

TWIN SOUL ROCKS

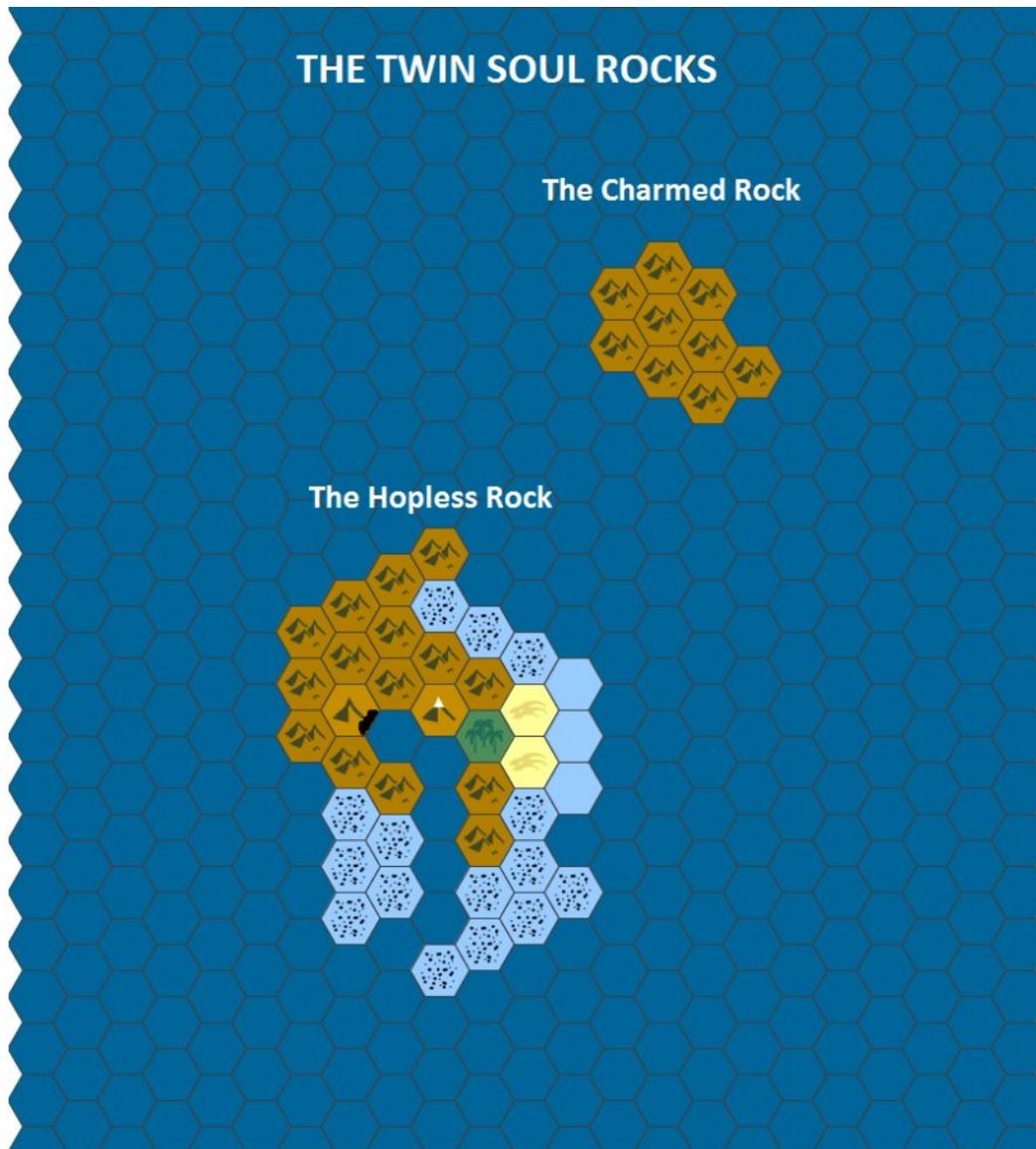
BY IRVING GALVEZ



At the Five Shires ocean border with the Grand Duchy of Karamaikos rest two rocky cliff islets known as the Twin Soul Rocks. Ships that travel from Shireton Port to Specularum must pass in between this isles. Everybody thinks this islets are uninhabited because of the high peaks of mountainous cliffs where only birds build their nest. The largest isle is name the Hopeless Rock and the smaller one the Charmed Rock. Thou many ships pass this way none of them knows the secrets that hide in here. When the night falls a silent shadow attack it's prays and death is only the beginning.

THE CHARMED ROCK

It is the smallest islet and there's no way of exploring it. It has high cliffs and the waves collide with violence. It is very dangerous for a ship to approach it and there is nothing of interest beside many bird nests.

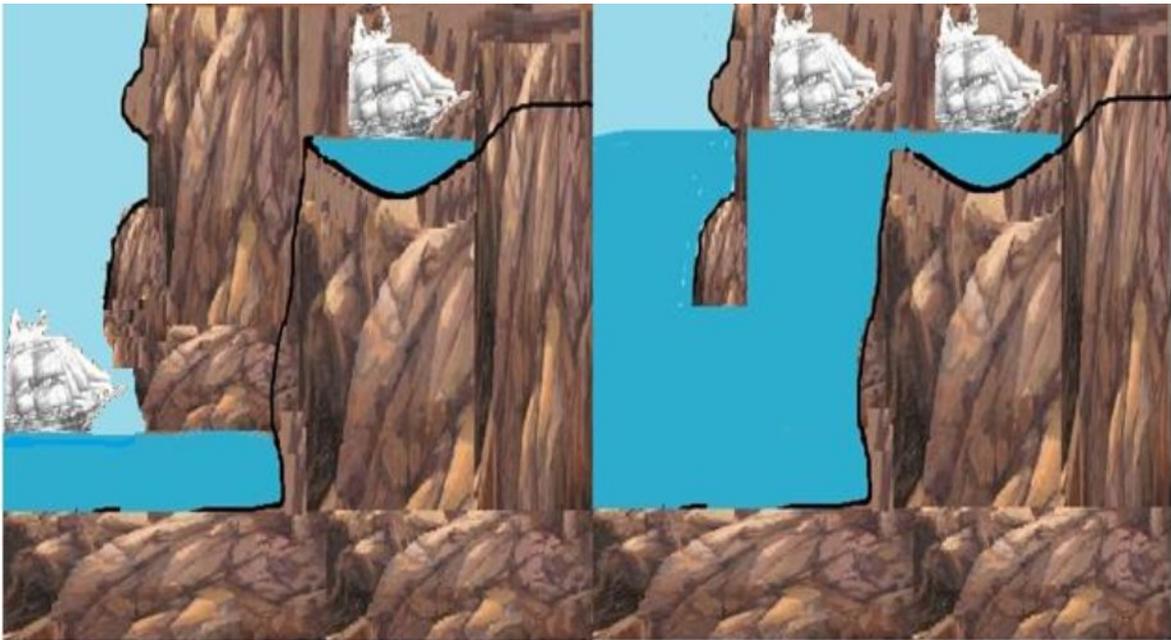


THE HOPELESS ROCK

At the distance only the snowy Lonely Soul Mountain is perceived, it rises to 1250 feet above sea level. This mountain is an extinct volcano that in his last eruption an internal lagoon was form in his crater. As you come near, you can see an almost impenetrable isle of high cliffs. There is a small beach with a small tropical jungle but other than that everything else are cliffs and mountains. At the south part of the isle the sea enters to its interior natural lagoon. To get there you must know the way since there is an extensive zone of natural reefs that guard the entrance. At the end of the lagoon there is a large cavern that holds a secret.

This cavern is the hideout of Pirate Captain Deadbeard. Deadbeard is known to be the terror of the nights, he uses 2 ships to hunts merchant ships only at the shadow of the

moon. These ships are painted in dark colors and use black sails. Their crew are all dressed in dark colors and use skeleton armors made of human bones. So at night when they attack other ships, the victims only see skeleton warriors. Captain Deadbeard is an evil cleric so he also summons and controls skeletons which he uses as cannon fodder. Before the night ends they return back to their cavern and hide in the interior. The cavern is big enough for two ships to hide at low tide. But as the tide begins to rise the cave is filled with water (3hrs approximately), the entrance becomes hidden under water while its interior is flooded and causes a ship to rise and connect with a natural pool at a higher level.

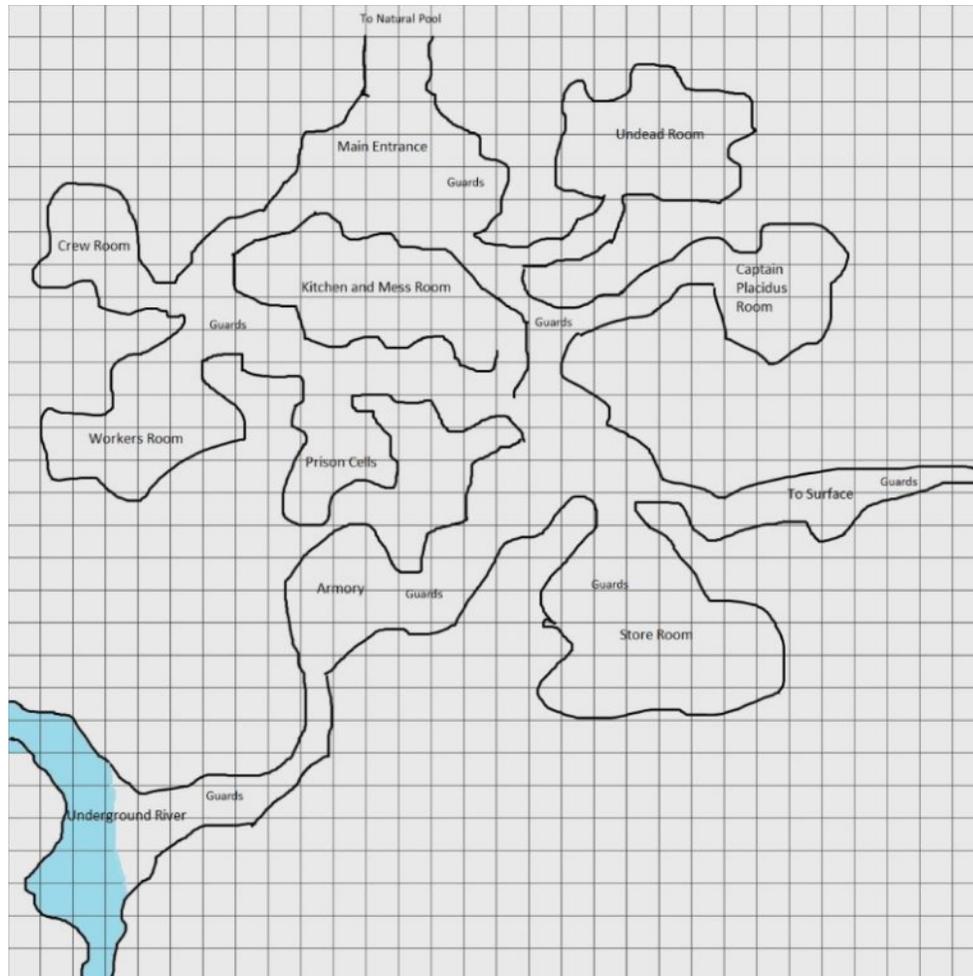


LOW TIDE

HIGH TIDE

At this high level the inner pool is used to undock all good captures and supplies they need for the stronghold. At another level higher is a series of caves that have been conditioned to live in them. Inside the caves there are a series of guards that take care of the caves. Also in case of trouble the undead room is near the main entrance. There are only two entrances to these caves: one by the inner pool and the other by the central area of the islet. Outside there are four watchtowers (each with 2 guards) strategically placed to spot problems at a distance. There is a small underground fresh water river that is born from the melting snow of the Lonely Soul Mountain.

Deadbeard has to be aware of any change in climate and every stage of the moon. This is because sometimes the high tide could arise more than normal causing problems in the interior of the caves. He owns a moon light orb that helps him with this problem.



DEADBEARD PERSONNEL

Ship's Crew: 2 lieutenants (1w 5 fighters), 30 sailors, 40 marines and 35 skeletons

Cave Personnel: 35 workers, 30 guards and 40 skeletons.

CAPTAIN DEADBEARD

He was once known as Captain Branek Korolenko. Branek was a traladaran slave gladiator that fought in the Coliseum of Thyatis. After winning some battles he escape with a group of gladiator, stole a ship and went to hide to Minrothad Guilds. From there he took the decision to attack ships that were of Thyatian nationality. Quickly

he made bad reputation among the merchants of the zone. He expanded his area of operations to Thyatis, Karameikos, Five Shires and Darokin.

It is said that a combine group of ships from Thyatis and Karameikos went in search for him. That combined force damage severely his ship and finally ended his travels sinking in rocky rift at the gulf of Halag. They saw no survivors and proclaimed the death of the Captain Korolenko without knowing that the captain clung to a wood that was part of his ship and semi-unconscious was carried away by the waves to the Twin Soul Rocks. He manage to survive with the little sustenance the Hopeless Rock offered. Then exploring the islet he found a cavern where he saw that he could forge his future stronghold. After two days he was rescued by a merchant ship that took him to the city of Specularum.

He enlisted with the merchant that rescue him but in the middle of the first trip he mutinied with half the crew and took control of the merchant sailing ship killing the ones that did not want to join him. After that he went directly to the Hopeless Rock to start building his reputation as Captain Deadbeard.

He has two ships a large sailing boat name Black Eagle that he stole from the Black Eagle Barony and a merchant small sailing ship name the Seagull Specter that was from the merchant that rescue him. They both are used to attack merchant ships.

As told, he is an evil cleric level 8 (HP 36 and AC 0) who now worship Demogorgon. His stats are strength 13, intelligence 11, wisdom 16, dexterity 13, constitution 13 and charisma 16. He wears a magical human bone armor +2, a mace +1 and a shield +1. Normally half his crew are skeletons summoned by him. Each time he attack a ship he raise skeleton of his victims. He don't take prisoner and after taking all values of that ship he set them on fire.

HUMAN BONE ARMOR



This armor is made of human bone with some iron support and it gives AC 4 to the wielder.

Notes: Images were taken from the internet just as references.

Moon Light Orbs:

In his many travels Deadbeard found a treasure map that took him to search Orin Island. There he discovered a treasure of two thousand gold pieces (of different nationalities) and a strange magic orb. Studying this orb for more than two years he found that it was one of only 2 moon light Orbs. The moon orbs were created by a combine group of cleric and magic users at the ancient Blackmoore times. In his researches he found that the orbs were made of lunar rocks one from Matera and one from Patera. Matera's moon light orb effect is to elevate water level in a square mile, he is actually searching for this orb and has no clue if it still exist. Patera's moon light orb (the one he has) can decrease water levels in a square mile. To correctly use this orb he needs to pray for 2 full days, after that he can use the effect of the orb for two days and this can only be made 4 times a month.

