



Part One
of The
White Ship Campaign

WS1 The Peril
at the Isle of Jade

New Monster
Fern Goblins

Gazetteer:
NR10 The Isle of Jade

Adventure for
Characters Level 1-3

THE
NAMELESS
REALMS



THE ISLE OF JADE

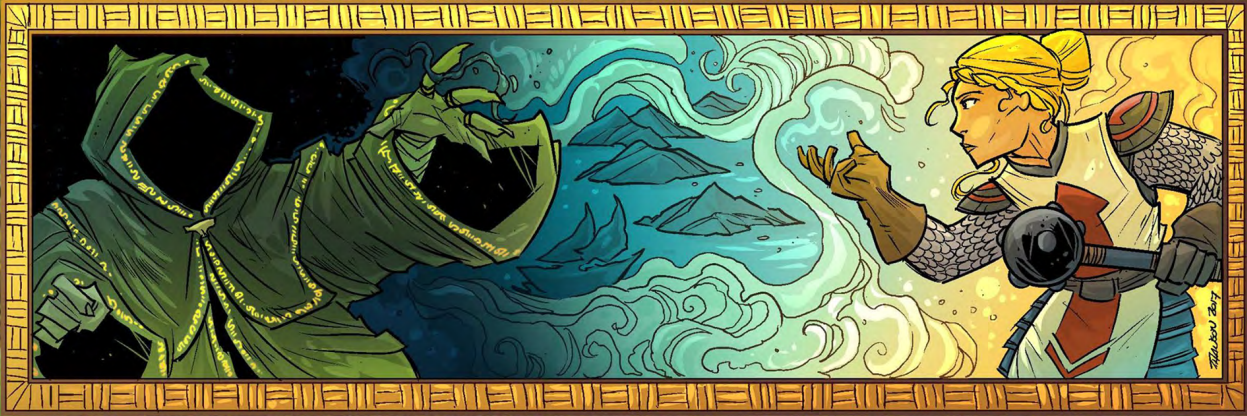
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Part One
of The
White Ship Campaign

An Adventure for
Levels 1-3 in both
1E & 5E Format

THE
NAMELESS
REALMS





INTRODUCTION

Hello again, or at least I hope that it's again, and if it's not, then welcome to the Nameless Realms! With the launch of Folio #14, we begin our second, six part, mega-adventure: The White Ship Campaign.

The White Ship, and the adventures surrounding it, have always been a favorite topic for creation during my gaming days within the Nameless Realms. I know I'd mentioned it many times to my players, hinted of it in the mists off the coasts, or threatened it to parties that were on the high seas of the Great Halo Ocean.

The legend of the White Ship had grown out of tales heard while adventuring, island hopping, exploring continents and civilizations, and small details mentioned in passing by travelers in cities like Taux, Ebontra, or Tristra. Still, it wasn't until 2012 that I finally decided to run an epic campaign surrounding the ship itself, settling upon the specifics of the ship, its creation, and the tragic history around it.

This module, The Isle of Jade, is only the tip of the iceberg where the ship is concerned, and I fashioned it around the concepts originally presented in the old TSR module X1: The Isle of Dread. Having always loved what I perceived that module to be, but always found lacking when played, I set out to create an adventure that had much more depth (and dinosaurs!) than was encountered while island exploring in my youth.

I hope this module will be as fun for you as it was for my players, and I wish you all good gaming!

Scott Taylor

STYLE OF PLAY

When I designed The Isle of Jade, I wanted to create something that was part Indiana Jones, part Jurassic Park, and finally a good bit of Deathstalker II. I hope you will keep that in mind as you play, keeping the mood light, the swords and sorcery elements sexy, and the natural awe of dinosaurs at the forefront of your players' minds.

The adventure should give you many opportunities to utter descriptions of the various dinosaurs within the island's interior, and I suggest trying to keep the players in an explorative mood, with open shirts, sweaty brows, machetes in one hand and the other free to swat insects.

EXPERIENCE POINTS

As Folio #14 is for beginning characters, I would suggest being frugal with experience points in the initial phase, but it is important for characters to get to 3rd level (at least) before going into the events of Folio #15. There will be even bigger and more aggressive dinosaurs, which means many more powers and hit dice.

A suggestion is to divert characters to side missions if possible, perhaps taking on more fern Goblins (an abduction of a villager or NPC perhaps), or going on a raptor hunt. You could also use one of the Folio mini-adventures that correspond to this module as extra exploratory and experience fodder, so keep these things in mind.

THE STORY

The story of this adventure is a rather complex one, so I'm going to break it down into three parts below to help you grasp the full extent of what The White Ship Campaign will require of the party.

Part One (History)

To fully understand The White Ship, you have to first understand its origins. Long ago, in the 2nd Age of the Nameless Realms (we are currently in the 5th Age), there was a great island nation called Uthoria. It was peopled by two races, the high-blood Corsairs and the blond-bearded Sea Dwarves. The Corsairs were great mariners, and their leaders were known as Wizard Kings, water-blooded mages who could bend the raw magical energy beyond the Elemental Plane of Water to their will. By the end of the 2nd Age, the 5 remaining Wizard Kings had become all but immortal, and each commissioned a ship made of enchanted stone from the Sea Dwarves, the size of which was said to be near that of a small city. The dwarves, fearing the power of the Corsairs, built the ships, each one greater than the next, but this only created greater jealousy and enmity between the 5 kings. Eventually, war broke out between them, and vast magical armadas wrought untold destruction on the island and the surrounding sea until the most foolish of the kings summoned Hyperion, Titan of Flame, to wage war on his behalf.

However, not even the undying king could control a power as great as Hyperion, and the mad titan brought forth lava, smoke, and flame from the island's core, destroying Uthoria, its people, and all of the legendary stone ships... all that is, save one.

Part Two (The World Today)

For three ages of man, legends of the last of the stone ships, The White Ship, made of pure alabaster and run through with honey gold and oricalcum, have been whispered by those who ply the Halo. It is said the ship lies in an eternal bank of fog, and that it is crewed by those cursed souls drowned or burned by Hyperion's rage.

The tales of the ship and its powers are many, but one uniform wives' tale always seems to weave its way into the legend, that being that the ship was spared because its captain made a pact with Hyperion, stole his power, and bound him to the sea, but in so doing cursed his ship to wander the Halo as a shade amid the mists. It's said, however, that if the ship could be freed of this curse, the one controlling it would have the power to stay death, raise islands from the waves, and control the weather of all the world.

If any of this is true, one cannot say, but it was enough believed that Molo of the Thirteen Wives, the necromancer of Roslof Keep, broke his bond with the Order of Towers and stole the youngest daughter of the Grand Duke of Gariny, who was said to be a virginal direct descendent to the bloodlines of old Uthoria.

Part Three (The Quest)

Reld Fleetwood, duelist, diplomat's son, and entrepreneur of Taux, has been called on an old debt he must repay, this one to a Wizard. The Order of Towers has lost the reigns of control on one of its necromancers, and as they themselves are above such matters as mortal kingdoms, they have pressed the task of stopping Molo of the Thirteen Wives on Reld.

Recently, he has purchased and outfitted a stout ship, one he claimed in Taux after the piratical captain was slain in a duel. He has a crew, but knowing the true purpose of his mission and the difficulties it will entail, he has posted writs about the city hoping to lure adventurers to his cause.

It is his hope that enough will sign on for an unknown sea journey into the Corsair Archipelago that he himself will not be forced to do too much of the heavy lifting. The terms of the adventurer's contract are vague, but they do stipulate a fair percentage stake of all treasure won while outside port, and the promise of a heavy bonus once the mission is complete.

So this is where the tale begins, with the characters coming aboard the ship, each having signed the contract. Reld will invite them to a light dinner in the captain's cabin once they set sail and tell them the following information, adding that other matters involved are on a 'need to know' basis.

1. Their mission is to stop a renegade Wizard from unleashing a power that is believed to be within the mists of the Corsair Archipelago.

2. He has been given a means to track the Wizard, but he is likely to leave traps in his path, as well as going among unknown islands, nations, and peoples, all of which could muddy the trail.

3. Each character is expected to take orders from Reld, but he would also like them to choose a representative from among themselves to take responsibility for the party when he is not present.

The Storm

The crux and lever of this adventure will be the battering storm the ship will encounter two days southeast of the city of Ebontra and Close Mouth Isle. If the DM so chooses, the ship can stop in Ebontra to pick up supplies, and if you have *The Ghosts of Taux Trilogy* in Folio #11–13, you could even add in a player who is specialized as a duelist from this city. Otherwise, the city is much like Taux in that its harbor holds a Star Tower and it was reclaimed from the jungles less than a hundred years ago. However, instead of Tolimic ruins, the city is formed of dark volcanic stone and holds ancient ties to Uthoria and the Corsairs who were said to have built it in their heyday.

Whatever the case, two days outside of Ebontra the ship encounters a gale that batters it nearly to its demise. Players should be praying to their gods—water will threaten to drag them down until a morning reprieve gives way to a mysterious island. Likely off course, and with the main mast damaged, the ship cripples into a sheltered bay where outriggers and huts dot the shoreline.

The Villagers and the Island

The first large encounter of the adventure will take place in the village of Ta’Ahat’Anua, which translates as Haven over the Bridge. The people of this small fishing village have lived here for centuries, their bloodlines tracing back to Uthoria (and some would argue from the look of the people that they are a blend of dwarven and Corsair blood). They tend to be dark-haired, although a coppery blond can sometimes be found. They are stout, strong, and enjoy tattooing their bodies. Although primitive in certain degrees, there are bits of modern technology, such as iron working, in their lifestyle. Their clothing is also more cosmopolitan as they have colored silks and linen which have been traded for through pirate networks.

Once debarked on at the village, the characters will be greeted with kindness, but not curiosity (as the village gets visited often by wayward ships and privateers). In fact, they have a small



shipwright hut that is used for repairs of vessels damaged in the storms of the Kraken's Maw, the area of ocean around the island.

Reld will negotiate with the tribal chief for ship repairs, and during the negotiation discover that another ship has recently been in the village's lagoon. Anyone speaking with villagers will also discover this fact, and most of the people speak of a 'Man of Water and Darkness' who led an expedition into the Dragon's Back. When he returned to his vessel, the fish in the lagoon went sour, the coconuts rotted on the trees, and the Titan's Horns on the north side of the island began to thunder and bellow smoke.

Further investigation will indicate that across the tidal bridge the island is populated with

what the locals call fern Goblins, and farther in are giant reptiles and 'the warrior women' who sometimes raid into the village and take men who are never heard from again. The chief believes that the 'Man of Water and Darkness' stole the island's heart, a legendary stone that was kept in a secret Amazonian temple high in the inlands. Since its removal, a darkness has spread through the island.

Reld will ask the characters to mount an expedition into the interior in hopes of discovering the truth about what Molo was up to on the island, and what he did or didn't steal from the women who dwell at its heart. He will trade goods for four canoes that the characters can use to navigate through the swamps and

rivers to the north of the village. Provisioned out, the characters will be asked to journey into the interior on the second morning after the ship arrives.

Otherwise, time in the village will revolve around repairs and limited trading for native trinkets, spirits, and fresh food.

At the northern edge of the village, the surf exposes a tidal bridge four times a day. The rocky and jagged piece of land is hard to pass and works as a great means of defense for the villagers. Children spend the low tides collecting urchins and clams, or spearing fish trapped by the retreating water.

Beyond the bridge, a tangled mess of tropical trees and swamps stretch out toward the distant mountains of the Dragon's Back, an encircling ring of mountains that shelters the interior of the island.

Trade Stones

The islanders don't readily accept gold pieces, and instead use polished stones etched with ancient markings as their currency. This means that a typical trade will have to be for goods instead: a rope for a coral necklace, etc.

The Fire Ember & the Necrotic Pearl

The true purpose of Molo's visit to the Isle of Jade was to steal the Fire Ember, one of the artifacts he believes will help him control the power of Hyperion. This six by eight inch piece of amber holds tremendous power, enough to

sustain the remnants of the island's Amazonian population for several thousand years. Molo understood that the Amazons wouldn't give up the item that had sustained them so long, and so he devised a plan to invade their sacred temple, steal the Fire Ember, and replace it with a necromantic generator of his own design (fashioned after the Infernal Machine of Mithelvarn in Roslof Keep, where he spent the past twenty years). He understood that the Amazons used the Fire Ember to power their society, keep themselves youthful, and enchant their weapons, thus it was tied into their entire culture. By replacing that power source with a corrupted one—the Necrotic Pearl—he would cast them down and be able to flee without being followed by agents seeking revenge.

Using his dark magic, he managed to successfully do the crime and then slip away from the island. What he didn't realize (or care about) was that the Necrotic Pearl would begin to envelope the entire island with a corruption of madness. This corrupted state is what the characters will have to deal with, including the maddening of even gentle and mundane dinosaurs.

The Corruption

The corruption is currently spreading slowly through the Dragon's Back, and has fully overtaken the Sacred Plateau (see Folio #15). It is not a murderous thing, but instead a dark enchantment that leaches into a creature's

spirit, turning them pale and maligned, almost in a zombie-like state of rage that will not abate. This magical pathogen is incredibly dangerous for those creatures native to the island because they have a connection to the power of the Fire Ember, and thus when it was replaced with the Necrotic Pearl, they were easily overcome by its power.

For characters entering the Dragon's Back, the corruption will feel like a palpable taint, a hanging blanket of foulness that is liken to a humid day, sticking to their skin and invading their lungs. Every day of time spent in the Dragon's Back will require a saving throw versus spell **[DC 15 Constitution]** or a point of Wisdom will be lost, until the character becomes a mindless minion of the corruption. A Restoration spell will remove these effects, but they will start again each day.

Adventure Synopsis

This adventure revolves around the characters gaining experience as they fight their way into the interior of the island beyond the mountain range known as the Dragon's Back. They will encounter enemy patrols in the form of fern Goblins (who will harass them as they travel), dinosaurs, and even corrupted Amazon warriors.

The two main encounter points will be the old abandoned Amazonian tower before the Dragon's Back, and then the Amazonian temple within the Dragon's Back. The mission

will be tempered by the corruption that will begin testing the players once they breach the Dragon's Back, and the mystery of what has happened to the civilization beyond and how to stop it.

It will be up to the characters to find the clues within the Amazonian temple and then prepare themselves for the remainder of their journey, which is to take place in the events of Folio #15.

MOLO AND HIS MINIONS

In this particular adventure, both Molo of the Thirteen Wives and his minions will be ambiguous at best, as the characters will know little about him and will not encounter him. What is clear for some is that he was once renowned as the Wizard of Roslof Keep, and that he is notorious, as his name suggests, for enchanting many women into a harem that accompanies him wherever he goes.

THE CULTURE OF THE AMAZONS

The history of the Amazons of the Isle of Jade is an ancient one. During the final days of Uthoria, as the White Ship plied the bloody waters of the war, the Wizard King sent one of his daughters to parley with Hyperion. Although the titan didn't relent in his abuse



of elemental power, he did grant the brave woman a boon, an artifact known as the Fire Ember. When she returned to the White Ship, her father decided to use Hyperion's gift against him, but his daughter was incensed and fled with the artifact along with her most elite cadre of shield maidens.

The rebellious daughter and her followers eventually settled on the Isle of Jade, deep within the sea territory along the Kraken's Maw. Here, she used the Fire Ember to create a society of her own, one far away from the powers that even then were destroying themselves in a great cataclysm. Over the years, she realized that the magic of the Fire Ember sustained life, and she bound its nature into a great web about the island, keeping her soldiers young, as well as herself.

Eventually, Uthoria fell; the Corsairs were scattered, and all memory of her was lost to the ages, but her people remained on their secluded isle. Refugees from the lost kingdom settled on the beaches of the island, interbreeding and losing most of their knowledge, but she simply watched. Now and again her soldiers would want for the company of a man, and so they would steal into the villages and take what they needed, and in this fashion children were born to them, but as half-bloods, the power of the Fire Ember couldn't sustain them like it could the long-lived Corsairs, and so the children eventually died. This created an even greater rift between 'Amazonians' and the outside world.

Today, they are a strange sect of sad spirits, most longing to die. They worship a god and goddess long forgotten in the world, the Blade Maiden and the Father Forge. (Some of priestly nature would say these are Artimus and Hephestus, but that could be debated.) Their society is a martial one built around the use of spear and shield as well as short stabbing blades. There is little magic among them other than that used in the process of forge-craft.

Luckily for the players, once corrupted, the martial strength of the shield maidens is greatly reduced. Still, they are a force not to be taken lightly, and remember, they are not dead, just possessed by the power of the Necrotic Pearl. This also means that the 'watchdogs' of the Amazons, their specially bred mega-raptors, are free roaming and not utilized as shock infantry, which would be far too lethal for the characters at low level.

Dungeon Master Notes & Suggestions

1.

As there is no primary NPC in this adventure, you'll mostly be dealing with the village chief and then the characters being on their own. However, it is possible that one or more of the Amazon warriors could be freed from the corruption and join the party, but this is at the discretion of the DM.

2. The Fern Goblin Tribes:

Fern goblins are supposed to be used to stress the players, keep them on their toes, and provide a bit of comic relief. As this is a low level adventure, goblins can be utilized to drain hit points off the party as needed, but are more nuisance than threat. Amid the swamps before the Dragon's Back, there are four distinct tribes of fern goblins, the Yellow Fist, the Tall Bird, the Swimmers, and the Canopy Kings.

3. Keeping signs of corruption present during the journey:

Although no nasty effects of the corruption will occur to players until after passing beyond the Dragon's Back, the players should still get a sense of unease, foreboding, and shadow on the island. Even when talking or dining with the villagers, strange sounds from the jungle, a spoiled fish, or bad fruit might give purchase to the idea that something is wrong here.

4. Dealing with the Amazons:

When players encounter the Amazons, try to think a bit about the fast zombies in the movie 28 Days Later. They are out of control, but yet not fully 'dead'. If they can be subdued, a Lesser Restoration or Restoration type magic can bring their minds back, even if they will quickly lose it again. (Natives to the island lose 1d4 points of Wisdom on a failed saving throw each day.) If the party does somehow manage

to gain an Amazon as an ally, she will know only of the workings of the lower valley inside the Dragon's Maw, the Sacred Plateau meant only for those of higher rank.

Overall Story Arcs and Threads

1. Dealing with Island Travel:

Travel is the most ambiguous thing in this adventure. I considered placing hexes over the island map but then decided against it. After all, this is meant to be a fun exercise in gaming, not a ruler oriented nature crawl. To that purpose I would suggest simply telling the players that islanders say it will take two days of hard travel to get into the Dragon's Back, and from there, it should be roughly another three days to get to the temple. Remind folks of the impassability of the jungle, of sinks, impasses, switchbacks, and simply let them get lost for an hour or two on occasion.

2. Only the First Chapter:

Remember, as the adventure moves forward, it should be clear to you that this is only the first part of the adventures in the Isle of Jade. The players should think they are simply getting to the great Amazon temple in the middle of the Dragon's Back, but only there will they find out there is much more to the story.



3. Running the Fall

of the Amazons:

Molo and his party left the island a little over a week before, and thus the fall of the Amazons has been quick in game terms. Their works inside the Dragon's Back have not yet begun to show signs of wear, and the jungle, while growing quickly, hasn't overwhelmed any structures yet. This also means, that while growing thin with abuse of nutrition, the Amazonian warriors are still formidable foes.

4. The Dinosaurs:

Although I've made sure to put some dinosaurs as enemies into Folio #14, I'd highly suggest putting in vegetarian dinos along the path as well, especially in the swamps outside the Dragon's Back. Once inside the Dragon's Back, you could add in some 'odd acting' and 'aggressive' tendencies, even in the most benign of dinos such as the brachiosaurs.

Art of the Issue

From the first moment I saw this cover piece by artist Chet Minton, I knew exactly what campaign I was going to do in the Folio's third year. Chet has a way with telling a story in his art, one that I've really identified with over the course of my creations. His work appears in nearly all of the Folios in some degree, and although he went uncredited with work on Folio #13, I hope by this point fans are beginning

to recognize him! I really can't say too many good things about what he's managed to do for the Folio, and I hope to get to work with him for many more years to come.

Inside the issue you will find b/w illustrations by the old standard Peter Bradly, as well as some great work by Travis Hanson, who I'm very happy to have back doing work for us. Domenico Neziti also adds a single sexy b/w piece for the Amazons. I'm also very excited to have the talents of Simon Adams join the adventure section of this module. I first worked with Simon at Gygax Magazine, and have been trying to get him for the Folio for some time, so this is a great thing in my mind. Rounding out our stable are color works by Jeff Laubenstein, and of course, iconic character work by Mike Wilson.

Credits:

Author: Scott Taylor

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Cartography: Scott Taylor, G. Scott Swift,
& Andrew Rodgers

Design/Layout: Andrew Rodgers

Cover Art: 'Jungle Crossing' by Chet Minton

Color Module Back Cover Art: Michael Wilson

Color Interior Cover Art: [Gazetteer] Travis Hanson

Color Interior Cover Art:

[Adventure] Jeff Laubenstein

B/W Interior Illustrations: [Gazetteer] Peter Bradly,
Travis Hanson, Domenico Neziti

B/W Interior Illustrations: [Adventure] Simon Todd

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New Monster

Corrupted Amazon Warrior

Chaotic Neutral (Rage)

Frequency: Uncommon

No. Appearing: 1–4

Armor Class: 4

HD: 3+1

Move: 12 ft.

No. of Attacks: 3/2

Damage/Attack: (1–6) +3 (Spear)

Special Attacks: +1 to hit

Special Defense: --

Magic Resistance: Standard

Intelligence: Standard

Size: M (5–6')

Psionic Ability: NIL

% in lair: 10%

Corrupted Amazon Warrior [AC 16, HD 3d10+6, HP 21, Initiative +2, #AT 2, Hit +5, Dam Spear (1d6+3), Martial Advantage (Once per turn an Amazon can deal an extra 7 (2d6) on a creature within 5 feet of an ally.)]

Trained since birth in the art of martial combat, these warrior women are of high Corsair blood and are without equal on the battlefield. However, in their corrupted state, the rage detracts from many of their old training skills, thus making them more vulnerable to attacks.



New Monster

Fern Goblin

Chaotic Evil

Frequency: Uncommon

No. Appearing: 1–6

Armor Class: 5

HD: 1

Move: 12"

No. of Attacks: 1

Damage/Attack: 1–6 (Spear/Javelin)

Special Attacks: +1 to hit with thrown weapons

Special Defense: Surprise on a 3 in 6

Magic Resistance: Standard

Intelligence: Standard

Size: S (2–4')

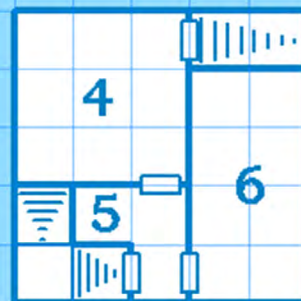
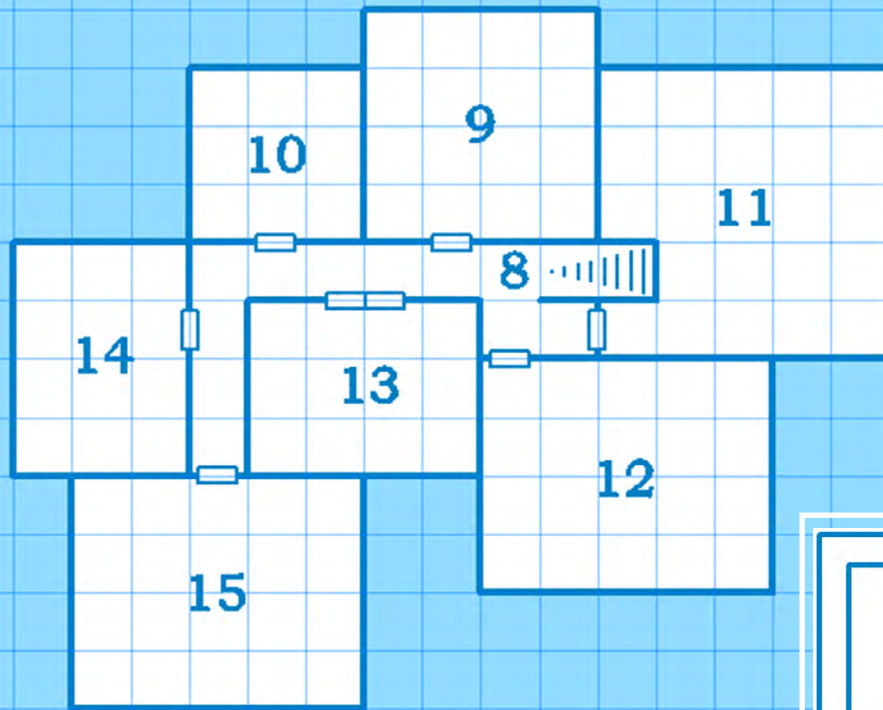
Psionic Ability: NIL

% in lair: 20%

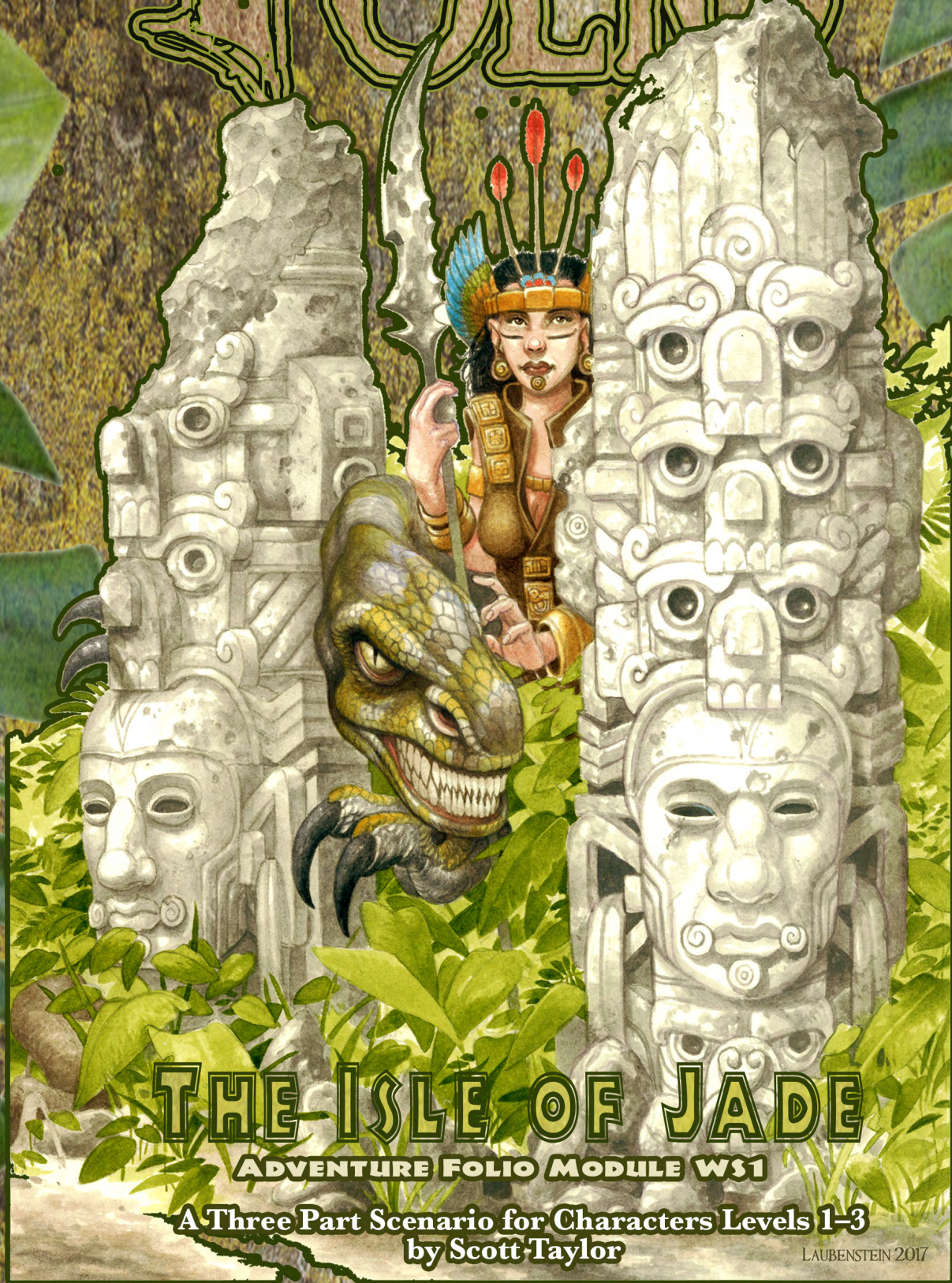
Jungle relatives to standard goblins, these small, green-skinned and bright-eyed menaces are known for their stealth, hunter's cunning, and ability to throw weapons with deadly accuracy. They are tribal in nature, typically run by a couple of 4 HD bosses/brutes and a 7 HD shaman who has the powers of both cleric and magic-user (1st level cleric and up to 3rd level magic-user). They are equally adept at moving within water as they are in tree tops, and are known to attack from a distance and then melt away into the jungle.

Fern Goblin [AC 15, HD 2d6, HP 7, Initiative +1, #AT 1, Hit +4, Dam Javelin/Spear (1d6+2), Nimble Escape (Disengage or Hide as a bonus action)]

THE FOLIO



THE FOLIO



THE ISLE OF JADE

ADVENTURE FOLIO MODULE WS1

A Three Part Scenario for Characters Levels 1-3
by Scott Taylor

LAUBENSTEIN 2017



THE ISLE OF JADE

A Three Part Scenario for
Characters Levels 1–3

Through the course of this adventure, the characters should be aware they are following the corrupted course of Molo as he went deep into the island's interior. As they know he is looking for the White Ship, there is no reason for him to explore the island unless there is something here he needs to help him on that quest.

The bulk of this module deals with encounters along the journey and two more standard 'crawl' type dungeons. I've tried to include some of the things I enjoyed most about old 1E adventures, as well as keeping the mood light. As always, if you as the DM feel that encounters are too difficult for the players, then please feel free to subtract from them as needed. All adventuring is customizable, after all.

Lastly, remember that this is only the first part of The Isle of Jade adventure, so keep track of supplies as the characters travel, for another great addition to the challenge will be to overcome the harsh nature of an extended mission into a dark island.

All 'grey blocks' are for 5E conversions in this section.

PART ONE

Travels on the Isle

Instead of doing a wandering monster chart, I've decided to create six encounters that can be used throughout the journey stages of the adventure by the DM. These smaller combat related scenarios will be in place to use as you please, but feel free to create your own encounters as you see fit.

1.

Swamp Serpent

Typically encountered in a water zone, this is a good 'first strike' combat where one player gets grabbed while wading. The serpent is a constrictor, so keep that in mind, and due to its large size can crush canoes and attack multiple targets in its coils.

1 Giant Snake [AC 5, HD 6+1, HP 37, #AT 1, D 1–4 (Bite)/2–8 (Constrict), surprise in water 3 in 6]

TREASURE

NONE

1 Giant Snake [AC 14, HD 6d8+12, HP 36, Initiative +3, #AT 1, Hit +6, Dam Bite 6 (1d4+4), Constrict (DC 11 constitution save or take 10 (3d6) crushing damage)]

2.

Fern Goblin Ambush

Fern goblins are a constant menace to the characters throughout the adventure. It can be assumed they

are always watching the players with scouts [detect on a 1 in 6] or **[passive Perception 15]**. They enjoy attacking by harassing with javelins and bows, then falling back (especially after combat against another creature has taken place). They also learn from their attempts, quickly targeting spell casters and archers.

6 Fern Goblins [AC 6, HD 1, HP 6, #AT 1, D 1–6 (Javelin/Spear), +1 to hit with missile weapons]

TREASURE

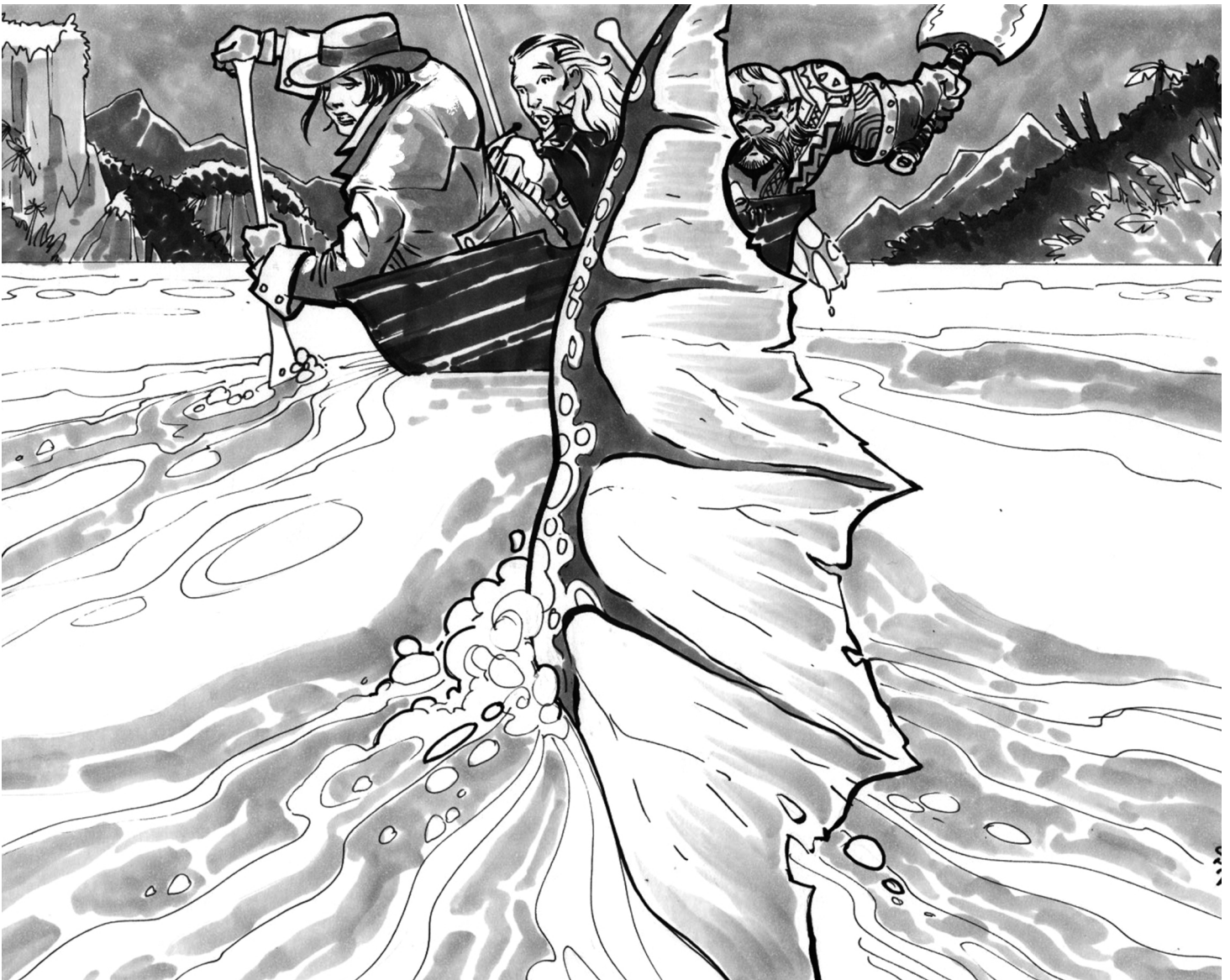
A DOZEN SMALL POLISHED STONES USED FOR TRADING

6 Fern Goblins [AC 15, HD 2d6, HP 7, Initiative +1, #AT 1, Hit +4, Dam Javelin/Spear (1d6+2), Nimble Escape (Disengage or Hide as a bonus action)]

3.

Amazon Patrol

Once the players make it over the Dragon's Back, they will begin to encounter patrols of the possessed Amazon warriors. These encounters will be deadly, so keep that in mind before throwing too many at them.





4 Possessed Amazon Warriors [AC 4, HD 3+1, HP 19, #AT 3/2, D (1–6) +3 (Spear)]

TREASURE

SMALL PIECES OF JEWELRY WORTH 30 GP,
AND A SINGLE +1 SPEAR

4 Possessed Amazon Warriors [AC 16, HD 3d10+6, HP 21, Initiative +2, #AT 2, Hit +5, Dam Spear (1d6+3), Martial Advantage (Once per turn an Amazon can deal an extra 7 (2d6) on a creature within 5 feet of an ally.)]

4.

Raptor Hunt

During a long walk in the jungles, the party should have an encounter with mega-raptors, the larger bred cousins to the standard raptors that patrol the island. These larger monsters will utilize pack tactics to eliminate characters one at a time, typically by doubling up on stragglers if they can to cause panic.

4 Mega-Raptors [AC 6, HD 4, HP 24, #AT 1, D 1–8 (Bite), Toe Claw (if the raptor gets 4 over what it needed to hit, it does an additional 2–12 points of damage with a ripping lower claw attack)]

TREASURE

NONE

4 Mega-Raptors [AC 14, HD 4d10+4, HP 24, Initiative +2, #AT 2, Hit +4, Dam Bite 5 (1d6+2), Claws 4 (1d4+2), Multiattack, Pack Tactics (Mega-Raptors are at advantage if attacking with allies within 5 feet.)]

5.

Water Dino Attack

When the party utilizes canoes, they will have the chance to run into a young nothosaurus who has yet to find its way from its birthplace in the freshwater shallows to the open ocean. It will stalk the convoy, upend the boats, and try for easy prey among the swimmers.

1 Young Nothosaurus [AC 6, HD 7, HP 42, #AT 1, D 3–18 (Bite)]

TREASURE

NONE

1 Young Nothosaurus [AC 14, HD 7d10+7, HP 52, Initiative +2, #AT 1, Hit +6, Dam Bite 11 (3d6+2), Swamp (When engaging boats, the nothosaurus can also attack with its massive flippers, doing 6 (3d4) damage to boats.)]

6.

Giant Pterosaur Attack

Perhaps the most lethal dinosaur attack during the journey, this one typically happens during the high crossing of the Dragon's Back. You might want to



gauge the health and current strength of the party before throwing all 5 of these creatures at them, taking the numbers down accordingly.

5 Giant Pterosaurs [AC 6, HD 6+6, HP 30, #AT 1, D 3–12 (Bite), Diving provides a 3 in 6 chance of surprise]

TREASURE

NONE

5 Giant Pterosaurs [AC 14, HD 6d8+6, HP 30, Initiative +2, #AT 1, Hit +5, Dam Bite 8 (3d4+2)]

PART TWO

Fallen Amazon Tower

When the Amazons abandoned their watch posts over the Dragon's Back years ago, they left several of these fortified towers behind. Over the years, they have fallen into disrepair, and this tower is no different. The top sections have collapsed, and it is currently the home base of a fern goblin raiding band.

1.

Pillared Front Entry

Vines and lichen now cover the stone pillars that support the entry to the tower. A single copper door, set with a rich green patina, stands closed against the elements, even as the upper levels of the tower have collapsed down around it.

2.

Open Receiving Chamber

Signs of a struggle, broken chairs and a torn tapestry, are the only elements that decorate this large chamber. Two wooden doors, one partially open and another splintered and hanging from its hinges, are on the northern side of the room, and a stair leading up is along the eastern wall.

Amid the destruction are 4 fern goblins who have hidden as best they can, 3 in 6 **[passive Perception 13]**, amid the debris when hearing the party open the copper door.

4 Fern Goblins [AC 6, HD 1, HP 6, #AT 1, D 1–6 (Javelin/Spear), +1 to hit with missile weapons]

TREASURE

A DOZEN SMALL POLISHED STONES USED FOR TRADING

4 Fern Goblins [AC 15, HD 2d6, HP 7, Initiative +1, #AT 1, Hit +4, Dam Javelin/Spear (1d6+2), Nimble Escape (Disengage or Hide as a bonus action)]

3.

Closet

Pegs for cloaks and a well-worn scale scabbard are the only things in this small room.

On the ground are a couple of moldering bags and a cloak. Seven silver Amazonian coins are in one bag, worthless to the goblins.

4.

Sitting Room

Two large chairs, made from palmwood and skins, rest on a woven rug in the middle of the room. A tapestry with a single flashing blade at the center is against the western wall, the lower half propped up like a tent. One door is set into the southern wall.

Three fern goblins have set up a little camp beneath the tapestry and will try using it as cover to throw and shoot at anyone entering the room.

3 Fern Goblins [AC 6, HD 1, HP 6, #AT 1, D 1–6 (Javelin/Spear), +1 to hit with missile weapons]

TREASURE

A DOZEN SMALL POLISHED STONES USED FOR TRADING.
ONE GOBLIN CARRIES A +1 AMAZONIAN DUELING
DAGGER (SHORT SWORD).

3 Fern Goblins [AC 15, HD 2d6, HP 7, Initiative +1, #AT 1, Hit +4, Dam Javelin/Spear (1d6+2), Nimble Escape (Disengage or Hide as a bonus action)]

5.

Stairs Up

A small stairwell leads upward, the smell of rot and the jungle heavy in the room.

6.

Scroll Sanctum

A series of shelves rest against the walls of this room, and a mass of scrolls and parchment have been heaped in the middle of the room and mostly burned, leaving a large blackened mound.

The fern goblin shaman lives here, making his home amid the ‘magic ash’ of the old scrolls. He is currently within the ash mound and will create a mirror image of himself before leaping out and throwing spells at the players in angry glee.

1 Fern Goblin Shaman [AC 7, HD 7, HP 42, #AT 1, D 1–6 (Spear), Spells: Magic Missile (x3), Lightning Bolt, Cause Light Wounds, Mirror Image]

TREASURE

+1 RING OF PROTECTION, SHELL NECKLACE OF WISDOM
(+1 TO ATTRIBUTE)

1 Fern Goblin Shaman [AC 13, HD 7d6+7, HP 28, Initiative +3, #AT 1, Hit +4, Dam Spear 5 (1d6+2), Spells: Fire Bolt (2d10), Magic Missile, Shield, Mirror Image, Cause Wounds]

7.

Dressing Sanctum

A tattered tri-fold screen lies on the floor of this room as well as a low bench that has a hand axe driven into its smooth surface. There are two doors in this room, both open and streaming light and mist into the chamber from the encroaching canopy of broad-leaved trees.

Two goblins, one wearing a chain link bra and dancing around like a fool, will enter the chamber from the door in the northeast corner. Once they notice the players, they will screech and attack. The chain bra is actually a fine piece of magical armor, and anyone attacking the goblin wearing it should note their blows are slackened or turned away. This 'bra goblin' will have an AC 2 **[AC 18]**.

2 Fern Goblins [AC 6, HD 1, HP 6, #AT 1, D 1–6 (Javelin/Spear), +1 to hit with missile weapons]

TREASURE

A DOZEN SMALL POLISHED STONES USED FOR TRADING.
THE CHAIN BRA IS ACTUALLY A CHAIN BRA OF
PROTECTION +2 AND PROVIDES ARMOR AS A FULL
BREAST PLATE.

2 Fern Goblins [AC 15, HD 2d6, HP 7, Initiative +1, #AT 1, Hit +4, Dam Javelin/Spear (1d6+2), Nimble Escape (Disengage or Hide as a bonus action)]

8.

Stairwell

A splash of old blood, having turned rusty orange, marks the length of this stair as it leads down into darkness.

9.

Martial Combat Chamber

Stone pavers have been set into the dirt floor of this room all around the exterior, leaving the center hard-packed earth. A series of leather straps and ropes hang on pegs along the northern wall, and to the east, a painting of a naked warrior woman with leather gauntlets decorates the stone wall.

A successful search, 1 in 6 **[Perception DC 15]**, will reveal a Fine Dagger +1 lies covered in the dirt on the main floor.

10.

Mess Hall

Two long tables with benches stacked atop each are located in this room as well as a small open fireplace in the room's northern wall. Two large grey-scaled goblins are having at each other with spears at the center tables and turn to regard you with angry looks on their faces.

2 Fern Goblin Brutes [AC 5, HD 3, HP 18, #AT 3/2, D 1–6 (Spear), +1 to hit if attacking with allies]

TREASURE

A BAG OF POLISHED TRADE STONES AND A BAG WITH 15 AMAZONIAN GOLD PIECES

2 Fern Goblin Brutes [AC 15, HD 3d8+3, HP 15, Initiative +1, #AT 2, Hit +5, Dam Spear 5 (1d6+2), Multiattack, Pack Tactics (Brutes are at advantage if attacking with allies within 5 feet.)]

11.

Captain's Sanctum

A low bed, set on stones, rests against the northern wall of this spacious room. A stone bath, a post for hanging armor, and a dressing screen are also within the room. Facing the door from the eastern wall is a heavy palmwood desk with a thin obsidian top. Six goblins lounge on the desk, all rising to see who has entered before grabbing their weapons.

6 Fern Goblins [AC 6, HD 1, HP 6, #AT 1, D 1–6 (Javelin/Spear), +1 to hit with missile weapons]

TREASURE

A DOZEN SMALL POLISHED STONES USED FOR TRADING

6 Fern Goblins [AC 15, HD 2d6, HP 7, Initiative +1, #AT 1, Hit +4, Dam Javelin/Spear (1d6+2), Nimble Escape (Disengage or Hide as a bonus action)]

12.

Spear Combat Chamber

The edges of this room are stone pavers, but the main floor is a circle of dirt. Pegs line the walls, and several spears are housed on them. A mural of a warrior woman with a spear has been painted on the eastern wall and two large candles in brass bowls stand before it.

13.

Barracks One

Eight mats lay on the floor with small woven baskets beside each. Several cloaks hang from pegs on the wall, and a single table with a bucket and a pitcher atop it is against the south wall.

14.

Barracks Two

Eight mats, each rolled up next to a woven basket, are against the west wall next to a table with a bucket and a pitcher. A chalk outline of a large square has been drawn into the floor at the middle of the room.

15.

Blade Combat Chamber

Four practice swords hang from pegs on the wall to the east, and a painting of a warrior woman with a blade raised above her head is on the northern wall. Several old rusty stains mark the stone floor of the



room, and a painted black line creates a large circle at the center. Four goblins are standing amid the black lines having a hissing conversation.

One of the blades on the wall is actually a +1 Longsword, but far too large for goblins, so they have left it where it is.

4 Fern Goblins [AC 6, HD 1, HP 6, #AT 1, D 1–6 (Javelin/Spear), +1 to hit with missile weapons]

TREASURE

A DOZEN SMALL POLISHED STONES USED FOR TRADING AND A SMALL GOLDEN IDOL (100 GP VALUE)

4 Fern Goblins [AC 15, HD 2d6, HP 7, Initiative +1, #AT 1, Hit +4, Dam Javelin/Spear (1d6+2), Nimble Escape (Disengage or Hide as a bonus action)]

PART THREE

Lost Amazon Temple

Situated along the great inner lake of the island, this ‘lost’ temple was in service until just three weeks ago when Molo and his minions stole the Fire Ember and replaced it with the Necrotic Pearl. Once the Amazonian society succumbed to the power of the pearl, the temple was abandoned, save for those lost souls who have died within or still remain to be tortured by shadowed memories of their past lives.

While exploring the temple, remember that although it is considered a ‘ruin’, it is only recently fallen, and the jungle hasn’t overtaken it. Debris, foodstuffs, and relics remain inside in relatively good condition. It should be evident to the players that whatever happened here has occurred since Molo’s infamous visit.

1.

Arched Entry

A forty-foot-long arched hall stretches before you. At the end, a set of copper doors is set into the stone and carved with the images of twin swordswomen. Two smaller wooden doors, one on the east and one on the west walls, break up the polished obsidian of the hall halfway down.

2.

Chamber of Arms

Paintings of various weapons, namely spears and short blades, decorate this large room. A half-dozen rusty blood stains are splashed about the floor, and several blade stands have been knocked over and splintered. A single door is set in the northern alcove of this chamber.

As you enter, two women, their pale skin luminous in the half-light of the chamber, rise to meet you with their weapons at the ready, mad eyes glowing slightly red in the dimness.

2 Possessed Amazon Warriors [AC 4, HD 3+1, HP 19, #AT 3/2, D (1–6) +3 (Spear)]

TREASURE

SMALL PIECES OF JEWELRY WORTH 30 GP, AND ONE OF THE TWO CARRIES A +1 SPEAR.

2 Possessed Amazon Warriors [AC 16, HD 3d10+6, HP 21, Initiative +2, #AT 2, Hit +5, Dam Spear (1d6+3), Martial Advantage (Once per turn an Amazon can deal an extra 7 (2d6) on a creature within 5 feet of an ally.)]

3.

Chamber of Armor

Paintings of all manner of armor, from exotic leather to heavy plate, decorate the walls of this room. Bits of chainmail and shattered wooden frames are on the floor. A single door is set into a recess in the room’s northern wall.

4.

Blade Blessing Chamber

Beyond the secret door, a large chamber opens up to reveal a stone altar at one end. Several bottles of oil, all marked with a strange sigil, rest atop the altar.

A lesser winged serpent has moved into the chamber and will defend it with dodging attacks back and forth across the room. While in flight, it is considered AC 0 [AC 20].

1 Lesser Winged Serpent [AC 4, HD 2, HP 12, #AT 1, D 1–6 (Bite), Poison (save or take an additional 3d4 damage)]

TREASURE

WINGED SERPENT SCALES ARE PRIZED IN TAUX, AND THIS CREATURE'S SKIN WOULD FETCH OVER 100 GP.

1 Lesser Winged Serpent [AC 16, HD 2d8+4, HP 12, Initiative +2, #AT 1, Hit +6, Dam Bite 3 (1d4+1), Poison (DC 13 Constitution or take an additional 7 (3d4)), Flyby (Snake doesn't provoke an attack of opportunity when flying out of enemies reach.)]

5.

Flesh Blessing Chamber

The secret door slides away, revealing a long chamber with a polished obsidian statue of a woman at one end. A polished copper bowl rests in her dark hands, and a slow drip of water from a hole in the ceiling splashes into its surface.

The water in the copper bowl will glow with a slight shine if Detect Magic is cast. The water acts as a Neutralize Poison Potion as long as it remains in the copper bowl. If removed from the bowl, it will lose its magical properties in 24 hours.

6.

Open Air Light Bath

Light from above and the sounds of small birds wash over you as the great doors open. Beyond the entry, a small open air courtyard, no more than twenty feet square, has walls that rise up around you some thirty feet beneath the azure sky.

A colony of striges are now in residence in the garden and will buzz out to attack those entering their realm.

8 Stirges [AC 8, HD 1+1, HP 6, #AT 1, D 1–3 (Pierce), Blood Drain (1–4 hit points per round after striking), Deadly Aim (Stirges attack as 4+ HD monsters.)]

TREASURE

NONE

8 Stirges [AC 14, HD 1/2, HP 2, Initiative +1, #AT 1, Hit +5, Dam Pierce 5 (1d4+3), Blood Drain (Once attached, the target loses 5 (1d4+3) per turn.)]

7.

Eastern Guard Chamber

Here, more signs of struggle and old blood dominate this twenty foot square room. A wooden barricade, likely to bar the door, rests on its side, and a shattered blade is beneath it. One door is set in the eastern wall.



8.

Western Guard Chamber

The door gives only as you throw some weight against it. Beyond the door, a putrefied corpse rests in a smear of its old flesh and blood. From all appearances it was a naked female. A single door is set into the western wall of the room, and two pale-skinned female warriors seem to be standing guard at it. Upon your entry, they lower their spears to attack.

2 Possessed Amazon Warriors [AC 4, HD 3+1, HP 19, #AT 3/2, D (1-6) +3 (Spear)]

TREASURE

SMALL PIECES OF JEWELRY WORTH 30 GP, +1
AMAZONIAN DAGGER (SHORT SWORD), +1 SHIELD

2 Possessed Amazon Warriors [AC 16, HD 3d10+6, HP 21, Initiative +2, #AT 2, Hit +5, Dam Spear (1d6+3), Martial Advantage (Once per turn an Amazon can deal an extra 7 (2d6) on a creature within 5 feet of an ally.)]

9.

Chamber of Femininity

Great blooming flowers of all shades have been painted on the walls of this large room and a central stone altar shaped in the same fashion mark this room in an odd tone. A single door, which is shattered, is in the north wall.

A shadow lurks in the room, a product of the Necrotic Pearl. It will attempt to slip behind a spell caster and deliver its chilling touch.

1 Shadow [AC 7, HD 3+3, HP 21, #AT 1, D 2–5 (Touch), Strength Drain (drains 1 point of Strength per successful hit until turning victim into a shadow as well), Shadow Stuff (requires a +1 or better weapon to hit)]

TREASURE

NONE

1 Shadow [AC 12, HD 3d8+3, HP 16, Initiative +2, #AT 1, Hit +4, Dam Touch 9 (2d6+2) + Strength Drain 2 (1d4), Damage Resistance, Shadow Stealth, Sunlight Weakness]

10.

Shrine of the Blade

Against the east wall, the statue of a female warrior, dressed in plated armor and cast in bronze, stands as if offering something in her outstretched palms. A mosaic creating a large sigil has been set into the floor. A single door is set into the northern wall.

The statue will glow with a magical nature, and any weapon placed in the statue's open hands will be imbued with a blessing that makes it +1 magic for 24 hours.

11.

Wall of Hands

The walls of this twenty foot square towering room are decorated with the ashen imprints of thousands of hands. Each dark print seems almost surrounded by a shimmer of light, giving the dark room (some forty feet high at the apex) an unworldly feel. A single door sits among the hands in the north wall.

Two cloaking spiders, adept at blending into their environment, now impersonate 'hands' on the walls of this chamber. Detecting them is only on a 1 in 6 [passive Perception DC 16], and they are perhaps the most dangerous of encounters in the temple, as their bite is lethal.

2 Large Spiders [AC 8, HD 1+1, HP 7, #AT 1, D 1 point (Bite), Poison (save or death)]

TREASURE

NONE

2 Large Spiders [AC 12, HD 1d12, HP 6, Initiative +1, #AT 1, Hit +4, Dam Bite 2 (1d4), Poison (DC 15 Constitution or take an additional 15 (5d6))]

12.

Bloodletting Chamber

In the center of this secret chamber, an obsidian dais rests with a large copper

shield upturned atop it. Inside the shield a dense red liquid pools, the surface seeming to be alive.

The blood has been corrupted by the Necrotic Pearl, and the creature created is reminiscent of a water weird, only this one is made of blood! It can attack one target a round, and will try to corrupt the target's blood, leaching its own necrotic infection into that person. Once it is successful in delivering a corruptive strike, it will attack another target, and so on until all targets turn to blood or it is destroyed. Once killed, its corruptive power will abate.

1 Blood Weird [AC 4, HD 5+5, HP 35, #AT 1, D Nil, Envelop (target loses 1d4 Constitution per round), Liquid Form (Slashing does 1 point per round, piercing does nothing.)]

TREASURE

NONE

1 Blood Weird [AC 16, HD 5d8+8, HP 28, Initiative +2, #AT 1, Hit +6, Dam Nil, Corrupt Blood (any living thing struck by the weird takes 2 (1d4) Constitution damage per round)]

13.

Oil Anointing Chamber

Five large glass vials, half the size of a man and fluted at the top, rest against the north wall of this chamber, and the smell

of spice hangs heavy in the air. On the floor, a series of thin channels have been cut that run to a drain at the center. On the east wall, a door is marked with a sigil similar to those seen in other rooms of the temple.

The glass vials do radiate magic, and if a character were to strip down and bathe in the liquid, he would be under the effects of a Potion of Heroism for 24 hours.

14.

Sacred Cloak Room

This large open room has stone pegs coming out from the walls; cloaks hang on several. Each cloak is marked with a sigil common to this center of worship. The remains of perhaps a dozen straw mats are strewn around the room along with rotting foodstuffs, torn baskets, and a large smashed jar.

Two more shadows lurk here, and will team up against a low strength character as they try to create more of their kind.

2 Shadows [AC 7, HD 3+3, HP 21, #AT 1, D 2-5 (Touch), Strength Drain (drains 1 point of Strength per successful hit until turning victim into shadow as well), Shadow Stuff (requires a +1 or better weapon to hit)]

TREASURE

ONE OF THE CLOAKS IS ACTUALLY A CLOAK OF PROTECTION +1.

2 Shadows [AC 12, HD 3d8+3, HP 16, Initiative +2, #AT 1, Hit +4, Dam Touch 9 (2d6+2) + Strength Drain 2 (1d4), Damage Resistance, Shadow Stealth, Sunlight Weakness]

15.

Sacred Cloak Room

Four black cloaks, each splashed with the symbol of a blood blade, hang from stone hooks on the south wall of this large chamber. A dozen mats have been rolled for storage along the eastern wall, and baskets have also been stacked there next to three buckets and a copper chamber pot.

Amid the mats, three large jungle beetles are trying to make a nest. Any disturbance to the mats will bring them forth in a hissing frenzy.

3 Large Beetles [AC 5, HD 2, HP 10, #AT 1, D 1–6 (Bite)]

TREASURE

NONE

3 Large Beetles [AC 15, HD 3d8+3, HP 15, Initiative +1, #AT 1, Hit +4, Dam Bite 5 (1d6+2)]

16.

Open Air Garden of Life

Like the initial light tower chamber, this central twenty by twenty room also opens to the sky some thirty feet above. However, this chamber is filled with plants, from vines snaking down the walls from above to ferns, creepers, and shaggy palms. Mostly obscured by foliage, a set of copper double doors are set within the north wall.

17.

Forge Priestess Chamber

A low stone shelf set with bedding is located along the southern wall of this room, and a rack along the northern wall holds a stout pair of leather gloves, leather apron, and steel-toed boots.

The apron is magical, and serves as +2 Leather Armor if worn in conjunction with the leather gloves.

18.

Sitting Room

Two large palmwood chairs covered in leather rest along the south wall of this chamber as well as a reptilian scale rug and low wood table. To the west, a large set of wooden double doors stand, each carved with the likeness of a female warrior.

19.

Sacred Forge

The trappings of a sophisticated forge, both with a hot and cold furnace, are within this huge chamber. Runes of enchantment line the forges and even mark a large anvil that sits at the room's center. A single door has been set in the west wall.

The forge-maiden's apprentice still resides within the forge itself, transformed into a salamander by the Necrotic Pearl. Likely the most difficult 'boss' of the dungeon, this encounter should be tailored as needed by the DM. Once players enter, the salamander will become aware of them, stoking the flames in a mysterious way that the characters should notice. Anyone getting within 10 feet of the forge will be attacked as the creature slithers out and tries to spate them on his spear.

1 Salamander [AC 5/3, HD 7+7, HP 49, #AT 1, D 2-12 (Flaming Spear), Heat (saving throw versus petrification or take 1-6 damage per attack on the salamander), Fire Skin (+1 or better weapon to hit)]

TREASURE

NONE

1 Salamander [AC 15, HD 12d10+24, HP 90, Initiative +3, #AT 2, Hit +7, Dam Spear 11 (2d6+4) + Fire 13 (2d8+4), Tail 11 (2d6+4) + Fire 7 (2d6), Multiattack (Spear and Tail), Heated Body (Successful melee attacks within 5' take 7 (2d6) damage.)]

20.

High Priestess' Library

At least a hundred volumes, most martial histories from various commanders over the centuries, are housed in shelves along the western wall of this huge room. Six more palmwood chairs are also here, and a massive chandelier hangs from iron chains in the vaulted roof. A single wooden door is in the north wall, and on the sloping eastern wall, a set of polished oak doors, something not found on this island, are inset.

With enough time and effort, a searching character will discover magical scrolls in all the collected works. These include Magic Missile, Lightning Bolt, Feather Fall, and Shield. Also, holy documents within the library show pictures of another great temple atop the plateau on the island's northwest side. Inside the temple there are descriptions of a great Fire Ember that was a gift from a titan to the Amazons, and a seed of their power. Maps also point out secret trails known only to the Amazons for getting atop the plateau.

21.

Bathing Pool of the Goddess

Beyond the double doors, a long pool, bathed in the light from open air skylights above, dominates this long hall. Two basalt pillars frame the pool at the north end, and a lip of green mosaic tile edges the liquid.

A unique creature defends the sacred waters of the Pool of the Goddess. It is a tile golem, and is no larger than a medium-sized dog. However, it is a nasty little defender and can either slash or fire off shards of tile at opponents.

The Pool of the Goddess is itself enchanted, and anyone drinking from the pool will either be granted a boon or a bane by the goddess. Multiple drinks will not have any effect on the characters. The effects are permanent.

Roll 1d8:

1-2: Lose 1-4 points from random ability scores

3-4: Lose 1 point from your primary ability score

5-6: Gain 1 point to your primary ability score

7-8: Gain 1-4 points to random ability scores

1 Tile Golem [AC 5, HD 3, HP 18, #AT 1, D 1-6 (Shards), Enchanted Body (+1 or better weapon to hit)]

TREASURE

NONE

1 Tile Golem [AC 15, HD 3d10+3, HP 18, Initiative +2, #AT 1, Hit +4, Dam Shards 5 (1d6+2), Tile Form (all non-magic attacks do ¼ damage)]

22.

Secret Shrine of the Forge God

A massive statue of dull bronze stands with hammer over one shoulder in the

north of this room. Oddly, it is a male figure, heavily muscled in the chest, and yet one leg looks to be withered in some fashion. Three low tables are in the room, but all are currently empty, and two large braziers still gutter with low burning blue flames near the statue.

Any male character entering this chamber must make a successful saving throw versus paralysis [DC 14 Constitution] or lose a level of experience permanently. If the saving throw is made, the character's primary weapon or armor gains a +1 magical enchantment (or additional +1 if it is already magic).

23.

High Priestess' Bedchamber

A huge bed with four posts and silken white canopy dominates this plush chamber. Tapestries depicting gloriously beautiful women tending to gardens, raising children, politicking at council, and fighting in bloody conflicts adorn the walls.

Within the bed, the great warrior priestess of the temple lies in fevered agony. When the party enters, she will scream in rage, her eyes glowing bright red, and leap from the bed to do combat with the first man she sees.

Even while cursed, she is incredibly beautiful, with a Comeliness score of 19 (Unearthed Arcana).

A crumple of scrolls are in her bed as though she was reading or writing them when madness overcame her. Investigating the scrolls reveals they speak of a “Cloaked Darkness” that overcame some of the Amazonian patrols, and that the priestess fears it has passed atop the plateau and will threaten their queen. It can be assumed that this was Molo, and that he may be after the Fire Ember.

1 Possessed Amazon Warrior Priestess [AC 2, HD 9, HP 56, #AT 2/1, Hit +5, D (1–6) +7 (Spear), Warding Blow (Any blow that would reduce the priestess to zero hit points can be avoided with a successful save versus spell.)]

TREASURE

+2 SPEAR, +3 SHIELD, +2 CHAIN MAIL

1 Possessed Amazon Warrior Priestess [AC 18, HD 9d12+18, HP 72, Initiative +2, #AT 2, Hit +8, Dam Spear 9 (1d6+7), **Gang Master** (at advantage if attacked by more than one opponent in a round), **Warding Blow** (gains a +4 to AC on a single attack a round)]

24.

Skull Trophy Room

Shelf upon shelf of human and humanoid skulls line the walls of this strange room.

This is a random ‘odd’ encounter for the characters, and the DM might have some fun with it, the skulls

throwing insults (especially at the male characters) and flying about the room trying to bite people.

5 Biting Skulls [AC 8, HD 1+1, HP 6, #AT 1, D 1–4 (Bite)]

TREASURE

SEVERAL OF THE SKULLS HAVE GOLD TEETH, THE TOTAL VALUE EQUAL TO 50 GP.

5 Biting Skulls [AC 12, HD 1d8+1, HP 5, Initiative +1, #AT 1, Hit +4, Dam Bite 3 (1d4+1)]

25.

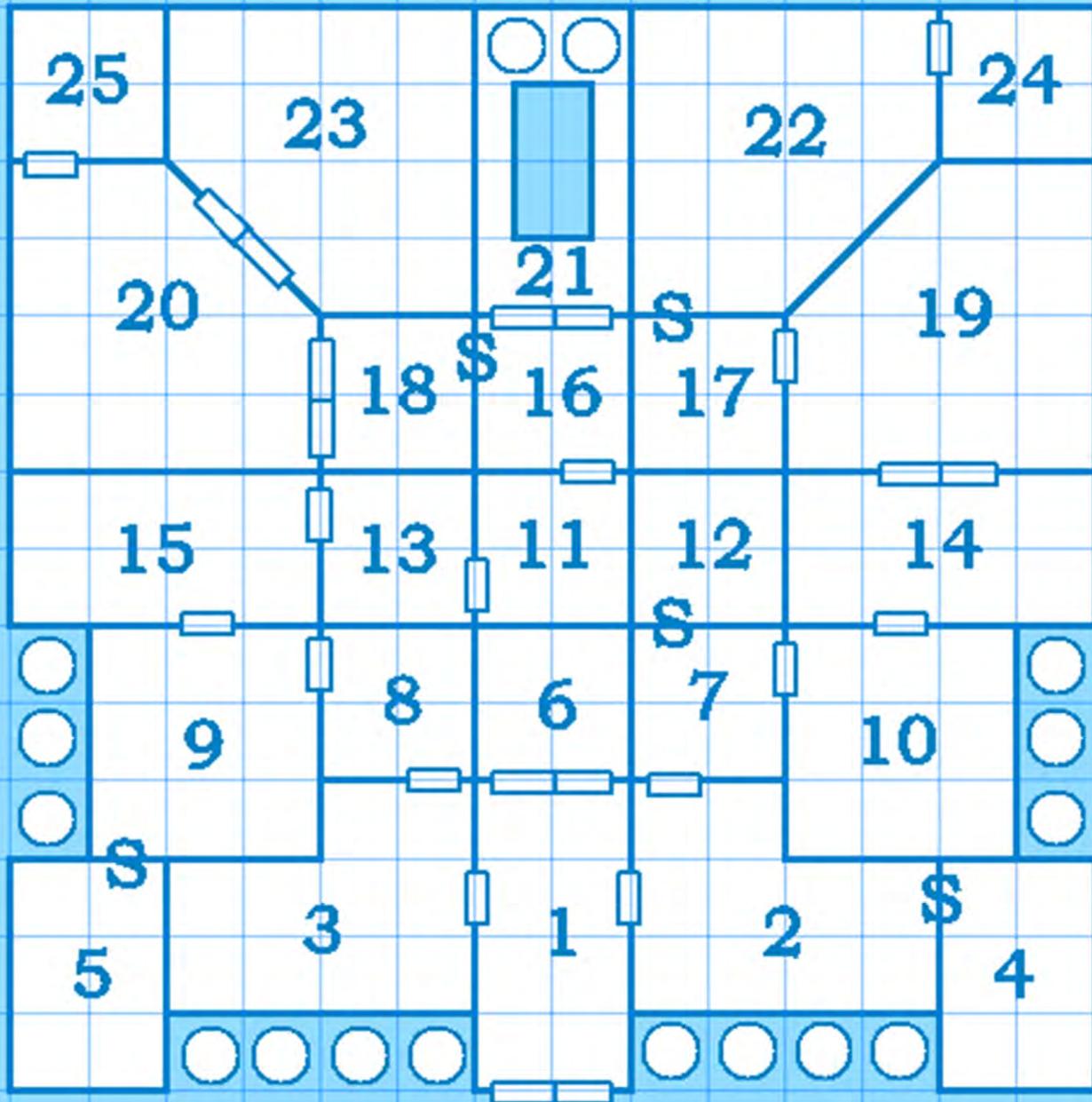
Magical Potion and Scroll Chamber

Shelves containing oddly colored potions and rolled scrolls are within this room. However, the bulk of the stores look to have been removed some time ago.

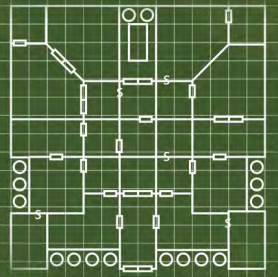
There are still 5 Potions of Healing in the room, as well as 3 Scrolls of Cure Light Wounds [Cure 7th level].

Thus ends this part of The Isle of Jade. The next Folio will deal with the recovery of the Necrotic Pearl and the freeing of the island from the curse.

The logo for 'THE FOLIO' is rendered in a vibrant green color with a thick, dark green outline. The word 'THE' is in a smaller, blocky font above the 'F'. The 'F' is highly stylized, resembling a leaf or a branch. The 'O' contains a small, green, stylized figure of a person. The background is a light blue grid.



S SECRET DOOR



Deep within the Kraken's Maw, a brutal maelstrom of ocean that devours ships, lies the mysterious Isle of Jade. Long forgotten in the memory of men, the island has served as a bastion for an ancient sect of female Corsairs, but their power is waning and the threat of the outside world is at their shores in the form of a necromancer from Roslof Keep. Now a party has set out from Taux seeking the necromancer. Their course will take them directly into a conflict of high magic, ancient warrior religions, marauding fern goblins, and primordial dinosaurs. Will you take up the challenges presented by the Isle of Jade in an adventure for characters levels 1st through 3rd?

