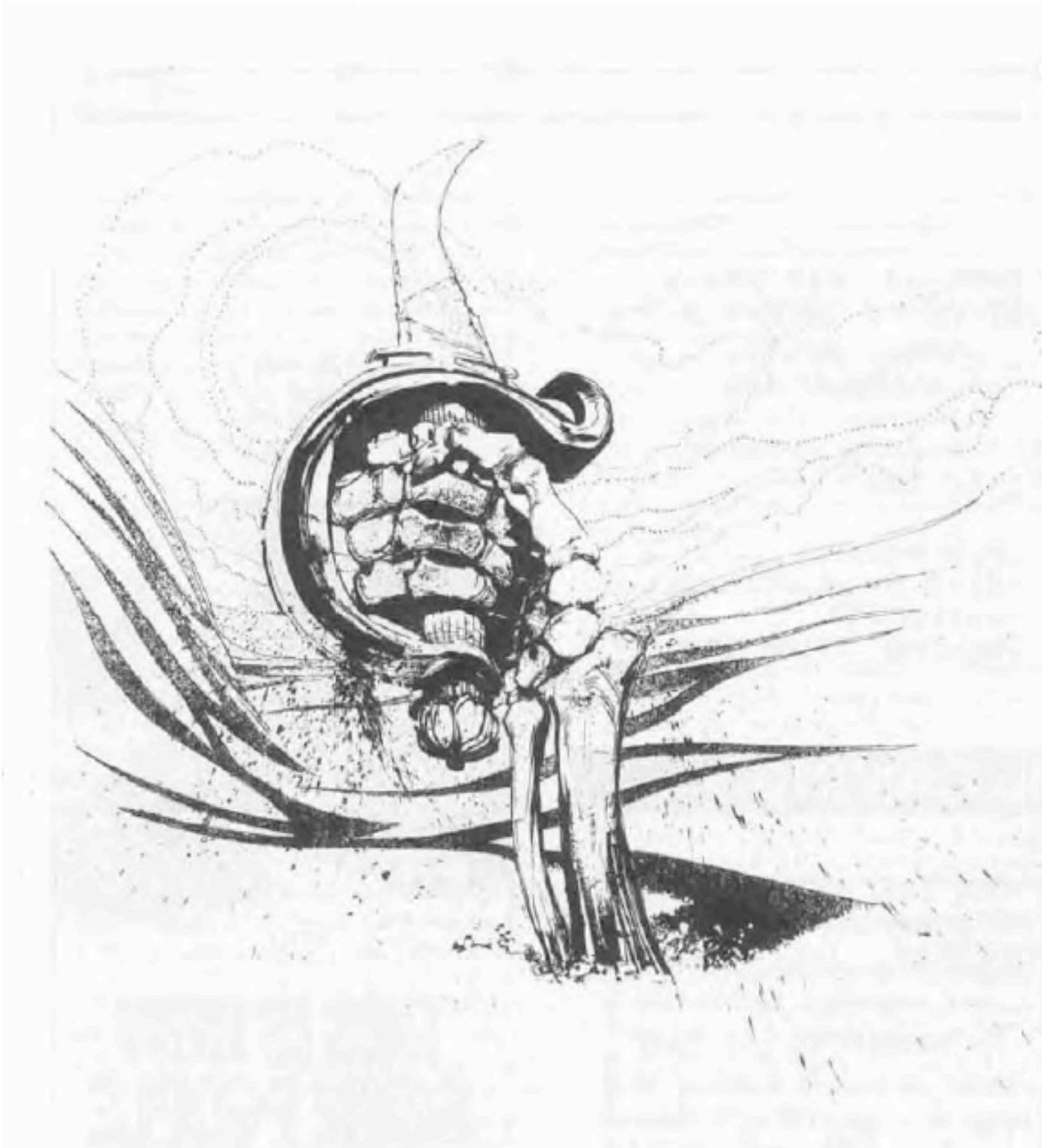


ISLE OF THE ABBEY

by Randy Maxwell



ABBEY ISLE

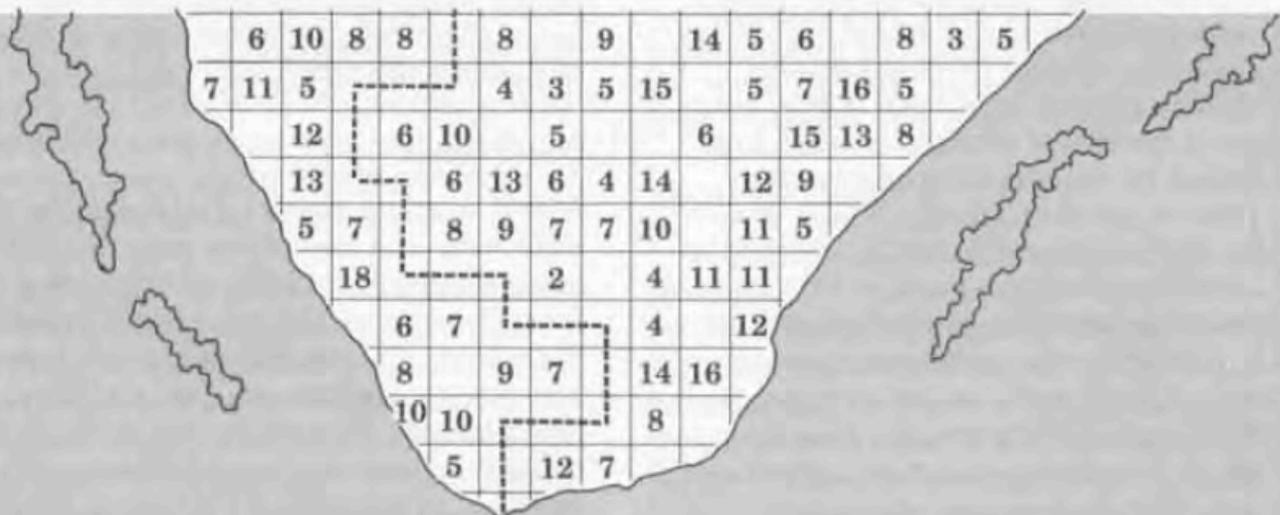
1 square = 500'



See below

THE SKULL DUNES

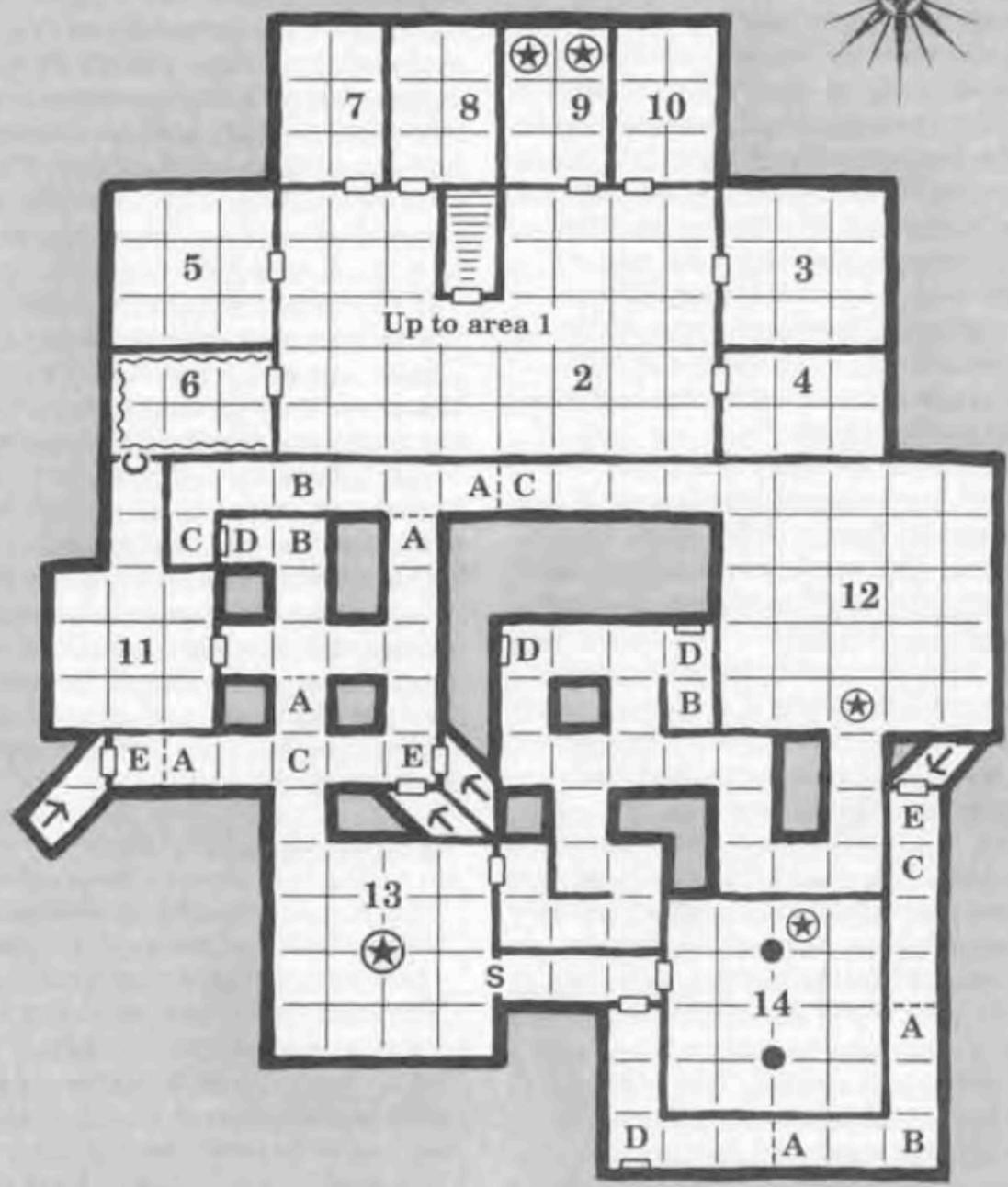
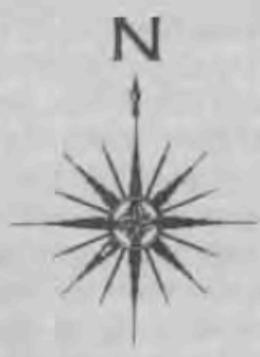
1 square = 150'



Pirate's Path

ABBHEY RUINS

1 square = 10'



"Isle of the Abbey" is a DUNGEONS & DRAGONS® adventure for 4-6 characters of up to the third level of experience (about 12 total levels). The adventuring party should be basically good in alignment and of varied classes, with at least one cleric of 3rd level or two or more clerics of lower levels.

BACKGROUND

In the past three months, the evil clerics of Abbey Isle and a large band of local pirates have quarreled violently, and their struggle may have left the island uninhabited. The pirates burned the abbey to the ground, but they suffered so many casualties that they could hardly sustain themselves and thus were soon destroyed by the mariners of Portown. Now, the mariners would like to claim the small, strategically located island and build a lighthouse there. So far, they have not been able to land safely on the island. Every attempt to come ashore has been met by a horde of undead.

The adventurers are hired by the local mariners' guild to explore and clear the island of any hazards to building a lighthouse there. The guild is willing to pay 2,000 g.p. upon completion of the job, which will be verified by guild members before payment is made.

The mariners' guild will supply the adventuring party with transportation to the island. The party's jumping-off point is another lighthouse one day's sail up the coast. This lighthouse is a safe harbor where adventurers may retreat when they wish to rest, re-equip, or regroup.

The mariners' guild can supply the party with any of the equipment listed on page 7 of the Basic D & D booklet except for holy symbols, holy water, thieves' tools, and wolvesbane. The guild cannot supply adventurers with any weapons or armor. The price of any equipment used by adventurers must be deposited with the guild in Portown and will be refunded on the return of the equipment or successful completion of the adventure.

The guild supplies the adventuring party with the boat and sailors needed to reach the island. The sailors will not come ashore or attempt to rescue the party if they get into trouble. The party should devise a set of signals between themselves and the sailors for drop-offs and pick-ups, etc.

Sailors (5): DX 10, AC 9, LVL 0, hp 3 each, #AT 1, D 1-4, MV 120', AL LG, daggers

NOTES FOR THE DUNGEON MASTER

The lighthouse where characters begin the adventure is manned by a retired swashbuckler. The lighthouse keeper, as he is called locally, is a huge, barrel-chested man with a bright-red beard, and a circlet of thin red-gray hair on his balding head. He was once a mariner and served in glorious conquests and bitter defeats. His usual raiment is a gaudy red and yellow kilt with his cutlass and dagger hanging from a broad leather belt.

Lighthouse Keeper: 5th level fighting man, DX 12, AC 7, hp 22, #AT 1, D 1-6 or 1-4, MV 120', AL N; leather armor, cutlass, dagger.

The retired mariner has long since given up his fighting career and now lives the solitary life of a lighthouse keeper. While considered reclusive and eccentric by the locals, he is a respected member of the community and of the mariners' guild. If he is attacked by the party, the local citizenry rallies to his defense. The mariners' guild quickly places a bounty on the party, and the adventurers find that they have become hunted criminals. The lighthouse keeper does not have the guild's reward money or anything of value (other than food, drink, and nautical equipment) at the lighthouse.

He gives the party the following information concerning Abbey Isle:

"The only safe place to get ashore on the reef-ringed, rocky little island is a large sandy beach known as the Skull Dunes. The dunes are full of undead because the evil clerics of the abbey created an army of skeletons to guard the beach. The skeletons lie in wait under the sand and attack anyone who comes near.

"Me and a few of the boys have tried landing at different places on the dunes, but the skeletons seem to be everywhere. The poor lads I was with had no stomach for the battle, and I'm getting too old for such fights. When the skeletons started lurching up out of the sand and swinging swords at our heads, we legged it helter-skelter back to the boats.

"The pirates got ashore somehow. There's probably a path through the undead, but finding it's the problem. We didn't catch up with the pirates till after they'd left the island. They'd apparently taken as good as they gave. They were a miserable, sorry lot when we attacked and routed what was left of them. One shipload managed to sail to safety, but we sank the others. The sea and the sharks got the

survivors, so we never got a firsthand account of what happened on the island or of how the pirates got through the dunes. Maybe there are no safe paths, but you never know till you try.

"As for the abbey, who knows for sure? We never got anywhere near the place. Smoke rose from the island for days after the pirates attacked. Maybe that means the island's been abandoned, or maybe the abbey burned and the clerics are waiting to rebuild. I don't know. That's what you have been hired to find out."

The lighthouse keeper is not placed here as a convenient mercenary and will not automatically join the adventuring party. He should accompany the party only if it has made at least one attempt at landing on the island, and the island's defenders or defenses are obviously beyond the party's capabilities. He will go along only to help clear the island for the mariners' guild; he is not interested in searching for treasure.

If the lighthouse keeper accompanies the party, the guild must find and pay a replacement to man his lighthouse while he is away. Therefore, the party's reward is reduced to 1,000 g.p. Also, if the lighthouse keeper accompanies the party, he receives one full share of the reward and one full share of any treasure found on the island.

In game terms, the lighthouse keeper's primary purpose is to serve as a non-player character conduit when the Dungeon Master wants to give information to the players. At the Dungeon Master's discretion, he can also offer suggestions, advice, and occasional helpful hints. These hints should not be given on demand.

The lighthouse keeper's suggestions concerning the tactical situation on the island are dependent on how much information the adventurers give him about the island, its inhabitants, and its traps and monsters. Questions such as "How do we get through the tunnels underneath the ruins?" are inappropriate because he has no way of knowing there are tunnels under the abbey. The party must first describe the tunnels (see **The Winding Way**) and the situation there before the lighthouse keeper can give advice. He may not have advice on every subject. Possible suggestions he might make are included under the appropriate headings. The party need not follow any of the lighthouse keeper's advice.

THE ISLAND

Abbey Isle is a small island about a mile wide and two miles long. It is little more than a great slab of rock rising from the ocean. The sea has battered its crumbling cliffs so that almost the entire island is surrounded by dangerous rocky shoals. The waves crashing and splashing over the jagged rocks make it obvious, even to landlubbers, that any attempt to navigate the shoals can end in only disaster.

In fact, there is no reason to pass through the dangerous rocks, for the granite cliffs beyond them rise directly out of the water, offering no place to land or come ashore. Only the dunes at the southernmost tip of the island offer a safe place to land a boat (see **The Skull Dunes**).

The island has little wildlife but is covered in grass, small flowering plants, and a few gnarled, stunted trees and shrubs. What little wild life there is on the island was imported by the evil clerics, either deliberately or accidentally, when they built the abbey (see **WANDERING MONSTERS**). The island is two hours sail from the mainland.

The Skull Dunes:

The Skull Dunes lie beyond a beach of coarse brown sand at the southern end of the island. The dunes are desolate; only an occasional bit of scraggly grass grows here and there in the sandy hollows. When the abbey was built, the evil order populated the dunes with hundreds of skeletons brought from the mainland for the defense of the island. The abbot carried a special scepter that allowed safe passage through the dunes, but this scepter was destroyed in the fire that razed the Abbey.

The skeletons now form an uncontrolled minefield of undead. When anyone passes near, the undead rush up out of the sand and attack. The skeletons are impossible to avoid by stealth because they can detect intruders by noise, ground vibrations caused by movement, and pressure on the sand. When the pirates attacked, the skeletons made them pay dearly, but the pirates eventually cleared a path through the undead and pushed on to the abbey.

If the adventurers enter the dunes, the Dungeon Master must keep track of the party's location on the Skull Dunes map. Assume that the adventurers land at the southernmost tip of the dunes unless the players decide otherwise. The map shows the areas guarded by undead and the wandering path made by the pirates.

When the adventurers first enter the dunes, the hills of sand are unruffled and trackless. Travel through the loose sand of the dunes is difficult, and movement rates are reduced by half.

If a character enters an unmarked square, nothing happens. Anyone entering a square marked with a number is immediately attacked by that number of skeletons. The number of skeletons marked is the maximum number of skeletons in that area. For example: The adventurers enter a numbered square marked "7." This means that seven skeletons rise and defend that particular square until they are destroyed. If five of the seven skeletons are destroyed, only two skeletons rise and attack on a character's next entry into that square. Once all the skeletons in a square have been destroyed, that square is cleared and safe to enter (this does not stop other skeletons from pursuing adventurers into that square).

If the adventurers walk along the line directly between two guarded areas, they are attacked by the skeletons from both areas. If adventurers pass over the junction where four squares meet and form a cross, they are attacked by the skeletons from all four areas (or from those of the four areas that are actually guarded).

When attacking, the skeletons rise from the sand in a single round. They are encrusted with sand but unhindered by it, so they retain their normal movement rate while in the dunes. Each skeleton is armed with a rusty short sword or decrepit cutlass. The swords do normal damage (1-6 hp each) but are too rusty and damaged to be salvaged or sold by adventurers. Because the lighthouse keeper has already warned the party about the skeletons, the party should not be surprised by them. Initiative is rolled normally.

Skeletons: DX 9, AC 7, HD 1/2, hp 3 each, #AT 1, D 1-6, MV 60', AL N

The skeletons defend only their own squares and will not pursue beyond 50' of that square. Also, skeletons do not pursue into the water. Seawater does them no harm - they have simply not been ordered to defend that area. Thus, coming ashore and then wading around the dunes is a clever way to avoid the skeletons, although climbing the cliffs may prove just as deadly. Do not drop hints to the players about this; let them figure it out or fight through the dunes.

After driving intruders from their square, the skeletons rebury themselves in the sand. This gives

adventurers an advantage because they can see where the skeletons have hidden and can mark these areas. However, the constant sea breezes over the loose sand of the Skull Dunes will destroy all footprints and other markings within 24 hours. If the adventurers mark the guarded areas, they must use something permanent, such as sticks, shells, etc.

Clerics may attempt to turn the undead after the skeletons have risen from the sand. All attempts to turn undead before they rise from the sand fail automatically. If a cleric turns one or more of the skeletons, the undead do not run away but immediately rebury themselves in the sand. Turning lasts 1d10+4 rounds for all skeletons turned by a turning attempt (not per skeleton). After this time, the skeletons rise and attack again if the adventurers are still in the area.

If the adventurers attack buried skeletons, they suffer a -2 on to hit and damage rolls because they cannot see where to strike and the sand cushions the blow. If a buried skeleton is attacked, it and all other skeletons in that square rise and attack (even skeletons that have just been turned).

How the adventurers map the dunes is their own affair. However, the Dungeon Master can suggest, either as a mapping hint from the lighthouse keeper or as a useful hint from Dungeon Master to players before the game starts, that a large grid system for the dunes is helpful. A handout for the players' use is provided.

If the adventurers are unable to force a path through the dunes, they may return to the lighthouse and ask the lighthouse keeper for advice. If asked what tactics might work against the skeletons, he suggests the following: "Clear out a spot or two in the Skull Dunes to use as fighting room and safe areas, then explore and test the dunes until a path is cleared." If even more basic advice is needed, he tells the party: "Fighting men and clerics are valuable assets here. Other party members should attempt to draw the undead out and allow the fighting men to destroy them or the clerics to turn them."

WANDERING MONSTERS

After the adventurers have passed the Skull Dunes and are on the main portion of the island, the Dungeon Master should roll a six-sided die six times per day: at sunrise, noon, sunset, midnight, and twice at the Dungeon Master's discretion. If the result is a 6, an encounter occurs.

Outdoor encounters differ from normal dungeon encounters because they begin at much longer distances. Distances depend on terrain and available light. To determine encounter distance during the day, roll four six-sided dice and multiply by 10 to produce a number between 40 and 240. This number is the distance in yards at which the monster is first encountered. Night encounters are at a distance of 2d6 x 10 yards, because the creature must come into the light or into infravision range to be seen (though it may be heard coming at a much greater distance).

If an encounter is called for, roll two 10-sided dice and consult the following table:

| Die Roll | Wandering Monster |
|----------|-----------------------|
| 2 | Zombies (5) |
| 3-4 | Stirges (1-4) |
| 5-7 | Giant Centipede (1-6) |
| 8-11 | Normal Rats (5-24) |
| 12-14 | Giant Rats (2-12) |
| 15-17 | Mule (1-2) |
| 18-19 | Skeletons (10) |
| 20 | Huge Spider (1) |

1. Zombies (5): DX 6, AC 8, HD 2, hp 9 each, #AT 1/2, D 1-8, MV 120', AL N. These creatures move about as a pack and are always encountered as a group rather than as individuals. If the adventurers destroy one or more zombies in an encounter, reduce the number appearing for any further encounters. Once all five zombies have been destroyed, treat this option as no encounter.
2. Stirges (1-4): DX 10, AC 7, HD 1, hp 4 each, #AT 1, D 1-3, MV 180', AL N. These creatures feed primarily on the mules, rats, and giant rats that populate the island. They are aggressive and more than willing to vary their diet by tasting adventurers. Once all four stirges have been dealt with, treat as no encounter.
3. Giant centipede (1-6): DX 8, AC 9, HD 1/4, hp 2 each, #AT 1 bite, D poison, MV 60'. These creatures can be found under rocks, in piles of trash, and in any damp hollow on the island.
4. Normal rats (5-24): DX 12, AC 7, HD 1/4, hp 1 each, #AT 1 bite, D 1 plus disease, MV 150'.
5. Giant rats (2-12): DX 8, AC 7, HD 1/2, hp 3 each, #AT 1 bite, D 1-3 plus disease, MV 120'.
6. Mule (1-2): DX 6, AC 7, HD 2+1, hp 9 each, #AT 1 kick or 1 bite, D 1-4/hoof, 1-3/bite, MV 120'. The

abbey's mules have gone wild and now roam the entire island. The mules are inoffensive and will not attack unless provoked. The Dungeon Master is strongly advised not to give experience points for the pointless killing of mules and is well within his rights to deduct experience points from a character's total for such actions. If the adventurers capture the mules in order to sell them or use them as pack animals, give full experience point value for each mule captured. Captured mules may be sold for 30 g.p. each. The mules suffer greatly from lack of water, so adventurers may capture them using fresh water as bait. There are only five mules on the island. Once all are captured or killed, treat as no encounter.

7. Skeletons (10): DX 9, AC 7, HD 1/2, hp 3 each, #AT 1, D 1-6, MV 60', AL N. Like the zombies listed previously, these creatures roam in a pack and will always be encountered together rather than individually.
8. Huge spider: DX 12, AC 6, HD 2+2, hp 12, #AT 1 bite, D 1-6 plus poison, MV 180'. This spider was once a pet of the abbot. It escaped from its wooden cage when the abbey burned, and now it roams the island in search of prey. The spider is always hungry and is an aggressive hunter. If the spider is killed, treat this result as no encounter.

The Survivors:

Abbey Isle is not uninhabited. A few of the evil clerics and guards managed to survive the pirate attack and now live a spartan life in the ruins. They have made rough accommodations for themselves in the abbey's cellars. The abbey's vegetable garden and a few kegs of corned beef and salted pork also survived the pirate attack.

Unfortunately for the survivors, they have no boat and no means of building one. The island's few stunted trees and gnarled bushes are incapable of supplying the wood for even a crude canoe or raft. The survivors have no control over the undead of the Skull Dunes and would have to fight their way through the skeletons to launch a boat (they are unaware of the path made by the pirates). They are effectively trapped on the island while every one else is kept off.

The survivors keep a very low profile. They stay close to the ruins of the abbey and keep out of sight of passing boats. They do not hail boats or ships or light signal fires. Trapped on the island since

the pirate attack, they are unaware that the pirates have been destroyed. They are therefore very hesitant to make their presence known for fear the pirates will return and finish them off.

While the survivors desperately want to leave the island, their superiors would not approve of their abandoning the island to the mariners of Portown. Both the evil clerics and the surviving guards would be severely punished (the death penalty or worse) if they left the property they are responsible for. For this reason, they will attempt to capture or kill anyone coming to the island and take their boat through treachery or force of arms. If any characters are captured, they are kept alive only if they can be used in negotiations to extract a ransom. Ransom demands are likely to include a boat or at least transportation to the mainland.

The survivors' main goal is to send word to their order while still retaining possession of the island. In this way they hope to receive reinforcements, laborers, and material for rebuilding the abbey. They keep watch on the Skull Dunes during the day, but the huge spider and the roaming undead (see **WANDERING MONSTERS**) often force the lookouts to retreat to the cellars below the ruined abbey. Therefore, there is a 50% chance of landing unseen at the Skull Dunes during the day. The survivors do not keep watch at night out of fear of the spider and undead. The adventurers have a 100% chance of landing unseen at night. The party can still be heard at night if they make a great deal of noise fighting the skeletons in the dunes.

The survivors may be above ground getting water, fishing, or gardening during the day, or they may be in room 2 of the ruins. At night they stay in their rooms. The survivors are:

Evil Vicar: 4th level evil cleric, DX 13, AC 6, hp 14, #AT 1, D 1-6, MV 120', AL LE; +1 leather armor, war hammer; spells: **cause light wounds, darkness, hold person**. The evil vicar barely survived the battle with the pirates because he attempted to rescue important books and scrolls from the burning abbey, and a collapsing hall closed a doorway behind him. He was forced to abandon the written works, and he escaped only after a wall collapsed and freed him.

Technically, the evil vicar is now the "High One" and the leader of the survivors. He is a capable administrator, but he does not inspire loyalty or trust in those under him. Underlings obey him because of the hierarchical structure of the abbey's chain of command, not because he shows any strong

leadership. If attacked, he defends himself to the best of his abilities. If the adventurers attempt to negotiate, he is treacherous and unlikely to keep any agreement (except at sword point). He wants to send word of the abbey's destruction to the mainland, and he hopes to hold the island until help arrives.

The evil vicar wears a special medallion that allows safe passage past the undead guardians of the Winding Way (the tunnels below the abbey ruin). The medallion is a gold disk inscribed with complex geometric designs worth 30 g.p. It is not magical, but undead of the Winding Way recognize it and allow anyone possessing the medallion to pass safely (unless the undead are attacked). Only the undead guardians recognize the medallion, and it cannot be used for safe passage past traps or other guardians in the Winding Way or for protection from any other undead on or off the island. The undead will not obey orders from the person wearing the medallion. In addition, the medallion protects only the person wearing it.

As the highest-ranking evil cleric left on the island, the evil vicar has inherited the medallion as a symbol of the order, but he doesn't know about its powers or about the dangers of the Winding Way. His superiors considered him too insignificant to trust with such information.

Thaumaturgist: 5th level magic-user, DX 11, AC 8; hp 12, #AT 1, D 2-5, MV 120', AL LE; +1 **ring of protection**, +1 dagger; spells: **read magic, charm person, magic missile, shield, mirror image, web, dispel magic**.

The thaumaturgist was visiting the abbey on business when the pirates attacked. He is no coward and gave a good account of himself during the battle, though he survived by sheer chance. He ran through the burning building to save his spell books and other valuables. As the flames mounted, the thaumaturgist was forced to retreat to the cellars with his rescued goods.

He is a grumbler and annoys everyone with his constant griping. The thaumaturgist and the evil vicar dislike each other intensely. If one gets into trouble, the other will do absolutely nothing to help. The thaumaturgist has business elsewhere and desperately wants to leave the island and get on with his life. If adventurers do not attack the thaumaturgist immediately, they may be able to strike a deal with him. His primary demand is to get off the island. He will draw the party a rough map of the abbey ruins for 200 g.p. and safe passage off

the island. (If this occurs, the Dungeon Master need only draw players a rough map of the cellars without including the Winding Way.) The thaumaturgist will refuse to join the party in a fight against the other survivors.

Dark Elf: 3rd level swordsman/conjurer, DX 13, AC 3, hp 12, #AT 1, D 1-8 or 1-4, MV 120', AL N; chain mail, +1 shield, sword, dagger, **elven boots**; spells: **charm person, sleep, phantasmal force**.

The dark elf is a mercenary who works for the highest bidder. He was hired by the abbey as a training instructor for the guards. If adventurers do not attack him immediately, negotiation is possible. The dark elf can be bought off for 500 g.p. and safe passage off the island. He will not draw a map for the party or help them attack his former employers, but he will tell them there are treasure-filled tunnels beneath the abbey. If pressed, he admits only that the treasure is guarded (true) and claims it is worth 10,000 g.p. (false).

The dark elf survived the battle with the pirates by making them think he had jumped to his doom from the cliffs. In fact, he stood at the edge of the cliff and cast his **phantasmal force** spell to make it appear he had jumped to his death. If cornered by the party, he will use this ruse or something similar again.

The dark elf is an excellent swordsman and an above-average tactician in small skirmishes. The evil vicar has placed him in charge of defending the cellars. If he is captured, killed, or bribed, defense of the cellars becomes a hectic, haphazard affair.

Barbarian: 3rd level fighting man, DX 15, AC 4, hp 14, #AT 1, D 1-8 or 1-4, MV 120', AL CE; chain mail, shield, sword, dagger.

A huge, stupid, mean-spirited fighting man. In battle he is awesome, wielding his sword untiringly. During the battle with the pirates, a blow from a war hammer knocked him unconscious. He was left for dead and later was dragged to safety by clerics retreating to the cellars. He is embarrassed that he did not die in the battle and will not make this mistake twice.

There is no negotiating with the barbarian. His demands are simple: surrender or fight. As a tactician, he is wholly wanting. He is likely to overlook the simplest of ambushes, and his only offensive tactic is a headlong frontal attack. He feels he should be in charge of defense and resents

the presence of the dark elf. He will gladly leave the dark elf in the lurch should the chance arise.

Evil clerics (4): DX 13, 12, 12, 11, LVL 3, 2, 2, 1, AC 6, hp 11, 7, 7, 4, #AT 1, D 1-6, MV 120', AL LE; leather armor, shield, mace; spells: **cause light wounds, darkness** (evil priest), **cause light wounds** (evil adepts)

These remnants of the abbey's evil clerics are not a particularly spirited lot. After the devastating loss to the pirates, they are not eager to join battle with anyone. These low-level clerks and helpers survived the battle and burning of the abbey by hiding in the cellars. Although the heat, smoke, and lack of fresh air might have killed them in a well-sealed room, the cellars of the abbey are riddled with small rat passages and ventilation shafts that pulled air in from the outside, drawing the heat and smoke upward and permitting the evil clerics and their guards to survive the flames.

The evil clerics perform those functions needed for the survival of the group. They fight only if absolutely necessary and will surrender at the first opportunity if any fight turns against them. If questioned, they know very little about the island and the abbey.

Guards (3): DX 13, 12, 12, LVL 3, 2, 2, AC 5, hp 12, 5, 5, #AT 1, D 1-6, MV 120', AL N, chain mail, short swords, daggers

These disciplined warriors are the last of the abbey guard. The evil vicar has ordered them to obey the dark elf, but they prefer the barbarian as leader because he is one of them and not a hired sword. They will fight to the death to save the evil clerics, unless the clerics surrender.

THE ABBEY RUINS

The pirate attack on the abbey came as a complete surprise to the evil clerics, since the pirates and clerics were in league with each other. The pirates fenced much of their booty through the clerics, who shipped the goods to distant temples where they could be sold without being recognized as stolen merchandise.

The evil clerics of Abbey Isle often cheated the pirates on these clandestine deals. The pirates grumbled and made threats about the poor treatment they received, but they did little to alter the arrangements. Thus, while the two groups had their differences, the clerics did not think the pirates would attack. The clerics were confident that,

even if the pirates did attack, they could not command enough force to break through the Skull Dunes defenses.

Unfortunately for the evil clerics, the pirates did have enough manpower to break through, barely. After their losses in the Skull Dunes, the pirates were in such a vengeful mood that they immediately set fire to the abbey. The battle for the little island was fought in the glow of the burning building. Because the structure was aflame, the pirates never had a chance to loot the building or find the cellars. The air pulled up into the fire from the cellars guaranteed a hot, steady burn, and as the flaming structure collapsed, it buried the cellar entrance in smoking debris.

After the battle, the pirates gathered what loot they could and abandoned the smoking ruins, unaware they were leaving survivors behind. When the smoldering wreckage cooled, the survivors forced their way out through the rubble.

1. RUBBLE AND CELLAR ENTRANCE: All that remains of the abbey is a great square of stones filled with burned and blackened rubble. However, it is obvious someone has been sorting through the debris. Assorted oddments are piled inside the scorched square of the foundation stones. Ruined cooking utensils, crushed pots and pans, mangled kettles, and less identifiable metal objects lie in one pile. Broken crockery, platters, plates, porcelain, and pottery are heaped in another. A great deal of wood has been sorted into one large mound of badly burned scraps. In the center of the ruins is an opening, and if the adventurers move nearer, a stone staircase can be seen leading down into darkness.

If the adventurers investigate the piles of rubbish, they find nothing of value. The survivors have sorted through the remains of the abbey, and all valuable or usable objects have been removed. The pile of charcoal is used as smokeless fuel for cooking and heating. The stairs are fire-blackened and lead down to a badly charred door, which can be forced as a stuck door (Basic D & D booklet, page 10).

If adventurers are unable to force a way into the cellars, they may return to the lighthouse and ask the lighthouse keeper for help. He gives the following advice: "If there are survivors who won't come out of the ruins, take a load of green wood to the island and smoke them out." (This won't work because smoke rises out of the cellars). Other advice from the lighthouse

keeper is: "Negotiate, and give safe passage to anyone who wants to leave the island." Experience points should be awarded for clearing the island of survivors by negotiation because this accomplishes the adventurers' goal.

2. MAIN ROOM: This appears to be a combination dining hall and recreation area. The room reeks of greasy, soured food. The main feature of the room is a large makeshift table made of two badly burned planks placed side by side and supported at either end by up-ended barrels. Beneath the table are several small empty kegs that serve as chairs. The table is not very clean; scraps of food are strewn across the planks and on the floor nearby. Scattered about the room are smaller makeshift tables. Several have dice, cards, or other gaming tokens on them.

This is the dining and recreation area for the survivors. There is a standing argument between the guards and evil clerics over who should keep the area clean. As a result, no one is willing to clean the place. There is nothing of value in the room.

If the adventurers attack, the principal fighting will happen here. The barbarian seldom sleeps in his quarters (room 4) and often spends his time here, dicing with his fellows. There is a 75% chance of finding him here at any time of the day or night gambling with one guard and one evil cleric. There is only a 25% chance that each of the following is here: the evil vicar, the thaumaturgist, the dark elf, another guard, another evil cleric. If an attack occurs, the barbarian gives a tremendous war cry that rouses everyone in the cellars.

3. KITCHEN: This seems to be the survivor's kitchen. A large cauldron filled with smoldering charcoal burns in the center of the room. Plates, cutlery, cups, kettles, pots, pans, and other assorted cookware are stored on the floor and on shelves. One shelf holds several bottles of spices and seasonings, such as salt, pepper, and sage. There is also an ornate scroll tube on the shelf. The room is fairly clean, but the air is humid and greasy. A large tub of dirty water stands in the corner, surrounded by a great number of dirty dishes.

The large cauldron was originally used in the abbey laundry. The survivors rescued it from the ruins and now use it as a fire pit for cooking. Meals prepared here consist primarily of oiled

vegetables and fried meats. If the adventurers search, they find little of value except three large butcher knives (treat as daggers). The scroll tube on the spice shelf is worth 10 g.p. but contains only a scroll of simple recipes.

4. BARBARIAN'S QUARTERS: This chamber reeks of wine. Small kegs are scattered everywhere. A floor to ceiling wine rack filled with bottles dominates the southern wall. A crudely made pallet of rags and sacks covers the center of the room.

The old wine cellar serves as the barbarian's private quarters. If the adventurers investigate, they find that all the kegs and every single bottle in the wine rack is empty. There is little for the survivors to do, so they have slowly consumed the wine. All the smaller empty wine kegs have been removed and now serve as chairs in the main room (room 2). If the adventurers search the barbarian's pallet, they find a pouch containing 25 g.p. and a +1 dagger. A search of the large wine casks reveals one that contains a suit of leather armor, a short sword, and a pair of good quality boots. The wine rack holds nothing but empty bottles.

5. BARRACKS: Three crude pallets lie on the floor, and a large iron kettle stands in the center of the chamber. In the northeast corner is a jumbled pile of broken lumber.

If adventurers investigate the pallets, they find nothing but rags stuffed into flour sacks to make crude mattresses. The kettle contains only ash and charcoal burned for heat. The lumber in the corner fuels the kettle. If the adventurers search through the lumber, they find the guards' weapon hoard hidden behind it: five spears, a short bow and quiver of 20 arrows, two short swords, three daggers, two shields, and one man-sized suit of leather armor. The party may use this equipment or sell it for the prices listed on page 7 of the Basic D & D booklet.

6. MEDITATION ROOM: This room has been cleared of all debris and scrubbed clean. Three walls are heavily curtained with draperies of thick black velvet, and the eastern wall is decorated with a horrible mural depicting a red dragon devouring a group of warriors. Near the western wall is a stone table on which a large iron brazier burns. The table has been scrubbed and scoured, but it has many odd discolorations and scorch marks. A half-melted statue and two badly damaged candlesticks sit beside the brazier.

This was a meditation and study room before the abbey burned. The evil clerics still perform what few rites and ceremonies they can given the circumstances - the furnishings have all been salvaged from the rubble. The table, which was discolored by the fire and heat, serves as the ceremonial platform where incense is burned and where larger sacrifices are made. The candlesticks are gold but are so damaged that they are now worth only 5 g.p. each. The statue is vaguely humanoid but was partially melted by the heat. It is solid silver and worth 20 g.p. Unfortunately, the rich, black velvet curtains are old, mildewed, and rotting. Adventurers may sew the material into bags or sacks, but the velvet is worthless and cannot be sold. Hidden behind the curtains on the southern wall is the door to the Winding Way.

7. EVIL VICAR'S QUARTERS: This room is full of kegs, bags, and boxes. There is a rough cot in one corner and a great deal of clutter everywhere. Except for the cot, this appears to be nothing more than a disorganized storage room.

The room is the evil vicar's bedroom, office, and storeroom. If characters search the jumbled mess, they find a few kegs of corned beef and pork; bags of beans, rice, and flour; and a couple of boxes of fresh vegetables from the abbey's garden. They also find gardening tools; a keg of nails; a box of carpentry tools (saws, hammers, planes, etc); three lanterns; 10 flasks of oil; two 50' coils of rope; 20 torches; and two 10' wooden poles. Under the rustic cot are two potions of **healing** in crystal decanters. The decanters are worth 20 g.p. each.

8. DARK ELF'S QUARTERS: This appears to have been an armory. There are empty racks for holding spears and swords, and several empty bins and shelves. On the floor is a bedroll of three blankets next to a pair of shiny leather boots.

The armory of the evil clerics and the abbey guards is now devoid of arms and armor. Weapons that survived the battle with the pirates are scattered among the survivors and hidden in a new armory (see room 6). The dark elf now uses the old armory as his private quarters.

If the adventurers search the bedroll, they find a small pouch containing 15 g.p. Hidden under some rags in an empty arrow bin are the dark elf's spell books. In addition to the spells he has

memorized, the books contain **read languages**, **read magic** and **locate object**. The boots are his extra pair. Hidden in the toe of the right boot is a silver medallion worth 20 g.p. If the adventurers make a deal with the dark elf, he will take the coin pouch, spell books, boots, and silver medallion with him when he leaves the island.

9. THAUMATURGIST'S QUARTERS: This room contains small statues and figurines. There are statues of dogs and horses, clerics and pilgrims, footmen and knights on horseback, and several garden gnomes. All the statues are from 1' to 3' tall. Standing against the northern wall are two life-size statues. One is a robed skeleton holding a large scythe, and the other is a medusa. On the floor directly in front of these statues is a pallet of several blankets.

The thaumaturgist now lives in this storage area. If characters inspect the small statues and figurines, they discover that they are all badly made of glazed clay. The two large statues are made of stone, and each stands on a large square base. They were used as scarecrows in the garden. However, the island's birds were soon no longer frightened by them and began roosting on the figures, so they were removed to the cellars. Bits of old birds' nests can still be found in the medusa's snaky hair and between the skeleton's ribs. The party may remove the statuary they wish. The mariner's guild will charge a stiff fee for transporting them, and the party will soon discover that no one wants to buy an ugly statue of Death or a medusa.

If characters move the medusa statue, they discover that the base is hollow. The thaumaturgist has placed his spell books, a pouch containing 40 g.p., and a scroll with the spell **ventriloquism** in the empty space. In addition to the spells he has memorized, the spell books contain **read magic**, **detect magic**, and **knock**. If the adventurers make a deal with him, he takes these treasures with him, and the adventurers find nothing in the statue's base.

10. EVIL CLERICS' QUARTERS: The cold air in this room has the dry, papery smell of a library. There are several large bookcases against the walls and a high chair and scribes' desk to the right of the door. The bookcases are loaded with books, tomes, and scrolls. Four bedrolls are stacked neatly in the corner.

The four lower-level evil clerics make this room their home. They do not heat the room for fear

of setting the paper alight. The bedrolls are made of blankets and hold nothing of interest or value. If the adventurers search the desk, they find two vials of rare ink worth 25 g.p. each. A careful search through the books and scrolls in the bookcases will reveal two evil clerical spell scrolls; **darkness** and **curse**. The majority of the books and scrolls are merely abbey bookkeeping and of no interest to the party. However, one set of five books is of a more sinister nature.

These five tomes have old, fragile pages and are bound in thick, cracked black leather trimmed in copper. If the adventurers examine them, they discover the ancient books give procedures and details for a number of evil rites and ceremonies. The books make grim and harrowing reading for any character not bent toward evil.

If the adventuring party destroys the books, give each party member a 100 experience point bonus. If good characters keep and sell the evil books, each party member is penalized 100 experience points, and the 50 g.p. sale value of the books is deducted from the party's total experience points.

The Winding Way:

When the abbey was constructed, these meandering tunnels were dug beneath it for treasure storage. Only the abbot was privy to all the Way's secrets, and he died in the fire. The tunnels are well made, with smooth walls, floors, and ceilings 10' overhead. The Winding Way contains an abundance of traps and guardians to protect the abbey's treasure. Traps in the Winding Way are denoted by letters. When the adventures enter a trapped area, consult **WINDING WAY TRAPS**.

The Winding Way contains only two types of guardians: living statues and undead. Use the following statistics when any of these guardians are encountered :

Living statue: DX 12, AC 4, HD 3, #AT 2, D 1-6 each, MV 90'

Living statue, iron: DX 10, AC 2, HD 4, #AT 2, D 1-8 each plus special, MV 30', AL N.

Skeleton: DX 9, AC 7, HD 1/2, #AT 1, D 1-6, MV 60', AL N. If turned, these undead stay away from the turning cleric for 1-10 rounds.

Zombie: DX 6, AC 8, HD 2, #AT 1/2, D 1-8, MV 90', AL N. If turned, the zombies stay away for 1-10 rounds (as above).

If the adventurers are unable to penetrate the maze of the Winding Way and ask the lighthouse keeper's advice, he states simply: "Seal it off lads. No treasure's worth your life." If pressed, he will continue: "Magic-users and thieves are valuable in such labyrinths. Use spellcraft and thief abilities rather than pure force." The lighthouse keeper has no inkling that a medallion exists that allows easy passage past the undead.

WINDING WAY TRAPS:

Trapped areas in the Winding Way (rooms 11-14) are denoted by letters.

A. Trip Wire. This is a taut wire stretched across the corridor. When any characters are within 10' of the trip wire, roll 1d20 for each character; the character sees the wire on a roll of 19 or 20. The adventurers can easily defeat these traps by simply stepping over the wire or by tripping the wire from a safe distance with 10' pole or other object.

Tripping the wire or snagging a foot in it immediately releases a large stone directly overhead, doing 1-6 hit points of damage to anyone below who fails a saving throw vs. death ray. A successful saving throw means the character has jumped or rolled out of the way of the falling stone. Once a wire is tripped, that trap is safe until reset.

B. Open pit and illusion. This is an open 6' x 6' x 10' pit. Any character falling into the pit takes 1-6 hit points of damage. The pit is covered by an illusion (a permanent **phantasmal force** spell of solid floor. Adventurers can discover the illusion by a **detect magic** spell, by probing ahead with a pole or other object, or by falling into the pit. A **detect magic** spell will show only that a 6' x 6' area of the floor radiates magic. It does not dispel the illusion. A **detect invisible** spell is ineffective because the pit is merely hidden, not invisible.

C. Pit traps. This 6' x 6' x 10' pit is covered by a trapdoor painted to look like the surrounding floor. The trapdoor gives way when a weight greater than 50 lbs is placed upon it, dumping the character, object, or monster into the pit. The fall does 1-6 hit points of damage, and the trapdoor swings shut automatically one round after opening. These traps can be defeated by probing ahead with a pole or heavy object. If a **knock** spell is used

within range of these pit traps, the trapdoors open for one round and reveal the trap's location.

D. False door with overhead block. This is a very simple trap. When anyone attempts to open the door by pushing or pulling on it even slightly, a stone block above the door falls and does 1-6 hit points of damage to anyone beneath. The character must make a saving throw vs. death ray to jump out of the way of the falling block. Once the block has fallen, the trap is useless until reset.

E. Door with Crossbow. This door is wired to a crossbow placed in a niche at an angle to the door (see the Winding Way map). When the door is opened to an angle of 45' or more, the crossbow fires into the opening. Anyone in the line of fire takes 1-6 hit points of damage from the quarrel. The crossbow is 4' off the ground and may fire over the heads of halflings and dwarves. Anyone standing behind the shorter folk will be struck. If the door is pushed open with a pole or other object, the quarrel ricochets harmlessly off the wall. Once fired, the crossbow is useless until reset. The crossbow is permanently bolted in place; any attempt to remove one for sale or use by characters may damage the bow and render it useless (Dungeon Master's discretion).

11. ENTRANCE GUARDROOM: The tunnel air is stale and stuffy, but not foul. After 20', the tunnel widens into an unfurnished and undecorated 30' x 30' chamber. Standing across the center of the room are five ghostly white skeletons, each with a short sword in its bony hand. Five corpse-like figures stand shoulder to shoulder, guarding a door in the eastern wall. Their faces have been painted in gruesome colors.

Unless a character is wearing the evil vicar's medallion (see **The Survivors**), the skeletons (hp 3 each) and zombies (hp 9 each) move forward immediately to attack anyone entering the area. The undead attack until they are destroyed or the intruders have been driven away. They pursue intruders throughout the tunnels but do not leave the Winding Way. Once intruders have been killed or driven back through the door of the room, the undead return to their original positions.

The evil clerics painted the zombies' faces to give them a horrible and more fearsome appearance, although the result in some cases is to make them look like undead clowns. The paint jobs are supposed to be death masks: the

face is painted stark white and the lips, nose, and eyes are painted coal black.

12. HALLWAY GUARDROOM: The hallway widens out suddenly in to a bare 50' x 50' chamber. Standing close to the southern wall are two ranks of undead, five skeletons in the front rank and five corpseslike figures in the second. Standing directly in the exit in the southern wall, effectively blocking it, is a large statue of a minotaur.

The behavior and battle tactics of the skeletons (hp 5 each) and the zombies (hp 9 each) are the same as for those in room 11. The minotaur statue blocking the southern exit is a living statue (hp 14). It does not move until the undead have been turned or have joined battle with the intruders. The statue then attacks the nearest trespasser. Like the undead, the statue attacks until all intruders have been killed or driven from the complex. The statue does not pursue beyond room 11 and returns to its original position once intruders have been dealt with.

The command words **Taurus movere** used to bypass the statue safely were lost in the destruction of the abbey.

13. FALSE TREASURE ROOM: After the twisting corridor, the adventurers come to a large iron-bound wooden door that is both locked and trapped. If the trap is not removed, any attempt at opening the door causes a large vial of poisonous gas to drop from the ceiling and shatter on the floor directly before the doorway. The gas immediately fills a 10' x 10' area for one full turn. When it dissipates, it leaves an incredible stench.

Anyone caught in the gas must save vs. poison or take 2-8 hit points of damage from the foul air. After the trap has been removed or the gas cloud has dissipated, the adventurers may open the door by picking the lock, by casting a **knock** spell, or by battering the door open. The door is treated as an AC 9 target with attackers receiving a +2 bonus on to hit rolls. The door takes 15 hit points of damage before opening.



The large chamber is unfurnished and undecorated. Chests, urns, and a large strongbox stand in alcoves placed uniformly along the walls. Some chests are open, with jewelry and coins spilling out. Colored flashes of light sparkle with the promise of gems and jewels. In the very center of the room is a statue of a beautiful elf maiden.

The statue is a living statue (hp 14). If the adventurers either attack the statue or touch a chest, an urn, or the strongbox, it attacks and pursues them ceaselessly until it is either destroyed or the characters are driven from the Winding Way. It will not pursue beyond room 11. If the characters investigate the treasure chests and urns, they find the treasure is worth less than it seemed. Gold-painted wooden coins, iron rings painted silver, and bits of colored glass fill the chests and urns.

The strongbox is trapped and locked. Anyone attempting to pick the lock without first disarming the trap is jabbed by a poisoned needle. The poison affects the nervous system and causes a severe loss of muscular control. Any character jabbed must save vs. poison or his Dexterity is reduced by -5 (to a minimum of 3) for 1-10 days. The strongbox contains nothing but old rags, bits of metal, and a small piece of paper with the message: "Dear thief: A lot of work for nothing, wasn't it." Directly behind the strongbox is the secret door to the real treasure room.

14. TREASURE ROOM: This room is a large square whose ceiling is held up by two massive gray granite pillars. The walls, floor, and ceiling appear to be made of shiny black iron, and there are several bags, chests, and urns scattered about the room. If the adventurers look about, they notice a shimmering in the air, as if they are looking through the heat rising from a campfire. Suddenly, the shimmering passes in front of one of the pillars and they can tell what it is - a humanoid form made of the same iron as the walls.

The walls of the chamber are cloaked by a permanent **phantasmal force** spell. This illusion makes them appear to be made of shiny, black iron and also makes it difficult to see the room's guardian, a living iron statue (hp 19), which surprises on 1-3 on 1d6. It immediately attacks anyone entering the room who fails to give the proper passwords **Mortem obire ex machina**.

The statue is of basic humanoid form but has been constructed purely as a fighting machine. The head is a smooth, featureless iron ball. The torso is short and broad, while the legs are thick and stumpy. The arms of the statue are its weapons. The right arm, from elbow to tip, is a razor-sharp sword blade (D 1-8). The left arm appears normal from shoulder to wrist. However, the arm does not end in a hand but in an iron ball (D 1-8).

If the adventurers overcome the statue and search the bags, chests, and urns, they find a total of 1,500 g.p. in mixed coins (primarily silver pieces). Another 1,000 g.p. in gems and jewelry can be found in the urns. A large chest (locked but not trapped) in the northwest corner contains five bolts of rare silk worth 100 g.p. each, two potions of **healing**, a scroll containing the spell **cure light wounds**, and a jeweled sheath for a dagger (worth 50 g.p.).

CONCLUDING THE ADVENTURE

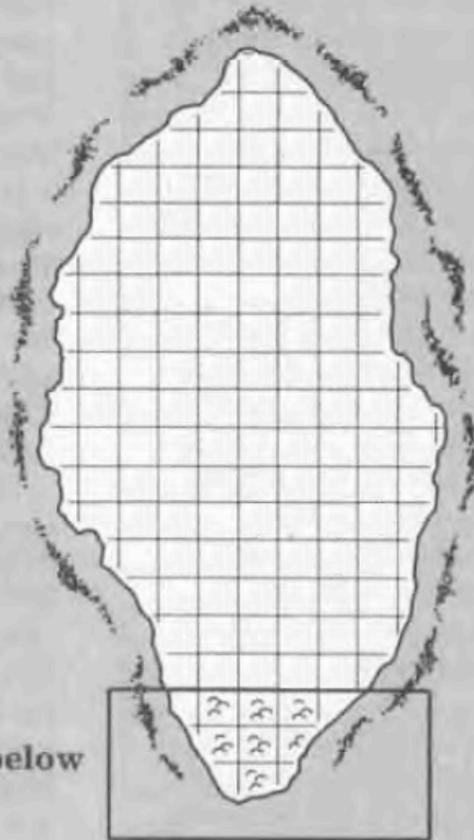
If the party is unable to find or make a path through the Skull Dunes, they receive nothing from the mariners other than the return of deposits on borrowed equipment. If the adventurers clear or find a path through the Skull Dunes but are unable to clear the island of the surviving clerics, they receive a 100 g.p. reward from the mariners' guild. Adventurers are given the full bounty if they clear a path through the Skull Dunes and kill, deport, or capture the survivors of the abbey. Captured survivors are held by the mariners' guild in Portown until construction of the lighthouse is well underway before they are released.

If the characters complain about low pay, the lighthouse keeper can remind them they were hired to perform a specific service, and payment can and will be withheld until the island has been cleared.

Once the mariners take control of the island, it is unlikely that the evil cult that built the abbey will try to retake it. To do so would require bringing troops through hostile waters (the area around the island is controlled by the mariners) to attack the island. This requires a much larger force than they are capable of mustering at present. However, the cult will not forget about the island or the characters. Thus, those Dungeon Masters wishing to place this module in the context of a larger campaign can use the area and cult as a source of future conflict and adventure.

ABBNEY ISLE

1 square = 500'



See below

THE SKULL DUNES

1 square = 150'

