

SWORD

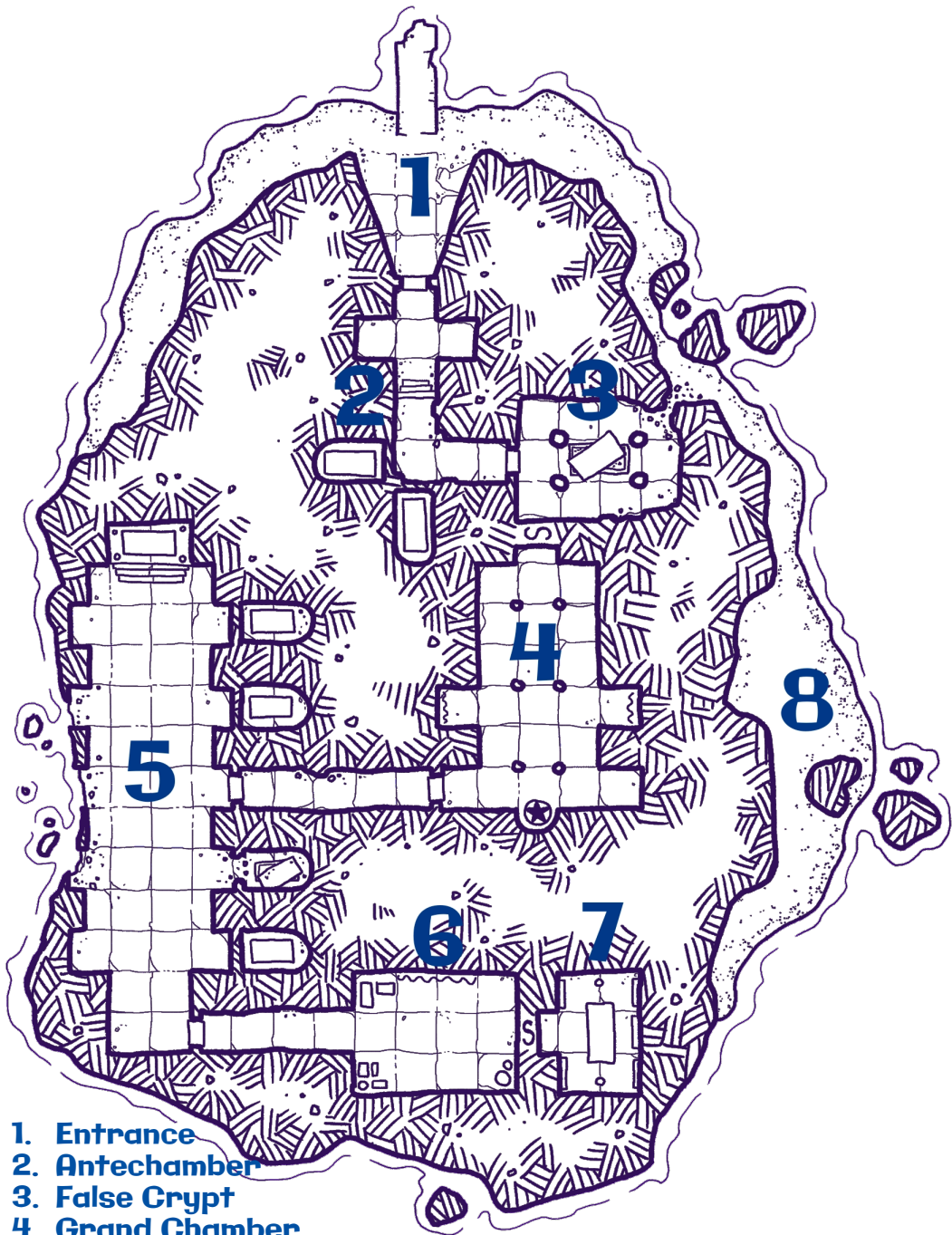
IN THE

SLEEPING

ISLAND



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SWORD IN THE SLEEPING ISLAND

An adventure site for
4-6 mid-level characters.

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ESSENTIALS**

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The Slumbering Island

Rumor has it that for time immemorial the **Order of Somnambulant Sorcerers** and their boundless riches have laid buried deep within the lone island at the center of the indolent lake Ondine. Many foolhardy tomb-robbers have attempted to make off with their valuables though most have found nothing but death in the tomb.

Of all the treasures held within, none is more sought after than the **Sword of the Sleeper**. Legends tell that the **High Sorcerer Trithemius** forged the power of a long forgotten god within the blade. While wielding the Sword of the Sleeper, none could stand before Trithemius, his opponent fell without a single stroke of his blade.

The Truth

Trithemius and the rest of the Order are not dead, but held in an unnatural sleep awaiting the Third Conjunction. The forgotten god within the Sword of the Sleeper promised them eternal life but has convinced Trithemius the stars must be right for the ritual to complete. Unfortunately for the Order, their hibernation spell was poorly transcribed and over the ages they have slipped into undeath.

| d4 | Reasons to brave the Slumbering Isle |
|----|---|
| 1 | The young but influential wizard Cornelius has hired the party to retrieve the Sword of the Sleeper for him. |
| 2 | The Slumbering Isle is filled with treasure and legends tell of a powerful sword buried within. |
| 3 | One or all of the characters see visions of the island and a voice promises eternal life if they but free him from the sword. The forgotten god grows restless. |
| 4 | A flock of Harpies have made their roost upon the Slumbering Isle and are pillaging the local village. Alderman Kircher will pay well for them to be removed. |

Reaching the Island

Lake Ondine is a large but placid lake and the Slumbering Isle is the sole feature which breaks the lake’s pristine surface. No matter the time of day or weather, the lake has an ever present fog which limits vision further than about 30 ft.

Any boat or otherwise which comes within 100 ft of the isle will be ambushed by a pair of Harpies who will try to knock party members into the water to deter them from the island. If the party is too tough the Harpies will flee back to 8 where the rest of their flock is roosting.

The isle itself is about 200 ft wide by 300 ft across and rests ominously in the still waters of Lake Ondine. On the northern shore, a rotten and collapsing dock can be seen. Just beyond is an short tunnel cut into the living stone which leads to a large stone door 1.

1 Main Entrance

Enormous slab of weathered onyx with ancient script carved along the edges. Once deciphered it reads:

“All who wish to enter will find the key in their dreams.”

Laying down in front of the door with the intention to fall asleep will cause the door to turn from solid stone into an opaque black mist which obscures all light from shining through. The door reforms into solid stone with a series of creaks and cracks once all party members who wish to have entered.

2 Antechamber and Initiate Tombs

The worked stone of this small antechamber is in good repair.

Up the stairs there are two alcoves hewn from the rock that have been sealed with brick and mortar. Each are labeled in the same ancient script:

“Abram, Initiate of the Order of Somnambulant Sorcerers”

“Elim, Initiate of the Order of Somnambulant Sorcerers”

Breaking into the alcoves is easy with a proper tool (crowbar, pick, etc).

Inside each alcove is an unadorned sarcophagus with heavy stone lid. Opening the lid releases a sickening smell and reveals the rotted body (**Zombie**) held within. Around each neck is a small blue gemstone with a spiral etched into it (Somnolent Pendant, 50 gp each).

- If the body is disturbed the Zombie will attack.
- If left uncovered the Zombie will rise and wander the tomb within d4 turns

The door to 3 is unadorned and easily moved.

Zombie: AC 8[11], HD 2 (9hp), Att 1 x claw (1d8) THACO 18 [+1], MV 60' (20'), SV D12 W13 P14 B15 S16 (1), ML 12, AL Chaotic, XP 20.

Guardians: Always attack on sight.

Initiative: Always lose (no roll).

Undead: Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).



3 False Crypt of Trithemius

An sarcophagus sits in the center of the room, lid askew. Four pillars surround it, one at each corner. The smell of fresh air seeping in from a crack in the east wall where time or industrious tomb robbers have broken through.

On the northern side of the ornate sarcophagus there are two bodies, both rotting and partially dissolved. One looks to be a looter who met their unfortunate end here long ago and the other is a harpy which is more fresh. Inspecting the corpses reveals acid burns upon them and all gear is partially corroded (and useless).

Inside the open sarcophagus is a **Grey Ooze** which will strike out at anyone unfortunate enough to look inside.

The door to 2 is unadorned and easily moved.

The secret door in the south wall (4) is easily opened once detected.

Grey Ooze: AC 8[11], HD 3* (13hp), Att 1 x touch (2d8) THACO 17 [+2], MV 10' (3'), SV D12 W13 P14 B15 S16 (2), ML 12, AL Neutral, XP 50.

Blend in with stone: Difficult to tell apart from wet stone.

Acid: After a successful attack, sticks to the victim and exudes acid. The acid destroys normal armour immediately and inflicts 2d4 damage per round. (Magic armour is dissolved in one turn.)

Energy immunity: Unharmed by cold or fire.

4 Grand Chamber

The marble statue depicts an ancient wizard (Trithemius) wielding a longsword engraved with runes. Tapestries in the two alcoves depict armies falling before this same wizard as an unknown aura emanates from the sword.

The room itself is pristine and untouched through the countless centuries.

The secret door in the north wall (3) is obvious from this side and easily opened.

The southwest door is unadorned and leads to a partially collapsed hallway that leads to the Catacombs (5).

The tapestries are worth 1000 gp each if recovered intact.

5 Catacombs of the Order

The floor of this room has puddles of standing water strewn about. The western wall has eroded from the inexorable tide of time. At the north end of the room is a raised dais with an altar embellished with ornate script.

If the party is stealthy they may hear the sound of **Nixies** playing and cavorting in the puddles. Otherwise the Nixies will hide in magically deep puddles to observe them.



5.1 Melusine and the Lake Nixies

After a time of sizing up the party, the lead nixie **Melusine** will call out a greeting. She is curious about the party's intentions in the tomb. She wants the group to clear out the island of the (undead) Sorcerers and Harpies so that the Nixies can reclaim the island.

Melusine doesn't want any of the treasure, the party can have it. The Nixies will give the group a pendant made of seaweed which bestows water breathing to up to 6 creatures for an hour. It has 3 charges.

If negotiations break down, **d12+12** Nixies rise from the puddles to defend Melusine. Ten of the Nixies will try to charm the strongest looking character to defend them from the party.

The Nixies will hide in their puddles if the party engage in combat with a third party in this room.

Lake Nixie: AC 7[12], HD 1 (4hp), Att 1 x tiny trident (1d4) or 1 x group spell (*charm*), THACO 19 [+0], MV 120' (40'), SV D12 W13 P13 B15 S15 (Elf 1), ML 6, AL Neutral, XP 10.

Shy: Will try to charm intruders, rather than engaging in combat.

Charm: 10 nixies together can cast a charm to enchant a victim to serve them for one year. **Save versus spells** or be charmed: move towards the nixies (resisting those who try to prevent it); defend the nixies; obey the nixies' commands (if understood); unable to cast spells or use magic items; unable to harm the nixies. Killing the nixies breaks the charm.

Bestow water breathing: Can cast upon charmed creatures. Lasts for one day, then must be refreshed.

Meld into water: can hide in water as shallow as an inch.

5.2 Altar to the forgotten god

The dais is raised enough to remain dry and the nixies do not dare tread here. Along the lip of the altar an ancient script tells the story of the **Order of Somnambulant Sorcerers**. It tells that they await in slumber for the Third Conjunction when the forgotten god will gift them with eternal life and vigor.

If a creature falls asleep on the altar while wearing a Somnolent Pendant they will be placed in a unnatural sleep that can only be broken by removing the Somnolent Pendant. They will slowly rot over centuries and eventually become an undead abomination. Magic-Users, Clerics, and Elves become Ghouls, others become Zombies.

5.3 Tombs of the Enlightened

Four alcoves have been carved in the eastern walls and sealed with brick and mortar. Breaking into the alcoves is easy with a proper tool (crowbar, pick, etc). Each are labeled in the ancient script.

"Arbatel, Enlightened of the Order of Somnambulant Sorcerers"

"Honorous, Enlightened of the Order of Somnambulant Sorcerers"

"Heptam, Enlightened of the Order of Somnambulant Sorcerers"

"Eron, Enlightened of the Order of Somnambulant Sorcerers"

Inside the intact tombs are sarcophagi with a spiral engraved in the stone lid. Opening the lid releases a sweet smell and reveals the rotted body (**Somnambulant Ghoul**) within. Around each neck is a small blue gemstone with a spiral etched into it (Somnolent Pendant, 50 gp each).

- If the body is disturbed the Somnambulant Ghoul will wake up and attack
- If left uncovered the Ghoul will rise and wander the tomb within d4 turns

The looted tomb (Heptam) was broken long ago, the sarcophagus inside has its lid askew. All that remains inside the sarcophagus is a shattered skeleton where the previous looters destroyed what remains of Heptam.

Somnambulant Ghoul: AC 6[13], HD 2* (9hp), Att 2 x claw (1d6 + *sleep*), THACO 17 [+2], MV 90' (30'), SV D12 W13 P14 B15 S16 (2), ML 10, AL Chaotic, XP 25.

Sleep: For 2d4 rounds (**Save versus spells**). Elves and creatures larger than ogres are unaffected. A sleeping creature can be awoken using an action. Somnambulant Ghouls prioritize non-sleeping targets.

Undead: Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

6 Soporific Sacristy

Moisture has clearly made its way into this rooms since its construction. The smell of mold and mildew is omnipresent once the waterlogged door is opened. A rotted bookshelf lines the northern wall, the knowledge stored in the moldering books lost to the ages.

Ancient chests collapsed from age and mildew contain a strange fungus with blue gills and veins running up a off-white stem.

Digging past the mushrooms, there is a small amount of treasure.

- 500 gp
- Spell Tablet with a Sleep rune. Works just like a scroll.
- 3 small blue gemstone with a spiral etched into it (Somnolent Pendant, 50 gp each).

If the mushrooms are consumed the character must **Save vs Poison** or wrench up the mushroom. If successful they are thrown into a psychedelic vision where they see the birth of the universe, stars, and planets before they hear the voice of the forgotten god who entreats them to free them by sundering the **Sword of the Sleeper** under a new moon. The god promises anything and everything, though it has no plans to keep any promises.

The secret door in the eastern wall (7) is easily opened once detected.

7 Trithemius' Sepulcher

This room is dominated by an elaborate sarcophagus, etched with reliefs depicting great feats of magic. The walls are carved with fantastic images of an unknown deity being worshiped by an order of robed figures. The deity bestows a sword upon the leader and the final panel shows a robed figure laying down upon an altar with a pendant with a spiral engraved upon it.

Removing the lid of the sarcophagus reveals the perfectly preserved body of Trithemius in repose, both hands resting upon the handle of gleaming longsword (the **Sword of the Sleeper**). He is wearing a gold crown set with sapphire. Underneath the body is a bed of gold and jewels. Attempting to remove the sword, treasure, or otherwise defile the body of **Trithemius** awakens the ancient wizard.

Trithemius is imperious and will demand the group leave immediately as it is not the appointed time. Telling him of the fate of his order (undeath) may delay his wrath but he will not part with the **Sword of the Sleeper** under any circumstances. He still wholly believes the lies of the forgotten god.

Trithemius, Slumbering Master: AC 3[16], HD 5+1* (23hp), Att 2 x Sword of the Sleeper (1d8 + *sleep*), THACO 14 [+5], MV 90' (30'), SV D10 W11 P12 B13 S14 (5), ML 12, AL Chaotic, XP 400.

Sleep: For 2d8 rounds (**Save versus spells**). Elves and creatures larger than ogres are unaffected. A sleeping creature can be awoken using an action. Trithemius prioritizes non-sleeping targets.

Mundane Damage Resistance: Damage from non-magical sources is reduced by half.

Undead: Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

Sword of the Sleeper

The Sword of the Sleeper is a longsword that is imbued with the spirit of the forgotten god. Its primary purpose is to free itself from the sword. When it takes control of the wielder it will attempt to head off on its own for some unknowable purpose.

- Intelligence: 9
- Communication: Telepathy with wielder
- Alignment: Chaotic
- Powers: *Detect Magic*, *Sleep*
- Ego: 12

Sleep

On successful hit the target falls asleep for 1d4 rounds (**Save versus spells**). Elves and creatures larger than ogres are unaffected. A sleeping creature can be awoken using an action.

Trithemius' Treasure

Laid within the sarcophagus as a bed full of riches.

- 2,000 gp
- Crown with Sapphire (700 gp)
- 10x gems (50 gp)



8 Harpy Nest

The smell of the nest emanates out all along the eastern shore. The sour scent of unwashed bodies mixed with the Harpies leavings stings the nostrils.

At any time there are **2d3 Harpies** roosting here. Depending on how the initial interaction on the boat went they may be alerted and watching out for the party.

Creatures charmed by the Harpies will be ordered to defend the Harpies. Once the battle is over they will be told to drown themselves in the lake.

Harpy: AC 7[12], HD 3* (13hp), Att 2 x claw (1d4), 1 x weapon (1d6 or by weapon), 1 x song (charm), THACO 17 [+2], MV 60' (20') / 150' (50') flying, SV D12 W13 P14 B15 S16 (3), ML 7, AL Chaotic, XP 50.

Charm: Anyone who hears the song of a group of harpies must **save versus spells** or be charmed: move towards the harpies (resisting those who try to prevent it); defend the harpies; obey the harpies' commands (if understood); unable to cast spells or use magic items; unable to harm the harpies. A character who saves is unaffected for the rest of the encounter. Killing the harpies breaks the charm.

Magic Resistance: +2 bonus to all saves.

Harpy "Treasure"

If the Harpies are run off or killed they have a small bit of treasure mixed in with their nests and leavings.

- 600 sp
- 1,500 cp
- 6x gems (5 gp)



Possible Loose Ends

If the party clears the tomb and has made the bargain with the Nixies the Slumbering Isle sinks below the lake with a low rumble as they sail away. Over the course of the next week, the ever-present fog clears from the lake. As time goes on the lake becomes flush with fish.

If the party takes the **Sword of the Sleeper** the forgotten god urges them to free it by sundering the sword under a new moon. If they do so, the forgotten god mocks their foolishness as it slips away. It is a cruel god and may torment the party for pleasure in the future.

If the **Sword of the Sleeper** is kept intact and wielded it will attempt to assert control and have the wielder leave on a quest of abstruse significance.

If the party flees after awakening Trithemius, he will work to rebuild the **Order of Somnambulant Sorcerers** and will use his newly resurrected order to make the party's lives difficult.