

# THE ICE KINGDOMS



the temple of drawoh rock  
ROLE PLAYING ADVENTURE  
BY  
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AN ICE KINGDOMS ADVENTURE

# THE TEMPLE of DRAWOH ROCK

An adventure for 4–6 characters of level 1

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# THE TEMPLE OF DRAWOH ROCK

## INTRODUCTION

During the height of the King War, the Gate Isles were occupied by invading armies from the east. These invaders left behind a temple dedicated to their god and a small group of priests to maintain the holy ground. The major coastal city states of Palo, Krongin, Ath, Bor, and Thron have vowed to leave these Jovian monotheists and their monastery in peace as part of a truce amongst their thanelords. But another thane has his eyes set on the Gate Isles.

Thane Ornulf has spent the best part of the last decade securing his hold over his small domain in Thanegard. While he has some significant lands and possessions, he is ambitious and desires to rival the power of the coastal city states. Accordingly, Ornulf has set his eyes on the forbidden isles in Aesir Bay. He has sent a raiding party down-river to Aesir Bay to raid the monastery.

The monastery is home to a peaceful and vulnerable cloister of monks. Ornulf's men will raid the monastery to take its wealth and look for the hidden secrets of the Jovian magics rumored to lie within. In order to keep hidden his involvement, Thane Ornulf's men carry shields marked with an image of the sea-lion, the iconic symbol of the Sea Thanes of Ath.

After facing the unpredictable weather, navigating the waters of Aesir Bay, and surviving sea monsters, Ornulf's raiders will not only find the monastery empty, but ransacked.

Someone else has already beaten them to the treasure. Someone, or something, else. And it is still there, waiting for them.

## THE TEMPLE OF THE NORTH

Dubbed the Temple of the North by the monks who dwell there, the Jovian monastery has survived by negotiating treaties and trade between the rival thanelords of the coastal city states. None of the coastal lords would dare risk the retribution of the others by claiming the Gate Isles for their own, so each protects not only the isles but the southern clerics who live there. That is not to say that the thanesmen are pleased by the monastery's presence. In the past, individuals have molested the temple and its clergy, but every time the trespassers were swiftly dealt with by one thane or another.

The Temple of the North is not valuable, except for its location in the Atalac Sea, where it serves as an excellent port before the mainland. In truth, the monks of the Temple do not prevent others from calling there, and sometimes profit from their visits. But the coastal Thanelaw prevents any permanent use of the isles. For the most part, this has left the foreign clerics to fend for themselves on this

fairly inhospitable rock of an island. But they have survived, through fishing, some limited farming, and whatever trade they can manage with their occasional visitors. For nearly forty years, the Temple of the North has survived well enough to maintain its twenty-some monks.

## BACKGROUND

This all changed three weeks ago when a beggar arrived at the monastery. The beggar was really a sorcerer in disguise, and he inflicted a great curse upon them. By stealth and trickery, this sorcerer opened the monastery's doors to a vile ratborn, who has infected the monks with a terrible plague. The plague, though ordinary, is devastating. It has struck them with an insatiable hunger, ravaged their minds and bodies, and turned them on each other in a frenzy of cannibalistic savagery. Those that survived were slowly broken and twisted and deformed, transforming from men of faith to beast servants of the beggar-sorcerer and tools of the ratborn.

## THE CHARACTERS

The characters are all 1st level members of Ornulf's forces. They may be farmers, criminals pressed into service, or members of his house guard. Regardless, this is their first raid and their first exposure to the world beyond their villages and homelands. They have left behind what they have known most of their lives, sailed down the great river and out into the Atalac Sea (even if only for a short distance.) They are now arriving on an island they have never heard of, bearing symbols they do not recognize.

Characters with a more specified skill set or background—such as bards or characters with history skills or proficiencies—may have a chance to recognize that the shields they carry bear the symbol of a rival thane. Otherwise, only the expedition's commander, Fafgarl, knows the truth.

The characters may be of any class permitted in the GM's campaign. However, this is a combat intensive scenario, and the characters are likely to wind up as fugitives by the end of the adventure, whether from Ornulf or one of the lords of the coastal city states. As they may also discover, their leader Fafgarl is not above leaving them behind, either, if things get too hairy. Accordingly, the GM may find a useful game tool for this introductory adventure in the *Warrior Born* sidebar, outlined below.

As members of Ornulf's raiders, all the characters have the following gear.

- Leather armor
- Medium Shield (wood)
- Helmet (open face)

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January 17  
J. M. J.

- Sword (broad, long, or short)
- Spear
- Dagger (or knife)
- Hand ax

Once they reach the island, Fafgarl will open up the chests on the ship and provide the raiders with scale mail.

In addition to the characters and Fafgarl, there are 10 other raiders.

**Fafgarl:** AC 5 (chain mail), **Move** 12, **HD** 2 (d10; 15 hit points), **THAC0** 19, **Attack** 1 long sword (1d8), **Size** M, **Morale** 11, **XP** 65 (2nd level fighter).

**Ornulf's Raiders (10):** AC 5 (scale mail and shield), **Move** 12, **HD** 1 (d8; 6 hit points), **THAC0** 20, **Attack** 1 short sword (1d6) or 1 spear (1d6), **Size** M, **Morale** 11, **XP** 15.

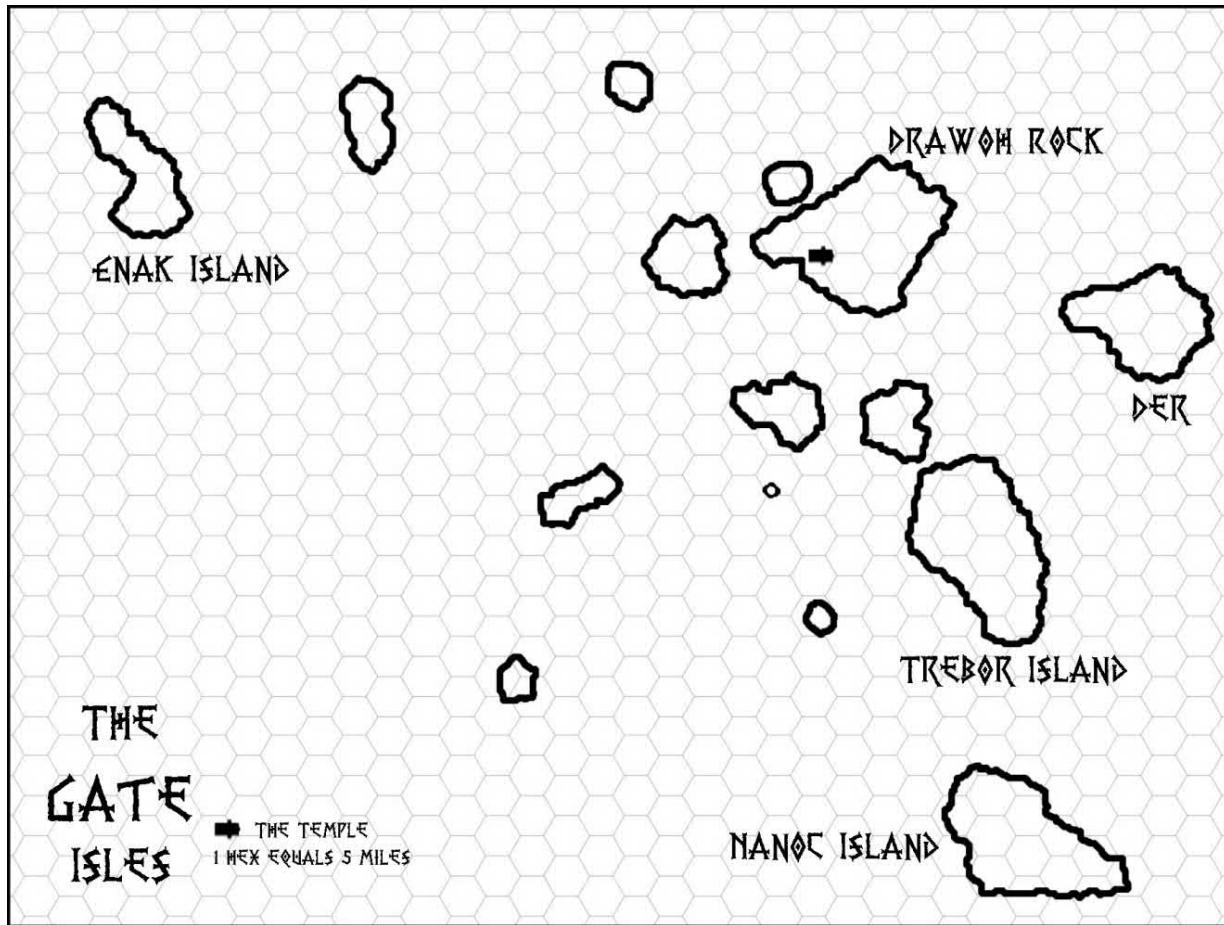
## WARRIOR BORN

Using the Warrior Born option the characters are all fighters. However, upon the completion of the adventure (where they should reach 2nd level) the players are free to use the dual classing rules to take up a second career. In order to do this the characters must have a 15 in strength and a 17 in the prime ability scores of the class they want to become. So a wizard needs an intelligence of 17, a priest needs a wisdom of 17 and a thief a dexterity of 17. Rangers, bards, and other specialist classes themselves may have more stringent requirements. Of course characters may also simply remain fighters.

It is advised that the GM allow the players to roll and reroll their characters until they have at least one 17 and one 15. However, before doing this the players agree that the highest ability scores will be assigned to the prime requisite of their follow on class and at least a 15 will go on their strength.



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The Gate Isles

## THE GATE ISLES

The Gate Isles are a series of islands in the north Atalac Sea just west of the mouth of Aesir Bay. They are not far from several major city states on the coast. This makes the Gate Isles important as a temporary beaching location during storms and as neutral ground for meetings between the coastal thanes. They are also strategically valuable—as launching points for raids, warfare, and trade.

The largest island in the chain, Drawoh Rock, belongs to no lord. Roughly 50 miles from the mainland, it is left unclaimed as part of the truce that keeps peace amongst the rival city states.

The Temple of the North has been on the island for forty years. Though its presence has sometimes provoked some of the northmen to anger, for the most part, it has been left to itself.

The islands are known for their rich fishing and their abundance of clams—not to mention pearls! The waters

there are also difficult to navigate, especially as winter turns into spring. As the springtime seas churn around the isles, they cause waves, rapids, and vortexes in the sea. These usually affect only small stretches of water, but they are enough to claim a few ships every season. Looting the ships that have been lost or broken on the rocks provides an important secondary industry.

As the raiding party sails to Drawoh Rock, they will make one check per day on the Encounters At Sea Chart. The trip normally takes 2 to 3 days by oar power, which is how the ship will travel on account of the dangers of using sails this time of year. However, because of the stealthy approach the party is taking it will take  $1d4 + 1$  days to reach Drawoh Rock. Navigation and getting lost rolls apply as they normally would—consult your system of choice, but a quick ruling would be that the chance to get lost is 35% minus the highest character's intelligence. Getting lost adds one additional day of travel (per occurrence of getting lost.)

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## Encounters at Sea

1d12 + 1d8	Result
2	Lost
3	Creature Encounter
4	Creature Encounter
5	Ocean Terrain
6	Ocean Terrain
7	Weather Encounter
8	Weather Encounter
9	No Encounter
10	No Encounter
11	No Encounter
12	No Encounter
13	No Encounter
14	Weather Encounter
15	Storm
16	Ocean Terrain
17	Ocean Terrain
18	Creature Encounter
19	Creature Encounter
20	Lost

## ENCOUNTERS AT SEA

Every day at sea the crew must make a navigation test to see how their travel is going, if the test fails roll on the "Encounters at Sea" chart.

### LOST

On a lost result, the crew has lost their way on the sea. Make a navigation test. On a successful test, they only add 1 day to their travel time. On a failed test, they add 1d3 days to their travel time.

### OCEAN TERRAIN

**Treasure Rock:** The Atalac Sea is full of jagged rocks that jut out from the waters. These tiny land masses range in size from several feet to dozens of yards in length, and yet usually only rise a few feet above the water. These rocks create natural hazards for ships as they can easily be missed in the dark or in times of extreme fog. They are also a natural location for creatures of the sea to congregate and for the fouler creatures to store treasures such as pearls and gold.

A failed navigation test around these reefs will result in the ship suffering a slight hit to the hull (the ship will suffer minor damage, 1d6, or as the GM deems appropriate). There is a 10% chance that a randomly determined crewmember will fall overboard.

1 in 6 of these reefs will house a collection of pearls that characters can easily see from the ship. These treasures are

### Creature Encounters:

#### 1d10 Encounter

1-9	Mermaids*
10	Kraken

\*If this result occurs too many times, the GM is encouraged to replace the mermaids with a suitable replacement encounter.

### Weather Encounters:

#### 1d6 Encounter

1	Wave
2	Storm
3	Meteor
4	Whirlpool
5	Leak
6	Wind

### Ocean Terrain Encounters:

#### 1d6 Encounter

1	Treasure Reef
2	Iceberg
3	Ghost Ship
4	Abandoned Ship
5	Shipwreck
6	White Water

guarded by 1d6 mermaids who will attack any character who removes a pearl. The pearls are worth a total of 1d6 × 100 gold.

**Iceberg:** The ship encounters an iceberg. Navigation rolls are required to avoid it. Failure results in minor damage to the ship (1d6) and another day added to the journey.

**Ghost Ship:** The characters see an eerie and translucent ghost ship pass through the waters. The ghosts of the dead are visible on the ship, and their wailing and cries of agony echo across the ocean waves. All characters must make a save against spell or suffer severe terror. Severe terror results in the loss of 1 hit point that cannot be recovered by any means short of a remove curse (or wish) spell until the character increases in level. However, the crew is motivated by fear. In their haste, the ship takes 1d6 damage, but travel time is reduced by 1 day.

**Abandoned Ship:** The crew comes across an abandoned ship. Boarding the ship, they will find no crew or evidence of what happened to the crew. However they can find a handful of shields and short swords (1d6 each) and 2d1000 silver coins.

**Shipwreck:** As with abandoned ship, only the vessel is precariously anchored on a crag of rock or other landmass. When boarded, there is a chance the ship will begin to sink. The base chance is 5%, +1% per man-sized member of the



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boarding party, +1% per round on the ship. Roll every round. Part of the ship is already submerged underwater. There is also a 1 in 6 chance that the shipwreck is guarded by 1d6 mermaids who will attack any character who boards the ship.

**White Water:** White water is a rare phenomenon only found near Aesir Bay and in the Crown Sea. No one is sure what causes it, but, when it does occur, travel by sea becomes nearly impossible. The water turns white and foams around anything that breaks the water surface, such as a ship. The white water is acidic to flesh, inflicting 1 hit point of damage per round of contact. While in white water, ships can barely move, reducing all speed to 25%. Using sails or oars causes additional strain on the ship (1 point of damage to the hull per hour under sail or oar), but doing so will restore normal speeds. Otherwise, the duration of the trip is extended another day. It takes 1d6 hours to escape the white water by sail or oar, or 2d6 hours normally.

## CREATURE ENCOUNTER

**Mermaids:** The ship has crossed over sacred mermaid territory and will be attacked by 2d4 mermaids.

**Mermaids:** AC 7, Move swim 18 (1 out of water), HD 1 + 1 (6 hit points), THAC0 19, Attack 1 by weapon or unarmed (1d3), Size M, Morale 11, XP 120.

Mermaids use javelins, light crossbows, and grappling hooks (treat as thrown daggers).

**Kraken:** The ship has garnered the attention of a kraken. This encounter could easily end the adventure. Instead of running a full combat against the beast, the crew should be trying to outrun the tentacles and make their way to safety. This encounter is best run as a short melee against tentacles with some navigation/seamanship rolls made to avoid the kraken, perhaps by going through some reefs, into white

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water or too close to an iceberg (see Ocean Terrain entries).

The ship suffers 1 point of damage per round of the melee.

## WEATHER ENCOUNTER

**Wave:** The ship is hit by an unusually large wave. The crew must make a navigation test or the ship suffers 1d6 damage. If the ship suffers 6 damage from the wave, the journey is extended for another day.

Each person on board has a chance of being swept overboard by the wave. This chance is 5% for each point of damage the ship has suffered minus the character's dexterity or strength, whichever is highest.

**Storm:** A fierce storm hits the ship. The ship suffers 1d4 damage. On a successful navigation test, the ship maintains its course and is not delayed. Otherwise, the ship is delayed by 1 day.

**Meteor:** The crew sees a meteor crash from the heavens and into the sea. This is a bad omen, all on board suffer a -1 on saves against fear and terror until they increase in level.

**Whirlpool:** The ship comes upon a whirlpool in the sea. The ship is in danger of being sucked into the pool unless a navigation test is successful. For each point the test is failed by (on a d20, or for every 5 points failed on a d100, etc.) the ship suffers 1 point of damage and each crewmember has a 1% chance of falling overboard.

**Leak:** The ship suffers 1 point of damage but has a leak. The ship will suffer 1 more point of damage every round

until repaired. It takes 6d10 rounds to fix the leak, minus the highest character's intelligence and level (minimum of 5 rounds). Moreover, fixing the leak takes time and can further delay the ship's travel. Roll 1d6: on a result of 4, 5 or 6, a day is added to the duration of the trip.

**Wind:** The ship has found a strong wind. Roll a d8. On a 1 the wind is coming from the south and delays travel, extending the duration by 1 day. On a 5-7 the wind is coming from the northeast or northwest, aiding in travel and speeding it up by 1 day. On a roll of 8, the wind is coming from the north, reducing the travel time by 2 days!

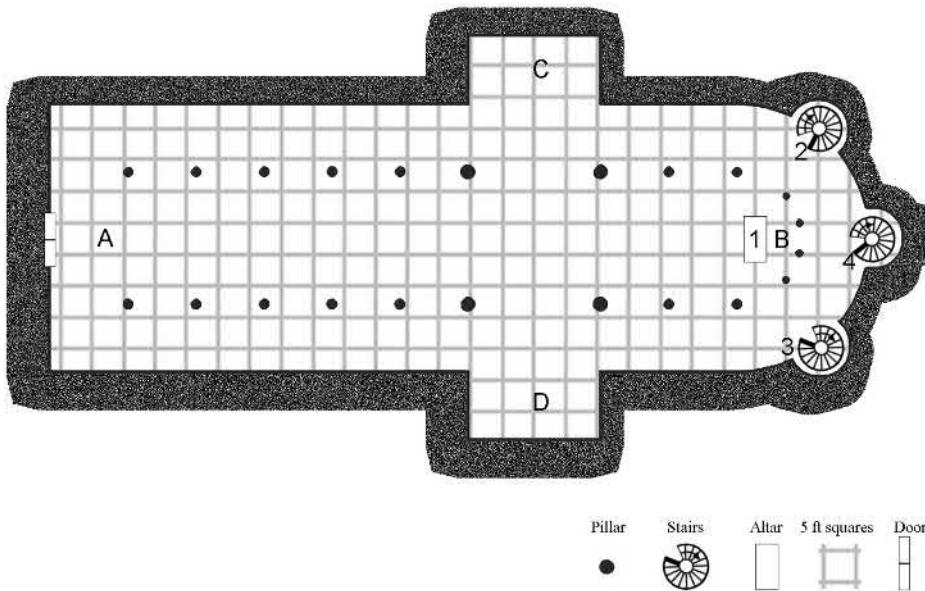
## LANDING ON DRAWOH ROCK

Drawoh Rock is a small island roughly 21 miles  $\times$  15 miles in size. Upon landing on the island and securing their vessel to the rocky shores, the adventurers will have to climb their way up. At least three of Ornulf's NPC raiders will need to stay with the ship (if there are less than three left





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Drawoh Rock Monastery Level 1: Nave

alive, reduce the required number to match). Most of the island shore is a cliff face, and the parts that are not provide little cover and protection for approaching the monastery. The east side offers easy access to the island through a series of carved staircases, but the western side provides the most security. It is there that Fafgarl will insist the characters begin their ascent.

The island itself is mostly rocky hills. Little more than grass grows on it, and large free standing rocks and stones litter its green slopes. These stones provide enough cover to approach the monastery. The small apple orchard just west of the monastery will allow characters to get within a hundred or so yards of their goal without being noticed. Overall, the island has very few trees except those in the orchard. On the north side of the monastery, the monks keep a small vineyard. Characters passing through either the vineyard or the orchard will notice that the trees or vines have not been tended recently. Spilled baskets and rotten grapes or apples litter the ground.

Despite the eastern side of the island being the main access route to the monastery, the monastery's main entrance faces west. From the vantage point of the orchard or the vineyard the characters can see that the monastery is currently inactive. There is no sign of activity inside or outside of the monastery, and the large, white, wooden doors of the entrance are shut.

The doors open easily enough, and they are not locked or trapped. Careful inspection of the doors reveals claw and scratch marks on the inside. There are small traces of blood and some fingernails stuck in the wood.

## A. THE NAVE

The doors open into what appears to be the large but empty nave of the temple itself (a). At the far end, roughly 120 feet away from the entrance, there is an altar (1). The nave is roughly twenty feet wide, and the eastern wall curves into a half circular shaped wall (b). A little past midway to the altar, the nave has two wings, one north (c) and one south (d). Each wing is roughly ten feet deep and twenty feet wide. The domed ceiling is held up by a series of pillars. The pillars are ten feet apart and stand ten feet from the walls on either side of the nave. The pillars have a gap of twenty feet between them where the north and south wings extend. As the eastern wall curves, these pillars grow closer to each other, around five feet apart. In all there are twenty-four pillars.

The floor is carved from stone, and there are no chairs or pews in the main area of the nave. Several dozen prayer carpets are unrolled around the nave, while more are still unrolled and others in a state between rolled and unrolled. Observant characters may realize that these prayer rugs were either hastily rolled, hastily unrolled, or their owners were interrupted in the process of rolling or unrolling them. Bowls of water lie near each rug, some tipped over and spilt, others sitting full. Incense—either completely burnt out or not lit at all—stands in various holders.

Among all of this the characters can find 100 silver pieces, two silver daggers, and a scroll of protection from evil.

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## B. THE PULPIT

This is the section of the monastery where the abbot would normally speak to the rest of the monks. In most churches and temples this is the location where a priest would give sermons and perform ceremonies, using the altar as a central focus for rituals or to hold important ceremonial items, such as knives, books, bowls and goblets of importance to the liturgy and practice of their faith. Scattered around the pulpit are a series of scrolls—non-magical, these contain religious text in a language the characters do not know., A strange metal emblem that looks like four circles converging on each other, and a silver dagger.

The altar itself is made from marble and granite and has

intricate carvings in an unknown language. It recounts the story of Jove's son and the saint that brought the wayward demigod to redemption. The altar is marked with the infinity sign in several locations, most prominently in the gold inlaid etching of the symbol that runs the length of the top of the altar. Ambitious characters can use weapons and other tools to chip away enough gold from the symbol to equal 125 gold pieces. However, any character who defaces the holy altar in this way will not benefit from any of the Jovian holy items found in the monastery, for example, the potions of healing or the protection from evil scroll.

Behind the pulpit, as part of the half circle wall, there are a series of stone pews, where senior monks and officials sit during ceremonies. The first character that ventures near





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these stone pews will be attacked by a Ravenous Monk. The character should check for surprise before combat begins. If the character is surprised, the Ravenous Monk gets a free round of attacks before anyone can attack him.

**Ravenous Monk:** AC 8, Move 12, HD 1 + 2 (7 hit points), THAC0 19, Attack 2 unarmed (1d3), Size M, Morale 20, XP 120, Special immune to *fear, charm, sleep*, and other mind-affecting magic and abilities, +3 on all saves against poison or disease, morale is always 20 and never modified.

Behind the pews are three enclaves that house stairs. The north staircase (2) leads up one floor to the abbot's personal chamber. The south staircase (3) leads down one floor to the barracks of the other monks. The center staircase (4) leads down two floors to the crypts below (Level 2.)

## C. NORTH WING

The north wing is filled with shabby and broken shelves, and the ground around it is littered with books and scrolls. The bottom shelves house a series of vials. Most contain only holy water, but there are also 3 potions of healing hidden among them.

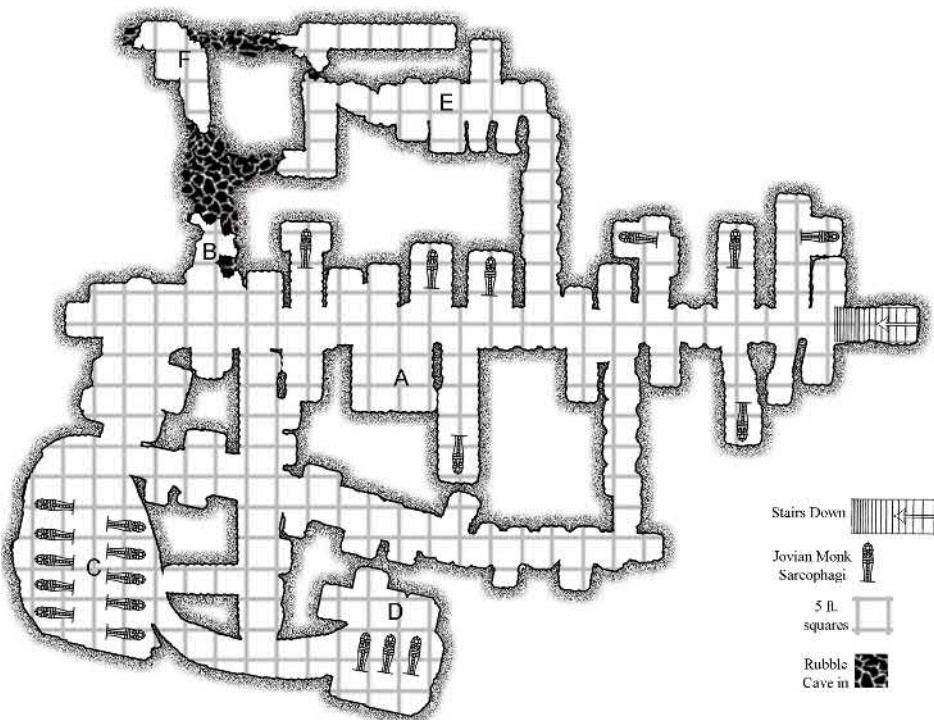
## D. CHOIR STAND

Much like the north wing, the south wing is a ten foot deep and twenty foot wide area that branches out from the nave. This area is the choir and has been built for acoustics. From this point, singing echoes throughout the nave and monastery as a whole.

## THE CATACOMBS

The lowest level of Drawoh Rock's monastery is the crypts. This area is hewn out of rock and compacted earth and more closely resembles a mine than any constructed dungeon. The walls are dark, wet, cold and rough. The floor is a smoother and more refined arrangement of patterned cobblestones, but it is still largely uneven and easy to stumble upon. The ceiling of the crypts is roughly 10 feet off the ground, though occasionally this rises to twenty feet or gets as low as seven or eight feet.

Scattered all over the crypts rest the stone sarcophagi of the Jovian monks. Elaborately decorated with gold, silver, gems and other items of value, each one can be looted for 1d100 gold. There are six areas of interest in the crypts.



Drawoh Rock Monastery Level 2: Catacombs

# THE TEMPLE OF DRAWOH ROCK



## A. MUMMIFICATION CHAMBER

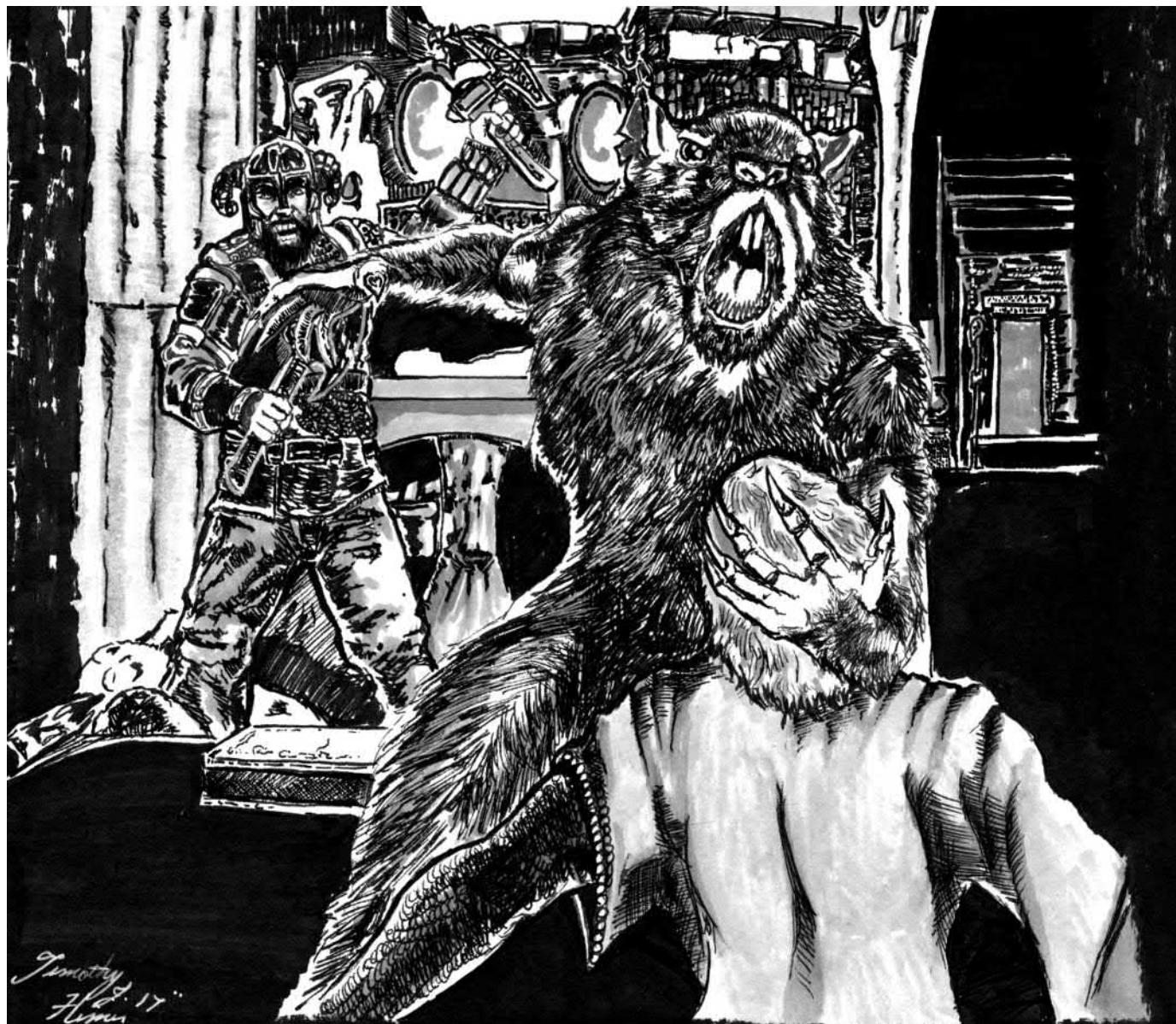
A few tables and work stations made of wood and stone are scattered across this area of the crypt. A body lies on one of the tables. The dead monk is in the process of mummification but hasn't been touched in days and he is beginning to rot. Strange knives, blades, whips, and tools sit on the benches and work stations. The back walls are lined with canopic jars and large ceramic pots.

Wooden holy symbols of Jove are hung on the walls of the chamber.

## B. RATBORN HIDING PLACE

The rubble of this corner is the hiding spot for the Ratborn beast that has infected the monks of the monastery. He will leap out and attack the characters if they come within 5' of his hiding spot.

**Ratborn:** AC 7, Move 12, HD 1 + 1 (6 hit points), THAC0 19, Attack 1 (by weapon), Size M, Morale 11, XP 35.





# THE TEMPLE OF DRAWOH ROCK

## C. THE GRAND CRYPT

In the Grand Crypt rest the first ten monks who settled on Drawoh Rock decades ago. Their sarcophagi are the finest in the crypt, but the years of rot, decay and neglect have not been good for them. Like the other sarcophagi, they can be scraped and defaced to steal the gold, gems, and silver adorning them.

This crypt is where six of the infected monks are now hiding. There were more, but they have killed and eaten each other. In fact these six are themselves wounded, and, when the characters first encounter them behind the sarcophagi, they are feasting on a seventh monk who was not so lucky.

**Ravenous Monks (6):** AC 8, Move 12, HD 1 + 2 (7 hit points), THAC0 19, Attack 2 unarmed (1d3), Size M, Morale 20, XP 120, Special immune to *fear, charm, sleep*, and other mind-affecting magic and abilities, +3 on all saves against poison or disease, morale is always 20 and never modified.

## D. THE LOWER CRYPT

The Lower Crypt is similar to the Grand Crypt except there are fewer sarcophagi. There are three Ravenous Monks lurking behind the sarcophagi.

**Ravenous Monks (3):** AC 8, Move 12, HD 1 + 2 (7 hit points), THAC0 19, Attack 2 unarmed (1d3), Size M, Morale 20, XP 120, Special immune to *fear, charm, sleep*, and other mind-affecting magic and abilities, +3 on all saves against poison or disease, morale is always 20 and never modified.

## E. THE UPPER CHAMBER

The Upper Chamber is actually misnamed. The hallway that leads to it slopes downward into the earth, and the chamber lies about 20 feet lower than the rest of the crypt. It is prone to flooding, and presently the chamber is filled with about five feet of water. Recently, the monks captured a mermaid, and they have kept her down here for study.



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She has been abused, beaten, tortured, and mistreated for a variety of reasons. The head monks of the abbey saw her as a symbol of the evils of the world and have been taking their righteous fury out on her.

It was her brood who elicited the help of the "sorcerer" to curse the monks and it was this "sorcerer" who enlisted the aid of the ratborn to plague the priests. Of course the "sorcerer" has his own agenda.

The mermaid will attack the characters by throwing rocks at them (1d3 damage) unless she can engage them in the water, where she will try to drown them. She is wounded, weak, and starving. She suffers a -1 on all attack rolls and saves.

**Mermaid:** AC 7, Move swim 18 (1 out of water), HD 1 + 1 (6 hit points), THAC0 19, Attack 1 unarmed (1d3), Size M, Morale 11, XP 120.

## F. THE SEALED VAULT

The vault is buried behind hundreds of pounds of rock. The characters can dig to the vault in ten turns (100 minutes) minus five rounds (5 minutes) for each additional member of the party actively digging (after the first.) It is safe to do so, and the crypt will not collapse.

Inside the vault are the last three monks of the monastery. They ran from the ratborn when he appeared. They tried to hide in the vault, but they found another man already there—the beggar who had come to the monastery only days before. But the beggar cursed them and called upon the darkness to seal them in. By some magic, he caused the passageways leading to the room to collapse and escaped through the falling rubble. A few of the other monks were not as lucky—the characters can probably find their bodies as they dig through the rubble.

If the mermaid has yet to be encountered, the monks will do their best to keep the characters from going that way. If she sees the monks, she will attack them if she can (with no penalty for her injuries.)

## THE OTHER LEVELS

In addition to the mapped levels, there are two other areas of the temple. The first is the dormitory, where the monks sleep. An open space roughly 45' x 45', it has the same basic design as the nave (level one). Beneath the nave and above the crypts, the dormitory houses dozens of wooden beds with woolen blankets, mattresses, and lamps or candles. Each bed belongs to one of the monks. Searching a bed will reveal 1d6 silver worth of knickknacks. There are no encounters in the dormitory, though the GM may

add some ravenous monks or other encounters if he or she wishes. Some other suitable encounters might involve giant insects, fleas, or stirges.

Above the nave is the abbot's chamber. It is a square room roughly 15' x 15' in size. Besides its smaller size, the abbot's chamber is very similar to the dormitory. It also has a desk, some bookshelves with many books, and a variety of Jovian holy symbols and other items for religious rituals and celebrations. Candles on a chandelier light the abbot's chamber, and there is a step ladder for reaching the chandelier. One hundred silver pieces can be found in this chamber.

## CONCLUSION

As this point the characters have cleared the monastery, defeated the ratborn, the infected monks, and possibly the mermaid prisoner. They may have also rescued the trapped monks and looted the monastery. The only thing they have not done is fight the sorcerer. The sorcerer is long gone having found the treasure he sought and escaped the island during the chaos caused by the ratborn. But it is certain his presence will be felt in the future.

