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DUNGEONS & DRAGONS®

GAZETTEER™

OFFICIAL GAME ACCESSORY

The KINGDOM OF IERENDI

by ANNE Gray McCready



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GAZETTEER

An Official DUNGEONS & DRAGONS® Game Supplement

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by Anne Gray McCready

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INTRODUCTION



This Gazetteer takes an in-depth look at a kingdom filled with all pleasures imaginable, where any excuse is a good excuse for a celebration. Located about 50 miles south of The Five Shires, Ierendi is a fascinating place where thousands have visited to bask in the glorious sun, explore the lush, thick greenery, and wade into the dungeon arcades in search of adventure and fabulous treasure.

The people, the lands, and the history of Ierendi are explained in great detail, in addition to individual "tours" of each island. In that vein, the Gazetteer is presented as a large tour package. The tour guide takes the DM on a tantalizing sojourn through Ierendi, highlighting irresistible adventure opportunities and illuminating those details of culture, history, and nature that bring this fairy tale kingdom alive for the intrepid traveler and unsuspecting victim alike.

The vacationers get a choice of several small tours to take when they visit each island. These tours are informative, interesting, and sometimes lead to wild and incredible adventures!

The first six chapters of the Gazetteer provide the general background of the whole kingdom. Subsequent chapters provide the more detailed information about each island. The chapters describing the islands contain a *Background* section after listing general facts. Also included are one or more tours or adventure ideas.

The general information gives a concise list of facts about the island, such as the capital, the population, and square miles of area. Following this information is usually an italicized section in which you are treated to the personal views of the tour guides who serve the islands.

The background section gives more specific information about the individual island, such as businesses, NPCs, and special features.

Interspersed within the sections are one or more adventures that correspond to that particular area. These adventures are outlined with a box so they can easily be found when you are ready to use them in an adventure. The adventures are for Basic, Expert, Companion, and Master

levels of play. The DM should be familiar with the rules from these sets.

The very center section of the Gazetteer has pull-out information for the DM and for the players.

Pages 31-34 are a brochure for the players. It looks very much like a brochure that advertises modern-day vacation places. It is designed to lure people to visit the beautiful islands. Remember that some of the information given on the brochure is purely advertising, and is often inaccurate. But this is part of the enjoyment and challenges that face the players as they discover the places and truths for themselves.

Pages 29-30 and 35-36 are part of a pull-out section that contains DM information about the Ierendi Navy and Guard. Included are two sheets of counters that represent the naval forces of other D&D® game world nations and may be used for combat at sea.

Finally, there is the large color map that depicts all the islands in detail and includes maps of the city of Ierendi on Ierendi Island.

History of the Kingdom of Ierendi

As the sleek, new tour boat sloshes its way through the sea waters, the tour guide once again interrupts the hypnotizing calm of the ride with her "informative" commentary about where the boat is headed. The fresh white paint of the boat is not yet discolored by its time in the sea—the familiar green cast of seaweed and barnacles surfaces only after a few months of duty—and its name, *Morning Rain*, neatly painted on the back, is still visible.

The tour guide, Maru, is carefully dressed in a white robe-type dress tied at the waist with a colorful printed sash. The wind catches the hem of her dress, exposing her sun-brown legs each time the boat heaves. Obviously this guide does not always dress so modestly. From what you have heard, few on the islands ever dress this modestly...

Maru's cheerful voice, perhaps too much so for the early morning hours, again begins to grate on the passengers. Her habit of talking quickly and adding her own opinions has become noticeably frustrating for most, who soon settle in to catch up on sleep they lost having to rise early for this trip. Nevertheless, Maru continues her job.

"The Islands of Ierendi really have a comparatively brief history," explains Maru. "The islands were supposedly discovered by a group of outcasts from the Five Shires—cutpurses, murderers—you know, typical city scum—abandoned at sea, the Shires' quaint way of telling people they weren't wanted. It was a great way to execute worthless criminals. But wouldn't you know it? Of course they survived. I mean I know they were scum and deserved to die, but these were my ancestors. Like one of them was my father's father's father's mother," Maru explains, absent-mindedly fluffing the pillow of a dozing passenger.

"So, these worthless criminals, well, they just floated around and starved and ate raw fish and got terrible sunburns—awful, really. Then they saw this little island, and it looked uninhabited, so they figured they couldn't get kicked off an uninhabited island, so they paddled over there and settled in.

"I mean, isn't it heroic? We all need some real heroes—real guys—and girls, of course—who are that brave. You know?

"So these terribly brave souls conquered the natives on the island and the rest is—well—history! And there you have your brief lesson about Ierendi! Oh, I almost forgot; after a few years some of the people on the main island got a little itchy and decided to explore the sea to see what else was out there and that's how we got the other nine islands here. If you have any questions about Ierendi, just ask me, because I know all the important details. Really!"

The islands now known as the Kingdom of Ierendi have been settled for centuries by the native aborigines (the Makai peoples). However, most islanders begin accounts of Ierendi's history with the arrival of settlers from the Five Shires in the late sixth century AC.

The Founding of Ierendi According to Legend

Islanders subscribe to the belief that the islands were first settled about 500 AC by a group of castaways from the Five Shires. The legend exists in several versions; the following is the most commonly accepted.

The Makai natives regard this legend with good-natured contempt, though they generally refuse to discuss their own version of the islands' history with outsiders. Continental sages also treat the legend with skepticism, though many agree that the legend may be based on historical events.

A group of thieves, beggars, debtors and other criminals were brought before the High Sheriff of the Five Shires. As is customary, the High Sheriff pronounced the sentence of death upon the criminals, whereupon it was revealed to him that one of the criminals that stood before him was his own brother!

The High Sheriff, unwilling to order the death of his own kin, but bound by the laws of the land, had no option but to select the means of execution. He chose to set the group of criminals adrift in the

ocean, publicly announcing it as a cruel and lingering death suitable for such heinous crimes, but privately hoping that his brother might somehow survive.

With no water, provisions, or equipment, the criminals were set adrift in the middle of the ocean. They drifted for three weeks. Some died of exposure, some of starvation, some of thirst, some at the hands of others of the condemned.

In the third week, a violent storm carried their boat to the island of Ierendi. Fewer than a third of the condemned remained alive.

The natives remained at a distance but were not hostile, and the refugees soon discovered the island's abundant resources. In time, the natives accepted the intruders, and shared with them their native lore.

Some years passed. The former criminals adapted to life on the islands, building a small village and learning to fish and farm like the natives. At last, this small settlement was discovered by a continental trading vessel. Word got back to the Five Shires that a thriving colony had been established on a rich and fertile island.

The Five Shires attempted to claim the colony as a territory of the Shires, and sent ships and marines to enforce its claim. Surprisingly, the former criminals and the natives managed to defeat the Shires' force decisively enough to discourage all future military expeditions. The mysterious success of the islanders' successful resistance against better-equipped, more numerous, and professionally-trained military expeditions is traditionally ascribed to secret native tactics, techniques, and devices—possibly magic. (No evidence of such powerful military abilities remain among the modern natives, even in legend, though native shamans still boast that they can defeat any army in the world.)

The surviving castaways are said to have numbered eleven humans, four halflings, three dwarves, and five elves. Many islanders claim descent from these original settlers. An odd detail in support of this dubious claim is that a surprising number of islanders bear an S-shaped

HISTORY OF THE KINGDOM OF IERENDI

birthmark on their left shoulder, which they claim to have inherited from an ancestor among these original settlers. This birthmark is considered a mark of noble status in Ierendi.

The Real History of Ierendi —

The following accurate account of Ierendi's history is for the gamemaster's reference. A few Makai native shamans and certain wise and venerable continental scholars may also have fairly accurate notions of Ierendi's history.

About 1000 BC, Nithian seafarers discovered these islands. They found two races scattered about the islands, aboriginal humans and primitive lizardmen. The Nithians easily dominated the coastal tribes of these Makai, but never penetrated into the interior, where the ancestral lizardman clans dwelled.

As the Nithian Empire collapsed, it withdrew from its far-flung outposts, and the Nithians and lizardmen disappeared mysteriously. When the islands were rediscovered centuries later by the Thyatians and Alphatians, there was no sign of the Nithian settlements or people. Few evidences of the lizardman culture remain, other than in the legends of the Makai, in strange artifacts and cave paintings discovered in sea caverns along the rocky western coast of the main island, and in the enigmatic ruins on the highest peaks of Ierendi Island's rugged northwestern coast.

What caused this mysterious disappearance? The tragic truth is known only to a handful of lizardman priests. Nithian domestic animals brought to the islands a minor skin parasite that transmitted a devastating plague to lizardmen. Doomed to extinction, the lizardmen priests, spurred on by the vengeful spirits of their immortal ancestors, and supported by unearthly magics of unimaginable potency, slaughtered the Nithians and utterly destroyed their settlements in a single night. The Makai have legends of this event, but these tales relate magics of such incredible power that few modern sages take them seriously. Several primitive lizardman clans

inhabit the pestilent swamps of Roister Island, and one sub-species of amphibious lizardman still survives in submerged tunnel settlements on the floors of the deepest lagoons and on the shallow coastal shelves beneath the seas around the islands. Warned by ancient prohibitions, these lizardman survivors avoid contact with humans.

Thyatian explorers discovered the islands around 600 AC. The Imperial Court established prisons and detention camps there for criminals and political undesirables. The Five Shires (at this time under political influence of Thyatis) also experimented with a less formal program of exiling political dissidents to island colonies.

In succeeding decades, Thyatian military authority over the islands was extended to include the Five Shires exile colonies. Army garrisons maintained harsh discipline over prisoners and exiles, and the natives suffered under the callous brutality of the military administrations.

However, things suddenly changed when Mad Creeg, an ambitious and brutal pirate with a charismatic personality and a clever tactical mind, inspired a rebellion among all the prisoners. Exploiting the corrupt colonial bureaucracy and enlisting natives made desperate by Thyatian cruelty, the pirate leader also effectively bribed many guards to leave the islands. The native faction was also convinced to help overthrow the Thyatians because of poor treatment by the foreigners.

The main island was the first to fall. Mad Creeg claimed the island and then set out to make sure the others would soon be under his control. Within a year, his forces controlled the islands. With the enthusiastic support of his ragged soldiers and sailors and the island natives, Creeg established himself as the first monarch of the Kingdom of Ierendi.

Thyatis soon thereafter signed a treaty with Mad Creeg, abandoning its claims in the islands. Though militarily greatly superior to the islanders' rag-tag army of natives and former prisoners, Thyatis was faced with more urgent threats from the Alphatian Empire.

Mad Creeg's bastard son by a native woman was the next to assume rulership. Black Toes married a foreigner, Kerhy Matrongle, and assumed her surname. Thus began a long line of Matrongle rulers.

Three years after Black Toes assumed the throne, he established the Council of Lords, a deceptively formal designation for a rough inner council of henchmen and captains chosen to "advise" the king.

Many important laws were established by the Council, although few were actually followed. Black Toes, an improbably able and visionary statesman, realized it could take years and years to rein in the wild ways of these cast-offs, hoped these laws would serve as rough guidelines for later generations. The laws were by no means as comprehensive as were laws set by more civilized lands, but they suited the people and uncivilized islands.

See *Law in the Government* section for a more detailed history of lawmaking in Ierendi.

Gradually the islands became more civilized and as they became so, they more frequently became the unwilling hosts for warships sent by various countries, most notably Thyatis and the Five Shires.

In the early days of Black Toes' reign, attacks were successfully fended off by a group of magic-users who had settled on Honor Island. The magic users simply wanted to be left alone to study their magics, but if the rest of the islands were in an uproar, it became impossible for them to study. So, they would lend a hand when the islands needed defending. The navy of Ierendi was in its initial stages of development and thus unable to dispatch enough ships to thwart attacks.

The Ierendi navy worked up to full force by about 680 AC. A school was established on the main island of Ierendi to train sailors to defend the kingdom. The magical war fleets of the Honor Islanders continue to lend their support when Ierendi is threatened by foreign invasion.

HISTORICAL TIMELINE OF IERENDI

Year Event

3000 BC The Great Rain of Fire; Blackmoor culture obliterated; planet shifts its axis, freezing the Blackmoor continent and causing ice sheets to recede from regions of modern D&D® game world. (See DA1.)

Melting ice caps raises ocean level by several hundred feet. Lowland marshes and coastal plains along the southern edge of the continent are flooded.

2000 BC Bronze and Iron Age cultures in D&D® game world.

Circa 1700 BC Series of great volcanic eruptions and quakes split several large land masses from what is now the Five Shires and the Atruaghin Clans, stranding aboriginal peoples, the Makai, and lizardman creatures from the Malpheggi Swamp.

Circa 1720 BC Land masses split further, forming 10 islands south of the Five Shires.

Circa 1000 BC Nithian seafarers discover islands and conquer aboriginal natives.

Circa 500 BC Nithian settlements and Malpheggi lizardman cultures disappear mysteriously from the islands.

0 AC First Emperor of Thyatis crowned.

570 AC First settlement on the islands is started on Island of Ierendi by cast-offs from The Five Shires. Island is already inhabited by small tribes of native aboriginal peoples.

571 AC Thyatis establishes prisons on five islands where cast-offs settled.

600 AC Mad Creeg leads rebellion among prisoners. With native cooperation, Mad Creeg's improvised army drives Thyatians from the islands.

602 AC Monarchy formed as Mad Creeg claims all islands, establishing the Kingdom of Ierendi, and declares himself ruler.

637 AC Black Toes assumes rulership upon death of his father. Marries Kerhy Matrongle from Glantri and assumes her surname. The Matrongle family begins long control of the island.

642 AC Council of Lords, a cabinet of advisors, is established by Black Toes.

644 AC Successive military expeditions by Thyatians are defeated by islanders with aid of Honor Island war fleets.

650 AC First naval school is established in main island to train sailors for battle.

681 AC Ierendi navy is up to full strength and can fully defend islands.

691 AC The Rise of the Royal Navy: Honor Island magicians enter into secret negotiations with the Supreme Symposium of Gnomish Syndicates to develop magical-technological engines of war to enhance the power of the Royal Ierendi Navy.

713 AC The first advanced war ships and galleys of the navy engaged. They utterly destroy a Thyatian patrol. The Royal Navy achieves instant preeminence among the D&D® game world naval powers.

775 AC After a major uprising of merchants, the Council of Lords agrees to limitations on its power, and to the popular democratic election of the king and queen.

790 AC The Council of Citizens is formed, primarily of merchants and influential islanders of foreign heritage. The annual election ceremony becomes an established tradition for revelry and popular celebration.

867 AC The Council of Lords proposes selection of king and queen in an annual series of contests called the Royal Tournament of Adventurers. The Honor Island magic-users offer aid in sponsoring and designing the contests.

935 AC The contests are opened to any adventurers willing to swear allegiance to the Council of Lords, the Council of Citizens, and Ierendi.

957 AC Haradith of the Tall Cedars is the first non-Ierendian to win a regency. Her repeated successes in 12 of the next 14 years make her a national heroine, and symbol of Ierendi's open-door policy toward immigration.

975 AC The Academy of Naval Science is founded on site of original school to be used as the official training institute for the navy of Ierendi.

977-984 AC Breakwater constructed around city of Ierendi.

980 AC The Ierendi Tribunal (formerly the Council of Lords) formed as the official advisory council to all palace matters. Council consists of both elected individuals and those chosen by the king and queen.

1000 AC All D&D® Gazetteers are set in this period.

1200 AC The invasion of the Master of the Desert Nomads and the setting for adventures X4, X5, and X10.

The Geography of Ierendi

Our guide Gareno continued his travelogue from the bow as the river pilot guided our coaster upriver toward the mountains.

"The Ring of Fire extends along the western coast of Ierendi from the northern tip of the island to the black beaches of the south. The past, present, and future of Ierendi lies in the smouldering fires that have thrown these lofty mountains up to the skies.

"The abundant agricultural wealth of Ierendi is the bounty of her volcanic origins. Look at the verdant farmlands stretching away from these riverbanks to the mountains in the west, and back to the ocean in the east. Ancient lava flows formed these fertile plains, and rich black soils are eroded from the mountains and carried by many streams and rivers to the fields of the coastal plains, constantly renewing the richness of the land. The soaring peaks capture the moisture-laden winds as rain and snow fall, providing abundant fresh water for the drier lowland regions. And, of course, the beautiful mountain scenery that draws thousands of visitors to our shores yearly is the present of the ancient gods of Earth and Fire.

"At the same time, Ierendi's people live in the shadow of our great fire mountains. From time to time these old and generous friends turn violent and cruel, spouting molten rock and poisonous gases upon the people of Ierendi. Rivers of fire flow across the once-lush-and-green land, leaving nothing but a blackened wasteland of cinder and ash. A tragic example: in 786 the entire population of Port Siers—over 1,000 people—was killed in less than an hour by a cloud of burning ash that descended Mount Haumea and washed over the sleeping town like the Black Legions of Death.

"The natives say that Ierendi and her sister islands were created when the Old Man of the Sea invaded the dominion of Mother Fire. These islands, they say, are the bastions against the innumerable Hordes of Tethys who threatened to drive Mother Fire and her children from their kingdom. Tethys and Mother Fire sleep now, exhausted by their struggles, but

who knows when they may once again awake, setting the islands tremble with the fury of the gods at war."

GEOLGY AND TOPOGRAPHY

The Kingdom of Ierendi consists of 10 islands in an ocean region from 50 to 300 miles south of the main continent.

Six of the islands (Ierendi, Safari, White, Alcove, Aloysius, and Utter) are typical of volcanic topography. Mountainous highland regions, including many active mountain and crater volcanoes, are surrounded by fertile lowland lava plains stretching out to the ocean beaches. These islands are predominantly settled by the Makai peoples, with significant minority populations of later settlers from the mainland.

Four islands (Honor, Elegy, Roister, and Fletcher) are the vestiges of a single giant volcanic dome called the Kikianu Caldera. The eruption destroyed the native populations, but the islands have been resettled in recent centuries by Makai and mainland colonists.

Numerous smaller islands in the region of the ten main islands of the Kingdom of Ierendi are either partially-submerged mountain tops or volcanic islands relatively recently emerged from the sea. Many are not even charted. Most of these isolated smaller islands are uninhabited or only sparsely populated, though pirates have historically regarded them quite suitable for their bases.

VOLCANIC ACTIVITY IN THE REGION

This region has always been volcanically active, but the cataclysms resulting from the destruction of the Blackmoor culture were followed by alternating periods of dormant and extremely violent volcanic activity.

The native peoples describe the volcanic activity in terms of alternating periods of peace and war between the armies of the Elemental Planes of Fire and Water. Many myths detail the battles between heroes and Immortals of these opposing planes.

The most destructive period (c. 2000

BC) climaxed with the explosive eruption of the Kikianu Caldera, then an island about the size of the Five Shires. This disaster is recorded by Bronze Age continental cultures, when the skies were dark with ash for months, and the southern shore of the continent was battered with tidal waves. The volcanic dome collapsed into the empty subterranean magma chamber evacuated by the eruption, and the sea rushed in to fill the crater, leaving only three rugged islands along the rim of the subsidence and a single, still-active volcanic cone at the center. Hot springs and lava flows are still common on the sea floor of this region.

Sages suggest that the Ierendi Islands region is about to enter a period of renewed vulcanism. As yet, no populated regions have been threatened; however, earth tremors and vapor plumes from several major island volcanoes may be signs of worse things to come.

TERRAIN AND CLIMATE TYPES

Arid Uplands

A rugged 10,000-foot rim prevents the rain-laden clouds from entering Ierendi's Makalaui Crater. The volcanic sand and cinder floor of this desert-like basin is filled with steaming geysers and mineral pools, mud volcanoes, and intermittent cinder cones. The floor of the crater itself is a rough bowl about 15 miles in diameter at an elevation of 9,000 feet.

The crater has never supported a native population. Temperatures range from the 80's in the day to below freezing at night. Few native plants or animals can tolerate the harsh extremes of temperature and the scarce moisture. Most plant and animal life are exotic species imported by the Ierendi government from throughout the D&D® game world.

This unusual environment is maintained by the Monarchs of Ierendi as a wilderness park. Because of the dangerous nature of many of the exotic creatures, Makalaui Crater is closed to casual tourists, but expedition permits are available through the Office of Internal Affairs or the Adventurers' Club. The crater is also the site of the Wilderness

Olympics events of the annual Tournament of Adventurers.

Humid Upland

Most of the volcanic mountains of Ierendi's islands receive abundant rain and snow throughout the year. In general, the western halves of the islands are either rugged volcanic peaks or weathered hills, with the greatest elevations along the western coasts, resulting in rugged cliffs and spectacular waterfalls along the western coasts of the islands.

The rugged upland slopes, the steep valleys, and the rounded hills of Ierendi's island highlands are sparsely populated by the native Makai peoples, whose diet of vegetables (grown on small plots) is supplemented by gathering abundant wild fruit and by hunting small animals. However, the colorful native culture, the quaint villages, the mountain scenery, and the stunning ocean views draw thousands of tourists all year round.

Sub-Alpine Uplands

The highest elevations of the kingdom's mountain peaks (from 8,000 to 12,000 feet) are too rocky and cool for most vegetation. Covered with snow for half the year, and meadows of wild flowers the other half, these rocky heights support no native population, and are of interest only to the hardier tourists interested in serious mountain climbing, in hunting the exotic monsters that breed here, or in visiting the curious ruined monuments of the supposedly extinct lizardman culture. In recent centuries, however, outgoing Monarchs of Ierendi have received land grants in these regions, and numerous eminent adventurers seeking privacy and isolation have built magnificent strongholds and splendid chalets in this beautiful mountain setting.

Rain Forests

Most of the northern and western coastal slopes of Ierendi's islands, from the narrow sandy beaches, up the rugged seaside cliffs, and reaching into the lower slopes of the mountains, are covered with lush, tropical rain forests. These forests are

modestly populated by Makai natives who live off fish, small game, and fruits and vegetables gathered from the jungle.

Rainfall is heavy in these regions, and these coasts are often battered by violent winter storms from the northwest. Despite the beauty of the great waterfalls and green-shrouded black lava cliffs, these regions are seldom visited by tourists, since the natives here have a history of savage inter-tribal warfare, and are occasionally hostile to visitors.

Swamp

Swamp terrain is uncommon on most of the islands. However, Roister Island, unlike other Ierendi islands, is similar in terrain to the Malpheggi Swamp region of the mainland. This island's surface is primarily brackish and fresh-water swamps with isolated low hills.

Roister Island has few human native settlements. The scrub forests and dense vegetation, combined with the swampy ground, make Roister Island relatively unattractive to settlers, but the main reason for the sparse population is the disease-bearing insects such as stinging flies, mosquitoes, and dragonwasp larvae that infest the swamps. The only intelligent species at home on the island is the lizardman race, presumably immune to diseases carried by the island's insect pests. The island's isolation and small population also makes it an attractive base of operations for pirates.

Semi-Arid Plains

The eastern lowlands of Ierendi's islands are the source of its agricultural bounty. The rich, dark volcanic soils, the abundant water run-off from the western highlands, and the year-round growing season make Ierendi's harvests prosperous. The majority of Ierendi's native population lives in the rural villages and small towns in these regions, along with a sizable minority of foreign immigrants.

Lava Badlands

Several major lava fields extend from the slopes and craters of Ierendi's active volcanoes. The surface of these cooled lava

flows resembles the wrinkled crust of a pudding burnt to charcoal. The black rocky surface is covered with sharp, glass-like fragments that cut through boots like a halfling through a plateful of teacakes. The natives regard these barren, inhospitable lava fields as taboo, and foreign settlers regard them as barriers to travel.

These lava fields are honey-combed with lava tunnels and lava caves. Some of the lava tunnel complexes are inhabited by descendants of goblin slaves brought to the islands by Nithian colonists in the fifth century BC. Native legend says that other complexes lead deep into the fiery magma reservoirs beneath the islands, where salamanders, rock trolls, fire elementals, hellhounds, fire giants, and other creatures are said to have created a kingdom in the image of the regions of the Elemental Plane of Fire. Here it is said that the Queen of Fire sleeps, someday to awaken and renew her battle with the Old Man of the Sea.

Coastal Beaches

The eastern and southern coast of the Ierendi Islands tend to be sandy beaches with wide, shallow bays that make excellent harbors for native and foreign seafarers. These coasts are noted for their broad beaches, crystal clear waters, and colorful fringes of palms and tropical flowers, but most famous are the black lava sands of Ierendi, Aloysius, and Alcove Islands.

Most Ierendi citizens of continental descent, recent immigrants, and long-term foreign visitors live in the villages and port towns along these coasts, along with a sizable native population. At the height of the fall and spring tourist seasons, a port town may swell to twice its year-round population with sun-and-sea-loving continental tourists.

The Southern Shelf

The Southern Shelf is a region of shallow (100- to 200-foot-deep) seas extending from the southern coast of the continent approximately 300 miles toward the Great Southern Ocean and the Thane-gioth Archipelago. Four thousand years

The Geography of Ierendi

ago this region was dry land, the southern extent of the continent, but the area was flooded when sea levels rose after the Blackmoor disaster shifted the planet on its axis and melted the ice caps.

Now the southern shelf is a warm, shallow sea teeming with plant and animal life, home to the ocean shelf merman culture. Since the seabed south of the continent was dry land only 4,000 years ago, merman culture in the region only dates from that era. Within several centuries, nomadic seapeople tribes were foraging among the kelp beds of the new sea floor.

Merman Tribal Culture: Merman culture in this region is extremely stable. Numerous small tribes accompany their herds as they graze across the shallow continental shelves. The population density is very small, with tribes of 50-100 mermen ranging an area of several thousand square miles in a year.

Like many barbarian cultures, they practice herd raiding, and merman dolphin riders are swift and skillful in conflicts with other raiding parties and against menacing sea monsters. Nonetheless, for all their warrior vigor, the tribes are peace-loving and respectful of tribal territorial rights.

The ocean shelf merman tribes are traditionally stable and peace-loving, but sea floor merman cultures are often more civilized, densely populated, and prone to periods of Imperial conquest. No sea floor merman nations have as yet looked to expand into the southern shelf's tribal territories.

Friendly Relations: Ierendi maintains close relations with merman tribes of the Southern Shelf. Ierendi merchants trade ornaments and specially glazed and fired earthware to the mermen for carved coral and rare substances from sea creatures.

In return for Ierendi's pledge to protect sacred merman underwater shrines from pirate plunder, the tribes keep the Ierendi Navy informed of the appearance of strange fleets in the oceans above the Southern Shelf. Merman dolphin riders are employed as scouts by the Navy, and allied merman cavalry units have fought beside the Ierendi fleets in a number of historic engagements. Mermen instruc-

tors employed by the Naval Academy also train special naval and marine units in submarine wilderness and combat skills.

Native Flora and Fauna —

Plant Life: Native edible plants, roots, nuts, and fruits abound on the islands. Breadfruit, sugar cane, sweet potato, coffee beans, coconuts, and pineapple are grown on great plantations for export to the continent. The starchy taro root is the staple of native diets, served pounded into a thick paste called *poi*. The natives also thrive on fruits like plantains, guavas, and papayas, gathered wild or cultivated by villagers. In addition, almost any imported plant species thrives here, and a complete assortment of fresh continental fruits and vegetables may be found at any market in the Islands.

The rain forests are composed of tropical palms, the tall, dark-leaved "koa" (a native mahogany), and giant tree-like ferns over 100 feet in height. A deep mat of dead vegetation, sometimes as thick as six to eight feet, litters the forest floor. Dense thickets of bamboo and woody shrubs grow from this rotting plant life, and vines and creepers drape from the treetops and tangle in the undergrowth. Travel through these rain forests is almost impossible; natives use stream and river beds or animal paths that tunnel through the luxuriant greenery.

The Islands are famous for their brilliantly-colored ornamental flowering trees and tropical flowers—in particular, the orchid and hibiscus. Natives and tourists decorate their dwellings and garments with these abundant flowers, adding to the picturesque beauty of the landscape.

Among the more distinctive plants of the Islands is the rare silversword, a tall column of long, sharp silvery leaves that reflect the sun like mirrors, eagerly sought by alchemists for its virtues in weapon enchantment. Also sought by alchemists are the clawflower (tiny clusters of yellow claw-like flowers) and the hairy cat's ear, rare plants found only in Makalaui Crater.

Mammals: Few mammals are native to the islands, where reptiles and amphibians are the dominant large vertebrates. Of note are the white apes of White Island, the white-faced gibbon of Elegy Island, the ubiquitous giant rat, and the wild boar. Continental mammals like dogs, pigs and horses are common, both domesticated and wild.

Reptiles: Numerous species thrive on the islands. In populated areas, the large and giant varieties have been hunted to extinction, but on sparsely settled islands and in wilderness preserves many varieties of large and giant lizards are common, including many species of dinosaur and dragon.

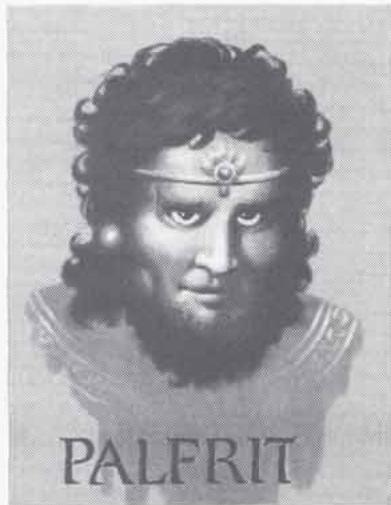
Birds: A wide variety of colorful tropical birds can also be found in the wilds of the islands. While the large white gulls gather along the coasts, the other birds prefer to remain hidden in the thickest forests. Parrots and the smaller parakeets are the most common tropical birds. They bring great prices if captured and sold. Great flocks of cameo flamingoes can be seen along the quieter inland fresh-water rivers and shallow lakes.

Marine Life: Fish are an important element of the native diet. The merman cultures of the shallow coastal shelves domesticate whales, sharks, and dolphins, and allied aquatic cavalry have occasionally supported Ierendi's renowned Navy. Sea serpents and giant turtles are among the legendary menaces to shipping, though most reported attacks are confined to the ocean regions south of Ierendi Island.

Insects: Most of the islands are thankfully insect-free. Utter Island, on the other hand, suffers both from disease-carrying minor insects and various species of large and giant insects, though encounters with the giant varieties are generally confined to the island's swampy interior.

THE HALL OF FAME

The characters described below are for the DM's eyes only. The PCs should discover these characters and pertinent information about them during the course of adventuring and role-play.



KING PALFRIT

(F14, St 17, In 15, Wi 13, Dx 14, Co 12, Ch 16, AL Neutral)

King Palfrit (pronounced PAL-frit) is an older adventurer, with greying hair. Some say he may not win the next tournament and will lose his title because of this—a fact that causes Palfrit to enrage. Aside from his tendency to susceptibility, Palfrit is otherwise a gruff but reasonable man who only desires the welfare of the nation.

He has a preference for the Royal Brigade over the navy, being a native of northern Darokin—a common source of dispute with the Queen. Palfrit finds the Queen very attractive and knows her haughty attitude conceals an adorable and tender lover—if only the King's wife wasn't so jealous and paranoid....

QUEEN MARIANNE

(F14, St 15, In 16, Wi 14, Dx 12, Co 13, Ch 17, AL Lawful)

Queen Marianne is a Ierendi native, the last of a dynasty of high brow naval officers. Despite her goodwill, Marianne is definitely snobbish and opinionated when it comes to military strategy. Her staff usually considers her a cold, heartless being, although when dealing with

other than navy business, she can become indeed a charming lady.

She is one of the main backers of the Royal Navy and the subject of budget allocation between the Guard and the Navy is a constant source of bickering with the King.

JARREN KINDLE, HIGH ADMIRAL

(MU13, St 12, In 17, Wi 15, Dx 14, Co 13, Ch 16, AL N)

Jarren is a hero of the nation, having won several crucial battles against flotillas of pirates. He was captain of *The Invincible* at the time, the best ship in the navy. Since then, he was recommended by the Queen to the Tribunal for an appointment as High Admiral of the Royal Navy. His great experience of maritime strategy and politics is a great asset for Ierendi, especially when dealing with the Honor Island wizards.

GHERYNID, HONOR PLENIPOTENTIARY

(MU25, St 11, In 18, Wi 13, Dx 15, Co 14, Ch 12, AL Chaotic)

Gherynid is the temporal plenipotentiary of Honor Island, in short, their occasional representative at the Court of Ierendi. She has full powers to make agreements with Ierendi.

Gherynid dislikes Ierendi and their foolish adventurer-oriented system. The government's policy of turning Ierendi into a tourist industry brings far too many unwanted, nosy visitors in the area. She finds tourism is an insult to the land and its people, a total lack of respect for privacy and culture.

She studied incognito at the Great School of Magic in Glantri and acquired extensive fire based science; she's now a Fourth Circle Fire Elementalist (see GAZ3 for details). Eventually, she plans to ally with fire elementals and take over this part of the world, whenever she succeeds in neutralizing conservative opposition on Honor Island.

BARTOLOMEO FIORI, AMBASSADOR OF THE MINROTHAD GUILDS

(T28, St 14, In 15, Wi 13, Dx 17, Co 16, Ch 12, AL Neutral)

Bartolomeo, or more commonly Bart, is the permanent representative of the Minrothad Guilds in Ierendi. His business is more to oversee the business with the various Minrothad Guilds and make sure Ierendi keeps them as their main commercial partner.

Bart is an easy going, old man who wants to enjoy the things life can offer. After years in Ierendi, he managed to turn the embassy into an incredible showcase of rococo-baroque bad taste in architecture and decoration. It is said that parties at the embassy are one of the wildest experiences in Ierendi.

HECTOR OCTAVIAN, AMBASSADOR EXTRAORDINAIRE OF IMPERIAL THYATIS

(C14, St 13, In 15, Wi 17, Dx 12, Co 16, Ch 14, AL Neutral)

Hector is the representative of the Thyatian Empire. He despises Ierendi for its historical background. Ierendi was a penal colony for Thyatis many centuries ago and Hector still feels Ierendi should be part of the empire.

The ambassador is a very bitter man. Even today, he curses the Emperor for making him the Ambassador to this place. He was hoping for a position in Darokin, Karameikos, or even Glantri.

Being highly cultured, he considers Ierendians an uneducated and rude bunch—something he does not show publicly though. He hates the Royal Navy for the defeat it dealt to the Thyatian Navy three hundred years ago, and hates Gherynid just as much. He considers Gherynid and Honor Island wizards the true threat to Thyatis interests in the western area. Gherynid rejected his advances a couple of years ago, and since then he has not stopped criticizing her and her fondness to things arcane.

Most of Hector's undercover activities consists in infiltrating the high command of the Royal Navy and sending spies to Honor Island. Hector is always seeking high level, unscrupulous adventurers for missions in the Honor Island citadel.

The GOVERNMENT OF IERENDI

The Kingdom of Ierendi is ruled by a king and queen and an administrative body called the Tribunal. The king and queen are technically monarchs, and their proclamations theoretically have the force of law. However, since the administration and execution of the law is in the hands of the Tribunal and its subordinate ministries, nothing can be accomplished without the consent and cooperation of the Tribunal.

CHOOSING THE KING AND QUEEN

The king and queen are chosen on a yearly basis from among the most successful contenders in the Royal Tournament of Adventurers. The official policy is that the male and female contestants with the highest scores are acknowledged and invested with their titles by the Tribunal. However, since the Tribunal does the scoring, and since the scoring is secret, the members of the Tribunal have some discretion in the selection process. Adventurers are not limited in the number of rulerships they hold and may compete yearly if they so desire.

The king and queen reside in the royal castle. Apartments are provided for the king and queen and all family members. The payment they receive for this position is nominal, but all costs of the rulership (such as banquets, travel, clothing) are assumed by the castle. Payment for one year is 500 platinum pieces for each.

THE ROYAL COURT

The king and queen are each permitted to appoint four Ministers-Without-Portfolio. The responsibilities and duties of these eight ministers, called the Royal Court, is entirely at the discretion of the king and queen. Each minister receives 50 platinum pieces a year and all expenses.

Typically the duties of these ministers fall into three categories:

1. ATTENDING THE KING AND QUEEN

The Royal Court serves as bodyguard, social escort, and advisory council to the king and queen.

2. PUBLICITY AND PUBLIC RELATIONS

These ministers are often sent on tours of the continental nations, advertising the commercial and recreational resources of Ierendi. They visit the ruling courts, hold exhibitions in urban arenas, and impress the local children with their adventuring skills.

3. SUPERVISING THE TOURNAMENT OF ADVENTURERS

They offer expert comment and advice in the design and construction of the annual tournament events, and are expected to assist in stocking the dungeon arenas and wilderness preserves with the exotic creatures chosen by the Selection Committees.

THE TRIBUNAL

The Tribunal consists of a cabinet of noble advisers that head the smaller divisions of government. The cabinet has traditionally been formed of a representative of each of several influential aristocratic families in Ierendi. When a family is unable or unwilling to offer a representative to serve in the Tribunal, candidates are nominated by the monarchs and Tribunal and elected by the people of the Kingdom in a general election.

The members of the Tribunal (called "tribunes" or "champions of the people") head the bureaucratic government agencies which administrate the day-to-day affairs of the Kingdom's government: the Departments of Agriculture, Foreign Affairs, Customs and Assessment, Internal Affairs, and Military Affairs.

The Department of Agriculture is responsible for the regulation of hunting and fishing on the islands. It also assists farmers by providing information, arranging for labor, and in emergencies, offering financial help.

The Department of Foreign Affairs oversees all relations with other nations and sends Ierendi ambassadors to these nations.

The Department of Customs and Assessment is responsible for collecting the import and export duties and luxury taxes which provide the bulk of Ierendi's government funding.

Though this agency employs many inspectors and agents, and maintains its own small flotilla of swift caravels to pursue smuggling vessels, the Department needs outside help to control this potentially lucrative criminal trade. Letters of Marque (locally referred to as "piracy licenses") are issued to private contractors, empowering their vessels and crews to stop and search suspected smugglers, to check for evidence of duty payments, and to seize contraband and prohibited cargoes. "Privateers," as holders of Letters of Marque are called, are rewarded for their efforts by receiving 50% of any delinquent duties collected, and 75% of assessed value of contraband cargo. Vessels identified by the Department as repeat offenders may be seized, along with their captain, officers, and crew, and the privateer may receive 25% of the value of the smuggler's ship.

Unfortunately, this legalized form of piracy, as effective as it is in filling Ierendi's government coffers, is subject to frequent abuses by overzealous and unscrupulous privateer captains and crews. It does little to dispel Ierendi's historical reputation as a nation which supports and protects pirates and buccaneers.

The Department of Internal Affairs handles the upkeep of national property to assure the safety and well-being of visitors and residents of the island. The division is responsible for general improvements to the island and problems of public welfare (for example, a public well gone dry).

The Department of Military Affairs is responsible for protecting the islands from hostile nations and outside threats, for policing the islands and the seas around the islands, and for guarding the breakwater and castle on the main island.

ADVENTURERS' CLUB

Adventurers who are not successful in their bid to become king or queen may be rewarded with a membership in the Adventurers' Club. Candidates are nominated by other club members in annual balloting following the Royal Tournament of Adventurers. Members are selected from this list of nominees by the Monarchs of Ierendi, with the advice of the Royal Court. Those selected are permitted to add the title "Kia'i" ("Guardian") to their names and to be addressed as "Sir" by less eminent Ierendi citizens.

The headquarters of this prestigious club, located east of the marketplace, and the various chapters in larger towns throughout the islands, are popular tourist attractions and gathering places for famous and soon-to-be famous adventurers. Club members may live and eat at the club chapterhouses free of charge, but they must assume the rest of their personal living costs. Adventurers must confirm their memberships each year by entering the contest for king and queen and again proving themselves talented and worthy of membership. Members are also required to participate in public demonstrations of the Adventurers' Club's skills and must accept a minimum of two quests per year for which they receive no pay. The latter requirement provides a "public service" pool of adventuring talent. Further, club members are expected to answer a call to service by the Monarchs of Ierendi in case of threats to the public welfare.

TAXES

Taxes are the single means by which servants of the Ierendi government—the king and queen, the Tribunal, the navy, and the guard—are paid. The bulk of the taxes are collected from resorts, inns, marinas, and other businesses that cater to the tourists, and from tariffs and duties on imports and exports. The rest of the taxes come from the residents of the islands.

Since tourism is the largest business on the islands, the tax generated by their purchases of goods and services is stagger-

ing. Islanders are also subject to these same taxes when making purchases. Tourists are assessed a room tax wherever they stay that is added to the price of their room. Residents need not pay this tax when staying at an inn or resort.

Residents of the islands must also pay a yearly tax of 10 gp per family member. The population of the islands is small and all births are recorded with castle officials so this tax is difficult to avoid. But the amount is so modest that few have trouble paying it, and local officials are encouraged to accept public service from citizens too poor to pay in coin.

LAW IN THE KINGDOM OF IERENDI

The laws of the Ierendi government are established by the proclamations of the king and queen and confirmed and implemented by Tribunal and the various officials of the Tribunal's subordinate departments. Because rulership of the islands changes so frequently, many laws are complex and self-contradictory. Applications of the law depends on the wit and temperament of the individual official. At a local level, traditions of informal and personal justice, based on the model of the benevolent tribal chief, usually result in fair and reasonable judgments. However, in larger settlements and towns, corruption and abuse of power is all too common.

The Guard, Ierendi's police force under the control of the Military, is generally a target of public ridicule. The Guard service doesn't seem to attract individuals of quality or substance; the stereotypical Guard is dim-witted, venal, and indecently servile toward citizens of wealth and power. The common people avoid calling in the Guard wherever possible, and prefer to handle things privately, through vigilante justice or employment of private investigators and "leg-breakers."

The severity of the sentence or fine is determined by the seriousness of the crime. The following are examples of typical punishments for various crimes:

Crime	Punishment
Murder	Fined 5,000x1d6 gp or sentenced to 5d6 years labor
Assault	Fined 1,000x1d6 gp or 6x1d6 months labor
Treason	Sentenced to 3d4 years labor

Theft, Fraud, Fined 500 gp or sentenced to 1d4 years labor

The Tribunal decides the punishments for these crimes at a weekly meeting in which the accused can state his case. For lesser crimes, the Guard has the power to assess fines or other punishments on the spot. For example, if a man is caught being overly rough with his children, the Guard can require him to pay a fine or perform some public duty, such as helping teach the younger children at the school for a stated period of time. Or if someone has not paid an overdue bill, the offender might be required to work for the person to whom the money is owed.

Repeat offenders, and those accused of more serious crimes, are brought before officers of the guard or local officials for justice and sentencing. Nobles and other powerful figures may demand justice from the Tribunal itself. Any citizen unhappy with a judgment against him is entitled to bring his case to the Tribunal for appeal, but since the Tribunal invariably upholds the judgments of the guard and lesser officials, while adding a harsher sentence, few citizens exercise this right.

In addition to the formal law, there is the unwritten "islander" law in which many matters are handled privately. Usually the principle of "an eye for an eye" is ascribed to and accepted among long-time islanders who live away from the general population.

The Guard has a reputation for accepting bribes for "fixing" legal matters in the interests of the highest bidder. There is some risk, however; some Guards are quite honorable, and local officials are particularly harsh in their treatment of those convicted of bribery.

The ECONOMY OF IERENDI

"Well, I guess it might look like poverty to outsiders." Haron, our 15-year-old native local guide, paused by a local drinking pool to let us catch our breath. "Me, I'm just a simple island boy, but it looks just fine to me. And, of course, with all the geleva we skin off you nice tourists..." (Haron's face breaks into a broad grin) "...I'm sure we'll all be just as rich as you foreigners in no time."

Before the arrival of continental settlers, the native peoples relied on nature's bounty for their food, shelter, and clothing. Even today most Makai live off the the island's abundant fish, game, fruit, and crop resources, build their houses from wood, woven reeds, and thatch, and make their garments from native fabrics.

The Nithian conquerors introduced plantation-style agriculture to the islands, and larger tribes on Ierendi Island were practicing plantation farming when continental settlers arrived in the sixth and seventh centuries. Even before the arrival of continental settlers, however, the Makai of various islands traded among themselves for things like obsidian, flint, pearls, and handcrafts. Ornate antique shell necklaces used as currency for inter-island trading in the fifth through seventh centuries are rare and priceless, and much sought after by local and continental collectors.

The Pirate Kings of the seventh and eighth centuries relied on piracy and mercenary payments to support their little kingdoms, but plantation farming became increasingly important, and by the end of the eighth century, agricultural exports were the primary source of the island's wealth. This wealth was concentrated in a few hands; the islanders saw little benefit, and many worked under harsh plantation masters.

Edicts of the ninth and tenth century monarchs have eliminated the worst abuses of the earlier plantation system. Also, the growth of the tourist trade has offered islanders a wider choice of occupation.

As foreign trade became more important to the islands' economy, a coinage based on the continental bronze-silver-

gold-platinum standard was established. The first coins consisted of three sizes of gold and one size of platinum pieces. As the islands were able to obtain other precious metals in trade, they added silver and copper pieces to the coinage. Only one size gold piece remains currently. Their values and names are as follows:

1 pp (pali) = 10 gp (geleva) = 100 sp (sana) = 1,000 cp (cokip)

Because of occasionally careless and irresponsible fiscal policies of the Ierendi government, foreign currencies are often preferred over local coinage. Exceptions are the geleva gold coin and the pali platinum coin, which are considered reliable. Exchange rates fluctuate wildly, and bewildered visitors are advised to exchange foreign and local currencies at Banks of Ierendi in larger coastal and lowland towns. When in remote regions or on smaller islands, visitors are at the mercy of local currency speculators and con men.

DM Tip: Early and often, confront PCs with smiling, well-dressed shysters who eagerly offer 150 sana for 10 geleva, or 150 sana for 100 silver coins in a foreign currency. Then, when the PCs present these local coins for exchange at a bank, or try to purchase supplies in remote trading posts, inform the characters that the sana are either counterfeit, or worth only a cokip apiece. Welcome to Ierendi, suckers.

The islands' principal exports are jewelry (shell, coral, mother-of-pearl, and pearl), baskets, fruits, vegetables, gold, platinum, salt, and cotton. They must import red meats, iron and other metals, and leather.

Although the Kingdom have enjoyed brisk trade with the continental nations since the eighth century, only in the last century have the monarchs and Tribunal attempted to exploit the islands' potential for the tourist trade. Eventually realized that if they invited people to their islands to visit, they would have a captive market for their goods, their inns and hostels would prosper, and standards of living might be raised for many islanders.

Billed as a beautiful place to retire and vacation, the islands are doing a booming tourist and housing business. Many are drawn to the annual Tournament of Adventurers, and the promise of favorable taxes have brought many rich adventurers to live in the islands. Recently the monarchs and Tribunal have also advertised across the Known World to attract new residents to participate in the islands' rapid development.

Making a Living

Native Makai in upland and rain forest regions, and on smaller, isolated islands, continue to live a self-sufficient tribal existence, trading occasionally for metal weapons or other civilized luxuries. Coins are of little value here; barter is still the standard of exchange.

Lowland and coastal islanders generally earn very good wages in the agricultural or tourist trades. A sizable minority own their own family farms or businesses. A small elite controls most the islands' wealth, the source of their wealth being agricultural, tourist, and shipping enterprises, or, in some cases, criminal activities like smuggling or piracy. Unfortunately, because of Ierendi's traditionally careless distinctions between legal and illegal enterprises, Ierendi's upper classes are exceptionally ruthless and corrupt, even by continental standards.

However, since food is abundant and Ierendi's economy is booming, the life of the islander is generally comfortable and pleasant. More adventurous youths of Makai and continental backgrounds seek employment as expedition laborers or guards, or in smuggling, privateering, or swindling tourists. Many who survive injury, death, or imprisonment in their initial experiences return thankfully to farming or tourist services. Others go on to become professional adventurers.

EMPLOYMENT FOR Character Classes

Adventurers of all classes will be able to find means of employment in Ierendi. Obviously the higher level characters

command more pay and other rewards and thus only the rich or the government can afford to hire them. The higher level characters usually are the ones to handle the extensive adventures or the most urgent. The lower level characters are usually hired for the local tasks by those who are unable or unwilling to pay more.

The Department of Customs and Assessments makes discreet inquiries after experienced thieves and adventurers with criminal backgrounds, on the theory that it takes a thief to catch a thief. Many top Customs agents have risen above their shady histories to become trusted and reliable servants of the state.

Jobs for magic-users and fighters seem to be the most abundant on the islands. Dwarves and thieves are usually not openly advertised for because their employment often consists of nefarious deeds, such as digging tunnels to infiltrate a wealthy residence, or stealing valuable objects. Clerics find little work other than that associated with the places of worship in the islands. Some clerics in the islands act as instructors in their profession as a way to make a living.

The primary employers of adventurers are the monarchs and the Departments of the Tribunal. They advertise almost daily for help in solving problems on the island. Individuals are most commonly sought, but there are frequent requests for adventure parties, too. In Ierendi City notices of work for hire are posted along the north wall. Every morning crowds of adventurers gather to read—or pay others to read—the new government and private advertisements. In smaller towns and villages such notices are generally posted at the office or residence of the local government officials.

Another regular employer of adventurers of all levels and types is the People's Temple. Their constant search for the legendary Immortals' treasure provides frequent opportunities for employment. (See "The Peoples' Temple," *Society*.)

Fighters have several sources of employment from which to choose. Many young fighters choose to attend the naval academy to help them become more well-rounded adventurers. Upon graduation

from the basic classes of the academy, the cadets are then obligated to serve as marines in the Ierendi Navy for two years. In addition to policing the seas around the islands, the navy is responsible for transporting regular guards to the other islands for their monthly duty. The navy is also expected to help out the individual islands in time of emergency.

Marginal or inexperienced fighters can always find employment in the Island Guard. Because of the poor pay, low morale, corruption, and low level of competence, few fighters of substance remain with the Guard for very long. More able fighters are hired for the palace guard service—their standards are high, but their training programs are substantial, and the pay is good.

Some fighters are hired as personal guards for the more wealthy residents on the islands and some are hired to help control rowdy crowds at the more popular drinking establishments.

Magic-users are also frequently employed on the islands. Many magic-users work as entertainers for the crowds of tourists that visit the islands. Visitors to the island flock to the spectacular shows of magic and illusions. Each year, several magic-users are also employed to help create the test for adventurers seeking the crown.

Mixed parties may find employment in Safari Island's Adventure Parks, where new novelty dungeons and wilderness ambushes are provided to stimulate jaded adventuring sensibilities. Particularly in demand are spell-casters of all varieties. Often such employment requires more theatrical than adventuring skill, but some of the more challenging parks, used by Adventurer Club material for exercise and tournament practice, offer real danger—and real money—to superior adventurers.

Mixed parties are also sought in the magical components trade. Customs and Assessment issues licenses to select entrepreneurs to enter wilderness preserves in search of rare monsters, plant life, or substances used by magic-users as components in the spell-casting. Since Customs levies high tariffs on legitimate operators

in this trade, there is a great temptation for those who would obtain these valuable component materials illegally, but illegal component hunters must face not only the dangers of the wilderness but the hardened agents and operatives of the Customs and Assessment division, and sizable fines and prison terms await those who survive arrest!

Adventure: The Purloined Tablet (Expert)

A priest of the People's Temple approaches the party. "We require a discreet party to enter the Makalaui Crater and search a hidden underground passage for a stolen religious artifact. Since revealing the loss of the artifact might panic worshipers, this mission must be kept secret. Further, secrecy prevents us from obtaining licenses for this expedition, you must also avoid entanglements with Customs and Assessments."

The PCs sneak into the Makalaui Crater past Customs stations and patrols. Inside the crater, a lava tunnel leads from the inner rim all the way to the sea, 25 miles distant. Along the route, the party encounters black goblins, escaped slaves, and assorted monsters, along with evidence that this tunnel was once used by ancient lizardmen.

They reach the sea, and find the artifact—one of the original Hope Stones, stolen by an adventurer who intended to hide the stone in this tunnel, but who was ambushed by lizardmen and killed. The Hope Stone is now serving as an altar in the lizardman village.

The party gets the Hope Stone back by force, stealth, or diplomacy. They return to the crater, evade the Customs patrols, and return to the priests of the People's Temple, who take the stone and thank the party. Then they try to kill the party to preserve the secret of the Hope Stones. (For details on the Hope Stones, see *Society*, "The People's Temple.")

Ierendi Society

"Now you feel free to just jump right in if there's any kind of celebration," Abul, the small but confident tour guide assures you. "We all love a good party and love to have guests," he continues, flashing a bright smile that contrasts with his deeply-tanned skin. "There's always something going on around here that's a good excuse for a good time."

Though many of Ierendi's citizens are recent immigrants or descendants of immigrants from the mainland, Ierendi's social customs are predominantly based on the native Makai cultural traditions. The Makai have always enjoyed a mild, sunny climate, an abundance of food with a minimum of work, and a slow, easy pace of life. Outsiders quickly—and gratefully—adopt the customs of the Makai native people, customs shaped by the islands' peaceful and generous environment.

Names

The residents of the island are a conglomeration of different nationalities, so their names are quite varied. However, one can identify probable native islanders by their brief, concise names, often with no surname.

Common names: Gan, Kani, Tia, Fero, Dak, Rena, Den, Han, Kira, Pol, Jin, Keril, Garot, Ru, and Vimo.

Dress

In large towns and coastal resorts continental styles are popular, but most of the Kingdom's peoples prefer native Makai dress. Most clothing is simply made from light-weight, gauzy fabrics of domestic cotton. Generally the fabric is bleached white or left in its natural state, but colorfully-dyed fabrics are a sign of status among the middle-class and wealthy. Affluent residents may also adorn their garments with embroidery and gold trim.

Men usually don loose tunic shirts, or often go with no shirts at all, and wear loose baggy trousers most often held up by lengths of rope or leather. Women wear loose tunic-style dresses of various lengths. Older women prefer longer

dresses, while the younger women opt for shorter tunics that are slit up the side to ease mobility and to catch any cooling breezes. Shirts and tunics are usually slit part way down the front and closed with shell or pearl buttons.

Shoes, if worn at all, are usually sandals made from rope and cloth or leather. Those living in more rugged or swampy terrain have adopted the continental practice of wearing heavy boots, but leather is expensive, and considered a luxury.

Hair styles are quite simple. Women usually wear their hair long or curled up on their heads like a bun, though recent fashion has followed the continental styles, with the hair cropped short like a man's. Men have traditionally kept their hair very short. Makai men do not have prominent facial hair, and citizens of continental descent are usually clean-shaven. Some men, following the styles of certain popular adventurers from the mainland, grow their hair long and keep it tied back in a pony tail, or display full, bushy beards. In older men, long, grey hair and beard are honored—and often misleading—indications of venerable wisdom.

Most island residents wear very light jewelry if they wear any at all. Wearing heavy or ostentatious jewelry is considered vain and foolish. On the other hand, delicate, finely-crafted ornaments—light chains made of gold and silver (silver is a more prevalent metal on the island), thin strands of coral beads, fine bracelets and earrings, decorative shell combs with pearl inlays, etc.—are signs of taste and wealth, and are worn by men and women alike.

Dietary Habits

Island cuisine is based on an abundance of fresh fruits, vegetables, and small game animals. Native cooking is simple, with a minimum of fuss and preparation. However, many foods are imported on a regular basis to serve the large number of foreign visitors, and in large towns and resorts restaurants specializing in various continental cuisines are easily found.

Beer, wine, and other alcoholic beverages are not part of the Makai traditional diet. The islanders will tell you "We're quite happy without false happiness, thank you very much." In urban areas and resorts some taverns may be found, but finding a tankard of ale in rural areas or on remote islands is a difficult task.

Architecture

Most homes and public buildings built by native Ierendis are constructed in a similar fashion. Most past and present residents seem to prefer a plain white exterior on the house, whether it be wood or other materials, and a minimum of two large columns flanking the entranceway. New residents to the islands often adopt this pattern of construction, but urban dwellings and establishments featuring continental styles are not uncommon.

Homes on the islands are traditionally built with wooden frameworks and woven thatch roofs and walls, or from sun-dried clay bricks. An extended family often lives under a single roof; family unity, rather than privacy, is a respected value among the Makai. Wealthy or influential family members or tribal leaders may live in large, multi-room dwellings, but it is considered good form to share meals regularly under one roof with friends and relatives. "A man who honors his friends and family needs no more than one roof," the Makai say. Timber and stone construction is popular in larger Ierendi towns and resorts where continental influences are the strongest. In Ierendi City, a visitor might imagine himself in any of a hundred continental cities. In smaller towns and settlement, public buildings and private business establishments in timber and stone are commonly mixed with dwellings and businesses built in the native manner.

Holidays

The people of Ierendi honor more various and obscure holidays than any other culture of the D&D® game world (with the possible exception of the Five Shires). It is said that the Makai would welcome the end of the world if it provided an excuse

for a really splendid party. Each Makai family and tribe has its own special holidays to celebrate (birthdays, wedding anniversaries, coming-of-age festivals, naming rituals, and so on) in addition to the assorted festivals ordained by local tribal leaders and public officials (Coronation Day, Village Founder Day, Bazaar Bargain Day, etc.).

However, there are three special holiday festivals that every inhabitant of the islands celebrates each year: the Days of Right, the Rebirth, and the Celebration of the Sea.

The Days of Right

The Days of Right is a three-day festival that accompanies the winter solstice. Originally, the Days of Right celebrated the prophesied birth of a Right, a heroic Messenger of the Immortals who was destined to save all mankind. This belief was brought to the islands in the eighth century AC by a group of fanatic missionaries from the Minrothad Guilds. These cultists convinced many Ierendis that this savior was to be the ultimate source of earthly enlightenment, and that all other beliefs were invalid.

However, when the time for the arrival of this divine messenger came and went with no sign of the awaited revelation, most Ierendis began to drift back into their own islands' religion. The Rightists earnestly protested that it must have all been errors in astronomical observations and calculations, but the more militant Rightists were eventually invited to leave the island and carry their message elsewhere. A small but dedicated following remains as an obscure and disreputable underground cult.

The Ierendi were reluctant to abandon a perfectly good festival just because a cult prophecy had gone bust. The holiday gradually evolved into a celebration in which people would make amends and ask others to forgive them for what they may have done to them during the year. The celebration also included the exchange of gifts among those seeking forgiveness from others.

This holiday is also the traditional time

in which young people become engaged to be married. Many marriages also take place during this time. Babies who were apparently conceived during this time are considered to be extra lucky.

The Rebirth

This Spring holiday celebrates the rebirth of plants that have lain dormant for the cooler winter months. It also is the last large celebration for a few months because of planting and tending the fields.

Great planting parties are planned as all who can help with the planting do so. Not only do parties make the planting more efficient, but they instill a sense of pride and unity in all who help. Generally, the Rebirth celebration lasts only a few days or as long as it takes for all the fields to be planted. At the end of each work day, the planters gather and celebrate into the wee hours of the night, only to arise early the next day to plant more crops. It is an exhausting holiday and many must rest for a day or so after this celebration.

The Celebration of the Sea

This fall celebration is the most elaborate and beautiful of all such occasions. After all the important crops have been harvested, there is a two-day celebration that occurs on boats out on the water. Boats are rafted together into large floating islands. The days are filled with feasting, visiting, and water sports; the nights are filled with group singing and storytelling. In Ierendi Harbor one can practically walk from one shore to another across the hundreds of boats filled with merry-makers.

The Ierendis celebrate their fall harvest on the waters for two reasons: to acknowledge water's importance in ensuring successful crops, and to appease the legendary sea monsters who could otherwise cause great floods across the lands. In an effort to keep the sea monsters quiet, flowers and flower petals are thrown into the water throughout the celebration. No one has actually seen the dreaded sea monsters, but terrifying tales from the

past have instilled a fear in the people—a fear so great they do not wish to take any chances, should the sea monsters really exist.

Shortly after this celebration, limited plantings of the winter crops are conducted. The winter crops need less tending and therefore give the growers a rest for several months after the busy summer growing season.

CUSTOMS

For many centuries, it has been customary for residents to gather at night after the day's work has been completed. In towns and villages, folk may gather at inns or in public squares. In rural areas folk may gather at the home of the local tribal leader or public official, or at a prominent landmark, like a beautiful cove, lake, or streambank. These meeting places are usually filled to the brim with islanders who gather for a bit of adventure or at least talk of it.

In the larger towns, residents engage in various forms of harmless rowdiness at night. The day's seriousness gives way to silliness. To accommodate the adventuring "itch" that so many experience, many inns are designed to provide an outlet.

Some inns offer dungeons to explore beneath the floors of the inn. Others sponsor adventure teams that practice and compete at Gastenoo's Adventure Park. Some sponsor "scavenger hunts" during the evening and bets are taken as to which scavenger team will be most successful. Some inns are merely meeting places where adventurers discover other talent to team up with. Some inns offer tests of skill, strength, endurance, and wit inside the inns themselves. Offered in the form of entertaining games, these test nonetheless are challenging and many take them quite seriously even though they were meant to merely amuse.

In the afternoons, the islanders take what they call "skill breaks." These afternoon breaks allow the residents to have some fun for a few minutes as they engage in mock battle, sharpshooting, hand-to-hand combat, or other activities.

Ierendi Society

Visitors are often stunned at the sudden outbreak of what seems like universal madness as everything comes to a halt for 15 to 30 minutes while the islanders break into a frenzy.

Religion

The native Makai have worshiped the Immortals through the druidic principles for centuries. Prospective clerics are nominated by the tribal and druid priests. Those who are confirmed by the Immortals with the benefit of clerical spells enter the tribal priesthood. As youthful initiates, they generally remain in the tribal communities, caring for the sick and injured, attending to the mental and spiritual education of the tribe's youth, and offering spiritual guidance to the tribal council. In later years tribal priests may remain with their communities and become tribal elders, or they may choose a solitary life as druid hermits.

Most immigrants and settlers from the mainland have brought their own religious beliefs with them to the islands. In towns and larger villages a number of small shrines and temples are dedicated to various faiths, and in small villages and rural areas, itinerant clerics serve the spiritual needs of the scattered and isolated faithful.

Two established churches are prevalent in the more populous areas of the Kingdom: the People's Temple, and the Eternal Truth. The People's Temple is a faith incorporating many of the myths, rituals, and practices of the native Makai tribal religions, but better suited for those who have abandoned the tribal life to live in town, and for those of continental descent seeking a faith more in tune with the rhythms of Ierendi culture. The Eternal Truth is the dominant religion of the Emirates of Ylaruam, which has been surprisingly successful in its missionary efforts in the Kingdom.

The People's Temple

The People's Temple is the most widely attended church in the islands. Temples can be found throughout the island, but since most rituals and religious observ-

ances take place outdoors, many communities have no specific building labeled as a temple, and the priesthood may or may not live together, according to the particular whims of the local clerics.

The Temple is a peculiarly informal religion. Each community has its own rituals and services, determined by the local priests, and changed whenever it suits the priests and lay members. Little deference is shown to the priesthood; followers treat their priests as they treat their friends and relatives, with a cheerful familiarity.

The first half hour of services consists of relating good and bad news about friends and neighbors. It is a very social time useful for maintaining old friendships and making new ones.

The second half hour can be quite exciting. Often, magic shows accompany the message of the day. The temple-goers know that much of this magic is merely sleight-of-hand, but they enjoy the show and it serves to reinforce the message of the day in many cases.

Usually the high priest of the temple will extend messages of love and generosity and that the islanders must all be there when friends and neighbors are facing troubles. Never is an actual god spoken of; rather, there is a certain force that is worshiped. Most believe this force is simply the positive effects of good will to others and the general ideal of never doing anything that might harm or upset another person.

The services are usually held in the open air of the temple courtyard. This visibility encourages visitors to attend, which in fact they do in preference to the other places of worship.

The Hope Stones

Some of the original beliefs of the native islanders were molded into this religion when Tomia, a visitor from the Minrothad Guilds, saw that a little magic combined with religion would assure a wide following among the islanders—and would provide a large income from those who attended. He established the first temple on the main island and it became

an instant success, and Tomia began to call himself The Hope.

Tomia inscribed the general rules of the religion on pieces of stone. It is believed that these stones have since been destroyed, but they actually lie locked away in the farthest recesses of the underground floor of the temple. The stones will never be taken from here by temple officials because, with the Temple's typical disregard for established practice and church dogma, subsequent generations of priests have altered what the stones originally had proclaimed.

The stones contained much more informal laws and principles than the temple currently approves. In the name of progress, temple officials thought that the islanders needed to become a bit more civilized, and through the years, the messages of the stones were gradually changed. Finally, the temple officials decided to inscribe the more formal laws onto the stone surfaces of the temple on Ierendi island for all to see. These laws are the official laws of the temple to date.

Temple officials, concerned about the potential embarrassment if the original stones were discovered and examined, have long planned to dispose of them. Attempts to destroy them have been futile; some magical property apparently protects their substance. The only alternative is to take the stones from the temple vaults and transport them to some obscure hiding place. Temple officials are constantly hatching schemes to accomplish the task, but fear of being caught in the act has deterred the implementation of these schemes.

The Temple's priesthood does not fear so much for the loss of its own status and reputation as for the possibility that discovery of the altered stones may discredit the Temple and rob its followers of their faith and spiritual support. The priests are not being cynical when they say "Sometimes you must lie to the flock for their own good." They are just being practical—a virtue the People's Temple has in great abundance.

Adventure: Leave No Stone Unturned (Expert)

The adventurers are informed that these legendary stones of The Hope really exist. They must search the basement of the People's Temple if they wish to find them. This adventure may bring no reward if the stones are discovered and revealed, and those questing for Immortality may severely damage their chances for achieving this level if they reveal them.

The adventure may proceed in three stages.

First, the PCs are approached by disguised enemies of the Temple and Ierendi (for example, agents of the Eternal Truth or Thyatis) and informed of the existence and general location of the Hope Stones. The PCs are told that the religion is based on false doctrine, and that the evil priesthood is concealing this falsehood for their own benefit.

Second, the PCs must sneak into the temple, outwit its traps and guards, and search for the Hope Stones. This is a standard dungeon caper.

Third, the PCs find the Hope Stones, and are confronted by a People's Temple priest, who explains why the priesthood wants to conceal the stones, and begs the PCs not to reveal their secret. This is a moral dilemma, where the PCs must weigh their principles against the possible consequences of disgracing the People's Temple. PCs who realize that enemies of Ierendi are behind this mission should cooperate with the Temple priests, and may even decide to take revenge on the agents who tricked them into attacking the People's Temple.

The IMMORTALS' TREASURE

One message on the stones has not changed at all, however. Tomia, The Hope, wrote of a great treasure sent down by the Immortals. Recently ascended Immortals, forced to relinquish their treasures, combined their riches and used

them as a lure to attract prospective Immortal candidates. According to the stones, the treasure is so great that it will make the Temple the richest in the world, and all who belong will share in the riches. The treasure will be found, according to the Immortals, when the People's Temple's need is greatest. Not even Temple officials know when this will be, so a continual search for the treasure is conducted by the Temple priests and by individual followers of the Temple.

Temple officials strongly encourage adventurers to increase their proficiencies and prepare themselves to someday achieve the level of Immortal. They do this in hopes that the great treasure will be revealed to them.

Members of the Temple are also encouraged to look for signs that the treasure will be revealed. They pray to Tomia and the Immortals. They look for indications in their card playing. They look for indications in the roll of dice and bones and the fall of swords. Even the walk of a stranger might be a way to lead them to the treasure.

Some worshipers at the Temple attend services frequently in hopes of learning something that may reveal the whereabouts of this great treasure. Temple officials needn't worry about declining membership in light of this incentive.

Adventure: The Map (Basic)

The adventurers are casually strolling along a main street on the main island. They are abruptly stopped by a little man with a crooked nose and crooked teeth. He wears a loose, white robe that is tattered at the bottom and he constantly adjusts the top of the garment so it does not slide off his shoulders.

The little man looks at a crease in the clothing of one of the adventurers and gasps. He can barely tell them through his excitement that the crease is in the exact shape of a river that leads from a mountain on the west coast. He is convinced that the crease can lead him to the great Immortals'

treasure; until the adventurer agrees to help him find it, the man won't let him out of his sight. His high-pitched voice grates on the ears of all within hearing. Simply giving the man the garment will not do—he insists that the adventurer must wear the clothing, and that taking it off would disturb the Immortal's plan. It is impossible to get rid of or lose this clinging vine of a townsperson.

The little man does not cease his pleading until he can get an agreement from the adventurer to meet him in an hour to set out on the search for the treasure. He promises that the Temple will offer him a great reward.

If the adventurer does not return, Temple officials seize him and force him to lead the search. If the adventurer decides to check with the Temple about this "sign," he is also seized and must go with officials on the search. Church officials will hire any others the adventurer desires as partners.

If the adventurer does return, the little man appears, engages the party or the individual in deep conversation, and suddenly they are all (or both) seized by Temple officials. They or the individual will be forced to lead an expedition to find the treasure according to the "map" on the clothing. Great rewards are promised if the treasure is found.

The expedition takes several days, and each morning the individual with the "map" must have his clothes read. He is not allowed to change the clothing.

The Eternal Truth

The Eternal Truth of Al-Kalim, as revealed in the Holy Nahmeh (a sacred text) and accepted by all True Believers, is that a man must have Faith and Trust in the Immortal Guardians, in the honor of his fellow man, and in the wisdom that is obtained through reason and through the contemplation of the laws and parables of the Nahmeh. This is the official religion

IERENDI Society

of the Emirates of Ylaruam, a militant and demanding religion that asserts its right to spread The Word and The Way by reasoned argument—or by the sword, when necessary. Such a religion is oddly out-of-place in a society like Ierendi's, but the Eternal Way has found a following among the military elite and among merchants eager to do business with the powerful seafaring Ylari traders.

The Sanctuary in Ierendi City is small, with no more than 300 followers, but its worshipers are dedicated fanatics. The Sanctuary only accepts the most serious worshipers, imposing strict principles of conduct that must be upheld at all times, and requiring absolute obedience of the Faithful.

Religious services are held twice a week for two hours. For a half hour before services, all attend a special class where they intensively study the life and teachings of Al-Kalim.

The Followers of Al-Kalim have nothing but contempt for the People's Temple, which seems to a True Believer to be worse than no religion at all. "No laws?

No teaching? No wisdom? Pfeh! A Temple service is more like a child's birthday party than a sacred observance of the Will of the Immortals." Several unfortunate incidents have resulted when the Faithful have clashed with Temple followers over riotous celebrations that disturb the tranquility of Sanctuary study and contemplation. The Followers of Al-Kalim are generally regarded by Ierendi citizens as sour and menacing kill-joys, but their presence in Ierendi is not deemed a serious threat since the following is so small.

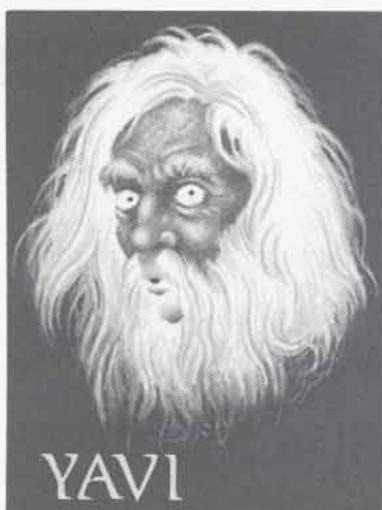
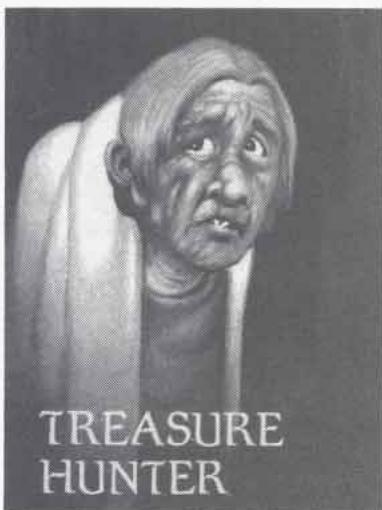
The prayer leader of the Ierendi Sanctuary is a cleric, Yavi, who is questing for Immortality. Driven by his own personal ambition, Yavi neglects the spiritual elements of the religion and overemphasizes the duty to spread the power of the Faith through the sword—or through covert operations. Yavi is also secretly an agent in the employ of the Emir of Abbashan, and eager to advance the fortunes of the Abbashani faction in the complex power struggles attending the selection of the Sultan of Ylaruam.

Yavi insists that the teachings in his

service remain secret to all who do not attend. His intense and intimidating manner is seen as a sign of great fervor and dedication to Al-Kalim, and his powerful personality inspires confidence and courage in potential converts and loyal supporters.

One of Yavi's current projects is to find the original stone tablets of Tomia, alter their inscriptions, and reveal them to the public. In the meantime, he has just finished creating "authentic tablets" of The People's Temple which have messages on them that will ridicule all past teachings of the temple. He had the tablets hidden so that they can be easily found outside the Temple walls. His assistant in this project, Halla, is uneasy about the deception he is involved in and desperately seeks a way to expose the fraud without endangering himself.

When the false tablets are found, Yavi will be waiting to comfort all the disillusioned and misguided souls who trusted The People's Temple, and guide them into a "true" and solid faith.



Ierendi Island



Population: 39,220 (Swells to over 55,000 during peak tourist season)

Area: 7,438 square miles

Capital: Ierendi (pop. 12,000)

"May I have your attention, please! This is your ship captain. We are now nearing the entrance to the city of Ierendi."

"We will be docking in just a few minutes. After you have secured all your bags and have had them checked by the City Guard, your guide will accompany you to Pierside Wharf, where horse-drawn carts await you. It is only a brief ride to the Whispering Palms Resort—in fact, I believe we can just about see it through the gates from the right side of the ship. Just look for the bright red flags. On behalf of myself and the crew, we hope you have a wonderful time in Ierendi City."

BACKGROUND

Ierendi City is the largest town in the Kingdom, capital of Ierendi Island, and capital of the Kingdom of Ierendi. Most

of the island's population lives within 25 miles of the city. Other villages, plantations, resorts, and homesteads are scattered along the eastern and southern coasts, while a few brave souls live high in the mountains.

The recently completed sea ramparts protect the main city, the harbor, and the royal castle from military threats and from the fury of tropical storms. Mountains along the western coast provide natural barriers to protect the city on the other side. The northern area of the city is protected by the Naval School. The only vulnerable part of the settlement lies along the southern shores of the island. Because the shores are so beautiful along the south, many luxurious homes and estates have been built here, even though they are unprotected by the city's ramparts.

The ramparts required seven years and over 400 men to build. They are wide enough for four men to walk abreast along the top, and they become somewhat wider than that at the base. Two lighthouses flank the entrance to the city

and also serve as guard towers. Four other towers along the walls house guards at all times.

Floating docks adjacent to stairs leading down from the towers provide access to the walls from the water. The docks are attached to guide rails which allows it to adjust to the level of the tide.

The main entrance through the gates can prove to be quite hazardous to unsuspecting sailors. Although the main entrance may look unprotected, it is in fact guarded by large, pointed metal poles that have been driven into the basin of the bay at an outward angle. The metal poles lie just beneath the surface of the water and serve to pierce any ships that try to enter. One row of the poles is visible above the water line during low tide.

In order to get out of the port over the metal poles, ships must create a rocking motion, from front to back, that will ease the boat over the poles. A lever along the side of the towers can also be used to flatten the poles so that ships can enter more easily.

The Marketplace

"Now, when you go to the marketplace," Chandy, the tour guide explained, "never, never pay the first price you are told. Bargain with them. If you can't agree on a price, try walking away, or even tell them you can get whatever it is cheaper somewhere else. Usually the merchant will call you back and offer you a better price. Sometimes the merchant does not. But many of the merchants offer similar things, so it is very likely you can find another. Just last week I walked away from a merchant who said she couldn't sell the pearl necklace I wanted for less than eight silver pieces. A short time later, I bought an identical necklace for five silver pieces. Beautiful, huh?" she asked as she held out the freshwater pearl necklace from her neck.

"For those who would like to continue this special tour of the downtown section, we'll meet back here in a couple of hours. Oh, by the way, don't even think of buying any seaweed spirits. It will take you days to recover from it."

The marketplace is located to the west of the Adventurers' Club Headquarters. It is an open air market that consists of both permanent stalls for sellers and delineated areas where sellers must supply their own booths or displays for their wares.

A wide variety of merchandise and food can be purchased at the marketplace. Buyers and sellers can expect to haggle over prices. Visitors who are unfamiliar with the practice of haggling often pay twice what an item is worth.

The marketplace is an excellent source of NPCs and other characters the PCs may encounter. The market brims daily with a diverse collection of people from various nationalities.

The following is a list of typical vendors to be found in the Ierendi City Marketplace, along with several examples of the kinds of adventures that may be developed around the colorful marketplace characters and businesses.

Marny's Eats

Marny specializes in local and imported fruits. He offers oranges, bananas, lemons, limes, and apples from the orchards in the hills. He also offers more exotic fruits shipped from more remote islands, like kiwi fruit and a fruit similar to the pomegranate called a rennel. During certain seasons, Marny also offers melons, pears, grapes, almonds, and peanuts.

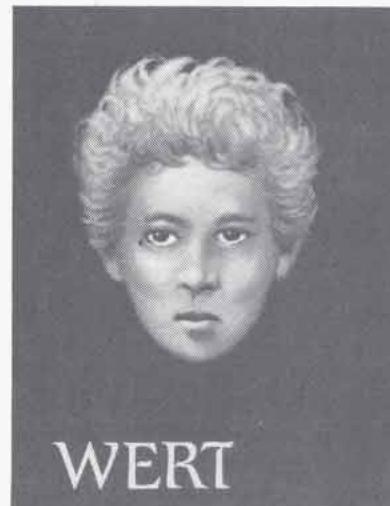
Marny buys his fruit from his older brother, Avral, a fabulously wealthy shipping baron. Few believe that Avral could become so wealthy just by shipping fruit, but Avral's sinister reputation is such that no one would publicly challenge his honesty.

Avral is in fact a smuggler. Hidden among the fruit cargoes are magical and alchemical components either heavily taxed or prohibited from export by the Department of Customs and Assessment. Avral's ships bring these substances to Ierendi City, where Avral either sells them to visiting continental operators, or personally arranges for transport and delivery to foreign ports. Avral hesitates to handle foreign delivery in his own ships; since fruit does not keep well during ocean transport, it is a poor cover for long-distance smuggling.

Avral is estranged from the rest of his family and only occasionally is in contact with Marny. He helps Marny survive and make a decent living, but only because Avral enjoys lording his wealth and power over Marny. Marny is humiliated by his dealings with Avral, but he needs to money to raise and protect his family. Marny suspects Avral is a smuggler, but is afraid of what Avral might do to his family if Marny tried to reveal Avral's illegal activities.

Seaweed Supreme

Wert is a small boy who daily collects different varieties of seaweed to sell at the marketplace. He sets up shop wherever there is space in the market by stabbing his crooked sign—WEEDS—into the ground, and plunking down his overflowing buckets. Although the seaweed does not seem appetizing to most for-

**WERT**

eigners, the islanders have long known the valuable nutritional content of seaweed. Wert also helps supply Ruly, the baker, with seaweed for his baking needs.

Occasionally Wert will discover interesting items that have washed up along the shoreline. He has a small basket of objects he has collected over the past week. One seems of particular interest, a small bottle with a folded note inside. But the boy cannot read so it is of no value to him except for the bottle.

**Adventure: A Really Dead Fish
(Basic/Expert)**

Wert, a small boy who sells seaweed in the marketplace, is sifting through a fresh batch of tender weeds he gathered from the ocean as the PCs pass by. From the tangle of weeds drops a small dead fish. As it hits the stone-covered ground, it does not softly thud as would a fish; rather it hits with a clang and shatters into dust. All that remains of the fish is a round, black object about 1 1/2 inches in diameter.

The object is a black pearl. It is a magical *pearl of destruction*. Anything that comes in contact with the *pearl* for one hour crumbles and turns to dust. How it got into the seaweed is anyone's guess, since it would be tough to follow a trail of the little piles of dust the *pearl* produces every hour on the hour.

An evil pirate, Redfoot, had purchased it from a local magic-user who claimed to be a refugee from Honor Island. The pirate used the *pearl* to sink a tour boat on its way back to Karameikos. The magic-user told the pirate that, because of a special enchantment on the *pearl* (known in the magical trade as a "curse"), it would somehow find its way back to the pirate. However, the magic-user didn't tell him that once it was returned, the pirate himself ran the risk of crumbling to dust.

The evil pirate now seeks the *pearl*. His agents, a band of cut-throats, have been staying in a local inn, awaiting word of the *pearl's* discovery. Redfoot himself waits in hiding on Alcove Island because there is a price on his head. The government of Ierendi has offered a huge reward for his capture or his death.

Ruly's Cakes, Bread, and Sweets

Ruly, the baker, has set up shop in the marketplace after selling his bakery in the main business section of town. Ruly had planned to retire, but he missed his daily routines, and soon secured a place here. In addition to raw grains, Ruly offers several delicious types of pastries and breads. His specialty is seaweed bread. He dries the seaweed and grinds it into a flour that is used to bake the bread.

Ruly is an elf. In his younger days he used to be the baker for the castle. He knows almost all the secret passages therein, some of which were so small only he could enter them. While his breads baked, the restless Ruly went out exploring. There was one secret passage that he was unable to explore because it had been blocked off with a stone barricade. To this very day it nags at him that he was unable to discover what was beyond the passage.

Neros' Fish

Nero is the oldest son of Mina, who runs Mina's Fishery. Nero uses almost all his earnings to help support his five brothers and sisters. Sometimes the

younger ones help him at the stand.

Nero knows the best fishing grounds, but these waters are heavily infested with dangerous creatures. He has become adept at eluding or fighting off the sea creatures while catching large amounts of fish. He found one he had recently slain washed up on the banks. Around its leg was a thin bracelet of silver which Nero now wears. The bracelet has magical powers unknown to him. If Nero is completely immersed in ocean water, he will be transformed into a mindless, malevolent sea creature for 24 hours.

Ganti's Flying Carpets

Ganti's Flying Carpets is part of a chain of carpet stores that originated in Glantri. Demand has so far been low for the carpets, thanks to the perceived level of unreliability and danger. Although the cost is relatively reasonable for such a magical item, the carpets are still too new, expensive, and dangerous to appeal to the locals.

Ganti is a native Glantrian who came here several years ago. On a trip home to visit his family, he purchased the right to open a flying carpet store and is now supplied by the Original Flying Carpet store in Glantri, a property of the wealthy merchant Scrutina Diaura (see GAZ3).

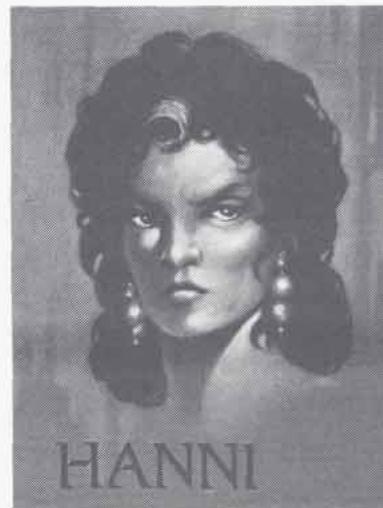
MARINAS

Three marinas are in full operation on the main island. They perform varied services that include tours, boat repair and building, boat storage, and boat rentals.

Mage Marine

Mage Marine is the largest marina on the island. It is operated by Hanni, a mage who has lived on the island since birth. She originally built the marina as a front for illegal underground activities, but has recently begun illegal exporting also.

Beneath the marina is the beginning of a network of tunnels that lead throughout the city's underground. Few know of these tunnels as they are mainly used by thieves to gain access to homes and businesses. Regular classes in the art of thieving are held in the tunnels. Another common use



HANNI

for this network is as homes for thieves in hiding until a crisis blows over or until they can escape from the island.

Hanni builds the best boats on the island. Because of the large business, she can produce boats quickly, and at a lower cost than the other marinas. Mage Marine also offers boat storage and docking for fishermen.

Highland Marine

Hanni from Mage Marine also owns this marina. She allows her brother Batt to run the business which specializes in boat tours and small boat rentals.

Water's Edge Marine

The Water's Edge Marine is owned and operated by Kelam Windhook. Kelam's marina was the first in existence and has served many happy tourists. Kelam inherited the business from his father, who had inherited it from his father. A scholarly man, Kelam is known for his ability to settle differences among people and for his ability to solve problems in a logical way. Kelam is a skilled sailor who has learned to use the stars to navigate ships.

This marina is located along the entrance to the inland river. The marina captures most of the small boat rentals for the resorts in the city because of its proximity to them. It also supplies diving and fishing equipment and specializes in activities for small children.

IERENDI ISLAND

Restaurants

The main island has many restaurants, and many inns have kitchens and food service, but the following are special in that they offer food at any time of the day or night. This makes them popular hangouts for local adventurers and well-heeled lowlifes.

The Blue Dolphin

The Blue Dolphin is a fancy restaurant that specializes in exotic and unique food. Run by a persnickety family of native islanders, the restaurant has nonetheless remained a popular place for island visitors.

Hari Kaylee, his wife Leethra, and their teenage children Mora and Toc operate the restaurant. They offer rare fish and other island delicacies at reasonable prices.

Adventure: A New Ring (Basic)

The Kaylees offer a new type of fish for the first time the night the PCs happen to try the restaurant. Inside one of the fish, growing from the backbone into the skull, is a slim ring of bone. The ring is a magical ring of levitation that occasionally grows naturally in the females of this rare, enchanted species. As soon as the adventurer touches the ring, he or she begins to levitate.

No other rings are found on the other fish of this variety. An obviously wealthy customer in the restaurant approaches the PCs, offers to buy the ring, then promises them a reward for finding more of the fish.

The PCs must trace the origin of the fish through the Kaylees to the fisherman to the remote, rocky bay on the northwestern coast of the island where the fish was caught. There a tribe of Makai tells legends of a half-fish, half-human sorceress who has dwelled in a cave of the bottom of the bay since the birth of time. The submerged cave and the mer-mage are the source of the enchanted fish and many other magical aquatic wonders.

All Night Long

All Night Long is a "fast food" restaurant that prepares food quickly and cheaply. Gelek, a magic-user from Glantri, operates the restaurant and uses his own magical fires to quickly cook food for customers. He often will cook the food at the customers' tables both for efficiency and as entertainment. A number of magic-users of dubious reputation gather here to gossip about trade secrets and lucrative employment opportunities.

The Adventurers' Club Headquarters

Once the castle of the monarchs of Ierendi, this formidable keep was turned over to the Adventurers' Club when the new Royal Castle was built in the Beverly Boulevard section south of the center of town.

Members of the Adventurers' Club are entitled to free room and board here. With the permission of the Headquarters Chamberlain, and space permitting, notable out-of-towners may be accommodated as guests for brief periods at very reasonable rates.

The Great Hall of the Club is open to members and qualified non-members for dining during the day and early evening. Members eat free of charge. Visitors must present evidence of adventuring experience under sworn oath, or be accompanied by a member. The Great Hall is a good place to "see and be seen." Regular attendance can be a strain on a novice adventurer's purse; the food is very expensive to non-members, and of indifferent to terrible quality. However, the expense is worth it to those who need to make connections or hire adventurers for more challenging tasks.

Residential Areas

The population of Ierendi City may be grouped into three different social classes. Difference in social class has no effect on legal privileges or rights, but the wealthier have greater ability to twist Ierendi's flexible laws to their advantage. While poverty is not as wretched a condition on the islands as it is in many continental nations, owing to the islands' gentle cli-

mate and abundance of cheap food, many residents are relatively poor when compared to the rich and powerful.

Those who are considered the poorer residents are generally housed along the banks of the river that drains into the bay and that also drains into the sea just south of the main city. By no means do these poorer residents live in shanties or hovels. They are housed in adequate, but not fancy, homes that are somewhat smaller than the large, comfortable homes of the "middle class."

To the west of the river the homes are not packed so tightly together. Some small farms are evident just beyond the river, with larger farms extending even farther west and south along the flatlands.

Those with more money reside closer to the shore, east of the poorer sections. Their homes are spacious and decorated modestly, but with fine quality items.

The wealthiest residents reside along the main park near the castle. Other residences are found to the south of the city along the oceanfront and scattered among the rolling hills west of the city. Great mansions have been built by the rich who have settled on the island or who wanted a permanent vacation home. These beautiful, extravagant residences are usually protected by tall fences and several guards. They are often adorned with statues of sea monsters.

Adventure: A Plea for Help (Expert/Companion)

While the PCs are perusing the north castle wall for news and information, a woman dressed in expensive silks posts an announcement nearby. She is advertising for two or three people to guard her home while she is away on business. The home is a large estate and her pets and children need looking after for two weeks. The pay she offers seems like an extravagant amount for so simple a task, but if the PCs want to take on this seemingly simple task, they had better be prepared.

Not only do the pets on the estate closely resemble monsters, but the children do, also. In addition, there are nightly attacks by sea creatures that slither up the sandy beaches toward the home.

A popular tourist attraction is the southern oceanfront section of town known as "Beverly Boulevard." By royal decrees well-known adventurers are declared free from all taxes if they make their residences in Ierendi City. Many wealthy adventurers have built great mansions here, and a popular tourist afternoon pastime is a chariot ride with a local guide through the Beverly Boulevard section.

For example, let's listen in for a moment on Mikail Dopson, charioteer and guide extraordinare, as he conducts his tour:

"...And, on the left, we have the stately summer residence of Kia'i Figgen Halfelbow, companion to Paladin Strongheart, and hero of the classic Heartstone campaign. As befitting a halfling of taste and distinction, Sir Figgen has had his cozy little den decorated in High Shire Modern, with elegant Ylari rugs, Empire period elven furnishings, and animated wandering dining tables with serving golems by Chandbeck of Glantri. Quite striking, you'll agree—certainly the only Boulevard house featuring a lavender and puce color scheme..."

Player characters with a desperate need to meet certain famous personages may go the route that other devoted fans occasionally try—sitting on the doorstep of a Boulevard mansion and hoping that the Great Adventurer will deign to hear the petitioner's plea. Even great heroes have been known to offer their aid if regaled with a sob-story of heroic proportions.

Other Attractions in IERENDI

Musicians

One of the more delightful characteristics of the city is the abundance of musicians, most of whom wander the streets per-

forming for whomever will listen. However, the number of street musicians is carefully regulated by the castle in order that they be enjoyable and not irritating in their frequency.

Street musicians are paid only what people give them on the streets. Regular performing musicians, such as those who perform in the park, for castle entertainment, or at the theater, make a little better living.

The street musicians are wonderful sources of information as they are able to observe the daily habits and occurrences in the city. Some of the musicians also play by day and are thieves by night as they can easily observe when the most opportune times to enter buildings, homes, or businesses.

Artists

Street artists are also a common sight in the city. They are best known for the chalk portraits which they produce in a matter of minutes. Despite the speed with which they are produced, these inexpensive souvenirs of the island are quite good. The better portrait artists from Ierendi travel about the D&D® game world painting and drawing portraits for wealthy clients and royalty.

One of the most famous artists, Beneck Rayds, resides in a beautiful mansion south of the city. He is able to accurately draw or paint a face after seeing it for only a fleeting moment. A widely-traveled artist, he knows much about the other D&D® game world nations.

Adventure: The Visionary (Companion/Master)

One of the newer sidewalk artists who recently moved to the island from Glantri is Noril. His art catches the attention of the PCs as they pass. His paintings are unusual and quite beautiful with their haunting depictions of landscapes and people. The PCs notice one picture in particular that looks vaguely familiar. Careful examination of the picture by any adventurer will

help him or her remember that what is presented in the picture is something only they had experienced or seen just the day before.

The picture is a startling copy of whatever this may have been. If the PCs examine any more pictures, they will find several more that depict something that only they could have seen.

The artist points out one dark and shadowy picture; the details are so vivid, one would believe he had witnessed the scene. Noril hands the picture to one of the PCs and says, "Prevent this, please. I have a bad feeling about this and I don't know who I can trust. No one can know about it. Please, stop this."

Noril can see into the future. The scenes he painted were done days before the PCs ever experienced them. The newest picture he has painted shows a ship washed up on a rocky beach. Beside the boat lie two ragged bodies of young boys, covered with blood. The dark tone of the picture suggests it is the middle of the night. Partially covered by shadows, the name of the boat is illegible except for the letters at the end: OME.

The artist begs for their help, thinking that the bodies in the picture are his children. "I have no knowledge of the sea," he explains. "Please find my foolish children and bring them back. I can offer you only my ability to occasionally peer into the future. It is all I have. I am embarrassed and frightened to ask for help anywhere else. If the ministers of the Tribunal knew, they would soon have me locked in a room for their own use as I was in Glantri."

Noril's children set sail for Roister Island the day before. The waters have been getting steadily rougher with the approach of a storm. The PCs must set sail immediately to find the children. If they find them before the storm sets in, they discover it is nearly impossible to get the boys to abandon their boat for the safety of the PCs' boat. First

they must calm the boys and convince them to cooperate, then they must figure out physical or magical means of rescuing the boys from the storm-tossed craft before it is hurled onto the rocky shoreline.

Places Of Worship

Just south of the Adventurers' Club Headquarters lies the block containing Ierendi's places of worship. The two most noteworthy are the People's Temple and the Sanctuary of the Eternal Truth. For more information about these religions, see the *Ierendi Society* section.

Adventure: The Case of the Disappearing Pilgrims (Basic/Expert)

"Look, Captain, I don't care how you take care of it. If your stupid clowns can't handle it, hire somebody competent.

"For Hope's sake, man! Six holy pilgrims from the Minrothad Guilds dead! Each one slain in front of a crowd of tourists on a busy street, and the Guard can't even produce the bodies!

"The ambassador is stomping around threatening to cut off all Minrothad travel and trade if we don't get this under control. Not to mention the stink this is causing up at Internal Affairs. Nice tourist attraction. 'See lovely Ierendi City, and get chopped up in front of a crowd of gaily dressed tourists and colorful natives.' Just great..."

The captain of the Guard is under fire. In less than a week, six Minrothad pilgrims visiting Ierendi during the Days of Right festival were brutally murdered by assassins in front of a crowd of bystanders. The victims' bodies have disappeared. The Guard is completely perplexed. The King orders the captain to find skilled adventurers to find out who is responsible for the killing and to bring them to justice.

The captain tells the hired PCs that these murders were probably performed by Ylari assassins at the instigation of Yavi, the Ylari high priest. Yavi is generally suspected of conspiring against the interests of the Ierendi government and people.

However, in this case Yavi is being framed. The murder "victims" are actually part of the plot by one Minrothad import trade guild to cripple another Minrothad import guild. If all travel and trade with the Minrothad Guilds is forbidden, the second import guild, desperately reliant on Ierendi trade for the bulk of its business, will collapse into bankruptcy.

A group of local thieves are cooperating with Minrothad guild operatives and a pair of Minrothad mages specializing in illusion magic. This group stages the public murders and helps the "victims" escape the scene undetected; thereafter, the "victims" are smuggled out of Ierendi by pirates.

The PCs may seek out the clerics of the People's Temple, the criminal subculture, Yavi the Ylari priest, or a number of other sources and informants in search of the "murderers." The real plot may be revealed by criminal connections or consulted mages, who may discover the nature of the illusion magic by interrogating eyewitnesses and discovering tell-tale hints of illusory perception.

Once the PCs realize the "murders" have been staged, they can track down the real conspirators through hints discovered by skilled or magical trackers from the murder scene, by consulting native Minrothads who explain the possible guild competition motive, or by questioning local alchemical suppliers who sell the components necessary to stage such large-scale illusions. A confrontation at a sleazy hideout may culminate in tracking escaped plotters to the ship of the pirate who smuggles the "victims" from Ierendi, where a climactic battle takes place on the docks and above and below decks of the pirate vessel.

Have Wand, Will Travel: Private Investigators in Ierendi

The Ierendi guard is not organized as an effective police force, and Ierendi's informal legal traditions make it a difficult place to obtain public justice. Therefore, the private sector has stepped in to remedy the deficiency.

Adventurers often make themselves available for private investigations and the prosecution of discrete and informal justice. Player characters may freelance, or may be approached by natives and tourists desperate for aid. Or the PCs may be the victim of a theft, forced to seek the professional assistance of an NPC investigator.

Here are three examples of Ierendi City adventurers who occasionally handle cases of private justice:

Aster of Reddenshire (H8)

"Well, well, well, my friend, what's the problem? Sit right down, make yourself comfortable. Cuppa tea? No? A few cakes, perhaps? Oh, well, hope you don't mind if I (stuff, stuff, mumble, mumble) take a little something to tide me over until lunch? Well, then, let's see... you say you've lost your friend..."

Aster is a cheerful, chubby halfling with a sunny disposition and all the brooding menace of Shirley Temple at a birthday party. He makes eating between meals an art, and never passes up a savory morsel, regardless of any impending threat to his physical person.

Nonetheless, he is a shrewd tracker, a clever detective, and a master at overcoming the suspicions of those he is hired to pursue to justice. He has friends in every district of Ierendi City, folk of all social classes and occupations. He won't be much help in a scrap—his adventurer clients are encouraged to provide that themselves—but wherever stealth and wit may prevail, he has no peer in Ierendi.

"Mickey" (Haumeikia) Maituipua (T12)

"Pelela says your money is good, so you're okay by me. Now, you say the man was about six-foot-six, smooth, round face, kinda heavy, wore black gloves and those soft leather boots like the Ylari wear? I got some contacts in town—I'll put the word around and see what comes in. Check back with me tonight about eight at the All Night Long joint by the docks."

Mickey has some contacts, all right, and none of them too savory. Mickey made his mark as a smuggler, but he's been caught and convicted three times, which means next time he faces execution. Mickey intends to go straight this time, though it's tough scratching around to make a lousy living as a private investigator. Mickey is more or less reliable, depending on how gullible his clients are and how much the opposition is willing to pay Mickey to be unreliable.

Bargle the Wizard (M7)

A notice found among the postings on the north wall of the royal castle:

**Bargle the Wizard, Private Investigator
Discreet Enquiries Made
Missing Property Located
Client Confidentiality Assured**

"No, no, no. You mean that guy who works for the Black Eagle of Karameikos—no, no relation. I hear he's a rough customer, for sure."

"Now, your letter says you think you know who took your sword, but that you can't prove it unless you can locate the sword. Well, if you've got a good description of the sword, a locate object spell might do the trick, but if the thief is smart, there are plenty of ways to confuse tracing magic..."

"No, no, I didn't say I couldn't do it—just take it easy. I'm pretty good at this sort of thing, as I'm sure the folks on the street have told you..."

Bargle is as crooked as a dog's hind leg. He is hardly as vicious and sadistic as his

uncle Bargle the Infamous (the 15th level magic-user hireling of the Baron Ludwig von Hendricks of Karameikos), but, then again, he's still just a kid.

Bargle's practice initially appears legitimate—he does help his clients find the item or person they're looking for. Then, however, Bargle either sells out to the highest bidder, steals the item and pretends it was lost or destroyed, or kills both parties and helps himself to anything of value.

Unfortunate PCs may hire Bargle as an NPC. Other PCs may be hired by Bargle's former victims to reveal Bargle's treachery and have him arrested—or otherwise neutralized.

The Castle of Ierendi

The royal castle of Ierendi is located in a prominent place for all to see. It is readily visible from the sea and the surrounding lands as it is built on a small raised portion of land almost right on the coast. But perhaps what makes the castle even more visible and striking are the materials from which it was constructed. The castle is built entirely of coral harvested from the sea.

Coral of a bright shade of orange was used in most of the construction of the exterior. Along the walls, both inside and out, are intricate inlaid patterns and symbols traversing their surfaces. The inlaid portions are made with white coral and the extremely rare and beautiful blue coral. The meaning behind many of the symbols is unknown. An old native of the island designed the patterns and died before he told anyone what they meant.

The walkways along the top of the castle walls are of white coral while the main entrance to the castle is inlaid with blue coral. The castle is a huge tourist draw because of its incredible beauty and workmanship. Guards must be posted day and night inside and outside the castle walls to prevent tourists from taking bits of the castle walls as souvenirs of their trip to the islands. Likewise, palace guards constantly watch for thieves who attempt to extricate the valuable blue coral from the outside walls.

The Castle Grounds

The castle grounds are not large, but are appropriate for housing the necessary people. The castle has a main floor and a second floor extends part way along the sides and back.

On the first floor of the castle are eight guest rooms for visiting dignitaries and ambassadors. Their quarters are small but adequate. To most dignitaries who visit the castle, the quarters seem cramped, but the inhabitants of the island do not encourage people to remain indoors. Because of the favorable weather nearly all year long, most business and meetings are conducted out of doors. For this same reason, many of the homes (even in the more affluent sections) seem small because people are rarely inside.

The Kingdom of Ierendi has but one library, located in the castle on the first floor. Access is limited to the library since special permission from the Tribunal is needed to examine the documents stored there. On duty at the library during the day is an old scribe named Farrem. He records daily events for the record books and occasionally posts items of particular interest on the outer castle walls. Farrem is the sole judge of a news item's worthiness. He resides across the river and is visited frequently during his free time because he is the one reliable source of information on the island.

Farrem is paid handsomely by the Eternal Truth to inform them of any news regarding the great treasure of the Immortals (See *Ierendi Society*).

The kitchen and dining room on the first floor are run by a cook named Gen. She is responsible for overseeing the preparation of all meals. One of Gen's parents was an elf and she was gifted with infravision. She has tuned this skill to such a degree that she can accurately judge the temperatures of the ovens by sight only.

Gen is very familiar with most of the tunnels beneath the castle grounds. But she is somewhat afraid to follow the tunnels too far, as the sand walls sometimes collapse.

The series of tunnels beneath the castle

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were constructed over two hundred years ago. A dwarf who was a long-term guest at the castle became bored and began digging tunnels in many different directions. The tunnels were gradually secured with beams and other supports and doors were placed at various intervals throughout. Four vaults were constructed at the ends of tunnels. A great cave-in caused all the tunnels to be buried; thus, only one vault has been found in over a hundred years of digging.

It is not known what may have been contained in the missing vaults so the search has become sporadic. When the castle officials have a lull in their activities, they again make an effort to hire people to try to find the vaults.

Adventure: The Tunnels (Expert)

The great system of tunnels beneath the castle is partially collapsed. Once again, the castle officials wish to try to find the missing vaults in some of the collapsed tunnels. Officials advertise for one or more adventurers to find the vaults. They will give the adventurers 100 gp to split as they see fit to search for a week. If anything of value is found, the adventurers will be given monetary bonuses commensurate with the value of the vaults' contents.

The adventurers could discover a multitude of things in the depths of the earth. On their way to finding the treasure they might unearth dormant creatures who are not pleased to be disturbed (red worms in particular). Also the tunnels have had many years to attract all forms of subterranean creatures (giant vampire bats, rats, snakes, and lizards are regular residents of tunnels). The adventurers might accidentally stumble upon another network of tunnels, quite possibly those of Hanni, the mage who owns Mage Marine.

The two people who are most familiar with the tunnels are Gen and Ruly the baker who operates a bakery stand in the marketplace.

On the second floor are two large apartments. The king and queen and

their families reside in these apartments along with their attendants. The king and queen are allowed only two attendants apiece. To have more angers the general population as it is seen as wasteful.

The apartments have a fantastic view of the bay through their large windows. Ladders from these apartments lead to the roof above. In times of trouble guards are posted on the roof to watch for danger. However, the ladders also provide a dangerous access to the royal apartments. In fact, just recently, a young rogue was caught sneaking into the chambers of the beautiful young daughter of the king.

Visitors to the castle must adjust to the fact that the important meeting areas are in the court in the middle of the castle grounds. Private meeting rooms are available, but it is preferred that most business be conducted outside. Ierendi dignitaries often become noticeably uncomfortable if forced to remain inside for too long. Thus, the room designed for use by the Ierendi Tribunal, the group of advisers to the king and queen, is used only for the most secret of meetings.

Several small rooms are available for the small constituent of guards on duty. The rooms contain little more than a bed and a wash basin. When guards are not on duty at the castle, they reside in a barracks just south of the castle.

The castle also requires there be a guard posted along the breakwater walls at all times. The guards are posted there not so much to spot enemy ships, but to assist with the trade ships and tourist ships wishing to enter the gates to the city. The guards are also required to examine the cargo of all ships entering and leaving the port to prevent the export and import of illegal items.

The royal pier in the bay can only be used by castle officials and visiting dignitaries. Occasionally the piers are used for naval drills. Younger members of the royal families are quite often caught abusing their right to use the pier, however. Often palace guards must chase away great gatherings of urchins who were invited to use the pier without the authority of the king or queen or an adviser.

Castle advisers are also responsible for

maintaining the beach and park areas.

Postings on the North Wall

Along the north wall of the castle is a special area designated for news and messages. The area is primarily for use by the castle, but with permission from the Royal Guard, other messages may be posted.

Often posted on the wall are job advertisements from both the castle and other residents. Notices from the castle are often for brave adventurers to handle any number of problems that may occur on the islands. The castle has a regular list of adventurers used as retainers in addition to the members of the Adventurers' Club, but often these adventurers are unavailable, unwilling, or unsuitable for the task. If this is the case, a general call goes out for any who would like to apply for the adventuring position.

Sometimes there are general employment notices from residents who are looking for certain services. Most often they are from the wealthier sections of the city.

News of all the islands is posted along this wall. Being the only means of disseminating the news makes this a busy area where people stop to talk to friends and neighbors and catch up on the more personal news.

Adventure: Who is Killing The Great Adventurers of Ierendi? (Expert/Companion)

An example of a formal Royal posting, neatly inscribed on fine parchment and affixed with the Royal Seal:

The King and Queen seek private investigators for a confidential and sensitive matter of state security. Preference given to members of the Adventurers' Club, but individuals of established character with suitable references may be considered. Make inquiries to Lieutenant Mauitena, Royal Guard, Castle Ierendi.

Three members of the Adventurers' Club and former contenders for the crown of Ierendi are found slain and

mutilated beyond hope of raising. These three members are known to have been enemies of the current reigning king, and speculation grows that the king is having his competition eliminated in order to insure his success in the coming Tournament of Adventurers. And now the Adventurers' Club needs outside help, only as a precaution against the possibility that it might be an inside job.

The only common clue to the murders is massive traces of an unfamiliar poison in the victims' bodies.

PCs may first trace the poison, a derivative of blowfish poison, and then discover that the king has pet blowfish!

The PCs may investigate past contenders but find no clues. However, if the PCs investigate prospective contenders, they hear rumors that a Glantrian wizard is planning to compete this year. Further digging reveals that this wizard has had dealings with a member of the Assassins' Guild.

First the PCs must catch an assassin in the act, then trace him back to his Glantrian master.

Adventure: The Contest (Companion)

Another north wall posting bearing the Royal Seal:

Sparring partners sought for training exercises. Only adventurers of Companion status or greater need apply. Excellent pay, benefits, short term contract. Present credentials and references to Sergeant Hauk of the Castle Guard.

Talk around the castle has been lively lately. It has just been announced when the new contest to choose the king and queen will be held. Rumor has it that the present king would like to try for the title again. However, the king, Palfrit, has lost his adventuring edge—a year in such a "soft" position

has also made his body soft. Palfrit has only one month to get back into shape and he needs help. It is rumored that he will pay a great reward to a trainer who can help restore his shape.

This isn't as easy as it sounds. The adventurers must first be granted an audience with the king. Then they must find a delicate way to broach the subject of the king's condition. The king knows he is out of shape, but he despises all who remind him of it, banishing those from the castle who dare make mention of it. However, he truly wishes to find a way to improve himself.

The adventurers must find a way to trick the king into becoming fit if they can find no way to openly discuss it with him. The king is also being sabotaged in his efforts to shape up by the castle cook, Gen. Gen's brother wishes to try for the position and she will do anything she can to put the competition at a disadvantage. Gen sneaks the king a steady supply of rich baked goods, and has convinced him he deserves these things.

Adventure: Guess Who's Coming to Dinner? (Companion)

Yet another Royal posting:

In accordance with the judgment of the Tribunal, the Council of Adventurers, and the Monarchs of Ierendi, and as so attested by the oath of Respen-ak-Tarpis, Draconic Earl, Prince of Arentela, a challenge is issued. Earl Respen has agreed to meet any team of six adventurers in a contest, governed by the rules of the Royal Tournament of Adventurers. If the adventurers win, the Earl has agreed to withdraw from the Annual Tournament of Adventurers. If the Earl wins, he may compete in the Annual Tournament, and the losing team is obligated for service to Earl Respen for a period not to exceed one year.

The King and Queen earnestly desire that the honor of Ierendi should be guarded by its most stalwart and loyal citizens. Though no greater reward than the gratitude of a nation might be desired, the generosity of the Monarchs and the Tribunal is assured to the successful team.

A huge red dragon lands in the harbor. After casually defending itself against the City Guard and a squad of off-duty adventurers who gather at the scene, the dragon, Respen-ak-Tarpis, Draconic Earl, Prince of Arentela, loudly pronounces its peaceful intention—to compete in this year's Tournament of Adventurers.

Scandalized members of the Adventurers' Club protest that the Tournament is traditionally limited to humans. The dragon amiably agrees to be interviewed by an impartial tribunal to rule on his right to compete.

At the hearing the dragon cleverly argues that high level humans and dragons are significantly indistinguishable for the purposes of Tournament competition. The tribunal grudgingly acknowledges the dragon's right to compete.

The dragon issues an open challenge—if any team of six humans can defeat him in combat in the harbor, he will withdraw from the contest. In return, if the dragon wins, the humans must agree to accompany the dragon to his distant island homeland, Arentela, to aid him in regaining the rulership of his draconic kingdom—the real reason for the dragon's appearance here for the Tournament. (He admits privately that ruling a human kingdom would be unspeakably boring. And if he loses, he politely requests the winning team's aid, so the PCs get an interesting opportunity either way.)

Ierendi Island

Ierendi Schools

The only formal schools that exist on the islands are the Naval Academy, Guard training, and the Ierendi Public School/School of the Arts.

The Ierendi Public

School/School of the Arts

Both the public school and the school for the arts are housed in the same buildings along the river near the business section. Classes for both schools are held for six months of the year, with students attending four days a week for six hours. Fees for the classes are charged according to the materials needed for instruction. The fees are usually nominal for the lower level courses and progressively increase with level.

The public school offers a wide range of courses of all levels. Their course of study eventually offers a university certificate noting that the student has mastered his or her studies.

Courses are offered on five different levels. Students of all ages are welcome to attend any classes they wish in any order, or may follow a prescribed course of study that will lead to them obtaining a certificate. Students under the age of six are not permitted to attend the public school, however.

Level 0 courses are offered and recommended for the very youngest students. These courses are also offered on a recreational basis for visitors to the island who stay for long periods of time. Level 0 courses include an arts and crafts class in which students can learn basketweaving, jewelry making, sand painting, and pottery making. Other Level 0 courses include cooking, basic magic, music, and dance. Instructors from the School of the Arts often help out with the music, dance, and arts and crafts classes.

Level 1 courses include reading and writing, arithmetic, scribing, music, and basic magic. Level 2 courses have the same offerings.

Level 3 courses, in addition to reading and writing, arithmetic, scribing, and music, also offer weaving and clothes making courses, and provide for fishing internships that students serve when school is not in session.

Level 4 courses provide the same classes as Level 3, but also add a basic chemistry class in which the students are able to use their basic magic skills in a sort of alchemical fashion, and an agriculture course which teaches students how to farm.

Level 5 courses have the same offerings as Level 4 courses, but add a course in how to manage small businesses in the islands.

The School of the Arts

Housed next to the public school, the School for the Arts has a similar class structure and schedule.

For six months out of the year, School of the Arts students can choose from five levels of courses which include dance, music, art, and theater instruction at all levels.

Like the public school, students can receive a certificate for completing all five levels of courses. Outside of Ierendi, the certificate is usually considered worthless because others notice only the level of talent. However, within Ierendi, it is an honor to hold a certificate from the school which consistently produces some of the finest artists and performers in the D&D® game world.

Northwest of the city of Ierendi lies the theater for the School of the Arts. It is a great natural basin of hollowed stone. Legend says that an Immortal dropped a small star on the island and it formed this crater-like indentation. Man-made seats were carved in the stone along the outer edges of the theater.

Presentations from the school are regularly held here, in addition to "professional" performances by acting, dance, and music groups. Also held here are fighting demonstrations and exhibitions, mostly sponsored and performed by the Adventurers' Club.

The Military

The Naval Academy

The Ierendi navy is a respected force among the nations of the D&D® game world. Through years of development, the navy has become the best in the world, even though it may not be the largest.

The Ierendi Naval Academy lies on the north side of the city of Ierendi. The academy is partially protected by the breakwater in the Port of Siers, but ships are easily dispatched from outside the walls.

The academy grounds consist of several buildings for study for housing students, instructors, marines, officers, and administrative barracks.

The main dock at the academy has 5-25 ships ready at all times docked in the water. Access and departure of these ships is controlled by an underwater gate that closes off the area when needed (see fold-up map sheet). Half of the available ships are owned by privateers who will take on some marines if hired for duty. They are responsible for the maintenance of their own ships.

The academy accepts and welcomes students from other countries. Ierendi has a reputation for producing fine seamen, such that students are often sent from other countries to study there.

The normal number of cadets accepted each year is 120 men and women. Cadets enlist for two-years in the Royal Navy. After a six-month period of intensive study, most cadets are ready to handle the task of being a navy crewman.

Cadets must pay their own way the first six months (25 gp per month). If they prove to be worthy seamen, they are promoted to the rank of ensign at the end of these first six months. The others remain regular crewmen with no further training at the academy.

After two years of service, the cadets may end their naval career and be released to civilian life, with an official diploma from the academy. They may otherwise reinlist in the navy for five more years. At this point, foreign students cannot reinlist unless they decide to become legal Ierendi citizens.

During these years, ensigns continue their training to become higher ranking officers and eventually obtain the command of a vessel (10% chance per year for characters level 8 or more), starting with smaller vessels. After five years of service, they may retire to civilian life and earn a comfortable living commanding merchant vessels. Academy trained officers hold quite a bit of credibility among the Known World's fleets.

The top secret naval battle tactics are carefully protected by officers of the navy and it is unlikely that ensigns ever have access to the information.

The navy is responsible for policing the seas around all the islands. New ships and fresh crews are sent out every two to three days to replace those ships and crews who guard the islands. The main island of Ierendi is constantly guarded by over a dozen vessels. Other ships patrol the coast of the remaining islands, usually in groups of 2-6 for each island.

The Royal Navy is under Admiral Jarren Kindle's command. He oversees activities of more than 36 ships. The Royal Navy includes twenty galleys and sail ships of various sizes, not including the twelve fireships on Honor Island. The rest of the navy is made up essentially of Privateers.

This represents about 2,000 sailors, marines, and officers on board ships, 260 cadets and instructors, and another 50 administrative officers at the government. Usually glossed over are the 2,400 rowers in the Royal Navy and privateers' galleys (mostly convicts with a one- or two-year sentence) and hundreds of civilians in the ports.

Why Ierendi's Navy Rules the Waves

1. Ierendi builds better ships. Ierendi City boasts the finest shipbuilders of the Known World. The ships are built of the Ierendi mahogany, a tough, light, fire-resistant wood. (Ierendi galleys and sailing ships are always rated at the maximum hull points listed on the chart in D&D® Expert set, p. 43.)

2. Enemy Fleets cannot approach unobserved without magic. Many patrol vessels (small sailing ships) and privateers keep a close watch out for fleets. The mermen tribes of the continental shelf are Ierendi's allies, and they report suspicious sea activity by swift dolphin-mounted heralds.
3. Ierendi's officers, sailors, and marines are among the best trained in the world. The Naval Academy prepares officers to train their men. Ierendi crews are generally well-paid, often serving long terms. Sailors are respected by the people. Naval traditions are well-established. Ierendi's large merchant fleets are a source of experienced seamen in national emergencies.
4. Allied dolphin-mounted mermen are particularly effective against galleys. Mermen on dolphinback attack vulnerable rudders and use nets to tangle galley oars at critical moments.
5. Honor Island's armored fireship fleet is a uniquely devastating naval force. See Honor Island for a description of the fleet.
6. The Navy is maintained at a high level of preparedness. Cadets are often sent on training missions aboard warships and discipline is harsh on all Royal Navy vessels.

Preparing for Battle

The following information will help both the DM and players prepare for battle at sea. It offers a simple, easy method for fighting sea battles in the D&D® game system. Feel free to use either this method or the Sea Machine included in module M1.

The Military

Choosing the Right Ship

Ship	Abbreviation	Ship Value
Small Sail Ship	(SmS)	2
Large Sail Ship	(LgS)	4
Longship	(Lng)	3
Small Galley	(SmG)	3
Large Galley	(LgG)	5
War Galley	(WrG)	8

Modifiers. Add +1 to the ship's value whenever the following is on board:

- 1. Artillery:** standard number of artillery pieces on board (catapults, ballistas, and/or archers).
- 2. Ram:** mechanical crushing device or ram mounted at the bow (sail ships and longships not eligible).
- 3. Exceptional Crew:** crew and marines on board have an exceptionally high morale or discipline.
- 4. Powerful Magic:** high-level PCs/NPCs, low-level spellcaster units on board, and/or some magical enchantment giving an advantage in combat.

It is assumed that all ships come with a standard crew (rowers, sailors, and marines). Feel free to add bonuses (or penalties) to fit the situation. Once the final Ship Value is known, choose the appropriate counter, or the one that comes closest among the countersheet provided in this product. Ships are described in detail in the D&D® Expert set, p. 43.

The color on the counter indicates the nation. On its front, a counter shows the ship's value, its movement per turn in hexes, its name, and its symbol. The back displays the information corresponding to a damaged ship (lower combat value and movement for torn sails, broken masts, casualties among seamen, etc.). The ship's name is replaced by a "Damaged" label.

The Battle

The battle is played in two phases. The two opponents first move their ships in the order described in *Movement* (see following) and is called the Movement Phase. Combats are then resolved as

described in the *Combat* section. This phase is called the Battle Phase. Combat occurs when two enemy ships enter the same space during their moves.

Movement

One Battle Turn equals one conventional D&D® game turn (60 melee rounds). To find a ship's movement (MV), find its speed in the Expert Rules, p. 43, and divide that by 20, rounding down. That's the number of hexes a ship can move in one Turn. One hex on the map equals 200 feet.

Galleys, armored fireships, and longships move any number of hexes up to their full speed. They rely on a combination of oar and sails and/or magical technology.

Sail ships move from half their movement rate (rounded up) to full speed because they rely on the winds. A sail ship cannot stop, unless it collides with (or attacks) another ship.

Two ships may not occupy the same space, except in combat. If a ship cannot avoid entering a friendly ship's hex, the moving ship stops in the adjacent space. Both parties should make a Combat Check to avoid collision (the ships avoid collision if both parties roll 2d6 under their Ship Value). A failed check causes the ship to be Damaged (see *Combat*).

A ship may enter an occupied hex only to attack an enemy ship. The moving ship must stop in this hex. It may leave the next turn, if it makes a successful Combat Check (a failed Combat Check constitutes a move).

The top of a counter represents the ship's bow. The ship sails in this direction. Any large ship or war galley can veer 60 degrees (one hex side) up to twice per turn. Fireships and small ships can veer three times per turn. All ships can veer only once per hex. Make sure ships do not change their facing by accident.

A ship that is unable to move at the beginning of its movement turn without colliding into a friendly ship or unwillingly attacking an enemy, may veer once without any further move.

Movement takes place alternately. Roll 1d6 to determine who moves first. Side A

moves a ship, then side B moves a ship. The turns alternate until all the ships have moved once. If one side has more ships than the other, the remainder are moved at the end of the Movement Phase. In large battles keep a list of the ships' names (see counters) and check them after each move to avoid confusion.

Stacking

Friendly ships may not occupy the same space unless one of the two was captured in the previous Battle Phase. A captured ship must leave the hex on its next Movement Phase, as soon as a path is free. If an enemy ship attacks before the captured ship moves out of the hex, the attacker chooses which ship is attacked. The remaining ship automatically moves to the hex adjacent to its bow (or the closest empty hex, clockwise, if friendly ships are in the way). This constitutes the remaining ship's move.

Combat

If two enemy ships enter the same space on a map, both players roll 1d6 once, add their Ship Values and compare the scores. Check the result on the following table.

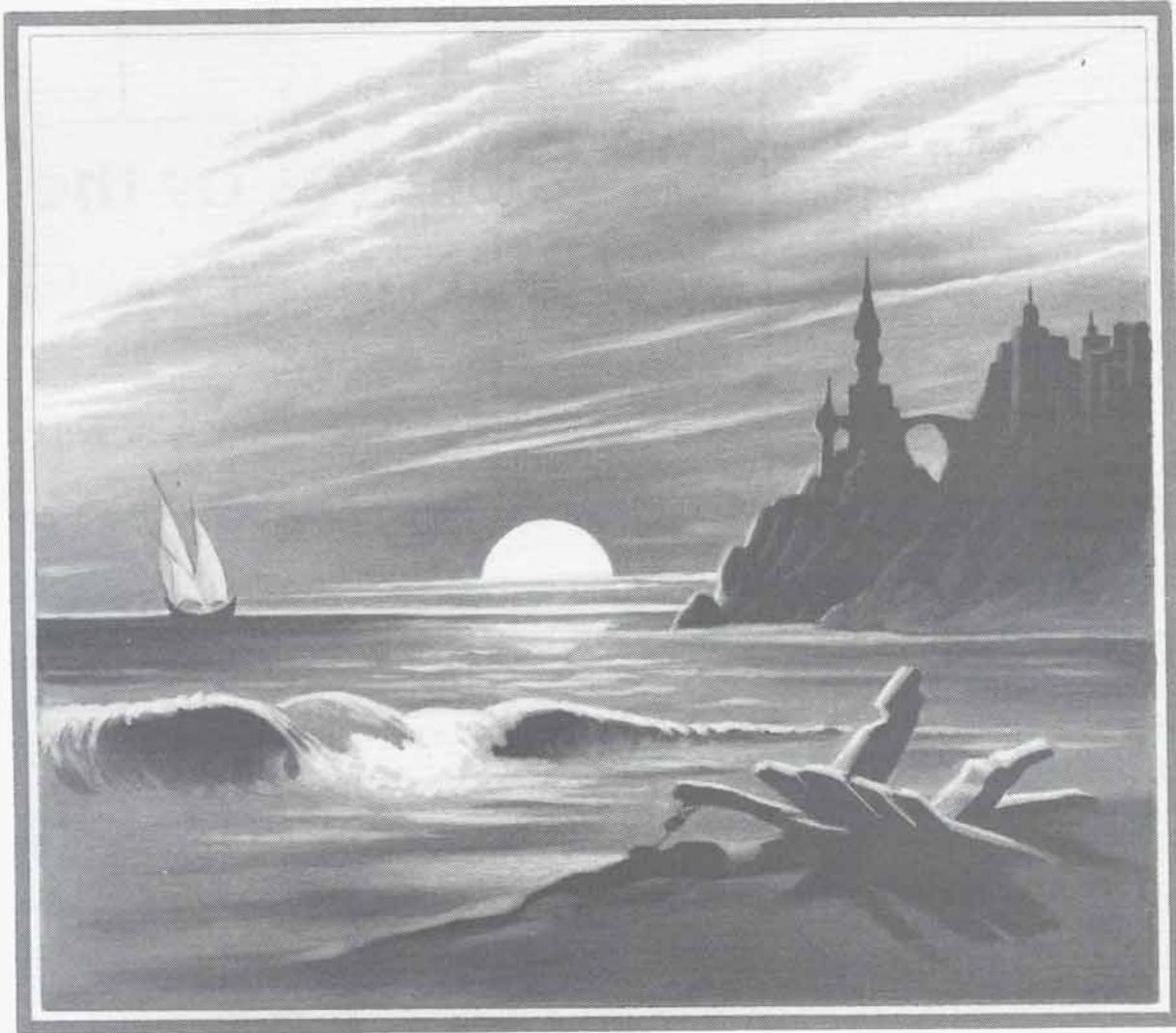
COMBAT RESULT TABLE

Score Difference	Effects
Draw	Both ships are <i>damaged</i>
1-2 pts	Roll again at +1 for the winner. Bonus is cumulative but valid only this turn.
3-4 pts	Loser: ship <i>damaged</i> Winner: no casualties
5-6 pts	Loser: ship <i>sunk</i> Winner: ship <i>damaged</i> *
7-8 pts	Loser: ship <i>captured</i> Winner: ship <i>damaged</i> *
9-10 pts	Loser: ship <i>sunk</i> Winner: no casualties
11 pts +	Loser: ship <i>captured</i> Winner: no casualties

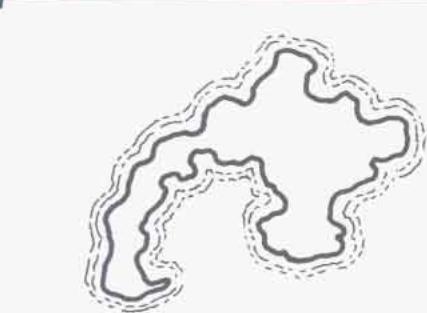
(*) Unless the ship makes a Combat check.

Flip a counter over to its "Damaged" side whenever the results indicate a *dam-*

The KINGDOM OF IERENDI



Welcome to the land of paradise and enchantment.
We hope your stay here is filled with fun and excitement,
and we hope you will return to see us.
Keep this brochure and use it as a guide to
the hot spots and top attractions
of the islands.



1. Alcove



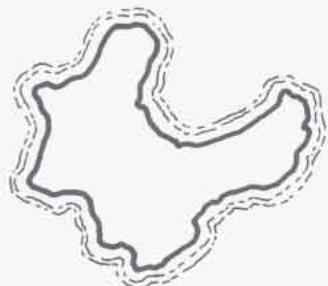
3. Elegy



4. Fletcher



5. HONOR



2. Aloysius

Islands of the Kingdom of Ierendi



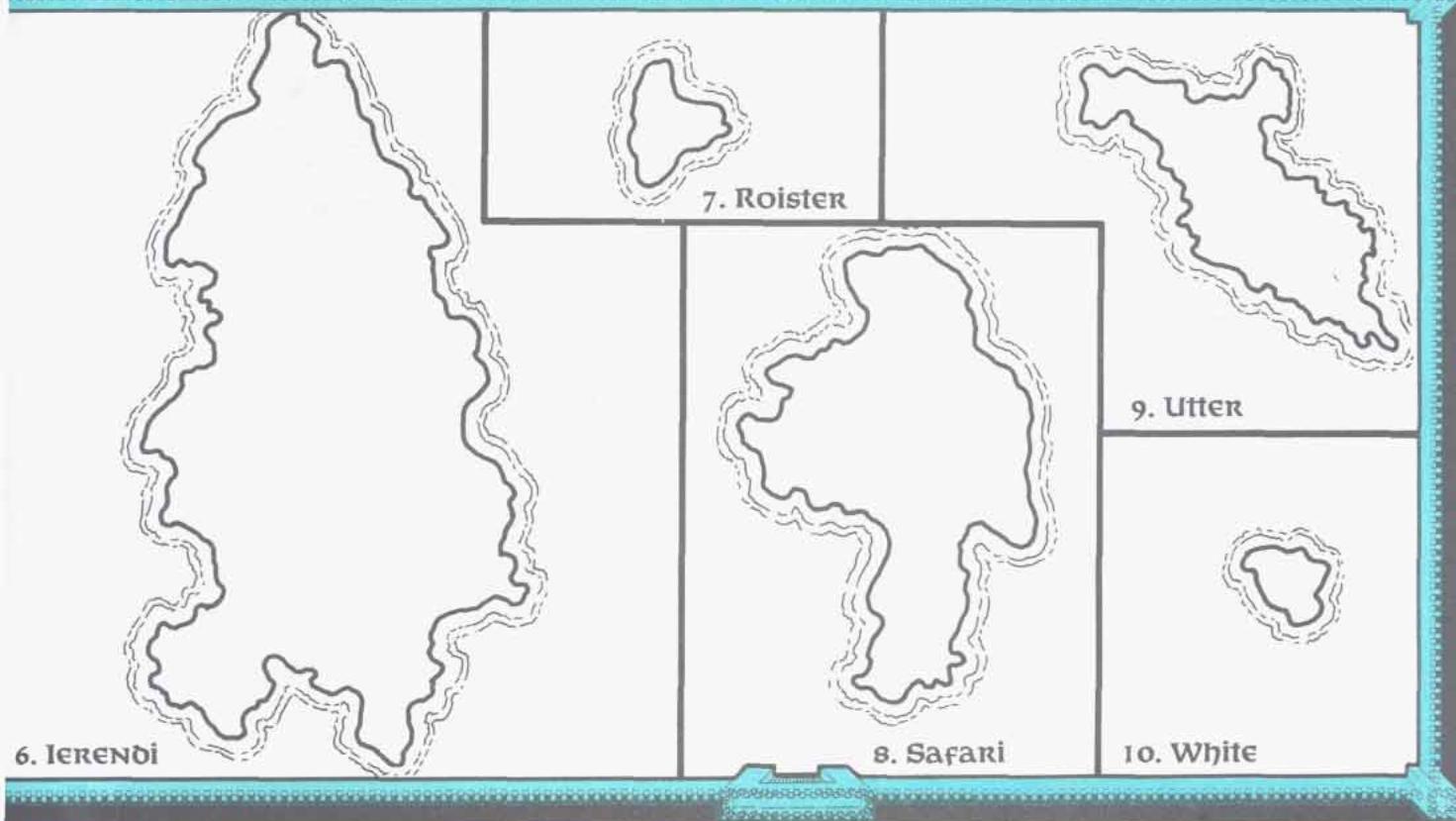
1. ALCOVE ISLAND: Organized treasure-hunting cruises are offered several times daily, letting visitors experience the thrill of deep-sea diving combined with the excitement of finding genuine sunken pirate treasure. No Experience Needed.

2. ALOYSIUS ISLAND: Once the kingdom's penal colony, this lovely jewel has been refitted as a residential and travel location. Tours of the penitentiary are conducted upon request.

3. ELEGY ISLAND: Visitors wishing to experience a bit of the native past will enjoy the quaint burial grounds of the Makai people. Cooperation with the island residents and respect for the departed are cordially requested of all who come here.

4. FLETCHER ISLAND: Bargain with the natives for exquisite feathered apparel and accessories! None finer can be found anywhere in the world. Visit the cave dwellings, unique to this island in the Kingdom of Ierendi. For the ultimate, book a stay at Mr. Coarke's Dream Vacations—your fantasy come true!

5. HONOR ISLAND: One of the two islands to which there is no admittance, this is the home of the famous Honor Island Mages.



6. IERENDI ISLAND: The largest of the islands comprising the Kingdom of Ierendi, here visitors can see the striking coral castle in which dwell the royal family. Street musicians entertain continually, and are complemented by street artists who render realistic portraits in minutes for reasonable rates. Be sure to bargain for native goods in the largest bazaar/marketplace in the kingdom, and save some money for boat rentals at one of the three marinas. For those visitors of an adventurous bent, the Adventurers' Club Headquarters is located in Ierendi City as well.

7. ROISTER ISLAND: Swordfish and marlin are among the fine sport fish found in these waters, and the trophy-minded visitor can purchase boating time and a seasoned guide to aid in "bringing home the big ONE."

8. SAFARI ISLAND: As the name suggests, this is the place for wilderness tours led by capable professionals through some of the most primal and striking preserves in the world. Members of the Adventurers' Club come here often to take part in special "members-only" tours, as much for sport as for practice.

9. UTTER ISLAND: For those people interested in unusual architecture, this is the ultimate. The native albino population is highly skilled in building forms, and the techniques used are closely guarded secrets. Suffice it to say, these are the most spectacular sand castles anyone has ever created.

10. WHITE ISLAND: Home to the Whitenight Abbey druids, this is the other island to which there is no tourist admittance. It is a monastic retreat, and visitors are discouraged under all but the most unusual extenuating circumstances.

Come One, Come All!

SEE THE FAMOUS ADVENTURERS CLUB DEMONSTRATE THEIR FINELY-HONED SKILLS IN A DISPLAY FOR ALL TO ENJOY!

3 O'CLOCK DAILY AT THE THEATER OF THE SCHOOL OF THE ARTS

BARGLE THE WIZARD,

PRIVATE INVESTIGATOR

Discreet Enquiries Made
Missing Property Located
Client Confidentiality Assured
157 Clawblade Street, Ierendi

MAGE MARINE, Ierendi

Don't forget Mage Marine if you are looking for the best boats or ships in the kingdom.

**SATISFACTION
GUARANTEED.**



Aloysius Island Wants You

Now, for the first time ever, the Ierendi government offers low-cost, virtually maintenance-free housing. Built along the beautiful northern coast of the island, these homes provide a quiet, serene, personal paradise for those who purchase homes there.

Hurry! At such low prices, these beautiful homes will go fast! Contact the Royal Castle of Ierendi if you are interested. No obligation. No pressure. No castle official will call on you unless you set up an appointment.



Gastenoo's World of Adventure Safari Island

The Original. The Best. The One You Don't Want to Miss.
Experience the thrill and excitement of your very own adventure.
Learn what it takes to be a tough and wise adventurer.
Completely Safe—Little Pain, No Permanent Injuries

The Military

aged ship. Damaged ships are sunk when damaged a second time. Replace captured ships with Privateers & Merchantmen of the same strength (grey counters). Two ships surviving a combat are locked in melee. They may break away only after making a Combat Check. Combat otherwise continues on the next Turn.

When a ship enters an enemy-occupied hex through one of the three hexsides on the enemy's stern, the attacker gets a +1 bonus to his attack for this turn only.

Every time one side rolls a 1 and the other a 6, check for an event on the Chance Table. These only are suggestions; ignore them or modify them as desired.

If PCs are on board, the game should be stopped. Meanwhile, the PCs' fight is resolved using normal D&D® game rules. When done, the game proceeds as described.

Morale

A damaged ship must make a Combat Check when sailing into an enemy occupied hex, unless PC commanders/heroes are aboard. If the check fails, the ship stops in the hex adjacent to its target. Captured ships must sail to a friendly port by the most secure route possible.

Recovery

Damaged ships have a 50% casualty rate; all personnel aboard is lost at sea when a ship is sunk. The side holding the area at the end of the battle recovers 50% of its casualties among men. These are wounded and need 1-4 months to heal and return to duty.

Sunken ships have a 10% chance of actually being seriously wrecked and salvageable. The side holding the battle site after the battle may tow salvageable ships with a strong breeze or less (see Expert Rules). Ships can tow one wreck at $\frac{1}{3}$ their current speed, rounded down; others must be abandoned.

The winning side may show mercy to the losers and allow them to recover their losses in a similar way. In this case, if the loser fights the winner again within a year, the loser's ships fight at -1. Losing NPCs will have a favorable reaction to winning PCs.

Building Costs

Ships are built at the rate of 150 gp per Hull Point (or HP, see Expert Set), 3 HP per day. For each Armor Class below 9, add 20% to the total. Follow the Expert Rules with regard to adding rams (+ $\frac{1}{3}$ of the cost) and catapults (650 gp with pitch shots). This brings small galleys within a 14,400-25,250 gp range.

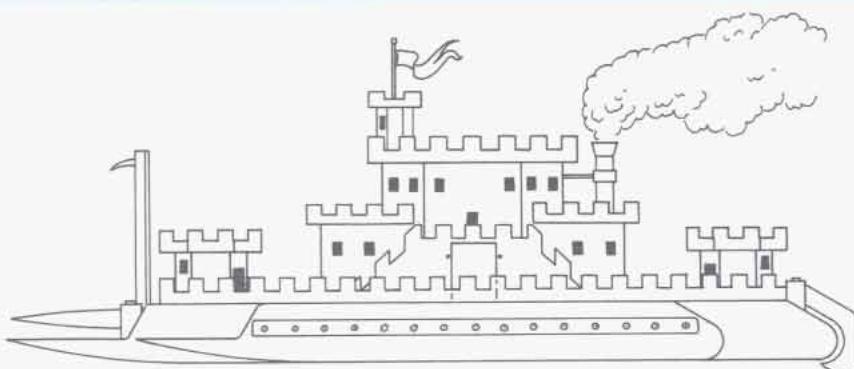
A damaged ship has lost 50% of its Hull Points. These can be recovered at half the cost given above, up to a ship's original HP total. If a ship was wrecked, it lost 80% of its HP. These Hull Points require full cost to repair.

To build or repair ships, one must have the appropriate dock facilities, find naval engineers, natural resources like mahogany, oak, or cedar locate cloth makers for sails, and have the needed financial resources.

Depending on the size of facilities (docks, ship yards and stocks), several ships can be built simultaneously. Some ports may not be able to build ships; they're just a safe haven for supply and protection against bad weather. Here are some suggested values for main ports in the area:

Location	Ttl Port Capacity (in Hull Points)	Maximum Dock Size * (HP)	Dry Docks Capacity
Thyatis:	10,000	180 +	50 ships
Minrothad:	6,000	180	25 ships
Ierendi:	3,600	160	20 ships
Specularum:	2,880	160	18 ships
Soderfjord, Norvik, & Zeaburg	2,250 ea.	80 ea.	15 ea.
Tel Akbar:	1,960	140	14 ships
Athenos:	1,680	140	12 ships
Kerendas:	1,440	120	12 ships
Port Shireton:	1,200	120	10 ships
Tameronikas:	800	100	8 ships
Kobos:	600	100	1 ship
Pirate Lair:	300	60	none

(*) Ships with more HP than what the docks can accommodate must anchor at the center of the port and use shuttle boats.



Vessel	Movement Rate			Crew			AC	Capacity (in cu.)
	Miles/day	Ft./round	Rowers	Sailers	Marines	HP		
Fireship	60	100	—	20	50	200	3	80,000

The Military

CHANCE TABLE

1. **Shifting Winds:** Wind changes direction. Roll 1d6 for new wind direction. Ships moving directly against the wind lose one hex in their movement rate (optional rule).
2. **Winds Change:** Winds increase or decrease, affecting weather and ship speed, except for fireships (see Expert Rules on Waterborne Adventures).
3. **Mutiny!:** A ship turns away from combat and flees. Replace counter with a pirate ship of equal value or lower.
4. **Fire Aboard!:** A stray hit sets fire aboard a ship. The ship's sails are destroyed. The ship can only move at oar speed or is immobilized (may drift one hex per turn, following the wind direction). If ships are fighting in the same hex, they must make a Combat Check or be affected as well.
5. **Ships Ahoy!:** Unexpected ships (1d4) join one side. Use Privateers drawn at random. They appear at one edge of the map.
6. **Pirates!:** Pirate ships (1d4) drawn at random enter the map from one edge. They seek a lonely ship for loot and slaves. They flee after capturing a ship or losing one of theirs.
7. **Sea Monster!:** The smell of blood attracts a monster. It attacks one ship at random until it is killed or the ship is sunk (run combat using normal D&D® game combat rules). The battle goes on when the monster incident is over.
8. **Hero on Board:** An NPC captain galvanizes his men. The ship fights at +2 until the end of the battle.
9. **Bad Omen:** The entire fleet fights at -1 for lack of morale, until the opponent force loses its flagship.
10. **Ghost Ship:** A haunted ship enters the map on one side and exits on the opposite side. Any ship sailing within two hexes of it must make a Combat Check or flee in terror. Use a pirate counter. Only PCs may board the vessel and fight the undead aboard.

11. **Unexpected Rally:** One ship hastily repairs damages and rallies for combat. Revert the ship damaged last to its full combat status.
12. **Fog:** All winds suddenly die and fog rises. Visibility is reduced to two hexes. DM will have to experiment with hidden movement. Fog lasts until the winds change again.

The Guard

The Ierendi Guard can be found on all islands of the Ierendi territory, except Honor Island. On the least populated islands, the Guard has small outposts from which they send patrols. The Guard is often seen strolling along the roads, as much to offer assistance and information as to police the area. They watch for thieves, vandals, unruly people, and others who violate the law.

Guards are recruited and trained on the grounds of the Naval Academy. To be a Guard, an applicant must be at least 16, of good health, and follow a training to pass a rigorous adventuring test.

A training session lasts about three months during which the applicant must take *Advanced Warfare II*, *Civil Law Enforcement*, *Basic Government Etiquette*, and *Modern Outdoor Survival* courses. This includes trips to Safari Islands to experience wilderness survival on site, and live combat. The first training session is paid by Ierendi. If the applicant fails, he must pay the cost of any subsequent sessions, at the rate of 10 gp per week.

The best of the Guard are used on special (adventuring) missions to solve local problems and mysteries. These assignments are by far the best paying in the service, but also the most dangerous.

The Guard is split in two armies: the *Regular Force* representing the bulk of the Guard in peace time, and the *Royal Brigade*, an elite corps of heroes and veteran adventurers so common on Ierendi and Safari Islands. The Royal Brigade mobilizes only in times of war, and is disbanded thereafter (see module X10).

The *Regulars* wear short swords and chain mail. Plate mail and bastard swords

are available to veterans of the Royal Brigade. Regulars are mostly 1st to 2nd level fighters. Vets often reach 2nd or 3rd level in any class. All officers of the Guard must be of 5th to 8th level minimum, depending on their rank.

The Regular Force regroups 4,000 men and women under the Tribunal's authority. They are deployed on the various islands of Ierendi in guard posts ranging from a dozen men at an outpost, to a few hundred guards and officers at strategic points of the territory, towns and ports. Over 2,500 regulars remain in the vicinity of Ierendi City at all times. In War Machine terms, these troops have a BR of 100, *Troop Class Average*.

The Royal Brigade regroups 2,490 men and women in three divisions of 830 soldiers and officers. These are all trained in amphibious and ship boarding operations. In War Machine terms: BR 177, *Troop Class Excellent*.

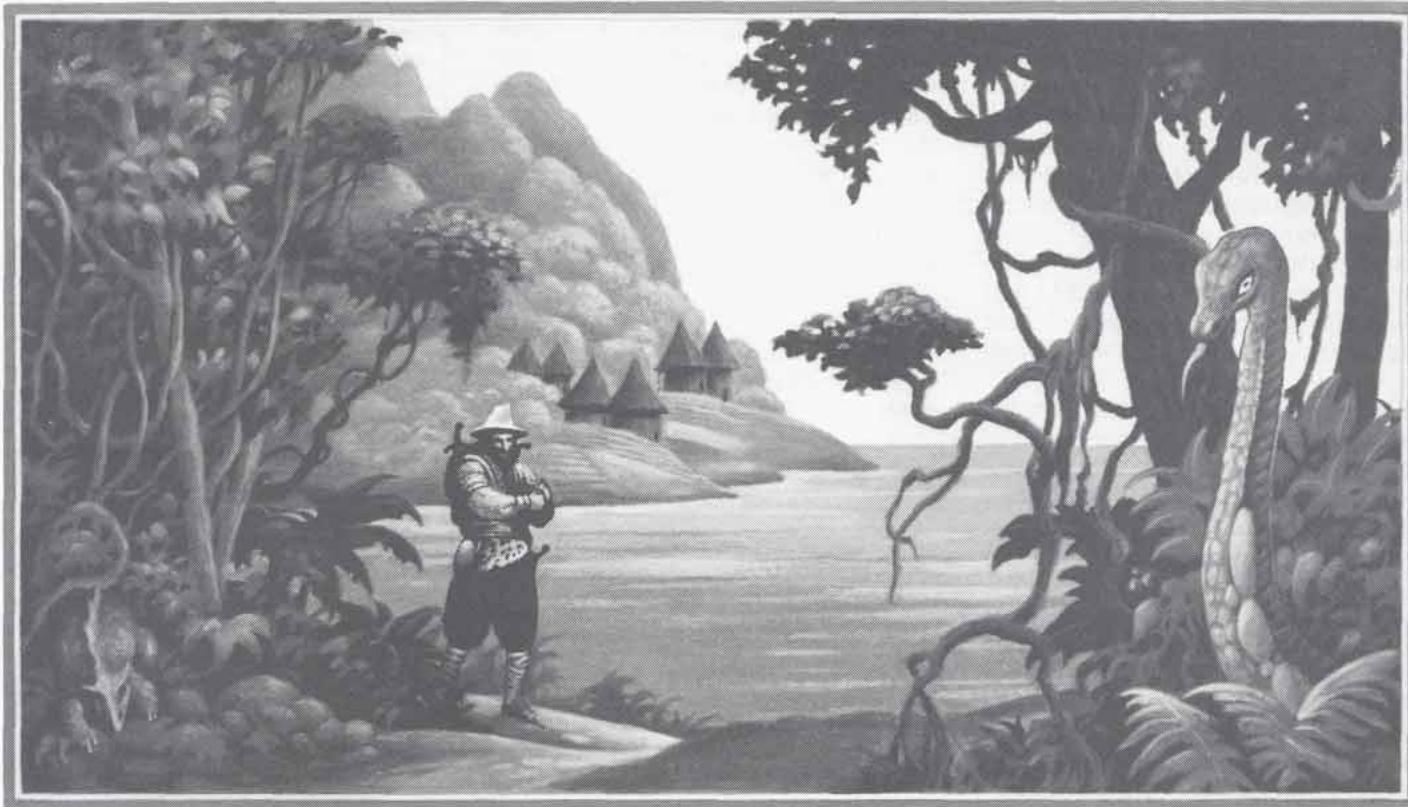
The Royal Brigade remains under the King and Queen's command. In case of war, Ierendi relies on its excellent navy to stop an invader and gain time to raise their mighty Royal Brigade.

The Operation of the Breakwater

The breakwater defends Ierendi City's port (see fold-up map sheet). The two main entrance towers are light houses beaming magical light. The Guard mans the breakwater towers, defensive walls, and the entrance mechanism night and day. The latter consists of sharp metal plated beams that can be raised or lowered under the surface of the water to control the port entrance. Ships attempting to force their way in suffer 120 Hull Points of damage, plus 1d100. Small vessels (40 HP or less) can easily sail between the defensive beams. Ierendi's Royal Navy galleys are capable of leaving the port, skillfully sliding over the slanted beams.

Guard squads on rapid sail boats check all ships at the entrance (whether inbound or leaving). The Guard informs the Customs and Assessment of anything suspicious; the ship is then commandeered and left to the Tribunal's authority.

Safari Island



Population: 5,375
Area: 3,360 square miles
Capital: Kobos (population 800)

"Eeeew! Totally gross! What is that disgusting thing, Harald?"

"Relax, Martia, it's just a slime limpet, my dear, and, if I know anything about these 'Wild Wilderness Adventure Tours,' it's as phony as an orc's navel. Did you hear that tour guide laying it on with a trowel back there...why, there's not a hydra within a thousand miles of this place."

"Honey, where do you suppose that little fellow has gone?"

"Say, you're right. Said he was going to see what was holding up the bearers, didn't he? Wonder where he went..."

BACKGROUND

Safari Island, located in the far northeast corner of the kingdom, is a virtual paradise for travelers and adventurers of all levels. In addition to its scenic splendors and its colorful, comfortable resorts,

Safari Island boasts the finest wilderness and adventure parks in the Known World.

The small village of Kobos, situated on a small inlet of the Wautili River, is the capital and principal settlement of Safari Island. Here visitors may find refreshment, entertainment, and rustic accommodations. Here also visitors can obtain transportation to the other resorts and action parks on the island, and can arrange for tours in the wilderness preserves.

There are two other villages on the island—Calatupos, population 349, on the northwest coast, and Pupami, population 178, in the interior along the Wautili River. The rest of the island's population is scattered in small fishing settlements along the coast and in the communities supporting the island's wilderness and adventure park facilities.

Many come simply to relax on the island's beaches or to enjoy the pageantry of the weekly and spontaneous native celebrations, but those visitors with a taste for danger and adventure have two popu-

lar choices: the wilderness preserves and the action adventure parks.

WILDERNESS PRESERVES

Ninety percent of Safari Island's interior has been set aside as a government-supervised wilderness park under the joint jurisdiction of the Department of the Interior and the Department of Customs and Assessments.

These parks contain numerous native and exotic species of plants, animals, and monsters. Such creatures are hunted to extinction in civilized lands, or present a grave threat to settlers in the frontier regions of the D&D® game world. Here, however, man can be protected from the monsters, and the monsters protected from man, by sternly enforced laws concerning access to the wilderness parks.

The government licenses private tour operators which take visitors on short or extended sight-seeing and hunting expeditions into the wilderness parks. Amateur and professional adventurers can also obtain licenses to hunt various exotic and

Safari Island

magical beasts which are then sold for large profits (even after a healthy export surcharge) in the spell components trade.

It is illegal to enter a wilderness park without a licensed guide (who is then responsible for your actions) or a permit from the Department of the Interior. It is illegal to hunt any creature on the Protected Species list without a license from the Department of the Interior and a permit for that specific species from the Department of Customs and Assessments.

Casual hunters may obtain one-day and three-day licenses from tour operators for 10 and 20 gp respectively. Short-term species permits vary in cost from 5-500 gp, according to the value and rarity of the species in question.

Serious amateurs and professionals may apply directly to the Department of the Interior for licenses and permits of longer duration. Costs vary according to the duration and species sought, but may range from 100 gp for a one-month license for less valuable (2HD maximum) species to 5,000 gp for certain gargantuan monsters.

Staging Tips for the Wilderness Preserves

Low-level characters may adventure in the company of higher-level NPC tour guides. If lower-level characters tackle something dangerous, the NPC can step in and save them if they get in real trouble.

More experienced characters may go out alone, or may choose a guide who promises to find them a specific species. For example, suppose you've decided that in your campaign wyvern skin can be made into the equivalent of *leather armor +1*. Here's the sort of dialog you'd expect from a guide offering the PCs his services:

"Yeah, sure, yer lookin' fer wyverns? Ya come to da right guy. I know a cliff honeycombed with wyvern tunnels. Sure. But it's gonna cost ya. Those wyverns are bad news, sport. I ain't riskin' my neck for chump change..."

The license and permit fees, and the 10% export surcharge Customs gets on each creature taken off the island, are a

good way of getting the PCs to part with their accumulating gold hoards, while offering what appears to be a straightforward animal hunt for experience points. However, good DMs will toss unexpected complications (dishonest tour guides, competing hunters, intelligent prey in cahoots with the guide, etc.) into the scenarios to give them a little spice.

Sambella's Safari Island Tours: Sample Wilderness Park Tours

Sambella (F16) is a gray-haired, sturdily-built islander of Makai heritage in his late middle-age who was trained as a fighter. As a young man Sambella was a highly-respected guide for several Safari Island tour operators; he knows the island, its denizens, and the folk that come to view and hunt them.

Sambella has a staff of 10 guides, with experience levels ranging from 4th to 12th level. Sambella's tours are rated Easy, Moderate, Difficult, and Hazardous. Easy tours are accompanied by one or two low-level guides. Hazardous tours are accompanied by Sambella and 3-4 experienced staffers. Sambella is always on the lookout for good guides as he expands his tour offerings. Sambella expects his guides to explore tour regions in advance, to design tour itineraries with maximum exciting encounters and minimum dangers, and to protect clients from accidents or injuries that might give Sambella's operation a bad name.

Adventure: The Blood Feast Tour (Basic)

From one of Sambella's tour brochures:

"The stirge is one of the most loathesome of nature's creatures—but the delicately hued shell of the stirge egg is one of nature's most splendid creations. Join Tabauui of the Adventurers' Club and Hathara Hubari, a certified cleric of the People's Temple, on an expedition to the Cliffs of Para

and delve the deep, Stygian hives of the stirge."

This tour is for beginning adventurers, requiring no wilderness adventuring skills.

The Cliffs of Para are steep, weirdly-eroded lava cliffs with numerous winding caves. Once in the caves, the tour faces numerous challenges before reaching the stirge nursery: oozes, jellies, and slimes of various descriptions, giant rats, slime crawlers, tight squeezes, deep, icy pools with magic-sighted blind fish, and the greater cave snake (a cave-dwelling cousin of the giant racer). Once in the stirge nursery, the adventurers must climb stalagmites to reach the stirge nests near the cavern ceiling, all the while beset by the vile aerial blood-sucking vermin.

Tabauui and Hubari only step in when the adventurers are in serious trouble or when they are confronted with unanticipated dangers—often ones created by the adventurers themselves.

Adventure: The Twenty-Four Eyes of the Hydra (Companion/Master)

From another of Sambella's tour brochures:

"Natives say the great grand-daddy of all winged hydrae lives deep in the vast Kuali Swamp region of Safari Island.

"A legend? Or the greatest challenge an adventurer has ever faced?

"Sambella Tours doesn't guarantee you'll come home with the ancestor of all hydrakind, but they will guarantee you'll see more winged hydrae than you'll want to take home with you.

"Imagine your taxidermist's surprise when you tell him you've got 12 heads you want mounted, but only one body..."

"Warning: Certified Experts only! Sambella Tours accepts no responsibility for the health of its clients. Recreational adventuring is at your own risk!"*

"* Experts are adventurers of skill level 4 or greater."

This is one of the staff's favorite tours. Winged hydrae are always tough, and the Kuali Swamp region is one of the nastiest bits of terrain in Ierendi. Aside from the other dangerous swamp dwellers, like the water termitae, the bog caecilia, the crocodile, and the leopard salamander, Kuali Swamp is the home of at least 20 hydra nests.

And, indeed, the great grand-daddy of winged hydrae does live here. Sambella and several of his staff have glimpsed it several times—a twelve-headed monster with a 35-foot wing span—but only at dusk, when it is extremely dangerous to pursue anything into the Kuali Swamp. Nonetheless, Sambella and his staff would love to be able to advertise that they were the guides that brought in the biggest hydra of all time.

Would Sambella's Tours risk the safety of its clients?

For such a prize, Sambella and his crew might be a little rash.

ADVENTURE PARKS

The other prime attractions for visitors to Safari Island are the adventure parks which are elaborate recreational adventuring centers where amateur and professional adventurers can go to test their wits and skills.

The adventure parks are based on the idea of the Royal Tournament of Adventurers by which Ierendi annually selects its reigning monarchs. A wealthy high-level fighter (Gastenoo Longblade, F20) and a retired high-level wizard (Simon Saint-Pierre, M28) pooled their skills and resources and in 974, the first adventure park, Gastenoo's World of Adventure, opened its grounds to the public. It was an immediate success, and within five years there were a dozen imitators.

Adventure parks feature a series of challenging mental, physical, and magi-

cal tests organized with a single narrative theme, generally based on fairy tales, heroic legends, and ancient myths. Participants play the part of brave heroes struggling to overcome some great evil.

The tests are generally clever and challenging, and the tension of the action is very real, but most traditional adventure park arenas are designed to avoid serious injury to the participants. Recent innovators in the adventure park trade have tried to add a greater element of physical danger to the action hoping to attract a bigger audience. However, such parks as "Blood and Metal" and "Club Mad" (whose motto is "The Club Mad vacation: the antidote for civilization") tend to attract a hard-core of less heroic and more violent patrons, and are not recommended for adventurers of lawful alignment.

GASTENOO'S WORLD OF ADVENTURE: TWO ARENAS OF A SAMPLE ADVENTURE PARK

Visitors can either participate in the arenas, or may purchase spectator's passes, admitting them to the well-protected observation rooms and galleries throughout the adventure areas. The majority of visitors are spectators, of course. For safety reasons, the proprietors only allow experienced adventurers to participate.

The following are two of Gastenoo's current World Class Recreational Arenas (low level adventures). There are usually 6-8 World Class Recreatinals and 3-4 Grandmasters Recreatinals available at any time, with other new adventure areas being designed and constructed regularly.

The Kia'i Gym is an Adventurers' Club training arena, where kia'i can square off against one another or against sparring partners employed by Simon and Gastenoo. On occasion, the owners modestly consent to picking up adventurer's gear and giving renowned tournament notables a real challenge. Even the King and Queen and their Royal Court make highly-publicized visits here.

The military training arenas are classified for security reasons. Simon and Gas-

tenoo design and equip these arenas according to Navy and Guard specifications. In addition, one day a week the recreational arenas are turned over to the military for training purposes. In cooperation with military officials, the proprietors adapt these arenas to the more demanding standards of military training.

Recreational weapons and magical devices cause a painful but harmless shock which is registered by the magical Damage Belts each participant wears. When a participant has taken the equivalent of his hit points (or some other agreed-upon number of points) in "damage," the Damage Belt sounds an alarm, flashes briefly, and the victim is sprayed with harmless red dye from capsules in the belt.

Damage Belts also absorb magical spells, protecting the victim, but announce the simulated effects to the wearer, participants, and spectators.

ARENA #1: LAIR OF THE LIZARD LORDS

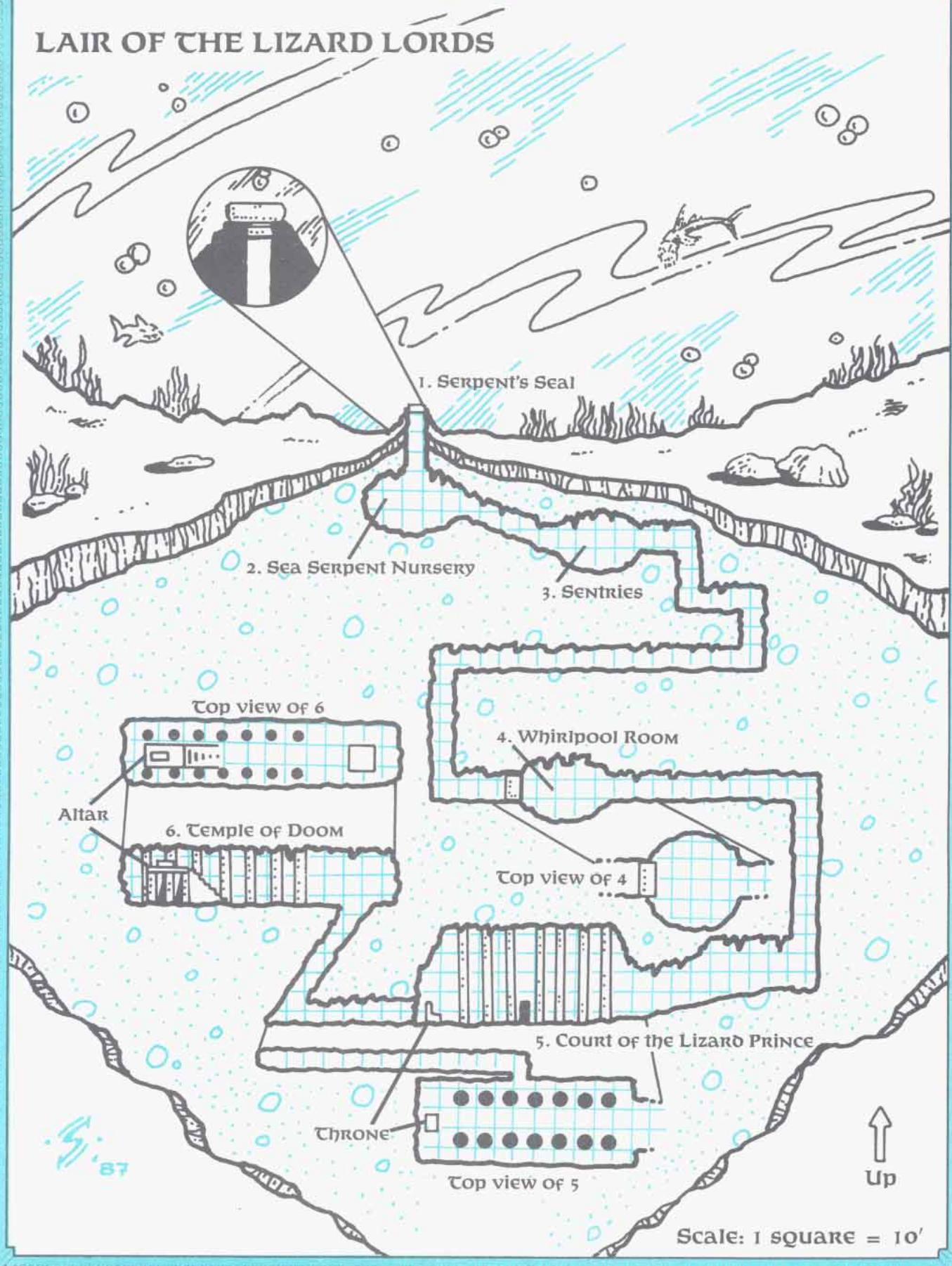
The Princess has been borne away by a raiding party of the Lizard People. The heinous reptiles also have stolen the Crown of Gold, your kingdom's sacred symbol of rulership.

"Only you can save my daughter," sobs the widowed queen. "Here, take these potions of water breathing. They are the last in the kingdom. Now, hurry before it is too late!"

The Arena: A series of flooded chambers and tunnels at the bottom of a lagoon. Other adventures in this arena have featured miniature water battles. The sands beneath the lagoon are regularly retunneled to provide varied submerged tunnel settings.

Outfitting: Each participant receives a swim suit, a damage belt, and a "dagger," and is allowed to select three items from the Basic Level Weapons and Equipment lists.

LAIR OF THE LIZARD LORDS



Preparations: Each participant drinks one potion just before entering the water. Pretend to roll secretly for each participant to determine how long the water-breathing potion lasts, and pretend to record the duration.

If the adventure runs over 70 minutes in real time, one character (selected at random) begins running out of air in each subsequent 10-minute period. Each PC must decide whether to flee to the surface, or remain to fight. (Incidentally, the *potions of water breathing* are actually double-strength, so the PCs are in no real danger, but they are informed when their air has "run out," after which the PC has a 10% per cent chance of "drowning" per round (determined by the Damage Belt).

Unless plans for light and communication are made before PCs enter the water, assume they must be made during game time in the dungeon. Communication may be by hand signals, touches, tugs on ropes, etc.

For swimming rules, see the Expert Rulebook, p. 27.

1. The Serpent's Seal

This stone plug is securely wedged into the opening. PCs cannot get leverage. There is no place to stand and yank except on top of the plug. PCs may join hands around the stone tower to provide a stable platform, may use wedges (if they can figure out how to swing a hammer under water), or use magic or some other trick to open the plug.

2. The Sea Serpent Nursery

This area is not lit. Eight serpents swim silently toward victims (assigned randomly, or as PCs enter chamber). If no PC illumination or alternative preparations have been made, snakes *surprise* victims. If a victim shouts to warn others of the threat, speech is unintelligible.

The snake bites cause no damage, but the Damage Belt registers a poison "paralysis" effect in 3-6 turns if the saving throw is failed. If a snake is hit with a "dagger," it flees.

3. The Sentries

This area is lit by glow-worms wriggling everywhere. Two "lizardman" sentries float near exit, armed with "tridents." (These are mermen in lizard-man costumes.)

When the PCs appear, one sentry charges while the other flees to warn the Lizard Prince. If the PCs make maximum effort to pursue, they lose one turn of *water breathing* effect from exertion, but may intercept and engage in melee with the sentry half-way to the Prince's Chamber.

4. The Whirlpool Room

The massive stone door must be forced open (5 or 6 on 1d6).

When the door is opened, the chamber beyond is dark, but a lizardman figure in the center of the water-filled chamber is revealed by flowing, glowing robes.

The lizardman wicca waves a sceptre, summons and commands a water elemental to swirl the room and attack the PCs.

PCs must roll lower than their Dexterity or tumble helplessly in the whirlpool. (Provisions like ropes, anchors, holding on to a friend, or clever spells may avoid this, or give bonuses to the check.) Tumbling characters are moved 1-6 inches in a random direction. Also, tumbling PCs take one point of "damage" per round (or more according to the level of the party, at your discretion).

If the wicca is hit by a spell or attack, he loses his concentration and the water elemental goes berserk. The lizardman "passes out," and all PCs must roll less than their Dexterity or take damage until they leave the room. The water elemental is not harmed by a "dagger" or magical attacks.

PCs may pursue the lizardman magic-user's limp body as it is tossed about in the swirling water. If they make a second successful Dexterity roll, they may snatch the sceptre from the wicca. Remember, they're taking damage. A PC magic-user may wield the sceptre, summoning and commanding a small water elemental (Expert Set, p. 49).

5. The Court of the Lizard Prince

If the sentry has not escaped, the Lizard Prince sits on his throne, wearing the Crown of Gold. His four lizardman guards float, one each at each side of the two entrance portals. The first two PCs into the room must engage the guards; subsequent PCs may intercept the prince as he flees for the exit to the Temple.

If the sentry has spread the alarm, the prince is in the Temple, and the four guards hide behind columns, then swim to attack when the PCs enter. If the lizardmen win initiative, they attack mages and clerics first, avoiding fighters, thieves, and demihumans. If their individual opponents flee, they pursue; otherwise they fight "to the death" here.

6. The Temple of Doom

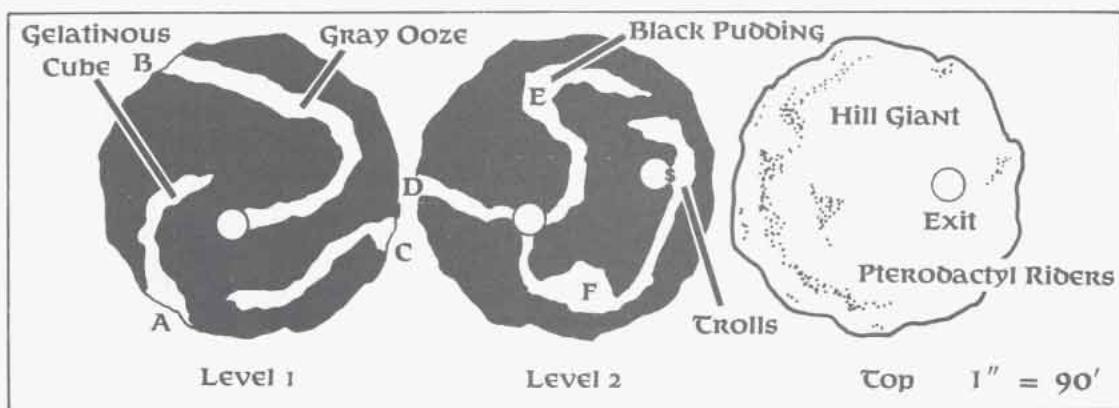
The princess is tied to the altar and about to be sacrificed. If the prince was warned by his sentries, he commands the guard contingent, which blocks approach to the altar. If the prince was prevented from reaching the Temple, the eight temple lizardman guards are arranged around the altar, floating in attitudes of piety.

Spells, tricks, or shrewd tactics (such as dressing in lizardman wizard robes) may earn the PCs *surprise*. Otherwise, the prince commands his guards to attack one-on-one, holding spare guards in reserve and sending them to confront PCs as their original opponents fail. If the guards are expended, the prince attacks with his trident.

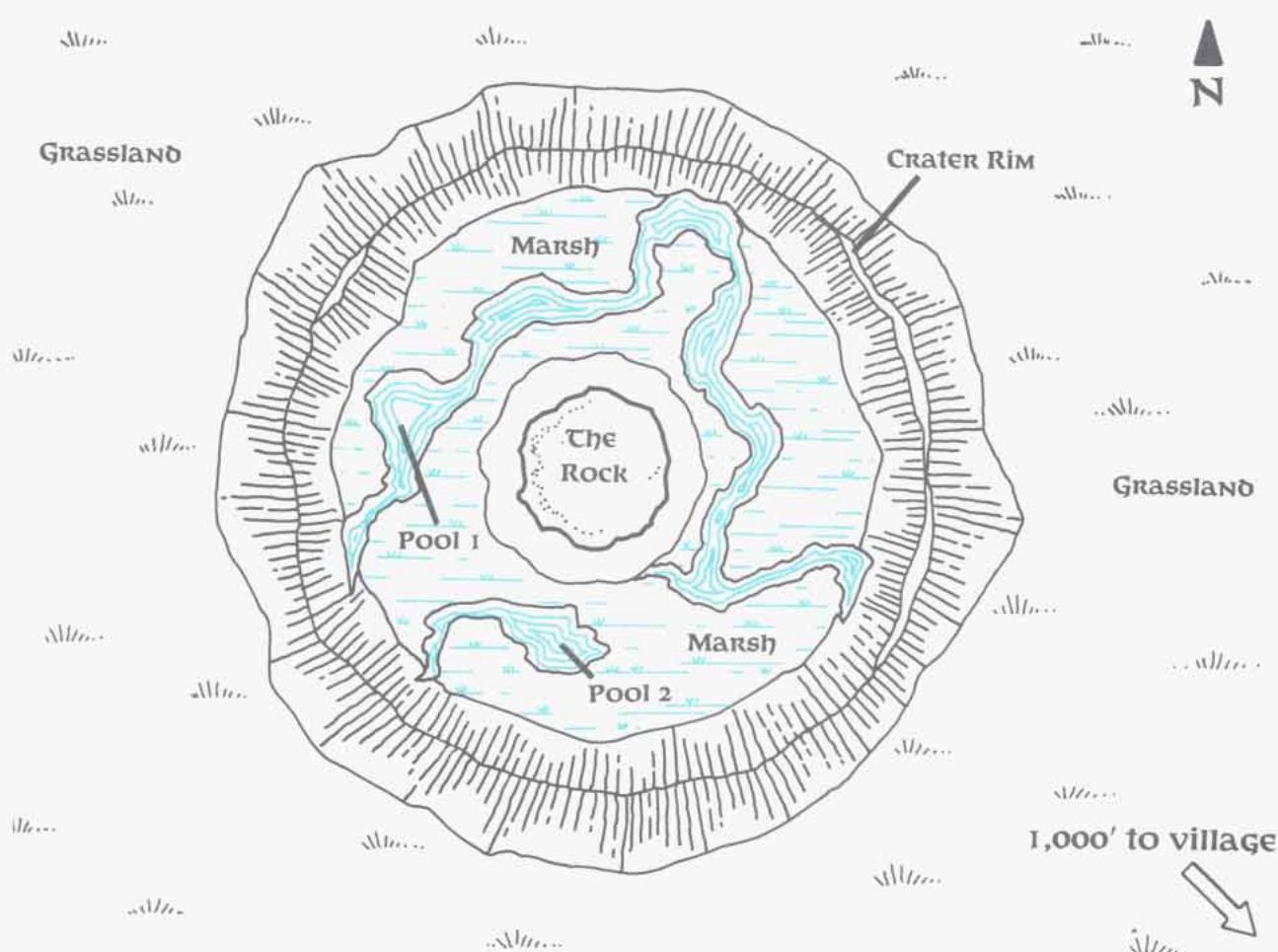
If a PC gets past the guards and the prince, the priest uses his spells (DM choice, proportional to PC levels) to defend himself, then engages in melee.

When the opposition is overcome, the PCs may rescue the princess and recover the Crown of Gold from the Lizard Prince.

Crater Marsh



Side view



Arena #2. The Hill Giant OF Crater Marsh

A crowd of peasants wave their hands in the air, pleading with the bold adventurers.

"Please, sirs, the giant has carried away my son! If you don't rescue him, he'll surely be eaten." The villager bursts into tears and throws himself at an adventurer's feet. "Please! Hurry!"

"Yes, hurry," says the village elder, "but even should you arrive... too late...you must avenge us, and rid the land of this evil giant forever!"

The Arena: The Crater. The grasslands, the crater rim, and the central island and rock are the basic elements. The crater itself may be either flooded with water, drained with streams running from the island to the rim, or kept absolutely dry as a sand pit or gravel garden. Wet or dry, the crater is a perfect place for all sorts of nasty things to zoom around and scare the adventurers. A team of high-level mages regularly re-tunnels and redecorates The Rock itself for new scenarios.

Outfitting: Standard low-level gear. PCs have free choice of normal armor and weapons, and all the normal equipment they can carry (Basic and Expert lists). For levels 1-6, Gastenoo has three lists of magical items as handicaps (level 1-2, level 3-4, and level 5-6); PCs of low levels may choose one item from the appropriate list.

Preparations: Before outfitting, PCs are given a rough map of the terrain and a chance to question the villagers. Thus the PCs can discuss and plan what they want to take with them.

No information is available on what's beyond the crater rim. Sensible villagers don't go there; reckless ones get eaten.

The adventurers are warned that time is critical, and that time and movement are figured in feet per round at encumbered movement rates (see the chart on page 61 of the Basic Player's book). Outfitting does not count against scenario

time; PCs are assumed to have shown up with their equipment, ready to go. Lightly encumbered characters move much faster; shrewd characters may choose to dump some gear.

The giant begins roasting the boy in 20 minutes. (Actually, a ham is used as a stand-in for the boy. This is an amusement park, after all.) Thus the PCs have 120 rounds to save the boy. The distance from the village to the crater rim is 1,000 feet, so even a character with armor can run to the crater rim in about 11 rounds without becoming exhausted. (See Movement, Basic Set, p. 56.) Movement on the crater rim and in the crater marsh is restricted (see the following), while movement on the island and in the Rock tunnels is as normal for dungeon travel.

Keeping track of rounds is a bit of work, but it really adds to the excitement of the scenario.

Incidentally, if the PCs don't get to the boy in 120 rounds, they learn the bad news by smelling something like an outdoor barbecue.

1. The Grasslands

PCs should run to the crater rim. Only a lunatic is likely to drag around more than 1200 cn encumbrance, so if the PCs think to run, they will be in good shape for the rest of the scenario. Shrewd players may send faster PCs ahead to scout the crater; note the bonus for time spent observing from the crater rim.

2. The Crater Rim

When climbing up or down the rim, PCs may move at $\frac{1}{3}$ their movement rate per round (40 feet for unarmored, 20 for armored). When traveling along the top of the rim, characters may move at $\frac{1}{2}$ their movement rate per round (60 feet for unarmored, 30 feet for armored).

Characters on the rim (moving or stationary) may observe the crater. (See the Observations from the Crater Rim chart.) Observers note the listed details after the indicated period of observation. Notes in italics are for the DM only. Don't worry about following this chart too carefully. Consider it a source of ideas, and diverge from the listed sequence of events when-

ever your impulse to improvise strikes.

3. The Marsh

Marsh Terrain: PCs can move in marsh terrain at encounter speed. As long as they are in marsh terrain, whether moving or not, metal-armored characters have a 50% chance per round of becoming stuck; unarmored or leather-armored PCs have a 20% chance per round. Stuck PCs cannot move unless they roll their Strength or less on 1d20 at the beginning of a round. Aid from unstuck characters gives a +5 bonus to their Strength for this check.

If moving from Pool 2 north to the island, the chance of getting stuck is reduced to 10% for all characters. If PCs say they're following the boat's footprints, that route is perfectly safe.

Open Water: Movement in open water means wading at $\frac{1}{2}$ encounter speed. All characters have a 10% chance per round (non-cumulative) in the water of being attacked by a giant leech, except in the water connecting to Pool 2, where the chance is only 5% per round.

4. The Island

PCs may run here. In fact, a quick jog around the island is a good scouting tactic. However, the giant may be dropping big rocks, so getting into a cave is a good idea.

5. The Rock, Level One

Climbing the Rock is a bad idea. Only a thief or spell-enhanced character could do it, and the alert giant will pound the climber with rocks, then pluck the climber off the Rock as he reaches the top and twang on the victim's damage belt like a rubber band.

Tunnel A: A nasty gelatinous cube blocks the tunnel. PCs have to cut their way through it to find the dead end.

Tunnel B: PCs have to get past a giant patch of gray ooze to find the tunnel up to the second level.

Tunnel C: PCs have to get past a big pool of green slime to find the dead end.

Safari Island

6. The Rock, Level Two

Tunnel D: This tunnel leads to daylight. Only a thief could climb the Rock, but the giant won't notice.

Tunnel E: PCs have to get past a hungry black pudding to find the dead end.

Tunnel F: First they have to get past the webs of a giant spider. The venom is neutralized, but given a colored dye so PCs know to make saving throws.

Then they encounter a couple of trolls. The trolls have been given *fire-resistance* spells for their own protection, and getting hacked up doesn't bother them much. After they've taken their hit points in damage, they lie quietly and pretend not to regenerate.

Finally PCs must discover the secret door. Anyone who specifically says he's looking for a secret door and who has

light (normal or magical) finds it automatically. Otherwise, PCs only have their normal chance of finding secret doors during a search.

7. The Rock Top

The hill giant is waiting up here. The boy is in a bag next to the firewood, whining pitifully to play on the PCs' sympathies. The pterodactyls and riders have sailed away toward the grasslands.

In the bag with the boy is a ham. If the PCs are too late, the ham is cooking over the fire, and the boy has left with one of the pterodactyl riders.

The hill giant stands over the tunnel exit and tries to clobber the first PC that comes out. (A thief coming up the outside of the Rock can attack by surprise.)

Diplomacy is pointless; hill giants are

supposed to be dumb, and this one is supposed to be nasty, too.

The giant blocks the tunnel exit, and does not move back until he has taken damage. Thereafter, one PC per round can emerge from the tunnel to attack.

When the hill giant has taken his hit points in "damage," he teeters over to the edge of the Rock, flails his arms a bit, gives a farewell speech, and does a dramatic stunt fall into the marsh.

Dungeon Fun with Adventure Parks

Safari Island's adventure parks are a perfect opportunity for cheerful and implausible dungeon adventures. Go ahead and indulge yourself with corny, old-fashioned monster motels with slimy pits, wise-cracking dragons, and scads of wimpy, craven orcs.



Alcove Island



Population: 1,200
Capital: Kurutiba (pop. 600)
Area: 1,241 square miles

"Well, you see, this is how it's done. Put on these leather pants and this jacket and pull all the straps together. Then, you put on this large, bell-shaped helmet and have your neighbor bolt it tight.

"Make sure you close the little window in the front so water doesn't come in! Hook this line to your lead belt and jump in the water. Remember! The treasure hunt will last one hour. The Management guarantees that a 1,500 gp item lies in the wreck! If you find it, it is yours! Good Luck and Good Hunt!"

At the last words of the guide, eager treasure hunters all jump off the ship, each hoping to be the lucky winner of the expedition.

BACKGROUND

Many years ago, Alcove Island was used as a customary resting place for early pirates. The clear shallow waters of the natural

alcove soon made it a favorite "vacation" escape to rest, heal, and plan future endeavors.

The sandy, shallow basin of the alcove extends many hundreds of feet into the ocean—much farther than what is normal for a sand bar. Many pirate ships passing through the waters ran aground on the sand bars a great distance from the shores of the island.

It did not take long for pirates to use the unexpected sand bars to their advantage. The pirates on the island would place lanterns in the trees along the coast of the island to make it appear as if ships were safely anchored on the island. When the ships became stuck, they were attacked and looted by pirates setting the trap. If the pirates wanted to destroy enemy ships, they merely set the trap on the rocky northern shores of the island and waited for the jagged rocks to tear the ships apart.

Makai natives of the island usually kept their distance when the pirates arrived, fearing that they would all be killed. Their village, Kurutiba, is located at the

western end of the peninsula. There are about 500 people living there, essentially fishers.

The main reason this island is sparsely populated is essentially its bad reputation for being a pirate nest. Only recently did the Royal Ierendi Navy begin patrolling the coasts and settlers arrive at Kurutiba.

Settlers now control the bay, forcing the pirates back to hidden lagoons on the east coast. Some of the pirates joined forces and built a secret port in large caverns, in the east of the island.

The Bay

The western side of the island is now used for recreational activities. A wide variety of games and activities are organized by several daring entrepreneurs, such as Dak's Boats, a popular business based in Kurutiba. They provide small boats, excursion tours, games, fishing, and magical diving equipment.

Dak (F16), is a rough, weathered man in his fifties. His crude mannerisms are softened only when children are in sight.

Alcove Island

He is a retired pirate who had always longed for a family. His "soft spot" for children has made this a popular and profitable business for Dak.

What makes Dak so famous is his Treasure Hunting Tour. He knows many areas where merchant and pirate ships sank (with their treasures). Using his magical diving equipment made in Glantri, he cleaned up a few wrecks and replaced the treasures with phony gold coins and gems made of colored glass. Once in a while, he will leave a valuable item on purpose.

Later, for a few hundred gold coins, he'll bring a group of tourists on site and let them "discover" one of his sunken treasures. Of course, most people realize these are phony, but they hope they will find one of the real valuables. The lucky treasure hunters more than make up for their treasure hunting fee, the others simply enjoy their aquatic escapade and the competition. Dak still makes a profit on his customers' treasure hunting fees, food and beverage sales on board his ship.

Adventure: It Figures (Expert/Companion)

Dak, owns an interesting figurehead from a shipwreck. The figurehead is carved in the shape of a beautiful woman with long flowing hair. However, many parts are still missing.

Long ago, a powerful sorcerer kidnapped the leader of a pirate clan, a young woman known for her swash-buckling feats. He tried forcing her to reveal where she buried her treasure, but she resisted to all his attempts. Finally, in anger, the sorcerer cursed the comely corsair and turned her into this figurehead. She can only become whole again if she reveals the treasure's whereabouts.

The figurehead comes alive during each full moon night, and talks gently. She is patiently resigned to spending her days on a wall and dearly wishes to be whole again. For this, the missing

parts must be retrieved. Dak is aware of all this but is unwilling to risk his own life recovering the missing pieces.

If questioned, she will reveal her name, Moana the Fair, and what happened, but not the location of her treasure (unless her curse is broken). Dak hires the PCs to recover the pieces of "an antique figurehead" (not revealing its secret). He'd pay each PC 500 gp for undertaking the mission, plus another 5,000 if they succeed.

Dak admits he got the figurehead from a wreck in a discreet lagoon, on the east side coast, but at the time he wasn't aware of the other pieces. What he doesn't say is that ex-colleagues of his jealously keep the pieces in the secret pirate port on the east side of Alcove Island. One of them also knows of the figurehead's secret, being no other than Moana the Beardless (the granddaughter of Moana the Fair, Dak's figurehead).

The adventurers may learn about the figurehead and decide to double-cross Dak or simply sell him the pieces and be content with the reward. However, once released, Moana the Fair will team up with her granddaughter and seek revenge on both the party and Dak.

Also a property of Dak's Boats is Verta Longbraid's food stands. These are a series of small restaurants that dot the southern coast of Alcove Island. Verta is a tough and resourceful woman noted for her very long hair that she braids and twists into a great heap on her head. Verta sells fruits, vegetables, wine, bread, and fish, and many tempting sweets for the children.

Verta is a mysterious woman. No one knows why she decided to set up a business on this island. Some speculate that she acts as an informant to the pirates, relaying any information she hears from visitors about the cargo on merchant ships or government plans to extricate the pirates. Some say she is waiting for a long lost love who set sail from the island with

a band of pirates.

Actually, she's in the "recruitment" business. Her accomplices look for lost children on the island, and sell them to the pirates. Verta keeps the "merchandise" deep in the hills on the island. Once in a while, pirates will come over and purchase healthy individuals. After some forceful educating and many years, some become true pirates, others ransom.

Adventure: A Few Good Pirates (Basic)

Three sets of distraught parents from the mainland put out a call for help. Their children disappeared, and they fear that have been captured by natives.

The children talked about going down the beach to swim and play *Pirates and Guards*. They left a day ago, and haven't returned. The last that was seen of them was at the local foodstand where they bought cakes and candies.

After some investigation, the PCs should find the children's footsteps, along with adult-sized footprints. Natives say they saw "parents" taking rowdy children toward the hills.

If the PCs are skillful, they should be able to follow tracks to the slavers' camp, or be captured by a band of pirates on their way there.

At the camp, pirates are about to return to their ship, hidden in a small lagoon. Five of the children are still here, biting and kicking at the pirates. Cddy already is at the ship and actually dreams of becoming a famous buccaneer. He will not cooperate.

Several good old fashioned brawls with the pirates would be desirable here. Once the children are free to fight, they will join in, mostly getting in the way. Only the ship's captain knows of Verta's commercial involvement.

There is plenty of flat land along the peninsula and inland for visitors to camp on. Little wildlife on the island makes it a safe place to camp in the open air, as long as there is a fire burning.

A seemingly permanent camper has set up home on the very tip of the sandy peninsula, not far from Kurutiba. Pariman, an old mage, is an outcast from Honor Island. He neither speaks nor acknowledges he is being spoken to. Day after day he stares out at the sea, never moving and rarely even blinking his eyes. Each night he returns to a small tent roughly pitched in the sand and resumes his place on the shore at dawn.

Some say he was punished for terrible crimes and must meditate all day, others say he has lost his mind and won't go near him. No one really knows for sure because he has talked to no one.

Actually, Pariman is sound of mind, but escaped to Alcove Island to try to defeat a *geas* that was placed on him. He accidentally learned about a lord-mage's plan to ally with a faction of fire elementals and take over Ierendi, using armored fireships and opening portals between the main island and the plane of fire. Torn between his loyalty to Honor Island and his common sense, Pariman has been unable to break the *geas*.

During several nights of the month, fire elementals appear and stalk Pariman, spreading absolute fear among the community of campers nearby.

The Pirate's Cove

Along the eastern coast of Alcove Island is the well-hidden entrance to a large cave that houses pirates and serves as a base of operations. The entrance is disguised by a flat slab of rock that slides open by a hidden crank that operates the movement of the slab. Whole ships are able to enter the cave which can house up to three ships.

Deep in the cave are the dwellings of the pirates. A flat shelf of rock rises above the water line. The shelf has a gradual incline and the pirates make their home on the higher area. The lower part of the shelf becomes flooded with water at high tide.

Toward the back of the cave is a small entrance that leads outside. The grassy area outside the entrance is fenced in so the animals they use for food do not escape. The grassy knoll is hidden by

rough hills and is difficult to reach except through the cave.

The pirates arranged their lair in an opulent manner, with treasure chests all over the place, fine carpets that try to hide the bare rock of the cavern, and golden chandeliers to light the area. All this glitter does a poor job at hiding the crude background of the cavern and the filth the pirates have accumulated through the years.

Living among them are swine and sheep that are free to wander inside, and retired seawolves who spend their time drinking ale, playing their accordions, brawling, fencing, gambling, or sleeping. About thirty pirates usually hide in the cove at any one time, not counting the crew of the ships. The whole lair looks like a huge tavern.

Once a year, pirates hold a great meeting that lasts all night. A dozen pirate vessels are moored in nearby lagoons. They come to the secret port to acquire new crew members, settle differences, trade stolen goods, and learn of new treasures to be pirated. The meeting breaks up at dawn so that the pirates are not discovered.

The government of Ierendi sent ships to the east side of the island from time to time in hopes of capturing the whole group, but so far the pirates have managed to avoid being caught.

Some of the most ruthless pirates on the seas have at one time or another claimed this cove as their home. Three dangerous pirates in particular have huge rewards attached to their heads. They are Captain Red Eye of *The Thorgrim*, an old ale-sodden Norseman whose nose is even redder than his eyes, Captain Silverleg of *The Tortuga*, the wealthiest pirate on the seas with a solid silver leg, and Moana the Beardless, a.k.a. *The Renegade's Sea Queen*, a woman pirate notorious for her fierce female amazons who can best most other pirate crews.

Adventure: Help for the Helpless (Expert)

A particularly brutal storm off the coast of Alcove Island has rendered Moana the Beardless' ship useless as it was dashed to bits on the rocky shoreline of the island. PCs on the island will be approached by some of her sailors—all women—who need the PCs' help. They need a new ship, but the best shipmakers in the kingdom, Mage Marine, is on Ierendi Island and they have no way of getting there.

Spell-casting crewmembers who do not identify themselves as such try to *charm* the party into taking a few of them to Ierendi Island to purchase a new ship. If the *charm* does not work, a new shift of women with new tactics step in to obtain help, mostly by using feminine wiles, desperate pleas for help, or, at last resort, promises of treasure.

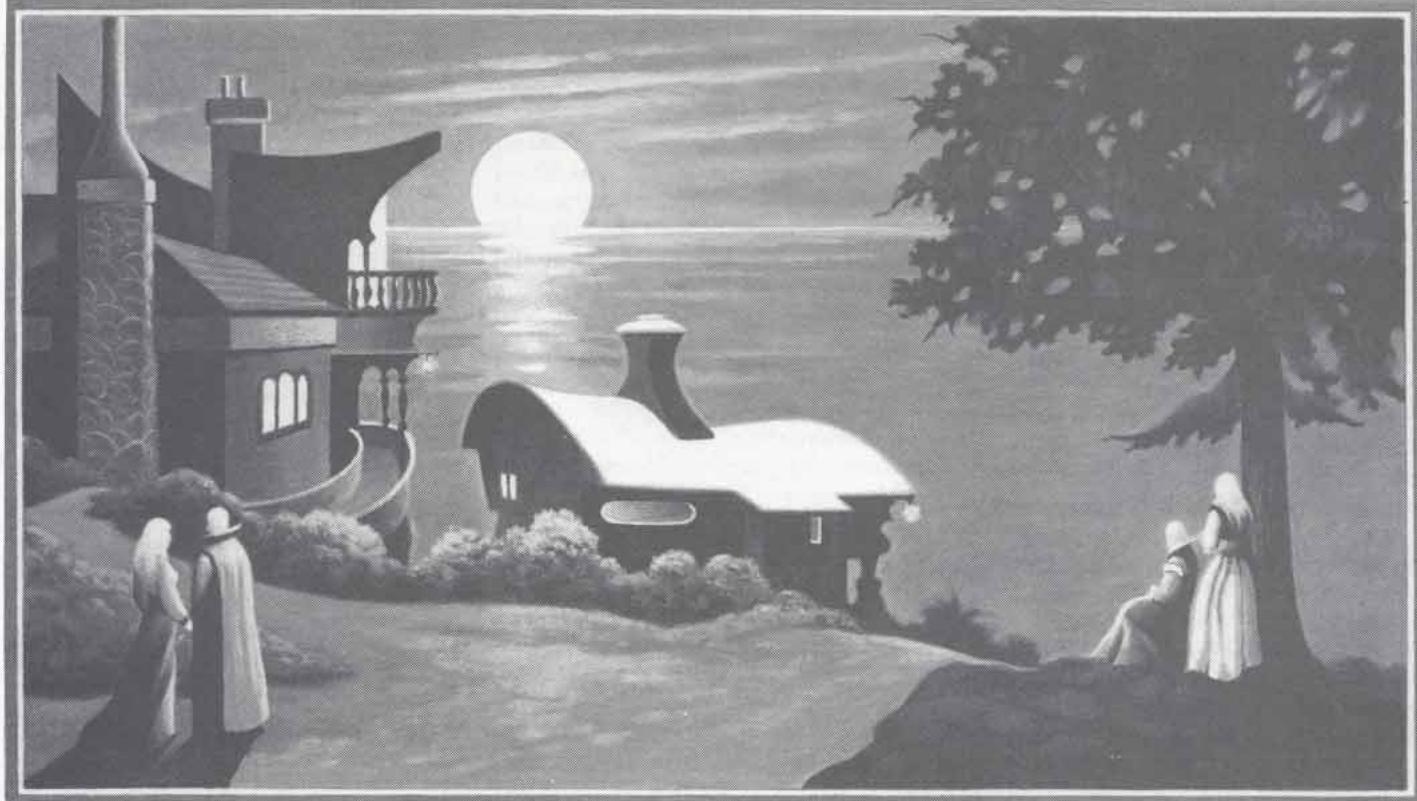
All seems fine as the PCs escort the women to Mage Marine in Ierendi. The dear ladies board the new ship and, in lieu of payment, dump the salesman overboard and attempt to sail away.

If the ship survives the port's defensive mechanism, and escapes a Royal Navy's patrol, the PCs are walked off the plank a while later, keelhauled, or abandoned on a frail skiff (for those with a higher Charisma—16 or better). Female PCs in good standing with the pirates are of course offered the chance of a lifetime—joining up with the family.

If the ship breaks up on the port's underwater beams, the "ladies in distress" claim the PCs took them as hostages. The PCs are immediately arrested and taken to the Tribunal.

In both cases, the PCs are charged with treason for aiding Moana's crew or stealing a ship. This is an ideal adventure for the PCs to experience the frustrations over the arbitrary laws of the kingdom as they attempt to prove their innocence.

Utter Island



Population: 3,000

Capital: Gaamo (pop. 1,100)

Area: 1,642 square miles

"In the distance you can see Utter Island. Ahh... Its pillars, its pyramids, its palaces... You've never seen anything like this! Have you ever dreamt of living in a genuine sand castle? Your wish has come true!"

"There are virtually hundreds of these places here, free for anyone who wants to live in them. But be careful! Do not break anything or you will suffer the wrath of haunting spirits!"

BACKGROUND

Utter Island is unusual in that it has a rather large population of albino people who have settled in the village of Gaamo. The group has chosen to remain tightly knit and are rarely allowed to intermarry with non-albinos. Their blood has an unusual genetic component that causes the progeny of albino parents to become albino as well.

Their community consists of over 1,600 albinos, half of whom live in their village of Gaamo, the others remaining in the hills of Utter. Completing the population are a varying number of Ierendians from the metropolitan island, tourists mostly residing in Gaamo, and 1,200 Makai essentially in the coastal forests. The Makai live in little tribal villages of 100 souls at most. The hinterland is nearly deserted, leaving the area free for the survival of exotic wildlife and bizarre flora.

These albinos are a particularly intelligent group. They developed a religious culture which focuses on the construction of incredible abodes for their Immortal patron. Legends say their leader left centuries ago, but the spiritual gurus maintain he would return one day, and maybe stay if his abode suited him.

Following their religious knowledge of architecture, they built without end palaces, summer houses, huge defensive walls, arcades, mausoleums, or huge monumental statues overlooking the sea, the village or some valley in the hinter-

land, all rivaling in beauty and originality. Their architectural methods are an ethnic mystery that the albinos will not reveal to anyone.

A particularly well-designed structure will earn its builder eternal life after death, in the Immortal patron's world. It is also a common belief that a house built by a faithful albino will become his abode in the realm beyond. No albino in his right mind would damage or even modify someone else's house for fear of disturbing its builder's dead spirit.

The albinos use sand as the prime component for construction, much like the children's sand castles on all beaches. Very often, they add pieces of coral, sea shells, and inks to color the sand. The spiritual gurus then concoct a special substance that gives the surface of the construction the consistency of stone. The gurus cannot be forced or to reveal the secret of this concoction. If hard pressed, they have the power to fall dead voluntarily, causing much sorrow and anger among the albino community.

The population of albinos does not

grow very fast and many of the buildings they erected stand unoccupied. It is not uncommon to see what must have been a beautiful palace being overrun with weeds, bamboos, bushes and cobwebs.

The albinos otherwise have proven to be skillful farmers, raising cattle in the hills and living off various fruits and vegetables they plant in fall, before the rainy season. Of course, they have their usual tendency of building incredible abodes for their pigs, cows and sheep, hoping that they too will end up in the world beyond: a simplistic way of insuring oneself wealth after death.

Some of the work on the island is done during the early morning and late afternoon and evening hours. The strong rays of the sun easily burn the pale skin of the albinos, so they must wear protective white clothing and stay out of direct sunlight as much as possible.

Most of the albinos are a nocturnal bunch because of this, a habit that usually disturbs the rest of the population. Nothing can be more irritating than a midnight hammering next door, when an albino decided this was the best moment to carve a huge gateway in the middle of the main street. Many tourists left the island in absolute furor after being incapable of sleeping several nights in a row.

Albinos developed uncanny night vision. They can see in the dark as in full daylight if the moon is visible. On a moonless night, albinos can see up to 30 feet at best. They are incapable of seeing at all in complete darkness (underground, for example—they do not have infravision). This explains why albinos are so active during full moon nights.

The albinos traditionally fight with spears, arrows and daggers. They dip their weapons in the gurus' building concoction. Weapons prepared this way paralyze a victim for several hours, just as though the victim was suddenly turned to stone. This is a mighty poison ...many people, most often devious merchant-lords of the Mintothad Guilds, have tried... to pry away from the albinos. A mortal wound caused by weapons dipped in the concoction actually turns a victim to stone.

The Village of Gaamo ——

The village of Gaamo is the only settlement on the island worth talking about. Tucked into the hills along the east coast, the village is well-protected from the sea winds. A long wall surrounds the place, with pillars, arches and tastefully arranged trees that seem to grow on the walls themselves.

The windows, doorways and arches traditionally have only a thin veil weaved from giant spider webs, the kind that thrive in Utter's forests (the patron Immortal must not be denied entrance to his abode by a solid door, of course...). Wide clear streams run through the village on beautifully carved aqueducts and distribute water to all the residences.

Long winding stairs flanked with sculpted monoliths run down the hill on a couple of miles to reach a small port. A ship (60 Hull Points) can remain at the dock. The other visiting vessels must anchor in the deeper waters, several hundred yards off the coast. Only talented sailors are able to maneuver boats through the reef to the dock. An albino guide often helps ships coming in and out.

The Meeting Hall ——

The meeting hall is one of the more basic of the newly constructed buildings. It is a square building with huge white pillars flanking the front entrance and two smaller ones flanking the rear entrance. Inside are three long tables that can seat 50 people to a side. Along one wall is a huge fireplace for cooking and long serving tables flank both walls.

A narrow stairway near the fireplace leads to an upper balcony that is used for storage of food, eating utensils, chairs, and firewood.

Across the hall from the fireplace is the huge set of carved stone stairs that leads to the ceiling and stops. The Aga-Guru, head of all gurus, uses the stairs to be seen by all during important meetings. He preaches the belief that their patron Immortal will come down these very stairs when returning to his sons.

Adventure: Night of the Living Dead (Companion Level)

PCs have been hired by the Tribunal of Ierendi to investigate recent frictions between the Makai and albinos. The unrest has been driving some of the tourist business away. They are shipped to Utter with some Regular troops.

A Makai tribe found an old, abandoned albino mansion in the hinterland. Giving it no thought, they chopped much of the venerable building into pieces and used them to dam a nearby river and divert it to their village.

Greatly offended, local albinos brought the news of this shameless desecration back to Gaamo. The Aga-Guru declared war on the village. As a result, most of the tribe was turned to stone. Preaching an eye for an eye, the head shaman of the Makai called upon the other tribes for revenge, seeking the destruction of many other buildings.

The PCs are caught in a civil war, trying to separate Makai from albinos, and protect terrorized tourists. After many destroyed buildings, the builders' dead spirits are coming back to haunt the isle. They turn against both the albino (for not protecting their houses better) and the Makai (for vandalizing their creations).

This agitation has caught the albinos' patron Immortal's attention. He sends an avatar among the builders' spirits. If the party defeats the avatar the spirits return to their world. The PCs must then force a peace between the two communities, using their small contingent of Guard Regulars. Bringing the Aga-Guru and the head shaman together will do the trick. If they fail, eventually one of the two factions wins a bloody war and claims its independence from metropolitan Ierendi. The PCs must then escape and return later with a pacifying army to reconquer Utter Island.

White Island



Capital: None (Whitenight Abbey)

Population: 108

Area: 196 square miles

"White Island, eh?" Kiko mutters as he knocks back a jigger of rum. "No chance. Nobody goes to White Island. Makai say the island's touched by the Immortals—some say cursed, some say blessed—but either way it's no place for us sober mortals to go."

BACKGROUND

Few people have visited this small, isolated outcrop of porous white stone southeast of Ierendi. Thrusting several hundred feet above the waves, the glistening white dome of rock has eroded to form White Island's rugged cliffs, secluded beaches, and sandy soil that supports the island's elegant birch forests. The numerous spring-fed pools, ice cold, crystal clear, and hundreds of feet deep, are unnatural in such rock formations, and presumably of enchanted origin.

White Island has no safe access by

boat. Thunderous surf crashes against the island's rocky cliffs, and even the brilliant white beaches are guarded by barrier reefs and treacherous currents. Without a *fly* spell, one must risk the reefs in small boats to visit the island.

WHITENIGHT ABBEY

The only settlement on the island is Whitenight Abbey, a tiny monastic village perched on a crag overlooking the roaring surf. Whitenight Abbey is a community of 108 druids, initiates, and juveniles, all male, of various ages and levels of experience. They are all, by common standards, undeniably insane. They speak a tongue related to Ancient Nithian, but even with *comprehend tongues*, their speech is incomprehensible gibberish.

Beyond the speculation that these are survivors of Ierendi's brief period of Nithian occupation, nothing is known about these holy men. Their numbers remain constant, despite routine mortality and the lack of prospective mothers; a child apparently "appears" to replace

each individual who dies. No systematic study of them has been possible because of the terrifying dreams that visit outsiders, and because *commune* and *contact outer planes* queries have left it clear that the Immortals refuse to discuss the White Island colony.

THE WHITE NIGHT

Nunawading Reach, a Glantrian sage and expert on White Island, has interviewed an elderly man known as Erias-of-the-White-Birches who still lives on the island, and is apparently cared for by the Whitenight Abbey druids. Stranded on White Island by a shipwreck as a youth, Erias was driven insane before he could escape.

Typical of the victims of the White Island dream visions, Erias is apparently unaware of his surroundings, and rambles incoherently about a rapturous "night of light, a night so white," a blinding spiritual dream-presence that is at once brilliant and mind-wrenching. Reach asserts that it is these dream visions

that drive visitors to the island mad overnight. With rest and clerical assistance, those who spend only a night or two on the island often recover fully. Those who remain longer are generally not so fortunate.

White Birds and White Apes

The island's two distinctive animal life forms, the white ape and the birch dove, are also puzzling pieces of the White Island mystery.

The white ape has never been seen in the daylight, though Reach has reported sightings just at dawn and dusk. However, occasionally a visitor's corpse is found terribly torn and rent; these attacks are commonly ascribed the giant apes. Nonetheless, the existence of the white apes is questioned by many sages, and no physical evidence or eye-witness account of the apes has ever been reported.

Fluttering clouds of birch doves wheel and dive among the rocks and surf of the island's rocky coast. During the day the doves are quite active along the coastline and over the water, but at night they rest quietly in the island birches. The feathers and heart of the birch dove have potent alchemical qualities, but the doves have an uncanny ability to elude physical and magical attacks, and the Whitenight druids take swift and devastating action against those who threaten the island's wildlife.

The Riddle of White Island

When the Immortals destroyed the Nithian Empire for the crimes of its Immortal patrons (see GAZ2, p.8), there were a few who were deemed innocent, and spared by Immortal mercy. The followers of Orisis, the hawk-headed Nithian Immortal of death and resurrection, were removed to a remote Outer Plane in the keeping of their Immortal patron.

But Orisis persuaded the Immortal tribunal to leave a single outpost on the Prime Plane, a safeguard against the threat of reawakened Dark Powers of

Nithia. To preserve the secret of the Nithians' evils, Orisis agreed that his chosen followers should never again speak with any being outside the cult.

The Whitenight Druids

The 108 druids of Whitenight Abbey are Orisis's faithful followers. Here is a brief summary of the Abbey's population:

Twenty children and adolescents (normal men, 1-8 hp)

Forty initiates (clerics, levels 1-8, following the way of the druid and using spells from both the clerical and druidic spell lists, subject to restrictions listed in the Companion Players Book, p. 14)

Twenty-five priests (druids, levels 9-29)

Twenty-three druids (druids, levels 21-36, may use the spell *shapechange* in addition to other spells normally usable by druids)

Abbey initiates, priests, and druids use spells in the same fashion as the druid character class. In addition, druids of levels 21-36 may also use the ninth level magic-user spell *shapechange*, considered as a seventh level druid spell.

The Springs of Life

The Springs of Life are the island's mysterious spring-fed pools. In their depths dwell the ether weirds, fearsome beings that the Whitenight druids may summon forth to confront a reawakened Nithian evil. These beings are pure spirits of destruction, and a danger to any—good or evil—who might disturb them. The dreams of these powerful spirits are the source of the terrible dream visions that drive overnight visitors mad.

Ether weirds: NA 0 (1-20); AC 0; HD 10*; #AT 2; D 1-8 + special; MV 180'(60'); Save C10; ML 12; TT Nil; AL N; XP 1,750

Ether weirds are rare beings from the Ethereal Plane, conjured here by the Immortal Orisis. The ether weirds were once the inhabitants of an outer plane. When that plane was destroyed by warring Immortals, the weirds were stranded

in the Ethereal Plane. They now serve Orisis, who has promised to rebuild their plane.

Ether weirds have the unique property of draining energy from both the living and the magically-created undead. They sense life and un-life energy and move toward it. The touch of the ether weird, in addition to causing 1-8 points of damage, also causes living creatures to experience a dream of immortality so awe-inspiring that the victim must make a successful saving throw vs. Dragon Breath or go insane.

A *cure disease* restores the victim's mind if the victim makes a successful saving throw vs. Spells. For each night the victim remains on the island, the saving throw receives a -1 penalty.

The White Apes and Birch Doves

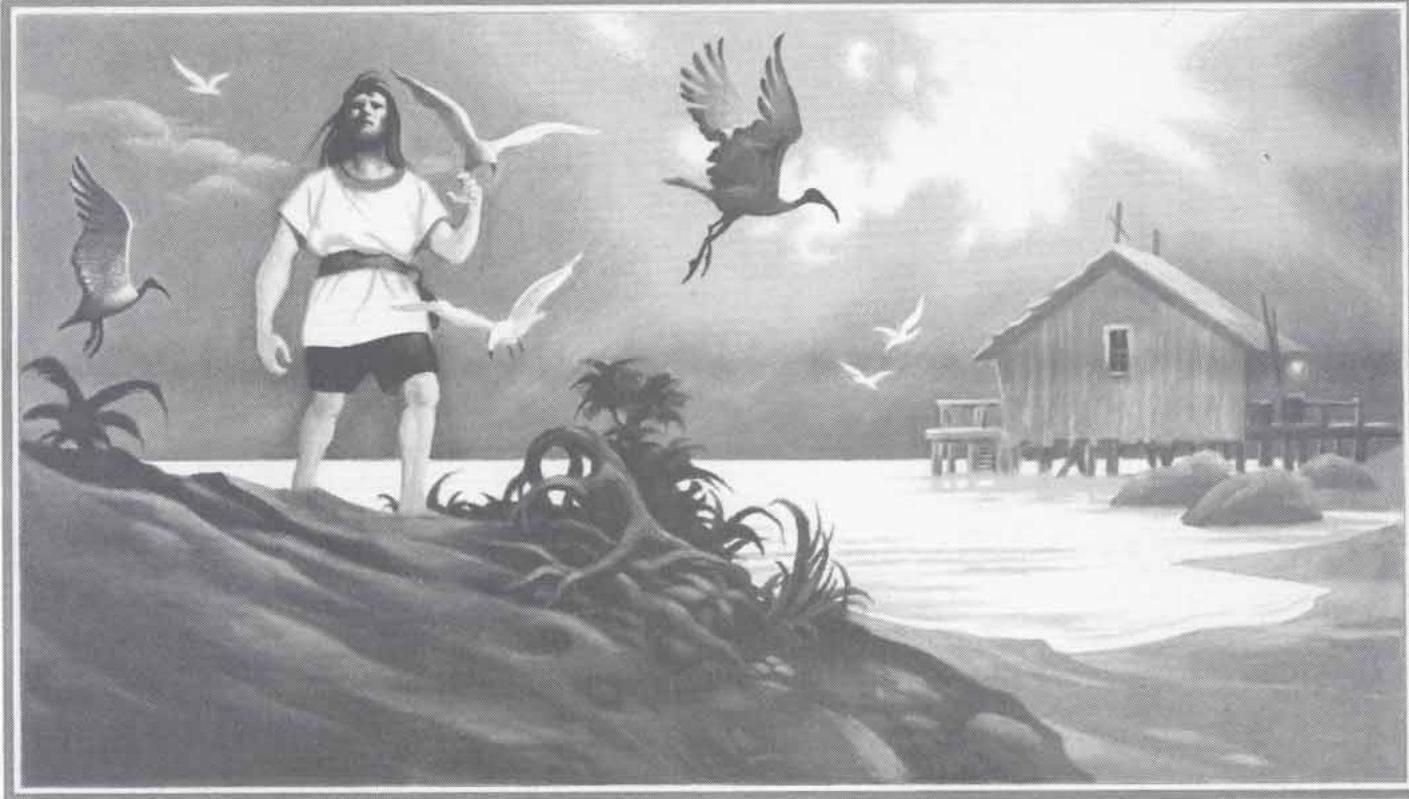
The Whitenight druids are no longer sane, trapped in a twilight zone between the waking and dreaming world. The white apes are sleep-walking, dream-crazed, shape-shifted druids. In this state the white apes have the physical strength of giant apes, and the magical abilities of druids—and all these powers are focused by their repressed fury at the god who abandoned his people on a tiny rock in the ocean. (Use the stats for Snow Apes, page 36 of the Companion DM.)

The birch doves, on the other hand, are vessels for the souls of those druids who have passed on. A prophecy has stated that these souls will be needed in a dark day when the Lords of Death walk the earth once more.

Birch doves: NA 0 (1-200); AC -4; HD 1 hp; #AT none; MV 30'(180' flying); Save NM; ML 2; TT Nil; XP 5

White birch dove feathers are worth 10 gp each to an alchemist.

Roister Island



Population: 850 Makai
Capital: Ronowac (pop. 700)
Area: 322 square miles

"Look, here it is! Ho! It's jumping high! Steady, steady... Shoot!" the old Makai fisherman guides the feverish hands of the young metropolitan lady. She nervously squeezes the trigger and the harpoon launches forth, pulling a long, solid tow line across the sky.

"Yes! I got it!" screams the lady. "Oh no, now it's diving!" The old Makai fisherman brutally slams the rudder starboard and fastens the tow line with all the calm and patience of the professional. After long minutes of excitement and hard work, he pulls the exhausted swordfish to the boat. Another prize for a happy tourist...

BACKGROUND

Roister Island is a small piece of land at the very southern reaches of the kingdom, almost directly south of the main island. The temperatures are quite warm

at this latitude, making the moist air hard to breathe during the hot summer months.

The landscape is lush and green with many swampy areas within old volcano craters. Many tall trees grow on the island. Unique plants and fruit-bearing trees grow on the island. Unable to survive anywhere else are the hordes of large disease-carrying insects, including swarms of mau-mau mosquitoes flying in from Aloysius Island in summer (see Aloysius Island for details).

The local Makai often wear special protecting clothes similar to bee keepers', whenever they enter the swampy areas where mau-mau strive. There, they harvest odd plants and fruits and take them back to Ronowac.

All the residents are natives whose families have dwelled there for centuries. They mostly live in Ronowac from the fruit and vegetables harvested in the swamps and from sea food.

Fishermen can easily catch huge fish that abound in the local waters. A sea shelf to the north of the island drops to

tremendous depths and provides ideal homes for the large fish.

For this they use ballista-powered harpoons mounted on the back of their catamarans. They drop drugs into the sea behind their pirogues, causing the large fish to jump out of the water. The leaping fish is then harpooned in mid-air and hauled back to the boat.

This immediately became the favorite sport for the few tourists fortunate enough to know this place. This is one of the rare Makai-owned businesses in the tourist sector. Fishing boats from the other Ierendi islands make their way to Roister's coasts hoping to bring back spectacular catches. Sometimes the catch finds the fishers by landing on the pirogue, especially when the catch happens to be a hungry sea monster...

RONOWAC

Residents of the island loosely centered their population on the north shores of Roister, where the ground is flatter, more stable, and fertile. They call their settle-

ment Ronowac, although the name has not been officially recognized by the government of Ierendi. Ronowac is unique, with its fine nets hanging over the houses to protect them from mau-mau invasions.

"Ronowac" is the name of an ancient Makai warrior who supposedly once rid the island of sea monsters. According to the legend, the island was larger at one time, but the ancient warrior corralled the beasts on a corner of the island and hacked off the great piece of land to send the creatures adrift in the ocean.

The islanders still practice the ancient magics of their ancestors. The following are samples of the simpler magical spells they still use.

Doze

Range: 0

Duration: 5d6 turns per slice

Effect: One person per slice

This spell is cast on a specially treated breadfruit. The highly-absorbent fruit is soaked in a delicious mixture of juices from canlu berries indigenous to the island, and baked for one hour. The proper concentration of berry juice must be used, or the consumption of the breadfruit merely causes hallucinations. Each cake has about a dozen slices.

If the treatment has been done right, each slice of the cake has an effect similar to a *Sleep* spell, except for the differences noted above.

Mau-mau Bane

Range: 0

Duration: Permanent

Effect: 100' radius

This *cure disease* effect is similar to the clerical spell of the same name, except for the following.

This spell requires the mixture of giant spider web strands with phosphorus. The result is a powder that must be inserted into a hollow bamboo tube. The shaman then pumps the powder out of the bamboo tube, spreading small clouds of powder around him. Meanwhile, he utters his

magical incantations.

All mau-mau pests and similar insects caught in the powder explode, making strange little puffing sounds. All people within the area of effect are cured of any mau-mau disease and regain their former health. The area stays clear of mau-mau infestation for a whole day.

Most Roister Island natives spend their entire lives there. Presently they form six large family clans, who intermarry to increase the population.

One man, Jokaalta, acts as island spokesman when visitors land on the island. If he is away fishing, his wife Kanja represents the islanders.

Islanders make their homes of wood and thatch, regularly replacing the thatch as it becomes worn and ragged. The interiors are generally simple, but neat and comfortable, with hammocks to sleep on and thatch-covered floors.

Adventure: Love Calls (Basic)

Nizo, the son of Jokaalta and Kanja, has recently come of age. However, one problem plagues him—there are no suitable mates for him on this small island. He longs to find a mate, but he is reluctant to leave the island. Nizo plans to use his magic to *charm* a metropolitan lady.

Meanwhile, elsewhere, PCs are summoned by a staff member of the Naval Academy Headquarters. Jarren Kindle, the navy's chief admiral, seeks reliable hands to undertake a most sensitive mission. Hetta, his daughter, went on a fishing party with friends. They have been gone for days now and he wants her rescued. Jarren is terrified that she will catch some rare disease while on the island, so time is of the utmost importance. Hetta has fallen victim to Nizo and is ready to marry him.

This adventure is an opportunity for the PCs to investigate the strange magical practices of the Makai. Nizo will not give up easily, and will attempt to

rally his fellow Makai against the intruders. The only way to beat Nizo and satisfy the tribal chief is by besting Nizo at harpoon fishing in dangerous waters, a traditional way of settling differences.

Adventure: Ruce's Discovery (Expert)

The panic began when Ruce the Birdman, a resident of the island, made a startling discovery. Ruce has an unusual ability to scan great areas of land by "seeing" through the eyes of his pet birds.

During one of Ruce's daily scans he detected a small floating island drifting toward Roister. There, scaly greenish creatures flopped about like fish on land. According to Ruce's knowledge of island lore, he thought that these creatures were the dreaded monsters that have finally found their way back to the island after many centuries.

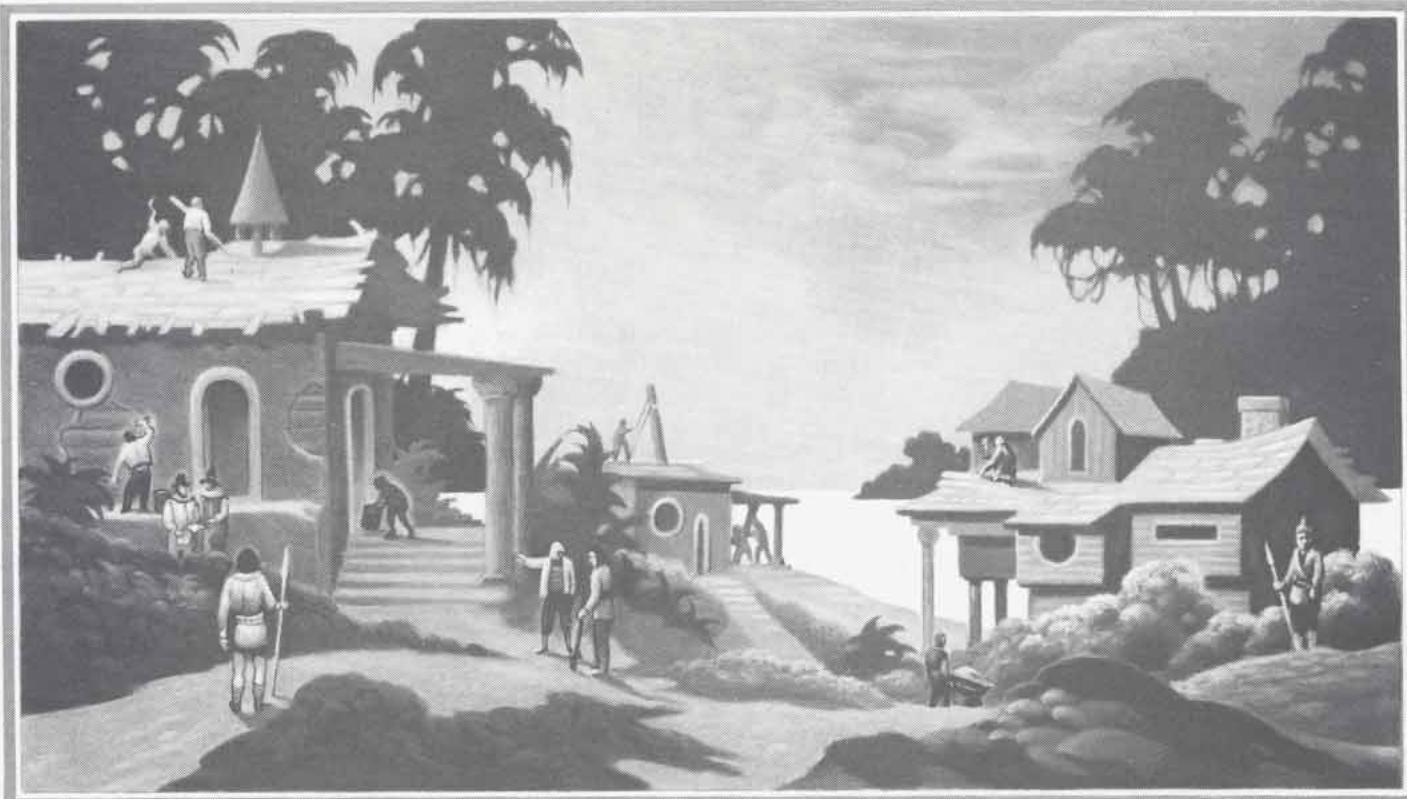
Panic seizes Roister and they put out an emergency call for help. They appeal to the Tribunal. The officials do not really believe the wild tales of floating islands but nevertheless sent PCs on a warship to appease the Makai Chief.

The adventurers have a chance to be easy heroes here. The island is indeed floating in the direction of Roister Island. It is made of a light, porous mineral that floats on water; it also sustains reasonable flora and fauna.

Unfortunately, the island is infested with lizardmen. The PCs land with their contingent of marines and must clear the isle, lair by lair. If the PCs win, they can actually tow the isle to the Ierendi and earn a fabulous salvage reward for this incredible discovery.

If they fail, they will have to fight the lizardmen to recover their ship, and flee to Roister. They are responsible for organizing a serious defense against the wandering isle.

Aloysius Island



Population: 2,100
Capital: Jortan (pop. 800)
Area: 1,302 square miles

... "Nah, don't ye worry, sonny... If the snakes don't get ye, mau-mau will suck yar blood and give ye the shivers long before guards break yar back at hard labor.

"If ye be lucky, maybe ye'll end up in a plantation for the rest of yar life, or building roads for this overfed governor. Harr... not for me, sonny! Our laddie Mannie is around somewhere, scouting and watching for the best moment.

"You be quiet, me lad, and soon me buddies will come and I will make yar guard pay by the edge of me cutlass!"

BACKGROUND

Aloysius Island is a beautiful sandy island that lies to the very south of the Kingdom of Ierendi. However, all this beauty actually conceals many unfortunate aspects. First of all, this territory is under the jurisdiction of the Tribunal, since it has been

used as a penal colony for many years. Second, gold mines and gem deposits have been discovered, leading to fierce competition and rivalry among the new settlers. Finally, the island is infected with the ominous *mau-mau* (the Makai for "sick-sick"), a vile kind of disease-carrying mosquito.

It is not until recently that the Tribunal endeavored to increase the local population, despite the bloodsucking *mau-mau*, fearing that the number of prisoners is now actually higher than that of the natives. Ierendi is proud of its historical background, but does not wish to have a whole island of prisoners proclaim their independence again.

The population of the island has traditionally been rather low because of various local diseases due to *mau-mau* infestation. To encourage settling on the island, the Tribunal developed a plan to attract new settlers, and spread the news about the mines being discovered.

The government of Ierendi is financing the construction of homes and resorts along the north bay of the island and

inland. Homes and portions of land are offered at relatively low prices to individuals moving to Aloysius.

Work teams from the local penitentiaries are used in deforestation programs to get rid of the mosquito infestations. This of course takes a terrible toll on the inmates. *Mau-mau* diseases turn victims into zombies, mindless people staring blankly at the ground, slowly starving to death (a sad, but common sight on Aloysius).

The prisoners are also often used to help settlers build their residences and build new roads for the Guard.

Convicts, or *mau-mau bait* as they are often called by the dwarves, are easily recognizable with their dusty yellow outfits with black vertical stripes, and chains at their bare feet to prevent their escape. The bulk of the convicts on Aloysius are criminals from all other islands, pirates, and the crew of smugglers' ships. The prisons are usually full during war time.

At the end of their prison term, the convicts are released at the condition they remain on the island for at least another

ten years. If they refuse, they are exiled to a western coast on the continent. Eventually, they are offered some land and housing at low price when they can afford to buy them, usually inland, well in mau-mau land.

The news about the mines have of course reached the convicts and of course, many of them are actually eager to settle down at the end of the prison term and dig their lot for gold.

Over six hundred dwarves have settled on the island within the past years, with the blessing of the government. They now create a large portion the islands' products. Jewelry is the specialty of the dwarves as they have access to large gold nuggets that can be found in the many small streams on the island. Their unique designs that combine gold with coral and shells make the jewelry prized possessions.

Stories of bitter fights between settlements of ex-convicts and dwarves are not uncommon. They both compete for the ownership of lots where a motherlode might be discovered. Dwarves and ex-prisoners are both tough, hard working, paranoid, resilient to diseases, and often of sour disposition.

The Makai are now a minority on Aloysius, with only 700 natives remaining in the coastal areas. The construction of the penitentiaries years ago and the arrival of the dwarven miners pushed them to move to other islands, especially the metropolitan Ierendi. The wealth of the capital is a temptation for many of the young, adventurous Makai.

The rest of the population includes communities of 500 metropolitan Ierendians and the inevitable tourists. Ierendian settlers usually remain in the vicinity of Jortan, a village of almost 800 inhabitants. They take care most of the administrative businesses and more traditional activities in the local tourists resorts. Much of the local jewelry and precious items is sold to the tourists.

Adventure: The Message (Expert)

The PCs have been sent to Aloysius either as prisoners (real or undercover), penitentiary guards, mining prospectors for the Tribunal, or government investigators. Goring mutilations perpetrated among the inmates create discipline problems.

A work-team from the penitentiary is working near a mau-mau infested pond, up in the forested hills, when a lizardman crawls out of the muddy water. Clusters of small carnivorous fishes are still biting off tiny pieces off his scummy skin when the lizardman dies and drops a small piece of leather.

It is a message in an unreadable language. If the PCs are incapable of interpreting the writings, a inmate (thief) will succeed. It says: "We come again, but not in vain. We again claim what is ours."

An old Makai prisoner intervenes and points out that lizardmen once heavily populated Aloysius Island but were forced away by the heroic Makai warriors. They probably want their land back (...waves of muttering ripple through the anxious inmates...).

During the next days, lizardmen are seen scouting the forest and disappearing into ponds and rivers. Deforestation teams are ambushed, and the penitentiary soon besieged. Messengers did not reach Jortan; no relief is in sight.

The guards have been decimated and the inmates are about to take over. The PCs must neutralize the leaders and take command of the prisoners to organize an all-out sortie against the lizardmen.

The local deforestation activities altered the water table, opening tunnels to caverns where ancient lizardmen remained dormant. About a hundred of them are now after the convicts.

The PCs eventually destroy the lizardman lair and safely return the convicts to Jortan. There the governor of Aloysius rewards the party (they are freed or offered free land). If the PCs were convicts, they could form a band

of buccaneers instead and flee to the south side of the island or join Mannie Blackcheek (see below).

The Village of Jortan

The village of Jortan, the capital of the island. This is where the governor of Aloysius resides. He is in charge of the island's development and of all the penitentiary activities.

Most of the homes overlook the bay in a semi-circular formation. In another semi-circular pattern behind the settlement are acres of crops grown to help feed the residents.

There is some bitterness among the Makai residents of Jortan because of the government's plan to build more homes. They feel the government is squeezing in too many homes along the bay and that their land is being taken from them.

Mannie Blackcheek

Deep in the interior of the island is a settlement of buccaneers. Surrounded by miles of forest, their settlement is impenetrable except by the most skilled adventurers. Their highly-developed stealth enables them to quietly scout the twisting forest paths they created which are almost undetectable.

The leader of the buccaneers is Mannie Blackcheek, a former prisoner who escaped from a deforestation team. He soon drew a loyal following of ex-convicts looking for a safe place to hide.

Mannie and his group of buccaneers essentially raid small Makai villages, mines, plantation mansions, and even mount thieving missions in Jortan itself. When the group is decimated by mau-mau or Guard skirmishes, Mannie is bold enough to ambush deforestation teams or even attack an isolated penitentiary to replenish his forces. Convicts prefer following Mannie rather than living a miserable existence of forced labor.

The settlement usually hovers around 50 escaped convicts. However, when they are out on thieving missions, only 10-15 of them remain to keep the camp.

Elegy Island



Population: 2,800

Capital: Nula (pop. 600)

Area: 924 square miles

"Hey, folks buried here for centuries, you don't think there'd be legends about ghosts and hauntings?" Now the guide Worro suddenly gets talkative, as the group scrambles down the crumbling rock cliff toward the roaring surf and the sea caves below. "Yeah, now they started the burials again, maybe the old guys object to the newcomers—heh, heh. A bunch of malarky, that's all it is. Superstitious rubbish..."

BACKGROUND

Elegy is a green peaceful island to the northwest of Ierendi Island. Nula is a sleepy little fishing port of 600 people; the modest, three-storey brick administrative building of the United Tribes of Elegy is the island's largest man-made structure.

Poor in natural resources, too rugged for plantation farming, and lacking in

the scenic grandeur of other neighboring islands, Elegy is of little political or economic importance to the Kingdom. However, its predominantly Makai population is self-sufficient, meeting its needs by fishing, farming, and sheep-raising, and the slow pace of life seems quite satisfactory to the natives.

Geographically, Elegy Island is a rocky plateau that dips from the western highlands to the eastern coastline. The southwest coast is a region of high cliffs called Nyx's Post Pile. Here great many-sided columns of basaltic lava have tumbled from the cliffs into the sea, forming a coastline of rock pillars jumbled like jackstraws. The sea has carved many caves into these cliffs. The eastern coast is bordered with gentle beaches and narrow inlets, and most of the population lives in villages along these inlets. The central region is a mix of steep-sloped, wooded valleys and grassy hills grazed by herds of sheep.

For hundreds of years, until the sixth century AC, Elegy Island was the sacred burial ground of the savage Makai tribes

of northwestern Ierendi Island. Native canoes traveled over 70 miles across the open ocean to put the dead to rest in the sea caves of the southwest coastal cliffs.

The practice ceased as a result of a curse that fell upon the Ierendi Makai. One tribal legend refers to the Rising of the Unrepentant Dead, the ghost of an evil shaman who served his chief by summoning forth the spiritless forms of the tribal ancestors—and once summoned, the undead fell upon the tribes and devoured them. Another legend says a tribal chief ignored the taboo against disturbing the possessions of the sanctified dead, and thereby brought ruin on himself and his people. A more prosaic explanation has been suggested by scholars: that a plague of tomb rot, contracted by grave robbers, decimated the tribes of northwestern Ierendi.

In recent years, a number of wealthy and civilized natives of Makai descent have reconstituted the practice of cave burials on Elegy. A Makai's wealth is traditionally buried with him, and such is a great lure for grave robbers. As a result,

Elegy Island

most tombs are designed with physical and magical defenses against intruders.

Traditional Makai shamans have warned against disturbing the ancient dead and reawakening the island's curse, but modern natives set little store in primitive tribal superstitions.

Residents

Visitors interested in the legends of the island are told of Jaime Honey-Creeper Ahua, an ageless Makai shaman who lives as a hermit in the sparsely-populated southwestern coastal highlands.

Elderly islanders say Jaime was an old man when their grandfathers were children. Jaime is a hard man to find. The islanders say Jaime is found when he wants to be found. His home is said to be a deep caverns filled with ancient marvels, though no man living claims to have visited it.

Natives say Jaime is a friend to the beasts of the land, the birds of the sky, and the fishes of the sea, but characterizations of his dealings with man are confused and contradictory. Some say Jaime is an evil ogre who feasts on human flesh. Others say Jaime is the guardian of the ancient spirits of the island, and that only those who would defile sacred ground have anything to fear from Jaime.

Jaime is the equivalent of a neutral lich, an undead whose body is preserved by combination of sorcery, ancient rituals, and Immortal artifacts. Jaime has access to all druidic spells and all magical spells of a necromantic nature.

Jaime can function in your campaign in a number of ways:

1. He can be an ally. PCs whose activities respect Makai holy ground may receive unanticipated aid from Jaime and his servants. PCs engaged to defend Elegy's sacred traditions will be specifically directed by Makai wisemen and chiefs to seek out Jaime and ask for his aid.

2. He can be an enemy. PCs who disturb the ancient Makai burial grounds, regardless of their motivations, may find Jaime an elusive and deadly opponent.

3. He can be an informant. Certain adventures may require PCs to seek Jaime

for information about ancient Makai customs and legends.

4. He can be the keeper of a treasure trove. Jaime is the custodian of centuries of Makai holy artifacts laid to rest with heroes and shaman buried on this island. Many of these items Jaime has removed to his cavern retreat for safekeeping. PCs may go in search of these treasures, or may be asked to seek out Jaime and borrow these items for the protection of the Makai tribes.

Adventure: No Rest for the Weary Dead (Expert)

"Aay, me lads, you're not skeered of native mumbo-jumbo, are ye? Har, ye got a gods-fearin' cleric with ye, can't he protect ye from spooks? Skeered of a coupla shadows, eh? There's treasure there, and real men are going to be rich when they find it."

Centuries of Makai chiefs and shamans have been buried in the cliff caves along the southwestern coast. Some cave entrances are below sea level, some open on the cliff walls, and some are accessible only by tunnels down from the cliff tops. Many contain native wealth and items of sorcerous and spiritual power. All are protected by traps, spirit barriers, and the curse of the living dead.

More recent tombs boast more sophisticated measures to discourage grave robbers. Dwarven artisans, skilled wizards, and consultants from continental assassin's guilds are engaged to design underground burial vaults that will challenge even the most proficient tomb-crackers.

Adventure: Phantom Pirates (Companion)

"Ha'ali Cove? Not on your life. Haven't you heard about the hulks rotting on the rocks, and the corpses they've found floating with the throats ripped out? I'm not a superstitious man, but I don't laugh at the

islander's tales of walking dead—not any more..."

A fleet of pirate vessels preying on shipping between Ierendi Island and the continent have eluded pursuers with the aid of hired sorcerers. Their sanctuary is Ha'ali Cove, where they conceal their presence with illusions and activities designed to convince islanders that the cove is haunted by the living dead.

The PCs are hired to accompany a merchant convoy in a small boat concealed by magic. When attacked, they pursue the pirates, but lose them in the vicinity of Ha'ali Cove. They must search and discover the caverns and hidden ships of the pirate base, and confront the ruthless buccaneers as well as their magic-users' illusions, animated dead, and offensive spells and devices.

Adventure: A Question of Honor (Basic)

Men are disappearing from a village on the northern coast. Zombies are sighted in the woodlands, making their way to the sea where they disappear in the surf.

All evidence points to the Honor Island mages, who are accused of raiding the island for necromantic experiments.

In fact, a native islander is cooperating with an Ierendi wizard trying to build a zombie army. The Honor Islanders are being framed.

The PCs are hired to investigate. They go to Honor Island, where they are certainly captured by the resident mages. The mages calmly prove that they are not responsible, and aid the PCs in tracking down the real culprits.

This is a good opportunity to introduce PCs to the wonders of Honor Island without endangering their lives. The Honor Islanders are scornful, but acknowledge the PCs' good intentions, despite their pathetic ignorance.

Fletcher Island



Population: 1,800

Capital: Vlaad (pop. 1,100)

Area: 802 square miles

"Welcome to Fletcher Island! This is the isle where the wildest fantasies will come true! Be a hero for one day, find the spouse of your dreams, or discover fabulous treasures!" The guide, an elegant man in a white costume, welcomes the newcomers while native girls offer garlands of flowers and motion the tourists toward open coaches. "Please, come and visit our estates, take a tour on our flying carpets, and enjoy your time at the many inns on the beach! Welcome to Fletcher Island!"

BACKGROUND

Fletcher Island lies just northeast of the main island of Ierendi. It was named for Sama the Fletcher, once a prisoner on Aloysius, who found his way to Fletcher. He spent the rest of his life producing fine arrows from the trees and artistic creations made from the beautiful feathers

of the myriads of local birds.

The fine trees of the islands have slowly disappeared, leaving only marine pines with gnarled, knotty wood unsuitable for arrow-making.

The birds are as abundant as ever, seeking rocky homes in the natural alcoves in the cliffs and feeding on the millions of cicadas that thrive in the pine trees.

The residents, or Fletcherites, enjoy a pleasant, mild weather. Many of them moved into large cave-like holes, left-overs from the ancient volcanic activities. Most of the native Fletcherite homes exist in the underground caves. The metropolitan and foreign settlers remain at Vlaad, a small village on the south coast.

The most common foods on the island are grapes, citrus, and olives. The finest Ierendi wines come from here. Fletcherites supplement their diets with fish and nutritious fungi that grows in the caves of the island.

During the *Days of Right* and the *Celebration of the Sea*, residents kill hundreds of the island's birds to feast upon—quite a spectacle for the tourists.

Usually, they catch the birds only for their nicest feathers, and then release them. This is how the bird population never dwindled, even at the peak of the feather industry.

Ships regularly stop at Vlaad to buy or trade for the special crystals that are found in the caves on the island. The islanders call the crystals "fire starters" because of their ability to help start fires by capturing the rays of the sun. The crystals are actually natural magnifying glasses formed by the hot lava when it came into contact with sand. The stones are rough and usually need grinding and polishing to become adequate "fire starters."

Polished stones command prices of 200 to 300 gp. The island yields hundreds of these stones each year. Most of them are shipped to the metropole and sold on the marketplace or to the navy.

Fletcherites export fine dawn pillows and mattresses that are famous in all coastal nations in the area. It is said that the Emperor of Thyatis offered his Empress an entire bed of *Fletcher Dawn*

sewn in sheets of golden silk. Since then the Empress has refused to sleep in anything else.

Fletcherites are masters at producing pieces of art made from feathers, incredible dresses for the ladies at the Ierendi Court, or exuberant hats for the most famous heroes of the nations. The Emir of Abbashan bought dozens of huge feather fans and literally hundreds of multicolored plumes for his cavalry and his carriages—a real fortune for Fletcher that drove the prices up to unreasonable levels for the tourists, save perhaps the richest... *noblesse oblige...*

Residences

Most native families occupy caves on the island. The southwestern hills are often referred to as the *Cheeseheads* for the many holes that dot their sides. This is where a large part of the Fletcherites reside. The settlers founded Vlaad just below, on the coast.

One of the homes is open for tours at all times. Ancient paintings can be observed on the walls, showing primitive aborigines hunting giant dodo birds. The Fletcherites claim these were painted by their prehistorical descendants (actually a metropole sham to draw tourist trade to the island). Some sages are still looking for traces of the mythical dodo birds.

Mr. Coarke's Residence

The so-called Mr. Coarke is actually an elven wizard from Belcadiz, a province of Glantri. He moved a decade ago to Fletcher and bought a large estate, west of Vlaad. Always dressed to kill, he is easily recognizable with his impeccable white costumes and his Belcadizan accent.

His residence is open to fortunate tourists who can afford his rates. He offers luxury suites and first class service but also a very special sort of help.

He will recreate entire surrounding within his estate to stage fictitious situations and please his customers' fantasies. Mr. Coarke installed literally hundreds of magical devices throughout his estate, which help him in his endeavor.

The estate can only be entered from the sea, or by air. Mr. Coarke owns a flying carpet shuttle between Vlaad and his estate, for the convenience of his customers. Whenever a carpet arrives, his little gnome assistant will peek out a window of the residence tower and shout "Ze carpet! Ze carpet!"

The assistant, Matou, worked as a buffoon for a noble wizard in New Avernoine, another province of Glantri. Seeking knowledge in things arcane, he sought employment with Mr. Coarke several years ago, but never really managed to understand the techniques of magic-use. He is otherwise a fine little fellow, always there to help when needed.

Vacations at the Coarke Residence costs 100 gp a day.

Pa'POONA MANSION

Sir Iggenz is an officer retired from the Colonial Thyatis Army. After many years of adventuring and fighting for the glory of the Empire, he moved to Vlaad and sought employment as butler for a wealthy Thyatian trader. His master seems to have forgotten the estate, but the butler keeps on performing his functions in the most efficient of manners.

To generate revenues, Iggenz often organizes auction sales of beautiful feather artwork on the grounds of the estate. His commission on the sales and tours to visit the estate are sufficient to cover all expenses to maintain the mansion and its butler.

The mansion is highly regarded by the wealthy upper class settlers. Unfortunately, many shady individuals view the auctions as a potential source of plunder, forcing Iggenz to use the full time services of two large, black dogs and an investigator—a tall, uneducated Norseman called Magnus (ex-spy of the Unde feated Soderfjord Navy), often seen riding a red chariot.

Magnus is sort of a heroic figure among the natives for his prowess at pirogue racing. Magnus can often be found with Dizzy and Krik, two old friends from the navy. Dizzy operates the Flying Carpet Service for the Coarke Residence, while

Krik owns a tavern on a popular beach of Vlaad.

Adventure: To Catch a Dodo (Basic)

Rumor has it that a dodo bird was seen in the forest near the volcano, in the middle of the island. Despite Magnus' squirming, Sir Iggenz of the Pa'Poona Residence sent him on a wild dodo chase to find the dear bird before unscrupulous tourist hunters did. After several days of frantic forest beating, most of the hunters returned. Magnus is still missing.

Iggenz hires the PCs to discover Magnus' fate and get the mythical dodo-bird. The PCs eventually make it to the volcano crater, following foot prints—presumably those of Magnus and his two friends. The PCs find the entrance to a cave and follow the maze of passages to an exit near a beach. Strangely, the vegetation is much thicker and different from the usual flora on Fletcher.

The party actually entered Mr. Coarke's residence. The wizard, amused by the visitors' wishes, transformed the property into a pseudo-prehistoric world, with giant dodo-birds and equally giant carnivorous beasts.

Characters who are eliminated suddenly appear at Mr. Coarke's residence, in the lobby. They are welcomed by the host and Matou. Meanwhile, Magnus and his friends are casually enjoying cocktails, comfortably sitting at the pool, with a dodo-bird swimming next to them.

Of course, Magnus refuses to leave, enjoying his time at the expense of the Pa'Poona estate. Since Mr. Coarke will not allow a fight, Matou intervenes and proposes a canoe race between the best of the two parties and an assortment of Makai and tourist hunters who also made it to the residence. The winner of the race gets the dodo (a monster magically created by Mr. Coarke).

HONOR ISLAND



Population: unknown

(DM: 2,000 spell casters, 4,000 goblin slaves, 50+ elementals)

Capital: Filtot (population 740)

Area: 10 square miles

"Look, I realize you must swing some weight with the Tribunal to get a visitor's pass here, but don't try throwing your weight around in Filtot, or you're a dead man. The least of these sorcerors could bake you like a bun with less effort than it takes to swat a fly."

BACKGROUND

Little is known about this island, located almost in the center of the kingdom, and little is known of its inhabitants. The magic-users of Honor Island aggressively guard their secrets. Visitors are not permitted, and intruders receive harsh treatment or disappear mysteriously.

Mount Kala is an active volcanic cone on the site of a catastrophic second century BC eruption. Subsequent subsidence caused an island the size of the Five Shires

to sink into the ocean, leaving three smaller islands—Honor, Elegy, Roister—above sea level. All native plant and animal life were destroyed in the Great Eruption. A bleak jumble of jagged lava flows, cinder fields, and barren volcanic slopes, Honor Island was never repopulated by Makai natives or mainland immigrants. Only the hardiest of plants grow here, occasional sprinkles of green against the bleak, black volcanic landscape.

In the seventh century AC the island was settled by a colony of humans and goblins. Their origins are rumored variously as Alphatian, Glantrian, and Nithian; however, no evidence or report confirms any of these theories. These humans immediately gained a reputation for remarkable skill with magical devices and spells, and are commonly known among the Ierendi as the "Honor Island mages."

The Honor Island mages are refugees from an Alphatian subject nation on an island southeast of the Isle of Dawn. Many of the oldest magical reference texts found in the mages' Citadel are written

in Alphatian, though the language is spoken only by a handful of high level spellcasters.

The Honor Island mages also immediately earned a reputation for belligerence toward outsiders and ruthlessness toward enemies. Generally judged as evil by the Ierendi, they have nonetheless proved valuable, if expensive, allies in Ierendi's occasional wars to maintain independence from the mainland empires. Their armored fireship fleet has operated as an independent mercenary unit in the Ierendi Navy in numerous critical sea battles over the centuries.

Though generally considered part of the nation of Ierendi, Honor Island is in fact a sovereign nation, with irregular and unreliable diplomatic relations with the Ierendi government. Both sides acknowledge mutual dependence. Ierendi needs Honor Island for national defense, and Honor Island needs Ierendi for food and supplies, but there is no love or trust between the two cultures.

Honor Island's representatives have asserted for centuries that they have no

aggressive intentions toward any nation or peoples of the Known World. However, they have insisted on their right to complete privacy, and have repeatedly demonstrated their willingness to execute anyone who does not respect this right to privacy.

The Honor Islanders only want to be left alone. They fear that if their unique access to the Plane of Fire were revealed, they might become the target of Glantrian and Alphatian ambitions.

Over the years, the mystery of Honor Island has attracted many curious adventurers eager to risk the island's defenses in order to learn what it is the Honor Islanders are so keen to conceal. So far, the island's riddles have remained secure and none has returned to boast of his success as far as the general population is aware. Actually, a handful of adventurers have successfully penetrated Honor Island's security, but those clever enough to do the deed are shrewd enough not to brag about it.

Adventure: The Tougher the Challenge, the Greater the Glory (Master)

"Yeah? Well, just 'cause you held your own in the Tournament ring don't mean you're something special. Now, that Honor Island bunch—they're really tough. And I oughta know," spouted the aging fighter.

At your discretion, PCs may meet mysterious figures claiming to know something about Honor Island, or offering huge sums for those willing to accompany an expedition there. These agents may be Glantrian, Thyatian, or Alphatian spies, freelancers working for powerful magic-users, or reckless adventurers in search of a challenge worthy of their talents.

The Island

There is only one town on the island, Filtot. Filtot is an oddly beautiful village at the foot of Mount Kala. Honor Island receives all of its food and supplies at the docks in Filtot Bay, and here the fabled

fireship fleet is anchored. No ship is permitted to enter Filtot Bay without proper identification. Honor Island officials stationed at the guard forts board all ships at the mouth of the channel, search for unauthorized visitors, remain with the ship until it is unloaded, then accompany the ship back to the mouth of the channel.

There are no other villages, settlements, plantations, or household dwellings on Honor Island, except for the Citadel in the crater of Mount Kala. The surface of the island will not support vegetation other than a few hardy plants; agriculture is impossible. Though such a dependence on imported food would seem to make Honor Island vulnerable to blockade or embargo, the Honor Islanders have made it clear that in emergencies they could easily create enough food to feed the island's population, though importing the food is more convenient and efficient.

The beaches of Honor Island are said to burst into flame when an outsider sets foot on them. Natives claim numerous sightings of fire elementals wandering the lava fields by night. The guard forts along the island's coast are said to have magical devices capable of recognizing intruders at a great distance, and patrols of magic-users, goblins, and fire-breathing dogs are said to sweep the lava fields and mountain slopes night and day in search of intruders.

Mount Kala is known to be active from Honor Islander references, but there has been no evidence of an eruption in recent centuries. The volcano itself is 1,500 feet in elevation at the crater rim. The crater floor, covered with a lake, is 250 feet below the crater rim.

The Observatory is a black stone building on the lip of the Mount Kala crater. It is visible from Filtot, but no outsider has visited it. A building inside the crater called the Citadel is known from references by Honor Islanders and from overflights by magic-users. (See below for more details on the Citadel.)

The ARMORED FIRESHIP Fleet

Honor Island has a fleet of 12 armored fireships which it uses for coastal patrols and which it also makes available to the Ierendi Navy, usually for an extravagant price. Against the predominantly wooden-hulled and sail-driven ships of the Known World's navies, these heavily-armored, fire-throwing ships are nearly invincible.

The fleet is anchored in Filtot Harbor, and protected by sentries and guard patrols. The vessels are manned by Honor Island mages and goblins, and their exact design is a mystery, but the following details have been observed or deduced by Ierendi naval observers:

- They are propelled by fire elemental boilers which drive great paddlewheels concealed beneath the ship's hull. The fireships are slow compared to sailing ships, but they can maneuver regardless of the wind.
- They have rudders at bow and stern for maneuverability.
- Because of the heavy armoring and the massive magical engines, the fireships are notoriously unreliable in high seas—the only recorded losses of fireships coming in rough weather.
- They have catapults in shielded shelters on the deck. These catapults hurl a magical jelly-like substance which burns persistently, even under water. The composition and magical principles of this fire jelly are known only to the Honor Island wizards.
- Other armored shelters on the deck permit magic-users to cast spells with minimum exposure to enemy attacks.

It is taken as an indication of Honor Island's peaceful intentions that these fleets have thus far only been used in the defense of the Kingdom of Ierendi and for patrols near Honor Island. Indeed, with such ships, it is notable that Honor Island has not chosen to become a pirate or naval power.

Inhabitants

At the bottom of Honor Island society are the goblin slaves. Descended from generations of slaves, these goblins are com-

HONOR ISLAND

pletely docile, following their masters' orders without hesitation. Although slavery is illegal in Ierendi, the Honor Islanders maintain the polite fiction that the goblins are indentured servants. Centuries of racial hatred against goblins contributes to Ierendi's placid acceptance of this imposture. The goblin servants wear black trousers, tunics, and floppy cloth hats with broad brims to protect their eyes from the sun. Honor Islanders are seldom found without one or two goblin servants in their employ.

A shrewd PC might be able to learn much about the island by befriending a goblin slave, inspiring him with a desire for freedom, and helping him escape.

The Honor Islanders also employ beings from the Plane of Fire, though they are never permitted to reveal themselves in public where outsiders might see them (such as Filtot). Elementals of all sizes are hired for island patrol and guard duty. High status magic-users may have fire elemental servants and technical assistants. Plasms serve as guards and laborers at the Ether Station. Powerful beings such as salamanders and efreet are occasionally encountered in the Citadel and the Ether Station as consultants on fire magics and elemental physics and technology.

All humans are raised from birth to be spellcasters. About 35% become clerics, 5% become druids, and the rest become magic-users. By the age of 14, most Honor Islanders have achieved Level 1 and know 3-6 spells. A few are slow to master spell-casting and enchantment; such are considered handicapped, and receive special magical devices (scrolls, wands, or rings) to aid them in living a normal, productive life. Such devices would be considered valuable magical items outside the Honor Island culture.

Spellcasters advance rapidly in their youth, combining practical education as apprentices with formal instruction at the Citadel. Each young spellcaster also spends at least two months a year adventuring in the Ethereal and Elemental Planes with a team of instructors. By the age of 25, most have reached 10th level.

Thereafter, spellcasters are encouraged

to specialize and concentrate on research or magical technology. Progress is much slower—only a few achieve 20th level or higher.

The Honor Island magic-users, unlike most spellcasters, avoid wearing robes; instead, they wear loose-fitting white cotton trousers with an assortment of belt pouches for personal gear, note pads, reading material (they're seldom found without something to read in idle moments), spell components, and odd magical devices. Men wear nothing above the waist but a deep, bronzed tan; women wear comfortable halters that serve modesty's requirements.

Honor Island spellcasters have the personalities of obsessed computer hackers or lay students. They eat, drink, and sleep magic, and have no interest in anything else. Other tasks (guard duty, ship inspection, diplomacy) they treat as annoying intrusions on their busy schedules. Such tasks are often carelessly and negligently performed.

There is also a small community of gnomes in residence at the Citadel. They are recruited for short periods as artificers and consulting engineers. They may occasionally be seen in Filtot on work assignments.

Not strictly inhabitants, the tourists from the Plane of Fire are generally Greater Elementals, often accompanied by their families (lots of little 1 HD fire creatures that whine and get into trouble), though efreet and hellions also come to see the sights. Tours begin at the Observatory, where mage and cleric guides cast protective spells, explain the dangers and wonders of the Prime Plane, then point out points of interest, such as clouds, stars, and the ocean horizon. Hardy tourists hike down to the beach to view the ocean.

Filtot

Filtot's houses, warehouses, and market resemble a giant, modern open-air shopping mall. Constructed of black lava blocks, imported Ierendi mahogany, and large sheets of a clear substance called glass, these airy two- and three-storey

buildings feature large, open porches and verandas and angular, geometric forms. Most notable is the complete absence of cultivated or wild plant life which is quite a contrast from the native Ierendi habit of using colorful plants and flowers to decorate their homes.

Outsiders rarely are permitted to leave the dock area where imported goods and foodstuffs are stored in large warehouses. The Honor Islanders pay premium prices, in return for which they expect their privacy to be respected. Rumors to account for the Honor Islanders' fabulous wealth include deals with demons, alchemical transmutation, and a dragon's treasure lair inside Mount Kala's crater.

The source of Honor Island's wealth is the export of magical devices, potions, and spell components, supplemented by profits from the Plane of Fire tourist trade. Honor Island merchants travel the D&D® game world in disguise, peddling their wares and returning to the island in secret.

The PCs may be approached by one of these merchants, generally a level 10-15 spellcaster, traveling incognito, and looking for an escort for a trade mission to Karameikos or Thyatis. Such a merchant will have 10-20 major magical devices, along with a selection of minor items, generally based on some ingenious use of elemental fire, for sale to nobles, rulers, and magic-users. PCs are likely to come in contact with numerous rich and powerful figures of the various D&D® game world nations, and will have their hands full protecting their charge from prying eyes and grasping hands.

GUARD FORTS AND GUARD PATROLS

The guard forts are simple stone keeps with four-storey towers. From the tops of these towers watches are maintained day and night, scanning the horizon and beaches for intruders. At night, level 5-6 magic-users equipped with infravision, detect magic, and detect invisible devices fly regular search patrols along the beaches. If an intruder is sighted, a signal is fired (by night, a *light* spell; by day, a *darkness* spell), and a guard patrol (see

the following) is sent to investigate.

Each guard tower is manned by a team of watchmen (3-6 magic-users of various levels) and goblin servants and guards (10-20).

Guard patrols use the towers as bases, alternating between 12 hours on-duty (3 hour outdoor patrols followed by 3 hour tower watches) and 12 hours off-duty (patrols remain at the towers and are available for alerts). A patrol consists of three level 1-4 spellcasters, two level 5-6 spellcasters, one magic-user or cleric of level 7-10 as patrol captain, a squad of 10 goblins, and a pack of 5-10 hell hounds. Each tower hosts four patrols, with one on patrol, one on watch, and two off-duty at all times. Patrols have orders to capture intruders alive for questioning, if possible. Captives are taken to the Observatory for interrogation.

Guard patrols are considered important training and practice for young spellcasters. Drills and mock invasions are common, with veteran magic-users and clerics staging stealth approaches and frontal attacks on the island to sharpen the trainees' magical and tactical skills. The training is rough and dangerous; serious injuries are common, and considered to be a powerful motivator for students and instructors.

The Observatory

From the Observatory watch towers, lookouts scan the seas for miles around. Warnings of intruders are signalled from the guard towers and can be seen by the Island Guard Center, a small barracks and command center at the foot of the watch towers.

When an intruder is reported, guard patrols around the rim are doubled, and Response Teams are sent to support the guard patrols where the intruder was spotted. Response Teams are crack 6-man squads of magic-users and clerics of level 10 and higher, all equipped with *fly* devices and an assortment of other magical items with offense and detection powers. There are two Response Teams on call at the Observatory at all times, and two more available for mobilization on

15 minutes notice.

There are two guard patrols (see previous text) on the rim at all times, four in case of an alert. The only path down the sheer walls of the crater is a narrow staircase that leads through a guard station (always manned by a guard patrol) beneath the Island Guard Center and switchbacks down the crater wall to the "lake" and the Citadel.

The Observatory also has a scenic vista platform for tourists from the Plane of Fire. Treat any intrepid PC intruders to a party of gaily-dressed fire elementals clustered near the railings, listening to the Honor Island guide:

"Yes, indeed, what you are looking upon is an unbroken expanse of water. And imagine, beneath the surface you see are great depths, also filled with water. Imagine what havoc such a volume of water would wreak on the Plane of Fire. Such power, such violence, such majesty, and regarded by inhabitants of this plane as casually as you regard your seas of molten iron."

Dealing with INTRUDERS

Intruders are brought to the Island Guard Center for interrogation. High level magic-users hold the intruder down while other magic-users go through the intruder's mind with a fine toothed comb.

Then, if the intruder is clearly motivated by curiosity and a desire for adventure, and the intruder's intentions and background give no indication of a future threat to the island's security, the Honor Islanders may wipe the intruder's memories of the island and plant a *geas*, encouraging the intruder to stay far, far away from Honor Island.

If the intruder clearly intends harm to the Honor Islander culture (as do Alphatian or Glantrian spies), the intruder is swiftly and thoroughly executed.

If the intruder intended to loot the Honor Islander's magical resources, he is generally taken for a long magical ride through the Ethereal Plane and dumped in some remote region of the Known World, with a warning to never mess with

Honor Islanders again. The Honor Islanders have a soft spot in their hearts for scoundrels (probably because they are such scoundrels themselves) and punishments for such intruders are often humorous and good-natured, if finding one's self stark naked on top of the Altan Tepe mountains is one's idea of a good-natured prank.

The Citadel

The Citadel is at once a university, a research laboratory, and a small city, all in one vast complex of tunnels, chambers, corridors, galleries, and halls.

The main building, seemingly clinging to the wall above the crater "lake," resembles the architecture of Filtot, only on a grander scale. There are 15 levels of apartments, each open and spacious, with balconies looking out upon the "lake."

On top of the main building are four huge force field domes, each maintained at a different temperature. Here the life of the community may be seen, in the communal dining areas, the concert and lecture parks, the bazaars (where foods, goods, and art objects are available), and in the game arenas, where young and old sport in stylized magical competitions.

The Citadel's workshops, libraries, research labs, and lecture halls of the complex are tunneled into the walls of the crater. Over the centuries, the Honor Island magic-users have amassed collections of magical items and reference works from all over the world and from nearby planes. There are vast halls where exotic species of extra-planar beings are maintained in controlled environments. Hundreds of labs and workshops are devoted to various magical projects, from cataloging and study of antique and foreign magics to developing new applications of well-understood magical principles. One section of the tunnel complex contains the Island Archives, a combination library/museum/storage area, with a huge collection of magical treasures.

Access to the tunnel complex is possible through one of four main corridors

HONOR ISLAND

from the Citadel's main building. The resources of hundreds of high-level spellcasters and enchanters for several centuries have gone into perfecting the security measures that prevent intruders from entering the tunnel complex. An unauthorized visitor is likely to wake up as a one-celled life form on a remote Outer Plane where the residents haven't even heard of the Prime Plane.

All of the tunnel complex's walls are lined with metal to prevent access through the Ethereal Plane.

The Ethereal Plane

For a review of travel in the Ethereal and Elemental Planes, see the Companion Set DM book, pages 18-20.

The surface of the "lake" in the crater is actually an illusion. *Detect magic* indicates that the lake's surface is magical, but doesn't reveal the magical effect. Simple physical tests (objects dipped in the lake do not get wet) suggest that the lake is an illusion.

Beneath the surface of the lake is the swirling, gray, fog-like substance of the ether. Beings here can detect the gravity of the adjacent Prime Plane, and can distinguish up and down, but are not affected by gravity. Movement is impossible without magical assistance.

The ether directly below the lake is adjacent to the substance of air as the crater continues down the lava tube toward the lava pool and magma chamber beneath the volcano. As is clear from the diagram, this volume of air is surrounded by the rock of Mount Kala.

Beneath the Citadel is a spiral stairway constructed of magically-compressed ethereal substance. This staircase is visu-

ally indistinguishable from the background of normal ether; extraordinary experiments or magical deduction would be necessary to locate it without prior knowledge of its existence.

Traffic on the stair is infrequent, but shrewd or lucky adventurers might observe such traffic. Once a day tourists from the Plane of Fire ascend the stair, then descend after their tour. Honor Island magic-users headed for the Ether Station and creatures from the Plane of Fire headed for the Citadel may also be occasionally observed.

Finding the Ether Station without finding the stair would be extremely difficult. If the PCs have somehow heard of or deduced the station's presence, spells like *commune*, *contact other plane*, and *find the path* may be of use.

The Ether Station

The Ether Station resembles a huge dirigible floating in the gray fog of the ether. The station consists of four large transparent spheres held together by spheroid framework of girders made from compressed ether. The station is held stationary by long cables of ethereal substance anchored in the rock of the nearby Prime Plane.

The four transparent spheres house the facilities of the Ether Research Laboratory, where sages study the peculiar substance and physical laws of the ether, and experiment with spells and enchantments in this strange environment. Among the results of this research are several unique ethereal travel and perception spells which enable Honor Islanders to sail the seas of the Ether as readily as Prime Plane folk sail their watery oceans. A small fleet

of ethereal longships carry research parties for long voyages of exploration, but these ships are usually out in the ether with their crews.

An observation platform has been constructed amongst the girders of the station's framework. Here tourists from the Plane of Fire can relax and enjoy the view, or enjoy a leisurely meal in the Restaurant Between Universes. More adventurous tourists enjoy ether skiing and weightless activities in the company of skilled tour guides.

The Plane of Fire

At the boundary of the Ethereal Plane and the Plane of Fire, but just within the ether, is a simple platform constructed of compressed ether substance. This dock is called "Gateway to the Prime." Here travelers transfer to the hot-air balloon ships of the Plane of Fire.

This boundary where the Plane of Fire touches the Ethereal Plane corresponds to a section of the upper atmosphere of a populous planet on the Plane of Fire. Travelers from the Plane of Fire can either use their innate flight abilities (i.e., efreet) or use commercial hot-air balloon ships to reach the Gateway to the Prime docks.

From the Gateway dock one may look out upon a planet of fire, eight miles below. Not a lot of detail is visible from here, but it is hot and smoky. The Gateway hot-air-balloon ships travel twice a day between the dock and the planet, carrying tourists and occasional Fire Plane beings who have business with the Honor Islanders.

ACRUAGHIN CLANS

ELEGY

Nula

IERENDI
ISLAND

Port Siers

Makalaui

Ieren

Punaauia



Scale: 1 hex = 8 miles

ROISTER

PALACE	LIGHT HOUSE	HILLS WITH FOREST	REEF	TRAIL SHIPPING LANES
CASLE	VOLCANO	GRASSLAND OR STEPPES SAVANNA VELDE	COAST LINE	BRIDGE
FORC	MOUNTAINS	SWAMP OR MARSH	RIVER	FORD
TOWER OR KEEP	CLEAR PASTURELAND FARMLAND	MOOR OR BOG	STREAM	MOUNTAIN PASS
RUINS	HILLS	DESERT OR SEA SAND	WATER FALL	EXT. BORDER (KINGDOM, NATIONAL, COUNTRY)
CAPITAL	BARREN OR BROKEN LAND	ROCKY DESERC	GREATER CATARACC (RAPIDS)	INT. BORDER (FEUD, DISTRICT, DOMINION)
CITY	PLATEAU OR CLIFF	OASIS	MEDIUM CATARACC (RAPIDS)	SNOW FIELDS
TOWN	LIGHT FOREST	BADLANDS	LESSER CATARACC (RAPIDS)	GLACIERS
VILLAGE	HEAVY FOREST	WATER	CANAL	ICE FLOE
CAMP	JUNGLE	SEA FLOOR OR LAKE CONCOURS	ROAD	BATTLE FIELD

Wheel House

ARMORED FIRE

FIVE SHIRES

KINGDOM OF IERENDI

FLECCHER

Vlaad

Kurutiba

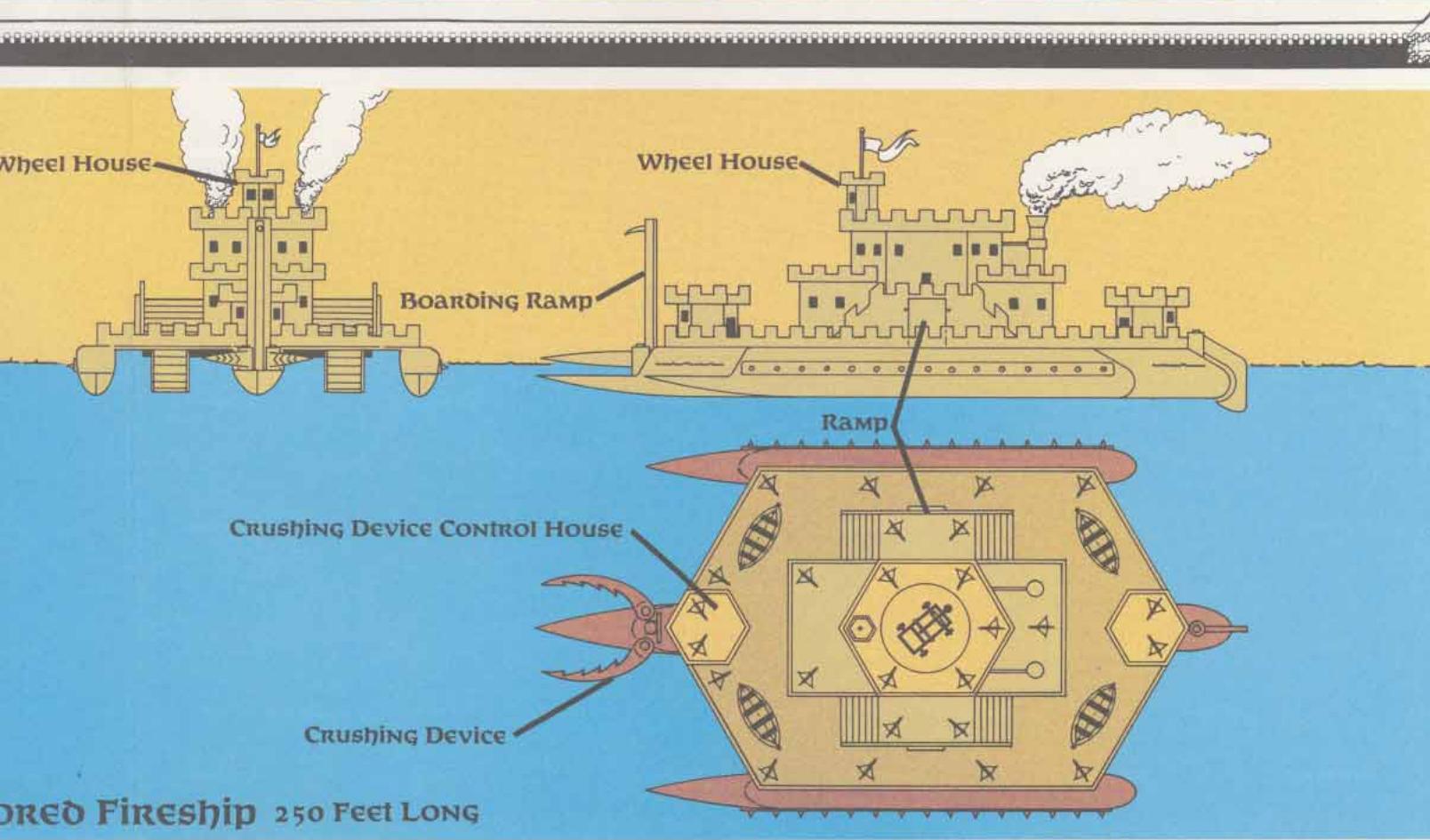
ALCOVE

Filtot

HONOR

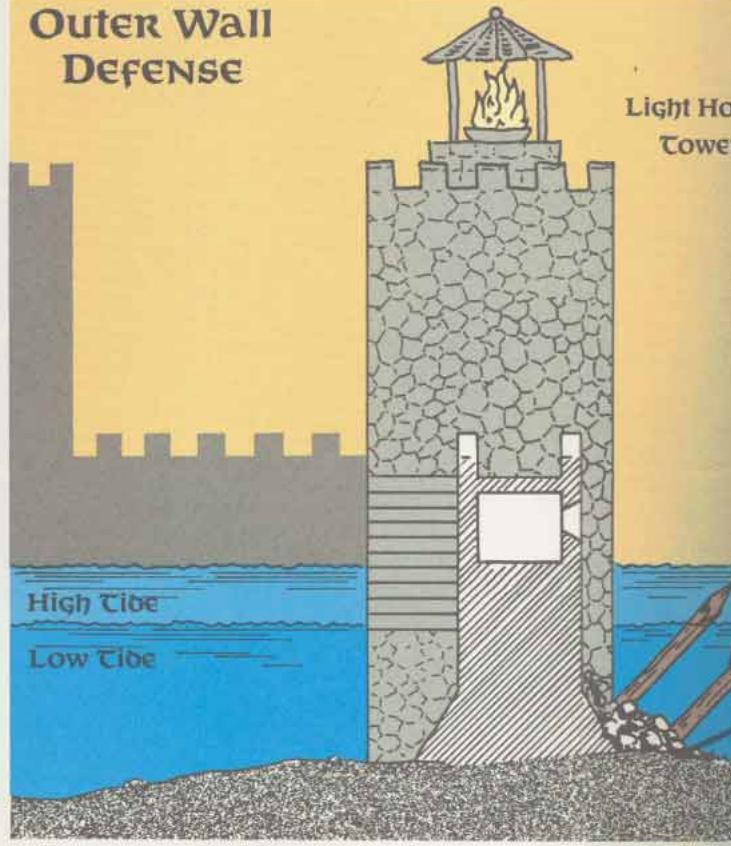
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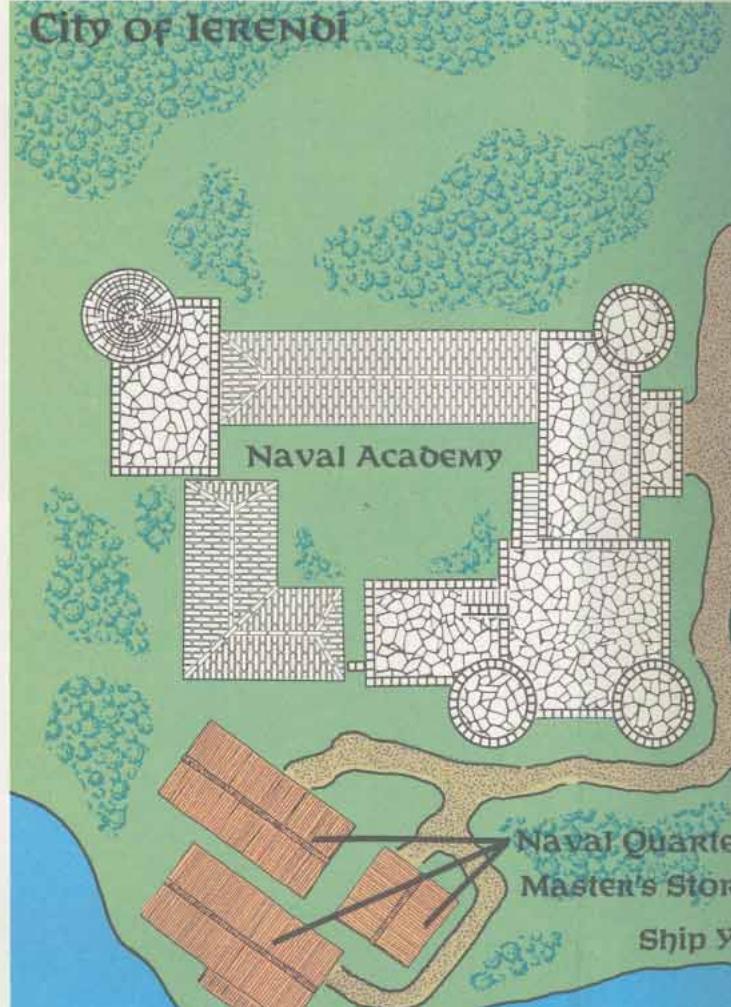




Outer Wall Defense



City of Ierendi

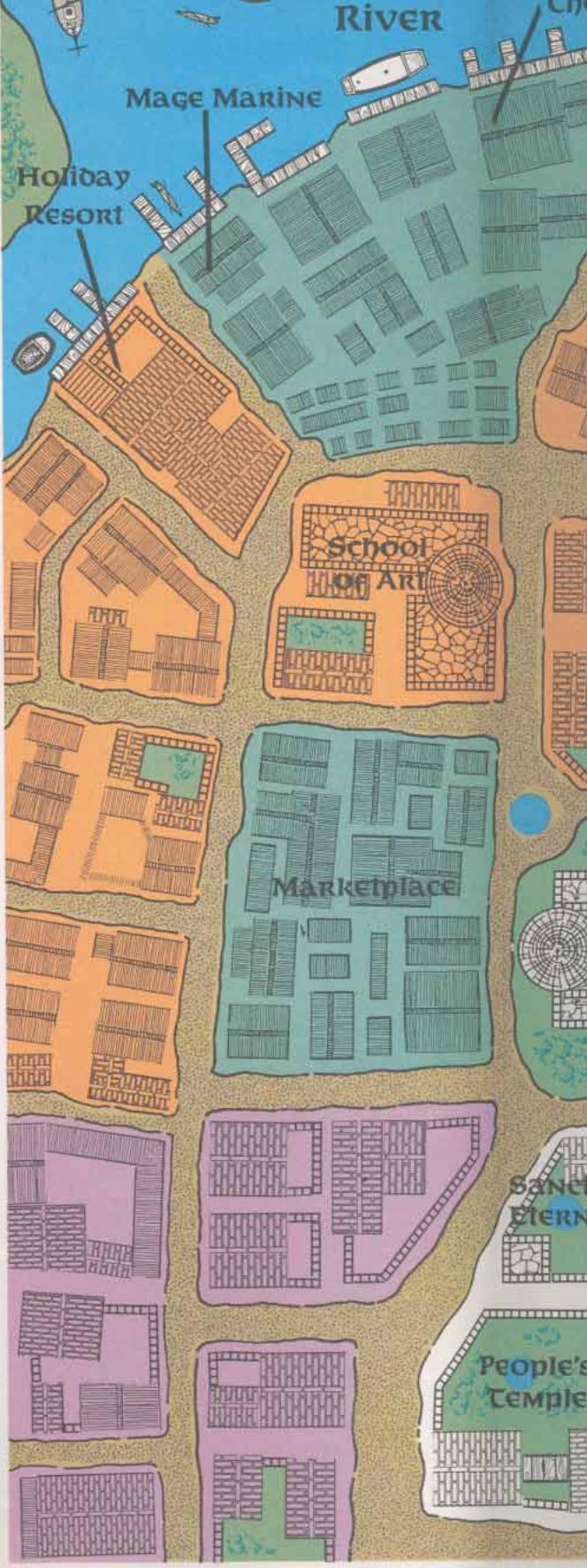
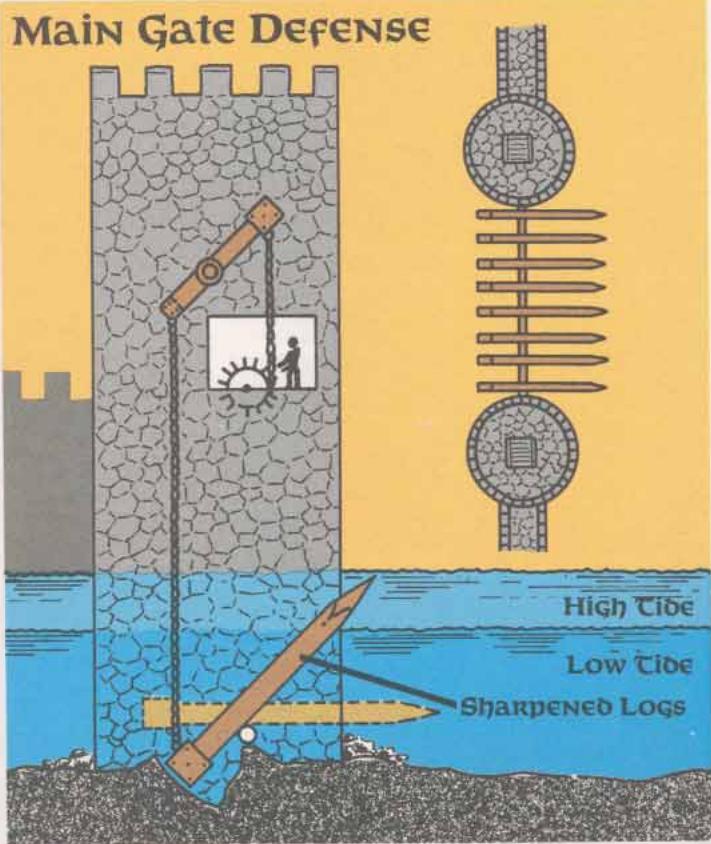


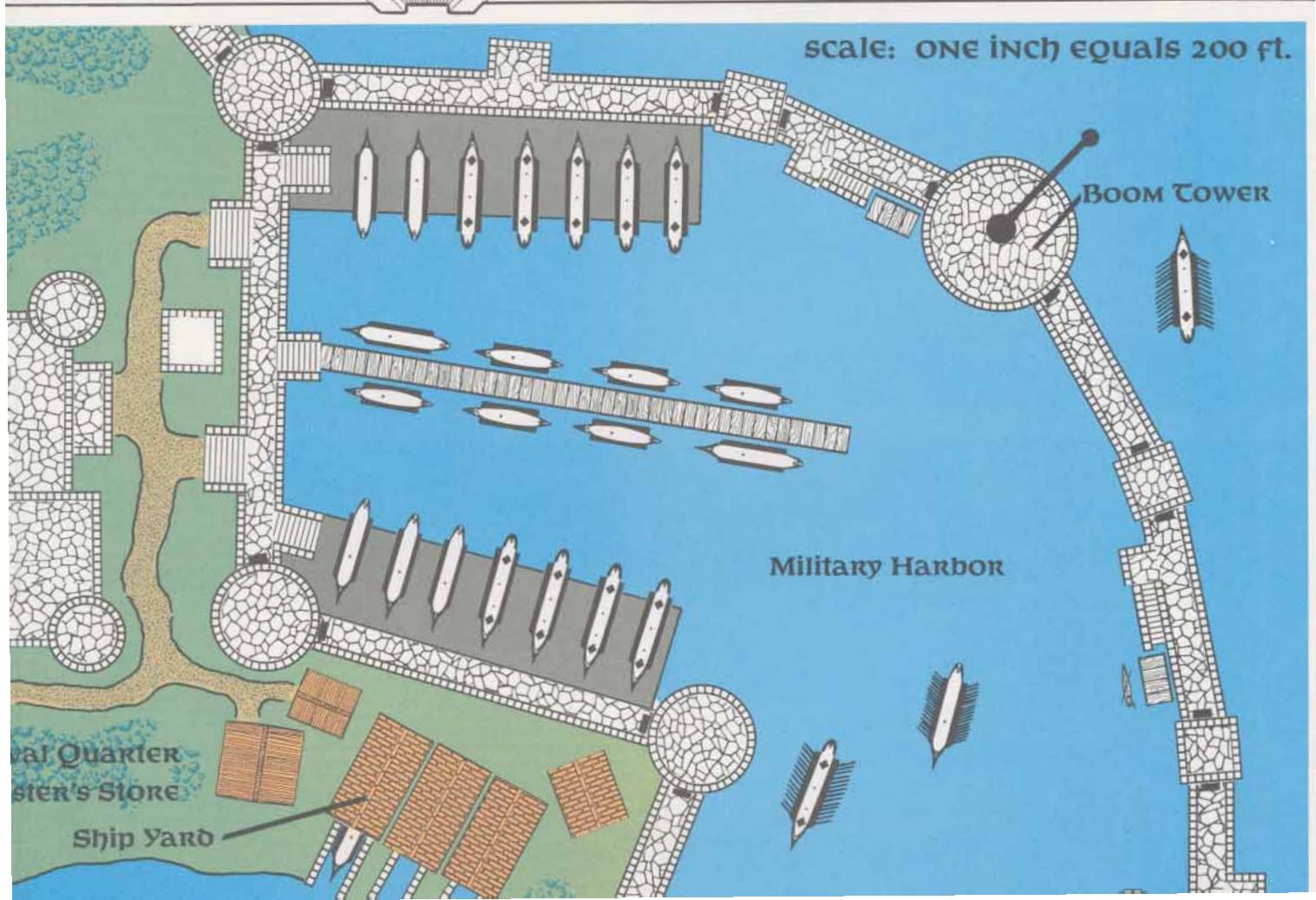
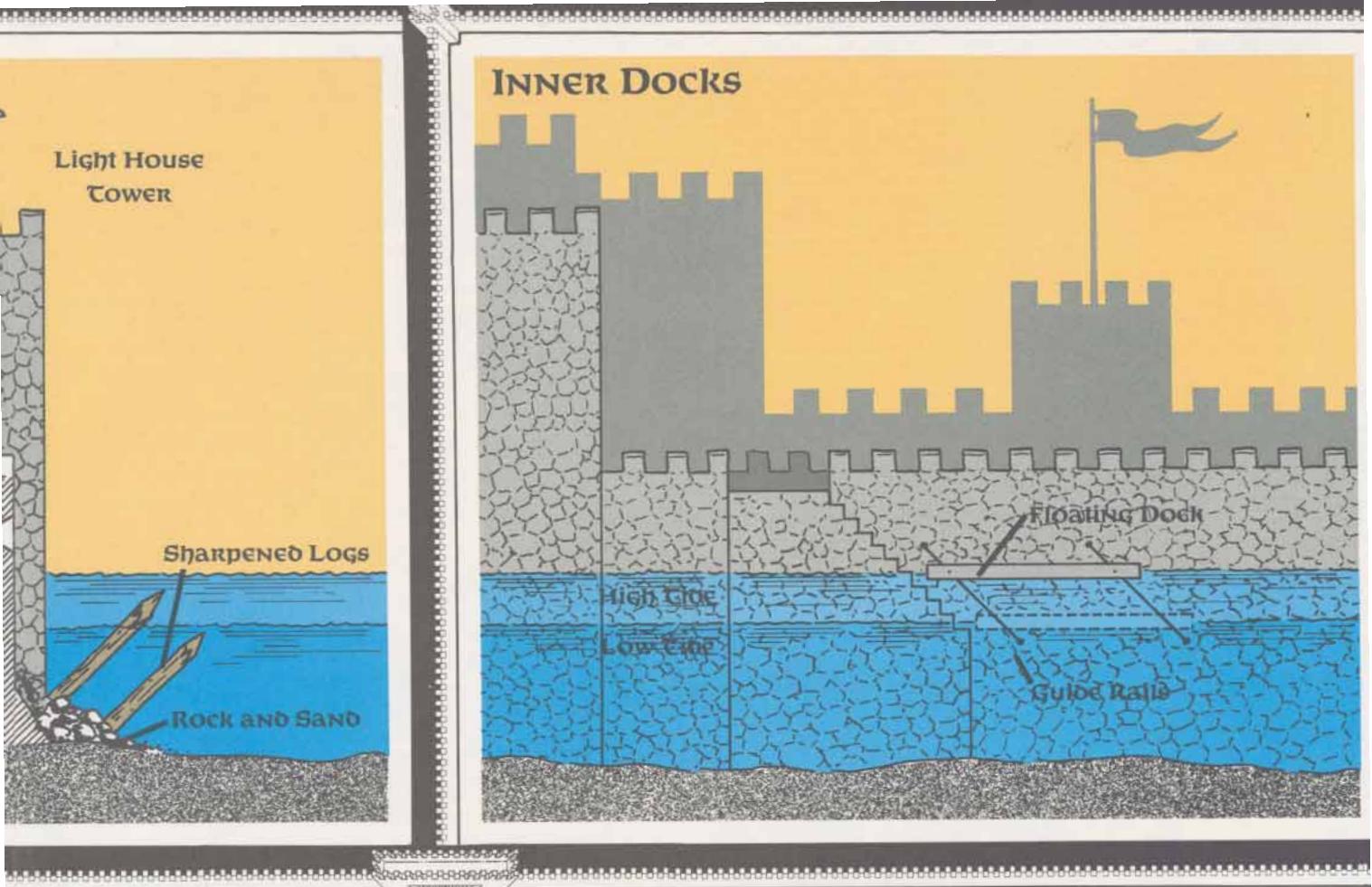
SEA OF DREAD

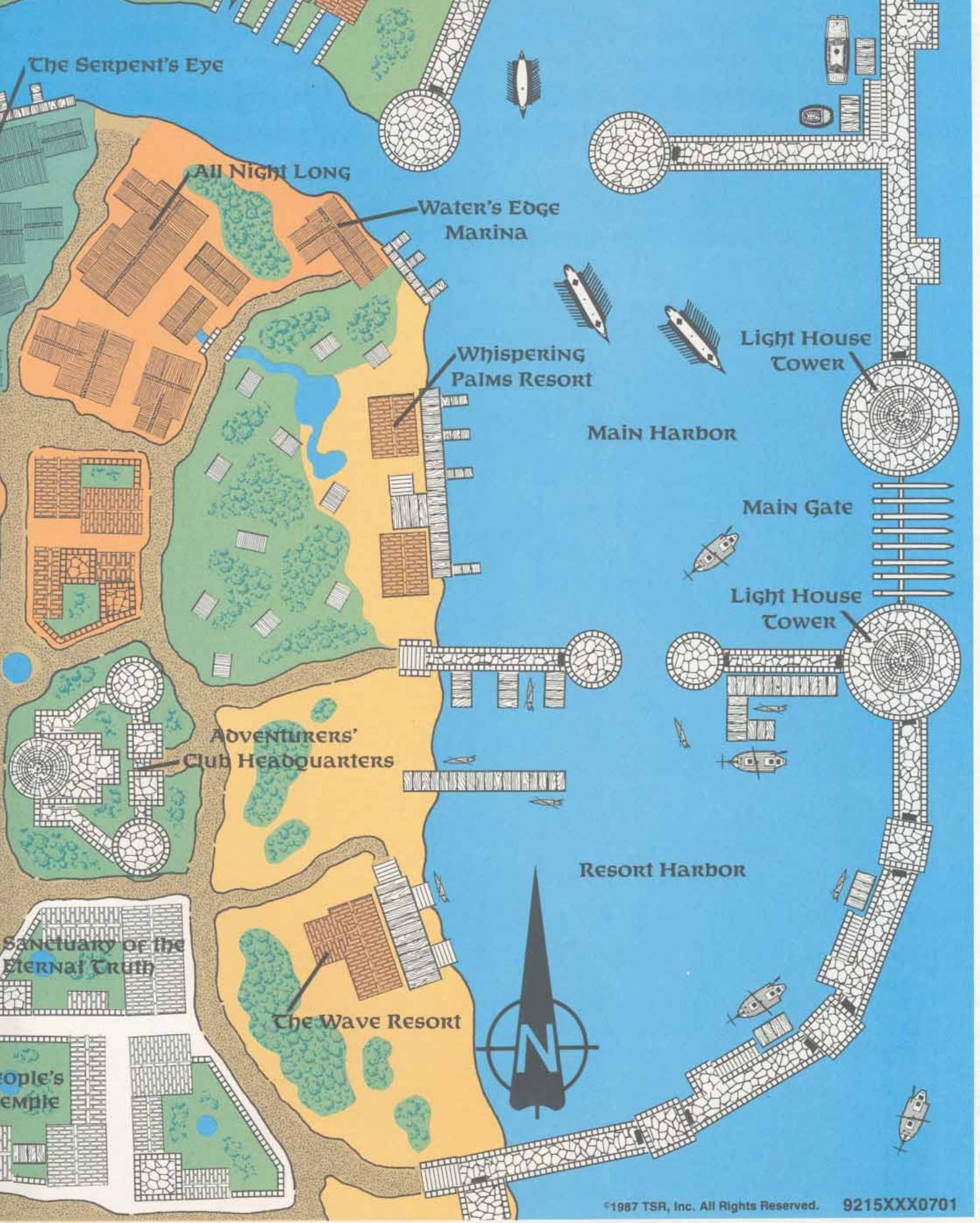
To The
Chanegioth
Archipelago
APPROX. 580 Miles



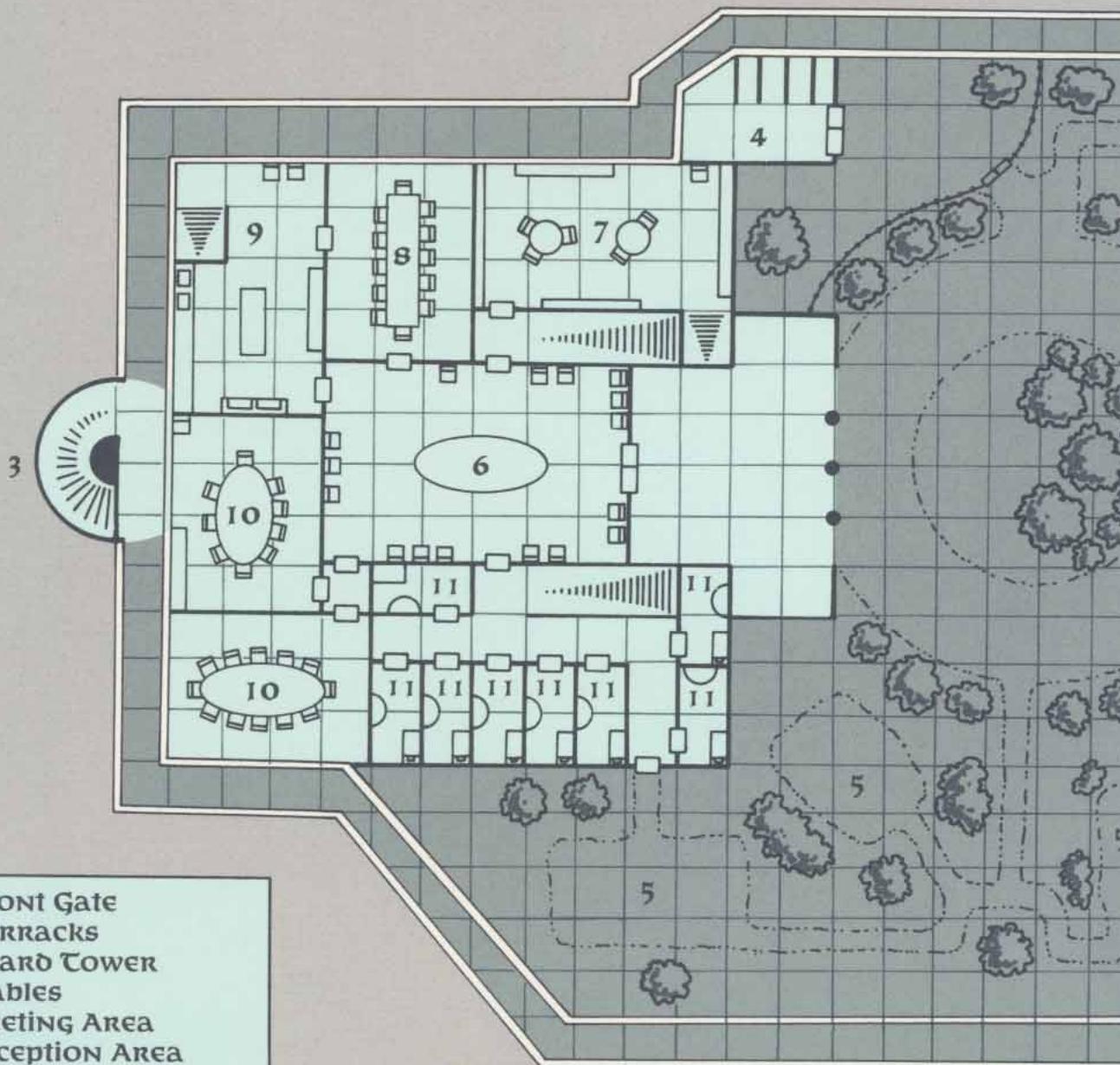
Main Gate Defense







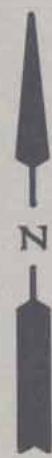
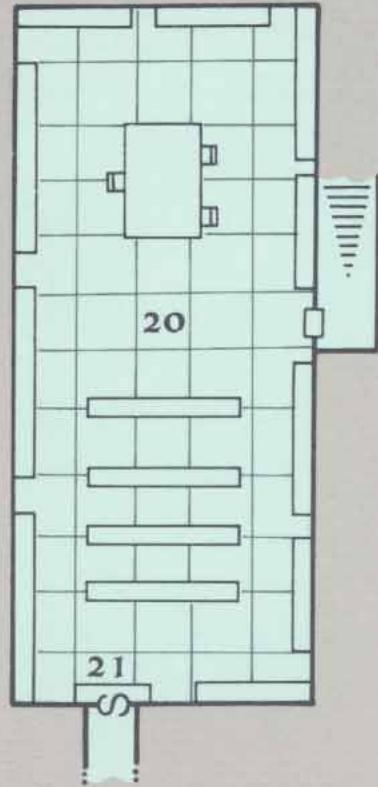
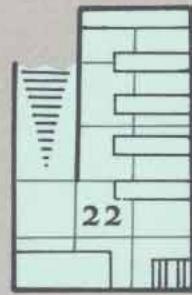
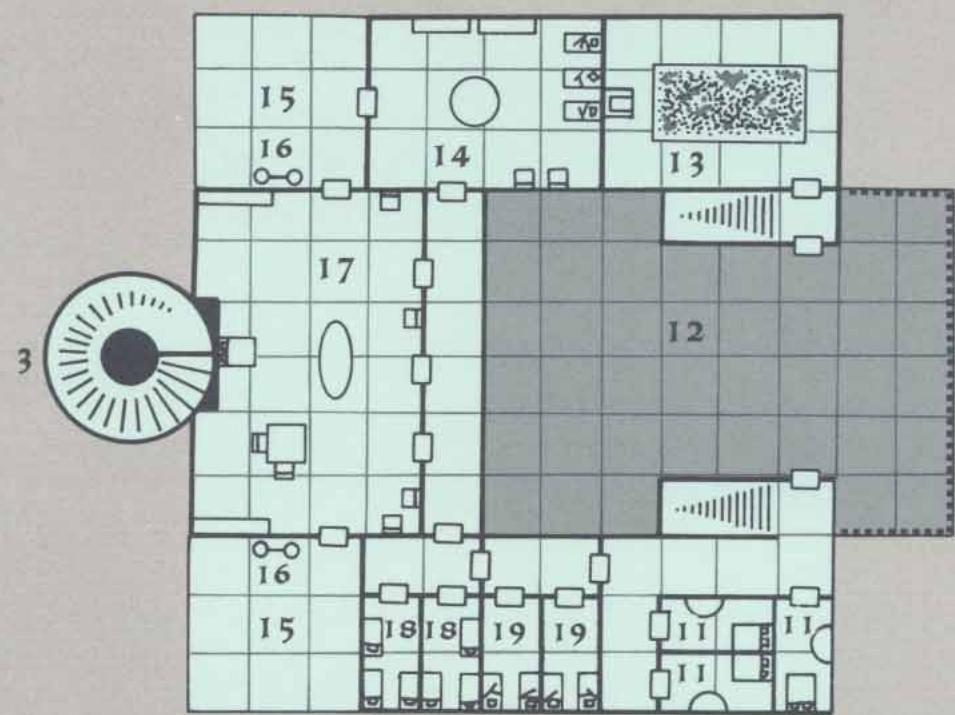
CASTLE OF IERENDI



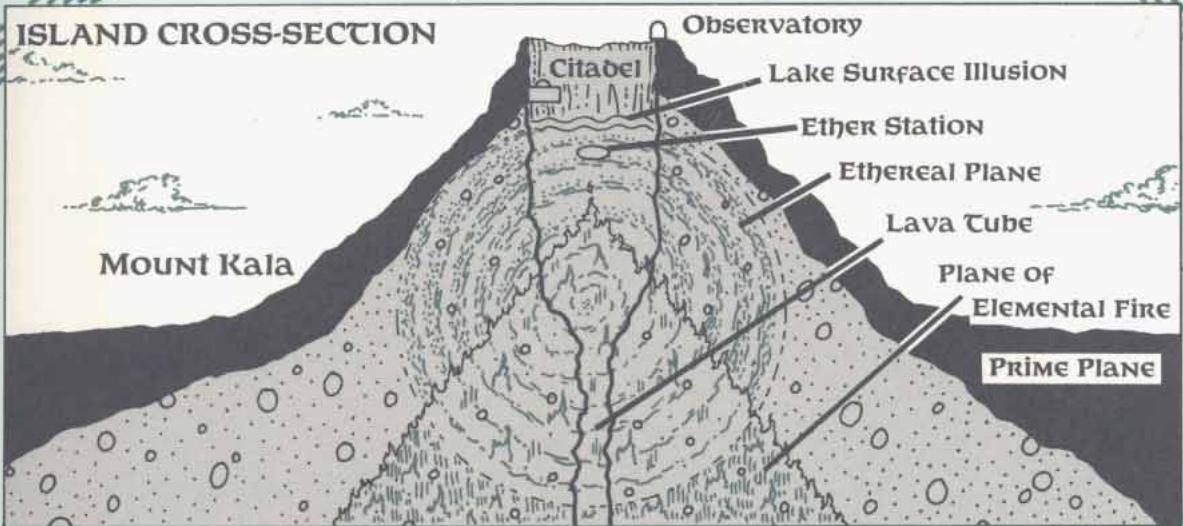
- 1. FRONT Gate
- 2. Barracks
- 3. Guard Tower
- 4. Stables
- 5. Meeting Area
- 6. Reception Area
- 7. Library
- 8. Dining Room
- 9. Kitchen
- 10. Meeting Room
- 11. Guest Room
- 12. Terrace
- 13. Tribunal Room
- 14. Family Quarters
- 15. Private Terrace
- 16. Ladder to Rooftop

- 17. KING and Queen's Quarters
- 18. Servants' Quarters
- 19. Guards' Quarters
- 20. Lower Library
- 21. SECRET ENTRANCE to TUNNELS
- 22. Kitchen Storage

Scale: 1 square = 10'



ISLAND CROSS-SECTION



HONOR ISLAND

1 inch = 5 miles



THE FIVE SHIRES

KINGDOM
OF
IERENDI

MINROCHAD GUILDS

KARAMEIKOS

DUNGEONS & DRAGONS®

GAZETTEER

OFFICIAL GAME ACCESSORY

The KINGDOM OF IERENDI

by ANNE Gray McCready

To some, it is a vacationer's paradise. Tropical islands, set in sapphire seas, fringed with shell-covered beaches: the perfect spot to "Get away from it all." To others, it is a place to be feared. Pirates' hideaways, disease-ridden jungles, psychotic natives: the perfect spot to avoid.

The KINGDOM of Ierendi comprises ten islands, each with a specific attraction for the adventure-seeking visitor. The native population includes the Makai, the original tribe to inhabit the islands, and various settlers who have chosen these exotic locales as their home (well for some, perhaps "chosen" isn't quite the proper word . . .). Your characters want to take a break from continental life? Here is the material for precisely that kind of relief. This Gazetteer includes information on each island in the Kingdom, complete maps of the area, adventures keyed to specific locations (as well as some more general ones), and for the DM a new method of playing out sea battles, complete with ship counters.

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