

#15
1345
COMPATIBLE

THE ADOLIO

Part Two
of The
White Ship Campaign

WS2 The
Forgotten Plateau

New Monster:
Blink Raptor

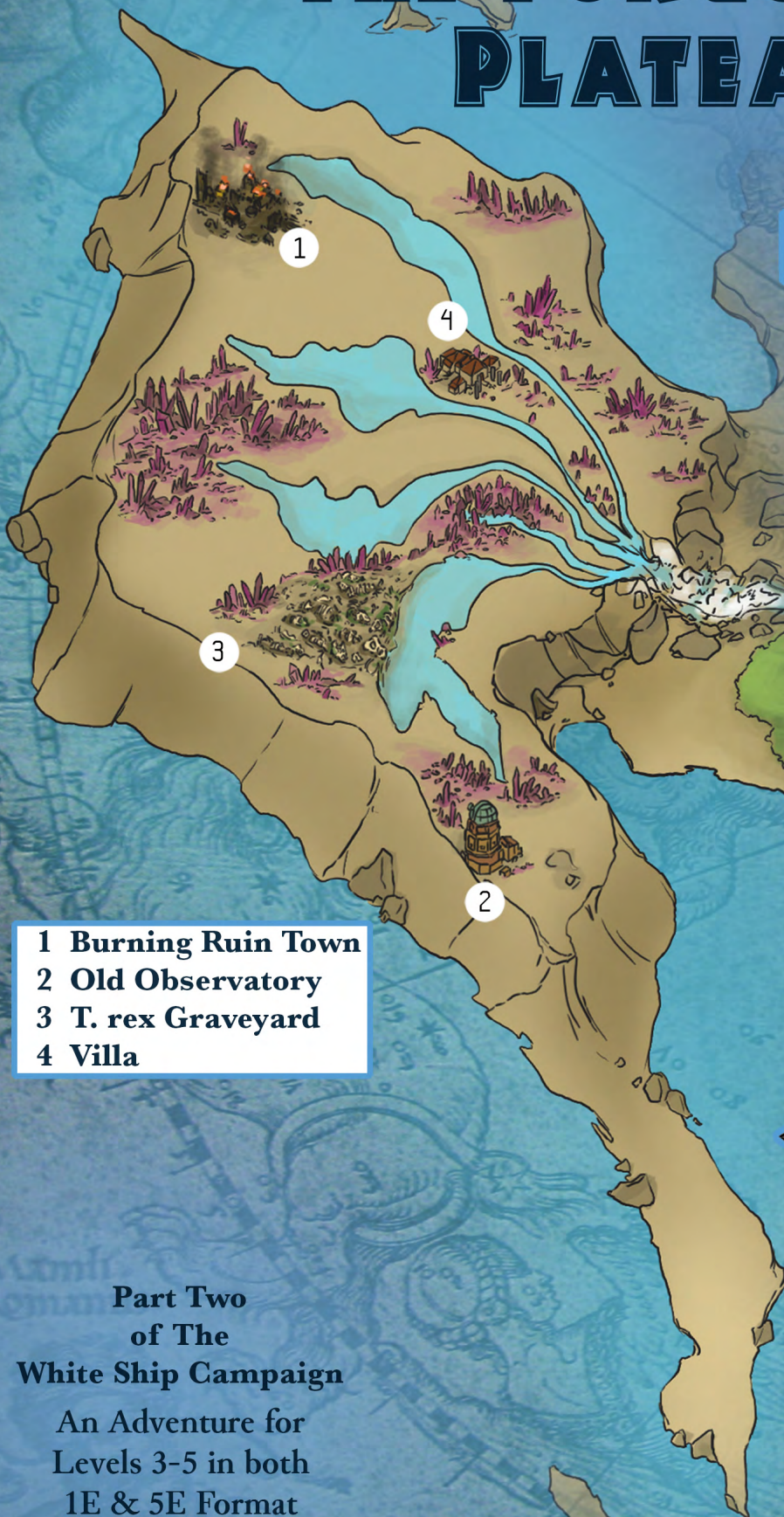
Gazetteer: The
Forgotten Plateau

Adventure for
Levels 3-5

THE
NAMELESS
REALMS

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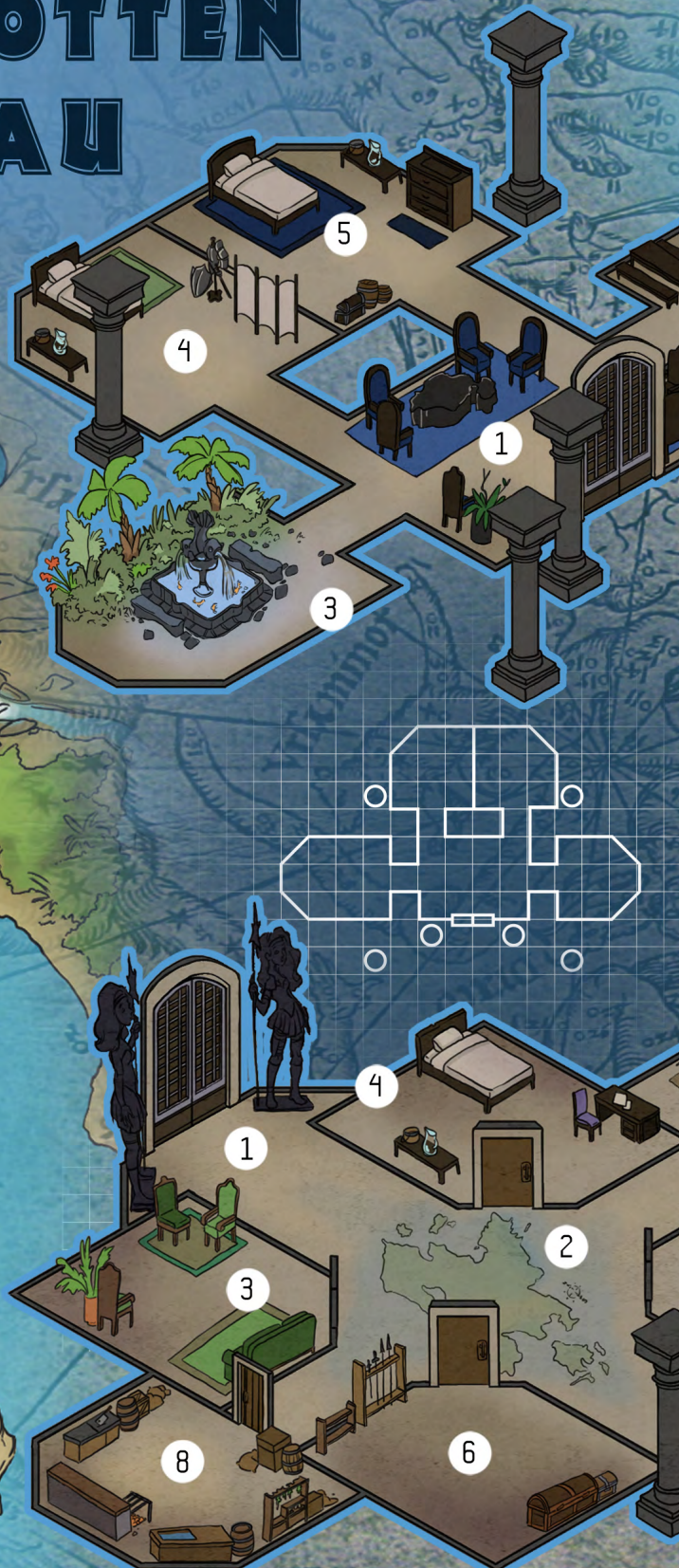
THE FORGOTTEN PLATEAU



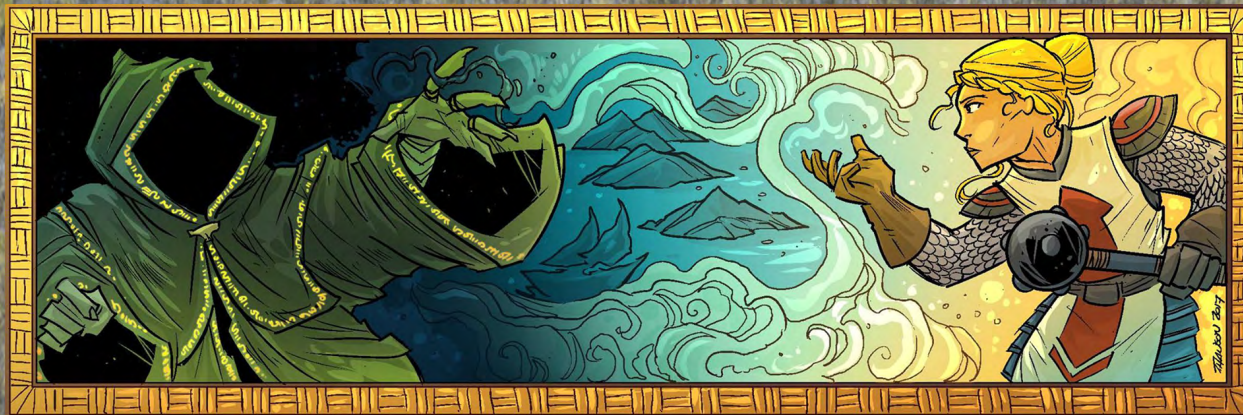
- 1 Burning Ruin Town
- 2 Old Observatory
- 3 T. rex Graveyard
- 4 Villa

Part Two
of The
White Ship Campaign

An Adventure for
Levels 3-5 in both
1E & 5E Format



THE
NAMELESS
REALMS



INTRODUCTION

First off, I hope you enjoyed the events that unfolded in Folio #14 and are ready for even more Amazons, corrupting magic, and dinosaurs in this conclusion to the first section of The White Ship campaign. As I put together my notes, cut and added as needed, I had a really fantastic time creating the adventure within this cover.

Certainly creating a 'lost world' filled with dinosaurs for characters who aren't high level can be challenging, but I think I've provided all you and your players will need to have fun within the Corsair Plateau.

Also, for those of you who are running this adventure without Folio #14, I suggest editing out the Necrotic Pearl in your endgame, and just having the players enjoy events on a remote plateau, which will work just as well.

Other than that, have some fun, because at the end of the day that is what gaming is all about!

Scott Taylor

STYLE OF PLAY

Folio #15 is designed to be a wilderness adventure with periodic stops in ‘dungeons’ as part of an overall exploration. To bring this style forward, be sure to keep players aware of their rations, water usage, and how the environment is affecting their travel and daily lives. The more they get the feel of being out in the wilderness on their own, the more this will feel like an exploration. Watching a quick review of any lost world type movie should give you the appropriate feel for what you want to deliver to your players, and also should help get you in the mood to run this thing.

EXPERIENCE POINTS

Experience points are always tricky when you are running an extended campaign, especially when you may be employing the various mini-adventures that accompany each Folio in the series. It is my suggestion that you try to maintain the characters between 4th and 6th level throughout this adventure to keep the adventure series challenging and level appropriate.

Fighting High Hit Dice Dinosaurs

Almost all of the dinosaurs in this adventure are low hit dice save for the larger encounters in Scenario #2. For those fights I've included an ally that should offset the massive hit dice and damage disparity between the characters and the monsters. These fights might be tricky to orchestrate from the standpoint of the DM, so please take a good look at the stats and try to dry-run the encounter a few times in your head before actually getting into it on the table. For the graveyard encounter, I suggest splitting the T. rex attacks between the Triceratops and the characters in the tower (on the back of the Triceratops). That way, the miss chances **[or disadvantage]** should mitigate the amount of damage the enemies can do each round.

Winning against the Corruption

During the journey beyond the Dragon's Back, the characters should have already been making saving throws versus the loss of Wisdom points, at least 3 thus far (the journey to the temple takes 3 days). However, when the characters draw nearer to the Necrotic Pearl, the power level of corruption intensifies. As it is another two-day journey to the Sacred Plateau, 2 more saves should be made, and once the characters get on the plateau itself, they will be required to make a saving throw each time they take a protracted (2 hours or more) rest. Again, if you don't have Folio #14, this is a saving throw versus spells **[DC 15 Constitution]** or lose a single point of Wisdom.

Destroying the Necrotic Pearl

Once the players have beaten the final necrotic cloud that manifests directly from the Necrotic Pearl at the old observatory, they will need to use a magical weapon of some sort (or spell) and do a total of 30 hit points of damage to the pearl itself. Once the pearl shatters, the corruption will be at an end, but it could take many weeks for those affected by the necrotic energy to return to their normal selves (with a final saving throw) or perhaps even stay ‘insane’ forever. However, the murderous rage that is currently driving the beasts and Amazons will fade, leaving them paranoid and reclusive for at least a week. This means that players will have a much easier return trip to the village.

THE SACRED PLATEAU

Although the Isle of Jade is an incredible place filled with all manner of lost species from the past, it still seems more mundane jungle and swamp than true wonder of the world. That isn't true, however, when dealing with the Sacred Plateau of the Corsairs.



This place, unlike the climbs below, is truly an alien world of wonder and magical power.

Having been created by the Corsairs (with the help of Olrik the sea dwarf), the structures here are unique and strong, and the fauna is vibrant. Creatures thrived here, needing little to eat as the power of the Fire Ember of Hyperion fed their souls and extended their lives. The most dramatic part of the ember's impact was on the growth and enchantment of huge violet crystals that now sprout like monoliths all over the plateau. At night, they glow with an inner radiance, and the Corsairs have used them in everything from medicine to the enchantment of weapons and armor. Whole gardens of these mineral masterpieces rise up all over the plateau, and many paths have been cut and cultivated among them.

As with all things on the island that have succumbed to the power of the Necrotic Pearl, the crystals have also suffered. Mists of latent magical vapor now drift between them, creating lakes of eerie fog that hide lurking beasts. However, even with the ember's power gone, the crystals still have some hidden secrets

that persist, the most amazing of which is that the nightly dew that collects on their surface acts as a healing potion. Thus, anyone collecting and drinking the dew (including Numphy the Triceratops, who loves to lick the crystals at night) will have all their injuries healed. Although this is a huge boon, the dew cannot be collected for later use as the power of the Necrotic Pearl destroys its healing properties once it is drawn off a crystal's surface for more than a few minutes.

There are also a number of rivers and beautiful lakes atop the open plain, some even acting as a home to other powerful dinosaurs and serpents. The pearl's power has yet to fully corrupt the water itself, but certainly the denizens of the lakes and rivers will have been overwhelmed, so keep that in mind if you choose to do any random encounters for water travel.

Last, but certainly not least, the Corsairs were fantastic gardeners, sometimes even using their magic to breathe sentience into plant life. Although this worked well for them over the eons, once the pearl began to manifest its dark power, the plants turned on their creators and now lurk about the island.

Adventure Synopsis

This adventure revolves around the characters taking a journey around the Sacred Plateau to find the current resting place of the Necrotic Pearl.

After conquering the abandoned temple in Folio #14, the characters will see smoke rising from the plateau to the north. This is actually an apocalyptic moment for the few remaining 'Amazonian' Corsairs on the island. Their small town of Alaxar is aflame, and madness and infighting have caused the society to collapse. The Necrotic Pearl has managed to escape the devastation by transporting to an old observatory where it now corrupts those few remaining in the structure.

Following the smoke, they will have to make a dangerous climb up the plateau. Once atop, they will first encounter an abandoned villa that will provide a glimpse into what the island has in store for them. After dealing with the villa, the petering smoke will lead the party to the north. About halfway to the source of the smoke they will encounter a wandering domesticated Triceratops that they can befriend and use as transport for the rest of the adventure.

At Alaxar, they will encounter the carnage of the Amazonian fall, and also uncover clues that pinpoint the place the pearl has fled to—the observatory. However, getting there won't be easy as they will be forced to cross a T. rex graveyard where the huge beasts (driven mad by the pearl) now hunt everything they can on the plateau, bringing the corpses back to rot among the crystals.

At the observatory, the characters will take the final 'crawl' to the top of the northernmost tower, the hideaway of the Necrotic Pearl. If they can defeat the lurking dangers inside, and the necrotic cloud that manifests from the pearl, they can then destroy it and return to the islander village with the ability to leave the island for good.

Plotting a Course

The characters will be on the move for the bulk of this adventure, first the climb up the plateau, then following the river to the villa, then the smoke to Alaxar, then the Triceratops ride across the crystal fields to the observatory. As I've not put travel hexes on the maps, the DM should know that the journey from the Corsair Temple in the lowlands to the plateau cliffs is 2 days travel time. Once on the plateau, the travel time from the villa to Alaxar, and then to the observatory will be another 3 days. However, if the characters take on the challenges of any side adventures, that could add days.

THE RUINS OF ALAXAR

Alaxar was the final resting place (other than Ebontra) of the last fragments of the ancient civilization of Uthoria. This small town, more a series of impressive temples, towers, and open villas, rested on the northern side of the Sacred Plateau and housed some two hundred Amazonian Corsairs.

When the Necrotic Pearl was switched for the Fire Ember of Hyperion in the grand temple, trouble began almost immediately. Old grudges, small insanities born from extended life, and the martial nature of the inhabitants and their pets soon led to open warfare. Magic was unleashed, fire and destruction spread, and the pearl was secreted away by the lead astronomer of the society as the town burned and its inhabitants died.

By the time the characters get to the town, the chaos has died out to a smoldering funeral pyre for the Amazons. Although it will become obvious through searching that the pearl is not here, there will be a bloody message, scrawled on a broken wall, that reads, 'The Ember is no more, and the Pearl has gone to the stars.' A successful search, 2 in 6 **[DC 14 Perception]**, will uncover maps of the plateau that show an observatory to the southwest of a mass of crystal fields. It can be assumed that the pearl was taken there.

Also, if by some chance the characters haven't gotten magical items enough to bolster their strength (as determined by the DM), then some weapons, armor, or spells can be recovered from the devastation.

Dungeon Master Notes & Suggestions

1. NPC Interactions

The only true 'NPC' in this adventure will be 'Numphy' the Triceratops. Numphy loves humans (or other human-like races), and he's truly stubborn about wanting to protect them (likely why the corruption hasn't been able to get him thus far). The destruction of the Amazons at Alaxar has truly disturbed him, and he will be very happy to find the party. The DM should give Numphy a personality and attitude toward the characters that makes him likeable. He can give warnings or sometimes stray 'off course', later proving to have avoided danger or monsters. You should try to have a lot of fun with him as he will be your biggest 'in' with the players during the adventure, plus, he's the perfect guide to get people where you want them.

2. The Corruption of the Unseen Servants

As the Amazonian Corsairs lived out their long lives, none of them wanted to be servants, and having too many candon (lizardmen) as servants was also problematic because of upkeep. Therefore, the Corsairs used their magic to make a lot of permanent unseen servants in their dwellings. However, when the pearl began its corruption, it morphed the unseen servants into lesser invisible stalkers. These incredibly dangerous 'creatures' now dwell in most buildings and have 'attached' themselves to certain items in the houses as defenders, so keep this in mind.

3. Make the Triceratops Tower a Real Place

In reality, 'Numphy' isn't the name of the Triceratops the party meets on the plateau, but instead an inscription on the rigging of the tower and armor that the Triceratops carries. 'Numphy' is actually the name of the full tower ensemble. This tower should be spacious enough to house the characters and their equipment, plus have hammocks and storage enough to feel at home while in it. Think of the tower as a small mobile home that the players can use as they please, including cooking if need be. The players should have fun with this, and if you'd like to draw up the interior, feel free, as players jump at a chance to utilize what is provided to them.

Interacting With the Alien Environment of the Plateau

1. The Power of the Crystals

As stated above, the crystals do have magical properties, but the primary for the characters will be the ability to heal wounds. The crystals can also be collected for later use in the forging and enchanting of magical weapons. I leave the exact nature to the DM, but any magic-using class can see that the crystals are 'special'.

2. What the Corruption Means

Remember, the corruption isn't going to go away, and players will have to feel that a 'race against time' is going on during the course of this adventure. It can be assumed that some characters will miss their saving throws, and some might have a low



Wisdom, so the players should be pushed into understanding the jeopardy of a prolonged stay. Also, you could assume control over characters with less than 10 Wisdom for an action or two, just having them stare into nothingness, or get the ‘look of the lost’ to help hammer the point home.

Overall Story Arcs & Threads

1. A Sense of Adventure and Epic Landscapes

If you spend some time taking in the cover of Folio #15, you’ll understand what epic landscapes are like on the Sacred Plateau. The sense provided to the players is big, big, and

even bigger. Build the sense of adventure, talk up the crystal fields (especially at night when they glow), discuss the strange mists or the rumbling calls of huge dinosaurs in the distance.

2. The Dread of the Unseen Enemy

This adventure is built around the idea of the surprise attack, be it from insidious carnivorous plants, blink raptors, or invisible stalkers, there should be no doubt that the players will be sick of the unseen by the end of this adventure. Keep the suspense up, frustrate the players, and keep them on their toes, as I’ve specifically built things to be a lot of ‘jump scare’ type encounters.

3. Dealing with the Concept of Corrupted Enemies

Remember, the corruption may not be permanent, and both dinosaurs and Amazons have a chance to recover once the corruption is lifted. Characters, especially those of Lawful Good alignment, will have to take this to heart. That isn’t saying that corrupted creatures and Corsairs don’t need to be killed (they are trying to kill you!), but they aren’t of their right mind and that has to be taken into consideration.

Art of This Issue

I have to say, I’ve spent the bulk of three years trying to get a John Zeleznik cover on a Folio, and I can finally say that I’ve managed it! His work first changed the way I perceived gaming when he started work on Shadowrun, and from that moment forward I’ve been a huge fan of his work. Inside, I’ve had to pull an homage to Bill Willingham from his back cover art of XI: The Isle of Dread. This was done incredibly well by artist Michael Wilson, who also does our iconic character on the back cover. Inside b/w artwork comes from Travis Hanson and Simon Adams, both reprising their roles as illustrators from Folio #14.



New Monster

Blink Raptors

Lawful Evil (when corrupted)
or **Lawful Neutral** (otherwise)

Frequency: Very Rare

No. Appearing: 1–4

Armor Class: 47

HD: 3

Move: 15"

No. of Attacks: 3

Damage/Attack: 1–8 (Bite)/1–4 (Claws)

Special Attacks: Pack Hunting

(+2 to hit with others of its kind within 5')

Special Defense: Blink (50% miss chance),
Surprise (3 in 6)

Magic Resistance: None

Intelligence: Very

Size: M (5' long)

Psionic Ability: NIL

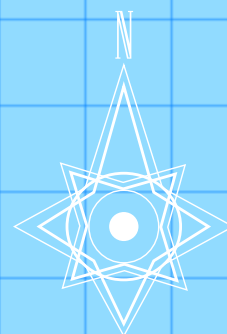
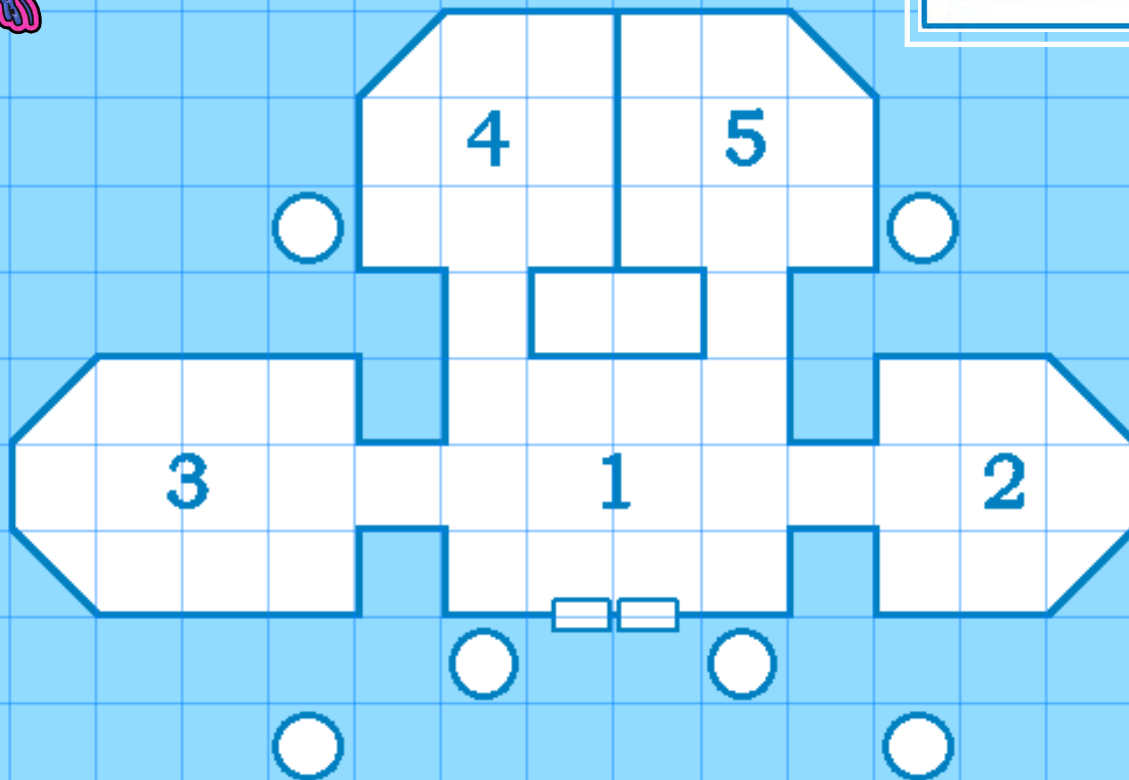
% in lair: 20%

Treasure Type: A, C

Blink Raptors [AC 13, HD 3d10+3, HP 18, Initiative +3, #AT 2, Hit +4, Dam Bite 5 (1d6+2), Claw 4 (1d4+2), Multiattack, Pack Tactics (Advantage if attacking within 5 feet of an ally), Blink (phase shifting, attacks against a blink raptor are at disadvantage)]

Bred and domesticated over a thousand years by the Amazonian Corsairs of the Isle of Jade, these small predatory dinosaurs are highly intelligent and have the ability to fold time and space before attacking. They prefer to attack with others of their kind but have also been trained to defend their handlers to the death. They attack with their bite and two barbed claws.

THE FOLIO



Credits:

Author: Scott Taylor

Editing: G. Scott Swift

Cartography: Scott Taylor, Andrew Rodgers, G. Scott Swift

Design/Layout: Andrew Rodgers

Cover Art: John Zeleznik

Color Module Back Cover Character Art: Michael Wilson

Color Interior Cover Art: [Gazetteer] Travis Hanson

Color Interior Cover Art: [Adventure] Michael Wilson

B/W Interior Illustrations: [Gazetteer] Travis Hanson

B/W Interior illustrations: [Adventure] Simon Adams

Playtesters: Sean Murphy, Mark Timm, Lil'Joe Livesay,

Brent Blackwell, Shayne Hintz



THE FOLIO



after
Willingham

THE FORGOTTEN PLATEAU

ADVENTURE FOLIO MODULE WS2

An adventure for characters levels 3–5
by Scott Taylor



THE FORGOTTEN PLATEAU

An adventure in both 1E and 5E formats
for characters levels 3–5

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

SCENARIO 1

The Walk among the Clouds

In this section of the adventure the characters will be dealing with the long climb up the shelf to the great plateau and the first part of the overall exploration. Encounters here will revolve around the Lake House as a ‘dungeon’ point, as well as some wandering encounters that can be used by the DM to keep the campaign exciting during the journey. It is likely that the characters will be moving toward the burning town that still has smoke rising from it (days after the initial apocalypse that claimed it). Although this module doesn’t deal with the town other than a point at which to turn the party toward the other side of the plateau and the observatory, there is the possibility of finding more active roleplay there with the addition of the mini-adventure WS2.5 The Ruins of Alaxar.

Adventure Points

The Climb to the Plateau

Typically, I don’t like forcing players to make rolls for climbing or travel as it slows down gameplay, but in case you’d like to put your players’ skills to the test, you can always run some random rolls of Strength or Dexterity. There is also the possibility of an air attack

from Pteranodons (which create problems throughout all travel on the inner island). If you’d like to harry the players such, you can get the Pteranodon stats from Scenario #2.

The Lake House

Situated on the far north river, this small villa will be the first true encounter point for the characters. The villa has been recently abandoned (within the past 4 days), but the necrotic corruption has taken hold and created a dangerous environment of the place, the most deadly being the corrupted unseen servant that is now a lesser invisible stalker.

The Wandering Triceratops

The key encounter in the characters’ journey will be ‘Numphy’ the Triceratops. Numphy is the last remaining non-corrupted dinosaur on the island, because he’s too damn stubborn to be corrupted! Used as an easy means of transport by the Amazons, Numphy enjoys traveling with folks in his back tower, and is completely non-aggressive toward humans. He will approach the party in an almost hopeful fashion, and once players have boarded him, will take them wherever they wish to go. By the use of Numphy, the players will have the opportunity to tangle with many large and deadly dinosaurs that they would normally not be able to handle, so he should be used as a shield for the characters, especially in Scenario #2 when the T. rexes come calling.

1 Triceratops ‘Numphy’ [AC 2, HD 16+16, HP 128, #AT 3, D 1–8 (Nose)/1–12(Two Horns)]

TREASURE

DINO-ARMOR, DEFENSIVE TOWER (ANYONE INSIDE THE TOWER IS AT +5 TO THEIR ARMOR CLASS) [ATTACKS MADE AGAINST THOSE IN THE TOWER ARE AT DISADVANTAGE]

1 Triceratops ‘Numply’ [AC 18, HD 10d12+30, HP 136, Initiative +4, #AT 2, Hit +9, Dam Gore 24 (4d8+6), Stomp 22 (3d10+6), Multiattack, Trampling Charge (DC 13 Strength or be knocked prone and take a bonus Stomp attack)]

Random Encounters

Throughout the island, there are going to be things that have been driven mad by the corruption and will attack the players. I’m going to list these ‘non-standard’

Wild Boars

There are dozens of wild boars on the Isle of Jade, but these upper plateau species are of great size and nasty temper, even under the best of circumstances.

3 Giant Boars [AC 4, HD 6+6, HP 42, #AT 1, D 1–8 (Slam) or 1–10 (Gore)]

TREASURE

NONE

3 Giant Boars [AC 16, HD 6d12+12, HP 48, Initiative +2, #AT 1, Hit +7, Dam Slam 9 (1d10+4), Gore (If target hit by more than 2 over AC, then add 8 (2d6+2))]





Dredge the Waterdamned

A decade ago, an ogre named Dredge the Waterdamned crashed on the Isle of Jade and has been stalking about the hidden groves and climbs ever since. The corruption has recently turned his roguish nature to a more dire killer instinct, and now he prowls the highlands looking for victims.

1 Rampaging Ogre [AC 4, HD 8+8, HP 56, #AT 2/1, D 1–10 (Club), Club specialist (+3 to hit)]

TREASURE

120 OLD UTHORIA GOLD COINS, A SILVER SKULL (100 GP),
+2 SHORT SWORD (HE USES TO CHOP MEAT)

1 Rampaging Ogre [AC 16, HD 8d10+24, HP 64, Initiative +3, #AT 2, Hit +8, Dam Club 11 (1d10+6)]

Giant Spiders

Certainly a problem in the high trees and jungles of the island, giant spiders are now on the move as the corruption drives them into more populated areas in a mad search for destruction.

3 Giant Spiders [AC 7, HD 4+4, HP 28, #AT 1, D 1–6 (Bite), Poison (3–18 damage)]

TREASURE

NONE

3 Giant Spiders [AC 16, HD 6d12+12, HP 48, Initiative +2, #AT 1, Hit +4, Dam Bite 5 (1d6+2), Poison (DC 13 Constitution save or take 10 (3d6+1) damage)]

Villa

1.

Grand Sitting Foyer

Several wooden seats with cushions have been placed around a volcanic glass table and other areas throughout the room in a manner that facilitates conversation. Dust has settled over the entire area, likely ash blown in from the Dragon's Maw in the east.

The ash will manifest itself into a small elemental once the characters begin disturbing the ash.

1 Ash Elemental [AC 3, HD 6+6, HP 42, #AT 1, D 1-10 (Slam), +1 or better weapon to hit, Choking Cloud (-2 to hit due to visibility)]

TREASURE

NONE

1 Ash Elemental [AC 16, HD 6d12+12, HP 48, Initiative +4, #AT 1, Hit +6, Dam Slam 9 (1d10+4), Choking Cloud (DC 12 constitution save or be at disadvantage on attacks)]

2.

Open Dining and Kitchen

Iron and wood furniture sits beside an external oven vented well above the slatted roof. A single table with two benches rests near the door. Several large vines have

snaked their way onto the floor pavers, some going so far as to wrap themselves around the table's legs.

The vines are actually two assassin vines that will attack characters walking close to them, hoping to strangle or smother the target and then feed on the decomposing corpse.

2 Assassin Vines [AC 7, HD 4+1, HP 25, #AT 1, D 2-8(Constrict), Surprise (3 in 6)]

TREASURE

NONE

2 Assassin Vines [AC 14, HD 6d8+12, HP 36, Initiative +3, #AT 1, Hit +6, Dam Thorns 2 (1d4), Constrict (DC 11 Constitution save or take 10 (3d6) crushing damage), Surprise (DC 15 Wisdom)]

3.

Open Salon

A fountain pours water into a central pool with golden fish in it, and several marble benches overlook the garden to the north. A single hanging sheet of stained glass reflects light oddly on the pavers in the room. The image in the glass is of a woman holding a child and a sword.

This is a place of blessings. Anyone walking into the light that passes through the glass will be considered to be under the effects of a Bless spell for the next 24 hours. To determine if a member walks through the light, each person moving into the room is considered to have a 30% chance to pass through.

4.

Bedroom One

A single low bed, dressing screen, and armor rack adorn this room. A winged helmet rests oddly on the floor beneath the northwest window, and a multicolored bird slowly walks around it in an awkward circle.

This medium-sized bird has been corrupted and will attack anyone coming close to the helmet.

1 Feathered Raptor [AC 6, HD 5+5, HP 35, #AT 1, D 1–8 (Beak Slash), Jump Attack (If the raptor hits a target by more than 3, it can flap away and not provoke any attacks unless by range.)]

TREASURE

WINGED HELMET +2 (ADDS 2 TO THE WEARER'S AC)

1 Feathered Raptor [AC 14, HD 5d8+5, HP 25, Initiative +3, #AT 1, Hit +6, Dam Beak Slash 8 (1d8+4), Jump Attack (If the raptor hits a target by more than 3, it can flap away and all melee attacks made against it will be at disadvantage the next round.)]

5.

Bedroom Two

A chest, a dresser, and a smaller single bed decorate this room with a single window overlooking the river below the villa. A dress of silk and silver scales has been laid out on the bed, along with an ivory-hilted dagger in a dark leather thigh sheath.

The once unseen servant will protect the dress and the weapon, even going so far as to follow the possessor of the items all over the island (and might be fun to have it retreat and appear later).

1 Lesser Invisible Stalker [AC 3, HD 6, HP 36, #AT 1, D 4–16 (Throttle), Surprise on 1–5 (in 6), Magic Resistance 30%, Invisibility]

TREASURE

DRESS OF CHARISMA (WEARING THE GOWN ADDS 2 POINTS TO THE WEARER'S CHARISMA), DAGGER +2

1 Lesser Invisible Stalker [AC 14, HD 12d8+24, HP 72, Initiative +4, #AT 2, Hit +6, Dam Slam 10 (2d6+3), Invisibility]

SCENARIO 2

The T. rex Graveyard

The second part of the adventure revolves around travel into the crystal fields of the plateau from the ruins of Alaxar toward the old observatory.

During this travel the players will be faced with a couple of deadly encounters, the crescendo of which will be the multiple T. rex attacks. It is also during this section that the events that take place in the mini-adventure WS2.6 Lost among the Crystals would take place if you employ that mini-adventure.

Adventure Points

The Air Assault

Those pesky pterosaurs are at it again! This time, they will try to attack the dino-tower and pull characters from it. This will be the most aggressive the pterosaurs have been during the campaign, and Numphy will have the least impact on 'helping' during this encounter.

1-4 Pteranodon [AC 7, HD 4+4, HP 30, #AT 1, D 1-6 (Bite)]

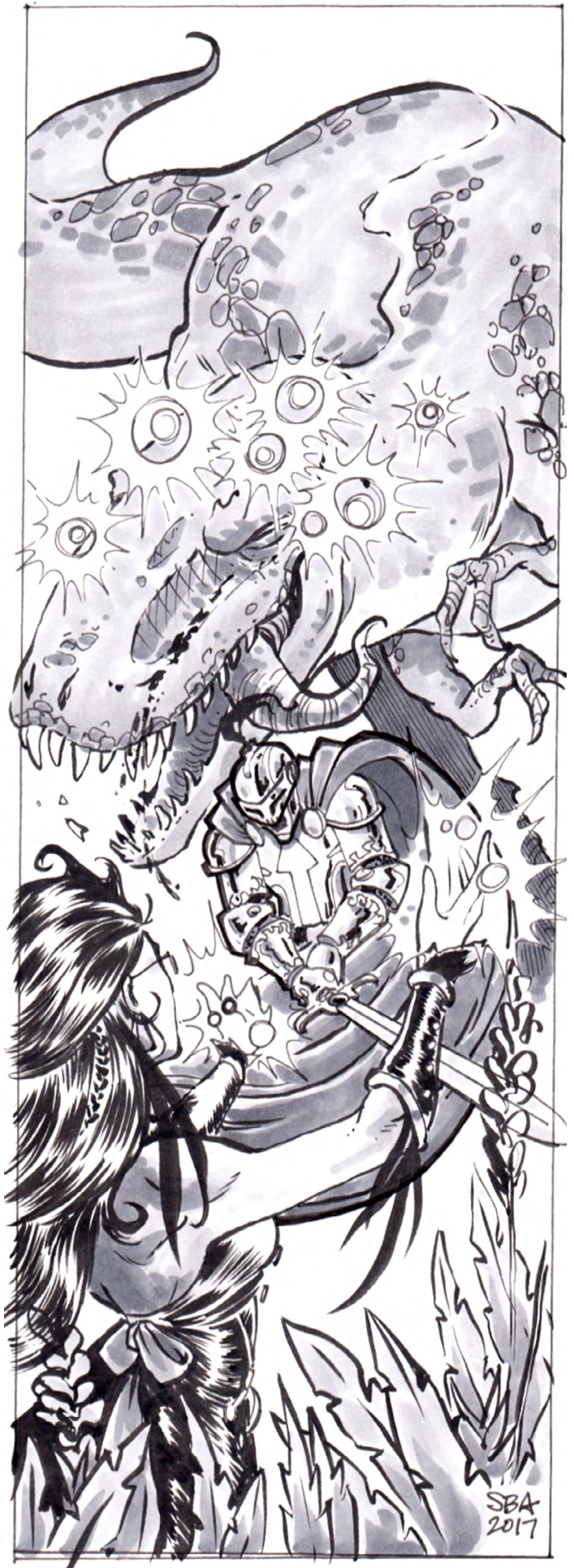
TREASURE

NONE

1-4 Pteranodon [AC 13, HD 4d8+8, HP 22, Initiative +2, #AT 1, Hit +3, Dam Bite 6 (2d4+1), Flyby (doesn't provoke an opportunity attack when it flies out of an enemy's reach)]

The Ground Assault

A mighty corrupted Stegosaurus will be disturbed among the crystals and will try to attack Numphy.



This will give the players a chance to try to perfect their fighting skills from the tower before the big encounter with the T. rexes.

1 Stegosaurus [AC 2/5, HD 18, HP 126, #AT 1, D 5–20 (Tail Swipe)]

TREASURE

NONE

1 Stegosaurus [AC 18/15, HD 18d10+18, HP 108, Initiative +3, #AT 1, Hit +7, Dam Tail Swipe 26 (6d6+5)]

The T. rex Assault

During the later points of the journey Numphy will become agitated, and the smell of death and rot will be prevalent in the air. Dark ‘clouds’ of blowflies will circle the crystals, and the path will open into a large depression that is filled with all manner of rotting flesh and bones of huge dinosaur corpses. This is the T. rex graveyard, and before the party can make it clear of the depression, three of the massive predators will move in and attack Numphy with violent aggression brought forth by the corruption.

3 Tyrannosaurus rex [AC 5, HD 18, HP 126, #AT 3, D 5–40 (Bite)/1–6 (2 Claws)]

TREASURE

NONE

3 Tyrannosaurus rex [AC 13, HD 13d12+52, HP 136, Initiative +3, #AT 2, Hit +10, Dam Bite 33 (4d12+7), Tail 20 (3d8+7)]

SCENARIO 3

The Dark Observatory

This section revolves around the exploration of the Corsair observatory, which is the current resting place of the Necrotic Pearl (recently removed from its place in the Temple of Alaxar and taken here). The characters must move through the observatory as they try to find the pearl, all the while dealing with the madness that the corruption has had on the creatures and magical constructs within.

Old Observatory

1.

Entry Hall

Broad doors, lacquered with a dark stain, open to reveal a wide hall flanked by two life-size statues of beautiful female warriors holding spears.

Inside, a long wide hall, resplendent in dark polished marble floors, stretches out to the south. Two alcoves, one to the east and one to the west, hold shelves and boxes, some filled with sandals and travel bags.

If investigated, one set of sandals is actually considered Sandals of Speed.

2.

Octagonal Annex

A great black and blue mosaic of the island has been laid into the floor of this chamber. Four doors and three halls provide exits from various angles. Above, a large brass lantern hangs, its sides cut out to imitate stars.

Three blink raptors stalk the room in their null-space and will attack when least expected.

3 Blink Raptors [AC 7, HD 3, HP 18, #AT 3, D 1–8 (Bite)/1–4 (2 Claws), Pack Hunting (+2 to hit with others of its kind), Blink (50% miss chance), Surprise (3 in 6)]

TREASURE

NONE

3 Blink Raptors [AC 13, HD 3d10+3, HP 18, Initiative +3, #AT 2, Hit +4, Dam Bite 5 (1d6+2), Claw 4 (1d4+2), Multiattack, Pack Tactics (Advantage if attacking within 5 feet of an ally), Blink (phase shifting, attacks against a blink raptor are at disadvantage)]

3.

Reception Room

A low couch, made of wood and supple reptile skin, rests against the southern wall, and three other less regal chairs stand about the room. A serving set, including a half-full crystal pitcher, rests on a small table to the west of the room.

The liquid in the crystal pitcher is actually a Potion of Extra-Healing **[Greater Healing]** that was poured to try to resist the effects of the corruption (to no avail). Whoever takes the potion will draw the ire of the invisible stalker that defends the pitcher.

1 Lesser Invisible Stalker [AC 3, HD 6, HP 36, #AT 1, D 4–16 (Throttle), Surprise on 1–5 (in 6), Magic Resistance 30%, Invisibility]

TREASURE

NONE

1 Lesser Invisible Stalker [AC 14, HD 12d8+24, HP 72, Initiative +4, #AT 2, Hit +6, Dam Slam 10 (2d6+3), Invisibility]

4.

Apprentice Chamber

A small bed, writing desk, and wash basin decorate this rather innocuous room. A single map has been hung on the wall to the east.

Beneath the map, another picture has been stuck to the wall, this one of a well-endowed young man who has recently taken off his armor before the tranquil waters of a forest pool. The painting is of very fine quality and could fetch up to 25 GP from the right buyer in a large city.

5.

Stair Up

A lone curving staircase leads to the level above. All light in the room has been doused, making it murky with shadows.

A shadow lurks here, one of the victims of the necrotic cloud.

1 Shadow [AC 7, HD 3+3, HP 21, #AT 1, D 2–5 (Touch), Target takes damage in Strength points only, +1 or better weapon to hit]

TREASURE

NONE

1 Shadow [AC 12, HD 3d8+3, HP 16, Initiative +2, #AT 1, Hit +4, Dam Touch 9 (2d6+2) Necrotic + reduce target's Strength by 1d4]

6.

Armory

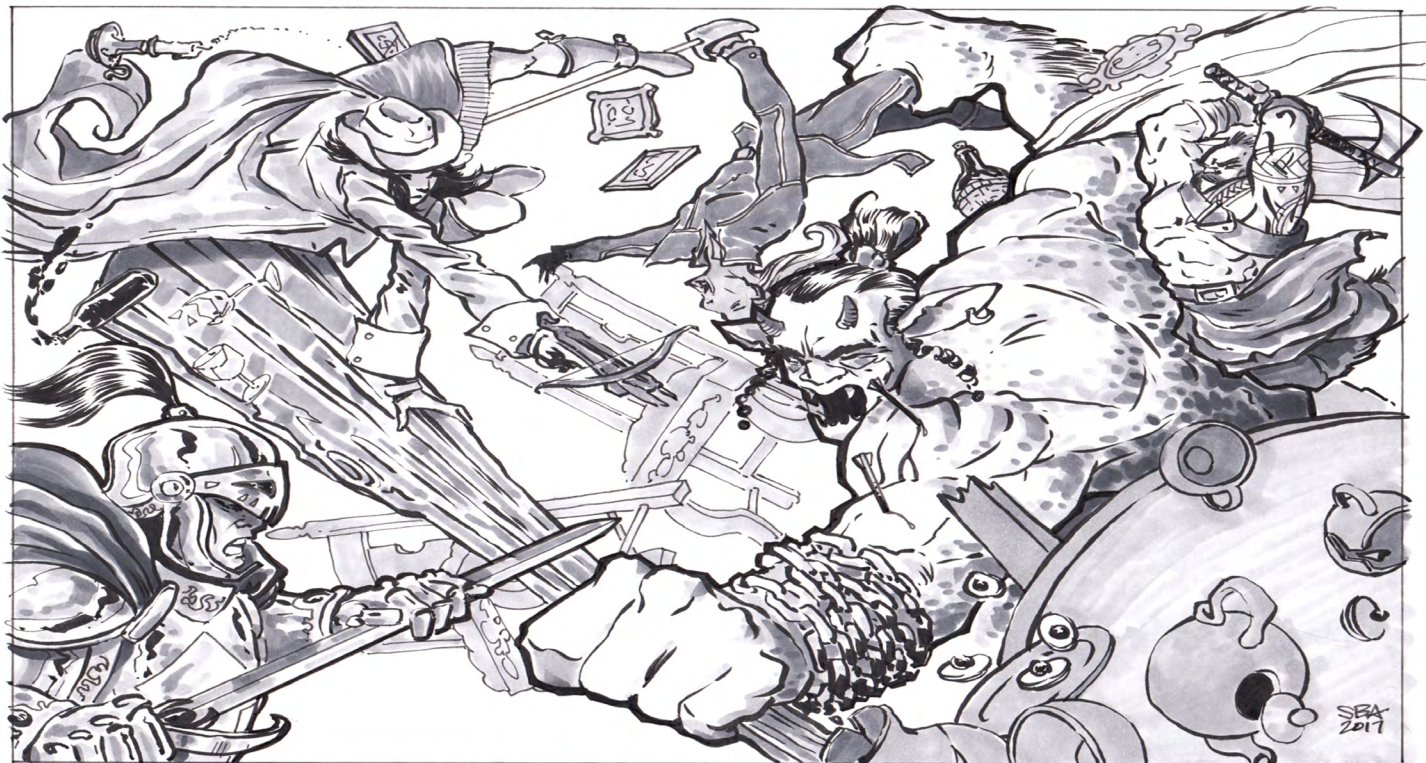
A small rack for weapons as well as a long chest are located in this room. The walls have several pegs set in them as well as a fresco of an armor-clad woman.

There are several spears and short blades in the room as well as some custom chain armor. The armor is meant for sea travel and is fairly unisex. Two suits are of particularly nice quality and lightly enchanted with a +1 bonus.

7.

Open Botanical Chamber

Dozens of small plants dominate this open veranda as well as two low stone benches and an empty gilded cage large enough for a predatory bird. Sounds from the surrounding jungle echo within the



hall, and several large ‘shoots’ of violet crystal have grown up over the edge of the southernmost floor tiles.

There is a mated pair of decapuses that lurks just above the veranda. These are large creatures with 10 tentacles and a bulbous body that boasts a huge maw of sharp teeth and two large eyes. They suspend themselves with two of their tentacles and can attack with the other eight while also trying to bite.

2 Decapuses [AC 5, HD 4, HP 28, #AT 9, D 1–10 (Bite)/1–6 (8 Tentacles). Surprise on 2 in 6]

TREASURE

NONE

2 Decapuses [AC 15, HD 4d12+12, HP 36, Initiative +3, #AT 9, Hit +4, Dam Bite 11 (1d10+6), Tentacles 5 (1d6+2), Constrict (DC 11 Strength save or take 6 (2d6) crushing damage)]

8.

Open Kitchen

An exposed fireplace and grill, as well as a stone butchers block and cold water pool set with dark wooden racks, mark this as an open air kitchen. Several small reptiles scatter upon your entry, their exploration evident with bits of food and wrappings left around the open chamber.

A giant constrictor has moved into the kitchen to feed on the reptiles but will also attack characters as they move to investigate the area.

1 Giant Snake [AC 5, HD 6+1, HP 37, #AT 1, D 1–4 (Bite)/2–8 (Constrict), Surprise in water 3 in 6]

TREASURE

+2 ELVEN STEEL CLEAVER (1d6/1d6)

1 Giant Snake [AC 14, HD 6d8+12, HP 36, Initiative +3, #AT 1, Hit +6, Dam Bite 6 (1d4+4), Constrict (DC 11 Constitution save or take 10 (3d6) crushing damage)]

9.

Sacred Star Entry

Decorated with a fresco of twilight over the island, this open area breezeway is flanked by four decorated pillars. A gentle breeze blows through the pillars, and two banners, both tattered as though clawed, sway between the marble columns.

There is nothing threatening here, but the tattered banners will likely freak people out.

10.

Stair of the Twin Moons

The doors open to a grand entry, a curving stair leading up at the opposite side, and the ceiling hung with bronze lanterns. Two doors, one to the east and one to the

west, flank the entry. The eastern door is emblazoned with a crimson moon, and the western door has the image of a ghostly silver moon upon it.

More blink raptors lurk here. They will attack the weakest person in the party (lowest hit points).

3 Blink Raptors [AC 7, HD 3, HP 18, #AT 3, D 1–8 (Bite)/1–4 (2 Claws), Pack Hunting (+2 to hit with others of its kind), Blink (50% miss chance), Surprise (3 in 6)]

TREASURE

NONE

3 Blink Raptors [AC 13, HD 3d10+3, HP 18, Initiative +3, #AT 2, Hit +4, Dam Bite 5 (1d6+2), Claw 4 (1d4+2), Multiattack, Pack Tactics (Advantage if attacking within 5 feet of an ally), Blink (phase shifting, attacks against a blink raptor are at disadvantage)]

11.

Astrological Library & Map Room

This large chamber is appointed with rich carpet, polished wooden desks, and walls papered with old nautical maps. Shelves of tomes line the southwest wall, and several chairs rest at each desk.

Amid the various works here, there are (5) random magic-user **[wizard]** 1st level spells, (3) 2nd level

spells, and (2) 3rd level spells. Anyone taking these spells will draw the ire of the invisible stalker.

1 Lesser Invisible Stalker [AC 3, HD 6, HP 36, #AT 1, D 4–16 (Throttle), Surprise on 1–5 (in 6), Magic Resistance 30%, Invisibility]

TREASURE

NONE

1 Lesser Invisible Stalker [AC 14, HD 12d8+24, HP 72, Initiative +4, #AT 2, Hit +6, Dam Slam 10 (2d6+3), Invisibility]

12.

Chamber of Histories

Massive shelves of yellowed scrolls are housed on all walls of this chamber, and the floor is dominated by a single wooden table around which chairs have been placed like a meeting is to be held.

There are a dozen scrolls in this room that hold information on ancient Uthoria, home of the White Ship. If players use time to search this room, they can uncover these. Holding on to them will provide bonuses to navigation later in the campaign, so keep that in mind.

13.

2nd Floor Entry Stair

This small room is dominated by three doors, two on the west wall, one on the east wall, and the stair entry door on the south wall.

14.

Head Acolyte Chamber

A small bed, desk, and shelf with scrolls and books are within this room. A single tapestry, depicting a white stone ship amid a bank of fog, hangs inside an alcove in the southern wall. Two large windows are set into the eastern wall, providing ample light to the large room.

When the party enters, a crazed Amazon will come out of the alcove and attack the party. After the first round, she will call for the support of her blink raptor companions.

1 Greater Possessed Amazon Warrior [AC 4, HD 6+6, HP 48, #AT 2, D (1-6) +5 (Spear)]

TREASURE

130 GOLD PIECES IN SMALL PIECES OF JEWELRY AND A SINGLE +2 SPEAR

1 Greater Possessed Amazon Warrior [AC 16, HD 6d10+12, HP 42, Initiative +3, #AT 2, Hit +7, Dam Spear (1d6+5), Martial Advantage (Once per turn an Amazon can deal an extra 7 (2d6) on a

creature within 5 feet of an ally, and this includes blink raptors.)]

2 Blink Raptors [AC 7, HD 3, HP 18, #AT 3, D 1-8 (Bite)/1-4 (2 Claws), Pack Hunting (+2 to hit with others of its kind), Blink (50% miss chance), Surprise (3 in 6)]

TREASURE

NONE

2 Blink Raptors [AC 13, HD 3d10+3, HP 18, Initiative +3, #AT 2, Hit +4, Dam Bite 5 (1d6+2), Claw 4 (1d4+2), Multiattack, Pack Tactics (Advantage if attacking within 5 feet of an ally), Blink (phase shifting, attacks against a blink raptor are at disadvantage)]

15.

Discussion Salon

Four comfortable chairs have been placed around a carpet and face one another in this room. In an alcove in the northeastern side of the room, a cabinet holds dozens of bottles of liquor. Two windows in the alcove look out over the northeastern crystal fields, each flanked by heavy curtains that are currently pulled back and tied.

More raptors are here and will wait for the party to begin searching before again trying for the lowest hit point character. Inside the cabinet are 5 Potions of

Extra Healing **[Greater Healing]** as well as 100 GP worth of fine spirits.

4 Blink Raptors [AC 7, HD 3, HP 18, #AT 3, D 1–8 (Bite)/1–4 (2 Claws), Pack Hunting (+2 to hit with others of its kind), Blink (50% miss chance), Surprise (3 in 6)]

TREASURE

NONE

4 Blink Raptors [AC 13, HD 3d10+3, HP 18, Initiative +3, #AT 2, Hit +4, Dam Bite 5 (1d6+2), Claw 4 (1d4+2), Multiattack, Pack Tactics (Advantage if attacking within 5 feet of an ally), Blink (phase shifting, attacks against a blink raptor are at disadvantage)]

16.

Open 2nd Floor Balcony

A large open balcony, flanked by two dark marble pillars, gives a great view of the road leading up to the observatory as well as the lakes and crystal fields beyond. A single chair sits prominently in the center of the balcony along with a small table atop which a journal and a toppled glass of dried wine rests.

This journal seems to be tracking the stars, and the final entry indicates a great calamity has been foretold by the movement of the skies.

17.

Grand Dining Hall

This large chamber holds three long tables set in a ‘T’ pattern and flanked by many chairs. A single crimson cloth runner is on each table. Dishes have been stacked on one end of the table along with silver settings, but no food is present.

The entire (former) staff of the observatory now hides beneath the tables. Anyone looking under the tables (or performing a Search check) will provoke them to leap out and attack like wild gators.

7 Candon (Lizardmen) [AC 5, HD 4, HP 24, #AT 3, D 1–4/1–4/2–8 (Claw x2/Bite), Water’s Might (can add up to 2d4 to damage rolls 4/day)]

TREASURE

NONE

7 Candon (Lizardmen): [AC 15, HD 5d10+5, HP 30, #Att 2, Init +2, Hit +4, Damage Claws 5 (1d6+2), Bite 6 (1d8+2), Multiattack, Water’s Might (can add up to 2d4 to damage rolls 4/day)]

18.

Head Servant’s Room

This large and sparsely appointed room holds a bed, dresser, and a chest. Also, several violet crystal plinths and native plant arrangements are set about the room.

A large piece of slate has been attached to the northern wall and on it (in an ancient dialect) looks to be a list of services or chores for the household.

Standing behind the door is the leader of the household staff, a greater candon. He is also mad and will attack the party members from behind once they go past the door.

1 Candon Leader [AC 2, HD 6, HP 36, #AT 3, D 1-4/1-4/2-8 (Claw x2/Bite), Water's Might (can add up to 3d4 to damage rolls 6/day)]

TREASURE

BONE RING OF PROTECTION +3

1 Candon Leader: [AC 18, HD 7d10+7, HP 42, #Att 3, Initiative +3, Hit +6, Damage Two Claws 5 (1d6+2) each + Bite 6 (1d8+2), Multiattack, Water's Might (can add up to 3d4 to damage rolls 7/day)]

19.

2nd Level Tower Stair UP

This small hall has a single bronze lantern burning in it and three doors. The eastern door leads to the stair to the third level, while the southern is marked with a painting of a violet crystal. The western door is open, and leads to a dark room beyond.

20.

Chamber of Crystals

This room is dominated by volcanic stone urns that house living crystal structures rising from them in various colors and sizes. Some of the crystals have broken through their glass and ceramic vases and now adhere to the stone floor with sharp shards.

The crystals here have taken on aspects of the corruption and have animated to become a spiked crystal golem. The golem will surprise on a 3 in 6 [DC 15 Perception].

1 Crystal Golem [AC 2, HD 10, HP 50, #AT 1, D 2-20 (Spike), Immunity to spells (other than Crystalbrittle), +1 or better weapon to hit]

TREASURE

NONE

1 Crystal Golem [AC 18, HD 10d12+22, HP 82, Initiative +3, #AT 2, Hit +8, Dam Spike 20 (4d6+8), Magical Resistance, Multiattack, Damage Immunities: non-magical weapons]

21.

2nd Floor Stair Tower leading DOWN

A grand stair leads down to the tower's first floor, and the room here is decorated with a single crimson carpet and a

hanging bronze lantern that is currently extinguished, leaving the entire room dark save for light coming through an open door to the east.

22.

Smoking Parlor

Three stuffed chairs, all well-worn and obviously brought from beyond the island, rest in this room that is filled with the scent of tobacco. A single hookah is set between the chairs, and a crystal serving set rests on a small table against the northwestern wall.

Once the party enters, smoke will begin rising from the hookah. It will manifest into a full smoke elemental in 2 rounds and then attack.

1 Smoke Elemental [AC 3, HD 8+8, HP 58, #AT 1, D 1–10 (Slam), +1 or better weapon to hit, Choking Cloud (-2 to hit it due to visibility)]

TREASURE

NONE

1 Smoke Elemental [AC 16, HD 8d12+16, HP 68, Initiative +4, #AT 1, Hit +6, Dam Slam 9 (1d10+4), Choking Cloud (DC 12 Constitution save or be at disadvantage on attacks)]

23.

Bone Survey Room

This chamber is filled with wooden racks that house all manner of animal bones, some the size of a full-grown man.

Like the crystals in the crystal room, these bones have also become animated. Once the party moves into the room, the bones will shamble together and attack.

1 Bone Golem [AC 4, HD 10, HP 50, #AT 1, D 2–20 (Slash), +2 or better weapon to hit, 35% Magic Resistance]

TREASURE

NONE

1 Bone Golem [AC 16, HD 10d12+22, HP 82, Initiative +3, #AT 2, Hit +8, Dam Slash 20 (4d6+8), Magical Resistance, Multiattack, Damage Immunities: non-magical weapons]

24.

3rd Floor Entry Tower Stair UP and DOWN

Another bronze lantern hangs in this stairwell, and a suit of female armor has been placed at attention along the northern wall. Two doors are set into the dark stone of the western wall, and a single door opens to the stairs to the 2nd level to the east.

25.
Hall

This ten foot hall houses four doors. The northern wall has been painted with a mural of a white stone ship amid a bank of fog.

26.
Master Astronomer's Room

Richly decorated with several astrological tapestries, a large canopy bed, and a handsome desk and chair, this room bespeaks great wealth and station. A single window, facing northwest, provides ample daylight to the room and illuminates a single figure standing with a mace in one hand.

This is the final Corsair Amazon and lead astronomer who has recently fallen to the corruption. She will call to her blink raptors before attacking.

1 Greater Possessed Amazon Warrior [AC 4, HD 6+6, HP 48, #AT 2, D (1-8) +6 (Mace)]

TREASURE

400 GOLD PIECES IN SMALL PIECES OF JEWELRY AND A SINGLE +3 MACE

1 Greater Possessed Amazon Warrior [AC 16, HD 6d10+12, HP 42, Initiative +3, #AT 2, Hit +8, Dam Mace 11 (1d8+7), Martial Advantage (Once per turn an Amazon can deal an extra 7 (2d6) on a

creature within 5 feet of an ally, and this includes blink raptors.))

2 Blink Raptors [AC 7, HD 3, HP 18, #AT 3, D 1-8 (Bite)/1-4 (2 Claws), Pack Hunting (+2 to hit with others of its kind), Blink (50% miss chance), Surprise (3 in 6)]

TREASURE

NONE

2 Blink Raptors [AC 13, HD 3d10+3, HP 18, Initiative +3, #AT 2, Hit +4, Dam Bite 5 (1d6+2), Claw 4 (1d4+2), Multiattack, Pack Tactics (Advantage if attacking within 5 feet of an ally), Blink (phase shifting, attacks against a blink raptor are at disadvantage)]

27.

2nd Astronomer's Room

A large bed, writing desk, chair, and vanity are within this room. The floor is covered in a large blue rug, and walls hold several old nautical maps. Upon the vanity, a small violet crystal sculpture of a two-mast sloop rests.

If detecting magic, the crystal sculpture will glow. It is much like a Folding Boat, in that if the control word is used, the ship will grow into a small crystal sailing craft that can hold up to 10 people. The command word is 'farwind'.

28.

1st Astronomer's Room

Two chairs similar to those in the smoking parlor, a canopy bed, vanity, and desk all call this room home. A single window looking southeast provides light. Three wooden frames hold three regal gowns, each of silk and spun with gold or silver thread. A large chest rests at the foot of the canopy bed.

The gowns, if worn, will increase the wearer's Charisma by 2 points, each worth 5,000 gold pieces. If taken, the invisible stalker will attack those possessing the dresses.

The chest is locked [DC 15] and inside are 2 Potions of Extra-Healing [Greater Healing], a bag with 5 diamonds (500 GP each), and an enchanted sexton that will provide a 10% sailing bonus to anyone using it.

1 Lesser Invisible Stalker [AC 3, HD 6, HP 36, #AT 1, D 4–16 (Throttle), Surprise on 1–5 (in 6), Magic Resistance 30%, Invisibility]

TREASURE

NONE

1 Lesser Invisible Stalker [AC 14, HD 12d8+24, HP 72, Initiative +4, #AT 2, Hit +6, Dam Slam 10 (2d6+3), Invisibility]

29.

Hall of Stars and Portents

This massive room has two opposing tile mosaics, one of the sun and one of the twin moons, set in the floor to the east and the west of the room. At the room's center, a cabinet with several pieces of astronomer's gear, including two telescopes, rests. Opposite it, twin black mahogany doors, probably from a ship, have been set into the stone of the southern wall.

30.

Observatory Grand Balcony

This grand balcony, rising forty feet above the surrounding country with a fantastic southern view of the island's interior as well as the ocean to the west, is flanked by two dark marble pillars. A single raised seat is in place next to the bronze railing, and a small pillar, set with a darkly radiating pearl the size of a human head, is next to it.

A greater necrotic cloud will manifest from the pearl once the characters enter the balcony, its dark ropey appendages reaching out to attack anyone who comes close to it.

Greater Necrotic Cloud [AC 4, HD 12+12, HP 96, #AT 3, D 1–8 (Necrotic) + 1–4 (Wisdom drain), +2 or better weapon to hit]



TREASURE

NONE

Greater Necrotic Cloud [AC 16, HD 12d10+24, HP 84, Initiative +4, #AT 3, Hit +6, Dam Necrotic Slam 7 (1d10+2), Damage Resistance: non-magical weapons, Vulnerability: radiant, Corruption (DC 12 Constitution or take 2 (1d4) Wisdom damage with each hit)]

With the defeat of the greater necrotic cloud, the Necrotic Pearl will lose its luster and become vulnerable to attack. It takes 30 HP of damage to destroy the pearl, but if it doesn't get destroyed, it will slowly begin to recharge its necrotic force. In ten days it will manifest another lesser necrotic cloud and begin to corrupt things around it.

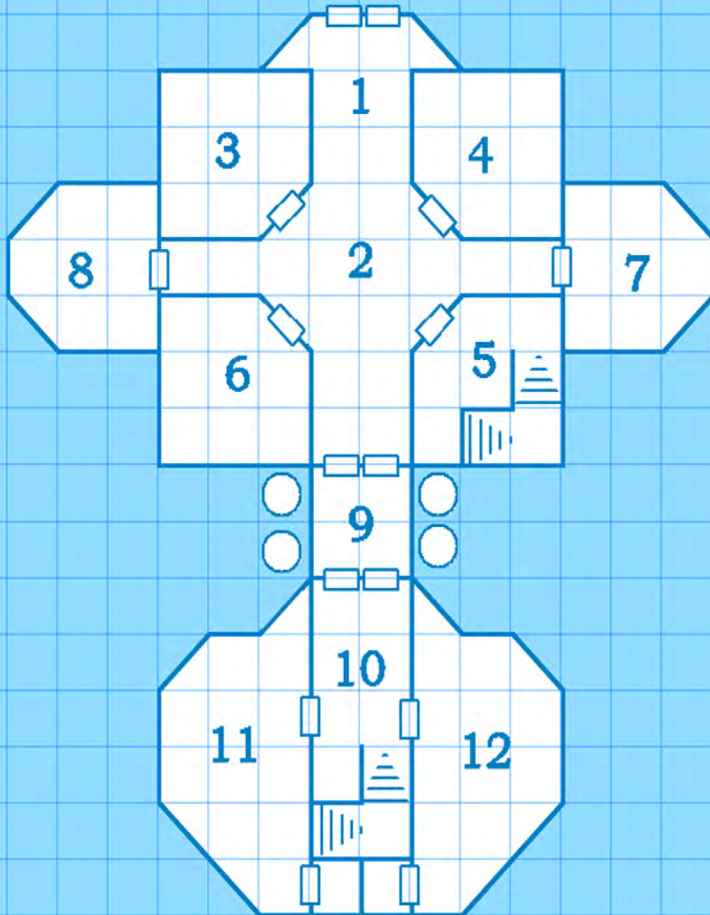
If the party does destroy the Necrotic Pearl, a sense of calm will settle over the island. Those creatures that have been corrupted by the pearl's power will not regain their Wisdom for several weeks, and some won't ever recover (a saving throw would need to be made, so some will make it and some won't). Whatever the case, the desire for carnage is over for the corrupted, and the party will be able to make it back to the village without any other attacks.

If, by chance, the party has befriended any Amazons along the way, it's up to the DM how to handle this, but since the society is all but destroyed, they might actually go with the party, looking to start lives again in the current world.

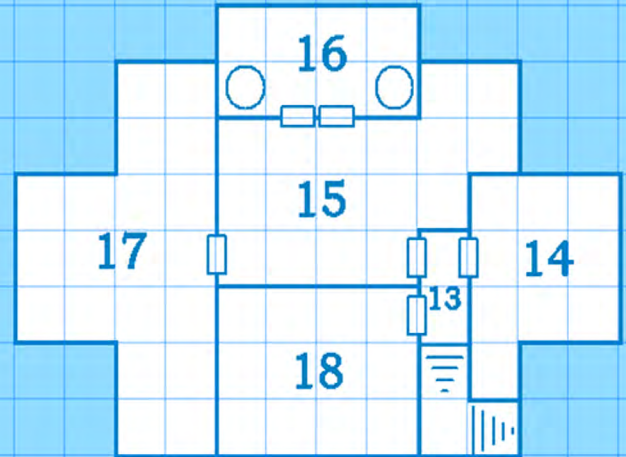
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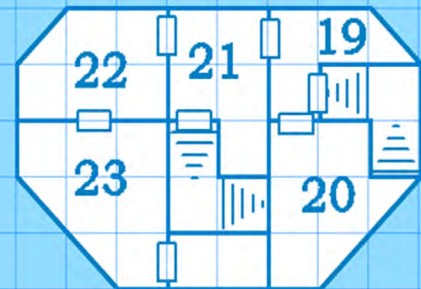
1st Level



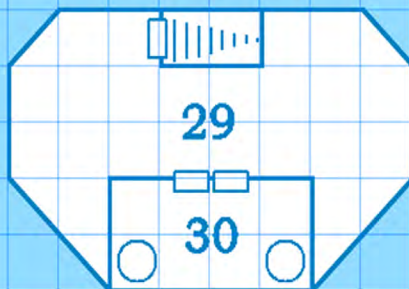
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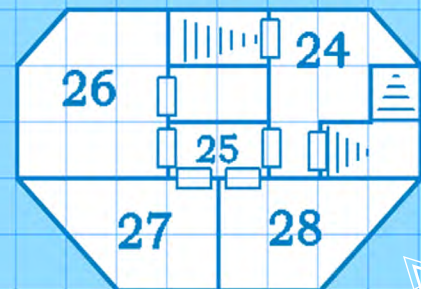
2nd Level



4th Level



3rd Level



VILLA



FLOOR 4

FLOOR 3



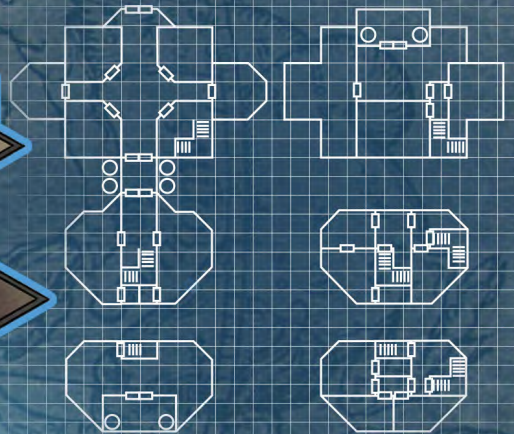
FLOOR 2



FLOOR 1



OLD OBSERVATORY



Deep within the Kraken's Maw, a brutal maelstrom of ocean that devours ships, lies the mysterious Isle of Jade. Long forgotten in the memory of men, the island has served as a bastion for an ancient sect of female Corsairs, but their power is waning, and the threat of the outside world is at their shores in the form of a necromancer from Roslof Keep. Now a party has set out from Taux seeking the necromancer. Their course will take them directly into a conflict of high magic, ancient warrior religions, marauding fern goblins, and primordial dinosaurs. Will you take up the challenges presented by the Isle of Jade in an adventure for characters levels 1st through 3rd?

