



MARK OF HEROES

PIRATE'S BOUNTY AND THE ISLE OF FIRE

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INTRODUCTION

This adventure is optimized for 1st-level characters. This means that it's designed and balanced for a group of four to five 1st-level characters. If your group deviates from this size and strength, each encounter features a section titled "Scaling the Encounter" so that you, the Dungeon Master (DM), can create a more balanced encounter. If there are only four of five PCs of the same level it is easy to use this section: just use the level entry that corresponds with the PCs' level (the optimized entry is given in the main adventure text). For groups of mixed levels and groups with six PCs, determine the average level of the PCs, and add increase that average by one for groups of six PCs. Treat that level as the groups level. That said, as DM you have discretion when it comes to fitting the challenges of the adventure. If the PCs are having too hard or too easy of a time, feel free to increase or decrease the level of challenge. The goal is to challenge the PCs, and entertain the players, not to overwhelm or even underwhelm them. The most enjoyable D&D games are ones where failure and character death are possible, but success and reward are attainable through daring and smart play.

This adventure has been designed to be part of the RPGA DUNGEON & DRAGONS: CAMPAIGNS—MARK OF HEROES program. Like all DUNGEONS & DRAGONS CAMPAIGNS adventures, it's recommended that parties undertaking its challenges have at least one arcane spellcaster, a divine spellcaster (preferably a cleric), a strong warrior, and a rogue. Parties missing these valuable adventuring components may find *Pirate's Bounty and the Island of Fire* very challenging, and the percentages of character death higher. Please warn the players of this before play starts. DUNGEONS & DRAGONS CAMPAIGNS allow players to "take one for the team;" that is to play a fastplay wizard, fighter, rogue, or cleric in place of one of their characters, and gain experience point for their character. If the group lacks one of these vital four classes, suggest to your players to take advantage of this option.

RPGA-SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or as part of the DUNGEONS & DRAGONS CAMPAIGNS retail program. To play *Pirate's Bounty and the Island of Fire* as part of the MARK OF HEROES campaign—a worldwide, ongoing D&D campaign set in EBERRON—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a few things. First, it allows the PCs participating in play to accumulate experience points (XP) and gold pieces (gp) to advance their MARK OF HEROES characters. Second, it allows the RPGA to track and record what character did during the adventure, and future adventures a written with what the majority of player did in mind—in this way characters' action shape the future of the campaign. Lastly, player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth four (4) points.

This adventure retires from RPGA sanctioned play on June 1, 2005.

To learn more about the DUNGEONS & DRAGONS CAMPAIGNS: MARK OF HEROES character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

DUNGEONS & DRAGONS MINIATURES

To run this adventure it's recommend you have the following miniatures:

From the Giants of Legend™ set:

4 City Guards (23/72) to represent pirates

From the Deathknell™ set:

3 Orc Savages (57/60) to represent cannibals; the choice is made for tone rather than actual physical representation.

3 Dolgrims (51/60)

1 Goblin Adept (34/60) to represent Bithormongle; the choice is made for tone rather than actual physical representation

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, and the *Eberron Campaign Setting*. It is also a good idea to have a copy of the *RPGA Extend Psionics Handbook Primer*, a PDF document that you can find on the RPGA website (www.rpga.com) as it is possible that some character playing in this adventure will be kalashtar utilizing the psionics rules.

This adventure uses a creature found in the Eberron Campaign Setting—the dolgrim. If for some reason you don't have a copy of that book, the statistic blocks give enough information for you to run this creature. The adventure also introduces new types of equipment: bone armor, the greater blowgun. The rules information for these items can be found in sidebars when their use occurs.

Throughout this adventure, bold italics provide player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in a section directly after each encounter, or can be found in the *Monster Manual*.

Attached to this adventure, you'll find a special RPGA Table Tracking sheet tailored for this adventure. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play.

ADVENTURE BACKGROUND

During the middling years of the Last War, a Lhazaar buccaneer, Captain Jahk Seether, preyed on ships from the Karr Bay to the Basura Swamp of the Q'Barra peninsula. Captain Seether and his pirates plundered ships from all sides of the conflict and amassed a sizeable fortune before the end of the war. Success got the better of the legendary Captain Jahk, and eventually House Lyrandar and the nation of Karrnath allied to hunt wily Jahk Seether and his flagship the *Leviathan*.

For months the allied fleet stalked the Dragonreach and Lhazaar Sea, and even ventured into the Sea of Rage. And for months their quarry eluded them. Rumors began to spread that the *Leviathan* was a ghost ship, or that Captain Jahk Seether was allied with the slippery powers of Kythri. Both of these contentions were nothing but superstition. Jahk Seether was just a cunning captain and brilliant naval strategist. But even a man of talent and uncommon guile can only outrun Lyrandar and Karrnath for only so long. In the summer of 942 CY the joint fleet caught up with the *Leviathan* off an uncharted island in the Dragonreach—dubbed the Isle of Fire thanks to its large volcano.

While it's supposed that Captain Jahk found his end in the Battle of Fire Island, his body was never found, and neither was his treasure.

Today, over 50 years later, all of this is but a footnote in

the annals of the Last War. Few humans who participated in the battle still live, and of those who do, only one fought for Captain Jahk: a then young boy named Hob served as cabin boy on the *Leviathan*.

Hob's young age and his knowledge of the sea spared him a blue-faced and tongue-waging fate on the Newthron gibbet. Since the Battle of Fire Island he has served House Lyrandar, the house of his saviors. But he has not forgotten the exploits of his old captain...nor has he forgot where Jahk hid his treasure.

Today, Hob serves as bosun on a Lyrandar passenger ship named the *Contentment*. These days Hob is a rough but experienced swab, but at night he still dreams of all the gold buried somewhere by Captain Jahk and the crew of the *Leviathan*.

Now that age has caught up with him, the awful scrag of retirement is snapping at his heels. That is why he has decided that sometime soon, he will have to try for the buried treasure that he knows lies on the Isle of Fire, no doubt behind blood-thirsty natives and deadly traps laid down by his former crewmates. If he is to get the treasure of his dreams, he will need both luck and help. The salty air of the Dragonreach is about to blow both fortune and aiding arms his way.

ADVENTURE SUMMARY

The adventure starts when the PCs are tasked to deliver a strange psionic item—a *Sarlonan puzzle orb*—to a wizard in Newthron for analysis. But this start is a McGuffin—it serves little or no purpose to the real adventure. The real meat of the adventure revolves around the search for Captain Jahk Seether's treasure, the existence of which only becomes known during the PCs travels to Newthron.

The Diggers' Union books passage for the PCs aboard the *Contentment*. The presence of adventurers, and the fact that they become shipwrecked together on the Isle of Fire provides Hob with possible help to retrieve the treasure.

Prologue: The Task At Hand – Here the Matron Martra of the Diggers' Union entrust the PCs with the mysterious *Sarlonan puzzle orb*, and task them to travel to Q'Barra and search out the wizard Beltulmas, who is rumored to have knowledge about the item.

Part One: Hazards of the Sea – The PCs are aboard the House Lyrandar ship *Contentment* headed for Newthron in Q'Barra when Lhazaar pirates attack their vessel. During the opening skirmish, the *Contentment* is badly damaged, boarded by pirates, and the captain slain. Only the intervention of the PCs can repel the borders and allow the *Contentment* to escape.

Part Two: Secrets of the Isle of Fire – If the PCs are successful, the *Contentment* limps to a nearby island to for repairs. Fate has just happened to steer the *Contentment* to the Isle of Fire. Seeing his opportunity, Hob decides to approach the PCs—his best bet for finding the treasure. While the PCs are scavenging for wood, Hob produces an old treasure map and the story of Captain Jahk's treasure.

Part Three: Treasure Hunt – The PCs follow the map into the center of the island, where they must pass several landmarks and avoid a village of violent, cannibalistic natives in

order to get to the volcano where the treasure is buried.

Part Four: Into the Fire – The PCs arrive at the active volcano, only to find it inhabited by a tribe of dolgrim that live underneath. They must fight their way past the minions of the daelkyr to claim Jahk Seether's treasure.

Conclusion: The PCs flee the angry dolgrim during an assault on the volcano by the natives. The party must sneak past the dangerous combatants in order to get to the Contentment and off the Isle of Fire. As the PCs sail away, they see the pirates landing on the isle and heading into the interior to look for them.

Epilogue – After escaping the Isle of Fire with or without the treasure, the PCs continue on with their original task, only to find Beltulmas missing, and clues implicating the Dreaming Dark's involvement in the disappearance.

PROLOGUE: THE TASK AT HAND

Weeks ago you were summoned to the Chamber of Messengers at the Grea Tower, Wroat's chapter house for the Diggers' Union. There you met with Matron Martra, a severe, no-nonsense Q'Barran woman who sped you on a mission to her far-off homeland.

"I would normally give this to a group with more experience, one more worthy, but most of them are treasure hunting in Xen'drik." The blond woman said with no small hint at annoyance at having to choose from the chapter house initiates. "So I guess you will have to do."

"Here is your mission." She took out a small iron lock box. Opening it, you saw its content glowed with a strange piercing blue light that illuminated her face strangely—almost grotesquely—as patterns and swirls from the object's luminance danced on her face like manic imps. She turned the box toward you, and then you saw it if the first time: the Sarlonan puzzle orb.

At this point show the PCs "Illustration 1," which is a picture of the *Sarlonan puzzle orb*.

It was like a thing in a dream; seeming both substantial, and like something from the ether. The lights danced its hypnotizing pattern, and then you heard the sweet ringing...that beautiful sweet ringing....

And then, with a forceful slam, Matron Martra shut the case, jarring your senses back to reality.

"Don't stare to long at it. I suggest that whomever in your group carries it, they have a strong will. This thing can consume you if you let it. It's very dangerous...or at least we think it is."

"We really don't know much about it. We can't identify it, or even figure out if it is a psionic or a magical item, although I believe it's surely psionic. The thing is very resilient to divination and clairsentience."

"We only know the name of this thing, and that is thanks to my old teacher, the wizard Beltulmas. He spoke to me on occasion about such an item, as he had one in his possession for a short period of time many years ago. He studied it and probably knows more than anyone on Eberron about these things. He has agreed to examine this one for us, but my former master is a recluse and a bit of a curmudgeon. He will not leave his domicile, insisting that I send the orb to him. You will be my couriers."

With that Matron Martra arranged your traveling papers, and a passage aboard a House Lyrandar ship making haste to Newthron in Q'Barra.

Escorting the *Sarlonan puzzle orb* is nothing more than a reason to get the PCs on the high seas, at least as far as this adventure is concerned. Still, it's important to determine who will be carrying the *Sarlonan puzzle orb* because it can plague its bearer with a strange obsession. At the beginning of each adventure the bearer of the *Sarlonan puzzle orb* must succeed a DC 15 Will save or be compelled to look upon the cube at every spare moment he or she is alone with the orb. The strange fascination has no ill effect in combat, and in times of need the PC can put the orb aside, but prolonged exposure is another story for another adventure. Before proceeding to "Part One: Hazards of the Sea," make the save for the PC carrying the orb. If the PC fails, mark one of the effect boxes on the Story Object: *Sarlonan puzzle orb*. Unless the orb is lost in the adventure, the PC who agrees to carry the item keeps the story object at the end of the adventure.



Matron Martra

Linking Adventures

If the players are participating in this adventure after *EMH-1 Reflections of the Multiverse*, they have already met Matron Martra. Use that information to breath some familiarity in the conversation between the Diggers' Union Matron and the PCs.

They have already done a great service to Martra, and her demeanor softens accordingly.

Also, by the end of the adventure, the PCs will not be able to fulfill the task that Matron Martra set them out to do in *EMH-2 Pirates Bounty and the Island of Fire*. For now, this storyline is kept somewhat open for DMs to play with in their DM's Mark adventures. See the *DMH-2 Mark of Heroes 1st-level DM's Mark* packet for further information on this plot hook.

PART ONE: HAZARDS OF THE SEA

After leaving Wroat, the PCs head out toward Sharn, and from its harbor the open sea. The PCs are aboard the *Contentment* for a number of weeks. Hand the players “Handout: *Contentment* and Crew,” and read aloud or paraphrase the following:

Days pass like so much flotsam and jetsam on the Dragonreach. Aboard a sailing vessel life is a series of routines and everyone is assigned some sort of duties, even passengers. While your duties have not been as rigorous as the crews', they can be tiring and tedious, and you go to your hammocks at night tired and sometimes sore. But the long trip has done you some good. After a few days the nausea of seasickness disappeared, and soon after you found your sea legs. Now, less than a week outside of Newthron, and your day's labors done, you gladly find your hammocks for some restful slumber, and dreams of better cuisine when you reach dry land.

Give each player a copy of “Story Object: Sea Legs aboard the *Contentment*.” The bonus it gives the PCs will be useful in the troubles to come.

Captain Stev Rud'ie has the entire group of PCs working on the same schedule. From roughly four hours before dawn to dusk. The players may want to split up the shifts, so that PCs have watches throughout the day, but the captain has none of that. He is competent in his crews' abilities, and has all of the “green landlubbers” working this shift to keep them out of his hair. Captain Rud'ie runs a tidy ship, and he doesn't stand ne'er-do-well adventures distracting his crew. Since aboard a ship, the captain's word is the law, no amount of arguing changes his mind. Even warforged and elves are confined to below decks for a full eight hours. Before the pirate attack, all the PCs are snug in their hammocks, making the best of their below-deck confinement, or in the brig “for their own safety.”

Rude Awakening

Screams and explosions shake the entire ship. Shouts echo down from above, “All hands on deck! Boarders! Pirates!”

The PCs' slumber is interrupted early in the morning by the sounds of naval battle. They awaken fully rested, and ready to fight, but most are not armored. Assume any PC wearing light armor was able to sleep in it; but those with medium or heavy armors are not wearing it. All of the PCs' gear is stored within easy reach, so nothing should be lost when fleeing the below-deck area.

When the PCs leave the bunk and respond to the rousing they find that the ship is taking on water.

Water sloshes on the floor, as a steady stream of it pours in from some unknown section on the starboard side of the ship.

All the PCs share one of the cramped sleeping areas below deck. Each has his or her own hammock and a storage bin.

The source of the water is not obvious, just the general direction of its flow. It's clearly rising, but not rapidly. The PCs

can flee up the stairs out of the cabin without any difficulty, though hassling with armor.

Allow the PCs a chance to describe themselves as the struggle to get dressed and find their gear floating in the water before continuing.

PCs who choose to don armor, have very little time to do so—no more than 5 rounds, which allows light armor to be donned hastily (both the armor bonus and the armor check penalty are one point worse). If all the PCs take more time than 6 rounds to enter the fray atop, they find the battle is lost—the Cloudreaver pirates have taken the *Contentment*. This has some pretty drastic consequences to the adventure (see the “Battle Lost?” sidebar). That said, if the PCs take too long (4 rounds), Bosun Hob calls down and chides them for their sluggishness as a warning. If the PCs refuse to heed the bosun's rally, the ship is lost.

Battle Lost?

If the PCs are not successful, and the Cloudreaver Pirates are able to take the ship, the adventure is not necessarily over. The PCs, a large section of the crew, and Bosun Hob are taken captive by the pirates, and the *Contentment* is taken as booty.

After such a vicious battle, the pirates still have to limp both ships to the nearest makeshift port to make repairs, and Bosun Hob suggests the Isle of Fire.

Once they reach the island, the PCs and Hob are sent to the island to scavenge for supplies. There, Hob approaches the PCs with a plan to pay the ransom for their freedom. If they can find Captain Jakh's treasure, it's enough to win not only their own freedom, but also the freedom of the crew and the *Contentment*....

With a quick and easy escape (after all the pirates think anyone trying to escape into cannibal-filled jungles is too foolish to bind into servitude), the PCs are on the search for the treasure.

This solution has the virtue of keeping the adventure viable for the PCs, and with little alteration by you, the DM, but comes with the penalty of lower treasure for the PCs' success, while still allowing the PCs to save the *Contentment* and its crew.

Carnage Up Top

The Contentment is aflame and smoke chokes the air. A thick fog makes seeing the attackers difficult, but boarders are clearly storming the ship. The captain and stalwart crewmen rush to meet the pirates. Before the pirates can spread across the ship, the crew is there, cutlasses flashing in the night, blood split on the deck.

It appears the pirates were unprepared for the swordsmanship of the Lyrandar crew and it seems likely the day will be won. Then a red glow rushes through the thick fog, and blossoms into a fiery ball of flame engulfing the captain and crew. Silhouetted in the bright light, his sword held high, the captain is an inspiring



figure, until his fiery corpse—or at least half of it—is blown to the deck just a few feet in front of you. The way clear and the ship’s defenders decimated, the pirates renew their charge. No one stands between them and the rest of the ship.

Use “Illustration 2” to help describe the scene, and the gruesome death of Captain Rud’ie.

All around the PCs pirates battle crewmembers, but Captain Rud’ie and the majority of the crew have just been slain by a *fireball* cast by someone aboard the pirate vessel. Without someone to stop them, the pirates storm across the planks between the vessels. An incredibly thick fog surrounds the ship and obscures all vision, granting full concealment to all beyond 30 feet and making it impossible to see the other ship. In addition, moving is slightly impaired. The wet and shifting deck requires a DC 10 (with the PCs’ new sea legs) Balance check if attempting a charge or run. Failure by 4 or less means the PC can move normally, but can’t run or charge. Failure by five or more means the PC falls prone as part of its movement.

The Challenge: The PCs have just stumbled on to a crucial section of this naval battle. In order to save the ship, the PCs must stop the pirates from crossing over onto the *Contentment* by way of a special grapple plank they’ve attached to the ship. The PCs fail if four or more pirates make it onto their starting area on the *Contentment* (see your DM’s map), as within moments the tide of the battle is turned and the ship is lost to the cloudreavers.

Cloudreaver Pirates (4): hp 8, 7, 6, 4; see “Combat Statistic,” below.

If the PCs took the full 5 rounds to hastily don light armor, increase the number of pirates by one.

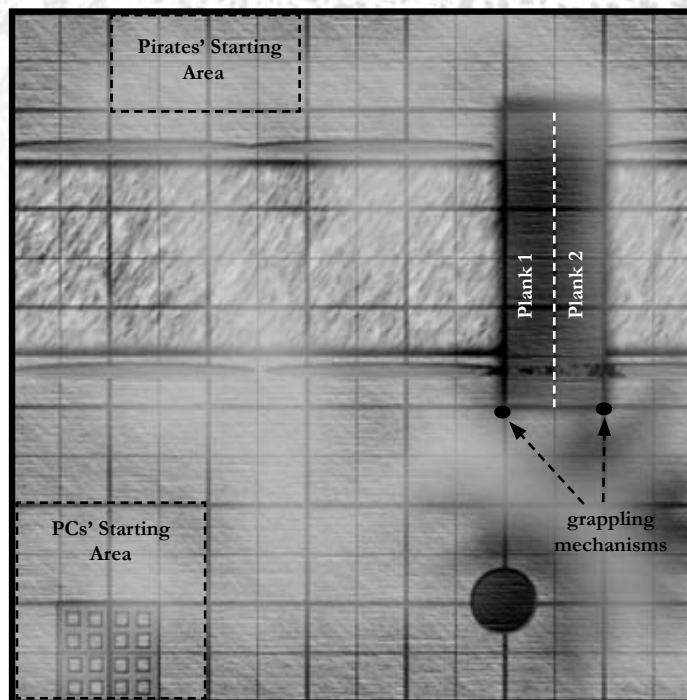
Tactics: The pirates are concerned with forcing everyone away from the walkway they have placed between the ships. They forego attacking a PC to go after anyone who is attempting to disable the grapple plank and push the planks into the sea. Running or charging on the plank requires a DC 12 Balance (considering the PCs’ sea legs) to cross between the ships. Failing by 4 or less stops the PCs’ movement. Failure by 5 or more indicates the PCs fall prone and must succeed a Reflex save (DC 10) or the PC falls overboard, requiring them to swim (DC 15; rough water) to the side, and climb up the ship (DC 10; the climb from the water is 15 feet). The cloudreaver pirates know the risk, and don’t charge or run down the plank unless absolutely necessary.

The two planks between the ships are secured by two iron grappling mechanisms (AC 5, hardness 10, hp 15), making them somewhat difficult to move. A successful Disable Device check (DC 10), unlocks the grapple, or it can be forced off the ship (Strength DC 12). To push the two heavy planks into the water requires a DC 7 Strength check for each, unless there is someone on the plank, in which case the DC rises to 12. If the PCs decide to attempt to move the planks while they are grappled, increase these checks by 4. Anyone on the plank when it is pushed into the water may attempt a DC 15 Reflex save to grab the railing and avoid falling into the water.

Development: After three rounds, another pair of pirates enters the fray and attempts to move across the planks.

Map 1: Contentment Battle

ones square = 5 feet



After an additional three rounds, another pair makes the same attempt. New pirates enter the battlegrid at its edge on initiative count 10, and may immediately take either a move or standard action. This continues until the four pirates reach the PCs’ start area or the PCs disable or destroy and throw off the grappling planks. If the PCs successfully stop the pirate advance, read the read-aloud text in the “Battle Won,” section below. If they don’t, consult the “Battle Lost” sidebar for advice on how to continue the adventure.

Scaling the Encounter

2nd-level characters (EL 3): There are six cloudreaver pirates (hp 8, 7, 6, 6, 5, 4); see “Combat Statistics,” below.

3rd-level characters (EL 4): There are four elite cloudreaver pirates (hp 15, 14, 11, 9); see “Combat Statistics,” below.

4th-level characters (EL 5): There are six elite cloudreaver pirates (hp 16, 15, 14, 12, 11, 9); see “Combat Statistics,” below.

Battle Won!

If the PCs are able to disable the planks and stop the pirates’ advance, the tide of battle quickly sways to the *Contentment*’s favor. Other grapples are disabled by the crew at other sections of the ship, and First Mate, now Captain, Ledrin, is able to steer the *Contentment* away from the pirate vessel.

“Huzzah!” A resounding cheer goes up from the remaining crew as you repel the pirate boarders. The first mate has already begun

Combat Statistics

CLOUDREAPER PIRATES

CR 1/2

Mix male and female warrior 1

CN Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +0**Languages** Common**AC** 14, touch 11, flat-footed 13; Dodge**hp** variable, see adventure text (1 HD)**Fort** +3, **Ref** +1, **Will** +0**Spd** 30 ft. (6 squares)**Atk** melee short sword +3 (1d6+1/19-20) or +2

ranged light crossbow (1d8/19-20)

Base Atk +1; **Grp** +2**Abilities** Str 13, Dex 13, Con 12, Int 10, Wis 10,

Cha 8

Feats Dodge, Weapon Focus (short sword)**Skills** Balance +0, Climb +4, Intimidate +3,

Profession (sailor) +2, Swim +3

Possessions Short sword, light crossbow, 10 bolts, 50 feet of rope, studded leather armor.

ELITE CLOUDREAPER PIRATES

CR 1

Mix male and female warrior 2

CN Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +0**Languages** Common**AC** 14, touch 11, flat-footed 13; Dodge**hp** 12 (2 HD)**Fort** +4, **Ref** +1, **Will** +0**Spd** 30 ft. (6 squares)**Atk** melee short sword +4 (1d6+1/19-20) or +3

ranged light crossbow (1d8/19-20)

Base Atk +2; **Grp** +3**Abilities** Str 13, Dex 13, Con 12, Int 10, Wis 10, Cha 8**Feats** Dodge, Weapon Focus (short sword)**Skills** Balance +1; Climb +6, Intimidate +4, Jump +2, Profession (sailor) +2, Swim +6**Possessions** Short sword, light crossbow, 10 bolts, 50 feet of rope, masterwork studded leather armor.

steering the *Contentment* into the fog bank. Bosun Hob raises his hands and whispers fiercely, "Quiet lads, our only chance is to slip away in the this witch's fog. No talking any of you lot. Douse those flames boys."

For several tense minutes you hear nothing but the creaking of the ship and the lapping of the waves as you slip further and further away from the bloodthirsty pirates. "Mate, er Captain, Ledrin sir, we're taking on water and the sails are burnt up something dreadful sir. We're gonna have to put in somewhere and make repairs, sir."

The young first mate suddenly turned captain nervously looks upon the remains of the Lyrandar crew and their few passengers. "Where would you recommend, Bosun Hob?"

"I know just the place sir. There should be an isle a few hours from here. Make your course twenty degrees off the constellation of Astilabor and hold true."

"I know of no such isle in these seas Bosun Hob. It isn't on any of the Captain's... er, any of my charts."

"Trust me sir, I haven't been there since I twas a young lad, but it's still there."

The PCs now have an opportunity to interact with the NPCs, or survey the damage done to the ship by the pirate attack. Bosun Hob, the boatswain is organizing the men to begin bailing the ship and try to locate all the leaks, while the new captain is at the helm.

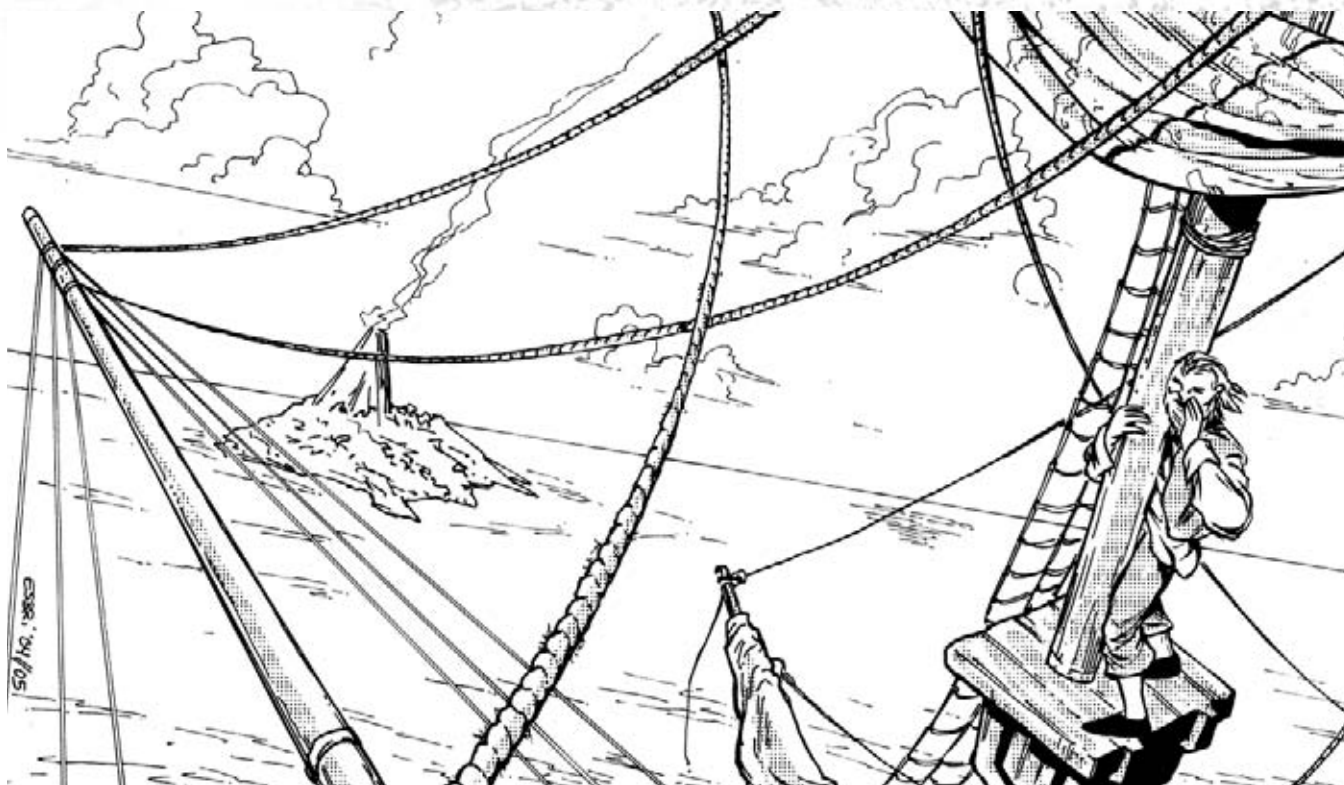
An inspection of the damage reveals a large ballista bolt protruding from the hull of the *Contentment* just above the water line on the port side. This area is slowly leaking water into the ship and needs repair soon. In addition, an area near the bow, also on the port side, appears warped from severe heat. Several small leaks are forming. The outside of the ship shows scorch marks from the waterline to about twenty feet up, nearly to the rail. Fortunately the wetness of the hull prevented the fire from catching. A DC 23 Spellcraft recognizes the effects of a *fireball* spell. Anyone who succeeds in a DC 15

Profession (sailor) check realizes that with the current rate of bailing, the *Contentment* will sink if it's not repaired. They are about two days southeast of Traglorn Isle and almost a week from Newthron in Q'Barra.

Questioning the Crew

The crew, Bosun Hob, or Captain Ledrin can impart the following information to any of the PCs should they choose to ask.

- No one knows where the pirates came from, but suspect they were part of a group known as the Cloudreavers. The Cloudreavers are a collection of six pirate vessels out of Port Krez. They are known for being both cunning and brutal.
- The pirates clearly had some sort of wizard with them. Some of the crew insists that a mage onboard is bad luck because you can never be certain when they will go mad and rain witchfire down upon everyone. They of course exclude any PC arcane spellcasters and magewrights from such an assessment. Ledrin and Hob are both educated enough to not share this view, and are quick to dismiss it as base superstition by folks too long at sea.
- A little over half of the crew was killed in the attack by the pirates; including Captain Stev Rud'ie who had been the captain of the *Contentment* for nearly fifteen years. The crews is deeply saddened by his loss and most are not very confident in first mate turned Captain Ledrin who was put here by House Lyrandar to learn the trade.
- Boatswain (shortened to bosun in common speech) Hob has been on the *Contentment* the longest of anyone, having been stationed here since he met the Captain Rud'ie ten years ago.



- The ship is taking on water, although they are not certain how bad (until they have a chance to look at it).
- It will take almost a week to reach Newthrone in Q'Barra and most of the islands in this area are populated with dangerous pirates or cannibalistic natives.

Bardic Knowledge

Those skilled in the collection of lost stories may have heard tales of the Cloudreavers, Captain Jahk Seether, the *Leviathan* or the Isle of Fire. Given the appropriate information to consider their repository of lore, bard might recall a previous tale. DMs may allow similar roles for Knowledge (History) at a +2 DC.

- *Newthrone and Q'Barra (DC 5)*: King Sebastes ir'Kesslan rules the nation of Q'Barra from the capital of Newthrone, the focus of a dream of a new Galifar. Stories of this land are common, many featuring men who put the idea of unified state of Galifar over the fragmentation of the Five Nations.
- *The Cloudreaver Pirates (DC 15)*: The Cloudreavers out of Port Krez are a bloodthirsty band of buccaneers known to attack swiftly during the Grey Mists, which are frequent in this region, and leave none alive. Both the Brelish and Zil naval forces have attempted to stop Prince Mika's Cloudreavers in the past, but both have failed. The Cloudreavers rarely give up chasing a vessel they view as their prey.
- *Captain Jahk Seether and the crew of the Leviathan (DC 15)*: The crew of the *Leviathan* was a daring lot of rogues that stole from ships throughout the seas that surround the Lhazaar Principalities. Tales

speak of the *Leviathan* crew as cunning thieves, lead by a Captain Jahk Seether that stole from rich Dragonmarked Houses to feed the poor, all while pocketing a good share of the loot themselves. Known for their carousing, singing, and good nature, rare was the man who lost his life while at the other end of Captain Jahk's rapier but many was the smug Karrnathi admiral who lost his daughter's heart to the dashing rogue.

- *The Isle of Fire (DC 20)*: It is said that there are several uncharted volcanic islands in the Lhazaar Principalities. According to legend, many are home to cannibalistic natives.

Once the PCs have had the opportunity to speak with the crew or inspect the damage, proceed with the following read aloud text. Note that the PCs have the opportunity to rest for nine more hours before land is sighted. Use "Illustration 3" to help describe the scene.

As you leave the thick gray fog behind, the shout of "Land Ho!" echoes down from the crow's nest. In the distance, green palms sprout upon the horizon. A thin mountain peak, belching smoke, rises from the center of the greenery. Bosun Hob steps next to you leaning at the ship's rail, "That's it lads, the Isle of Fire. Watch yourselves now, stay close, we're going to have a lot of work to do if we are to be seaworthy before those pirates return."

"Bosun!"

"Yes Captain, sir!"

"I want you to take some of the crew and the passengers ashore in the long boats to collect wood and provisions."

"Right away sir."

Development: Should any of the PCs complain about going ashore, the young captain speaks with them personally. He asks if they would do this as a personal favor to him. With so many of the crew slain in the attack, there are not enough men to do all the work. Besides it could not hurt to have a person of such obvious character to go along to look after the crew. If recalcitrant PCs are still unconvinced, Hob will also add that he could really use their help, since every minute counts with the Cloudreavers looking for them.

Once the PCs have agreed to go ashore, they climb into one of the two long boats and paddle to the shore with Bosun Hob and some other men. Proceed to Part Two: Secret of the Isle of Fire

PART TWO: SECRET OF THE ISLE OF FIRE

Once on the island, Hob sets out groups on assigned tasks of gathering materials for the repair and savaging food.

Standing on the sandy shore, Bosun Hob immediately takes charge. "Alright lads, you sorry swabs pick up those axes and cut me as many stout trees as you can. Finny, you and Serith start making them into timbers." Turning toward you, Hob smiles, "And if you folks would come with me, we're going to need provisions." Hob picks up one of several sacks and heads for the nearby jungle.

Hob expects the PCs to come with him into the jungle. If the PCs refuse, he claims he could use the steady nerves of talented passengers like the PCs in an attempt to persuade them. Once the PCs and Hob are moving through the jungle, he begins harvesting various jungle fruits for the ship's stores. He urges the PCs to do the same, and points them toward various strange tropical fruits.

Harvesting a large bundle of bananas, Hob looks down at you through the foliage. "You know I wasn't always a boatswain. I started out as a cabin boy," he explains, deftly sliding down the tree. "I hope to retire, though, and soon. You lot might just be able to help me with that. Now that we have quite a pile of fresh supplies, I have an offer to discuss if you're willing."

Hob produces a scroll tube and withdraws an old map, "You see, when I was a young lad, my mum passed on, and me old gaffer had long since gone to the Host. I fell in with a rough set of buccaneers under the sway of Captain Jahk Seether. We sailed under a jolly roger and preyed on ships from the Karr Bay to the Basura Swamp. Now these men weren't bloodthirsty swabs like them Cloudreavers, but rather good-natured thieves and brigands. Nary a man was hurt when Captain Jahk and his men surprised you that I can guarantee."

As I grew, I began to see the wrongness of stealing what others had earned so I left Captain Jahk and the others, but I know where the captain had buried a host of gold and gems. Shortly after I left, Captain Jahk and the rest of the crew went to the bottom of the sea in a battle with a fleet of House Lyrandar and Karrnath ships. He never had a chance to claim his treasure; a treasure that is right here, on this very isle! If you help me get it, I will split it equally with all you folk. This close call with the Cloudreavers and the providence that has brought me back to

this island tells me that its time for me to settle down. I'm getting on in years, and I'm ready to retire, but being a seadog doesn't lend itself well to a comfortable retirement. What do you say lads and lasses? We could get the gold and be back at the ship before their done patching the holes!"

Hob is more than willing to share, he needs the help of the PCs to find and dig up the treasure. He knows the island is inhabited and Captain Jahk likely left traps behind for the unwary. He also believes that there must be several thousand gold after all the years that he and the rest of the crew spent privateering, more than enough to split with the PCs. If the PCs agree, Hob shows them his map. Give the characters Handout: Map of the Isle of Fire.

Those who succeed in at a DC 15 bardic knowledge or DC 17 Knowledge (history) check have heard of Captain Jahk Seether and the crew of the *Leviathan*. They are well known for being pirates, but were in general less violent than many of their ilk. It was thought that the *Leviathan* went down with all hands during the Last War nearly thirty years ago (see more information in "Part One").

When the PCs agree to recover the treasure with Hob, proceed to "Part Three: Treasure Hunt," below.

Hob as Adventuring Companion

Bosun Hob assumes that he is coming along with the PCs to search for the treasure. If the PCs seem hesitant about brining the old man with them (after all they have a map, and are more suited to the danger), he grows stubborn and resolute. It takes not only some incredibly fast talking (Diplomacy DC 25, give up to a +2 circumstance bonus for good roleplaying), some form of collateral to get Hob to stay—nothing short of the *Sarlonan puzzle orb*, an animal companion, homunculus, or familiar. Of course the PCs could just knock him out....

If the PCs can't get Hob to stay, here are statistics:

BOSUN HOB **CR 1**
Male human expert 1/rogue 1
NG Medium humanoid (human)
Init +6; **Senses** Listen +3, Spot +3
Languages Common; Goblin
AC 12, touch 12, flat-footed 10; Dodge
hp 10 (2 HD)
Fort +1, **Ref** +4, **Will** +1
Spd 30 ft. (6 squares)
Atk melee dagger +0 (1d4/19-20) or +2 ranged dagger (1d4/19-20)
Base Atk +0; **Grp** +0
Atk Options Sneak attack +1d6
Abilities Str 11, Dex 14, Con 12, Int 13, Wis 8, Cha 12
Feats Improved Initiative, Dodge
Skills Balance +7, Climb +5, Craft (carpentry) +6, Jump +5, Listen +3, Profession (sailor) +4, Spot +3, Swim +5, Tumble +7, Use Rope +7

Possessions two daggers, treasure map

PART THREE: TREASURE HUNT

This part describes the features found on Hob's map, and assumes the PCs generally follow that map. Should they deviate, you'll have to adjust as appropriate. Hob generally recommends against deviating from the path, as he figures the captain laid out this path for a reason.

The Pyramid of Blood and Fire

As the path illustrated on Hob's map winds its way through the steamy jungle, the air becomes alive with the exotic sounds of strange birds. The jungle foliage grows thicker with each step into the island's interior, blocking passage here and there and the buzzing of biting insects are a constant nuisance. Cutting through the foliage rouses the strange creatures of the island's jungle, including a swarm of bats that quickly take flight filling the air with their screams. As the swarm clears a stone pyramid comes into view. A path leads to its crimson steps. The path is lined with bloody heads impaled on spears. Atop the pyramid stands a strange two-faced idol, primitive in artistry, but expertly carved from the island's native teak.

Use "Illustration 4" to help describe this scene. The squat, covered pyramid is reminiscent of those gargantuan ruins found on the continent of Xen'drik, but a DC 15 bardic knowledge or Knowledge (architecture and engineering) can determine that it is unrelated to those grand structures. The pyramid has pictograms covering it, done in the Undercommon script, but in a very primitive dialect. A DC 20 Decipher Script is required to uncover their meaning, with +5 competence bonus to those who actually speak Undercommon. Those who are successful believe the repeating pictograms are exaltations to an unnamed blood god, asking for protection against another unnamed fire god, while other pictograms ask for protection of the fire god directly through sacrifices in worship of it.

As the PCs get closer to the pyramid, they see the crimson color of the steps is the stain of congealed blood. It's obvious that this is a place of blood heathen sacrifice. The shrine also responds to their presence; read aloud or paraphrase the following when the PCs approach. Use "Illustration 3" to help describe the scene.

A strange and supernatural wind gusts as the eyes of the idol atop the pyramid glow and smoke with eldritch radiance. Two voices boom: "Egruth kesk-tal Giiv-that?"

The wind is a severe wind. Medium creatures must succeed a Fortitude save DC 15 or be checked. Small creatures failing the save are knocked down and Tiny creatures failing the save are blown away (see *Dungeon Master's Guide* page 95 for the full effects). Familiars shielded by their masters only suffer their master's effects.

PCs who know Undercommon understand the words as "Who dares enter our domain?" though the dialect of Undercommon is strange and stunted. PCs who don't understand Undercommon, know it is at least a forceful question.

If the PCs identify themselves (whether or not they understood the question), the wind subsides to a moderate



wind. If they don't, the wind continues to gust severely until they leave the area.

The idol voice understands Common, and even condescends to speak "that foul tongue," if the PCs have the sense to identify themselves.

The natives of this island believe in two deities: a blood god who gives them strength if they consume their enemies and a fire god that rules the island from his volcano home. This crude pyramid is the focus of their limited religion where they offer sacrifices for the favor of both gods. Each head represents one of the gods, and are possessed by a pair of strange ancestral spirits who think themselves gods, and even have some power over the weather in the immediate area. The blood god side calls himself Viznol and the fire god side is called Ferzu.

If parleyed with, the PCs can gain some information about the island and its inhabitants from the strange and evil

spirits. The idols start out as indifferent, but a DC 15 Diplomacy check moves their disposition to a kind of “friendly,” which is enough to get the following information. If the players roleplay this check and significantly grovel to the strange powers, grant up to a +4 circumstance bonus to the check.

- The idol voices consider the humans living on the island “their children,” but neither is overly protective of their charges. Both of the voices share a harsh philosophy of survival of the fittest, mediated to some degree with the amount of sacrifices their children bring. They are not pleased with the current level of sacrifice (and never really are).
- They really do not care why the PCs are here, and do nothing to aid them except for giving them these bits of information. Viznol even goes as far as saying that he hopes his children capture the PCs, so that their blood will stain the steps of his temple.
- If asked about Captain Jahk and the treasure, the voices tell the PCs they remember a man who brought a golden treasure to the island over many, many seasons ago. The two voices tried to get the man to sacrifice his wealth and his minions to their power, but his “obscene priest” rebuked them. Both voices know the gold now lies in the volcano, but now an abdominal presence haunts the Mountain of Fire and controls the riches.
- If asked about the “abdominal presence” both Viznol and Furzu become evasive. A second Diplomacy check at DC 20 is required to pry more information from the voices (give the bonus for proper groveling, again). If the check is successful they tell the PCs that a group of four-armed abominations from the very depths of the earth now control the Mountain of Fire. Viznol and Furzu hate the creatures, as they revere a power other than Viznol and Furzu.

Roleplaying the Voices: Both Viznol and Ferzu are wicked and utterly selfish. They speak in deep booming voices and in grandiose style. They only give the PCs the above information to show their knowledge, and because their arrogance is so great that they don’t perceive the PCs as a threat. They are abrasive (even to one another) and their words are tainted with dark sarcasm and hubris.

Development: If the PCs decide to attack the idol, Viznol and Ferzu are able to kick up a windstorm (see *Dungeon Master’s Guide* page 95) to defend themselves as long as at least one spirit inhabits the idol.

Clerics with the exorcism domain may feel the urge to purge this foul place of its evil spirits (like Captain Jahk’s cleric did, so many years ago). Each spirit is considered 3 Hit Dice for this purpose. This breaks the tie between spirit and site for 24 hours. After forcing their way through the windstorm, or exorcising both spirits, the PCs can destroy the idol with some effort (Hardness 5; hp 70)

Those inspecting the pyramid closer find able that the heads mounted on the spikes appear human, although all of them are quite rotted and have been attacked by the bats. In addition, the pyramid is surrounded by many tracks. A DC 12 Tracking check finds both human and animal tracks, some as recent as a day ago.

The Lake (EL 2)

Green plants float upon this small moss-choked lake. High up in one of the sagging trees, a thick length of frayed but stout rope sways in the breeze.

A fresh water spring has given rise to a small lake that drains east, down to the sea. A place frequented by the animal life of this island, those with the Track feat (DC 10) easily finds many



tracks, some of them humanoid.

Those that look closely near the rope will discover the skeletal remains of a pirate at the base of the tree; long since dead and a noose around his neck. A DC 5 Search discovers a primitive dagger under the skeleton's large hat, impaling his skull.

The dagger itself appears to be made of a raw ore with the handle made of wrapped leather. The crude dagger suffers from a -1 penalty to hit, but the fragments of blue metal are byeshk and allow the wearer to bypass the damage reduction of the dolgrims.

The sound of rustling vegetation draws your attention down the shore of the lake. Two darkly tanned men rise up from the bushes. Each wears armor that appears to be made of the bones of their previous victims with enlarged skulls used as helms. They raise strange tubes to their lips, and with a strange whistling sound, small darts fly forth from the weapons.

New Armor and Weapons

The cannibals are armed and armored with unusual equipment.

Bone Armor

Bone armor is a cloth or leather coat reinforced with strips of bone, often cut from animals used for food. The armor covers the torso, but leaves the limbs free for better mobility.

Cost: 20 gp; Armor Bonus: +3; Max Dex Bonus: +4; Armor Check Penalty: -3; Arcane Spell Failure: 15%; Speed 30 ft./20ft.: 30 ft./20ft. (Light Armor); Weight: 20 lb.

Greater Blow Gun

Like its smaller cousin (see page 145 of the *Dungeon Master's Guide*) the greater blowgun I often used to deliver poison. The darts it fires are larger than blowgun needles, but smaller than a thrown dart. These darts deal damage in addition to delivering poison. A greater blowgun requires two hands to use or reload. Loading a greater blowgun is a move action that provokes attacks of opportunity. A greater blowgun has a maximum range of five range increments.

Cost: 15 p; Damage (S): 1d2; Damage (M): 1d3; Critical: x2; Range Increment: 10 ft.; Weight: 2 lb.; Type: Piercing.

While the PCs are searching the area, they have encountered a hunting party of cannibals. Hunting for wild boar, they are only too happy to bring back their favorite prey—other humanoids! Use “Illustration 5” to help describe their attack.

The cannibals get to act during the surprise round. The

PCs do to if they succeed a DC 10 Spot check. The cannibals start 30 feet away from the PCs, so their greater blowgun attack suffers a -6 penalty due to the range increments.

Cannibals (3): hp 7, 5, 4; see “Combat Statistics,” below.

Tactics: The cannibals use their blowguns for as long as possible, going so far as backing up through the foliage-choked (and thus difficult) terrain to get more shots off. They use their spears as a last resort.

Development: No cannibal is willingly taken alive, and if they are, they yield no information without a successful Intimidate check (DC 1d20+1 for cannibals; 1d20+2 for elite cannibals), and then only limited information, such as how many villagers inhabit the island, that strange four-armed creatures currently dwell in the volcano, and the fact that their gods live at the pyramid.

Scaling the Encounter

2nd-level characters (EL 3): There are 4 cannibals (hp 7, 5, 4, 4); see “Combat Statistics,” below.

3rd-level characters (EL 4): There are 3 elite cannibals (hp 12, 11, 9); see “Combat Statistics,” below.

4th-level characters (EL 5): There are 4 elite cannibals (hp 13, 12, 11, 9); see “Combat Statistics,” below.

The Cannibal Village

Hob recommends against heading toward the village, as the map seems to indicate that it should be avoided. If the PCs insist on proceeding, continue:

Smoke from cooking fires betrays the location of the village from almost a quarter mile away. Not much later, the smell of cooking fires floats on the wind. The smell is like that of roasted pork. Soon, the mud and bamboo huts of the settlement come into view, hiding just behind a low mud and wicker wall or relative recent construction. It's not hard to look over it. In the center of the village several scantily clad and darkly tanned men and women prepare the midday meal. Above the flames, rotating slowly on the spit is the body of a man!

The islander village is home to the cannibals that created the Pyramid of Blood and Fire. This area is extremely dangerous to the PCs as the villagers see the PCs as enemies that must be killed and either consumed or sacrificed in the name of their vile gods.

Should the PCs make themselves known, a violent shout goes out from the village and it is clear that the islanders do not mean well toward the party. Hob will suggest they run. If the PCs do not, a group of five cannibals and one elite cannibal come forward to get dinner. If the PCs defeat this group and still threaten a village, another twice its size comes. Defeating that group causes the rest of the villages to flee into the jungle, as they do not wish to tangle with the powerful strangers.

Combat Statistics

CANNIBAL

CR 1/2

Mix male and female warrior 1
CE Medium humanoid (human)
Init +2; **Senses** Listen +0, Spot +0
Languages Undercommon
AC 15, touch 12, flat-footed 13; Dodge
hp variable, see adventure text (1 HD)
Fort +3, **Ref** +2, **Will** +0
Spd 30 ft. (6 squares)
Atk melee spear +3 (1d8+3/x3) or +3 ranged greater blowgun (1d3 plus poison)
Base Atk +1; **Grp** +3
Abilities Str 15, Dex 14, Con 12, Int 8, Wis 10, Cha 9
Feats Dodge, Exotic Weapon Proficiency (greater blowgun)
Skills Climb +3, Swim +0
Possessions bone armor, spear, greater blowgun, 10 greater blowgun darts, all poisoned with small centipede poison
Poison (Ex): Fort DC 11, 1d2 Dex primary and secondary.

Physical Description: The cannibals are darkly tanned from their lives in the tropical sun, and wear little more than an armor fashioned from their bones of previous meals.

ELITE CANNIBAL

CR 1

Mix male and female warrior 2
CE Medium humanoid (human)
Init +2; **Senses** Listen +0, Spot +0
Languages Undercommon
AC 15, touch 12, flat-footed 13; Dodge
hp variable see adventure text (2 HD)
Fort +4, **Ref** +2, **Will** +0
Spd 30 ft. (6 squares)
Atk melee spear +4 (1d8+3/x3) or +4 ranged greater blowgun (1d3 plus poison)
Base Atk +2; **Grp** +4
Abilities Str 15, Dex 14, Con 12, Int 8, Wis 10, Cha 9
Feats Dodge, Exotic Weapon Proficiency (greater blowgun)
Skills Climb +4, Swim +1
Possessions bone armor, spear, greater blowgun, 10 greater blowgun darts, all poisoned with small centipede poison
Poison (Ex): Fort DC 11, 1d2 Dex primary and secondary.

PART FOUR: INTO THE FIRE

Following Hob's map eventually leads the PCs to an entrance on the face of the volcano.

It doesn't take long to find the entrance into the volcano. A long and winding path leads to an obvious cave into the Mountain of Fire.

With little effort the PCs can reach the entrance of the volcanic caves. The PCs have arrived at the Caves of Fire where Captain Jahk and the crew of the *Leviathan* buried their treasure many years ago. Unfortunately for the PCs, in the years since the caves have become occupied by a tribe of dolgrim that have used the lava tubes to claw their way up from Khyber. Led by a particularly despicable adept known as Bithormongle, they have turned the bounty of Captain Jahk into a shrine to the Dragon Below and have begun to wage a war against the natives that make the Isle of Fire their home. Fortunately when the PCs arrive the majority of the creatures have gone hunting for locals.

It's obvious that the cave's entrance was once concealed with boulders, debris, and the thick vines and foliage that grow on the lower sections of the volcano. Somewhat recently the entrance has been cleared by hand. Ever so often plumes of pungent, sulfur-smelling smoke float out of the cave—the passage must lead into the very heart of the volcano!

A successful Track check (DC 9) discovers numerous tracks leading in and out of the cave. The most recent leave the cavern

less than a day ago. Success by 5 or more discovers that the tracks, while seeming humanoid, almost small goblinoid, seem strange like the creatures are heavier than normal and walk with strange gaits.

A character with the investigate skill has a chance to find (DC 10) a small partial medallion fashioned from an old coin. Analyzing the evidence (Search DC 15) concludes that this 50-year-old Karnathi coin has been rubbed flat and replaced with a crude and almost indistinguishable symbol of the Dragon Below.

1. Chamber of Skulls (EL 2)

Just around the corner from the entrance, the passage widens into a small cavern. The uneven floor of the cave is covered with skulls of all shapes and sizes, almost all of them humanoid. Through your faint light, grinning skulls leer up at you, welcoming you to proceed further into the foul smelling tunnels.

This place is so thick with skulls that it's difficult (as in difficult terrain) to move through this area.

A dolgrim is on guard here, having buried himself in the bones of the tribes' former victims.

Have the PCs make Spot checks opposed by the dolgrim's Hide check (+5). Those who succeed are not surprised when the dolgrim uses his surprise action to stand up among the PCs while they travel across the chamber. Use "Illustration 6" to help describe his attack.

PCs succeeding a DC 11 Knowledge (dungeoneering)

check recognize the creature as a dolgrim—an abominations spawned from Xoriat. A DC 16 success immediately recalls its damage resistance and its dual consciousness.

Dolgrim Guard: hp 14; see “Combat Statistics,” below.

Dolgrim Errata

As clarified by the *Eberron Campaign Setting* errata, a dolgrim's damage reduction is 5/magic or byeshk. The dolgrim stats in this adventure reflect all dolgrim errata.

Tactics: The dolgrim expects the PCs to be disorganized like the natives he has previously encountered. While the guard is momentarily surprised when PCs don't flee, it sees this as an opportunity to save time hunting. The dolgrim concentrates on one PC, attempting to take him or her down, before moving onto the next. He does not kill any of the PCs on purpose, in the hopes of presenting Bithormongle with captives and potential sacrifices.

Development: Should any of the PCs be captured, they are stabilized and taken down to area 5 where they are tied up and left (Escape Artist DC 21 to wiggle free). There they stay for a little over a day until Bithormongle decides to sacrifice them to the Dragon Below and consumes their bodies afterward.

Scaling the Encounter

2nd-level characters (EL 2): Increase the dolgrim guard's hit points to 18.

3rd-level characters (EL 4): There are two dolgrim guards here (hp 14, 14).

4th-level characters (EL 6): There are four dolgrim guards here (hp 18, 18, 14, 14).

2. Chasm Overlooking Lava

Traveling up to this secluded section of the volcanic tunnels, the PCs might get some clues as to the fate of the treasure, and the challenges facing them in the lower tunnels. It may also result in them rousing the dolgrims into action.

The tunnel ends at a deep decline looking down into the heart of the volcano. Magma glows hot deep in the earth, and Sulfurous waves of heat and noxious smoke rise out of the pit, making it difficult to breathe.

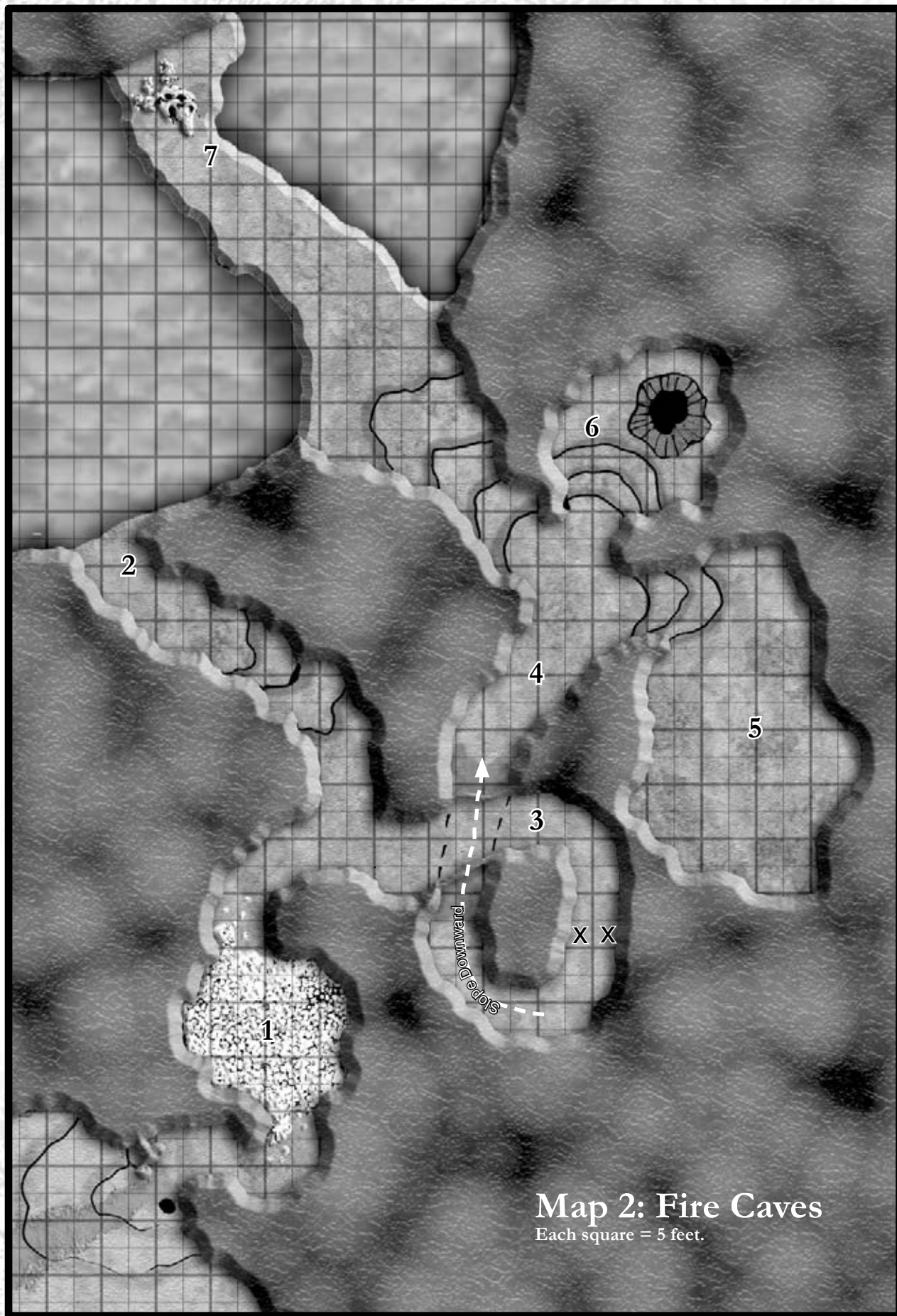
Through the dense plums of ashy volcanic smoke is the outline of a wide and long stone bridge reaching from some cave at the right and on a lower level of the caverns, toward a cone of volcanic rock at the center of the volcano's main massive lava vent. No less than three figures move on the rock bridge near a large statuelike object.

Have the PCs make a Spot Check. A DC 20 success points out that the figures on the bridge are only vaguely humanoid in shape. Squat, with numerous arms, the creatures look similar



to the one encountered in area 1. The statue like object doesn't look like a man, but rather somewhat like a dragon's head. A successful Knowledge (religion) check DC 15 recognizes it as a massive symbol of the Dragon Below by its description (or DC 10 if the character is the one who succeeded the above Spot check). It's surface flickers in the volcanic luminance as if made of metal—maybe gold.

The volcanic smoke grant grants full concealment to the creatures 80 feet below (-2 penalty to short bows and light crossbows due to range), and if the PCs attempt to shoot the creatures, they quickly take cover (full cover behind the Dragon Below idol), and shout warnings to the Dolgrim Warren (area



5). This changes the encounter at area 4.

This chasm reaches indirectly several hundred feet to the lava below. Anyone who falls over the side of the ledge bounces off the rock walls for several rounds before being funneled to their death in a pool of molten rock.

Spending too much time in this place (more than 5 minutes) must make a Fortitude save (DC 15, +1 per previous check) or spend that round choking and coughing. Characters who choke for 2 consecutive rounds take 1d6 points of nonlethal damage.

3. Descending Spiral (EL 1)

Cave paintings cover the walls of this tunnel that curves downward. Misshapen creatures with four arms are shown hunting men surrounded by spirals and other strange geometric designs.

This winding spiral tunnel descends into the depths of the volcano. About halfway down the tunnel, the dolgrim have constructed a trap to warn them of the approach of surface dwellers. A cascade of falling rocks targets the sections of the ground denoted on the "Map 3: Caves of Fire" with an "X". Not only does this have the potential of harming the PC, the noise of the rocks rolling rapidly down the spiral chute alerts the dolgrims in area 5 to the presence of intruders.

Falling Rocks: CR 1; mechanical; touch trigger; manual reset; +10 melee (2d6, rocks); Search (DC 20); Disable Device (DC 20).

Scaling the Encounter

2nd-level characters (EL 2): CR 2; mechanical; touch trigger; manual reset; +10 melee (2d6, rocks, hits all PCs in a ten by ten square); Search (DC 20); Disable Device (DC 20).

3rd-level characters (EL 3): CR 3; mechanical; touch trigger; manual reset; +10 melee (4d6, rocks, hits all PCs in a ten by ten square); Search (DC 20); Disable Device (DC 20).

4th-level characters (EL 4): CR 4; mechanical; touch trigger; manual reset; +19 melee (4d6, rocks, hits all PCs in a ten by ten square); Search (DC 20); Disable Device (DC 20).

4. Bottom of the Spiral

The spiral chute levels out here. A dim, ruddy light accompanied by a hot foul breeze emanate from deeper in the tunnels.

The PCs have entered into the lower complex, and should be immediately aware that this level is significantly warmer than the previous. Those that succeed in a DC 10 Knowledge (dungeoneering, geography, or nature) can surmise that they are somewhere near to an opening to lava, even if they didn't see the main lava shoot from area 2.

If the dolgrim on this level are unaware of the approach of the PCs the PCs may attempt a DC 7 Listen check to hear the dolgrim speaking to each other in room 5.

If the dolgrims are aware of the approach they wait at the conjunction of corridors just beyond this place to repeal invaders.

5. Warren (EL 3 or 0)

This wretched hollow appears to be home to a group of some sort of animal. Several dozen nests of refuse are spread throughout the room, which gives off a rank odor. Piles of gnawed and splintered bones litter the floor everywhere. The walls are covered with more of the crude drawings. Four-armed creatures are roughly drawn worshipping at some sort of altar where a much larger four-armed creature leads them.

This warren is home to the dolgrim tribe. If the PCs approach with stealth (Move Silent to the dolgrims' Listen +1), a couple of the dolgrims are here lounging and partaking in a meal of an unlucky islander recently captured. If however, the PCs have made themselves known, the tribe retreats to the idol (area 7) to aid their priestess, and are encountered with her.

Dolgrim (2): hp 8, 8; see "Combat Statistics," below.

A DC 13 Track or Investigate check determines that approximately 24 dolgrims creatures call this place home on a regular basis.

6. The Pit

Inhuman chittering and dozens of monstrous screams echo off the sides of this nearly sheer pit that descends into darkness. Whatever lurks in this deep recess, they are legion.

This lava tube probes deep into Khyber and is the path the dolgrim originally used to ascend to the volcano. Occasionally they use it to return home and recruit more dolgrims for Bithormongle's war with the natives. The natural wall requires DC 20 Climb checks to descend 500 feet to the floor below. Once there, the PCs will have to contend with a host of enemies. A dolgaunt and three dolgrims have come to investigate the noise.

Dolgaunt: hp 14; see "Combat Statistics," below.

Dolgrim Guards (3): hp 18, 18, 18; see "Combat Statistics," below.

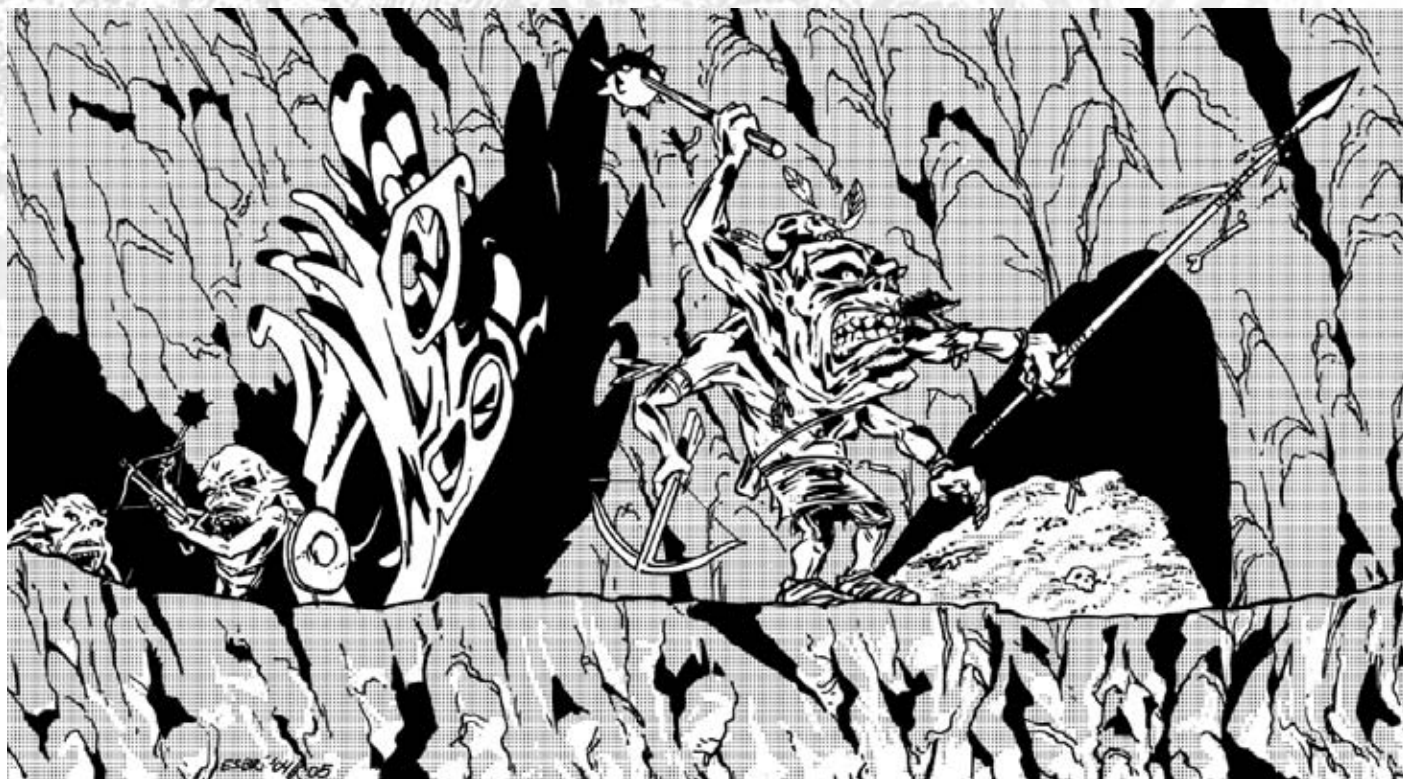
Should the PCs succeed in defeating these horrors, they can continue wandering in the narrow and maze-like tunnels to their hearts content. They will quickly become lost and slain by similar bands of enemies.

7. Captain Jahk's Bounty (EL 4 or 0)

The fortune in gold you have sought is here on the other side of this stone bridge spanning a great pool of molten rock. But that monument to greed has been twisted into a shrine of evil. Large, half-melted piles of coin glisten not only with the twinkle of coin but also with fresh blood. Bones and rotting limbs cover the booty that has rested here for decades. Coins, jewelry, cups, swords, bones, gore, and rot are piled here in a great mound of filth. At the center of it all is a strange symbol composed of fire blackened rib and finger bones and encrusted with the famed treasure of Captain Jahk—the twisted thing is obviously an altar of some kind.

Use "Illustration 7" to help describe this scene.

The PCs have finally made it to the bounty of Captain Jahk Seether and the crew of the *Leviathan*. Sadly for them the



dolgrim have turned it into an altar for their unholy deity and are prepared to defend it to the death. A successful DC 10 Knowledge (religion) check recognizes the symbol as that of the Cult of the Dragon Below.

The altar is located to the far end of the volcanic stone bridge spanning the lava, which swirls and burns 100 feet below.

This room is filled with a stifling sulfurous heat. Those spending more than ten minutes in this chamber must make a DC 15 Fortitude save or become fatigued. Those that remain must make another save or become exhausted after another ten minutes. If a third such save, is failed the PC becomes unconscious and takes 1d6 points of heat damage every ten minutes until dead. The dolgrim are strangely immune to the volcano's harmful effects—maybe they have been granted strange resistance from the Dragon Below.

Assuming that the dolgrims are aware of the PCs approach, then they are here waiting for them.

Bithormongle: hp 12; see “Combat Statistics,” below.

Visk (Bithormongle's weasel familiar): hp 6; see “Combat Statistics,” below.

Dolgrim (3*): hp 8, 8, 8; see “Combat Statistics,” below.

*Note that two of these dolgrims are the ones from area 5. If the PCs have already defeated these creatures only one dolgrim assists Bithormongle.

Tactics: The dolgrim attempt to hide behind the large altar. They begin by using their crossbows from the cover of the altar and then moving up to engage melee fighters if their priestess is threatened. Bithormongle calls on the blessings of the Dragon Below and cast *cause fear* on an approaching creature—preferably a warrior type. She has learned that warriors have much fear in their hearts to take advantage of.

After that, she casts *touch of fatigue* and move to deliver the spell, preferring to affect a rogue or arcane spellcaster with that draining spell. She follows with a *burning hands* on a swarm of opponents, but is not afraid to unleash it earlier if the opportunity presents itself. All of the dolgrims fight to the death to defend their altar. While they do not think to push the PCs over the ledge into the lava, there is nothing to stop the PCs from thinking of such a tactic. Hob may even suggest this if the PCs seem particularly hard pressed to harm the dolgrims through their damage reduction.

Treasure: The heat and ministrations of the dolgrims have not been kind to the treasure. Vast sums of fine cloths and artwork have been destroyed over the intervening years. However, there is substantial weight in fine metals and gems that the PCs can scavenge. There is still a good amount of treasure for Hobs and the PCs if they take the time to sort through the mess.

Scaling the Encounter

2nd-level characters (EL 5): Increase the number of dolgrims to 4 (hp 8, 8, 8, 8).

3rd-level characters (EL 6): Increase the number of dolgrims to 4 (hp 8, 8, 8, 8), and use the 4th-level version of Bithormongle (hp 22).

4th-level characters (EL 7): There are 4 dolgrim guards here (hp 14, 14, 14, 14) and use the 4th-level version of Bithormongle (hp 22).

Combat Statistics

DOLGRIM GUARD

CR 2

Mix male and female warrior 2

CE Small aberration

Init +1; **Senses** Listen +1, Spot +1; darkvision 60 ft.

Languages Undercommon

AC 15, touch 12, flat-footed 14; **DR** 5/magic or byeshk
hp 14 (2 HD)

Fort +4, **Ref** +1, **Will** +1

Spd 20 ft. (4 squares)

Atk melee morningstar +5 (1d6+2) or +5 melee spear
(1d6+2/x3) or +4 ranged light crossbow (1d6/19-20)

Full Atk +5 melee morningstar (1d6+2) and +5 melee
spear (1d6+2/x3) or +5 melee morningstar (1d6+2) and
+4 ranged crossbow (1d6/19-20)

Base Atk +2; **Grp** +4

Abilities Str 15, Dex, 13, Con 12, Int 8, Wis 9, Cha 6

Feats Toughness

Skills Climb +6, Hide +4, Listen +1, Spot +1

Possessions Leather armor, light wooden shield,
morningstar, light crossbow, spear, 10 bolts, spear.

Duel Consciousness (Ex): +2 bonus on Will saves.

Allows attack with one off-handed weapon at no penalty.

DOLGRIM

CR 1

Mix male and female warrior 1

CE Small aberration

Init +1; **Senses** Listen +1, Spot +1; darkvision 60 ft.

Languages Undercommon

AC 15, touch 12, flat-footed 14; **DR** 5/magic or byeshk
hp 8 (1 HD)

Fort +3, **Ref** +1, **Will** +1

Spd 20 ft. (4 squares)

Atk melee morningstar +4 (1d6+2) or +4 melee spear
(1d6+2/x3) or +3 ranged light crossbow (1d6/19-20)

Full Atk +4 melee morningstar (1d6+2) and +4 melee
spear (1d6+2/x3) or +4 melee morningstar (1d6+2) and
+3 ranged crossbow (1d6/19-20)

Base Atk +1; **Grp** +3

Abilities Str 15, Dex, 13, Con 12, Int 8, Wis 9, Cha 6

Feats Toughness

Skills Climb +5, Hide +4, Listen +1, Spot +1

Possessions Leather armor, light wooden shield,
morningstar, light crossbow, spear, 10 bolts, spear.

Duel Consciousness (Ex): +2 bonus on Will saves.

Allows attack with one off-handed weapon at no penalty.

DOLGAUNT

CR 2

CE Medium aberration

Init +3; **Senses** Listen +5, Spot +5; Blindsight 360 ft.

Languages Common and Undercommon; silent
communication with other dolgaunts within 30 ft.

AC 16, touch 13, flat-footed 13; **DR** 5/magic or byeshk
hp 14 (2 HD)

Fort +1, **Ref** +3, **Will** +5

Spd 30 ft. (6 squares)

Atk melee tentacle +3 (1d3+2)

Full Atk melee 2 tentacle +3 (1d3+2)

Space 5 ft. **Reach** 5 ft. (10 ft. with tentacles)

Base Atk +1; **Grp** +3

Atk Options Combat Reflexes (3), Improved Trip, vitality
drain

Abilities Str 14, Dex, 16, Con 12, Int 13, Wis 15, Cha 11

Feats Combat Reflexes, Improved Trip^B

Skills Balance +7, Climb +6, Hide +6, Jump +5, Listen
+5, Move Silently +6, Spot +5

Vitality Drain (Ex): On a successful grapple check,

the dolgaunt deals 1 Constitution point. An injured
dolgaunt recovers 2 hit points every time it successful
uses this ability.

BITHORMONGLE

CR 2

Female dolgrim adept 2

CE Small aberration

Init +2; **Senses** Listen +5, Spot +5; darkvision 60 ft.

Languages Undercommon

AC 12, touch 12, flat-footed 11; **DR** 5/magic or byeshk
hp 12 (2 HD)

Fort +1, **Ref** +3, **Will** +8

Spd 20 ft. (4 squares)

Atk melee morningstar +3 (1d6+1) or +3 melee spear
(1d6+1/x3) or +3 ranged light crossbow (1d6/19-20)

Full Atk +3 melee morningstar (1d6+1) and +3 melee
spear (1d6+1/x3) or +3 melee morningstar (1d6+3) and
+3 ranged crossbow (1d6/19-20)

Base Atk +1; **Grp** +2

Adept Spells Prepared (CL 2; 1d20+2 to defeat SR)

1st—*burning hands* (DC 13), *cause fear*^P (DC 14)

0—*cure minor wounds*, *detect magic*, *touch of fatigue*
(DC 13)

Domain: Death – Death touch once per day as a
supernatural ability. Succeed melee touch attack (+3
melee touch), and then roll 2d6. If the total equals the
creature's current hit points, it dies (no save).

Abilities Str 12, Dex 13, Con 12, Int 10, Wis 16, Cha 7

Feats Spell Focus (necromancy)

Skills Climb +4, Concentration +6, Listen +5, Spellcraft
+5, Spot +5

Possessions Morningstar, spear, light crossbow, spear,
10 bolts.

Duel Consciousness (Ex): +2 bonus on Will saves.

Allows attack with one off-handed weapon at no penalty.

Visk

CR –

Bithormongle's (adept 2) weasel familiar

CE Tiny magical beast

Init +2; **Senses** Listen +1, Spot +3; low-light vision, scent

Languages Empathic link with master

AC 15, touch 14, flat-footed 13

hp 6 (2 HD)

Fort +2, **Ref** +4, **Will** +3; Improved evasion

Spd 20 ft. (4 squares), 20 ft. (4 squares) climb

Atk melee bite +5 (1d3-4)

Space 2-1/2 ft. **Reach** 2-1/2 ft.

Base Atk +1; **Grp** –11

Atk Options attach

Abilities Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5

Feats Weapon Finesse

Skills Balance +10, Climb +10, Concentration +5, Hide
+11, Move Silently +8, Spellcraft +3, Spot +3

Attach (Ex): If bite attack hits, latches on to
opponent dealing bite damage every round it is attached.
It loses its Dexterity bonus and has an AC of 13.
An attached weasel can be struck with a weapon or
grappled. To remove an attached creature it must be
killed or pinned. The weasel can unattach itself as a
free action.

Empathic Link (Su): Master has an empathic link
with familiar up to a mile away. Basic emotion can be
communicated.

Share Spells: When within 5 feet of master, master
can choose to have spell cast on her to also be cast on
familiar.

Combat Statistics (Cont.)

BITHORMONGLE

CR 4

Female dolgrim adept 4

CE Small aberration

Init +2; **Senses** Listen +5, Spot +5; darkvision 60 ft.**Languages** Undercommon**AC** 13, touch 13, flat-footed 11; DR 5/magic or byeshk**hp** 22 (4 HD)**Fort** +2, **Ref** +5, **Will** +10**Spd** 20 ft. (4 squares)**Atk** melee morningstar +4 (1d6+1) or +4 melee spear (1d6+1/x3) or +5 ranged light crossbow (1d6/19-20)**Full Atk** +4 melee morningstar (1d6+1) and +4 melee spear (1d6+1/x3) or +4 melee morningstar (1d6+3) and +5 ranged crossbow (1d6/19-20)**Base Atk** +2; **Grp** +3**Adept Spells Prepared** (CL 2; 1d20+2 to defeat SR)2nd—*death knell* (DC 15)1st—*burning hands* (DC 13), *cause fear* (DC 14), *cure light wounds*0—*cure minor wounds*, *detect magic*, *touch of fatigue* (DC 13)**Domain:** Death – Death touch once per day as a supernatural ability. Succeed melee touch attack (+4 melee touch), and then roll 4d6. If the total equals the creature's current hit points, it dies (no save).**Abilities** Str 12, Dex 13, Con 12, Int 10, Wis 16, Cha 7**Feats** Alertness, Spell Focus (necromancy)**Skills** Climb +4, Concentration +8, Listen +5, Spellcraft +7, Spot +5**Possessions** Morningstar, spear, light crossbow, spear, 10 bolts.**Duel Consciousness (Ex):** +2 bonus on Will saves. Allows attack with one off-handed weapon at no penalty.

Visk

CR –

Bithormongle's (adept 4) weasel familiar

CE Tiny magical beast

Init +2; **Senses** Listen +1, Spot +3; low-light vision, scent**Languages** Empathic link with master**AC** 17, touch 15, flat-footed 14**hp** 11 (4 HD)**Fort** +2, **Ref** +5, **Will** +4; Improved evasion**Spd** 20 ft. (4 squares), 20 ft. (4 squares) climb**Atk** melee bite +8 (1d3-4)**Space** 2-1/2 ft. **Reach** 2-1/2 ft.**Base Atk** +2; **Grp** –10**Atk Options** attach, deliver touch spells**Abilities** Str 3, Dex 16, Con 10, Int 6, Wis 12, Cha 5**Feats** Weapon Finesse, Weapon Focus (bite)**Skills** Balance +11, Climb +10, Concentration +7, Hide +12, Move Silently +9, Spellcraft +5, Spot +3**Attach (Ex):** If bite attack hits, latches on to opponent dealing bite damage every round it is attached. It loses its Dexterity bonus and has an AC of 14.

An attached weasel can be struck with a weapon or grappled. To remove an attached creature it must be killed or pinned. The weasel can unattach itself as a free action.

Deliver Touch Spells (Su): Can deliver a touch spell designated by the master. At the time of casting, the master and familiar must be in contact. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.**Empathic Link (Su):** Master has an empathic link with familiar up to a mile away. Basic emotion can be communicated.**Share Spells:** When within 5 feet of master, master can choose to have spell cast on her to also be cast on familiar.

CONCLUSION

Approaching the exit from this fiery hell, sounds of combat reach your ears. Not an more than an easy bowshot from the cave entrance, roughly thirty of deeply tanned cannibals do battle with a dozen of the four-armed monsters that call the volcano their home. While they have yet to see you, it is clear the fight is quickly moving in your direction!

At this moment, neither the natives nor the dolgrim have noticed the PCs so Hob suggests they run for the cover of the jungle in the confusion. With both sides so busy fighting each other, neither will take notice of the PCs. If the PCs wish, have them make Hide checks to escape. The object is to make this seem like a dangerous situation, but in truth, the PCs are relatively far from harm.

Slipping into the jungle, a few spears and arrows come your way, but none find their mark. After many minutes of hard running, and nearly an hour of sneaking through the jungle, you see the bright sails of the Contentment. The crew seems to have made the all the necessary repairs in your absence. In short order, you are aboard with your well-deserved treasure. As the Contentment hauls anchor and sets sail for safer shores, you note a second ship, flying the jolly roger, anchored on the west side of the isle. As the backs of unnoticed vile pirates enter into the jungle, no

doubt looking for you, you think you hear the sound of jungle drums drifting over the waves.

EPILOGUE

After the PCs finally make it to Newthron, they find that Matron Martra's old mentor has gone missing, and is feared dead. When the PCs check into the Newthron Digger's Union chapter house, which is nothing more than a small office over an tavern called the "King's Return," The chapter house's master, an half-elf named Urvandil, tells the PCs the following about the disappearance, and what they know of the about possible culprits.

I went to check on Beltulmas less than a week ago. I wanted to make sure that he was prepared for your coming. I've known him for many years, and if everything isn't just so, the man is impossible to work with.

The place was empty, and wickedly cold. Beltulmas was just gone.

I found his new apprentice, a lad named Jevigol, wandering the halls of his tower. Blind and insane the boy is almost dumb as well. He says only one thing, over and over, no matter what question is posed to him. He says, "I dream in darkness, and that's where I will always walk."

I believe what he says is a warning to back off...a warning from the Dreaming Dark.

As for the *Sarlonan puzzle orb*, Urvandil orders the PCs to keep on carrying it.

“I believe the thing is safer traveling with an errant agent for now. Until we know what it is, and why the Dreaming Dark wants it, keep it safe, and tell no one that you carry it. Hopefully we will find more soon, and relieve you of this burden.”

ADVENTURE QUESTIONS

DUNGEONS & DRAGONS CAMPAIGNS (of which MARK OF HEROES is part of) tracks character progress digitally. At the adventure’s end, you report what the characters did, by answering a number of questions. The answers to those questions are tallied, and determine not only what happens in the campaign, but also the experience points (XP) and gold piece (gp) value increase each character gains. At the end of this adventure, you’ll find the RPGA Session Tracking form, tailored for this adventure. On the section titled “Adventure Questions” fill in the bubble that corresponds to the best answer for the questions below.

Many times the questions ask whether or not the PCs defeated an encounter. Defeating doesn’t necessarily mean killing all enemies, but many times such an event suffices as defeating an encounter. Sometimes PCs merely bypass an encounter. Through luck or circumstance a group of PCs can avoid encounters unscathed. Does bypassing an encounter earn the XP that defeating it would? No. The reward for getting past an encounter without actually interacting with it is having extra resources to bear in the next encounter. Where is the line? You are going to have to make that decision, because you are the DM.

For traps, PCs get experience points just for encountering them, whether or not they have been disabled.

Sometimes the PCs’ actions don’t really fit the actions of a particular adventure question perfectly. This especially happens when you play the adventure using the “Scaling the Encounter” options. In these cases find the answer that best fits the spirit of their results.

1. Did the PCs defeat the Cloudreaver Pirates?

- a. Yes. They repelled the boarders and saved the ship.
- b. No. The Cloudreavers took the ship and the PCs hostage.

2. Did the PCs defeat the cannibals?

- a. No. They became stew for some hungry island natives.
- b. Yes. The savages were no trouble at all.

3. Did the PCs defeat the dolgrims in the Cave of Fire?

- a. No. The four-armed creatures were too much for the PCs. They didn’t even defeat the dolgrim guard in the Skull Chamber.
- b. Almost. They defeated some of the dolgrims, but not all of them. They were repelled from the Caves of fire
- c. Yes. It takes more than some stupid aberrations to stop these PCs.

4. Did the PCs recover Captain Jahk’s treasure?

- a. Yes, but they didn’t get to keep it—they used it as ransom to escape the Cloudreavers.
- b. No, because they never reached it.
- c. Yes, and they got to keep it.

5. Did the PCs make it to Newthrone with the Sarlonan puzzle orb?

- a. Yes.
- b. No.

6. Rate the group’s roleplaying.

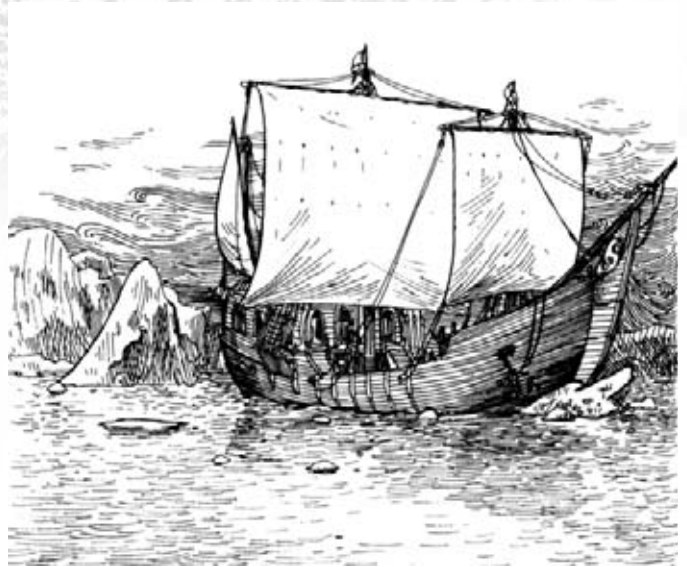
- a. Fantastic. Everyone had interesting and engaging characters the interacted with the adventure in very fun ways.
- b. Good. Most everyone had interesting and engaging character that interacted with the adventure in very fun ways.
- c. Okay. There was some roleplaying.
- d. None. They treated the adventure only as a set of objectives. There was no roleplaying.

Handout: *Contentment* and Crew

A Lyrandar cargo ship, the *Contentment* is not well suited to passengers, but the Diggers' Union money was very good, so Captain Steve Rud'ie grudgingly allowed the PCs on his ship—as long as they follow his rules.

The crew is made up of men and women ages 15 to 50. All are well tanned from a life outdoors, and many of the men are bearded. They are a generally friendly sort, but filled with superstition common in sailors.

The following are details on the ships officers.



Captain Stev Rud'ie is a lifelong sailor, a skilled captain, and a dragonmarked member of House Lyrandar. His wild black hair, and rugged looks look at place in the sea. He's well respected by his men, despite his sometimes-detached demeanor—such are the hazards of command. While he is not entirely happy with the *Contentment's* current role as passenger ship, he deals with you fairly—as long as you dutifully perform the tasks he gives you. He tasks Bosun Hob with your training, and is quick to give nodding approval to your hard work.



First Mate Ledrin is a half-elven boy of 50 winters and a distant relative of the captain and a minor member of the Lyrandar Dragonmarked House. He has only begun his apprenticeship to Captain Rud'ie, and it has begun with a rough start. He has a tendency to talk to the crew as though they are servants in his family's home back in Stormhome. He is proper in all things and very concerned with decorum and rules; needing a great deal of seasoning before he is truly ready for command.



Bosun Hob is an old sea salt who has spent his life on the sea in the company of sailors. He is much the grandfather to those younger folks who find themselves taking the path of a sailor. Hob is of medium build, with a salt and pepper beard on his face. His skin is deeply tanned and his blue eyes have a rheumy quality to them that look as though they might tear up at any moment. In generally he is friendly and given to deep, throaty laughs. He longs to retire in luxury now that age has finally begun to catch up with him.

Handout: Treasure Map

