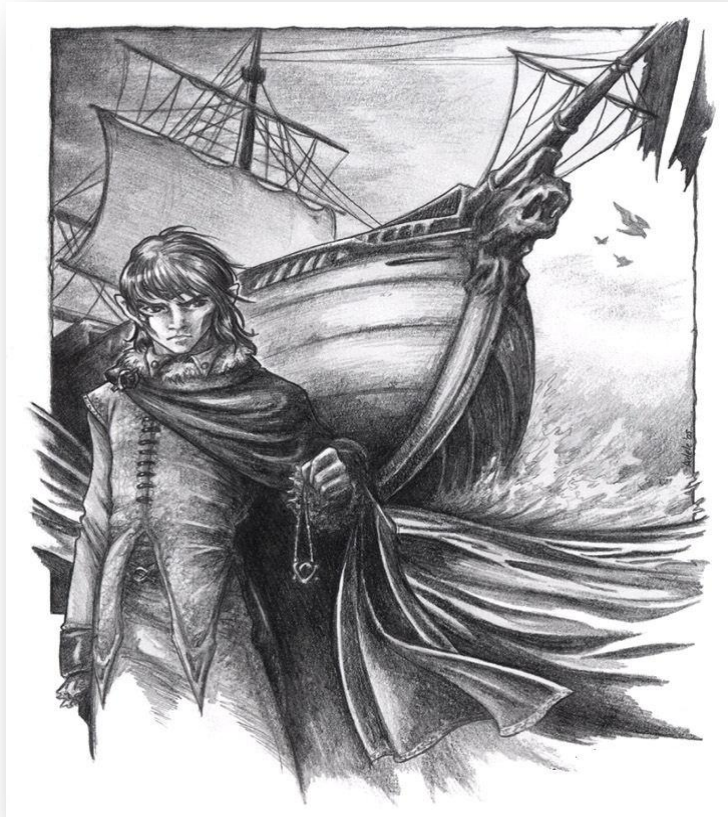


DARK SHORE

By Jim Baney

An Adventure for Character Levels 1-2



The good citizens of Orisa are caught up a crime wave of unprecedented proportions. Gang wars have erupted, people are being kidnapped, and the scourge of drugs has taken a foothold in the community. Now that the merchant's trade routes have been affected, the town council wants to find the root of problem and stop it. Are you up to the task?



LABYRINTH LORD
COMPATIBLE PRODUCT

VISIONVENTURES MODULE A-1

DARK SHORE

By Jim Baney

AN ADVENTURE FOR CHARACTER LEVELS 1-2

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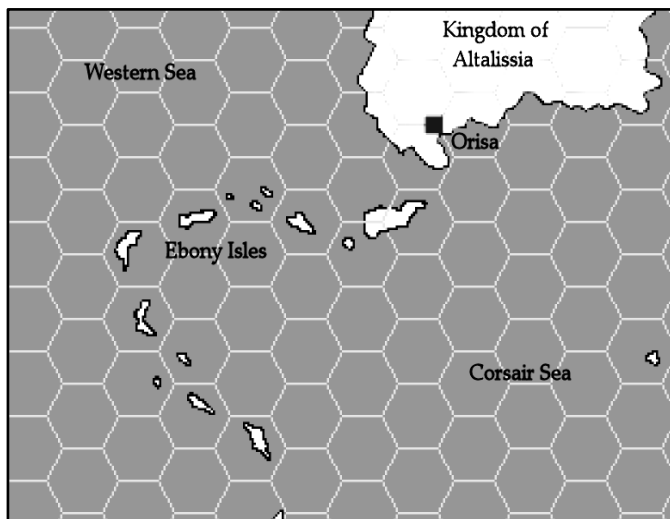
Labyrinth Lord's Section

To help the Labyrinth Lord prepare for this adventure, we have prepared a quick guide to encounters. There are also LL Notes to give the Labyrinth Lord further information on encounters, monsters, etc.

Location	Page	Type	Encounter
Island	4	Combat	Crabmen
Island	5	Combat/Puzzle	Mantrap
Island	6	Combat	Skeletons
Island	7	Combat	Slavers
Cave	9	Combat	Green Slime
Cave	10	Combat	Claw Worm
Cave	10	Combat	Giant Leech
Cave	10	Combat	Corsairs
Red Tide	11	Combat	Corsairs

World of Ebonyr

If you are using the world of Ebonyr campaign setting, the town of Orisa is located in the southern portion of the Kingdom of Altalissia. The island can be located anywhere the LL choices in the Ebony Isle chain.



Back Story

Saphrax Kuldron was low-ranking sailor in the service of a wealthy merchant, when a strong storm suddenly came up and he was swept overboard. He eventually washed upon the shores of Crosskey Island where he was befriended by a group of jungle Halflings. While he was living with the Halflings he discovered a flower whose pollen they used to diminish pain during sickness or surgery.

Eventually he was "rescued" by a band of corsairs who landed on the island looking for treasure. He joined this group and persuaded them to help advance his plans to

sell his new found drug in the Five Kingdoms. He named the drug "Scrape", because after the pollen was ground up, he had to scrape it off the bottom of the barrel.

The corsair fleetlord agreed to his plan and setup operations on Crosskey in a newly discovered sea cave. To expand the operation Saphrax needed more workers, so he contacted the thieves' guild in Orisa to kidnap and enslave several people to work the fields on Crosskey. To humans, Scrape is very addictive and very profitable. To the thieves' guilds and other criminal organizations throughout the Five Kingdoms, it's very profitable. Now the government officials want the drug trade stopped and associated crime wave brought under control, not so much for the human toll, but because it is interrupting trade.

Adventure Summary

Hired by the several town officials of Orisa, in the Kingdom of Altalissia, the PCs begin to investigate several missing person reports and the recent surge in gang warfare and crime wave. The officials point the PCs to the dock area for more clues. After finding out that possible corsairs are behind the violence. The PCs head towards a mysterious island called Crosskey. There they'll battle Crabmen, hostile man-eating plants and cursed skeleton pirates. After discovering and rescuing a runaway slave girl, she'll point the PCs in the direction of a slaver camp, which will culminate in a battle with a corsair crew, their captain and the self-styled drug lord, Saphrax.

Get 'em in the Game!

Here are three ways to the get players initially involved in this adventure:

- A cleric is ordered by their church or faith to assist the town officials in finding the missing citizens and the source behind the drug, "Scrape"
- The town councilor approached the PCs in a tavern or inn and asked for their assistance. He doesn't trust the town's watch (police).
- Several wealthy merchants request additional security guards on a ship traveling deep into the Ebony Isles.
(Use this scenario if you want to skip the town investigation and get right to the island.)

Act 1 - Investigation

If the PCs get hooked into this adventure and want to investigate, they begin with meeting before Edric Beechhome, a member of the town council and in charge of trade in and out of the port town. He pleads for help in stopping the violence and the importation of this drug that is tearing his town apart. He has already completed some investigation on his own.

Edric has the following information via evidence and rumors:

1. Heard rumors that corsair kidnappers are transporting people to a secret island for slaves.
2. The port master has evidence in his log of a ship coming in from Corsaria with very little cargo and leaving the next day. No one has ever heard of Corsaria before and the ship didn't have a name.
3. Sailors have been overheard, in the dockside taverns, saying that slavers have taken up residence in the Ebony Isles and it's not safe to travel in small groups or unarmed.
4. A member of the thieves' guild said that sailors are bringing Scrape from the Isles and taking slaves as payment.

Edric suggests the PCs start investigating the dock area where he believes most of the criminal activity originates.

If the PCs investigate the dock and question folks in the area they will say the following:

Dock worker saw several bound people being shuffled aboard a ship called the *Red Tide*. He helped unload the ship's cargo of several wooden boxes the day before. He overheard that the ship came from an island called Crosskey.

Bartender overheard some sailors saying that several corsair ships were being flagged as merchant vessels to transport slaves to an island somewhere in the Ebony chain.

Street vendor saw several people hustled toward a ship several nights ago. However, he doesn't know the name of the ship or where it was going.

Sail repair shop owner said that several sailors came in to have their sails repaired. They were happy to be back in civilization for awhile. He inquired of their recent journeys. They said they came from the Ebony Isles with some cargo and were returning in a few days.

Street urchin said that she saw several thug sailors pushing people onto a ship called *Red something*. The people didn't look happy and the sailors were grumpy.

Port master will say that he doesn't give out information on port business. He will hold out his hand, palm up, looking at the PCs. (Until 10gp is placed into his hand he won't give out anymore information) A ship came in called the *Red Tide*. The customs tax was small on the wooden box cargo and he doesn't know the nature of the contents (was paid off). He knows they were going to an island called Crosskey but doesn't know the location of the island (truth).

LL Note: If the PCs want to locate Crosskey, they need to talk to Edric again or the town mapmaker who both know the location of the island. Edric used to be a master of a ship that plied the Western Sea for over twenty years.



Act 2 – The Island

Beach scene (if washed ashore or come ashore in longboat)

You land upon a pristine, white sandy beach with thick jungle about 25 yards/meters from the shoreline. There are several large rocky outcroppings nearby.

Two (2) Crabmen will attack, within two rounds, from the jungle and rocky outcropping after the entire party lands (washed ashore, etc). They will attack until killed or wounded to 1 hp, then they will flee.

Crabmen (2) [AL N, MV 90' (45'), AC 4, HD 3, #AT 2, DG 1d6/1d6 (claw/bite), XP 55 each, treasure: none]



Name	No. Enc	Hp	XP
Giant Bat	2	12,11	25 each
Giant Centipede	3	2,2,3	5 each
Giant Fly	2	5,6	22 each
Giant Rat	2	4,3	4 each
Python	1	17	35

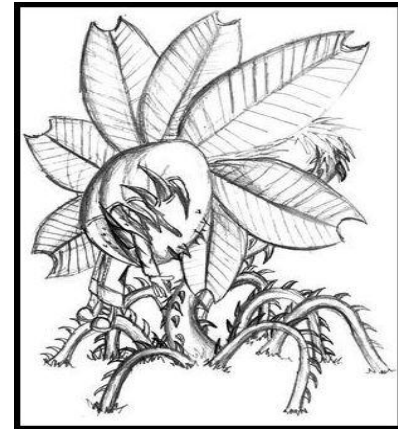
Encounter: Man Traps

The trail opens up into a small field with strange, tall plants. There is a wonderful smell in the area that seems to take over senses.

Man Trap (2) (AL N, MV 0, AC 6, HD 1, #AT special attack, DG special, XP 25+10 for problem solving]

Act 3 - Jungle trail

As you move towards the jungle you notice a trail, which is more of an animal track than an actual trail. It winds through a very thick jungle. You have to use your swords, on occasion, to cut and slash through thick vines and vegetation to make your way through.



LL Note: The island jungle can be a very dangerous place and encounters with creatures and wandering monsters are likely. There is a 30% chance, every four rounds, while traveling through the jungle that the PCs will encounter a wandering monster.

Description: Man Traps attract prey by scent, entrapping and dissolving its victims in acidic secretions. It is a gigantic bush with towering stalks of purple blossoms, and huge green leaves at ground level.

During daylight hours the mantrap releases pollen continuously; all creatures that approach to within 60 feet must make a successful saving throw vs. poison or become attracted to the odor. Those attracted proceed to the Man Trap and voluntarily climb into one of the 1d4+1 leaf traps on the plant. Once entered, a leaf trap closes, firmly entrapping the victim. The PC will roll every round to save vs. poison. The Man Trap uses acidic secretions to destroy its victims. The trapped PC takes 1hp damage a round till dead. Metal items are not affected by the acid. All other exposed items to the acid must roll a saving throw once per round. The PCs that fail to save vs. poison and waiting for their turn to be swallowed by the Man Trap should save vs. poison every round to see if they can shake off the effects of the scent.

Act 4 – The Blackstone

After a long, hot trek battling mosquitoes, the jungle and other creatures you come upon a very unusual sight. In the middle of a marshy area sits a sailing ship! Its looks rotten in places, for obvious reasons, however it has remained largely intact. Its mast and crossbeams remain. Large amounts of jungle vines and other vegetation have covered large parts of the hull.



Five (5) Skeletons will attack from the ship if the party comes near to investigate.

Skeleton Leader (1)[AL N, MV 120' (60') AC 6, HD 2, hp 8, #AT 1, DG Scimitar 1d6, SV F1, ML 11 XP 20]

Treasure: +1 small shield, 10gp, 8sp, 23cp in a small leather pouch hung from his belt]

Skeletons (4) [AL N, MV 120' (60'), AC 7, HD 1, hp 3, 2, 3, 4, 2, and 5, #AT 1, DG Scimitar 1d6, XP 7, Treasure: none

LL note: If the PCs don't take the bait to investigate the ruined ship, you may want to use a high pitched female voice yelling "Help me!" (See runaway slave girl description). Any lawful character would or should attempt to investigate.

If the PCs fail to investigate the screams from inside, Jeyshell will break her bonds and run from her captors using the hole found in the cargo hold on the side of the ship. The skeletons will not be able to run after her after once she makes it out of the ship due to a curse. The skeletons will quickly disperse back into the ship and out of the PCs view.

Combat tactics: the skeletons will attempt to sacrifice Jeyshell in the cargo hold of the ship if they PCs hear her screams and run to investigate. The skeleton crew will seek to defend their prize sacrifice. If more than two skeletons are killed, the rest will retreat topside through the cargo hold opening and wait for the PCs to attack.

Skeleton pirate background

The ship is the "Blackstone" and is cursed. The crew fought against an evil wizard over 100 years ago and was swept into the middle of this island by a massive magical wave. The wizard also turned them into skeleton's and cursed them to undeath until they are destroyed. Their minds have become crazed. They have developed a belief that by sacrificing a living human, one of them can become flesh again. There are only four skeletons left including their leader Captain Pugwash.

Encounter areas of the *Blackstone*

Area 1 – The cargo hold

You walk through a huge hole torn into the side of the ship. Your eyes take a few moments to adjust to the darkness. Smashed barrels and wooden crates litter a rather large room. A large opening in the ceiling leads to a deck above. A large table is in the center of the cargo hold with dried blood on top of it and on the floor.

Anything of value has long since been lost to the ravages of grub worms and rot.



Area 2 – Forward locker

You enter a large gash in the side of the forward portion of the ship. Smashed boxes litter the floor and the air is a little foul. A door is opposite the hole in the ship.

There is a small tin can in a far corner of the room under some smashed boxes. The tin contains 27gp and a silver ring (40gp value).

Area 3 – Crews quarters

Several rotting cots and other bedding are strewn around the room. Several footlockers are stacked against one of the walls. Several weapons are hung from the bulkhead.

The weapons out in the open are scimitar (15gp value due to some rust), javelin (7gp value) and 3 daggers (3gp value each). There is one small locked chest in one of the footlockers which contains 43sp, 69cp and a gold ring (50gp value).

Area 4 - Mess

A large wooden table and chairs are in center of the room. Most of the furniture is rotting and beyond repair.

There is nothing of value in the room due to humid conditions that induces rot.

Area 5 – Galley

An iron stove and bench line the walls. Cooking utensils scattered are on the floor and the bench.

All of the cutlery, pot and pans are rusting. There is nothing of value.

Area 6 – Captain’s Wardroom

A large bed is against one of the walls. In the center of the room is a large, stylish desk with several chairs. Two footlockers and an iron chest are against the bulkhead.

One footlocker holds a +1 Bastard sword, 21sp and 87cp. The iron chest is locked and contains a Mirror Ring (see appendix 1 – New magical items) and a silver necklace (15gp value).

Area 7 – Top deck aft

your group enters what was once the wheelhouse. Only part of the steering wheel remains and rotting has left it in shambles. Jungle vines and other thick vegetation have covered large sections of the deck.

There is nothing of value.

Area 8 – Top deck amidships

The mast lies toppled across the battered deck. Large jungle vines cover part of the deck and the mast stub.

There is nothing of value.

Runaway slave girl encounter

Background story

Her name is Jeysshell [AL N, MV 90' (30'), HD 1, #AT 1, DG 1d6 Quarterstaff] and she was taken hostage from Orisa about a month ago. Her days have been filled with beatings from the slavers, while she was made to work the fields. During a recent storm she escaped from the camp, wandering for days with very little water and no food.

She will insist that the PCs help rescue the other slaves from the camp and stop the slaver operation. She will volunteer to draw a rough map of the camp and guard locations

LL note: you can also insert a story about Jeysshell being captured by the skeletons or she can be found along the trail. You will need to decide what works with the PCs actions up to this point. Insert her into the adventure to lead the PCs to the slaver camp. The LL may award 40+ XP for rescuing the girl, Jeysshell.



Act 5 - Slaver Camp

Slaver quarters

This building is an open common area. Several sleeping pallets are against the west wall. A small, wooden table, with four chairs is on the east side of the building. There is a door on the opposite side of the room marked “privy”.

This is headquarters and sleeping area for the slavers. They are a lowly lot to be sure. Brenius, the leader, has been a slaver for five years and only recruited the two humans and the Sharkman recently. This building has nothing of value

Slave pit

A stoned-lined earthen pit is filled with eight humans. The pit is about 20' deep and 20 by 20' square. The top of the pit has a grate made of small trees tied together. This is tied down to a stake in the ground; obviously keep the slaves from escaping while they're in the pit.

Slaves – human – (8) [AL N, MV 60' (30'), Hp 2, AC 9, #AT 1, DG 1-4 fists or sticks (treat as clubs) found near the pit or in the camp.

Slave's background

The five slaves that are in the camp were captured about two months ago from Orisa and ships plying the waters of the Ebony Isles. They don't have any information on the island or the cave. The slavers only ever kept them in the camp or in the forced them to work in the fields. They want to fight to get off the island, but they are very weak from hunger and regular beatings by the slavers.

LL Note: Possible award 50+ XP for rescuing the slaves.

Guard tower

A rickety, makeshift tower stands next to the wooden building on the edge of the camp. The tower is made of trees lashed together. There's a lookout platform at the top, which is capped by a pointed, thatched roof. The lookout platform appears to be occupied.

The tower is currently occupied by **Slaver – Sharkman** (1) [AL C, MV 120' (60'), HD 2, hp 10, AC 5, #AT 1, DG Short sword 1d6, Bite 1d4, SV F1, ML 12, XP 25] Treasure: garnet gemstone (35gp value) and a ivory-handled dagger (25gp value). He will sit facing the camp's central area (see slaver camp map). There is a 50% chance that he will be asleep on guard duty. If the PCs enter the camp at night there is only 30% chance that he will see or hear any motion. During the day there is a 70% chance that he will see the PCs.



Slaver leader – Human - Brenius (1) [AL C, MV 120' (60'), HD 2, hp 9, AC 7, #AT 1, DG Whip 1d6, +1 dagger 1d4 +1, SV F2, ML 10 XP 29] Treasure: 6gp, 18sp, and 4cp in a small leather pouch around his neck, gold necklace (30gp value).



Slaver – Human (2) [AL C, MV 120' (60'), HD 1, hp 4 and 5, AC 8, #AT 1, DG Scimitar 1d6, SV F1, ML 12, XP 7] Treasure: slaver # 1 has 5sp and 11cp in his pocket, slaver #2 has 8gp, 3sp, 1sp and a copper ring (1gp value).

Slaver positions when the PCs enter the camp regardless if it's day or night.

Sharkman slaver will be in the guard tower facing the central area of the camp.

Brenius will be asleep in the slaver quarters.

The other **two human slavers** will be at the table in the slaver quarters playing a dice game.

Slaver combat tactics: If ambushed they will attempt to flee inside the sea cave and alert their boss, Saphrax the drug-lord, and the corsairs.

If they are alerted before the PCs attack, they will attempt to battle the intruders and if one or more are killed, they will retreat to the sea cave to seek reinforcement from the corsairs.

If captured the slavers will/may say the following to the characters (**LL roll 1d8**)

- 1 -They work for a nobleman (partly true)
- 2 -They don't know what's in the cave (False)
- 3 - Saphrax is their boss and he's in the cave (True)
- 4 - They're only here because their families are held hostage (False)

- 5 - The cave is part of an underground complex for corsair hideout (True)
- 6 - There are 10 corsairs in the cave (False)
- 7 - There are 6 corsairs in the cave (True)
- 8 - The flower they harvest is made into a drug called "Scrape". (Partially true)

Act 6 - Sea Cave

1. Cave Entrance

Natural light gives way to a dark and damp cave tunnel that ends in darkness. There are several metal sconces on the walls and boot prints on the dusty floor. The cavern you enter spans farther than a mere torch can illuminate. Despite its size the air feels close, almost palpable, causing sound to be strangely muffled. A slight lapping of water against rock can be heard down the tunnel.

There is nothing of value and no threats, unless the slavers are allowed to retreat here from the slave camp during combat with the PCs.

LL Note: At this point the LL has several options using the slavers or corsairs in the Sea Cave area that is coming up next.

1. The slavers, if they were able to, escape the PCs and enter the Sea Cave looking for corsairs help in battling the PCs.
2. The Slavers can enter the Sea Cave to warn the corsairs about the PCs and attempt to leave the island via the *Red Tide*.

2. Cave

The tunnel stops at what would pass as a bridge, which is fact, several wooden planks across an underground creek. Your torch sheds light across the bridge and you see the tunnel continues on to the north.

The underground creek is 10' deep and moving from east to west, or right to left if facing the bridge from the cave entrance. The PCs must cross 1 by 1 or face a 1 in 10 chance of the bridge collapsing into the stream below. If a PC falls into the creek they must be saved within 2 rounds or be killed by drowning. The PC can use rope, staffs, etc to use as a life-saving device. There is nothing of value or threatening here.

3. Cave

This passageway comes to a "T" and goes either left or right.

Trap: Trip-wire across the passageway

A mechanical trigger fires two darts (DG 1d4) from the wall facing the entrance tunnel. This trap is located in the square 5 feet into the passage from the point where the tunnel splits. It is anchored to points that are roughly east-west of each other, three feet off the ground, located on each end of the trapped passageway. Each bypass button temporarily disables the trap for 1 minute (by relaxing the tension on the wire and extending a brace underneath the trapdoor).

LL Note: The corsairs and slavers use the bypass button to avoid injury while attending to their duties.

4. Cave

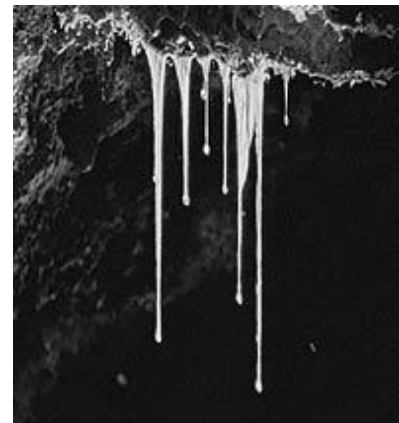
As you reach the top of this incline, the tunnel ends a rough hewn, metal-banded door.

Inside the room description

This cave is roughly 20' by 30' across. The smell of decay assaults your nostrils, and you see a pile of stones made into a fire pit in the center of the cave. A gleam of metal in the flickering light from your torch catches your eye. The uneven floor pokes uncomfortably at your boots as you step forward.

The roof of the cavern is 20' up near the edges of the room, but there is one "chimney" about 10' in diameter leading up 90' to the top (though the PCs will probably only be able to see up 60'). The chimney cannot be reached by the PCs unless by magical means.

Green Slime [AC 9, MV 0, HD 2, hp 8, #AT 0 (see description for SA/SD, XP 65)] lurks above the entrance to this chamber, 10 ft above the cave floor.



Green Slime Description

A hideous growth, green slime is bright green, sticky, and wet. It grows in dark subterranean places on walls, ceilings and floors.

Combat tactics: This slime cannot attack but is sensitive to vibrations and often drops from the ceiling onto a passing victim. Green slime attaches itself to living flesh and in 1-4 melee rounds turns the creature into green slime (no resurrection possible). Green slime eats through one inch of wood in an hour, but can dissolve metal quickly, going through plate armor in three melee rounds. The horrid growth can be scraped off quickly, cut away, frozen, or burned. A *cure disease* spell kills green slime, but other attacks, including weapons and spells, have no effect.

5. Cave

Before you an enormous cavern opens up. The passageway slopes down steeply. In the distance, echoing off the walls of this cave, you can hear the sound of pouring water, as if a waterfall is present elsewhere in the cavern. To your front of you, you can just make out some stalactites hanging from the ceiling. The air here is stale and acrid.

This large chamber is over 60' feet across and anywhere from 50 to 80 feet tall. Stalactites (some as tall as 20 feet) dot the ceiling. The sound of water fills this chamber – echoing off the stones. In the distant corner, a waterfall from an underground stream pours in and falls some 75' into the pool. An underwater tunnel some 5' below the surface connects to the ocean floor which is about 200' below the island.

The inhabitant of the water pool is a **Claw Worm** [AC 5, HD 2, hp 10, #AT 2, claw/claw 1d4, Treasure: None] (See Appendix 2: New monsters page 16 for more information)

Combat tactics: The Claw Worm will lie in wait in the pool till the PCs are alongside and then will attack. Treat as a detect trap/ambush.

The slavers and corsairs closed off this cave with a heavy door to prevent the shrimp from entering the rest of the sea cave complex.

6. Cave

The cavern entrance is unlike any other earthen cave you've ever been in - the air is still and quiet. The roughly 10 foot wide entrance opens up considerably, and almost immediately doubles in width. Further into the cave, you can just make out what appears to be a huge rock pillar holding up the caverns ceiling.

The cave is home for **3 giant leaches** [AC 9, HD 2, 6, 8 and 10 hp, XP 65 each] that crawl through a tube near the top of the pillar. The corsairs have blocked off entrance to this cave from direct approach to the sea cave with a heavy wooden door which is **locked and trapped**.

Door trap

Location Type: Door

Trigger Type: mechanical

Trigger: opening the lock

This is a fairly simple trap. There is a lit torch sitting next to the door in a metal sconce on the wall. When the PCs successfully open the lock it triggers the trap in the wall. Oil runs out of a trough through the flame of the torch and onto the party. The only way to disable the trap is to remove the lit torch from the sconce or put the torch out before the PCs unlock the door. There is a 50% chance that the PCs will still get oil on themselves, no damage unless it catches on fire!

7. Cave

A cave roughly 30' long and 20' wide has several large wooden crates stacked to the left. Three sleeping pallets are lined against the right cave wall.

There is a 20% chance **2 corsairs** [AL C, MV 120' (60'), HD 1, hp 3 & 4, AC 7, #AT 1, DG Light crossbow 1d6, Scimitar, SV F1, ML 9 Treasure: #1-10gp, 8sp, 21cp, silver ring (5gp value) #2-11sp, 5cp, gold necklace (12sp value) will be sleeping here. The boxes contain Hyssop (Spice/Seasoning) 60bs/48gp value each.



8. Cave

As you move through the wooden door, the hallway opens up into a very large earthen chamber. The ceiling rises abruptly to about 20 feet tall. Piles of wooden crates and barrels line the walls of the cave.

There is a 50% chance **2 corsairs** [AL C, MV 120' (60'), HD 1, hp 3 & 4, AC 7, #AT 1, DG Light crossbow 1d6, Scimitar, SV F1, ML 9 Treasure: #1-6gp, 5sp, 11cp, copper earring (2sp value) #2-13sp, 15cp, silver bracer 20sp value] will be working here stacking boxes.

The boxes contain the following:

Crate (5): Garlic (Spice/Seasoning) 77gp value each

Barrel (6): Basil (Spice/Seasoning) 41gp value each

9. Sea Cave

This cave is enormous and spectacular in size. It's easily 40' high and 200' long with a sandy beach near the water's edge. A sailing ship is moored to a makeshift dock. Large barrels and crates are stacked near the ship.

The ship moored to the dock is the Red Tide. She is owned and operated by The Shiplord **Elamaia Aubrarra**. She has been contracted by Saphrax to protect and transport goods from this island to Orisa.



There is one **corsair guard** male human [AL C, MV 120' (60'), HD 1, hp 3, AC 7, #AT 1, DG Light crossbow 1d6, Scimitar, SV F1, ML 9] Treasure: 5gp, 8sp, 14cp, silver ring (1gp value), next to the gangplank leading to the ship. The rest of the sea cave is unoccupied.

Barrel (3): Angelica (Spice/Seasoning) 17gp/each

Barrel (1): Carrots (Dried) 1gp

Crate (7): Oats (Corn) 7gp value each

Sack (1): Apples (Dried) 1gp

Act 7 - The Red Tide

Features of the ship

She has a length of 95', a beam of 28 and draws 9' below the waterline. She stands 10' above the waterline and it's nearly 20' to the top of the tallest mast. It's impossible to crawl through the portholes unless you're a young gnome or very small elf. All doors are kept closed and quarters are locked.

Corsair positions

When the PCs enter the sea cave the corsairs will be located as described. The only exception is if the corsairs in caves 7 or 8 escapes and alert the remaining corsairs aboard the *Red Tide*. The corsairs on the ship will ready the ship to set sail.

Corsair guard at the gangplank leading to the ship [AL C, MV 120' (60'), HD 1, hp 3, AC 7, #AT 1, DG Light crossbow 1d6, Scimitar, SV F1, ML 9] Treasure: 8sp, 16cp]

Saphrax will be in his cabin aboard the ship when the PCs enter the sea cave. If the PCs/slavers alert the guard, he will move to the deck and act as a reserve guard to the corsairs using his crossbow first and then his short sword in close combat.

The Shiplord, **Elamaia Aubrarra**, will be in her cabin unless she hears combat on the decks above or hears an alarm given by the corsair guards. She has 2 -1st level spells and 1- 2nd level spell at her disposal. She will use Magic Missile then use the Shield spell, if necessary, to defend herself. Elamaia also has a Web spell which she will direct towards the PCs if they board the ship. If two or more of the corsairs are killed, the Shiplord will attempt to set sail and leave the sea cave for the open sea. She will order the gangway cut from the ship and will read a *Scroll of Whirlwind* (See Appendix 1: New magic items page 15 for more information) to conjure up a magical wind that will move the ship out of the cave. This will take 2 rounds.

LL Note: Corsair combat tactics

There will always be a corsair on guard at the gangway to the ship; he has 40% chance of being surprised. If he is surprised there isn't a chance for him to alert the rest of the crew.

If he is alerted to the PCs, either from the slavers, corsairs in caves 7 or 8 or the PCs themselves, he will sound a bell alarm at the top of the gangway. It will take the corsair on the main deck 1 round to get his crossbow ready. It will take Saphrax, Elamaia and the corsairs in caves 7 and 8 (unless they're dead) 2 rounds to enter the

sea cave to fight the PCs. They will attempt to use their crossbows first, then either defend or attack the PCs using their scimitars if the combat closes in.

1. Main Deck

Two masts are attached to this deck. Two cargo holds are fore and aft. To the rear of the ship is higher deck with stairs leading to it.

The deck will always be manned by a **corsair guard**
Corsair guard patrolling the main deck of the Red Tide [AL C, MV 120' (60'), HD 1, hp 4, AC 7, #AT 1, DG Light crossbow 1d6, Scimitar, SV F1, ML 9] Treasure: 8gp, 14cp, silver ring (1gp value) that patrols back and forth on the deck. There will be a 40% chance that he will be asleep on duty.

2. Poop Deck

A large wooden steering wheel dominates this portion of the deck.

This deck will be unoccupied when in port. The guard on the Poop deck will patrol this deck occasionally.

3. Ship Stores

Two coiled lengths of rope and three rolls of sailcloth lie on the deck alongside a large box. A large wooden cask stands next to several lengths of wood planking. Set into a wooden rack, fastened to the bulkhead by the door are two metal-headed hammers, two wooden mallets, and two saws. There seems to be nothing of value here and the area is apparently unoccupied.

Each rope is 100' long. The box contains copper nails and the cask is three quarters full of hard dry tar.

4. Officer's quarters

This nicely appointed cabin has a pair of twin beds on either side of the room. Beside each bed is a metal chest. A desk is just to the left of the door.

This room is the quarters of the First Officer and First Mate.

Chest 1 (locked/trapped) contains: small leather pouch (29gp, 40sp and 26cp), Silver neck chain (11gp value), 2 pairs of soft leather boots, 3 pair of pants and 2 shirts.

Chest trap (Fist punch)

Location Type: Chest

Trigger Type: mechanical

Trigger: opening chest

To disable the trigger: opening the chest slowly will disable the trigger. (LL needs to ask how the PCs open the chest to determine if the trigger is activated)

Effects: When the chest is unlocked and opened a wooden fist will be sprung, hitting the PC in the jaw. This will result in 1 hp damage.

Chest 2 (locked) contains: loose change 10gp, 16sp and 40cp, 2 pairs of pants and 1 shirt.



5. Captain's quarters

The furnishings of this cabin tend toward the expensive. A massive bed dominates the center of the room with a large wooden chest to the left and a smaller metal chest to the right. A large, ornate desk is just to the left with several stuffed chairs. A leather couch is against the opposite bulkhead.

Corsair Shiplord Elamaia Aubrarra – female elf [AL C, MV 120' (60'), HD 3, hp 15, AC 6, #AT 1, DG Scimitar 1d6, +1 dagger 1d4+1, SV Elf 3, ML 7] Treasure: belt pouch 5gp, 10sp and 19cp, 2 gold earrings (30gp value each), silver necklace (25gp value) and gold bracelet (15sp value)



The desk is locked and contains the following: 1 Spyglasses (5gp value), 1 Sextant (10gp value), Ship's log (no intrinsic value), and writing materials.

Large wooden chest (locked/trapped) contains: 20' Rope, empty logbook, 20gp and 30gp, book: *Mining Techniques by Hon Dugbow*, Potion of Healing from Poison (10gp value)

Small metal chest (locked/trapped) contains: Gold goblet (30gp value), ruby gemstone (15gp value) and Potion of healing from Poison (10gp value)

Chest trap information (See pg 45 of LL for Traps and trap detection)

Trigger Type: mechanical

Trigger: opening lock

Disable trigger: roll 1d6 – 4, 5, or 6 disables the trigger

Effects: Within the lock of the chest are poison needles. If the character fails to save against the poison, he/she is pricked they lose 1/2 hp per round till healed.

6. Officers Mess

Four carved wooden chairs sit around a rectangle-shaped table in the middle of this cabin. Two lanterns hang from the ceiling. A framed painting of an ocean scene hangs on the far wall. A wooden hutch sits just to the right of the entrance.

The hutch contains several pewter plates, mugs, cups and cutlery. Total value of all items is 10gp. The room is unoccupied.

7. Saphrax's Cabin

This cabin has a single bunk with several overstuffed pillows along the right wall. A plain wooden table with two chairs is to the left of the door. Two wooden chests are against the hull.

Chest 1 (locked) contains: Book: *Canticle of the Blinding Light*, Silver Dagger (5gp value), 27gp, 40sp and 80cp.

LL Note: The book *Canticle of the Blinding Light* is a cultist book that has no current relevancy on this adventure. It's up to the discretion of the LL if they want to use it in a future adventure.

Chest 2 (locked/trapped) contains: Bloodstone gem (5sp value), Diamond gemstone (30gp value), 2 pants and 3 shirts and dress shoes.

Saphrax – male human - Fighter [AL C, MV 120' (60'), HD 2, hp 9, AC 6, #AT 1, DG Light crossbow 1d6, +1 Short sword 1d6+1, SV F2, ML 6] Treasure: belt pouch 9gp, 15sp and 40cp, gold necklace (50gp value)



Chest trap

Trigger Type: mechanical

Trigger: opening chest

Disable trigger: roll 1d6 – 4, 5, or 6 disables the trigger

Effects: a colorless, odorless laughing gas will be released by a canister inside the chest. The PC that opened the chest must save vs. poison or laugh out loud uncontrollably for 3 rounds, thereby losing initiative in any combat situation.

8. Cargo Hold

The light here is rather dim; several cargo nets line the hull. Six barrels are stacked and lashed to the front of the ship and four rather large crates are stacked against the wall, near a door aft of the cargo hold opening above.

Three barrels contain fresh water, three barrels contain red wine and the four crates contain salted meat and waxed cheese. The total value of all the cargo's good is 20gp in value.

9. Crew quarters and galley stores

You have entered the crew quarters by the look of several hammocks strung from the bulkhead and ceiling overhead. Several wooden sea chests lie next to hammocks attached to the hull. A round table is situated at the far end of the room with several chairs around it. A lit lantern hangs over the table. There is a door on the right side of the cabin.

Chest 1 (locked) contains: a set of cotton trousers and shirts and thieves' tool kit

Chest 2 (locked) contains: two shirts, one pair of pants, leather belt and small pouch with 2cp

Chest 3 (locked) contains: one shirt, one pair of pants, a pair of soft leather boots and 3sp

10. Galley

An iron stove is against the hull with a stovepipe going out a porthole just above it. An assortment of pots and pans are tied to a metal bar over the stove. A wooden chopping block sits next to the stove. Several knives and other cutlery are stored on a shelf over the block.

There isn't anything of real significant value. All together everything is worth 1gp total.

Conclusion

The adventure ends with the PCs facing Saphrax and the corsairs, for better or for worse, and hopefully emerging victorious. If the PCs defeat Saphrax and the corsairs, the freed slaves and the citizens of Orisa will be most grateful. Lavish parties will be thrown in their honor after they arrive back at Orisa. The town council and wealthy merchants will seek out the heroes for further adventures into the unknown.

If Saphrax escapes he will seek out his master to ask for forgiveness and try other means to satisfy his master's wishes.

LL Note: Saphrax's master is unknown at this time and will be revealed in a later adventure that is part of this series.

A great follow up adventure would be the second module in this series called **Mace of Souls (A-2)**. The PCs are tasked by wealthy merchants, along with several scholars, to seek out a recently unearthed temple in the Gebroan wilderness

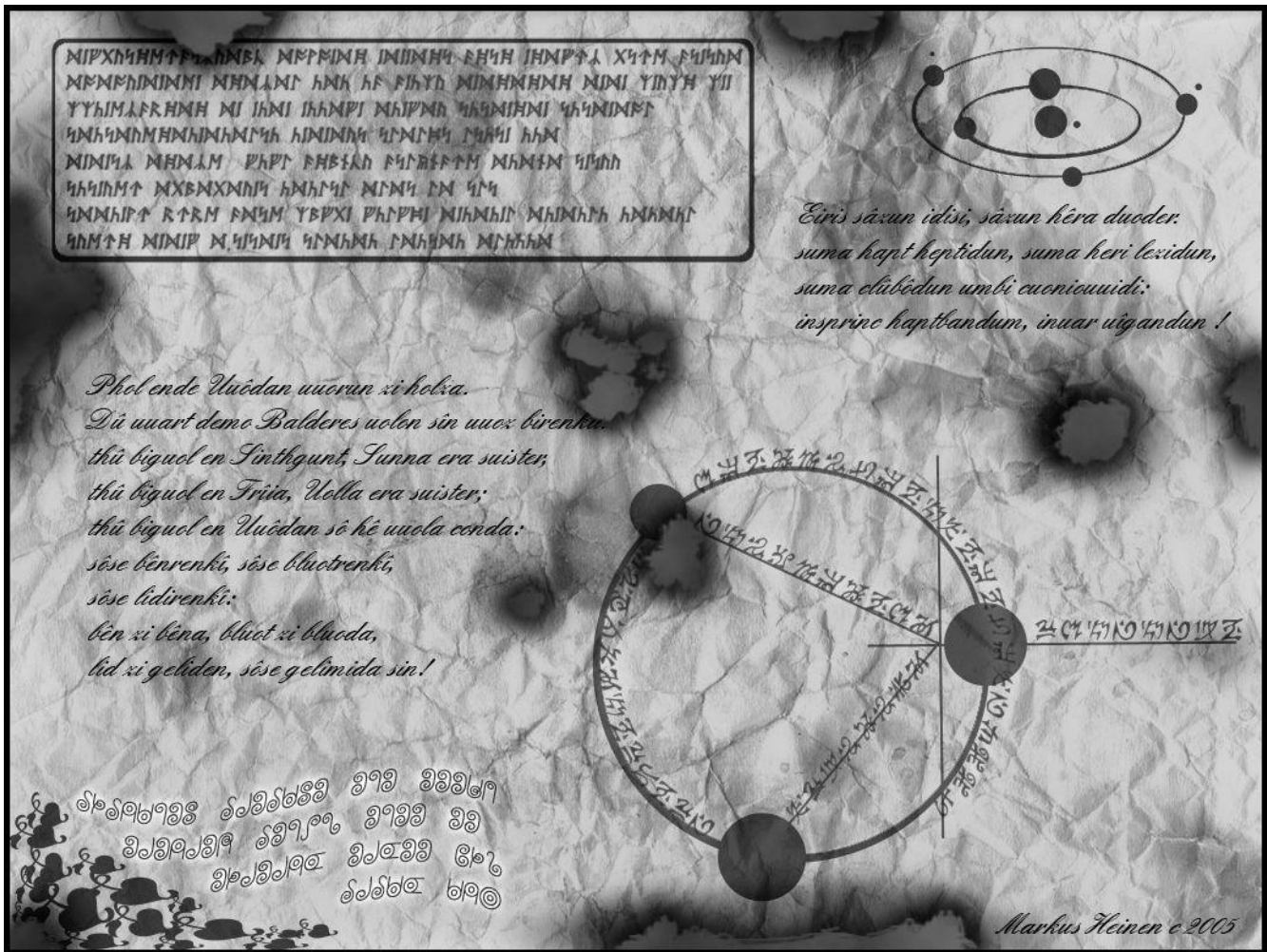
Appendix 1: New magic items

Scroll of Whirlwind

Duration: 4 rounds

XP value: 100

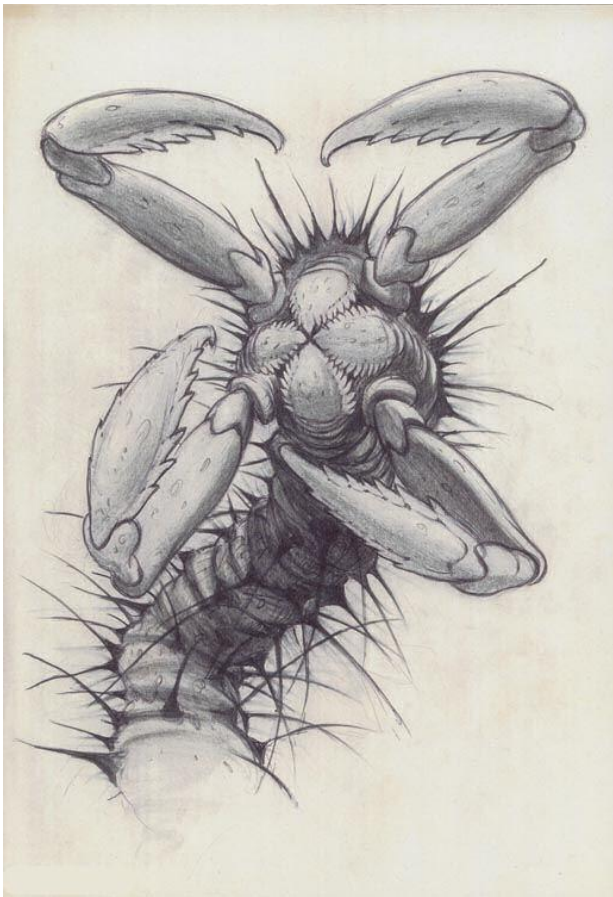
This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. The character can concentrate on controlling the cyclone's every movement or specify a simple program, such as move straight ahead, zigzag, circle, or the like. Directing the cyclone's movement or changing its programmed movement is a standard action for the character. The whirlwind always moves during the character's turn in the initiative order. Any creature that comes in contact with the whirlwind must save vs. spell or take 1d6 points of damage.



Appendix 2: New Monsters

Claw Worm

No Enc:	1d4
Alignment:	Neutral
Movement:	60' (20')
Armor Class:	5
Hit Dice:	2
Attacks:	2 (claw/claw)
Damage:	1d4
Save	F6
Morale	7
Hoard Class:	None



Looking like a cross between a giant worm and a lobster, the Claw Worm is a sight to behold and to be feared. The entire body is covered with tens of thousands of tiny sensory hairs, through which the creature can smell, taste, feel, and hear. The majority of these fine hairs are clustered around the Claw Worm's mouth, but the rest are spread evenly throughout the rest of the body.

The Claw Worms all-time favorite food seems to be lizard folk, but naturally only those worms that live out in the swamps and jungles get to dine upon such fare.

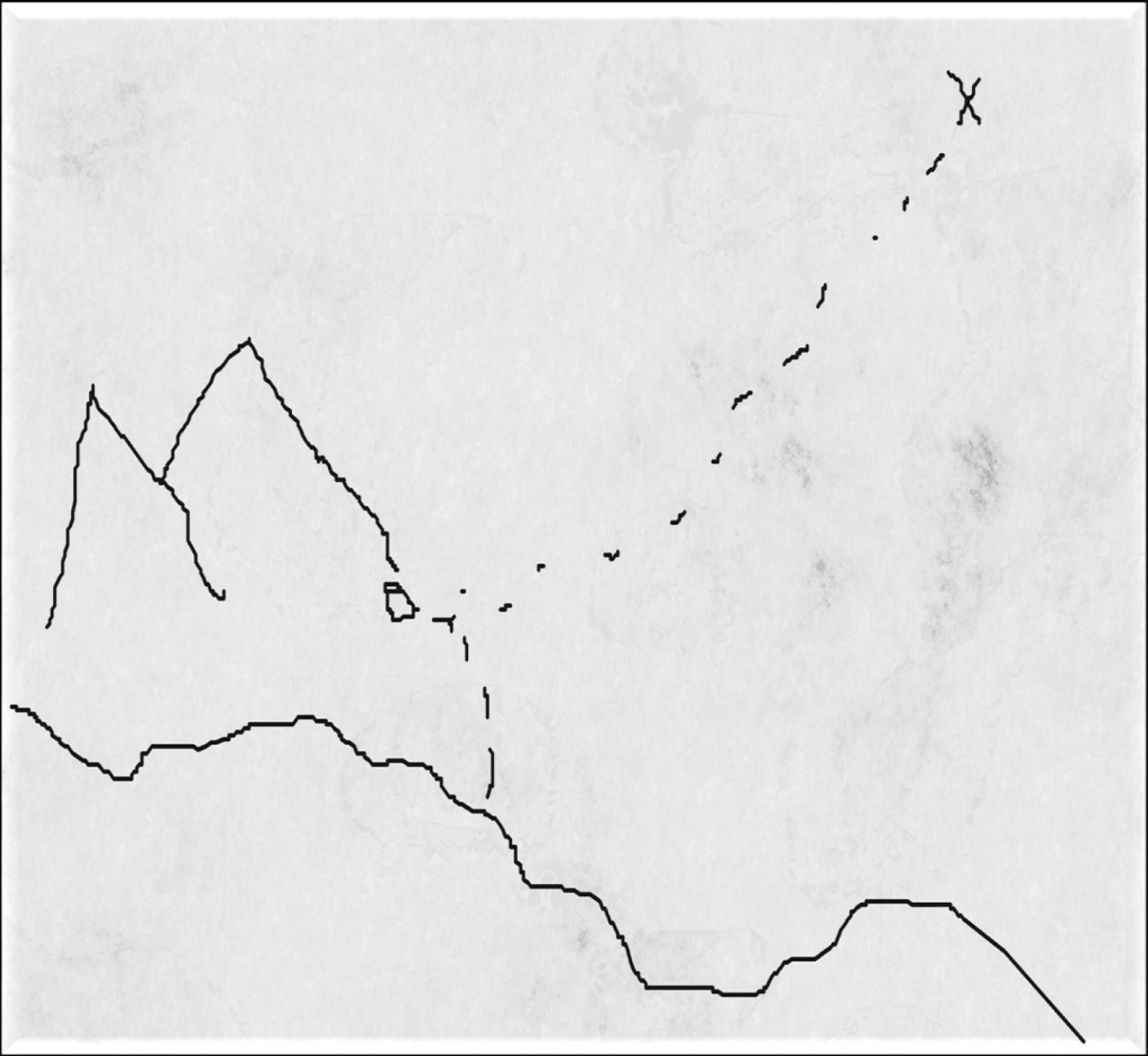
Claw Worms can move with remarkable speed in water, when they wish to. On land they move at only a third of their water speed. An adult Claw Worm has four two foot long claws pincer appendages. The creature can transfer a victim from a set of pincers to another set of pincers as a partial action.

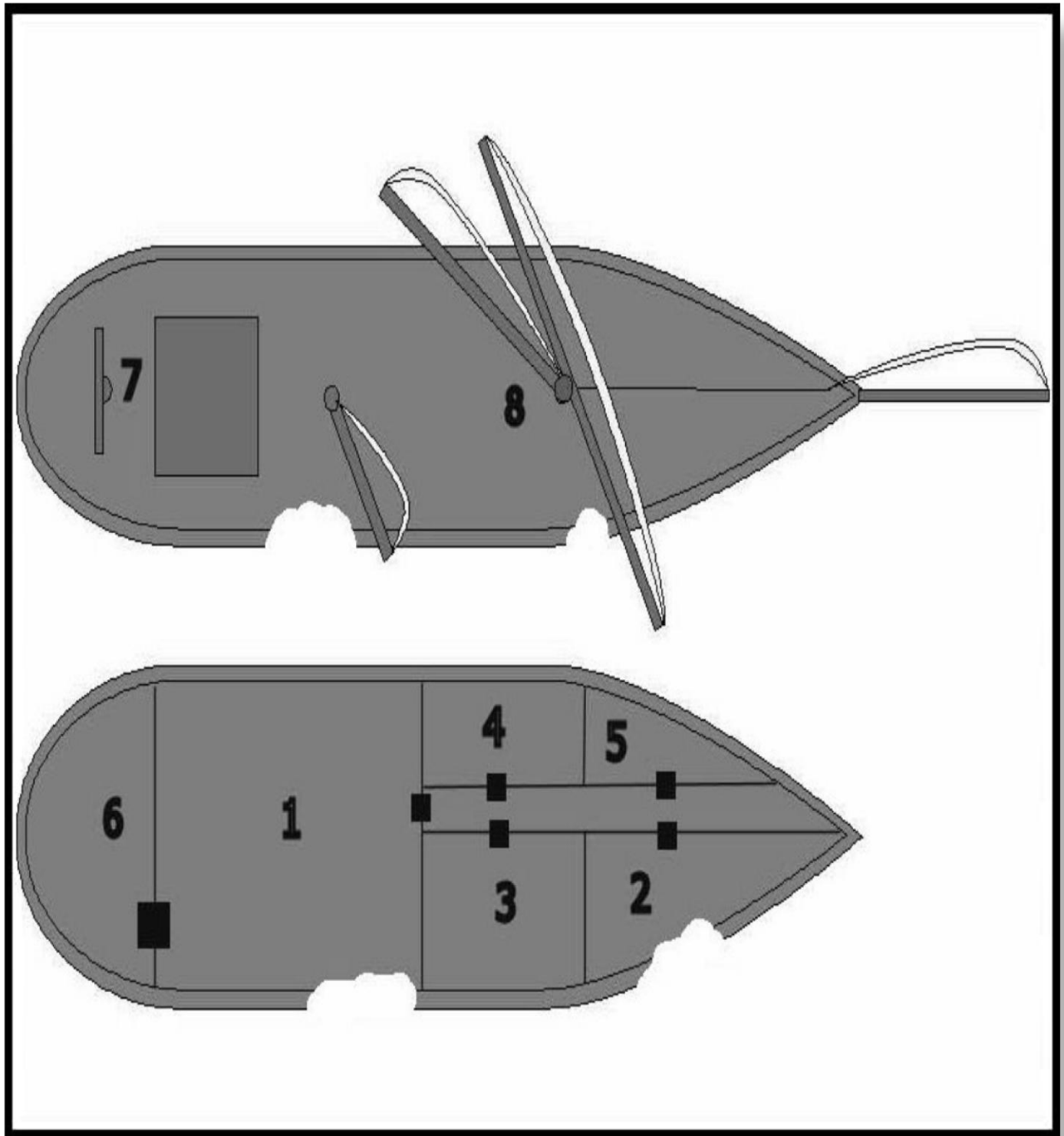
A Claw Worm retains the ability to regenerate lost appendages over time. However, the new limb never grows to full size, nor is it as strong as the original. A regrown pincer-arm deals only half the damage of the original one.

Appendix 3: Maps
LL overview map of Dark
Island

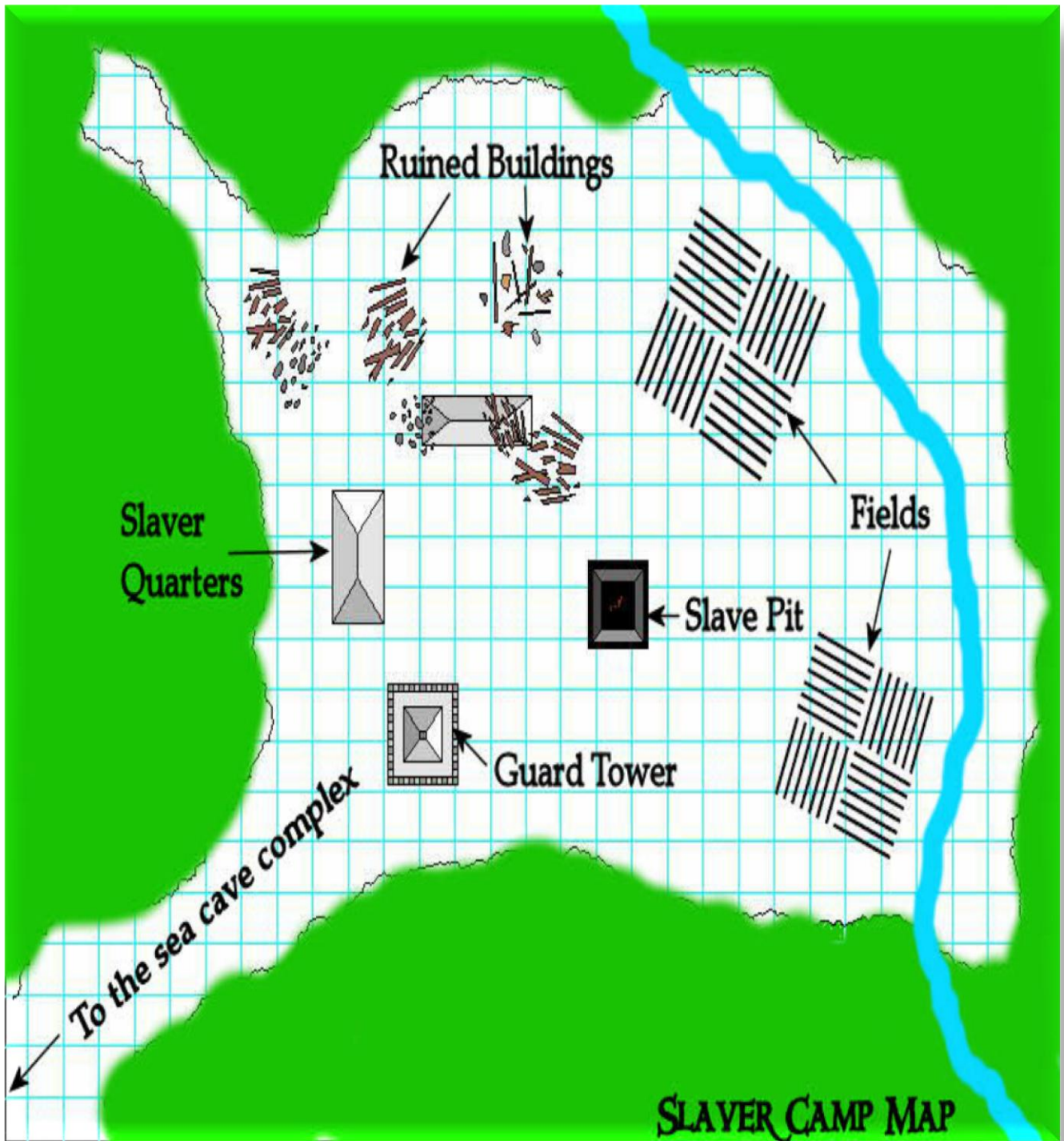


Player's handout map
drawn by Jeysell

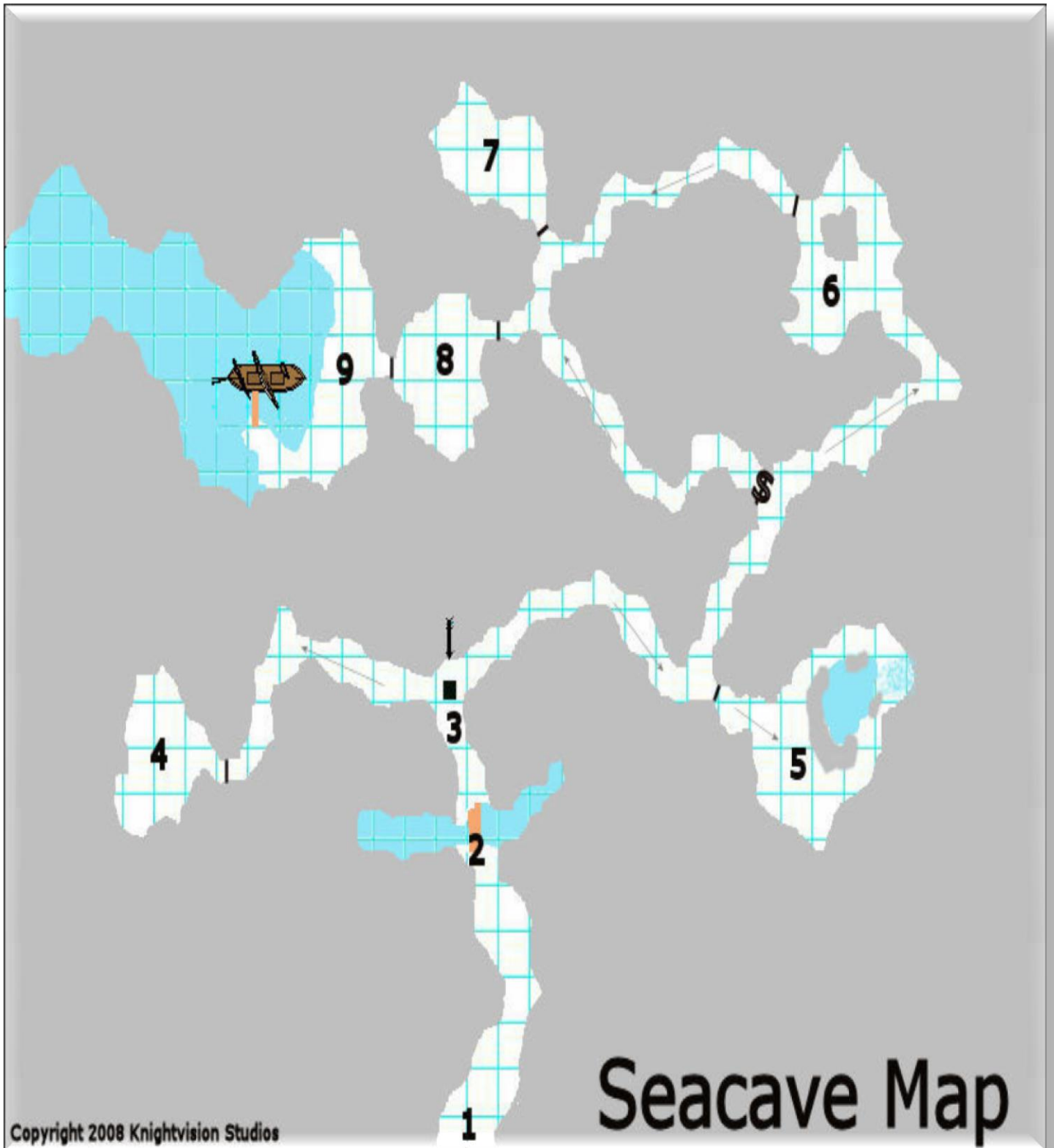


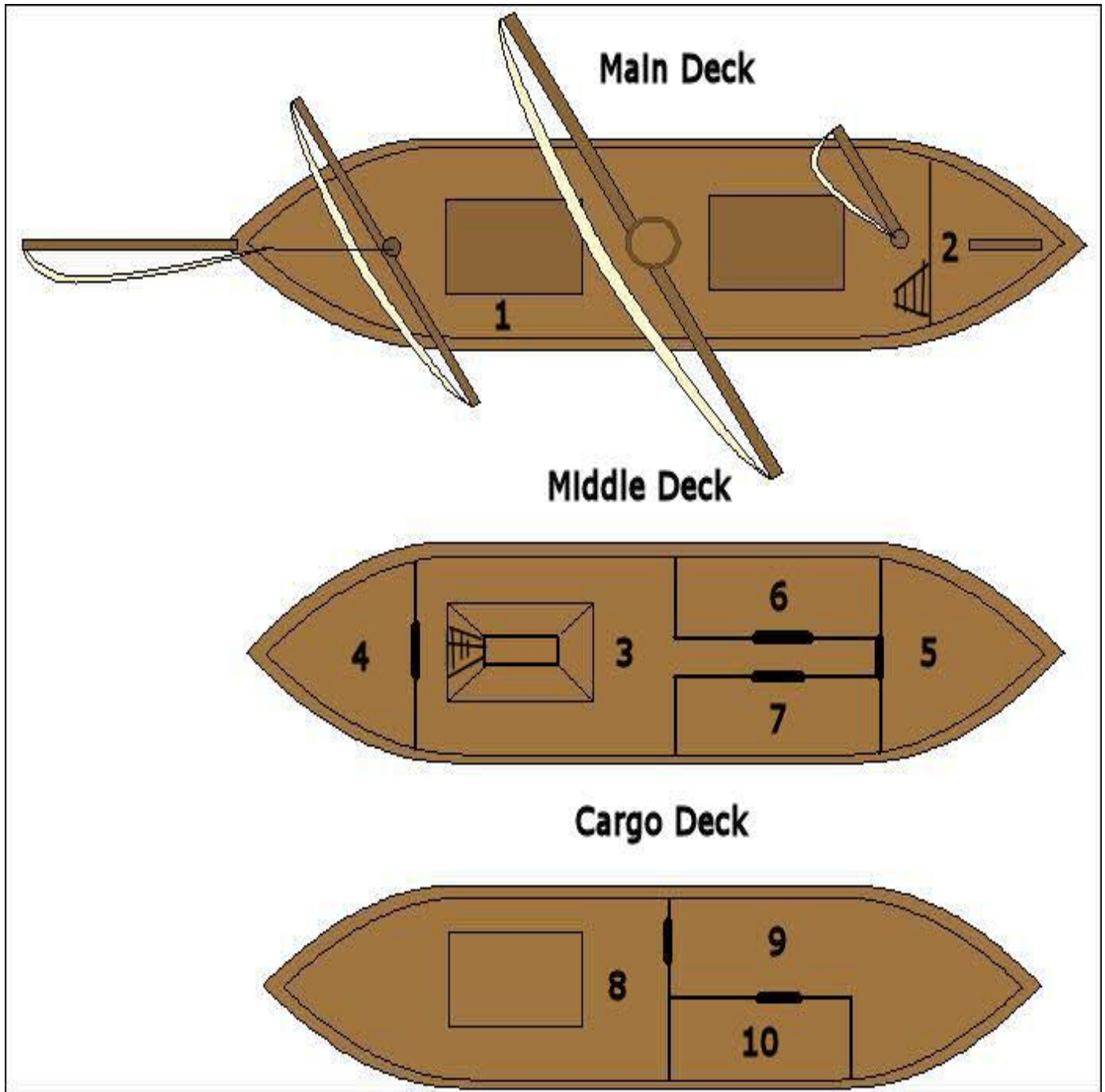


Slaver Camp



Sea Cave map





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