

∞ Islands of the Known Lands ∞

Mystery Island



Marked on most formal nautical maps as Enigma Island, the majority of uneducated sailors who man the various vessels of Aden's southern seas call this strange island Mystery Island instead, given that most don't know what an enigma is. The island has a dark reputation throughout the region for being both utterly incomprehensible and incredibly dangerous. There have been any number of expeditions onto the island in an attempt to discover the secrets of its mysterious shipwrecks, but none have experienced more than limited success and most have ended in disaster. Depending upon what records one examines, either dozens or hundreds of lives have been lost attempting to decipher the reality of Mystery Island but regardless of the count, the island is exceptionally deadly by any estimate.

The majority of Mystery Island is covered by a fetid swamp that is itself shrouded in a thick, dense fog that never seems to dissipate regardless of weather conditions. Even during the tropical storms that curse this region of the sea during much of the year, the fog seems immune to the screaming winds that blow even the largest vessels far off course. It is rare for airships to travel this far south, due largely to the aforementioned storms, but they have done so on occasion, due largely to the interests of the Cartographer's Society. Those ships that have traversed the area have created multiple maps of the island as seen from above.

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FEATURES OF THE ISLAND

✧ **THE LANDING CLIFF** – The one secure, constant area of safety on the island is known as the landing cliff, and it sits atop the island's westernmost reaches. It is something of a natural plateau that forms the western edge of the land, but is elevated far above the rest of the island due to a series of rather jagged cliffs. The occasional, inevitably ill-fated expeditions that attempt to secure the island invariably land here and establish a base camp from which to explore the island; this is a reasonable approach, particularly because there is literally nowhere else on the island suitable to land an airship without some sort of ground crew attempting to clear a location first, another approach with an even lower success rate. Unfortunately, even the cliff is ill-suited for the task. There is no significant vegetation and no fresh water whatsoever with which an expedition might resupply. The soil there is very dry and particulate, so those in the area are constantly buffeted by sandstorm-light conditions, which can be extremely deleterious to any advanced machinery in the area. This area is also one of the only places on the entire island that shows any signs of human habitation, albeit only in the form of abandoned improvised buildings erected by expeditioners and long-since reclaimed by the elements.

✧ **THE WALL** – The western most section of the island, the Landing Cliff, is separated from the rest of the island from an abrupt, sheer cliff that elevates it far above the other sections. This cliff is jagged and averages sixty feet in height. There are numerous caves along its length, allowing for creatures to make their lairs within it, but most burrowing predators seem to have made their home near the island's lone mountain in the northwest corner. The Wall is surprisingly sheer and radiates a very faint aura of magic, as if it was created via extremely powerful magic at some point in the distant past, perhaps similar to the White Cliffs that separate Carraway and the High Steppes on the mainland.

✧ **THE FOREST** – The abrupt separation of the western plateau from the vast swamp in the east by a thin ribbon of forestland roughly two miles wide that extends from the northern shore to the southern shore like a living wall. It is the only region of the entire island that gives the appearance of life, dividing the small barren cliff and the vast, reeking swamp. Nevertheless, it is a very dangerous place, where the swamp fog often spills over and makes navigation difficult at best. Predators from the swamp often lurk into its edges, competing with the area's natural hunters for the limited amount of available prey and often resorting to preying upon one another for sustenance and, thankfully for the island's irregular visitors, keeping the predator population at a reasonable level.

✧ **THE GRAVEYARD** – This vast swampland dominates three quarters of the island's surface, and is among the dankest and most unpleasant terrains imaginable. There is a low fog that permeates the area regardless of time of day, and which can obscure the stars for those trapped within on foot, making navigation difficult if not impossible. The ground is even more treacherous than one might expect in a swamp, changing from semi-solid and traversable to mud pits that can swallow giants without warning and with great frequency. Deadly predators of all sorts have adapted to the environment and lurk in the mists, waiting for anything that might provide sustenance. Despite the incalculable number of dead concealed within the mud, however, this region takes its names from the many shipwrecks that litter the area. This is, in fact, what gives the island its name, because there are at least a dozen known shipwrecks dotting the swampy landscape, and potentially more hidden by the fog. The known wrecks have been mapped from the air by one of the primitive airships of Yzeem and are generally known to most who frequent the area thanks to the efforts of the Cartographer's Society to disseminate accurate maps in hopes of saving lives.

✧ **MYSTERY PEAK** – Perhaps the most dominant feature of the island is the lone mountain that juts up into the sky from its northeast corner. Although not volcanically active, the peak is made up of a surprising amount of volcanic glass and does tend to smolder a large part of the time. It is only this smoldering which reveals the various caves and openings that exist across the peak, but it is enough for those who seek entry into the mountain to find a way in. The exterior of the mountain is home to a surprising number of elemental creatures, predominantly fire and earth, both seemingly summoned into the mortal world by the vast magical energies released during the massive magical explosion that created the current situation upon the island.

✧ **THE CAVE SYSTEM** – It is within the caves on Mystery Peak that the only substantial evidence of what truly happened to create the island exists, and then only in fragmented, disjointed pieces. Throughout the caves are a series of caverns that exist at random intervals and in defiance of the rudimentary study of geology as it currently exists in Aden. Within these caves are portions of two great vessels, one an airship and the other a sea-going vessel, that were at the heart of the cataclysm causing the island's current state. Torn apart by vast arcane forces and subjected to the passage of over a century in their current location, these ship fragments are in a terrible state and completely non-functional, but enough evidence remains to make it clear to a learned examiner that these are vessels constructed using techniques and technology far beyond anything currently employed anywhere in the Known Lands or its satellite islands. Examples of individual caverns can be found in the Expanded Adventures section below.

THE SECRET OF MYSTERY ISLAND

Although it would be difficult if not impossible to piece together the truth behind the various oddities of Mystery Island, the clues are there for someone bold enough, or perhaps foolish enough, to make it their life's work. The strangeness of Mystery Island is the result of an incredibly powerful magical event that has not happened yet, and indeed which may never happen, depending upon how events transpire in this version of the world of Aden. There are many ways that time can unfold, after all, and they can be very different from one another.

In one potential future, the Darkfall is eventually defeated by the forces of the Known Lands after they discover the true horror of its existence. With the Darkfall defeated, peace and stability return, but not forever. From an unknown continent far to the southeast, a new threat emerges in the form of a race of powerful, hostile creatures with incredible magical power at their disposal. A warlord from this race sailed north, intent on conquering the Known Lands and possessing enough power to pose a genuine threat in that regard. The warlord's forces were intercepted by an advanced airship from the mainland, commanded by a powerful sorcerer descended from the Theocrats of Carraway. The clash between the two was beyond the scope of epic, and ultimately the sorcerer sacrificed himself to defeat the warlord in a battle that unleashed the full magnitude of both their arcane abilities. The result tore a hole in time itself, causing all manner of distortions to occur.

An island that will be created by a volcanic eruption at sea thousands of years from now was torn from its place and thrown back to the dawn of time. Ships that sailed through the region before that occurred were uprooted and smashed into the island, as was the sorcerer's advanced airship and the warlord's strange fleet, all colliding to create an island of relics that may be ancient while appearing new or may not yet have been created and seem very old. The hints that suggest how this occurred are located here and there among the various wrecks but it would take a great deal of research and the entirety of the clues on the island to even hypothesize the truth and thus far, no one has ever come near understanding it to that degree.

DENIZENS OF THE ISLAND

There are very few permanent denizens of Mystery Island, and those who do dwell there are invariably hostile, extremely angry, and rarely actually living.

Persons of Note

The Warlord

[NE MALE HUMAN LICH WIZARD 14]

The warlord has a name, but lesser races are unworthy to speak it in his native tongue. If he were to deign to translate it into a form such creatures could understand, it would approximate roughly to “the Storm That Brings All Suffering,” although among his kin he was often referred to by a diminutive form that simply meant “the Storm.” Though he slumbers, the Storm is nevertheless aware of his surroundings and situation in a very vague sense, and it fills him with a white-hot hatred that skirts the edge of madness. In his current state of quasi-hibernation, he is capable only of influencing events in minor ways, chiefly through dominating the various forms of undead and magical creatures found upon the island. He craves wakefulness and freedom so much he can taste it, and will do anything to make that happen. He understands, again in a very vague sense, that the cataclysm invoked to defeat him has displaced him somehow, although he does not yet understand his displacement is temporal instead of geographical. When he comes to that realization, should that day come, his wrath will only increase, and his plans for punishment and domination will increase tenfold.

Captain Cyrano Whitefeather

[CN MALE HUMAN GHOST FIGHTER 6/SORCERER (CELESTIAL) 3]

If there is any figure on the island who will be sympathetic to newcomers, it is the tragic personage of Cyrano Whitefeather, captain of the *Eternal Horizon*. The impediment to any potential cooperation between the two is that Cyrano is unfortunately quite mad, although not particularly malevolent. And, of course, he’s dead.

The *Eternal Horizon* was the airship that intercepted the Warlord’s small fleet as it carved a path through the southern seas toward the Known Lands, intent on conquest. Although no dedicated spellcaster himself, Whitefeather was chosen because he was a ritualist heavily indoctrinated in the secret ways of the elven people and it was hoped that he could provide aid to the forces opposing the Warlord. Unfortunately, he was of limited aid and, when the conflict reached its zenith, he could not save his ship and his men from the ensuing disaster. The *Horizon* broke apart and crashed into the island. Cyrano survived, although with significant wounds, amid one portion of the ship near the pilot’s station crashed in the center of the swamp, where it remains to this day.

The Warlord’s minions and numerous undead created by his magic from those killed in the accident persisted after the effect was over, and they came for Cyrano shortly thereafter. Wounded and exhausted, he defended himself for a time, but knew that he could not hold out indefinitely. Aware that something extraordinary had happened, but unsure exactly what, Cyrano updated his captain’s log as much as he could and then used his last bit of vitality to enact an ancient elven sorcerous ritual that created a tiny bubble of space free from time and corruption, where his remains and the log could not be touched by hostile forces. The ritual also bound his spirit to the wreck, which was not something he anticipated. Years of solitude has degraded his sanity significantly, and existence as the undead did it no favors either. Cyrano’s specter will manifest to anyone who approaches the ship and, in his own way, attempt to convince them of the threat that the slumbering Warlord

poses, but his insanity prevents any clarity or meaningful communication. The only hope for his final mission to succeed is for someone to retrieve his captain’s log from the site of his death and attempt to make sense of it.

ADVENTURING HOOKS

- The Cartographer’s Society is offering a significant bounty for information on the interior of Mystery Island, with an even larger stipend to be paid for any party that can return a cache of valuable maps lost there in a failed expedition some years ago. A ship’s captain is preparing an expedition but is having difficulty finding men and women willing to go to such a “cursed” location. He will offer the characters an attractive profit-sharing arrangement to entice them to participate.
- A wealthy noble family has been missing one of their members for many years, and a recent scrying ritual has, for the first time, given them an indication that the man may be found in the southern seas. Adventurers are hired and dispatched to the area in hopes of finding him, but their search only leads them to Mystery Island and all the oddities there.

Expanded Adventures on Mystery Island

Because of its “sandbox” nature, it is difficult to present Mystery Island in a manner that establishes a clear linear path for an adventure. Instead, it is best suited to a series of encounters that can be utilized in part or in whole, and in whatever order best suits the nature of the campaign in which they are being included. Obviously, the sheer scope of the events leading to the creation of Mystery Island could easily make up the focus of a campaign in and of itself. If choosing to use the island in a different manner, it should be used with caution to prevent it from being a point of contention and frustration for those presented with its incomplete facts and nature.

Allies

There are very few allies to be had on Mystery Island, as the majority of its denizens are undead or at least extremely hostile and most likely insane. However, if it suits the campaign’s needs, it is possible that there could be survivors from previous attempts to explore and understand the island. These individuals would have been surviving in one of the most hostile environments imaginable and with incredibly limited resources. It would be possible to introduce a wide variety of different individuals who may serve a greater purpose in the campaign beyond Mystery Island, perhaps introducing additional plotlines or resolving others. This opportunity could also be tied into a long-standing plotline around individual characters, with old enemies or long-lost relatives representing new additions to the story. Although this will obviously vary wildly from campaign to campaign, a few potential uses include the following:

Connor MacTavish, Arastinian Expatriate

A former member of the Arasteen military, Connor MacTavish was notorious for his battlefield acumen as well as his complete inability to get along with his fellow soldiers, ultimately being drummed out of military service for conduct unbecoming and flagrant insubordination. A golemoid, Connor found work as a mercenary and ended up being a hired sword on the most recent expedition to the island two years ago, of which he is now the only survivor. Already a very unpleasant and anti-social person, MacTavish’s worst traits have been magnified tenfold by his solitude and constant struggle for survival, to the point that he is only barely sane. He has numerous bolt-holes across the island, each with a meager supply of hand-crafted tools and weapons, but he most frequently makes his home in the shallows caves of the Landing Cliff,



from which he undertakes the deadly hunts necessary for food. Connor would be extremely suspicious and borderline hostile to any newcomers until and unless he realized they presented a genuine chance to escape the island, at which point he would become frantic nearly to the point of taking hostages in order to get them to leave the island, with him in tow, immediately.

Lukas Grigori, Carrite Stalwart

A man of boundless faith, Lukas Grigori has been trapped on Mystery Island for a little more than a decade, having arrived her following a shipwreck that took place during the Darkfall itself. His ship, a trading vessel on which he served as chaplain, was beset by aquatic nocturnals and destroyed. Grigori awoke several days later, having survived the attack and washed up on the shore of Mystery Island. Despite the terrible hardships he suffers there, he remains a pious man, grateful for his life having been spared by the attack, the sea, and the many years he has called the island his home. Ironically, Lukas is so certain the island is where he is meant to be, that his faith will make it difficult for him to readily accept an invitation to depart.

Nurissa, Borderline Feral

When she stowed away on a ship as a young child, Nurissa found it simple to remain hidden from the crew. A small dog ferran, foraging and hiding had kept her alive after her family died in the Darkfall, and it was nice to be able to find a hiding place to rest and not worry about something killing you while you slept. The food was kind of lousy, though. When the ship crashed on the reefs, Nurissa was the only one who survived to reach the shore, at least as near as she could tell. Surviving on the island has been much more dangerous even than the most polluted, violent streets in Mekanus, however, and Nurissa has become an incredibly violent, dangerous young woman in the process. If her trust could somehow be won, however, there is almost nothing about the island that she does not know, except some of the innermost secrets of the mountain where the Warlord (whom she calls the Sleeper) dwells.

Enemies

Enemies can be found in abundance on Mystery Island, as might be noted by the antagonistic nature of even the potential allies listed above. Most take the form of relatively normal threats, including normal predators and undead forces, but there are unique individuals who can pose a much more stylized threat to even the hardiest and most experienced group of adventurers who are unfortunate enough to find themselves in their path.

The Warlord

As described above, the Warlord is the most significant threat on the island, but is also the one most easily avoided due to his present state of semi-hibernation beneath the island's mountain. Were he to be awakened, the Warlord would remain in a significantly weakened state for some time, posing no more threat than a particularly powerful necromancer or lich in his waking state. As he regains his power over the course of months or years, however, the Warlord will become a threat to the Known Lands second only to the Darkfall or perhaps Lord Urbane. Fortunately for the mainland, the Warlord's powers, while great, do not permit him to summon ships from the ether, and the outlander has no means of escaping what has essentially become his prison.

Karcass

The vast majority of all undead are mindless creatures completely subordinate to the will of another, usually the necromancer who created them or, in the case of spontaneously created creatures, pure instinct. Karcass is a rare exception, a being who retained his full intelligence and cunning when he transitioned into undeath. Unfortunately, Karcass was not all that intelligent to begin with, what with being a hill giant. Fortunately, his physical might and the immunities conferred by his

new existence seem to have compensated for his substandard mental faculties. Karcass was a thrall in service to the Warlord when the island was created, and the forces unleashed killed him but preserved him as an undead monstrosity. Furthermore, the unique soil of the swamps has remarkably preserved him; no one would mistake Karcass for a living being, but his still retains much of his flesh and power rather than being a mere skeleton. Whenever anything living roams the swamps, Karcass emerges from his resting place within the mud of the region and kills anything he can get his hands on, consuming the flesh of the slain before returning to slumber once more.

Technology

As strange as it may sound, one of the most dangerous enemies that adventurers could face on the island are the last, ruined remnants of the advanced technology that remain scattered across the island after the *Eternal Horizon*, an extremely advanced airship, was destroyed during the battle that created the island. The remnants have been subjected to the ravages of time in addition to having been damaged beyond repair in the explosion that created the island, so they have very little practical value to anyone of an adventuring nature. They can be used as scrap metal, of course, or possibly restored over a very long period of time and some expense to be standard components for the average mechatmage or steamwright to employ in their devices. Beyond that, they have little personal value other than perhaps a souvenir of an odd adventure.

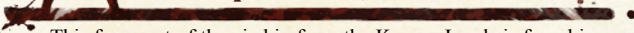
However, adventurers might rightly guess that these items are unique and could have value to certain interested parties in the Known Lands. Scholarly steamwrights who make a life's work of analyzing the remnants could glean ideas and advances that are literally centuries ahead of their time. There is no end to the parties who would resort to foul means to acquire such technology, chief among them the mechatmages in the employ of Lord Urbane, the Magisters in Le'Ciel eager to strengthen their nation, refugee Aramystian scholars desperate to rebuild their nation, and any number of other groups large and small. Possessing such items, and more specifically knowing where more might be located, will paint a huge target on the backs of the adventurers, possibly for the rest of their lives.

LOCATIONS



As described above, there are a variety of specific locations across Mystery Island, most notably in the caves below the mountain in the northeast corner of the island, where fragments of the ships involved in the cataclysm that created the island as it currently exists can be found. These locations are among the most significant plot-points anywhere on the landmass, and while a specific number is not given, there should be at least a half-dozen of them if this campaign direction is taken. Some examples of these sites include the following:

The Captain's Quarters



This fragment of the airship from the Known Lands is found in one of the lowest points of elevation on the island, causing a terrible fog that is never completely dispelled as well as a thick coat of mud, given that it exists slightly below the water level. It is unique among the wrecks in that it includes a completely enclosed cabin that has not succumbed to the elements, for reasons that become clear once it is entered. While from the exterior it appears that the remnants of the ship have suffered significantly from its time since its crash. Once the moss is cleared away, however, portions of the wood appear almost new, while others are almost completely rotted. The mysteriously preserved portions contain elaborate carvings and filigree that marks it as a very high-end vessel. The secured door leading into the cabin is the portion of the ship that is facing downward, preventing access. The only other way in is via

a dorsal hatch, secured from within. Unfortunately, the hatch is part of the wall that is preserved, making it a difficult matter to gain access, but with time and intelligent effort, it can be broken open.

Inside, the cabin is in a shambles, with most of its contents tossed about and destroyed in the crash. The remnants are recognizable as the trappings of a captain's office, but of very little use with a few exceptions. The most noteworthy feature is the perfectly preserved skeleton of an elf, clad in functional and obviously very expensive garb. In one hand, the skeleton holds an ancient, traditional elven blade marked with a family crest, and in the other, a blood-stained logbook. The logbook is written in an ancient dialect of elven that is reserved for the race's academic texts and formal rituals, and is unknown to non-elves. Deciphering the text will be difficult even for elves, made more so by the fact that the dating seems to make no sense at all (it is part of a post-Darkfall dating system) and will give most decoders a false belief that the entire manuscript is both written in an archaic language as well as written in a cipher of some sort.

The captain's log contains a great deal of personal information describing the personal and family life of the captain, Cyrano Whitefeather (described previously under Allies), and the process by which he came to be part of the expedition. The manuscript makes numerous references to a great "southern threat from across the seas" that imperils the Known Lands in a manner unseen "since the threat of the Darkfall." It speaks of a coalition of forces from the different nations determined to protect Aden from the threat, and how the expedition was formed to intercept any threats from ever reaching the mainland. It further includes the captain's private concerns that he and the others will not be able to thwart the threat and will perish, but he accepts this potential fate as necessary to ensure the survival of his family and his people.

The interior of the cabin radiates a strong residue of powerful, old magic. It may be possible for skilled spellcasters or even simply elves to determine that an ancient elven ritual was used to preserve the chamber, extending even to portions of its exterior, from outside malignant influences. This is why it has endured for so long, and it also makes the chamber something of a potential safehouse for adventurers operating on the island. Assuming, of course, that they did not overly damage the hatch on the way in!

The Engine Ruins

Deep within the heart of Mystery Peak, down deep where lava renders the caves hot and humid, very near to where the Warlock slumbers restlessly, there lie the scattered remnants of the *Eternal Horizon's* engine, perhaps the single most advanced technology currently in existence anywhere in the world of Aden. Even in its present state of dilapidated, ancient ruins that long ago lost the ability to function, the pieces are a wealth of knowledge simply for the fact that careful, lengthy study can inspire those familiar with the fusion of magic and technology in entirely new and innovative directions that would perhaps not be explored under normal circumstances for centuries.

The cavern in which the engine is located is roughly spherical in shape, the result of the outward explosive energy that was released during the battle between the *Horizon* and the Warlock's flagship. This chamber is actually the center of the events that created the island, and those who are familiar with such things will realize that the entire island gradually increases in elevation toward the west, ultimately ending in the Landing Cliff, the highest point on the island. The land created by the island extends equally to the east, albeit at a descending angle and thus is submerged, accounting for the strangely shallow waters to the island's east that has prevented any hope of creating a port or harbor in that area. The walls of the chamber itself are smooth and seamless, comprised

largely of volcanic glass. The walls distort and reflect light in this chamber, casting everything in an eerie, otherworldly glow that can fray the nerves of even the most steadfast adventurer.

The engine that powered the *Eternal Horizon* exploded at the zenith of the magical battle between the two powerful spellcasters, overwhelmed by the energies they were releasing and magnifying them at the same time. Many components, both large and small, are scattered throughout the entirety of the chamber, the lion's share of them at least partially fused with the walls, roof, or floor of the chamber itself. A handful have been freed over the years, perhaps by volcanic activity or chiseled out by parties unknown who then left the materials behind for equally unknown reasons. Recovering functional components is impossible, and it is a herculean task even to properly deduce the function of most of these heavily damaged items.

The Preserved Chambers

Throughout the whole of the mountain there are a large number of smaller caverns, some natural and some created by the explosion, that contain enigmatic ruins far better preserved than those found within the swamp itself. The cataclysm that created the island was not a precise process, and the primeval energies that were unleashed snaked through the whole of space and time like the probing tendrils of some forgotten horror from the deepest reaches of the sea. Those tendrils found ships, buildings, and other bits of civilization from throughout Aden's long and fractious history, tore them free from their place in the normal world, and brought them to the island to their doom.



The oddity of the island is perhaps nowhere better exemplified than by these ruins simply because the timelines do not add up to any learned observer. Fragments of buildings or vessels that are clearly ancient in design and construction may appear no more than a century old, while more modern vessels appear to be thousands of years older than they actually are. It is possible that the *Eternal Horizon* is not the only remnant of a world that has not yet come into being, but other bits and pieces, other glimpses of the future, may be found hidden away within the subterranean world of Mystery Island and its infinite strangeness.

The use of these locations can serve a large number of functions depending upon the nature of the campaign in which they are employed. There could be any number of famous disappearances in Aden's history, ships or settlements that vanished under unknown circumstances, which could at last be better understood if their remnants were discovered deep beneath Mystery Island, or even within the swamp surrounding the mountain.

EXTERNAL ADVENTURES

The strange nature of Mystery Island and the magical confluence that created it allows for a unique means to bring adventurers into the region from distant parts of the Known Lands. The magical energy that created the island still manifests on occasion, coursing through time as it does, and things from the Known Lands occasionally disappear and reappear on the island. Possibilities include:

- A tavern populated by adventurers in various stages of intoxication disappears, summoned into a magical vortex and deposited into the swamps of Mystery Island. The situation will be unusual to say the

least, and most of the tavern's patrons will assume this is something related to the Darkfall. Others may take the matter lightly, accustomed to acts of high magic and inexplicable events, and set out to explore the island, blissfully unaware of the legion of undead and other monstrosities that await them within the hidden mists of the swamp. As the body count rises, so will the ranks of the enemy, refreshed with powerful new undead adventurers that could go so far as to wake the sleeping enemy beneath Mystery Peak if the situation is not dealt with in a sensible manner.

- A library or temple containing information that the adventurers desperately need for their own interests disappears as they are within it, appearing again somewhere in the interior of Mystery Island. Retrieving the information that they require before the structure can be compromised by the elements or destroyed by the island's denizens. Adding even more potential drama to the mix is the possibility that the structure may contain the knowledge necessary to return it to its rightful position, creating a sort of "rescue ship" that will be on the island only a limited time and finally allowing the handful of castaways trapped there a way to return home.
- The adventurers may be escorting a recent capture to a prison or brig when they and the entire structure is redirected to Mystery Island, near the landing cliffs. Unfortunately, the landing cliffs are currently in use by an airship that has put down for basic repairs while traveling through the region. Even more unfortunately, the maelstrom that relocates the prison compromises the structure, allowing its denizens to escape. The prisoners rapidly attack the crew of the airship and begin making preparations to escape the island, which would introduce a new and deadly threat to the entire region. Adding additional complication to the matter, the increased activity on the cliffs draws the attention of a number of the island's more vicious predators, creating a siege at the cliffs.



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