

(c) 6d6 Fireball

The Savage Island

A sandbox OGL adventure for 1st level characters

Shipwrecked on an unknown island filled with strange and deadly creatures and a surprising past, the characters must either escape the island, learn to survive or become just another victim of The Savage Island.

Introduction

The Savage Island is designed for use as a quick, simple introductory adventure with plenty of scope for expansion. It throws the party in at the deep-end (literally) and they must quickly learn to work together.

It is a sandbox adventure, meaning that there is no definitive or optimal way to complete it. Parties can take the shortest route off the island or they can spend months exploring its mysterious history and strange population. If a GM needs to bring the scenario to the end quickly, there is a *deus ex machina* that can bring the adventure to a close in a matter of minutes.

The adventure is designed this way to encourage groups of players, especially players who do not know each other, to learn how to work together. A selection of pre-generated PCs is provided who are tuned for this adventure and it is recommended that they are used. They are deliberately designed so that no single character can overcome the many challenges and each of the characters is vital in their own way.

In at the Deep End

When you dreamed of becoming an adventurer, you never expected it to start this way. On your way to make your fortune in the Empire you took passage on the cheapest ship sailing across the Bay of Yacsib but the crew mutinied, murdered the Captain and gave you a choice. Join them in a life of piracy or take your chances in an open boat, hundreds of miles from land. Looking at the ragged, blood thirsty crew it wasn't a hard choice. Piracy meant certain death, either at the hands of your crew mates or the hands of the Empire's ruthlessly efficient navy. At least in the open boat you had a chance.

Over the last week you've had plenty of time to reconsider your decision. Four days ago the food ran out. Two days ago the water ran out. You've been baked by the sun and soaked by the rain. Yesterday a storm almost overturned the boat and only thing you can imagine worse than drowning is spending another day afloat in this boat.

But all that is now forgotten.

Land has been sighted, an island, just a distant spec on the horizon but the currents are taking you towards it and its time to start using the oars.

The party need to organise themselves.

The boat has six oars and it takes one person to use each oar. Rowers sit with their back to the prow, meaning they cannot see where they are going. To steer the boat, rowers on one side must rest whilst the other side continues to row. If two or more people are rowing on one side of the boat, they need to time their strokes carefully or much of their effectiveness is lost.

In open water, rowing and steering is easy and can be done by one of the rowers looking over their shoulder. Nearer the shore, where rocks, reefs and breaking waves

pose a challenge, someone needs to take control and call out instructions.

Drawing closer to the island you see that it is ten to fifteen miles long with two huge mountains rising several thousand feet up from its centre. Both are snow capped and there seems to be a high plateau between them, surrounded by 2000' cliffs. At the base of the cliffs, a lower plateau spreads across much of the island and looks heavily forested. At the eastern end of the forest there seems to be a thin haze rising up, it may be smoke. At the far western end of the island, a long thin promontory juts maybe a mile into the sea with what appears to be a tower at the western end.

The current is taking you towards the eastern most beach of a series of three sandy coves hemmed in by cliffs. At the top of the cliffs there are 20' tall, stone objects that may be statues or natural rock formations.

Almost too late you spy the massive reef several hundred feet from the shore. Unless you change course, the current will smash you against the rocks with no chance of reaching the shore. Your only hope is steer the boat into the middle cove.

To land safely in the middle bay, the boat needs to overcome four obstacles with a maximum of three attempts at each obstacle.

Rowing the boat requires strength and timing. One person on each side of the boat makes a Strength check, assisted by any other rowers on that side. The base DC for the check depends on the obstacle but it with each failed check. To assist, rowers must score DC 10 and if successful, they can add their STR bonus to the lead characters check.

If rowers on one or both sides of the boat fail to make the DC, the boat goes off course. When three failures occur in a row, the boat is wrecked and the characters thrown into the water. Each failure by one or both sides increases the DC of the next attempt by 2.

Obstacle One - Fighting the current.

The party needs to fight the current or be swept to certain death in the eastern cove. The base DC is 10. Failure here means certain death for all the party.

Obstacle Two - Hidden Rocks

At the entrance to the middle cove, just below the surface, hidden rocks can rip the bottom out of the boat. To notice the rocks requires a DC 15 Spot Hidden roll and the base DC for the rowers is 10.

If the rocks are not seen on the first attempt, the character gets two more chances to spot them. As they draw closer to the rocks, they are easier to see and the DC drops by 2 for each attempt. However the rowers have less time to react and each failed spot roll counts as a failed rowing roll, increasing the rowing DC by 2. If three spot rolls or three rowing rolls or any combination (e.g. one spot and two rowing) rolls are failed, the boat is wrecked (see below).

Obstacle Three - Not So Hidden Rocks

The good news for the party is that the rocks are now in plain sight. The bad news is that the breaking waves make them harder to avoid. The base rowing DC is 14 and the party has three attempts before the boat is wrecked (see below).

Obstacle Four - Waves

The breaking waves are six foot high as they crash onto the beach and fighting the swell is almost impossible. To land the boat is a DC 18. Someone can jump out of the boat with a rope, swim to shore to help pull the craft in. This requires a single DC 15 Swim and success reduces the DC for the rowers by 4. Failure means the character loses hold of the rope as they are swept away from the shore. If the rowers fail three time, the boat is capsized by a wave and everyone must swim for it.

Swimming For It

It is most likely that the party will fail to land the boat safely. If they fail on obstacle one, they are dead. However, the failure to navigate later obstacles is less fatal, even for non-swimmers in armour.

When party members find themselves in the water, they must make a number of DC 15 Swim checks. If they went in the water during Obstacle Four, they need to make one check, two if it happen during Obstacle Three and three if it happened during Obstacle Two. They have three attempts at each swim roll, failure means they sink and caught by the current.

Caught by the Current

As most characters are untrained in swimming or wear heavy armour, the chances are that one or more characters will find themselves sinking.

As a wave knocks the last air from your lungs and the water closes over your head, you feel a current pull you down even faster. Your life flashes before your eyes and it is disappointingly short. As the light fades and everything goes quiet, your last thought is "I should of become a pirate".

Once any characters who successfully made it to shore are settled, returned to the "drowned" characters.

It is dark but opening your eyes hasn't helped. Your upper body lies on hard rocks and it feels like a great big hand has bounced your head repeatedly against them. Your lower body is still in the water and you guess the currents must of swept you into some underwater caves. Listening closely, your can hear the faint crash of waves breaking on rocks.

Drowned characters take 1d4 HP of damage from the experience.

Landing Cove

Panting, soaked to the skin, half-starved, with cracked lips and a parched tongue, you stand on dry land for the first time in two weeks. Unsteadily, you look around at your new home. The cove is almost a mile wide with a beach of thick, golden sand and 100' cliffs surrounding it. Near the middle of the cove, the beach is almost half-a-mile wide but near the cove's headlands, the beach disappears and is replaced by a thin strip of treacherous looking rocks at the base of the cliffs. At the top of the headlands, the strange rock formations or statues can just be seen but it is still impossible to make out any details. Almost at the centre of the cove there is a waterfall tumbling down the cliffs. The promise of fresh water reminds you how long it since you last ate or drank anything.

If the party managed to land the boat, they need to drag it up the beach or it will be swept away on the next tide. This won't help the party at all because as soon as they

leave the area, the Forest Walkers will discover it and take it round to their village.

The waterfall provides fresh clean and surprisingly cold water (it comes from the melting snows of the mountains). Behind the waterfall is a cave and by it is a rough, steep path going the 100' up the cliff. It requires two DC 5 Climb rolls, or DC 1 if someone has gone ahead and affixed a rope.



The pool is where "drowned" characters wake up. The Dire Rats are some of the many who live in these caves under the island. The tunnel narrows to about 1' high ahead and the sound of more rats in the darkness, plus a strong sulfurous smell should put players from exploring any further.

The beach thins and then disappears towards the headlands leaving only slippery rocks constantly pounded by breaking waves. Traversing either headland requires a DC 10 Balance but this can be reduce to DC 5 if someone has gone ahead with a rope.

The party has three routes out of the cove. Eastwards, around the headland towards where they saw the smoke, westward around the other headland towards the tower or up the cliff and into the interior.

Getting off the Island

After finding some food, the parties main concern is likely to be getting off the island. There are three main routes available to the party.

- 1) The westward tower and the Nightships
- 2) The high beacon and a merchant ship
- 3) A *deus ex machinai* in the shape of the Imperial Navy

Deus Ex Machinai

The GM can finish the adventure very quickly at almost any point with the arrival of an Imperial Navy ship.

It turns out that the characters instincts in leaving the pirates was a good choice. The crew quickly feel to infighting and in only a matter of days the Imperial Navy came across the ship. Already half the crew were dead and it quickly surrendered. Learning that passengers had be cast a drift, the navy headed straight for The Savage Island. Knowing that the strange currents in this area pushed craft towards the island and that it was the only hope the characters had, the navy sailed straight to it.

The large navy ship will be spotted whilst it is on the horizon and the characters will have several hours to meet it. This may involve a desperate run across the island, chased by Forest Walkers and or Quorakon.

The Navy's long boat men land their craft in the same cove as the characters only far more skillfully. The navy's marines will keep the characters safe from any danger as they scramble on to the boats and safety.

Exploring the Island

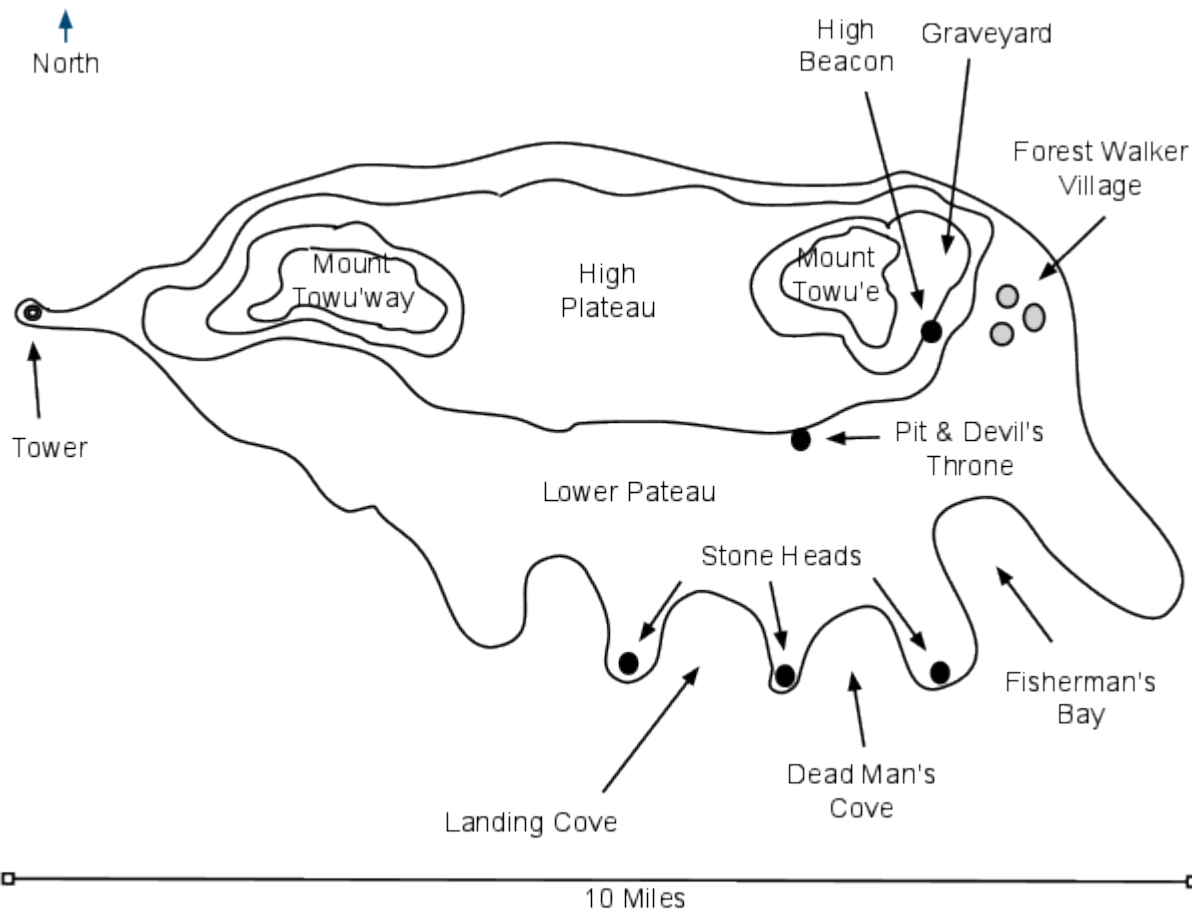
The party are free to roam the island and discover its secrets. Survival roles will allow characters to feed themselves from the berries and nuts found inland or the various creatures found in the ocean.

If the party explores the central or eastern parts of the lower plateau they will almost certainly encounter Forest Walkers. These may be young girls or women collecting fruit or individual adults walking the many paths of the woods. The reaction of these Forest Walkers will be to flee and warn others of the strangers' presence.

Once the Forest Walkers' village has been alerted, a large band of warriors will set out to track down the strangers and kill them. The Forest Walkers are perfectly at home in the woods and quickly move around the island to ambush the party.

The woodland creatures such as Dryads and Treants will not attack or interfere with the party unless the characters start seriously damaging the wood or attacking defenseless Forest Walkers.

Quorakons may be encountered at the western end of the Island and certainly will be if the party head on to the upper plateau. They are not imminently hostile and will recognise the party as outsiders. If dealt with diplomatically, the Quorakons will help the party to be rescued, either via the Nightship or the High Beacon.



Lower Plateau (Eastern)

Unlike the rest of the plateau, the eastern end the ground gently slopes towards the sea. Ultimately fading out into a low, barren rocky headland that stretches a mile into the sea. This ancient lava flow helps form Fisherman's Bay and is a home to many seals and sea birds.

Away from the sea, the plateau is covered in low grass as little else can grow in this harsh environment. Storms frequently strike the island and strip the soil and vegetation from the exposed, eastern end of the island.

The land rises and gets nearer the cliffs of the upper plateau the vegetation thickens and it is here, sheltered beneath the 2000' rock faces, that the Forest Walkers make their home. About forty huts of the village and around it, on sheltered, southward facing slopes are primitive fields where the Forest Walkers grow hardy vegetables crops

Lower Plateau (Central)

Away from the eastern edge, the upper plateau is bounded by 100' cliffs on the seaward side and the 2000' cliffs of the upper plateau. This shelter has allowed a thick forest to grow, rich in plant and wildlife. This is the sacred home of the Forest Walkers and whilst they collect berries, nut and some plants, they never take any wood from it. Fallen trees and branches are left where they dropped.

The woods are crisscrossed with small paths and small sacred groves. When the Forest Walkers are not busy fishing, they like to spend their time moving quietly through the woods or sitting, quietly chanting in the groves. To the Forest Walkers, following particular paths in a particular order is an act of religious worship. If a tree falls across a path it is seen as a sign and that path will be abandoned.

When a respected elder of the Forest Walker dies, they are placed in a sitting position in one of the groves and left there. The grove is never disturbed again, allowing the elder to become part of the forest.

The forest is an ancient woodland with a history stretching back many hundreds of thousands of years. Living in it are a number of treants, dryads and other fey creatures. When the humans arrived a thousand years ago they started to strip the forest but over the centuries the woodland creatures have guided the human's behavior through direct force and subtle magics. Thanks to this, the humans worship the forest and leave it untouched.

The Pit and the Devil's Throne

Below the island are the remains of an underground city created by the ancient Fey civilisation. Out of sight where they could do no harm to the beauty of the island, were all the workshops, factories and unpleasantness need to make any civilisation work. Yet very few of the Fey actually worked down there. Instead the Fey created races of devilish creatures to toil away in the dark. A slave race that was ruthlessly controlled.

What happened to the millions of slaves when the Fey civilisation collapsed is unknown but a few were left behind in the ruins of the island's underground city. Since their master's downfall the island has been struck by many earthquakes and parts of the city have collapsed, giving the devil's access to the outside world. As creatures of a dark and hidden world, they do not often come to the surface but a few hundred years ago, one devil, Badanistrax came to the surface and discovered humans living there.

For no reason other than his own amusement, Badanistrax went on a killing spree. Untouchable by any weapons of the Forest Walkers he killed almost half the tribe in one night before returning underground to escape the bright light of the sun.

The next night he return, intent of killing the rest of the tribe but was amused to find a crude, carved wooden effigy of himself placed on a throne made of rocks. The tribe were all kneeling in front of the throne chanting. He walked up to the kneeling and chanting humans and causally cast one of them into the pit. To his surprise, rather than running, the humans remained and the chanting got louder. Curious he cast aside the effigy aside and sat on the throne and waited to see what the humans would do next.

Over the next few nights, Badanistrax returned to the surface to play with the humans and watch as their devotions become more elaborate. The second time he arrived they threw one of their fellow tribesmen in the pit for him. The third time, work started on a great throne for him to sit on. Each time he came, the worship of the Forest Walkers had become more elaborate.

Eventually Badanistrax got bored and visited less and less frequently. It is some fifty years since he last appeared and only the very oldest members of the tribe can remember seeing him. However the legacy remains and the tribe throw nearly all their sick and dead into the pit as an act of devotion.

The pit was formed when a sub-surface chamber collapsed leaving a 10' wide hole in the ground. The chamber was once a water storage tank for the Fey and is 60' deep and 100' square though it has been filled by a lot of rubble and collected rainwater. If characters wanted to climb down, there is a 30' drop to the top of rubble pile. Tunnels lead out of the pit into the underground city and there is a whiff of sulphur rising from the pit.

No Forest Walker has ever been done there to explore. To them it is the underworld, the realm of the dead. If the players choose to investigate they will find it occupied by a colony of Giant Bombardier Beetles.

The pit is next to the steep rock face of the upper plateau. Carved into the cliff are 20' of steps leading to a throne, also carved out of the rock. The throne is decorated with crude carvings of skulls but otherwise gives no indication of its purpose.

Various small paths lead to area of the pit and unlike the rest of the forest, there are

signs that trees have been cut down to make a clearing. A large main path leads from the pit back to the Forest Walkers village.

This whole area is sacred to the Forest Walkers. A place of worship, sacrifice and burial all in one place. Adventurers do not want to be caught by the Forest Walkers here.

Dead Man's Cove

The geography of Dead Man's Cove is remarkable. The currents and tides around the island converge on this 3/4 mile wide bay, pushing most of flotsam and jetsam to this cove. A sharp line of mostly submerged rocks runs across the mouth of the cove which traps the debris within the relatively calm waters of bay.

The net result is that over 90% of the materials used by the Forest Walkers to construct their homes and tools is washed up on this beach. This includes the occasional dead body of an unlucky sailor. However the name of the cove comes from a completely different source.

This bay, like the neighboring one the party landed in, is surrounded by 100' cliffs. These are peppered with numerous small (5' high or less) caves that lead back towards The Pit and from these caves run streams. Occasionally the streams flood and carried with the water are the bones of the Forest Walkers cast into The Pit. To the Forest Walkers this looks like the island itself spitting out the bones of the dead. They collect the bones and place them in piles on the cliff, turning the whole cove into an ossuary.

There is nothing intrinsically evil about this place but a combination of the magical nature of the island, the devils underneath and the beliefs of the Forest Walker means that it does generate a sense of unease in any good paladins or clerics. If anyone is stupid enough to significantly disturb the bones then 1d6 Skeletons will rise and attack all present.

At the eastern end of the bay, a stream from the lower plateau forms a waterfall. By it, is a large and safe staircase cut into the rock.

Lower Plateau (West)

As the plateau narrows, squeezed between Mount Towa'way and the coast, the forest thins and the terrain become wetter. The dominating height and massive cliffs of the western mountain create a micro-climate around its base. Water from melting snow constantly cascades down the cliffs only to caught in updrafts and fall from the sky like rain.

Forest Walkers do come this far west but only rarely and there are no paths to follow. The swampy ground is difficult and unpleasant terrain to cross.

Along the seaward side of the plateau, cliff drop almost vertically 200' down on to the rocks below. Traversing the rocks is highly dangerous and the large swell of the waves makes it dangerous for any boat to come near this part of the coast.

At its narrowest, the cliffs of Mount Towa'way are only a couple of feet away from the coastline. West of this narrow strip of land, the terrain changes.

A series of terraces, possibly once a field system or maybe an elaborate garden, occupy the final half mile of the plateau. They look as if they were carved out of the bed rock and a complicate irrigation system feeds water from a pond at the top of the terraces. A network of paths, also seemingly carved from the bedrock, link the terraces but in places the paths have be worn down. As if generations after generation of people had been walking the same paths, placing their feet in the same places.

Two crude paths lead away from the terrace. One stretches away from the pond, north and up around the mountain and leads to the Quorakon village on the upper plateau. Another path of narrow steps hacked out of the rock face, descends the cliff at the very western end of the plateau.

Stretching almost a mile from island is a thin promontory, less than 200' wide. Rising only a couple of feet above the water and with no discernible path across its rocky surface, it is exposed and dangerous even in good weather. A few seals make it their home but otherwise it is featureless. At the far end, marking the very westerly tip of the island, a round, stone tower rises 100'.

The Tower

The tower is the one of the few earthly remains of the ancient, magical empire of the Fey. Before man, before dwarfs, before even the elves, the Fey ruled the land, the sky and the waters. The Savage Island was once the home of a powerful Fey magician and it is this legacy that gives the isle its magical nature.

The tower is circular and featureless apart from a doorway, only 5' high, leading into the ground floor of the tower. It appears the tower is part of the very rock of the island with no signs of stone-working or anything else to indicate it as being man made.

It is 30' wide and inside it is empty except a 2' wide stone stair case running up insides of the wall to an opening in the roof. The staircase is wet, slimy and has no handholds or rail. The stairs appear to part of the tower, made by the same magic as the rest of it. The stairs require a DC 5 Balance or Climb check to ascend or descend. In the middle of the ground floor, is a 5' square gap. 15' below it is the dark wet cellar occupying the same dimensions as the tower. The sound of breaking waves and water moving suggests that somehow it is connected to the sea but the bottom of the cellar is covered in only a foot or two of water. Careful exploration of the cellar will reveal a 3' high tunnel running eastward, with water 1' deep covering its bottom and making it unpleasant to crawl along.

The cellar is the home of a Grick than normally feeds on seals that stray into the underwater tunnels. A search of the muck at the bottom of the cellar will turn up an large number of animal bones. But the Grick will appreciate some variety in its diet and if the party spends too long in the cellar, the Grick will make an appearance. It may also attempt to snatch people from the ground floor of the tower but will not put to much effort in it.

On the flat roof, totally exposed to the elements, is a 3' high signal beacon. It appears like a cast iron basket / brazier but it is made of stone and apparently carved as one piece out of the same material as the tower. It radiates magic (evocation) if detected. Anything combustible placed in the brazier will immediately ignite and burn brightly whatever the weather conditions and for four times as long normal. At night, the fire has a strange, greenish, ethereal glow to it.

The Nightship

When the Fey ruled the world, they traveled the planes with ease, especially the ethereal plane. The tower and the beacon at its top is one of the last remaining signs of a remarkable transport system they created. Once vast fleets of ships sailed between the planes, on sea and the sky, transporting people and cargo through-out the multiverse. Beacons such as the tower were used to signal the ships and request passage. Though the fey civilisation collapsed hundreds of thousands of years ago, a few of the ships and the beacons remain.

Lighting the beacon at night will summon the last of the Fey ships. Known only to a few, it is generally called the Nightship. On it, any intelligent or semi-intelligent

creatures can travel in safety to almost anywhere in the multiverse.

The ship itself, looks similar to a 19th century clipper with three high masts. However it is surrounded by an eerie, ethereal glow. Brightly coloured lanterns hang from every mast and spar giving the whole ship a festive, if spooky look.

The crew of the ship, about 30, is made up of every conceivable race of intelligent or semi-intelligent creatures including an ogre, a fire elemental, two elves, an orc, a rakshasa, a centaur and many more. The captain is a tiny pixie, less than six inches high but dressed like a pirate, complete with eye patch.

No trouble is permitted between crew members or passengers. Anyone disobeying the captain or causing trouble will find themselves cast over the side.

The ship is immensely magic, impervious to damage from anything short of a god and capable of travelling anywhere. Persons on the ship do not age either and some of the crew have voluntarily served for many centuries. The Captain has only been the Captain for about 100 years, having taken it on when the last Captain retired. In all, he has sailed on the ship for nearly four thousand years.

The ship will appear to rise out of the water about a mile away, pull along side the tower and lower a gang plank. It is unaffected by any type of weather. The Captain, he has no name but Captain, will greet the potential passengers and ask for the traditional payment of one Graknar per person for passage to anywhere. If asked, he will reveal he has no idea what a Graknar is, it is just what the Captain of this ship has always asked for and he is not going to curse the ship by breaking tradition.

As the party will not have a Graknar each, the Captain will barter. It is extremely unlikely they will have anything the Captain wants but he can be almost random in what he accepts. The Quorakons pay with a Snow Raven feather which is worthless to the Captain but it is of great value to a Quorakon. The party can work the passage, a trip to the Empire will only take a week. The Captain is entirely honest and upfront about the ship and the crew and will not deceive or trick anyone. It is entirely up to the party if they choose to take this way off the island.

Characters can join the crew if they wish. When not ferrying passengers, the ship engages in minor acts of piracy so service on the ship is not without its risks.

Stone Heads

Situated on the headlands around the landing cove and Dead Man's Cove are a series of 15 giant stone heads. Around 20' tall, they have been carved by hand from the cliffs around the upper plateau and moved here. They stand, overlooking the sea as a warning to any who try to land here.

The heads are stylized depictions of the devil Badanistix with a long thin face, a pair of large non-human pointed ears, an evil grin showing a mouth full of sharp teeth and a beard. Unless a character has a good knowledge of the planes, they will not recognize it as a devil but everyone looking at one will get a sense of evil. Whilst the statues are not actually evil or magical, there is a patch of dead earth around each of them.

Northern Cliffs

The northern edge of the island is a lot more exposed than the southern side. Here, the cliffs of the upper plateau run all the way to the sea, forming an almost vertical 3000' rock face. Traversing these cliffs, even at sea level is a dangerous and difficult task,

Fisherman's Bay

As its name suggests, Fisherman's Bay is a rich source of food for the Forest Walkers.

This mile long natural harbour is formed by the long, rocky, eastern headland and the gently sloping end of the lower plateau. The male Forest Walkers use crude canoes and rafts to fish the area whilst the women gather crabs and muscles from the rocks of headland. On the bottom of bay are rich beds of oysters and the source of island's pearls. The men compete to dive down to the deepest parts of the bay and recover the best pearls.

The water is normally calm in the bay and it is here that the occasional merchant ship will arrive in response to the High Beacon. However the currents and tides across the mouth of the bay are strong and small craft that stray to far will be immediately pulled towards the rocks around Dead Man's Cove. For the larger merchant vessels, it is still risky and several ships have been wrecked trying to enter or leave the bay.

Giant's Steps

At the north-eastern end of the island, the numerous lava flows that form the high plateau have eroded away leaving a series of terraces and small plateaus. Though they are rough and difficult terrain, they present a much easier route up to the High Plateau and beyond, up the slopes of Mount Towu'e.

A clear path runs from the Forest Walker's village round to the base of the steps and up their northern side. This can be followed up 2000' to the eastern edge of the High Plateau where the path splits. A much smaller path runs around the south of Mount Towu'e and a larger path continues up the mountain towards the High Beacon. As it ascends another 2000' the path gets narrower and steeper, often following 1' wide ledges on cliff faces. Under normal conditions no climbing or balance checks are required but in the dark or in a storm, it can be very dangerous.

High Beacon

The path from the Giant's Steps comes to an abrupt end at a shallow cave, about 200' below the Graveyard. On a fine day, someone looking out from here it is possible to see ships plying the trade route across the Bay of Yacsib almost 100 miles away. The cave is little more than an indentation in the rock, only going back 5' at its centre. What is remarkable about it is the thousands of polished oyster shells attached to the walls with some form of glue. Every inch of the walls is covered in them and a large fire pit has been carved out of the rock floor. It is obvious to anyone looking at this that the light from a fire lit here at night would be reflected out of the cave and be visible for many, many miles.

There is no wood up here other than a few bits of charcoal left over from the last time it was used. Each time they use it, the Forest Walkers have to laboriously carry driftwood from the village up to the cave.

If the party light a fire at night, it will be noticed by the Forest Walkers after 1d4 hours and a group of warriors will immediately set off to investigate. It takes them just an hour to climb the 4000' from the village. They will try to put out the fire and kill anyone up there despite the risk of doing battle of narrow ledges.

As long as the fire burns for at least three hours, a ship will arrive late in the following afternoon. Unless the party find some way to signal or warn the crew, such as lighting a signal fire one of the headlands, the captain will sail straight into Fisherman's Bay. The Captain and crew of any ship approaching the island are very cautious. If they see anything other than Forest Walkers cheering and waving them in, they will attempt to sail around the island and assess the situation. This takes about two hours. If the crew can see people other than Forest Walkers, they will attempt a rescue. There are many stories told by sailors about the brutality and savagery of the Forest Walkers and no crewman would want to leave anyone behind, even a complete stranger.

How easy or difficult the rescue is depends on the players and the GM. A Games

Master wanting to bring the game to quick end can do so (see Deus Ex Machinai). Or the rescue ship could be driven off or even set ablaze and sunk by the Forest Walkers.

High Plateau

The High Plateau is a 2 mile wide, 3 mile long meadow nestling between the towering peaks of Mount Towu'way and Mount Towu'e. It is about 2000' above sea level and is covered in clumps of pamapas grass. The lack of natural predators and a fertile soil make it rich with insects and small mammals. It is protected from the worst of the winter storms by the two mountains that rise another 3000' above it.

The plateau is home to the Quorakon village of just half a dozen huts. Around it are carefully tendered fields taking up about a quarter of the plateau.

The Graveyard

On the eastern side of Towu'e is a flat strip of land. In winter it is buried deep in snow but for a brief period during the summer it is the mating ground of tens of thousands of white birds. To the Quorakon, this is a sacred area and it is their chosen burial ground. Some Quorakon mystics who trained here as young girls return in old age to teach the next generation just so they can be buried in this spot.

Anyone trespassing on the burial ground will be hunted down and killed by the Quorakon warriors. The worst fighting between the Forest Walkers and Quorakons has occurred when the humans strayed into this sacred area.

The presence of the High Beacon just below the graveyard concerns the Quorakons and occasionally they will drive the human away from the beacon. Most of the time, as long as the humans never enter the graveyard, the Quorakons are happy.

Devil's Cave

When Badanistix came to the surface he did encounter the Quorakon. Unlike the humans, the apes had enough magic to be a serious threat and they drove the devil off. To spite them Badanistix stole a Quorakon artifact handed down from the founder of the colony. The artifact was a small carving of a snow raven made from white rock. The loss of this ancient symbol was a terrible blow to the settlement and to make it worse, the devil did not simply take it away. Badanistix placed the carving where the Quorakon could find it but never retrieve it.

Devil's Cave is high on the western ridge of Mount Towu'way and reaching it is difficult but not dangerous in good weather. The cave goes into the mountain 100' to a chasm then descends at least 4000' down to sea level. The gap between the two sides of the chasm is only 20' but to cross it would require a 4000' descent and then a 4000' ascent of a rock face that is smooth volcanic rock, slick with water.

On the other side of the chasm is a tiny ledge, only a 2" as its widest, on which the artifact sits. Anyone attempting to jump the gap has nothing to land on or grab hold of. The smooth rock provides nowhere for ropes or grappling hooks to attach to.

Neither is there anywhere that could be used as footing for a bridge.

For two hundred years the artifact has sat tantalizingly out of reach. Numerous Quorakons have attempt to make the climb but all have fallen.

If the party can recover the artifact with, for example, a Mage Hand, the Quorakon will be eternally grateful.

Forest Walkers

The Forest Walkers are a primitive tribe of humans with little above stone age technology. They rely on the sea for most of the food, supplementing it with very limited agricultural and some foraging from the lower plateau.

As a group, they are almost schizophrenic in their beliefs due to the presence on the island of the woodland folk and the devils.

The forest is a sacred place of worship. Here they commune with the spirits of nature and find peace. They respect the trees and never take wood from the forest. Their village is built of driftwood, stones grasses. The Forest Walkers try to spend as much time as possible near the trees and they remain calm and peacefully unless someone or something threatens the woods. Then they have no fear and will revert to completely savagery and brutality to protect them. This is the result of centuries of manipulation by the woodland creatures.

The other side of Forest Walkers lives is much darker. The devils under the island have a corrupting influence and one in particular, Badanistrax, toys with the Forest Walkers. To the humans, Badanistrax is a god, untouchable and able to perform great feats of magic. Whilst they love the woods, the Forest Walkers fear the devil and seek to appease it through acts of devotion and sacrifice.

Numerous large stone heads of devils have been carved and transported around the island as an act of worship but it is at the Devil's Throne & Pit that most worship takes place.

To appease the devils, the Forest Walkers make human sacrifices. Unless they are a respected elder, the sick, dying and dead of the tribe are thrown into the pit. In times of hardship the tribe will throw healthy children into the pit as part of all night ceremonies.

The Forest Walkers are generally intolerant to outsiders. The island is known of by experience sea captains but it is off the trade routes so there is little passing traffic. Any vessel trying to land on the island without the Walkers permission will be attacked without warning or mercy.

About once a year, they will light the high beacon as a sign they want to trade. Visible for over a hundred miles, well into the trade routes, local sea captains are aware of its meaning. The first vessel to arrive can make a small fortune in one afternoon but if another vessel has already been, the Forest Walkers will act like they want to trade and then attack without warning.

The islanders have only one thing to trade, pearls, and seek one thing in return, coloured glass beads suitable for necklaces. Having no notion of money, the Forest Walkers will exchange pearls for identically sized beads. Because of this, smart sea captains will carry with them bags of beads worth a few gold in the hope of trading them for an equal sized bags of pearls worth many thousands.

This strange trading behaviour is the result of the dryads and woodland creatures manipulation. They recognise that if the wood is to survive, the island needs to keep civilisation at arm's length. Making the merchants think that it is easier to trade for the pearls than take them by force helps in this endeavor.

Forest Walkers use crude stone weapons that are the same as their metal equivalent but have a -2 damage penalty. Superior warriors have Seal Skin armour that acts as leather.

Forest Walker Example Stats

Human Warrior 1st

Hit die: 1d8+1 HP: 5

Init: 0

Speed: 30

AC: 10

Base Attack/Grapple: 1/2

Attack: +2 Stone Battle Axe 1d8 -1 Crit (20) X2

Full attack: +2 Stone Battle Axe 1d8 -1 Crit (20) X2

Space/Reach: 5/5

Saves: Fort +3, Ref +0, Will +0

Abilities: Str 13, Dex 11, Con 12, Int 9, Wis 10, Chr 8

Skills: Balance 2, Climb 4, Jump 3, Listen 3, Move Silently 4, Spot 3, Swim 1, Hide 2

Languages: Forest Walker

Feats: Alertness, Agile, Martial Weap Prof, Simple Weapon Proficiency, Stealthy

Alignment: Any

CR: 0.5

Human Warrior 2nd

Hit die: 2d8+4 HP: 13hp

Init: 1

Speed: 30

AC: 13 / 14 (Dex +1, Leather +2) / (+1 Dodge); Flat footed: 12; Touch: 11

Base Attack/Grapple: +2/+4

Attack: +4 Stone Great Axe 1d12 Crit (20)X2

Full attack: +4 Stone Great Axe 1d12

Space/Reach: 5/5

Saves: Fort +5, Ref +1, Will +1

Abilities: Str 15, Dex 13, Con 14, Int 11, Wis 12, Chr 9

Skills: Balance 5, Climb 8, Jump 3, Listen 5, Move Silently 6, Spot 5, Swim 3, Hide 6

Languages: Forest Walker

Feats: Alertness, Agile, Dodge, Martial Weap Prof, Simple Weapon Proficiency, Stealthy

Alignment: Any

CR: 2

Quorakons

These four armed ape-like creatures appear as primitive and dangerous as the Forest Walkers but any party that attempt to talk before attacking will find them a very useful ally. Long-lived and wise, the Quorakons know more about the island than the Forest Walkers. In fact, they know more about the Forest Walkers than the Walkers know about themselves.

The small community of Quorakons is just an outpost of a much larger population far off in the mountains of the Empire. It acts as a retreat, a resting place for Quorakons who are ill or wish to learn the art of mysticism. Most of the population of about 30 are visitors staying for a few years but a handful were born here.

The village was founded about two thousand years ago. A Quorakon found a beacon

similar to the Tower high in the mountains of their natural home. He sailed with the Nightship for many years until a shipwrecked sailor summoned the ship to the Island. The remoteness and dramatic peaks reminded him of home and he settled here. After a few years, he brought more of his kind to the island via the Nightship and now, once or twice a year, a couple of Quorakon will make the journey between the island and their homelands.

In the Quorakon homeland, the Snow Raven is a revered bird and being able to take a single feather from one without killing it is rite of passage for a Quorakon. In a tradition dating back to the first Quorakon to sail on the Nightship, the feathers are used as payment for passage. A small number of Snow Raven are kept on the island for this purpose and the party may be able to acquire a few.

One of the attractions of this island to the Quorakon are the twin peaks of Towu'way and Towu'e, named after two heroes from of Quorakon lore. They are home to vast numbers of white sea birds who nest all over the cliffs. Though not Snow Ravens, the Quorakon treat them with respect and will not kill them.

Many of the Quorakons here are young females who come to learn the arts of mysticism and shamanism.

The male Quorakon on the island are young warriors, often sent with the female as bodyguards. Only the best warriors are chosen for this roll and competition for this rare chances is fierce. Many who come go on to become tribal leaders, not least because many find their life mates amongst the females mystics.

Relations with the Forest Walkers are tense but it rarely comes to violence. The humans have little interest in the upper plateau and the Quorakon little interest in the lower parts of the island so mostly they ignore each other. The only trouble spots are the High Beacon and the western end of the Island around the Tower.

The humans are no match for the Quorakons four arms and strength in a straight fight but the humans are more cunning and inventive with traps and tactics. Both sides have learnt to respect the other and generally they avoid situations that can escalate to violence. The close as it normally gets is the humans shouting at the Quorakons and the Quorakons beating their chests at the humans.

The average Quorakon lives twice as long as a human and the human's history has been passed down better than the Forest Walkers have done it. The Quorakon have a little bit of knowledge about the island's history having picked it up from the Nightship and they know what the devils are. They are also aware of the woodland creatures on the Lower Plateau and how they have manipulated the humans. A few Quorakon have even ventured into the island's many caves and though most quickly came back empty hand found, some failed to return.

For Quorakon statistics and background, download the free Quorakon supplement and adventure:

<http://6d6fireball.com/wp-content/uploads/2009/11/Quorakon.pdf>

Drax

Human Fighter 1st

HP: 11

Init: +2

Speed: 20'

AC: 17 (Dex +2, Chainmail +5); Flat footed: 15; Touch: 12

Base Attack/Grapple: +1/+3

Attack: +3 Chain, spiked 2d4+3 Crit(20) x2

Space/Reach: 5/5

Saves: Fort +3, Ref +2, Will +1

Abilities: Str 15, Dex 14, Con 13, Int 11, Wis 12, Chr 9

Skills: Climb -3, Intimidate 3, Jump -1, Listen 3, Spot 2, Swim -8

Languages: Common

Feats: Combat Reflexes, Armour prof heavy, Armour prof light, Armour prof medium, Dodge, Exotic Weapon Prof, Martial Weap Prof, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency,

Alignment: CG

Corvell

Human Wizard 1st

HP: 9

Init: 1

Speed: 30

AC: 11 (Dex +1); Flat footed: 10; Touch: 11

Base Attack/Grapple: 0/-1

Attack: -1 Dagger 1d4-1 Crit (19-20)x2

Space/Reach: 5/5

Special Qualities: Scribe Scroll Summon Familiar 1

Saves: Fort +2, Ref +1, Will +3

Abilities: Str 9, Dex 12, Con 14, Int 15, Wis 13, Chr 11

Skills: Concentration 10, Decipher Script 3, Know arcana 6, Know arch & eng 3, Know history 3, Know religion 2, Know the planes 2, Listen 2, Spellcraft 6, Spot 2, Swim 1

Languages: Common

Feats: Combat casting, Toughness,

Alignment: NG

Level 0 (3) DC 12

Daze (Enchantment) [Compulsion Mind-Affecting] X 1

V,S,M rng: Close 25ft + 5ft/2 levels Dur: 1 round

SV Will negates Area: One humanoid creature of 4 HD or less

Detect Magic (Divination) [] X 1

V,S rng: 60ft Dur: Concentration, up to 1 min./level (D)

SV None Area: Cone-shaped emanation

Mage Hand (Transmutation) [] X 1

V,S rng: Close 25ft + 5ft/2 levels Dur: Concentration

SV None Area: One nonmagical, unattended object weighing up to 5 lb.

Level 1 (2) DC 13

Feather Fall (Transmutation) [] X 1

V rng: Close 25ft + 5ft/2 levels Dur: Until landing or 1 round/level

SV Will negates (harmless) or Will negates (object) Area: One Medium or smaller free-falling object or creature/level, no two of which may be more than 20 ft.

Magic Missile (Evocation) [Force] X 1

V,S,M,D/F rng: Medium 100ft + 10ft / level Dur: Instantaneous
SV None Area: Up to five creatures, no two of which can be more than 15 ft. apart

Kiris

Gnome Cleric 1st (Garl Glittergold, Domains: Strength and War)

HP: 10

Init: 0

Speed: 15

AC: 16 (size +1, Chainmail +5); Flat footed: 16; Touch: 11

Base Attack/Grapple: 0/-2

Attack: +3 Greataxe 1d10+3 Crit (20) x3
+1 Crossbow, light 1d6 (Range 80) Crit (19-20) x2

Space/Reach: 5/5

Special Attacks: Other +1 difficulty DC with illusionary spells, Spell-like Abilities
1/day speak with animals (burrowing only), Spell-like Abilities (CHR) 0th DC(11)
1/day dancing lights, ghost sound, prestigation, Turn Undead 3 + 1 times a day

Special Qualities: Low-light Vision, +1 attack vrs kobold and goblinoid, +2 save vrs
illusion, +4 dodge to AC against giant type

Saves: Fort +4, Ref +0, Will +4

Abilities: Str 14, Dex 11, Con 15, Int 9, Wis 15, Chr 12

Skills: Concentration 3, Craft 4, Diplomacy 1, Heal 3, Hide -1, Know arcana -1,
Know history -1, Know religion -1, Know the planes -1, Listen 4, Sense Motive 3,
Spellcraft -1, Spot 2

Languages: Common, Gnome

Feats: Armour prof heavy, Armour prof light, Armour prof medium, Martial Weap
Prof, Shield Proficiency, Simple Weapon Proficiency,

Alignment: Neutral Good

Level 0 (3) DC 12

Detect Magic (Divination) [] X 1

V,S rng: 60ft Dur: Concentration, up to 1 min./level (D)

SV None Area: Cone-shaped emanation

Detect Poison (Divination) [] X 1

V,S rng: Close 25ft + 5ft/2 levels Dur: Instantaneous

SV None Area: One creature, one object, or a 5-ft. cube

Light (Evocation) [Light] X 1

V,M/DF rng: Touch Dur: 10 min./level (D)

SV None Area: Object touched

Level 1 (3) DC 13

Command (Enchantment) [Compulsion Language-Dependent Mind-Affecting] X 1

V rng: Close 25ft + 5ft/2 levels Dur: 1 round

SV Will negates Area: One living creature

Detect Undead (Divination) [] X 1

V,S,M/DF rng: 60ft Dur: Concentration, up to 1 min./level (D)

SV None Area: Cone-shaped emanation

Enlarge Person (Transmutation) [] X 1

V,S,M rng: Close 25ft + 5ft/2 levels Dur: 1 min./level (D)

SV Fortitude negates Area: One humanoid creature

Celebhith

Half-Elf Ranger 1st

Hit Points: 8

Init: 2

Speed: 30

AC: 17 (Dex +2, Chain Shirt +4, Shield, light wooden +1); Flat footed: 15; Touch: 12

Base Attack/Grapple: 1/3

Attack: +3 Longsword 1d8+2 Crit (19-20) x2
+3 Longbow 1d8 (range 100) Crit (20) x3

Space/Reach: 5/5

Special Attacks: Favored enemy - Goblins

Special Qualities: Immunity to sleep, Low-light Vision, Resistance to Enchantment +2, Gains Track as a bonus Feat, Wild Empathy

Saves: Fort +2, Ref +4, Will +1

Abilities: Str 14, Dex 15, Con 11, Int 12, Wis 13, Chr 9

Skills: Climb 1, Concentration 0, Diplomacy 1, Gather Information 1, Handle Animal 0, Hide 3, Know geography 2, Know nature 2, Listen 5, Move Silently 3, Ride 3, Search 4, Spot 5, Survival 5, Swim -2

Languages: Common, Elven

Feats: Armour prof light, Armour prof medium, Martial Weap Prof, Shield Proficiency, Simple Weapon Proficiency, Track,

Alignment: LG

Occulas

Human Monk 1st

HP: 9

Init: 2

Speed: 30

AC: 14 (Dex +2, Monk +2); Flat footed :12; Touch: 14

Base Attack/Grapple: 0/1

Attack: +1 Quarterstaff 1d6+1 Crit (20) x2
+2 Sling 1d4 Crit (20) x2
Flurry of blows -1/-1 1d6+1

Space/Reach: 5/5

Special Attacks: Flurry of Blows

Saves: Fort +3, Ref +4, Will +4

Abilities: Str 13, Dex 15, Con 12, Int 11, Wis 14, Chr 9

Skills: Balance 3, Climb 1, Hide 6, Jump 2, Listen 7, Move Silently 5, Sense Motive 3, Spot 7, Swim 2, Tumble 5

Languages: Common

Feats: Stunning Fist, Alertness, Dodge, Improved Unarmed Strike

Alignment: LG

Refan

Human Cleric 1st (Domains Healing and Good)

Hit Points: 9

Init: -1

Speed: 20

AC: 16 (Dex +1, Chainmail +5, Shield, heavy wooden +2); Flat footed: 16;
Touch: 9

Base Attack/Grapple: 0/2

Attack: +3 Mace, Heavy 1d8+2 Crit (20) x2

Space/Reach: 5/5

Special Attacks: Turn Undead 4 / day

Saves: Fort +3, Ref -1, Will +4

Abilities: Str 14, Dex 9, Con 13, Int 11, Wis 15, Chr 12

Skills: Concentration 3, Diplomacy 3, Heal 4, Knowledge Religion 1, Listen 3, Sense Motive 6, Spot 4

Languages: Common

Feats: Armour prof heavy, Armour prof light, Armour prof medium, Negotiator, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus,

Alignment: NG

Level 0 (3) DC 12

Detect Magic (Divination) X 1

V,S rng: 60ft Dur: Concentration, up to 1 min./level (D)

SV None Area: Cone-shaped emanation

Detect Poison (Divination) X 1

V,S rng: Close 25ft + 5ft/2 levels Dur: Instantaneous

SV None Area: One creature, one object, or a 5-ft. cube

Purify Food and Drink (Transmutation) X 1

V,S rng: 10ft Dur: Instantaneous

SV Will negates (object) Area: 1 cu.ft/level of contaminated food or water

Level 1 (3) DC 13

Command (Enchantment) [Compulsion Language-Dependent Mind-Affecting] X 1

V rng: Close 25ft + 5ft/2 levels Dur: 1 round

SV Will negates Area: One living creature

Cure Light Wounds (Conjuration) [Healing] X 1

V,S rng: Touch Dur: Instantaneous

SV Will half (harmless); see text Area: Creature touched

Sanctuary (Abjuration) X 1

V,S,DF rng: Touch Dur: 1 round/level

SV Will negates Area: Creature touched, or up to eight willing creatures joining hands

Monsters

Dire Rat [Landing Cove]

Hit die: 1d8+1 HP: 5

Init: 3

Speed: 40; Swim 20; Climb 20

AC: 15 (Dex +3, Natural +1, size +1); Flat footed: 12; Touch: 14

Base Attack/Grapple: 0/-4

Attack: +4 Bite 1d4 Crit (20) x2

Space/Reach: 5/5

Special Attacks: Disease - Filth Fever DC 12 Fort Incubation 1d3 days

Special Qualities: Low-light Vision, Scent

Saves: Fort +3, Ref +5, Will +3

Abilities: Str 10, Dex 17, Con 12, Int 1, Wis 12, Chr 4

Skills: Climb 12, Hide 8, Listen 4, Move Silently 4, Spot 4, Swim 12,

Feats: Alertness, Weapon Finesse

Alignment: Neutral

CR: 0.3

Giant Bombardier Beetle [The Pit]

level 0 (skill points)

Hit die: 2d8+4(13hp)

Init: 0

Speed: 30

AC: 16 + No Armour, + Shield, none

(Natural +6,)

AC flat footed :16

AC Touch: 10

Base Attack/Grapple: 1/2

Attack: +2 Bite 1d4+1 Crit(20-20)X2

Full attack: +2 Bite 1d4+1

Space/Reach: 5/5

Special Attacks: Acid spray DC(13) 10 ft cone 1/round DC Fort or take 1D4+2 damage,

Special Qualities: Darkvision 60, Traits Vermin,

Saves: Fort +5, Ref +0, Will +0

Abilities: Str 13, Dex 10, Con 14, Int 0, Wis 10, Chr 9

Skills:

Languages:

Feats:

Alignment: Neutral

CR: 2

Grick [The Tower]

Hit die: 2d8 HP: 9

Init: 2

Speed: 30, Climb 20

AC: 16 (Dex +2, Natural +4,)

AC flat footed: 14; AC Touch: 12

Base Attack/Grapple: 1/3

Attack: +3 Tentacle 1d4+2 Crit(20-20)X2
Full attack: 4x +3 Tentacle 1d4+2 Crit(20-20)X2
Space/Reach: 5/5
Special Qualities: Damage reduction 10/magic, Darkvision 60, Scent
Saves: Fort +0, Ref +2, Will +5
Abilities: Str 14, Dex 14, Con 11, Int 3, Wis 14, Chr 5
Skills: Climb 10, Hide 11, Listen 6, Spot 6
Feats: Alertness, Track,
Alignment: Neutral
CR: 3

Skeletons [Dead Man's Cove]

Hit die: 1d12 HP: 6
Init: 5
Speed: 30
AC: 15 (Dex +1, Natural +2, Shield, heavy steel +2); Flat Footed: 14;
Touch: 11
Base Attack/Grapple: 0/1
Attack: +1 Scimitar 1d6+1 Crit(20) x2
Space/Reach: 5/5
Special Qualities: Damage reduction 5/bludgeoning, Darkvision 60, Immunity to cold, Undead Traits
Saves: Fort +0, Ref +1, Will +2
Abilities: Str 13, Dex 13, Con 0, Int 0, Wis 10, Chr 1
Languages: None
Feats: Improved Initiative, Martial Weap Prof, Shield Proficiency, Simple Weapon Proficiency
Alignment: Neutral evil