

# Island of Blight

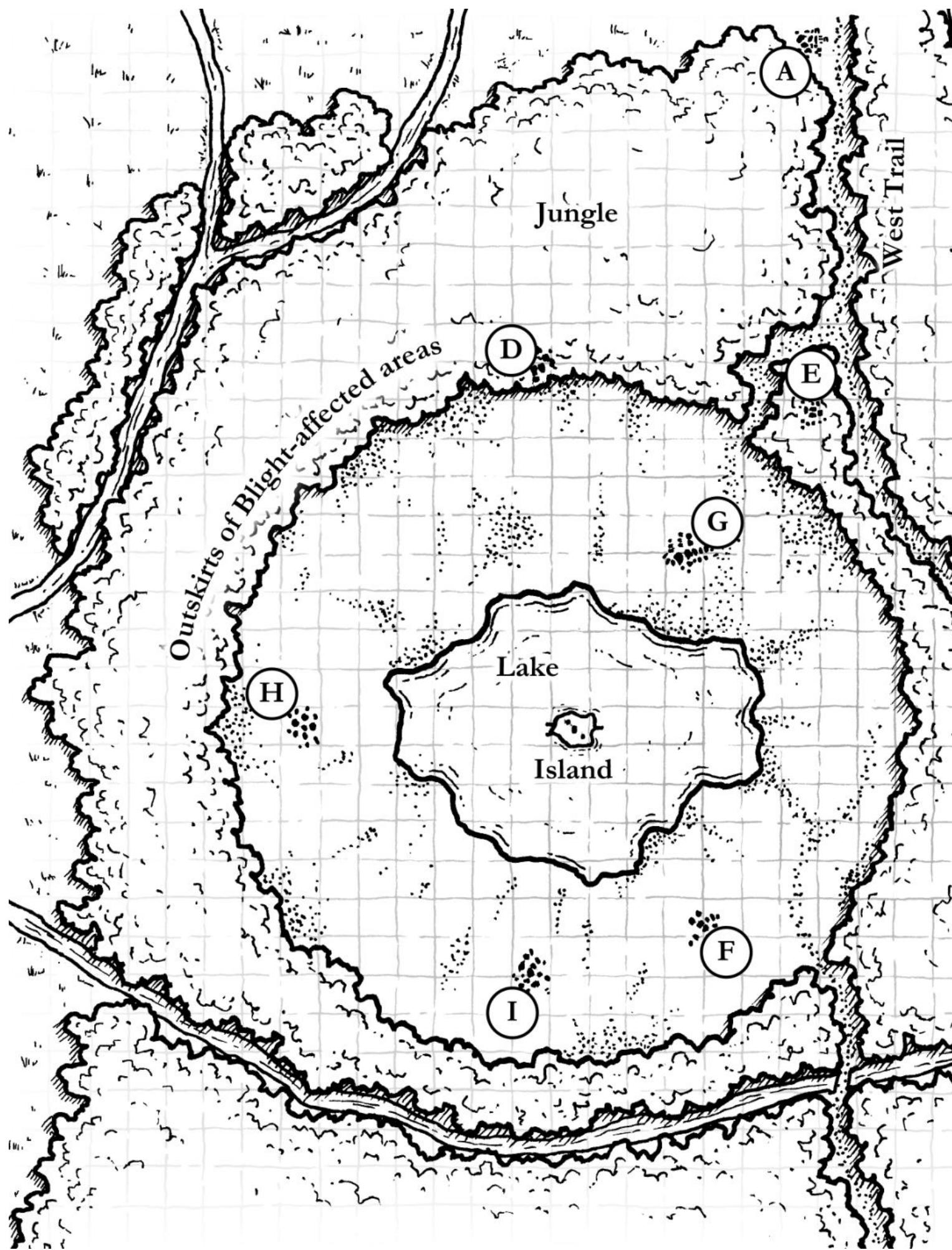
by Thom Wilson



For 3-5 Players  
Lower Levels



Compatible with  
OSR and SRS



# Southwest Nolgur-Wul

(1 square :  $\frac{1}{2}$  mile)

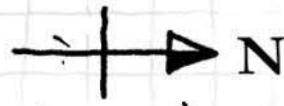
Jungle

C

North Trail

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Jungle



# Island of Blight

by Thom Wilson



The second book in the four-part *Trail of the Serpent Queen* series.  
An adventure for 3-5 moderately experienced adventurers.

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# Introduction

*Island of Blight* is the second book in the Trail of the Serpent Queen series, a ThrowiGames campaign released for three different systems: the SRS Core Guidelines, first edition Advanced Dungeons & Dragons, and fifth edition Dungeons & Dragons. It is designed for three to five moderately experienced adventurers. The encounters found herein should be very challenging to a small group of players.

This book uses the following abbreviations to denote system specific details within the text: **SRS™** for the ThrowiGames Simple Roleplaying System, **1E** for first edition AD&D, and **5E** for fifth edition D&D. The contents of this book can be easily adapted to other fantasy roleplaying systems.

This book is broken into four sections: *Prepare*, *Play*, *Wrap Up* and *Appendix*. The *Prepare* section provides all the necessary details and background for the GM to get ready to run the adventure. The *Play* section details individual encounters, puzzles, and challenges that the players will likely face. In the *Wrap Up* section, the GM can find concluding details for the adventure or additional hooks for upcoming adventures. The *Appendix* provides information such as player handouts, encounter sheets, new monsters, and guidelines (specific to this adventure), and special magical items and treasures.

Enjoy!

Thom Wilson

## Prepare

This section provides background information for the GM. If you plan on playing as an adventurer within *Island of Blight*, **stop reading now**. If you are the GM, keep reading.

### Important Notes

This adventure is designed for a group of moderately experienced adventurers (**SRS**: PR 24-32, **1E**: levels 3-5, **5E** levels 2-4). Adventurers should have a good mix of skills or specializations, with at least one adventurer trained in melee combat. Also note that *Island of Blight* can easily be adapted as a standalone adventure, placed in any jungle campaign.

## Materials Needed

As the GM, you will want to be familiar with the rules or guidelines of the system you're using to run the adventure. Knowing how to run this game is important! Although not necessary, reviewing the **Terra Minor World Guide™** map will be helpful with the locations in Wynhelm and Nolgur-Wul.

The players should have the appropriate character sheets, dice, and miniatures (if desired) to make gameplay easier. As the GM, you can use any additional aids to make gameplay smoother. SRS materials can be found at [throwigames.com](http://throwigames.com) free of charge.

## Adventure Background

Nowhere else in Terra Minor is the battle for deity supremacy more destructive and overwhelming to their inhabitants than in Nolgur-Wul. Violent clashes between the human and non-human factions result in loss of life on both sides on a daily basis. Red Priests, serving the snake god Sshanasa, drive their lizardmen minions to raid human villages. Hapless natives are captured as slaves or killed. Countless other races are caught in the midst of the bloodshed.

Wynhelm mercenaries are hired by leaders of the human settlements in the southwest of Nolgur-Wul to keep the evil from advancing farther westward. In turn, the Red Priests enslave or enlist the native denizens of the jungle to continue the eradication of any human presence. Snake God raiding parties—once limited to lizardmen—are now filled with other humanoid horrors, derived from frogs, snakes, and other jungle beasts—all mad for the Snake God's kiss.

A recent Red Priest raid over the border in to Wynhelm nearly wiped out the small town of Thuil [see “*In Defense of Thuil*”, **TSQ1**]. Never before has a raid been so well organized – dozens of trained lizardmen led by several Red Priests repeatedly attacked the small town for weeks. If not for the heroics of a small group of adventurers, the town would have been lost completely.

Pleas for help have been sent to the Golden City. Officials from both Wynholm and Nolgur-Wul agree that a defensive stance is no longer the correct approach. While Wynholm organizes troops for an offensive into the jungle, they again seek the aid of brave adventurers. They need a stealthy group to scout ahead and look for information on the Red Priests and their organization.

### Facts

Several months ago, while exploring the southern parts of the Nolgur-Wul jungles, a group of Red Priests stumbled across a small, stagnant jungle lake. At its center, several crumbling ruins sit upon a small island. After weeks of searching and mapping, the Red Priests stumbled upon a magically protected vault under the main building. Using their evil spells and powers, they opened the doors to find a mystical device from an ancient time. Through trial and error, they accidentally started the machine but subsequently could not find a way to shut it off.

This device exudes infectious disease and death. Those that stayed on the island for more than 24 hours—including the Red Priests—began to feel sick and weak. Most died after 48 to 72 hours of exposure on the island. Those that died on the island rose again as foul undead with diseased claws and infectious breath. The device's emanations strengthen the undead while weakening the living. The surviving Red Priests fled the island but left the device running.

All vegetation on the island is destroyed, leaving the small land mass barren and bleak. The emanations of the device continue to spread beyond the island—the far edges the lake are now affected. The island's blight is spreading **each day**. The blight destroys all living things in its path—creatures and vegetation all succumb to the disease. Trees will rot and fall, grass withers and dies, and water becomes undrinkable.

Unfortunately, several small nearby villages are already feeling the effects of the blight. Tribes are abandoning their homes as the blight continues spreading in every direction. The villagers are moving deeper into the jungle or toward the shores of Nolgur-Wul to escape the unnatural plague.

Except for a few hidden rooms not found by explorers, the ruins have been stripped of nearly all their treasures. The device will remain running until manually switched off.

### The Island of Kahlemaar

The ruined palace found on the island was once the home of a demon-djinni named Kahlemaar. He used the island on Terra Minor as one of his many retreats from his home world, a place beyond the senses of most mortal creatures. He spent much of his time on the island, reveling in his supreme power over enslaved harem girls and the simple creatures of the jungle. He has not returned to the island in nearly a hundred years. His current whereabouts are unknown.

The Blight Device is his creation, a machine built to further impose his will over the region. It was never intended to be left on for long. Only Kahlemaar and his long-dead servant Guuljatef knew the proper sequences to operate the device. Several notes and clues throughout the palace will provide enough information to help the adventurers turn the device off (the core instructions are found on pages 12 and 20) More information about the Blight Device can be found on page 15 and in the Appendix on pages 22-23 .

### Hooks

There are several other ways for players to begin this adventure. The list below offers a few suggestions for GMs.

- The adventurers are recruited to scout the jungles of Nolgur-Wul. While exploring, they discover the blight.
- While in Haalto or Vasna-Tul, the adventurers hear rumors of a mysterious jungle blight.
- While traveling through Nolgur-Wul, they encounter migrating villagers and hear of the blight.

Of course, the GM can add this adventure as a side excursion or quest as part of a larger campaign.

# Play

Adventurers should be led or guided to the main western trail into the jungles of Nolgur-Wul. It is also very possible to find the trail from the recent raiding party's tracks through the area. Either way, the adventure begins with the group entering the jungle.

The jungle blight won't be found if the group ventures far north of the jungle lake. If the group stays on the main trail that heads southeast along the edge of the jungle, they will eventually find the blight and several abandoned villages. Once within the affected area, they should have no problem discovering the island and lake, as well as the path leading east and deeper into the jungle.

While within the devastated part of the jungle, there will be few wandering monsters. More than likely, the group will encounter migrating villagers who will tell the tale of a "creeping disease that moves several feet each day, consuming all that lives". Beyond the fleeing villagers, the group may meet with other jungle denizens. See Table 1-1 for optional encounters.

Optional Jungle Encounters – 2d6 roll	
Roll Result	Encounter
2	1d6 Scouting Lizardmen
3	1d6 Fleeing Frogmen
4	1d3 Investigating Red Priests
5-12	Nothing Encountered

Table 1-1

## Haalto and Vasna-Tul

The two largest human settlements of Nolgur-Wul are clear of the jungle and should not be affected by the blight for several months. Leaders of these villages will have heard something about the blight but haven't yet investigated the reports (see the Terra Minor World Guide for more information on the leaders of those villages). As if war with the Snake God wasn't enough, these poor leaders now have another issue to consider.

If the adventurers pass through either of these villages, they may get recruited to help search the southern jungles for proof of the blight.

## Western Jungles of Nolgur-Wul

Traveling through the jungles of Nolgur-Wul becomes significantly more complicated the deeper the group moves. The western and southern edges are thick with vegetation but are easily navigated. After a mile or two into the jungle, movement rates are constrained to one-quarter normal rate unless the group uses one of the few trails found in the deep jungles. The western trail and several of its offshoots lead directly to human and non-human villages, burial grounds, and ancient tombs. Eventually, smaller trails will take the group close to the Island of Kahlemaar. The effects of the Blight Device will be found long before the island is encountered.

### Area A: Abandoned Red Priest Camp

Long before Ithnax-Nasasa and his Red Priests attacked Thuil (see *In Defense of Thuil, TSQ1*), they used this camp to stockpile gear and supplies. The Red Priests also recruited lizardmen from this area, before sending them westward to battle residents of Thuil.

Collapsed tents, empty crates, and broken weapons lay about the area, left behind before their final move to Thuil. A search of the area should reveal a few serviceable spears and wooden bucklers. A thorough search [SRS: DR: Difficult, 6 – MS, 1E: a d20 roll of 15 or better (add Wisdom bonus); 5E: DC Medium, 15 – Investigation] should uncover an old clay scroll tube buried in the muck. An undelivered note to Yilbisha-Kaldiss, the high priestess of Sshanasa, reads:

*"We move out tonight. We have recruited several more tribes and Chief Ghuktaknaz is on his way. We have the numbers for one final and decisive stroke against Thuil. The town will be His very soon! - Ithnax-Nasasa"*

There are no other clues to the Red Priests' plans found within the abandoned camp.



## Area B: Frogman Village

A small tribe of frogmen live in this location. They have remained neutral in the jungle battle for god supremacy, living their lives in relative peace and secrecy along the slow-moving river adjacent to the trail. If approached, they will be cautious but not hostile. Any violent action will cause the entire village to attack.

**[Frogmen (25) - SRS:** PR 14, DR 3, Init 3, TH +/-, Dam: 1 DP, MS2 IN1 QU3 CO4 HE1 PS3, DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2, spec: n/a; **1E:** AC6 HD 1 HP d8 MV 3"/15" Dam 1-2/1-2/2-5 or weapon, Special: n/a; **5E:** AC 15 HP 11 (2d8+2) Speed: 20' or Swim 40', STR 12 (+1) DEX 12(+1) CON 12 (+1) INT 7 (-2) WIS 10 CHA 7 (-2) Skills: Stealth +3, Passive Perception 10; Challenge: 1/4 (50 XP) - MM pg. 35]

The chief of the village, Gubuloogo, has learned a fair bit of the local jungle language **[SRS:** Wullish; **1E:** Common; **5E:** Common] and will converse with the group if needed. His tribe avoids lizardmen and Red Priests and can tell of their recent activity to the west and south. He has also heard rumors of the blight to the east but has not seen it firsthand. Chief Gubuloogo will want to trade with the group. He collects shiny tidbits and will point to earrings, rings and or bracelets that adventurers wear as possible options. In return, he will trade a topical healing paste his village makes out of natural ingredients found in the area **[SRS:** heals 1 DP; **1E/5E:** heals 1d6 hp].

**[Chief Gubuloogo - SRS:** PR 18, DR 3, Init 3, TH +/-, Dam: 1 DP, MS3 IN1 QU3 CO4 HE4 PS3, DP: he2 ch3 la1 ra1 lh1 rh1 st3 ll3 rl3, spec: n/a; **1E:** AC6 HD 2 HP 2d8 MV 3"/15" Dam 1-2/1-2/2-5 or weapon, Special: n/a; **5E:** AC 16 HP 18 (3d8+3) Speed: 20' or Swim 40', STR 14(+2) DEX 12(+1) CON 14 (+2) INT 7 (-2) WIS 11 CHA 7 (-2) Skills: Stealth +3, Intimidation +2; Passive Perception 10; Challenge: 1/2 (100 XP)]

If asked, Chief Gubuloogo can provide a guide to help the group travel eastward to known Red Priest locations. This will take the group close to the Island of Kahlemaar (and the blight before that). No frogman guide will venture too close to the island, blight, or any of their natural foes (lizardmen especially). The group will have to pay the chief in several shiny trinkets. Gold and silver coins are less desirable, with gems and jewelry preferable by the frogman chieftain.



## Area C: Lizardman Rebels

Not every lizardman is eager to join the Red Priest's cause. Several lizardmen have used this location to hide from the Red Priests and their "recruiting" practices. Any intruders venturing too close to this camp will force the lizardmen to attack. If outnumbered, they flee into the jungle.

The camp will have only the simplest of gear, indicating that it can be moved at short notice. In fact, the lizardmen move their camp every few weeks to avoid detection by other tribes. There is nothing of value in the camp.

**[Lizardmen (12) - SRS:** PR 17, DR 3, Init 3, TH +/-, Dam: 1 DP, MS3 IN1 QU3 CO3 HE3 PS4, DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2 tail3, spec: n/a; **1E:** AC5 (4) HD 2+1 HP 11 MV 6"/12" ATT: 3 Dam 1-2/1-2/1-8 or weapon; Special: Shield reduces AC, Weapons: clubs and spears; **5E:** AC 15 HP 22 (4d8+4) Speed: 30' Swim 30', STR 15(+2) DEX 10 CON 13(+1) INT 7(-2) WIS 12 (+1) CHA 7(-2) Skills: Perception +3, Stealth +4, Survival +5, Weapons: Spear +4 (d6+2), Club +4 (d6+2), Shield, Challenge 1/2 (100 XP)- MM pg. 204]

## Area D: Evacuated Outpost

This area is the furthest western point affected by the Blight. It is here that the characters will find the unnatural disease as it has claimed yet another location. Evidence of hastily retreating guards is easily discovered: unpacked provisions, abandoned sleeping mats, and a few stray weapons are found throughout the encampment. A quick search will also reveal a pile of charred human bones just outside the outpost.

The jungle guards have fled south, avoiding the creeping blight. Their village to the east (Area E, Imsaane) has already been decimated and abandoned.

2d6 spears, 1d6 wooden bucklers, and 1d6 stone axes can be found amongst the discarded gear.

## Area E: Sshanasa Frogman Village

Unlike the frogmen of Area B, these jungle dwellers have taken a side in the Nolgur-Wul battle for god supremacy. They openly serve the Snake God, Sshanasa, which is made apparent by the massive reptilian idol in the center of their village. Their leader, Chief Ooglubool, is a ruthless shaman, willing to do whatever is necessary to serve his god. He and his devoted frogmen will attack non-believers on sight.

The village has two dozen able warriors, all ready to follow Chief Ooglubool's commands without question. Additionally, several dozen females and children are found in the many huts surrounding the great idol. The females can fight if necessary, but are more likely to flee into the jungles with their children if their warrior-mates fall in battle. If needed, use the frogmen stats from Area B.

There is a 1 in 6 chance that a Red Priest Serpentman will be in the village, checking on Chief Ooglubool and his followers. The snake-man will demand that the frogmen destroy any non-believers encountered. While in serpent form, the Red Priest cannot cast any spells. Instead, it will attack by throwing spears or engaging foes by grappling and biting.

The idol in the middle of the village stands 9 feet tall—the image is of a serpent man holding a bowl before it. 10d6 silver pieces can be found in the bowl. Additionally, the idol has two large rubies for eyes. Each is worth 500 gp.

**[Serpentman, Red Priest - SRS:** PR 24, DR 4, Init 3, TH +/-, Dam: 1 DP, MS4 IN4 QU4 CO4 HE4 PS4, DP: he4 ch6 la3 ra3 lh2 rh2 st4 tail 3, spec: venomous bite (DR4, -1 to actions); **1E:** AC5 HD 3 HP 3d8+3 MV 6" Dam d4 (bite) or weapon; Special: venomous bite (-1 to actions); **5E:** AC 15 HP 23 (3d8+9) Speed: 30, STR 18(+4) DEX 16 (+3) CON 18 (+4) INT 13 (+1) WIS 15 (+2) CHA 8 (-1) Skills: Intimidation +3, Darkvision 60'; Passive Perception 12; Venom (DC Hard, 20—CON; -1 to actions); Challenge: 2 (450 XP)]

**[Evil Frogmen (24) - SRS:** PR 14, DR 3, Init 3, TH +/-, Dam: 1 DP, MS2 IN1 QU3 CO4 HE1 PS3, DP: he2 ch2 la1 ra1 lh1 rh1 st2 ll2 rl2, spec: n/a; **1E:** AC6 HD 1 HP d8 MV 3"/15" Dam 1-2/1-2/2-5 or weapon, Special: n/a; **5E:** AC 15 HP 11 (2d8+2) Speed: 20' or Swim 40', STR 12(+1) DEX 12(+1) CON 12 (+1) INT 7 (-2) WIS 10 CHA 7 (-2) Skills: Stealth +3, Passive Perception 10; Challenge: 1/4 (50 XP) - MM pg. 35]

**[Chief Ooglubool - SRS:** PR 18, DR 3, Init 3, TH +/-, Dam: 1 DP, MS3 IN1 QU3 CO4 HE4 PS3, DP: he2 ch3 la1 ra1 lh1 rh1 st3 ll3 rl3, spec: n/a; **1E:** AC6 HD 2 HP 2d8 MV 3"/15" Dam 1-2/1-2/2-5 or weapon, Special: n/a; **5E:** AC 16 HP 18 (3d8+3) Speed: 20' or Swim 40', STR 14(+2) DEX 12(+1) CON 14 (+2) INT 7 (-2) WIS 11 CHA 7 (-2) Skills: Stealth +3, Intimidation +2; Passive Perception 10; Challenge: 1/2 (100 XP)]

## Areas F, G, H, I: Empty Villages

Several villages have been completely obliterated by the blight as it slowly migrates outward from the island. These four villages have been abandoned. Survivors fled south beyond the edges of the blight. All settlements have the same characteristics: a quick abandonment of homes and the burned remains of the diseased victims. What follows are *optional* encounters in each village.

### Area F: Imsaane (pron 'em-sah-neh')

A lone child searches for her parents in the empty huts of the village. She was accidentally left behind when the village vacated. Her family has fled south but believes their daughter to be dead. She is sick with the blight and will die within 48 hours if untreated.

#### **Area G: Kubuutee (pron. 'kah-boo-tee')**

A dying man sits against a small wagon. He is desperate for water as the blight ravages his system. Before he dies, he mentions how he could see the blight as it "crawled through the village".

#### **Area H: Haasnakul (pron. 'hah-snah-cool')**

A broken cart laden with rotting food sits amidst an empty village. The fruit and vegetables have turned gray with the blight. The wagon also has signs of the disease.

#### **Area I: Rudinfalane (pron. 'roo-den-fah-lah-neh')**

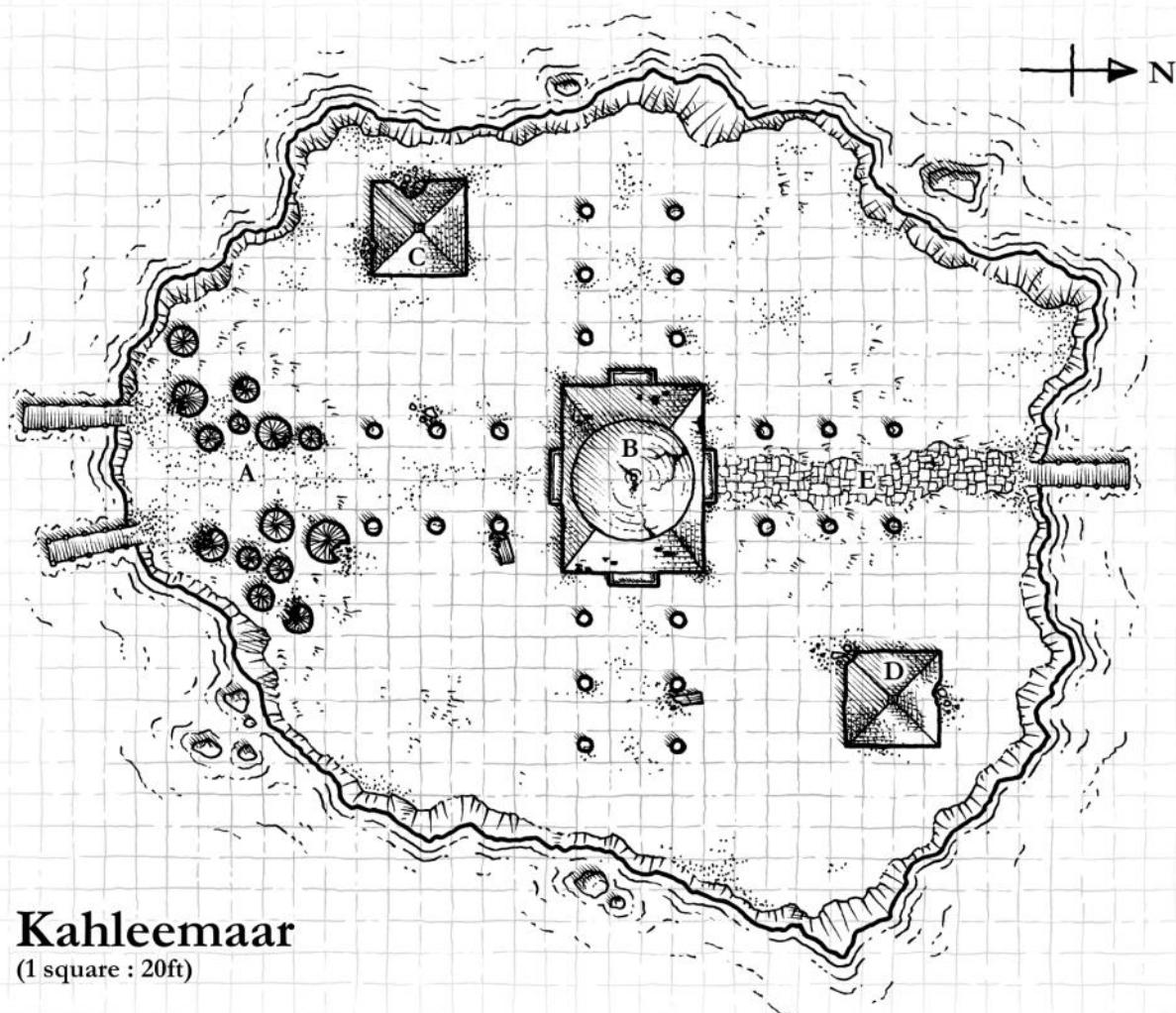
A huge funeral pyre slowly burns in the center of this small village. Dozens of human bodies are still discernible, the fire lit only a few hours previous to the group's arrival.

Dozens of small villages (not marked on the jungle map) may be encountered deep within the vegetation, deserted if within the blighted area or in a state of evacuation if close to the devastation.

## **Island of Kahlemaar**

The barren island of Kahlemaar protrudes out from the center of a stagnant lake. Two crumbling towers surround a large two-story palace made of marble and polished stone. Although ancient and abandoned for many years, the palatial structure still appears to be in good shape. The remnants of an empty village on the island's south side is visible from the outer shores of the lake. Wooden docks on the north side of the small land mass are decayed and unusable.

Many villagers from the nearby jungles that have died from the blight have risen in death as zombies. Many have been drawn to the source of their demise, unintelligently shambling or crawling to the island. Several dozen Blight Zombies wander about the buildings and island landscape in their undead state. The blight has made their hearts and souls black with hatred. They attack any healthy creature upon the island (any character affected by the Blight will be left alone).



Characters moving about the island have a 50% chance of running into 1d6 Blight Zombies every few turns.

**[Blight Zombie - SRS:** PR 12, DR 2, Init 2, TH +/-, Dam: 1 DP, MS0 IN0 QU2 CO4 HE2 PS4, DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1, spec: Blight Spore Cough (DR3, see Blight notes); **1E:** AC8 HD 2 HP 2d8 MV 6" Dam 1-8 + disease; Special: Blight Spore Cough; **5E:** AC 8 HP 22 (3d8+9) Speed: 20', STR 13(+1) DEX 6 (-2) CON 16 (+3) INT 3 (-4) WIS 6 (-2) CHA 5 (-3) Skills: Darkvision 60'; Immune to poison, disease; Passive Perception 8; Undead Fortitude; Challenge: 1/4 (50 XP) - MM pg. 316]

The Blight Zombies will attack with their diseased hands or may cough up Blight Spores that affect any living thing within 20' feet. Any caught within the area of effect must save against the Blight Spores or suffer the debilitating side effects of the Blight—and possibly, death.



Much like the surrounding jungles, the island lacks vegetation and any water found on land, in the buildings or in the lake is contaminated.

***Special Note About the Blight:*** Each day the group spends within the blighted area, every adventurer must make a successful saving throw/check or become affected by the blight **[SRS:** DR Difficult, 5 – Health; **1E:** saving throw versus Poison; **5E:** DC Medium, 15 – Constitution]. Once diseased, every day thereafter they must make the same saving throw/check; five consecutive failed saving throws/checks result in character death. Regardless of the number of successful saving throws/checks, the characters will die within 2d6+7 days unless some type of cure disease effect is used. Any character killed by the Blight will rise 24 hours later as a Blight Zombie.

#### Area A: Kahlemaar Docks

Rotting wooden planks and piers are found on the south side of the island. Three submerged boats can be seen through the murky water, long ago sunk by the demon-djinni's fleeing servants.

A careful search **[SRS:** DR: Difficult, 5 – MS, **1E:** a d20 roll of 15 or better; **5E:** DC Medium, 20 – Investigation] of the wreckage will uncover a steel trunk within one of the submerged boats. The small trunk contains twelve neatly stacked **silver bars** (each worth 50sp). A prolonged search of the watery area may uncover a few handfuls of silver and gold coins.

Deserted for many years, a small village for the servants of the palace sits just beyond the southern docks. Supplies from the surrounding villages and jungle-towns once arrived here before being brought into the palace. The village is deserted save for the occasional Blight Zombie that may wander through its ruins.

A crumpled-up note is found on the foot-path between the village and the palace. It reads:

My careful observation might be reaping rewards. I think I have learned another word... "hate"...



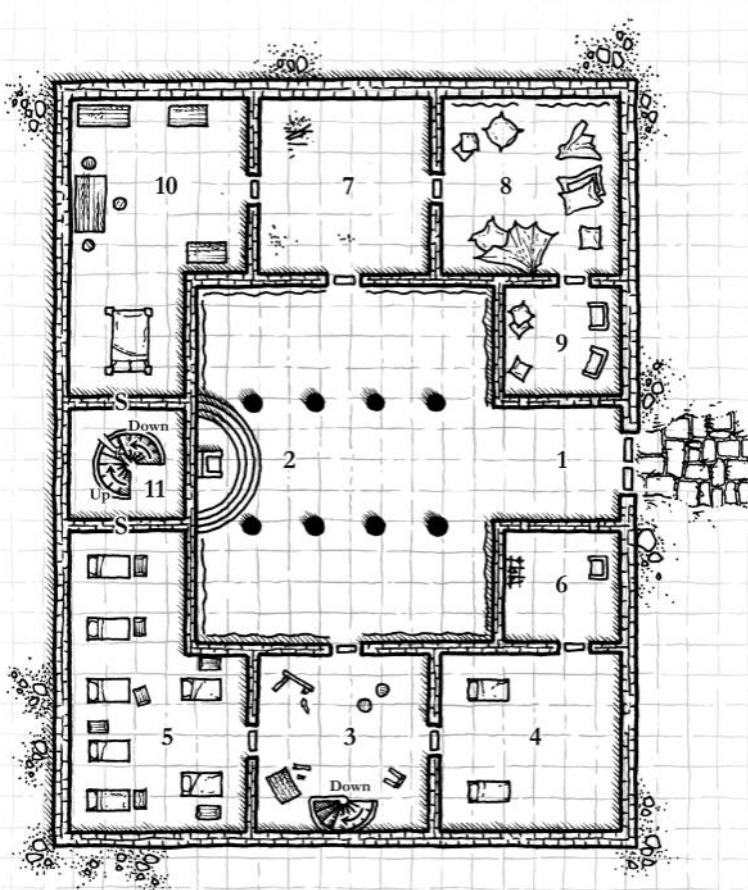
Master uses this word when he refers to us humans... We displease him but he needs us... for servitude.

## Area B: Kahlemaar Palace

Once-beautiful marble tiles mark the original walkway from the northern dock to the front entrance of the demon-djinni's palace (area B).

The finely made marble palace is a two-story building above ground with a basement level below. If the characters circle the four sides of the rectangular structure, they will see only one ground floor entrance on the north side of the palace. A single balcony on each side of the second story has a small door (locked) to the palace interior.

The set of ground floor double doors are ajar, the occasional wind gust moving either door further open or to near closed. Additionally, Blight Zombies may walk into and out of the first floor of the building at times, especially when the doors move from the wind or characters.



Palace - Ground Floor  
(1 square : 5ft)

## Area B1: Palace Entry

A set of double doors provides access to the interior of the palace. The doors are broken, their locks smashed by the Red Priests several weeks ago. The ten-foot square entry way begins an ornate marble tile floor that runs throughout the first level. A search of the area should reveal the eye holes from areas B6 and B9. Blight zombies occasionally wander into the area and are most often found just inside the entry doors.

Entry Area—1d6 roll	
Roll Result	Encounter
1	2 Blight Zombies
2	1 Blight Zombie
3-6	Nothing Encountered

Table 2-1

The characters should notice the absence of valuable furnishings throughout the first level. The Red Priests looted a considerable amount of expensive furniture before they quickly departed. Worthless items were piled in several locations throughout the palace, saved for fuel for fires that were never needed.

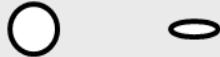
## Area B2: Throne Room

When Kahlemaar was visiting this plane of existence, he ruled his palace and servants from this room. His black obsidian throne rests against the south wall of the large area, raised above the floor by a four-tiered dais. Floor to ceiling tapestries, rotted with age, cover all four walls of the room. Eight black marble pillars provide support for the second story through the center of the room. Ornate wooden doors on the east and west walls lead to areas B3 and B7, respectively.

Seven to twelve (1d6+6) **Blight Zombies** wander aimlessly throughout the room and are attracted to any noise within the first level. These creatures have the same statistics as those found on the previous page. The zombies are unable to open doors or climb steep stairs (falling both up or down after a few steps).

A successful search [SRS: DR: Easy, 2 – MS, 1E: a d20 roll of 7 or better; 5E: DC Easy, 10 – Investigation] of the throne will find a crumpled note beneath the stone seat. The contents of the shakily handwritten note (#2) is found both on the next page and also in the Player Handouts section.

I must keep these notes from Master... He will not let us learn his letters but I think I'm beginning to understand some of the strange symbols of his writing and devices. I believe these mean ON and OFF... Nearly all of his magical devices have these symbols...



Note #2

### Area B3: Basement Stairwell

A small room provides several options to players, with three wooden doors and a circular stairwell down to the basement. There is nothing of value here.

### Area B4: Servant Quarters

Two sets of bunk beds, three chairs, and a small table are found here. The rotted bed sheets are piled up in the northeast corner of the room. Strange noises are heard from within the pile. Any investigation will stir the nest of **Blight Rats** that are surviving within its hollowed out center.

**[6 Blight Rats - SRS:** PR 9, DR 2, Init 4, TH -1, Dam: 1 DP, MS1 IN0 QU4 CO2 HE0 PS1, DP: he2 tor2 rfl1 lfl1 rbl1 lbl1 tail1, spec: Blight Bite (DR3, see Blight notes); **1E:** AC7 HD 1/2 HP d4 MV 12"/6" Dam 1-3 + disease; Special: Blight Spore Cough; **5E:** AC 12 HP 7 (2d6) Speed: 30', STR 7(-2) DEX 12(+1) CON 11 INT 2 (-4) WIS 10 CHA 4 (-3) Skills: Darkvision 60'; Passive Perception 10; Challenge: 1/8 (25 XP)]

Although the Blight Rats do not have Blight Spore Cough, each rodent's bite can transfer the spores into the victim's bloodstream. The rats are barely surviving with the disease and will likely be dead within a week. There are **3d6 sp** and **1d6 gp** within the nest. Additionally, there is a 15% chance that a magical ring or necklace may be found within the rat's nest.

The wooden door to area B6 is locked [**SRS:** DR: Moderate, 3 - Locks (Th), **1E:** as Pick Locks; **5E:** DC Easy, 10 - Sleight of Hand].

### Area B5: Palace Guard Quarters

Several beds and empty footlockers fill the room, abandoned long ago. The Red Priests thoroughly searched this room, already finding the notable valuables and the western secret door [**SRS:** DR: Moderate, 4 - MS, **1E:** a d20 roll of 13 or better; **5E:** DC Medium, 15 - Investigation].

### Area B6: Guard Room

Palace guards would use this area to watch for visitors entering the palace. Small eyeholes in the west wall (into Area B1) and north wall (looking outside) provided visual access to the areas surrounding the front doors. A lone chair sits in the middle of the room. The only door to the area automatically locks when closed [**SRS:** DR: Moderate, 3 - Locks (Th), **1E:** as Pick Locks; **5E:** DC Easy, 10 - Sleight of Hand].

Five long spears rest in a darkened corner, likely used by guards to stab intruders through the many eyeholes in the walls. Although old, they are still serviceable.

### Area B7: Waiting Room

Honored guests of the demon-djinni would wait in this once-luxurious antechamber, filled with plush couches and comfortable chairs. Nothing but several broken piles of debris are left from those ancient days. Wonderfully decorated doors lead to areas B8 and B10.

If any character digs through the piles, they may find a handwritten note (see Note #3 below). The note is not too hard to find amongst the refuse [**SRS:** DR: Easy, 2 - MS, **1E:** a d20 roll of 7 or better; **5E:** DC Easy, 10 - Investigation].

So far, Master has not suspected anything. We his slaves appear dumb to Him... After killing one of the harem girls, Master put a sign on the wall... he said "dead" after it was nailed to the wall near the harem entrance... I think this is it...



I do not understand this bizarre otherworldly language. I will continue to listen and learn...

Note #3

### Area B8: Harem Chamber

Kahlemaar searched the jungles and beyond for the most beautiful women he could find for his harem. Their unwillingness to join his harem was unimportant to the djinni, often forcing the women into slavery. Additionally, Kahlemaar would bring new girls from other worlds to add to his Terra Minor palace harem.

Few remnants of the silk pillows and curtains remain. The room is mostly barren. An unlocked door in the east wall leads to area B9.

One of the harem girls tried to escape last night... she was brought to the room we are not allowed to enter... I think they tortured her... or worse. The Master's lackey Guuljatef scrawled a message on the door to the harem... Master underlined one of the words and said "whore"... it must be that!



Note #4

### Area B9: Private Observation Lounge

Both harem girls and the occasional palace guard used this small room to peer into area B1 and outside the palace walls. Eyeholes are also found here (like in area B6). The room is empty except for a small pile of debris in a corner. Searching the pile will reveal another note written by one of Kahlemaar's observant servants (see Note #4) above.

### Area B10: Kahlemaar's Harem Bedroom

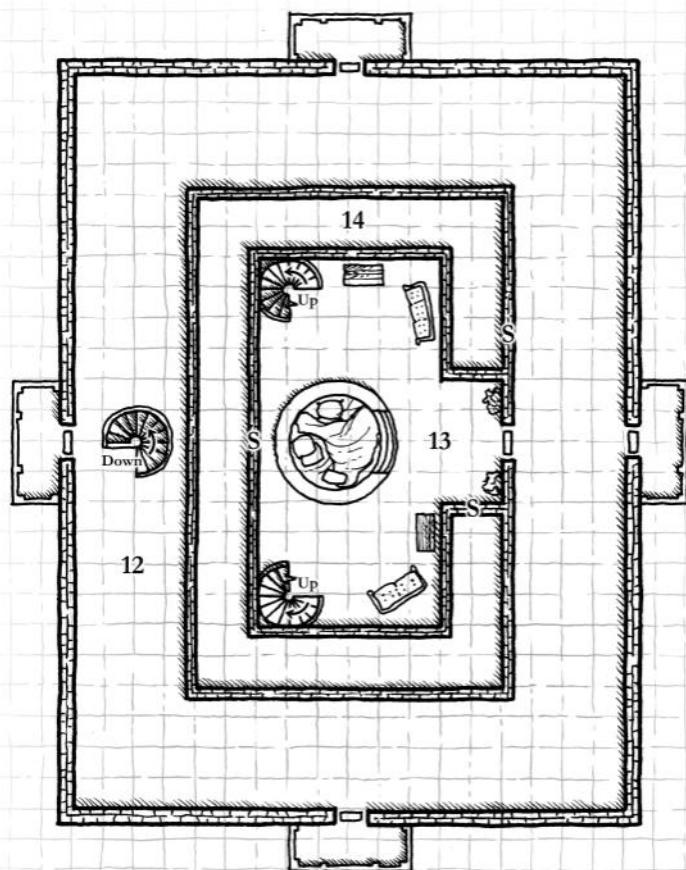
The demon-djinni Kahlemaar did not allow his harem women in his private chambers on the second level (Area B13) and instead used this room for his "visits". A massive four-post bed in the southeast corner of the room has fallen into ruin, broken beyond repair. Several dozen disintegrating silk pillows are found in several piles around the room, most infested with small insects.

1d6+1 **Blight Zombies**—originally Red Priest Adepts before death—now shuffle about the large room.

In their quick evacuation of the island, the surviving Red Priests left a secret door open in the lower east wall (to area 11). When closed, the portal is slightly challenging to find and open [SRS: DR: Moderate, 3 - MS, 1E: a d20 roll of 10 or better; 5E: DC Medium, 15 - Investigation].

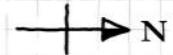
### Area B11: Stairwell to Basement and Upper Level

A large circular stairwell occupies this room, its steps leading both upward and downward. Several rotting barrels and crates look hastily stacked in the southeast and southwest corners. Two secret doors in this small chamber lead to areas B5 and B10 but are easy to spot from the inside when closed [SRS: DR: Easy, 2 - MS, 1E: a d20 roll of 8 or better; 5E: DC Easy, 10 - Investigation]. Note that the door to area B10 will be partially open unless the characters have previously closed it.



## Palace - 2nd Floor

(1 square : 5ft)



### Area B12: Second Floor Hallway

The stairs from the ground floor end in a long hallway that circles the entire level. Four locked exterior doors, each with a small balcony, are found in the hallway. Well constructed, the four doors are magically enhanced—making them harder to unlock without the key (found in area B13). [SRS: DR: Difficult, 5 - Locks (Th), 1E: as Pick Locks (-20%); 5E: DC Hard, 20 - Sleight of Hand]

There is a 50% chance that 1d6 Blight Zombies may be wandering the hallway. These are likely to be fallen Red Priests or their servants.

Several piles of rubbish are found in the unending hallway. If thoroughly searched, one pile will contain one ripped half of the Blight Machine instructions written by Kahlemaar's human assistant, Guuljatef. The second half of the instructions can be found in area D12.

Master Kahlemaar has instructed me to write down the steps to turning his device on and off. I am the only human to know how to operate the device and should only use it in emergencies or in his prolonged absence. I should never remove my neckband while on this island if the device is running.

Turning the device on:

Step 1: Move both of the two levers on the Range controls to the “on” position in any order. After a few seconds, the device will start – it will automatically shift the other controls to their proper setting.

Step 2: Once started, return the levers to the lowest setting!

#### Instructions Part 1

#### Area B13: Kahleemar’s Private Quarters

The Red Priests were unable to get through the locked and reinforced door to Kahleemar’s bedroom before they fled the island. Several scorch marks and blunt weapon strikes hint to the many failed attempts to open the door. The metal-banded wooden door has a complicated locking mechanism [SRS: DR: Difficult, 6 - Locks (Th), 1E: as Pick Locks (-35%); 5E: DC Very Hard, 25 - Sleight of Hand]. The key to this door was stolen by a servant but can be found in the basement in area B22e.

Attempts to break down the door are met with similar difficulty [SRS: DR: Difficult, 6 - Physical Strength, 1E: as Bend Bars, Lift Gates (-35%); 5E: DC Very Hard, 25 - Athletics].

Kahleemar’s private quarters are well furnished, the contents seemingly unaffected by time. A massive circular bed on a raised platform fills the center of the southern portion of the room. A wardrobe, two couches, and a writing desk fill the sides of the room. Small metal staircases provide access to an open loft area above the room.

A secret door behind the large bed leads to an escape passage in the room that exits near the entry door. Both secret doors are hard to discover [SRS: DR: Difficult, 5 - MS, 1E: a d20 roll of 15 or better; 5E: DC Hard, 20 - Investigation].

The writing desk contains several notes written in a flowing script. The language of the notes are in an unknown demon-djinni variant. If magically deciphered, all but one of the notes are insignificant messages focused solely on household operations and supplies. One short note found atop the rest of the parchments mentions a meeting with a djinni council at Kahleemar’s home plane. It seems the demon-djinni did not return from this meeting.

The wardrobe contains silk garments and robes used by the demon-djinni prince while he lounged about his island retreat. Each garment is sized to fit a very large humanoid, roughly seven to eight feet in height with an athletic build. A medallion on a gold chain hangs from a hook within the wardrobe. Unidentified, the medallion is worth at least 5,000 gp but is worth more to magicians and wizards. This wondrous item is the **Medallion of the Mage**, a unique artifact of rumor and legend. More details about this artifact are found in the Appendix.

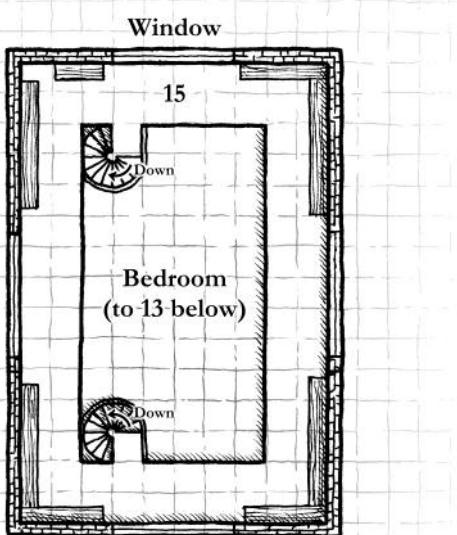
#### Area B14: Escape Passage

This escape passage provided Kahleemar with a way to leave his bedchamber quickly or hide from unwanted visitors. The escape tunnel is completely dark but each of the secret doors are very easy to detect and operate from the inside [SRS: DR: Easy, 2 - MS, 1E: a d20 roll of 5 or better; 5E: DC Easy, 10 - Investigation]. There is nothing of interest within the tunnel itself.

#### Area B15: Loft and Library

Two circular metal staircases from Area B13 lead up to a well-lit loft. Large ceiling windows at the top of the palace allow sunlight or moonlight to illuminate the area. The entire loft is filled with floor to ceiling bookcases, containing hundreds of tomes and scrolls. Adventurers should find dozens of valuable books covering topics on war, art, history, and science. A small portion of one bookcase contains strange books written in Kahleemar’s home language.

A thorough search [SRS: DR: Moderate, 4 - MS, 1E: a d20 roll of 12 or better; 5E: DC Medium, 15 - Investigation] should reveal a **magical tome** that provides wisdom and experience to the reader. A full, uninterrupted read of the tome (16 hours) gives the reader enough experience to gain a level.



## Palace 2nd Floor Balcony

Additionally, 2d6 magical scrolls are found stuffed into and between tomes throughout the shelves. For each hour searched, characters may find one magical scroll until all scrolls in this area are found.

### Area B15 – Magical Scrolls' Contents (Roll 2d6)

Result	Item	Result	Item
2-3	1 minor spell	9-10	2 major spells
4-5	2 minor spells	11	Protection spell
6-8	1 major spell	12	2 Protection spells

Table 2-2

### Area B16: Basement Stairwell

Once the players enter the basement area, they'll more strongly feel the intense pressure from the Blight Machine in Area B24. As they get closer to the device, the GM should comment on the oppressive stress.

The staircase from Area B11 ends in a dark chamber below the palace. Several rotting barrels and crates are scattered about the chamber. 1d6 **Blight Zombies** shuffle around the room, unable to ascend the stairs or enter other parts of the basement.

A well hidden [SRS: DR: Moderate, 4 – MS, 1E: a d20 roll of 12 or better; 5E: DC Medium, 15 – Investigation] secret door provides access to a scientific laboratory used by Kahleemar and his trusted servant Guuljatef.

### Area B17: Kitchen

Narrow circular stairs from area B3 end in a large kitchen. Doors on the north and south walls lead to storage rooms that once held food and alcohol. Cupboards and work counters cover the open areas on the north, west and south walls. A central table in the room was used by chefs and servants to prepare dishes for the demon-djinni and his guests. Two massive wood-fired stoves stand against the east wall, cold and unused for many a year.

A result of 1-4 on a d6 roll indicates the room is empty. Otherwise, 2 **Blight Zombies** dressed in kitchen garb mill about the room, their hands still firmly clasping large butcher knives.

### Area B18: North Storage Room

Once used for food, ingredients, and dishware, this storage room has been emptied of its valuable contents when the remaining servants vacated the island. Pieces of smashed boxes, crates, and ceramic jugs are found on the floor and on the dozens of shelves that line the north, west, and east walls. Any food or ingredients left behind have long since rotted.

A search of the area will reveal another balled-up note, hidden amongst the debris of broken containers.

I was nearly caught scribbling today by Master's pet wizard, Guuljatef. That damn bootlicker! I was able to escape his wrath by pretending to clean the shelves in the northern storeroom...

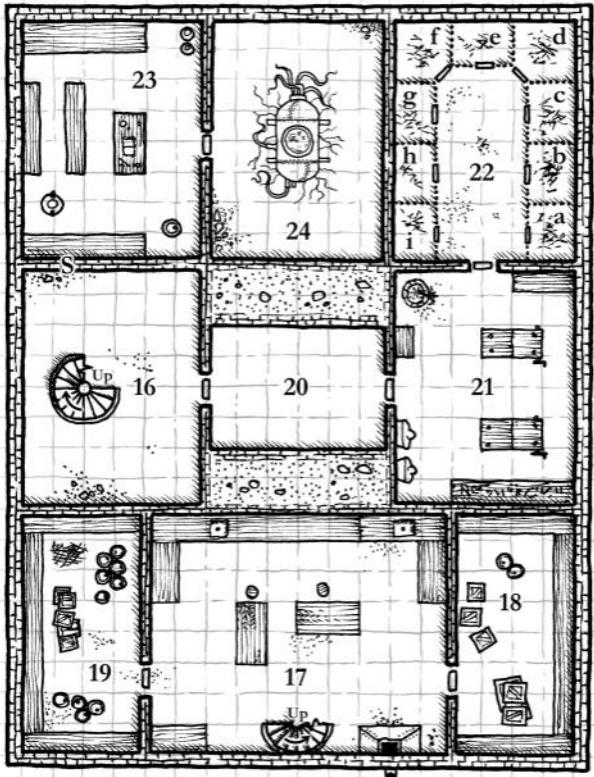
The symbols used to make up the word "men" look like this...



Note #5

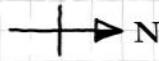
### Area B19: South Storage Room

Dried-up barrels of beer and empty wine casks are stacked in the center of the room. The floor is littered with broken glass and ceramic fragments, the end result of emptied bottles and containers of expensive alcohol drained by fleeing servants. Nothing of value is found within the empty storage containers, but a well-hidden lockbox is in the back southeast corner. There are **100 sp** and **25 gp** within the unlocked box.



## Palace - Basement

(1 square : 5ft)



### Area B20: Hallway

A simple hallway connects areas B16 and B21. A metal grate for a sewer drain in the center of the passage is unhinged and ajar. Iron rungs in a small vertical tunnel lead down to the sewer system below the palace. Hundreds of blight rats are found throughout the system below.

### Area B21: Torture Chamber

Kahlemaar enjoyed his time in the torture chamber, using his exceptional skills with a blade to extract information from untrustworthy servants or to punish a harem girl. The room is filled with several different horrifically designed devices: bladed chairs, stretch tables, flesh flayers, and other devices are well used, worn from years of service. A door on the west wall leads to several cells used to hold awaiting victims.

Six **Blight Zombies** have been trapped in the room by the remaining Red Priests before they left the island.

**[6 Blight Zombies - SRS:** PR 12, DR 2, Init 2, TH +/-, Dam: 1 DP, MS0 IN0 QU2 CO4 HE2 PS4, DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1, spec: Blight Spore Cough (DR3, see Blight notes); **1E:** AC8 HD 2 HP 2d8 MV 6" Dam 1-8 + disease; Special: Blight Spore Cough; **5E:** AC 8 HP 22 (3d8+9) Speed: 20', STR 13(+1) DEX 6 (-2) CON 16 (+3) INT 3 (-4) WIS 6 (-2) CHA 5 (-3) Skills: Darkvision 60'; Immune to poison, disease; Passive Perception 8; Undead Fortitude; Challenge: 1/4 (50 XP) - MM pg. 316]

Another note can be found under one of the torture devices in a pile of broken bones and implements.

I can no longer stash these notes around the palace. One has been found and they are questioning all the slaves...

That bastard wizard is writing instructions for something in the basement... He has forbidden any slave from entering the top floor of the palace. What are the instructions for?

Note #6

### Area B22: Prisoner Cells

Nine unlocked prison cells were once used to hold suspects awaiting interrogation by either Kahlemaar or Guuljatef. Cells marked 'a', 'd', 'e', and 'h' each have an inanimate skeleton within, either chained to the wall or lying on a straw mat. A silver key is found under the skeleton in cell 'e', stolen by the unfortunate prisoner and swallowed to hide the evidence. The key was one of many held by Guuljatef, and stolen by a servant hoping to escape the island. It opens the door to Kahlemaar's private quarters on the second floor, Area B13.

### Area B23: Secret Laboratory

Kahlemaar brought strange planar science and technology from other worlds to his palace, using this room for controlled experiments and tinkering. Several tables of interconnected glass vials and beakers sit abandoned, his tests unfinished. Common metal implements mixed with strange otherworldly devices are found in drawers and on tabletops. Wizard-type adventurers will find this room absolutely fascinating.

A book on a table near the northern door has a magical spell cast upon it, allowing an emergency *plane shift* to Kahlemaar's home plane. See the Appendix section for plane options.

A drawer in one of the tables has a rack of 12 vials filled with blue liquid. These vials contain a special concoction created by Guuljatef to reverse the Blight's effects for any who drink them. Each vial cures one person of the Blight and gives them 24-hour protection before the Blight can begin to affect them again.

The crushing strain from Blight device in the next room is strongly felt here. Weak characters (low health) will nearly collapse from the incredible pressure emanating from the device nearby.

#### Area B24: Blight Machine Room

The Red Priests managed to enter the room and find the device after weeks of searching the palace. They were perplexed by the device and—after careful consideration—decided to manipulate the levers and knobs to see what might happen. Unfortunately, not only did they turn on the device to its highest setting, but failed to figure out how to turn it off. After several days of failed attempts and seeing their brothers die and return as zombies, the remaining Red Priests fled the island.

Four Red Priests volunteered to remain behind to continue their study of the device, but died a few days after the mass departure. Their notes are clearly documented in a journal found next to the device. Two Red Priests have recently risen as blight zombies and will attack any who enter the room.



**[2 Blight Zombies - SRS:** PR 12, DR 2, Init 2, TH +/-, Dam: 1 DP, MS0 IN0 QU2 CO4 HE2 PS4, DP: he1 ch1 la1 ra1 lh1 rh1 st1 ll1 rl1 lf1 rf1, spec: Blight Spore Cough (DR3, see Blight notes); **1E:** AC8 HD 2 HP 2d8 MV 6" Dam 1-8 + disease; Special: Blight Spore Cough; **5E:** AC 8 HP 22 (3d8+9) Speed: 20', STR 13(+1) DEX 6 (-2) CON 16 (+3) INT 3 (-4) WIS 6 (-2) CHA 5 (-3) Skills: Darkvision 60'; Immune to poison, disease; Passive Perception 8; Undead Fortitude; Challenge: 1/4 (50 XP) - MM pg. 316]

The journal will reference their failed attempts to turn off the device, their findings of the creeping blight, and details about the blight zombies. Several written passages reference the "Serpent Queen" and her possible interest in the device found on the island.

Found among the litter and grime in one corner of the room is half of a piece of parchment containing notes written by Guuljatef, the demon-djinni's wizard. The parchment contains a list of things to remember to do, which reads:

*Towers—search for missing instructions to turn off the accursed machine*

*Gems—stock the interplanar device for Kahlemaar's next departure*

*Medallion—ask Kahlemaar for advice on its origin*

The player handout section of the book contains the blight machine's control panel and should be used by players as they demonstrate their attempts to shut the machine down. They should have found enough clues within the notes picked up throughout the palace grounds to make several attempts at turning off the machine. However, if the controls are manipulated too frequently within a short period of time, the machine may malfunction—either exploding, increasing its output to even higher levels of toxicity and/or releasing the ghostly remains of those recently slain.

Characters that improperly manipulate the two control levers at the bottom right (see Appendix for the Blight Machine control panel) will potentially release the essence of those slain by the Blight Machine. Each ghostly creature appears as a misty essence within 1d6 minutes of the controls being set incorrectly. The type and strength of creature can be found on the next page.

Blight Creatures – roll 1d6		
Result	Type	Strength*
1	Red Priest	Strong
2	Red Priest	Weak
3	Jungle Villager	Strong
4	Jungle Villager	Weak
5	Rat, Giant	Strong
6	Rat, Giant	Weak

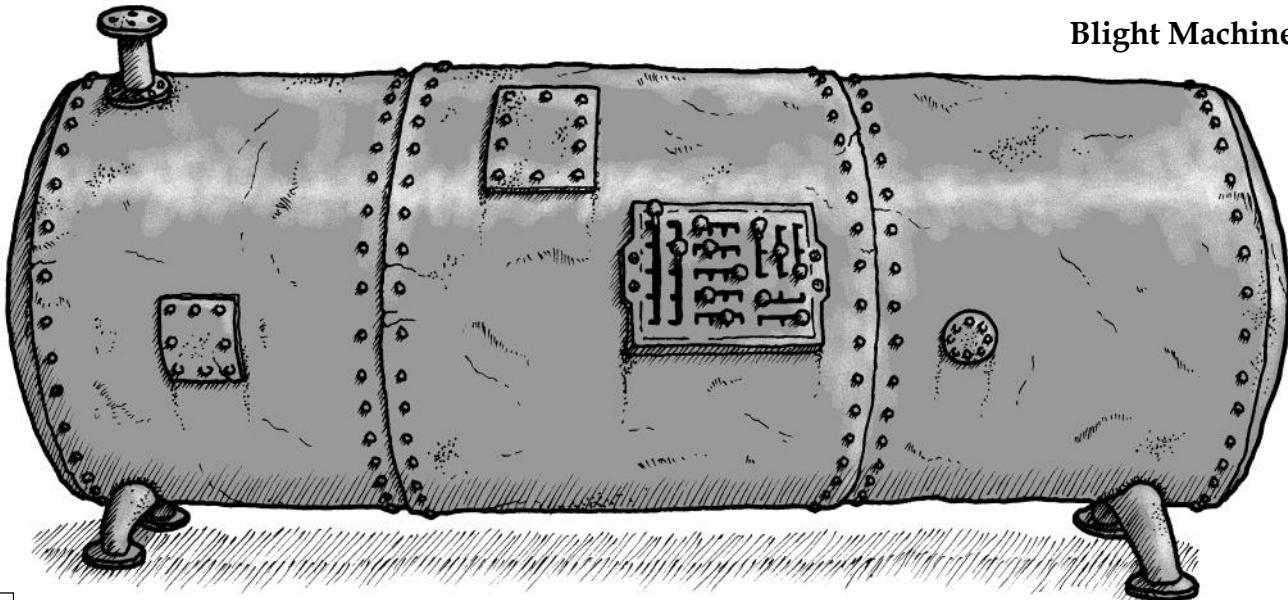
*\* Strong creatures retain special abilities, weak creatures have no special abilities.*

Table 2-3

The Appendix section details the appropriate settings of the levers and switches on the control panel that are needed for machine deactivation.

Each of the four dead Red Priests wears a pendant of the Serpent Queen (worth 250 gp), a gold bracelet with a snake emblem (worth 125 gp), and an emerald ring (worth 500 gp).

Dismantling the Blight Machine for its clear gems (located on either side of the control panel) does not break the machine but makes it difficult to determine if settings are in the 'on' or 'off' positions – green-lit gems indicate an 'on' setting while red-lit gems indicate the reverse. Each of these gems is long and cylindrical in shape, stretching down into the machine nearly ten inches. Each gem is worth 1,000 to 1,500 gp due to the rarity of its shape and unusually well-cut quality.



### Area C: Guuljatef's Tower

The trusted servant of the djinni Kahlemaar had his own tower near the palace, stocked with everything a burgeoning wizard could desire. However, Guuljatef was not a free man, as he was held in eternal servitude of his demonic master after attempting to misuse the summoned demon. Kahlemaar found his level of groveling satisfying, sparing his life as long as the human wizard served him absolutely. Proving his worth ten times over, Guuljatef was rewarded small freedoms including unsupervised movement throughout the island and his own private tower outfitted for one of his talents.

Both towers on the island have fallen into ruin, their exterior walls crumbling and rotted. Guuljatef's tower has suffered the most damage on its western and southern walls. Access into the tower may be easiest through the two openings in the second floor.

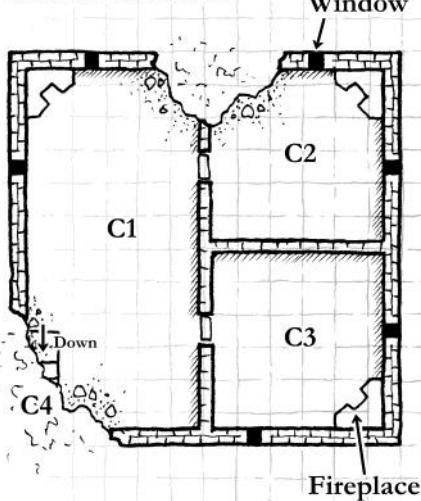
#### Area C1: Private Library

The trusted wizard of Kahleemaar had quite the impressive library during the demon's reign, but in the years since they both disappeared, the elements of the humid jungle have turned the tomes and scrolls into a moldy, disintegrating mess. A thorough search may reveal one or two usable tomes but the majority of the works are destroyed.

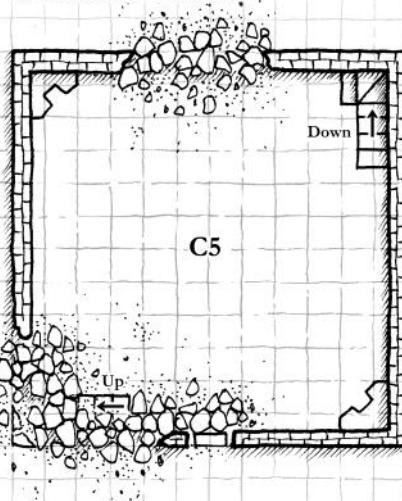
Noise in this area should awaken the slumbering imps in the fireplace in the southwest corner. **Six demonic imps** will attack any who threaten their nest within the

### Blight Machine

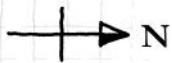
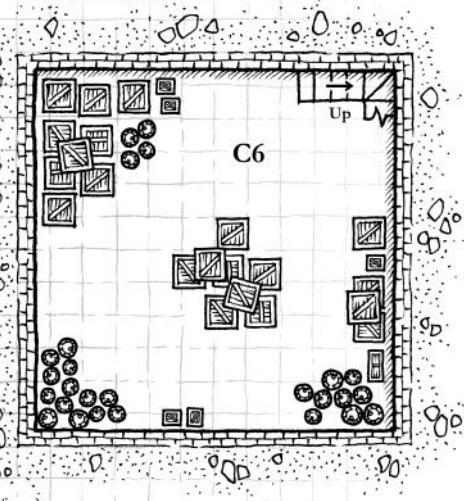
## Second Floor



## Ground Floor



## Basement



# Building C

(1 square : 5ft)

fireplace. These imps once assisted the wizard in duties around the tower but—after being left behind—have resorted to searching the towers for food and stealing shiny trinkets for their nest. They are immune to the effects of the Blight Machine.

**[6 Demonic Imps - SRS:** PR 9, DR 2, Init 3, TH +/-, Dam: 1 DP, MS1 IN0 QU3 CO3 HE1 PS1, DP: he1 tor2 ll1 rl1 lwing2 rwing2, spec: Blight Bite (DR3, see Blight notes); **1E:** AC2 HD 2+2 HP 2d8+2 MV 6"/18" Dam 1-4; Special: immune to cold, fire, electricity; hit by silver or magical weapons only; regenerate 1 hp/rnd, invisibility, detect good/evil, suggestion 1x/day; **5E:** AC 13 HP 10 (3d4+3) Speed: 20' or Fly 40', STR 6(-2) DEX 17(+3) CON 13 (+1) INT 11 WIS 12 (+1) CHA 14 (+2) Skills: Deception +4, Insight +3, Persuasion +4, Stealth +5, resist cold, Resist bludgeoning, piercing, slashing from non-magic/non-silvered weapons; immune to fire, poison; Darkvision 120'; Passive Perception 11; Challenge: 1 (200 XP) - MM pg. 76]

The imps have collected quite a little treasure hoard from the buildings on the island. Their nest contains **127 sp, 66 gp**, four rubies (each worth 100 gp), a diamond (worth 150 gp), three silver necklaces (worth 25 gp ea), and a dozen gold and silver rings (each worth 10d6 gp). Additionally, a simple-looking copper ring is actually a **Ring of Shocking Grasp** [SRS: successful touch deals 1 DP; **1E and 5E:** as the spell of the same name]. The ring may be used three times per day.

The stairs up from the ground floor are impassable—access to this area is possible from the open western wall or Area C4.

### Area C2: Guuljatef's Bedchambers

Once lavish bedchambers have rotted into ruin, leaving behind only trace reminders of the room's former fanciful décor. Beyond the traditional items of a bedchamber, the room contains a large wire cage in one corner, a large writing desk, and a triangular object near the east wall. The door of the wire cage has been forced open from the inside and hangs from one hinge. The imps found in the adjoining area once called this cage theirs but broke free when their master failed to return.

Although covered with disintegrating parchments and scrolls, a small tome may be discovered under the mess of the writing desk. The tome has several missing pages with only eight blank pages remaining. On command, a single blank page of the magic tome will fill with the spell of the owner's choosing for a brief moment before disappearing. The owner has just a few seconds to cast that spell or to remove the page to keep the spell for 24 hours. The tome can be used only once per day, or until a page is removed.

The strange, triangular vessel is actually a chest, given to the wizard by his master, Kahleemaar. After opening the unlocked chest, characters will find 1,000 tiny gems of several different types within. Each raw gem is worth 1 gp. Note that these gems are needed for the interplanar transportation device found in Area D12. The gilded, gem-encrusted chest itself is worth 500 gp to a collector of unique oddities.

### Area C3: Workroom and Storage

Guuljatef spent long hours in this room, crafting potions and creating spells for his master. Although most of his best devices and materials are now gone, there are a couple of interesting items that have been left behind, to be found by those with a inquisitive eye.

A table adjacent to the east wall is covered with broken glass beakers and smashed tubes. Amid the debris, a searching character may find a small clay tube, sealed shut with a wax stopper. The contents are a magical liquid that strengthens the imbiber with a bonus to offense, defense, and speed for 24 hours [SRS: adds +1 to Offense, Defense, and Initiative; 1E: +1 to-hit rolls, -1 to AC, +1 to initiative rolls ; 5E: +1 to-hit rolls, +1 to AC, +1 to initiative rolls]. However, once the wax stopper is removed, the liquid begins to deteriorate, cutting into the 24 hour period. After 24 hours, the liquid becomes toxic if consumed [SRS: deals 1DP; 1E and 5E: deals 1d6 damage].

Hanging from the northern wall is a simple tapestry that measures four feet wide by eight feet tall. It is blank although a few faint lines may be found along its surface if examined closely. The tapestry radiates strong magic and is a teleportation device—if a character stands within a foot of the tapestry and thinks of a location within 200', the area slowly paints itself on the blank tapestry. After 30 seconds, the magical cloth will pulsate, signifying completion. For 30 more seconds, any character may travel through the *one-way* tapestry to the desired location beyond. Characters passing through the device will appear in the location as if stepping out of thin air. The tapestry cannot be used again in this manner for an hour as it recharges.

### Area C4: Collapsing Opening

This area is open to the harsh elements of the jungle, providing access to the second floor of the tower. However, the area is crumbling and is an unsafe entry point for less agile characters. There is a good chance that characters may step or pull on a loose section of the floor or wall, initiating a rockslide into the ground floor [SRS: DR: Moderate, 4 - CO, 1E: roll under Dexterity; 5E: DC Medium, 15 - Dexterity]. The rockslide will be noisy, attracting the attention of wandering Blight Zombies or denizens of the tower. Falling characters

might take damage from the fall, get trapped in the slide, or worse.

Collapsing Floor Result—roll 1d6	
Roll Result	Result Detail
1	Character trapped in rockslide, losing 3/4 of their hit points or damage points.
2	Character trapped in rockslide, losing 1/2 of their hit points or damage points.
3	Character rides the collapse into the ground floor of the tower (area C5), losing 1/4 of their hit points or damage points.
4	Character rides the collapse to the outside of the tower, losing 1/4 of their hit points or damage points.
5	Character falls slightly but is able to stay out of the slide, taking only minor damage [SRS: 1 DP; 1E and 5E: 1d6 hit points].
6	Character falls slightly but is able to stay out of the slide and take no damage.

Table 2-4

### Area C5: Common Area

Thieves and scavengers have removed many of the useful contents of the living area once used by Guuljatef and his guests. The wizard used this area for meals, relaxing by the fire, and entertaining rare visitors. A pair of **centipedes** now uses the area as their home and will treat unwanted guests as hostile targets.

[**2 Giant Centipedes** - SRS: PR 15, DR 3, Init 4, TH +/-, Dam: 1 DP, MS3 IN0 QU4 CO3 HE3 PS2, DP: he3 tor5 legs5, stinger2, spec: poison [DR 3, Death]; 1E: AC9 HD 1/4 HP 1d4 MV 15" Dam none + poison (save +4); Special: n/a; 5E: AC 13 HP 4 (1d6+1) Speed: 30' or Climb 30', STR 5(-3) DEX 14 (+2) CON 12 (+1) INT 1 (-5) WIS 7 (-2) CHA 3 (-4) Skills: Blindsight 30'; Passive Perception 8; poison bite (3d6 damage with a failed DC 11 Constitution saving throw); Challenge 1/4 (50 xp)]

Three centipede eggs are found in the nest under the rubble in the southeastern corner. Additionally, characters should find several shiny trinkets—three silver rings (worth 25 sp each), a gold necklace (worth 50 gp), and **12 sp**.

### Area C6: Tower Storeroom

A foot of water greets those that descend into the basement of the tower. Black mold covers the walls, ceiling, and rotting barrels and crates. Any prolonged exposure here is likely to result in debilitating respiratory issues, or worse, death within several painful weeks.

## Area D: Teleportation Tower

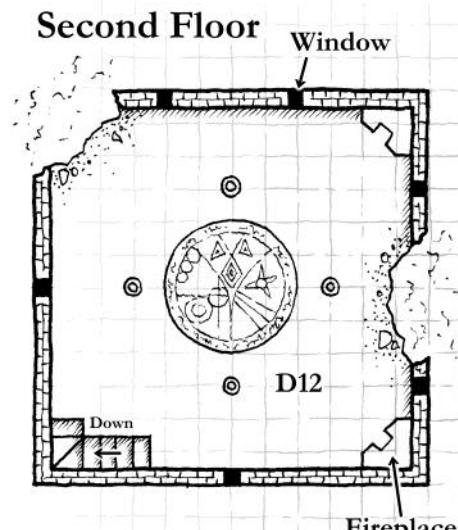
The demon-djinni Kahleemaar frequented many planes and worlds in his youth. In each of his homes throughout the multiverse, he constructed a interplanar teleportation device, capable of sending a traveler thousands of miles or light-years through space. However, many untrained users of his machines were often inadvertently sent to inhospitable locales, never to be seen again.

Kahleemaar allowed no one on the island within the teleportation tower but his trusted servant, Guuljatef. However, slaves or enemies he wished to transport to or from the island were kept in the dungeons in the basement of the tower.

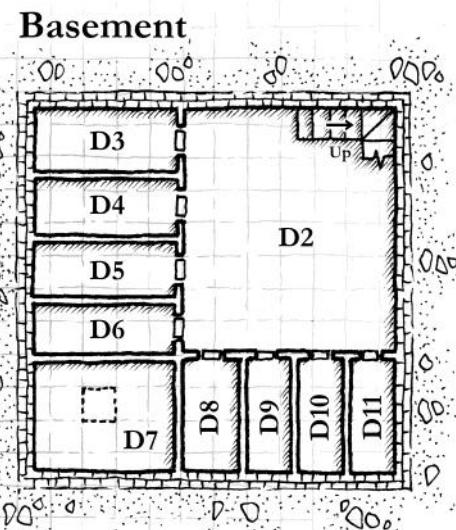
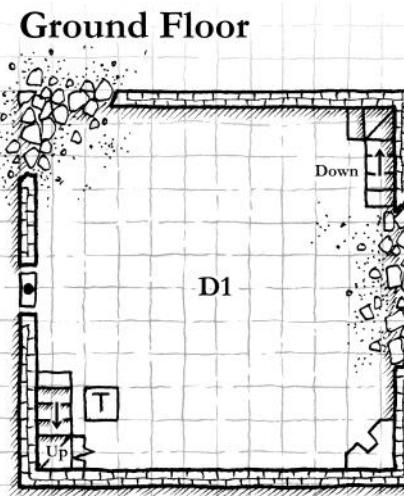
Like the other tower on the island, the entrance to this tower is impassable. The door on the north side of the tower is covered in tons of rubble. Second floor access is possible via the north side and southwestern corner.

## Area D1: Empty Ground Floor

A completely empty and likely unused ground floor of this tower is covered in dust and rubble. A careful search of the area may reveal a trap door in the floor that leads to a secret cache known only to Kahleemaar [SRS: DR: Hard, 6 – MS, 1E: as find secret doors; 5E: DC Hard, 20 – Investigation]. The small portal opens into area D7 below. Note that even Guuljatef had no knowledge of the secret area below this floor.



**Building D**  
(1 square : 5ft)



## Area D2: Dungeon

Lacking torture chamber devices and tools beyond a few crude knives and pincers, the area below the tower was used to warehouse slaves as they awaited transport to other planes. A table and two stools fill the center of the room. A ring of rusty keys hangs from the north wall.

## Area D3-D6, D8-D11: Dungeon Cells

Unlike the cells of the palace (Area B22), this area was infrequently used. Occasionally, Kahleemaar brought new, exotic slaves or harem girls from other planes to his jungle retreat or traded unwanted Terra Minor slaves with others of his kind. The contents of the cells can be found in the table below.

Tower Cell Details	
Cell	Details
D3	Human skeleton, 1d6 gold teeth (each worth 10 gp), strange runes etched into femur
D4-D6, D8	Empty save old refuse, moldy straw, etc.
D9	Skeleton of a six-limbed creature
D10	Blood stain on a straw mat
D11	Bones of an unknown humanoid, large bovine-like skull encrusted with 10 rubies (50 gp each)

Table 2-5

Players mapping the basement will find the southeastern corner inaccessible at this level. The corner chamber may only be accessed from above in Area D1 by using a hidden trap door in the floor.

## Area D7: Hidden Treasure Vault

Kahleemaar often hid treasures from other worlds in this secret vault. The fact that treasure still remains within the area after many years indicates that the demon-djinni expected to return.

Eight chests of varying sizes and a glass globe suspended from the ceiling fill this small and dusty room.

Treasure Vault Contents	
Item	Details
Chest #1	Large chest—10,000 sp
Chest #2	Medium chest—5,000 gp
Chest #3	Large chest—rare furs and skins, many not found in Terra Minor
Chest #4	Small chest—1d6x100 small gems of many types, each worth 10gp
Chest #5	Large chest—filled with fine steel blades of various sizes and shapes, including a magical <b>Dagger of Paralysis</b> (see Appendix for details)
Chest #6	Small chest—dozens of parchments filled with notes about other worlds, all in a strange writing
Chest #7	Small chest—a fist-sized chunk of stone (meteorite), drains whoever possesses it a single damage or hit point each day.
Chest #8	Medium Chest—filled with 2d6 magical scrolls, 1d6 spell books (spells determined by GM)

Table 2-6

The glass globe is filled with a green smoke that appears to slowly move within. Touching the glass globe emits a painful shock to weaker characters [SRS: DR: Moderate, 3—HE; **1E and 5E**: characters with less than 13 Constitution take 1d6 damage]. A careful peek into the glass globe will reveal a strange emerald within, seemingly the origin of the green smoke. If the globe is broken or cracked, the emerald releases a pulse of toxic energy that affects a twenty-foot area [SRS: DR: Moderate, 4—HE; **1E**: save versus Magic Spell or take 3d6 damage; **5E**: Make a DC 15, Constitution saving throw (as disadvantage if in a confined space) to avoid 3d6 force damage]. After the initial pulse, the emerald returns to a dormant state for 1d6 days before beginning to seep green smoke, resulting in another toxic pulse within 24 hours unless contained.

The emerald's origin is from another world beyond Terra Minor, its intended purpose unknown.

## Area D12: Teleportation Room

The demon-djinni's teleportation device is found covered in dust and dormant on the third level of this tower. Strange runes are etched into the floor tile in a circular pattern, spanning twenty feet in diameter. Surrounding the rune circle are four gold urns that initially appear empty. A thorough search of any of the urns will reveal the burnt remains of precious stones [SRS: DR: Easy, 2 – IN, **1E**: a d20 roll of 7 or better; **5E**: DC Easy, 10 – Investigation]. If at least 8 ounces of gems are placed in all four urns (32 ounces or more, total), the runes of the teleportation circle will illuminate. Stepping into the rune circle on one of the eight pie-shaped patterns will instantly whisk the character away to the world linked to its corresponding rune. Any characters standing on the circle as it engages are instantly transported.

Exceptionally intelligent characters may deduce the rune-circle's purpose after lengthy study, including possible destinations and inner workings [SRS: DR: Hard, 6 – IN, **1E**: a d20 roll of 16 or better; **5E**: DC Difficult, 20 – Investigation].

*The GM is encouraged to develop the otherworldly destinations as needed. This adventure does not include eight separate worlds for characters to visit!*

A thorough search of the northwestern fireplace should also uncover the second half of the instructions, specifically for turning off the Blight Machine.

Turning the device off:

Step 1: Starting from the bottom lower right, move the two controls to the middle setting.

Step 2: Move the three levers above those just moved to the middle setting as well.

Step 3: Starting at the bottom of the middle set of levers, move each one (in order from bottom up) all the way to the lowest setting (left).

Step 4: Move the Range controls to their lowest setting (down), starting with the right lever (island control) then the left control (palace).

Step 5: Wait 5 minutes – the device should shut down.

*Guuljatef, the Black Wizard*

## Area E: Northern Dock

A walkway from the front doors of the mansion leads to a single, rotting dock where influential guests would arrive or Guuljatef would depart for short periods to serve his master. A submerged sailing boat to the east of the dock appears to have been sunk many years prior.

Several small boxes and crates, found by Red Priests as they searched the palace, were left behind on the dock as they fled the island. Strange documents, tomes, and semi-valuable trinkets are found in the boxes. The priests fled with several interesting items, leaving behind the less valuable items as they quickly departed.

## Wrap-Up

Besides finding the remains of investigating Red Priests, especially the details of their research in the journal found in area B24, this adventure has little to do with the main story line regarding the Serpent Queen. However, *Island of Blight* is a great side adventure for the characters as they follow the trail of enemies through the jungles of Nolgur-Wul. Additionally, solving the issue with the blight (by turning off the machine) goes a long way in building the jungle dwellers' trust in the characters as they make their way deeper into the jungles. Assistance from tribes as the characters search for the Red Priests should be more likely to occur after villages have been spared the destructive nature of the blight.

As can be seen by the map on the inside cover, the trail continues eastward (at the bottom edge of the cover). This eastern trail leads characters to the Serpent Queen's stronghold—a jungle pyramid filled with evil horrors serving the snake-god, Sshanasa.



## Appendix

This section contains encounter and search tables, magic item descriptions, and instructions for blight machine operation.

### Encounter and Search Tables

The tables found at the bottom of this page can be used to add additional combat encounters within the palace and nearby towers and during general searching.

#### Encounter Tables—roll 2d6 (roll once per hour)

Roll Result	Palace, Area B	Tower, Area C	Tower, Area D
2	Green Slime	1d3 Demonic Imps	1d6 Animated Skeletons
3-4	1d6 Blight Zombies	1d6 Giant Bats (sickened by blight)	1d3 Animated Skeletons
5-6	1d3 Blight Rats	Nothing encountered	Nothing encountered
7-12	Nothing encountered	Nothing encountered	Nothing encountered

#### Search Tables—roll 2d6 (roll as often as desired)

Roll Result	Found	Roll Result	Found
2	Claw marks and blood stains	8	A small bag of gold coins (1d6)
3	Broken weapon or piece of armor	9	A pouch of gems (2d6, 10 gp value each)
4	1d6 sheets of blank parchment	10	Gold bracelet, engraved with a woman's name (50 gp value)
5	1d3 small gems (5 gp value each)	11	A diamond necklace (100 gp value)
6-7	A small bag of silver coins (2d6)	12	One of the translation notes (any not yet found by players)

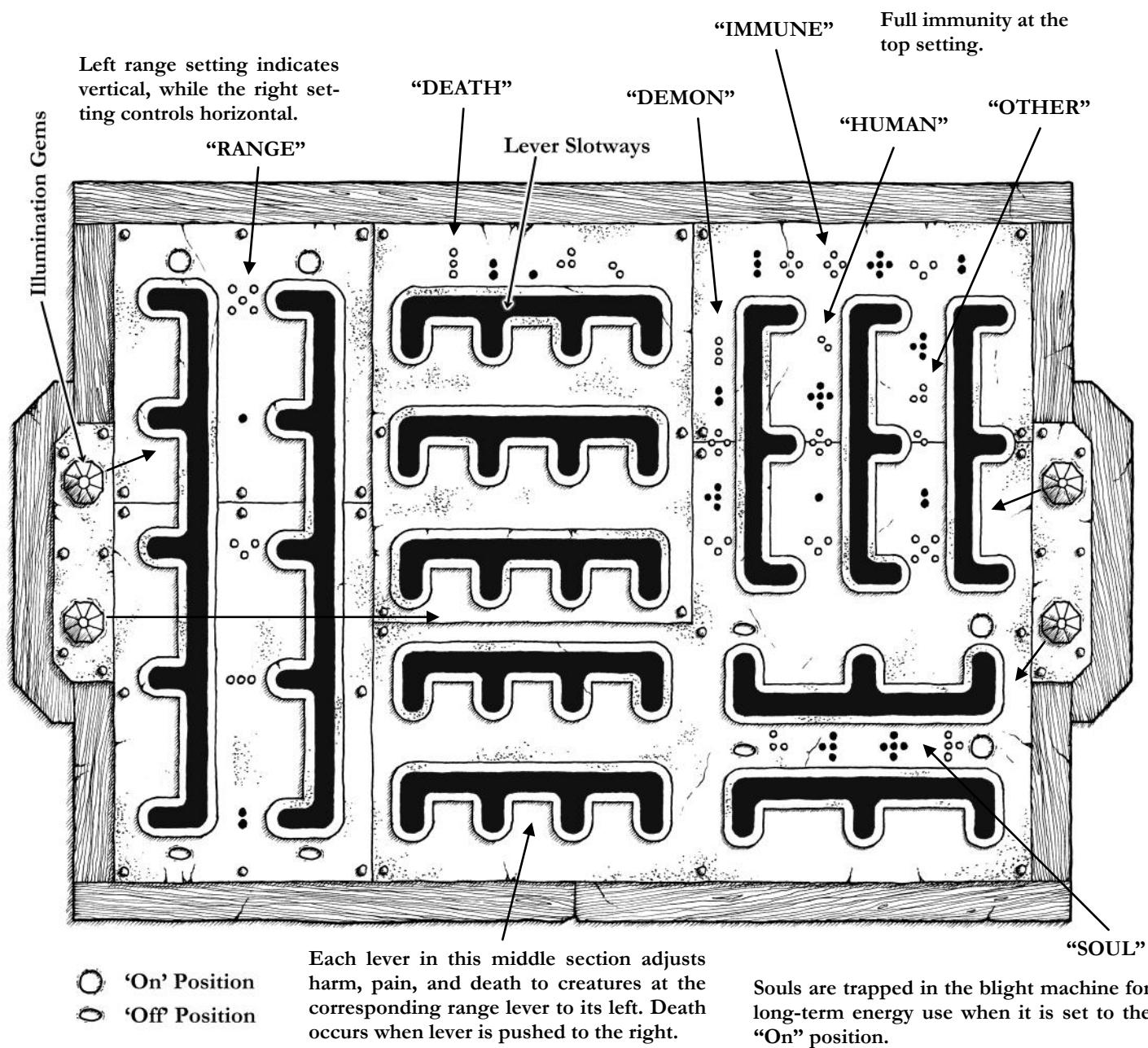
## Blight Machine Controls

Twelve levers work to control the blight machine, from turning it on and off to controlling its targets and strength of emissions. The control panel of the unit is covered in symbols of a foreign language not of this world (Terra Minor), and is decipherable only by process of elimination using the many notes found throughout the palace. See pages 8, 10, 11, and 13 for translated notes. Four gems—two on each side—will light green or red, depending on lever settings. Four sets of levers are linked to the illumination gems as indicated in the illustration below. When each section is turned off cor-

rectly, the corresponding illumination gem will turn red. Otherwise, it remains green regardless of the lever setting.

The range of the unit at its lowest setting ('Off') covers only the island. The range set at its highest setting is not finite, but instead an ever-growing, increasing range of limitless boundary.

Note that the instructions for control panel operation are found in two notes, on pages 12 and 20.



## Blight Machine Control Panel (GM Version)

Although the entirety of symbols of the strange language are not found here, the important letters are found in notes throughout the palace. These notes will help to decipher the control panel lever meanings. The meanings of the words found in the notes are listed in the table below.

Translation Note "Words"	
Letters	Word
	Hate, pg. 8
	Dead, pg. 10
	Whore, pg. 11
	Men, pg. 13

Table 3-1

The notes have been recreated on page 25 to simplify photocopying and to hand out to players.

When characters first find the blight machine and are given the player handout on page 24, the GM should set the knobs of the control levers to random settings, with the exception of the 'range' knobs which should be set to maximum (all the way up to full 'On'). The maximum range setting is the reason for the widespread blight overtaking the jungle.

#### Releasing the Dead from the Blight Machine

Briefly described on pages 15 and 16, the blight machine can store the essence of slain creatures within its container to be used as energy—the demon-djinni would often use the energy to heal himself upon his return to the palace from dangerous expeditions elsewhere.

A creature slain by the device within range of the lowest setting (just the island area) would have its essence (some would say "soul") trapped within the blight machine container. Those slain by the blight machine's deadly energy from a distance greater than 200-250' would not have their essences trapped. As described in those earlier pages, incorrect manipulation of the control may result in the release of one or more creatures' essence. Depending on their age (how long they have been trapped), these ghost-like creatures may have their original abilities intact, e.g. spells, attacks, etc. They will not have blight affects, however.

#### Special Magic Items

Two items found within the adventure further detailing, the **Medallion of the Mage** and the **Dagger of Paralysis**.

#### Medallion of the Mage

Created by the powerful arch-mage Woncruxis, this large medallion hangs from a sturdy silver chain. The medallion itself is made of silver, encrusted with six gems. A diamond, a ruby, an emerald, a sapphire and a topaz are set in a circular pattern around a onyx stone. Each stone has a magical ability tied to it and can be used once per day by pressing it.

*Diamond:* Fly for 2d6 minutes [SRS: character flies as a bird of equal size; **1E and 5E:** as the spell].

*Ruby:* Fire immunity for 2d6 minutes.

*Emerald:* Poison immunity for 2d6 minutes.

*Sapphire:* Water breathing for 2d6 minutes.

*Topaz:* Lightning immunity for 2d6 minutes.

*Onyx:* Doubles the damage of next attack (only if successful—failure wastes the ability).

Multiple stones may be pressed simultaneously, each providing its special ability as detailed above.

#### Dagger of Paralysis

This short, serrated blade has a simple leather-bound handle. A magical energy flows within a thin, hollow section that runs the length of the blade at its center. When the blade is stuck into a victim, it has a chance to paralyze the foe for 2d6 minutes in addition to automatically dealing double the damage of a dagger.

**SRS:** Victim must pass DR: Moderate, 3 – HE check.

**1E:** Victim must save versus Magic.

**5E:** Victim must make a DC Moderate, 10 – Constitution saving throw.

Note that three consecutive failures to paralyze a foe has a 50% chance of affecting the wielder.

#### Book Credits

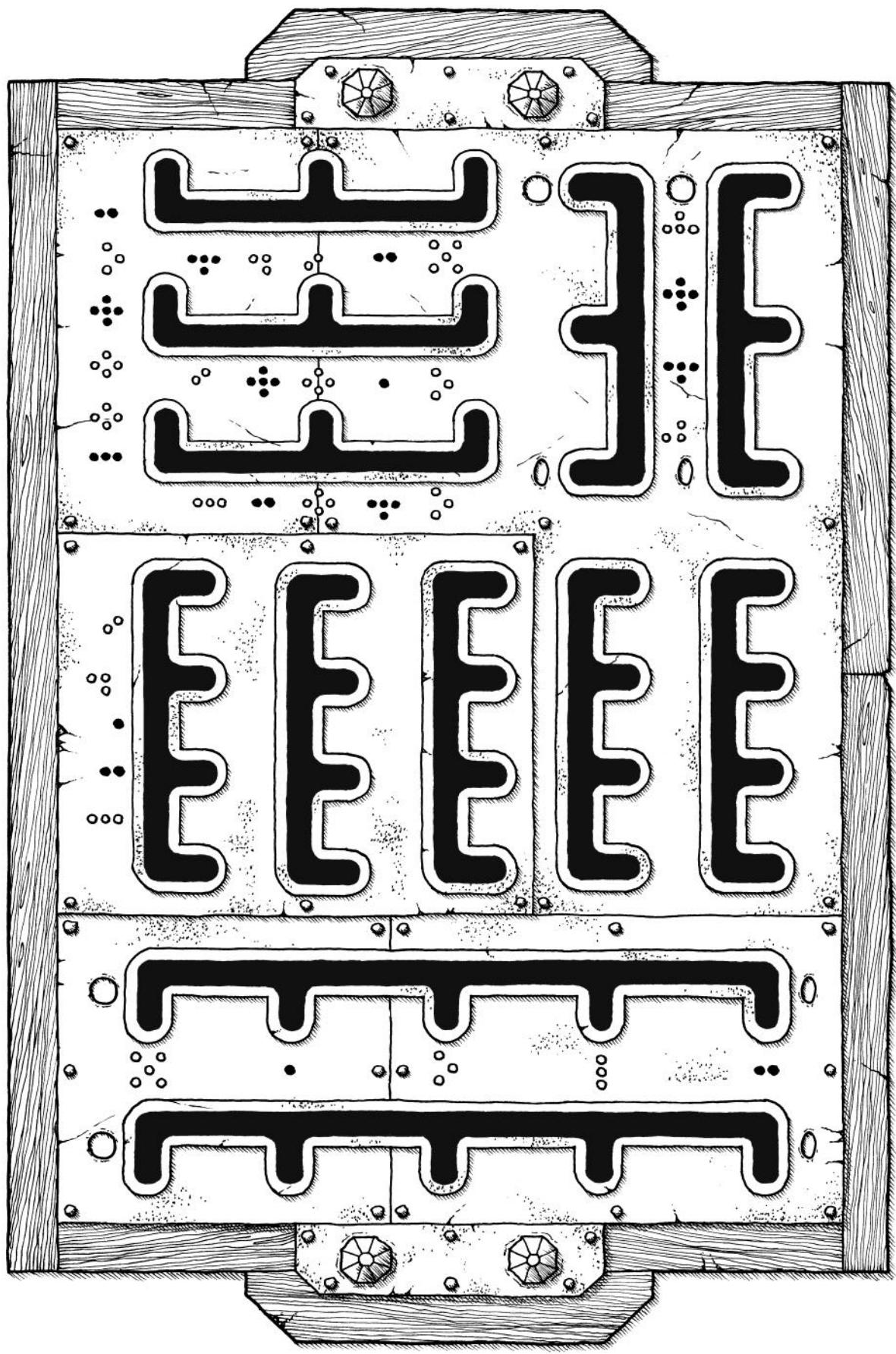
**Author:** Thom Wilson **Editing:** Michael J. Gross, III

**Cartography:** MonkeyBlood Design

**Cover Illustration:** Lucas Pandolfelli

**Interior Illustrations:** Brian Thomas, Mustafa Bekir, The Forge Studios

**Printed:** November 16th, 2018



Blight Machine  
Control Panel

Control Lever Knobs (Photocopy and cutout as required, or use dice, coins, etc)

## Player Handouts – Notes Found On the Island

My careful observation might be reaping rewards. I think I have learned another word... "hate"...



Master uses this word when he refers to us humans... We displease him but he needs us... for servitude.

Note #1

I can no longer stash these notes around the palace. One has been found and they are questioning all the slaves...

That bastard wizard is writing instructions for something in the basement... He has forbidden any slave from entering the top floor of the palace. What are the instructions for?

Note #6

I must keep these notes from Master... He will not let us learn his letters but I think I'm beginning to understand some of the strange symbols of his writing and devices. I believe these mean ON and OFF... Nearly all of his magical devices have these symbols...



Note #2

Master Kahlemaar has instructed me to write down the steps to turning his device on and off. I am the only human to know how to operate the device and should only use it in emergencies or in his prolonged absence. I should never remove my neckband while on this island if the device is running.

Turning the device on:

Step 1: Move both of the two levers on the Range controls to the "on" position in any order. After a few seconds, the device will start – it will automatically shift the other controls to their proper setting.

Step 2: Once started, return the levers to the lowest setting!

Instructions Part 1

So far, Master has not suspected anything. We his slaves appear dumb to Him... After killing one of the harem girls, Master put a sign on the wall... he said "dead" after it was nailed to the wall near the harem entrance... I think this is it...



I do not understand this bizarre otherworldly language. I will continue to listen and learn...

Note #3

One of the harem girls tried to escape last night... she was brought to the room we are not allowed to enter... I think they tortured her... or worse. The Master's lackey Guuljatef scrawled a message on the door to the harem... Master underlined one of the words and said "whore"... it must be that!



Note #4

I was nearly caught scribbling today by Master's pet wizard, Guuljatef. That damn bootlicker! I was able to escape his wrath by pretending to clean the shelves in the northern storeroom...

The symbols used to make up the word "men" look like this...



Note #5

Turning the device off:

Step 1: Starting from the bottom lower right, move the two controls to the middle setting.

Step 2: Move the three levers above those just moved to the middle setting as well.

Step 3: Starting at the bottom of the middle set of levers, move each one (in order from bottom up) all the way to the lowest setting (left).

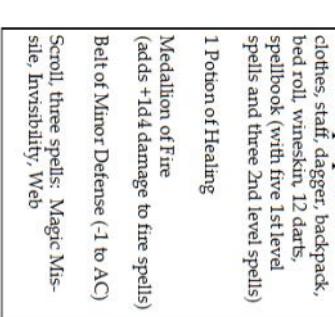
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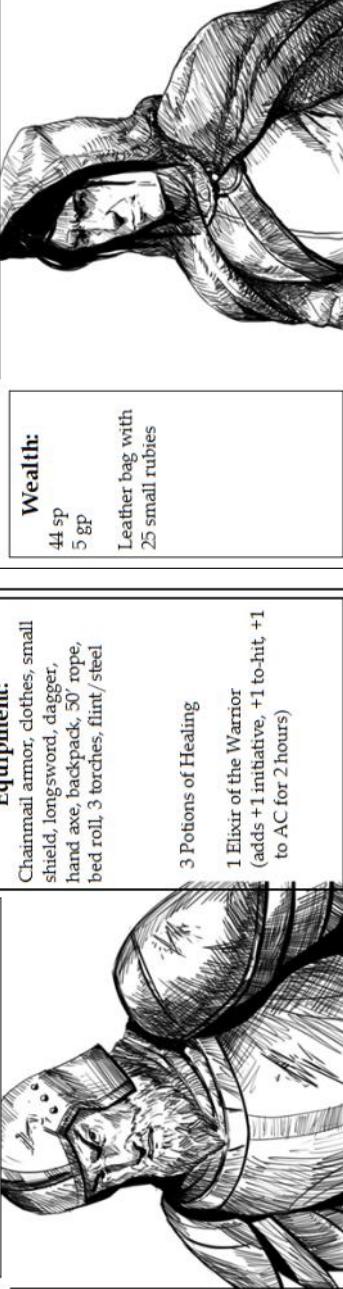
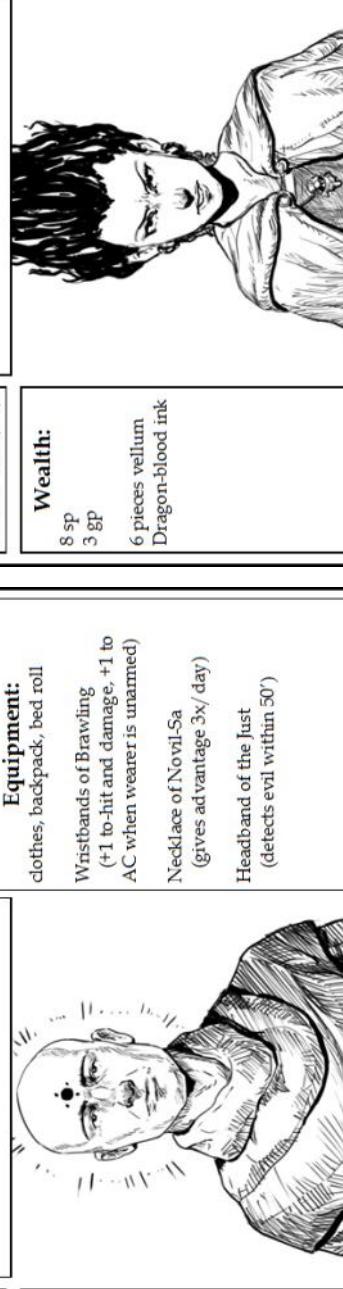
*Guuljatef, the Black Wizard*

Instructions Part 2

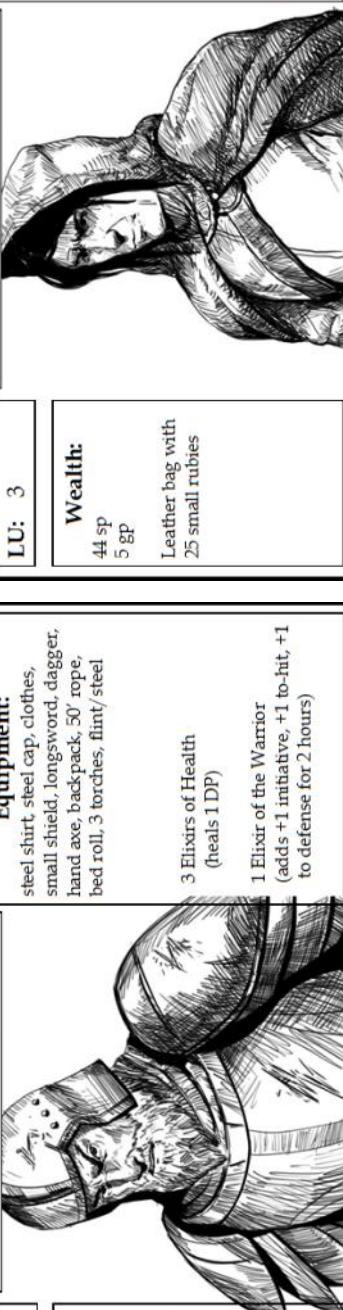
## Player Characters – First Edition

<table border="1"> <tr> <td>Name: Fivil Nor</td><td>Profession: Thief</td><td>Alignment: Neutral</td></tr> <tr> <td>STR: 13</td><td>Lvl: 4</td><td>AC: 5</td><td>HP: 16</td><td>Initiative: +2</td></tr> <tr> <td>INT: 12</td><td></td><td></td><td></td><td></td></tr> <tr> <td>WIS: 14</td><td></td><td></td><td></td><td></td></tr> <tr> <td>DEX: 17</td><td></td><td></td><td></td><td></td></tr> <tr> <td>CON: 11</td><td></td><td></td><td></td><td></td></tr> <tr> <td>CHA: 15</td><td></td><td></td><td></td><td></td></tr> </table> <p><b>Abilities:</b> -2 AC, +2 initiative, +2 to-hit missile (DEX) Thieves Skills: PP 45%, OL 37%, FRT 35%, MS 33%, HIS 25% (40% - with ring), HN: 15%, CW 88%, RL 20%</p> <p><b>Wealth:</b> 88 sp 25 gp Leather bag with 25 small rubies</p> 	Name: Fivil Nor	Profession: Thief	Alignment: Neutral	STR: 13	Lvl: 4	AC: 5	HP: 16	Initiative: +2	INT: 12					WIS: 14					DEX: 17					CON: 11					CHA: 15					<table border="1"> <tr> <td>Name: Grundaar</td><td>Profession: Fighter</td><td>Alignment: Neutral</td></tr> <tr> <td>STR: 17</td><td>Lvl: 3</td><td>AC: 3</td><td>HP: 24</td><td>Initiative: +/-</td></tr> <tr> <td>INT: 10</td><td></td><td></td><td></td><td></td></tr> <tr> <td>WIS: 11</td><td></td><td></td><td></td><td></td></tr> <tr> <td>DEX: 15</td><td></td><td></td><td></td><td></td></tr> <tr> <td>CON: 14</td><td></td><td></td><td></td><td></td></tr> <tr> <td>CHA: 12</td><td></td><td></td><td></td><td></td></tr> </table> <p><b>Abilities:</b> +1 to-hit damage, 1-3 open doors, 13% bend bars/lift gates (STR) -1 to AC (DEX)</p> <p><b>Equipment:</b> 1 Leather armor, clothes, short sword +1, dagger, short bow with 20 arrows, backpack, 50' rope, bed roll, 2 small sacks, thieves tools</p> <p>11 Potion of Healing, 1 Potion of Invisibility Ring of the Shadows (+15% to Hide in Shadows)</p> 	Name: Grundaar	Profession: Fighter	Alignment: Neutral	STR: 17	Lvl: 3	AC: 3	HP: 24	Initiative: +/-	INT: 10					WIS: 11					DEX: 15					CON: 14					CHA: 12				
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<table border="1"> <tr> <td>Name: Kelsassa</td> <td>Profession: Magic-User</td> <td>Alignment: Neutral</td> </tr> <tr> <td>STR: 9</td> <td>Lvl: 3</td> <td>AC: 7</td> <td>HP: 11</td> <td>Initiative: +/-</td> </tr> <tr> <td>INT: 18</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>WIS: 14</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>DEX: 13</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>CON: 11</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>CHA: 15</td> <td></td> <td></td> <td></td> <td></td> </tr> </table> <p><b>Abilities:</b> Up to 7 extra languages (INT) Spellcasting: (2) level 1 spells, (1) level 2 spell Lvl 1: Light, Magic Missile Lvl 2: Mirror Image</p> <p><b>Equipment:</b> clothes, staff, dagger, backpack, bed roll, wineskin, 12 darts, spellbook (with five 1st level spells and three 2nd level spells) 1 Potion of Healing Medallion of Fire (adds +1d4 damage to fire spells) Belt of Minor Defense (-1 to AC) Scroll, three spells: Magic Mis- sile, Invisibility, Web</p> 	Name: Kelsassa	Profession: Magic-User	Alignment: Neutral	STR: 9	Lvl: 3	AC: 7	HP: 11	Initiative: +/-	INT: 18					WIS: 14					DEX: 13					CON: 11					CHA: 15					<table border="1"> <tr> <td>Name: Oni-kan Endur</td> <td>Profession: Cleric</td> <td>Alignment: Neutral Good</td> </tr> <tr> <td>STR: 12</td> <td>Lvl: 4</td> <td>AC: 6</td> <td>HP: 20</td> <td>Initiative: +1</td> </tr> <tr> <td>INT: 12</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>WIS: 17</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>DEX: 16</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>CON: 12</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>CHA: 10</td> <td></td> <td></td> <td></td> <td></td> </tr> </table> <p><b>Abilities:</b> +3 to saving throws (WIS), Turn Undead</p> <p>Spellcasting: (3) level 1 spells, (2) level 2 spells Lvl 1: Bless, Command, Cure Light Wounds Lvl 2: Hold Person, Silence 15' Radius</p> <p><b>Equipment:</b> clothes, backpack, bed roll Wristbands of Brawling (+1 to-hit and damage, -1 to AC when wearer is unarmed)</p> <p>Necklace of Novil-Sa (gives +2 to an attack, 3k/day)</p> <p>Headband of the Just (detects evil within 50')</p> <p>Scroll of Cure Serious Wounds</p> 	Name: Oni-kan Endur	Profession: Cleric	Alignment: Neutral Good	STR: 12	Lvl: 4	AC: 6	HP: 20	Initiative: +1	INT: 12					WIS: 17					DEX: 16					CON: 12					CHA: 10				
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## Player Characters – 5th Edition

<b>Name:</b> Grundaaar	<b>Profession:</b> Fighter	<b>Alignment:</b> Neutral	<b>Name:</b> Civil Nor	<b>Profession:</b> Rogue	<b>Alignment:</b> Neutral							
<b>STR:</b> 17 (+3)	<b>Lvl:</b> 2	<b>AC:</b> 17	<b>HP:</b> 22	<b>Initiative:</b> +2	<b>STR:</b> 13 (+1)	<b>Lvl:</b> 2	<b>AC:</b> 14	<b>HP:</b> 13	<b>Initiative:</b> +3			
<b>DEX:</b> 15 (+2)					<b>DEX:</b> 17 (+3)							
<b>CON:</b> 14 (+2)					<b>CON:</b> 11							
<b>INT:</b> 10					<b>INT:</b> 12 (+1)							
<b>WIS:</b> 11					<b>WIS:</b> 14 (+2)							
<b>CHA:</b> 12 (+1)					<b>CHA:</b> 15 (+2)							
<b>Proficiencies / Skills:</b> Fighting Style – Protection, Second Wind, Action Surge			<b>Proficiencies / Skills:</b> Stealth, Sleight of Hand Sneak Attack, Thieves Cant, Cunning Action			<b>Equipment:</b> Leather armor, clothes, shortsword, dagger, 12 darts, backpack, 50' rope, bed roll, 2 small sacks, thieves tools						
<b>Wealth:</b> 27 sp 2 gp Old treasure map			<b>Wealth:</b> 44 sp 5 gp Leather bag with 25 small rubies			<b>Wealth:</b> 3 Potions of Healing 1 Elixir of the Warrior (adds +1 initiative, +1 to-hit +1 to AC for 2 hours)			<b>Wealth:</b> 1 Potion of Healing Ring of the Shadows (+1 to Stealth checks)			
												
<b>Name:</b> Oni-kan Endur	<b>Profession:</b> Cleric	<b>Alignment:</b> Neutral Good	<b>Name:</b> Kelsassa	<b>Profession:</b> Wizard	<b>Alignment:</b> Neutral	<b>Name:</b> Civil Nor	<b>Profession:</b> Rogue	<b>Alignment:</b> Neutral	<b>Name:</b> Grundaaar	<b>Profession:</b> Fighter	<b>Alignment:</b> Neutral	
<b>STR:</b> 12 (+1)	<b>Lvl:</b> 2	<b>AC:</b> 14	<b>HP:</b> 15	<b>Initiative:</b> +3	<b>STR:</b> 9 (-1)	<b>Lvl:</b> 2	<b>AC:</b> 12	<b>HP:</b> 10	<b>Initiative:</b> +1			
<b>DEX:</b> 16 (+3)					<b>DEX:</b> 13 (+1)							
<b>CON:</b> 12 (+1)					<b>CON:</b> 11							
<b>INT:</b> 12 (+1)					<b>INT:</b> 18 (+4)							
<b>WIS:</b> 17 (+3)					<b>WIS:</b> 14 (+2)							
<b>CHA:</b> 10					<b>CHA:</b> 15 (+2)							
<b>Proficiencies / Skills:</b> Insight, Medicine Divine Domain: Life, Spellcasting 4 level 1 slots, 2 level 2 slots Cantraps: Mending, Light, Resistance Lvl 1: Bless, Command, Cure Wounds x2 Lvl 2: Aid, Hold Person			<b>Proficiencies / Skills:</b> Arcana, Investigation School of Transmutation, Spellcasting: 4 level 1 slots, 2 level 2 slots Cantraps: Message, Prestidigitation, Gust Lvl 1: Feather Fall, Jump, Magic Missile x2 Lvl 2: Magic Weapon, Pyrotechnics			<b>Equipment:</b> clothes, backpack, bed roll Wristbands of Brawling (+1 to-hit and damage, +1 to AC when wearer is unarmed) Necklace of Novil-Sa (gives advantage 3/ day) Headband of the Just (detects evil within 50')			<b>Wealth:</b> 8 sp 3 gp Holy Symbol (Novil-Sa, the sky goddess)		<b>Wealth:</b> 6 pieces vellum Dragon-blood ink	<b>Wealth:</b> 1 Potion of Healing Medallion of Fire (adds +1d4 damage to fire actions) Belt of Minor Defense (+1 to AC)
												

## Player Characters – Simple Roleplaying System

<b>Name:</b> Grundhaar				<b>Training:</b> Combat		<b>Specialization:</b> Melee			
MS: 3	PR: 25	DR: 4	MP: 1	Initiative: 5	Off: 6	Def: 3			
IN: 2 (-1)	Body Location Damage Points		HD: 2/5	LH: 2	RH: 2	HD: 2/3	PR: 25		
QU: 4	LA: 2/5	RA: 2/5	CH: 3/6	CO: 5 (+1)	LA: 2/3	RA: 2/3	DR: 4		
CO: 5 (+1)	LL: 2	RL: 2	ST: 3/6	HE: 3	LL: 2	RL: 2	MP: 1		
HE: 4	LF: 2	RF: 2		PS: 3	LF: 2	RF: 2			
PS: 5 (+1)	Equipment:		LU: 3	steel shirt, steel cap, clothes, small shield, longsword, dagger, hand axe, backpack, 50' rope, bed roll, 3 torches, flint/steel					
LU: 2	<b>Wealth:</b> 27 sp 2 gp Old treasure map			3 Elixirs of Health (heals 1 DP) 1 Elixir of the Warrior (adds +1 initiative, +1 to-hit, +1 to defense for 2 hours)					
									
<b>Name:</b> Kelsassa				<b>Training:</b> Thievery		<b>Specialization:</b> Stealth			
MS: 3	PR: 25	DR: 4	MP: 1	Initiative: 6	Off: 7	Def: 4			
IN: 3	Body Location Damage Points		HD: 2	LH: 2	RH: 2	HD: 2/3	PR: 25		
QU: 5 (+1)	LA: 2/3	RA: 2/3	CH: 3/4	CO: 5 (+1)	LA: 2/3	RA: 2/3	DR: 4		
CO: 5 (+1)	LL: 2	RL: 2	ST: 3/4	HE: 3	LL: 2	RL: 2	MP: 1		
HE: 4	LF: 2	RF: 2		PS: 3	LF: 2	RF: 2			
PS: 3	Equipment:		LU: 3	Leather shirt, leather cap, clothes, shortsword, dagger, 12 darts, backpack, 50' rope, bed roll, 2 small sacks, thieves tools					
LU: 3	<b>Wealth:</b> 44 sp 5 gp Leather bag with 25 small rubies			1 Elixir of Health (heals 1 DP) Ring of the Shadows (+1 to Stealth checks)					
									
<b>Name:</b> Oni-kan Endur				<b>Training:</b> Blessed Arts		<b>Specialization:</b> Heal			
MS: 5 (+1)	PR: 26	DR: 4	MP: 5/7	Initiative: 4	Off: 5	Def: 2			
IN: 4	Body Location Damage Points		HD: 3	LH: 2	RH: 2	HD: 3	PR: 25		
QU: 4	LA: 2	RA: 2	CH: 3	CO: 5 (+1)	LA: 2	RA: 2	DR: 4		
CO: 4	LL: 2	RL: 2	ST: 2	HE: 3	LL: 2	RL: 2	MP: 5		
HE: 3	LF: 2	RF: 2		PS: 2 (-1)	LF: 2	RF: 2			
PS: 3	Equipment:		LU: 3	clothes, wooden club, backpack, bed roll					
LU: 3	<b>Wealth:</b> 8 sp 3 gp 6 pieces vellum Dragon-blood ink			Wristbands of Bravering (+1 to-hit, +1 to defense rolls when wearer is unarmed, no DR Penalty for untrained Melee) Necklace of Novil-Sa (+2 MP bonus) Headband of the Just (detects evil within 50')					
									

# In Defense of Thuil

by Thom Wilson

Swamp raiders from the jungle province have been harassing the small border towns of Wynhelm for years, with Thuil being a frequent target. Raiders no longer attempt to invade Wynhelm over the many small bridges spanning the Black River, but have taken to rafting large groups of warriors through the calmer sections of the water. Raiding parties of a dozen or so desperate bandits have turned in to organized troops of lizardmen and red cloaked priests. The snake god Sshanasa is surely behind these recent attacks! A low level adventure for 3-5 players set in Terra Minor™.

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