp.

5. Giant Trapdoor Spider

DM's Description: Located on the far end of this hill, away from the spring, is the lair of a giant trapdoor 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 has 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 that stumbles too close to its lair.

Giant Trap Door Spider (1) HD 4+4, hp 28; AC 4 [15]; #AT 1; Dmg 2d4 bite; Special Poison (save or take 3d8 damage); MV 12; AL C; Save 12; EXP 6/400. This creature has no treasure.

6. The Smugglers

DM's Description: Unbeknownst to the garrison or the harbor authority, a small group of smugglers uses Signal Island to fence stolen goods. The smugglers off-load 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 have 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 prior to the PCs. They are aware of the current events on the island and have been paid to harass the PCs.

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

Located within 100' 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 has a 10% chance of success. The pit is 10' deep and is empty. Inside the pit, a thick, wood 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 20 gp each. There are 20 kegs of expensive liquor worth 50 gp each. If the PCs declare the find, the government will allow them to keep the loot, but they will have to pay a tax of 50% (this is what motivates the smugglers). The PCs can attempt to secretly retrieve the loot at a later date, but there is a chance they will be discovered!

Smuggler (8) HD 1, hp 8, 7, 7, 6, 5, 4, 3, 3; AC 8 [11]; #AT 1; Dmg 1d6 cutlass or 1d4 dagger; Special None; MV 12; AL C; Save 17; EXP 2/30. Each smuggler carries a pouch with 1d8 gp, 2d6 sp and 3d12 cp. They wield a cutlass and carry several daggers and wear leather armor.

Smuggler Leader (1) HD 2, hp 15; AC 7 [12]; #AT 1; Dmg 1d6 cutlass or 1d4 dagger; Special None; MV 120 AL C; Save 14; EXP 3/60; The leader carries a pouch with 2d8 gp,

3d6 sp and two 10 gp gems. He also wears a *ring of protection +1* (he is unaware of its magical properties). Also, the leader carries a cutlass and three daggers and wears leather armor.

7. The Fort

DM's Description: Each area of the fort has its own description. The fort map is on page 12. The morning after the ship ran aground, a soldier spotted it from the tower. The officer took seven men and left to investigate the shipwreck. The red ape ambushed the group as they returned from the wreck to the beach.. The red ape then made its way to the fort and killed the remaining soldiers. It then sought out more men in the compound, but found none remaining. The red ape has found a lair on the hill at the north end of the island. The ape has a good view of the shipwreck area from his 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 will attempt to surprise the PCs in the middle of the night.

7a. 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 it is clear that they have been cleared to make way for a small fort and compound. The 10' 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.

DM's Description: The fort compound includes an outer wall made from palm logs. The wall is 10' high. The open gate can be barred from within. The two interior structures are a barracks for the soldiers and an officer's hut. A raised wood platform serves as a dining area for the garrison. The raised patio has a thatch roof, but no walls. There are several tables and a dozen chairs 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, which can be found scattered around the courtyard area.

7b. The Barracks

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

DM's Description: The barracks building 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. At the foot of each bunk there are two footlockers. A single footlocker rests at 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 light-weight clothing. Each has a pouch containing 2d4 gp, 4d6 sp and 6d8 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 and 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 will be found on the shipwreck (location 10).

7c. The Officer's Quarters

The door to this small hut has been torn from its hinges and it lays broken in a heap 10' from its previous mount. The hut has a single window, which is open but undamaged.

DM's Description: 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 suite 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 by 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 light-weight clothing, a journal (officers personal notes), and a pouch containing 27 gp, 31 sp and 41 cp.

7d. The Watch Tower and Light House

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.

DM's Description: There is nothing of interest on the first three levels of the tower. They are merely look out platforms. A single chair and 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 which are folded down and are 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. There are brass plates that can be raised (they are held in place by a track) and lowered to signal approaching vessels. Inside the cube are a series of mirrors; the mirrors forming a squared "c" with the open end facing outward. In front of each mirror "c" is a small globe is suspended from the top panel. The globe has been enchanted with a continual light spell. The mirrors reflect the light forming a powerful spotlight that can be seen for ten miles on a clear night and two miles in the thickest fog.

From the third and fourth level of the tower, the PCs will have a clear view of the island and its surroundings. The wrecked ship (location 10) is clearly visible. A further look around the island will reveal 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 navigatable.

8. The Red Ape

DM's Description: The red ape has found 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 will occasionally climb the tree to search for more victims to satiate its bloodlust. There is a 50% chance the ape will detect the approaching PCs from some distance. If this is the case, the ape will leave its nest and lay in ambush outside the grove. When some of the PCs enter the grove, the ape will attack those who have

not yet entered. The ape will go into a berserk rage the moment it sustains damage. It will fight to the death.

If the ape does not see the approach of the PCs, it will hear them approach the grove. The ape will climb partially up the ancient palm and hide just above the canopy of small trees. It will wait for the opportune time and leap down to attack, gaining surprise on a 1-4d6.

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

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

Red Ape (1) HD 7+7, hp 39; AC 4 [15]; #AT 3; Dmg 1d6+1 claw, 1d6+1 claw, 1d4+1 bite; Special Rend attack, additional 1d4 damage if to hit roll is +4 over required score; MV 15; Save 8; AL C; EXP 9/1,100.

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' 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.

DM's Description: All of the garrison soldiers (including their officer) are dead. They were ambushed by the red ape as they returned from the ship. The PCs may notice that none of the soldiers are wearing boots or their top coats. They will find them neatly arranged near the tree line. Additionally, no weapons are evident. The red ape threw them into the water. A search has a 10% chance per round per character of finding a long sword. There are a total of seven in the water. One of the swords (formerly belonging to the officer) is a **+1 long sword**. A discerning PC will notice 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 had disappeared into the woods. However, before he could make the shore, the red ape



returned and nearly caught the sergeant. The sergeant has remained on the ship assuming troops will soon arrive to investigate. However, he has just recently become aware that something is moving below decks.

The PCs will not immediately be attacked while on the beach by the ape. 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 will arrive after they have left to investigate the wreck (if they do so). It will take the ape three turns to reach beach once it spots the PCs.

After the PCs have spent at least five rounds on the beach, the sergeant will notice their presence. He will shout for help, but the crashing of the ocean surge behind him will drown out his words. The PCs must be within 50' of the sergeant before he can be clearly heard. He will, of course, warn the PCs of the great red ape.

The PCs will be able to climb aboard the remains of the ship without trouble. The sergeant will greet them exuberantly. He will tell 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 long sword but nothing else. He is wounded from the battle with the red ape.

A search of the upper portion of the ship will not reveal much. The storm and surf did a near complete job of eliminating any treasure that was onboard. The sergeant managed to find a secret stash of treasure in the captain's quarters. The sergeant has hidden 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 39 pp, 120 gp, and a fine silver necklace inset with three large rubies worth 750 gp.

The ship has been discovered by a pair of lacedons. They are feeding on the corpses of the trapped creatures that were killed during the ship wreck. If the PCs enter the submerged hold area, the lacedons will attack.

Sergeant (1) HD 2, hp 12 (3); AC 9 [10]; #AT 1; Dmg 1d8 long sword; Special None; MV 12; AL L; Save 15; EXP 3/60.

Ghoul, Water (2) HD 2, hp 12, 11; AC 5 [14]; #AT 3; Dmg 1d3 claw, 1d3 claw, 1d6 bite; Special Paralyzation on successful hit; MV 12/12 swim; AL C; Save 15; EXP 3/90. The water ghouls have no treasure.

Concluding the Adventure

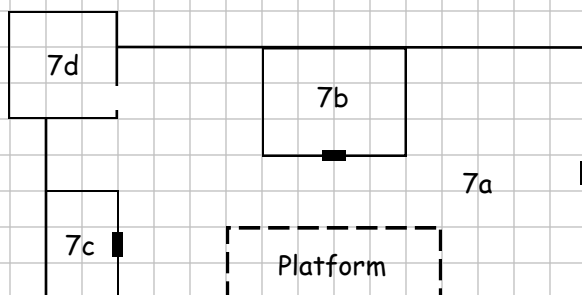
The adventure is concluded when the PCs rendezvous with the ship after the 36 hour time period. The officer will debrief them. If they have rescued the sergeant, he will verify the story of the red ape. The assumption will be that it escaped from the ship. This can be corroborated by sailor Jed. The PCs will be awarded 100 gp each with a bonus of 50 gp each if they dispatched the red ape.

If the PCs encountered the smugglers, the officer will agree 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 make a 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 will act quickly to send new troops to the island clean up the mess left by the red ape. The government will publicly report that the island was attacked by pirates and the brave defenders repulsed the attack at a horrible cost. The sergeant will confirm the story and receive a commission as an officer. The people of the harbor city will be quick to react positively to the bravery displayed by the garrison soldiers and no more talk of demilitarizing the island will be tolerated.

The Fort: DM's Map

Each Square = 10'



The wizard that originally contracted the operation to obtain the red ape will not be pleased with the results of the PCs mission if the ape is killed. It will take 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 pay back. Conversely, he may want to hire the PCs to get a new ape, since they seem so capable.

New Magic Items

Potion of Disease Resistance

This magical elixir, when consumed, will protect the imbiber from all forms of disease. The protection will last for 48 hours. This protection repels both magical and natural forms of disease. The potion will not remove a disease that is present prior to consumption.

Value: 200 gp



New Monster Section

Red Ape

Hit Dice: 7+7

Armor Class: 4 [15]

No. of Attacks: 3

Damage: 1d36+1/1d6+1/1d4+1 claw/claw/bite

Saving Throw: 8

Special Attacks: Berserk, Rend

Special Defense: None

Alignment: Chaotic

Experience: 9/1,100

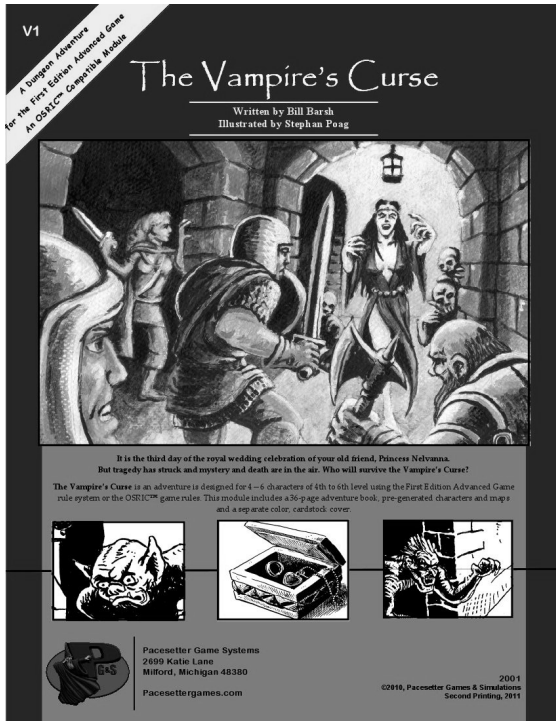
Red Apes are related to other apes, but have some intelligence. They also have a propensity toward evil and delight in destroying anything that is not red ape. They are generally solitary, but sometimes they can be found in ancient ruins forming a loose family structure.

These brutes are generally 8' to 10' tall and extremely strong. They are clever and prefer to ambush their targets. When wounded as a result of combat, a red ape will enter a berserk state until it has killed its opponent. A berserk red ape will receive an additional +2 to hit and damage, but will suffer a -3 to its AC. While berserk, a red ape will often attack more than one opponent per round (50% chance). The ape can attack a maximum of two opponents per round; splitting its claw attacks between two targets. If the ape attacks two targets in a round, it may not use its bite attack.

Whenever a red ape makes an attack and successfully strikes its target by four or more to hit, the ape adds 1d4 damage to the attack. Red apes are extremely stealthy and can surprise opponents on a 1-4d6.



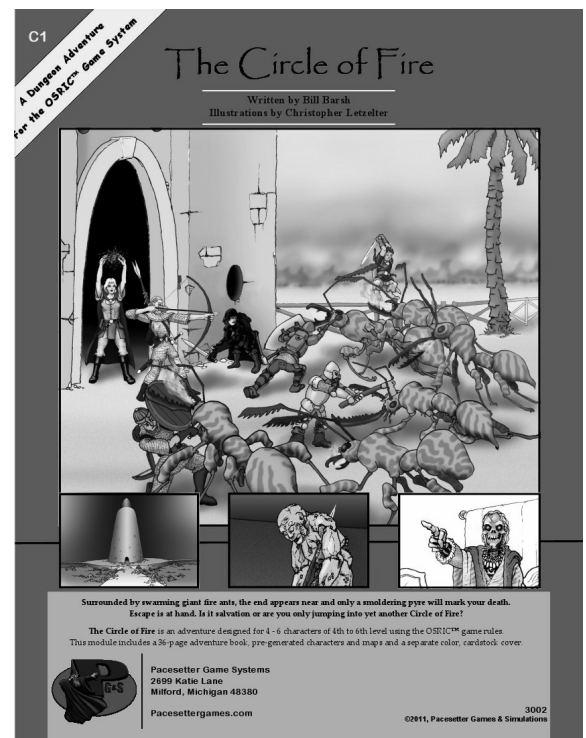
Another great
adventure
is just around
the corner...



V1 The Vampire's Curse

The Vampire's Curse is an adventure for 4 to 6 characters of 3rd to 5th level. This module requires the use of the 1st Edition Advanced Game System or the OSRIC system.

*A wedding and a murder. Is it the result of an ancient curse, or is something more sinister at work. Just what is the **Vampire's Curse**?*

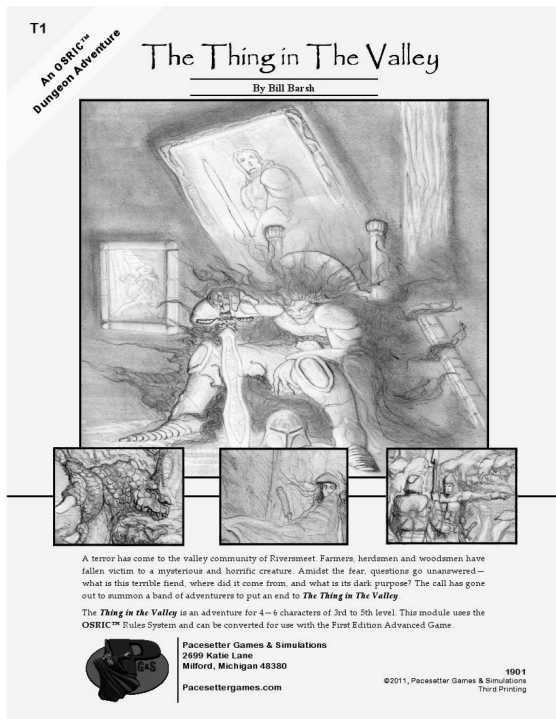


C1 The Circle of Fire

The Circle of Fire is an adventure for 4 to 6 characters of 4th to 6th level. This module requires the use of the 1st Edition Advanced Game System or the OSRIC system.

*Trapped by a closing ring of fire, flaming death is coming fast. Then, salvation is at hand. But what is the cost and where does it lead?
Perhaps, to another **Circle of Fire**!*

Available now at pacesettergames.com or nobleknight.com



T1 The Thing in the Valley

The Thing in the Valley is an adventure for 4 to 6 characters of 3rd to 5th level. This module requires the use of the 1st Edition Advanced Game System or the OSRIC system.

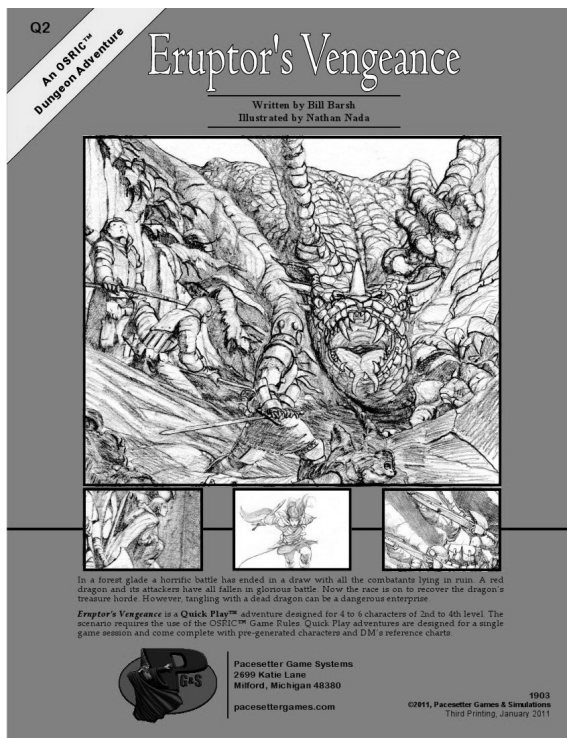
*A terror has come to the valley. Death and destruction now mark what was once a peaceful land. What is the creature, where did come from, and what is its dark purpose? These are the questions that can only found with the **Thing in the Valley**.*



Q1 The Screaming Temple

The Screaming Temple is a **Quick Play™** adventure designed for 4 to 6 characters of 2nd to 4th level. This module requires the use of the 1st Edition Advanced Game System or the OSRIC system.

*The temple arose in the span of a single night. Only terror-filled screams escape its walls. The lure of danger and curiosity are too much resist. What lies behind the walls of the **Screaming Temple**?*



Q2 Eruptor's Vengeance

Eruptor's Vengeance is a **Quick Play™** adventure designed for 4 to 6 characters of 2nd to 4th level. This module requires the use of the 1st Edition Advanced Game System or the OSRIC system.

*The dragon is dead. Unfortunately, so are its slayers. Now the race is on to find and secure the unclaimed treasure horde. Yet, the treasure is not un-guarded and sometimes a dragon is never more dangerous than when it is dead. It will take courage, strength and wit to defeat **Eruptor's Legacy**.*

Pre-Generated Characters

Ravnir Human Fighter 2nd Level Lawful Good

Strength 17
Intelligence 9
Wisdom 11
Dexterity 12
Constitution 13
Charisma 10
Hit Points: 15
Armor Class: 4 Armor: Chainmail and Shield
Weapons: *Long Sword +1*, Heavy Crossbow, Quarrel (20)
Equipment: Pack, Large Sack, Torch (5), Iron Spike (6)
Magic: *Potion of Healing*

Krieger Human Cleric 3rd Level Lawful Good

Strength 11
Intelligence 10
Wisdom 18
Dexterity 13
Constitution 11
Charisma 10
Hit Points: 12
Armor Class: 1 Armor: Platemail and Shield
Weapons: Mace, Hammer (3)
Equipment: Pack, Lantern, Flask of Oil (2), Silver Holy Symbol, Holy Water (2)
Magic: *Scroll: Light and Cure Light Wounds (2)*
Spells: (4) 1st Level, (3) 2nd Level

Saranse Elf Fighter/Magic User 2nd Level Neutral Good

Strength 13
Intelligence 15
Wisdom 10
Dexterity 16
Constitution 10
Charisma 12
Hit Points: 9
Armor Class: 3 Armor: Chainmail
Weapons: Long Sword, Long Bow, *Arrow +1 (6)*, Arrow (10)
Equipment: Pack, Pouch, Spell Components, Water Skin
Magic: *Ring of Feather Falling*
Spells: (2) 1st Level

Tegrel Human Thief 4th Level Neutral Good

Strength 10
Intelligence 11
Wisdom 10
Dexterity 18
Constitution 9
Charisma 12
Hit Points: 14
Armor Class: 4 Armor: *Leather +1*

Vakk Dwarf Fighter 2nd Level Chaotic Good

Strength 14
Intelligence 9
Wisdom 9
Dexterity 10
Constitution 18
Charisma 9
Hit Points: 21
Armor Class: 3 Armor: Platemail
Weapons: Battle Axe, *Hand Axe +1*, Hand Axe (3)
Equipment: Pack, Tinder Box, Torch (3), Iron Spike (4), Large Sack (3), Rope 25'
Magic: *Potion of Healing*

Astare Human Magic User 3rd Level Lawful Good

Strength 9
Intelligence 17
Wisdom 10
Dexterity 15
Constitution 9
Charisma 11
Hit Points: 8
Armor Class: 7 Armor: *Bracers of AC 8*
Weapons: Dagger (3), Darts (12)
Equipment: Pack, Candle (3), Pouch (2), Spell Components
Magic: *Scroll of Read Magic*, *Burning Hands*
Spells: (2) 1st Level, (1) 2nd Level

Gami Halfling Fighter 2nd Level Neutral Good

Strength 13
Intelligence 10
Wisdom 10
Dexterity 17
Constitution 11
Charisma 10
Hit Points: 13
Armor Class: 4 Armor: Scalemail
Weapons: Short Sword, Short Bow, *Arrow +1 (10)*, Arrow (10)
Equipment: Pack, Waterskin, Blanket
Magic: *Potion of Herosim*

Weapons: Short Sword, *Dagger +1*
Equipment: Pack, Tinderbox, Torch (2), Thieves Tools
Magic: *Potion of Neutralize Poison*

Open Locks 52%, Find Traps 40%, Remove Traps 40%
Climb Walls 88%, Hide in Shadows 35%, Pick Pockets 55%
Hear Noise 15%, Move Silently 43%, Read Languages 20%

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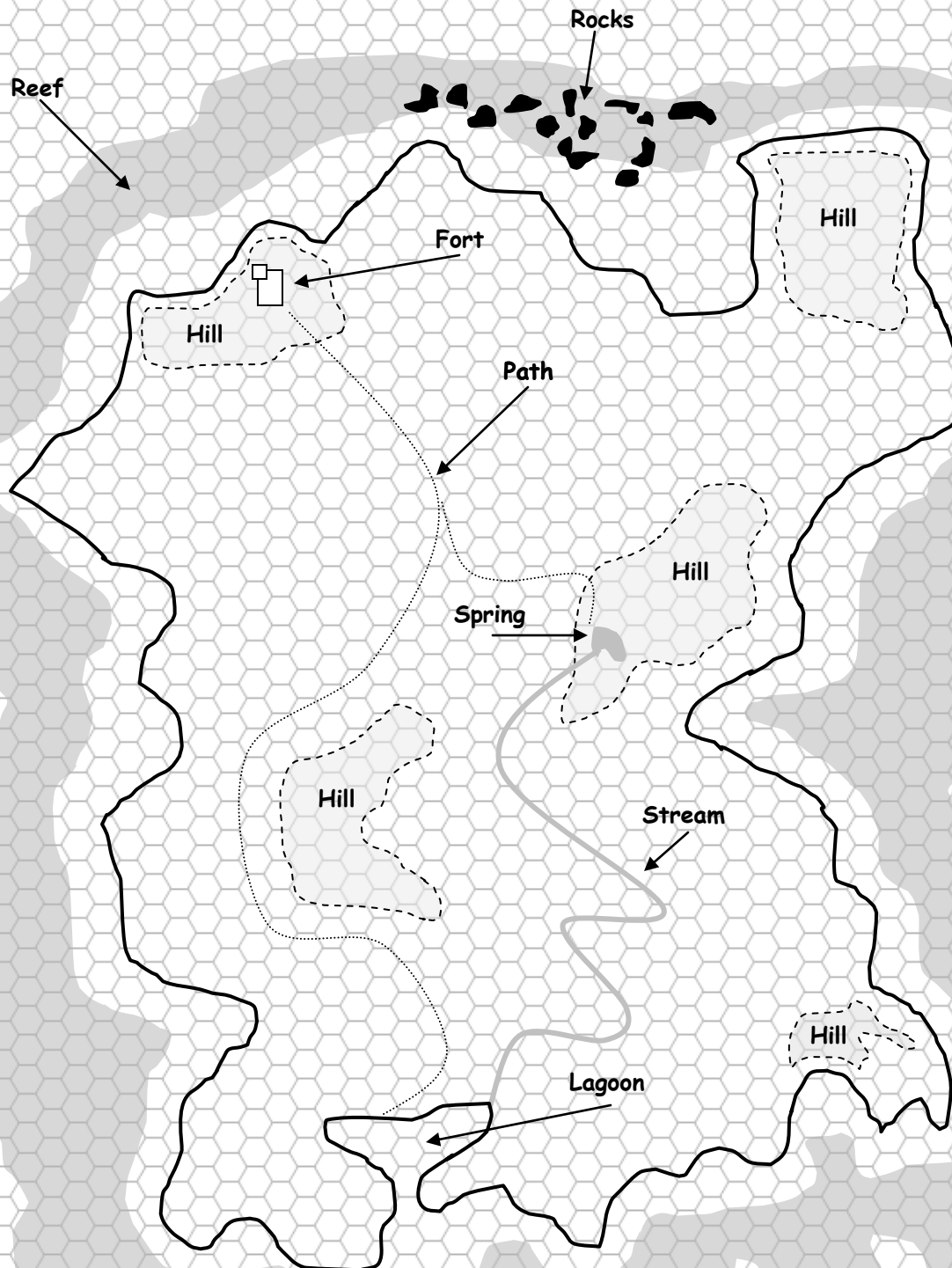
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Signal Island: Player Map



Each Hex = 500'



Quick Reference Chart — Monster Statistics

Monster	AC	HP	THACO	#AT	Damage/Notes	Location
Giant Snake (1)	6[13]	34	13	2	1d4 bite 2d4 constriction	Area 2
Giant Crab (1)	3[16]	16	16	2	2d4 each claw	Area 3
Sahaugin (6)	5[14]	17, 14, 13 12, 11, 10	16	1	2d4 trident	Area 3
Sahuagin (1) Leader	5[14]	21	16	1	2d4 trident	Area 3
Giant Spider (1)	4[15]	28	15	1	2d4 bite w/poison	Area 5
Smuggler (8)	8[11]	8, 7, 7, 6 5, 4, 4, 3	19	1 1	1d6 cutlass 1d4 dagger	Area 6
Smuggler (1) Leader	7[12]	15	16	1 1	1d6 cutlass 1d4 dagger	Area 6
Red Ape (1)	4[15]	39	13	3	1d6+1 per claw (2) 1d4+1 bite	Area 8
Ghoul (2)	5[14]	12, 11	16	3	1d3 per claw (2) +par. 1d6 bite + paralyzation	Area 10

Quick Reference Chart — Monster Saving Throw Chart

Monster	Save
Giant Snake	11
Giant Crab*	14
Red Ape	8
Giant Spider	12
Water Ghoul*	15
Smuggler	17

* Sahuagin, Sahuagin Leader, Smuggler Leader



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