

Eroding Isle of the Executioner

Tread carefully in the gilded halls where slow death comes for the condemned!

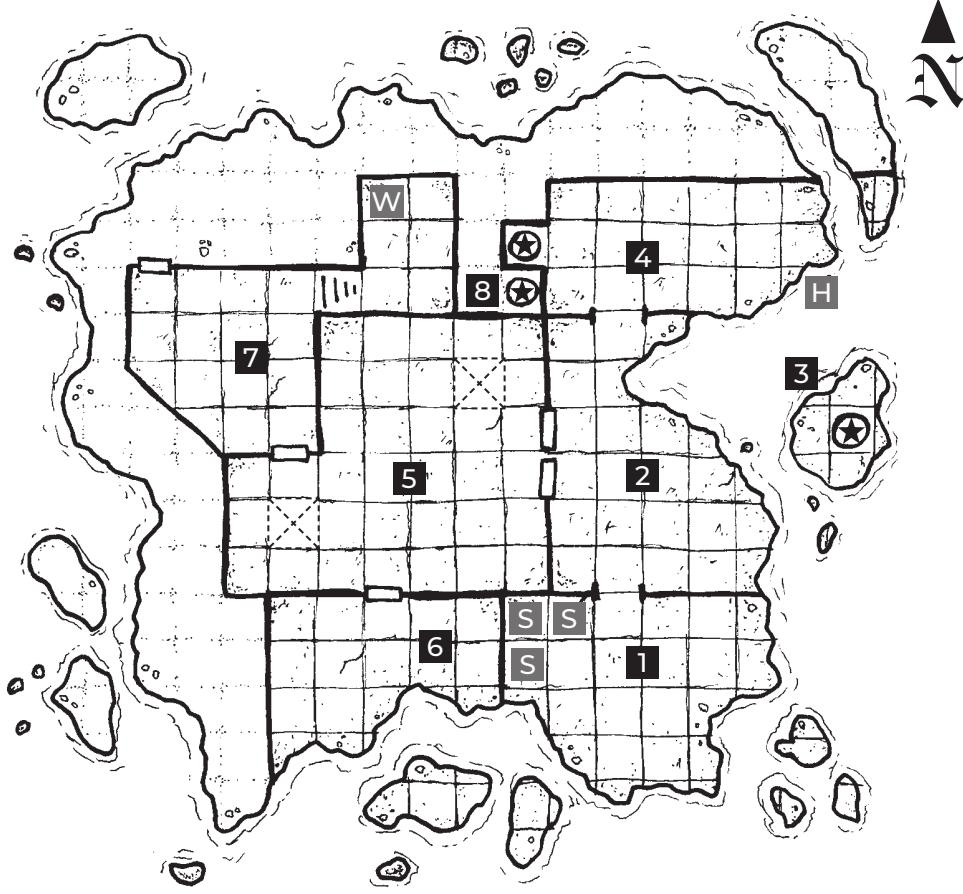
A distant island **palace** sinks into the sea, its sinister purpose hidden among pillars of gold and marble. Even the **sahuagin** avoid this place, for it is a bejeweled prison where only poison grows! Who found their opulent deaths here, and what haunted treasures did they leave?

RANDOM ENCOUNTERS

d4 Details

- 1 A distant wailing heralds the arrival of 2d4 **sirens** in 2 rounds
- 2 1d4 **merfolk** investigate noises
- 3 The **wraith** from Area 7 appears
- 4 2d6 **sahuagin** burst from the sea, following the scent of flesh

Gorgoth Fruit. Called “the executioner” in black markets. A tantalizing, red globe of sweet juice and pulp. Eating it causes 1 permanent HP damage and 1d4 rounds of blind euphoria. Maddeningly addictive (DC 15 WIS to resist eating again).



Sinkhole: DC 12 DEX avoid, 20' deep tunnel of water

Shadowdark RPG

4th-Level

K. Dionne, 2023

1. Hall of Music. A patina-caked pipe organ rests against the north wall. Rotted viols and cellos with snapped strings are shoved into the corner. When the sea breeze rises, it carries the ghostly sound of distant music.

- 3 **shadows** sleep inside the cellos.
- The **pipe organ** plays in a honking, tuneless bellow. Playing it causes a 40 gp pearl to pop out of its pipes.

2. Sunken Vestibule. The hollow crash of the sea echoes here. The marble walls and floor are smeared with seaweed and grime. Six gold-flecked, teetering **pillars** drunkenly hold up the ceiling (10 gp in gold leaf on each). Soiled curtains of purple silk hang in rags over the open archways to Areas 1 and 4.

3. Fountain. A cracked, marble sculpture of a mournful woman pours a stream of fresh **water** from a jar into the encroaching sea. The water causes ravenous hunger (DC 15 CON or devour the nearest food). A 280 gp teardrop **sapphire** softly rattles inside the jar.

- A **sea hag** (Area 4) lurks in the water to the north (DC 12 WIS to notice).

4. Gorgoth Tree. A thin, twisted tree of black branches bursts from a plot of earth in an alcove. 2d10 red, juicy globes of **gorgoth fruit** sprout from the tree each week.

- A pair of wet tracks leads from the tree to where **Ragatha the sea hag** hides in the water (DC 12 WIS to notice). She has shapeshifted into a gaunt, sallow mermaid. She's a mewling gorgoth fruit addict and attacks anyone who takes them. One of her milky eyes is a *Pearl of Power*.

5. Great Hall. Moldering, silk pillows are scattered around an uneven floor. Peeling wall murals depict sparkling-eyed gods reveling at a great feast.

- **Gem.** One of the nature god's green eyes is a 120 gp emerald.
- **Sinkholes.** Weight on a marked area causes the floor to collapse into a 20' deep shaft full of icy water. DC 12 DEX to avoid. Difficult to climb out due to collapsing edges (DC 15 STR).

6. Portrait Chamber. Off-kilter paintings hang from the walls. Each is a portrait of a primped and bejeweled noble. Three are intact and worth 60 gp each.

- A **note** is on the back of a painting of a young man with piercing blue eyes: "Enjoy a gentle death, dear brother. There is no food, other than the fruit. I will think of you at my coronation."

7. Burial Vault. Chilly and damp. Stairs lead down to a narrow room scattered with the bones and skulls of a dozen people. Two noble **signet rings** (60 gp each) lie among the remains. The heavy, stone coffins inside the wall niches are empty, except one that houses a **wraith**.

8. Dead Dryad. A heap of rotting wood lies against the wall. Several thin, knotty roots reach out of the pile at a strange angle and plunge into the earth.

- The wood is the curled-up body of a **dryad**. Her rootlike fingers burrow into the earth and fuse with the roots of the gorgoth tree in Area 4. A **+1 Dagger of Venom** (1/day weep scorpion poison for 1d4 rounds) is buried in her back. Removing it causes the gorgoth tree to become an ordinary apple tree in 2d6 days.