

# **A Land Remembered**

**A One-Round AD&D Living City Adventure**

**by Erik Mona**

Blurb: Maskin Farthing has a problem. His daughter, Briella, has followed a fool's errand to colonize a dangerous island, a land that time forgot. He wants her back. Badly. What's a merchant to do? Hire a team of foolish adventurers, of course!

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

## Tier Structure

Add the levels of the PCs to determine which tier they are on. Tiered events and foes are marked throughout the text.

Tier 1:	Total levels 4-13
Tier 2:	Total levels 14-25
Tier 3:	Total levels 26-37
Tier 4:	Total levels 38-56
Tier 5:	Total levels 57+

## DM BACKGROUND

Maskin Farthing has a problem. Several months ago, his sole, beloved daughter, Briella, hooked up with an eccentric group of entertainers, scientists and entrepreneurs on a fool's errand to colonize a tropical island, south of distant Calimshan, off the fecund shores of Chult. Led by a charismatic young priest of Waukeen, named Devlin, the group sought to build a sort of tourist attraction on the island, where they could show off some of the strange flora and fauna evident there.

Briella was a mage of no small ability (indeed, she created a permanent *gate* between the Moon Sea and the Shining Sea, near the island), and (through the use

of a magical mirror) she kept up regular contact with her father. Maskin didn't approve, of course, but Briella was of age, and he had little recourse but to wish and hope her well from afar.

Two weeks ago, however, the missives stopped, and the merchant is worried about his little girl. The head of a powerful merchant house in Ravens Bluff, Farthing has sent his agents to fetch adventurers capable of investigating the island, and returning Briella to Ravens Bluff.

Devlin's "Forgotten Island" is a haven for dinosaurs and all manners of prehistoric plants and creatures. Devlin's group planned to tame all of the island's creatures through a powerful relic, *The Sacred Heart of the Beast*, rendering them harmless. When a troubled Hierophant of Silvanus named Baerwald got wind of this, he traveled to the island and pleaded with the party not to disturb the natural order of things. He was, of course, rebuffed, and so he set upon a plan to ensure that the island remained natural forevermore.

The druid, a powerful "deep ecologist" type, accelerated the growth of a particularly strong colony of olive slime in the caverns below the island. Not wanting to interfere too much, he merely allowed the slime to thrive, and soon enough, it did its part, gradually infecting several beasts on the island.

Three months after the colonists arrived, they encountered a horrible dinosaur impervious to the animal charming powers of their relic, which they had embedded in the caldera of a dormant volcano. It was only a matter of time before the olive slime creatures had destroyed the entire operation.

## MODULE SUMMARY

The PCs are contacted by agents of Farthing House, the impressive headquarters of Maskin's shipping operations. There, they meet Maskin Farthing, who offers the party a healthy reward if they can accompany a ship he has hired to the island.

The merchant has extensive plans for the trip, but does not reveal them to the PCs at this time. He is genuinely interested in the welfare of his daughter, but also knows that he can make a great deal of money if he can capture some of the creatures that inhabit the island. Several unscrupulous merchants have promised to pay a hefty sum for a pair of these large reptiles. Farthing does not need the party for this (indeed, he won't even tell them), as his crew will take care of it.

The party is to find Briella and return word of her whereabouts to her father. In order to claim their full reward, they must convince her to return to Ravens Bluff. The party set sail on a sturdy ship, to find the island that time forgot. (**Encounter 1**)

After meeting the captain of Farthing's ship, the PCs travel through Briella's portal to the waters of the Shining Sea. (**Encounter 2**)

Just off the shores of the Forgotten Island, the PCs get a chance to explore the sunken wreck of a Calishite ship filled with gold and corpses. (**Encounter 3**)

From the ship, the PCs make their way to demolished docks, and ultimately to the group's camp, parts of which have been destroyed. There, they piece together the mystery of what happened to the explorers, and catch the scent of Briella, who has gone south, to the island's central volcano. In the camp, the PCs meet their first living inhabitant of the Forgotten Island, a docile triceratops. (**Encounters 4 & 5**)

On the path to Briella and the volcano, the party might encounter some of the less friendly inhabitants of Forgotten Island. (**Encounter 6**)

Once at the foot of the volcano (**Encounter 7**), the PCs have a chance to explore an unnatural cave -- the home to the island's olive slime colony.

Atop the volcano, the PCs encounter Briella and Baerwald, and discover that someone has had a change of heart. This may lead to fighting, negotiation, or flight from the island (**Encounter 8**).

On the journey home, the PCs discover that their chip has become home to some very unwanted stowaways (**Encounter 9**) which must be dealt with before they return to Ravens Bluff, with or without Briella Farthing (**Encounter 10**).

Before reading this module, judges should familiarize themselves with **Appendix 1: A Few Words on Olive Slime**, **Handout Two: Devlin's Journal** and **DM's Aid 1: Cast of Characters and Timeline of Events**.

## Player Introduction

*You follow the businessman through the crowded Harbor District, taking in the salty air of a dockside morning. Though the city behind you still sleeps, the dockyard is alive with workers loading and unloading cargo, fishermen setting out to sea and swarthy faced maidens selling fish on the street. To your right, teams of bare-chested workmen keelhaul The Wanderer, a dry-docked galleon, and all around you the sounds of ocean-based commerce set a chaotic cadence to your march.*

*"A mission," the man had said. "Sea travel, danger and lucrative remuneration." That was enough to draw your tired body out of bed and to the streets of Ravens Bluff.*

*Soon enough, you reach Farthing House, the impressive headquarters of Farthing Custom & Trade, one of Ravens Bluff's most influential and successful merchant houses. Outside the premises, you note that*

*well-dressed servitors have brought other adventurers to the place, and as you congregate, the most self-important looking businessman opens the door and bids you enter.*

Allow the PCs to introduce themselves to one another, but if they dally, one of the businessmen will explain that it is not wise to keep Mr. Farthing waiting.

## Encounter 1: These Precious Things

*The haughty businessman leads you through a dizzying length of stairs and corridors until finally you reach a huge fifth-floor deck, replete with safety rails and a resplendent view of Ravens Bluff's harbor. From this vantage, the team working on The Wanderer looks tiny, almost insignificant.*

*A man stands at the far end of the porch, his back turned to you. Even from behind, his paunch betrays the carelessness of middle age, and his brown hair peaks high on his head. He turns, and you are struck by his deep brown eyes. They hold sadness, and red lines give evidence of tears, lack of sleep, perhaps both. Still, they are commanding eyes--the eyes of a leader. Seeing that you have arrived, a smile comes to his lips.*

*"I am Maskin Farthing," he says, his voice gravelly and tired. "I told my men to find the best. I certainly hope you qualify. One of my. . . investments is in peril -- perhaps lost, and it looks like you're the ones for the job."*

*Farthing smiles. "Now you know me. Please, tell me who you are, and a bit about yourselves, so I might know that my associates have chosen wisely."*

PCs making successful **local history** checks will know that Farthing is a successful businessman who has lived most of his life in Ravens Bluff. Farthing Custom & Trade is well known in the Vast as a trustworthy and highly profitable shipping enterprise.

Maskin Farthing is an intensely serious man, and genuinely wants to know about the PCs. He entrusted his advisers to find him the best adventurers available, and his trust in his associates is unshakable. Therefore, Farthing will discount any self-deprecation on behalf of the PCs. Inappropriate behavior will lead to a grim look, however. Continued rudeness or frivolity will be met by a request for the offending PC to leave the property.

The PCs will probably be curious about the nature of Farthing's investment, but he will not say another word until he is sure that he can trust them. The merchants of Ravens Bluff are an opportunistic lot, and

Farthing is afraid that, if the wrong people were to learn of his daughter's disappearance, they might be able to use that fact to exert financial leverage over Farthing Custom & Trade. Maskin loves his daughter deeply, but profit is profit.

Farthing will attempt to gauge the PCs' experiences and affiliations, often interrupting (always politely) their introductions with questions about their titles, background, etc. He is an exacting, brilliant man, and his insightful questions have served him well in the past.

After the PCs have introduced themselves and answered questions to Maskin's satisfaction, proceed.

*"I see that my advisers chose wisely," he says with confidence. "As I said, one of my investments is in danger. Of all that I own, this particular item is of greatest value to me. I speak of my own daughter, Briella, who is missing now for two weeks."*

*Farthing turns, to look out to sea. "Briella is very precious, and very gifted. I sent her to Halruaa for training, and she's no slouch in her studies. It would take a lot to abduct her, but that is what I fear may have happened."*

*"About eight years ago, my daughter fell in with a group of 'investors' led by a bright young man named Devlin, a priest of Waukeen. Their group explored the length and width of the Realms, and eventually discovered an island south of Calimshan filled with plants and animals from before time began. This Devlin immediately set upon a foolish quest, one that I'm sorry to say Briella adopted wholeheartedly."*

*"With Devlin in charge, the group set out to locate an relic, The Sacred Heart of the Beast, which he hoped would tame the monsters of the island. With that in place, they began to colonize the island, and hoped to lure wealthy tourists from all around the Realms to their lost paradise. I tried to convince Briella to leave the group, to give up the dangerous and foolish work, but she would not relent."*

*"Instead, as if to defy me, she opened a magical gate between the open waters of the Moon Sea and the Shining Sea, near the Forgotten Island. Through this, she hoped to bring ships filled with nobles and coin from the Vast." A smile comes to his lips. "Briella realized the value of the gate's location, and she wouldn't tell even her father of its whereabouts."*

*"I, too, am resourceful. It took months, but my ships eventually located the gate. You would be surprised how much Amn will pay for lumber. . . No matter. My daughter is what's important. Two weeks ago, her magical missives stopped, and I have heard nothing from the Forgotten Island."*

*"I fear the worst, but desire confirmation. On the morn, my fastest ship, the Mare's Milk, will journey to the island. Briella was kind enough to give me the*

*exact location, so finding it should be easy. It's finding her that will be more difficult. I propose that you adventurers have a better chance at it than my hired laborers. I'm willing, in fact, to put a sizable reward on this proposal."*

Farthing waits for any questions the PCs may have. Weave the below points into his discussions and negotiations with the party.

- Briella is a mage of great ability, and helped Devlin's group by both helping to locate the *Sacred Heart of the Beast* and by setting up the portal.
- Maskin doesn't trust Devlin. He fears the priest may have designs on his daughter, and does not approve. Still, he admires the man for his entrepreneurial instinct.
- The merchant doesn't know anything about the *Sacred Heart of the Beast*, save that it is an ancient relic dedicated to Sune, goddess of beauty.
- He'd been keeping in touch with his daughter through a two-way magical mirror. His "side" is fine, but he fears something may have happened to Briella's mirror.
- Farthing's wizards have tried to contact Briella every day, but without any effect.
- The trip will take at least three days – two to the portal, one to the island.
- The PCs must swear to keep secret the location of the portal.
- The *Mare's Milk* will leave at dawn, the following day.
- Farthing has already made a deal with the captain of the *Mare's Milk*, and will not allow PCs to bring their own boats or ships along, fearing that they might slow the journey.
- He will offer to pay the PCs 2,000 gp each for their troubles.

Upon the agreement of the PCs, Farthing will thank them for helping him return his daughter, and will instruct his servants to see the party to the door. As they leave, he turns back to sea, his eyes locked on the horizon.

If the PCs wish to consult the library at the temple of Sune, give them **Handout One**.

Allow the PCs to do whatever they wish for the next day, including research, magical preparation, equipment shopping (at Player's Handbook prices), etc. When they are ready to leave, proceed to Encounter 2.

## Encounter 2: *The Voyage*

The voyage to Briella's portal will be relatively uneventful. At dawn, the PCs will find the *Mare's Milk* in port and ready to depart. The ship is a caravel, and is captained by Dara Nando, a careful, intelligent woman of Sembian origin. Nando took port in Procampur during the recent war, and has been aggressively courting business for the past year in an effort to make up for lost time. She's been a part of Farthing's armada for most of that time, and appreciates his eye for profit.

If Dara Nando has a fault, it is her mercenary nature. Despite her admiration for Farthing Custom & Trade, she would sell them out if the price were right, and if the betrayal didn't require breaking the law. She will not, however, tell the PCs that Farthing hopes to capture two of the island's inhabitants unless the PCs give her 10,000 gp, twice the sum total of her take from Farthing. She will not make any such offer, and this information is only included on the off chance that one of the PCs is utterly paranoid and hideously wealthy.

Any PCs with **rope use**, **seamanship**, **navigation** or any other applicable proficiency will be welcome to help Nando's crew, which mostly consists of foreigners from a half-dozen ports off the Moon Sea. All PCs will be given private quarters for the extent of the voyage, replete with a small, uncomfortable bed, a footlocker and a tiny portal looking out to sea.

Should the PCs wish to explore the ship, they will discover little of interest save a large, empty cargo hold accessible both from a door belowdecks and two large trapdoors opening to the deck, above. The ceiling here is twenty feet high, and the hold takes up the entire width of the foremost third of the ship. The hold contains several ropes and chains, but remains empty for the entire trip. This area will come into play upon the return voyage (see **Encounter 9**).

It takes the *Mare's Milk* just under a day to reach Briella's portal. When it does, read the following.

*Just as the second day's sunlight begins to fade over the Moon Sea, you hear shouts from the forecastle and crow's nest. Looking forward, you expect to see a large magical portal, but instead are greeted by a view of open sea.*

*Further concentration, however, reveals what must be the portal. Straight ahead of the *Mare's Milk*, the water appears more choppy, and perhaps also a lighter shade of blue. The ship glides gently to the choppy water and, without fanfare, you know that you've passed through Briella's gate. The sun, which had nearly vanished only minutes ago, appears at least two hours higher in the sky. In the distance, you make out what appears to be a small island, just as a man in the crow's nest shouts "Land Ahoy!"*

## Encounter 3: *The Calishite Reaver*

Unless the PCs are bankrolling the entire mission, Captain Nando will put in at the island's docks, which face the portal (see map). The docks mark the only navigable deep-sea port on the island, and any time spent searching for another place to land will be wasted.

Though Nando does not know this, she will encourage the PCs to use the docks, as all time should be spent trying to rescue Briella. Her insistence on using the docks, however, will be somewhat sated when the broken hulks of Devlin's ships come into view. The dock itself has been smashed apart. Reluctantly, Nando will order the *Mare's Milk* to port.

*Approaching the island Captain Nando shouts out orders to her crew, and sailors seem to erupt from all corners of the ship. Just as Captain Nando orders the sail drawn in, a low, horrid moan fills the air. The sound seems to come from the hull, below the surface of the Sea. Nando's eyes flash a look of anger and fear. The *Mare's Milk* has struck something.*

The ship has indeed run afoul of an obstruction – the broken mast of the *Calishite Reaver*, the personal caravel of Prince Faruq of Calimport, a petty noble of the Seven Families. Devlin had contacted the prince in hopes that the fantastically wealthy noble would finance his operation. Unfortunately, the olive slime aquatic dinosaurs patrolling the island got to the ship first.

The waters in this part of the Shining Sea are relatively clear, though the *Calishite Reaver* sits on the ocean floor, about 40 feet below the surface, and is not visible from above the waterline. Should they wish to explore, PCs will need to find some way to breathe underwater. PCs with the **swimming** proficiency will be able to make quick forays into the broken hulk, but will have to return frequently for air.

Allow PCs to search the ship for as long as they wish, though Captain Nando will suggest that they abandon their effort once it becomes clear that the *Mare's Milk* is completely unharmed. It will take a full hour to discover anything of value.

Allow each investigating PC a **Wisdom check** to discover the corpse of Prince Faruq, which is trapped under some fallen ceiling supports in a plush aft cabin. PCs who can breathe underwater receive a +2 bonus to their check. PCs with active *detect magic* abilities will automatically locate the prince, as his scimitar and ring bathe his cabin in a pallid green glow. PCs searching for more than two hours will discover the ship's treasure hold, which contains Calishite coins equivalent

to 10,000 gp. If the party decides to keep these monetary spoils, Nando will demand 50%.

All PCs investigating the wreck discover the following.

- The ship is called the *Calishite Reaver*. (Found etched into an elaborate masthead, in several different languages, including the trading tongue.)
- It looks as if the ship had been torn apart, as much of the outer hull contains tooth marks, and shows signs of physical attack.
- The *Reaver* held several men, dressed in fine silk robes and pointed shoes. Many of these men appear to have drowned, but an equal number bear large bite wounds. Whatever created the wounds had a mouth at least three times the size of a dolphin's.
- One compartment holds the drowned bodies of several women in various states of undress (the prince's harem).
- Many of the portals and doors bear the device of Calimshan. (This fact can be deduced only on a successful Heraldry roll, or if any of the PCs are from the surrounding area.)

Anything else of import has either been swallowed, washed away or completely destroyed.

## Encounter 4: Wreckage

As the PCs put in at the dock, allow them to explore the island by giving them **Player's Map 1. Judge's Map 1** corresponds exactly, with keyed encounters at several spots in Devlin's camp, as well as on the island itself.

If the PCs force Captain Nando to anchor off the coast of the island in a different location, they will be able to crowd onto a single life raft, and row their way to shore. In this case, roll some dice every once in a while, to make the players think you're rolling for random encounters. They will not encounter any olive-slime dinosaurs, but feel free to have them catch fleeting glimpses of some very imposing creatures. Do not give away the fact that they are non-hostile just yet, and always try to make the PCs feel as if they got away "just in time." Eventually, the party will attempt to scout the village or volcano – adjust encounters as appropriate.

### Keyed Locations

Before reading further, take some time to review **DM's Aid 1: Cast of Characters and Timeline of Events at Briella's Camp**. This information, for the DM's eyes only, gives an overview of the camp's members and the events leading to their demise.

At some point during the party's investigations of the campsite, run **Encounter 5: The Visitor**.

### 1. The Docks

*The docks have been smashed apart, apparently from something below the surface of the water. Judging by the two half-sunken caravels here, the destruction was complete.*

Despite the wreckage, Captain Nando can safely dock the *Mare's Milk* here. Maneuvering across the broken docks to the shore is difficult, but by no means impossible.

The two caravels, *The Bright Sunrise* and *Erine's Smile*, are largely devoid of any wealth, and are beyond repair.

### 2. Visitor Center and Mess Hall

*The "Welcome" sign hanging over the smashed doors of this large building strikes you as grimly humorous, given the condition of the building. Inside, a few long tables lie overturned on the floor, and you can just make out a large splotch of dried blood against the far wall. A door off the west wall leads to a darkened room.*

It was here where the olive slime zombie dinosaurs first attacked Devlin's party. There are obvious signs of struggle within, including bloodstains, broken plates, crockery and spoiled, uneaten food (the assault came during eveningfeast, about three weeks ago). No corpses are present.

The door in the west wall leads to a small kitchen. Anyone searching the room may make a **cooking** proficiency check to notice signs that the stove and certain utensils were used no fewer than three days ago.

Anyone carefully searching the outer room will discover traces of dried, drab olive flakes on the main door jamb and along some of the scattered debris (these marks are the remains of olive slime jarred loose during the fight).

**Tracking** checks at any point within the camp are made at a -10 penalty, due to harsh rains in the past week. Any successful attempts reveal man-sized tracks at least a week old going from the hall to the barracks, and also from both locations to Devlin's villa. Occasionally, the trails are broken by large, reptilian treads, but all are exceedingly difficult to either follow or identify with certainty.

### 3. Privy

*This simple wooden structure is obviously a privy. Its door swings open in the breeze, revealing darkness within.*

This small structure served as the temporary, single toilet for the entire expedition. This was often a site of much importance and morningtime competition in the camp, but now that everyone is dead, it's pretty much useless.

#### 4. Devlin's Villa

*Unlike the larger building in the center of the camp, this structure seems to favor style over utility. The walls are made from a dark, hard wood, and the door has been painted a bright shade of yellow. The shingles of the two-story structure's roof shine bright red, and a large stone carved into the shape of an oversized coin featuring the profile of a beautiful woman stands before the stairs to the front door.*

Anyone with the **religion** nonweapon proficiency instantly recognizes the statue as a depiction of Waukeen, the Merchant's Friend.

This structure is in fact the home of Devlin, the expedition's leader. Like the rest of the camp, the house is relatively new, which will be apparent to anyone with the **carpentry** or **engineering** nonweapon proficiency.

The front door is closed, but unlocked. Devlin has set no traps, and the interior of the first floor is lavishly decorated with rich carpeting, gilded statuary and oil paintings representing various scenes in the mythology of Waukeen. Against one wall, Devlin has mounted currency from at least seventeen different nations. If the art was collected and brought to the temple of Llira or Waukeen in Ravens Bluff, it could net 10,000 gp.

Going up the stairs triggers the following: *The narrow staircase seems to creak as you make your way to the second floor. Your nose catches a hint of perfume, and by the time you reach the top, your senses are overpowered by a sweet, flowery odor. The hall here leads to a small sitting room, with a cold fireplace and a door off the opposite wall. Under a picture window, several books line a shelf next to a comfortable-looking plush chair. A carpet made from the pelt of a great cat, complete with a feral stuffed head featuring two teeth at least a foot long, rests before the mantle.*

The books are mostly arcane tomes on personal finance or Waukeenar religious tracts. Two are fantasies about a mythical voyage to Chult, and feature illuminated illustrations of men in armor fighting gigantic lizard creatures. A window against the east wall gives a commanding view of the entire camp. The chair is indeed comfortable.

The perfume smell seems to come from the door in the north wall, which leads directly to Devlin's bedroom.

*You push open the door and another wave of the flowery scent washes over you. What is revealed, however, is far more sinister. The room is a richly appointed bedroom, complete with a four-posted bed, elaborate wooden desk and a large chest of drawers. The desk's simple wooden chair lies on its side in the middle of the room, the body of a well-built, middle aged human hanging from rope attached to the ceiling above it. The man wears robes of gold, and hangs from the neck, his back facing you.*

The PCs have just met Devlin. So vain was the priest that he couldn't fathom the idea of someone discovering his smelly, decomposing body, and the room is literally covered in perfume. (The empty bottles can be discovered tucked neatly in the chest of drawers.)

Devlin has been dead for two days – the sordid tale of his fall from sanity is chronicled in his personal diary, which rests conspicuously atop the desk (and makes up **Handout 2**). In a pocket of his robes, the PCs may discover one of Devlin's most prized possessions, his *monocle of fine appraisals*, a gift from an avatar of Waukeen, herself.

If the PCs cut Devlin down and strip him, they will discover a small colony of olive slime lining his spinal column. The colony is so weak that it will be dead in a matter of days, and cannot even muster the strength to attack the PCs.

PCs attempting to use *speak with dead* to communicate with Devlin may learn the following information. If the desired information is not available below, try to extrapolate from the summary of events handout, or from the more flowery version in Devlin's diary:

- He once loved Briella, but the feelings were not returned, and he ceased courting her about five years ago.
- He strongly feels that the druid who visited the camp may be involved in the failure of the *Sacred Heart of the Beast*.
- Devlin does not know what the olive growth is, but witnessed the attack on the meeting hall, in which one of his companions, a fighter named Argus, was killed. One of his friends, Mallus, was badly wounded in the attack, and later came under the control of the stuff, eventually infecting everyone in the barracks.
- Devlin did battle with the transformed Mallus, and murdered all of his friends in their beds, setting fire to the barracks.
- He knows that he became infected during the fight, but thinks that his own death will thwart the growth. He knows there is no profit in the island, and that he has failed Waukeen.

- Devlin fears that Briella is dead, as she has not returned from the volcano in more than eight days (from the day he died).
- Not all of the dinosaurs or animals on the island have gone insane or reverted to their natural predatory instincts, but Devlin isn't entirely sure why.

Searching Devlin's room will reveal few additional clues. The priest's *staff of curing*, expended and beyond the help of recharging, rests in a far corner.

## 5. Barracks

*The remains of charred walls mark what must have been a large wooden building. The place reeks of smoke, and what looks like a half-charred elven body lies just outside the main entrance.*

These were the camp's barracks, put to the torch by a paranoid Devlin. The body outside is that of Prendrin Thall, an elven rogue who had been a member of the group for several years. An examination will show that he did not die of burns, and that his throat has been slit. Further, his back along his spine is carved with scrapes and scars, as if someone had attempted to peel the skin away with a dagger or small knife. He has been dead for five days.

If *Speak with dead* is used, Prendrin will reveal the following.

- He is certain that Devlin killed him, since Mallus had instructed him that the priest had gone insane.
- Mallus looked very strange, almost as if part of his body had changed to something else. (He will not be more specific on that point.)
- The people inside the barracks are: Periscot, Dyv Durn, Ledro Kile and Mallus. Prendrin hopes that they were able to fend off Devlin.

Exploring the burnt husk of the barracks will reveal four corpses, all of whom have had their throats slit, and all lie face down on their beds. The bodies, going from the rooms nearest the door, are a badly burned halfling female (Periscot), a badly burned elderly human man wearing a holy symbol of Lathander (Dyv Durn), a partially burned human male with a single hand (Ledro Kile) and a malformed, large human male (Mallus). All save Mallus have scrape marks along their spines. Mallus is horribly mutilated, and parts of his skeleton (all that remains of him) are spongy and soft to the touch.

*Speak with dead* will reveal information similar to Prendrin's, save for Mallus, who cannot be contacted via magic at all (the transformation into an olive slime creature has utterly destroyed his mortal soul).

All of the party's personal effects are either absent or have been destroyed in the fire. There are five rooms without corpses. These belong to Argus (killed in mess hall), Prendrin (dead outside), Jarkus, Wedonai and Briella (who went to check on the *Heart*).

## 6. Large burnt mark on ground

*You come upon the remains of a small fire, which mark a dark circle about three feet in diameter. A pile of ashes lies at the center of the scar.*

Searching through the ashes reveals the remains of a wicker basket and several lumps of flaky, jet black material. After Devlin rid the bodies of his friends of the olive slime, he brought it here. These ashes and remnants are all that remain.

## 7. Crushed outbuilding

*A huge palm tree has fallen on a small building, here, crushing it flat. Though you can't make out any details from a short distance, it appears as though the building held only a single room, and had only one door, facing north. That the building appears to have been without windows is nothing odd, save for the fact that light reflections shine off what appears to be broken glass.*

This small building held Briella's *magic mirror*, her sole means of contacting her father. After the Hierophant realized that his warnings would go unheard, he forced the tree to fall, cutting off the island from the outside world. (An examination of the tree reveals that it simply *bent* over on the building, and is not broken.)

It will take a combined strength of 50 to lift the tree (barring powerful magic). Investigation of the glass pieces reveals that one face is, in fact, mirrored. *Detect magic* will reveal the last vestiges of power in the device.

## 8. Grave

*Nestled within a copse of tropical fruit trees, a large stone obelisk marks the resting place of a member of Briella's party. The name "Argus" has been carved into the stone.*

This is the resting place of Argus, the group's fighter. Argus was killed by a velociraptor attack on the mess hall, and was buried 11 days ago.

## 9. Fire pit

*You follow a short path from the heart of the camp to a small pit, marked by the dark scars of fire. The pit appears about ten feet deep, and its bottom is lined with ash.*

This was the camp's trash pit. After Mallus became possessed by olive slime, he irrationally stole and burned most of the group's magical items here. Digging around in the ash (which is itself about five feet deep) reveals the melted remains of three swords, a mace and half of an ensorcelled breastplate. All are useless, though they still radiate faint traces of magic.

## Encounter 5: *The Visitor*

Run this encounter at some point during the party's investigation of the campsite.

*Suddenly, the trees in front of you shake violently, as a creature of immense proportions makes its way from the jungle to the heart of the camp. The thing stands on four legs, like an elephant, but its skin is covered in large plates of natural armor. Its beaked head is protected by a crowned mane of bone, and three impressive horns jut from its forehead and nose. It moves deliberately, but slowly, paying you no attention.*

The creature is a triceratops, a usually aggressive and tempestuous resident of the Forgotten Island. The soothing effects of the *Sacred Heart of the Beast*, however, have made the creature as docile as an old basset hound.

The dinosaur's statistics are included only in the event that the PCs attack it. Even so, it will not, indeed cannot, fight back.

If approached peacefully, the triceratops will gently nudge a friendly PC, acting playfully. Remember, however, that the creature is much larger than an elephant, and has all the attendant strength. This power will not be used to cause harm to the party, but it should be apparent to any PC that, were matters as they should be, the beast should not be trifled with.

**Triceratops;** Int Animal (1); AL N; AC 2/6 (head/body); MV 9; HD 16; hp 102; THAC0 5; #AT 3; Dmg 1-8/1-12/1-12 (horns/foot/foot); SA Nil; SD Nil; MR Nil; SZ H (24' long); ML 13.

## Encounter 6: *On the Path*

This encounter occurs shortly after the PCs set out on the path north to the volcano. The path is wide and smooth near the camp, but about an hour south, it becomes overgrown and difficult to follow. A successful **tracking** check reveals no recent human traffic (the recent storms washed them away), but periodically, large bird and lizard tracks cross the path.

It will take the party about 24 hours to reach the base of the volcano, and another six hours to reach the summit. Four hours into the trek, the PCs will encounter some of the corrupted denizens of the island. If they use some ingenious method of travel, such as *flying*, this encounter may be skipped.

*The forests of Forgotten Island are alive with the calls of tropical birds, the screech of wild monkeys and other, stranger sounds that defy identification. Suddenly, the nearby woods grow silent, and distant animal calls make strange echoes against ancient tree trunks.*

### Tier One

(Have the party make unmodified surprise checks.)

*Two huge reptiles rush onto the path! The creatures walk on four stubby legs, and a huge fin-like growth rests upon their backs. Though their skin is bright green with darker spots, a drab green, slimy substance around the base of the fins catches what little light makes its way through the jungle's lush canopy. The creatures snarl in defiance before rushing to attack.*

**Olive Slime (young) Dimetrodons (2):** Int Non- (0); AL N; AC 4; MV 12; HD 3; hp 21; THAC0 18; #AT 1; Dmg 1d4+1 (bite); SA Nil; SD Nil; MR Nil; SZ M (9' long); ML 11.

Though infected by olive slime, these creatures have not yet metamorphosed into full-fledged olive slime creatures. Therefore, while a healthy patch of slime exists along the spines of these beasts—enough to negate the taming effects of the *Sacred Heart of the Beast*, the dimetrodons are still vulnerable to normal attacks.

### Tier Two

(Have the party make unmodified surprise checks.)

*Two huge reptiles rush onto the path! The creatures walk on four stubby legs, but their necks are long and feature elongated heads with hundreds of tiny, sharp teeth. The yellow-skinned creatures rear up on their hind legs, revealing hideous growths of a drab green slime before rushing to attack you.*

**Olive Slime Iguanodons (2):** Int Non- (0); AL N; AC 6; MV 12; HD 4; hp 38; THAC0 17; #AT 3; Dmg 1d3/1d3/2-8 (thumb/thumb/ tail sweep); SA Nil; SD Nil; MR Nil; SZ L (30' long); ML 12.

Though infected by olive slime, these creatures have not yet metamorphosed into full-fledged olive slime creatures. Therefore, while a healthy patch of slime exists along the spines of these beasts—enough to negate the taming effects of the *Sacred Heart of the*

*Beast*, the iguanodons are still vulnerable to normal attacks.

### **Tier Three**

(Have the party make surprise checks with a -2 penalty.)

*Five huge reptiles rush onto the path! The creatures stand as tall as a human on two powerful legs, and two short arms flex powerful claws. Their skin is dark brown with green mottling, making them blend with the forest backdrop. Your eyes are drawn instantly to their heads, however. The dinosaur's gaping mouths bear thousands of teeth, stained red by the blood of several meals. Handfuls of drab green ooze grow in chaotic patches atop their hides.*

**Olive Slime Velociraptors (5):** Int Low (6); AL N; AC 6; MV 20 (45 sprint, max three rounds); HD 3 +3; hp 25; THAC0 16; #AT 5; Dmg 1d2/1d2/1d6/2d4/2d4 (front claw/front claw/bite/back claw/back claw); SA Nil; SD Nil; MR Nil; SZ H (9' long); ML 11.

Velociraptors are among the most intelligent members of the dinosaur kingdom, and thus wait in ambush for the party. When they attack, they will do so from the front and sides (granting them the surprise bonus listed above).

All hind claw attacks are made with an effective THAC0 of 14.

Though infected by olive slime, these creatures have not yet metamorphosed into full-fledged olive slime creatures. Therefore, while a healthy patch of slime exists along the spines of these beasts—enough to negate the taming effects of the *Sacred Heart of the Beast*, the velociraptors are still vulnerable to normal attacks.

### **Tier Four**

(Have the party make unmodified surprise checks.)

*Four huge reptiles rush onto the path! The creatures stand as tall as a human on two powerful legs, and two short arms flex powerful claws. Their skin is dark brown with green mottling, and almost completely covered in a drab green slime. Your eyes are drawn instantly to their heads, however. The dinosaur's gaping mouths bear thousands of teeth, stained red by the blood of several meals.*

**Olive Slime Creature Velociraptors (4):** Int Animal (1); AL N; AC 6; MV 20; HD 5 +2; hp 25; THAC0 16; #AT 1; Dmg 2d4 (bite); SA olive slime; SD See below; MR Nil; SZ M (6' tall); ML 9.

Though normal velociraptors intelligently stalk their prey, these creatures have lost their cunning, in favor of mindless destruction.

The creatures have but one attack, a bite, which has a 10% chance of transferring olive slime upon each successful attack (NOT cumulative).

Olive slime creature may be harmed only by acid, freezing cold, fire and *magic missile* spells. Spells that affect plants will also affect them, though the effects of *entangle* are minimal at best (merely halving movement rates for 2 rounds). No other attacks, by weapons, lightning or spells that affect the mind, can harm an olive slime creature.

If the party flees, the olive slime creatures will pursue as far as the base of the volcano. There, they will wait until the PCs return from the summit. It is unlikely, but possible, that the party will be able to move faster than the creatures. If this is the case, allow them to escape.

### **Tier Five**

(There is no chance of surprise in this encounter.)

*The jungle shakes as powerful footsteps come into hearing range. The steps are measured and fast, and seem to be heading directly toward your direction. Almost as soon as the observation is made, however, the edge of the path to the right erupts, sending tree trunks flying in all directions.*

*When the chaos clears, you are greeted by a horrible sight. A gigantic lizard, easily 50 feet tall, stands on two powerful legs before you. Its arms are tiny and almost useless, but its huge head shrieks a horrible scream that reveals the beast's awesome power. A long, powerful tail waves behind the creature. Its entire body drips in a horrifying drab green slime, which streaks along the jungle floor as the thing makes its way toward you.*

**Olive Slime Creature Tyrannosaurus Rex:** Int Animal (1); AL N; AC 6; MV 15; HD 16; hp 96; THAC0 5; #AT 1; Dmg 4d6 (bite); SA olive slime; SD See below; MR Nil; SZ G (50' tall); ML 9.

The creature has but one attack, a bite, which has a 10% chance of transferring olive slime upon each successful attack (NOT cumulative).

Olive slime creatures may be harmed only by acid, freezing cold, fire and *magic missile* spells. Spells that affect plants will also affect them, though the effects of *entangle* are minimal at best (merely halving movement rates for 2 rounds). No other attacks, by weapons, lightning or spells that affect the mind, can harm an olive slime creature.

If the party flees, the olive slime creature will pursue as far as the base of the volcano. There, it will wait until the PCs return from the summit. It is unlikely, but possible, that the party will be able to move faster than the creature. If this is the case, allow them to escape.

The companions of olive slime infected PCs have a 50% chance of noticing the infection on casual glance. Search by wary individuals will always locate the olive slime, usually where it rests along victims' spines. Within 2d4 hours of infestation, the infected PC's main concern becomes how to protect, feed and sustain the growth of the olive slime colony located in the caves beneath the Forgotten Island. For the sake of this adventure, undiscovered victims become "active" at the base of the volcano.

Pass the player a note explaining that they have come under the control of a foreign entity. Examples of controlled behavior include suggesting that the party explore the cave in Encounter 7, pushing PCs under the olive slime colony in said cavern, or helping the olive slime zombies in that cavern defeat the party.

Olive slime infestations may be harmed by acid, freezing cold, fire or by a *cure disease* spell. PC "hosted" olive slime colonies have 15 hit points.

## Encounter 7: At The Foot of the Fire God

*After almost a full day of travel, the jungle falls away in favor of dark, rocky hills. About 200 feet away, the island's sole mountain looks like a truncated cone, its top probably the victim of some ancient eruption. Oddly, however, a smooth, concave channel has been fashioned on the side facing you, leading from the mountain's summit to its base. From this distance, it looks like an unnatural, perfectly straight riverbed.*

The "riverbed" is in fact a channel meant to divert the flow from a possible eruption directly into the caverns of the island's olive slime colony. The last piece in Baerwald's plan, the Hierophant believes that the lava flow will kill most of the slime colony, and that "balance" will once again be restored to the Forgotten Island. It is an arguable point, certainly, but he has thought it through and believes that it will fix everything.

When the PCs approach, read the following.

*Getting closer, you see that the strange channel in fact leads directly into a tunnel, which seems to have been excavated fairly recently, as its mouth is surrounded by a ring of freshly upturned earth. The opening is at least thirty feet across, and the incline looks as if it will allow foot traffic.*

If any member of the party has become infected with olive slime, pass that PC a note, telling him that he is compelled to investigate the tunnel, and to encourage his friends to do so, as well.

Exploring PCs will discover that the tunnel slants at about a 45-degree angle for several hundred feet before opening into a large, subterranean cavern. The ceilings here are about 90 feet high. If the group's light source sheds light that far, the PCs will notice that the ceiling seems to be covered with some sort of liquid, as the light glistens from stalactites far overhead. Characters with 90' + infravision will detect only that there is some sort of "abnormality" covering the cavern's ceiling. In either event, read the following, making modifications as necessary.

*The unnatural tunnel soon opens into a huge subterranean cavern, the extent of which stretches much further than your eyes can see. Here and there, the cavern floor is spotted by small puddles of drab green goo. About 60 feet into the room, you can make out the forms of two prone figures, both of whom appear to be human.*

Neither body, the corpses of Jarkus and Wedonai, radiates heat. The two, who have been transformed into olive slime creatures, lie in wait for anyone who might disturb them, and the PCs can serve admirably in this capacity. Once any PC gets within 10 feet of the bodies, they will spring into action, attempting to overbear the first person they come into contact with.

**Olive Slime Creatures (2):** Int Animal (1); AL N; AC 9; MV 6; HD 5 +2; hp 29; THAC0 15; #AT 1; Dmg 2d4 (hands); SA Olive slime; SD See below; MR Nil; SZ M (6' tall); ML 9.

The overbearing attacks of the olive slime creatures have a 10% chance of transferring olive slime upon each successful attack (NOT cumulative).

Olive slime creatures may be harmed only by acid, freezing cold, fire and *magic missile* spells. Spells that affect plants will also affect them, though the effects of *entangle* are minimal at best (merely halving movement rates for 2 rounds). No other attacks, by weapons, lightning or spells that affect the mind, can harm an olive slime creature.

If the overbearing attacks are successful, olive slime begins dripping from the ceiling. Not only will creatures engaged in melee suffer this attack, but anyone in the room will also be prey for the olive slime. For the purposes of to hit rolls, olive slime ignores all armor (magic or otherwise, though protection items apply) and also negates Dexterity bonuses, unless the PC is actively aware of the stuff (a strong possibility, given the globs of slime on the floor). After the first round of attack, all PCs will become aware of the slime. PCs pinned by Jarkus and Wedonai suffer a -4 to their AC, in addition to losing all armor and Dexterity bonuses.

**Olive Slime Colonies (400):** Int Non- (0); AL N; AC 9; MV 0; HD 2 +2; hp 15; Thac0 19; #AT 1; Dmg Nil; SA See below; SD See below; MR See below; SZ M (4' radius); ML 10.

All PCs in the cavern are subject to only one attack per round.

Contact with olive slime causes a numbing poison to ooze from the creature. The slime then spreads itself over the body of its victim, and is only 50% noticeable by casual inspection. Those actively searching for character infestation automatically will be successful.

Olive slime colonies can be harmed only by acid, freezing cold, fire, or by a *cure disease* spell. Spells that effect plants will work on olive slime, though *entangle* will have no practical effect.

For exact details regarding what happens to infected PCs, refer to **Appendix 1: A Few Words on Olive Slime.**

It is very likely that PCs will flee from this encounter, which is fine. Baerwald has used magic to order Jarkus and Wedonai to remain in the cavern, and thus they will not follow anyone running to the surface.

When the PCs decide to climb the volcano, move on to Encounter 8. Should they reconnoiter the area from the air, adjust the following text as appropriate.

## Encounter 8: The Caldera

*The climb up the volcano is arduous, but less difficult than you originally imagined. Far from steep, it only takes six hours to reach the summit. When finally you peer over the edge of the caldera, your eyes are greeted by a strange sight.*

*At the center of the concave caldera, perhaps three hundred feet away, you make out the form of a green-robed young woman, her arms working furiously as she manipulates visible strings of raw magical energy that seem to surround a large red gem, half-embedded in the volcano's dormant floor.*

*Making a perimeter around the woman are six strange creatures who walk in a choreographed circle, about 90 feet out. The upper portions of their humanoid bodies are clearly formed of a reddish stone, though their legs appear as roiling semi-solid ooze. Their forms are surrounded by waves of heat distortion.*

*Next to the woman, a tall human male dressed in greens and browns observes. From time to time, he surveys the volcano's lip, and you duck to avoid his gaze.*

The PCs have just come upon Briella, Baerwald and six magma paraelementals the druid summoned to ensure that Briella's manipulations go through without a hitch.

At this point, it is likely that the party will be confused. Briella must be Baerwald's prisoner, yet he does not seem to be threatening her. In order to determine the truth of the matter, they will need to approach the center of the caldera.

The rest of this encounter is tricky, because what happens depends entirely upon the PCs.

### Waiting:

This is a poor option. In three turns, Briella will complete her manipulations, and will begin to remove the *Sacred Heart of the Beast* from its resting place. The PCs will get three hints that something bad is about to happen.

- Anyone carefully observing Briella will notice that the magical cords she weaves are slowly disappearing, one at a time. At the end of three turns, they have all completely vanished.
- Two turns after the PCs reach the summit, Briella takes a short break from her work to walk over to Baerwald. The two have a very brief discussion, after which they embrace. Baerwald begins to float into the air, and the magma para-elementals all turn inward, toward the *Sacred Heart of the Beast*. Baerwald ceases his ascent about two hundred feet above the volcano's peak.
- One turn later, Briella kneels, and begins to remove the *Sacred Heart of the Beast*. At this point, the PCs have *one round* to cause a distraction. Failing that, the relic is removed, and the volcano immediately erupts into a huge gout of lava and flame. Briella is killed instantly, the para-elementals vanish, and Baerwald, protected by height and magic, looks on. Any PCs still by the lip of the volcano take 3d10 points of heat damage, unless under magical protection.

Lava flows through the cut side of the caldera, down the man-made channel, and into the caves below the island. Baerwald, satisfied with the culmination of his plans, disappears.

If the PCs should happen to distract Briella, she will halt just short of removing the *Heart*. Look to one of the other "approaches" to work out what happens next.

If the volcano erupts, and the PCs somehow attract Baerwald's attention, he will fly over to them and explain his entire plan. If they attempt to attack him, he will simply vanish.

### Distracting approach:

PCs may hit upon the idea of causing a distraction, hoping to draw Baerwald away from Briella. Unfortunately, the druid anticipated just such opposition, and will send one of his para-elementals off

to investigate anything from *dancing lights* to a loud noise.

Illusions are a very good method of distraction, though Baerwald is no stranger to them, and he will attempt to disbelieve anything that appears out of the ordinary. Remember that, as a high-ranking druid, he is intimately aware of ecologies and habitats. *Anything* appearing out of its element is grounds for an attempt to disbelieve. Regardless, his first action will be to send his servitors.

If Baerwald is attacked, even through an illusion, Briella will join in the fray. See later for detailed information on all combatants.

Even if the party makes short work of the para-elementals, Briella will continue her work. If the party chooses to parlay with her or Baerwald, proceed to “open approach.” If not, events will unfold largely as described in the “waiting” section.

### **Sneaky/invisible/approach:**

PCs attempting to “sneak up” on Baerwald and Briella stand a reasonably good chance of success. Though the para-elementals will of course see anyone attempting to break their perimeter, *invisible* PCs will be able to sneak by with relative ease.

They will, however, have a problem getting to Briella, as Baerwald has erected an *invisibility purge* in the 10' x 10' cube surrounding the archmagess and the *Sacred Heart of the Beast*. Any *invisible* PC entering this area will immediately become visible, attracting the attention of both Baerwald and Briella, who will move to parlay with the interloper. The *purge* is active for another 15 turns, long after Briella plans to erupt the volcano.

PCs attempting to subtly contact Briella will be in for a surprise. Not only will she immediately alert Baerwald that they have company, but she will do her best to tell the party that the druid is not a threat, and that they should come down to the caldera and discuss things with him in person.

If the PCs use sneaky means to attack the archmagess and Hierophant, the two will fight to subdue. Note that Baerwald is intensely paranoid that his plans may be interrupted, and the pair have a number of defensive spells cast upon them (foremost of which is *free action*, which renders *hold person* useless).

### **Open approach:**

If the PCs have any idea of the sort of power they're dealing with, they may conclude (correctly) that an open approach is the best option.

PCs will likely be surprised to be greeted by smiles and hellos from both Briella and Baerwald. Once they reach the perimeter, however, the para-elementals will move to block their progress, while Baerwald

approaches to see exactly what they want. All the while, Briella continues the deconstruction of the protective magics surrounding the *Sacred Heart of the Beast*, stopping just short of actually removing it and erupting the volcano.

Wily groups may plan a diversion, here. Keep in mind that Briella does not want to be helped by the PCs, and will move to stop them, using deadly force only if necessary.

Any fighting at any time triggers a battle, with both Briella and Baerwald screaming at the PCs to calm down and discuss the matter rationally. The para-elementals, of course, follow only their instructions, which are to protect the pair until the volcano has erupted.

Baerwald will take a back seat in any discussion. He has already set everything into order, and merely awaits the (in his opinion) obvious and inevitable conclusion. Briella, however, is more affable, and gladly explains the following.

- She originally saw Baerwald as an enemy, but he has since shown her amazing things, and proven that the Forgotten Island must not be maltreated by humans and demihumans.
- Baerwald did not kill any of her friends. All of them were either killed by the slime creatures or by turning on each other (Baerwald has revealed the camp's fate to her).
- She feels responsible for the tragedy besetting the island. At Devlin's direction, she placed the *Sacred Heart* here and ensorcelled it so that nearly any tinkering with it would spell the doom of the interlopers.
- The *Heart* is currently held in the caldera by a single, unique spell, which both holds the item in place and keeps the volcano from erupting. Dispelling it would thus cause an immediate eruption.
- Because of the conditions of this spell, only human or demihuman hands may lift the *Sacred Heart* from the volcano's caldera. This will cause an instant eruption, killing anyone in the caldera and destroying the relic.
- The *Heart* is currently immune to any form of magic or physical abuse.
- The specific method of destruction of the *Heart of the Beast* is submersion in molten lava.
- Briella now agrees that she has upset the balance of the area, and has chosen to remove the *Heart* herself. She knows that this means she will be killed, but she bears the guilt of possibly destroying the island.

If the PCs wish to return Briella to her father, they will need to convince both Briella and Baerwald that there is a better way to remove the *Heart*.

Under no circumstances will Baerwald accept a situation in which the Heart is not plunged into the molten lava of the volcano and destroyed. The relic itself is an affront to all of his beliefs, and was, in his opinion, a mistake born from the innocence and ignorance of a young Sune Firehair.

Though less fanatic about the issue, Briella agrees, and strongly feels that the relic must be destroyed. Therefore, the PCs have a number of options.

### Do nothing:

The PCs may simply watch the proceedings. Briella will be killed, and the druid will depart, wishing the PCs luck. Before doing so, he will happily cast *remove curse* upon any PC infected with olive slime.

### Attack:

Not the smartest option, but the PCs may attack, in which case they are possibly in for the fight of their lives. Both Briella and Baerwald fight to incapacitate. After it becomes obvious that the party will lose, Baerwald orders Briella to proceed with the removal of the *Sacred Heart*, and will suggest to the surviving PCs that they move the bodies of their fallen friends out of the caldera, lest they be destroyed when the volcano erupts.

(Spells listed in ~~strike through~~ have already been cast.)

**Baerwald, hm D17:** Int High (14); AL N; AC -3 (*barkskin*, Dex.); MV 12; hp 74; THAC0 10; #AT 1; Dmg 1d8 (scimitar); SA nil; SD +2 save vs. fire, electricity, immune to all natural poisons; MR nil; SZ M (6'); ML 18.

Baerwald is a tall human male. He wears a short brown beard, and his face is always knitted in consternation.

Spells: (1<sup>st</sup>) *cause light wounds*. (2<sup>nd</sup>) *dust devil*, ~~*barkskin*~~, *obscurement*, *warp wood* (x2). (3<sup>rd</sup>) *cure disease* (x7), ~~*flame walk*~~ (on himself). (4<sup>th</sup>) ~~*protection from lightning*~~ (x2 – on himself and Briella), *repel insects*, *sticks to snakes*. (5<sup>th</sup>) *wall of fire*, *flamestrike* (x2), *anti-plant shell*, *animal growth*. (6<sup>th</sup>) *harm*, *anti-animal shell*, *animal summoning III*. (7<sup>th</sup>) *changestaff*, *creeping doom*, *reincarnate*\*.

\* Baerwald is allowed access to *reincarnate* as per the “Optional Sphere Expansions” on page 86 of the *Complete Druid's Handbook*.

**Briella, hf W18:** Int Genius (18); AL N; AC -3, MV 12; hp 36; THAC0 14; #AT 1; Dmg 1d4 (dagger); SA nil; SD *protection from lightning*; MR nil; SZ M (5'4"); ML 18.

Briella Farthing appears to be in her early thirties. She is pretty, and wears her blonde hair in a long braid. Her green robes are smudged with dirt and grime.

Spells: (1<sup>st</sup>) *protection from evil*, *light*, *magic missile* (x2), *grease*. (2<sup>nd</sup>) *levitate*, *mirror image*, *ray of enfeeblement*, *scare*, *Tasha's uncontrollable hideous laughter*. (3<sup>rd</sup>) *hold person*, *suggestion*. (4<sup>th</sup>) *polymorph other*, *shout*, *wall of fire*, *wall of ice*. (5<sup>th</sup>) *hold monster* (x2), *magic jar*, *stone shape*, *wall of force*. (6<sup>th</sup>) *repulsion*, *chain lightning*. (7<sup>th</sup>) *Bigby's grasping hand* (x2), ~~*acid storm*~~. (8<sup>th</sup>) ~~*Abi-Dalzim's horrid wilting*~~ (x2). (9<sup>th</sup>) ~~*chain contingency*~~.

Briella will first attempt to incapacitate fighters with her *Bigby's grasping hand* spell. Thereafter, she will concentrate on *holding* the rest of the party, and attempting to reason with them.

Before leaving the camp to investigate the *Sacred Heart of the Beast*, she cast a number of spells into her *chain contingency*, designed to exact revenge on her attacker, should she be killed. The second Briella is brought below -10 hit points, the *chain contingency* goes off, triggering the following spells, once per round for three rounds: *Abi-Dalzim's horrid wilting*, *Abi-Dalzim's horrid wilting*, *acid storm*.

**Para-elementals –magma (6):** Int High (14); AL N; AC 3; MV 6; HD 12; HP 60; Thac0 9; #AT 1; Dmg 3d6 (bite); SA Heat aura; SD +1 or better weapon to hit, immune to heat and flame; MR Nil; SZ L (10' tall); ML 16.

Four of the para-elementals have been *imbued with spell ability* by Baerwald.

Spells: (1<sup>st</sup>) *faerie fire*, *cause light wounds*. (2<sup>nd</sup>) *heat metal*.

The super-heated touch of a magma para-elemental inflicts 3d6 points of damage to a victim, and ignites combustibles (like wood). However, the para-elemental's mere presence is also quite dangerous. Anyone within 20 feet of the creature is affected as if he were the target of an enhanced heat metal spell. That is, during the first round in the area, all metallic objects grow hot. During the second round, they inflict 1d4 points of damage to anyone in contact with them. In the third round (and all thereafter), anyone touching the scorching metal suffers 2d4 points of heat damage. What's more, even foes who aren't touching any metal sustain 1d4 points of damage from the incredible heat exuded by the monster. Leaving the area reduces the effect by one step each round.

If the magma para-elemental suffers a number of points of cold damage equal to their hit dice, they are affected as if by a *slow* spell.

If by some miracle the party should defeat Baerwald, Briella and the para-elementals, they still need to deal

with the *Heart of the Beast* and Briella. How they wish to do this is entirely up to them.

## Dealing with the *Heart of the Beast*

In order to remove the *Heart of the Beast* from the caldera, the following conditions must be met.

- Only the direct touch of human or demihuman hands may physically remove the *Heart*.
- Removing the *Heart* instantly causes the volcano to erupt, automatically killing anyone standing in the caldera (unless protected from lava – fire protection is not sufficient).

Therefore, the PCs are presented with a number of options.

**1. *Dispel magic.*** This is likely the most obvious solution, though it will not be available for all parties. Briella's spell was cast at the 18<sup>th</sup> level, thus any caster of lower than 10<sup>th</sup> level must roll a 20 to successfully dispel Briella's magic. A 20 always succeeds. Range from the lip of the caldera is slightly more than 300 feet, which is just within the range of *dispel magic*.

Clever parties will likely hit upon asking Briella or Baerwald to cast the spell for them. Briella does not have the spell. Baerwald does, but unless the PCs make an **EXTREMELY** convincing argument why allowing Briella to remove the *Heart* is not a good idea, he will not reveal this information. Even so, he must roll a 12 on a d20 to successfully dispel the magic.

Further, Baerwald will demand that whatever happens occurs immediately. He will allow the PCs to *nap*, if they do not currently have *dispel magic* in memory, though under no circumstances will he allow the group to tarry more than two hours for any purpose. In his mind, every hour under the *Sacred Heart* is another hour the carnivores of the island could be eating.

Dispelling the spell will cause the volcano to erupt. Thanks to Baerwald, all lava will spill down his special channel, filling the caves and killing the olive slime colony.

**2. Allow Briella to die.** This is not an ideal choice, though it is certainly available to all parties. Briella is an adult woman who has been convinced that she has done a great wrong by destroying the natural ecology of the Forgotten Island. She does not detect as *charmed*, because she has not been magically influenced. Her conclusions are her own, and though she does not particularly wish to die, she is willing to make that

sacrifice to right her wrong. "I bear the guilt," she will say, "and with that guilt comes responsibility."

If the PCs allow Briella to die, Baerwald will be pleased.

**3. Party member sacrifices himself.** In order to do this, the group will have to convince Briella that a substitution is really better for the way of the world. This will by no means be easy. "The fault is mine," she will plead.

One possibly successful argument is to explain to Briella that she might better serve Toril if she survives to tell the story of the Forgotten Island, and warn others away from similar action.

If a party member selflessly sacrifices himself and is killed by the ensuing eruption, Baerwald will *reincarnate* the PC into a human bearing the *Mark of the Hierophant* (see attached certificate).

**4. Playing with the dead.** When read to the letter, the conditions of Briella's spell merely state that human or demihuman hands must lift the *Heart* from its resting place. Nowhere does it say that the hands must be attached to a living body. Parties with priests may hit upon the idea of using *animate dead* to solve the problem. This will work with any corpse that has not been completely transformed into an olive slime creature (i.e. Mallus, Jarkus and Wedonai).

Baerwald cannot cast *animate dead*, but he does have a magical torque, stolen from an ancient enemy, that can do it for him. If the party asks, he will gladly return to his lair (via *word of recall*), fetch it and return immediately to the caldera. The torque will, of course, be destroyed in the eruption, as will the body of the deceased, and the *Sacred Heart of the Beast*.

**5. Reason with Baerwald.** This is virtually impossible. He is a staunch advocate of the "balance," and looks at the matter in this way: Briella and her cohorts perverted the natural order of the island. Because of the *Heart*, carnivores on the island cannot hunt, and are dying in droves. As Briella bears the guilt, so must she bear the punishment.

He will not speak on whether or not it is within his power to remove the *Heart*.

**6. Animal abuse.** Devious PCs may hit upon the idea of polymorphing an animal into a human, and controlling it to act as a sacrifice to the volcano and Briella's magic. Needless to say, Baerwald will not approve of this.

If PCs choose to sacrifice one of their own domestic animals in such an endeavor, however, it will not bother Baerwald in the least.

**7. Flame walk.** This 3<sup>rd</sup> level priest spell will protect the recipient from the heat of the magma, though it will not prevent them from falling, and possibly becoming trapped, in the bubbling caldera.

**8. Get creative.** As long as all conditions are met, any reasonable plan will work. (Additional ideas include cutting off the hands of one of the corpses and using *telekinesis* (which Briella has and will cast at the party's suggestion), using a magic destroying item known as a *coryinshard* (from the module "The Ebulon Affair") or any other fruit of the group's creativity. After the PCs have convinced Briella and Baerwald to allow them to come up with ideas, feel free to have the two enact magic that is beyond the capability of the party, but only if one of the players comes up with the plan.

## Rewards

If the PCs solve the matter in any way other than allowing Briella to die, Baerwald will be impressed, magically producing the *Golden Scimitar of the Seven Families* and the *Signet Ring of Prince Faruq*, provided the PCs have not already discovered them. **Unless they attack him, Baerwald will always cast *cure disease* upon any PC infected with olive slime.**

### Following Baerwald

It is likely that some powerful parties will not appreciate Baerwald's plans for Forgotten Island, and will attempt to follow him, perhaps using powerful divinations to trace him from his point of teleportation. In fact, Baerwald has teleported within the solid, airless rock of the elemental plane of earth (per the ability of his level). Anyone attempting to track the druid will know that he has crossed planes, and that following him could be deadly. In fact, unless the PCs are prepared, it will spell their deaths. At any rate, Baerwald escapes, protected in part by the will of Silvanus, the Oaken Lord.

### Back to the Ship

This encounter likely will end with the PCs fleeing like mad from Forgotten Island. Be sure to explain the eruption in frightening detail --the lava flows, as planned, down Baerwald's shaft and into the cave. Ash will rain upon the PCs as they make their way to the Mare's Milk. Even worse, the dinosaurs of the island are no longer tame. Feel free to improvise near-miss encounters with dinosaurs. It will take the group a couple of days to get back to the ship -- make them plan and fear every minute of it.

Regardless of the ultimate resolution of the encounter, the PCs must eventually return to the *Mare's Milk*. When they do, proceed to **Encounter 9**.

## Encounter 9: Stowaways

*Moments after you reboard the Mare's Milk, Captain Nando yells orders to her crew, and the anchor is raised. As the sea folk ready the caravel for the voyage ahead, you take a last look at Forgotten Island, wondering if the full story of the place will ever be told.*

*About four hours from Briella's portal to the Moon Sea, the ship is rocked by something large and powerful. Seconds later, another thump is heard, apparently from the main cargo hold below. The strain on the hull planks can be heard from the deck.*

Anyone specifically listening for more thumps will hear them quite clearly. The hold is accessible through two cargo hatches on deck or through a simple wooden door belowdecks. Captain Nando will grudgingly allow the PCs access to the hold, and leaves all problem-solving to the PCs.

The problem is this: While the PCs explored the island, Nando's crew managed to capture a mated pair of dinosaurs, per Maskin Farthing's request. Either because the *Sacred Heart of the Beast* has been destroyed, or because the ship has passed out of its area of effect, the dinosaurs are no longer tame. In fact, they're quite angry about being abducted, and are in the process of destroying the ship in a frenzied flurry of thrashing.

The two beasts are 20 feet below the deck, and pose no threat to those standing on it (other than the eventual threat of a sunken wreck). The exact type of captured dinosaur depends upon the tier, as explained below. In all tiers, the creatures concentrate their attacks upon the hull, hitting automatically. The hull can sustain 40 points of damage before the ship becomes irreparably holed.

### Tier 1

**Very Young Stegosaurus (2):** Int Animal (1); AL N; AC 7; MV 6; HD 6; hp 36; THAC0 15; #AT 1; Dmg 2d4 (spiky tail); SA Nil; SD Nil; MR Nil; SZ L (10' long); ML 13.

A stegosaurus is about 8 feet tall at the middle of its back; its humped spine is lined with a double-row of leaf-shaped plates which help the creature absorb and dissipate heat. The creatures have spiked tails featuring four spikes of up to three feet in length.

## **Tier 2**

**Young Stegosaurus (2):** Int Animal (1); AL N; AC 7; MV 6; HD 9; hp 54; THAC0 12; #AT 1; Dmg 3d4 (spikey tail); SA Nil; SD Nil; MR Nil; SZ L (15' long); ML 13.

## **Tier 3**

**Mature Stegosaurus (2):** Int Animal (1); AL N; AC 5; MV 6; HD 13; hp 80; THAC0 8; #AT 1; Dmg 4d4 (spiky tail); SA Nil; SD Nil; MR Nil; SZ L (20' long); ML 13.

## **Tier 4**

**Adult Stegosaurus (2):** Int Animal (1); AL N; AC 5; MV 6; HD 18; hp 110; THAC0 5; #AT 1; Dmg 5d4 (spiky tail); SA Nil; SD Nil; MR Nil; SZ L (25' long); ML 13.

## **Tier 5**

**Very Large Stegosaurus (2):** Int Animal (1); AL N; AC 5; MV 6; HD 22; hp 140; THAC0 1; #AT 1; Dmg 7d4 (spiky tail); SA Nil; SD Nil; MR Nil; SZ L (30' long); ML 13.

This is essentially an opportunity for the party to get creative, albeit in an extremely high-pressure situation. Remember that any solution to the problem must factor in the entire voyage to Ravens Bluff (approximately three days) or a return trip to the Forgotten Island, depending upon what the PCs choose to do about the dinosaurs.

The two easiest solutions, killing the dinosaurs or returning them to the island, will not endear the party to Maskin Farthing. Further, Captain Nando will discourage any magic that will in any way harm her ship.

If, on the other hand, the PCs manage to successfully subdue the beasts without violence *and* manage to repair the damage already done to the ship, Nando will respect the PCs for life.

If the ship sinks, the PCs are in serious trouble. It will take them at least six hours to swim back to the island, where they will be picked up in three months by a Calishite ship looking for Prince Faruq. The PCs are considered "out of play" for this period of real time.

## **Encounter 10: Final Accounting**

After the PCs return from Ravens Bluff, they will be greeted at the docks by agents of Farthing Custom & Trade who will then escort the party to Farthing House. These representatives scan the adventurers for a sign of

Briella, and will attempt to subdue signs of frustration or happiness if she is absent or present, respectively.

If time remains in the slot, play out the encounter with Maskin Farthing. He will want to know every detail of their mission, and will be heartbroken if Briella is not returned to him. If he feels that the PCs are in any way responsible for the death of his daughter, he will pay them, but will spread vicious rumors about them, resulting in an infamy point for all involved. Either way, he will pay each surviving PC the promised 2,000 gp.

If the mated pair of dinosaurs is brought to the city, they will be sold to an unnamed merchant, to be used for some highly exploitative purpose.

Two weeks later, the PCs hear that Briella's Gate has collapsed, trapping a small fleet of Farthing's ships somewhere on the Shining Sea. If Dara Nando and the *Mare's Milk* survived, perhaps she is among those trapped. Perhaps, some day, Maskin Farthing will once again call on the PCs. . . .

Any knights or knight-squires participating in a successful mission (i.e. one in which Briella is returned to her father) receive a Chivalry Point.

If Briella is returned to Farthing Custom & Trade, all involved PCs receive a fame point in the "Merchants" category.

## **The End**

## **Experience Point Summary**

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. Finally, multiply the total by the tier, according to this chart.

Levels 4-13	Tier 1
Levels 14-25	Tier 2
Levels 26-37	Tier 3
Levels 38-56	Tier 4
Levels 57+	Tier 5

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 3 group and you have to bump up the combats by one tier to challenge them, they still get the experience points for a Tier 3 group, not a Tier 4 group.

### **Encounter One**

Consulting the temple of Sune re. The Sacred Heart: 50 xp

### **Encounter Three**

Exploring the *Reaver*: 50 xp

### **Encounter Four**

Discovering olive slime flakes in mess hall: 100 xp  
Attempting to match all bodies to colonists mentioned in Devlin's Journal: 50 xp  
Discovering slime on Devlin: 50 xp

### **Encounter Five**

Not attacking Triceretops: 50 xp

### **Encounter Six**

Defeating or avoiding dinos: 100 xp

### **Encounter Seven**

Exploring cavern: 50 xp

### **Encounter Eight**

Destroying Heart 100 xp  
Coming up with solution in which Briella lives: 50 xp

### **Encounter Nine**

Solving without killing: 100 xp  
OR  
Solving by killing: 50 xp

Highest objective experience: 750 xp  
Role-playing experience: 0-500 xp

**Total possible experience award: 1,250 xp**  
For Tier 2: 2,500 xp  
For Tier 3: 3,750 xp  
For Tier 4: 5,000 xp  
For Tier 5: 6,250 xp

Further, the blade may be employed to quell any sandstorm, magical or mundane, a process that takes one round and expends a single charge. It also may be used to avoid *any* single attack from an efreet, dao, marid, djinn or lesser genie. This use is instantaneous, and expends two charges. The blade contains four charges.

***Signet Ring of Prince Faruq:*** This gold ring, emblazoned with the personal seal of Prince Faruq of Calimport (a petty noble), acts exactly like a *ring of protection +1*.

### **Encounter 4**

***Monocle of Fine Appraisals:*** This monocle adds a +2 bonus to all appraising proficiency checks made by the wearer, and instantly reveals fake gems or counterfeit art. The wearer must have the appraising proficiency in order to gain these benefits from the monocle. Further, PCs with the forgery proficiency may employ the monocle to unerringly identify forged documents. This monocle does not benefit those without the required proficiencies, as those people don't know what they are looking for.

### **Encounter 8**

***Mark of the Hierophant:*** The owner of this certificate chose to make the ultimate sacrifice to protect the balance of Forgotten Island. As a reward, the PC has been *reincarnated* by Baerwald, Hierophant of Silvanus. The new character is human, and begins his or her new life at one half his or her current levels and hit points as per the usual rules for the *reincarnation* spell.

Further, the left cheek of the PC features a rune known to all druids and woodsmen, marking the PC as a friend to druids everywhere (and granting a +4 reaction modifier to druids, rangers and sylvan creatures).

## **Treasure Summary**

If it's not on this list, the PCs cannot keep it. This is a house rule which overrides what they may actually acquire in the scenario.

### **Encounter 3**

***Golden Scimitar of the Seven Families:*** This beautifully forged blade, an heirloom of the family of Prince Faruq of Calimport, is fashioned from purest gold, magically hardened to withstand even the strongest blow (saves as "hard metal," +4). It functions as a +3 *scimitar* for rogues, and as a +2 *scimitar* for all other classes.

## ***PLAYER HANDOUT ONE: Description of the Sacred Heart of the Beast***

An acolyte at the Temple of Sune takes nearly an hour to locate information on the *Sacred Heart of the Beast*. Showing you an ancient volume known as the *Apotheosis of Love*, the handsome underpriest points to a small entry, telling you that this is the sum total of all knowledge of the *Heart* possessed by the temple.

***“Sacred Heart of the Beast (relic):*** Before the fall of Myth Drannor, before even the Dawn Cataclysm, Sune Firehair created the *Sacred Heart of the Beast*. It is written that the goddess, at that time young and filled with pride and ambition, sought to create a focus of her power that would allow her followers to enjoy the natural beauty of even the most ferocious beast. Perhaps because of folly born of ignorance, or perhaps on purpose, the relic carried with it a dangerous side effect. While it worked perfectly to tame the fiercest of creatures, it did so completely. No animal living near the relic could act in violence, and thus they could not hunt. The relic became incredibly unpopular with druids, who at the time were quite powerful. The *Heart* is seen by most Heartwarders as a mistake born of Sune’s youth, and is considered lost.”

## DM's Aid: Cast of Characters and Timeline of Events at Briella's Camp

<b>Argus:</b>	Powerful fighter, captain of <i>Erine's Smile</i> .
<b>Briella:</b>	Powerful human magess who created the protections surrounding the <i>Heart of the Beast</i> .
<b>Devlin:</b>	Priest of Waukeen and leader of the island camp.
<b>Dyv Durn:</b>	Human priest of Lathander, captain of <i>The Bright Sunrise</i> .
<b>Jarkus:</b>	Half-elf thief/scout.
<b>Ledro Kile:</b>	Elven mage, Briella's apprentice.
<b>Mallus:</b>	Human fighter.
<b>Periscot:</b>	Halfling thief/cook, wife of Jarkus.
<b>Prendrin Thall:</b>	Elven rogue.
<b>Wedonai:</b>	Chultan scout.

<b>Day 1:</b>	(Two weeks ago) Tree falls on outbuilding, destroying magic mirror used by Briella to contact her father in Ravens Bluff.
<b>Day 2:</b>	
<b>Day 3:</b>	Druid visits camp again, hoping that the loss of the mirror will bend the party toward his viewpoint. It doesn't. In response, he threatens the group. If they do not leave immediately, he warns, there will be dire consequences.
<b>Day 4:</b>	
<b>Day 5:</b>	Argus and Wedonai discover the horribly mutilated body of a stegosaurus while on patrol around the island.
<b>Day 6:</b>	
<b>Day 7:</b>	Prince Faruq of Calimport, a possible investor, is expected to arrive to tour the island.
<b>Day 8:</b>	
<b>Day 9:</b>	Devlin begins to fret about Faruq's tardiness.
<b>Day 10:</b>	
<b>Day 11:</b>	Five velociraptors attack the group as it dines in the mess hall. Argus is killed in the fighting, and Mallus is severely wounded. He becomes infected by olive slime, though this goes unnoticed by the entire group.
<b>Day 12:</b>	Briella, Jarkus and Wedonai leave the camp to check on the <i>Sacred Heart of the Beast</i> .
<b>Day 13:</b>	The Forgotten Island is struck by horrible monsoon winds and thunderstorms.
<b>Day 14:</b>	More rain. Devlin begins to notice odd behavior in Mallus.
<b>Day 15:</b>	Briella, Jarkus and Wedonai reach the summit of the volcano. There, they meet the Hierophant, and engage in discussion. The discussion turns to violence, and in a foolish attack, Jarkus and Wedonai are captured. The Hierophant takes Briella to the Beastlands, an outer plane on which wild animals roam free.
<b>Day 16:</b>	Devlin, who is increasingly paranoid about Mallus, discovers the smashed docks in the harbor.
<b>Day 17:</b>	Afraid that Mallus' madness has passed to his other companions, Devlin locks himself in his villa.
<b>Day 18:</b>	Devlin looks out his window and notices that Mallus has become deformed. Realizing that he will probably never leave the island, he resigns himself to dying.
<b>Day 19:</b>	Sneaking out of his villa at night, Devlin murders Prendrin Thall, who stands guard outside the barracks. He then sneaks into the building and kills Periscot, Dyv Durn, Ledro Kile and Mallus. Finding them all infected by olive slime, Devlin scrapes the stuff from their corpses, placing it in a wicker basket, which he later burns.
<b>Day 20:</b>	Crushed by the pain of his losses, Devlin records his final thoughts in his diary, and hangs himself.
<b>Day 21:</b>	Briella comes back from the Beastlands, and begins helping the Hierophant to disable the magical protections she created to protect the Sacred Heart of the Beast.
<b>Day 22:</b>	The PCs reach the Forgotten Island.
<b>Day 23:</b>	Briella will remove the <i>heart</i> on this night.

## **PLAYERS' HANDOUT TWO: Devlin's Journal**

***Year of Wild Magic, Marpenoth 1:*** We've had an accident. Somehow, despite the fact that yesterday's storms featured no winds, one of the large trees framing the camp has fallen. Unfortunately, it fell on the building holding Briella's mirror, and we are now effectively cut-off from the outside world. The mirror was a gift from her father, and I'm sure he'll be displeased at word of its destruction. Prendrin seems to think foul play was involved in the felling of the tree. I will admit to a certain oddity – the tree was more properly “bent” than broken. . . it appears to have simply “decided” to lie down on top of the building. The elf thinks it was encouraged to fall. Myself, I'm not so sure. Yesterday, I saw a dragonfly the size of a pony. Nothing surprises me anymore.

***Year of Wild Magic, Marpenoth 3:*** We've had another visit from the druid. . . Bearwort, or something. He once again implored us to remove the *Sacred Heart of the Beast* from the caldera of the volcano, saying something about its effects on the animals of the island. The poor fool. The relic's effect upon the animals is precisely why we brought it here! I tried to tell him that the animals are all happy, but he would have none of it. He even threatened us with violence if we did not remove the relic immediately! I respect the man for his power, but he and his kind obviously have no appreciation for profit. To be fair, I told him that he was free to attempt to best Briella's magical wards and traps and remove the *Heart* himself. My guess is that we've seen the last of him. The others are a bit shaken, thinking this druid responsible for the fallen tree. I'm hoping the arrival of Prince Faruq of Calimport will ease their mind.

***Year of Wild Magic, Marpenoth 5:*** While on patrol near the volcano, Argus and Wedonai discovered the remains of a savagely murdered stegosaurus. The tabaxi has been talking of forest spirits ever since, though Argus tells me the wounds looked more like the result of a dinosaur attack. The report worried Briella, who assures me that the *Heart* should have taken care of whatever made the attack. I've decided not to let it trouble me, and spent the balance of the day instructing Periscot in the kitchen. Faruq's palate is most particular, and we must work hard to make sure that his stay here is a pleasurable one.

***Year of Wild Magic, Marpenoth 7:*** No sign of Faruq, though we had expected him this morning. It's likely he underestimated the trip. The waters of the Shining Sea are often unpredictable. . .

***Year of Wild Magic, Marpenoth 9:*** The prince has still not arrived! Prendrin thinks it's the work of that druid. I spoke to Dyv Durn, who actually had words with the man last tenday. It appears he is more powerful than we thought. The man's name is Baerwald, and he claims to be a Hierophant of Silvanus. With Waukeen's grace, I pray he has found something else to consume his time. Meanwhile, work must proceed apace, with or without Faruq.

***Year of Wild Magic, Marpenoth 11:*** Tragedy. This evening, as we dined in the mess hall, the camp was attacked. I'm afraid our dependence upon the taming powers of the *Heart of the Beast* have lulled us into a dangerous complacency. Now, there is a death to show for it. We managed to destroy the five dinosaurs that attacked us, but the mess hall now lies in ruin, and Argus is dead. When I recruited him into the company, he was but an inexperienced lumberman from Deepingdale. His loss is a terrible one. He, and the mess hall, will be extremely expensive to replace. More later, perhaps, after the funeral.

***Year of Wild Magic, Marpenoth 12:*** Briella, Wedonai and Jarkus left for the volcano this morning, to check on the *Sacred Heart*. The beasts that attacked last night were certainly *not* “tame.” I fear someone has tampered with the relic, and have ordered Dyv Durn to prepare the *Bright Sunrise* for sail.

***Year of Wild Magic, Marpenoth 13:*** I write this bunkered in my cabana, hoping and praying to Waukeen that this entry will not be my last. The island has been hit by a horrible storm. It seems almost as if we are in a hurricane. I pray also for the souls of Briella, Wedonai and Jarkus. If she was not able to cast some magical protection, the storm has surely claimed their lives.

***Year of Wild Magic, Marpenoth 14:*** More storms. This morning, well before dawn, I found Mallus in the kitchen, selfishly devouring the day's rations. We couldn't hunt yesterday, thanks to this damned rain, and I find the largest man in the camp hogging the food for himself. I swear, ever since he was wounded in battle against those dinosaurs,

Mallus seems to have gone completely crazy. Perhaps his wounds invited the fever? No word from Briella, today. Our greatest hopes are that she will return tomorrow or the next day.

***Year of Wild Magic, Marpenoth 16:*** The docks have been destroyed, as have both the *Erine's Smile* and the *Bright Sunrise*. We had to restrain Dyv Durn from investigating the wreck of his ship. I do not think even Lathander's blessings would be enough to protect him from what has beset us. We are now trapped on this island, possibly forever. Our only hope is that Prince Faruq will arrive. Financing the island is now almost assuredly out of the question. The only goal now is escape. Briella and the others have not returned. All are dejected save Mallus, who seems strangely calm in this troublesome time.

***Year of Wild Magic, Marpenoth 17:*** Mallus' malady has passed to Ledro Kile. The two no longer sleep, and were found eating a raw dinosaur in the middle of the camp. There is a foul illness in the camp. Would that Waukeen were here to give me the power to heal my friends, but she has not answered my prayers in many years. The others all share the same barracks, and so the disease must have spread. I know I am not infected, and I will remain free of their taint. I will bar the door.

***Year of Wild Magic, Marpenoth 18:*** *This* morning I looked out my front window, and saw Mallus staring at me. The man has changed! His formerly handsome features have. . . melted, and are now replaced with a spongy, greenish substance. What I saw today was hardly human. It took no action against me, but I am certain it will, eventually, when it has consumed my spirit and made me over in its own, horrid image. Mallus is no longer human. The ships are destroyed, and Briella is dead. Prince Faruq is never coming. There is no profit in this.

***Year of Wild Magic, Marpenoth 20:*** The deed is done. I could not let them spread their vile taint further than this. Fire is the answer. Nothing else works. Used torches. May the gods forgive me, I used torches on them all! May Waukeen have mercy upon my soul.

Let this journal record the names of the fallen:

Argus  
Briella Farthing  
Ledro Kile  
Dyv Durn  
Periscot  
Prendrin Thall  
Jarkus  
Mallus  
Wedonai

Devlin

## **APPENDIX ONE: A Few Words on Olive Slime**

“A Land Remembered” is guided by the actions of a strange and uncommon form of plant life known as olive slime. In order to successfully run the event, judges should become familiar with the stuff, and have a good understanding of how it works. To begin, judges should review the entries for both olive slime and olive slime creatures in the *Monstrous Manual*, found on page 276.

For the purposes of this module, PCs infected with olive slime stand a decent chance of getting themselves into serious trouble. 2d4 hours after becoming infected, they will be compelled to protect the island’s primary colony of olive slime, located in the cave detailed in Encounter 7, and to protect Baerwald in Encounter 8 (since he has cast spells to control the colony into working in his favor).

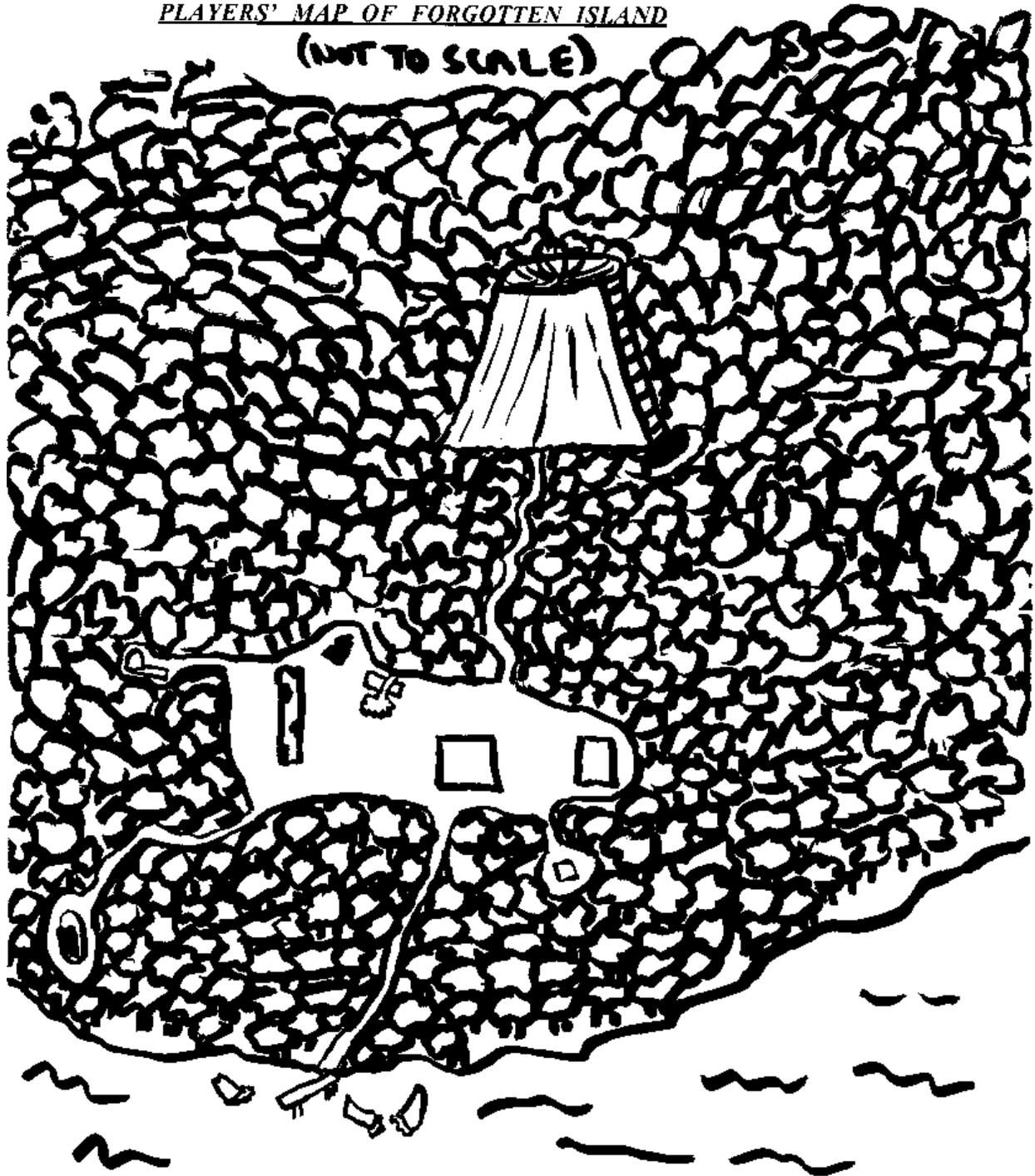
1d6+6 days later, the infected PC will painfully transform into an olive slime creature. This will most likely occur after the module is over, but there is a chance of it happening while the PCs are marooned on Forgotten Island, or in the final days of their voyage home. In either case, feel free to play out a combat with the newly created slime creature (using the humanoid slime creature statistics from Encounter 7).

**Curing infected PCs:** Assuming things go well with Baerwald, the Hierophant will gladly cast as many *cure disease* spells as necessary to completely rid all PCs of olive slime infestation. If the PCs do not receive this treatment from Baerwald, they will have to get help in Ravens Bluff. A *cure disease* spell will be available for free from the temples of Waukeen or Llira, if the PCs return Devlin’s art collection. Otherwise, they will need to donate 4,000 gp to any temple, which will then provide the needed service. Should enough time pass that the PC has completely transformed into an olive slime creature, nothing short of a *limited wish* will return them to their natural form. Needless to say, no temples in Ravens Bluff offer such services.

**How weak parties can hurt olive slime:** Torches may be used as weapons against olive slime or olive slime creatures. All PCs fight with normal “non-proficient” to-hit penalties, and may make a single attack each round. A successful hit scores 1d3 points of damage, and each attack stands a 35% chance of extinguishing the flame. Tiers 1-3 need only worry about this in Encounter 7, since Jarkus and Wedonai are the only “real” olive slime creatures they will face.

PLAYERS' MAP OF FORGOTTEN ISLAND

PLAYERS' MAP OF FORGOTTEN ISLAND  
(NOT TO SCALE)



JUDGE'S MAP OF FORGOTTEN ISLAND

