

#18

1E & 5E
COMPATIBLE

THE FOLIO

Part Five
of The
White Ship Campaign

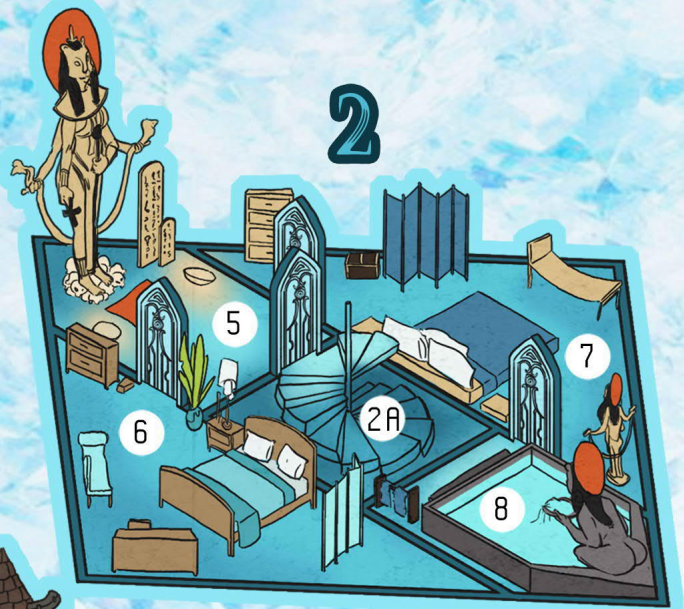
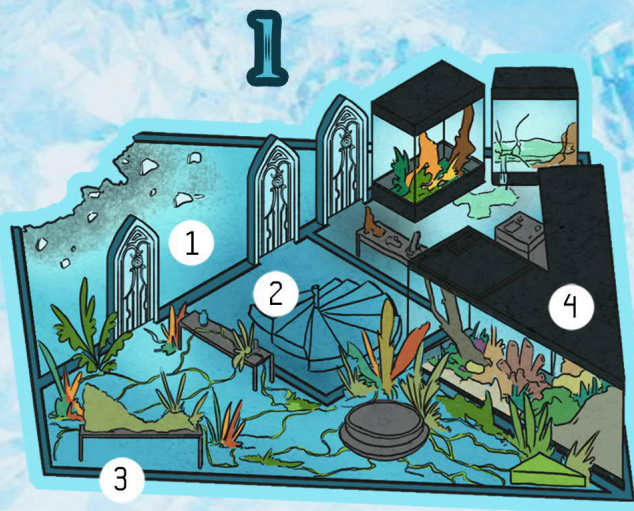
WS5 The Shattered
Tower

New Monster
Were-Megalodon

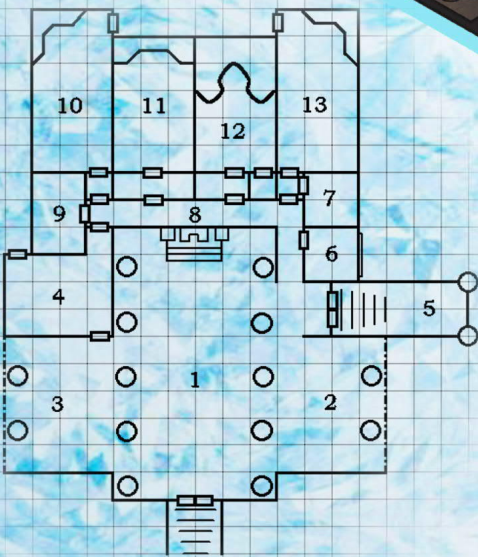
Gazetteer: Hyperion's
Forge and the
Corsair Mists

Adventure for Levels
8-10 in both
1E & 5E formats!

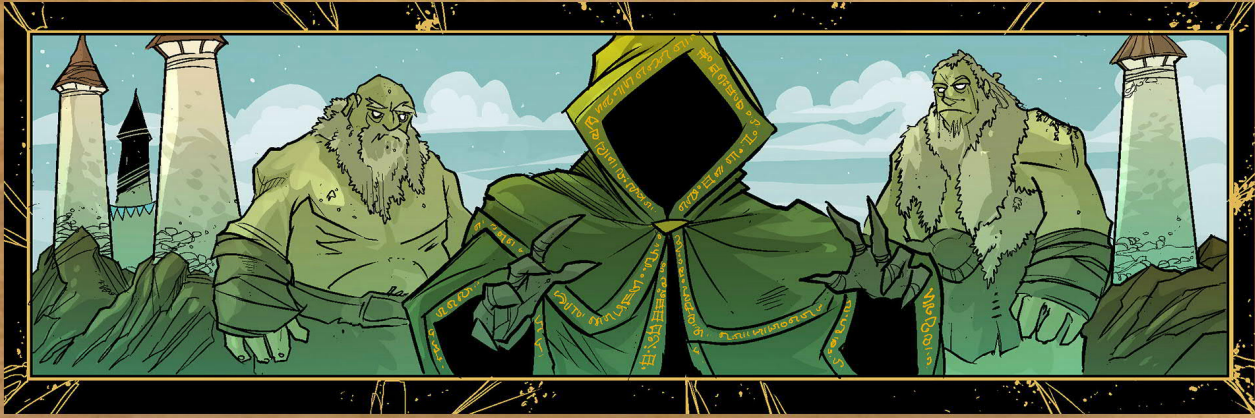




Hyperion's Forge



THE
NAMELESS
REALMS



Introduction

I've always loved the concept of the 'high seas', and during my days as a player and a DM, I've had many adventures that deal with long voyages to new lands. While making The White Ship Campaign, I had many things in mind that I wanted to incorporate into the story, and the use of a sunken 'Atlantis' style civilization was certainly going to make its way in there. My good friend (and fellow Roslof Keep designer), Mark Timm, had created the concept of 'The Out Islands', a deadly island chain from which undead raiders launched attacks on the shores of the New Kingdoms many years ago, and that was my inspiration for The White Ship. I managed to extrapolate on those mists, create the Corsair civilization, sink it, and then shroud an entire archipelago in the deadly white fog.

Now, after nearly twenty years since its inception, you will be able to journey into those mists, discover just a few of the secrets inside it, and hopefully enjoy the adventure that comes with it. Good luck, and even more so, good navigating!

Scott Taylor

STYLE OF PLAY

The bulk of The White Ship Campaign has taken place on islands, with sea journeys being more about getting someplace than what actually happens on the waves. This is going to change a bit in Folio #18 as the ship will be entering the Corsair Mists, the character hoping to finally match themselves against Molo. Although the style of play will deviate from a standard dungeon crawl, there will still be areas to explore and rooms to loot along the way. However, the essence of the journey should pervade everything you do, so keep people watching the mists and the water as this will begin to create a palpable ‘feel’ amongst those at the table that they are in a place they do not control and are always in grave danger.

Sea Journey

This adventure is based around traveling into the Corsair Mists, with possible encounters while on the open water as well as two separate land-based explorations. Again, the players should be kept aware that they are on a journey into the unknown, to places that even the bravest of captains have never traveled.

Seeing Without Seeing

Once the ship has entered the Corsair Mists, visibility will be at a minimum. Keep that in mind as you run the adventure, with visibility going between a few feet in the ‘thickets’ to a dozen yards in the thinnest of the haze. If you’ve ever watched Peter Jackson’s King Kong, I’d suggest going back and having a look at the initial sea voyage to Skull

Island as a good way to help visualize exactly what you want to describe to the players.

Fangs of the Sea

The entire sea zone making up the Corsair Mists is actually the former island of Uthoria. Although it was destroyed in a cataclysm and sunk beneath the waves, there are still pieces of land that jut up above the surface like stone claws, sometimes towering some fifty to sixty feet into the air. Reefs are also notorious in the mists, and without the guidance of the magical items recovered in previous adventures (which give the captain a kind of sixth sense in the mist), they will destroy a ship in 1d4 days, no matter how crafty the characters’ magical powers of restoration are.

Navigating the Corsair Mists

When I designed The White Ship Campaign, I made sure to have two separate paths in which the enemy and the characters move through the adventure. Molo is seeking artifacts to make himself a living god and to help him navigate the mists; the players have already acquired artifacts (in previous White Ship adventures) that should help them finish the quest and keep up with Molo. If, however, you are playing this adventure as a one off, you can simply have the captain possess any number of items that will give the players a fighting chance to survive the journey into the swirling mists of the inner Halo.

Mist 'Zones'

There are three zones inside the Corsair Mists: the Outer Zone, the Middle Zone, and the Inner Zone. For the purposes of this adventure, we will assume that each captain's experience level will grant a 10% navigation ability bonus to move the ship safely in any particular direction. Thus, a 10th level captain would have a 100% chance to navigate his ship without any negatives being put against him (weather, treacherous seas, etc.). Each mist zone is provided a negative modifier to navigation, with the Outer Zone at -50%, the Middle Zone at -75%, and the Inner Zone at -100%. For this reason, even sturdy and experienced captains might brave the Outer Zone for the right price, but going farther is suicide.

Missing a Navigation Roll

Each day within the Corsair Mists requires a navigation roll. If the roll is missed, consult the following table and administer the results, then after the results are taken into effect, another navigation roll is required to get the ship back on course. If this roll is failed, consult the table again and continue this process until the roll is successfully made.

01–50%

Lost (add an additional day within the mists)

51–75%

Monster Encounter

(Roll 1d6)

1. Derelict Zombie Ship (all Zombies are 10 HD)
2. Reef Giant Raiders (use Cloud Giant stats)

3. Giant Carrion Birds (use Roc for stats)
4. Lightning Storm (use Air Elemental with added 6d6 lightning damage per attack)
5. Were-Megalodon
6. Death Keeper (use adventure for stats)

76–00%

Damaging Obstacle: Ship takes 1d6 points of damage from running into a reef or other obstacle within the mists.

Calculating Time within the Mists

When the ship enters the Corsair Mists, have a player roll 2d4 and then add 4. This determines how many days it will take them to get to the White Ship Dock in Folio #19. It can be assumed that the entire Folio #18 adventure should take place during the first $\frac{1}{2}$ of the number of days initially rolled, and all but the final day will be in the Outer Zone, with the Hyperion's Forge encounter being done on the first day in the Middle Zone (assuming there is a successful navigation roll). If a navigation roll is successful by more than 25%, the captain has made particularly good choices and you may subtract a day from the total number in the initial roll.

Using Magic Items to Navigate

There are three magical items that the characters could have collected in the previous 4 Folios in this series that will make navigating the Corsair Mists possible. The first is the Enchanted Sexton discovered on the Isle of Jade, the 2nd is the Corsair Sunglasses acquired from Captain Fu in

Folio #16, and the last is the Sea Dragon Figurine that could be won from Lu-Fung in Folio #17 (and the mini-adventure that goes along with it). Each of these items provides a 30% navigation bonus within the Corsair Mists; thus, if you have two of the items, there is a 60% base chance of navigating the mists without getting lost or running the ship into a monster or damaging obstacle.

Gaming Example

The characters have discovered two of the magical, navigation-enhancing items on the journey thus far (the Enchanted Sexton & Corsair Sunglasses), as well as maps they've collected along the way (DM provides a 10% bonus for these), thus giving the characters a 70% bonus to navigate the Corsair Mists per day. This ship's captain is also considered to be an 8th level fighter, giving him an 80% base navigation roll. Thus, the players have a 150% chance to navigate correctly, minus the 50% penalty for the Outer Zone, and they are still at 100%, so they will not need to make a roll until they hit the Middle Zone, which will drop their navigation percentage to 75%. On their first day within the Middle Zone while heading to Hyperion's Forge, they roll a 77%, bad luck, and therefore have to consult the table above. They roll a 78%, striking an unseen obstacle and costing their ship 4 points of structural damage. Since they failed the navigation roll, they have to roll again, this time getting an 83% (someone switch out those dice!), and again consult the table where they roll a 55%, getting a random monster (Derelict Ship), and after dealing with all the dead,

they must roll AGAIN, this time getting a 37%, a success, which means they move on toward Hyperion's Forge.

Ghost Eye Contagion

Another of the dangers whispered over the waves by sailors the world over is the ghost eye contagion, a sickness that sets in within the Corsair Mists that will consume an entire crew within days of entering the cursed seas. This sickness basically turns sailors into blurry-eyed zombies that attack their own shipmates, hoping to subdue them and then sail deeper into the mists so that all are eventually consumed by the illness. This is something that isn't likely to affect the crew during the initial stages of the journey although a couple members of the crew should be overcome just so the players know that the mists aren't without their own troubles. The first part of this adventure, concerning the sea elves, will have a way to thwart the sickness, so keep that in mind.

Days Inside the Mists

Each day inside the Outer Zone of the mists requires a saving throw vs. poison **[DC 13 Constitution]** unless you have more than 3 HD (we can assume by this point that the bulk of the members of the ship's crew are 3 HD or above). Once you reach the Middle Zone, the minimum HD to avoid the save each day is raised to 5 HD (the base crew of the ship would now be subject to saves), and once inside the Inner Zone, that saving throw is required for 8 HD and above (this includes the captain).

Smokey Eye

The first symptoms of the ghost eye contagion is a dullness to the iris of the victim's eye, eventually turning grey and dead-looking. This process takes place over several hours (1d4), and once complete, the victim becomes a ghost eye zombie.

The Power of Smoke

Each ghost eye zombie is considered to be 2 HD over their normal HD, gets an extra attack per round, and is considered to be under the effects of a Blur spell (their body smoky and hard to see within the mists).

Dealing with the Damage to the Ship

With each day that passes, be sure to have the players see murky shadows of ruins, towering land masses, or shapes without purpose in the mists. This needs to be creepy, and you can keep it that way by describing a soundless sea with things slowly drifting by the ship, maybe with glowing eyes within little dark crevices that seem to watch the ship. Still, there are going to be times when rolls are failed and damage is taken on the ship. Consider the ship to currently have 50 HP once it leaves Distant Turtle City. This means that the players (and the crew) have to find a way to keep it afloat until they can finish Folio #19, so keep that in mind with the following guidelines.

Obstacles

Damaging water hazards like fangs of the sea, reefs, and submerged ruins can damage the ship.

Each time an obstacle is encountered, it does 1d6 points of damage to the ship's overall HP total.

Monsters

For every round the ship is in combat with a monster inside the mists, it is considered to take a 1 point of HP damage. Thus, a 5-round battle with a reef giant will cost the ship 5 HP.

Repair

The ship is considered to have 6 points of repair materials inside the hold when it enters the Corsair Mists, and these can be used to heal HP damage at a rate of 2 HP per day until the full 6 points are exhausted. Any other repairs (such as the Mending spell or other ingenious uses of magic, or help provided by the sea elves, will have to be determined by the DM as to exact points that can be given back to the ship).

Running the Megalodon Hunt

During the players' stay with the sea elves, they will be able to take part in a gathering of elven clans that culminates in a ritual where the bravest of sea elves go diving with megalodon sharks. Now, this certainly might not be something the players are interested in doing, but it is something you don't see every day and would make for a great tale to tell the grandkids once the players retire.

Rite of Passage

When the sea elf tribes get together once every year, there is a ceremonial Megalodon Hunt in which young males and females can go to the



Megalodon Depths to participate in a hunt. The hunt rarely involves the death of the great sharks as it is mostly involved with the skill of swimming with them without getting yourself killed. It can be lethal, but for those who are brave enough to participate, they are given the right to return to the elven gathering and choose a mate for an evening who is unattached. In this way, the tribes share genetic diversity, knowing that children will be born of these one-night unions. It is a rite of passage for many young sea elves, but as the tribes are always looking to infuse new blood into their ranks, anyone who is a guest of the tribe may join in the hunt and gain its spoils.

Claiming a Night of Glass and Moon

If participants succeed in the tests of the hunt, they are taken to a secluded moon water grove where

all the elves (both male and female) are gathered. There, they may pick a partner to share the night in one of the secluded moon globes (a globe of sea elven glass suspended by mithril wire that hangs above the surface of a tranquil pond). It certainly wouldn't be a night one would easily forget.

Running the Hunt

For those who choose to go on the hunt, they are taken by outrigger canoes across a misty straight. There, the water is darker than midnight, and the elves begin to pour wineskins of dark blood into the water. Before long, great triangular fins breach the surface, and the elves blow conch shells and then dive below the surface.

If a player is still willing, they too may dive into the dark waters, and once there must make five successful petrification saves at -2

[DC 16 Dexterity]. Each time the player misses a save, they are ‘rubbed’ by a shark (which is to say scraped with their rough skin or torn by a passing tooth). Each ‘rub’ does 3–30 **[15 (3d10)]** damage. If the saving throw is missed by more than 5, the damage is doubled. If a Nat 1 is rolled, the character is considered instantly killed by the massive jaws of one of the great beasts. Once five successful saves have been completed, the character can return to the boat and will be taken to safety. Any player who died during the hunt will be honored at the tribal gathering.

10,000 experience points should be awarded for enduring this encounter.

Encounters at Hyperion’s Forge

Hyperion, Titan of Fire, has been trapped on the Nameless Realms since the day the world was sealed from the Outer Planes (at the conclusion of the Five Year War). He had placed one of his forges inside the kingdom of the sea dwarves and would revisit it on occasion, stoking the furnaces that boiled the sea water and created the Corsair Mists in the first place (along with various magical curses left over from the cataclysm). On the final day of the Five Year War, he happened to be in his forge when the world was sealed, and has since been trapped (and incredibly angry), unable to escape via his magic and also unwilling to brave the waters that surround the forge to try to get to

a body of land. Hyperion typically takes the form of a human male, but when angry or in a fight can assume his true form, that of a fiery earth elemental that is more than fifty feet tall. Still, Hyperion is not alone in his forge as random fire-type monsters tend to take up residence there, sometimes being destroyed by Hyperion and other times lurking in places where he is not always active. In each room that the players explore, there is a 50% chance of a wandering monster, so although no monsters are actively listed within the module, there are going to be encounters other than Hyperion himself within his forge.

Random Monsters

(Roll 1d4)

1. Fire Elemental
2. Giant Salamanders
3. Fire Giant Slaves
4. Iron Golem

Magical Properties

Hyperion has incredible abilities when it comes to forging items, and he has placed part of his essence in each forge in his giant workshop. For the purposes of gameplay, if any item is placed within the forge (armor, weapons, and even metal and crystal items) there is a 25% chance that they either become magical (gaining a +1 enchantment), or have their magic increased (thus a +2 Dagger would become a +3 Dagger). This may be attempted just once per item.



The Essence of the Forges

There are 4 enchanted forges in the workshop: one dedicated to magical items made of metal, one to weapons, one to cold-forged crystal and iron items, and one for armor. Magic can be perceived (with a Detect Magic spell), and it is obvious that each forge is channeling a thread of enchantment magic that will help in the process of forging magical items.

Running the Sea Elves

History

During the height of old Uthoria and the great Corsair Kings, there was a union between the

high men and the elves of the sea. Some say that the elves taught the Corsairs how to manipulate currents and read the breeze for storms, even going so far as to control the weather. Whatever the case, the elves were a boon to the Corsairs, and they were honored with great magical gifts from the sea dwarf forges, enchanted by the Corsair sorcerers, and taken into the depths.

However, when the Corsair Kings brought about the great apocalypse, they also brought destruction onto their allies. The dwarves were drowned or scattered, and the sea elves were corrupted by the violet sea, their numbers culled until they discovered the secrets of the sea dwarven water

(a gift of the last Water Dwarf) and its ability to protect the few that remained from the malignant power of the Corsair's curse.

What few elves remained settled in broken communities along the shattered coasts, and over the centuries have developed a tribal society, forgetting much of what they once knew and instead focusing more on survival in their brutal seas than retaining the culture and magic they once had.

Leadership

The current leader of the tribes is High Priestess of Deep Sashelas, Lyric Stormcurrent. She is both beautiful and powerful and calls the tribes to her for communion once each year. She has spent the past hundred years seeking out old gifts from the Corsairs to her people in hopes of eventually breaking the curse, disrupting the mists, and bringing her people back into the light of the world.

The Sunken Kingdom

Much of the elven society still exists around what is considered the Sunken Kingdom. This large shallow-water area is actually the remains of the great Corsair city of Vin'Ra, and it is currently sunk beneath 10 to 15 feet of water. Almost a dozen sea elf tribes explore and live within the sunken city.

The Waters of the Last Water Dwarf

Within a sunken temple dedicated to Ahto, a 'heavy water' can be found in what was once a

central well. Here, the last prayer of the dwarven high priest, or the Water Dwarf as he was called by the elves, helped create a pure and corruption-freeing heavy water. Drinking the water provides immunity to the ghost eye corruption, and is a secret the sea elves guard very fiercely.

Finding the Gateway to Hyperion

Lyric Stormcurrent knows there is a map to the location of Hyperion's Forge, and that it is one of the primary factors in the creation of the mists that shroud much of the Corsair Archipelago. She doesn't actively trust outsiders, but she will provide the location of the ancient sea elf tower which holds the map if the players can convince her their intentions are honorable and that Molo wishes to bring about a second cataclysm.

The Final Navigation Tool

If the players can win Lyric's trust, primarily by bringing her the Staff of Deep Sashelas located in the sea elf tower, she will provide the players with another ancient Corsair navigation tool, the Spy Glass of Currents, which will provide them a 25% bonus to navigation as they draw ever closer to the Inner Zone and Molo.

Adventure Synopsis

During this adventure, the players will have to begin navigating through the Corsair Mists, avoiding obstacles until they come upon the sea elves. This meeting will require some negotiation on the part of the players (and might gain them

some much needed rest and ship repair if things go well). Once they have gained the elves' trust, they will be told of a map that will help lead them into the Middle Zone of the mists, and that it is located within an ancient sea elf tower. If they recover the map, which seems to lead to a building or forge that is responsible for the mists, they will be given another navigation tool.

After leaving the sea elves, they will journey into the Middle Zone, and from there will have to deal with Hyperion, the Titan of Fire, if they are to discover the location of the Grand Dock where the White Ship is said to come if a member of the royal Corsair bloodline should ever call it. If they are able to defeat Hyperion and gain his map of old Uthoria, then they are well on their way to the events of Folio #19 and the conclusion of The White Ship Campaign.

Dungeon Master Notes

1. NPC Interactions, The Sea Elves

The sea elves are a tribal people living in a very harsh environment, but they aren't xenophobic, so interactions with them will be more curious in nature since so few outsiders ever penetrate this far into the Corsair Mists. They are a beautiful people, and the crew should be made well aware of this fact, and they will have many bone, coral, and other sea-inspired goods that they will gladly trade with the party, items in question going up to +2 in magical value. Items might include seaweed

Ropes of Climbing, coral tridents, shark teeth knives, sharkskin leather armor, seagrass Nets of Binding, etc.

2. Balancing Play between Combat and Exploration

Remember, this is a journey, and as such you should provide players the opportunity to take watches in the half-light of the mists, have them take dinners together in their cabin and tell stories, have them hear strange songs over the water, and bring life to the trip in which they find themselves.

3. Keeping Molo in the Players' Sights

Obviously, if you've played the previous 4 Folios in this series, you know that Molo is the ultimate goal; therefore, keep him in mind, needling the players that he is out there somewhere, getting closer and closer to his prize, and that they must keep up the chase to stop him.

Art of This Issue

This cover has always been one of my favorites by artist Roy Krenkel, and I'm really pleased that it was available to use as a Folio cover. Roy's work really defined the pulp genre in the early 20th century, and I think this particular piece really 'gets' what my Folio covers often go for. Inside, the black and white works of artists Travis Hanson and Simon Adams grace the pages, with the color banner by Travis and the color cover by Simon. The iconic character you find on the back is done, as usual, by Michael Wilson.

New Monster

Were-Megalodon

Lawful Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 2

HD: 14+14

Move: 15"

No. of Attacks: 1 (or 3)

Damage/Attack: 6–36

Bite (2–12)(Fists x2)/2–20

(Hybrid Bite)

Special Attacks: Blood Lust

(Once an opponent is

wounded, the were-

megalodon goes into

a crazed frenzy, making it +5 to damage and
providing an extra bite attack.)

Special Defense: +1 or better weapon to hit

Magic Resistance: Nil

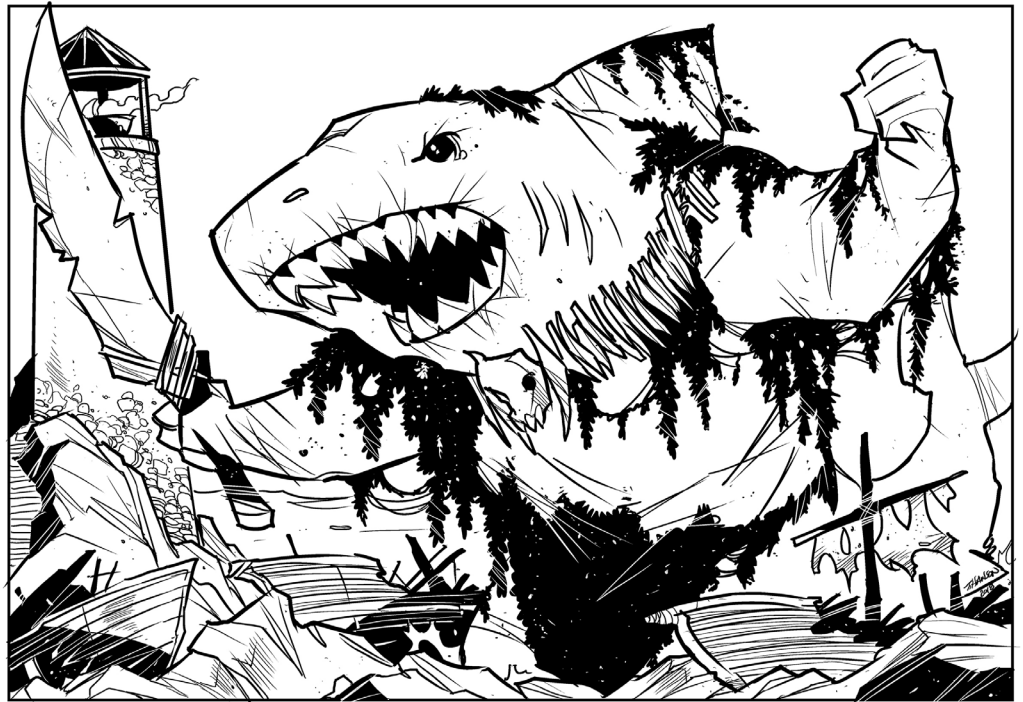
Intelligence: Standard

Size: L (19' Long)

Psionic Ability: NIL

% in lair: 20%

Treasure Type: A, B, C, H

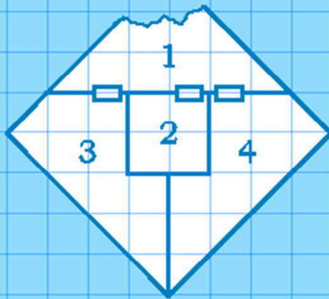


What dangers lurk beneath the waves of the Halo are too many and too terrible to believe, but one of the most dreadful tales spins from the Corsair Archipelago. Sailors often tell the story of the reef giants of the archipelago, their raiding parties pulling ships beneath the seas to add to their treasuries deep below the surface, but there is also another tale even graver than the reef giants, in general, that of the were-megalodon. It is whispered that weresharks have sometimes swum below the Corsair Mists, losing their way and going mad in the violet waves of the Inner Zones. Once mad, they attack anything, including the reef giants who patrol those seas, and once bitten, the reef giants slowly turn into sharks so large they can rip a whale in half with a single bite, but even worse, they can take hybrid form and stalk the reefs and islands, preying on anything unfortunate enough to come into their path. Normally, the were-megalodon only gets a single bite attack while in its shark form, but in its hybrid form, it gets two attacks with clawed fists and one bite attack.

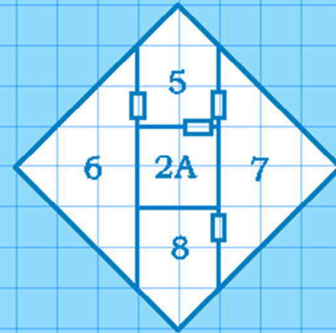
Were-Megalodon [AC 18, HD 14d12+54, HP 140, Initiative +4, #AT 1 (or 3), Hit +10, Dam Bite 36 (4d12+12), or Fists 12 (2d6+6), Hybrid-Bite 18 (1d20+8), Blood Lust (Once an opponent is wounded, the were-megalodon goes into a crazed frenzy, making it +5 to damage and providing an extra bite attack.), Multiattack, Damage Immunity (nonmagical or silver weapons), STR: 22 (+6), DEX 11 (0), CON 18 (+3), INT 11 (-), WIS 12 (+1), CHA 8 (-1)]

□ Door
S Secret Door

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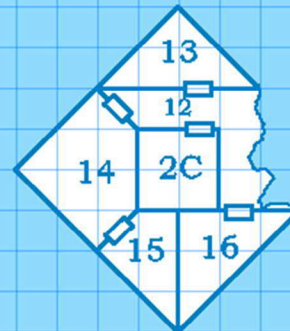
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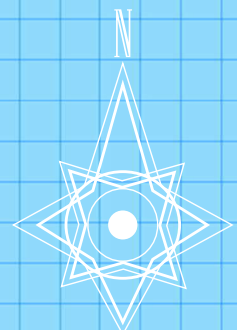
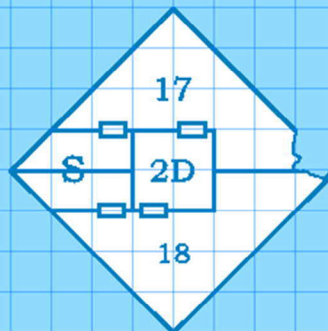
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THE FOLIO



The Shattered Tower

ADVENTURE FOLIO MODULE W55

An adventure for characters levels 6–8
by Scott Taylor



The Shattered Tower

An adventure in both 1E and 5E formats
for characters levels 8–10

**All ‘grey blocks’ are for 5E conversions
in this section.**

Introduction

If you’ve read the Gazetteer, you should already have a strong working knowledge of what this adventure will be about and how to run it, but if you are looking for a more streamlined approach, I’ll describe the scenarios below.

The Scenarios

This adventure is set up into three parts, the first two revolving around encounters within a ‘dungeon’ type building, and the last being random encounters along the course of the journey. When dealing with this adventure, remember that movement is in the very nature of the overall arch.

Part One will deal with an encounter with tribal sea elves, the resolution of which will be recovering the Staff of Deep Sashelas from a ghost crystal tower. Once that is achieved, the characters should have enough information to journey deeper into the Corsair Mists to Hyperion’s Forge.

Part Two deals with an encounter with the Titan of Fire, Hyperion, who has been trapped in the Nameless Realms since the end of the Five Year War. He has in his possession a map to the Grand Dock, where the White Ship will dock, and the characters must defeat him to get the map.

Part Three is a collection of random encounters that the ship might run into along the journey through the mists.

Part One

The Meeting of the Sea Elves

The sea journey into the Corsair Mists (as described in the Gazetteer section) certainly has the possibility of providing some random encounters, but the true first section of this adventure will revolve around meeting the sea elves.

There will be a shoal that will rise out of a collection of reefs and towering stone monoliths within the mists, and from there the ship will have to slow to avoid the obstacles. As the crew members scan the surface of the water for reefs, they will note a sunken city lies beneath them with humanoid creatures swimming in its long-abandoned streets. Before they can pull away from the submerged city (or if they themselves decide to drop anchor and attempt to investigate), a patrol of blue-skinned sea elves will rise to the surface and attempt a parley.

Read the Following

The mists swirl around the bow of the ship as the watermaster calls out depths, his line dragging below the surface. You watch the waves ripple past, the sun finding a thin patch of mist to illuminate the water just off the port. There, some ten to twenty feet below the crystalline surface, a ruined city lies submerged. But amid the flooded streets, blue-skinned elves swim with dolphins and a menagerie of colorful reef fish.

The DM can put this parley on the captain or even Reld Fleetwood, but it shouldn't be antagonistic in nature, and eventually, the ship's crew will be invited to one of the surface ruins only accessible by a smaller launch. The captain will stay aboard the ship, but Reld will likely go with the adventurers to try to work with the elves to find out exactly what they are seeking within the mists.

Read the Following

The smaller launch slides through the water, sea elf children rising to the surface around the craft like dolphins, their playful laughter almost infectious. Ahead, a rocky island, perhaps twice the size of your ship, rises from the waves, the edges touched with white sand and the center holding a dozen blue crystal monoliths. Some structures have been built around them, and a large throne sits at the base of the largest, steps rising up to it from the sea.

Here, the elven queen will be in residence, and she will greet the party with a curtsy that seems appropriated rather than entrenched. Her

honor guard wears mismatched armor, and the buildings around the monoliths are in decay for the most part, which would lead observers to think these people are not what they once were.

The queen will expound on the fortuitous nature of the party's arrival, and that they will be honored guests at the Great Gathering which is already building around the island even as she speaks. The party members will be invited to stay, and Reld will take private council with the queen before informing them that she seems to be intent on testing them for some reason, so he orders them to attend the gathering (where they will be invited to the Megalodon Hunt presented in the Gazetteer), and after the events of that day and night, the queen will summon Reld again to a private council in which she will put forth the task of recovering the Staff of Deep Sashelas that is located in the Tower of the Sea Lords, and if it is recovered, she offers him the secret to the Middle Zone, which is the Spy Glass of Currents (see Gazetteer) and also a map to Hyperion's Forge (who she believes has the location of the White Ship's dock). She will also be able to provide the ship with the Water Dwarf's heavy water (see Gazetteer) to protect them from the ghost eye corruption. (If you have the mini-adventure WS5.5, you can utilize it here to gain extra EXP and magic, while having the characters 'earn' the heavy water.)

Once this bargain has been set, the party will be escorted to a similar, if not smaller, island in which the main blue crystal monolith has been carved out to form a giant glass tower, some of which has been shattered.

If anyone asks about the history of the sea elf tower, the queen will relate a tale in which the Corsairs and elves shared the tower, part of it dedicated to the human goddess Tefnut and part dedicated to Deep Sashelas. At the time of the cataclysm, an elven alchemist was working on an arcane experiment and the spell was corrupted, shattering the tower and turning those within into deadly spirits. The tower has been abandoned ever since.

Read the Following

Even the mists seem to slink away from the small island as the launch approaches its beach, dim light from the sun breaking through enough to send odd prismatic shafts of light down onto the white beach. The front of the tower's first floor has been destroyed, the shattered crystal exposing three doors just within the lip of the jagged wall.

When exploring the rooms of the sea tower, or even the sunken city (see WS5.5), you may use the following random item table to generate what might be found in any particular rooms searched. Only 1d4 such items can be found in any particular room.

- 1.** Unbreakable Bow String
- 2.** Cloak Pin that allows the wearer to speak Elvish
- 3.** Ring of the Healer (can heal 1–10 HP per day)
- 4.** Mithril Lute Pick
- 5.** Amulet of Eagle Tongue
(speak to any avian creature)
- 6.** Bard's Ring
(doubles 1st and 2nd level bard spell slots)
- 7.** Coral Comb of the Enchantress
(bestows +2 CHA for 24 hours)
- 8.** Sharkskin Boots
- 9.** Kelpie Cloak
(seaweed cloak that bestows water breathing)
- 10.** Obsidian Chess Set
- 11.** Silver Hair Pins of Alteration
(they change the texture, color, and length of any hair)
- 12.** Random Jewelry (500 GP)
- 13.** Waterproof Journal
- 14.** Sharkskin Longsword Sheath
(sword within is always polished)
- 15.** Diamond Cloak Pin (unfastens on command)
- 16.** Amulet of Herb Lore
(add 10% to Herb Finding
(see Storyteller's Arcana))
- 17.** Weightless Backpack
(can carry up to 500 GP weight without any encumbrance)
- 18.** Whale Bone Dice
- 19.** Random Jewelry (1,000 GP)
- 20.** Arrow of Dragon Slaying (+5 to hit, dragon must save vs. spell at -5 or die) **[+3 hit, dragon must make a DC = to 13 + character level in Constitution or die]**

The Sea Lords Tower

1.

Observation Garden

This large room once opened to the exterior garden that surrounded the tower, but weather damage has shattered the entry and only glass debris is on the inside. Weathered murals and floor designs retain some viability of the interior, but otherwise the room is empty. Three doors are set into the blue crystal of the south wall.

Each door is locked [DC 14], and the middle door has a bronze housing that reinforces it [DC 20 Strength] and causes anyone trying to muscle it open to have to use their Bend Bars percentage.

2.

Stair

A large circular glass stair leads upward here, a thin layer of blue-green mold growing on several of the steps.

The mold isn't dangerous, and the stair continues up through the tower all the way to the top level. However, on Level 4, an invisible stalker lurks, waiting to attack foes, first by shoving them down the stairs, and then by strangulation.



1 Invisible Stalker [AC 3, HD 8, HP 64, #AT 1, D 4–16 (Strangle), Invisibility, Surprise 1–5, Magic Resistance 30%]

TREASURE

NONE

1 Invisible Stalker [AC 14, HD 16d8+32, HP 104, Initiative +4, #AT 2, Hit +6, Dam Slam 10 (2d6+3), Multiattack, Invisibility, Damage Resistance: nonmagical weapons]

3.

Botany Lab

This room has all the makings of some kind of laboratory. Botanical stands, including a large marble slab near the room's back, still contains various plants, some have multicolored leaves, and the tile room is overgrown with vines.

Some of the vines in the room belong to a single carnivorous plant that will attempt to strangle those entering the room, block the door with its vines, and drain blood from victims with its vampiric leaves.

1 Carnivorous Vine [AC 0, HD 12, HP 72, #AT 3, D 2–12/2–12 (Tentacles) + 1–8 (Blood Drain), Size: L, takes double damage from fire]

TREASURE

NONE

1 Carnivorous Vine [AC 10, HD 12d10+36, HP 96, Initiative +3, #AT 3, Hit +8, Dam Club 11 (1d10+6), Blood Drain 9 (1d10+4), Vulnerability: Fire]
*For other stats, use Otyugh

4.

Aquatics Lab

Several large glass tanks, framed in bronze and runed around the edges, hold a collection of coral and sea plants within them. They are large enough to hold various species of fish, but none seem to be present. A central marble plinth holds an old tome, a tattered bookmark hanging from its pages.

The tome is a book on sea organisms, and anyone taking the 1d6 days to read it will gain a fine knowledge of sea creatures, even magical and legendary ones. This translates to a +1 bonus to hit and damage to such creatures (DM's discretion on if a creature was discussed in the tome).

5.

Tefnut Shrine

A shrine, complete with an eight-foot bronze statue of a lioness-headed goddess, dominates this chamber. Rotted carpets line the floor, and old incense sticks rest in tarnished brass bowls at the bare feet of the statue.

This is a small shrine to Tefnut, the Egyptian goddess of water. Investigating the statue will show that a brass ‘cane’ (a thin rod with a hooked end) resting in one of her hands can be removed. It has no particular magical properties, but anyone in possession of the Rod of Tefnut will be the last enemy attacked by a foe who has a ‘base’ design with an element of water in it (i.e. storm giant, all sea creatures, water elemental, etc.).

6.

Botanist Chamber

This large bedchamber contains a bed, dresser, and blue dressing screen. Old rugs molder on the floor, and the bed looks ready to fall in. Rotted books line a shelf on the southwest wall, most of them seemingly dedicated to the study of botany although they are in an elven script.

The ghost of the tower botanist, a once lovely elven maid, lurks inside the chamber and will attack anyone investigating the books.

1 Groaning Spirit (Banshee) [AC 0, HD 7, HP 32, #AT 1, D 1–8 (Chilling Touch), Deadly Wail (save vs. magic or die)]

TREASURE

NONE

1 Banshee [AC 12, HD 13d8, HP 58, Initiative +4, #AT 1, Hit +4, Dam Corrupting Touch 12 (3d6+2), Horrifying Visage (DC 13 Wisdom or frightened for 1 minute), Wail (1/day) (DC 13 Constitution or drop to 0 hit points, on a success take 10 (3d6) psychic damage)]

7.

Sub-Priest Bedchamber

This chamber is filled with small water features, all still spilling running water into bowls that never seem to overflow. A moldering bed rests against the eastern wall, and another door is in the western wall. A small statue dedicated to the same goddess as in the main entry is also in this room.

This is the bedchamber of the sub-priestess of Tefnut. The water features are all enchanted to spill fresh water (if anyone needs to refill a waterskin). Otherwise, a small coffer rests under the bed that contains old Uthoria trade coins

(consider to be 83 PP), as well as an enchanted waterskin next to the bed (it never leaks) that holds three doses of Potion of Extra-Healing **[Greater Healing]**.

8.

Sub-Priest Bath

A huge water-filled stone tub almost fully occupies this large bathing chamber. The water is crystal clear, and a mosaic on the tub floor depicts elves lounging with a lioness-headed goddess. A large statue of the same goddess holds a bowl above the tub, but nothing is currently flowing from it.

Investigation of the tub, and disturbing the water at all, will draw the ire of a huge water elemental that makes up nearly all the fluid in both the bedchamber (Room 7) and the bathing chamber. It will rise into its true form as the bowl in Tefnut's hands spills more liquid and the water features in the bedroom begin to spray water all over the room. The goal of the water elemental will be to engulf and drown the entire party, flooding the room in 1d8 rounds.

1 Water Elemental [AC 2, HD 16, HP 96, #AT 1, D 5–30 (Slam), +2 or better weapon to hit, Drowning (See DMG)]

TREASURE

NONE

1 Water Elemental [AC 14, HD 12d10+48, HP 114, Initiative +5, #AT 2, Hit +7, Dam Slam 13 (2d8+4), Whelm (recharge 4–6) (DC 15 Strength or take 13 (2d8+4), plus DC 14 Escape or be grappled)]

9.

Aviary (Osprey)

This room has been partially destroyed, the walls shattered in places and what must have once been a smooth oval opening to the sky now a jagged gash. Ancient bronze bird cages of various sizes are within the room, and feathers are still on the floor, but no birds are present. The eastern edge of this room is open to the outside, damage having compromised the crystal.

This was once the aviary of the tower, and it now stands empty.

10.

Alchemist's Bedchamber

A grand bedchamber with canopy bed and decorated with red tapestries and carpets has various tools of a tinkerer or perhaps an apothecary lying on shelves against the wall.

Beneath the bed is the old alchemist's greatest creation: a tooth golem. The creature will burst from the bed if anyone looks beneath, its goal to protect the three small coffer that the alchemist kept his potions and valuables in.

The coffer include the following: 3 Potions of Healing, 2 Potions of Fire Resistance, 1 Potion of Extended Water Breathing (lasts 1d4 days), 47 Uthorian trade coins (platinum), and 7 gems (each worth 750 GP).

1 Tooth Golem [AC 0, HD 18, HP 108, #AT 3, D 2–20 (Slam x2) and Bite 2–16, Fear (save vs. spell or be under the effects of a Fear spell),

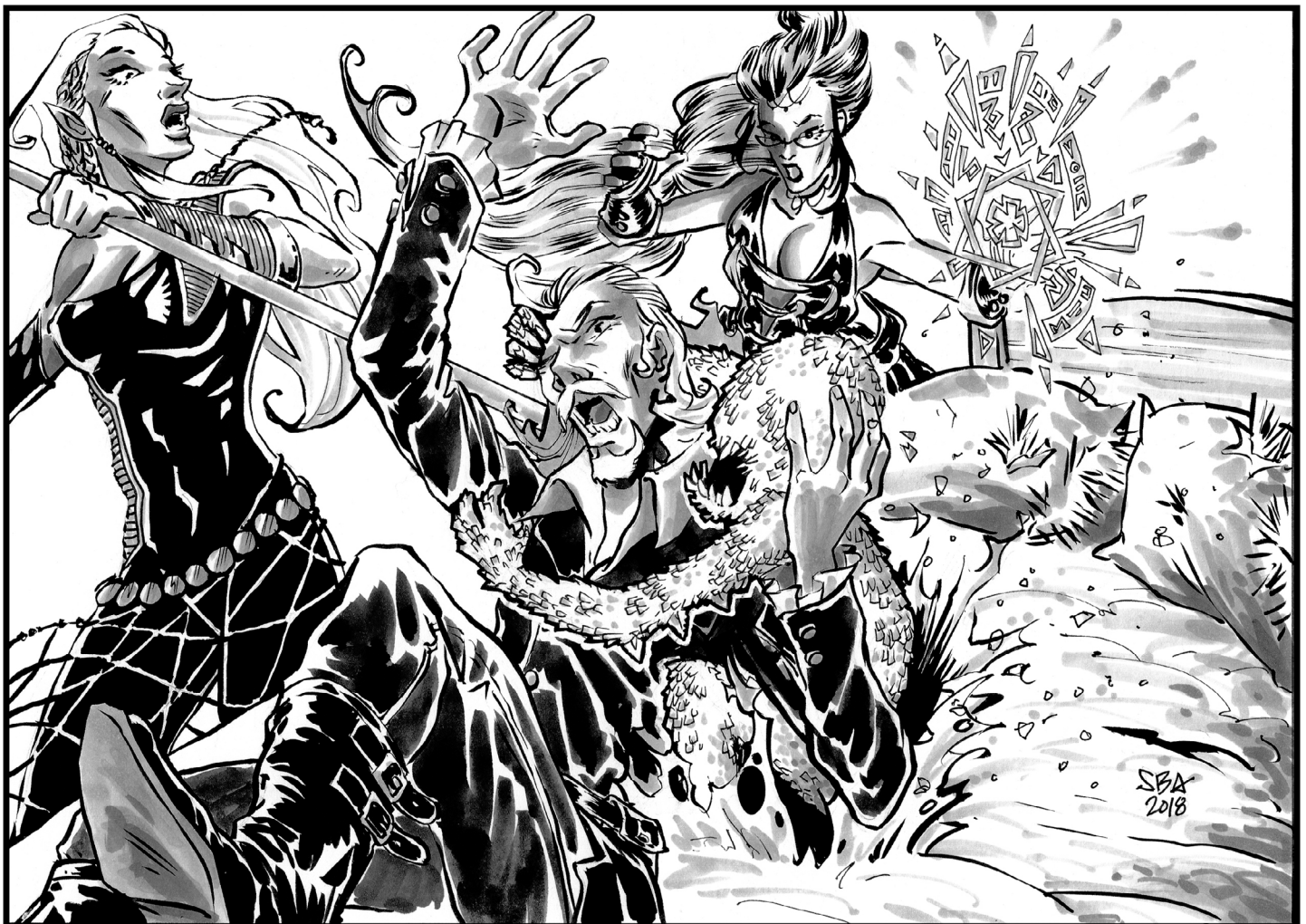
Bleeding (anyone struck by the golem bleeds at 1 HP per round, and the effects of multiple hits are cumulative until actions are taken to staunch the flow of blood)]

TREASURE

NONE

1 Tooth Golem [AC 20, HD 14d10+56, HP 133, Initiative +3, #AT 2, Hit +8, Dam Slam 16 (2d10+5) + (DC 15 Constitution or lose 1 HP per round), Fear (DC 14 Wisdom or be frightened for 1 minute), Immutable Form, Damage Immunity: acid, poison, psychic]

***Use Clay Golem for stats**



11.

Alchemical Lab

The remaing crystal walls of this room have been more darkly shaded from extreme heat, and what's left of a basic alchemical lab, complete with beakers, test tubes, copper wire, colorful bottles, potions, etc., lies on the crumbling floor of this room.

Open air and a feeling of vertigo greet anyone opening the door as the crystal at their feet chirps and cracks with the weight of their shoes.

This was the alchemical lab that exploded and killed all the inhabitants of the tower. There is nothing of value in what little remains of the room.

12.

Hall of Deep Shashelas

A large hall here is decorated in deep indigo with images of merfolk on the walls. At the eastern side, the crystal of the tower has given way and is now open to the air. Around the lip of still intact crystal, a single door rests in what is left of the southern wall.

Another invisible stalker lurks here, hoping to push victims off the edge into the jagged crystal forty feet below. Anyone taking such a plunge must make a save vs. spell **[DC 18 Constitution]** or die from being impaled on crystal shafts. If

the saving throw is successful, they take standard fall damage from 40 feet.

1 Invisible Stalker [AC 3, HD 8, HP 64, #AT 1, D 4–16 (Strangle), Invisibility, Surprise 1–5, Magic Resistance 30%]

TREASURE

NONE

1 Invisible Stalker [AC 14, HD 16d8+32, HP 104, Initiative +4, #AT 2, Hit +6, Dam Slam 10 (2d6+3), Multiattack, Invisibility, Damage Resistance: nonmagical weapons]

13.

Deep Shashelas Shrine

A large statue and shrine mirror the ones in the two levels below, but instead of a lioness-headed goddess, this one is of a green-skinned elven woman. The statue dominates the north wall, with water features gurgling up water on both sides of her.

Otherwise, the room is empty, but a successful search **[DC 17 Perception]** will discover a secret panel inside the statue that houses a key made of a single black pearl. Its value is likely to be upwards of 1,000 GP.

14.

Deep Water Contemplation Chamber

A large room set with green walls and a large blue mat on the floor glows with a luminance of the sea. A dozen candles and some incense still burn about the mat, runes on each giving them unknown magical lifespans.

Other than the candles and incense, there is nothing of value here, but those items are effectively infinite in their ability to smolder or not decay when lit.

15.

Meditation Chamber

A shallow pool dominates the room with a one-foot lip around the edge. Like the tub on the lower level, a giant water elemental resides within the pool. If anyone carries the black pearl key or the enchanted candles, the creature will rise up and try to engulf and destroy the party.

1 Water Elemental [AC 2, HD 16, HP 96, #AT 1, D 5–30 (Slam), +2 or better weapon to hit, Drowning (See DMG)]

1 Water Elemental [AC 14, HD 12d10+48, HP 114, Initiative +5, #AT 2, Hit +7, Dam Slam 13 (2d8+4), Whelm (recharge 4–6) (DC 15 Strength or take 13 (2d8+4), plus DC 14 Escape or be grappled)]

16.

Sub-Priest Bedchamber

A smaller bedchamber with a twin bed, reading desk, and trident hanging on the wall is still intact although the floor has giant shatter marks in the crystal.

The trident is actually a Trident of Fish Command and inside the desk are three Potions of Extra-Healing [Greater Healing] and 30 Uthorian coins (platinum).

17.

High Priest of Tefnut Bedchamber

A large moldering bed with an exquisite wave pattern cover dominates this huge blue-toned room. Three fountains splash water in low pools, and a wave pattern dressing screen rests against one wall.

TREASURE

NONE

This is the bedchamber of the high priestess of Tefnut. The blanket is magical and acts as a transformative ‘cloak’ if thrown over anyone’s shoulders. Once adorned with the blanket, the wearer may turn into a water elemental with the same hit dice as the character.

Behind the dressing screen is the Shift of Tefnut, a white and gold dress that exposes the wearer’s breasts but acts as a Robe of Protection +5 and doubles all 1st, 2nd, and 3rd level priest spells.

18.

High Priest of Deep Sashelas Bedchamber

Twin pillars flank a large bed in the southern edge of this room, and multiple sculptures lie about the chamber. The walls are shaded with dark pigments, and a palpable sense of the sea can be felt in the air. The bed is dominated with a shark skin cover, and upon it is a blue crystal staff topped with a black megalodon tooth and decorated with seaweed.

This is the final chamber of the tower and the resting place of the Staff of Deep Sashelas. However, a great poltergeist of the former owner is present, and cannot be turned while within the room. She will attack anyone who nears the staff.

1 Greater Poltergeist [AC 0, HD 12, HP 72, #AT 2, D 2–16 (Chilling Touch x2), Ethereal, Magic Resistance 30%]

TREASURE

NONE

1 Greater Poltergeist [AC 12, HD 15d10+15, HP 90, Initiative +5, #AT 2, Hit +6, Dam Corrupting Touch 22 (6d6+4), Etherealness, Incorporeal Movement, Magic Resistance (advantage)]

***Use Banshee for stats**

Part Two

The Assault on Hyperion’s Forge

After entering the Middle Zone, the ship’s captain will need to make at least one navigation roll (see Gazetteer) before possibly finding the location of Hyperion’s Forge as provided by the sea elf queen. Once the navigations are successful, the ship will enter an even deeper fog, the island on which the forge is placed finally coming into view.

As the ship approaches Hyperion’s Forge, read the following: The mists here are thicker than you’ve yet encountered, and the tang of salty humidity creates a layer of beaded water on every surface of the ship, including all those on deck. The watermaster calls depths that continue to dwindle, and the ship cuts sails, slowly creeping

through the dark water as a shape starts to emerge from the cloud bank. Rising like a shade, a huge stone structure appears, a black dock jutting out into the waves as though inviting the ship and those within to visit the shimmering heat that radiates from the northern edge of the building.

1.

Hall of the Titan

This massive hall, some 100' long and 60' wide, is decorated with black and red marble, including columns with yellow/gold 'fire' patterns throughout. At the northern end, flanked by pillars and weapons racks, a massive black basalt throne, sized to fit a creature up to 50' tall, rests on a reinforced dais. The vault above is open to the sky with huge stone arches that cross the 60' span.

This is the audience hall of Hyperion, and he once used it to meet with sea dwarves and Corsair lords, but now it goes unused. As always, there is a 2 in 6 chance a wandering monster can be found here.

The weapons on the racks are all +1, and the assortment is so great there is a 40% chance of finding any particular weapon a character is looking for.

2.

Seaside Contemplation Studio

The crimson marble bleeds away into violet (flame) patterns, with deep blue columns that flank massive stone sliding doors. These doors are currently slightly ajar, offering an obscured view of the seaside dock and the misty ocean beyond.

Another typically unused area of the forge, there is only a 1 in 6 chance of an encounter here. Otherwise, the large chamber is without treasure or obstacle.

3.

Fire Garden Studio

Three smoldering coal firepits burn in this dark orange chamber where strange flame-like trees stand against the walls and black stone sliding doors open to an ash garden outside.

This is Hyperion's contemplation studio, and he often rests here as he broods on his imprisonment. There is a 3 in 6 chance of finding Hyperion (in human form) in this large chamber, and a 4 in 6 chance of encountering a random monster if Hyperion isn't encountered.

Also, within the firepits, a half-dozen salamanders dwell, usually avoiding Hyperion, but if he is present and attacked, they will rise from the flames to assist him.

6 Salamanders [AC 5/3, HD 7+7, HP 40, #AT 2, D 2–12 (Spear+Heat or Tail+Heat), +1 or better weapon to hit]

TREASURE

NONE

6 Salamanders [AC 15, HD 12d10+24, HP 90, Initiative +4, #AT 2, Hit +7, Dam Spear 13 (2d8+4) + Fire 3 (1d6), Tail 11 (2d6+4) + Fire 7 (2d6), Multiattack (1 spear/1 tail), Heated Body, Heated Weapons, Damage Resistance: nonmagical weapons]

4.

Grand Bedchamber

A red crystal desk, black stone bed, and various weapons hang on the wall here with crimson tapestries that depict gods or titans, their forms flawless and furious. A banner hung on a pole depicts a naked woman, dark-haired and beautiful beyond the ability for most minds to comprehend.



The 'woman' on the tapestry is actually Asteria the titan of Nocturnal Oracles and former lover of Hyperion. Although Hyperion can be a huge and terrifying giant, he can also transform into a human, and within this chamber he can rest if he so chooses.

The weapons within the room are all +2 weapons of quality but are not magical, and they were chosen by Hyperion because he felt they were beyond most he has made since being back. They include a longsword, scimitar, pike, throwing axe, and three black-steel daggers.

There is a 3 in 6 chance of encountering Hyperion in this chamber, and if encountered here, he will not speak but instead attack without hesitation as this is his private sanctum.

Hidden within the tapestry of Asteria, found on a successful Search check **[DC 17 Perception]** is a secret map Hyperion has created over the eons to the Inner Zone of the Corsair Archipelago. Marked on the map is the Grand Dock and notes on the coming of the White Ship.

5.

Seaside Dock

A long black stone dock smolders against the sea beneath it, the obsidian pylons seemingly hot as they steam against the cool waves that wash against them.

This dock is large enough to host the company's ship, so they can debark directly here instead of having to take a launch. Although the dock is hot, there is nothing dangerous about it.

Once the ship ties off, there is a 2 in 6 chance of a random encounter coming from the forge down to 'greet' them.

6.

Study

The walls of this chamber are covered with shelves that hold hundreds of scrolls, and a single stone table rests in the center of the room that has a few scrolls on it.

The scrolls are all about forging, weapons, armor, and item design, and even secrets of metallurgy. Anyone taking some of the scrolls and reading them will have the knowledge to make +1 nonmagical weapons. If someone can manage to take the entire contents of the study, they will have the skills to make +2 nonmagical weapons.

7.

Resource Room (Glass)

This room has raw resources for the cold forge, and holds shelves of multicolored glass and barrels of sand.

There is nothing in this room of particular value.

8.

The Long Hall

A long dark hall of deep-green stone is set with large doors, each framed in bronze and set with iron reinforcements.

The forge hall connects most of the rooms at the back of the structure, and there is a 4 in 6 chance of a random encounter here. Also, each forge door is not locked but is so heavy only a successful Open Doors check **[DC 16 Strength]** can force its bulk to open.

9.

Resource Room (Mineral)

Mineral barrels and mounds of ore are in this room.

Another resource storage room for the forges.

10.

Small Forge (Items)

A smaller forge is set into the north wall of the room, and various tables are spaced around the chamber with all manner of items (mirrors, plates, pots, etc.). A small anvil, likely used for detail work, stands apart from the tables and the forge. A door is directly across from the forge in the northeastern wall.

As with most hot forges, there are salamanders living within the flames, and they will attack anyone who goes within 10 feet of the forge itself.

The door leads to the exterior sea break where the heat from the four forges turns the water into billowing clouds of semi-enchanted mist (as each forge is inherently magical).

6 Salamanders [AC 5/3, HD 7+7, HP 40, #AT 2, D 2–12 (Spear+Heat or Tail+Heat), +1 or better weapon to hit]

TREASURE

NONE

6 Salamanders [AC 15, HD 12d10+24, HP 90, Initiative +4, #AT 2, Hit +7, Dam Spear 13 (2d8+4) + Fire 3 (1d6), Tail 11 (2d6+4) + Fire 7 (2d6), Multiattack (1 spear/1 tail), Heated Body, Heated Weapons, Damage Resistance: nonmagical weapons]

11.

Large Forge (Weapons)

Weapons racks, many with fantastic weapons on them, are all around this room, and a large central anvil is made of black metal. A forge and bellows are at the north of the room and currently smolders with a low blue flame.

More salamanders are within this forge but again will not attack unless someone goes within 10 feet of the forge itself. The weapons are all +1 nonmagical here, and pretty much any weapon desired that is made of metal can be found.

6 Salamanders [AC 5/3, HD 7+7, HP 40, #AT 2, D 2–12 (Spear+Heat or Tail+Heat), +1 or better weapon to hit]

TREASURE

NONE

6 Salamanders [AC 15, HD 12d10+24, HP 90, Initiative +4, #AT 2, Hit +7, Dam Spear 13 (2d8+4) + Fire 3 (1d6), Tail 11 (2d6+4) + Fire 7 (2d6), Multiattack (1 spear/1 tail), Heated Body, Heated Weapons, Damage Resistance: nonmagical weapons]

12.

Cold Forge

Ice clings to the walls and floor of this chamber, and the forge at the north wall ‘burns’ with a blue flame. Crystal weapons and armor lie about a table on the wall, and a blue crystal anvil is at the room’s center.

This is the cold forge, a place where crystal and glass weapons and armor can be forged. 3 Laen (elven glass) swords (all +2 nonmagical) are on

one table, and a red crystal helmet is with them (adds a bonus of 1 to AC to any armor worn).

13.

Small Forge (Armor)

Armor racks are in this room, each filled with all manner of metal armor, and a bronze anvil rests at the center of the chamber. A forge burns dimly in the northern corner, and across from it, a door rests.

Salamanders again protect this forge, but as ever, will not attack unless anyone goes within 10’ of the forge. All armors in the room are of +1 nonmagical nature, and pretty much any metal armor can be found here.

The door leads to the exterior sea break where the heat from the four forges turns the water to billowing clouds of semi-enchanted mist (as each forge is inherently magical).

6 Salamanders [AC 5/3, HD 7+7, HP 40, #AT 2, D 2–12 (Spear+Heat or Tail+Heat), +1 or better weapon to hit]

TREASURE

NONE

6 Salamanders [AC 15, HD 12d10+24, HP 90, Initiative +4, #AT 2, Hit +7, Dam Spear 13 (2d8+4) + Fire 3 (1d6), Tail 11 (2d6+4) + Fire 7 (2d6), Multiattack (1 spear/1 tail), Heated Body, Heated Weapons, Damage Resistance: nonmagical weapons]

Battling Hyperion

Hyperion will be a very tough opponent as he will take on three full forms before he can be defeated. Once the characters encounter him, a battle will ensue, either quickly (if encountered in his bedchamber) or after some raving mad dialogue that will quickly devolve into paranoia. His first form will always be his human one, and once that one is taken to -10 hit points, he will fall to the floor, billowing smoke surrounding him as fire bursts from his flesh, and his human/titan form will then rise from the flames and smoke. This next form then attacks, perhaps destroying some of the forge in the process and he will likely have to step into the waters that surround the forge during combat. (I suggest this for a more dramatic rise of Hyperion's third form.) Once the human/titan is defeated, the massive body will fall into the waters of the churning Halo, mist blowing up in great towers, and 2 rounds later, the full titan form of Hyperion will rise from the waves, all 70 feet of elemental nastiness. Each form is detailed below, and good luck to the party that can defeat them all!

Hyperion Human Form [AC 0, HD 14+14, HP 104, #AT 2, D 20–30 (1d10+19) (Greatsword), Magic Resistance 20%, +1 or better weapon to hit]

TREASURE

**+4 GREATSWORD (FLAMETONGUE)
[+3 GREATSWORD (FLAMETONGUE)]**

Hyperion Human Form [AC 20, HD 14d12+140, HP 224, Initiative +10, #AT 2, Hit +14, Dam Greatsword 20 (1d10+15)]

Hyperion Human/Titan Form [AC -3, HD 22, HP 176, #AT 1, D 8–48 (Any Weapon), Magic Resistance 60%, Spells: Greater Restoration, Water Breathing, Water Walk, Fire Storm, Earthquake, Fireball (22d6)]

TREASURE

NONE

Hyperion Human/Titan Form [AC 22, HD 19d12+190, HP 313, Initiative +12, #AT 1, Hit +17, Dam Maul 31 (6d6+10) + (DC 15 Constitution or be stunned until Hyperion's next turn), Magic Resistance (advantage)]

***For stats use Empyrean**



Hyperion Full Titan Form [AC 14, HD 35+35, HP 245, #AT 1, D 6–60 (Slam), +2 or better weapon to hit, Magic Resistance 40%, Immunity to Fire/Lightning, Thunderstruck (if hit by one of Hyperion's blows, the target must make a successful save vs. breath weapon or be stunned for 1–4 rounds)]

TREASURE

NONE

Hyperion Full Titan Form [AC 12, HD 35d12+350, HP 560, Initiative +10, #AT 1, Hit +20, Dam Slam 31 (6d6+10) + Flame 15 (2d10+5), Damage Immunity: fire, lightning, Thunderstruck (DC 18 Constitution or be stunned until Hyperion's next turn if hit by one of Hyperion's blows)]

Random Monsters

There are 4 types of wandering monsters inside the building at any one time. The stats for each are as follows, as are the random encounter numbers to determine which is discovered by the characters.

1: Fire Elemental

2: Giant Salamanders

3: Fire Giant Slaves

4: Iron Golem

1 Fire Elemental [AC 2, HD 16, HP 96, #AT 1, D 3–24 (Slam), +2 or better weapon to hit]

TREASURE

NONE

1 Fire Elemental [AC 13, HD 12d10+36, HP 102, Initiative +5, #AT 2, Hit +6, Dam Slam 10 (2d6+3) + Ignite 5 (1d10) after next round, Water Susceptibility, Damage Resistance: nonmagical]



weapons, Fire Form (anything coming within 5 feet of the elemental takes 5 (1d10) damage)]

1 Iron Golem [AC 3, HD --, HP 80, #AT 1, D 4–40 (Sword), Poison Gas Breath (save vs. poison or die), Only affected by lightning spells, which slow it, +3 or better weapon to hit]

TREASURE

NONE

1 Iron Golem [AC 20, HD 20d10+100, HP 210, Initiative +2, #AT 2, Hit +13, Dam Slam 20 (3d8+7) and Sword 23 (3d10+7), Poison Breath (recharge 6) (DC 19 Constitution or take 45 (10d8) poison damage, or half if successful), Magic Resistance (advantage), Damage Immunities: nonmagical weapons]

2 Fire Giant [AC 3, HD 12, HP 72, #AT 1, D 5–30 (Sword), Impervious to fire]

TREASURE

NONE

2 Fire Giant [AC 18, HD 13d12+78, HP 162, Initiative +3, #AT 2, Hit +11, Dam Greatsword 28 (6d6+7), Multiattack]

2 Salamanders [AC 5/3, HD 7+7, HP 40, #AT 2, D 2–12 (Spear+Heat or Tail+Heat), +1 or better weapon to hit]

TREASURE

NONE

2 Salamanders [AC 15, HD 12d10+24, HP 90, Initiative +4, #AT 2, Hit +7, Dam Spear 13 (2d8+4) + Fire 3 (1d6), Tail 11 (2d6+4) + Fire 7 (2d6), Multiattack (1 spear/1 tail), Heated Body, Heated Weapons, Damage Resistance: nonmagical weapons]

Part Three

Random Monsters of the Outer and Middle Zone

During the journey, there will be chances to have random encounters if the ship misses a navigation roll; however, as the DM, you also have the option to press the players with monsters that are not randomly rolled. I suggest having the ship go up against the were-megalodon at the very least, but you could add other encounters from the list of monsters below if you like to keep the players on their toes.

Derelict Zombie Ship

10+ Greater Zombies [AC 4, HD 10, HP 60, #AT 2, D (1–8)+2 (Cutlass), Always go last in combat round, immune to charm effects]

TREASURE

10 UTHORIAN COINS EACH (PLATINUM)

10+ Greater Zombies [AC 16, HD 10d10+20, HP 70, Initiative +2, #AT 2, Hit +5, Dam Club 10 (1d8+6)]

Reef Giant Raiders

3 Reef Giants [AC 2, HD 12, HP 79, #AT 1, D 6–36 (Trident)]

TREASURE

120 OLD UTHORIA COINS, 1,000 GP IN JEWELRY (EACH), (2) +2 HUMAN-SIZED ITEMS (EITHER ARMOR OR WEAPONS, DM'S CHOICE), 1 MAGICAL WAND

3 Reef Giants [AC 14, HD 16d12+96, HP 200, Initiative +3, #AT 2, Hit +12, Dam Trident 21 (3d8+8), Multiattack]
*Use Cloud Giant for stats

Giant Carrion Birds

4 Giant Carrion Birds [AC 4, HD 18, HP 108, #AT 2 or 1, D 3–18/3–18 (Claw) or 4–24 (Beak)]

TREASURE

NONE

4 Giant Carrion Birds [AC 15, HD 16d20+80, HP 248, Initiative +3, #AT 2, Hit +13, Dam Claw 27 (4d8+9) and Beak 23 (4d6+9) (target is also grappled, escape DC 19)]

*Use Roc for stats

Lightning Storm

This massive elemental storm is actually a huge corrupted air elemental that has been charged with violent lightning. It attacks anything on the surface of the sea.

1 Giant Electric Air Elemental [AC 2, HD 20, HP 120, #AT 2, D 2–20 (Slam) + 6–36 (Lightning Charge), +2 or better weapon to hit]

TREASURE

NONE

1 Giant Electric Air Elemental [AC 15, HD 24d10+48, HP 180, Initiative +10, #AT 3, Hit +8, Dam Slam 14 (2d8+5) + Lightning Charge 18 (6d6), Whirlwind (recharge 4–6) (DC 13 Strength or take 15 (3d8+2) bludgeoning damage and be thrown 20 feet, possibly off the ship!), Damage Resistance: nonmagical weapons]

Were-Megalodon

(see Gazetteer)

Death Keeper

This mysterious and deadly creature is a kind of 'Mummy of the Sea', an ancient Corsair lord that has been awoken from his tomb in the depths

by the corruption of the sea to walk the waves seeking the blood of the living. A cruel DM could use a death keeper as captain of a zombie ship.

1 Death Keeper [AC 3, HD 14, HP 84, #AT 1, D 3–18 (Slam), save vs. magic or get mummy rot, Bloody Glare (6–48 damage to all within a 60' cone, successful save for half damage. This power can be used once a day.)]

TREASURE

NONE

1 Death Keeper [AC 17, HD 13d8+39, HP 97, Initiative +3, #AT 2, Hit +9, Dam Rotting Fist 14 (3d6+4) + Necrotic 21 (6d6) (target must save at DC 16 Constitution or contract mummy rot.) Bloody Glare (recharge 6) (any target that falls under the death keeper's gaze must make a DC 17 Constitution save or take 24 (6d8) damage as blood leaks from their body, with a successful save being half damage)]

*Use Mummy Lord for stats

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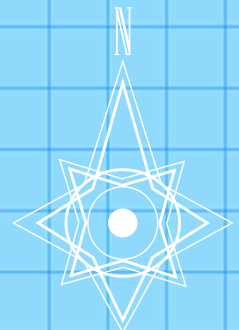
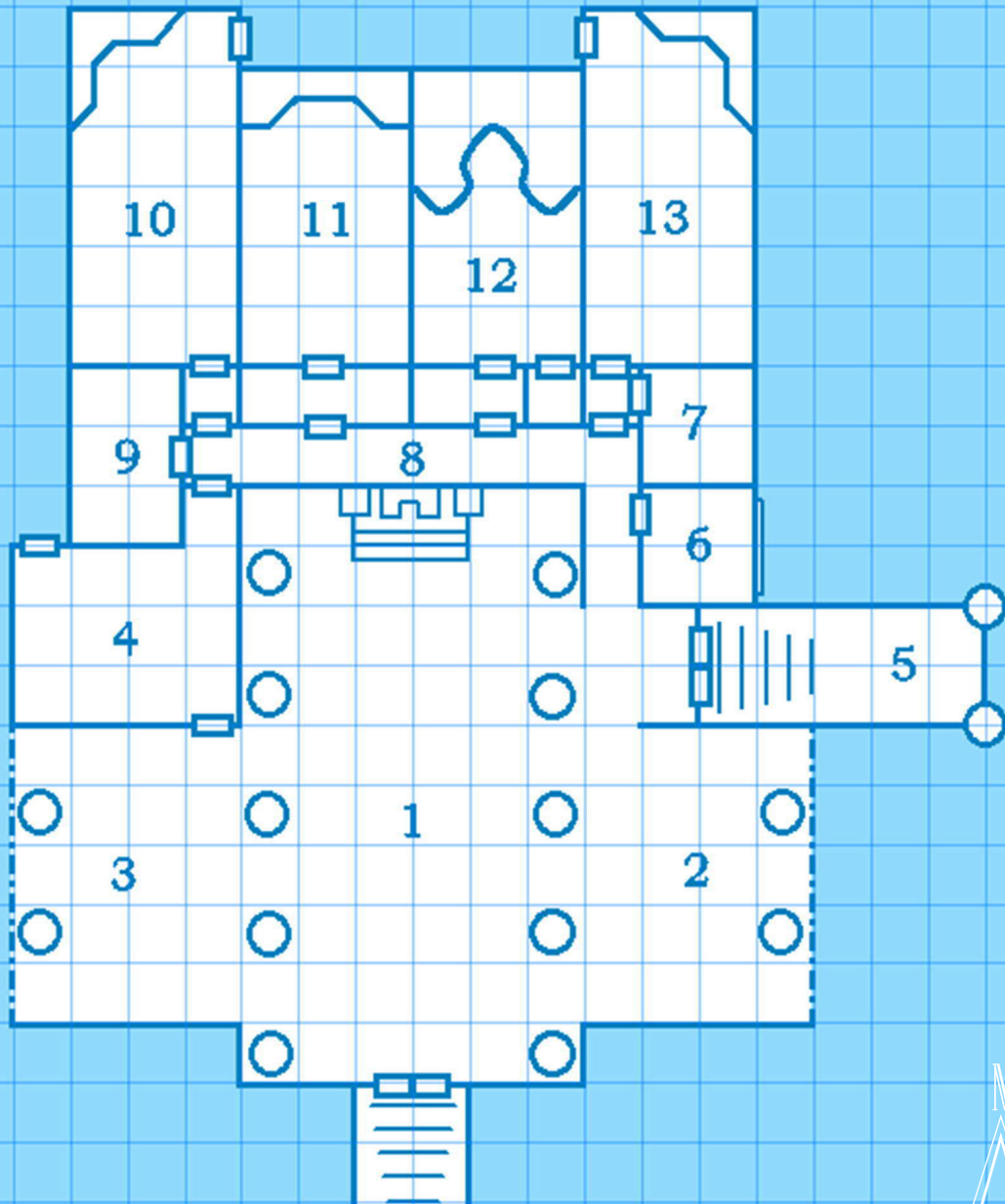
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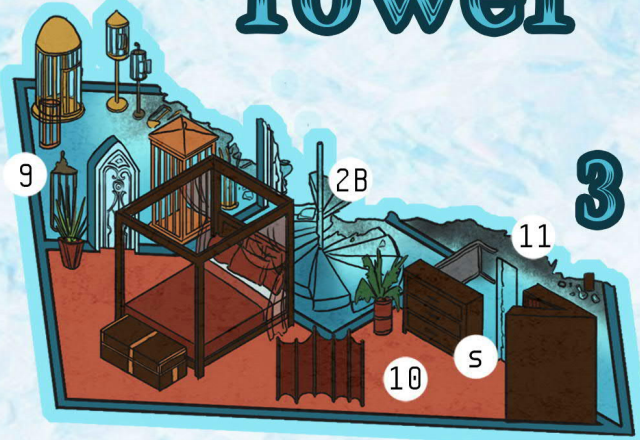


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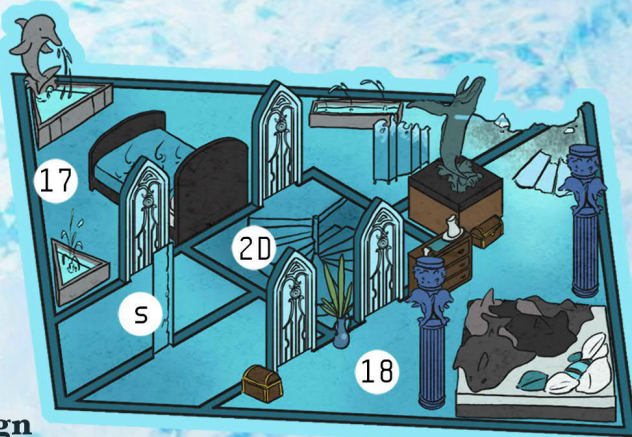
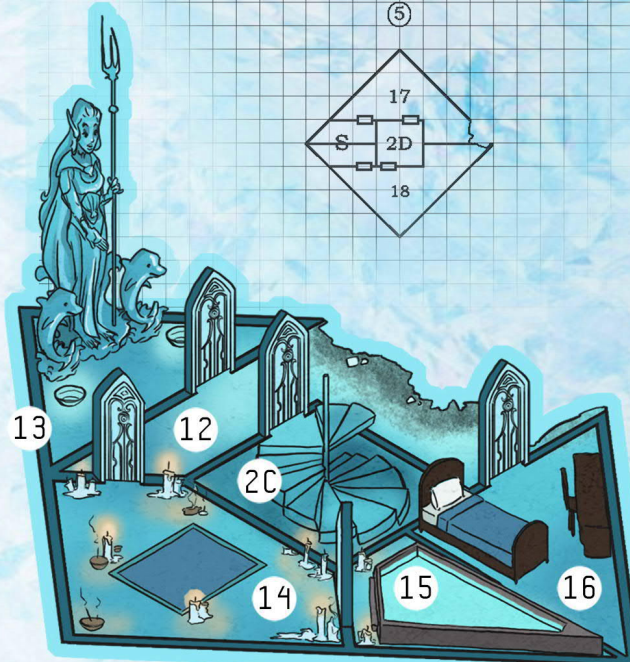
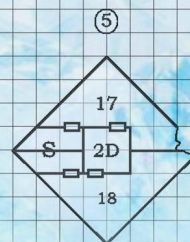
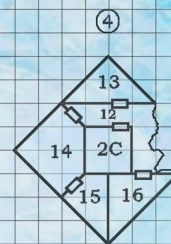
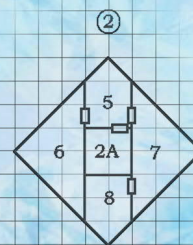
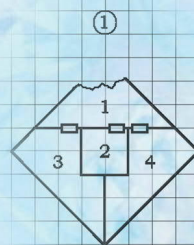
The Shattered Tower



Sea Elf Tower



Part Five
of The
White Ship Campaign
An Adventure for
Levels 8–10 in both
1E & 5E Format



S SECRET DOOR

The ship makes its way into the Corsair Mists, a region of the Halo Ocean said to devour ships and drive sailors mad. Somewhere in the oppressive fog, the White Ship awaits, but before the Adventures can make it to their final destination, they must overcome the challenges of the mist. The fell necromancer Molo of the Thirteen Wives is still out there, still seeking to find his key to immortality and power that could jeopardize the entire Nameless Realms, and only the fearless crew can stop him. Join a sea elven ritual to hunt megalodon sharks, explore a long-cursed alchemist's tower made of blue crystal, and journey to the forge of Hyperion, Titan of Fire, himself. WS5 The Shattered Tower is an adventure module in 1E & 5E formats for characters levels 8 –10.

