

For levels 1-3

Ravenloft

Official Game Module

The Isle of Dread





The Island of Decay

Based on the original Dungeons and Dragons rules created by Gary Gygax And Dave Arneson and the new DUNGEONS and DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkinson.

Based on the original team who created and developed the Ravenloft line Andrea Hayday, Bruce Nesmith and William W. Connors.

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Table of Contents

| | |
|--|----|
| Introduction | 3 |
| For Game Master..... | 3 |
| Story Background..... | 3 |
| The Island..... | 4 |
| Synopsis | 5 |
| The Isle of Decay | 6 |
| Exploring the Island | 6 |
| The Cursed Inhabitants..... | 7 |
| Escaping the Island..... | 9 |
| Appendix..... | 10 |
| The Surviving Pages of Leper's Diary | 10 |
| The Cursed Inhabitants..... | 11 |
| The Dead | 13 |
| Madame Louise | 16 |
| Natural Hazards..... | 18 |
| Maps..... | 21 |





INTRODUCTION

"But leprosy was not the same that death. Maybe leprosy was worse than death..."

/Aadu Hint "Tuuline rand" IV/



Although the following adventure is designed for 3-5 characters on levels 2-4 it mostly relays on cool scenes, horror and role-playing. Hence with minor changes (or no changes at all) it can be played by any number of players on any level.

There is no need for any special class - this adventure can be played equally well with fighters, wizards, rogues etc. or any mixture of these. However, good healing skill is nice to have, but not essential.

FOR GAME MASTER

In a way this adventure is more challenging for GM than for players. As mentioned above, this adventure relays on good atmosphere and horror feeling - which requires rich fantasy, adoption and good story-telling skill.

The module is not very detailed, leaving much for GMs own imagination. Most important is to catch the feeling of the Island: desertion, desperation, rot and decay. And limitedness, feeling of a cage.

Also, this module does not provide players some definite escape route, it

rather puts them in the middle of given situation and players must find their own way out. Hence, the module is not a typical adventure, it is more like description of situation.

Feel free to change the module, story or whatever if you want.

STORY BACKGROUND

Madame Louise Dupin was born as madmoiselle Louise Saint-Chantelle in respected family of Port-a-Lucine. But soon her family fell victim to nobles' intrigues. So suddenly young Louise was under her grandparents supervision and not-so-respected-as-she-should-be. Her grandparents forced her to marry as soon as possible and the lucky husband was Vincent Dupin. He studied medicine (especially leprosy) in The University of Dementlieu. He wasn't the brightest student, he wasn't from the highest social class, he was nothing extraordinary. His parents were respected but not particularly rich. So he was perfect match - not a noble, but not a peasant either.

From the first day the marriage was full of discord: Vincent adored her wife, but Louise was disappointed, Vincent loved his parents, Louise hated them, Vincent pursued scientific goals, Louise shunned these. But as time passed by, Louise was getting used to her life: he found her





husband honest, loving and good-hearted fellow, who deserved her love.

They lived in Vincent's parents' house, but they still weren't away from the nobles, whom Louise hated and envied. And they scorned her.

One day quite ironically Vincent's parents contracted leprosy and they were disowned. And consequently no one wanted anything to do with Dupins. After some very exhausting years the parents died. But Dupins, Vincent and Louise, were still looked upon as freaks with possible leprosy infection.

In grief Vincent found a solution: he packed his bags, took his wife and travelled on a lonely but beautiful island-atoll in the Sea of Sorrows, where he founded a lazaretto. He had a small sloop and he brought patients and supplies with it from Port-a-Lucine.

First everything worked well: they took care of the patients, Louise was away from hated nobles. And Louise loved Vincent more and more, finding in herself a passion that had lied dormant for many years.

One stormy night a ship crashed on the Island: a young Dementlieuse nobleman was having a party when storm caught the ship and the ship and guests crashed on the Island. The few survivors were rescued by Dr. Dupin and some patients. Among two others there was a beautiful noblewoman.

Vincent took care of her as passionately as of all his patients, but a suspicion crawled into Louie's soul. She was jealous. At first she tried to suppress the feeling,

but it grew and grew. Soon she was convinced that Vincent is cheating her with rescued noblewoman and this thought had a terrible result: all the passion she had for his husband was converted to hate against treacherous husband and this ungrateful bitch. Last night she passionately made love to Vincent, tied him on the bed and let him watch how lepers made "love" to young noblewoman. Then she poisoned Vincent with rare poison that made him painfully rot away within hours. After the murder she left the noblewoman for the "mercy" of lepers and cast herself down the cliff into the sea, burning in pangs of conscience, because she still loved Vincent. But Dark Powers did not let her escape so easily, the mists rolled around the Island and Louise was granted a small pocket domain in the centre of the atoll.

Soon noblewoman died in the hands of desperate lepers and one of them wrote the story down to his diary.

THE ISLAND

The Island is round shaped and atoll-like. In the centre is a "lake", but connected to the sea with two "rivers" (but its not salty water, it can be drunk, but tastes of mud). So the Island consists of East-Crescent and West-Crescent. The diameter of the Island is about 3 kilometres. The coast rises steeply from the sea and the Island is high. Actually, this atoll is like two crescent-shaped hills.

In the centre of the "lake" is another, smaller island. Actually only this is





Louise's pocket domain, but the whole atoll is corrupted since its appearance.

When approaching the Island one can smell rot and decay. It is not overwhelming, but disturbing. One can get used to it when staying on the Island for some time, sensing the smell only occasionally or when concentrating.

There is always autumn and feeling of decay. Ground is covered with yellow brownish leaves, slowly rotting to mud, everything is a bit humid, the trees are twisted and have only few brownish leaves dangling. Lots of trees are dead, some of them have fallen down, rotting there. There are also some firs, these are growing either in small groves or individually. All of them seem to be very old.

The soil is soft, covered with rotting leaves, dampish moss, decaying logs and some bushes with some leaves. Occasionally there is a rotting animal's or bird's corpse.

The only birds one can hear are seagulls, who are constantly squeaking, and some crows, who are exceptionally small and sick-looking, seldom croaking. However, bugs are common - especially big blowflies. There seems to be no sign of animals, except some small animal corpses. Actually, the only animals on the Island are rats, weasels, badgers, opossums, minks, skunks', foxes, various snakes (cottonmouth, adder, eastern brown snake, tiger snake, taipan), and lizards. One must be very observant to see them. All animals look small, starving, and cowardice.

The sun almost never shines, it is always cloudy. Sometimes the sun peeks on the

Island, but it seems that just to increase the feel of desperation, dirtiness and rot.

On the West-Crescent there is a small hillock and on this a ruined lazaretto, under what the last lepers live. This is detailed later. On the north end of the West-Crescent is a cliff without trees, called Doomcliff.

On the East-Crescent there is a ghostly ship's wreck, full of zombies lead by jolly roger - this is also detailed later.

The smaller island in the lake is actually a stone rock or bank, full of big sharp stone boulders that make quite a labyrinth. This is Louise's lair, detailed in the appendixes.

The lake is very deep and full of monsters and very dangerous. At least one shark fin can be seen all the time. There are sharks, saltwater crocodiles, piranhas etc.

Aside from the darklord, undead and predators there are other dangers on the Island: there many contagious diseases. For details, check the Appendix.

The Island descends to the sea quite steeply and the trees grow even on the water line, actually during high tide some trees are in the water.

SYNOPSIS

Characters prime objective on the Island is to survive and leave the Island. Players arrive on the Island on the evening - either by shipwreck, the mists deposit them here or they come some other way and are unable to leave. They find a deserted house. At least first it looks deserted. They have a strange feeling like somebody is watching them, they hear strange noises,





some whispers, but nothing understandable. Maybe only some words like “stranger” or “new”, but that is all. Characters also recover a lepers diary that can be read with difficulties.

After exploring the house they may find a cellar with strong trapdoor, but it is very hard to open. Underneath is a cellar where lepers live.

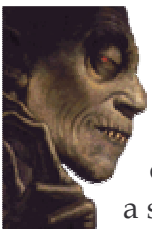
Later they may find a ghostship ruled by zombies and meet the darklord of the Island: Madame Louise, also the last surviving lepers who want to imprison them and make their slaves to carry water for them etc.

On the middle-island there is a sloop they may want to use to escape – but then they must confront Madame Louise and their own nightmares.

After defeating, outsmarting or escaping from Madame Louise they are free to leave and are in the mercy of the Sea of Sorrows and Captain Pieter van Riese.

THE ISLE OF DECAY

“The dead have been awakened - shall I sleep?”
/Lord Byron/



PCs should arrive on the Island and be unable to leave – at least for a while. It can be either shipwreck, mists deposit, marooning, they are on a slowly drowning vessel, or just a supply collecting trip (but on the

latter case, something should happen to their vessel, the lepers may burn it etc.) or whatever GM likes.

EXPLORING THE ISLAND

When approaching the Island the seagulls are squeaking constantly and wind brings a strong odour of rot to nostrils. The trees are short, strangely twisted – probably because of the permanent wind – and with some yellow leaves. Around the vessel a lonely shark swims.

On both sides the Island ascends from the sea very steeply, the stream brings the vessel right through the chasm. In front of you is a big rock, and strangely, on it is a decaying sloop. On the West side of the inner circle there seems to be the only decent place to land.

As soon as they put their foot on the ground it gets a little bit wet and muddy, but as they ascend the ground becomes more firm and dry.

Actually, the atoll is more like two hills. On the top of the West-Crescent is lazaretto. It is a very simple building: two storey rectangular stone house, simple rectangular windows without glass and with broken and decayed hatches. But its walls are massive and thick. On the roof there is a trapdoor and stair leading down.

The door is also broken. Inside is a lot of trash: leaves, some broken pots, vases, broken glass bottles, broken rusty nails and knives, and on the first floor is an old book or diary, but it is so decomposed, that only the middle pages are understandable. This





is the Surviving Diary of Leper (check the appendix).

There is a larger pot also, still intact and inside is some strange green slime that is now hard as stone. Here and there can some attentive observer see brown slime. Also some pieces of rotting meat. Not much, but it is there.

On the north end of West-Crescent is a Doomcliff - a cliff without trees. There is nothing special to see there, but this is the place where Louise jumped down.

On the East side of East-Crescent is Jolly Roger's Ghostship (check the appendixes). It leaves at night and sails on the sea, terrorizing smaller vessels. On the morning it must return to the Island, but not exactly on the same place - so it may be quite disturbing for player characters to discover that the ship that most definitely cannot sail has moved during night.

When approaching the lake, characters should see at least one shark. It is also good, if they can have a glimpse on the other hazards hiding in the waters, but of course not immediately. The lepers are also afraid of the water and bringing water is always considered to be hazardous undertaking.

The rock in the centre of the lake is detailed later, in appendix concerning the darklord.

THE CURSED INHABITANTS

The only living creatures on the Island are lepers. There are about twenty patients, miserable creatures tortured by disease and without any sympathy towards other

beings. They have lost sense of reality, good and evil, the only things they care about is their own survival and "welfare". Even their sense of community exists due to selfish understanding that they do not survive without others.

They have a leader also, called Sheikh. He is their absolute leader, but only because he is most intact and the strongest (both by mind and body). But actually he is a selfish coward.

The lepers look miserable and awful: they rot. Many of them do not have ears, noses, teeth, fingers, eyes, hands, feet or legs (these are rotten and fallen off). Hence many must have a stick either for walking, "seeing" or both, some lepers without hands and feet must crawl. Their flesh rots and falls off from time to time, they are dirty and stink. Some of them do not have flesh on their faces or hands, their moves are jerky and they often moan because they are in constant pain. Actually, they resemble more to zombies than to living beings.

When PCs arrive, the lepers will hide. They are afraid of newcomers. But they see that the newcomers are strong and healthy - at least compared to them - making good slaves, somebody to carry water for the lepers, make food for them, and take care.

So the lepers decide to make them their slaves. But they are weak, and the newcomers are strong - so they will hide themselves, watch characters closely and strike when PCs are in disadvantage. For example when somebody is alone, the group has split up, they are sleeping etc.





They also prefer PCs cornered – the lepers move very slowly.

Keep in mind that they have lived on the Island for a long time, they know the caves here, know every single inch and sneaking has been the only way to survive.

Actually, although they are weak and no match to heroes, there are still twenty of them which should overpower PCs anyway, but lepers are cowards.

If there is no good chance to attack within two days, they gather their guts and attack at night anyway. The lepers do not have any clever tactical plan they just try to overbear the PCs. However, Sheikh is actually quite cunning so it may happen that he comes on some clever plan – but this is up to GM.

The attack of the lepers is awful – the attack is scary and disgusting because of their look, not because their numbers. Probably some lepers do not attack anyway – the blind, the ones who are too weak to move etc.

If PCs manage to escape or defeat the lepers, they make a new plan to get the newcomers – they are very determined to get slaves for them. If PCs somehow demonstrate their superiority (kill the Sheikh for example, who do not attack in front lines by the way) or make friends with lepers, they can hear lots of useful information.

Talking to lepers disgusting (but sad, too) – for example when talking to one of them, the leper loses his tongue (and after that his speech is quite hard to understand), or spits the last tooth out, scratches off some flesh or drops a finger,

he has hole in his cheek and it shows his rotting tooth pulp.

The doctor died eight years ago. Some of the lepers are new (castaways etc.) – for example the Sheikh, and they do not know anything about the doctor, but others remember. Vaguely, but still remember something:

- the doctor brought supplies and patients with sloop
- the diary writer is dead
- they remember that somehow the doctor got leprosy and died very quickly, within hours
- before doctor's death Madame Louise gave them a woman to "use"
- the woman died soon
- after doctor's death Madame Louise committed suicide
- within few days after Madame Louise's death rock appeared into the lake and autumn fell on the Island
- there is a tormented ghost on the rock, screaming, singing and killing anyone who approaches
- sometimes the rock is enclosed with mist
- the lake is very dangerous – it is full of monsters
- there are dead sailors on East-Crescent, sometimes they come to West-Crescent also, then lepers hide
- sometimes the dead sailors sail the sea at night

The lepers speech is not very clear – they have been years on the Island and their minds are not very clear any more and





they do not remember the events very well either.

ESCAPING THE ISLAND

The only way to get away from the Island is sloop on the rock. Of course, PCs may want to make a ferry, but it takes time and the trees are not very suitable for this. And it is very risky business to go on the Sea of Sorrows with a ferry.

Sloop seems to be quite well extant. It is hard to get it off the rock, almost impossible. And dragging it to the water

definitely damages the sloop. Putting logs under the sloop helps, but it is dangerous: first, Madame Louise do not tolerate any living activity on her rock, second, PCs have to go to the water to do it which is maybe even more hazardous.

The simplest way is to destroy Madame Louise, in which case the rock simply sinks and sloop stays on the water. The PCs must be quick to get on the sloop, because water is ice cold and beasts in the water are waiting for fresh meat.

With sloop PCs are free to leave.





APPENDICES

THE SURVIVING PAGES OF LEPER'S DIARY

IT IS THE FIRST DAY. I SIT ON MY BED AND WRITE. IT IS COLD, BUT SOMEHOW THE COLD IS GOOD FOR MY ACHING BONES AND MUSCLES. AT LAST I AM HAPPY OR AS HAPPY AS ONE CAN BE IN A CONDITION LIKE ME. I THOUGHT WE ARE THE DISOWNED, THE CURSED WITH NO FRIENDS, ONLY ENEMIES. EVEN AMONG OURSELVES WE OFTEN ACT LIKE ANIMALS. BUT MADAME LOUISE IS LIKE GODDESS - LIKE EZRA HERSELF. HER HAIR IS BLACK AND BEAUTIFUL, HER HANDS SOFT LIKE BABY'S SKIN, HER EYES LIKE BLUE BOTTOMLESS SPRINGS OF WATER FULL OF COMPASSION. AND HOW LOVING SHE IS! NOT ONE HAS EVER LOVED HER HUSBAND AS MUCH AS SHE DOES! AND HOW CARING! NO ONE HAS EVER CARED ABOUT US, BUT SHE DOES.

I THINK I AM IN LOVE WITH HER. PASSIONATELY, DEEPLY, BUT SELFLESSLY. I CLAIM NOTHING FROM HER, I WANT NOTHING, I RESPECT HER, I RESPECT HER AND HER LOVE. I'LL NEVER TELL IT TO ANYONE. NEVER. I JUST WATCH HER AFAR AND I'M HAPPY WITH IT.

SHE AND HER HUSBAND ARE SAINTS, DEVOTED TO HELP PEOPLE LIKE US. EZRA, BLESS THEM!

TONIGHT THERE WAS A SHIPWRECK. TWO MEN AND ONE WOMAN WERE RESCUED. DOCTOR SAVED A MAN AND A WOMAN, JACQUES SAVED OTHER MAN. POOR CREATURE - I BELIEVE IF THE LATTER REALISES WHAT HAS HAPPENED, HE WOULD PREFER DEATH.

OH GOD! WHY ARE HUMANS' HEARTS SO TREACHEROUS? SO EASILY TEMPTED?! WOMAN, WEAKNESS IS YOUR NAME? NAY! WOMAN, CRUELTY IS YOUR NAME, I SAY!

SUCH PASSION, SUCH FURY! CAN SOMEONE SEE INTO WOMAN'S SOUL? I SWEAR, I WOULD HAVE NEVER THOUGHT THAT HER MILDNESS CAN HIDE SO MUCH ANGER! BUT JEALOUSY IS THE MOST POWERFUL (AND DANGEROUS!) URGE HUMANS HAVE. AND VINCENT SEES NOTHING. IS LOUISE RIGHT? OR IS IT JUST AN ILLUSION PROJECTED BY HER OWN IMAGINATION? WE'LL SEE, MAYBE IT DOESN'T MATTER.

YES, TODAY IT HAPPENED! MY HEART IS IN PAIN, IT BURNS, IT BURNS!!! YES, SHE MADE THE POISON! YES, SHE LEFT HER FOR US, AND SHE KILLED HIM! BUT THEN, THEN SHE CAST HERSELF OFF THE DOOMCLIFF!!! AND HER SCREAM! I WATCHED HER, AS SHE RAN ON THE CLIFF, I WATCHED HER FALLING! I WATCHED HER! THE SCREAM! I WAS DORMANT FOR A DAY. THEN I RETURNED TO HOSPICE.

THE DOCTOR IS DEAD. LOUISE IS DEAD. THE OTHER WOMAN IS DYING. WE ARE CHANGING. EVERYTHING HAS CHANGED. IT IS COLD TODAY. IT'S RAINING AGAIN.

GEORGES DISCOVERED THAT THINGS HAVE MOVED. WE DO NOT DARE TO LIGHT THE FIRE ANY MORE. RISKING MY LIFE I WRITE AT THE LIGHT OF A SPLINTER. HATCHETS ARE BROKEN, COLD WIND TEARS MY PAPERS.

WE BURIED JULES TODAY. NOW I DARE TO WALK ONLY DURING DAYLIGHT HOURS WITH KNIFE UNDER MY JACKET. MY LEFT HAND FELL TODAY. I HOPE MY FINGERS WILL STAY. THAT IS MY HOPE.





THE CURSED INHABITANTS

Lepers (19)

Medium-Size Human

Hit Dice: 1d6-2

Initiative: -2

Speed: 5ft-20ft

AC: 8

Attacks: -1

Damage: 1d2-2 (fists) or 1d6-2 (club)

Face/Reach: 5ft

Special Attacks: Contract leprosy

Special Qualities: Dmg. red.: 2/- due to rotting flesh without nerves.

Saves: F: -1 R: -2 W: 0

Abilities: S: 7 D: 8 C: 6 I: 10 W: 10 Ch: 6

Skills: Spot: +8, Hide: +12, Listen: +6

Feats: Alertness

Challenge Rating: 1/2

Alignment: N

Sheikh

Medium size Human

Hit Dice: 2d8-1 (11)

Initiative: +1

Speed: 30ft

AC: 12

Attacks: -3

Damage: 1d2 (fists) or 1d6 (club)

Face/Reach: 5ft

Special Attacks: Contract leprosy

Special Qualities: Nil

Saves: F: +1 R: +3 W: +2

Abilities: S: 9 D: 13 C: 8 I: 10 W: 12 Ch:

8

Skills: Spot: +5, Hide: +4, Listen: +6

Feats: Toughness, Dodge

Challenge Rating: 12

Alignment: N

Contract leprosy: when touching a living person, latter must save Fortitude DC: 12 or be contracted with leprosy. Leprosy statistics are detailed in appendix.

The lepers are weak and cowardice. Although they are very determined to get themselves slaves they will escape or surrender if combat goes against them.

All of them are a bit crazy - lonely years on the Island do not have good effect on peoples' minds.

It is also possible to negotiate with them, but it is complicated - PCs probably have nothing to offer. Curing one of them is one possibility (by mundane means it is impossible, but *cure disease* spell or scroll works well), killing or overpowering Sheikh is the other. Also, if they kill or subdue lots of lepers during the attack, they are afraid enough not to attack again.

A good way to get some information is to capture one leper. Sometimes lepers are alone or in pairs, looking for food or bringing water from the lake.

The lepers are afraid to make fire - some time ago it invited jolly roger and his men upon them which resulted in death of many lepers. That is the reason why they usually eat raw meat and berries collected from the forest.

Jolly roger's murdering crew has taught them to move silently and unseen, they have also found some hideouts and small caves on the Island to hide. If they happen to kidnap some lonely PC, they will bring





him or her into one of these well hidden caves.

Lair: the lepers live under the lazaretto in the cellar. The trapdoor leading there is closed, strong and well hidden under trash.

They have their old beds in the cellar and there is a dungeon corridor leading out from the cellar. It is made of slate and

the lepers use it instead of the trapdoor. The corridor is very narrow - human can barely pass. That is why there are some bits of rotting flesh clinging on the wall.

The cellar smells awful, just like lepers themselves. There are some knives, axes, hammer and clay dishes, also some signs of meat. Otherwise it is empty.





THE DEAD

Jolly Roger

Medium-Size Undead

Hit Dice: 5d12+3 (35 hp)

Initiative: -1

Speed: 20ft, Swim 30 ft

AC: 11

Attacks: Touch +3 melee

Damage: 1d6 or cackle

Face/Reach: 5ft

Special Attacks: Grinning gaze, cackling touch, create spawn

Special Qualities: Undead, damage reduction 15/+2, fire resistance 20, immunities,

Saves: F: +1 R: 0 W: +4

Abilities: S: 13 D: 8 C: - I: 10 W: 10

Ch: 14

Skills: Spot: +2, Hide: +4, Listen: +2

Feats: Improved unarmed strike, toughness

Challenge Rating: 6

Alignment: Always chaotic evil

A jolly roger is a restless corpse of pirate that died at sea. They resemble usual zombies wearing seaman's clothes. Their toothy grins are made all the more hideous by their ceaseless, gurgling chuckling.

A jolly roger typically leads a zombie crew on ghostly vessel, which they use to raid anchored ships and coastal communities. These ships are far from seaworthy, kept aloft by captains will. If a jolly roger is destroyed, its ship sinks beneath the waves in 2d4 minutes. They can communicate telepathically with

zombies they create, but do not communicate with living beings.

Grinning gaze (Sp): the jolly roger's hideous grin and rasping, nerve grating chuckle causes anyone within 30ft to make Will save (DC: 14) or be affected by *Tasha's hideous laughter* spell as cast by 7th level sorcerer. This is a gaze attack, except that foes must hear the laughter.

Cackling Touch (Su): a living foe hit by jolly roger's attack must make Fortitude save (DC: 14) or be affected by *Tasha's hideous laughter* spell as cast by 7th level sorcerer, except that the victim suffers 1d4 points of permanent Constitution drain per round of laughter, and the effect lasts until dispelled or the victim dies. If the foe's Fortitude save is successful the creature's chilling touch only inflicts 1d6 points of damage.

Create spawn (Su): humanoids slain by a jolly roger's cackling touch rise as waterlogged zombies in 24 hours unless the body is *blessed* and given a traditional burial at sea.

Undead: immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Su): jolly rogers are unaffected by water- and cold-based spells.

Waterlogged zombies (5)

Medium-Size Undead

Hit Dice: 2d12+3 (16)

Initiative: -1

Speed: 20ft, Swim 30ft

AC: 11





Attacks: +2

Damage: 1d6+1

Face/Reach: 5ft

Special Attacks: Nil

Special Qualities: Undead, partial actions only

Saves: F: 0 R: -1 W: +3

Abilities: S: 13 D: 8 C: - I: 7 W: 10 Ch: 1

Skills: Spot: +1, Hide: +4, Listen: 0

Feats: Toughness

Challenge Rating: 1/2

Alignment: chaotic evil

Diet: scavenger

Waterlogged zombies look like human corpses that have been underwater for some time; bloated and discoloured flesh dripping with foul water, empty eye-sockets, tongue frequently protruding from between blackened lips. Their visage and the stench of decay surrounding them are disgusting. On land, waterlogged zombies move slowly, with a clumsy, shambling gait. In water, however, they can swim with frightening speed.

Attacks often show surprising cunning (for example, luring ships onto the rocks and attacking the sailors as they try to save themselves from the wreck). Waterlogged zombies take advantage of their swimming speed by attacking ships as they lie at anchor – climbing aboard the vessel and trying to drive the sailors overboard, where they can deal with them more easily.

Waterlogged zombies attack with the weapons typical of sailors: short swords, daggers, hooks, clubs, belaying pins, etc.

They have to eat fresh human flesh; they rend and chew the flesh of their prey. They are active above the surface during the night.

Waterlogged zombies communicate among themselves by a form of telepathy; they have no need of a spoken language.

Undead: immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Partial actions only (Ex): zombies make only partial actions (attack or move, but not both).

Jolly roger was a cabinboy on Mordent's ship when his ship was captured and he was recruited as a cabinboy for pirates' ship. He made a quick career and soon was part of the crew. When his captain was killed in battle, he was elected a new leader.

He rampaged on the Sea of Sorrows for a year until he crashed on the Island and drowned with his crew. It happened on the same day Louise committed a suicide.

His little hobby in life was playing a harpsichord – this habit he retains in unlife and somehow his harpsichord in his small cabin stays intact, although it is in discord which is a constant pain to the captain. But sometimes he still plays it and then all over the Island a silent ghastly play can be heard – skilful, but in discord.

Now captain and his deathly crew sail with their ship on the Sea of Sorrows and prey on unfortunate seamen, fishermen





and sometimes launch an occasional attack on some small coastal fishing village.

Usually he and his zombies do not wander to the West-Crescent - the rotting flesh of lepers is not their favourite, but sometimes it may happen. And most definitely they will try to catch "fresh" PCs if they are somehow informed about them.

In this case they will either travel to West-Crescent with their sloop or swim through lake. In this case they do not try to get victims to the water - there would other predators eat their prey.

Lair: jolly roger's ghostship is quite small, there is only one big cabin on the deck for the captain and his harpsichord. Furniture is decaying and there is almost nothing worthy for living beings. However, the captain has hidden a small fortune (taken from his victims) on the Island: it is in a small chest full of gold and jewellery buried under a big fir on East-Crescent.

Under the deck there is a cabin for the crew and storage for supplies, now empty.





MADAME LOUISE

Ghost

Medium-Size Undead (Incorporeal)

Hit Dice: 2d12 (14)

Initiative: 0

Speed: 30ft

AC: 10

Attacks: Touch +2 melee

Damage: 1 (nails)

Face/Reach: 5ft

Special Attacks: Manifestation, frightful moan, dream walk, mind games

Special Qualities: Undead, incorporeal, turn resistance +4, allergens, closing the borders

Saves: F: +2 R: +2 W: +2

Abilities: S: 10 D: 9 C: - I: 11 W: 11

Ch: 17

Skills: Spot: +2, Hide: +4, Listen: +2

Alignment: Chaotic evil

Madame Louise appears to be woman in his forties with very determined face. She wears green dress. When she manifests she also usually surrounds the rock with mist. Sometimes she sings sad songs on the rock. She never lets anybody on her rock - she believes her current condition is her punishment and she wants to suffer to redeem her deeds. Alone.

However, at some point she may want peace and therefore send PCs a message via *dream walk* for help. She does not know herself how to find peace.

Manifestation (Su): she manifests as she looked like in life. She can strike with her

hands (which she rarely does) for 1 point of damage.

Frightful moan (Su): anyone who hears her moan or song within 30 ft must make fear save DC 16 or become panicked.

Dream Walk (Su): Louise can enter the dreams of the living once per night. The number of living creatures the ghost can affect at once is equal to the ghost's rank (3). All those affected must be on the Island and Louise aware of them (she can observe the Island from the rock). The ghost can send the targets either a dream or a nightmare; all targets must receive the same effect. Usually it is a nightmare. If the ghost sends a dream, it can send the targets a message as if they were the target of a *dream* spell. If it sends a nightmare, all the targets are affected as if a *nightmare* spell had been cast on them.

Mind Games (Su): Madame Louise is able to create illusions in the minds of the living. The ghost can use this ability at will. The ability takes effect as major image, except: they occur only in the minds of the targets; she also has limited ESP variant that allows her to project victim's deepest fears and former opponents and enemies; the images can inflict damage as long as character believes he/she is hurt. Usually she projects victim's greatest enemies and former opponents and lets them to attack (a way to reintroduce supposedly dead enemy).

Undead: immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.





Incorporeal: can be harmed only by magical weapons, magic (damage is halved) or allergens. Can pass through solid objects.

Turn resistance +4 (Ex): she has +4 turn resistance.

Allergens: she can be destroyed with lake water poured from the large pot found from lazaretto and covered with green slime. She cannot come closer than 10 ft to this pot. This is the pot she used to make poison for her husband. Also, she cannot come closer than 10 ft to any medical or herbal poison.

Closing the borders: Louise's borders' closing ability is somewhat less potent than usually. She can summon mists to surround the rock, but these are escapable. Still, the mist swirls around so that anyone leaving the rock is lost and will wander in it 5-24 minutes (1d20+4). It also applies to those trying to fly away, tying a rope does not help either: it seems to elongate and lead deeper into the mists. Louise herself can walk the mists without danger to get lost, i.e. attack the lost character etc. Of course, she cannot leave the rock.

Lair: the rock is covered with big stones like menhirs, higher than any human. These cover the whole rock and it makes quite a labyrinth. No vegetation grows on the rock. Between the menhirs there is a sloop that Vincent used for trips to the Core. Now it is in a bad condition, but it won't sink with good weather. Louise's spirit prefers to linger there.





NATURAL HAZARDS

Diseases on the Island:

Leprosy: leprosy was once one of the most feared diseases - contracted people were outcasts, they were forced to carry bells to warn others. They often moved in packs to get at least some companionship, there were also several lazarettos where people like them were taken care of.

First the leper emaciates, she/he has "rheumatic" pains, influenza. Then comes reddish rash on the skin, and then bumps (a bit reddish) appear. Then hair starts to fall off, lesser pain goes unnoticed (small burns etc.). These sores or bumps are not painful.

Then muscles emaciate, contractures appear, much more bumps appear, they start to rot, then limbs and other protruding body parts fall off. And victim dies. The incubation period is from few days to forty years, but on the Island it is always two to twelve days.

The whole process takes several years, but on the Island it is quickened: the rotten flesh starts to fall off within few months, first rotten bumps appear within two weeks.

When person has a contact with leper he must make Fortitude save DC: 12 or be contracted. Raise the DC if the contact is long lasting. When touching thing worn or touched by leper, the DC is 8.

On the first stadium (rash) the leper gets -1 Constitution penalty that raises by one per month. When muscles emaciate the leper gets -2 penalty to Strength/month.

When protruding body parts fall off, the victim gets -2 penalty to Charisma/month, with falling limbs -2 to Dexterity/fallen limb. Stats never get lower than 3.

There is no mundane cure for leprosy, but *cure disease* spell cures it.

Bacillary dysentery: spread by flies, contaminated water and contact with faeces containing the bacillus. Fortitude save DC: 12. Symptoms: blood-streaked faeces, sudden high temperature (-4 to Str, Dex, Con). Treatment: rest, lots of fluids to counter risk of dehydration due to loss body fluids. If successful Heal check DC: 13 is made, then after a week victim gets another save (DC: 12), if successful, the sick recovers. If not, the sick dies painfully (which is a case if no Heal check is made) within a week (without magical help). Some lepers on the Island have this illness.

Cholera: spreads in unsanitary conditions. Fortitude DC: 15. Symptoms: vomiting, loss of pulse at wrist, cold clammy skin and muscle cramps, may die in few hours. Treatment: lots of water with sugar and salt (Heal check DC: 13 to know it). Next day victim gets another save DC: 10 to recover. Without treatment the death results in hours.

Malaria: transmitted through mosquito saliva, fatal without treatment. Fortitude save DC: 10. Symptoms: recurrent fever, sweat, but patient feels intensely chilled and shivers violently; there are various strains with headaches, malaise and vomiting accompanying the fever and leaving patient weak and exhausted (Str, Con and Dex drop to 3). Treatment: quinine; willow's bark may be used to





extract fever lowering toxin (Heal check DC: 10). With quinine the recovery is definite, with willows bark another Fortitude save DC: 15 is necessary, on a failed check victim dies within a week.

Animals in the lake:

Crocodile:

Hit Dice: 3d8+9 (28hp)

Initiative: +1

Speed: 20ft, swim 30ft

AC: 15

Attacks: Bite +6 or tail slap +6

Damage: bite 1d8+6, tail slap 1d12+6

Face/Reach: 5ft

Special Attacks: Improved grab

Special Qualities: Nil

Saves: F: +6 R: +4 W: +2

Abilities: S: 19 D: 12 C: 17 I: 2 W: 12

Ch: 2

Skills: Spot: +5, Hide: +7, Listen: +5

Feats: -

Challenge Rating: 2

Alignment: N

Saltwater crocodile (1):

Hit Dice: 7d8+28 (59hp)

Initiative: +1

Speed: 20ft, swim 30ft

AC: 16

Attacks: bite +11 or tail slap +11

Damage: bite 2d8+12, tail slap 1d12+12

Face/Reach: 10ft

Special Attacks: Improved grab

Special Qualities: Nil

Saves: F: +9 R: +6 W: +3

Abilities: S: 27 D: 12 C: 21 I: 3 W: 12

Ch: 2

Skills: Spot: +5, Hide: +0, Listen: +5

Feats: -

Challenge Rating: 4

Alignment: N

These predators are 11 to 12 feet long, usually they lie submerged. If submerged, they get +12 to Hide skill as racial ability.

Improved grab (Ex): to use this ability the crocodile must hit a medium size target with his bite attack. If he gets hold, the crocodile grabs the opponent with his mouth and drags it deep into deep water, attempting to pin it to the bottom and drown. The crocodile automatically deals bite damage each round it maintains its pin.

Shark, large:

Hit Dice: 7d8+7 (38hp)

Initiative: +2

Speed: Swim 60ft

AC: 15

Attacks: Bite +7 melee

Damage: bite 1d8+7 melee

Face/Reach: 5ft

Special Attacks: Keen scent

Special Qualities: Nil

Saves: F: +6 R: +7 W: +3

Abilities: S: 17 D: 15 C: 13 I: 1 W: 12

Ch: 2

Skills: Spot: +7, Hide: +0 (+5 when submerged), Listen: +7

Feats: -

Challenge Rating: 2

Alignment: N





Sharks circle and observe potential prey, then dart in and bite with their powerful jaws. But they are clumsy: they cannot turn quickly, so a good swimmer may avoid them by moving at the right moment (Swim check DC: 20). But this is tiresome and sharks do not tire so quickly.

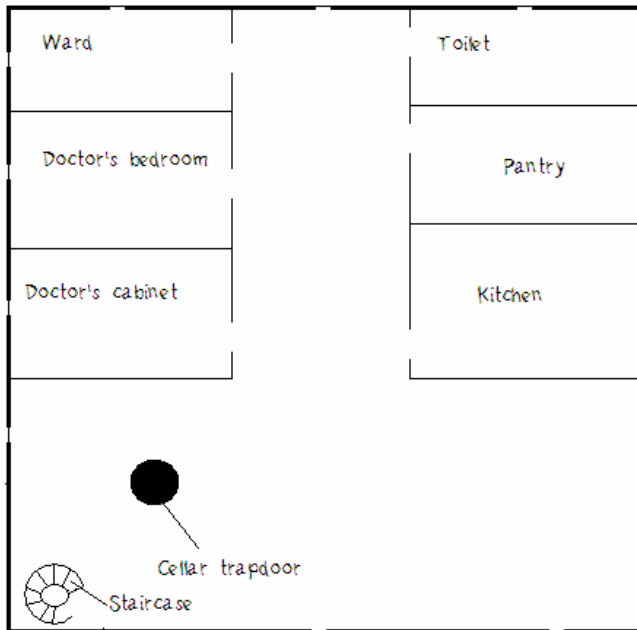
Keen scent (Ex): a shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges up to some kilometres.



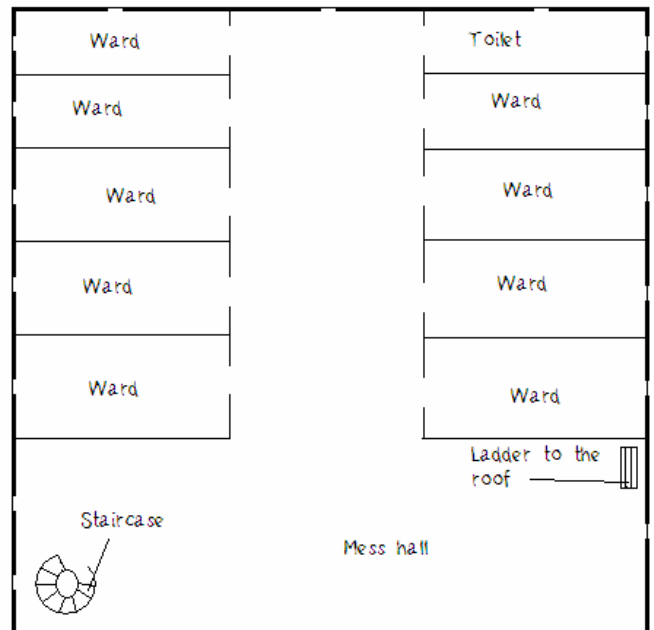


MAPS

The lazaretto:



Lazaretto ground floor



Lazaretto first floor





The island

