

MYSTARA

The Broken Sea Islands



By Robin, and Irving Galvez

For use with **DUNGEONS & DRAGONS** BECMI

Canon Sources;

Gazetteer 1; Grand Duchy of Karamaikos
Gazetteer 4; Kingdom of Ierendi
Gazetteer 8; The Five Shires
PC3 Creature Crucible; The Sea People
Immortal Gold Boxed Set
Wrath of the Immortals Boxed set

Fanon Sources;

<http://www.thekeep.org/~wombat/Mystara/AIGV1.pdf>;
Slightly adjusted Makai world vision and fused into the storyline.
<http://www.thepiazza.org.uk/bb/viewtopic.php?t=6761>;

General ideas on Makai,
<http://pandius.com/ierminh1.html>
<http://www.pandius.com/ierminh3.html>
http://pandius.com/Threshold_3.pdf#10

All about Pax, the Artifacts, Saasskas and general ideas and other Immortal issues.
http://pandius.com/Immortals_of_Mystara.pdf

Additional Information source; Wikipedia
Using pictures from the internet

Google Translate English to Hawaiian

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The local Map

The separate map used also herein is made by myself, using all above source information and the research discussions I had with Irving Galvez and some others.

This compilation creation is a combined work of Robin and Irving Galvez, with additional input by KtA and Greenbriar [on the Piazza](#).

To mimic the Makai Language, Hawaiian vocabulary from Google Translate is used (which apparently makes many mistakes), and thus improved upon, by Gecko (Greg Weatherup) on the Piazza.

All information with a Grey background is for the DM only, and revealed by the DM according the adventure only. Players; Do not read this!! It will spoil your fun.

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Known History of the Region

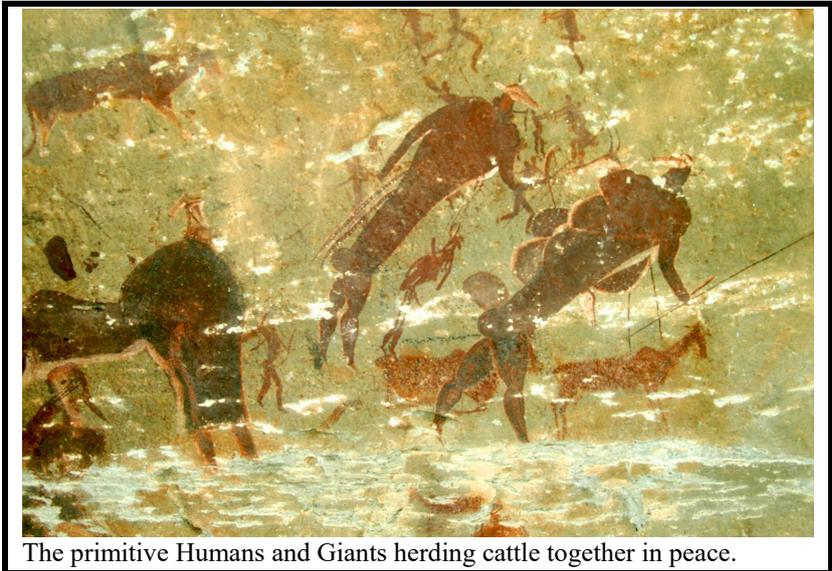
Far before the Great Rain of Fire (250.000BC till 5000BC)

This region was a large hill with three tops and thousands of rock spires. **Pōhaku ‘ōlapa** (Stone giants) loved this area, and a few caves still reveal their ancestral caves and ornaments here. Yet it was unsure why these clearly more powerful giants tried to hide in these silent almost obsolete hills.

Later several primitive bronze skinned humans came, and slowly encroached the hills, especially in the southeast. They were awed by the rocks and the stone giants who could hide easily between the spires (or in the tales of the ancients; became the spires).

Instead of repelling the invaders, the giants first did hide, yet later accepted the humans in their midst, and became a singular little nation.

Together they formed a culture of peace and cooperation. And giants and humans spread out over the continent together. It is rumored by sages through the ages it was here where humans all over the continent learned to create homes in caves, and most megalith, Henges, and Menhir stem from this period. Some of these caves still exist with cave paintings telling the tales of those of ages past (Example; the Stone Giant caves between the Blight Swamp and Black Eagle Barony in



The primitive Humans and Giants herding cattle together in peace.

Karameikos). There are also strong and recurring legends of a child born from a Stone Giant and Human becoming very powerful through heroic deeds leading to more peace.

DM knowledge only; Pax was one of the elder Immortals who later became Hierarch of his sphere after Grammaton's disappearance. He was the most peaceful and benign Immortal among the first ones, and he was revered by mortals as embodiment of good and light. The whole story above seems to be right, as some details are proven. On the other hand Pax is described as a Mortal here. The only reason for this is that Pax was a hierarch Immortal (together with Thalia his love), and both became mortal. The desired to become Hierarch Immortal again to discover what is beyond the Astral Boundary, even Immortals can't breach, except by this method. This does explain the rarity of a stone giant/human crossbreed as Pax was an Immortal of Matter. The stone giant eggs are normally left alone in the magical hatching caves, so could easily be tampered with by a Hierarch Immortal of Matter desiring a mortal body. It also explains why there are no tales of crossbreeding human/giants other than Pax.

There is some sage debate on the possibility of merging of these races, yet no records of such a merging exists beside Pax. As carbon and silicon based lifeforms do not mix, magic was needed to enable a reproduction to begin with. Secondly stone giants are oviparous; they lay eggs which grow and hatch in their magical birth caves (**Canon see; AC10 Bestiary of Dragons and Giants**). Due these biological facts most sages dispel this idea, some debate that humans would perish under the weight of a giant, or the growth of a giant baby, yet some also say it should be possible for giant females to be fertilized by humans, then the egg is laid and under the influence of the giant hatching cave's magic a mixed human/stone giant example could hatch and arise. It is assumed like mules and horses the product would be infertile. The Immortal Pax is said to be such a mixture, and the oldest rumors of his tales and name are from this time period. Its infertility and size made him long for love, and peace. It is assumed this is the reason why this forgotten Immortal chose this personal agenda.

Some centuries to decades before the Great Rain of Fire (3500BC-3020BC)

The wars between the other giants and Blackmoor humans broke up the various giant breeds. Some of the stone giants left their human companions and settled on their own. The spire rock hill became silent, except for the primitive humans. However, the tales and friendly culture spread out, and was absorbed by the humans in their own cultural evolution, up to the Blackmoorian Greatness. Old tales speak that in these years the character Pax roamed the world, gained knowledge, spread knowledge and peace all over.

DM knowledge only; Eventually Pax and Thalia became acceptable to become Immortal.

Just before the Great Rain of Fire (3020BC-3000BC)

The humans propagated all over the world, with their alien-based augmented rise of technology and even fusion with magic. Stone giants and humans often stayed friendly to each other, even if they lived separately. This (to many today seen as weird) behavior was mainly because the influence of Pax who heralded peace and prosperity all over with his love Thalia.

The Great Rain of Fire, so unexpectedly destroying the Blackmoor civilization in 3000BC, decimated so many races all over the world, infected magic with its foul radiance, altering the position of the world, changing climate, dropping average temperatures up to 20 degrees, also broke away the few contact the giants and humans have had. Everybody was now relying on his own skills to survive.

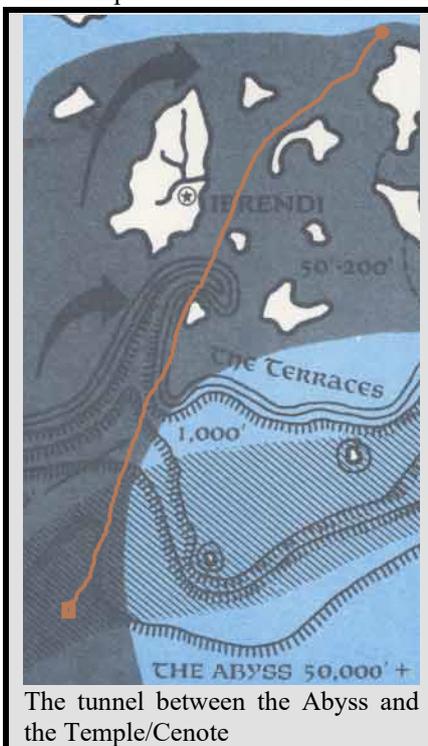
Amongst the other humans in the region later known to become Taymora were the Azcan and Oltec, which created several temples and settlements. The Azcan and Oltec were the natives to the region, mostly living on the coast, and a mixture of the primitive humans who lived with the Stone Giants, or were slaves to the Azcan. It is in these times the Makai came to be; a mixture of Slaves, Azcan, Oltec and primitive humans. Playful in times of peace, fearsome in times of war, the Makai never do something halfway. They still are a simple people, living off the vast bounty the coast has to offer. Their skin



The **Ehi nui ana o ke ahi** (Great Rain of Fire) at a distance of 1000 miles or more. The viewers thought they were safe....at first.

tone is typically bronze, with straight or extremely curly black hair. They speak their own traditional language; have cave painting traditions, respect or awe for giants and Immortals of diverse origin.

One of these was a temple to an old Oltec Immortal Micatl (also known as Thanatos the Immortal of Death). This temple was created 3005BC on the Spire Rock Hills, which up to 1000AC still survived underwater.



The tunnel between the Abyss and the Temple/Cenote

DM knowledge only; Some ancient Azcan scriptures in the ancient Micatl Temple in the region, speak of a tale where the new Azcan priest of the temple took several months to summon a large snake-like creature named Miquiztli (Death-head), to destroy the region. With this intended destruction the priest tried to prevent Pax and Thalia to become Immortal again, as the priest's Immortal desired. The creature (a Burrower) tunneled upward all these months from the Hollow World through ancient tunnels through the Worldshield. It surfaced close to the temple, just an hour or two before the GRoF. The creature blinded by the sun and then the energies raining down due the GRoF, returned frightened into the depths, without doing its task, enabling Pax and Thalia to become Immortal.

It is unknown when Pax and Thalia ascended to their second Immortality; before, during or shortly after the GRoF. The only knowledge is that they created the Alabaster Dodo in this location, and kept it there since. Their first new temples settled all over the world, were in old caves owned by stone giants or primitive humans. There is no proof if these races still cooperated, yet there is also no proof they battled each other. What is clear most races fell back to a Stone or Bronze Age technology and culture after the GRoF.

The tunnels dug or used by the monstrous creature were changed by the massive GRoF earthquakes, and caused the creature to diverge its course and enter the deep Abyss, where it became trapped at a depth of over 50.000 feet, and perished under the massive pressure of the water. The Azcans close to the temple believed it was Miquiztli's appearance

which changed the world and wiped out all their opponents, then in the wake many were brought to their new world in the Hollow World, where they sustained this warped memory.

After the Great Rain of Fire 3000BC-1750BC)

After the fall of Blackmoor, but before 1750 BC, the Ierendi Isles were part of a larger landmass which stretched south into the Sea of Dread. Far to the northwest, descendants of the Azcans dwelt in a giant plateau where the Atruaghin Clans now (1000AC) live, and far to the west, Tanagoro and Elves competed for control of the Serpent Peninsula. As both Oltec and Azcan civilizations were threatened in the devastation of the GRoF, vast numbers of both tribes were whisked away magically. And so Azcan and Oltec disappeared from the continent of Brun or slowly merged into other smaller cultures.

In the next centuries slowly the races evolved anew, regained cultural knowledge, and became adapted to the changed magical properties of the world (where magic became easier to control than before the GRoF). They still warred amongst each other, and the world was in chaos.

With the rise of the Taymoran Empire came the undead Nosferati-Vampire rulers bringing the enslavement of many races, which included the Stone Giants and the few remaining Oltec and Azcan, amongst others. These were forced to make the many temples, tombs, and similar structures. It is due the Stone Giants natural ability of molding stone and stonecutting, most of these structures have secret passages in and out negating any inside traps. However, these are so hard to detect only stone giants (and Elven Detect Secret Doors ability) would be able to do so, and even then, if unaware this would take several hours. Many adventurers over the ages have successfully escaped tombs with traps intended to have those within die a death of hunger, thirst, pain, wound, and bloodloss only due the timely discovery of a secret door.

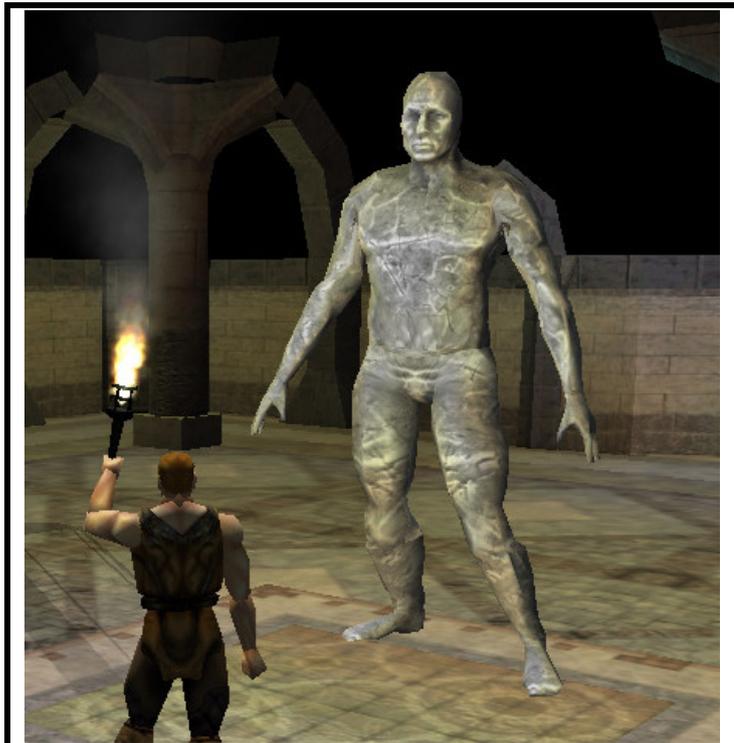
The giants who succeeded to flee from the tyranny of these chaotic rulers often found the original spire hill, where they in earlier times lived in peace with the humans. Taymoran humans hearing this ventured around there, no stone giant was ever found. It is said in tales they returned into the spire rocks they have been. Taymoran mages learning of these tales had torn down several of these spires to prove they had been alive, yet they found only broken stone after destroying the spires or statues. The rocky hills were then abandoned and any stone giant going there ignored. The whole area was riddled with caves and conduits created by the Azcan and probably partially by the in 3050BC summoned Burrower.

Later the remaining Azcan and Oltec ancestors of the Makai settled in the coastal region of Taymora.

DM knowledge only; *Unknown to anybody but some of the Immortals the locations between and on the islands were sometimes visited by Pax and Thalia, and some rare other allied Immortals. They used this site as a source of Peace, to create Artifacts spreading this peace. As being a private location other Immortals not belonging to this area, do not know of it unless accidentally visiting it.*

The stone giants who fled here were transported elsewhere on the planet to survive (Mostly the Outer World, yet some were placed in the Hollow World). However the hatred and enslavement created a bitter resentment in the stone giant tales, and this behavior tends to stay up to the current times (1000AC and later).

The decaying body of Miquiztli still existed in the Abyss, yet its mind was far from inactive. Imprisoned in the rotten body, it sensed the devilfish, and lured them close. Within the rotten remains a city was created, where the devilfish roamed and gained knowledge and power. Their own immortal Saasskas the Destroyer aware of the burrowers power kept a close eye, and erected a temple and palace in the creatures skull, so the devilfish would remain loyal to him, even though the mental voice would speak in their minds, as if an agent of him was speaking. The burrower unable and unwilling to act provided the devilfish with many sources of knowledge and magic, often created out of its own body. One of these was an artifact created by Saasskas, was an opposite of the Alabaster Dodo of Pax in many of its powers. It was the Boneworm of Death made out of a section of black skull bone of the burrower.



Stone Giant slave at work under a Taymoran human supervisor

'O ke kai nui (The Great Flood) (1750-1720BC)

Then in 1750BC series of great volcanic eruptions and quakes caused the continent to sink when several cells of the megalith and the old Azcan extensive Cave Network in between collapsed and sending the Serpent Peninsula on its gradual decline into the sea. Great changes were wrought upon the Taymoran Empire, as most of their nation and culture was washed away in the Great Flood. The Taymoran fought over whose fault the earthquakes were; the assumed guilty were driven out of their lands and ended up on the new coast, then forced to flee into the ocean in crude boats; most died, but the survivors ended up at the new islands and the very few rocks not submerged. These rocks later became the Ierendi and Minrothad islands.

Likewise, some Tanagoro tried to flee east across the ocean from the Serpent Peninsula. Most perished, but some were blown Far East by storms, crashing in the Ierendi Isles. And finally, unfortunate He mae pupule (lizardmen) from the Malpheggi swamp were swept out to sea by the disaster; most perished, but some survived and ended up in Ierendi, floating there on giant mats of plants from the swamp.



Taymoran Pyramids flooded in the onslaught of the Great Flood

As the area became submerged, water changed the erosion of the region, and the spires became more and more visible. Where the land was not totally submerged, temporal floods washed away lots of packed earth, which made large areas of flat terrain. These are the three islands. The geological activity can also be detected by sinkholes, also called Cenotes, of which several are found in the region. Some sages suggest these are all part of the initial wound to the cells of the Megalith. There are strange tales of Immortals sticking holes in the world or gargantuan giant wasps, yet these are all tales assumed of an imaginary mind. It is more logical and feasible a rare and unexplained geological process of a living world. More on these Cenotes later.

So geological scabbing, erosion, continental sinking due cellular decay, water erosion and flooding combined created this region of spire rocks. And later rocky islands with spires created hazardous reefs around them.

DM knowledge only; a geological rarity, an underground implosion, or---as Mystara is a cellular living being some of its cells collapsed (part of its normal growing process) several cells of the Megalith collapsed due various reasons, causing the surface ones to become flooded. The whole area south of the current Black Peak-, Cruth- and Altan Tepes Mountains sank and a large section submerged in a few stages between 1750 and 1700 AC. The reason of these cells collapsing and causing the disaster are uncertain, some sages think it is an after effect of the Great Rain of Fire 3000BC, others say it is a symptom of growth or a sort of shedding.

Not only the area of the current Islands but also the current continental lands sank several hundred yards down, which is the reason so many cultures ceased to be and structures became ruins. Even as far north as today 5 Shires, Thyatis, Darokin, and Karameikos, traces of this disaster can be found.



This old painting on a slab of stone (Discovered 997AC in an old cave on Ierendi Island, now displayed in Ierendi Castle) of Makai telling the story of their heritage and the story of the great flood and the sad stone giants seeing their human friends drowned and been flooded away.

Many of Mystara's cliffs, mountains, plateaus, valleys, seas, depressions and even disasters can be explained by these biological growing processes due cells being added, or imploding upon ages/pressure/wounds, mountains being part of cell rotations and such more.

After the Great Flood (1700BC-1000BC)

In this onslaught of the Great Flood the spire rock hill was fully inundated. Many spires broke away, and much of the packed earth in between was washed out and deposited in the area around. Some of the ancient natural tunnels between the cells remained intact, yet were fully flooded, and on the surface became the Cenotes of the region. The largest one of these tunnels has an old Azcan Temple, long forgotten, right on its edge.

Being coastal residents, the ancestors of the Makai settled on the many islands as soon as the waters calmed down. Some of them created a small village in the region of the former spire rocks.

Over the next 700 years, small tribes of various refugees formed on the Ierendi Isles, living by a mix of slash and burn agriculture and fishing. They encountered each other, traded ideas, and intermarried. Eventually, they blended into a single, quarrelsome racial culture; the Makai, cooperating to survive the often harsh hurricane season of the Isles and to fight the local lizardmen. The Makai had only crude weaponry; the more successful crafters of the origin cultures had not been the ones who had to flee for their lives, ending up here.

They did discover the ancient caves all over the Ierendi region and its cave paintings first. Initially unable to translate the images they were unaware of the importance to the location. For them they only wanted to live in peace as fishermen. They refrained from damaging anything already on the island, as the pictures suggested these 'creators' were very large and assumed to be gods. Not something to trifle with, at least not according Makai traditions,

DM knowledge only; *The individual Stone Giants may have mentally evolved beyond the human resentment, the general Stone Giant do not enjoy company of humans, and given the chance will teach them their lives matter. This historic memory shared amongst the Stone Giants is also the reason why they hate undead and also fear them. Even though due their silicon-based bodies they are immune to all undead special attack forms (draining, aging, fear, alignment change, possession, etc), they are aware many also cast evil chaotic and very destructive magic they are vulnerable to. Many Stone Giants still remember the days that a god named Pax existed who made friendship between human and giant, yet the undead killed this god a few decades ago. Thus far goes the Stone Giant's recollection of the latest events.*

Unaware of them it is Pax himself who together with Thalia chose to abandon the Multiverse together with her, looking for a new level of existence beyond the Vortex, just as Grammaton had done millennia before him, leaving Odin in charge of the sphere of Thought.

Some elder Immortals believe he returned secretly from the Barrier and ascended once again as Koryis, given the great similarity between the two characters. If this is the truth or not has still to be decided, yet it was Pax who sponsored Koryis on this location of Petition to Immortality. And it is Koryis who now has taken up Pax his portfolio. Here the friends of Pax, Koryis, Thalia met, and still meet. It is here were promising candidate Mortals meet in their quest for Immortality.

The Nithian invasion (1000BC-500BC)

The Nithians easily crushed and conquered the Makai, aided by the fact that entire Makai villages simply vanished once the Nithians won their initial victories. The Malpheggi Lizardmen, who had never quite flourished here also fell to the Nithians. For five hundred years, the Makai and the Malpheggi Lizardmen were enslaved by the Nithians, turned into producers of valuable cash crops—coffee, rice, sugar, cotton, indigo, and tobacco—to be shipped back to the Nithian empire. It was from the Nithians that the arts of necromancy passed into the lore of the Malpheggi Lizardmen and the Makai. The Nithian Empires like Taymora had vampiric, lich and other undead rulers, and these continued the enslavement tradition of the Taymora. Great were the structures built by Stone Giants controlled by the Taymora, even greater these were for the Nithians. Nithian seafarers discovered the remaining landmasses of the Taymora, now large islands. Only two races lived here; primitive Makai humans and lizardmen. The Nithians easily dominated these Makai.

500BC Nithian Empire collapsed, the Nithians disappeared together with the lizardmen. The Stone Giants were finally released and moved to their own grounds. The knowledge of their Rock Spire Hill fully forgotten by most, and even if known unreachable by them, as they can't swim, nor know to build boats. The Nithian necromantic plague which destroyed the Malpheggi Lizardmen and killed many Makai was remembered as **āna make makani, the Death of Air**.

The Rise of Ierendi (500AC-today)

500AC Guided by their patron immortals, the Makai and Malpheggi rose up against their Nithian overlords in 500 BC, right as the Immortals descended on Nithia to destroy it. The Makai destroyed the local surviving Nithians. Soon thereafter the larger islands were rediscovered by the Thyatians and Alphatians. Only few evidences of ancient lizardmen culture remained, other than the legends and cave paintings of the Makai. Doubtful legends speak of the lizardmen becoming sick due the Nithians, and with the help of their Immortals wiped the Nithians away.

570AC First non-Makai settlements by 5Shires cast off. Halflings report that Ierendi was founded by criminals and outcasts from the Five Shires, although the local Makai people will regard this legend with good-natured contempt. Clan Caulker and Clan Longkeel were two of the biggest Halfling clans on the main island today called Ierendi. The Makai had made alliances with the Merrow of the Undersea.

571AC Thyatis establishes prisons on five of the main islands.

Battle of the Trap, 586AC **Kaua o ke kumakaia** (War of Traitors).

Decades later, the Thyatian Empire send three fleets and invaded Ierendi. The Makai and Hin are forced to cooperate.

As most of the Hin forces left the island colonies to help defeat the High Sheriff in the mainland, three Thyatian naval expeditions quickly and suddenly attacked by surprise the few Halfling defenders left in the islands and defeated them in the three battles known as the Battle of Ierendi, the War of Fletcher, and the Battle of the Trap, taking control of the Halflings' shipbuilding facilities and towns on the islands. The empire proclaimed the whole ten islands of the Ierendi



archipelago a province of Thyatis, sending more troops and a governor to consolidate control over them. They established a penal colony on the Ierendi island group, and construction of ships to replenish the imperial fleet was immediately started in the former Hin shipbuilding facilities on the islands.

This battle was a very large and heavy surface AND underwater battle where several races battled each other. Merrow fought together with the local Makai and the remaining Hin against the Thyatians.

DM knowledge only; *This was north of Safari Island and encompassed a battleground only half a mile southeast of Vlaad Island. Some underwater combat remains and some shipwrecks reveal this up to today (as per PC3 Sea People, yet no canon reason of this battle could be discovered, so the meager fanon was used at best).*

The Hin rebels were shocked by the Thyatian surprise attack, but despite protesting against the Thyatian emissaries they were too engaged in their own civil war to try to react directly. Some Halfling clans - such as the Caulker and the Longkeel clans - managed to flee in the interior swamps and minor islands (including the Broken Sea Islands), beginning from there a small-scale guerrilla war against the Thyatian occupants. Neither did Thyatian treachery go unopposed on the sea, where many Halfling sea merchants went pirate and began harassing Thyatian trade routes and isolated ships crossing this sea region. The Makai mostly retreated from the conflict, as to them it did not really change life, who ruled them. The people of Undersea blocked all surface trade after losing this battle.

Late 586AC Getting a little aid from the Kingdom of Darokin, the rebels were able to defeat the High Sheriff. A federal and decentralized government was established, and the new Shires took position against Thyatis in international relations (even if this opposition did not take official forms, besides piracy against Thyatian shipping which was nevertheless denied by the Shires' new government).

595-598AC General Bronicus Galbanus of the Thyatian Empire was sent in a short-lived expedition against the Atruaghin Clans' peoples of the Children of the Turtle and of the Tiger using Ierendi as a port of sail, which led to the capture of many slaves brought to the Thyatian markets, but which was ultimately repelled.

DM knowledge only; *Some of these slaves escaped and were hidden by the Makai on the Broken Islands. Seeing there the ancient statues and wooden statuettes, they assumed these were similar to their own ancestors. Staying hidden they merged with the Makai and Hin population.*

600AC Madd Creeg prisoner rebellion army takes over the main islands

602AC Monarchy formed as Mad Creeg claims all Islands as Ierendi is formed.

644AC Successive Thyatian expeditions defeated

681AC Ierendi navy at full force

700 AC For reasons known only to the Immortals, several villages of Human and/or Hin Pirates simply vanished without a trace. This disaster led to a period of religious frenzy and panic which culminated in the rise of the Pirate's Temple. This vanishing, however, was relatively small in scale, and did little to slow the growth of the population.

705AC The Merrow made new contact with the Makai and inhabitants of the Broken Sea Islands. An alliance is made and other sea races often come here to meet and trade with Minrothad merchants in friendship. This agreement was the foundation for the discontentment with the Ierendi Nobility.

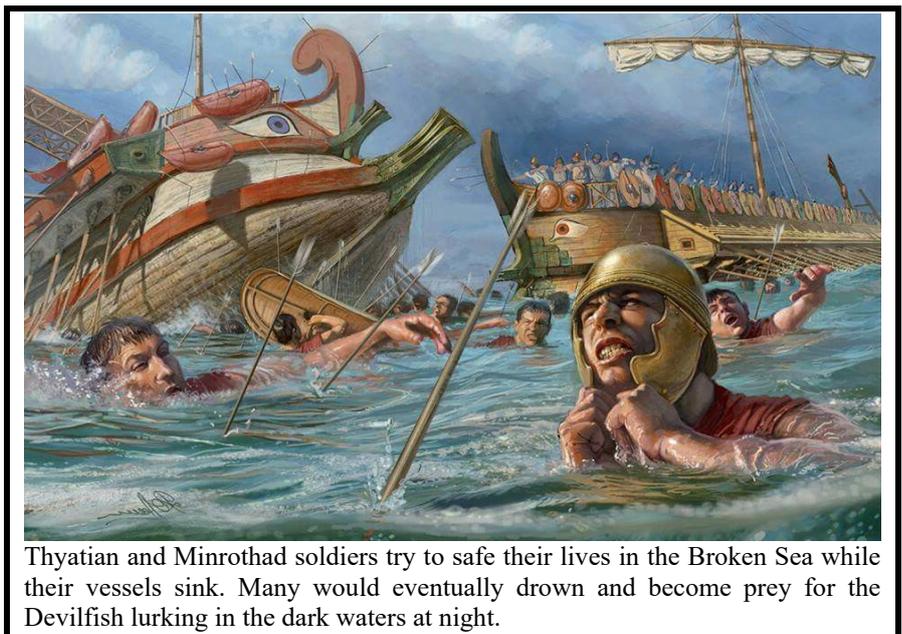
King Willem tried to distract the people's attention by opening a renewed season of piratical raids mostly directed against the Minrothad Guilds, whose competition in sea trade had increased during the Terror and had by now overcome the kingdom's trading influence. This revealed to be an hazardous choice, because the Minrothad fleet had improved its size and quality in the past decades, and responded to the Ierendi privateering raids with an ultimatum and then with war in 772AC.

Battle of Chaos 772-775AC Kaua o ka lanakila (War of conquest)

Named because it was a fierce revolution of Minrothad merchants, Thyatians, the Shires, and Makai against the nobility which ended the age of Ierendi monarchy and the nobility houses fell, or transformed. Minrothaddian diplomacy was also able to bring into the fray the Darokinian Duchy of Malpheggi, whose coastal towns of Athenos and Tenobar hosted a sizeable minority of Ierendi exiles who had fled the kingdom during the Forty Years' Terror.

The war saw some initial success of Ierendi on the sea, but in 774AC some of the coastal Traladaran states and the Five Shires entered the war on Minrothaddian side in order to inflict a decisive blow to the

Ierendi pirates. Despite losses and some defeats, this blow did not come - but neither could the kingdom continue such a war against all its neighboring nations.



Thyatian and Minrothad soldiers try to save their lives in the Broken Sea while their vessels sink. Many would eventually drown and become prey for the Devilfish lurking in the dark waters at night.

Vlaad, a famous general of the Ierendi army was confronted with the final battle vs. Minrothad north of the Broken Sea. He learned of the peace ideologies on one of the island followed by the Makai. And soon thereafter he had powerful visions of a possible peace. This general Vlaad from the Vlaad family of Fletcher Island (where the family name is still existent and heralded by the village with the same name) broke the chain of violence. In his visions this war could not be won by either side, and while Ierendi lost many battles elsewhere in this war, he stepped forth politically and did something extraordinary; he announced a peace, thus making the location suitable for settling a peace Treaty on the largest of the islands of the Broken Sea. This island was located conveniently between the battling forces, and its many victims, both underwater, on the surface and even on the larger islands. As the steering commanders of the forces were available here, the peace treaty was made on **Lā ki'eki'e pōhaku mokupuni**, of the Broken Sea Islands. And with the treaty the whole region stopped battling.

DM knowledge only; Northwest of the Broken Sea several severe battles were fought. Locally many fought against each other and even amongst each other under the influence of the Black Ray fish artifact of the Devilfish. This was hence called the Battle of Chaos. The onslaught here was more violent than anywhere else, and many on either side lost their lives and vessels here. The sea became riddled with shipwrecks between and around the dangerous rocks and Broken Sea Islands. Unknown to any this chaotic violence was incited by the Devilfish with their evil artifact. General Vlaad, being in love with a local Makai of the island, became attuned to the Artifact of Pax, and hence was inclined to stop the war.

King Willem had to come to terms in this Peace of Vlaad: Ierendi had to stop sponsoring piracy against the other nations, to cede a few minor northern islets to the Five Shires, and had to pay reparations for the damage done to their shipping in the first half of the war.

Ierendi had suffered its first, effective defeat, which would prove fatal to the King's and the Council's political position at home. With the peace a new era was entered by the mutual forces in the region.

Slavery was also abolished during those events and since 775AC the station of King and Queen has ceased to be hereditary.

DM Knowledge only; Also mentioned on the fan maps History of Ierendi and Minrothad 03; 5th -6th centuries and 04; 7th-8th centuries where the Viledel, Muldair Rock, and the Broken Sea Islands (amongst others more west) ceded to the Five Shires with the Peace of Vlaad in 775AC... **Lā ki'eki'e pōhaku mokupuni** was, renamed after General Vlaad... since 778AC as; **Vlaad Island**, to commemorate this day and a peace symbol between the nations.

Mixing Canon and fanon together we can assume the following:

To the Shires owning these rocks is not very important, yet owning and controlling the sea in between these rocky islands and the continent would be of great Importance.

To the Ierendi, having a peaceful nation controlling their northern border would ease down tensions in that direction, thus enabling them to better control to Minrothad, which was a strong opponent. Since this date there is an 'political peace' amongst these nations. And although tensions would certainly endured much longer after the Treaty, and up to today (1000AC), there was a relative peace.

The Island in the Broken Sea has since that day in itself become a sort of neutral ground where all races are welcome if peacefully.

The later political significance in the Battle of the Trap of 586AC vs. Thyatis, and the peace treaty vs. Minrothad in the Treaty of Vlaad in 775AC, is made clear. The many wrecks and materials of the underwater races are proof to these old conflicts, affecting life even beneath the waves.

This area became a good place to make contact with the undersea races when needed.

DM Knowledge only; As this is in the nearby past and future A DM might adjust these dates to fit its own campaign. It is however best to keep the general timeline progression intact.



The only picture of the Guardian (centre) and General Vlaad (left seated) with Thyatian (background), Hin (at the table with Vlaad), Minrothad (left of Guardian) and several Ierendi (seated right) Dignitaries and King Willem (bowed head right) made by a local artist.

Recent History

995 AC An unknown mage was attracted by his or her divinations to the magic of the area. As long distance divinations rarely reveal exact locations of magical items or locations, serious research was required.

998 AC The mage finished creating a secret base of operations under the guise of a lighthouse warning the local vessels and made an agreement with the underwater races.

999 AC An agreement between the Devilfish and the gullible mage resulted in the betrayal of the underwater races, the theft of the Obsidian Dodo, and eventually several battles in and around the lighthouse tower, and finally the retreat of the mage by Teleportation or his death. The mage was never heard from again. The Alabaster Dodo is moved by the Devilfish towards their town in the deep abyss. At the same time the Black Obsidian Rayfish is slowly moved up

1004-1009 AC The increasing influence of the Obsidian Rayfish and the decreasing influence of the Alabaster Dodo can be felt in the area as violence increases. At the same time several Immortals compete with each other globally, causing this action to become almost unnoticed.

Ierendi is the place to go if you want 'traditional Makai art' or other kinds of art; the local Hin and their slaves pump out paintings, sculpture, clothing, headdresses, etc., using local materials for sale to tourists (rare) and merchants who will sell it in other nations (much more common). In the whole nation there are several workshops. They are also noted for making super-soft mattresses stuffed with the feathers of local birds; these fetch a very high price (100-250 gp per 1 person mattress). The only mattress being softer is filled with Owlbear down.

Halflings officially report that Ierendi was founded by criminals and outcasts from the Five Shires on 570AC, although the local Makai people will regard this legend with good-natured contempt

1011 AC The Alabaster Dodo has reached the town of the Devilfish. The Obsidian Rayfish is now halfway the long tunnel up. Mulgore Loberlin discovers something is wrong in the area and starts to investigate.

The Future

In 1012AC Ludwig von Hendricks alias Baron Black Eagle was discovered to be the leader of the criminal organization Iron Ring and the one who was hiring pirates from Ierendi and the Minrothad Guilds.

This event almost lead the Kingdom of Ierendi to be at war with the then newly formed Kingdom of Karameikos. Diplomatic relations ended causing an economic downfall on Ierendi. The Ierendi economy stabilized itself with the re-legalization of slavery (filling in the economic gap the disintegration of the Iron Ring left behind).

The last 237 years (since 778AC) the Broken Sea was a reasonable peaceful, idyllic little paradise until the arrival of the mage at the lighthouse in 995AC changed everything.

This year some unknown Devil Swine arrived on Shipwreck Island, and teamed up with the Devilfish to stir up conflict between the land & sea peoples, and also to eat some dodos. The Artifacts Dodo turning power already diminished due the distance is held only active on Vlaad Island due the presence of the Ke Kahu.

At the same time refugees and escaped slaves flee all over the Ierendi Islands, and some reach the Broken Sea. Ierendi will soon discover where their slaves went (Karameikos, Minrothad, 5 Shires or further away), and tension between these nations is on the rise. Especially Hin pirates more regularly attack Ierendi vessels.

At the same time a large Dragon Turtle(Kaniwass) threatens the area northwest of Safari Island and is thought to be responsible for the recent disappearance of many vessels.

Many undead wander ashore on the beaches of the islands and even Safari Island, threatening the local populace.

The amount of disturbances in the Undersea has increased, probably incited by the Devilfish, and tensions between undersea, and the surface nations become increasingly negative darkness at night that makes everything unfriendly and threatening, and fogbanks around new moon, seem to indicate this is only the beginning.

Mulgore Loberlin, a Hin Pirate on the Path of Immortality sticks up her head and tries to do what has to be done. Sailing her vessel through the Broken Se, she now knows what the problem is. She is going to learn all that what happened, and what has to be done to restore the balance; return the Alabaster Dodo, and destroy the Obsidian Rayfish, and doing so in the increased chaotic environment with lots of oppositions. It is unknown to her that the task she does is in fact used as her path to Immortality.

Races of the Broken Sea Island group

Makai

Actual translation; **Merrow** and **Man**. To the Makai the difference is only minor. Hence in the Makai language the pronunciation gives the only difference.

The Makai have reddish-brown complexions and dark hair and dark eyes. Traditionally, they lived through a mix of hunting and fishing with some horticulture. However, the traditional Makai way of life has largely ceased to exist. Today, the Makai are either slaves or else have assimilated to the Ierendi way of life...keeping in mind that a fair amount of the Ierendi way of life is derived from Makai customs.

Given the nature of the Makai religion, which is very animistic and based on the respect for nature and the ancestors, Djaea, Protius and Nyx have been chosen as the best patrons for the Makai shamans and druids. Indeed the Makai worship Djaea Mother Nature as the embodiment of seasons and the earth, Protius as the Old Man of the Sea as the embodiment of seas, rainfall and all that comes from the sea (including seafood and pearls), while Nyx is considered the patroness of death, night and the dead, although she is not seen as a negative force, rather an inevitable one. Many Makai also know of Pax as being an Immortal in the past, yet do no longer follow this Immortal in their Pantheon, Koryis, another Immortal of Peace is a part of the Pantheon, and albeit of minor impact is considered very important, especially on the Broken Sea Island group

Native Makai in upland and rainforest regions, and on smaller isolated islands, continue to live in a self-sufficient tribal existence, trading occasionally for metal weapons or other civilized luxuries. Coins are of little value here; barter is the standard of exchange, and this includes deeds and actions, as well as articles of use.

Merrow were the first sentient life the Makai discovered and were labeled as He mea o malalo nalu , later they grew the thought that the Merrow were their ancestors who drowned, hence the similarity between the names. They were and still are in good relation to the Makai, and later also with the Ierendi. Merrow tribes are traditionally stable and peace loving, practicing herd raiding, and Merrow dolphin riders are swift and skillful in conflicts with other raiding parties and menacing sea-monsters, they are respectful to territorial rights and immortals. They live in tribes of 50-100 in an area of several thousand square miles a year.

Trade between the Makai and the Merrow (Ornaments and specially glazed and fired earthenware for coral and rare substances from sea creatures. In return for protection of sacred Merrow underwater shrines from pirate plunder, they keep the Makai and Ierendi navy informed of the appearance of strange fleets in the oceans. Merrow Dolphin riders are employed as scouts in the Ierendi navy, and allied Merrow cavalry units have fought beside the Ierendi fleets in a number of historic engagements. Some Merrow cultures are often prone to periods of war between each other or other underwater races.

Makai and Merrow use mostly the Makai language in communication, yet (as many Merrow more often speak Thyatian Common) and Makai also know that language, use Thyatian instead. The old members of each race refrain from these change in habits, and show their contempt to the younger members openly.

The Merrow living in the underwater part of the village or in the region, are regularly plundering the wrecks found in the region, using these as a means to acquire metal (weapons). They are the ones who come most in contact with the Undead and Devilfish.

Pōhaku ‘ōlapa

Translation; **Pōhaku ‘ōlapa=Stone Giant**. Although no longer part of the culture, the Makai greatly honor the large stone members of their tribes over the ages. All Makai share this knowledge. And all Makai, know at least a minor set of words in the Stone Giant Language, and more of them do really speak the language fully, than in any other culture. Other cultures are still dumbfounded by this tradition, until they received the explanation of the cave paintings and shared heritage.

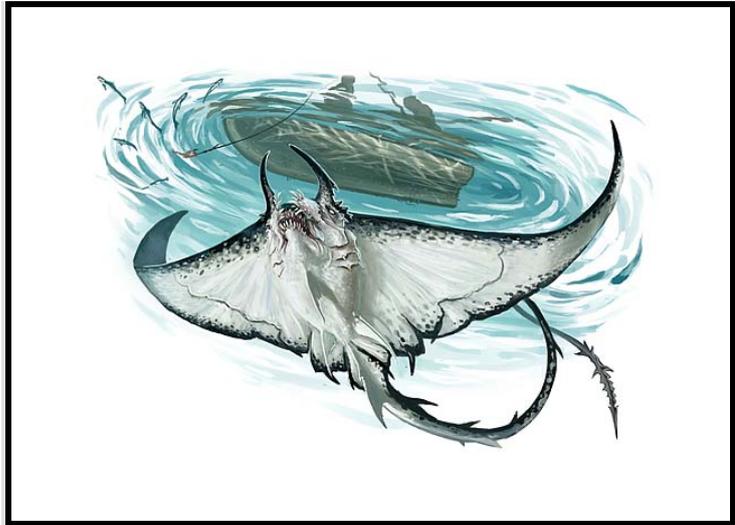
Meeting a Stone Giant results in great awe and respect, using whatever words, signs and behavior they know to reflect this feeling. A Makai will rarely (circumstances withstanding) attack a Stone Giant, and Stone Giants never initiate any attack at all (except in self-defense or retaliation on recent attacks).

The island still bears the signs of their mutual existence, cooperation and history. There are still several spires resembling perished/petrified Stone Giants, and these are treated with the same respect as when they were still alive. As such the hatching chambers of the old cave are rarely entered, let alone been disturbed. Those disturbing these locations, attacking a Stone Giant, will be told of their errors as often as possible, while also exposing them to more exclusion from the tribe. If still ignored the Ke Kahu may decide to activate the Alabaster Dodo and turn the violators into Dodo's.

Humuhumunukunuku‘āpua‘a

Translation; **Humuhumunukunuku‘āpua‘a** = Devilfish

This Rayfish, has a thick skin to withstand the pressure of the great depths of the sea. Makai descriptions of the creatures says that the fish when captured, and suffocating on the shore makes noises like the grunting of a hog, and its tilted face resembles a hog too. The locals must have captured several of these evil fish and surely know their general intent (slay all that is not as them), yet are unaware of details. They would know that the Devilfish are sentient, clerical, following an unknown Immortal named Saasskas, live in the Deep, are unable to breath on land, are harmed by the sun, and them being responsible for the creation of the many Undead in the region.



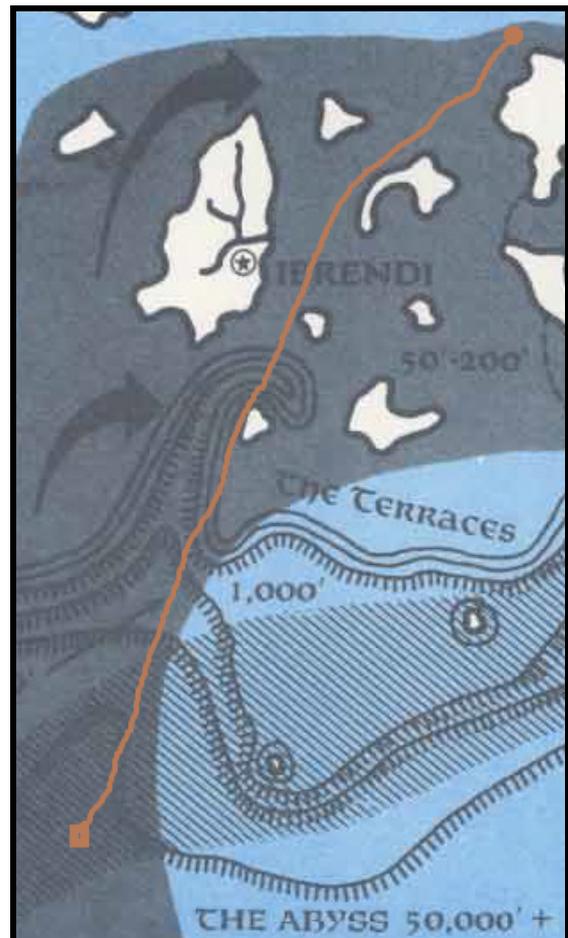
They live in “**Heiau kahiko kō i ka Humuhumunukunuku‘āpua‘a**”, translated; “**Old Temple of the Devil Fish**”, which in effect became a small village to the 100 to 200 Devilfish. Half of these live outside the temple in 20 to 30 feet long and 5’ wide caves dug by the **Make hele wāwae**.

DM Knowledge only; *When the Devilfish discovered the long tunnel to the surface created by the Burrower, ending next to an Azcan Entropic Temple, they were initially delighted, yet they greatly disliked the sun, and weird magic on the surface that caused them to transform into Dodo’s when attacking some surface dweller, and then drown as Dodo’s can’t swim. Underwater they are only affected by the terrible sun.*

The Devilfish here are equal as described here ([MMMMC Animals](#) pages 328 to 335), yet due the use of the remnants of the Great Burrower and its knowledge, they do NOT use Forest Rays, and rely fully on Undead.

At the end of the very long (over 540 miles) and very deep tunnel (over 50.000 feet depth) dug by the Great Burrower 4000+ years ago they created a large town of Devilfish within the broken and crushed remains of the Burrower and the end of the Tunnel itself.

*Deep in the Abyss there are several structures of a similar architecture, including a temple copied by the devilfish, as the **Heiau kahiko kō i ka Humuhumunukunuku‘āpua‘a**, yet this one is 7 times larger, and build with the use of the many undead they created. This temple-town consists of 50% parts of the dead Burrower. Within this main temple lay the artifact Obsidian Rayfish of Saasskas before it was transported very slowly up.*



Make hele wāwae

Make hele wāwae (undead, literally; **Dead walking**. There are many undead in the waters of the Broken Sea. Most of them are drowned soldiers or other victims of the wars in this region animated into undead by the Devilfish using their magics.

The Makai desire to treat them with respect, as being dead, yet when you see a someone long dead attacking your loved ones, especially if the undead is someone who you put to its eternal rest in the Broken Sea, you will become confused and angry at the same time.

Makai exposed to a recently died person, bring it to the shrine of Koryis and lay it in the large stone tub there until it rises in a few days and then sinks again due gasses leaving the body (as this is consecrated ground dead will not become undead here). Meanwhile they adorn a small fragile leaf canoe with flowers, then, lay the deceased friend or family member in it. And then push it out into the sea. The fragile boat will sink in 2d4 turns and the body will sink to the bottom. The viewed distance is seen traditionally as how far the former person wants to be away from the living. Especially due the undead this distance can be seen in a positive and negative light; as trying to protect the living from itself by being far away, or disliking the living and desiring to be far away, or remaining close to their loved ones, or close to their prey. The notice of Devilfish during these ‘burial’ ceremonies are seen as a bad omen to the body, and lets say, mostly they are. Makai Clerics (Kahuna) able to cast spells like Ceremony Burial and Consecrate Body will do so to enhance the period the body remains untouched.



DM Knowledge only; All *Undead* are labeled by the Makai as **Make hele wāwae**, even if they are of *underwater* races. Several variants do exist; yet mostly the ones found wandering underwater, or on the shores are almost all created by the Devilfish.

All these undead can be found in [MMMC Undead](#) on the page number listed and were created of those unhappy soldiers, seamen losing their lives in the various wars fought here, or even buried locals.

Animated; Skeleton (1135), Skeletal Warrior (1144), Skeleton Monster (1135), Skeleton Animal (1135), Zombie (1154), Zombie Monster (1154), Zombie Animal (1154), Crawling Claws (1160).

About 30 Topis (1161-1162) are found on Crushing Rock, and attack all on sight with blowguns (Ghoul paralysis poison) or tossed weapons (Dagger, Bola, Knife) or tossed objects (sharp=+1d3 damage).

Undead without sentience (as most animated undead here are), cannot be transformed into Dodo's by the continuous magical effect. Sentient “free-willed” undead however can, and they thus refrain from attacking any on the surface, until aware they are no longer affected. They do build traps though, and underwater they are unaffected as well.

“**Free-willed**”; Ghoul (1177), Lacedon (1180). Ghoul Fish (1187), Juju-Zombie (1188), Zombie Lord (1189), Sea Zombie (1190), Velya (1302) and Wight (1197).

7 Mesmers (1211 to 1213) live in the shaft pit of the Devilfish at various depths and function as guards, 3 Tuyewera's (1191) wander around Crushing Rock since being created, and a large percentage of the Devilfish are also undead.

Ke hono mo'ō kiha inoa Kaniwass

Ke hono mo'ō kiha inoa Kaniwass = the Dragon Turtle Kaniwass

The Dragon Turtle Kaniwass might not be as powerful as Thundara as per [Bruce Heard's Dragon Kingdoms](#) yet would be a serious thorn in her side. Due this, Thundara might be helpful in Loberlin's quest to disposing this bad dragon turtle, if communicating with her, yet prefers some distance, as she knows how powerful the dragon turtle is close to the surface.

Kaniwass is not be able to fly like other dragon species, it is invulnerable to pressure, and if confronted with attacks dives down to evade these (often letting the Devilfish and undead resolve any pursuers. Kaniwass is 240 years of age in 1010, and due this age combined with the magics of the Devilfish it grew 6HD stronger than the Rules Cyclopedia statistics gives,. This affects Hp, the damage of the Breath weapon and physical attacks. It can pull a galleon underwater with reasonable ease (and has done so often, to feed on the contents). And when getting hold of a Dragon, that dragon will be lost underwater (as it can't fly, cast spells, is hindered by the water in physical attacks by -4, or use its dragon breath to full effect (range x50%, gas goes up =damage 25%, fire extinguishes produces only heat=damage 10%, acid is diluted=damage 25%, frost is diluted and goes up=damage 25%, electricity becomes a sphere of 20%=damage 50%, and no continuous dragon breath effects.). The many dragon remains around the Deep Cenote are proof of this. Outside the Dragon Turtles lair several dragon skeletons lie around of those dragons that tried to subdue it, and failed.



The Devilfish have tried to use their magics on the Dragon remains Kaniwass left behind after battling Dragons to create powerful flying undead allies, yet they are unable to discover how this is done.

Depending on the DM; Even when they eventually succeed, only one skeleton or zombie dragon can be created; see statistics of these new undead [MMMC Undead](#) pages 1150-1151 and 1172-1175 respectively.

DM Knowledge only; *Kaniwass originates from Dragon Nation of [Artelenta](#) close to the Ochalean south coast, and was threatened by Arentela's local dragons due betraying the workings of Arentela's silvery dome to foreigners. Thus forced to abandon its lair and offspring, he followed the currents deep and high and arrived several decades later in the Broken Sea. This fertile hunting ground gave great defensive measures and even a new lair.*

The old Azcan Temple from before the Taymoran era was the place Kaniwass decided to create its lair in 970AC, yet he was enthralled by the Devilfish residing there to build its lair nearby instead and use the Deep Cenote as a conduit, and become their evil guardian. Unknown to itself, it is still firmly under control by the Devilfish, and even if freed, he would probably stay in this promising endeavor, far away of his enemies. He is aware of the magical enhancements the Devilfish performed on him with the use of the Obsidian Rayfish, and he enjoys these.

Kaniwass is 35% in its lair asleep, 20% awake, 25% roaming the area for food and treasure, 20% chance in the Deep Cenote traveling up or down. This will take 7 days of travel under the influence of Fast Swim (Haste) spells. It will thus never be longer away than 15 days. Beyond the [normal spells](#) Kaniwass uses specific Dragon spells (Dragon Magazine; 218, 230, 248, 272, [AD&D2 Draconomicon](#)) make it very hard to rob its hoard. The DM can use his own ideas on this, and thus replace spells from the normal Spell Roll as per AC10 card. The Dragon would have several spells as listed in the next statistics table, yet never anything fire, air or matter based and is unable to take another form (including Invisibility), nor magically Teleport due the Devilfish magics., so when these come up on the shift table, replace these with a dragon spell from the mentioned sources. Kaniwass does know how to speak multiple languages, yet prefers to play ignorant and let the opponents do their tricks.

If using [Armor Value rules](#); Due its massive enhanced shield, the creature has a corporeal Armor Value of 12!, and other exposed parts (Head, Tail, Limbs) of 6.If not using Armor Value decrease the Armor Class by another 5.Armorr Value is explained in the Dawn of the Emperors boxed set.

The following Generic information on Dragon Turtles is placed here for the DM's convenience, the table presented holds the enhanced statistics for Kaniwass, not a generic Dragon Turtle.

Dragon Turtle* (Draco Chelonias)

Dragon	Kaniwass, Dragon Turtle*
Type	Dragonkin
Climate	(Sub)tropical and temperate
Terrain	Fresh and salt water
Frequency	Rare
Organization	Solitary or family
Activity Cycle	any
Diet	Carnivore
AL	C(1% Good, 90% Neutral, 9% Evil) =CE
NA	0(1) (unique)
Length	40 yard=120'
Diameter shield	30 yard=90'
ST	3d6+3=20+6=26 =>+7THAC0/DM
IN	1d8+2=9
WI	1d8+4=11
DX	3d6=8
CO	3d6=18
CH	3d6-2=7
Languages	Draconic, Ierendi, Thyatian, Dragon Turtle, Makai, Minroth, Devilfish
Spellcaster Limits;	na
Overgrown Adult (240 years)	
AC	-2
AV	Shell 12, other 6
HD	36*
HP	36d8= 216
MV	30'/10'
SW	SW 90'/30' (regularly uses Fas Swim Spell 360'-120')
Load	4600 full speed 8200 half speed
THAC0	-5
Attacks	1 bite
Damage	(1d6x10)+7
Attacks	2 claws
Damage	1d8+7 each + disorientation to large or smaller within 20'
Special Attacks	Capsize ships, Pull ships Down, spells
	Steam Breath cloud
Breath dimensions	60' x 40' x40'
Special Defenses;	Infravision 60'
Immune to;	Charm, Hold, Illusion, Discord, Sleep, Insanity, Febblemind, etc. Pressure damage
Extra Vulnerable to;	Cold
Activity	35% asleep in lair, 20% awake in lair, 25% hunting, 20% deep down
Spells;	5x1st, 5x2nd, 4x3rd, 3x4th, 2x5th
Spell roll;	As per AC10 shift card 4d8+3
AM	5%
Save as;	F30
ML	6
XP	9000
TT	Hx5
Body Weight	119.000 LBS

Physical Description

Dragon turtles are a aeons old magical crossbreed of a Black Dragon and a giant turtle. They have the head, limbs, and tail of a great dragon and the hard shell of a turtle. Dragon turtles are so large that sailors have landed on ones floating on the surface, mistaking them for small islands. These creatures usually live in the depths of great oceans and seas, seldom surfacing or approaching land.

Dragon turtles are one of the most beautiful, awesome, and feared creatures of the water. With their deadly jaws and breath weapon, and their penchant for capsizing ships, Dragon turtles are dreaded by mariners on large bodies of water, both fresh and salt.

When a Dragon turtle surfaces, it is sometimes mistaken for the reflection of the sun or moon on the water. Its most notorious feature is its enormous, armoured, and spiked shell that covers the bulk of its body, serving as a defence mechanism, a ship capsizer, and a cosy cave to hide in. The shell builds up centuries of barnacles, seaweed, and algae,

complete with tiny crabs and critters crawling around, and are ideal for disguise. Wingless, sea dragons can withdraw their necks, tail, and flipper-like claws into their shell and become nearly indistinguishable from their seabed surroundings. From the depths of its shell, a camouflaged Dragon Turtle likes to peer out with gleaming yellow eyes, watching for the shadows of ships to cross its path. The turtle's rough, deep green shell is much the same color as the deep water the monster favours, and the silver highlights that line the shell are patterned like light dancing on open water. The turtle's legs and tail are of a lighter green, and they are flecked with golden highlights. A finned crest propped by sharp barbs runs down the back of its draconic head, snaking neck, and tapering tail.

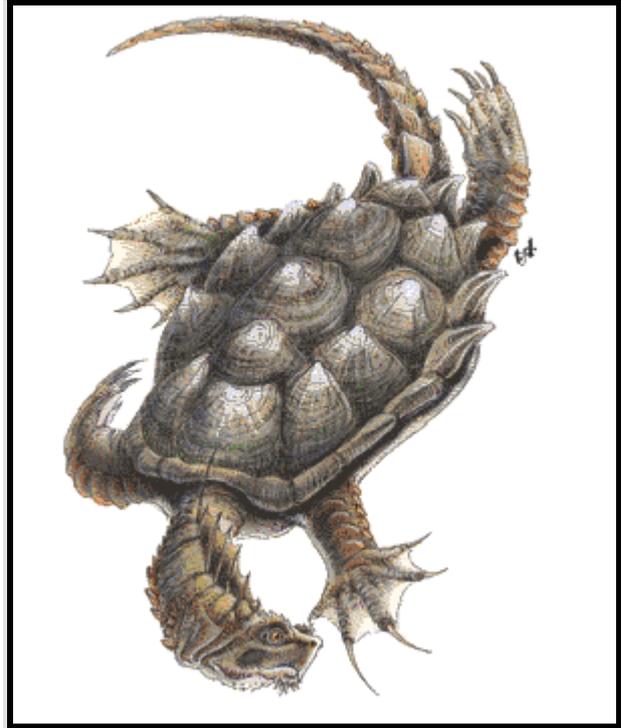
This crest is deceptively tinged with pink, orange, or other color mimicking a coral reef if spotted from the surface. The coloration of the creature's head is similar to the legs and tail. The scales of a Dragon Turtle are a striated, multihued pattern of tarnished gold, murky green, and black.

Dragon Turtles can't Breathe underwater unless using magic (which they often do). Instead they can hold their breath ridiculously long up to 1 day per HD, as long they don't use their breath weapon. When this happens their time is reduced to Hours instead. Dragon Turtles can sustain the pressures of the deep, without sustaining damage or hinder, yet do not really like it. Dragon Turtles in their Sleep phase (without any action) do not breathe and are in a sort of hibernation, like Toads do, and thus can stay underwater until awakening, after which the above hold breath rules apply.

A Dragon Turtle's head and paws varies upon each individual, like the roughness of the shield. However, it wavers between a more Dragon appearance to a more Turtle appearance. A Dragon turtle's shell can reach to 30 yard in diameter, and an adult turtle can measure over 40 yard from its snout to the tip of its tail. Dragon turtles speak their own highly-developed language.

The jaws of a Dragon Turtle contain a thick forest of crooked, dagger-like teeth, similar in design to a shark's. When it speaks, fish pour from its mouth. Its neck is long and sinewy, capable of lashing out swiftly from its shell and withdrawing just as fast with a reach of 30 feet. A Dragon turtle's large, paddle-like flippers and powerful tail enable it to swim swiftly despite its cumbersome shell. Its wide flippers end in barbed talons made for vicious shredding as well as digging in the sand. A mere swish of its immense tail can cause potent whirlpools, disorienting for 2d3 rounds and drowning hapless swimmers (con check each round or apply drown rules).

Dragon Turtles still follow the Ceremony of Sublimation, although many compete regularly with surface dragons that they see as weaklings.



Combat:

Though Dragon turtles may be mistaken for the pleasant sight of light glinting off of water, that illusion is never maintained for long. Dragon turtles are fierce fighters and will generally attack any creature that threatens its territory or presents itself as a potential meal. In combat, Dragon turtles will usually (90%) attack with their formidable claws and teeth first. Its shell provides the turtle with excellent protection, though once the Dragon turtle strikes a victim, it rarely needs to rely upon this safeguard. The hull points damage of a Dragon Turtle to a vessel is equal to normal hit points to creatures.

The Dragon turtle's shell also provides the creature with a weapon to attack ships that foolishly pass through its territory uninvited. Sinking as deep as necessary, the Dragon turtle will wait for the ship to pass over it and then rise up underneath the vessel, using all of its considerable bulk to capsize the unlucky target. Ships with a size equal or lower than the creatures HD-10' in length will be capsized by this attack 95% of the time, vessels from up to double the creatures HD long will be capsized 50% of the time, and ships greater than double the creatures' HD in feet will be capsized 20% of the time. Ships not capsized will sustain some hull damage that is equal to the HD of the Dragon minus the complete Armor Value of the vessel. A Dragon turtle can also grab a vessel and pull it downward. Vessels larger than a Dragon Turtle, or smaller vessels having an unused load of more than the weight of the Dragon can't be cause to sink, yet will sustain bite damage on its hull. All others will be drawn down and suffer 3d6 hull points damage by taking on water for each round until the vessel sinks.

In combat, when neither its bite nor its capsizing attack is enough to defeat an enemy, the dragon turtle is able to use a breath weapon just like a dragon. It can breathe a cloud of scalding steam. This breath weapon does damage like a dragon's breath weapon, inflicting hit points of damage equal to the current hit points of the dragon turtle, and characters or creatures making a saving throw vs. breath weapon take half damage. Like true Dragons, Dragon turtles can use this deadly breath weapon three times a day (or if you use enhanced Dragon rules each 5th round as often per 24 hours as they have constitution). They can't diminish its power like dragons and can't breathe the two rounds directly after using its breath weapon.

Using the Increased Dragon attacks method: the Dragon Turtle can use its breath weapon any 3rd round.

And the cloud of hot steam might linger (if there is no wind) for up to 1 round per 10 hp (round up) initial damage capability (which is the Dragon turtles' current hp). Lingering steam causes 1d8 hp each round (each round save halves, immunity to heat ignores).

If used underwater the steam does not linger, yet the water temperature rises so that any creature in the Dragon Breath area for 6 rounds suffers 1d8x2, 1d6x2, 1d4x2, 1d8, 1d6, 1d4 damage each round respectively; a save each round halves this damage and immunity to heat ignores).

Any Cold (like Ice Storm, Control Temperature, Control Weather) will be able to stop any lingering breath weapon attacks of a Dragon Turtle instantly. If the water is generally colder than average decrease the time lingering by 3 rounds (ignore the first 3 damage rounds given above).

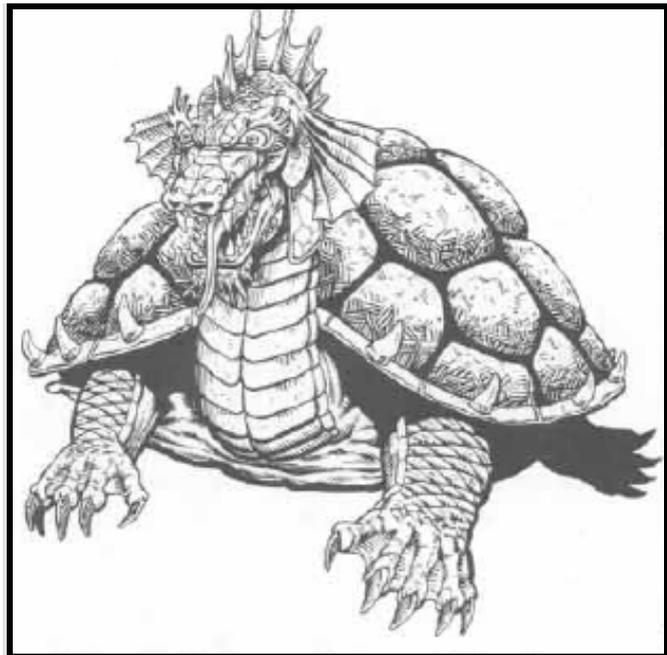
Habitat/Society:

Dragon turtles are extremely solitary creatures. Large, desolate sea caves and secret underground caverns that can be accessed only through the water are their favourite lairs. These lairs are difficult to find, but adventurers locating a Dragon turtle's cave will find it filled with treasures of all types. The turtle gathers this treasure, which it will protect to the death, from the ships sunk in its territory.

A Dragon turtle's territory is well-defined and may cover as much as fifty square miles of open water. Other Dragon turtles are allowed into this area only during mating season, though turtles of the same sex will always fight to the death upon meeting. It is this hostility toward their own kind that keeps the number of Dragon turtles relatively low.

Mariners of any experience recognize the territorial claims of Dragon turtles and will often make extravagant tributes to the turtle controlling areas necessary for safe and speedy trade.

Dragon turtles live in great caverns on the bottom of the deepest oceans, where they keep the treasures of sunken ships. On occasion, they will rise under ships, attempting to overturn them and devour the occupants.



Dragon Turtles have a particularly nasty disposition, even for dragons, caring for nothing and no one but themselves. Self-preservation trumps any loyalties or promises, even to the gods. Indignant, selfish, and evil through and through, they take pleasure in torture and terror when presented with the opportunity, but they are generally too lazy to embark on large-scale conquest. With the rare exception Dragon turtles prefer napping away an age or two to ruling a fleeting civilization sea elves, who are no more than scaleless fish to them. Younger Dragon Turtles have more zest for marauding and love nothing more than terrorizing shipping lanes. Once a Dragon Turtle reaches adult age and is thoroughly irritated with everyone and everything it has ever encountered, it tends to grow more and more reclusive, migrating to deeper waters and wishing only to be left alone.

Every century or so, however, a Dragon Turtle may grow curious and take a prisoner, preferably an elf elder or sea mage, for the purpose of learning about events of the world that it missed during hibernation. Dragon turtles are capable of inhaling great breaths of air at the surface, exhaling it later in sea caves to create air pockets that serve as interrogation chambers for such captives. Dragon Turtles revel in brute force and use of their breath weapon in a confrontation, as the dragon knows nothing in the sea can withstand its raw power and super-heated steam breath.

They tend to use their magic sparingly, usually to charm sea captains or hinder swift-swimming sea elves fleeing for their lives. If a Dragon Turtle finds itself on the losing end of a battle, its strong survival instinct takes over—it will flee in favor of fighting to the death, vanishing into the deep.

Dragon Turtle mating are few and far between, due to the dragons' long hibernation periods and reclusive natures. A Dragon Turtle may notice signs of other sea dragons when it hunts and, on the rare occasion it finds one, a brief and tempestuous mating may occur. Because locating another Dragon Turtle is difficult, it sometimes settles for a green or black dragon mate, which produces the a half-breed dragon of the other parents breed without wings, but with both parents breath weapons, and water breathing.

A Dragon Turtle wyrmling must learn quickly how to survive, for the mother cares little for its fate once hatched. A wyrmling's particularly ornery nature leads it to clash with the guardians inhabiting its mother's territory, such as sharks and giant squid. As a result, the strongest wyrmlings survive and grow quickly, the region full of challenges and bounty. The exhausted Dragon Turtle mother is only too relieved when the young finally swim off in search of shallow waters and ships, never to be seen again.

Note: Dragon turtles are extremely powerful creatures that should not be used unless the player characters are of very high level.

Ecology:

Dragon turtles are carnivorous and will eat almost any creature, including humans or other Dragon turtles, to satisfy their voracious appetite. Large fish seem to be the preferred food for Dragon turtles, and the turtles can often be found lurking in the weeds and muck at the bottom of a lake or sea waiting for fish to pass. In particularly poor years for fish, Dragon turtles have been known to use their breath weapon to kill large groups of sea birds that stray too close to the water for food.



Conflict often arises between Dragon turtles and the many intelligent aquatic races, like the Sharkkin Merrow, Kna because of competition for ideal lairs. Like many of their land-based relatives, Dragon turtles are considered treacherous and selfish by all creatures that share their domain.

Dragon turtle shells make outstanding shields and armor. Because of the shell's strength and natural resistance to the Dragon turtle's own breath weapon, armor or a shield made out of this material gains +1 to its defensive rating. The shield or armor will also save as an item against destruction by fire or steam-based attacks at +4.

Dragon Turtles have the capacity to hibernate for decades. When they awaken, they are always hungry. A typical Dragon Turtle Dragon Circle Sleep phase happens once or twice per century, and when awakening it embarks on a rampage of destruction and hunger like most dragons. Swimming skyward in search of ship and sail, the Dragon Turtle indulges in a feeding frenzy that can last for weeks, even months. The creature terrorizes and capsizes any sea vessel that crosses its path, afterwards using the remnants of the ship's hull to cart treasures from the surface world back to its lair.

Dragon Turtles lurk in any of Mystara's oceans, though most prefer the warmer waters. Older sea dragons' lairs are chosen from the deepest places in the world—far-reaching sea trenches that plummet beyond the depths of the ocean floor, abysmal craters and sinkholes, or the bases of underwater volcanoes where the Dragon Turtle can nestle in the heat. Smaller, younger sea dragons who hunt more frequently might choose the hulls of sunken ships in shallower waters and reefs.

Dragon Turtles surround their lairs with schools of sharks, electric eels, manta rays, poisonous sea snakes, giant squid, giant crayfish and crabs, men-of-war, and other marine menaces. These creatures are mostly at the Dragon Turtle's command, guarding its treasure hoard in its absence and serving as a deterrent for those who might disturb its precious slumber. They also serve as an easy snack. Faced with an army of opponents, a Dragon Turtle can summon hordes of these creatures to its side.

Dragon turtles rarely interact with anyone. Most detested are sea elves, children of the sea, and other benevolent sea-dwellers, who the Dragon Turtle enjoys tormenting before eating. Colonies of larger marine races, such as sea giants and ocean striders, are considered a threat to the sea dragon's territory and are promptly exterminated.

Both Merrow and Aquarendi elves live in perpetual awareness of sea dragons' predations and maintain a vigilant watch for signs of their coming. Heavy increases in shark activity or the appearance of Lacedons are common clues. Because a Dragon turtles' dragon's nap can extend over a very long time, it is up to the wisest elders of a sea elf community not to forget and to pass on knowledge of a reputed Dragon Turtle lair in the region. If such knowledge is lost, sea elves may lose record of a hibernating sea dragon's existence, only later to find they've built a city or empire atop it.

Most other intelligent marine monsters steer clear of a Dragon turtle's territory, knowing the Dragon Turtles lord of the deep, only the Devilfish often live in the same area. With the recent appearance of aquatic dragons, encounters between the two are becoming more common, though an aquatic dragon will usually evade a sea dragon, avoiding a direct confrontation. On the very rare occasion a bronze dragon and Dragon Turtle cross paths, however, a titanic undersea battle is likely to ensue.

The Region of the Broken Sea

Kai ō nui ka pōhaku

The region of Sea was called the Broken Sea because the many reefs literally breaking the water surface.. The local Makai originated name was **Kai ō nui ka pōhaku** meaning literally; “*Broken Sea*”.

The Broken Sea has not only reefs but also a lot of rocks penetrating the waters, and in between hidden underwater secrets, but also three major rock islands; **Lā ke ili nei mokupuni** also known as *Shipwreck Island* in the South, **Lomi pōhaku** also known as *Crushing Rock* in the North.

Lā ki'eki'e pōhaku mokupuni =Standing Rocks Island (actual translation Prominent Rock Island) in the East, was renamed in 778AC as **Vlaad Island**. The source of these islands and its many reefs lies in history, known to only a few sages and libraries (Serraine, Specularum, Ierendi, and Thantabbar). The islands were part of a large rocky hill in the Taymoran era before 1750BC.

This rock was very irregular and consisted of large spires of hard rock (probably volcanic in origin) and softer rock or packed earth in between.

Within the rocky spires and caves on the islands (and some underwater), are found cave paintings. These were made by ancient pre Taymoran cultures, and tell the story of the Giants living together with the humans.

There are also a few ancient statues dating hundreds of years before the great disaster. Any other proof of these cultures is washed away in the great flood. Now and then arrow points, or spearheads, or primitive ceramics are found, yet these bring no more knowledge than already known; that the ancient culture were hunters, gatherers, who did some farming, and did not know any metallurgy, however, the stone craftsmanship is so excellent that these remains exist up to this day, despite, ages of war and destruction passed. Between the rock-spires on the islands fire starter crystals can be found.

The many submerged peaks still break the surface of the waters, especially by low tides, and underneath the waves many more are hidden as dangerous vertical reefs made of are large or more sturdy rocks.

The depth of the waters canonically is not very deep 0-100', yet some exceptions are described later.

The islands are thus a merging of eroded spires, existing spires, packed earth/rocks, and a jungle vegetation, with partially submerged mangroves with several caves all over the islands and a few Cenotes.

The islands are known for abundant & beautifully feathered birds, many cave dwellings & cave paintings, and a large population of Dodo birds.

DM Knowledge; *These are the waters around the commonly known Vlaad Island, Shipwreck Island, and Crushing Rock in general, yet most of it is on the west of these islands.*

Labeled canonically as “The Broken Sea: in Gaz8 The Five Shires, in the text of Hin Pirate Mulgore Loberlin, having her vessel “Bloodsail” roaming this region, attacking Merchants of Non-Hin origin. It is doubted Mulgore Loberlin named this region as such, more logical being the translation gained from the locals here.

In Mystara biological terms as the planet is a biological planet sized entity, called a Megalith, this area is known to be a scab, from some unknown ancient wound. The hard parts are caused by petrified magma pouring from far below though many small damaged sections. The magma acts like blood, solidifies and closes the wound. At the same time new matter is formed underneath, pushing this area up, hence creating this hill. Erosion of the spires and addition of biological matter filled up the areas between the rocks making these packed earth.



The area of the Broken Sea 1000AC (left) and 1750BC/1000AC overlay (right) of northwest of Safari Island



The hill before 1750BC (and still on the remaining islands). A dead Stone Giant is clearly visible amongst the spires.



The sunken rock spires, now a formidable reef in the area known now as the Broken Sea.

Lā ke ili nei mokupuni

Lā ke ili nei mokupuni = Shipwreck Island

The southwestern of the Islands of the region is about 1200 yards east to west, and 2400 yards north to south. Contains an old Shrine to Bast (Basteh), and a newer one to Baldur, both made by the Makai after the Great Flood following tales of the Guardian. There are two statues portraying Immortals.

The Battle of Chaos of 772-775AC took place in the waters west around this island, and the Battle of the Trap stretched south west of this island. And these battles were devastating for all, many ships were lost, sank beneath the waves, many seamen and soldiers drowned. The Battle of the island (774AC), is where the island received its name, due the large amount of Vessels sank within a short period. The name is even used by the local Makai. It is unknown if this location had another name before that. Some rumors suggest it was called the Empty Island.

The island is uninhabited, as it proves no locations suitable for settlement, farming or such. There are rumors of treasures at wrecked ships, lost souls, or undead at the zone. That the sea-kins make these sunken ships there home and now guard those treasures.

There are simply too many souls in the water, making this island only visited by the Makai for foraging and hunting to keep the ecological balance. Since 981AC this hunting has been significantly dropped, as an unknown predator was found on the island, never seen before. It is mostly seen on the temple of an unknown Immortal of the Taymoran (or Nithian) era named **Bast**. The creature is called; **Hahai holoholona 'ele'ele i loko o aka (Hunter in the Shadows)** by the Makai.

DM Knowledge only; This Island is canonically identified in *Gazetteer5; the 5 Shires*. However it was neither labeled on the Shires' map, nor detailed otherwise.

The predator is in fact a group of ship cats, surviving from a recent sunken merchant vessel. The creatures are all normal sized and black & dark brown splotched/striped and propagated rapidly. The Makai fear the creature as it treads without a sound and seems to appear out of nothing when earlier seen elsewhere.

*Unknown to them these normal sea cats are not a single individual yet a group of about 45 cats (originally 14) saved by the Immortal **Basteh** who from her silent shrine noticed the creatures trying to save themselves within the wave-battered rocks and approaching undead. She gave these cats water-walking for just enough time to reach the shore. Their instinct would later do the rest.*

And although a predator, soon the Makai will learn that the creature is the missing balancing factor for the ecological balance of the islands. When this happens, some cats will be allowed to settle on the other islands also. Only small birds are hunted by the cats, yet mostly they prefer to hunt the vermin, like Mice, Gerbils, Shrew, and Rats and such. These cats have all gained the ability to Detect Undead at 120 yards distance, while in the Shrine of Bast, and if they do detect undead their amber colored eyes shine a pale blue light visible at 30 feet by common creature. Rakasta, and creatures with Second Sight (Fairy & Dragons) or Treusight see this light AND the undead detected by the creature from a distance of 30 yards instead). This ability enables them to See Invisible as well as into the Ethereal Realm. The light of these eyes will in effect be equal to a Protection from Undead spell with a 30 yard radius to all non-undead. Cats not spend at least a month of their life at the shrine will not have this ability. When Speak with Animals is used all these cats say they are hunters and warriors and are proud.



Lomi pōhaku

Lomi pōhaku = Crushing Rock

Size; about 1400 yard north south to 1000 yard east west. Contains an ancient Shrine to Djaea, made by the Stone Giants of centuries past. There are two statues portraying Immortals.

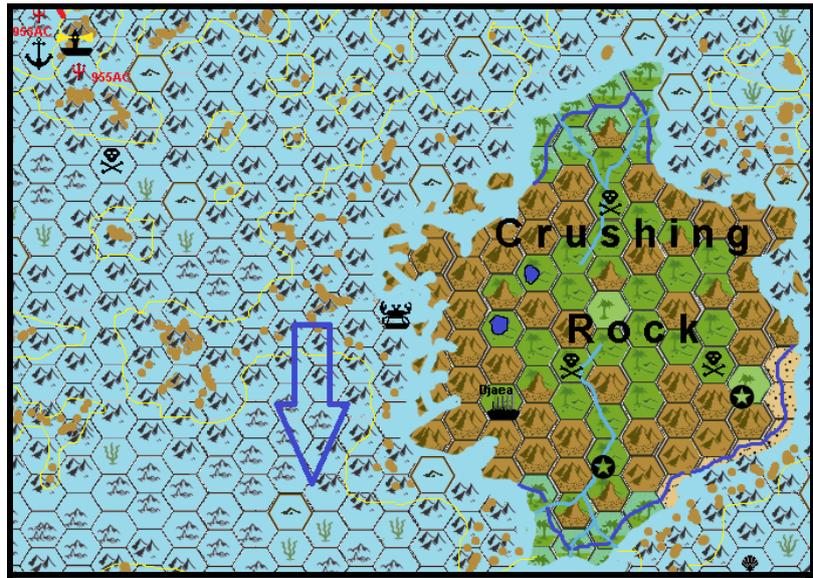
The island itself is not very interesting. The old shrine is from before the Great Rain of Fire and us proof of the friendship between Pax and Djaea.

The rest of the island is steep rocks, and a jungle. Along the northern and southern tip of the islands are large mangroves. Combining the mangroves with the rocks make it very difficult to access the island. Only a minor beach on the eastern shore seems to be functional for the local in outrigger canoes to enter the island. There are no trails on the island, as it is only rarely visited.

DM Knowledge only; *Three Tuyewera* (See [MMMM Undead](#) page 1191 or here <http://www.shyiol.dx.am/monsters/pages/standardt/tuyewera.html>)

wander around Crushing Rock since being created, by the Devilfish and set loose on this island.

Tuyewera are Necromantic creations invented in the Taymoran era (first recordings date from



1812 BC), by followers of Nyx.

The knowledge to create these vile creatures survived the Great Flood within the knowledge of the Makai Necromancers and followers of Nyx present elsewhere on the Ierendi and Minrothad islands.

Submerged data in Necromantic locations submerged in 1700-1750BC was recovered by the Devilfish, who like to create these monsters to defend surface areas deemed important to them in one way or the other.

The name **Tuyewera** is Taymoran, and the Makai use a bastardization of it; **Yu'jewe'a**, literally meaning **Tuyewera**. As being animated, they are immune to the Dodo effect; however, they do have some self-awareness, and can act on the memories of the former identity (Sailors, Pirate, Seaman/soldier) to make intelligent attacks according the commands of the Devilfish. Their task is unknown, yet assumed to prevent others from using the oldest known surface shrine in the area known (by magic) by the Devilfish.

Ale'ō ho'okalakupua

Ale'ō ho'okalakupua translated **Tower of Magic**.

Wizard Tower at roughly 920 yards northwest from Crushing Rock Island.

995AC; Using powerful divinations from afar a foreign mage sensed a strange aura of magic emanating from the Broken Sea Islands. He traveled there using vessels of the 5 Shires and possible Charmed Hin. He thought it had to be something in the shipwrecks. And the Devilfish didn't let him take it. Then he created under the guise of a lighthouse to warn vessels for the Broken Sea rocks.. The Five Shires contributed materials and manual labor, while he used Stone Form spells to create a underwater foundation for the tower. This section was build with single Stone Form spells(thus still dispellable) and triple Stone Form spells (thus not dispellable and permanent, thus subject to normal erosion/damage like non magical stone.



998AC; When the tower was finished, he explained the Hin that he intended to work here on magic, far away from them for safety, to create magic which could be of use for them, while maintaining the lighthouse at night. Using several Log's of Everburning this was an easy task, and the Hin never knew what they agreed to. When he finally was alone, he began .to use several simple Dispel Magic spells to dispel the single Stone Form spells, and thus creating corridors and chambers underneath. The last part was the entrance underwater flooding most of this basement.

The wizard had also made an agreement with Merrow, Kna and Sharkkin to plunder the sunken vessels, and trade with them items he desired with mostly magical potions and items they desired to recuperate from the battles with the Devilfish..

999AC; Devilfish coming from the **Deep Cenote of Death** noticed the Mage, in his magical created tower. Guessing the mage was attracted to the general ambient magic in the area, they assumed, the mage was on the search for the source. All the Devilfish actually wanted from him was the theft of a small Alabaster Dodo figurine found in the Cave of the Elders on Vlaad Island, a task they could not perform as being pure aquatic creatures.

Tempting the mage with promises of unlimited magic, the mage agreed and betrayed the Kna/Sharkkin and Merrow and stopped trade with them. The Devilfish offered easier access to what desired. This betrayal was so open and vile, totally ignoring the need of this magic to the undersea races.

The Sharkkin and Kna became very angry when the mage was away when they tried to trade, yet found Devilfish in his submerged basement. While the mage was stealing the Alabaster Dodo. an underwater battle began. The battled lasted a few days before the mage returned. Unable to detect any active magic in the Alabaster Dodo, the mage desired to know why these Devilfish wanted this item, Teleported within his tower the mage was totally surprised when the Sharkkin and Kna battled the present Devilfish. At the same time several Devilfish demanded the item, which the mage did not relinquish before knowing why. Within the fierce underwater battle in and around the tower, the laboratory was destroyed, the magician was slain or he fled, the tower plundered, and the knowledge he actually sought for was lost. The Devilfish seemed to flee, and after the battle the surviving Merrow, Kna and Sharkkin left the area and since then the island has been abandoned. They never knew what actually had happened.

DM Knowledge; *The Crushing Rock Island is only canon on the Trail Map, 5Shires & Karameikos Maps, the rest is vague fitting fanon or self created.*

The gender, level, spells and if the mage is still alive yet retreated and such are up to the individual DM, yet the alignment of the mage is/was absolutely not good or lawful, at best he/she would be Chaotic Neutral as working with devilfish, is not a preferable act for alignments going higher in the good/lawful scale. In the final battle with the Devilfish and the Merrow/Sharkkin, he/she either Teleported away to his her original home, or perished here. If he/she perished here, the upper floors should hold his/her spellbook and a treasure type A. He/she will not return in any case due fear. If the mage is still alive he/she would return as an antagonist to all sides, trying to play its own agenda, acquiring the magic desired in the beginning, or balancing it to its own ideas.

The basement of the tower is still flooded, and the tower, though plundered, still functions as a lighthouse due the Logs of Everburning, and nobody (especially the Hin who dislike approaching a mage at work) is aware what has happened here. In the basement only a few Devilfish regularly return, to hold up the ruse, they still seek the Alabaster Dodo, while in fact they have stolen it and brought it to their deep down city.

With the Dodo Out of the way, the Devilfish plan how to introduce the Obsidian Manta Ray of Saasskas to the surface, and incite a global war to the area. Already brought up several hundreds of yards the Obsidian Manta Ray emanates a strange magical aura with 500 yards (5 hexes) radius (from the Westside of the deep Cenote) creating a regular darkness at night, coming from the Deep Cenote of Death dispelling any lights magical or not, only to be driven away by the sunlight. On the days around the New Moon the daytime is affected too, as a fogbank arises from the Deep Cenote with 1000 yards (10 hexes) radius. These effects increase the number of ships crushing at the reefs and rocks. Until now no vessel sunk, yet almost all required serious repairs to prevent the ships demise. The Hin now aware that something strange and magical happens have questioned around for someone to investigate. Only Mulgore Loberlin was not afraid and accepted to take a peak and inform the Shires, yet to do at her own accord.

For the DM the **best** suitable online map to **the Lighthouse** is;

[https://lh6.googleusercontent.com/Qjm-DkQjwIk35EBV4qrD8G9_TAtRScwHmr7dXLWwtMRKMngUST-
hsKdvIxGPBp5AaNAmD1J8sC75gDbejCvs4YgiwtSqx2-90_ssLGFpAn0tUZTOblhmbJDP3CXk_P8ITEUd1pd](https://lh6.googleusercontent.com/Qjm-DkQjwIk35EBV4qrD8G9_TAtRScwHmr7dXLWwtMRKMngUST-hsKdvIxGPBp5AaNAmD1J8sC75gDbejCvs4YgiwtSqx2-90_ssLGFpAn0tUZTOblhmbJDP3CXk_P8ITEUd1pd).

Contents here are not damaged as the sea folk never entered the stairs, and reveal the living area of the mage.

The best suitable online map for the **basement of the lighthouse** is;

<https://i.pinimg.com/originals/71/1b/a0/711ba03860bc9e9de5f26e995986e134.jpg> with some minor adjustments; All the outside is water, the top entry is fully inundated. The green channel is just a flooded tunnel in the rocks. The rectangular room south has a stairway going up into the tower/lighthouse. All boxes and crates are damaged and torn open, contents plundered. The black circle is a minor altar to Saasskas which the Devilfish use to keep an eye on intruders. All inundated areas on the map are 3' deep minimum and 10' maximum (as that is the height of the ceiling), at low tide. At High Tide the water rises significantly flooding the side chambers and Tunnels there with additional 3 to 4' water. The amount of rock around the chambers is less wide and never more than 30' from the chamber's walls. The only areas without water are the natural tunnels above the stairs. The lower tunnel empties in a deep hole below the tower just enough to keep these tunnels dry 7' below the low tide as portrayed on the map. The central and eastern rooms are 20' high. And thus are maximum inundated to 14'. The secret door there is just a lookout over the chamber to be used with distance attacks.

At Day there will be a 35% chance some sea folk (Sharkin, Merrow, Kna) here. If checked at night these will be Devilfish and Undead instead. Some undead might have lingered upstairs. Keep the amount of opponents low, yet you can choose HD/Level to provide a challenge.

DM Decision

The Mage was the initial Thief of the Alabaster Dodo artifact, and indeed as you suggest, was guided to do so by Nyx, as its existence hindered her agenda, and she despises Koryis and enjoys hindering him.

The Devilfish however stole the Alabaster Dodo, and brought it into the abyss.

This defeat could have killed the Mage, yet a DM may include the Mage as a disturbing agent on two ways;

1=Tricker and attempt of Theft; The mage survived and recuperates from his

wounds currently up his tower, he strongly desires the artifact returned to him so he will become more powerful if he sacrifices this to his Immortal Nyx.

2=Combat and Melee; The mage fled away, recuperates there and returns with some help to try to get the Artifact back from any on the surface (or close under) having it.

3=Relations and Revenge; The mage died but not before informing friend and family (by use of magic) that the artifact owner is the thief. These friends & family members then group together to achieve revenge and 'justice' (at least according to them). They might work together with the Pirates under the promise of payment, additional loot to them, or lies.



Llā ki'eki'e pōhaku mokupuni

Size; about 2400 yard north south to 2000 yard east west.

Lā ki'eki'e pōhaku mokupuni = standing rocks island renamed officially in honor of the treaty in 778AC as **Vlaad Island** and to remember that many people lost their lives here, yet the Makai still use the old name.

Contains a Shrine to Koryis, made by the Makai shortly after the Great Flood, following tales of the Guardian. There are eighteen statues portraying large humanoid figures, yet none are known when/who made them.

The Hill, before it became an island was initially populated by primitive humans and Stone Giants. With the coming of the Taymora and Nithia the Giants went away, and with them the amount of humans on the hill diminished rapidly. Before the Great Flood the hill was nothing more than a hunting ground, with all of the past forgotten. The island was populated soon after the 1750BC disaster by the ancestors of the Makai.

Originally the population where only Makai natives yet later it became a mixture of escaped slaves, refugees, war survivors and natives. They raised a single small village, with a clear cultural/religious identity. The caves of the ancestors and the tales of the Guardian told all they needed to know, beyond what they already knew. The island has gained a political use much later with the Treaty of Vlaad.

The native Makai were initially suppressed by various invaders. The later coming survivors who stranded on the island where at first accepted with great difficulty until they embraced the local traditions. These Hin, Minrothaddian, Thyatians, were always forced to live outside the village at first. Within a few weeks they discovered the ancestral Makai caves. Here they met the Guardian, who taught them the ways and stories of the old. Soon after that both groups merged together as one.

Due this peaceful and religious sentiment, and the political powers at work from all the affected factors; Ierendi, older Natives, 5Shires, Undersea, Minrothad, Thyatis, and even Karameikos, and with that the variety in religions...the island became a political beacon of peace.

Religion is important here, yet not the chosen Immortal. It is more a feeling like the Ethengars have with that the locals have their chosen Immortals, yet accept all others....and this includes the Undersea ones.

After the Treaty of Vlaad the whole region was demilitarized, and all coming here must cede violence until they leave. Most think this as an enforced rule with banishment if not accepting, rarely they are aware of a magical punishment. It is the combined inherent magic of the Dodo's bound with the ancient cave of the elders, the magical religious symbols, and the Alabaster Dodo of Pax which removes any incentive of violence here. This effect is applied to any sentient character, dead or alive, and can only be negated by an unaware saving throw vs. Spells at -5 penalty.



There is no completely ban on violence, yet characters breaking the magic of violence suppression, (by a successful unaware save) enable them to become violent when desired. Doing so will not only shock the population, many Dodo's will react on this with their group enhanced abilities. (See page 28 and link)

Besides the naval battle in the south and western waters, there have been land bound fights here to take control of the only habitable island. All these failed. And the attackers either fled, or seemed to disappear.

The Island is a forested rocky region, where many birds live in peace and unthreatened; by the same treaty of Vlaad, as it was drawn and agreed upon by all conflicting races here, including the underwater ones. and has since then become a tiny dodo sanctuary! Where the bird symbolically signifies the peace between the nations; Dodo's still live here unthreatened by pigs let loose or hunters.

DM Knowledge only; *This Island is canonically identified in Gazetteer5; the 5 Shires and Gazetteer 4 Kingdom of Ierendi, and further mentioned in the Fanon [Threshold Magazine 3](#).*

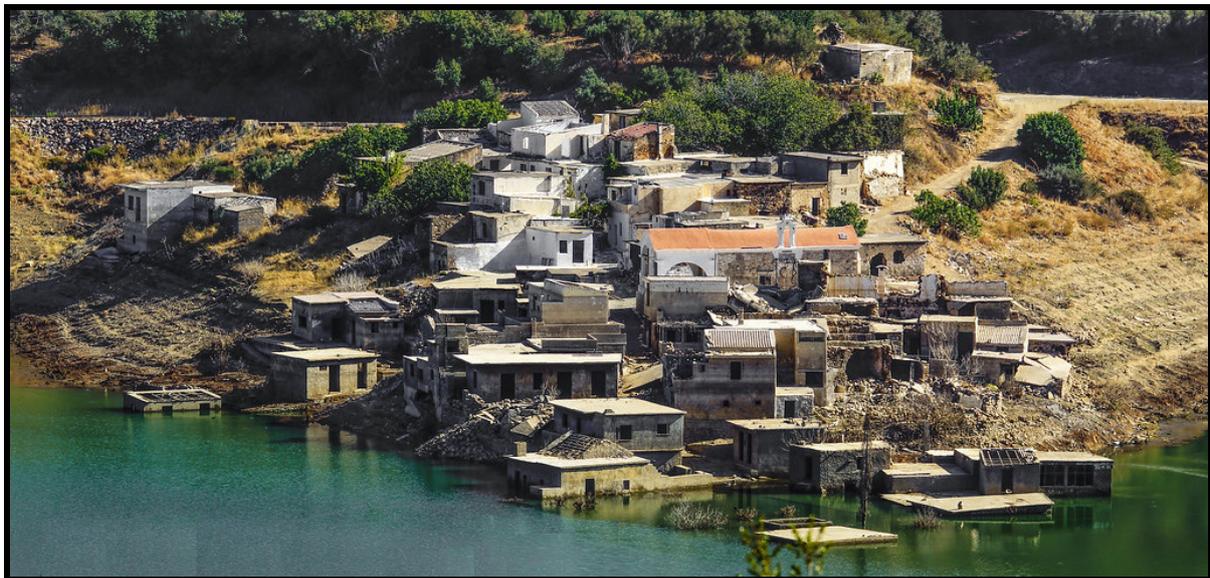
Kūlanakauhale o po‘e ho‘omālama a me aloha

Kūlanakauhale o po‘e ho‘omālama a me aloha =Village of caring and peaceful/tranquil people

There is a single ancient village with stone buildings on the island. The village is sunk and half of it is underwater. This half submerged village is of the Makai/Stone Giant Origin, and was used by the humans and giants of those days. It existed even before the Immortals had their meeting location nearby, far before the Great Flood Disaster.

The social structure of peace between the Stone Giants and the humans then was what attracted Pax in the first place, and the later settlement of the Makai would be logical to embrace peace thereafter.

The village has a peculiar architecture, where walls are created by large slabs of stone with cut out doors and windows. The whole is topped of with a single rectangular shaped slate of stone. Erosion and earthquakes over 2750 years have done their part to the village. The surface buildings have had renovations consisting of plastering with Thyatian Chalk, and some tiling where roofs had collapsed. Where walls had been damaged, stone bricks have been filling up the holes using Ierendi cement. The structures under water, have been encrusted with modeled coral, and where damaged thin slates of coral fill up the walls. There are about 50 buildings above water, often attached to each other along a single street. Only 10 are not in active use, besides being storage. The large building with the orange tiles serves as a community center, court and communal eating/drinking area.



Seven buildings are partially submerged and these serve as shops where the surface races trade with the underwater races. About 35 buildings are fully submerged, of which 27 are in full use.

The village has no official temples or shrines within the village; these are found elsewhere on the island.

The island, like the others, does contain many statues on its shores, commemorating several unknown Immortals, and on the island these are used to honor specific historic events. This is mostly done with minor sacrifices of food or trinkets.

The 85 surface settlers are peaceful nature loving, mostly Makai fishermen or foragers. Yet a three Hin and seven non-Makai belong to the village, often married to one of the locals. Two of them are descendents of the legendary General Vlaad who had his love within the village. The 21 underwater settlers are mostly Merrow, although three Sharkkin, and two Kna live in peace together. They are foragers and hunters, and it is these who try to enforce the peace underwater. As having an important connection with the Undersea Kingdom, this number of settlers is always constant, yet only half live on a continuous base here. The others are regularly replaced.

Aloha a ho‘o-dodo paha

Translated “Either peace or be made a dodo”

The islands are more or less peaceful because the area is under affect of a powerful magical artifact, combined with the inherent magic of the area. This artifact is one of the reasons the peace continues (beside the cultural behavior, and the indirect influences of the peace adhering Immortals). It is as if the islands are subject to a curse. Violent and aggressive people seem to disappear on the islands, on the water around it, and even in the air. Nobody but the few witnesses (almost all locals, and 1 or two outsiders) has seen what actually happened.

DM Knowledge only; A human, humanoid or demihuman acting with violence is warned by the locals (and unaware one of them is the Guardian) to seize this behavior and leave. If they stay within the area and continue their wrong behavior a powerful magical effect turns the breakers of the peace effect into Dodo's over time (a few days or so, and sooner with more committed violence) to be added to the dodo flock permanently. Its offspring as a Dodo will be normal dodo's as its behavior.



This effect can not be reversed unless peaceful friends of the target request atonement for the culprit. This effect is similar to an Immortal Curse, however it is self imposed. Only an Artifact of similar Shape-changing Immortal Power (or the direct magic of an Immortal) can reverse the effect. And even successful, the reversal to normal shape will take 28 days, and requires the culprit to be moved away from the area. He will then automatically be Quested (as the spell) not to return. When the person in Dodo form dies, and a willing caster has at least a pound of organic tissue of the transformed person before becoming a Dodo, the character can be reincarnated outside the area of effect. A Wish used will mimic one of the above examples only. (For more on the Mystaran Dodo see here; <http://pandius.com/mystdodo.html>. The transformed ones will become equal in all respects to common Dodo's)

The magical artifact the ignorant mage stole from Vlaad Island held significant power, yet it was not solely responsible for the peace aura. This peace aura is in fact a fusion of the Dodo magic, the magic woven into the cave paintings and statues and even into the general magic of the rock on the island itself, which attracted the Stone Giants in the past, the artifact is only an extra agent in this process. And without it, the transformation is no longer permanent, and can be dispelled by a Remove Curse of a Cleric of 20th level or a Dispel Magic by a mage of 20th level. The Guardian knows this, yet keeps silent of this change to the peace effect to others.

The Devilfish want to destroy this general aura of peace just because they dislike any other race unless being it undead or themselves, and desire to alter the item significantly to promote their goals. That is the reason they tricked the mage in performing the deed, and took the item into the deep to work on the alteration. For altering a good to bad is a much more vile deed than only destroying it, and requires a lot of time and work.

Sunrise and Sunset		All Times are set on 1st day of 1st month							
Twilight 30 minutes before and after sunrise and sunset									
Location	o Latitude	Winter	daytime	Spring	daytime	Summer	daytime	Fall	daytime
Thyatis, Ierendi	40%	6:40-17:00	10:20	6:25-18:00	11:35	5:00-18:55	13:55	5:35-18:25	12:50
Moon Appearances over Thyatis		Base Tide 15"							
every 10degree north +20 minutes		Tide-20"/10 degree							
every 10degree south -20 minutes		Tide+20"/10 degree							
Season Month;	1	2	3	Lunar Form		High Tide			
week 1	07:00-19:00	13:00-24:00	01:00-20:00	New Moon	NM	x1.5			
week 2	08:00-21:00	16:00-01:00	03:00-23:00	First Quarter	FQ	x1.0			
week 3	09:00-22:00	19:00-03:00	05:00-14:00	Full Moon	FM	x2.0			
week 4	11:00-23:00	22:00-05:00	06:00-17:00	Last Quarter	LQ	x1.0			

Puna wai o ka 'ōpio

Translation; **Puna wai o ka 'ōpio = Well of Youth**

In 865AC Minrothad soldiers entered the island following recent rumors of the existence of a well of youth existing there. It took them 3 months violently researching the islands, where many lost their lives searching for this legendary well being able according to legends restore the effects of aging. While most of them turned into Dodo's, twelve of them eventually found the well, as seen from a distance by the locals.

DM Knowledge only; *The buoyancy of the water of this well is so weak it does not allow anything but a feather to float on it, all other objects sink, adding by erosion to the dilution of the wells magical effects. The rumors speak of a new Immortal named Carnelian (http://pandius.com/Immortals_of_Mystara.pdf Page 111) is thought to be responsible for the creation (or activation or just the discovery) of the well during her ascension.*

The well did indeed exist, and still does; however, the effects are not what the imbibers desired.

The following table explains it;

Add +2 to the side effects roll for each time the character is aged by Undead, or magic.

Add -2 to the side effect for each time the character used any youth effect, or for any 10 years gained (which ever gives a higher penalty), including prior uses of this well.

The water loses all effects and side effects if taken from the island, except the power to heal and revive a character who perished due aging by other causes, like Undead, Draining, magic etc. Makai sell some of the water as bath potions of age healing to help allied faiths in healing those affected (1000gp in barter). To use it as such the character affected must be stripped and washed with the potion, while in a temple of his/her Immortal (Atheist can thus not be helped). It will then have no side effects and have only the effect of removing the age AND ability drain, even if the target is long dead. Roll 5d10 instead 1d100 to see how long age/ability drain effects are removed. Keep in mind that effects by natural aging are not removed in this case.

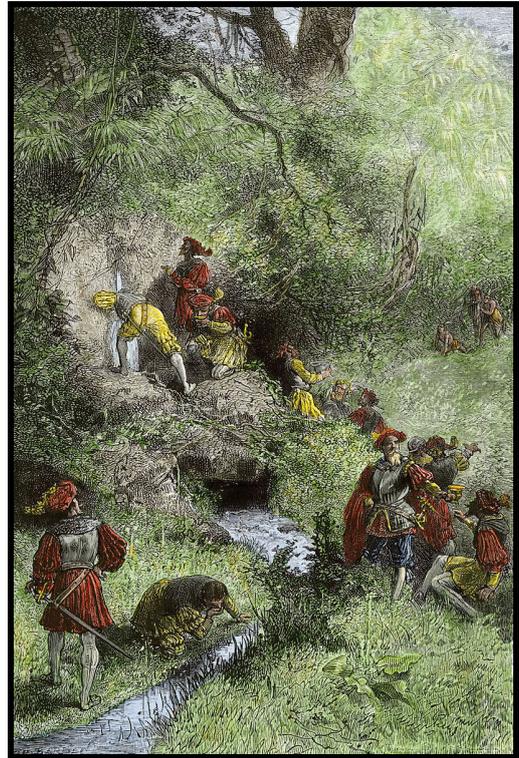
Character becoming younger than they were, will die without a chance of being raised as their body becomes what it was before birth, or before that...nothing). The parents are unaffected; this is only a personal effect.

Petrified characters erode to dust in 1d30 months. They can't be turned to flesh and their soul enters Limbo immediately. They can be reincarnated though.

Paralyzed characters die depending on their adult constitution; Die in 1d20 Hours if CO = 1 to 8. Die in 1d20 Days if CO = 9 to 12, Die in 1d20 months if CO = 13 to 15. Die in 1d20 years if CO = 16 to 17. No death due Paralyzation if CO = 18+. This paralyzation can only be removed on consecrated ground of the faith of the affected person by a Cleric of at least 20th level using a Remove Paralysis and Atonement spell. Most faiths see the use of this water as refusing to accept the will of the Immortal(s).

A Reverse effect is based on the original form. So if a 45 year old character gained 20 years he would become 25 by the water and 65 when the effect transpires. If he stopped aging for 20 years, he would still be corporeally 45 after 20 years, and then age rapidly to what he should have been, and then further what he had gained...in this example 65 and then 85.

All side effects are permanent, and unknown (even to Immortals) until it happens, yet can be removed using the right permanent magic.



1d100	Remove Aging effects of the last	2d10	Side effects	After
01-05	10 years	2-3	Petrification	Time gained
06-15	1 year	4-5	Paralyzation	Time gained
16-20	20 years	6-7	Unable to walk	Time gained
21-30	2 months	8-9	ST, CO, DX -4	Direct
31-35	50 years	10-11	Remove effect if	Leaving Island
36-45	6 months	12	Reverse effect after	Time gained
46-50	100 years	13	ST, CO, DX -2	Direct
	Stop aging	14	IN -3	Direct
51-60	10 years	15	CH -3	Direct
61-65	1 year	16	Feebleminded	Direct
66-70	20 years	17	Feebleminded	Leaving Island
71-80	1 month	18	ST, CO, DX -1	Direct
81-85	5 years	19	IN -1	Direct
86-95	3 months	20	CH -1	Direct
96-00	100 years	20+	None	Direct

Ke Kahu Kamapua'a

Ke Kahu = The Guardian. (Kamapua'a is based on; <https://en.wikipedia.org/wiki/Kamapua%CA%BBa>)

In the years preceding the Great Rain of Fire Kamapua'a was both a powerful chief and magic user of the local primitive humans.

The primitive humans then build simple shrines, carved statues out of stone and hardwood, and painted the stories of life on the walls of the cave. Their relation to the Guardian continuously is discovered in these sources, and is still discovered in caves of the southern Known World.

Kamapua'a was born to human parents, Kahikiula and Hina, close to the hills of the Stone giants.. There is not a lot of information on his childhood, beside he lost his father early in life. His mother remarried. Growing up, Kamapua'a was never accepted by his step father Olopana. This hurt Kamapua'a because he wanted his stepfather to love him and be proud of him, but Olopana never showed any love and mocked instead. Kamapua'a grew with anger and let rage take over his soul. This led to his reputation of being mischievous and a rascal. Kamapua'a grows up to be a handsome, talented man and righteous magic user, and eventually even became chieftain of his tribe. Kamapua'a talents made Olopana very angry. Wounded at Olopana's disapproval, Kamapua'a often left for the nearby spire hills to calm himself amongst the Stone Giants, where he spend time scavenging and growing stronger, and also learned the precepts of peace.

Another tale speaks of the period just after Kamapua'a became a chieftain and emotionally hurt retreated in the spire hills. This was when the New Blackmoor colony was created on the continent, Kamapua'a was one of the first resenting the technology, and powers these pale men did use. This resentment however was not accepted well by the tribe Olopana had taken control over as Kamapua'a was away. Nor was this disapproval well accepted by the military of the New Blackmoor technology. This well known tale involves Olopana being befriended with the Blackmoorians. Being the Trickster that he was, one day Kamapua'a stole and saved some chickens from Olopana, who was enraged at the theft. Olopana sent Blackmoorian warriors after Kamapua'a, who, along with his own few followers out of the tribe, fought back, until it became clear they could not win with violence. In the first attacks many of the primitive humans and Stone Giants died. This caused Kamapua'a to call for help by his Immortals Pax, Thalia and Tyche. Unable to act directly they greatly disliked the violence in the region which was inherently peaceful. They saw only one solution, and that was granting Kamapua'a some of their power which enabled him to become hog godlike being with superhuman powers.

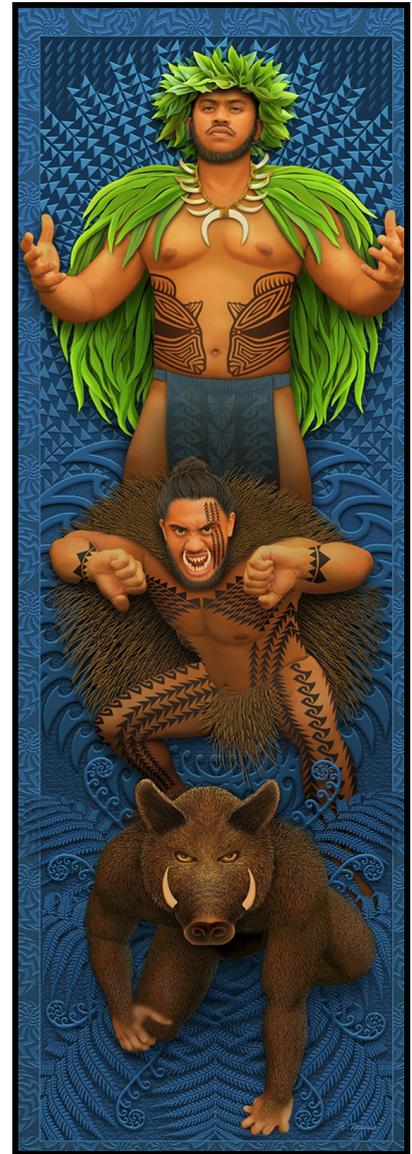
According to legend, Kamapua'a could now command the rain and waters to obey him. He also had powers of Fertility he brought upon the region later. With these powers Kamapua'a became a shapeshifting destructive monster, which turned the tides in this battle. Kamapua'a took his followers and fled until they came up against a waterfall where they were seemingly cornered.

It was at this point that Kamapua'a shifted into a hog which his followers used to climb to the next level of the waterfall and to freedom. His pig-form dammed up the water of the waterfall they were at. Olopana's men pursued. As they trekked up, Kamapua'a released the water, killing all but Olopana. Olopana tried to flee, yet ultimately lost to Kamapua'a in personal combat.

Kamapua'a so became the protector creature being worshipped by the locals, as being the agent to the Immortals. Kamapua'a was not immortal but spiritual and magical. He had a severely increased lifespan (up to 500 years) and regenerative powers. Over the ages several new chieftains became the Ke Kahu when the former perished it elongated lifespan, they all gained the powers of Kamapua'a.

In Makai tales the Kukui tree is a symbol of enlightenment, protection and peace. It was said that a Ke Kahu had transformed into a Kukui tree. One of the legends told of this Ke Kahu: one day, a man beat his wife to death and buried her beneath this Ke Kahu while he was in Kukui tree form. Because he saw that the woman had been a good person, he raised her to new life, but damned her husband to become the first Dodo.

Somewhere in time the sea folks first discovered the place after the Great Flood and established there. Soon they met this protector living singly on the island alone. And as those sea folks were peaceful the Ke Kahu was embraced into the fold of the local Immortals.



The Makai then came and started to worship the Protector, yet this was not the intention of the Immortals. They told the Ke Kahu to maintain his human shape amongst those he ruled, unless his other shape was required, so he would walk amongst them as one of them, without their knowing. And so the worship faded away, as it should have been from the beginning. The only thing the locals knew and still know is that their leader is chosen by the Immortals and blessed with longevity.

The current Ke Kahu was born in 747AC, before the **Kaua o ka lanakila** (War of conquest) and witnessed the utter chaos by himself. He became a strong agent of peace, and had used the Alabaster Dodo to manipulate the weather so people would not battle. It did not work, even in the heavy rain storms they continued to fight, many vessels sank, and the fight continued on land, with the result that many soldiers turned to dodo's. When his own daughter fell in love with the foreign reasonable peaceful General Vlaad, who did not want to continue the fight, he decided to use this person and the love that man felt for his daughter as an incentive to begin working on peace. And this succeeded in 772AC with the Peace of Vlaad. Observant persons can see that the artist's representation of the Peace Treaty (see there above) is very similar to the current Guardian, yet this is generally explained as equally looking offspring and artist coincidence.

This guardian has to maintain the powers of the artifact (maintaining the peace, communication and punishment of wrongdoers manually by turning them to Dodo's, contacting the Immortals, etc). This would be the reason why more bad-willed people are coming, when the artifact is gone (see future).

DM Knowledge only: Any Ke Kahu can shapeshift into; Pig, Boar, any fish, any local plant (often Kukai Tree or Ama'u fern--used to hide from his enemies), or as a Devilfish (to spy on their plans).. The shapechange is not Lycanthropic nor magical, and in effect is similar to that of a Doppelganger, and thus undetectable by anything other than Fairy Second Sight. All the forms but the Hog forms, have normal statistics of the form chosen. The general Ke Kahu has; ST 16+, IN12+, WI 16+, CO11+, DX9+, CH13+, 20HD and 20D8hp (adjust by Con) in any form. His Hog or hog-human form is equal in most aspects to those of a Wereboar of 20th level, except they have no immunity to a nonmagical weapon



Statue of the Guardian=Ke ki'i o Ke Kahu

attacks, can't summon animals of their own image, and do not have the vulnerabilities normal Lycanthropes have. Also the transformations are slow, ranging between 1 and 6 turns (DM roll 1d6). Any Ke Kahu is immune to most Diseases including Lycanthropy, but not diseases caused due deprivation, like Scurvy, Keratomelacia. .He (very rarely She—there is only one record of a female Ke Kahu in 425AC to 555AC, who perished due a vicious poison attack by the Devilfish) will be similar to a 20th level (or higher) Cleric in all normal aspects, yet do not wear any armor. They can cast spell only in human or hog-human shape. Favored Clerical Spell granted by the Immortal is **Growth, Growth of Plants, Entangle** (From the Druidic spell list), **Weather Control, Wind Control, Wave Control** (as winds but only on Waves) **Strength, and Bless**. These spells do continue affecting himself or the area if he is changing shape to any other form, and the shapechanging time is not counted in the duration of the spell.

They always have Skilled Weapon Mastery in the Spear, Dagger, Club, Trident, and have survival skills of Sea, Ocean, Jungle, Hill. The rest varies upon the individual's history.

They all are defiant of any foreign authority, bold and untamed, always pursuing the good thing in life; Adventure, Peace, Love and sensual pleasure, Treacherous and tender they are the embodiment of the best and worst of human-kind

The Ke Kahu automatically creates a continuous effect of slow increased fertility in a 2 mile radius, He can Control Weather twice a day in a 6 mile radius, as the spell, and affect the waves with a power similar as Control Winds in the same area for a total period of 2 hours a 20 hour period. He can also Teleport at will once a 20 hours to any of the sometimes ancient Makai/Stone Giant caves in Ierendi, Karamaikos, 5Shires, Minrothad, Thyatis, yet this is a pure magical power and rarely used anymore.

After the Week of No magic 1009AC, the Ke Kahu learned his powers (beside Teleportation) were not dispelled or disabled, and are as natural as the trees and fish (at least that was his assumption).

The Ke Kahu is active all the three islands, having a personal lair on Vlaad island. He does so by the use of a boat, yet is able to transport himself between the Shrines he protects. Koryis has the Ke Kahu temporarily guard the island and generate Peace and having similar powers. Since he is a living entity/person he can't be active all over, nor continuously, so is this a severely reduced effect when compared to the Alabaster Dodo artifact

Important features on the three island or even underwater

Pā ka wai ma ka lepo

On all the three islands there exist several obscure holes in the rocky underground, named by the locals; **Pā ka wai ma ka lepo**, literally **waterhole in ground**. These holes are Cenotes, which came to be after the ‘O ke kai nui (**Great Flood**), due to inundation, saturation, chemical erosion and collapsing of the ceiling. The Makai see these Cenotes as holes towards the realm of the dead, and deposit their dead members within these holes. Yet even they know these Cenotes are natural occurrences and have no magical connection to any other location. The explanation can be found in the ancient origins of the Makai, and the recent mixture of other religions. Being disallowed by the Hin and Ierendi over ages to bring the dead to the sea, they use these ‘enclosed seas’ instead. In effect these Cenotes, wherever found in Ierendi and Minrothad, are in fact nothing more than burial grounds.

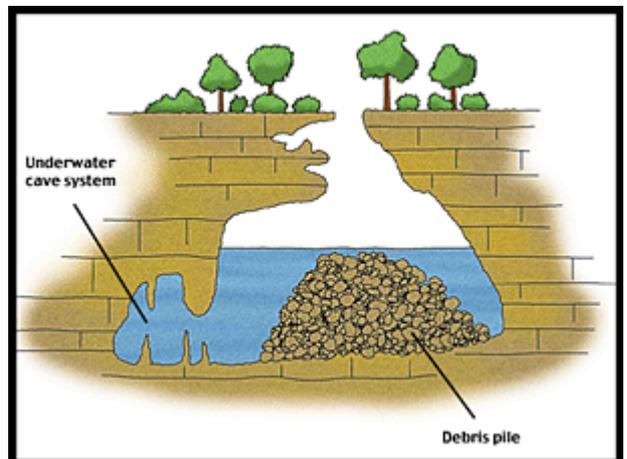
The good thing is that any **Ele wāwae ana** (undead, literally; **Dead walking**) arising can never leave the Cenote and eventually will succumb to rot, and deprivation of living energies. That said, there is a 35% chance at any time after a deposit of the dead, it will arise, and wander through the pit; mostly these are Ghouls or Wights, which after a few decades will rot away into zombies and skeletons, if not being devoured by any other undead in the Cenote. Due this Dead are simply dropped, wrapped in cloth with gifts and personal items, into the Cenote. Later contributions of emotions are thrown in the same general position if known.

These holes are very deep; the whole area is deep and inundated fully, up to depths of 500’ to 1500’. The spherical ceiling prevents any climbing out. And similar to the Wasp trap, flying out, is also not an option; as the pressure and airwaves push the flyer down towards the water. Only Teleportation and similar or climbing up a rope of enough length will allow escape from a Cenote.

In the west is a deep abyssal hole named; “**Lua kūlipo o Make**” translated; “**Deep Hole of Death**”. This hole is known as the largest hole underwater the area has. It is determined by the sages who successfully investigated the area combined with the local knowledge, legends, cave paintings and folktales of the Makai that the Cenotes did not exist before the Great flood of 1750BC, except the **Deep Hole of Death**. Due extensive research it is assumed that the ground held only small cave systems, which became inundated, erosion happened and the Cenotes came to be when the ceiling above these tunnels collapsed.

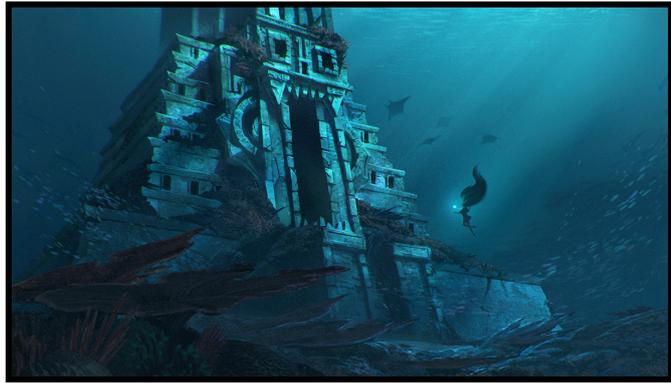
We now know that the Deep Hole of Death may appear, and long time was known, as a Cenote, yet is in fact NOT a Cenote at all. It is an almost regular circular hole dug through massive stone, of about 300 yards diameter, and goes much deeper than 500 yards. Severe attacks by local Devilfish prevented determining the deepest end, yet the water, cold and salicity gives enough proof to say it is indeed abyssal and might be connected by the Great Abyss in the far south-west of Ierendi.

By investigating the submerged temple it is know it was created about only a few decades before the Great Rain of Fire, and was not even totally finished when the local ancient Azcan culture made its first use in this temple. This temple ruin is visible on bright days from the surface, and hence named by the local Makai; “**Heiau kahiko kō i ka Humuhumunukunuku‘āpua‘a**”, translated; “**Old Temple of the Devil Fish**”,



The Deep hole did not exist then, so all the combined sages came up with is that the hole was created shortly thereafter, yet how and why is unknown.

Up to the great flood the region was only known as a ruin, without any use or importance, according to ancient Taymoran scriptures. A few hundred years after the area became flooded, Devilfish discovered the temple (or were sent there) and took residence. Since then the waters of the Broken Sea became even wilder as the Mages and clerics of the devilfish regularly affected the currents and weather.



DM Knowledge only. *The ancient Azcans were in war with the more technological, and magical advanced Blackmoorians. In one of their assaults they succeeded to summon an ancient Burrower of the Immortal of Death (Thanatos), to be used as a weapon against the Blackmoorians. However, when the creature had surfaced after several years of digging up, and was ready to attack, some machines in Blackmoor exploded, creating the Great Rain of Fire, shifted the planet's axis, and exposed the creature to massive light, and damaging fire, it instantly retreated, only to be perished in the deep abyss when its dug tunnel collapsed.*

Ana o nā lunakahiko

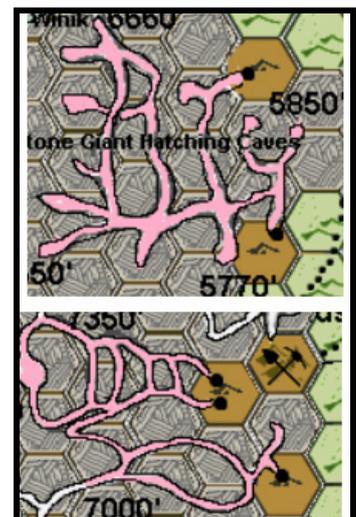
There are many **Ana o nā lunakahiko** (*Caves of the elders*) in the area, some ashore, yet most underwater. All these caves seem natural, yet independent research and comparing them to similar caves in Karameikos, Thyatis, the 5 Shires, and even Darokin, revealed that these caves were created by the Stone Giants using their stone shaping abilities. In many of such caves are round pits found with Stone Giant eggs or eggshells. In several caves are however also found the traces of primitive humans, so it can be well assumed by these evidences alone the Stone Giants and the primitive humans (probably the ancestors of the Makai) lived peacefully together.

Inside these caves are also found very artistic cave paintings revealing the same; where Stone Giants and human figures lived amongst each other, hunted together, build statues together, herding cattle and harvesting together. Similar cave paintings are found all over the caves in whole Ierendi and Minrothad, all dating far before the **Great rain of Fire**, known by the Makai through oral history only as; **Ehi nui ana o ke ahi**. It seems to be that the Makai only became known as Makai far in the Taymoran time period, and can be assumed to be a merging of variant races, as the Makai language also reveals a merging of several languages, a tradition up to this day. This can be recognized by the use of new words (sometimes slightly adapted) clearly sourcing from modern languages.

DM Knowledge only; *The caves predate the Blackmoor era and were used by Primitive Neanderthal and Stone age human settlements, and harbor much of their heritage, history, legends, and even secrets.*

These caves have a general layout of a central entry (10'-15' wide and high), connecting to nil to two larger caves (30'-60' wide, 100'-200' long, and 15'-25' high) which are connected at the end by several tunnels (5' width, 15' high, 200 to 500' long) to smaller backroom caves, of a spherical shape of 25'-35' diameter with a flat sandy bottom where the Stone Giants lay there eggs. These background chambers are often connected by several similar tunnels as reaching them, and in the larger complexes may have several junctions to more background chambers. When humans lived amongst the Stone Giants, the background tunnels were often closed by heavy stone doors of extremely precise design as typical by stone giants. Then the central cave(s) had ledges (15' deep, 5' High, and 10'-20' wide) where the human's families did sleep. Remnants of tree logs with cutout steps reveal simple use of stairs/ladders. The Central Caves have all a 6' diameter chimney at the highest point to allow smoke by fires to escape at the top of the hill. In the case of no central chamber the main tunnel leads to tunnels to the hatching chambers directly. On a map these caves often resemble a rope ladder.

With this information simple caves can be made with ease on any map or tile system. The following examples found in my older map of the Great Pass; http://pandius.com/the_great_pass_1_mile_hex_map_by_6inchnails-d8qjlnl.png reveal sometimes small exit tunnels did exist, these could stretch any length, were often natural, yet never less than 4' wide and 12' high.



Kukuna-o-ka-lā

Kukuna-o-ka-lā =Literally; **Ray of the Sun**, a local name for Mangroves.

Mangroves are salt-tolerant trees, and are adapted to life in harsh coastal conditions.

They contain a complex root filtration system to cope with salt water immersion and wave action. They are grown to live in the conditions of waterlogged mud.



Many creatures live in these mangroves, mostly being small, and medium birds (large birds are seasonal spring or autumn depending on species).

Small birds have 1d2 hp, Medium 1d3 to 1d6, large birds 2d4 to 2d8, AC9, AV0, THAC020, 1 peck or claw 1 damage/6 hp bird Morale 5.), Hairy & Large spiders ([MMMC Lowlife](#) page 574), small frogs and poisonous frogs ([MMMC Animals](#) page 362 & 364), Skitterling lizards ([MMMC Animals](#) page 389), large & Giant Saltwater crocodiles ([MMMC Animals](#) pages 373-375), Local variant of Gerbil, Shrew and Mouse ([MMMC Animals](#) page 453), Minor turtles (1d8hp, THAC019, AC6, AV5. Bite in reach1d3+1 and hold 1d3 rounds) several snakes (constricting and poisonous, yet no large or giant, see [MMMC Animals](#) page 396 to 423) and a small spider monkey ([MMMC Animals](#) page 86) also belong to the local creatures.

All these are by time hunted by the locals under the guidance of the rules as set by the Guardian to prevent overpopulation or under-population. The slaying of any of these creatures gains no more than 1 xp unless noted otherwise.

These mangroves are extremely difficult to pass through, and the movement rate is only 25% of normal, and consists of climbing, carefully walking, mud walking, and swimming. The chance to get lost is 5 on 6, where 3 on 6 you reach the sea (somewhere else), and 4 to 5 you are lost within the mass of twigs, leaves and branches.

There is also the chance to severely wound your feet due uprising wood spikes (ventilation roots) which cause 1d3 damage to unprotected, or cloth or leather covered feet with a chance of infection of 25% due the local muck and salty water. It will also attract small sharks, and in open water larger sharks. Leather feet coverage with steel, metal or even wooden soles (or seldom large shells) will protect from this damage, yet will reduce movement by another 10%, and will become very bothersome if loaded with muck and salt water.

Metals will also rust in the outside if exposed ton salt water and then air, if not cleaned and oiled daily. Rusted metals lose integrity. And armor protection is reduced after 1 week rusting by -1 per week in these circumstances, Weapons are at a cumulative -1 to hit and damage per week after 1 week.

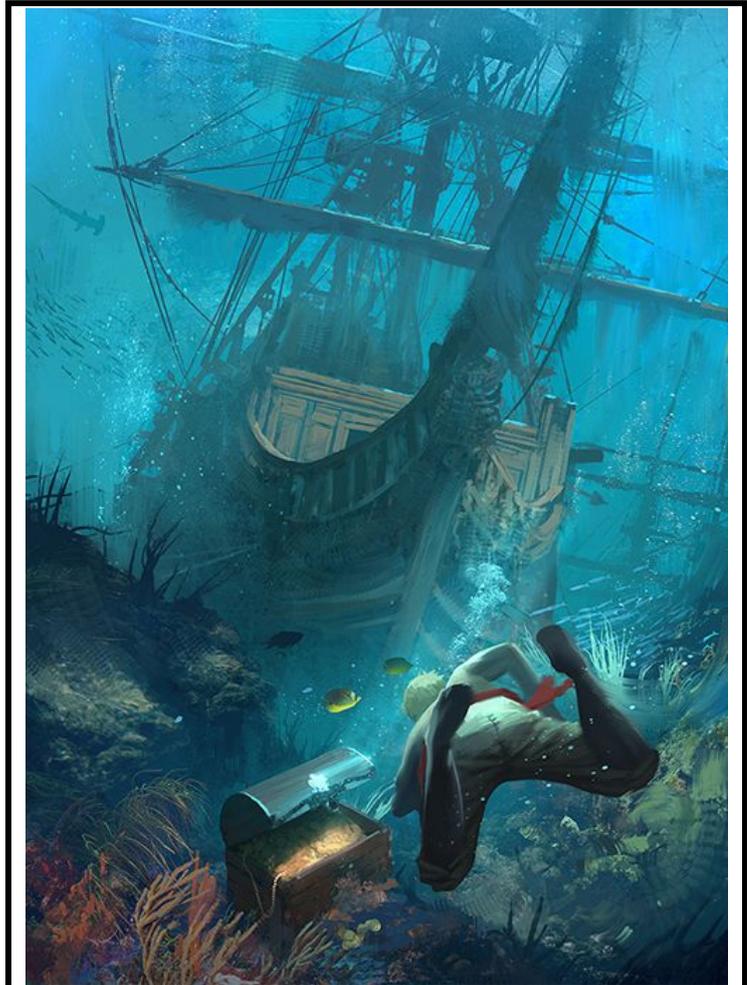
Only specialists can restore such damages at 25% to 50% of the basic cost of the rusted item, and only if treated before it protection or damage is reduced below 50% of normal. Thus a short sword which gives 1d6 damage can be repaired if the damage is below 4 weeks, as one rust damage is given AFTER each week). A chain mail (AV4) has to be restored within 3 weeks or be irreparable.

Shipwrecks

The waters had their conflicts and many vessels sank. The map reveals a total of 51 wrecks over the whole area which mostly sank in the wars of 770-778AC, and 586 AC. These are the only wrecks remaining. Older and other wrecks of those eras were of such low quality they eroded rapidly, leaving only some sunk debris(including cargo), anchor stones and maybe some mast or bow remains.

The sort of vessels can be found in [‘What can be Bought’](#) pages 52-53.

The vessels exist in various states of damage and decay/erosion. The more damaged, the less the vessel can be explored and plundered without real effort like digging around it, or demolishing it further. Mostly these vessels are lying sideways in the mud, sometimes they are upside down or straight up. This is for the DM to determine keeping in mind the state of the vessel. Most of these vessels were used in the war, and as such do not really have a cargo (other than recent plunder). They however do have lots of hand weapons and war weapons like catapults, ballistae, and many sorts of remains of armor can be found. Metals are prone to being covered by coral encrustment, while wood is prone to underwater vegetation. All these vessels are taken over as an easy hiding or feeding area for local sea life, The Makai use bark outrigger canoes, which disintegrate underwater within a year. Wooden vessels (mostly foreign) have various states of decay. And as the waters are lower than 30’ deep, sections might still pierce the waves. These visible wrecks are what gave the Shipwreck Island its name. The Makai have several names for shipwrecks depending on their state; **Nā ili** =ships run aground, **Nā Moku** = Ship broken in two, **Nā nāhāhā** = ships broken to bits, **Moku‘po‘opo‘o** = ship simply "sunk" (add “ ana” at end if plural).



This is an artist impression of the pirate galleon the Uredd which sank in 876 AC, and is only lightly damaged. The 45’ tall masts still pierce the waves as the hull lies only at 30’ depth. Who knows what can be found there, beside the dangers underwater. Nobody has had the courage to try, and those who did are lost.

DM Knowledge only;

Lightly damaged = mostly intact, except the source of sinking, broken mast and such

Medium damaged = largely intact, Hull partially crashed, Masts broken

Heavily damaged = only a few sections can still be accessed.

Medium Broken = as Medium damaged, yet the vessel is no longer complete. The other section is close by.

Heavily Broken = as Heavily damaged, yet the vessel is no longer complete. The other section(s) are close by.

Ruined = the vessel can still be recognized as such, yet only very small sections can be accessed.

Disintegrated = the vessel can no longer be recognized as being a vessel on a quick glance. These vessels are not listed in the next list, however over 100 such vessels are found all over the map (except the central area between the islands).

Vessels in **Red** were Pirate Vessels

Close to these vessels the local wandering Monster table gives; 0-50% local fish, 51-75 Undead, 76-85 Devilfish, 86-93 Merrow/Sharkkin/Kna, 97-00 Sharks. Squid do exist here in vessels, yet do not grow large to be able to attack, and thus enclosed in this table with local fish.

Merrow/Kna/Sharkkin here, will be very carefully, yet also possible friendly to most humans, depending on circumstances. Devilfish will attack on sight at night, and scout and study at day from their hiding spot, and will be very defensive if discovered. Undead will attack if able.

Sharks do attack if PC's are wounded and smaller than them, more possible however they make a bite in an attempt to learn if the PC's are prey or not. And will mostly move away after this first bite. Bodies not moving however will be attacked as often as possible.

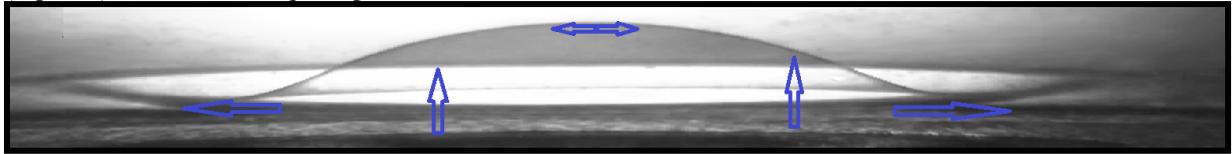
Keep in mind any shark bite is mostly a loss of some section of the characters body (limb, finger, thigh, etc) and any wound might attract more sharks. Healing is imminent in these circumstances. Potions can be imbibed underwater on a successful dexterity check.

Name	Average Location	Origin	Sink Date	Sort	State
Biter	SW Lighthouse, W Crushing Rock	Ierendi	772 AC	Caravel	Medium Damaged
Blue Herring	W Shipwreck Island, NW Deep Cnote	Ierendi	773 AC	Caravel	Heavily Damaged
Bourbonnaise	SE Deep Cenote	Minrothad	774 AC	Harbortown Trader	Medium Broken
Calliope	S Crushing Rock	Ierendi	775 AC	Caravel	Medium Damaged
Cardigan Wave	Far S Shipwreck Island	Ierendi	586 AC	Large Sailing Ship	Heavily Broken
Charity	Far S Vlaad Island	Traldar	586 AC	Large Sailing Ship	Heavily Broken
Chelsam	W Deep Cenote	Thyatian	774 AC	Troop Transport	Heavily Damaged
Chelsam Diadem	S Shipwreck Island	Thyatian	774 AC	War Drommond	Medium Broken
Cowslip	Far SW Shipwreck Island	Minrothad	586 AC	Minroth Clipper	Ruined
Cupid	S Shipwreck Island	Ierendi	774 AC	Large Sailing Ship	Heavily Damaged
Daffodil	S Deep Cenote	Ierendi	774 AC	Large Sailing Ship	Medium Broken
Date Tree	S Deep Cenote	Ierendi	774 AC	Small Galley	Medium Damaged
Dornoch	SE Shipwreck Island	5 Shires	774 AC	Small Galley	Medium Damaged
Dread's Breath	W Deep Cenote	Darokin	774 AC	Harbortown Trader	Medium Broken
Duke of Seashire	SW Crushing Rock	5 Shires	774 AC	Seahome Schooner	Heavily Broken
Dungeness	W Shipwreck Island, E Deep Cenote	Minrothad	774 AC	Harbortown Trader	Medium Broken
Eridge	W Shipwreck Island	Minrothad	774 AC	Minroth Clipper	Medium Broken
Falcon	S Deep Cenote	Thyatian	772 AC	War Drommond	Heavily Broken
Fawkner	W Deep Cenote	Thyatian	774 AC	War Drommond	Heavily Broken
Finwhale	Far SE Vlaad Island	Ierendi	586 AC	Large Sailing Ship	Ruined
Flintham	Far S Shipwreck Island	5 Shires	586 AC	Large Sailing Ship	Ruined
Guardwave	Far SE Vlaad Island	Ierendi	586 AC	Longship	Medium Damaged
Heather	W Shipwreck Island, NE Deep Cenote	Ierendi	774 AC	Small Galley	Medium Damaged
Hulvul	S Shipwreck Island	Thanagioth	774 AC	Galleon	Medium Broken
Jennet	S Shipwreck Island	Darokin	774 AC	Harbortown Trader	Medium Broken
King Eric	NW Deep Cenote	Ierendi	774 AC	Small Galley	Medium Damaged
Lord Alexander	SW Shipwreck Island	Ierendi	773 AC	Small Galley	Medium Damaged
Lord Francis	N Deep Cenote	Ierendi	774 AC	Caravel	Medium Broken
Matthew Dorknor	Bay SE Shipwreck Island	Ierendi	772 AC	Small Galley	Medium Damaged
Ogre	S Shipwreck Island	5 Shires	773 AC	Galleon	Medium Broken
Palmtree	SW Crushing Rock	Ierendi	772 AC	Small Galley	Medium Damaged
Patrician	S Shipwreck Island	Thyatian	775 AC	War Drommond	Heavily Broken
Prince Cooper	SE Deep Cenote	Ierendi	774 AC	Small Galley	Medium Damaged
Redoubt	SE Deep Cenote	Traldar	773 AC	Cog	Heavily Broken
Stoic	SE Shipwreck Island	Minrothad	977 AC	Coaster	Lightly Damaged
Tantabbar Ballista	W Shore Shipwreck Island	5 Shires	772 AC	Galleon	Medium Broken
Thanagioth Tailor	W Shipwreck Island	Thanagioth	772 AC	Small Galley	Medium Damaged
The Albacore	S Shipwreck Island	Minrothad	774 AC	Minroth Clipper	Medium Broken
The Arcadian	SE Shipwreck Island	Minrothad	772 AC	Minroth Clipper	Medium Broken
The Iveston	SW Crushing Rock, NW Shipwreck Island	5 Shires	774 AC	Galleon	Medium Broken
The Kimberley	W Shipwreck Island	Thyatian	773 AC	War Galley	Medium Damaged
The Manwara Merchant	S Shipwreck Island	Minrothad	775 AC	War Galley	Medium Damaged
The Melbreak	SE Shipwreck Island	Minrothad	773 AC	War Drommond	Heavily Broken
The Oakley	W Shipwreck Island	Ierendi	815 AC	Small Galley	Lightly Damaged
The Persistent	SW Lighthouse, W Crushing Rock	Ierendi	774 AC	Longship	Medium Damaged
The Trump	SW Lighthouse, W Crushing Rock	Thyatian	772 AC	War Galley	Heavily Damaged
The Uredd	NW Lighthouse	5 Shires	876 AC	Galleon	Lightly Damaged
Thyatian Prize	S Vlaad Island	Thyatian	773 AC	War Drommond	Heavily Damaged
Unbridled	N Crushing Rock	5 Shires	772 AC	Galleon	Heavily Damaged
Wheatland	N Crushing Rock	5 Shires	775 AC	Large Sailing Ship	Medium Broken

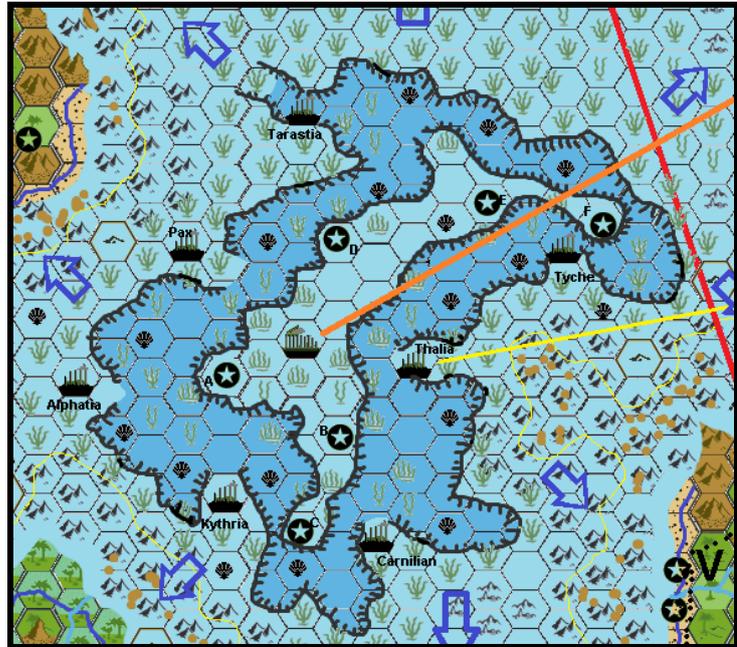
Kauwahi wahi ka wai ea

Kauwahi wahi ka wai ea = where the water rises

This is the watery site in between the three islands where the water in the middle of the area literally rises a foot (hightide) to 3 low tide, expelling outwards.



The effect is caused by an Immortal Strength motive forcefield under water. This forcefield forces anything it touches up and outwards 300 yards or so. This upwards force along the forcefield actively thus forces the water up, where gravity and the continued water stream forces the water away from the area. The forcefield is generated from the deepest regions of the area with its upward force, making the central area a bit higher than the outward areas. This also means there is a current towards the forcefield at the bottom, drawing in bottom feeders, small crustaceans, shells, seeds/egg etc. Most of these will be force up and out, some will find a way within, as when passing just a few feet over a shrine any non-evil creature can pass the forcefield (thus not Devilfish). Especially pearl bearing oysters prosper under these circumstances. The water is clear and shrines and statues can be seen from above.



There are no waves in this area except during storms.

The locals know the area well for it is favored for hunting fish which are normally at the bottom or deep, and are now drifting with the water to the surface.

When crossing the waters while on boat or swimming the are reduced in movement speed by 50% going inward and increased by going outward by an additional 100%. It is possible to dive inward, yet only if the swimmer is faster than 90' round. The force is a constant and even active on Days of Dread as the Immortal magical forcefield preceded the radiance pollution and is not affected as such.

Over the ages oysters have found a place to prosper. This is a location where with care large pearls can be found. Some of these pearls are harvested once a year by the locals and are colored in a variety (See 1d100 table right) and vary in size from ½ inch diameter to 5 inch diameter.

In value these conform to the Variable Gem Size and Quality Table of Rules Cyclopedia page 226. The quality of these pearls is always normal or higher. If using this table all rolls below 6 are considered normal size and/or quality.

Medium= ½ to 1 inch (standard value), Fairly Large=1 to 2 inch (Value x2), Large = 2 to 3.5 inch (Value x 4), Very Large= 3.5 inch to 5 inch (Value x 8).

These pearls are mostly sold to visiting merchants, who prefer to sell these to clerics and mages, or rulers for ornamental, jewelry or as components in rituals or creation, as they are considered very pure. Black Pearls don't form here, nor any other colors.

1d100					
 Light Grey 1-6	 White 7-14	 Cream 15-22	 Creamrose Light 23-29	 Creamrose 30-35	 Rosaline 36-41
 Peach 42-46	 Powder Rose 47-53	 Powder Almond 54-57	 Gold 58-60	 Bright Gold 61-63	 Antique Brass 64-65
 Copper 66-68	 Dark Purple 69-72	 Mauve 73-80	 Brown 81-87	 Bronze 88-93	 Light Blue 94-00

Kahi ahea e hālāwai ai nā akua

Hidden underneath the **Kauwahi wahi ka wai ea** is the area known and taught by the guardian as; **Kahi ahea e hālāwai ai nā akua = Where Gods meet.**

The Makai know out of visual experiences and ancient tales there are eleven different statues of Immortals, and eleven different shrines on the islands and underwater. There are six sunken statues and one singular altar structure in the area.

The area is clearly protected by a sort of forcefield; you could look in, yet see nothing of real interest.

It is here the gods meet according to the Makai legends, even before the area was underwater.

And surely the Makai had tried to see, yet never did, until the Immortals left the area by walking (or swimming) out of it.

The only thing they see is a sort of temple underwater consisting of an arch and open doorway behind it, forming together the front of a ruined or unfinished structure.

They therefore need peace to speak about things Immortals deem important, else would be disturbed. This concept is the reason why the locals accept foul-doers turning into Dodos, without becoming totally afraid. To them it is a punishment of the gods for disturbing the peace.



DM information; *The place between the islands is indeed the actual Location the Immortals meet and have met before. When the water came in the Great Flood the Immortals were even more safe from prying eyes between the island rocks nestled around.*

There is only one way to enter the area (see Shrines), yet when within, the area may still appear in all effects as normal water, yet any can breath here as normal, have no hinder of underwater rules, but can't create waste.

The primitive Makai, who arrived here later have incorporated the visiting immortals into their local customs. The Statues would then represent these Immortals, and the additional wall art in the caves would tell these stories. According M5 Talons of Night, the Immortal Boxed Set, also compiled in this http://pandius.com/Immortals_of_Mystara.pdf on the pages as given here) both Pax and Thalia are being lost since 970AC. It is suggested that they ascended above the Immortals. Pax had created the Periapt of Pax and was also the creator of the Alabaster Dodo located in the Broken Sea region.

This idea of this small clique of Immortals was later used by the new Immortal Benekander who greatly dislikes how the Immortals mess everything up (Source; Wrath of the Immortals, Poor Wizard Almanacs).

All the following Immortals are detailed in the Immortal source above.

The meeting Place of the immortals is also the meeting place of potential candidates to Immortality in the Sphere of Thought. And the proximity to the Deep Hole of Death and hence the influence of Saasskas and Nyx is a great barrier they have to pass to reach the location.

Initial Immortals of the group

Some centuries before the Great Rain of Fire there were the Immortals Pax (Peace) and Thalia (Love) who tried to promote peace and love to the world.

Pax, Peace (**Maluhia** by the Makai), original founder of the group (507). The area has a mortal history to Pax his last mortal form (see local history). According to legends he was an ancient Immortal of Mater, who after becoming mortal became an Immortal of Thought. Pax disappeared in 840AC, and according Immortal rumors he penetrated the Astral Boundary and became an Old One, There are however rumors that Koryis, his pupil who later took over his agenda, is the returning Pax

Thalia, Love (**Aloha** by the Makai), original founder of the group (659). It is here Thalia and Pax did first meet, it is said. Like Pax, Thalia disappeared in 840AC, and according Immortal rumors she penetrated the Astral Boundary and became an Old One. Only a few rumors arose recently that she returned as Kythria.

First additions to the group

After the destruction caused by the Great Rain of Fire 3000BC the new Immortals Pax and Thalia grouped together with Djaea and Tyche in a small clique trying to prevent another disaster and find resolution for the continuous wars in the world often instigated by Immortals, and in effect their incentive of peace and cooperation in the region now known as the Broken Sea was the first step to an Immortal balance.

Koryis, (**Akakai** by the Makai) (page 352) is an Immortal originating from the old realm of the Alphatians. Entropic influences were encroaching, on the Old Alphatian Realm, which made Pax guide Koryis here on Mystara, and enable him to become Immortal. Koryis ascended to Immortality before 1000BC, so he must have worked a long time together with Pax, (explaining why they were friends and Koryis named his personal Outer Plane after Pax).

Djaea, Mother Nature (**Kūlohelohe Maukuahine** by the Makai) (159)

Tyche (**Laki** by the Makai), with the agenda of Luck & Fate (690)

Newer Immortals in this group

Over time several Immortals were added to the group, and all use this location to sponsor promising mortals, or just to meet them. The Immortals of the group together helped the location to survive reasonably intact when the continent sank in the period between 1750BC and 1700BC. It did made the location even more hidden. Koryis was the first and last mortal after the sinking who ascended to Immortality right on this location in 1000BC, 750 years after the disaster.

In 840AC both Pax and Thalia left the multiverse and broke through the Astral Boundary. They left Koryis as fresh immortal behind. As a pupil of Pax, with his disappearance in 840A, Koryis took over his agenda. Due this, and his vast experience and respect in Ochalea, Koryis also became the main Immortal of this group. There are some rumors, both Pax and Koryis are the same, yet they were seen together by Immortals more than once.



Tyche with Ke Kahu Kamapua'a in the woods. Kamapua'a never knew she walked with him bringing luck in his fate and good tasks.

Alphatia (Nani by the Makai)(33), is the agent in the art. Her interests lie in the art; the statues, the ancient cave paintings, and she enabled the artists with knowledge that can be used to preserve colors in these pieces of art and history.

Baldur (Ba'I by the Makai)(83) is another agent in Peace, and promotes pacifism. He is one of the reasons the local Makai prefer not to use weapons to other humans (or sea humanoids) until no longer avoidable.

Basteh (Bast by the Makai) is the least active Immortal in this group she does like, yet her interests are somewhere else. She is seen as an agent of Luck and Hunting (balanced) in the region,

Carnelian (Opio by the Makai)(111), as an agent in the preservation of youth and vegetation, could be the one that enables the placement of a Well of Youth on the island, something many mortals cherish; many legends speak of and combined with what we have also befitting. He is also responsible for the balanced hunting traditions of the Makai.

Kythria(Ki by the Makai)(356) is assumed by the locals to be Thalia, and in all respects the agenda of these two Immortals is near to equal (Love, Friendship, Beauty & Fertility), and Kythria enjoys the company of Koryis who is assumed to be Pax himself by many of his followers (and even several Immortals).

Tarastia as an agent for Truth and Justice, would then be the one within this group under the name **Pax Bellanica ('Oia'i'o by the Makai)(644)**, who is impulsive and vengeful enough to turn foul doers into dodos. As her name is similar to Pax, many followers think she is a child of him. It is her change to the artifact doing so, and continues the power through the Ke Kahu after the artifact is stolen. As this can't indefinitely be continued, she is also positive in the task of Loberlin for returning the artifact.

As main Immortal of the Group here some additional background information on Koryis

Home Plane: Pax (named in honor of the Immortal Pax—an old friend of Koryis)

Date ascension: unknown but long before the wars that destroyed the Alphatian Homeworld (thus before Landfall 1000 BC.

Sponsor: Unknown, Korotiku suspected, yet Pax and Koryis have their similarities, and friendship.

Koryis his sponsor is unknown, even by himself. He suspects Korotiku, as he doesn't expect or knows Pax might be into this.

It can be assumed that Koryis started his ascension on Mystara to become Immortal, and it was here on the secret location of the Broken Sea. His Task would be to find a peaceful way for the Alphatians to survive. He contacted the highly magical advanced Nithians just before 1000BC, and steered these to contact the Old Plane of Alphatia, and find survivors in the great war there which led to massive destruction. When he returned to Old Alphatia and found them on their initial steps of the faraway voyage to Mystara just before 1000AC. When they finally passed the Dimensional borders, Koryis ascended to Immortality.

Since then the location in the Broken Sea, where the locals loosely worshipped Pax, they also started to worship Koryis. The Broken Sea has become their strategically point to meet their candidates.

Al this would make it very logical for Koryis to somehow be the one desiring to sponsor Loberlin into the Path of Immortality

Opponents to the group, region and Koryis in particular.

Nyx (Nü Yue-Wang)(444) is Koryis (Koru Yi-Si) major foe in Ochalea. Nyx was also present in ancient Taymora and still appears regularly in Karameikos and Ierendi with actions, shrines and even temples, and is responsible for many forms of Undead like vampires and Nosferati. In the Taymoran Era, to hinder Nyx greatly, and might even have been (maybe not responsible) somehow affiliated in the sinking of the continent in 1750BC.

Since Koryis existed he despises Nyx, and tries to undo what she creates, or at least be truly bothersome (including sending adventurers to damage her temples).

Saasskas, (595) the Immortal of the Devilfish hates all life, no matter what, and especially peace, so he despises all Pax and Koryis did.

Nyx and Saasskas both became or have been more or less acknowledged in the area to mortals, and are foes of Koryis and his peaceful intentions.

The despise and maybe serious conflicts between Koryis and Nyx, spiced up the place and this can be the reason why there have been battles in the region over the years. Indirectly Nyx is accepting aggression at the zone knowing the good artifact is there. Now Nyx had influenced the mage to steal the Alabaster Dodo, convincing him he would be more powerful, and then sacrifice it to her. That way she would obtain the artifact and have a handle on Koryis. If it was not for the Devilfish of Saasskas, she would have been successful. So she hates Koryis, dislikes Saasskas, and that is the reason, she does not interfere, nor help any side, and so neither should her Necromancers and Kahuna (priests). This is one of the reasons the Makai do nothing except defending themselves in ways possible.

One Note;

As **Protius/Old Man of the Sea** (535) is neither member of the group (not even aware of), nor an opponent, yet is still an important Immortal in the region of the Makai, Ierendi, and Undersea Kingdom, he will do nothing to either side, staying neutral like the water. However, as soon as he becomes aware of the Rayfish artifact (and its dangerous effects if brought to the surface), and/or the imprisoned followers in the Abyss, he will act. As these prisoners are undersea races and some of them are clerics/shaman, and prevented from praying by the devilfish, they will do so at the earliest opportunity. He will order them to help Loberlin and they will do so out of thank to Loberlin and their Immortal even if they failed to make contact to their Immortal..

Ahu Po'opo'o Ahu

Ahu Po'opo'o Ahu = Sunken Shrine

Heiau = Shrine

These shrines are simple yet wonderful and similar and often overgrown with corals, or water vegetation. Within is an image, Holy Symbol or small statuette of the Immortal the specific shrine belongs to. Without these it is impossible to identify which shrine belongs to whom.

The Devilfish tried to place hinders on these shrines or nearby these shrines, as they discovered they were used somehow to access the forcefield, and their high priest told them Saasskas ordered them to prevent that. Due this the following antagonists to each shrine are as follows.



DM information only; All these shrines radiate an Immortal strength Protection from Evil 10 yard radius, and are considered consecrate ground, hence unable for evil creatures to enter. Objects belonging to the shrine can only be removed by special rituals.

These Shrines lose all their power when the Obsidian Rayfish is exposed to the surface in the air, during the period of new moon at midnight (the darkest hours).

The Undead listed can be found detailed in the links as given in the **Make hele wāwae** chapter.

The Zombie White Sharks are Monster Zombies in this regard.

Location	Immortal	Antagonist
Submerged Centre W	Alphatia	3 Ghoul Fish, 3 Skeletal Warriors
Submerged Centre SW	Kythria	3 Ghoul Fish + 1 Zombie White Shark
Submerged Centre S	Carnelian	2 Zombie White Shark, 3d4 Crawling Claws
Submerged Centre N	Tarastia	None (defeated by Shrine power)
Submerged Centre W	Pax	3 Devilfish Clerics, 2 Devilfish Warriors, 2d10 Zombies
Submerged Centre NE	Tyche	2d4 Ghoul Fish, 2 Ghoul, 2 Lacedon
Submerged Centre E	Thalia	1 Merrow Velya, 1 Sea Zombie
Vlaad Island E	Koryis	none (defeated or driven away by locals)
Shipwreck Island SW	Bast	None
Shipwreck Island N	Balder	25% chance 3d10 Zombies, 20% chance 2d20 Skeletons
Crushing Rock SW	Djaea	3 Tuyewera, 15 Topi

What the Makai, and nearly everybody else do not know, is that in the Cave of the Ke Kahu, he made a recent wall painting in the ancient tradition, telling the tale of the area and that of the Makai. Within this giant wall painting, a good observer can find hints in which order he/she had to visit the shrines and make a suitable minor sacrifice to that Immortal. This is the only way to become aware on how to enter the area underneath the **Kauwahi wahi ka wai ea** = where the water rises.

Doing so makes that Immortal aware of the upcoming visit, following the mortal's requests, and listening to any attempt of communication. Non-sentient animals can pass the forcefield by passing within the area of the sunken shrine through the shield. This does not include transformed sentient creatures, constructs, undead or any creature with an intelligence higher than 3.

All these Immortals are seen as equal here, and although mostly Koryis responds, all decide mutually by a personal meeting, and even which Immortal would be the sponsor.

Statues

There are several statues on the rocky islands, mostly along the shore, facing all directions, yet most face inland. There are also some statues seen underwater in the area known where the water rises.

Statue of the Guardian = Ke ki'i o ke kahu

The only statue on the surface being identified is that 12 feet tall wooden statue close to the Cave of the Guardian. It is of a time before the Great Flood, and maybe even of times dating before the Great rain of Fire, as the wood is of a hickory tree no longer growing here; it is dedicated clearly as a Ke Kahu, and may even be Kamapua'a himself. (See picture statue there).

Statues of the men of stone = Nā ki'i o pōhaku 'ōlapa

All other statues on the islands are honored and regularly decorated with flowers and food as gifts, without knowing who they are/resemble or what they stand for, and this honoring is done pure on personal opinions. There are rumors that many (if not all) of these 8 to 12 feet tall statues are not actually statues at all, and are in fact petrified/died Stone Giants.



Statues of the gods = Nā ki'i o akua

The other statues are clearly made by the cultures of that time, or known to be. The similarities of these images are too obvious to ignore, yet at the same thought the statues clearly depict situations attributed to some Immortals, while some are less clear. So the debate continues to linger, and with that the habit of honoring too.

The statues discovered underwater all are clearly dedicated to resemble some identified Immortal; (Left to Right; A, B, C & D, E. Same letters as on map).

A; Ancient statue of Pax in the Makai traditional image, B; About 500BC, Alphatia the artist, halfway sunk into the sand, and thus most probably placed by tossing carefully overboard.

C; About 1900BC, Tarastia as regal lady,

D; Recorded and first sighting; 840AC Pax and Thalia in loving embrace, assumed to be made by the same Immortals as a gesture of farewell, before their final disappearance.

E; About 725BC, Baldur in his Nithian Garb of ages past,

F; Recorded 875AC, Carnelian, no picture, yet this new Immortal is assumed to have been ascended here.

Of the Immortals Bast, Djaea, Kythria, Koryis, Tyche no statues are known to exist, yet maybe hidden somewhere by nature, until deemed important by the Immortal to be discovered.

Keep in mind that the Makai do recognize these Immortals, they have their own Immortals dedicated towards their culture. Here locally they are prone to embrace the doctrine of these peaceful Immortals however.



All the Following Text is for the DM only, and will be relayed to the player where and when needed!!

Loberlin Mulgore

Source; Gaz8 The Five Shires pages 32 and expanded here.

Loberlin Mulgore; Female Hin, 32 level Master (Higher Master) of the Wandernhorn Clan from Ringrise Highshire, main port Thantabbar (incognito extra vessel), Clan Rank Senior 17.554 Influence Points, ST17, IN18, WI18, DX16, CO17, CH7, AL CG. Size 3'1" 610cn, age 145

High Master Spells; 9, 9, 8, 8, 8, 8, 7. Attack Rank J, regains spells outside the Shires as well.

Damage-causing spell, spell effect or Breath attacks = 50% damage (successful save 25% if allowed). Two attacks per round. Saves; DR/P=2, MW=3, P/TS=4, DB5, SP=4. Hide motionless in underbrush 90%, 33% elsewhere with shadows. More on Hin Master Spells see; Gaz 8 Player booklet pages 21-24

Weapon Mastery;

Cutlass (Normal Sword variant); EX=THAC0+6, Range; --/5' /10', Damage; 2d8* H:-2AC/2, Deflect(2)+disarm(save +1)

Light Crossbow; M=THAC0+=+6/+4, Range; 75'/130'/180', Damage; P=1d6+7/S=1d4+6, M;-3AC/3, Stun 0-75'

Dagger (4); SK=THAC0+2, Range; 15'/26'/35'. Damage; 1d6, double damage on 20, H;-1AC/1

For more on Weapon Mastery see; Rules Cyclopedia pages 77-81.

Can use Denial in the Shires main land and within 24 miles of the coast and any island within 24 miles of the coast (see Gaz 8 Player booklet pages 2-8 (including sidebars), but not the few further away Shire Owned islands between the Shires, Karameikos, Darokin and Ierendi.

The most successful Halfling pirate since 980AC, Loberlin is now a Higher Master.

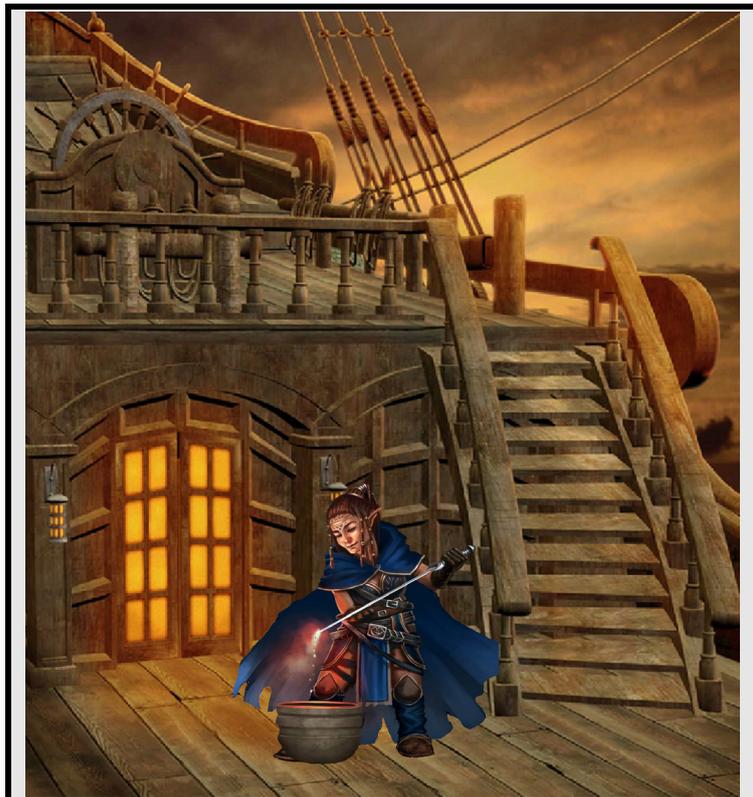
This legendary She-Pirate was as beautiful and as feared in her younger days, and st. Raven-haired, now going silver-grey in streaks, often using a brown wig or magical illusion with brown hair) to further being incognito when boarding in Thantabbar), the long-tressed and agile Loberlin captained the Bloodsail around the mysterious rocks and isles that lie between the Five Shires and Ierendi, particularly in the area where the water is so studded with rocks that it is known as the Broken Sea. Loberlin is impishly good-humored as well as daring and rapacious, and once towed a stricken Karameikan ship into harbor in Karameikos after exchanging most of her provisions with the thirsty and starving Karameikans in return for their gold.

She may be encountered anywhere in the Shires. Few Hin will recognize her and she will take a special interest in non-hin she meets who seem engaged in activities in the Shires or interesting to an adventurer. Loberlin may use any sort of weapon, but is deadly with a crossbow, a Cutlass, or thrown daggers, of which she always carries at least four on her person, some concealed.

The legendary she-pirate Loberlin, was the most successful pirate since 980AC; not only Hin still speak of her, yet she preferred to be more free-style than the pirates who

Her vessel the Bloodsail is manned with a crew of 45, with 5 non-Hin, amongst 3 wandering clerics (Lvl 8, 11, & 14 from Darokin, Karameikos and Ierendi), a Traladaran Alchemist/apothecary (Lvl 7), and a loyal Darokin mage with 3 years of study (unpleasantly) in Glantri.

Loberlin is a female Halfling pirate and Halfling Master of significant abilities. She is a sort of peaceful pirate, rarely slaying enemies, yet using her abilities, weapons and skills to disable them. This continuous habit (which



Loberlin, still in incognito appearance, on board of her main vessel; the Bloodsail preparing her cutlass for combat.

would be very difficult, for she would encounter opposing foes regularly, which desire revenge/retribution) has caught the eye of Koryis. This Immortal has a weak spot of the location, as he ascended here, and probably meets other immortals here unseen regularly (once or twice a few decades probably), and became intrigued by this Hin mortal, and decided after a while (today) it is time to sponsor her to Immortality, using her as a tool to stabilize the recent disruptions of peace here.

Loberlin is unaware she is currently a candidate for Immortality on the Path of the Epic Hero needed for the ascension of the Sphere of Thought.

Loberlin thus must locate both artifacts, destroy the entropic one, and return the Alabaster Dove to the Island, all doing heroically with a self-created artifact (probably with Great Hin Magical Powers as she is a Hin Master). Loberlin is unaware what it is that is stolen and so important to the friendly Makai, only vaguely knows how it looks and why it is so important. She is however already aware of competition by the Pirate Guild, and informed on the Devilfish intending the same. If using the right sources she will discover it is underwater. Due all of this she can't really make use of her pirates, relying most on her own and on her trusted crew to do the surface. Thus all is slower and more difficult, or at the very best secretly, even to most of her own crew.

We can assume the following steps as according Wrath of the Immortals page, and a DM can play these out before this main event if so desired.

Loberlin received visions of the location in the Broken Sea and how to reach the hidden location, while following these visions she actually undergoes **the Seven Tests** (Honor, Dedication, Resourcefulness, Bravery, Persistence, Charity of the Heart, Wisdom). Loberlin is aware of the Immortals of the region, and their main agenda here...mostly peace and maintaining/restoring the Peace, something she would like to help in. As such all this might be a way for the Immortals to request help, as the Immortals do not appear to do so normally.

Her final tests will be in reaching the hidden area underwater.

The Meeting; Once she meditates several hours in this beautiful magical underwater area, an image of the Alabaster Dodo appears, and a soft old voice tells her the history of the region as the Immortals know. It clarifies the Importance of the Dodo, and its retrieval, yet also the destruction of the Obsidian Rayfish. All following steps have to be undertaken following the Epic Hero Path of the Sphere of Thought, yet this is something Loberlin is unaware of.

Quest; search for a major artifact from the Sphere of Thought (the stolen Alabaster Dodo) currently located in the Great Temple of the Devilfish at the bottom of the Tunnel to be converted to Entropy.

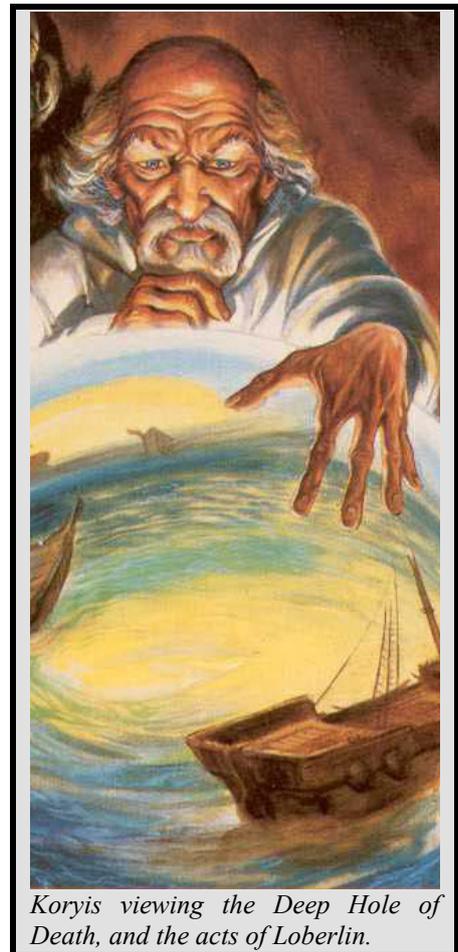
Antagonists to this Quest: the Devilfish and Undead all over, The Dragon Turtle at the surface and in the underwater tunnel, the Mage on the surface at beginning AND end.

Trial; Destroy an Artifact of Entropy (The Black Obsidian Rayfish of the Devilfish) located originally at the bottom of the tunnel in the Devilfish town, depending on the time, more up in the tunnel on its journey to the surface.

Antagonists to this Trial; the Devilfish and Undead all over, The Dragon Turtle at the surface and in the underwater tunnel. However, the Trial and Quest are almost done simultaneously.

Testimony1; Train a successor (already on board of her vessel. DM creates this character, or use a secondary PC with significant lower level (10 advised). This loyal successor would man the ship, following mostly her orders and battle on the surface, while Loberlin is down in the deep doing what she needs to be done. Antagonist to the deeds of the Successor would be the Devilfish, and the Undead. You could also throw in the Devilswine invader, and the political stress rising from a battle in this political peaceful location.

Testimony2; Create a new legendary Weapon (---we can assume Loberlin has collected the components and made the weapon before the Seven Tests, after the petition, except the weapon is as of yet not legendary). The weapon will have at least the Power of Truth, and divination powers, yet must be powerful in combat also, and recognizable. Giving the weapon a name is important(as it will later become an Artifact with additional powers when Loberlin has ascended).



Koryis viewing the Deep Hole of Death, and the acts of Loberlin.

Antagonists: The best is to assume this is the main weapon of Loberlin (either Crossbow or Cutlass), and would become feared by the Devilfish if it defeats the Dragon Turtle, the Undead Sea Giant, the Devilfish High Priest in the town in the Abyss, and even extra if it is used successfully to destroy the brain remnants of the Burrower and the Artifact (if the Loberlin succeeds this extra, add extra Power to the New Immortal upon Ascension, enough to be almost Immortal level 2.

Task; Live up heroic ideals steadfastness and dedication (this might be the reason she rejected her location in the seat of Pirate lords) still busy doing so.

Antagonists; the other pirates could be against the rejection of the seat, and would try to 'force' her into this, though not with violence, more with trade, political and servitude problems before, and during (luring members of the crew away, barring trade/ or help for her, or similar. DM, use your imagination. Loberlin would need to be clever and wise to resolve or bypass this.

And if all this is finished she must return here and meditate again while presenting the Alabaster Dodo (and remnants of the Obsidian Rayfish if available) , first then Koryis will appear in his Immortal Immaterial form.

And if agreed Loberlin will then become an Immortal. She is allowed 4 weeks to finish her mortal affairs and decide what to do with her body, as she ascends to Immortality.

In order what has Loberlin Mulgore to do;

1 Enter the area Where the Gods meet for petition and receiving the Quests, Trial, Task and Testimony Possible antagonistic powers; Devilfish and Undead) They are one of the barriers, Immortal candidates have to overcome to reach the underwater meeting place where immortal candidates of the local Peace desiring Immortals had to go. The Guardian Ke Kahu (chief of the Village) which tries its best to uphold the peace effects equal to the artifact will see any intrusion in the area as negative, and will try to hinder within the confines of his goals of peace.

2 Return to the Shires for Testimony2. Possible antagonistic powers; The Shire politics desiring to protect Borders and trade, the roaming Pirates in the area and their political agenda (see <http://pandius.com/muldair.html> and the work of Irving Galvez; http://pandius.com/MD04_Brethren_of_the_Sea_of_Dread.pdf

Another antagonist are the Ierendi politics desiring growth, protecting borders and trade, yet secretly also the Immortal Night who desires to reignite the faith she had in the Taymoran Era. Nyx being aware of the plans of Saasskas to start war to create an army of undead, informed all her followers in the region (Makai Necromancers and Hakomon, Ierendi and Karameikos) to defend her current and lost shrines, and thus lay a base for a stronger faith in her, while also enabling Saasskas and the Devilfish to do what they want. Nyx and Saasskas do not meet at any point, as Nyx also dislikes this colleague Entropic Immortal, who stole her technique to create Devilfish Vampires;

These entropic Immortals aren't Friends and don't cooperate. They steal from each other though. Nyx might become aware of Loberlin's goals (as being more surface aware) yet even if her plans fail, will see Saasskas punished for stealing/altering her artifact; the Obsidian Rayfish.

3 Return to the Broken Sea Archipelago with successor (Testimony1) and the weapon he created, Possible antagonistic powers; political and Pirates as above

4 Discover what is stolen and by whom; (The alabaster Dodo by the mage, then later the Devilfish Possible antagonistic powers; Saasskas, will have in each village (for as far as you could call these a village) old ruins of temples and shrines which have been altered towards his faith, and several have tunnels, or magical conduits leading to the Abyss. Through this way he influences undersea people and politics, making them to desire personal acceptance and stop trade, thus making both Ierendi and the Undersea Kingdom weaker. He makes several of them see Loberlin as an intruder to their cause. He, and local Devilfish and undead under his control so greatly dislike all life and peace in general, his goal is to create war and bring darkness in the region to begin with.

Possible Help; Thundara the sea dragon who dislikes the dragon turtle Kaniwass, and removing him would strengthen her position.

Another help (although in the beginning it will not seem to be)will be the Guardian Ke Kahu (chief of the Village) which tries its best to uphold the peace effects equal to the artifact. The further into this adventure, the more conflicts will arise in the region. The Ke Kahu, already angered by the theft of the Alabaster Dodo (and now less restricted to keep the peace, yet still having this overall goal), becomes angered at these battles in the region and he storms the water and drives the ships to wreck on the rocks, so many ships are lost.

The why the item was stolen: The Peace treaty of Vlaad, recognized all over the Shires, Karameikos, Ierendi, Minrothad and even Thyatis has placed a permanent mark of peace on the area, and thus a major Stroke to both these Immortals of entropy. Nyx and Saasskas desire revenge and the theft of the Alabaster dodo was suitable to both their agenda's.

5 Where was this stolen item brought to (Problem how to retrieve this information out of conjecture or magical or non magical interrogation Devilfish or sentient undead). Possible antagonistic powers; The Devilfish of the Abyss under guidance of Saasskas, who desire the world of their own, underwater the several various animated and created Undead by the devilfish using the Obsidian Rayfish.

6 Defeat Kaniwass to gain access to Temple and Deep Hole Possible antagonistic powers; Kaniwass, Devilfish, Undead) This major opponent would lead Loberlin down to the Devilfish where the Stolen Dodo artifact is kept (to be transformed, and where the entropic artifact to be destroyed originates. Antagonist; The Dragon Turtle Under guidance of the devilfish, who is actually a political refugee from Arentela for betrayal, and desires a nation of its own.

7 Enter Deep Hole towards the Abyss (antagonists; Mesmers, Devilfish, Undead). The devilfish with the Obsidian Rayfish have severely hidden themselves in side tunnels and are undiscovered as of yet. Antagonists; see 4, 5, 6.



8 Retrieve the Alabaster Dove before it is destroyed or transformed (antagonists; Mesmers, Devilfish, Devilfish Clerics, Undead, Sea giant Devilfish). One major opponent of destroying the Obsidian Rayfish is a giant Devilfish, created from a sea giant by the artifact—DM merge Devilfish Undead statistics with those of the Sea Giant, keep all highest stats, this monstrosity is unique and is 20 times larger than a normal Devilfish.) In this fight Loberlin only now becomes aware that the Black Rayfish (he possible saw being transported up while he was secretly going down) is THE artifact he needs to destroy, so carrying the Obsidian Dodo, he speeds up, hoping to be on time to prevent the worst from happening. Help; Imprisoned Merrow, Kna, Sharkkin if released.(these will also spread the tale of Loberlin's deeds later).

As soon as Loberlin has recaptured the Alabaster Dodo and begins his voyage to the surface, the Ke Kahu restores his personal balance and tries to find a serious motive to sign a treaty amongst the competitors. However the evil is not gone.

They start a battle on land (trying to take control of the village to build a base) and the Ke Kahu uses the remaining magic of the artifact within him to turn all those soldiers into dodos, and use his weather control powers to stop the fight.

9 Destroy the Obsidian Rayfish on the way up from the deep (antagonists; Mesmers, Devilfish clerics, Undead). Help; see 8. As soon as the Obsidian Rayfish is destroyed, the nations in conflict don't know what happened, everybody is loosing, ships are being destroyed, and troops are disappearing without a trace. Everywhere dodo's flush ashore (5 Shires, the Islands, Ierendi, and even Karamaikos). The unbalance is so great that the Ke Kahu finds a political opening (with the help of Loberlin's successor) to make and sign a new treaty and everybody goes home. They do so at the exact same date as the Treaty of Vlaad, making this day hence on as a marker of Peace, and Vlaad Island would thus be a sanctuary of Peace.

10 Return Alabaster Dove to the area "Where the Gods Meet" (Antagonist Similar undead as before with additional 1 squad of devilfish. Antagonist; Nyx the Immortal of Night and Darkness which was a prominent Immortal in the Taymoran Era, and loved by Undead and lycanthropes up to this day, yet she opposes Koryis vehemently.

11 Ascension (say goodbye to successor after handing over heroic weapon and telling what was done (not why)

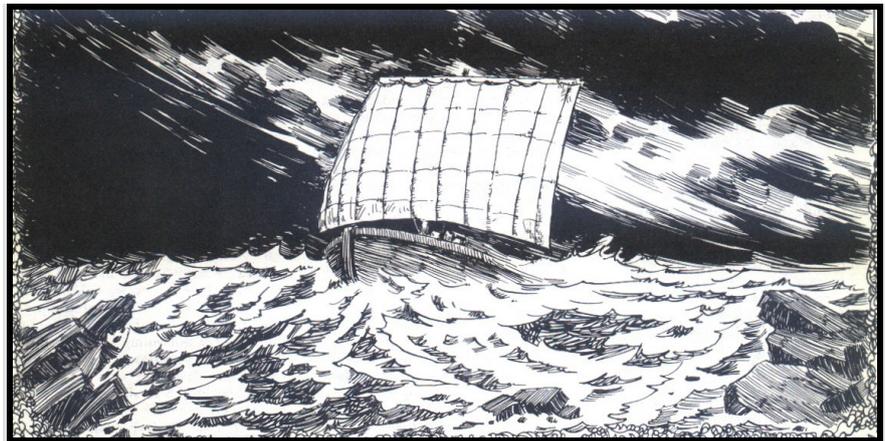
What has the successor to do while Loberlin is doing her tasks;

1 Back support of Loberlin and secure return. Defend waters from Undead/Devilfish.

2 Supply Loberlin with components needed and keep antagonists at bay with the least violence possible. Possible antagonistic powers; the roaming Pirates in the area and their political agenda (see <http://pandius.com/muldair.html> and the work of Irving Galvez; http://pandius.com/MD04_Brethren_of_the_Sea_of_Dread.pdf.

3 Keep antagonists at bay with the least violence possible. Possible antagonistic powers; The Shire politics desiring to protect Borders and trade, the roaming Pirates in the area and their political agenda (see above).

4-8 Defend the surface waters and islands from the Devilfish and Undead, but also the Devilswine invader and maybe even capturing/defeating the mage (this is up to the individual DM). Antagonists; The Devilfish & Undead, Saasskas, Nyx, Ierendi/Shire Politics, Pirate politics and greed.



9-10 Help the Ke Kahu to find an opening to create and sign a peace treaty, and place this on Vlaad Island on the same date as the signing of the Treaty of Vlaad (this thought is relayed to the successor in a dream by Koryis). Indeed the nations would be surprised on fighting crewmembers in the region getting lost (turned to dodo), however, as this effect is limited, they would not really be surprised on missing vessels in a time of war. The Immortals of the region are all (at least mostly) peaceful based, and this sentiment is placed on the occupants of the Islands (all Makai) and those visiting. it would thus be more logical to sign a peace treaty in an area already used/known as a location of Peace.

11 Receive the heroic weapon of Loberlin and return to the Shires to tell the tale of the onslaught and Loberlin's deeds. Antagonist; A single greedy resentful Pirate captain who has to be defeated by this weapon to make it truly heroic.

This adventure needs to be played by 2 persons minimum, being; Loberlin to the depths, and the Successor (of lower level and age of course) on the surface. DM prepare any events for both at the same time in advance carefully, using above information. The successor could have extra players with him/her (of lower level than him/her) which are part of the crew. Loberlin must do all alone, yet will be able to get some help in the deep from freed individuals (NPC's) there.

For using these Artifacts please refer to Wrath of the Immortals boxed set, main book pages 84- Some values given below have higher TP costs as per artifact rules due to the greater range or greater effect than standard.

Alabaster Dodo of Peace

As the Periapt of Pax (following Canon as per M5, also in http://pandius.com/Immortals_of_Mystara.pdf is an Alabaster Dove, Koryis mimicked his favorite Immortal creation and created an Alabaster Dodo (and thus reveals he has detailed knowledge of the Periapt of Pax, and might have used it himself in his quest for Immortality long ago). Dodo's and Pigeons are related and culturally both seen as being gentle, friendly and peaceful, although also sometimes as a nuisance and dirty.



The Alabaster Dodo has power equal as to the Periapt of Pax, yet individual powers, abilities and handicaps/penalties are affected by the Immortal Koryis his personal agenda and thoughts, and thus vary (albeit slightly) from those in the Periapt of Pax. It can only be with good intentions, it generates a general Peaceful environment, it promotes agreements and suppresses violence, and was until recently guarded by the Guardian Ke Kahu, yet now stolen by a mage, and forcefully taken from this mage by the Devilfish.

Greater artifact of Thought

Artifact Powers (PP 285). Recharge Rate 120TP/Hr-20TP/Turn.

Keep in mind that when Loberlin first rescues the Artifact it has been under deep powers trying to convert it to Entropy. This put such a strain on it has currently only 185 TP left to be used (keeping in mind a minimum of 10TP is needed to be active at all), so the actual current TP= 195, and will be restored at the normal Recharge Rate).

Vessel; White with grey striated alabaster statuette of a Dodo.

Size; 19 inches tall, 13 inches by 8 inches, weighing 855cn.

The Alabaster Dodo symbolizes peace, the artifact should thus be a device that doesn't kill directly, that controls the weather and that uses power to defend, polymorph creatures and can move it and the guardian among places.

Activation; On Command

AC-20, 75hp

Attack Powers (4); Known:

- 1 Dispel Evil = 40TP,
- 2 Polymorph Others (into Dodo only) = 45TP

Unknown:

- 3 Cause Fear = 10TP,
- 4 Charm Person = 20TP

Information Powers (3): Known:

- 1 Detect Evil (up to 6 miles) = 45TP
- 2 Communication (To any of the group's Immortals and/or any friend to the user (up to 6 at the same time) within 200 miles) = 50TP
- 3 Predict Weather (up to 3 months ahead) = 30 TP

Transformation powers (3): All unknown:

- 1 Repair Normal Objects (includes small 1 or 2 person vessels) = 10TP
- 2 Time Stop (affects whole archipelago for spell duration) = 150TP
- 3 Weather control (affects whole archipelago) = 110TP

Defense powers (4): (to non-evil only) All unknown:

- 1 Cure Serious Wounds (Heal 2d6+2 to 100 characters in 100 yard distance) = 65TP
- 2 Restore (Restore Lever AND ability drain) = 110TP,
- 3 Armor Class Bonus -10 (up to 3 persons as determined by the user) = 150TP
- 4 Shield (up to 3 persons as determined by the user) = 30TP

Handicaps (3):

Known; (Permanent as long as using Artifact, 120 days if abandoned Artifact);

- 1 Magical Backlash; When using the Cure serious Wounds Power the user loses 2d6+2 hit points, which cannot be healed
- 2 Magical Backlash; When using Restore Power the user suffers a drain of the same effect
- 3 When using Timestop, the user will forget all actions done during the Timestop

Penalties (5):

- 1 Weak Magic; Each instant kill or damaging spell cast by the user of the artifact of the last 24 hours or less, has a +3 to saves for victims and -3 on damages/die to a 1 damage /die minimum
- 2 Memory Penalty; Each instant kill spell cast by the user of the artifact of the last 24 or less hours has the spell wiped from memory, and must relearn it as a new spell anytime later (without gaining experience from that)
- 3 Obsession; Each killed victim by the user of the artifact of the last 24 hours or less, will become fixed in the memory of the user with a strong feeling of guilt, until the user dies.
- 4 Range Penalty; All attack spell and ranged attacks by the user of the artifact of the last 24 hours or less have their effective range reduced by 40%
- 5 Alignment Change; The user's alignment (and behavior) becomes Good (either Lawful or Neutral) to suit the artifact's purpose of promoting peace.

Obsidian Rayfish of Saasskas

Created by Nyx, yet stolen and taken as his creation by Saasskas, who is important to the Devilfish and hence named.

The creation by Nyx (an antagonist of Koryis), dates from the Taymoran times, is now firmly in the hands of the Devilfish, and hence Saasskas, and maybe even altered by the remaining magic of the ancient Dead Burrower to suit his purposes more. It is unknown if the current powers are different from those at its creation by Nyx.

It might originally have been used to create creatures of the night and darkness, and now enables Devilfish to turn other creatures into young devilfish, then change alignment and goals thus beneficial to the Devilfish.

Destroying it would destabilize the presence of Devilfish in this general region and dispel any rise of their evil in the area.

This is the Entropic Artifact Loberlin has to Destroy.



Greater artifact of Entropy

Artifact Powers (PP 275). Recharge Rate 120TP/Hr-20TP/Turn.
Vessel; Black with dark grey splotches Obsidian Statuette of a Rayfish.
Size; 20 inches diameter, 6 inches wide, weighing 775cn.
Activation; on command by owner/holder or by self-preservation needs
 AC-20, 25hp

Attack Powers (5);

Known;

- 1 Polymorph Others (into Devilfish only) = 45TP.
- 2 Cause Fear (Constant to non undead and non Devilfish) 10TP,
- 3 Charm one Monster (Kaniwass, repeat once a month) = 100TP

Unknown;

- 4 Power Word Stun (can't be used under water. This is a power intended according Nyx agenda, not Saasskas) = 60TP,
- 5 Draining (one attack of current holder/owner) = 35 TP, gains 5TP /successful drain attack (up to its maximum).

Information Powers (2):

Known ;

- 1 Levitate (46T 20'r) = 15TP

Unknown;

- 2 Dimension Door = 25TP

Transformation powers (3): Known;

- 1 Enhance one Body once permanent until its death (currently; Kaniwass+6HD/ST/CO) = 100TP,

Unknown:

- 2 Control Temperature (100 yard, Water, and colder only. Activates—if possible—when water temperature rise higher than 15degrees Celsius)) = 65TP,
- 3 Summon Weather (activates—if possible—if exposed to sunlight; summons nearby clouds, rain clouds, etc) = 55TP

Defense powers (4): Known ;

- 1 Armor Class Bonus +6 to Enhanced Body once only (currently; Kaniwass -6AC) = 60TP

Unknown:

- 2 Shield (only to those within 10 yards) = 10TP,
- 3 Hallucinatory Terrain (Once per month, camouflage illusion similar to surrounding, includes all those within 10 yards; this is done when Loberlin goes down through the tunnel while the artifact slowly moves up) = 60TP,
- 4 Protection from Evil (in this case Good) = 10 TP/target.

Handicaps (3)

- 1 The Enhanced Body can no longer be affected by any form changing magic, including Invisibility, Petrification, Strength, Haste, Polymorphing as well as any Transportation spells. (Permanent)
- 2 Operating Cost; needs to feed weekly by changing one living sentient creature into Vampire. (Altered by Saasskas to restrict to Devilfish Vampire, if not fed this way the Artifact can no longer be commanded, until fed accordingly).
- 3 Polymorph; The user slowly transforms into a Vampire (Altered by Saasskas to restrict to Devilfish Vampire), lasts 120 days after no contact with artifact

Penalties (5) Temporary= when given circumstances change);

- 1 User generates a Continual Darkness; 4 mile radius when Artifact is exposed to air.
- 2 User's spells become Weak; -3damage / die spell, or a +3 bonus to victim's saves if exposed to light.
- 3 Ordering a creature to be enhanced is Instant Death as commander's life force us used to enable this.
- 4 Paranoia; when using any Attack Power; the user of the artifact suffers a paranoia that there is someone in the neighborhood that is NOT an undead (Altered by Saasskas to include non-Devilfish).
- 5 Powerless; will not be able to use any other power for 1 Turn if exposed to direct sunlight for 1 r or more. If also exposed to the light of the Moon this duration is as long as being exposed to both.

Way of Destruction;

This section is important to the Players and through various means (Cave Paintings, Pirate Tales, Ancient Legends, etc), they will receive the following line to succeed in their task.

Under the Light of both Sun and Moon, struck with a tooth of an enhanced one so Soon, covered with the blood of a shapeshifter of the Moon.

According Trail Map 1 &2 and the Moon/Sun rise tables here on page 28 (some calculation required by the DM); this can be done when both the Sun and moon are up. The enhanced one is Kaniwass, and the shapeshifter is more than reasonably killed by Loberlin's successor. The Shapeshifter is the Devilswine (or any other Lycanthrope).

Both the successor and Loberlin are taught by the Ke Kahu's cave paintings of the exact time, and method needed, and will take materials becoming available (teeth Kaniwass, and Blood Shapeshifter), keeping it until needed.

There will be several opportunities for each character to get these items; Kaniwass will at least once make an attempt to sink the vessel, and at least one tooth will remain stuck in the rudder, or Loberlin defeats it and has access to teeth. The Devilswine will try to prevent Loberlin to leave the Island as its Immortal Nyx ordered. This lycanthrope when surviving Loberlin, will start a killing frenzy out of rage due its failure on the island, and needs to be defeated after a serious request of the Ke Kahu by the successor of Loberlin.

When the artifact is struck with a tooth of Kaniwass which is covered by the blood of the Devilswine, the Obsidian Rayfish will be AC-2 only, and the tooth will inflict 7+(1d6x10) damage, when reached 0hp, it begins to vibrate and will implode in 1 round thereafter, drawing in 10 feet around him all matter destroying this too.

Both the Immortals Saasskas, who hates his plots being cancelled and receiving a Stroke, as well as Nyx who hates Koryis and all he stands for, being the original creator of the artifact become enemies of Loberlin as he becomes Immortal. They, however, refrain from causing harm or placing catastrophes on Loberlin. Saasskas suffered a Stroke, and lost an Immortal Level, is seriously insulted and threatened by Nyx for being responsible to destroy HER artifact, and Nyx is not really insulted enough, and has several more plots working on to break the rules and spoil these. Loberlin as Immortal will however be greatly despised.

From the Journal of the Stringent Shark by Thyatian Captain Kucius Decapitus (774AC); The Broken Sea has its name for naught, literally everywhere are reefs and rocks piercing the violent waves. Where dark shapes follow any vessel, where the sea hides so many secrets. And here do we have to battle? I pray for my vessel and its crew, that we will survive.

From the Journal of the Epitamus by Minroth Captain Mark Vandervoort (775AC); 5 years fought wars with vessels, yet all the knowledge gained is useless here. The waves are violent, there are reefs everywhere, and even if we can see the piercing rocks, what lurks below is even worse. The Black Manta Rayfish follow any vessel and attacks any in the waters. I fear we will succumb to their vile magics. Last night we were side hit by a Ierendi Vessel while at the same time various zombies boarded the vessel. They were Thyatian, Ierendi, Hin, and even of our own. Luckily we boarded several clerics and defeated these vile monsters reasonably easy. However, we can't think of our fate if we sink...becoming Undeath is even a worse fate.

From the Council Journey of the Pirate's Court, by Captain (1006AC); I don't know what it is, yet there is something of greatness brewing below the waters of the Broken Sea. And that traitor Loberlin Mulgore, is after it. We must force her back into the Pirate Court so we all have our share of this. And if she does not want to share, then we should take it away, to be shared still.

Yes, I heard thee tales of the Undead sneaking on vessels, steering them into the reefs these, and then the crew becomes undead too. I do not know what force or vile magic is doing that, yet when that maleficent Hin can hunt for treasure there, then so can we. And I will make sure my cutlass is the last she will see in action when I strip her of these treasures, so as my name is .

From the Journal of the Bloodsail by Captain Mulgore Loberlin (1007AC); The reefs here have teeth, they bite the water and all on it ferociously. Like vermin in the beak of a Dragon Lizard, in the water lurks vileness and death around every rock. Following the vessel are dark waves of water. I despise the area, yet it is a good way to hide from the Thyatian and Ierendi Pirate Hunters. I noticed the tower in the water again, yet was unable to find a safe passage. So many vessels sank here; so many treasures must lie beneath the waves. Something seems to draw me here, I don't know why...yet.

From the Journal of the scout Jan the Wild 1009AC; From the wreckage of an outrigger canoe on the east of Vlaad Island, the strange tracks went through the sand. It had landed last night, yet it was a full moon, so light enough for locals to land safely. As a guest on this peaceful island; the locals brought me here, for I am an expert in tracking, and they suspected this was used by someone responsible for the theft of a holy statuette of Peace from them. And indeed being inclined to help these friendly people, I soon found tracks leading from the canoe inland, yet not what I did expect; tracks of a huge boar or swine, which between the trees slowly transformed into human feet. A shapechanger and a predator also, as I soon discovered several eaten Dodo's. Following my description of my findings the **Ke Kahu**, leader of the Makai used the word **Kiapolo pua'a**, which somewhat later I discovered to be their word for **Devilswine**. I know of such a creature, a sort of very evil Lycanthrope. Not something we need now on this island normally so peaceful. Especially not when their symbol of Peace is stolen. I feel as if something is brewing. I must return to the Bloodsail as soon as possible and inform my captain.

From a recent transcribed discussion with Thundara the Dragon Ruler in the Ierendi waters (1009AC); Yes, I know the waters of the Broken Sea. I know of the people living there peacefully. I also know of the dangers that lie beneath the waves. You humans are short-lived, yet your writings must tell you of the great battles fought there, and how ships were followed by shades in the waves. Where those drowned still walk around and do things as if ordered by someone. And you come here to me to ask why vessels close by in the open waters suddenly sink?ah...you say the few survivors spoke that it was at a clear seam and they were sunk as if pulled down the waters, and the vessel was engulfed in a blast of steam. I know enough...That is Kaniwass, a thorn in my side... that must be plucked. I already have set an agent at work there that will take care of that problem, with reward the dragon's hoard hidden below, and powerful and cunning as this agent is, she might solve the problem of the shades and Undeath too. I sense however, Immortal meddling from the deep might giving troubles.

From Dadali, a Makai of the Isle of Vlaad (1000AC); Yes the sea is bad. Stone teeth on top and below, vile teeth lurking between. Many died over ages, and long wars and became **Make hele wāwae** of the **Humuhumunukunuku'āpua'a**. We still fish, and dive for shells and pearls. We still trade with the **Ma'kai**, and sometimes others. We still grow our food, forage and hunt wisely. The time is peace now, yet the **Ke Kahu** foretold that great things will happen here. So I will explain you the days begone, as the future may learn from the past (see back cover).

These are tales of us **Makai** of the **Kai ō nui ka pōhaku**²⁸, as the **Nā Ho'opapa Ka'a**¹ of our ancestors in the **Ana o nā lunakahiko**² tell us.

We live in the Third World. In the First World, Man and **Pōhaku 'ōlapa**³ lived together in **Maluhia**⁴. Then the Azcan came and build a temple and summoning a great evil that wrought violence on the world. The **Nā akua**⁵ were displeased and ended the first world in **Ehi nui ana o ke ahi**⁶.

Then winter came and those survived had to adept. Amongst these arose a few groups which were our ancestors, we **Makai** were born and the **Pōhaku 'ōlapa**³ lived in peace with us in lands far away for many years.

Amongst us lived the **Dodo**, which we sometimes ate, never knowing how important **Dodo** became, but then time came for the wheel to turn again, and the Second World underwent the **Make kino o pōhaku**⁷ as the **'O ke kai nui**⁸ destroyed our homelands and killed the **Pōhaku 'ōlapa**³ who helped us survive at their own lives.

We **Makai** fled across the rising waters following the **Dodo** and landed on the Isles now known as Ierendi, which we made our own, though we had our regular fights with the local **Kanaka mo'o**⁹. Some of us never left the water, and we call them **Ma'kai**¹⁰, as they are one of us. Life was harder now, and sometimes tribes fought amongst each other. And yet, things became largely good in this bountiful land. The rains did not drown the land so often then. But life was way too good, as the **Ke Kahu**¹¹ foretold, yet we did not listen, no, we did not listen. And so the **Makai** fell into sin and the Third World fell to a poison wind that stole men's memories, the **āna make makani**¹². Worse yet, it slew all the poor **Kanaka mo'o**⁹, and while we Makai buried them, they sleep unquietly.

From the deep came the **Humuhumunukunuku'āpua'a**¹³ spreading and inciting the **Kaua o ka lanakila**¹⁴ and the **Kaua o ke kumakaia**¹⁵. Many **Ke'aki'an**¹⁶, **Kal'um'ikan**¹⁷, **Nā kāne o Minloke**¹⁸, **Lāhui iki**¹⁹, **Ma'kai**¹⁰, came as **Ho'opakele kauwā**²⁰, **Na'i**²¹, **Pakele**²², **'Aihue Moana**²³ in forms of **Koa**²⁴, **'Iwa**²⁵, **Kahuna**²⁶, **Mea ho'okalakupua**²⁷, and found their ways some within us, some around us in the **Kai ō nui ka pōhaku**²⁸ and we became **Wahi kapu Aloha**²⁹.

The **Humuhumunukunuku'āpua'a**¹³ summoned with **Ho'okalakupua ē**³⁰ the **Po'e i pohō o nā nāhāhā**³¹ into the **Make hele wāwae**³² haunting us till today **Ke hono mo'o kiha inoa Kaniwass**³³ came to this mass of Evil and made many **Mo'o kiha**³⁴ into **Mo'o kiha nā iwi**³⁵, and grew larger still by eating them. Now he protects the **Heiau kahiko kō i ka Humuhumunukunuku'āpua'a**³⁶ on the edge of the **Lua kūlipo o Make**³⁷. The **Ka Kahu**¹¹ foretold that the battle for the **Nā akua**⁵ would be started in the **Kauwahi wahi ka wai ea**³⁸ if the right person goes through the right **Ahu Po'opo'o Ahu**³⁹ to **Kahi ahea e hālāwai ai nā akua**⁴⁰, then using the **Ho'okalakupua**⁴¹ of **Dodo o ke Maluhia**⁴² to defeat the **Hāhālua ki'i mākā o Saasskas**⁴³.

1 Cave paintings

4 Peace

7 Death of Stone

10 Triton/Merrow

13 Devilfish

16 Thyatian

19 Hin (little man)

22 Refugee

25 Thief

28 Broken Sea

31 Drowned ones of the Shipwrecks

34 Dragon

37 Deep Cenote of Death

40 Where gods meet

43 Black Stone Ray fish of Saasskas

2 Caves of the Elders

5 Gods/Immortals

8 The Great Flood

11 The Guardian

14 War of Conquest

17 Karamaikan

20 Free Slave

23 Pirate/Robber

26 Priest

29 Sanctuary of Peace

32 Undead (Dead walking)

35 Dragon Bones

38 Where the water rises

41 Magic

3 Stone Giants

6 Great Rain of Fire

9 Lizardmen

12 Death of Air

15 War of Traitors

18 Men of Minroth

21 Conquest

24 Warrior

27 Magic user

30 Great Magic

33 The Dragon Turtle Kaniwass

36 Old Temple of the Devil Fish

39 Sunken shrine)

42 Dodo of Peace