

The Jade Dagger

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A Rolemaster adventure set in Shadow World

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Out of the mists, obscuring sight,
An isle shimmers on a surging sea.
Deep green shadows defy the light,
Claws of Jade wait to be free.

Two forces from two worlds;
The Demon against the Drake.
This conflict the future molds...
Wait for the blade to break.

Following is an adventure set in **Shadow World**, on and about the continent of Emer. It begins in the famous trade city of Kaltaine off the southwest coast, but takes the players to the legendary Isle of Jade. This semi-mythical island is protected by jagged reefs and cloaked in drifting mists, but its jungles are said to conceal an ancient culture...and fabulous treasures.

Thrust into the middle of an old and deadly rivalry, the players are unexpectedly drawn to this deceptively peaceful-looking isle. There they must choose sides between a prehistoric Dragon Cult and an order of shadowy, fanatic priests.

1•The Tale

The tale of the Isle of Jade is a long and twisted one, and the GM should familiarize himself thoroughly with the background information here before running the adventure.

Background

The following paragraphs are a general overview of the island's history and inhabitants.

A Historical Summary of the Isle

History began for the Isle of Jade with the arrival of a member of the Old Race. A K'ta'viir woman - a Lord of Essence - Andejaan awakened from the deep slumber many of her people retreated to millennia ago with the end of their galaxy-spanning civilization. Her cryogenic vault was located beneath the Isle, and thus she emerged

in the sixth century of the Second Era upon a lush hillside.

Andejaan found a place rich in potential, but inhabited by savages; she determined to civilize them. To implement her plans, the K'ta'viir survivor founded a mystic cult centered around the "Jade Dragon" - a creature which exists only as an illusionary form conjured by Andejaan herself. Through the cult, she introduced a social structure, a writing system, and technological advances.

She began by infiltrating certain gifted Vorloi with visions and suggestions of a coming Trinity of demigods who would bring a new era. Then she bred a small group of superior beings and chose three to be the leaders of this society. By now, a rudimentary priesthood of shamans had evolved, ripe for the arrivals of the Messiahs. Andejaan unleashed her most elite servants, a trio of beings who were genetic improvements of the aboriginal race. They assumed the titles of Priestess, Warrior, and Mystic. While long-lived, the trinity were mortal beings and their positions were filled by offspring of the same sex (except for the Mystic, whose sex is always held in mystery). The roles of the three crystallized, with the Priestess and Warrior acting as political and religious leaders, the Mystic assumed the role of foil to prevent stagnation. He (she?) used his powers to essentially disrupt the status quo.

Centuries passed under the benevolent rule of the Trinity, while the jade Dragon herself vanished from sight - travelling between planes of existence. The Isle prospered and many beautiful objects of art and architecture were created.

All this was fine, but while this and many other civilizations flourished on the world, shadows grew from dark corners. One such evil force was the **Jerak Agothu**, the Order of Agoth. Originating in the river valley known as Zaen on the Emerian mainland, the Order spread to encompass much of the southeast region. Soon its tentacles were spreading out across the waters. After several unsuccessful attacks, the minions of the demonic order succeeded in overthrowing the Trinity and destroying much of the Isle's culture. The Warrior and Priestess were slain by Zaen forces at the gates of the *Jade Drake's lair*...denied entrance. Their mistress could not help them; she too was trapped - in a place between worlds. The Mystic fled into hiding in a secret vault he had prepared for just such a circumstance. Darkness fell on the Isle of Jade.

The Isle of Jade



For almost two thousand years, the evil followers of the demonic Jerak Agothu held sway over the Isle. The world-sweeping Wars of Dominion, which signaled the end of the Second Era destroyed the dark cult, but left little else in its wake.

Five millennia passed over the Isle, while populations slowly recovered. Ancient constructions scattered across the Isle of Jade continued to slowly deteriorate, the arcane symbols scribed on their granite faces incomprehensible to the peoples now living amongst them. Then dark forces began to gather once again in Zaen and spread to the Isle of Jade. This time the darkness manifested itself as the **Green Brotherhood**, an order of monks and priests who took many of the ancient artifacts of the Dragon Cult and cursed them, twisting them to their own evil purposes. This group, led by the Dyar elf Talaaj Morn, attempted to destroy the Dragon Cult, utilizing methods that included subversion and terrorism. The Green Brotherhood also exploited the racial differences between the aboriginal Vorloi and the large 'hybrid' population, trying to play the factions against each other. The Brotherhood is composed of Animists (Druids), Evil Clerics, Monks, and Warrior Monks who are also assassins.

But not long ago (archeologically speaking), the Mystic was called forth from sleep to restore the Cult of the Jade Dragon. He managed to evade the Green Brotherhood assassins and spread the ancient word of the Jade Dragon. Slumbering legends awakened at his call and he led a guerilla war against the dominant Brotherhood. But the Mystic needed additional help - only the Warrior and the Priestess could revive the old orders. There other two could gather and train elite fighting units; they have access to hidden vaults holding items of power to aid these groups. He must find a way to call forth the surrogate Warrior and Priestess!

Recent Events

Talaaj Morn is currently the most powerful man on the Isle, leading a vast hierarchy of priests and administrators, operating from their monastic centers (Dragon Cult ruins are shunned - Holy Places too powerful for even the Green Brotherhood to overcome). He is a Dyar Elf, but was accepted into the Green Order as an infant and rose to the top through political acumen and by arranging several 'accidents' for those blocking his path to the High Priest-hood.

Recently Talaaj learned of the Mystic's search for the vaults of the other two of the Trinity, and now seeks the place himself -to destroy it. Little does he know that his greatest threat is within his own household.

Teker Morn is Talaaj's son and only child, born of a union with the native Seer woman Hija. Son and wife have been conspiring for many years against the father, though Talaaj has thought his son a devout adherent to

the Green Brotherhood. When Teker discovered the Emerald Ring while visiting a crumbling pile of forbidden Dragon Cult ruins, he knew that it had a special significance, but was unsure of its exact powers. There was little time to research further, for he was sent on an errand to the mainland by his father. He realized that perhaps a powerful Seer there could unravel the riddle of this ring and decided to steal away from his party and seek guidance.

What Teker did not know was that his father's spies had seen him visit the Dragon Cult ruins, revealing him as a possible betrayer. Talaaj was devastated, but determined that Teker would receive no special treatment. An assassin was sent among the group with his son, and should Teker be caught in traitorous activity, he was to be punished.

About the Isle of Jade

Located off the eastern coast of Rael, the Isle of Jade is volcanic in origin and still sports two active cones. The Tyrl Halk (M-e. "Great Hall of Jade") rests on a small island within the dead cone of another volcano. Here a spring has erupted and runs through the palace itself. The Palace of the Jade Dragon is here, populated by servants and followers, protected by a force of Secret Guardians and a host of other defenses.

Except for the barren volcanic cones in the northern regions, the Isle of Jade is almost entirely blanketed by rain forest. There are black beaches along a few coastal areas - especially to the south and east - but most of the shores are rocky cliffs of jagged ebon.

Flora and Fauna

There is a wide variety of interesting plant and animal life in the forest, most of it either unique to or at least unknown except in this region of the world. The island's rain forest climate provides a fertile environment for an endless assortment of life.

Bakka: Huge, semi-intelligent frogs, Bakka are intelligent enough to be trained and ridden like horses. They are sure-footed, strong, fast, and can even climb trees while carrying a rider. Once they were the mounts of an elite force under the command of the Priestess.

Birds: One of the delights of the Isle of Jade is its varied and spectacular bird population. Nearly all are harmless, though a few can serve as eyes and ears for the Trinity.

Jade Dogs: Shimmering green fur and emerald-bright eyes mark these enchanted beasts. They are close relatives of the Vapor Hounds (described in the **Shadow World Inhabitants Guide**), including their deadly poisonous breath. Jade Dogs primarily roam the beaches and more thinly wooded perimeter regions of the Isle of

Jade. 3rd lvl reduction poison, 30' by 20' cone, fuses into drifting 10' diameter bubble.

Tree Frogs: Tiny but dangerous, these brightly colored little creatures are capable of spitting a powerful acid at distances of up to fifty feet. Treat as a medium Claw/Talon, delivering no critical - unless they get a "C" or better, indicating an eye hit. Target is blind in one eye and is stunned for 1-5 rounds of agony.

Races

Vorloi: The Vorloi ("tree spirits") are a strange race apparently indigenous and unique to the Isle of Jade. They are small and lithe (height averaging 4'8" - 5'6"), and - because of their pointed ears and longevity - are perhaps the result of a mating of an Elven race with a mortal group long ago. But the Elven grace of this people may be a facade - behind their beautiful lips are fangs and their long delicate fingers end in hard sharp nails. Vorloi have straight black or dark brown hair, green or hazel eyes, and their skin is a deep brown, though lighter than the Itanian or Kuluku chocolate coloring.

Hybrid Peoples: the result of interbreeding between the Vorloi and certain Elven and mannish peoples (some of which date back millennia), these are generally larger, with lighter skin and less pronounced incisor and fingernail development. The variations are many, however, and exactly who is a Hybrid and how far from pure blood Vorloi they are is a clouded issue.

2•The NPCs

The following persons are likely to be encountered by the PCs during the course of their adventure.

Green Brother

This man is a hybrid, larger than the typical native. He is a ruthless killer and highly disciplined. No torture can make him reveal any information and he has a +50 to resist any spell to force him to talk.

Age: 35 • **Eyes:** Green* • **Hair:** Black* • **Build:** Slender • **Height:** 5'10" • **Race/Sex:** Vorloi-Laan/Male • **Skin:** Light Brown* • **Dress:** Green Clothes and Cloak

*Not seen while he wears the Jade Mask.

Hits: 110 • **Melee:** 120da • **Missile:** 120da
AT(DB): 1(90/40) • **Sh:** N • **Gr:** N • **MovM:** 30

Lvl: 8 • **Profession:** Monk • **PP:** 16

Skill Bonuses: Climb 80; Swim 50; S&H 110; Perc 90; Amb ±10, Amov 80; AD 50; MAST 110R4; MASw 90R2; Acro 80

Spells: All Monk Base to 10th.

Items:

Green Jade Dagger and Amulet: These linked items were made for the Cult of the Jade Dragon long ago and have been perverted by the Green Brotherhood. Once they were used in a ritual to preserve the soul of a dying priest. Now, they are employed to capture the soul of a victim and hold it hostage or sacrifice it to the evil Agoth. See *Encounter: In the Street* for details of the dagger's operation.

Jade Mask: A face mask actually molded of a green tinted shaalk with holes for the nose and eyes, the mask adheres magically to the face but can be removed with a gentle pull. When worn, it has the power of preventing anyone from 'noticing' the wearer's face. See *Encounters: In the Street* for details of the mask's operation. The mask was also a Dragon Cult item, since corrupted by the Brotherhood.

Green Cloak: Adds +30 to hiding; +80 in forest.

Teker Morn

The youth who now lies in a coma is half Dyar Elf, half Vorloi. His mother - Hija - is a Seer, and he is just beginning to realize that he has tremendous magical potential.

Teker pretended to be loyal to his father, learning all he could of the Green Brotherhood, while really listening to his rebellious mother. She is a follower of the Mystic, who has enlisted their aid to seek the nature of the ring.

Another important fact about Teker is something that only the Mystic himself knows - the youth is a direct descendant of the Mystic through his mother and the Mystic intends to name the boy his successor.

Age: 16 • **Eyes:** Hazel • **Hair:** Black/straight • **Build:** Slender • **Height:** 5'11" • **Race/Sex:** Dyar-Vorloi /Male • **Skin:** Light Brown* • **Demeanor:** Quiet • **Dress:** Green tunic or loincloth

Hits: 68 • **Melee:** 65 handaxe • **Missile:** 40 dagger
AT(DB): 1(25) • **Sh:** N • **Gr:** N • **MovM:** 25

Lvl: 4 • **Profession:** Mentalist • **AP:** 98 • **PP:** 12 x 3 = 36

Skill Bonuses: Climb 30; Swim 20; Perc 50; MAST 45R3; Acro 40; AthlG 25; Dance 35; For 20; Track 15; Trick 40;

Spells: Mentalist Base *Presence* and *Mind Attack*, Open *Cloaking*, Closed *Shifting*, *Movement* to 10th.

Items:

Necklace: a string of flat carved pieces of jade on a leather thong, it is a x3 Mentalist PP enhancer.

Handaxe: +10 magic weapon, which glows near Dragon Cult ruins.

Talaaj Morn

A Dyar Sorcerer, Talaaj is High Priest of the Green Brotherhood. As such, he answers to the Dark Priest Gothron at Zaen, but has considerable latitude as long as he makes progress against the Dragon Cult.

An evil and cruel man, Talaaj keeps his wife in virtual slavery, having kidnapped her in a sea-raid two decades ago. He also rules the Brotherhood with a harsh hand; executions are not uncommon. He had hopes that his son would follow in his path - until this ultimate betrayal.

Age: ~500 (Appears ~30) • **Eyes:** Green • **Hair:** Brown • **Build:** Lean, but muscled • **Height:** 6'5" • **Race/Sex:** Dyar/Male • **Skin:** Fair • **Demeanor:** Charming/Zealous • **Dress:** Green Robes or Tunic • **True Attitude:** Cruel/Obsessive

Hits: 140 • **Melee:** 120 mace • **Missile:** 90 short bow
AT(DB): 11(40) • **Sh:** N • **Gr:** N • **MovM:** 20
Lvl: 22 • **Profession:** Animist/Evil Cleric • **AP:** 90 • **PP:** 44 (+5)

Skill Bonuses: Climb 70; Perc 110; Rune 60; S&W 80; Chan 50; DirS 90; Admin 65; Diplom 40; Lead 100; PubSp 90; Stra & Tac 80; WeathW 45

Spells: All Base Evil Cleric to 20th, Base Animist *Nature's Protection*, *Plant Mastery*, *Nature's Movement* to 20th, 4 Open/Closed Channeling to 10th.

Items:

Hide Armor: Protects as AT 11 but does not encumber.
War Mace: Mace delivers an additional Disruption critical.

Amulet of the Brotherhood: +5 Channeling PP enhancer, Allows Returning and Rereturning 1x per passage of Orhan.

The Mystic

The Mystic is known to his followers as *Matha Vurd* (M-e. "Secret Twin") and is traditionally somewhat of a wild card in the unique structure of the Isle of Jade. As a true third of the Trinity, the Essence adept must be 'sexless'. It is generally believed in lore among the people

that the Matha Vurd is a eunuch (he is not, however). He is rarely seen in his 'natural' form in any case, for he is the Mystic.

His true name is Ramdaj and he carries the True Jade Mask. The purpose of the Matha Vurd is arcane, and understood only by the other two rulers (and perhaps not fully by them) and the Dragon. He is to act as a dissuader, his function to actually disrupt the order of things, so that the culture does not stagnate.

It is believed that the Jade Mask in fact has powers far exceeding the other two items, allowing the Matha Vurd access to abilities beyond anything imagined by the others of the Isle of Jade.

But while the Warrior and Priestess are inactive, the role of the Mystic has changed, for he must carry on the traditions, which his normal role is to mock.

Note that physical attributes given below are the Mystic's true appearance, usually not seen.

Age: ~?? (Appears ~20) • **Eyes:** Blue • **Hair:** White • **Build:** Muscular • **Height:** 6'3" • **Race/Sex:** Vorloi-Elf/Male • **Skin:** Fair • **Demeanor:** Erratic • **Dress:** Varies

Hits: 160 • **Melee:** 100 bs • **Missile:** 80 lb
AT(DB): 11(40) • **Sh:** N • **Gr:** N • **MovM:** 20
Lvl: 28 • **Profession:** Mystic • **AP:** 99 • **PP:** 384

Skill Bonuses: Climb 90; Swim 20; S&H 120; Perc 110; Rune 30; DirS 90 (firebolt); Acro 50; Act 100; Chem 35; Cont 40; Dance 60; Diplom 40; Fals 60; Lead 80; PubSp 120; Seduct 90; Trick 75; Tumb 65

Spells: All Mystic Base to 30th, 10 other Open & closed Essence and mentalism lists to 10th..

Items:

Jade Mask: allows the wearer free use of the Mystic Base lists *Hiding* and *Mystical Change* to 30th level. It also allows the wearer to see through all illusions that fail to resist vs. 60th lvl. When worn, the mask is invisible and does not encumber or irritate the wearer.

Bracelet: acts as a shield vs. physical attacks and spells, also a x4 Mystic PP enhancer.

Sword: +25 broadsword.

Monks of the Green Brotherhood

These would be tough Monks or Warrior Monks of 5th - 10th lvl (The GM may want to scale them to his characters) with green metal bracers, headbands set with green gems, and green steel knives (suitable for melee or throwing).

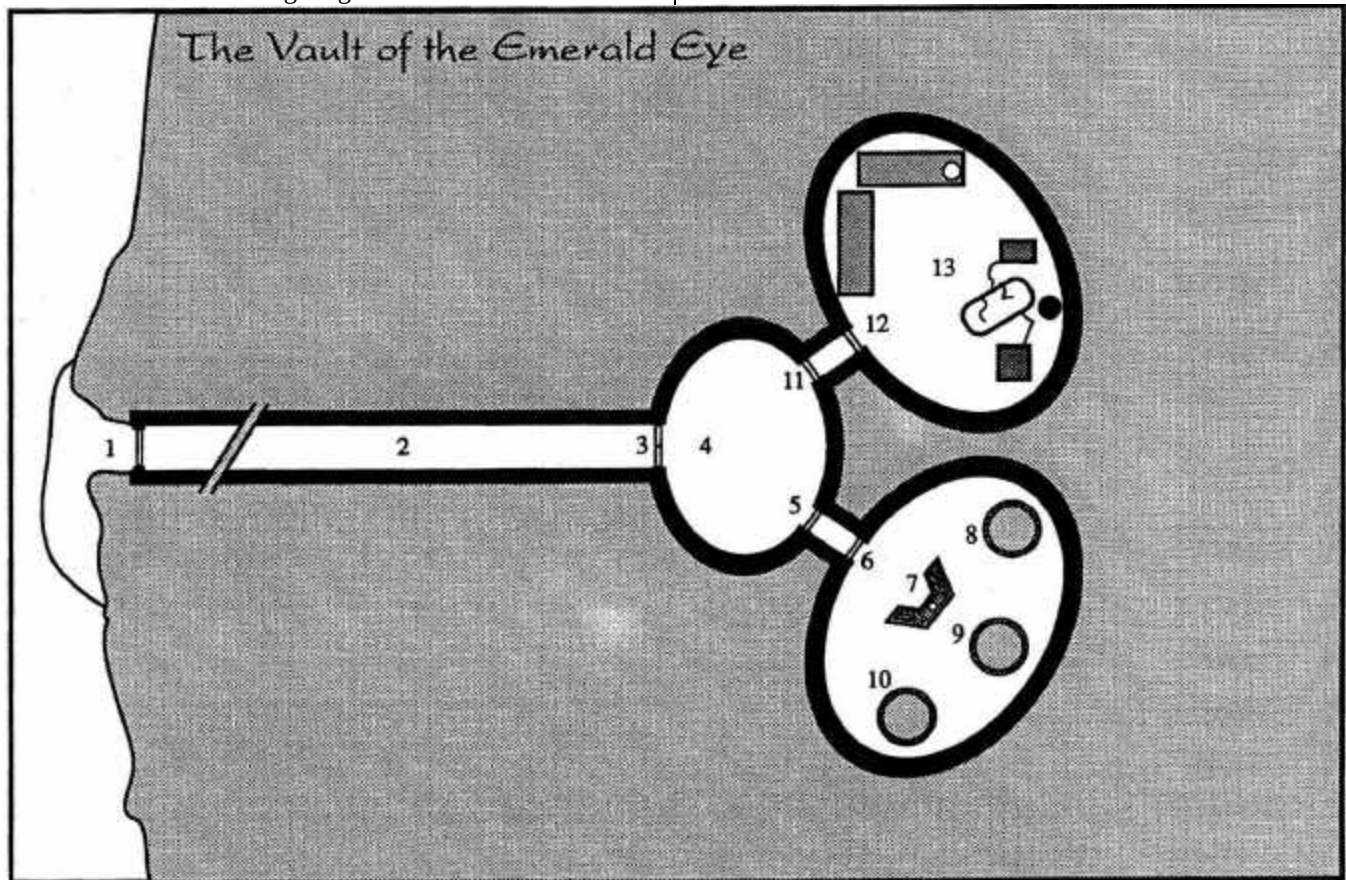
3 •Layouts

The following locations are likely to be important as the adventure unfolds.

The Isle of Jade

This map provides a general overview of the Isle. It is more detailed than the ring diagram and should *not* be

shown to the players. It is mainly useful to give the GM a better understanding of the Isle as a whole and as an accurate reference should he wish to run additional adventures here.



The Vault of the Emerald Eye

A small installation built by Andejaan soon after her awakening, it is essentially a small bunker designed to withstand almost any natural disaster, magical or physical assault. It consists of a hidden entrance, a long corridor, an anteroom, a small lab/living area and the vault itself. Within this final chamber are tubes holding the surrogates in cryogenic suspension.

This place should seem totally alien to any PC's who have not encountered installations of the Lords of Essence before. Such places are very high-tech, with smooth, machined-metal surfaces unblemished by corrosion or wear. Doors, lighting, and fixtures are all wondrous creations like nothing the PCs have ever dreamed of.

1. **Entrance** - Here, hidden back in the shadows of deep cleft, stands a circular door ten feet in diameter. There is a regular depression in a rock to the left at chest level, in the center of which is a small

indentation - just the size of the ring. When the ring is pressed to this spot, the door splits in two, half sliding down, the other half sliding up. The doors close when the last person has passed inside.

2. **Corridor** - When the door opens, curving translucent strips set along the sides of this tubular corridor glimmer to life, illuminating the tunnel in a green radiance. The hall is 300' long.
3. **Inner Doors** - Another door opens as the PCs approach, this time splitting vertically, the halves sliding into the walls.
4. **Anteroom** - This plain oval chamber, also lit with green wall strips. Ahead lie two doors.
5. **Cryogenics Chamber Outer Door** - This metallic panel will open upon approach of the person holding the ring. Both this door and #6 make a strange rubber "thunk" sound as the open and close. This is because they are airtight.
6. **Cryogenics Chamber Inner Door** - Along a short corridor, another door opens automatically.

7. **Cryogenics Chamber** - This room is very cold, around freezing. The control panel in the center of the room is covered with blinking lights totally incomprehensible to the PCs. Any attempts to manipulate the controls will meet with no results (or disaster for the sleeping Warrior and Priestess? GM discretion).
8. **Warrior's Berth** - The tube is partially opaque from frost buildup, but within can barely be seen a very muscular and regal-looking young man, clad only in a strange white singlet. His eyes are closed and a silver metal band rests across his brow. He looks to be asleep.
9. **Mystic's Berth** - This tube is empty.
10. **Priestess's Berth** - Within stands a statuesque woman. She also wears a white garment and headband, and looks to be sleeping.
11. **Outer Medical Chamber Door** - Only members of the Trinity can open this door. It is airtight like #5.
12. **Inner Medical Chamber Door**
13. **Medical Chamber** - Here is a lab and operating table equipped with a computerized 'doctor'. Anyone placed on the bed activates scanners which guide sophisticated surgical arms. Blood and drugs can be synthesized and virtually any wound can be healed in a matter of hours by using unique radiations. Again, only the Trinity can gain access to this room or begin to understand its operation (even they don't understand the lab equipment; that is for Andejaan's use).

4 • The Task

To travel to the Isle of Jade and ultimately revive the Warrior and the Priestess from cryogenic slumber, thus helping to spark the return of the benevolent Cult of the Jade Dragon.

The GM can run this adventure along more than one route, depending on how the players proceed and how he wishes to conduct it. Simply having the PCs figure out the ring, sail to the island and release the Warrior and Priestess takes some of the impact out of the plot, unless they first understand the history and the dynamics behind these factions, knowing the ramifications of releasing the Warrior and the Priestess is also important. The GM may wish to bring in additional characters to confuse the issue. Perhaps the Green Brotherhood can be painted as not so bad and the release of the two powerful beings made to look like aiding the return of some evil order. The Encounters section includes many possible situations, some or all of which can be used.

Starting the Players

This adventure is ideally set in Kaltaine, in southwest Emer, but could be placed in any sizable city in Emer, the Western Hemisphere, or any world where the cults described herein could be integrated.

One of the players could be the unwitting recipient of the ring, handed it by a young man who is stabbed moments later by a green-cloaked man wielding a jade dagger.

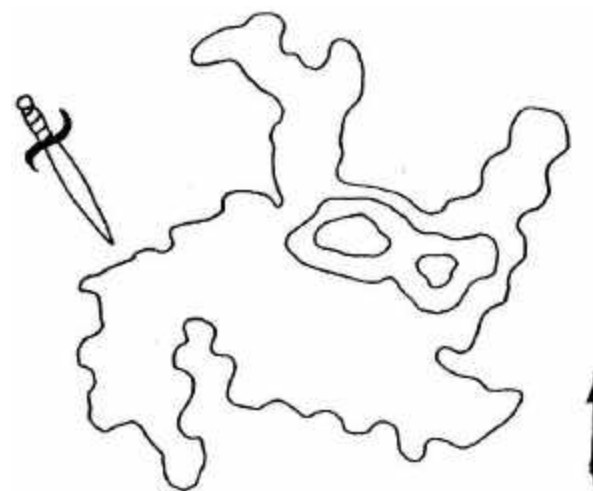
Goals

The goals of this adventure are multifold. Ultimately, the PCs must go to the Isle of Jade and free the surrogate Warrior and Priestess. It is also important to save young Teker, for there is no surrogate Mystic to succeed this one - not to mention that he is invaluable as an aid on the adventure itself.

As the adventure progresses, the PCs will encounter knowledge of the Dragon Cult and its long battle with Zaen.

GM Note: *The quest of the Islanders continues as the Trinity seeks to overthrow the Green Brotherhood and somehow summon back their mistress.... the Jade Dragon. Whether the players decide to aid in this larger quest is up to them - and the GM.*

Aids



The Image in the ring

The most important aid is a ring fashioned of a gleaming silver alloy, with a flat signet-like set of a green crystalline substance. This unusual setting is open in the back and has strange etchings on the surface that resembles no known writing or intelligible design. This is actually a map of the Isle of Jade, showing the location of the secret coastal cache.

However, the secret of the strange crystal ring must be unlocked before the PCs can get very far on their quest. It must be held so that a candle flame is in the center, thus projecting an image of the map on a nearby surface (the flame is somehow prevented from heating the ring or

burning the holder). The map appears in startling detail and can easily be traced (see Ring Map diagram).

The ring is a very powerful aid in more ways than one, though some of these powers are elusive. In addition to the hidden map design, the ring will provide fleeting dreams to the wearer. It also has the power to aid the player in reaching the Isle of Jade. The ring will act almost like a Navigator - it will provide favorable winds and guide the ship to the Isle. It would be wise, of course, for the PCs to determine the Isle's location in advance since they must have provisions; it could be a long trip. (Alternatively, the GM may wish the PCs to be magically transported to the Isle, though this eliminates the journey there.) Of course, wealthy PCs may wish to hire a Navigator, who will be willing to take them to the beach.

Perhaps most importantly, the owner of the ring has access to the Vault of the Emerald Eye.

Teker himself could prove an invaluable aid. He has not deciphered the purpose of the ring, but certainly if the PCs discover the map, he will be able to identify the island.

Obstacles

The first obstacle will probably be reviving Teker Morn. Considerable divining in quasi-religious circles will be necessary to unravel the nature of the dagger. Meanwhile, the assassin will be closing in.

Without Teker or the power of the ring, attempting to locate the Isle of Jade could be difficult. The name of the Isle is not common knowledge - few but learned sages anywhere on Emer will have even heard of it! Only in libraries in the larger cities will there be reference materials with any information on the Isle. Such will be outdated and/or erroneous, but will have an approximate location. Historical data will make references to an aboriginal people ruled by a Dragon Cult.

Assuming the PCs reach the Isle, they might encounter any number of animal foes. Agents of the Brotherhood watch the coasts at all times and will also possibly be alerted.

Rewards

The grateful Trinity may give the PCs valuable gifts, either magical or redeemable for currency on the mainland. The PCs may also earn the immortal ire of Talaaj.

Encounters

The following section provides a more detailed explanation of the various encounters the PCs are likely to have.

In the street

A young man bumps into one of the PCs as he runs through a crowd. If he checks his pockets in typical paranoid PC fashion to see if he is missing anything, he will discover a small black leather pouch he did not previously possess.

Before he even has a chance to open the pouch, a hooded figure wearing a dark green cloak also rushes past and catches up to the man. The two men scuffle and the man collapses as the hooded figure begins to search his body. He looks around and, seeing the (hopefully) pursuing PCs, darts into an alley.

GM Note: *Surreptitiously roll IN RRs vs. 20th level for the PCs to see through the illusionary power of the Jade Mask. As noted, only those who fail by 50 or less even realize that there might be something odd afoot. Those who fail by more just assume that they were distracted. Obviously, all who fail do not see the face of the attacker. If they don't fail, they see an eerie, expressionless green face mask.*

The cloaked figure flees down an alley, using spells if necessary to escape. Meanwhile, the victim is lying in the street, a faintly luminous green dagger lies next to him, the hilt smoking. There is no blood on the blade.

The boy is an unusual looking young man - tall and slender, with long, straight coal-black hair, delicately pointed ears, and light brown complexion. He is in fact half Vorloi-half Dyar Elf. This combination is quite strange, owing to the fact that the reclusive "Dark Elves" typically intermarry with no one - certainly not mortals. Upon inspection of the wound, the PCs will discover that there is no wound - at least not after a moment. Before their eyes, the ugly gash in his chest will close, leaving only a faint scar. The glow of the dagger blade will then slowly fade.

It will require judicious use of spells to determine that the youth's soul has been taken from him, and that the dagger itself is a tool of soul-stealing, able to then transfer the victim's into another object. A skilled Seer using *Past Visions* spells might learn that the linking item is an amulet with a jade setting. The PCs - assuming that they want to help this youth - may think that they will have to track down the would-be assassin, but he will soon be coming to them, which brings us back to the pouch. Inside is a single object - the green ring (see Aids).

Local Law Enforcement

The Kaltaine City Warders are concerned about the assassination, and wish to impound the dagger and take

the youth away. The PCs will have to move quickly (or grease several palms) to keep their hands on both.

GM Note: *Of course, the local law may vary with your game setting. There may be an ineffective/apathetic policing force, making it easy to spirit away the boy and the dagger.*

Life and Death

The youth will remain in a stable condition for several days if he is provided with water (which he can swallow, though he cannot eat). If the PCs don't have appropriate spells to decipher the situation, there should be a few Seer/Astrologer types able to analyze the dagger (and the ring while they are at it) for a fee. As a follow-up, there should be a few benevolent religious orders able to restore Teker's soul (possibly in return for a generous contribution). What it requires is a *Lifegiving* spell; if the spell does not fail outright, none of the usual dangers or penalties are incurred.

A Dream-vision

Depending on how the PCs are doing, some additional help may be necessary. Should one of the characters put the ring on, he will receive a dream-vision the first time he sleeps.

Read this passage to the ring-wearer:

You stand within a huge circular room, one part of which is green and transparent. A cryptic pattern seems to be drawn on the green area and you look more closely, you realize that it is a map. Your body becomes without substance and you float weightless in this room. You drift towards the luminous green wall, and suddenly you are passing through it – into a nighttime sky. The great moon Orhan glows with a clean white light in the heavens. Below lies an island resting in a calm sea.

You descend to the isle and stand upon a green cliff. Behind lies a green jungle and before you, far below, is a glittering ocean. Far off, a huge winged creature glides across the night – but you do not feel afraid.

Three green lights float up out of the jungle and drift towards you. They descend and transform into lordly beings clad in magnificent garments; One Man, One Woman, and one who is Indistinct.

Then, on the horizon to the north, an angry red light glows in the night and the fires spring up across the jungle. You seek the winged beast – for it is your friend – but it has vanished. With silent cries of pain, the Man and the Woman vanish. The indistinct one falls to his knees and seems to be in agony. You are overcome with a feeling of helplessness. Then the Indistinct one looks up at you and for the first time you see his face – it is that of the comatose youth.

Research

Further information might be gleaned at a local library, depending on the size of the city and its proximity to the Raelian Bay region. Library visits almost always involve use fees, and special permission from local officials may be required.

The Assassin

The Green Brother will wait a few hours before turning back to track down his new prey. Depending on the size of the PCs' group, he will recruit a few of his Brothers (Warrior Monks) to help him dispose of the PCs. They will want to try to keep at least one alive for questioning. Assuming things go badly for the Green Brothers, the GM must decide how to handle the assassin. The PCs need his amulet, but if he sees how things are looking, he may flee to make another strike later; a chase may ensue.

The Journey

Depending on the mode of travel and precautions, this could be anything from uneventful to a major series of crises. It is up to the GM whether he wants to throw any random perils at the players – as if they don't have enough to worry about.

Arriving At The Isle

The PCs arrive at the black beach, the ebon cliffs looming high above. If Teker is along and conscious, he will brief them on what the rest of the Isle of Jade is like, and hopefully steer the PCs away from many of the lurking perils.

Far more dangerous are the Green Brothers. As mentioned earlier, the Brotherhood keeps a watch on the coasts and an alert lookout might very well spot the approaching ship – an unusual occurrence, especially anyone approaching the sheer western cliffs region. The monks might lay an ambush on the beach or possibly even summon Talaaj into the fray. He will fight like a demon to stop the revival of the Warrior and the Priestess.

GM Notes: You may wish to bring in a lesser lieutenant, such as an Evil Cleric or Duid of 10th level or so, instead of Talaaj – as he is a formidable opponent (and you may want to save him for a later encounter).

Access to the cliff summit is via a 2 mile long, winding path cut into the cliff face, located about five miles south of the cave opening.

The Vault of the Emerald Eye

Unless the PCs can fly, there is a perilous climb up 800' to the small shelf of rock which serves as the

entryway to the Vault. This shelf lies 400' below the top of the cliff, so access from above or below is very difficult. With proper equipment, the climb should be considered four *Medium* maneuvers for each climber. With no equipment, it is four *Very Hard* maneuvers.

Once at the threshold, the PCs must figure out the lock to the Vault. When the inner door is opened, the Mystic is mentally summoned – he knows how to operate the ancient cryogenic machinery. If Teker is with them, he can avert any misunderstanding as he has met the Mystic before. However, if the PCs are alone, they might not understand who the Mystic is and try to stop him. This could get messy.

Resolution

Assuming everything turns out alright, the Warrior and Priestess emerge from their tubes and graciously thank Teker and the PCs for helping the Mystic revive them. Some sort of reward would be in order. Once all three of the Trinity are awake, Talaaj will not dare to attack; they are too powerful – especially while in the safety of the Vault. He will have to wait for another day to strike, though he knows now that the tide may be turning against him.

The GM should try not to paint the Trinity as 100% 'good guys', perhaps even casting some doubt into the players' minds over whether they did the right thing by awakening them. Perhaps the three don't reward the PCs, instead just transporting away without a word of thanks. Or maybe they behave in a friendly but somehow ominous manner....

The PCs may decide to remain here to further explore the Isle of Jade. It has a long and rich history and is littered with ruins and artifacts from several cultures, many concealing secrets both dangerous and powerful.