



FROG GOD GAMES ADVENTURES

SINFUL WHISPERS

by Tom Knauss



SWORDS &
WIZARDRY
COMPATIBLE

SINFUL WHISPERS

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SINFUL WHISPERS

BY TOM KNAUSS

A SWORDS & WIZARDRY ADVENTURE FOR CHARACTERS OF 5TH LEVEL

ADVENTURE BACKGROUND

DEMONIC PIGGYBACK

When the sea was young and the Razor newborn, the great fiend Demogorgon came and fouled the pristine waters with his cruelty and malice. From an unspeakable act of violence, Demogorgon soiled the Razor forever with his wretched seed, the Krakenfiend Harthagoa. But unbeknownst to the mighty demon, a tiny qliphoth attached itself to Demogorgon, just as a remora clings to a shark.

During the act of fathering Harthagoa, the qliphoth loosed its bonds and drifted in the Razor's pure waters until it landed on Dolentla Island, or the Whispering Shores as the Tulita called it. The Tulitas native to the island fell under the qliphoth's sway and worshipped it as a god. They called it Hawanapoki, or "The Whispering Liar." There, aided by the plentiful maht fields, it feasted on their minds and souls. To appease Hawanapoki, the Tulitas sacrificed every other child born to the tribe. Appalled by these ghastly rites, the other Tulita tribes shunned Dolentla Island and its inhabitants.

THE ELF-TULITA WARS

An age ago, the elves came from across the sea from the green realms of Akados and aspired to claim the Razor as their own. To further their ambitions, they defeated the Tulitas and built their mighty stronghold of Sammerlock Sails and a secret, magical laboratory on Dolentla Island. At first, Hawanapoki welcomed the arrival of fresh minds, but the monster also found someone it did not expect — Urthlan the Fiendbinder, a legendary elf magic-user with a talent for binding magic. Urthlan crafted enchanted stone totems and gossamer mithral nets that imprisoned Hawanapoki. He and his apprentices attempted to control the qliphoth and use the fiend as a weapon against the Tulitas, but Hawanapoki's mind refused to bend, even to the mighty Urthlan. As the months passed and the war between the elves and Tulitas dragged on, Hawanapoki resisted and grew stronger, until an angry goddess changed Hawanapoki's fortunes.

The Tulitas beseeched Pele for aid, and the wrathful goddess answered their prayers. She laid waste to Sammerlock Sails, leveling the fortress's battlements and silver spires into smoldering lava and molten metal and transforming its lush courtyards and gardens into scorched earth.

Dolentla Island did not escape Mother Pele's ire. The elven magic-users there attempted to battle against her, but to no avail. She slew every last elf on the island as Hawanapoki feasted on their accursed souls. Unlike Sammerlock Sails, Pele did not turn the island into a smoldering wasteland, which allowed Hawanapoki to survive. The Tulitas avoided the island, and for decades the fiend brooded and waited for fresh mortals to wander into its proverbial web. And once again, fate intervened.

They tell of a lonely island that bears Great Pele's footprints. An isle seared by a mother's vengeance for the evil wrought on her beloved children — and where gods smite the earth, where only fools dare tread. On the Razor, 'tis folly, indeed, to walk any ground she condemned.

Yet still, mortals come. Legends of a secret magic hoard, the fate of a missing whaler, and the strange tale of a lone survivor beckon to shores grown as lush and inviting as a siren's irresistible song.

"This way," encourages a sly whisper adrift on the wind. "Come, and I shall make you mine."

From ruins where once she trod in wrath, the temptations of an ageless evil speak after centuries of silence.

Sinful Whisper is a *Swords & Wizardry* adventure of supernatural and psychological horror set on a mysterious island on the Razor Coast grown verdant with time. Here the characters must overcome their deepest fears and most banal desires to combat a depravity so deep it survived the retribution of a goddess. It is designed for a party of 5th-level characters.

THE FATE OF COLONIAL THIEVES

When the invaders' tall ships appeared on the horizon, the wisest Tulitas knew that the world was about to change forever. They came to these shores searching for the fruits of the land and those of the sea. The Whale, the Tulitas' benefactor for countless generations, was their prized jewel. As the sailors depleted their numbers by the hundreds, the Tulita watched and wept in silent reverence.

When the thief Delano Amborose defiled a Tulita shrine and stole a jar of sacred ambergris from Whale itself, the great Tulita druid Qualmaga decided it was time for Whale to reclaim what it had lost. Using his potent magic, he imbued a whale with intelligence and charged it with a primary task—to find Whale's ambergris and punish the one who stole it.

After a long search, Qualmaga's whale found its quarry. The whale located Captain Delano Amborose and his whaling ship, the *Lashed Harpoon*. The cunning whale lured the ship near the shores of Dolentla Island and rammed the ship, smashing its hull into splinters. Those who drowned turned out to be fortunate, as a crueler fate awaited the survivors who made it to shore. The uninhabited island seemed peaceful and beautiful, but its appearance belied its sinister nature. A primeval villain waited, eager to corrupt fresh souls with vile nightmares of barbarism and brutality.

In short order, Hawanapoki bent the survivors to his will. Even Qualmaga's whale became its unwitting servant. Tormented by dark dreams, the men and women of the *Lashed Harpoon* forsook their humanity and succumbed to the beasts within them, urged on by a tempting whisper to indulge their banal desires and engage in unspeakable acts of depravity. Their unearthly host warped their minds into twisted masses of impulsive delight, depriving them of

reason, logic, and compassion. All the while, the insidious being grew stronger and dreamt of escaping its bonds and claiming the world of men.

As the years passed, the fate of the *Lashed Harpoon* became an enduring legend. Intrepid explorers tried their luck at finding the missing ship, but every attempt failed.

HISTORY REPEATS ITSELF

Two weeks ago, Jacinth Deepwarder, an elf and the niece of Viscount Senegar Deepwarder, led a new expedition to find Dolentla Island, although she wasn't interested in locating the *Lashed Harpoon*. Over the past few months, the bored noblewoman had taken a keen interest in her ancestry, having scoured through weathered tomes and dusty ledgers. As her research progressed, she came to believe that Dolentla Island concealed a great mystery in regard to her quest. The expert dilettante — but novice archaeologist and sailor — helmed her pleasure vessel, the *Dulcimer*, in search of her prize.

Accompanied by her “crew” of Port Shaw’s most decadent elite, she set sail for Dolentla Island. But Jacinth’s intuition proved greater than her seamanship or wisdom. As the ship neared the coast, Qualmaga’s whale sprang into action and destroyed the vessel along Dolentla Island’s western shore. Alarmed by the racket, the *Lashed Harpoon*’s monstrous castaways entered the water and dragged the *Dulcimer*’s crew kicking and screaming back to the cove on Dolentla Island — except for its terrified captain, Jacinth, who drank a *potion of invisibility* and slipped away into the darkness. The cowardly Jacinth paddled away from the island and returned to Port Shaw on a passing ship that found her adrift upon the sea.

ADVENTURE SYNOPSIS

In Port Shaw, the characters are recruited to venture to Dolentla Island and rescue the *Dulcimer*’s marooned crew and/or investigate the disappearance of the *Lashed Harpoon*, which also vanished in the same waters 20 years earlier. After some preliminary inquiries within the city, the characters set sail for Dolentla Island. On the high seas, the journey proves difficult and the characters encounter everything from monstrous assault to stowaways and slave ships in rebellion.

The characters continue on their journey and arrive off the shores of Dolentla Island, where Qualmaga’s whale — now under Hawanapoki’s sway — attacks their boat as part of his plan to bring more castaways to the island. The malevolent qliphoth feeds on life energy, which he uses to attenuate the strength of his magical prison.

The characters discover the sad fate of the *Lashed Harpoon*’s survivors when they arrive on Dolentla Island. Known as hawanis, the ship’s men and women are now monstrous creations filled with rage and wanton lust. The same fate awaits the characters and the *Dulcimer*’s crew, unless they can stop it.

As the party makes its way through the jungle in search of answers, the characters may explore the island’s five keyed locations, including the *Lashed Harpoon*’s wreckage, a maht field, and an ancient Tulita shrine to Hawanapoki where the characters engage in their first telepathic contact with the island’s conniving overlord.

The ancient Tulita shrine stands atop the elves’ secret laboratory, which serves as Hawanapoki’s prison. As the characters make their way within the laboratory, the manipulative fiend fills their minds with empty promises and pointed warnings in an effort to convince the characters to leave, including revealing the location of the elves’ secret treasure vault.

If Hawanapoki’s efforts to dissuade the characters fail, it prepares for battle. Depending upon the characters’ actions at the ancient Tulita shrine, Hawanapoki may be very close to freedom or still firmly confined by its magical bonds. The characters face a choice: They can leave the island in exchange for Dolentla Island’s secret treasures, or they can rid Dolentla Island of its malevolent master once and for all.

STARTING THE ADVENTURE

HOOKS

The adventure begins in Port Shaw, the only permanent colonial bastion on the Razor Coast. If the characters are new to Port Shaw, allow them some time to take in its many sights, sounds and attractions before setting the adventure’s chain of events into motion. Characters from Port Shaw may dispense with a full-scale introduction to the bustling city and engage in a few encounters that yield a few useful bits of information for their upcoming excursion.

As the characters’ extracurricular activities wind down, a buzz pulses through the city. Rumors swirl about the mysterious disappearance of several noteworthy scions to Port Shaw’s wealthiest families. The city’s gossip mill goes into full gear. Was it a deliberately staged disappearance or a murderous love triangle at sea? Was it a high seas robbery or a drunken night of excess gone terribly wrong? Only a few loyal friends and family members believe Jacinth’s story about a murderous whale. Whatever the cause, Port Shaw’s elite demand answers, and someone has to get to the bottom of the sordid affair.

HOOK 1 – THE IRRITATED ELVEN DIPLOMAT

There are several ways to get the characters involved in the matter. Viscount Senegar Deepwarder wants to put the scandal to bed as quickly as possible, so he seeks the characters’ assistance in the matter, especially if they have already performed a service for him in the past. The viscount is displeased with his niece’s recklessness and lack of honor, but he puts his family’s reputation ahead of his personal ire. The viscount may also contact the characters if they have made a name of themselves within the city or if they frequent his favorite watering hole, the Kraken’s Gullet. The viscount offers 5,000 gp to the characters if they accompany his niece Jacinth to Dolentla Island, rescue the *Dulcimer*’s crew, and absolve him of any role in the incident.

HOOK 2 – CONCERNED PARENTS

There is no shortage of coin offered by Port Shaw’s rich and famous to locate the men and women abducted from the *Dulcimer*. Kurt Tolcris and Lady Tolcris offer a generous reward of 4,000 gp to any brave adventurer who returns their socialite daughter, Genevieve Tolcris, to Port Shaw. Other families issue rewards, but the Tolcris’ reward is the most lucrative. As high-browed aristocrats, Kurt and Lady Tolcris are insufferably smug and condescending about their wealth. However, they care deeply for Genevieve and are willing to increase the reward to 6,000 gp if the characters make a strong impression upon them. The Tolcris and the other families blame Jacinth for the disappearances and do not believe her “killer whale” story, but those opinions are kept private rather than aired in public.

HOOK 3 – THE GUILD TAKES NOTICE

The Cartographers and Explorers Guild also takes an interest in the matter for more selfish reasons. They believe Jacinth’s story about the whale, and they also share her opinion that Dolentla Island hides a lucrative and possibly historically valuable secret. The group speculates that the whale may have attacked the *Lashed Harpoon* all those years ago, and its remains may have washed onshore onto Dolentla Island. Current members and potential members are asked to venture to Dolentla Island and discover the truth.

RUMORS

Characters may learn the following information while in Port Shaw. Roleplay the search for information or roll 1d8 and give the characters all the information with a target number equal to or lower than the number rolled.

1d8	Rumor
1–2	Jacinth Deepwarder is the niece of Viscount Senegar Deepwarder. She is a spoiled playgirl and a marginal sailor. It was a fool's errand for her uncle to purchase the <i>Dulcimer</i> to accommodate her wild pleasure cruises.
3	The <i>Dulcimer</i> entered dangerous waters near Sammerlock Sails, a ruined island fortress. Pele herself destroyed the elven stronghold. Experienced captains steer a wide berth around the main island and the nearby Dolentla Island. Even from a distance, crewmen report seeing eerie lights and hearing unearthly sounds from the islands.
4	Jacinth claims that a whale attacked the ship and destroyed it. That's complete nonsense. She probably got drunk and ran the ship aground on Dolentla Island.
5	Mariners reported seeing the <i>Lashed Harpoon</i> enter the area of Sammerlock Sails 20-odd years ago, but the ship and its crew disappeared without a trace. Explorers have spent nearly as much time searching for the ship, but no one has ever located any trace of the missing vessel. Of course, none ever landed on Sammerlock Sails or Dolentla Island looking for the ship.
6	The elves concealed something on Dolentla Island near Sammerlock Sails. Speculation includes a magnificent armory, a cache of experimental weapons, a treasure trove, or an artifact belonging to Pele.
7	The <i>Lashed Harpoon</i> was more than a whaler. Its captain, Delano Amborose, was also a reputed smuggler who stored ambergris and other valuable oils in a secret cargo compartment.
8	The Tulita of his day loathed Delano Amborose. Reputedly, they refuse to deal with his descendants to this day.

PART ONE: LEARNING THE FACTS AND SETTING SAIL

During their stay in Port Shaw, the characters may gather supplemental background information from a variety of sources, but all investigative roads ultimately lead to Jacinth Deepwarder, the lost ship's only known survivor. After meeting Jacinth and deciding whether or not the spoiled elf will join them or not, the party secures a ship and heads for Dolentla Island.

MEETING JACINTH

SETUP

Selfish and haughty are the two words that best describe Jacinth Deepwarder. Jacinth treats other people as if they were actors flitting about a stage just for her amusement.

Characters working for the viscount are escorted immediately to meet Jacinth to get her side of the story. Characters in the employ of the Tolcrists, another family, or the Cartographers and Explorers Guild must go through the viscount to speak with Jacinth. A polite, written request or an eloquent statement is enough for the viscount to grant an audience with Jacinth. The viscount is wary of subjecting his niece to an interrogation that may potentially embarrass his reputation, but a cover-up could make the situation even worse. Indiscretions are one thing, but a rude gesture to a fellow aristocrat is ruinous for business and one's social calendar.



If granted an audience, the characters meet Jacinth in a private suite on the third floor in the Kraken's Gullet. The viscount is also present for the meeting. When the characters meet Jacinth, read or paraphrase the following:

A wiry, well-coiffed young elven woman in a noblewoman's finery sits at an ornate table in a resplendent suite. She nurses a glass of expensive wine, but her facial expressions and darting eyes betray that something else occupies her mind. Her hand trembles gently as she sips the drink and struggles to maintain her composure. She glances pensively toward the viscount, who reassures her with a firm nod.

ACTION

For the first time in her life, Jacinth faces a predicament that cannot be solved with a coin purse or a flash of charm. This realization frightens her, but it does not make her any less aloof. Jacinth reveals information that casts her in a favorable light, but she omits details that are not flattering to her. Jacinth volunteers the following account without coaxing. The Referee may read or paraphrase the following:

Two weeks ago, my friends and I set out on an expedition to Sammerlock Sails to contribute to the scientific and historical community of Port Shaw. As we approached the western shore of Dolentla Island five miles away from our final destination, a monstrous whale crashed into the ship and sundered it in half. Everyone went overboard and swam toward the nearby island. As we made our way closer to the beach, humanoid monsters leapt into the water and attacked us. The creatures looked human, but they also seemed feral, as if they were mad. I tried to fight, but the monsters knocked me unconscious. They must have thought I died, because when I came to, the creatures were gone. I looked for my friends, but I could not find them in the darkness. I then found a large piece of driftwood and paddled toward the shipping lanes. A passing ship rescued me a few days later and returned me to Port Shaw.

Jacinth's friends on the expedition consisted of the scions of many of the finest families in Port Shaw: Genevieve Tolcrist, Maximilian Sidrow, Joshua Bonedeuce (a distant cousin of Gregory Bonedeuce), Lenora Duhamel, Tordell Rivery, Susanna Bellstead, and Elizabeth Stansport. When asked about the scientific and historical significance of the expedition, she becomes very vague and evasive. If asked about any injuries she sustained in the wreck or the battle, she reassures the characters that she has made a full recovery.

Of course, Jacinth is lying about the trip's purpose, its destination, and about fighting off the monsters. She was actually headed to Dolentla Island to investigate its hidden treasure. When she fell into the water, she drank a *potion of invisibility* and left her friends to die. Characters can detect her lies with intuition or by magical means. Jacinth has no physical injuries or resultant scarring, but refuses any request for an examination unless the viscount or a character forces her to allow one. Jacinth stands by her story; however, characters can extract the truth by intimidating her or magically compelling her to speak the truth.

DEVELOPMENT

The viscount interjects if he feels that the characters are too aggressive. He is particularly sensitive to the characters' insinuations if someone else employs them. When the characters cross the line,

the viscount ends the interview. He denies any requests for a second interview unless the characters make an exceptional effort to placate him. If the characters persist in their rudeness, he threatens to have the Municipal Dragoons arrest them if they do not leave him and his niece alone.

Jacinth, however, wants badly to return to Dolentla Island to unlock the island's buried secret, and the characters provide the ideal opportunity for her to accomplish this goal. Even if things go badly during their interview, Jacinth later seeks out the characters anyway and volunteers to head another expedition back to Dolentla Island as a means of setting things right.

Part of her genuinely wants to atone, but her primary mission is to find and acquire the island's lucrative treasures. To get back into the characters' good graces, she admits to quaffing the potion of invisibility. She is ashamed of what she did, but she also believes that fighting the monsters would have been futile. It is not altogether necessary for Jacinth to accompany the party on their expedition, but her inclusion provides good opportunities for roleplaying throughout the adventure.

Jacinth Deepwarder, Female Elf (Ftr3): HP 21;

AC 7[12]; Atk +1 *dagger* (1d4+1) or +2 *longbow* x2 (1d6+1); Move 12; Save 14; AL N; CL/XP 4/120.

Special: darkvision (60ft), detect secret doors, immune to paralysis, multiple attacks (3) vs. creatures with 1 or fewer HD. **Equipment:** leather armor, fine noble's clothing, +1 *dagger*, +2 *longbow*, 4 +1 *arrows*, 20 *arrows*, *potion of extra-healing*, Deepwarder signet ring (250 gp), four pearls (50 gp each), pouch filled with 42 gp, bronze ring (25 gp), soap, perfume, crude nautical map of the Razor Coast and Sammerlock Sails.

Tactics: Not renowned for her bravery, Jacinth Deepwarder relies upon her longbow and the courage of others to keep far away from danger. Jacinth then snipes enemies from afar. In a pinch, Jacinth calls upon her speed to escape a sticky situation. Above all else, she is most concerned with keeping out of harm's way. Her battle motto is minimal risk and maximum reward.

JACINTH'S TAKE

Throughout the adventure, Jacinth's opinions and insights on specific matters are addressed in the "Jacinth's Take" sideboxes.

Even if the characters do not meet with Jacinth Deepwarder, they should have enough information to deduce that the *Dulcimer* sank near Dolentla Island. For example, the characters might interview more of the missing persons' family members who mention that their loved one made an offhand comment about sailing to an island near Sammerlock Sails. Alternatively, a visit to Port Shaw's docks uncovers a few ship captains who remember Jacinth bragging about plotting a course to Dolentla Island.

SECURING A TALL SHIP AND A CAPTAIN TO SAIL HER

For those running a Razor Coast campaign, Chapter 5 of that book details the ships and captains available for hire in Port Shaw, if the characters decide to forego Jacinth's services. In addition to those listed in that resource, the characters can also explore the following options:

JACINTH WANTS TO WHAA?

While Jacinth Deepwarder insists she is the obvious choice to captain a vessel to Dolentla Island, would you want her for your captain? With the *Dulcimer* so much sea wrack, Jacinth and the characters must find another ship on which to sail. Arrogant and greedy to the last, Jacinth insists that she captain any boat the characters hire — even explaining this “obvious fact” to the characters as if the actual captain of the ship was not standing right there!

Jacinth knows she is stuck with the adventurers, but the thought of sharing treasure with a less-deserving ship’s captain leaves her decidedly put out. Jacinth eventually backs down on the issue, but not without a fuss. While at sea, Jacinth hawks the real captain’s every move, and shakes her head in disapproval whenever the captain does something differently than she would (which is practically all the time). The captain is likely to reach his boiling point soon enough, but Jacinth slinks away from any physical confrontation and goes to a safe location until the situation subsides. She then sulks for several hours and resumes her irritating behavior at the earliest opportunity.

THE WINKING DOLPHIN

Barron Tanislaws, a cantankerous old miser, owned this sleek, fast-moving caravel until his death six months ago. Barron left no will or other written statement of his intentions, so two alleged relatives with dubious lineage claim joint ownership of the vessel. Because of their cloudy title, Jeremiah Winship and Hezekiah Winship, the two brothers who lay claim to the caravel, jump at any chance to sell the caravel and take the first ship out of Port Shaw with their ill-gotten proceeds. Jeremiah and Hezekiah are more akin to carnival barkers than men of noble descent. Characters purchasing the boat run the risk of legitimate heirs coming forward and making a claim on the vessel.

Cost: 7,500 gp but negotiable.

THE LINE OF THE DEEP

This well-maintained, medium-sized fishing trawler belongs to fisherman Len Argoth, who just lost his arm to a shark bite. He’s heard that other people recently bitten all fell ill and died. Len frantically paces the docks, worried about contracting an illness and the possible repercussions to his family if he were to perish. He constantly asks passersby to feel his head for a fever or to tell him if he’s going to die. Len’s fears are misplaced. He is not ill, but there is no convincing him otherwise. Having a cleric of Quell cast (or pretend to cast) *restoration* on him is the only thing that placates his fear. If the characters accomplish this, Len sells the boat for 3,200 gp. If they do not, Len starts his bargaining at 8,000 gp and goes from there. **Cost: 4,000 gp.**

In addition to the vessels for sale, the characters may hire an independent ship captain to sail them to Dolentla Island. **Sig Phillips** is a skilled navigator and pilot, but he’s also addicted to dragonsmoke, which he tries to hide to no avail. **Jayne Kellmoor** is another option. She is not as experienced as Sig, but she also does not come with his baggage.

Sig Phillips, Male Human (Thf5): HP 16; AC 6[13]; Atk +2 *dagger* (1d4+2) or *shortbow* x2 (1d6); **Move** 12; **Save** 11; **AL** N; **CL/XP** 5/240; **Special:** backstab (x3), +2 save bonus vs. traps and magical devices, read languages, thieving skills. **Thieving Skills:** Climb 89%, Tasks/Traps 35%, Hear 4 in 6,

Hide 30%, Silent 40%, Locks 30%.

Equipment: leather armor, leather boots, +2 *dagger*, *shortbow*, 12 arrows, +1 *ring of protection*, *astrolabe*, pouch containing 6 pearls (50 gp each).

Jayne Kellmoor, Female Half-Elf (Ftr3): HP 19; AC 7[12]; Atk *short sword* (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 4/120. **Special:** *darkvision* (60ft), detect secret doors, multiple attacks (3) vs. creatures with 1 or fewer HD. **Equipment:** leather armor, *short sword*, *signet ring* (50 gp), *gold locket* (15 gp) with a lock of hair inside.

PART TWO: SAILING TO DOLENTLA ISLAND

A PRAYER FOR THE DEPARTING

With their provisions intact and a ship at the ready, the characters set sail for Dolentla Island. Referees may read or paraphrase the following as the characters leave port.

The mooring rope is untied, the sails unfurl, and the captain takes the helm with an eye toward distant shores. In the background, the jagged rocks and sinister reefs guarding the beaches and peeking through the water remind everyone that the Razor Coast is, above all else, aptly named. The ship lurches forward, and in a last wayward glance toward shore, there’s a brief glimpse of a Tulita native clutching a seashell necklace and mumbling a brief prayer under his breath. The scene repeats itself on nearly every pier as spouses, children, friends, and family bid farewell and offer prayers for a safe return for the seafaring men and women of the Razor Coast. After witnessing these touching scenes, all eyes slowly return to the seemingly endless canvas of blue that lies ahead. The peaceful azure landscape holds many surprises for those who sail across her. The serious and worried expression on everyone’s face reinforces this cruel fact.

Sailing along the Razor Coast and across the open seas is a dangerous proposition even for an experienced captain and crew. Life at sea is harsh, and the conditions should remind characters that no sea voyage is an easy one. Storms, rough waves, and the ocean’s denizens present unique challenges.

These encounters do not need to be run in order, but the adventure works best if the Referee runs **Encounter 4** near Dolentla Island rather than on the open waters.

ENCOUNTER 1: THE IRON BASTION

SETUP

Slave ships are too common on the high seas, but the *Iron Bastion* is not the typical slave ship. A few hours ago, the *Iron Bastion* set sail with a fresh delivery of slaves, including — unbeknownst to them — a native sorcerer named Ko’oku’wa who disguised himself as a personal valet. Shortly after arriving on the vessel, Ko’oku’wa magically *charmed* the ship’s captain, Barnabas Hazeltree. Ko’oku’wa then cajoled the captain to release the slaves from their shackles and

JACINTH'S TAKE

Besides being haughty and arrogant, Jacinth Deepwarder despises the Tulita people. She demands that the characters restore order to the slavers' ship. Of course, she is unwilling to risk her own neck in the process, but if the characters aid Ko'oku'wa, she expresses her opinion as to how foolhardy and illegal the act is at every opportunity for the remainder of the journey.

have them perform menial tasks onboard the ship as a means of testing their worth and boosting morale.

Although the crew is grateful that they have been relieved of their mundane chores, Ko'oku'wa's friendliness with the captain irks DeMasso Guillard, the ship's first mate and his two direct subordinates. The mates suspect that Barnabas is suffering from fever or an illness, which they believe accounts for his odd behavior. Barnabas' attitude toward them is unchanged, but Barnabas also trusts the advice of a slave, which the racist mates find utterly deplorable. They do not want to risk a mutiny charge, so they walk a fine line by interpreting his orders in the most liberal manner possible. For instance, the crew obeyed Barnabas' order to release the slaves from their shackles and allow them to move freely about the ship; however, the mates did not wholly obey a subsequent order to disarm. They interpreted the order to mean that the regular crew should disarm (not the officers as well), so they locked the crews' light crossbows and ammunition in the ship's hold. The slavers still wield clubs, however, which they monotonously beat against the palm of their free hand while waiting for any excuse to use them against the slaves.

When the characters come within visual range of the *Iron Bastion*, its first mate, DeMasso Guillard, waves toward the characters' ship in an effort to gain their attention and invites them aboard his ship for parley that he says may be to their financial benefit. He is accompanied by Buckley Culmaster and Flint Brannid, the second and third mates respectively. The characters present the perfect solution to his dilemma. DeMasso cannot directly challenge the captain's orders, but the strangers can act as his proxy. Ko'oku'wa also faces a problem. If Ko'oku'wa cannot charm Barnabas again when the spell expires, the slavers are going to beat him and his fellow slaves into submission or even kill them for an attempted rebellion. If he gains the characters' sympathy, they would be useful allies against the slavers.

ACTION

DeMasso greets the characters when they board the *Iron Bastion*. He explains that the ship's captain is unwell, and the crew would appreciate if the characters would speak to him on their behalf. For their efforts, DeMasso offers the characters a valuable family heirloom, a brass mariner's astrolabe (500 gp value). The first mate has an ulterior motive for his proposition. If the characters restore order on the ship, he plans to report Barnabas to his superiors, which may result in DeMasso being promoted to captain.

On the other hand, Ko'oku'wa has an agenda as well. His *charm person* spell expires within the next 15 minutes, so he needs to convince the characters to intervene on his behalf. Ko'oku'wa waits for DeMasso to make his move, and he then accompanies Barnabas to meet with the characters.

Ko'oku'wa and Barnabas arrange to meet with the characters in the captain's quarters. Ko'oku'wa never strays more than a few feet from the captain's side, and he sometimes whispers into Barnabas' ear as he converses with the characters. The characters can sense that Barnabas is under the influence of something. During the meeting, Ko'oku'wa serves dinner to Barnabas, cutting his food with a knife and then using the knife to place the morsels into the captain's mouth.

The characters may interpret this as the ultimate act of servitude; however, Ko'oku'wa is doing it as a contingency plan just in case the *charm person* spell wears off mid-sentence. Ko'oku'wa gauges where the characters' sympathies rest. If he believes they are willing to aid him and his fellow slaves, he explains the situation and asks for their help. Otherwise, he abruptly ends the dinner and demands that the characters leave immediately and return to their ship.

Ko'oku'wa, Male Human Tulita Native (MU3): HP 8; AC 9[10]; **Atk** dagger (1d4); **Move** 12; **Save** 13; **AL** C; **CL/XP** 3/60. **Special:** +2 saves vs. magic, spells (3/1).

Spells: 1st—*charm person* (x2), *sleep*; 2nd—*ESP*.

Equipment: simple kappa clothing, sandals, dagger.

Notes: Ko'oku'wa has already cast one *charm person* today, so he has only two 1st-level spells left for the day. Ko'oku'wa tries to cast a *sleep* spell on Barnabas if his current spell runs out during his interaction with the characters.

DEVELOPMENT

The characters are forced to decide whether they wish to aid Ko'oku'wa to free the slaves or to assist DeMasso and suppress the rebellion. To complicate matters even further, the captain of the characters' ship, if it is not Jacinth, may interject his or her opinion on the matter. There is little time to formulate a plan. Ko'oku'wa's *charm* spell expires 15 minutes after the characters board the vessel, at which point the characters cannot help but get involved for one side or the other.

It is presumed that the characters either aid the slavers in putting down the rebellion or assist the slaves in gaining their freedom. In either case, the slaves and the slavers engage each other in a chaotic combat that spills across the entire deck of the ship. Slaves and slavers engage in a bloody hand-to-hand struggle where men from both sides are thrown overboard and the combatants use every piece of equipment and dirty trick in the book to gain the advantage. The deck is quickly awash in blood and corpses.

If they side with the slaves, the characters should square off against **Captain Hazeltree** and his **3 mates**. Should the characters aid Captain Hazeltree, they battle against **Ko'oku'wa** and **5 fellow slaves**. In this case, the Referee should include **25 slaves** in the battle, rather than 16. The extra 9 slaves fight against Captain Hazeltree and the 3 mates. If the characters seek information about Dolentla Island or the Sammerlock Sails area in general, Ko'oku'wa and the Tulita slaves describe it as a "bad place." If positively disposed to the adventurers, Ko'oku'wa admits that in ancient times the Tulas who lived on Dolentla Island turned their backs on the old gods and made blood sacrifices to a dark entity.

Questioning the crew reveals that they did see a whale in the island's general vicinity. They were at sea when the whale attacked Jacinth, so they know nothing of her ordeal.

There are **20 slavers** excluding Barnabas and the three mates. In contrast, there are 53 Tulita slaves including women, children, and the elderly. Ko'oku'wa and 16 or 25 of his fellow slaves are the only individuals capable of fighting, and they are currently unarmed.

Slavers (Ftr1) (20): HP 5 each; AC 7[12]; **Atk** weapon (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15. **Special:** none.
Equipment: leather armor, various weapons (clubs, cutlasses, gaff hooks, etc.)

Notes: The light crossbows and 90 bolts are locked in the hold, and DeMasso has the key.

Mates (Ftr3) (3): HP 17, 14, 19; AC 7[12]; **Atk** longsword (1d8) or light crossbow (1d4+1); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60. **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: leather armor, heavy cotton tunic and leather breeches, boots, woolen cloak, longsword, light crossbow, 20 bolts.

Captain Barnabas Hazeltree (Ftr4): HP 23; AC 6[13]; Atk +1 *longsword* (1d8+2) or light crossbow (1d4+1); **Move** 12; **Save** 11; **AL** N; **CL/XP** 4/120. **Special:** +1 to hit and damage strength bonus, multiple attacks (4) vs. creatures with 1 or fewer HD.

Equipment: +1 *leather armor*, heavy cotton tunic and leather breeches, boots, woolen cloak, +1 *longsword*, light crossbow, 20 bolts, astrolabe, 60 gp.

Tulita Slaves, Male or Female Human Natives (16 or 25): HD 1d6hp; AC 9[10]; Atk 2 fists (1 hp) or weapon (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** B/10; **Special:** none. **Equipment:** simple kappa clothing, sandals.

WRAP-UP

Characters who aid the slavers and suppress the uprising may receive a reward upon their return to Port Shaw; however, if there is any notoriety about the event, the Tulitas henceforth treat the characters as pariahs.

On the other hand, characters who assist Ko'oku'wa and the Tulitas earn their gratitude. In this event, the *Iron Bastion's* owners do not echo their sentiments. When the characters return to Port Shaw, the owners of the *Iron Bastion* may seek recompense for the loss of their cargo and the fate of their crew. Characters working for Viscount Senegar Deepwarder or one of the other noble families might earn enough clout among Port Shaw's elite to reach an amicable settlement on the matter. Otherwise, the characters may have a future encounter with the *Iron Bastion's* angry owners and/or their hired thugs.

For Referees using this adventure to supplement the published *Razor Coast* campaign, failure to assist Ko'oku'wa and the Tulitas results in Milliauka and Mokoli Ali'i viewing the characters in a hostile light and refusing to aid them in any way unless the characters perform an act worthy of redemption, such as freeing Milliauka from prison or defeating Dajobas' minions. Alternately, characters who assisted Ko'oku'wa earn Milliauka and Mokoli Ali'i's gratitude as well.

TREASURE

If the characters search the crew and the ship, they locate a scrimshaw whistle (100 gp), a pouch with 4 pearls (50 gp each), a gold ring with an image of a dolphin (50 gp), an amethyst brooch (25 gp), 8 gold bars (100 gp each), and 589 gp.

ENCOUNTER 2: STOWAWAY

SETUP

A week ago, a shark bit John "Filthy Jack" Lyverly, a member of the Tide District's Salty Dogs gang (see **Chapter 3** of *Razor Coast*) and general ne'er-do-well, on the leg. The wound was superficial, so Filthy Jack thought nothing of it. However, over the last few days, the local tough has been plagued by terrible nightmares and an unceasing hunger. Filthy Jack handled this problem just like he deals with any situation that he cannot beat to a bloody pulp; he inhaled dragonsmoke. But for once, dragonsmoke failed to numb his mind or sate his appetite. In fact, it just made things worse.

Unbeknownst to the characters, Filthy Jack snuck onboard their ship and hid in the cargo hold where he took yet more dragonsmoke, which ultimately rendered him unconscious. Fearful of discovery or someone else stealing his precious dragonsmoke, Jack took considerable time squeezing into a hard-to-find location, which makes it very difficult to find him. He remains in that state for at least several hours and possibly even a few days before he regains his senses. Characters successfully searching the ship find him involuntarily shaking and

curled in the fetal position covered by a thick lather of cold sweat. He cannot be roused from his stupor, absent using an effect that could negate dragonsmoke's intoxicating properties, such as *neutralize poison* or some other ability to treat poison.

If the characters revive Filthy Jack, he is extremely agitated. Not only did the characters wake him from his deep slumber, but the gnawing hunger eats at his belly once again. Filthy Jack doubles over and writhes in pain as he rants and raves about his thirst for blood and taste for flesh. If the characters restrain or attack him, the stress causes Filthy Jack to assume wereshark hybrid form, which increases his size. Filthy Jack can make an Open Doors roll to snap any restraints, or he lashes out at his attacker if unrestrained.

If the characters do not find or otherwise disturb him, Filthy Jack regains consciousness at some point during the journey to Dolentla Island. This turn of events finds him in a dreadful state. The dreams have tortured his weary mind, and the pangs gnawing at his belly are unbearable. He turns again to dragonsmoke, but the potent narcotic accelerates his transformation into Dajobas' minion.

Twelve hours after awakening, the already psychopathic criminal bursts from his hiding spot looking for someone to devour. He charges onto the deck in hybrid form and attacks the closest living creature with reckless abandon. Even in this form, a cursory glance reveals his identity. All the while, he rants about the Shark God and the insatiable hunger eating him alive.

Filthy Jack, Wereshark Human Form (Ftr3): HD 8; HP 40; AC 9[10]; Atk 2 fists (1d4); **Move** 12; **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** +1 or better magic or silver weapons to hit, +1 to hit and damage strength bonus, lycanthropy. (see **Appendix A: New Monsters**) **Equipment:** 2 doses of dragonsmoke.

Filthy Jack, Wereshark Hybrid Form (Ftr3): HD 8; HP 40; AC 2[17]; Atk 2 fists (1d4), bite (1d6+2); **Move** 12 (swim 18); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** +1 or better magic or silver weapons to hit, +1 to hit and damage strength bonus, control sharks (75% normal, 50% giant), lycanthropy. (see **Appendix A: New Monsters**)

Filthy Jack, Wereshark Animal Form (Ftr3): HD 8; HP 40; AC 2[17]; Atk bite (1d6+2); **Move** 0 (swim 24); **Save** 8; **AL** C; **CL/XP** 9/1,100; **Special:** +1 or better magic or silver weapons to hit, +1 to hit and damage strength bonus, control sharks (75% normal, 50% giant), lycanthropy. (see **Appendix A: New Monsters**)

If faced with imminent defeat, Filthy Jack retreats into the ocean, seeking others like himself.

ENCOUNTER 3: THE DEVIL'S FISH

Spawned from fiendish origins, a **devilfish** lurks nearby, scanning the surface of the water in search of prey. The aquatic beast is a spy in Harthagoa's service, but that does not prevent the wily creature from killing first and serving Harthagoa later. The devilfish's surface vision is poor, except at night, so it remains underwater and approaches the ship from below. The devilfish is large enough to capsize a small rowboat or raft, but it lacks the strength and size to damage a larger vessel. When confronted with such a craft, the devilfish comes up alongside the hull and uses its reach to grab a creature off the deck and pull it below the surface. If it succeeds, it drags the creature underwater and jets out a cloud of its "unholy blood" to conceal its escape. If that fails, the devilfish shoots its blood on deck and tries again. The devilfish is most concerned with self-preservation, so if it is close to being defeated, it flees underwater and jets away at maximum speed.

It is possible to detect the devilfish before its attack; however,

doing so requires a save at –2. Success reveals the presence of a large creature swimming rapidly toward the surface.

Devilfish: HD 4; HP 24; AC 5[14]; **Atk** bite (1d6 plus strength), 7 tentacles (1d4 + constriction); **Move** 6 (swim 12); **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** constriction (automatic 1d6 damage after tentacle hits; 25% chance to pinion random limb), unholy blood (20ft-diameter cloud obscures underwater or makes ground slippery on land [save or fall]). (see **Appendix A: New Monsters**)

ENCOUNTER 4: CASTAWAYS

Ever the opportunists, a coven of sea hags is using the *Dulcimer* tragedy to their benefit. The **3 sea hags** saw the aftermath of the attack from afar, so they crafted a makeshift raft from the wreckage and are pretending to be castaways in need of rescue. They lie on the raft beneath a torn sail that shields them from the sun and conceals their identities until would-be rescuers come within range of their gaze abilities.

The sea hags do not respond to any verbal cues from the characters or their shipmates; however, something is moving underneath the torn shroud. Once the ship draws close to the sea hags, they leap out from beneath the sail. Anyone who witnesses this spectacle is subjected to the hags' gaze attack. After the initial shock, the hags target apparent leaders using the evil eye, and attempt to grab any ropes and makeshift ladders draping from the ship to clamber aboard the vessel to kill the crew. The hags forego melee attacks and attempt to debilitate the strongest opponents with repeated uses of their evil eye for as many times as possible. If the characters ignore the raft, the sea hags abandon it and swim after the characters' vessel to attempt a night assault against the crew. In either case, if the battle goes poorly, the sea hags jump overboard and swim away to safety.

Sea Hags (3): HD 3; HP 14, 10, 16; AC 6[13]; **Atk** bite (1d4); **Move** 6 (swim 18); **Save** 14; **AL** C; **CL/XP** 5/240; **Special:** death gaze (3/day, 30ft range, save or die), weakness gaze (strength reduced by half for 1d6 turns, save avoids). (*Monstrosities* 239)

PART THREE:

DOLENTLA ISLAND

APPROACHING THE ISLAND

After navigating the treacherous journey to Dolentla Island, the characters spy their first glimpse of their intended destination from a mile away. From this distance, only the waters around the island and its general features are visible. At this point, the Referee may read or paraphrase the following:

In the distance, a small, lush tropical island, only about a mile across, comes into view. Even from afar, it is clear that the shoreline is well-guarded by natural obstacles. Razor-sharp rocks and coral reefs protrude above the waterline or lurk just beneath the water's surface. These dangers are most heavily concentrated around the eastern and southern beaches, making it impossible to navigate a ship close to shore from either direction. Although still treacherous, the western and northern approaches appear more feasible. Rock formations and small coral reefs are still in the way, but they are not as dense as the other approaches. An uneasy feeling hangs like a dense fog over the deck as the island looms ever closer.

JACINTH'S TAKE

Jacinth is animated and apprehensive about arriving at Dolentla Island. She is closer to her desired goal, but the traumatic ordeal scarred her. Jacinth reiterates that the whale attacked the *Dulcimer* off the island's western shore, and the monsters attacked them on the western beach while they were still in the water. Jacinth identifies debris or personal effects from the *Dulcimer* or its crew should the characters locate them.

The water surrounding the island is not very deep. At the characters' current location, the ocean reaches a maximum depth of 30 feet. The ocean is relatively still, and the island's beaches are gently tickled by small waves that roll across its sand before harmlessly washing back out to sea. There are no overt signs of danger, but the ocean bears the evidence of past tragedies. The characters notice a plank of wood, an item of clothing or another personal effect floating on the surface occasionally. These items are predominantly found in the waters west of the island, with a lesser concentration on the northern and southern sides of Dolentla Island. Strangely, no evidence of human remains are anywhere in the vicinity.

ENCOUNTER 5: QUALMAGA'S WHALE

Beneath the serene waters, **Qualmaga's whale**, the same beast that destroyed the *Lashed Harpoon* and the *Dulcimer*, awaits its latest prey. Decades ago, Qualmaga, a Tulita druid, imbued the whale with enhanced intelligence; however, its newfound intelligence could not resist the dreadful whispers and empty promises of an ungodly evil. Qualmaga's whale abandoned its former purpose and now serves Hawanapoki.

The whale lies in wait beneath the surface, endlessly circling the island as it searches for another ship to ram and destroy. Hawanapoki needs survivors to fuel its escape plan; therefore, the whale waits until the ship is less than 500 feet from shore before it attacks. It makes every effort to ram ships north or west of the island, because the waters on those sides of the island are less treacherous. When the whale begins its attack, read or paraphrase the following:

The water ripples as if a mighty earthquake opened the ground beneath the ship. A huge whale hurtles toward the ship at breakneck speed, almost literally parting the sea in two as it churns through the open water. The creature seems intent on crashing headlong into the ship.

Qualmaga's Whale: HD 36; HP 129; AC 4[15]; **Atk** bite (4d10 + swallow whole), tail (4d10); **Move** 0 (swim 18); **Save** 3; **AL** C; **CL/XP** 37/9,500; **Special:** enhanced intelligence, swallow whole (if the bite attack roll is 15 or greater, the target is swallowed whole).

Tactics: When the whale spots the ship, it charges toward the vessel in an effort to capsize it. If the whale cannot capsize it, it uses its tail slap or bite to strike the boat and destroy it. The whale does not attack individual creatures. Hawanapoki charged the whale with the specific task of destroying or capsizing ships. Once the whale accomplishes that mission, it leaves as suddenly as it appeared.

DEVELOPMENT

If the whale succeeds at capsizing or destroying the ship, the characters find themselves adrift at sea. The characters must swim to



safety or find another means of staying afloat and getting to shore. The waters are calm, so swimming toward the shore requires minimal effort. If the whale destroys the ship, the characters can grab debris from the ship and use it as a rudimentary floatation device. How difficult the trek to shore is depends upon the characters' location when the ship went down. Of course, these issues are moot if the ship survives the whale's attack intact, in which case the characters can attempt to land onshore by boat. However, the characters face another problem as Dolentla Island's insane inhabitants greet the newfound arrivals.

MAKING LANDFALL

After the whale attacks, the characters are closer to the island and can see additional details of the island. The Referee may read or paraphrase the following:

Thick, green grass and tropical trees cover most of Dolentla Island's predominately flat landscape. The dense vegetation makes it difficult to see beyond the coastal boundaries, but crudely hacked trails blaze a path into the island's interior. The palpable sense of dread deepens, as eerie sounds and strange sights emanate from every corner of the island. A groan, a flash of light reflecting off feral pupils, macabre wind chimes, ear piercing screams, and the stench of burning maht add to the pall of doom hanging in the air.

As mentioned earlier, the eastern and southern beaches are virtually inaccessible by ship. The reefs and jagged rock formations stretch

more than 200 feet from shore and form narrow chutes and dangerous rip currents. Even a small rowboat is nearly incapable of navigating a path through these hazardous waters; however, if the characters insist on attempting to row ashore in such a conveyance, they must make a saving throw at -2 every round to weave their way through the treacherous waters. Failure indicates that the boat strikes an obstacle and is either lodged on a natural barrier (50%) or sustains damage from the impact and begins sinking (50%), which may destroy the boat. It is possible to swim to shore, but it is difficult in the choppy water flowing through the reefs. Even creatures with swim speeds must make saves because they are attempting to avoid a hazard. See **Encounter 6** below for details on what the characters encounter here.

The western and northern shores are far more hospitable, but also present their own obstacles. Even at a distance of 150 feet from shore, the water reaches a maximum depth of five feet along these coasts, requiring that the characters take a smaller craft ashore from at least that far out or even allowing taller characters to walk to shore. Characters that must still swim to the beach can do so. See **Encounter 7** below for what awaits the characters here.

ENCOUNTER 6: SOULS OF THE DROWNED

This encounter occurs when the characters approach the island from the east or the south.

Hawanapoki is unprepared for creatures coming ashore via these less-hospitable approaches; however, the way is not unguarded. Undead sailors who perished in the perilous waters prowl the rocks and reefs seeking to kill those who enter their territory. Through the



millennia, the shores of Dolentla Island have seen their share of tragic shipwrecks, murderous mutinies, and pirate melees. The unfortunate souls who lost their lives in these events haunt the island's shores seeking to spread their miserable hate to the living.

BACKGROUND

The horde of undead sailors is led by Wily Roger, a vindictive captain marooned here ages ago by his mutinous crew. Set adrift in a small rowboat, the captain died in the treacherous rocks and rip currents guarding the eastern shore. The draug Wily Roger has slowly gained control of the other undead who lurk in the waves here, and his new "crew" has haunted the waters around Dolentla Island ever since. Although they are immune to Hawanapoki's mental influence, they avoid its minions and flee from them on sight. For that reason, they usually troll the eastern and southern shores, where the hawani are less prevalent.

SETUP

The draug cannot drown and make their attack from beneath the water; they prefer ambushing creatures near rock formations, coral reefs, and rip currents. If possible, they attempt to capsize a passing boat or pull its occupants over the side and into the water. **Wily Roger** wears a waterlogged gentleman's coat and rotting leather boots and has burning red eyes. Accompanying him are **2 brine zombies**, **4 sea-ghouls**, and **10 zombies**. These undead monsters emit a nauseating stench and appear as gaunt corpses with wrinkled, leathery skin coated by a thick layer of barnacles. Streams of water drip from their appendages and torsos.

Wily Roger, Draug Captain: HD 6; HP 35; AC 2[17]; Atk 2 claws (1d4); Move 12 (swim 12); Save 11; AL C; CL/XP 8/800;

Special: call storm (1/day, as *control weather*), control ship, resist fire (50%). (*The Tome of Horrors Complete* 217)

Brine Zombies (2): HD 4; HP 14, 12; AC 6[13]; Atk cutlass (1d6) or 2 fists (1d4); Move 12 (swim 12); Save 13; AL C; CL/XP 5/240; **Special:** resist fire (50%). (*The Tome of Horrors Complete* 614)
Equipment: cutlass.

Sea-ghouls (4): HD 2; HP 11x2, 8, 7; AC 6[13]; Atk 2 claws (1d3), bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; **Special:** immunities (charm and sleep), paralyzing touch (3d6 turns, save avoids). (*Monstrosities* 191)

Zombies (10): HD 2; HP 13x2, 12x2, 11, 10, 9x2, 5, 3; AC 7[12]; Atk cutlass (1d8); Move 6; Save 16; AL N; CL/XP 2/30; **Special:** immune to sleep and charm. (*Monstrosities* 529)
Equipment: cutlass.

ENCOUNTER 7: UNWELCOMING PARTY

This encounter occurs regardless of which beach the characters land upon. A welcome sandy beach is now in sight, but whales and rough seas are not the island's most formidable defense. Any characters struggling to reach land must contend with the madmen and women who survived the trek before them. Hawanapoki's servants, the

hawanis, take concealed positions in the foliage, waiting to leap from their hiding spots and attack their victims until they fall unconscious before dragging them away to their master.

BACKGROUND

The *Lashed Harpoon*'s unfortunate survivors now roam Dolentla Island as Hawanapoki's obedient minions. Known as the hawanis, they are monstrous caricatures of their former selves. Although still physically human, their minds are filled with savage, lustful thoughts. When the characters encounter these wild creatures, the hawanis are charged with one task: Bring Hawanapoki fresh minds to control.

SETUP

When Qualmaga's whale attacks the characters' ship, **3 hawanis** conceal themselves on the western shore, while another group hides on the northern shore as they await the arrival of more survivors. The hawanis take up positions amid the shrubs and brambles that line the narrow beach. This allows them to leap from their hiding spots and enter the water in a single round.

Hawanapoki directs the hawanis to move to the eastern and southern shores if Qualmaga's whale capsized or destroyed the ship on those sides of the island. In that event, the hawanis race to that location and hide. Only the closest group of hawanis can make it to that side of the island under normal circumstances. Characters spending an inordinate amount of time in the water or on the beach may encounter two groups of hawanis.

Hawanis, Male Human (3): HD 5; HP 30, 25, 19; AC 6[13]; Atk 2 claws (1d4), bite (1d6 + dark dream); Move 12 (swim 12); Save 12; AL C; CL/XP 7/600; **Special:** blind rage (3 rounds/day, +1 bonus to hit and damage), dark dream (save or sleep for 1d6 turns). (see **Appendix A: New Monsters**)

ACTION

When the hawanis spot the characters, they rush forward and dive into the water. The hawanis are accomplished swimmers, giving them a decisive advantage in water. The hawanis begin melee by relying exclusively on their bite attack, which may cause the creature bitten to fall asleep. The hawanis do not abandon this strategy even in the face of imminent death.

DEVELOPMENT

Because the hawanis are extremely rare, non-native characters have no way to identify the hawanis and their special powers. After death, the characters can examine the bodies in greater detail. The characters may confirm their human origins, and a closer look determines that they are at least middle-aged with a few older group members. (The hawanis wear no clothing, so it is obvious that the group is exclusively male.)

WRAP-UP

The group of hawanis not involved in the attack remains in hiding for another 10 minutes. Afterward, they resume searching the island for prey, return to the *Lashed Harpoon*'s wreckage, travel to the maht field, or pursue the characters.

EXPLORING THE MYSTERIES OF DOLENTLA ISLAND

After braving the hazards at sea and offshore, the characters realize that the *Dulcimer*'s survivors are now in the hands of the hawanis. The characters must track down more of the mysterious creatures to have any chance of rescuing the *Dulcimer*'s survivors.

This proves easy, because the only prudent way to traverse the jungle's unbelievably thick foliage is along the trails left by the hawanis. These crudely hacked paths allow the characters to travel through the foliage without impediment. Characters straying from these thoroughfares encounter heavy undergrowth (Movement is one-third normal).

Because of the lush tree canopy, most of the jungle is considered dimly lit even during daylight hours. Although Hawanapoki and the hawanis dominate the island, numerous indigenous small animals and birds live in the untracked jungle. Presented below are two encounters the Referee may use during the characters' trek through the jungle covering Dolentla Island. Moreover, the hawanis move exclusively along these trails, which function like deer trails or rudimentary roads. The characters are much more likely to encounter hawani bands on and around these travel arteries than in the uncharted jungle.

In the aftermath of the hawani attack, characters can easily follow the hawanis' trail back into the dimly lit jungle. The Referee is free to decide if the particular hawanis the characters are tracking came from any of the key locations along the trail. The hawanis may visit any of these areas in pursuit of a meal.

On the trail, Referees should read or paraphrase the following:

A meandering trail is the only unobstructed path through a maze of trees, undergrowth, and tangled vines. The jungle beyond is dimly lit with the exception of an occasional beam of light that pierces the canopy and illuminates the jungle floor. In the distance, the occasional sounds of snapping branches and bloodcurdling screams echo through the untamed vegetation.

Because it was a secret magical laboratory, the elves built traps around the island to ensnare Tulita spies and other unwelcome visitors. As the characters move through the jungle, they have a chance to encounter one of the elves' hidden surprises if they leave the trails or stray beyond the confines of an encounter area. Presented below are several examples of traps the characters may encounter in the jungle. There is a cumulative 20% chance of encountering such a trap for every 10 minutes the characters spend in the jungle (select from below or roll 1d4).

1d4 Trap

- 1 A 20-foot-deep spiked pit causes 2d6 points of damage from the fall. In addition, the target is struck by 1d4 spikes for 1d4+1 points of damage each.
- 2 A 30-foot-deep camouflaged pit causes 3d6 points of damage. A character has a 1-in-6 chance to notice the pit.
- 3 A hidden snare trap causes 1d6 points of damage and hoists the character 15 feet in the air. Characters may attempt an Open Doors check to break free of the snare. A character has a 1-in-6 chance to notice the snare.
- 4 A giant javelin causes 2d6+3 points of damage and attacks as a 6 HD creature.

In addition to elf-made dangers, natural hazards also abound off the beaten track. The most unpleasant of these is the toxic pollen of the colorful but sinister **magenta wailer vine**. Often found wrapped around the trunks of trees or clinging to high branches, the vine's vibrant flowers are home to its mind-altering pollen. This pollen robs the target of his mental faculties, draining 1–2 points of intelligence per minute for each minute spent in the pollen cloud unless a save is made. Magic-users and thieves can identify the flower's distinctive coloring by making a save at –1, which also reveals its hidden danger. The airborne pollen floats on even the gentlest of breezes, exposing

anyone within 50 feet of the plant to its effects. A magenta wailer is encountered with a cumulative 10% chance for every 10 minutes spent off the beaten path in the jungle.

RANDOM ENCOUNTER 1: THE HAWANI WARPATH

Hawanapoki commanded the hawanis on the beach to bring him fresh minds to control; however, any hawanis encountered in the island's interior dispense with such restraint. These vicious predators are on the hunt for food or on the characters' trail. The hawanis have little to fear on the island, so they move across the roads with no regard for stealth until they detect the first sign of their quarry. The hawanis then attempt to ambush their target. Like the hawani parties found on the beach, this group is entirely male.

Hawanis, Male Human (4): HD 5; HP 29, 24, 22, 19; AC 6[13]; Atk 2 claws (1d4), bite (1d6 + dark dream); Move 12 (swim 12); Save 12; AL C; CL/XP 7/600; **Special:** blind rage (3 rounds/day, +1 bonus to hit and damage), dark dream (save or sleep for 1d6 turns). (see **Appendix A: New Monsters**)

Tactics: The hawanis immediately fly into a blind rage and savagely attack with their claws and bite attack. These hawanis do not take captives; they go for the kill.

RANDOM ENCOUNTER 2: IT'S ALIVE!

The hawanis do not know fear, but they have just enough sense to avoid the island's largest predators, the indigenous shambling mounds. These walking carnivorous plants thrived during the elves' heyday on Dolentla Island, but Pele's destruction of the elves nearly resulted in their extinction as well. The survivors rebounded nicely and even developed a taste for hawani flesh. Their immunity to Hawanapoki's mind-affecting abilities contributed greatly to their resurgence.

The shambling mounds hunt alone and blend in with the surrounding jungle. They prefer ambushing prey from a concealed position. If undetected by the characters, the shambling mound surprises the victim and lashes out with its fists. Shambling mounds are also attracted to the sounds of battle, so any combat with the hawanis may attract the attention of a nearby shambling mound (1-in-6 chance).

Shambling Mound: HD 12; HP 58; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 3; AL N; CL/XP 15/2,900; **Special:** enfold (if both fists hit target, save or engulfed and suffocate in 2d4 rounds), healed by electricity (gains 1 HD), immune to fire, resistances (cold, weapons). (**Monstrosities** 419)

LOCATIONS CONNECTED BY HAWANI TRAILS

D1. WESTERN COVE

Qualmaga's whale attacked the *Lashed Harpoon* and the *Dulcimer* in the island's western waters. As a result, the survivors and any associated wreckage came ashore at this location. Characters searching the area for clues have a 1-in-6 chance to spot any item of significance. Success uncovers personal items belonging to the *Dulcimer's* crew, such as a torn shred of women's clothing, part of a woman's shoe, a shred of fine linen from a man's pants, and several buttons. The characters may locate a silver brooch with an amber inset. If the

characters continue to actively search the area, another roll of 1 on 1d6 unearths a rusted harpoon tip buried beneath a few inches of sand. This artifact came from the *Lashed Harpoon*.

BACKGROUND

Qualmaga's whale broke the *Dulcimer* into pieces, but much of the *Lashed Harpoon's* forward section survived intact and ran aground on the beach. In a herculean effort, the *Lashed Harpoon's* survivors hacked a trail through the forest and dragged the whaler's remains more than a quarter mile through the undergrowth and labyrinth of trees to a muddy clearing where it remains to this day. They undertook this monumental task to procure shelter and to preserve its precious cargo. Although the passage of more than two decades has erased any discernible trail, a druid or ranger (or other nature-oriented character) notices a subtle difference in the flora along the *Lashed Harpoon's* route into the wilderness. Characters actively searching this patch of ground automatically locate a faint trail. The trail leads directly to the *Lashed Harpoon's* wreckage (see **Area D2** for details.) The remains of the trail are normal jungle and have the same chances of encounters as wandering elsewhere off the path (see "Exploring the Mysteries of Dolentla Island" above).

JACINTH'S TAKE

Jacinth can identify the silver brooch as belonging to Elizabeth Stansport, one of the *Dulcimer's* passengers.

SETUP

One of the *Dulcimer's* passengers survived the ordeal with the hawanis. Maximilian Sidrow was knocked unconscious and was left for dead. When he regained consciousness, badly injured, Maximilian dragged himself into the jungle to apparent safety. However, the exhausted and weakened victim fell into one of the elves' many camouflaged pits left over from their days as Dolentla Island's rulers. Maximilian died at the bottom of the insidious trap. However, his spirit does not rest in peace.

ACTION

Maximilian's violent and untimely death left his angry soul searching for vengeance. Rather than the hawanis who attacked him, he directs his hatred toward the woman he holds responsible for his earthly demise, Jacinth Deepwarder. Maximilian's **ghost** attacks anyone he encounters, demanding in an unearthly howl that his foes "Bring me Jacinth! Bring me the coward! Jacinth! Jaaaciiiiitthhhh!"

Maximilian Sidrow's Ghost, Strangling Ghost: HD 5; HP 22; AC 0[19]; Atk strangulation (save or die in 1d4+1 rounds); Move 0 (fly 12); Save 12; AL C; CL/XP 7/600; **Special:** +1 or better magic or silver weapons to hit, magic resistance (50%), strangles (if hit, save or die in 1d4+1 rounds). (**Monstrosities** 190)

Tactics: Maximilian singles out Jacinth if she accompanied the characters to shore; otherwise, he attacks the closest target. He calls Jacinth a coward, a traitor, and a commoner (the worst insult he can think of) throughout the combat. If Jacinth is not there, he demands to know where she is so he can exact his revenge. In any given round of combat, there is a 20% chance that Maximilian pleads for the characters to bring his body back home for proper burial even as he continues fighting them.

DEVELOPMENT

Before he died, Maximilian saw Jacinth quaff a potion and suddenly vanish into the night, leaving him to fend for himself. His burial in what is essentially an unmarked grave proved the last straw for the proud aristocrat. Maximilian longs to confront his former friend, Jacinth Deepwarder, and receive proper burial in his family's mausoleum. Accomplishing these goals gives Maximilian's restless spirit peace; otherwise, his ghost restores itself 2d4 days after its destruction and resumes haunting. Maximilian's ghost disappears forever if he confronts Jacinth and his body is returned to Port Shaw for interment in his family's burial vault.

TREASURE

Maximilian's body still bears the following items: fine leather armor (worth 100 gp and still serviceable), a family heirloom opal ring (100 gp), a gold necklace worth 500 gp, a pouch with an ivory comb (20 gp), 5 agates (10 gp each), and 68 gp. Taking his family heirloom without permanently destroying his ghost also earns Maximilian's enmity. The ghost, tied to the missing items, searches for them and seeks vengeance against the thief. Once stolen, returning the item to him or his family becomes an additional condition to his ghost's permanent destruction.

JACINTH'S TAKE

Jacinth is truly frightened and horrified by Maximilian's fate. In a surprise move, the selfish aristocrat begs Maximilian for forgiveness and breaks down

in tears. If she did not admit to drinking the *potion of invisibility* earlier, she finally acknowledges doing so. After this confrontation, Jacinth changes for the better. She realizes that her actions had real consequences, and she is more determined than ever to save the other passengers. She becomes less haughty and much more cooperative with the characters, contributing when and how she can.

D2. WRECK OF THE LASHED HARPOON

Two decades ago, Qualmaga's whale struck the *Lashed Harpoon* and broke the ship in two. The aft section tore apart and sank to the bottom of the sea, while the forward section ran aground on Dolentla Island's western beach.

BACKGROUND

Before madness fully gripped Captain Delano Amborose, skipper of the *Lashed Harpoon*, he ordered the castaways to heave the ship's forward section into a muddy clearing atop a hill more than 400 yards from shore. The new location prevented the ship from washing back into the sea but, more importantly for Captain Amborose, the site offered an unobstructed view of the surrounding area. The strategic position allowed him to better defend his ill-gotten booty from would-be thieves. Before setting sail, the whaler and smuggler secretly loaded a hidden compartment in his cargo hold with a jar of ambergris (2,500 gp), 10 jars of aboleth oil (50 gp each) and 5 jars of kraken ink (250 gp each) that he had stolen from an ancient Tulita holy site dedicated to Whale.

What Captain Amborose did not know was that the first jar contained sacred ambergris from Whale itself. When the great Tulita druid Qualmaga learned of the theft, it was the final straw. He charged his whale with a primary task — to return the ambergris to its sacred temple and punish the transgressor who stole it. Qualmaga's whale

partly accomplished its task, having sentenced the offender to a fate far worse than any Qualmaga could have imagined.

SETUP

Greed clings tenaciously to the soul, even in the face of madness and evil. Absent a direct command from Hawanapoki, the elderly captain never strays far from his treasure. **Captain Amborose** is always encountered here, lurking within the wreck, but he may be accompanied by the group of **3 hawanis** previously stationed at **Area D1** if they have not already been encountered.

ACTION

Captain Amborose is the only hawani who still wears clothing. His waterlogged captain's waistcoat hangs from his bony shoulders, and his tattered trousers tenuously wrap around his gaunt hips as he attacks any who threaten his treasures.

Hawanis, Male Human (1 or 4): HD 5; HP 26 (or 26, 22, 19, 15); AC 6[13]; Atk 2 claws (1d4), bite (1d6 + dark dream); Move 12 (swim 12); Save 12; AL C; CL/XP 7/600; **Special:** blind rage (3 rounds/day, +1 bonus to hit and damage), dark dream (save or sleep for 1d6 turns). (see **Appendix A: New Monsters**)

DEVELOPMENT

The hidden smuggler's hold has long since been exposed by the elements and jungle so that a search of the wreckage finds it with a roll of 1 on 1d8. Within, the jar of ambergris and the jars of oil and ink are the only items of any value aboard the dilapidated husk of warped wooden planks and rusted nautical gear.

Once freed from Hawanapoki's corrupting influence, Qualmaga's whale resumes its quest to recover the stolen ambergris and punish the offender who took it — or any who in turn steal it from Captain Amborose. The rare shamanic markings on the ambergris jars identify its significance as an ancient holy Tulita relic. Tulita characters recognize the symbols as such. The ambergris radiates a powerful magical aura, and spells such as *legend lore* provide insight to the ambergris' origin and its religious significance.

WRAP-UP

For those running a *Razor Coast* campaign, returning the ambergris to Qualmaga or to the sacred shrine on the Bonedown of the Ancients earns the gratitude of the Tultas, especially Moloki Ali'i and Milliauka, as well as Qualmaga's whale. The noble beast might assist the party as they travel in the Pearl Eye Atoll or even join the adventurers in their final battle with the Krakenfiend later.

CREATOR'S NOTE: ADULT THEMES AHEAD

Hawanapoki despises its bonds and longs to escape. Hawanapoki needs life energy to sever the magical tethers confining it to Dolentla Island, and no entity gives the abomination more life energy than sacrificed newborns. For this reason, the hawanis are creatures that exhibit sexuality, and they are molding the *Dulcimer's* castaways in their image. Because of this, the sections detailing the ancient Tulita shrine and Hawanapoki's Prison contain some adult themes. Referees with a younger audience may want to omit or tone down the descriptive text.

MAHT AKA “GRANPAPPY BLACKSKULL”

A thick black root named for the island of its origin, maht may be dried and then chewed like jerky or smoked. Burning maht smells like anise.

Unlike most addictions, an addiction to maht is a disease and a curse. The addiction itself can be cured with *cure disease* or by making three consecutive saving throws over three days with a cumulative –2 penalty each day (so a –6 penalty on the third day because of the addict’s cravings to return to the drug).

However, if the curse aspect is also not removed, then 72 hours after the addiction is cured — or 72 hours after an addict last consumed maht — the afflicted character’s addiction to the drug resurges, accompanied by deep, soul-rending cravings.

While craving the drug, the addict suffers a –2 penalty to hit, damage, and saves until he or she gets a new fix of maht. The penalties accumulate daily (–4 on the second day, –6 on the third day, to a maximum –8 penalty on the fourth day) and cannot be cured by any means other than breaking the addiction completely (using *remove curse*) or by consuming more maht.



D3. MAHT FIELD

Previously believed to be confined exclusively to the island that bears its name, a small patch of the narcotic black root known as maht or Granpappy Blackskull grows in an isolated clearing not far from the *Lashed Harpoon*’s wreckage. Hawanapoki’s Tulita worshippers brought the addictive plant with them and cultivated it in this massive field. Since the Tulitas’ departure, the indigenous flora has reclaimed much of the field and reduced the maht crop to a mere fraction of its former yield. Over the decades, the hawanis acquired a taste for smoking the narcotic root even though they are immune to its mind-altering properties. This begs the question as to whether or not maht plays a role in the transformation from human to hawani. The usage of maht by the hawanis also serves to illustrate its powerfully addictive physical properties. There is no set encounter at this location, but the characters may encounter hawanis who traveled here for a quick smoke.

D4. ANCIENT TULITA SHRINE

In the days before the elves arrived on Dolentla Island, the native Tulitas worshipped Hawanapoki as a god and dedicated a shrine in the qliploth’s honor.

BACKGROUND

The shrine is the focal point of hawani “life,” as it sits above the chamber where Hawanapoki is imprisoned and serves as the focal point for the transformation ceremony from human to hawani. The unholy site’s physical features eroded with age, but the immortal being’s potency remains intact. The shrine is at the center of a clearing atop the highest point of Dolentla Island. It consists of a badly-damaged stone statue of a squid-like creature standing in front of a sickening, crimson-stained coral altar. An unearthly gasping moan that sounds like a fish struggling for breath emanates from beneath the altar. However, the eerie sound pales in comparison to the ongoing spectacle. At this point, the Referee may read or paraphrase the following:

The pungent aroma of burning maht and the sickening sound of bone crunching against bone to the rhythm of a pulsating drumbeat fuel a frenetic atmosphere as two men and four women mindlessly cavort around a blood-stained coral altar. This unholy shrine sits in the shadow of a weathered statue depicting a squid-like creature.

Three naked females of the feral species you have seen gather in a semicircle before a roaring campfire, smashing humanoid femur bones against each other and pounding crude drums fashioned from hollow coconut shells and flayed skin as they howl in salacious delight at the lewd spectacle before them. These three creatures appear to be well beyond their childbearing years, yet all of them are in various stages of pregnancy.

Around them, the filthy human men and women feverishly dance to the frantic rhythm, even though they appear utterly exhausted. They wear what once were fine clothes, now reduced to rags, and engage in a suggestive performance that would make Port Shaw’s most adventurous prostitutes blush.

SETUP

The men and women are the survivors of the *Dulcimer*, partway through the transformation process into hawanis but still human. Since their marooning two weeks ago, they have been charmed multiple times, suffered significant mental damage, inhaled maht smoke, and developed deep psychoses. Even after the music stops, the *Dulcimer*’s men and women continue to frolic around the altar, completely oblivious to the presence of newcomers.

The **3 hawanis** themselves are intoxicated by reveling in the sensual spectacle of the ongoing ceremony and do not immediately notice another creature’s presence.

JACINTH'S TAKE

Her friends' sad fate proves too much for Jacinth to bear. She breaks down and confesses that she took her friends along on an expedition to Dolentla Island to discover a secret elven magical laboratory. She also believes that the laboratory plays some role in what happened to the *Dulcimer's* passengers.

ACTION

If the characters intrude or interject in their activities, the crewmembers literally jump into the characters' arms and do everything in their power to seduce the characters, regardless of gender. If the characters rebuff the castaways' advances (easy enough in their current odorous and filth-stained state), the encounter may escalate to physical violence. It is impossible to reason with or rationalize with Jacinth's former companions at this point.

When the characters interfere with the ceremony or after they attack the first hawani drummer, the rest howl for the adventurers' blood and launch themselves into the fray.

Hawanis, Female Humans (3): HD 5; HP 22, 20, 15; AC 6[13]; Atk 2 claws (1d4), bite (1d6 + dark dream); Move 12 (swim 12); Save 12; AL C; CL/XP 7/600; **Special:** blind rage (3 rounds/day, +1 bonus to hit and damage), dark dream (save or sleep for 1d6 turns). (see **Appendix A: New Monsters**)

DEVELOPMENT

Hawanapoki's stone statue has no magical properties or other significance, but the coral altar is a different matter. The party can identify the altar's crimson stains as blood. A roll of 1 on 1d8 uncovers an even more chilling discovery about the altar. The altar rotates 90 degrees in a clockwise direction to reveal a hole filled with tiny, humanoid bones: infants sacrificed to weaken Hawanapoki's temporal bonds. This fact should be driven home by the fact that all three hawani women are pregnant, yet no children are on the island.

Genevieve Tolcrist, Joshua Bonedeuce, Lenora Duhamel, Tordell Rivery, Susanna Bellstead, and Elizabeth Stansport — the surviving members of the *Dulcimer's* crew — are present. They all suffer from severe mental illness. Hawanapoki has repeatedly charmed them, and they have witnessed what they believed were the deaths of two friends and the hawanis' barbarity. The malevolent fiend telepathically communicates with them in their sleep, reinforcing the horrors they have seen or heard. They are now creatures of pure instinct who lack any inhibitions whatsoever. Restoring their humanity is not a simple matter of casting a spell or healing their mental scars.

At this point, they all suffer from severe psychological damage that can be repaired only by curing their mental disease, healing their mental damage, and then ridding them of Hawanapoki's influence altogether. Their only saving grace is that they did not inhale enough maht to permanently affect them.

WRAP-UP

When Hawanapoki came to the Razor long ago, it did so by clinging onto Demogorgon, dropping away only when it was convenient for him to do so. This long-ago proximity to Demogorgon left Hawanapoki with one unique attribute: its telepathy ability is not restricted to communicating only with other qliphoths. Being within Hawanapoki's telepathy range brings the characters into contact with its powerful mind, and once they defeated the hawanis in this area, they come to its attention.

Hawanapoki cannot charm the characters, but that does not stop it from filling their minds with erotic thoughts, frightening images, and empty promises. Hawanapoki's arrogance and haughtiness always filter through in its communications with the characters, but it is not a fool, either. It offers the characters the opportunity to leave the island unharmed, with one condition — to leave one man and one woman from the *Dulcimer* behind and never return. However, the qliphoth has perhaps made a fatal error in taunting the party, because by its very communications it gives the party an important clue: They can sense that whatever contacted them now lies somewhere under their very feet.

Should the party agree and depart, the moment they are at sea, Hawanapoki reneges and commands the whale to attack their ship. This time, Hawanapoki wants to destroy the ship and kill everyone onboard.

If the characters choose to stay and try to find what sort of foul creature controls the island, each character has a 1-in-6 chance to locate the path to Hawanapoki's Prison. Also, a character can spot a rudimentary side trail leading down the south side of the elevated promontory with a roll of 1 or 2 on 1d6. Following this trail leads to **Area D5** below.

D5. HAWANAPOKI'S PRISON

This area is detailed in Part Four below.

PART FOUR: HAWANAPOKI'S PRISON

Hawanapoki's complex is a unique combination of Tulita and elven architecture. The Tulas constructed the shrine atop the hill and Hawanapoki's inner sanctum. When the elves came, they painted over the gruesome images of death and sacrifice that adorned the walls. The elves added the living quarters and bedchamber. More importantly, Urthlan built the air-sculpted basalt totems and gossamer mithral bindings that trap Hawanapoki in this location. The elves then concealed the laboratory's entrance with powerful illusion spells, but since their demise, the entrance is plainly visible and frequently used by the hawanis and the *Dulcimer's* crew, which allows the evil qliphoth to see and charm his guests.

SETUP

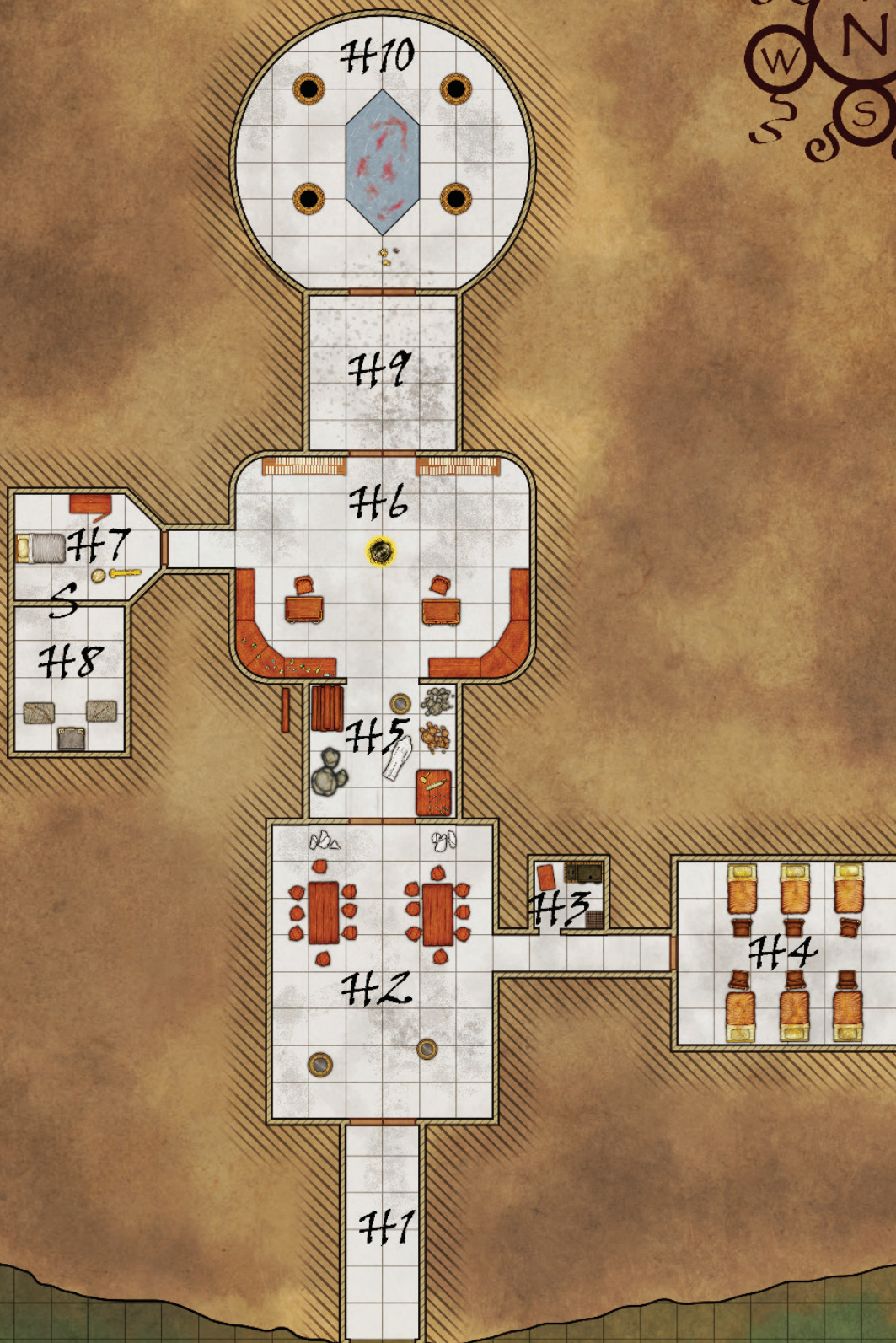
The entrance is built directly into the south side of the hill that supports the shrine at Area D4. The earthen passageways and chambers are reinforced by stone blocks quarried from the shoreline centuries ago. The ceilings are 10 feet high unless otherwise specified. The doors are strong wooden doors that open at the slightest exertion. The elves also cast *continual light* spells on numerous, small quartz stones that they embedded into the ceilings. The light emitted by the stones bathes the complex in varying degrees of bright light and dim light. Creatures with darkvision can see clearly throughout the complex.

SPECIAL CONSIDERATIONS

The conniving qliphoth continues his telepathic chatter with the characters, taunting them by telling them that they face an eternity as his thralls. When he senses the characters drawing near, he casts *protection from good* and alerts the hawanis in **Area H9** to the intruders' imminent arrival.

Map of Hawanapoki's Prison

1 square = 5 feet



H1. COMPLEX ENTRANCE

A finely polished stone corridor bores into the side of the hill and descends twenty feet before ending in a pair of closed, wooden doors.

Once protected by illusory magic, the passage granting access to the elves' secret laboratory now stands unguarded. Over the centuries, the paint degraded to partially reveal the graphic images of sacrifice and blood that decorated the corridor during the Tultas' era. The faint images depict a squid-like being bathing in a pool of blood.

H2. COMMON ROOM

Two long, warped wooden tables surrounded by eight stools dominate the far end of the room. The ruins of two stone statues are strewn about the floor. An archway on the east wall opens into an adjoining corridor, and two barrels of stagnant, brackish water are near the entrance.

The statues are made from limestone, and each depicts Urthlan the Fiendbinder. The water is foul tasting and malodorous. Any creature that drinks the water is sickened for 1d4 minutes unless the creature makes a saving throw.

H3. KITCHEN

Thick grime covers nearly every inch of this kitchen. There is an iron grill filled with ashes, a serviceable hearth, and a preparation area with rusty iron knives and other utensils.

The hawanis have no need for food preparation, so the kitchen has remained unused for centuries. The preparation materials here are useless and irreparable, but the grill and hearth are functional once they are properly cleaned.

H4. GENERAL LIVING QUARTERS

Six beds line the walls. Each is covered with a moldy fur that emits a foul odor. Open wooden chests sit in front of each bed.

The elves assisting Urthlan in his magical research shared this common bedchamber. The chests contain an assortment of elf clothing ravaged by dry rot, and other sundry items. The hawanis stripped the area of any valuables two decades ago and offered them to Hawanapoki as tribute. Currently, 2 **hawanis** lurk about here and immediately attack when the characters enter.

Hawanis, Male or Female Humans (2): HD 5; HP 21, 16; AC 6[13]; Atk 2 claws (1d4), bite (1d6 + dark dream); Move 12 (swim 12); Save 12; AL C; CL/XP 7/600; **Special:** blind rage (3 rounds/day, +1 bonus to hit and damage), dark dream (save or sleep for 1d6 turns). (see **Appendix A: New Monsters**)

H5. WORKSHOP

An assortment of metallurgic, stonecutting, and woodworking tools and equipment fill an impressive workshop. Raw materials needed for each craft rest on the floor near the appropriate work area. There are three large blocks of stone and a partially completed stone statue, a pile of surprisingly viable timber, and two mounds of metallic ore. An archway built into the far wall leads into an impressive adjoining laboratory.

Elven artisans plied their craft in this workshop. Currently, a **giant rock-horned lizard** has taken up residence here and is munching on the bloody remains of a small peccary it killed in the jungle outside. It is eight feet long with reddish-brown scales, and small horns protrude from its head. It is something of a mascot to the hawanis who occasionally bring it fresh meat. As a result, it leaves them alone. It attacks the characters on sight, however.

Giant Rock-Horned Lizard: HD 4; HP 20; AC 2[17]; Atk bite (1d8); Move 12 (swim 9); Save 13; AL N; CL/XP 4/120; **Special:** spit blood, surprise (1–2 on 1d6). (*The Tome of Horrors Complete* 635)

The three stone blocks include sandstone, basalt, and a block of quartz. The unfinished stone statue was intended as a sandstone bust, but it was only in the early stages of completion. A set of artisans' tools (50 gp) can be gathered from this corner of the room. The elves used basalt infused with ruby dust to create the stone totems that make up Hawanapoki's prison.

The large pieces of timber include pine, alder, teak, and mahogany (100 gp each but each weighs 200 lbs.). Similarly, carpenters tools (worth 25 gp) are found on the workbench in the near corner.

The metallurgy portion of the workshop includes a furnace, an anvil, and raw metal ores. Most of the ore consists of iron and tin, but seven large deposits of mithral (100 gp each) are scattered in the pile. A non-dwarf character has a 1-in-6 chance to spot the shiny metal; dwarves automatically notice it. Dwarves can also easily identify the deposits as mithral. The elves fashioned the mithral into gossamer mithral, which is the second physical component of Hawanapoki's prison.

H6. MAGICAL LABORATORY

Despite the apparent passage of centuries since its usage, a faint whiff of dried resin and other pungent, organic materials hangs in the air of this laboratory, particularly in the vicinity of an iron cauldron that rests atop an elevated fire pit surrounded by the vague, circular outline of charred incense etched into the floor. Two large bookcases on the far wall are stuffed with dusty tomes and dogeared ledgers. Hundreds of clay, ceramic, and glass jars and vials rest on two rows of shelving that line the near walls. There are also two intricately-carved wooden desks and chairs.

Urthlan's laboratory was at the cutting edge of magical research in its day, and in this spacious room, the masterful wizard concocted potions, scribed scrolls, and created wondrous magic items, armor, and weapons. The jars and vials on the shelves once contained an assortment of potions and magical components, but the overwhelming majority evaporated long ago. Three potions survived: *flying*, *haste*, and *invisibility*. There are 214 tomes and ledgers in the bookcase, and they are all written in elven. Each is valued at 2d6 gp with a few

URTHLAN THE FIENDBINDER'S GUIDE TO THE DIABOLIC

This leather-bound book features the image of a screaming demon on its front cover. Its pages are scribed in elven. Any creature that spends at least 24 hours reading the book must make a saving throw at -4 . Success means the reader understands how to use the book as a *scroll of protection*, one time. Using the book in this way grants the reader a $+10$ bonus on any saving throw against the magic of extra-planar creatures (demons, devils, elementals, etc.), and a -4 on their attacks against the reader for $1d6+6$ rounds. This benefit can be invoked only once. A character can make only one attempt to read the book. The book also contains the following spells: *conjunction of demons*, *conjunction of elementals*, and *contact other plane*.

The book is usable only by magic-users and clerics (clerics cannot learn the spells, of course, but they can invoke the book's protective magic).

SOVEREIGN GLUE

This pale amber substance is thick and viscous. One ounce of this adhesive covers one square foot of surface, bonding virtually any two substances together in a permanent union. The glue takes one round to set. If the objects are pulled apart before that time has elapsed, that application of the glue loses its stickiness and is worthless. If the glue is allowed to set, then attempting to separate the two bonded objects has no effect.

noteworthy exceptions: *A Study in Planar Travel* and *Inquiries of Planar Origins* are two rare and unique works worth 250 gp each. The magic tome *Urthlan the Fiendbinder's Guide to the Diabolic* (see sidebar) stands at the forefront.

The cauldron is empty except for a pungent, sticky residue coating its rim. A magic-user may identify the substance as *sovereign glue*, a substance used to bind Hawanapoki's mithral chains to the stone totems imprisoning it. The desks have an unlocked drawer each, but both desks are empty.

H7. URTHLAN'S QUARTERS

Urthlan spent his free time here and kept his most valuable belongings in a secret vault adjoining this chamber. When the party enters, read or paraphrase the following:

This elegant bedroom exudes quiet magnificence in its decor. An expertly crafted four-poster canopy bed covered by an exotic fur rests against the far wall. A nearby armoire is partially open and contains a variety of fine clothes and a wooden stool shaped in the form of a mushroom sits in front of a golden harp.

The golden harp is not only a wondrous musical instrument; it is also the mechanism for opening the room's secret door. Characters

must locate the secret door as normal, but the mechanism for opening the door is not immediately apparent. The door is reinforced with a permanent *wizard lock* spell. Characters who intently examine the harp notice an inscription on its neck. The language is the common tongue, and the inscription reads, "A foolish elf found a clever elf when he looked up high." The inscription is a riddle Urthlan engraved onto the harp in the event that he should somehow forget the sequence of notes that open the secret door. In order to open the secret door, the harpist must play the notes A, F, E, F, A, C, and then high E in sequence. Regardless of whether the riddle is solved, playing random notes on the harp for a full minute eventually results in the correct combination and the opening of the door.

The bed is carved from alder and covered by a winter wolf pelt (175 gp). The armoire's two drawers are partially open. The armoire contains 16 men's outfits including nobleman's clothing, wizard robes, and less formal attire — all fitted for an elf. The five most impressive outfits are worth a combined 350 gp, while the remaining outfits are worth 2d6 gp each.

H8. URTHLAN'S VAULT

Urthlan used this guarded vault to store items he could not or did not want to carry.

An exquisite longbow of remarkable quality and a wand each rest on two stone pedestals. A closed iron chest sits on the floor behind the pedestals.

ACTION

Urthlan charged a crypt thing with protecting his vault. The **crypt thing** is surprised by the intrusion and welcomes the characters' arrival. The crypt thing attacks only if the characters enter the room or attack him; otherwise, he engages the characters in polite conversation through the doorway.

If the characters ask him about Hawanapoki, he refers to the qlippoth as "oh, that thing." He mentions that Urthlan seemed fascinated with the fiend, but he never understood his obsession with the creature. He wryly remarks that in the end, he and Hawanapoki share one thing. They were the only ones Pele spared.

Crypt Thing: HD 6; HP 24; AC 2[17]; Atk 2 claws (1d6); Move 12; Save 11; AL N; CL/XP 9/1100; **Special:** $+1$ or better magic weapons to hit, difficult to turn (turn as a 10 HD monster), teleport other (1x100ft in random direction; 1d4: 1, north; 2, south; 3, east; 4, west; save resists). (*The Tome of Horrors Complete* 114)

WRAP-UP

The bow is a $+1$, $+2$ vs. *undead longbow*, while the wand is a *wand of magic missiles* (24 charges). The iron chest is closed, but unlocked. There are four scrolls, one each of *fireball*, *haste*, *monster summoning III*, and *strength*, a $+1$ *ring of protection*, six pearls (50 gp each), and 2,509 gp.

H9. HAWANAPOKI'S ANTECHAMBER

The Tulitas used this antechamber to deliver blood sacrifices to Hawanapoki. Since the elves imprisoned the qlippoth, this room serves as an antechamber to Hawanapoki's prison.

Despite someone's efforts, no amount of paint or perfume could remove the copious blood splatters on the walls, ceiling, and floor or the stench of death in this chamber.

ACTION

Hawanapoki's last line of defense against invaders is **3 hawanis**. They lunge into combat using their claw and bite attacks.

Hawanis, Male or Female Humans (3): HD 5; HP 26, 20, 18; AC 6[13]; **Atk** 2 claws (1d4), bite (1d6 + dark dream); **Move** 12 (swim 12); **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** blind rage (3 rounds/day, +1 bonus to hit and damage), dark dream (save or sleep for 1d6 turns). (see **Appendix A: New Monsters**)

H10. HAWANAPOKI'S PRISON

Four eight-foot-tall sculpted basalt totems covered with intricately-carved runes stand bound to one another with gossamer strands of mithral. These monoliths surround a diamond-shaped pool of disgusting, stagnant water laced with streams of fresh blood. Blood droplets rhythmically fall from the ceiling and splash into the water below. Coins and other personal belongings are heaped into a pile in front of the pool. Crudely drawn images of horrific violence and deviant behavior painted in what appears to be blood cover the surrounding walls.

The disgusting sketches that cover the walls are in fact painted in blood. The coins and personal belongings heaped in front of the pool belonged to the *Dulcimer's* crew; however, they also include other items Hawanapoki accumulated over the years.

ACTION

Hawanapoki, a shoggti qliphoth, awaits the characters here. The basalt totems and gossamer mithral are enchanted with a unique combination of the spells *hold monster* and *protection from evil*, although the prison does not duplicate the exact effects of either spell. They radiate strong magic. When Urthlan first constructed the prison, Hawanapoki could not move beyond any of the totems. As Hawanapoki's power grew and the strength of Urthlan's magic waned, it has pushed the boundaries even farther. Hawanapoki can now move anywhere within this chamber. In addition, Hawanapoki can *dimension door* out of the room, though the magical tethers return it to its prison 2d4 rounds later at the beginning of his turn. Hawanapoki can act normally immediately afterward.

Hawanapoki, Shoggti (Qlippoth): HD 8; HP 57; AC 4[15]; **Atk** bite (1d8), 4 tentacles (1d6 + grab); **Move** 12; **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** +1 or better magic weapon to hit, grab (after tentacle hit, save or held and automatic 1d6 damage per round), horrific appearance (those seeing it must make a saving throw or be frozen in fear for 1d6 rounds), magic resistance (60%), mind cloud (on the first touch of a tentacle, the target must make a saving throw or take a -4 penalty to charm and sleep spells for 2d4+2 rounds), spell-like abilities. (see **Appendix A: New Monsters**)

Spell-like abilities: 3/day—*charm person*, *protection from good*, *sleep*; 1/day—*charm monster*, *dimension door*.

Tactics: Hawanapoki's favorite tactic is to grab its enemies and attempt to drown them in the water, which is five feet deep. On subsequent rounds, Hawanapoki resorts to its mind-clouding ability and focuses its attacks against a single combatant in an effort to render that foe powerless to resist his *charm person* and *charm monster* abilities in later rounds. Hawanapoki relies heavily upon its resistances to avoid the damage from spells. If a character possesses an item or attack form that

bypasses its resistances, it uses its tentacles to attack the creature with its mind-cloud ability and its bite. If Hawanapoki feels threatened, he uses his *dimension door* ability to escape to the farthest point possible. If instead Hawanapoki kills half of the party, the deaths weaken his bonds enough to allow the shoggti to escape. In that case, he uses his *dimension door* to leave the complex and heads for the western shore to contact Qualmaga's whale to meet him so he can leave the island. When escape and victory seem unlikely, Hawanapoki resorts to bargaining and threats. He tells the characters about Urthlan's secret treasure vault and Whale's sacred ambergris. He offers these items and safe passage off the island in return for his life.

HAWANAPOKI RELEASED

Depending on what transpired at **Area D4**, Hawanapoki may be very close to slipping his bonds. If all three pregnant hawani fetuses died in that combat, the deaths of two more hawani fetuses liberate it from its prison. Should the characters leave Hawanapoki alive with a single hawani female also alive, the qliphoth frees itself within a season. Should the party abandon a female humanoid on the island — Jacinth for instance — the qliphoth frees itself in six months.

WRAP-UP

In addition to clothing and other personal effects, the items belonging to the *Dulcimer's* crew found within Hawanapoki's prison include 189 gp, an ivory cameo (50 gp), a bronze and sapphire necklace (100 gp), the Duhamel family signet ring (250 gp), a bronze bracelet (25 gp), and one amethyst (10 gp). Naturally, the *Dulcimer's* crew expects the characters to return these items to them rather than keep them for themselves. The items beneath those belonging to the *Dulcimer's* crew are unclaimed. They include 6 +1 arrows, a +1 ring of protection, a +1 longsword, *sovereign glue* (2 ounces), a *decanter of endless water*, a suit of +1 chain armor, *boots of elvenkind*, a *cloak of elvenkind*, and 1,906 gp.

CONCLUDING THE ADVENTURE

Hawanapoki's destruction frees Dolentla Island from its oppressive grip. However, the creatures that suffered under its insufferable yoke do not experience immediate relief. The hawanis are too broken and twisted to restore to humanity. Deprived of their master, the remaining hawanis become beings of raw anger and rage. Their unnatural fertility also ends, dooming the hawanis on Dolentla Island to eventual extinction. The *Dulcimer's* crew no longer hear Hawanapoki's wicked voice in their minds, but they face a long and grueling recovery from their physical and psychological injuries.

It is possible that the characters themselves are stranded on the island if Qualmaga's whale sank their vessel. If so, and if they are unable to affect repairs to their own vessel, then another ship dispatched by the viscount arrives two to three weeks later. Choose one of the vessels-for-hire in this adventure, the *Razor Coast* campaign, or one of your own design. This ship will not make landfall; instead, it was sent to scout out the situation to see what became of the characters. If Jacinth was not already with the characters, then she is certainly aboard this ship. If the characters signal the ship from the island, the sailors send a longboat to pick them up. As long as the qliphoth is dead, then the whale will not make any aggressive moves toward this ship ... at least initially.

The characters have several additional matters to address before returning to Port Shaw. There remain the issues of Maximilian Sidrow's ghost, Captain Delano Ambrose's stolen sacred ambergris, and the fate of Qualmaga's whale, which is linked to the pilfered ambergris. With Hawanapoki dead, Qualmaga's whale resumes its original task — to punish the thief who stole Whale's ambergris. The characters can solve both of these dilemmas by returning Whale's ambergris to its sacred temple at the Bonedown of the Ancients, to Tulita priests who still practice the old ways, or to the whale itself. If the party leaves the island without somehow informing Qualmaga's

whale of their intent or with the express intent of keeping or selling the ambergris, then Qualmaga's whale hunts them.

The more delicate problem is how to handle Jacinth Deepwarder's role in the whole affair if she did not accompany the characters to Dolentla Island. The information gathered from Maximilian Sidrow's ghost and the *Dulcimer's* crew (should they recover a portion of their senses) is not favorable for Jacinth.

Jacinth's rescued friends eventually corroborate Maximilian's story that Jacinth drank a potion and disappeared. Viscount Senegar Deepwarder expresses outrage at the suggestion that his niece behaved in a cowardly fashion. He demands that the characters keep the allegations to themselves, and he goes as far as to offer them an additional 1,000 gp for their silence.

The families of the other members of the *Dulcimer's* expedition also express outrage that is directed squarely at Jacinth Deepwarder. The families consider taking the matter to the Municipal Dragoons for proper justice; however, the viscount and the families detest scandals so much that the parties discreetly settle the sordid affair with monetary recompense. Nonetheless, Jacinth becomes a pariah, making her a virtual exile among Port Shaw's elite.

Port Shaw's elite welcome the characters as heroes for rescuing the *Dulcimer's* crew and destroying the malevolent being that poisoned Dolentla Island. Depending upon their actions on Dolentla Island and in dealing with the *Iron Bastion*, the characters gain valuable allies or make powerful enemies. For those running a *Razor Coast* campaign, these NPCs may appear on one side or the other in the party's battles against the minions of Dajobas and the Krakenfiend. For the moment, though, the characters bask in the adulation they deserve for saving lives and ridding the Razor Coast of an ancient menace.

JACINTH'S TAKE

Denial has always served Jacinth well. An excellent coping mechanism, she turns it on full flow and begins to babble aloud and repetitively how her friends deserve their fates for failing to act more intelligently or to hide better or for being easily persuaded or ... Unless a character intervenes with a passionate in-game speech, Jacinth soon convinces herself she holds no fault in events and grows beyond any redemption.

However, should the characters successfully intervene in her desperate attempt to deny culpability, the formerly obnoxious Jacinth accepts responsibility for what she has done and vows to make things right. She does everything she can to help her friends recover from the ordeal and offers recompense to Maximilian's family for their loss. She takes this opportunity to change as a person, and pledges undying friendship to the adventurers — a commitment that she'd rather die than fail to uphold.

APPENDIX A: NEW MONSTERS

The following new monsters appear in this adventure.

DEVILFISH

Hit Dice: 4

Armor Class: 5[14]

Attack: bite (1d6), 7 tentacles (1d4 + constriction)

Saving Throw: 13

Special: constriction, unholy blood

Move: 6 (swim 12)

Alignment: Chaos

Challenge Rating/XP: 6/400

The loathsome devilfish appears as a large, purple squid-like creature with seven arms ending in hook-lined tentacles and heartless blue eyes. Its body is as large as a typical shark's, but its arms have a 15-foot reach.

Once per day, the devilfish may shoot its internal fluids at a target. The devilfish can instead emit a 20-foot-radius cloud of this unholy blood. Underwater, this cloud completely obscures everything in the radius to everything except the devilfish. On land, this cloud makes the ground slippery and everyone within the radius must make a save or lose their footing and fall.

The devilfish may be found on land or underwater, but it can survive out of water only for two hours before needing to return.

Devilfish: HD 4; AC 5[14]; Atk bite (1d6 plus strength), 7 tentacles (1d4 + constriction); Move 6 (swim 12); Save 13; AL C; CL/XP 6/400; **Special:** constriction (automatic 1d6 damage after tentacle hits; 25% chance to pinion random limb), unholy blood (20ft-diameter cloud obscures underwater or makes ground slippery on land [save or fall]).

HAWANI

Hit Dice: 5

Armor Class: 6[13]

Attack: 2 claws (1d4), bite (1d6 + dark dream)

Saving Throw: 12

Special: blind rage, dark dream

Move: 12/12 (Swim)

Alignment: Chaos

Challenge Rating/XP: 7/600

Hawanis are gaunt, feral humanoids with blood-red eyes, leathery skin, and wicked claws. They move with a simian gait and have a mouth full of oversized, pointed teeth. Despite their monstrous appearance, it is not unimaginable that the creatures may have been human at one time.

The hawanis attack with unbridled ferocity, inflicting as much damage as possible with their claw and bite attacks. They fight to the death, as their own demise feeds their insidious master. They can fly into a rage for three rounds per day, during which time they receive a +1 bonus to hit and damage. The bite of the hawani requires the target to make a saving throw or fall asleep for 1d6 turns. Any creature that successfully saves against the bite of the hawani is immune to sleep effect for 24 hours.

Hawanis: HD 5; AC 6[13]; Atk 2 claws (1d4), bite (1d6 + dark dream); Move 12 (swim 12); Save 12; AL C; CL/XP 7/600; **Special:** blind rage (3 rounds/day, +1 bonus to hit and damage), dark dream (save or sleep for 1d6 turns).

LYCANTHROPE, WERESHARK

Hit Dice: 5

Armor Class: 2[17]

Attack: 2 fists (1d4), bite (1d6+2)

Saving Throw: 12

Special: +1 or better magic or silver weapons to hit, lycanthropy

Move: 12/12 (Swim)

Alignment: Chaos

Challenge Rating/XP: 7/600

Weresharks are often found in seaside communities where they can feed freely on those who end up in the rough waters. They can take the form of a shark, a human, or a human-shark biped. While in shark form, they have a 75% chance of controlling normal sharks and a 50% chance to control giant sharks. Anyone bitten by a wereshark must make a saving throw or develop lycanthropy. Magic weapons are required to hit the creature.

Wereshark: HD 5; AC 2[17]; Atk 2 fists (1d4), bite (1d6+2); Move 12 (swim 18); Save 12; AL C; CL/XP 7/600; **Special:** +1 or better magic or silver weapons to hit, control sharks (75% normal, 50% giant), lycanthropy.



QLIPPOTH

Qlippoths are protean creatures from outside the normal planes of existence that appear alien and entirely inhuman. Various types are believed to exist.

QLIPPOTH, SHOGGTI

Hit Dice: 8

Armor Class: 4[15]

Attack: bite (1d8), 4 tentacles (1d6)

Saving Throw: 8

Special: +1 or better magic weapons to hit, grab, horrific appearance, magic resistance (60%), mind cloud, spell-like abilities

Move: 12

Alignment: Chaos

Challenge Rating/XP: 11/1700

A shoggti is a pale qlippoth shaped like a squid with four suckered tentacles that end in pincers. Two saucer-size eyes stare out from its pale body with an alien menace. A gnashing maw gapes among the tentacles. Because their appearance is so alien, any creature first seeing a shoggti must make a saving throw or be frozen in fear for 1d6 rounds.

A shoggti attacks with its four tentacles and bite. Anyone hit by a tentacle must make a saving throw or suffer a –4 penalty to saves vs. *charm person* and *sleep* spells for 2d4+2 rounds. Anyone who saves against the tentacle's touch is immune to being affected for 24 hours. If a tentacle hits, the target must make a saving throw or be grabbed and take 1d6 points of automatic damage each round until freed (or until the target makes an Open Doors check). Shoggti have 60% magic resistance. Magic weapons are required to hit the creature. Shoggti have various spell-like abilities.

Qlippoth, Shoggti: HD 8; AC 4[15]; Atk bite (1d8), 4 tentacles (1d6 + grab); Move 12; Save 8; AL C; CL/XP 11/1700;

Special: +1 or better magic weapon to hit, grab (after tentacle hit, save or held and automatic 1d6 damage per round), horrific appearance (those seeing it must make a saving throw or be frozen in fear for 1d6 rounds), magic resistance (60%), mind cloud (on the first touch of a tentacle, the target must make a saving throw or take a –4 penalty to charm and sleep spells for 2d4+2 rounds), spell-like abilities.

Spell-like abilities: 3/day—*charm person*, *protection from good*, *sleep*; 1/day—*charm monster*, *dimension door*.

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SINFUL WHISPERS

by Tom Knauss

They tell of a lonely island that bears Great Pele's footprints.
An isle seared by a mother's vengeance for the evil wrought on
Her beloved children - and where gods smite the earth, only fools
dare tread. On the Razor, 'tis folly, indeed, to walk any ground
She condemned.

Yet still, mortals come. Legends of a secret magic hoard, the fate of a
missing whaler, and the strange tale of a lone survivor beckon to shores
grown as lush and inviting as a siren's irresistible song.

"This way", encourages a sly whisper adrift on the wind. "Come,
and I shall make you mine." From ruins where once She trod in wrath,
the temptations of an ageless evil speak after centuries of silence.

Sinful Whisper is a 5th-level adventure of supernatural and
psychological horror set on a mysterious island on the Razor Coast
grown verdant with time. Here the characters must overcome both their
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