

THE FOLIO

#16
1E&5E
COMPATIBLE

Part Three
of The
White Ship Campaign

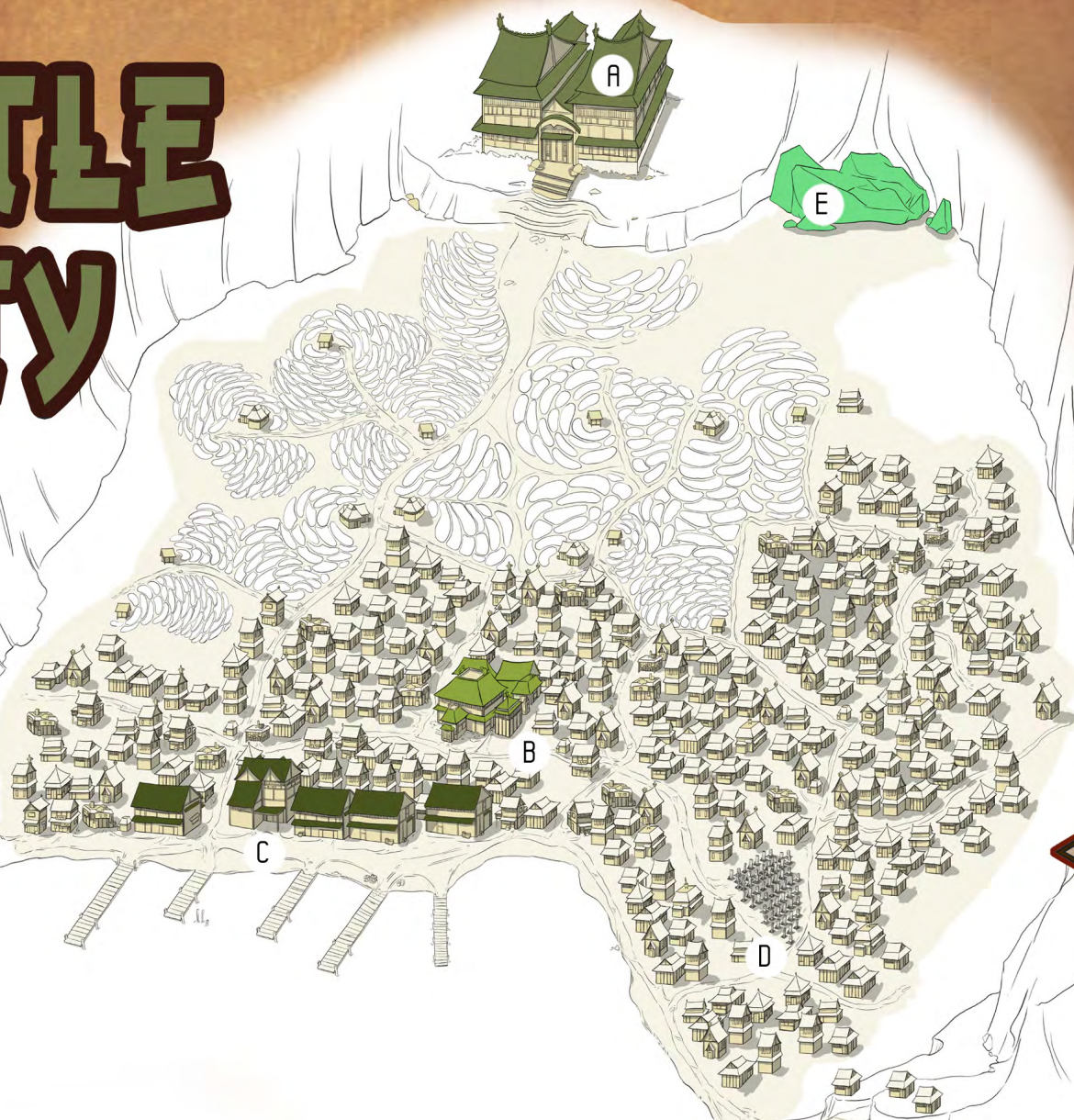
WS3
Distant Turtle City

New Monster
Shade Ninjas

Gazetteer:
NR12 Distant
Turtle City

Adventure for Levels 5–7
in both
1E & 5E formats!

TURTLE CITY



- A CASTLE
- B MONASTERY
- C WAREHOUSE
- D CEMETARY
- E JADE QUARRY

THE
NAMELESS
REALMS



INTRODUCTION

Well, I have to say, when I decided to do the full White Ship campaign in 2017, I was pretty excited to get the chance to visit Distant Turtle City again. This town, deep in the tranquil seas off the coasts the T'ung, has always held a special place in my heart. You see, when I bought the TSR Oriental Adventures hardcover back in the mid-1980s, I really wanted to find a way to adventure with samurai and ninja. However, as many Westerners know, without some kind of real knowledge of the Far East, the game can spin out of control quickly, and you can lose your true focus before realizing it's just much easier to return to the European fantasy trope that is in our blood.

To solve this issue, I created Distant Turtle City as a waypoint, a stopover that is still steeped in the traditions and trappings of the Orient, but not something that requires a doctorate in Asian Studies to run. Here, East can meet West, and the players can experience the cool features of distant lands, and yet when it is over, they can return to what they know, perhaps a little changed or carrying artifacts with them. In this fashion, they become a kind of Marco Polo, and it also gives DMs the chance to dabble in new playstyles that they can return to if they want to go deeper, or simply remember fondly and never return.

Whatever the case, it is my hope that you all enjoy Distant Turtle City as much as I have over the years, and that it treats you well.

Scott Taylor

STYLE OF PLAY

As in all of the adventures for The White Ship campaign, this is set up in a linear fashion with a story that should help draw the characters through the events. There is still an overall quest to be taken into account, and then there is the fact that the journey is still via the sea. However, once everyone has landed in Distant Turtle City, I would suggest ‘darkening’ the campaign and bringing a sense of horror and dread to the game. Like the Isle of Jade before it, Distant Turtle City has fallen to the necromantic sorcery of Molo of the Thirteen Wives, and players will have to deal with what surprises have been left for them along the way.

EXPERIENCE POINTS

As this adventure has been set up for characters levels 5–7, there will be a moderate amount of experience to give out for monsters. Depending on the events that unfolded on the Isle of Jade, players might be higher or lower when they begin the events of Folio #16, but whatever the case, the DM should monitor the players’ level progress and ‘push’ experience as needed to try to at least get the players to level 7 before the next part of the Distant Turtle City adventure begins in Folio #17. If this means giving RP bonus exp, then so be it, but Folio #17 is a grinder, so keep that in mind.

THE JOURNEY

Remember, in the end, this is supposed to be a grand quest. When I watched Conan the Barbarian (John Milius, 1982), I was always fixated on the sheer scope of it. Not that Milius had overly elaborate sets, but he spent great deals of time in the movie just having Conan run. All that running through desolate landscapes brought a breadth to the fantasy setting that made it seem the more real and meaningful to me. The famous quote ‘D&D, the game where a 5 minute battle takes 5 hours and a 500 mile journey takes 5 minutes’ is something that is to be avoided here. The rocking of the ship during a fierce storm, interactions with the crew over dinner, a minstrel playing a tune at sunset, sea lions (the cool fantasy kind) swimming and leaping at the front of the ship, or a flight of griffons spied among the clouds can all be described to make the players remember and enjoy the journey, giving it more of a feel of going places and seeing things (even if you don’t have to murder hobo fight them!). I think at the end of the day the players will thank you for it.

A New Corruption

Molo, as seen in Folio #14, is the enemy the characters have been pursuing through The White Ship campaign. Now if you are playing this module without support, you can disregard the following and just say the island town has fallen to some mysterious corruption, but if you are playing it as part of the full campaign, then this is for you.



Molo, searching for another key to the location of the White Ship, attacked and corrupted the Blue Ki-Rin, head trade ship for the ruling family of Distant Turtle City. In the captain's quarters, he tortured and then killed Captain Fu, finding that the ruling family possessed a sacred turtle idol said to possess the ability to guide ships into the Corsair Fog. This enchanted fog bank lies at the center of the Corsair Archipelago, and ships avoid it at all costs as few return from within its white blanket, and those that do are often ghostly or insane.

Once he had the location of the island (found on a map on Fu's cabin wall), Molo went to Distant Turtle City and made contact with the Fallen Leaf, a ninja guild within the

city. Promising the guild long life and power, he used his magic to taint their members with shadow stuff, making them into shades (as found in the AD&D Monster Manual II). Once corrupted, they did his bidding, helping him terrorize the town by killing and raising the city guards, bringing goblins down from the hills, and summoning dread monsters. With the town in chaos, he then made his way to the castle and transformed those within into horrible monstrosities, leaving the bulk of them behind to deal with players seeking answers to his purpose there.

Folio #16 will deal with finding where Molo has gone and then seeking answers to his true purpose in Distant Turtle City.

Dealing with the Agents of Shadow

The promises of a necromancer are never something to be fully trusted, and so it is with the new power in Distant Turtle City. While Molo did give the ninjas long life, he also stole their humanity. While he gave them power, he also gave them weakness. Remember this when dealing with the shades of the city (including shadow mastiffs, shadow dragons, etc.).

For the characters, the use of spells, especially Continual Light, will be incredibly helpful in defeating their shadow enemies.

All the shadow creatures in the city will have the following bonuses or negatives:

Shadow: +2 HP per die, +2 Attack & Damage

Deep Shadow (Darkness): +1 HP per die, +1 Attack & Damage

Light: -1 HP per die, -1 Attack & Damage

Bright Light: -2 HP per die, -2 Attack & Damage

A BRIEF HISTORY OF THE T'UNG RULERSHIP

The T'ung Empire is an ancient nation that is so great it borders two oceans, the Mardras to the west and the Halo to the east. Many are the legends of this land in faraway parts of the Nameless Realms such as the New Kingdoms and the Hinterlands. Still, for those willing to travel, the richness of the culture can be found, but

beware as it is a people steeped in traditions that make little sense to many in the northern hemisphere.

Long ago, after the fall of the God Capital, Nextyaria, the people of the world were split asunder and wandered. Monsters roamed free, and great leaders were needed to band together tribes into defensive works capable of repelling them. However, in the lands that would become the T'ung, humanity was hard pressed by the powerful jai-ruk's of the Broken and Wounded Lands. With little choice, humans fled to strongholds controlled by dwarven chiefs, and in turn the hardy dwarves protected the men and their families.

Generations passed, and dwarven war prowess along with human shock troops drove the jai-ruks back into the arctic climbs of the far South. It was then that the full richness of the T'ung could be seen, and dwarves never wish to give up a treasure once they feel it is theirs. Utilizing alliances and a new breeding program that created a sub-race of dwarven/human hybrids known as jacks, the dwarven chiefs consolidated power and maintained a position first as overlords and then as nobility above the serfdom of humanity.

Over the centuries the dwarves, utilizing intricate codes of combat, incredible armor and weapon crafting, and their increased lifespan, created an empire of riches unlike any the world had ever seen.

Still, as with all things, greatness comes with a cost, and human rebellions, dwarven squabbling over wealth distribution, and attacks by the jai-ruks and Zimbolay tribes

of the Opal Gates have weakened the ruling class. Dwarves, always slow to reproduce, have declined in number, and human bureaucrats and lesser nobles are an ever-growing concern for the leadership of the venerable empire.

Today, the T'ung Empire is a shadow of its former glory, with outposts abandoned, trade roads left untended, patches controlled by bandit lords, and wildlands scattered throughout its huge borders.

Political Structure

Although the political climate of the T'ung is in flux, there is still a ruling dynasty that spreads out through the dwarven houses which are considered to be daimyos (lords) under the leadership of the emperor. Each daimyo has a set of dwarven samurai lords beneath him as well as a cadre of half-dwarf jacks that act as a ronin bodyguard force. Administration and most matters of the arcane are overseen by human viziers, and in times of war, a dwarven shogun will be named by the emperor to oversee the matters of kingdom combat.

Jacks

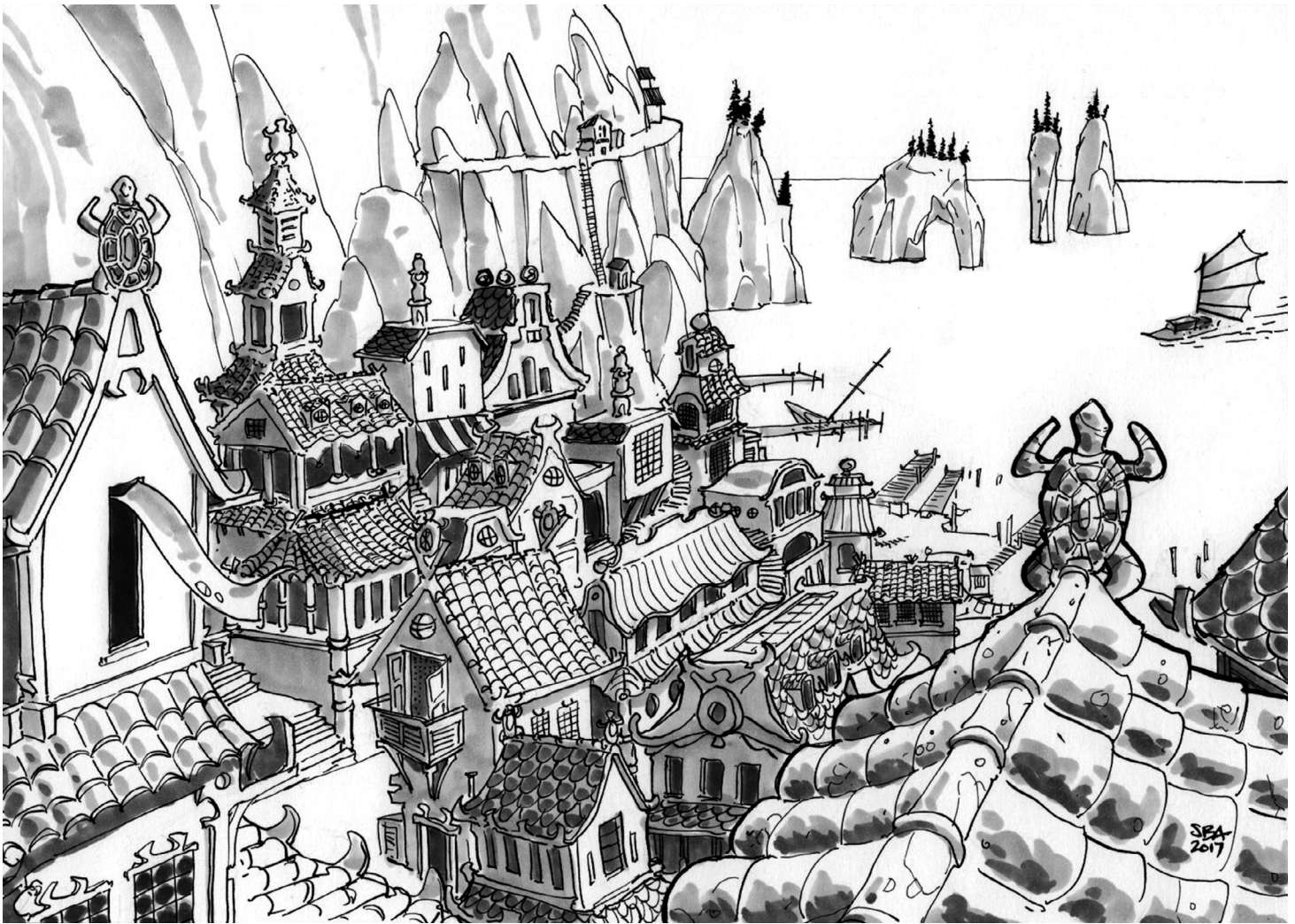
If you've ever played the TSR AD&D 2nd Edition setting Dark Sun, then you've probably heard of a mul, which is their version of a half-dwarf. In the Nameless Realms, such hybrids are known as jacks, and they can only be produced by a union of a human mother and dwarven father. (For unknown genetic reasons, dwarven females and human males cannot produce viable offspring.) Jacks are known to be unable to produce offspring, but they carry strong traits of both sides of their lineage and

are highly prized as bodyguards among the dwarven leadership of the T'ung.

DISTANT TURTLE CITY

Like many once great outposts of the T'ung, Distant Turtle City isn't what it was at the height of the empire's golden age, but it is still a valuable port of call for traders taking the southern turn in the mighty Halo trade circle. Here, instead of dealing with the chaotic nature of mainland ports, trade ships can work for their own interests while still gaining precious cargo from T'ung importers. Also, the government of the outpost is secure as one of the few remaining high dwarven samurai and his family keep a close eye for pirates in the waters around the island and make sure order is maintained in the port.

The town itself will have an outpost feel, although there are likely more than 2000 inhabitants. 90% of the population has now fled to the northern heights, seeking shelter and protection among the old dwarven caves that housed the first expeditions to the island in the distant past. There are large warehouses along the sheltered docks of the bay and likely a few ships are now tethered and abandoned along them, their crews either dead or having fled with the villagers.



Streets are paved with smooth stones (something the dwarves are known for demanding in the T'ung), and the buildings are mostly stone with slate and ceramic tiled roofs. Wooden shutters and interior panels have been imported, although some bamboo has been collected from the island's less inhabited parts. Turtles decorate almost everything here, including the roofs where they are used to ward away evil spirits.

Beyond the warehouses are inns, taverns, brothels, and trade shops that give way to housing blocks and finally rice fields in the periphery around the central town. The daimyo's castle stands to the northwest of the port and overlooks the city with an imposing air.

Adventure Synopsis

The adventure has been broken down into three sections with a special 'aside' section that allows the DM to expand on exploring the town and meeting further enemies as seen fit.

The first section has the party's ship encounter a derelict craft locked in a stinking sargasso sea. Once aboard, the players will have to deal with the undead captain and then determine where the ship's home port is and why Molo would have attacked the ship (or if playing outside the story arc, bring news of the lost ship to its home port).

In the second section, the players will get to the all but abandoned port of Distant Turtle City and have to deal with a gang of shade ninjas and their war dogs that are currently holding the dock. After securing a landing, they can try to make their way toward the town's castle, but on the way, will have to deal with an overrun temple that must be cleared before they can continue on.

Plotting a Course

To get this adventure going, and to get the players to the right places, you'll need to do your homework and make sure that the proper carrots are laid in advance of each section. The adventure will layout each section in a detailed format that helps with this process, so be sure to read each one. Otherwise, as I said above, it is linear, with A leading to B leading to C. The only deviation is if the DM wants to get into the town and do some side adventuring on the way to the temple, but that is optional (and an opportunity to stack player's experience points if desired).

The Ogre of the Jade Rock

Lu-Fung, the ogre magi of Jade Rock, is one of my favorite parts of this adventure. In the D&D 5E Monster Manual there are no ogre magi, instead they have been converted to oni. I understand this in a kind of dumbing down sort of way, but at the end of the day if you are playing Oriental Adventures, there really should be a difference between an oni (demon) and ogre magi (smart ogre with big no-dachi blades).

Whatever the case, Lu-Fung is a great NPC that can be hugely helpful to the party when it comes to clearing out the castle in Folio #17 and also dealing with the eye tyrant in the temple of Folio #16. For his stats, use standard ogre magi (or oni) with max hit points per hit dice.

When Molo came into the city and corrupted the ninja, he also invited monsters like the bushido goblins into the town. In so doing, he caught the interest of Lu-Fung's mate, who came into Distant Turtle City and was promptly charmed and corrupted by Molo. She now abides in the castle, and Lu-Fung is truly pissed off about it. He's come into Distant Turtle City looking to bust some heads and will likely run into the party between the docks and the temple. This encounter can go down one of two ways, the first being an all-out fight with only one winner, and the second more enjoyable option would be for Lu-Fung to test the players' mettle with a skirmish and then barter with them to become temporary allies.

Whatever happens, he's a great NPC for the DM, and if you have the opportunity before the adventure begins, I suggest fleshing him out further if you intend to use him for more than experience points from a combat.

Dungeon Master Notes & Suggestions

1. NPC Interactions

There aren't a great deal of NPCs in this module other than the ogre magi, Lu-Fung, although if you do choose to move the players around the abandoned city, you might be able to find a few sturdy or stubborn folks still hanging around their houses. There are also the ratmen martial artists whom you could choose to have interactions with along the way, or maybe even some banter, but for the most part, this should feel like an eerie horror show, like a zombie movie where players only interact with each other.

2. The Corruption of the Ninjas of the Fallen Leaf

Working within the shadow networks of the T'ung as enforcers for the emperor, this group of assassins has been building power in Distant Turtle City for more than a decade as they look to supplant the current daimyo who has been taking far too many liberties without proper appeal to the throne. However, when Molo showed up and worked his magic on agents of the Leaf, they quickly saw an opportunity to make their move without need of a more dangerous chess match. Once aware of the Leaf's plot against the daimyo and his family, Molo moved quickly to offer up something the guild couldn't resist: increased power and longevity. His corruption, however, left the guild more at his mercy, and using their strength, he has been able to not only overthrow the daimyo, but also destroy the town, which was an added bonus to his evildoing. Now, the Fallen Leaf is a shadow of itself, simply existing to destroy anything that comes to the port until the entire city is dead.

3. Finding the Balance Between Anime/Chinese Cinema/and Traditional Fantasy

As I've watched my fair share of anime since it was being bootlegged onto VHS tapes back in the very early 1990s, I've always enjoyed some aspects of combat represented by the genre. That, coupled with a love of Chinese martial arts cinema, and how could I not look to find ways to incorporate some of the 'fantastic' power of Ki into the villains of this adventure? When dealing with certain enemies, you'll note I've given them some maneuvers that reflect aspects of the above genres, and I think it's always fun to confuse and befuddle players with stuff that is outside the rules. This keeps them 'honest' in the sense of Lo-Pan saying to Jack Burton in Big Trouble in Little China, "You were not brought upon this world to 'get it', Mr. Burton." So while doing your running, I suggest incorporating some big leaps, powerful shockwave blows, and other things that keep players guessing, and remembering this isn't their world.

Interacting With the Shadow and Abandoned Nature of the City

1. The Hidden People

When the Fallen Leaf began its campaign against the daimyo and Molo started summoning monsters and raising dead guards for his service, much of the town fled into the hills north of the city. Those that didn't became easy prey for the monsters and the dead, but that doesn't have to mean that there are absolutely no survivors still

within Distant Turtle City as it is a large place. It is certainly an option for the DM to throw in some hardened townsfolk protecting their block, or a distressed child, or a fierce martial arts maiden, but I leave that up to you.

2. Dealing with Martial Arts

Martial arts is power. The AD&D setting, *Oriental Adventures*, has some really cool aspects for designing specific martial arts styles using proficiencies (much like I did with dueling styles for the northern cities of the New Kingdoms). There were some good amendments to that original text (Table 69 of *Oriental Adventures*) that can be found in *Dragon Magazine* (#136 August 1988, Pg. 66), and if you are doing AD&D, I'd suggest taking a look. Otherwise, the more base reality is that you can lean on the monk class in both systems to fit the bill if you are just looking at making enemies fight with their hands. One thing I suggest, assuming that players enjoy the aspects of martial arts, is allowing players to spend proficiencies on martial arts techniques (if you are doing AD&D) or swapping special abilities from their class for the base monk martial arts ability (if using D&D 5E). This can be accomplished by spending time with a character skilled enough to teach them, perhaps someone on their ship, or someone they meet in the town, or an NPC that escapes Distant Turtle City with them. Just a thought.

Overall Story Arcs & Threads

1. Playing Things through to the Temple

The basic nature of this adventure is to find evidence of the city on the derelict ship and from there come to Distant

Turtle City. It can be assumed that characters will want to get to the castle to find out what went wrong, or even find Molo if they believe he might still be here, but it is paramount that they get to the temple in the middle of the city, because it is the final part of Folio #16. If you need to use bait such as townsfolk, Lu-Fung, or a hot pursuit of fleeing ninjas, you will need to get them there to continue the story arc.

2. Finding Allies instead of Enemies

The main possible ally I've written in is Lu-Fung, but obviously there could be more, including a bushido goblin who swears allegiance to a more powerful 'lord', anyone from the town who wants to join up to help free the town, and even some of the Temple of the Tortoise monks if you are able to break the enchantment on them. All these are certainly possibilities that could fall to you along the way, and some of them might even make great replacement characters for those who don't make it all the way through the adventure.

3. What Was the True Goal of Molo in Distant Turtle City

Molo is getting close to the White Ship, and he knows it. After the events that unfolded on the Isle of Jade, he now has what he believes to be a pass key to the ship, and on this adventure he's trying to acquire an ancient artifact, the Tortoise Icon, which can help guide his ship through the perils of the Corsair Fog. Since he has a good lead on the characters, he should be long gone by the time they

arrive at Distant Turtle City, but it should be obvious that by the damage he's done, this endeavor would have cost him precious time. They should figure that they are no more than a day or two behind him at this point, and once they enter the Corsair Fog in Folio #18 & #19, they have a real chance of catching him (especially with keys they have uncovered along the way that will also help them navigate).

Art of This Issue

I have to say, I've spent the bulk of three years trying to get a Janet Aulisio cover on a Folio, and I can finally say that I've accomplished that. When I was younger I loved not only the artwork I saw coming out of 'the pit' of TSR, but also the incredible artist stable of FASA. I marveled at the work of so many of those artists, but two of my favorites were always Jeff Laubenstein and Janet Aulisio. Janet was kind enough to paint the incredible 'Enchanted Glade' cover you see on this issue of The Folio, and Jeff managed to get in the awesome 'The Fall of the Daimyo' cover for the interior adventure. Both are really fun pieces that I've worked for years to get into my projects, and I'm really thrilled to have them. The interiors will of course find two of my staple artists here at AotG, including gazetteer work by the ever entertaining Travis Hanson, and the module art is the neo-Roslofian ink genius Simon Adams. Rounding out this issue is of course our resident 'Iconic' artist Michael Wilson, who does the great color character piece you'll find on the back.

New Monster Shade Ninjas

Lawful Evil

Frequency: Very Rare

No. Appearing: 1-8

Armor Class: 4

HD: 6+6*

Move: 15"

No. of Attacks: 2**

**Damage/Attack: (1-6)+1 (ninja-to)
or 1-4 (shuriken)**

Special Attacks: Sneak Attack (3-18)

**Special Defense: Hide in Shadows (80%),
Move Silently (80%), Shadow Abilities**

Magic Resistance: Varies

Intelligence: Standard

Size: M (5.5' feet tall)

Psionic Ability: NIL

% in lair: 20%

Treasure Type: A, C

* Hit Points vary by light conditions.

** Shade Ninjas get 3 attacks a round with shurikens and are +3 to hit.

Shade Ninjas [AC 16, HD 6d10+12, HP 42, Initiative +3, #AT 2, Hit +4, Dam Ninja-to 4 (1d6+1) or shuriken 4 (1d4+2), Sneak Attack 9 (3d6), Stealth (+7), +7 to hit with shurikens, Assassination (advantage if from surprise), Shadow Abilities, STR: 13 (+1), DEX 17 (+3), CON 14 (+2), INT 12 (+1), WIS 11 (0), CHA 10 (0)]



The ninja clans of the T'ung are as old as time itself, or so the story goes. They have been in place working as assassins for the dwarven lords of the land and generally establishing fear among the human aristocracy. Numerous clans of ninjas work in provinces independently, and the Fallen Leaf Clan of Distant Turtle City is no different. However, with the arrival of Molo and his dark promises of power, the Fallen Leaf has been changed into the most powerful version of itself, while also losing its humanity.

By transforming the flesh of a normal ninja into 'shadow stuff', the very essence of the Elemental Plane of Shadow, these men and woman have become ageless and powerful. They draw their strength from the shadows, but this also means they are vulnerable

to light. Such traits harbor rules that should be noted while they are engaged in combat.

Shadow Abilities:

Shadow: +2 HP per die, +2 Attack & Damage,
Magic Resistance 5%/Hit Dice

[advantage on magic saving throws], Shadow-walk.

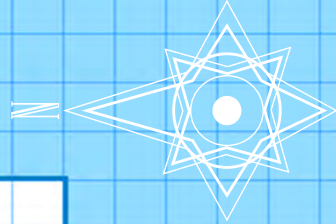
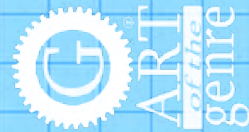
Deep Shadow (Darkness): +1 HP per die, +1
Attack & Damage, Magic Resistance 5%/Hit Dice

[advantage on magic saving throws], Shadow-walk.

Light: -1 HP per die, -1 Attack & Damage

Bright Light: -2 HP per die, -2 Attack & Damage,
Magic Saving Throws at -4

[magic saving throws at disadvantage]



THE FOLIO



DISTANT TURTLE CITY

ADVENTURE FOLIO MODULE WS3

A Three Part Scenario for characters levels 5-7
by Scott Taylor



DISTANT TURTLE CITY

An adventure in both 1E and 5E formats
for characters levels 5–7

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

INTRODUCTION

Hopefully you’ve already read the gazetteer for this adventure as it should help you a great deal along the way in playing through each scenario, but if not, I’m going to give you a brief explanation below.

The Scenarios

This adventure is broken down into three distinct combat scenarios where the bulk of the ‘action’ for the adventure plays out. Obviously, in roleplaying, there should be a lot more going on, but the basics for the meat will be covered below. They are in sequential order, save for the ‘Wandering Dead’ preface scenario that can be utilized at any time once the characters reach Distant Turtle City.

PREFACE SCENARIO

Wandering Dead

Once players have entered Distant Turtle City, the DM can use random encounters with wandering dead to continue to give the adventure a darker feel. I suggest having the zombies ‘touched with shadow stuff’ and therefore be ‘quick zombies’ that can provide jump scares for the players and keep them on the move.

Remember, as they are considered ‘shadow’, the rules found in the gazetteer do apply.

Shadow Stuff Zombies [AC 7, HD 3+3, HP 21, #AT 2, D 1–4 (Claw) and 1–6 (Bite), Head Vulnerability (if struck with an 18 or above, the zombie is killed instantly as it is considered to have been hit in the head)]

TREASURE

NONE

Shadow Stuff Zombies [AC 13, HD 4d12+8, HP 32, Initiative +2, #AT 2, Hit +4, Dam Bite 6 (2d6) and Claw 6 (1d8+2), Head Vulnerability (if struck by a blow that is 18 or higher, the zombie’s head is destroyed, and it collapses)]

SCENARIO 1

The Half-Sunk Junk, the Blue Ki-Rin

While plying the trades looking for pirates, Captain Fu, the samurai lord under the direct command of the daimyo of Distant Turtle City, was attacked by Molo’s ship. The ship was quickly overrun, the sailors devoured by a summoned gibbering mouter, and Captain Fu tortured until Molo killed him and then pulled the information he needed about the Tortoise Idol from his undead mind.

Upon leaving the wounded ship, Molo left the gibbering mouter, a little ‘gift’ for anyone finding it before it sunk. However, the ship soon



drifted into a sargasso of thick seaweed that kept it afloat and drew the attention of a sea hag as well as several large water spiders. Now half-submerged (the main deck is about 4 inches under water while the fore and aft castles still rise out of the seaweed), the ship is a ticking time bomb of death for anyone foolish enough to board it.

Also, getting to the ship is tricky as the players' vessel doesn't dare go into the seaweed for fear of getting caught, so the players must take a launch to the edge of the seaweed and then walk across the thick green mass for several rounds before making it to the ship.

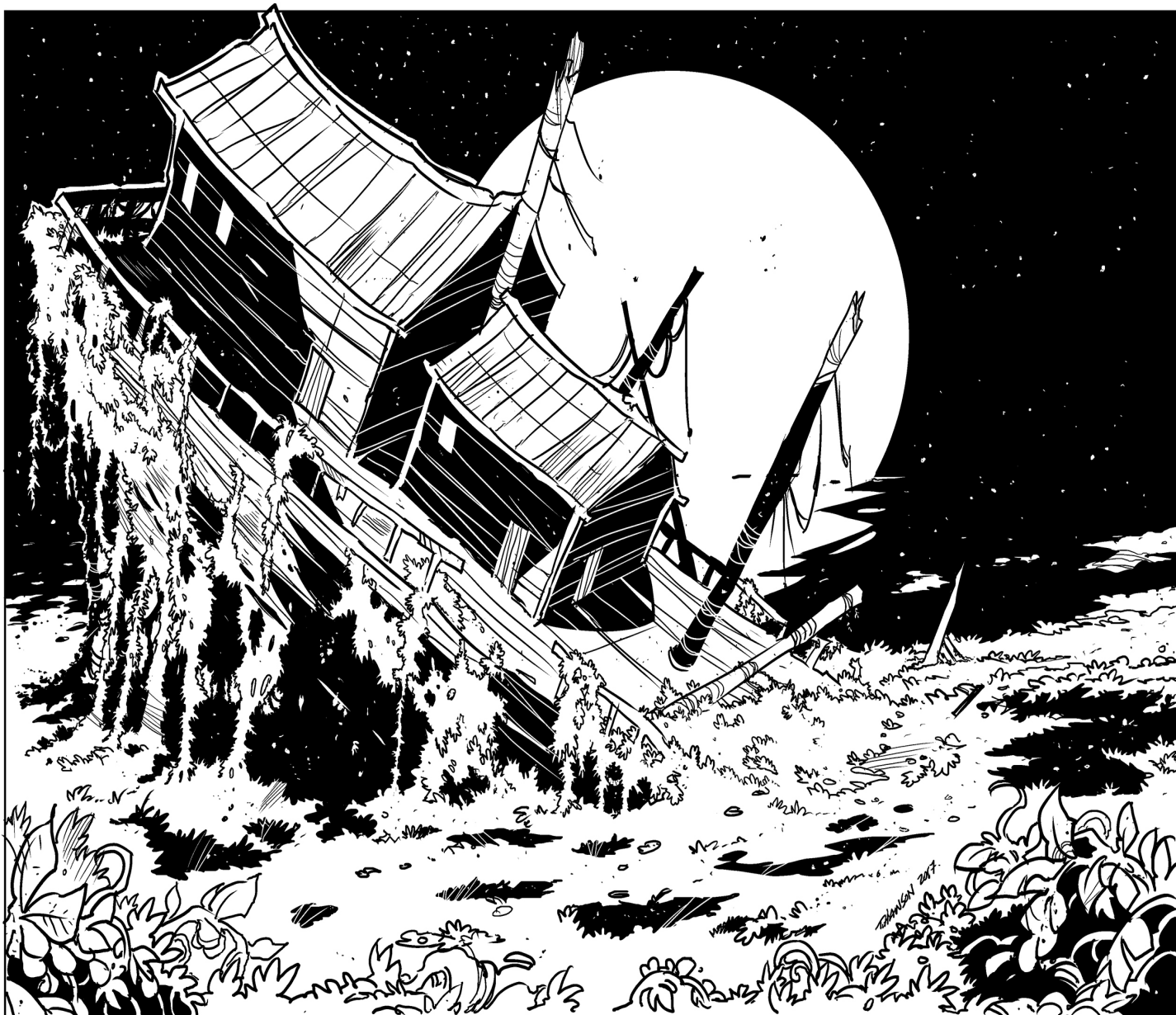
The seaweed walk can be as easy or as difficult as the DM chooses, but for my purposes, I just required some kind of Dexterity check with a simple target to not have your leg sink up to your waste or slip and fall over, thus embarrassing yourself. However, there really isn't a chance of going through the seaweed, so it is really just a wet slog.

SHIP: FORECASTLE

1.

Galley/Kitchen

The room is cramped, especially for food preparation, with a clay brick oven supported by an iron cage, single butcher's block, and a fire-rune pot that can self-boil and is a known item of some value on ships traversing the Halo.



Lurking in the rafters near the ladder to the upper deck, a black and amorphous creature known as an executioner's hood is waiting for prey. A marching order should be established for those entering rooms, and the final person out of the room will be attacked (and likely silenced) by the hood. The hood has a 3 in 6 chance of surprise **[DC 14 passive Perception]**.

Executioner's Hood [AC 6, HD 6+6, HP 48, #AT 1, D 1–4 (Bite), Strangulation: Monster does an additional 1–4 points per turn after it is on someone's head.]

TREASURE

NONE

Executioner's Hood [AC 14, HD 8d8+16, HP 48, Initiative +2, #AT 1, Hit +4, Dam Bite 6 (2d6), Strangulation

(Victim must make a DC 15 Constitution saving throw or take an additional 8 (2d6+2) damage per round.)]

2.

First Mate Quarters

A straw sleeping mat, low dresser, and basket with rum bottles decorate this small nondescript room.

The first mate of the ship did stash a hip flask in the dresser that still has some stout spirits in it, as well as a bag of T'ung silver coins worth 8 gold pieces in the New Kingdoms. A successful Search check is required to find them **[DC 14 Perception]**.

3.

Cook's Quarters

Along one wall, a tattered sleeping mat and pile of clothes lay haphazardly. A cracked silvered mirror hangs on one wall above a small brass basin of tepid water.

The silvered mirror is worth 5 gold pieces to the right broker, otherwise there isn't much of worth in the room.

4.

Food Storage

Various sized crates and barrels are jammed tightly into this room. The strong smells of mold and spoiled meat are present.

If the party is seeking provisions, there are a dozen sets of iron rations stowed safely within the room.

5.

Sail Room

Shelves of tightly folded sails, coiled rope, and other sailing bits are packed into this room, leaving little space to enter.

Other than standard gear for sailing, this room has little worth, although a successful Search **[DC 15 Perception]** will uncover a magical Cloak of the Manta that allows the wearer to transform into a large manta ray 3/day for up to an hour each time. The ship's crew used it to check damage below the surface or scout out reefs.

6.

Head/Storage

Several large boxes and a single cut barrel with a hole on top for doing your business are located in this rather rancid smelling room with a single port hole cut just above the barrel for some ventilation.

As the players enter the room, burbling sounds will come from the barrel and then whispering. The effect should be pretty creepy, as a gibbering moulder that is made up of the unfortunate crew has been subsisting on excrement for several days inside the large barrel. Anyone approaching it will have the moulder's tendrils lash out as it also shoots its petrifying spittle.

Gibbering Moulder [AC 1, HD 8+6, HP 62, #AT 6+, D 1 (Bite), Spittle (save vs. petrification or blind 1 round), Drain (once a mouth hits, it sucks 1 point of damage per round), Gibbering (as Confusion spell)]

TREASURE

NONE

Gibbering Moulder [AC 9, HD 9d8+27, HP 67, Initiative +3, #AT 1, Hit +2, Dam Bite 17 (5d6), Gibbering (DC 10 Wisdom saving throw or can take no actions till the next turn), Blinding Spittle (Recharge 5–6) (DC 13 Dexterity saving throw or be blinded until the end of the moulder's next turn.)]

7.

Hall

A long hall leads to three doors, each spaced roughly seven feet apart.

8.

Bridge/Helm

This room is open to the air, with hurricane slats that can be drawn down in times of storm. A large wheel, well-worn captain's chair, and an open chest filled with maps decorate the room.

The steering of the ship is currently locked by the seaweed, and there are signs of struggle around the room, but otherwise there is nothing here of value.

9.

Parade Deck

This long deck has shaded sails overhead to keep off sun and rain. Tattered and sun-bleached cushions have been lashed to the rails for storage, and several odd geometric designs have been scrawled on the deck in chalk, perhaps marking some kind of game.

The crew once used this deck for sleeping, games, and eating. Currently, in the lookout post above (Room 10), a giant marine spider is lurking and watching the deck below as some thin strands of silk have been laid across the floor. They can be detected with a Detect Traps [DC 15 Perception], but if they go unnoticed, the spider will be aware of the guests below and perhaps grab and pull a victim up to the room above.

10.

Lookout Post

Open to the air on all sides, allowing access to the sails on the aft, this observation room has a small rack for scrolls, and a looking glass that is currently mounted to an iron ring on the fore of the room.

A thin layer of webbing covers the walls and binds the door to the room (Open Doors check) **[DC 14 Strength]**. Situated outside on the roof, a giant marine spider is waiting to drop down on prey through the window once its webs detect movement.

Giant Marine Spider [AC 4, HD 7+7, HP 49, #AT 1, D 3–12 (Bite), Poison (save vs. paralysis or be paralyzed for 3d4 turns)]

TREASURE

NONE

Giant Marine Spider [AC 16, HD 7d10+21, HP 56, Initiative +2, #AT 1, Hit +5, Dam Bite 12 (2d8+4), Poison (DC 13 Constitution save or become paralyzed for 2d4 rounds)]

AFTCASTLE

11.

Captain Fu's Cabin

Two crimson silk hangings decorate the walls, and a central cushioned sleeping mat rests before the large window in the rear of the cabin. A dresser, low desk, and scroll case are to one side, and two heavy chests are closed at the foot of the sleeping mat. Standing with dead white eyes staring at a map on the wall is a dwarf in full samurai armor. Old blood shines from old streams that have pooled in a sticky circle beneath his sandaled feet.

Upon the characters' entry, the former Captain Fu will turn toward them and slowly draw his katana, ready to defend his ship even in death.

Undead Dwarven Samurai [AC 3, HD 10, HP 70, #AT 2 (+2 hit), D (1–10)+5 (Katana), Shadow Shockwave (all enemies within 5 feet must save vs. petrification or be knocked prone, and can be used every 1d4 rounds)]

TREASURE

KATANA +2, DWARVEN LIGHT SAMURAI ARMOR +1, BATTLE FAN OF PROTECTION (ACTS AS A +2 SHIELD). INSIDE EACH CHEST (BOTH ARE UNLOCKED) ARE 100 GOLD PIECES, SOME TRADE LETTERS, AND VARIOUS MAPS.

In the second chest there is a secret compartment that holds a pair of Corsair Sunglasses. The compartment can be discovered on a Detect Traps roll **[DC 15 Perception]**. The Corsair Sunglasses are circular and dark tinted glasses set into a light platinum frame with runes etched along the ear pieces. They help navigate the Corsair Fog found later in this campaign.

Undead Dwarven Samurai [AC 17, HD 10d12+10, HP 70, Initiative +2, #AT 2, Hit +5, Dam Katana 9 (1d10+4), Shadow Shockwave (recharge 5–6) (DC 13 Dexterity save or be knocked prone if you are within 5 feet of the samurai)]

12.

Armory

A chained piece of bamboo secures a number of short curved swords and spears in a rack that is attached to the wall of this small room.

There are no weapons here that are overtly finer than the rest, and the spears have silk ties on them with turtles along the fringe.

13.

Turtle Shrine

At the center of the room, surrounded by four clay pots with incense sticks, is a medium-sized turtle statue made

of polished wood. Before it, facing the door, is a green meditation mat.

A sea hag is hiding behind the statue, the crone having recently discovered the wreck. Her plan was to ride the sinking ship into the seaweed and then use it as a sunken, yet still floating, lair. When the characters appear in the shrine, she will stay hidden and attack when most convenient.

Green Hag [AC -2, HD 9, HP 56, #AT 2, D 1-8 per attack (Claws), Camouflage (90% change to Hide when in dark or green surroundings)]

TREASURE

NONE

Green Hag [AC 17, HD 11d8+33, HP 82, Initiative +3, #AT 1, Hit +6, Dam Claw 13 (2d8+4), Invisible Passage (invisible until attack), Innate Spellcasting (DC12, Dancing Lights, Vicious Mockery)]

14.

Talismans and Potions Storage

Inside the heavy door, a single shelf with various magical goods and potions rests at eye level, and below is a chest.

This is a heavy locked door **[DC 15]**, but it is not trapped. If Captain Fu had the key, it is now lost, and the door can only be opened by force or picking.

Captain Fu was always worried about attacks, and his ship was well stocked with healing potions. There are a dozen Potions of Healing on shelves inside the room as well as two flasks containing Antidote potions.

15.

Meditation Deck & Rear Observatory

This simple room has a single large straw mat on the floor as well as an incense pot. It is open to the air with hurricane slats and provides a good view of the aft waters around the ship.

Mirroring the forward tower, this aft tower is also home to a giant marine spider as they like to get a vantage point if possible when out of the water. Like the first tower, this one is also covered in a fine webbing, although this time the spider is inside the room when the characters enter. As they have to come up a ladder, the spider will get a free attack on the first person up, the creature trying to grab and pull the victim through the trapdoor, and then slam it down and utilize its weight to hold others out of the room.

Giant Marine Spider [AC 4, HD 7+7, HP 49, #AT 1, D 3–12 (Bite), Poison (save vs. paralysis or be paralyzed for 3d4 turns)]

TREASURE

NONE

Giant Marine Spider [AC 16, HD 7d10+21, HP 56, Initiative +2, #AT 1, Hit +5, Dam Bite 12 (2d8+4), Poison (DC 13 Constitution save or become paralyzed for 2d4 rounds)]

SCENARIO 2

The Docks of Distant

Turtle City

Several small, yet towering islands flank the crystal bay of Distant Turtle City, which lies in a gorge between great rock ‘arms’. Even from a distance, it is clear something is wrong with the town as no people appear on the docks and tattered flags hang limply on the castle sitting far into the distant hillside.

The ship will not fully approach the city, and the characters will once again be forced to take a launch to the docks. Depending on the time of day (I suggest late afternoon, and you can force the players to go as they are ‘running against a clock’ that is Molo’s quest), the docks will be quiet. However, the ship’s appearance has been noted by the Fallen Leaf ninjas, and the shades lay a trap for the characters as they debark, trying to surround them and kill them before they can fully get their ‘shore legs’ after a protracted journey at sea.



Shade Ninjas [AC 4, HD 6+6, HP 48 , #AT 2, D (1-6) +1 (Ninja-to), Sneak Attack (+3d6), Hide in Shadows (80%), Move Silently (80%), Shadow Abilities (see Gazetteer)]

TREASURE

‘NINJA GEAR’, INCLUDING NINJA-TO SWORDS, SHURIKENS, BLACK OUTFITS

Shade Ninjas [AC 16, HD 6d10+12, HP 42, Initiative +3, #AT 2, Hit +4, Dam Ninja-to 4 (1d6+1), Sneak Attack 9 (3d6), Stealth (+7), Assassination (advantage if from surprise), Shadow Abilities (see Gazetteer)]

Shadow Mastiff [AC 6, HD 4+1 , HP 25, #AT 1, D 2–8 (Bite), Hide in Shadows (40%)]

TREASURE

NONE

Shadow Mastiff [AC 14, HD 4d10+4, HP 24, Initiative +2, #AT 1, Hit +3, Dam Bite 5 (1d10), Shadow Abilities (see Gazetteer)]

SCENARIO 3

The Martial Temple

Set into the long paved street, and surrounded by a tall stone and wood wall, the Temple of the Tortoise is a powerful structure at the center of Distant Turtle City. Large double doors offer greeting to those wishing to pray, although they now stand only half ajar, the dark interior not seeming as inviting as one would commonly see.

Inside, the work of Molo's corruption is in full bloom as a gang of bushido goblins have taken up residence in the main sanctuary and training grounds, and several of the higher level monks that once defended the temple have been charmed by the magic of Molo's summoned minion, a dark-skinned eye tyrant that now holds the secondary sanctuary.

Having moved through the city, and likely wounded by this point, the temple looks to be the one place that could offer shelter from the shadow stuff zombies, so it is encouraged to make this clear to the players, because it is a long journey (likely best taken in the daylight) up to the castle and a long night awaits them otherwise.

1.

Entry

This rather unadorned entry has well-swept wooden floors and a long rack for shoes and sandals. A skylight in the ceiling provides light to the interior, and a rope and pulley system open and close the hole.

Something that will come into play throughout the adventure is the amount of light available in each room. It can be expected that skylights provide shadow, assuming it is nighttime. Keep this in mind as the players move about all areas, and if they have some means to control the light, allow them to employ it.

2.

Secret Alcove

Two small mats are here, as well as braziers for heat if needed. There are marked cuts in the interior slats that allow for viewing of the happenings in the entry.

The monks of the temple weren't overly invested in defense, but they did have two rooms that flanked the entry where a watchman could be placed in times of trouble. Currently, the goblins have placed guards within.

2 Bushido Goblins [AC 5, HD 3+1, HP 19, #AT 1, D 1-8 (Wakazishi), One Target (all attacks of a group focus on a single target, providing +2 hit)]

TREASURE

4 GOLD PIECES AMONG THEM AND HALFLING-SIZED ORIENTAL HALF-PLATE

2 Bushido Goblins [AC 14, HD 3d8+6, HP 18, Initiative +2, #AT 1, Hit +2, Dam Wakazishi 4 (1d8), One Target (all attacks made by a group are at a single target, providing +2 to hit)]

3.

Worship Hall

This huge open hall is dominated at its center by a massive bronze turtle statue. The turtle seems to be in contemplation, and it sits on a wooden dais that is two feet off the polished wood of the floor. Four skylights (with similar rope mechanisms) fill the room with light, and iron hooks on the walls hold paper lanterns.

This was the main worship area for the temple and took in hundreds of patrons each day that would venerate their tortoise 'deity'. Currently, a squad of bushido goblins patrol the interior and will set a wedge to attack anyone entering the hall.

Note:

The DM could also have shade ninjas drop from the skylights here if the battle feels like it is going too easy. Whatever the case, combat within the hall will alert all other enemies in the temple to the characters' presence.

12 Bushido Goblins [AC 5, HD 3+1, HP 19, #AT 1, D 1-8 (Wakazishi), One Target (all attacks of a group focus on a single target, providing +2 hit)]



TREASURE

NONE

12 Bushido Goblins [AC 14, HD 3d8+6, HP 18, Initiative +2, #AT 1, Hit +2, Dam Wakazishi 4 (1d8), One Target (all attacks made by a group are at a single target, providing +2 to hit)]

4.

Contemplation/Meeting Room

Several straw mats are on the floor around a central fire pit, and a small low desk with an inkwell rests next to one of the mats.

This was a chamber for quiet, yet shared meditation, and also a place for the higher level monks to discuss their thoughts on daily events and the universe. The ink is actually made from squid ink sacs and would bring up to 10 gold pieces to the right person (and is perfect for making scrolls and writing in spellbooks).

5.

Monk Chamber

A simple room with a single straw mat, low writing desk, and brazier.

Like several other upper level monk chambers, this one sits empty. One interesting note, although the temple is overrun with goblins, they haven't touched any of the rooms, indicating that something in their bushido code is keeping them from full-on looting.

6.

Monk Chamber

This room is decorated with a single paper tapestry depicting a crane. Below it, a straw mat, low writing desk, and brazier are the only other features.

There is a secret hiding hole in the wooden floor of the room (Search 1 in 6) **[DC 15]** that holds a scroll with various martial arts moves catalogued on it. By use and practicing of these images and techniques, a character can use a weapon proficiency **[or switch out an ability gained from a profession]** to learn the fundamental aspects of Karate as found in the Oriental Adventures book **[or gain the martial arts ability of a 1st level monk]**.

7.

Meditation Room

A single green mat, incense braziers, and a tapestry with a turtle on it are in this room. A lone bald man in robes sits in a meditative pose, his head slowly looking up to greet you as you enter.

One of the few remaining monks from the temple is quietly meditating within the room. Once a party member enters, he will rise, prepare himself, and then attack.

Charmed Monk [AC -1, HD 8+8, HP 56, #AT 2, D (2–12)+2 (Open Hand), Martial Arts (Tortoise Kung-Fu) [Iron First +2 Damage] [Body Hardening +2 AC]]

TREASURE

NONE

Charmed Monk [AC 19, HD 8d8+8, HP 32, Initiative +7, #AT 2, Hit +7, Dam Open Hand 6 (1d6+3), Ki (8), Stunning Strike (DC 14), Iron First (+2 Damage), Body Hardening (+2 AC)]

8.

Monk Chamber

A brown robe and a quarterstaff rest against the wall of this room as a straw mat, low writing desk, and brazier mark it as sleeping quarters.

The quarterstaff is actually a Quarterstaff +1.

9.

Monk Chamber

Three small leather bags rest on a low writing desk next to a bone scroll case. Beside it, a straw mat, and slowly

burning brazier provide the room with warmth as though recently in use.

Inside the leather bags are 40 SP, 20 GP, and one pound of rice. The scrolls inside the bone case are for accounting purposes, but the bone case is waterproof and worth 30 GP.

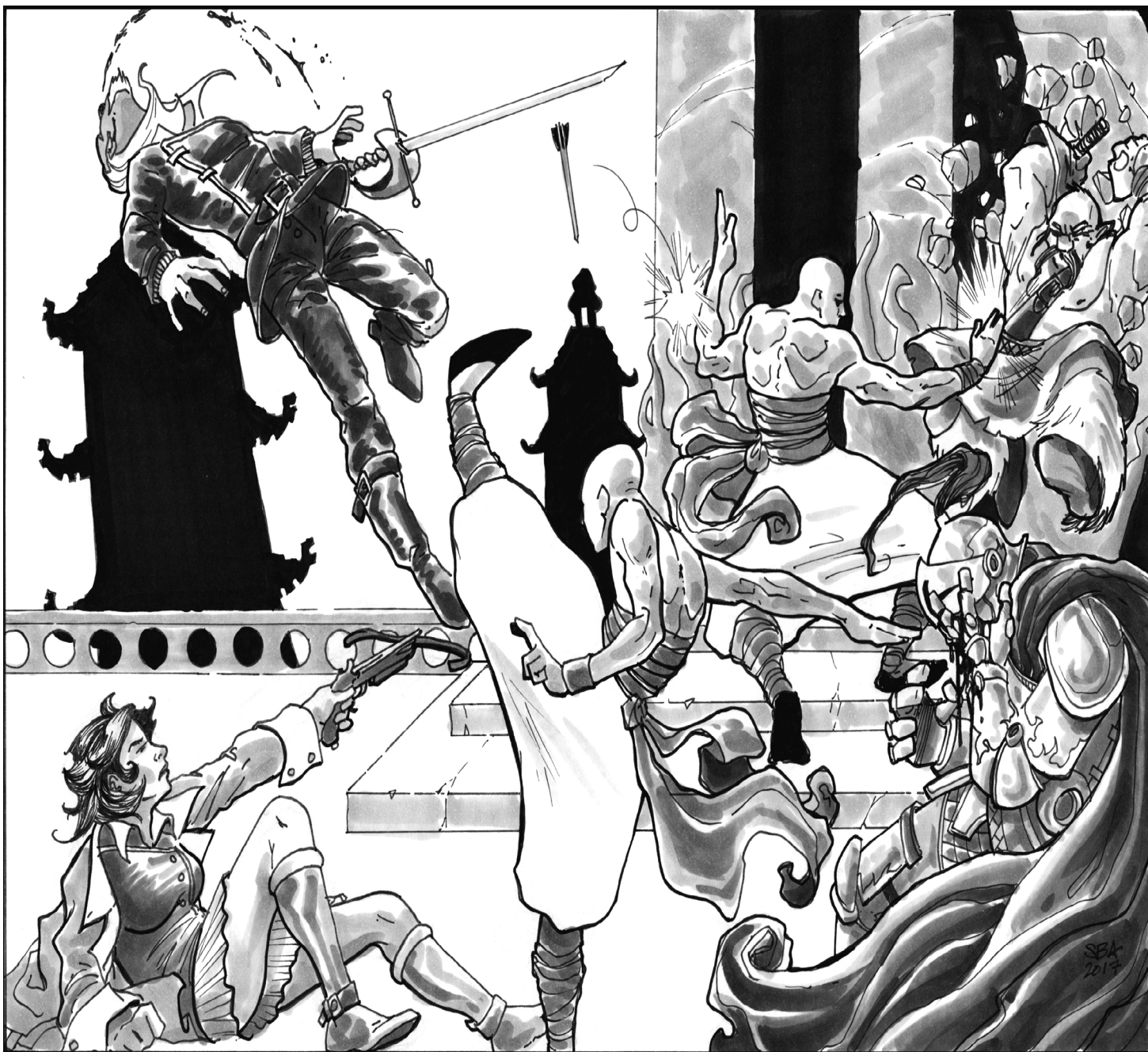
10.

Sparring & Training

A large open training yard spreads out around you. The area is well kept, even the dirt having been packed down and smoothed out. A large wooden rack is filled with spears and staves on the western wall. Along the north wall, a set of raised cages with straw can be seen, and farther northeast, a large stone trough is set against the outside wall of the compound. A unit of bushido goblins stands at the ready on the far side of the yard.

Having heard the disturbance in the great hall (assuming that a fight was had there), the company of bushido goblins has mustered and is prepared to engage enemies.

12 Bushido Goblins [AC 5, HD 3+1, HP 19, #AT 1, D 1–8 (Wakazishi), One Target (all attacks of a group focus on a single target, providing +2 hit)]



TREASURE

NONE

12 Bushido Goblins [AC 14, HD 3d8+6, HP 18, Initiative +2, #AT 1, Hit +2, Dam Wakazishi 4 (1d8), One Target (all attacks made by a group are at a single target, providing +2 to hit)]

11.

Grand Garden

A huge graceful garden stretches out around you, replete with notched stone path, three interconnecting koi ponds, a raked sand pit, and several well-trimmed trees. Across the garden to the east, an open pagoda has been erected across a small bridge.

There are three monks within the garden, and each has hidden himself away after hearing the clash of weapons in the main temple. Once the party has moved out into the garden, the monks will leap out of hiding (surprise 3 in 6) **[DC 15 passive Perception]** and attack, hoping to confuse the party. They will attempt to use fast movement, using one attack to strike and the other to leap away.

3 Charmed Monks [AC -1, HD 8+8, HP 56, #AT 2, D (2–12)+2 (Open Hand), Martial Arts (Tortoise Kung-Fu) [Iron First +2 Damage] [Body Hardening +2 AC]]

TREASURE

NONE

3 Charmed Monks [AC 19, HD 8d8+8, HP 32, Initiative +7, #AT 2, Hit +7, Dam Open Hand 6 (1d6+3), Ki (8), Stunning Strike (DC 14), Iron First (+2 Damage), Body Hardening (+2 AC)]

12.

Sacred Shrine

A large red-roofed pagoda shrine rises up before open sliding doors. Within, a large sleeping bronze turtle rests on a teak dais as incense braziers blaze around it. Resting before the dais is a single green mat for meditation.

Floating just behind the reclining turtle (enough for partial cover), the eye tyrant that was summoned here by Molo lurks. He's heard the fight outside and has retreated, poking his eye stalks up over the statue and ready to unleash 'hell' on the party.

His first action will be to try to Flesh to Stone and Disintegrate all fighter types, then he will rise up, open his Anti-Magic eye on spell casters, and finish the rest at his leisure.

Unlike the bushido goblins, the eye tyrant has collected a bit of treasure as he is plotting how to escape the city filled with the zombie hordes. Remember, he is a super genius, and if he is getting beaten, he will try to surrender, offering to help the players rather than cause senseless death. However, when he sees an opportunity to turn on them, he will of course do so.

Eye tyrant [AC 0/2/7, HD 12, HP 75, #AT 1, D 2–8 (Bite), Eye Rays (can shoot 1–4 rays per turn), Antimagic Cone]

TREASURE

550 GP IN STATUES AND JEWELRY, 4 POTIONS OF EXTRA-HEALING [GREATER HEALING], SAI OF DEFENDING +3 [SAI +2], MONK ROBES OF DEFENSE +3, JADE RING OF PROTECTION +2

Eye tyrant [AC 18, HD 19d10+76, HP 180, Initiative +4, #AT 4, Hit +5, Dam Bite 14 (4d6), Eye Rays (can shoot 3 per turn at random), Antimagic Cone]

13.

Eating Hall

A huge table, some twenty feet long, rests on short legs just off the floor. Around it, two dozen sturdy pillows have been placed on straw mats.

As the party enters, an all too familiar whispering and gibbering can be heard coming from beneath the long, low table. Here, the remnants of the lesser monks have been devoured by a gibbering moulder. The creature will strike at legs, hoping to draw the victims beneath the table that is only about two feet off the ground.

Gibbering Moulder [AC 1, HD 8+6, HP 62, #AT 6+, D 1 (Bite), Spittle (save vs. petrification or blind 1 round), Drain (once a mouth hits, it sucks 1 point of damage per round), Gibbering (as Confusion spell)]

TREASURE

NONE

Gibbering Moulder [AC 9, HD 9d8+27, HP 67, Initiative +3, #AT 1, Hit +2, Dam Bite 17 (5d6), Gibbering (DC 10 Wisdom saving throw or can take no actions till the next turn), Blinding Spittle (Recharge 5–6) (DC 13 Dexterity saving throw or be blinded until the end of the moulder's next turn.)]

14.

Kitchen

A heavy brick oven, two fire pits beneath heavy iron pots, and a large butcher block mark this as the temple kitchen.

There is a copper pan hanging from a hook in the wall with three runes on it. In AD&D terms, if the pan is used to prepare meals, all meals turn out surprisingly wonderful. For 5E players, the pan adds +2 to all Wisdom checks for cooking and also makes Wisdom a Proficient attribute for the purposes of the roll. It is also considered a club for the purposes of damage, and is +2.

15.

Latrine

A long set of bamboo poles are lashed together along the south wall, holes having been cut at intervals, and the smell of excrement is heavy in the long building, even with holes for ventilation cut in the ceiling.

No, there isn't a gibbering moulder here, but you could always make watery noises and freak the players out anyway.



16.

Bath

A large dark stone square bath is filled with clear water. Beside it, two large buckets rest, and the heavy smell of lye soap is in the air. Two goblins have been enjoying a bath and now slowly get out as the players approach.

When the battle between the company of bushido goblins and the characters takes place in Room 10, there are two bushido goblins that watch the fight from the comfort of a bath. Once the battle is complete (assuming the characters win), the goblins will rise from the bath, bow, and then prepare themselves for battle as they armor and weapon up. If the players choose not to allow them to get their weapons and armor (very dishonorable!), this is up to them, otherwise once they are done, they will call out the highest level fighters in the party for single combat.

2 Bushido Goblins [AC 5, HD 3+1, HP 19, #AT 1, D 1–8 (Wakazishi), One Target (all attacks of a group focus on a single target, providing +2 hit)]

TREASURE

NONE

2 Bushido Goblins [AC 14, HD 3d8+6, HP 18, Initiative +2, #AT 1, Hit +2, Dam Wakazishi 4 (1d8), One Target (all attacks made by a group are at a single target, providing +2 to hit)]

17.

Chicken Coup

A long house for storing chickens has been erected along the northern wall, each coup filled with straw and clucking birds.

Inside the chicken coup are a number of clucking chickens. However, one of these birds was transformed by Molo into a cockatrice, and anyone getting close to the coup will have it burst free of its cage and attack with clucking glee.

Note:

If someone is turned to stone, the eye tyrant can reverse his Flesh to Stone eye and revert them if he is compelled to do so.

Cockatrice [AC 6, HD 5, HP 30, #AT 1, D 1–3 (Beak), Flesh to Stone (save vs. petrification if touched by the creature)]

TREASURE

NONE

Cockatrice [AC 11, HD 6d6+6, HP 27, Initiative +2, #AT 1, Hit +3, Dam Beak 3 (1d4+1), Petrification Touch (DC 11 Constitution save or turn to stone for 24 hours)]

18.

Lesser Monk Quarters

Each entryway within the long hall is hung with a straw curtain, and inside each are simple straw mats and a single candle.

A long hall of rooms contain little more than the smell of old sweat.

THE ENDGAME

So ends this section of Distant Turtle City. From here the players should be able to spend the night in the temple and then leave for the castle in the morning as they hope to avoid the various agents of shadow. If you are looking for the castle (and thus the second part of this adventure), you can find it in The Folio #17.

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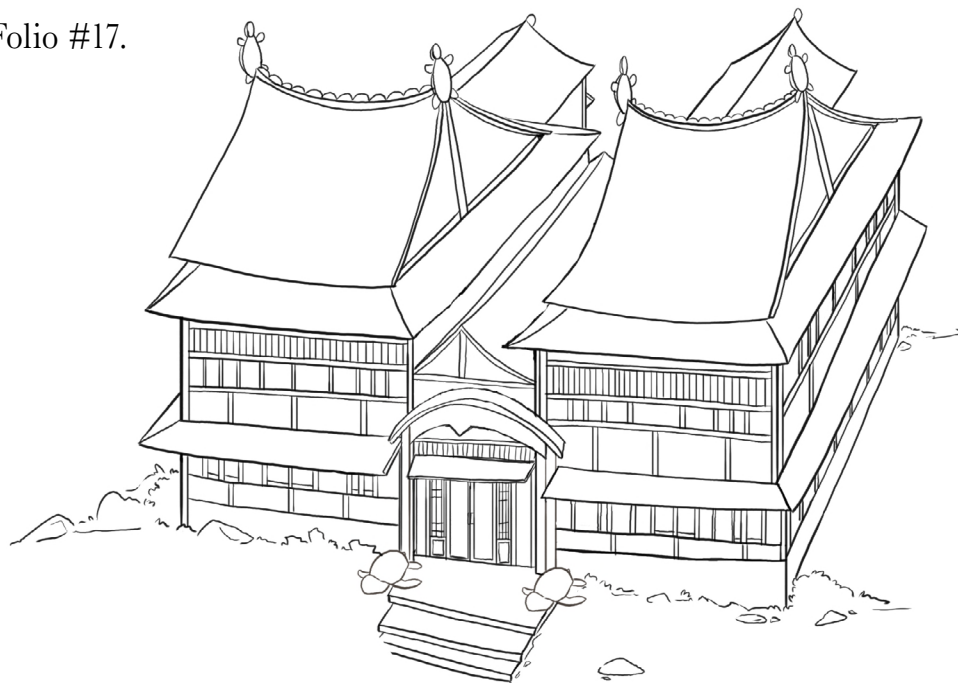
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Door

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Secret Door

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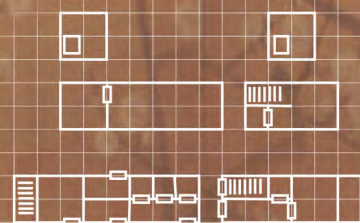
DISTANT TURTLE CITY



MONASTERY

Part Three
of The
White Ship Campaign
An Adventure for
Levels 5–7 in both
1E & 5E Format

THE BLUE KI-RIN



The journey continues on the high seas as the ship crosses the equatorial reach and heads into waters rarely visited by the children of the North. While plying the trades far off the coast of the mysterious T'ung Empire, the characters encounter a derelict ship caught in a thick seaweed sargasso. The ruins of the craft point to Molo and his deadly plot, and the chase continues to a new port of call, that of Distant Turtle City. Can the city be freed of Molo's dark influence? Do the brave adventurers have what it takes to challenge shade ninjas, ogre magi, bushido goblins, and even a rumored eye tyrant? Only time and dice will tell! WS3 Distant Turtle City is an adventure module in 1E & 5E formats for characters levels 5–7.

