

Dreamshoal Island

Adventure Kernel – Originally run under 2nd Edition rules

DM's Notes

In *The 5th Voyage of Edmond White*, there is a journal of a place called Dreamshoal Island. This island is some 800 miles northeast of Te-Qal, in the tropics. Captain White explored this island when he and the crew of *The Endeavor* sighted it by chance in LY 2006.

"This island, which we have named Dreamshoal, is of moderate size, nearly 30 miles long, from north to south, and 8 miles wide, east to west. On the northern side is a marvelous bay, well protected from the storms of the sea. Dolphins frolic in this bay, and we were glad to see them. The island is forested with pleasant tropical growth. This is not so dense as to be unpleasantly hot and humid, but full of native fauna.

"The island is of great interest for several reasons. Firstly, there are Ionian ruins upon it! We encountered a great dwelling, possibly a castle, standing upon the highest hill from where it could look out over the bay and all points east and west. The stone construction of the place had been little damaged by the years, and appeared to Doctor Fortescue as if it had been magically enhanced or preserved in some way.

"When we ventured forth to investigate the ruin up close, we were beset by spirits of fell nature. After three of the crew had been slain by these unwholesome guardians, we withdrew. Due to a lack of magical preparation, we were unable to effect entrance to the ancient abode. Our magickal advisor, Dr. Fortescue, later advised us of the wisdom of our retreat from the place, as the spirits who guarded it had the power to drain life from the living who intruded upon their territory.

"Another item of interest is the cave of wonderful crystals we discovered in a cave on the east side of the island whilst taking shelter from a brace of wyverns searching overhead. The crystals produce visions inside of them when touched by human hand. We took several for samples. The good Doctor pronounced them to be fit crystals for manufacture into scrying devices. This resource bears additional exploration for a return voyage.

"For the sight alone, the island is singular in its great waterfall. This cascade drops from the level of the cliffs above the bay some hundred feet into the bay. In the bay itself are signs of an old wreck, possibly several, near a point of land that might once have supported a pier.

"We spoke with several spirits of the island. These were generally friendly in nature, and showed us where we could locate many patches of blackroot orchid – a most potent ingredient in our Brother Elias's healing potions. The spirits also told us of the island's name, Dreamshoal, referring to the abundant crystals that spoke to dreams and revealed secrets.

"The Endeavor remained at anchor long enough for us to explore the island only casually. We then departed again upon our trade mission to Hakeeris."

DM's Notes:

There is a 3-masted carrack aground in the shallows of the northern bay. It is all that remains of a ship of pirates. The ship was attacked by a bronze dragon, Sarkoradyn, and brought here from about ten miles out to the northeast.

Sarkoradyn regards Dreamshoal Island as her domain. She came here 35 years ago. She is now a young adult and is 92 years old. She has been fairly successful in saving up a treasure horde, especially when one considers the pirate loot.

The pirates had several prisoners aboard they took from a Qoolmian vessel named "Freedom's Call." This ship was bound for Hakeeris with the paladin Anasazu Khinad in charge. Anasazu is a young Qoolmian woman of fierce determination. She is 26 years old and on a quest to aid the Hakeeran resistance and expel the kzinti. Her prayers for aid were answered, albeit indirectly, by the arrival of the bronze dragon to rescue her companions from the pirates. Anasazu has been restlessly exploring the island for the last two weeks, hoping to find a way to continue her quest.

In addition to the paladin, Sarkoradyn rescued five other survivors of pirate hospitality. These are able-bodied sailors from the Freedom's Call, and of no special note.

The Ionian Ruin - "Littramvia Ostia"

The Ionian ruin is a merchant house that once served as a trading outpost. It fell upon hard times when a wizard laid a curse upon the Ostia merchant family and all of its holdings. The wizard was angry that the merchants had delivered a shipment of goods too late for him to complete a major enchantment, and laid the curse as a form of revenge. The Ostia family suffered immediate catastrophic losses, deaths, suicides, and bad luck. The outpost on Dreamshoal Island was affected by a twisting of the guardian spirits that protected the place. Instead of protecting and nurturing those dwelling here, they turned spiteful and maliciously evil, slaying and draining the life from those they once protected. The curse was cast by a 20th level caster, and would require a 20th level caster to remove. There are two other conditions that would lift the curse on the ruin.

- *All of the spirit guardians are destroyed.* Note that the undead do not count. They were created by the twisted spirits and will be destroyed when the curse is lifted.
- *The place is no longer owned by the Ostia family.* This would require that someone make a legitimate claim against the property and holdings that is recognized by Ionian law and custom. One can accomplish this by making a claim that the ruler of the territory recognizes.

Things included in the ruin:

- **Guardian Spirits (Twisted)** (7): AC0, 15HD, THAC0:5, D:1d8+terror+level draining, SA: flying, +2 to hit, terror attack (causes those gazing upon it to flee for 1d4 turns with a *reverse* intelligence check to avoid the effect; touch causes terror automatically with no save), enchantment/charm and illusion/phantasm immunities, 1/2 damage from elemental attacks, become ethereal (to move through objects, escape, surprise, etc.). 12,000xp.
- **Silver Golems** (3): AC0, MV:30, 12HD, THAC0:9, D:1d8/1d8/1d8/1d8, SA: automatic first attack, +1 to hit, fire causes 1HD growth per spell level, cold causes 1HD shrinking per spell level, spell immunity. Size:L (8' tall). 9,000xp.
- **Ju-ju Zombies** (60): AC6, 3+12HD, THAC0:15, D:3d4, SA: undead spell immunities, use weapons, climb walls 92%, +1 to hit, 1/2 damage from piercing and bludgeoning, immune to electricity, magic missiles, psionics, 1/2 damage from fire. 975xp.

- **Slow Shadows** (Lesser Guardians) (16): AC8, 4HD, THAC0:17, D:1d4+slow, SA: surprise, slow, automatic damage, +2 to hit, immune to charm, hold, cold, lightning, turning, holy water. 975xp. Note: These are spirits, not undead.
- Warehouses of Ionian goods from the late 3rd century. There are 20 tons of antiquities with a selling price of 5,000 au per ton. There are also 75 tons of linen and embroidered cotton with a selling price of 1,000 au per ton. These are prices if sold to collectors.
- An extremely well-preserved trade center and large manor house. This is built in the heavy-walled tropical stucco style and magically reinforced to stay comfortable and strong. The stench of death must be aired out, but lifting the curse will make this relatively easy.
- A mage's library and research facility. This is valuable, but primitive by today's standards. It is fully functional, but needs 10,000 au worth of materials to be useful. It also needs 20,000 au worth of books in the library to permit spell research. Specialty books must be acquired through adventure. The library does have historical significance, and includes two "lost" spells. It can also provide a boost to the magical writing in the books of Lencoln Skarex.