

Island of Blight

by Thom Wilson

The Red Priests of the Snake God suffered a crushing blow to their plans when they failed to take the small town of Thuil. Reeling from their defeat, they have returned to the deep jungles of Nolgur-Wul to regroup. The human villages outside the jungles know that it is only a matter of time before the Red Priests and their minions return again. Now is the time to take the fight to them, deep within the jungles! The characters are urged to delve into the depths of Nolgur-Wul to track the Red Priests back to their clandestine temple where it is said a serpent queen, maiden of the Snake God himself, leads the growing cult. On the trail of the fleeing Red Priests, the adventurers find that a mysterious blight has recently begun to destroy the western jungles, villages, and all life within. What starts as a quick investigation becomes an unusual and deadly puzzle. More importantly, is this blight the Snake God's doing or something completely separate?

Island of Blight is compatible with SRS, OSR (1E), and 5E!

Adventure Booklet

28 Pages with Player Handouts!

Detachable Cover

Full Page Jungle Map!

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TSQ1 - In Defense of Thuil

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Island of Blight

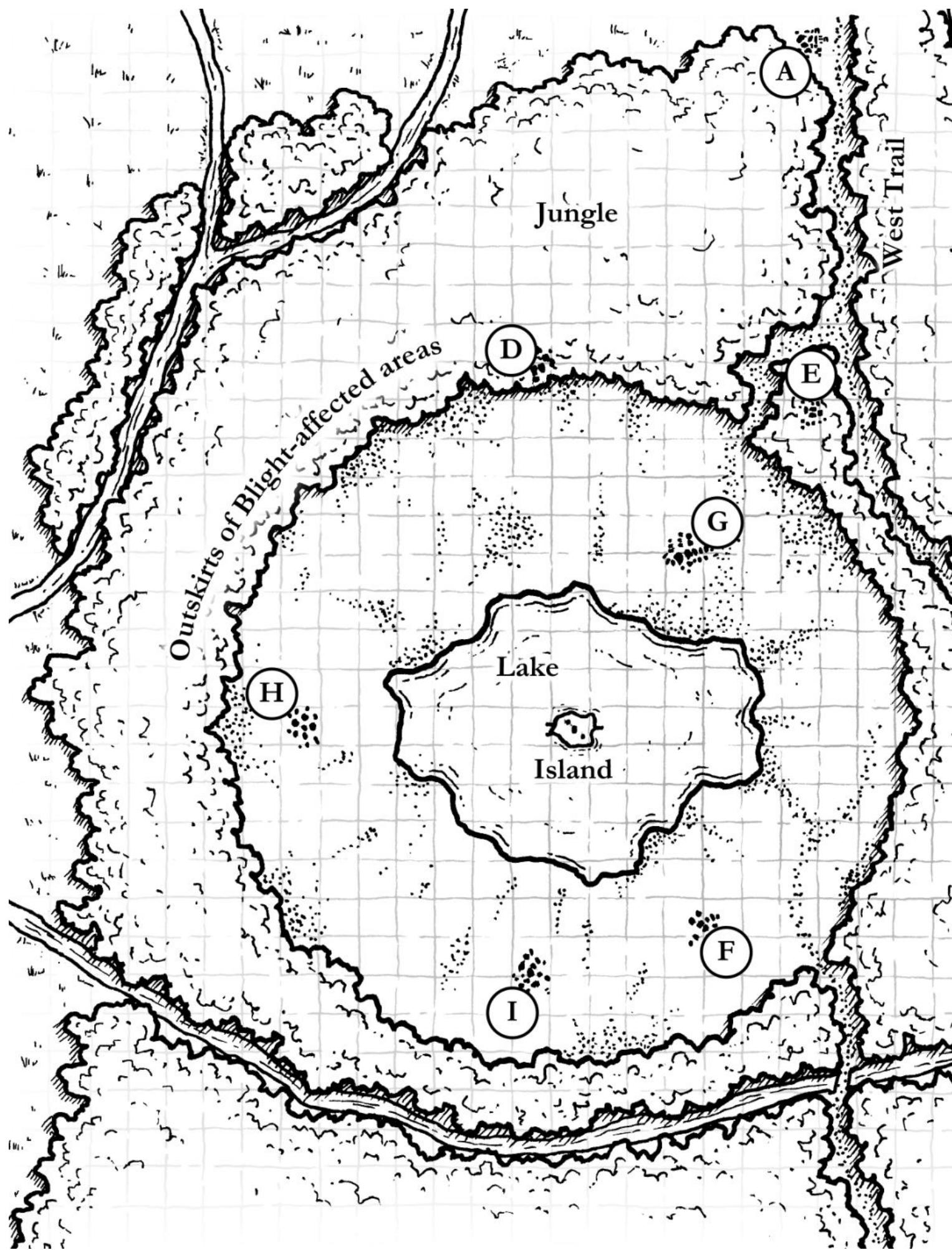
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For 3-5 Players
Lower Levels



Compatible with
OSR and SRS



Southwest Nolgur-Wul

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

Jungle

C

North Trail

B

Jungle

