

# THE CAULDRON

By Jon Bertani



Rumors abound of treacherous jungles with giant birds, carnivorous apes, a smoking and angry volcano, and even hushed whispers of a giant sea creature that protects the island! But the lure of countless lost treasures of the fallen civilization may be more tantalizing than old tales told by fools and drunks.

A tropical island adventure for characters of Levels 3-7.

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ESSENTIALS**

# THE CAULDRON

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# THE CAULDRON

**Summary:** The Cauldron is a tropical island adventure for various levels of no less than 3<sup>rd</sup> or greater than 7<sup>th</sup>. Upon the island, once known as 'Ushooloo' but now simply by 'The Cauldron', are old ruins of a once thriving civilization. Long ago a temple of Ushoon was constructed on the island and was the primary place of worship. However the volcano erupted and created a cataclysmic event to the budding civilization. Most of the people were killed and the bustling village was destroyed. Survivors of the fallen civilization broke into two warring tribes. The Ushoo tribe is kind and wise and still worship Ushoon. The Athaka tribe are cruel cannibals that have started worshiping the great volcano spirit. They fight and compete over each other for resources but both provide gifts (food and hand-made jewelry) to the 'cauldron spirit' (see **Shurathrak, Area #10**) to avoid her wrath.

Rumors abound of treacherous jungles with giant birds, carnivorous apes, a smoking and angry volcano, and even hushed whispers of a giant sea creature that protects the island! But the lure of countless lost treasures of the fallen civilization may be more tantalizing than old tales told by fools and drunks.

**Introduction:** The party meanders through the market of a coastal city looking for good deals on gear. The stalls are all colorfully decorated and the hustle and bustle is loud with criers trying to gain attention to show off their wares. It's a hot and steamy day and it's thirsty work wandering through the market, haggling for goods. An ale house just down the crowded street provides a great rest stop, when suddenly an old salty sailor stumbles into one of the PCs while looking over his shoulder. Shouts can be heard from the street. The man stinks of booze and body odor, his gray and greasy beard having a few trapped morsels of food or perhaps vomit. His foul breath assails the senses as he paws at you (randomly roll which PC) trying to regain his balance and asking your pardon with pleading eyes. He quickly staggers off disappearing into the market crowd.

Shortly after, a few burly men with bludgeons come pushing through the crowd after the old drunken sailor.

**Referee's Notes:** The fake-drunken sailor, Murvel has a 35% chance pick pocket skill. He is successful in planting a treasure map (a map that leads to an island called The Cauldron), but a roll of more than twice the percentage means the PC noticed the attempt. Complete success and the sailor managed to steal 3d6 random coins and the PC notices the map later.

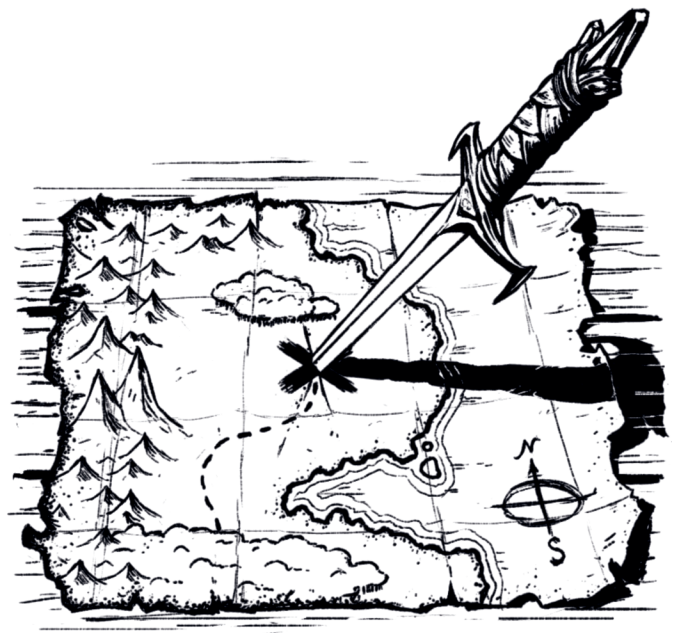
**Murvel:** Murvel, a paranoid captain of a small vessel, cheated on dice and 'won' the map but was discovered and fled. He plants the map on a PC so that if caught, the map is not on him. His motivation can depend on the referee:

1. He tracks down the PCs to try to steal back the map.
2. He trails the party with his ship to the island and ambushes the PCs after they have taken all the risks and collected loot.
3. He finds the PCs and explains the situation before, apologizes, and wants to explore the island. He offers 50 gp for the map or may even offer to hire the PCs to join him.

**Murvel, Level 4 Thief:** AC 6 [13]; hp 13; ATT 1 x weapon (1d6, or by weapon); THACO 19[0]; MV 120' (40'); SV D13, W14, P13, B16, S15; ML 6; AL N; XP 125

- **Items:** Leather, short sword, sling, thieves' tools, 15 sp.
- **Thief abilities:** 4<sup>th</sup> level thief.
- Clever with disguises, shady-dealer, a cheat, and very paranoid (about almost everything).

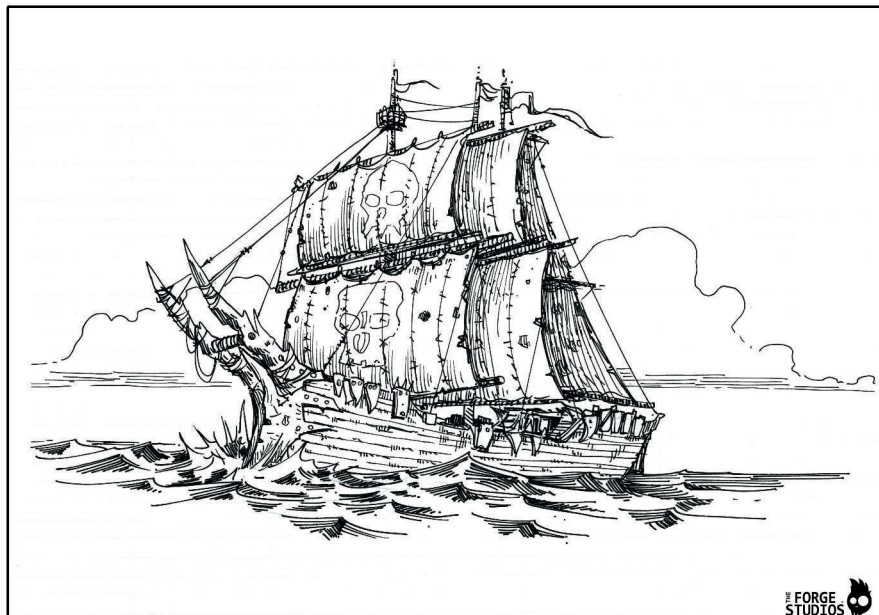
**The Map:** The map is a stained and wrinkled scroll that provides direction to the island known as The Cauldron. There is a darkened 'X' on the map with a note: "temple ruins?" (see **Area X**). An expert (navigator, sea captain, sailor, etc.) is able to locate the island easily with the map and is a week's journey on the open sea.



**Inquiries:** Inquiries about The Cauldron draw attention to the PCs at the referee's discretion. There are several buccaneers, pirates, and other shady folk who would embrace the thought of recovering hidden treasure. They sabotage or attack any competition.

Three treasure hunter groups (including Murvel's crew) can be used to hamper the party in the city, during travel to the island, or on the island depending of the discretion of the party while obtaining information.

<b>The Bone Vulture</b>		
(Bird bones are attached to the ship as the Captain believes it makes him lucky)		
<b>Captain Renshaw Vaigle</b>	Level 5 Fighter: <b>AC</b> 7 [12], <b>hp</b> 29, <b>Att</b> 1 x sword (1d8), <b>THACO</b> 17 [+2], <b>MV</b> 120' (40'), <b>SV</b> D10 W11 P12 B13 S14 (F5), <b>ML</b> 9, <b>AL</b> C, <b>XP</b> 175 <b>Items:</b> Sword, bird bone amulet with gilded silver (120 gp)	Very superstitious about small trivial things, constantly drunk making him fearless, expert at close-shore ship maneuvering.
<b>'Legless' Freynar, First Mate</b>	Level 2 Fighter: <b>AC</b> 9 [10], <b>hp</b> 12, <b>Att</b> 1 x gaff hook (1d4), <b>THACO</b> 19 [0], <b>MV</b> 30' (10'), <b>SV</b> D12 W13 P14 B15 S16 (F2), <b>ML</b> 9, <b>AL</b> C, <b>XP</b> 175 <b>Items:</b> Gaff hook, golden earring (20 gp).	A legless barbarian from the far north. Very intimidating voice and crew responds to his commands immediately.
<b>(13) Pirates</b>	<b>AC</b> 7 [12], <b>HD</b> 1, <b>hp</b> 5, <b>Att</b> 1 x weapon (1d6 or by weapon), <b>THACO</b> 19 [0], <b>MV</b> 120' (40'), <b>SV</b> D12 W13 P14 B15 S16 (1), <b>ML</b> 6, <b>AL</b> N, <b>XP</b> 10 <b>Items:</b> swords, slings, 1d10 cp.	A superstitious lot that listen more to Freynar than the captain.



<b>The Jade Tempest</b>		
(Several colorful pendants fly from the mast and sails).		
<b>Captain Gretel Rage-shadow</b>	Level 6 Fighter: <b>AC</b> 7 [12], <b>hp</b> 35, <b>Att</b> 1 x sword (1d8+1), <b>THACO</b> 17 [+2], <b>MV</b> 120' (40'), <b>SV</b> D10 W11 P12 B13 S14 (F6), <b>ML</b> 9, <b>AL</b> C, <b>XP</b> 500 <b>Items:</b> <b>Sword +1</b> , brass whistle (65 gp)	Raven-haired and plump, she commands her crew with bellowing orders and a iron fist. Likes to attack from surprise.
<b>(16) Pirates</b>	<b>AC</b> 7 [12], <b>HD</b> 1, <b>hp</b> 5, <b>Att</b> 1 x weapon (1d6 or by weapon), <b>THACO</b> 19 [0], <b>MV</b> 120' (40'), <b>SV</b> D12 W13 P14 B15 S16 (1), <b>ML</b> 6, <b>AL</b> N, <b>XP</b> 10 <b>Items:</b> swords, crossbows, 1d10 sp.	A rowdy bunch, quick to cause trouble in alehouses and against each other.

## Clam Bait

(Only thing of interest about this ship is that it can actually float).

<b>Captain Murvel</b>	<b>Level 4 Thief:</b> AC 6 [13]; hp 13; ATT 1 x weapon (1d6, or by weapon); THACO 19[0]; MV 120' (40'); SV D13, W14, P13, B16, S15; ML 6; AL N; XP 125 <b>Items:</b> Leather, short sword, sling, thieves' tools, 15 sp.	Clever with disguises, shady-dealer, a cheat, and very paranoid (about almost everything). Willing to work with PCs if it falls in his favor.
<b>Brog, First Mate</b>	<b>Level 3 Fighter:</b> AC 7 [12], hp 18, Att 1 x battle axe (1d8), THACO 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (F3), ML 11, AL N, XP 35 <b>Items:</b> Battle axe, two gold armbands (2x 40 gp)	Intimidating size, soft spot for fair maidens.
<b>Samalia</b>	<b>Level 2 Mage:</b> AC 10 [9], hp 5, Att 1 x dagger (1d4), THACO 19 [0], MV 120' (40'), SV D13 W14 P13 B16 S15 (M2), ML 6, AL N, XP 25 <b>Spells:</b> Charm Person, Sleep <b>Items:</b> Dagger, <b>Wand of Detect Magic</b> (4 charges)	Tires of Brog's advances, icy tongue, crew are fearful of her spells. She has two pirates charmed to protect her. Sea snake tattoo on right arm.
<b>(9) Pirates</b>	<b>AC</b> 7 [12], <b>HD</b> 1, <b>hp</b> 5, <b>Att</b> 1 x weapon (1d6 or by weapon), <b>THACO</b> 19 [0], <b>MV</b> 120' (40'), <b>SV</b> D12 W13 P14 B15 S16 (1), <b>ML</b> 6, <b>AL</b> N, <b>XP</b> 10 <b>Items:</b> swords, crossbows, 1d6 cp.	Jovial but unlucky lot.

**Rumors:** Talking to townsfolk or sailors may reveal 1d4 rumors:

ROLL	RUMOR
1	No ship has ever returned that explored the island. (False, otherwise there would be no map)
2	It's a pirate hide out. (False)
3	There are cannibals living on the island! (True)
4	Harpies roost on a small island at the entrance to the Cauldron. (True)
5	There will only be a few captains for hire to journey there, and they'll mostly be buccaneers and not to be trusted (probably True).
6	Massive birds have plucked men off their ships miles from the island. (True)
7	An old civilization was once there but was destroyed by a volcano. Now it's overrun by savages.(True)
8	Few have returned from that island, all report being chased by large hungry apes. (True)
9	No trading vessel will go near the island. (True)
10	They say a dragon lurks in the bottom of the cauldron laying upon a great hoard of treasure from all the ships that have disappeared there. (True)
11	'I heard Yorvelna, that crazy witch, lives on that island. Don't risk yourself to her curses and magics....no loot is worth that!' (False).
12	Hang a silver-lined mirror (25 gp) on the mast and watch the weather closely!! I heard those without the mirror draw the attention of violent storms that sinks even the most sea-worthy vessels. (False)

### Optional Adventure Hooks

1. The PCs discover a treasure map on a previous adventure.

2. Mad Marvin (**Area #1B**) is a family friend to one of the PCs. It was rumored his ship sailed around the area where The Cauldron is located. His family wants closure on if he is dead or not.

3. The PCs need slog nettle as a spell component, potion component, break a curse, quest, etc.) and was directed towards the Cauldron where it says it grows plentiful (see **Area #4**).

4. The PCs find themselves after a storm and shipwreck on a tiny black sand shore surrounded by steep cliffs (25' high) and an overhanging jungle (or maybe the harpies nest **Area #1**).

**Open Sea Encounters:** Roll a d10 once per day at sea with an event occurring on a 1 or 2.

ROLL	EVENT	NOTES
1	Raging storm.	Adds two days to the journey.
2	A pod of breaching whales.	Some emerge from the water, flopping back in and putting on a awe-inspiring show.
3	Refer to <b>Pirate Table</b> .	Referee discretion: the pirates will either trail, fight, or sail off.
4	A gigantic flying creature seen in the distance, causing sailor's alarm.	One of the rocs from The Cauldron. It leaves the ship alone.
5	Smoldering, floating ship wreckage.	A ship recently sunk by pirates (1-2 days ago). Two barely alive survivors, Greta and Voan.
6	<b>(3d6) Sailors:</b> AC 7 [12], HD 1, hp 5, Att 1 × weapon (1d6 or by weapon), THACO 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 6, AL N, XP 10 <b>Items:</b> daggers, crossbows, 1d6 cp.	Squabble on the ship! Sailors begin fighting each other over some argument or potential mutiny opportunity.
7	<b>(3) Giant Seahawks:</b> AC 6 [13]; HD 3+3 (16 hp ea); Att 1 x talons or beak (1d6); THACO 16 [+3]; MV 450' (150') flying; SV D12 W13 P14 B15 S16 (2); ML 8; AL N; XP 50 <ul style="list-style-type: none"> <li>• <b>Swoop:</b> If victim surprised when attacked from above, the attack inflicts double damage.</li> <li>• <b>Carry prey:</b> Up to halfling-sized.</li> </ul>	These hungry seahawks attempt to swoop and attack the smallest prey on the boats. If one dies, the rest flee.
8	<b>(3) Saltwater Termites:</b> AC 5 [14], HD 4 (18 hp ea), Att 1 x bite (1d4) or 1 x spray (stun), THACO 16 [+3], MV 180' (60'), SV D12 W13 P14 B15 S16 (3), ML 11, AL N, XP 75.	The termites seek to feast on the wood of the ship.

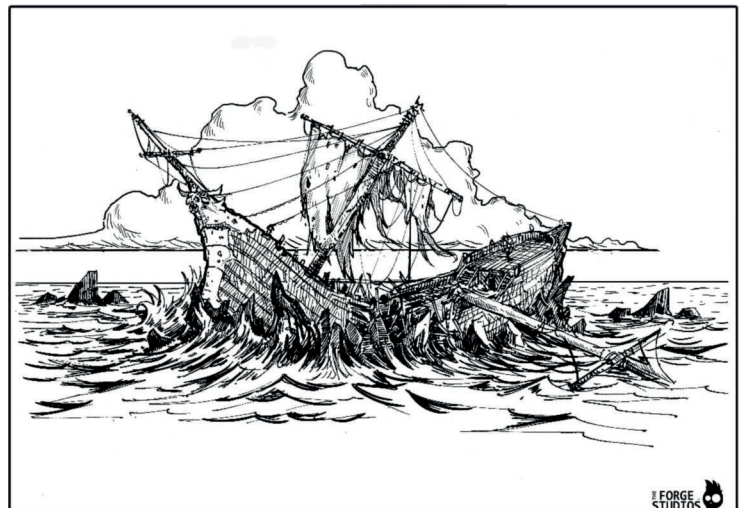
## THE CAULDRON

The Cauldron is a remote mist-shrouded island located in the Zontani Sea, avoided by most, explored by only a few. All that is known is the island is formed by a great caldera and is peopled by one or more tribes of savages that live in the jungle covered hills. The water within the caldera is warmed by underwater volcanic activity which gives rise to enshrouding mists smelling of sulphur. Tribesmen swear they see past family members and friends within the mists at times. An active volcano on the north side of the island still spumes smoke and ash and shakes the island in anger from time to time.

The powerful creatures (dragon, rocs, etc.) that reside on the island use the terrain to their advantage. Cliffs around the island make it hard to land a boat and only jungle is beyond. The easiest and perhaps most dangerous route is around the Harpies Roost (Area #1). Despite the dangers, long black sand beaches circle the inner waters of the Cauldron. Cliffs around the edge of the island soar from 15' to 50' and enter a lush, thick jungle (half movement rate).

Upon the eastern shore impaled upon some rocks is a half sunk small galley, it's sail, hangs loose and torn. She is named, the Willful Wench. There is no one on board, but there are smears of dried blood and large feathers scattered around the ship. There are several weapons

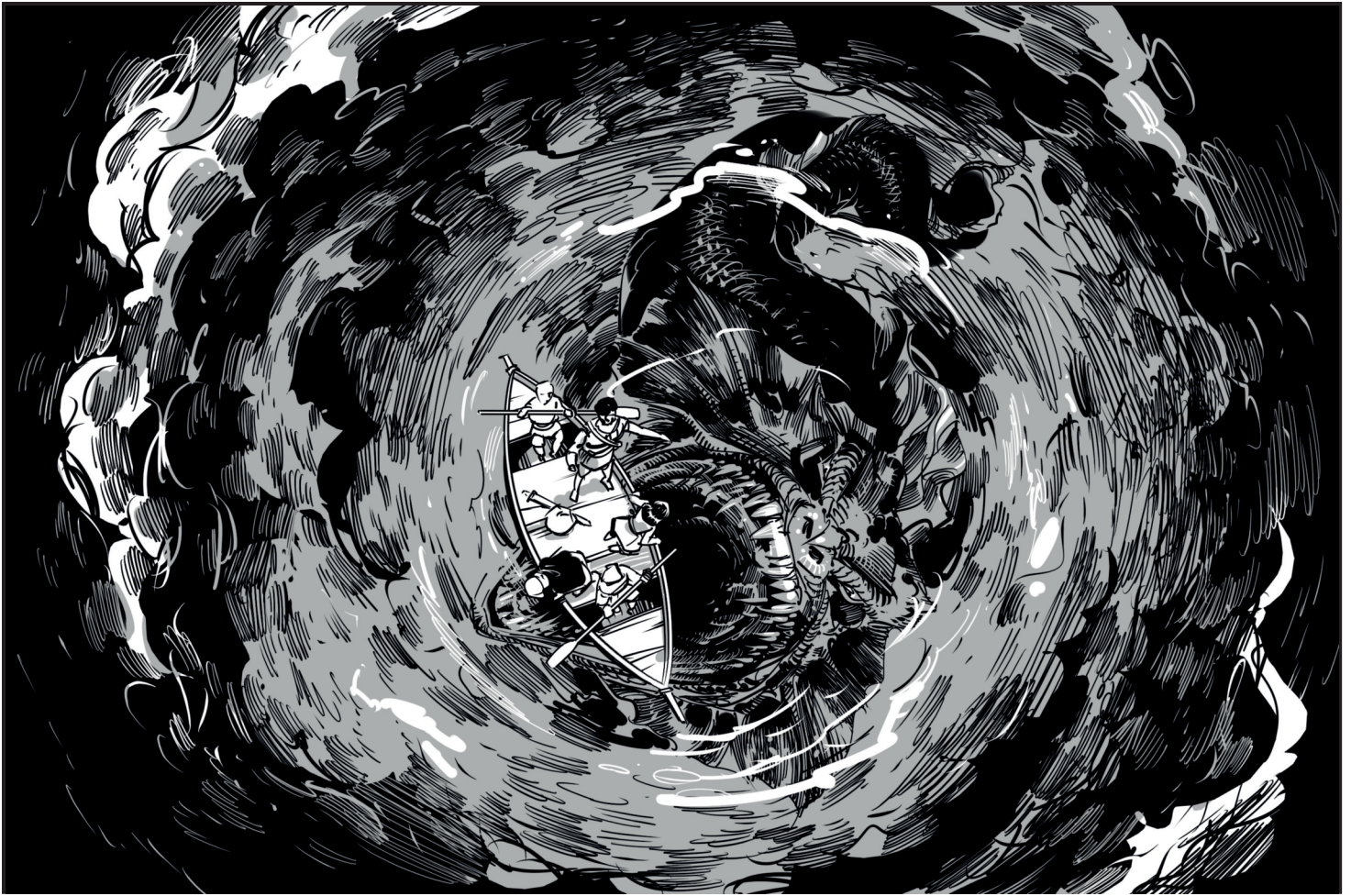
laying about the deck, seemingly there was a battle. The hold is mostly submerged, within it can be seen some hammocks, barrels and crates (nothing of real value.) The door to the captain's cabin hangs ajar with the tilt of the ship. It's a cramped room with a bunk, table, some shelves, and collection of nautical gear including some maps and logs. Maps are of coastal region around the Zontani Sea (3 x 75 gp ea). Hidden under the bunk is a small locked chest containing 520 cp, 330 sp, and 66 gp).





**Random Encounters in the Caldera:** Any large vessel draws the attention of one of the encounters noted below. Small vessels have only a 50%, and only a 25% chance if precaution is taken, such as being quiet.

CALDERA ENCOUNTERS		
ROLL	ENCOUNTER	NOTES
1	<b>(7) Ushu Warriors:</b> AC 5 [14], HD 1 (5 hp), Att 1 × weapon (1d6 or by weapon), THACO 18 [+1], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 10, AL N, XP 19 <ul style="list-style-type: none"> <li>• <b>Items:</b> Hide armor, wicker shield, 3 javelins, club, warrior bead necklace (10 gp).</li> </ul>	1d3 long, log canoes with out-riggers are rowed from the village. They don't attack first, but defend themselves. They seek a trade opportunity, beckoning the PCs back to their village.
2	<b>(7) Athaka Warriors:</b> AC 6 [12], HD 1+1* (6 hp), Att 1 × weapon (1d8 or by weapon), THACO 18 [+1], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 10, AL C, XP 19 <ul style="list-style-type: none"> <li>• <b>Items:</b> Hide armor, wicker shield, 3 javelins, club, warrior bead necklace (10 gp),</li> </ul>	Athaka Savages row boats from their village. 1d3 long, log canoes with out riggers. They attack immediately once in close range with their javelins.
3	<b>Both Ushu and Athaka</b>	Canoes come to intercept the intruders from both directions, but attack each other.
4	<b>Ushu fishing boat</b>	1D4+1 tribesmen using nets and tridents. Avoid interaction.
5	<b>Athaka fishing boat</b>	1D4+1 fishing tribesmen. They shout and make aggressive gestures. A 25% chance the village notices and send out war canoes as #2. 1d4 turns to arrive.
6	<b>Schools of fish</b>	Harmless fish swarm around the PCs boat.
7	<b>Sea birds</b>	The sea birds follow the PCs boat, squawking as they seek scraps. A 25% chance of being noticed per village.
8	<b>Dolphins</b>	Several dolphin's, race or play about the PCs boat.
9	<b>(3) Buccaneers:</b> AC 7 [12] or 5 [14], HD 1 (hp 7,6, 5), Att 1 × weapon (1d6 or by weapon), THACO 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 6, AL N, XP 10 <ul style="list-style-type: none"> <li>• <b>Items:</b> Leather armor, cutlass, and dagger.</li> </ul>	A life boat from the Willful Wench crashed upon Siren's roost (Area #1). Lost in the mist, they whoop excitedly upon seeing the party. They know of Mad Marvin who was their First Mate ( <b>Area #1B</b> ).
10	<b>Shurathrak, sea dragon:</b> AC 1 [18], HD 11** (88 hp), Att 1 × bite (3d8) or breath, THACO 12 [+7], MV 180' (60') swimming / 180' (60') gliding, SV D8 W9 P10 B10 S12 (8), ML 9, AL N, XP 1,750 <ul style="list-style-type: none"> <li>• <b>Breath weapon:</b> Poison spittle, 100' range, 20' diameter. Save versus breath or die (poison is harmless after exposure to air for one round.)</li> <li>• <b>Speaks and can cast spells:</b> 3 × 1st level, <i>Charm Person, Magic Missile, Shield</i>, 3 × 2nd level: <i>ESP, Invisibility, Phantasmal Force</i></li> <li>• <b>Gliding:</b> Leap out of water and glide for 6 rounds.</li> </ul>	The Sea Dragon Shurathrak: She attacks large vessels as they could pose a threat or competition. She is only 25% likely to attack small vessels thinking them the tribesmen who give her offerings of boar and other animals and that's only if they don't feed her something. See <b>Area #10</b> for her lair. She is an intelligent, aquatic dragon with green scales, fin-like wings, and a yellowish crest. <b>Negotiation:</b> Kill the rocs ( <b>Area #9K</b> ) so no more competition for food, or be eaten!



**Jungle Random Encounters:** Check for wandering encounters every ¼ mile traveled. 1-in-6 chance. Creatures native to the island can move through the jungle with no penalties to movement, including the

JUNGLE ENCOUNTERS		
ROLL	ENCOUNTER	NOTES
1-2	<p><b>Athaka Savages:</b> AC 6 [13], HD 1+1* (6 hp), <b>Ath</b> 1 × weapon (1d6 or by weapon, 1d2 poison dart), <b>THACO</b> 18 [+1], <b>MV</b> 120' (40'), <b>SV</b> D12 W13 P14 B15 S16 (1), <b>ML</b> 10, <b>AL</b> C, <b>XP</b> 19</p> <ul style="list-style-type: none"> <li>• <b>Items:</b> Hide armor, wicker shield, 3 javelins, club, warrior ape fang necklace (10 gp).</li> <li>• One hunter in each group has a blow gun with poison darts. Take 1d2 damage then save vs poison or be paralyzed in 1d4 rounds for 2d8 turns.</li> </ul>	A hunting party that is carrying a dead ape. They attempt to ambush party if possible, taking them back as food for their village.
3-4	<p><b>Ushu Warriors:</b> AC 5 [14], HD 1 (5 hp), <b>Ath</b> 1 × weapon (1d6 or by weapon), <b>THACO</b> 18 [+1], <b>MV</b> 120' (40'), <b>SV</b> D12 W13 P14 B15 S16 (1), <b>ML</b> 10, <b>AL</b> N, <b>XP</b> 19</p> <ul style="list-style-type: none"> <li>• <b>Items:</b> Hide &amp; shell armor, turtle shell shields, 3 javelins, club, warrior shark tooth necklace (10 gp).</li> </ul>	These hunters carry a string of rats and two dead giant centipedes. They invite the party back to their village for a feast.
5	<p><b>(1d4) Carnivorous Apes:</b> AC 6 [13], HD 4 (18 hp), <b>Ath</b> 2 × claw (1d4) or 1 × thrown rock (1d6), <b>THACO</b> 16 [+3], <b>MV</b> 120' (40'), <b>SV</b> D12 W13 P14 B15 S16 (2), <b>ML</b> 7, <b>AL</b> N, <b>XP</b> 75</p>	Aggressive and guard/protect their territory.
6-7	<p><b>(2d6) Bird of Paradise</b> (Day Only): AC 8 [11], HD 1/4 (2 hp), <b>Ath</b> 1 × bite (1d3), <b>THACO</b> 20 [0], <b>MV</b> 30' (10') / 180' (60') flying, <b>SV</b> D12 W13 P14 B15 S16 (1), <b>ML</b> 8, <b>AL</b> N, <b>XP</b> 5</p>	The vibrant colored birds are performing some sort of mating dance.

Continued

JUNGLE ENCOUNTERS		
ROLL	ENCOUNTER	NOTES
8	<b>(1d6) Giant Bats</b> (Night Only): <b>AC</b> 6 [13], <b>HD</b> 2 (9 hp), <b>Aff</b> 1 × bite (1d4), <b>THACO</b> 18 [+1], <b>MV</b> 30' (10') / 180' (60') flying, <b>SV</b> D12 W13 P14 B15 S16 (1), <b>ML</b> 8, <b>AL</b> N, <b>XP</b> 20 <ul style="list-style-type: none"> <li>• <b>Echolocation:</b> Unaffected by effects that impair, modify, or rely on sight. Blinded by magical silence.</li> </ul>	These bats swoop from above screeching loudly! 35% chance to roll another encounter due to noise.
9	<b>(1d6) Buccaneers</b> (crew from the Willful Wench): <b>AC</b> 7 [12] or 5 [14], <b>HD</b> 1 (4 hp), <b>Aff</b> 1 × weapon (1d6 or by weapon), <b>THACO</b> 19 [0], <b>MV</b> 120' (40'), <b>SV</b> D12 W13 P14 B15 S16 (1), <b>ML</b> 6, <b>AL</b> N, <b>XP</b> 10 <ul style="list-style-type: none"> <li>• <b>Items:</b> Leather armor, cutlass, dagger, or club.</li> </ul>	This rough, unlucky lot are gathering food and wood to try and survive. They attempt to join the party.
10	<b>(2d4) Giant Centipedes</b> <b>AC</b> 9 [10], <b>HD</b> ½* (2 hp), <b>Aff</b> 1 × bite (poison), <b>THACO</b> 19 [0], <b>MV</b> 60' (20'), <b>SV</b> D14 W15 P16 B17 S18 (NH), <b>ML</b> 7, <b>AL</b> N, <b>XP</b> 6 <ul style="list-style-type: none"> <li>• <b>Poison:</b> Causes victims to become horribly sick for ten days on a missed save vs poison. No physical activity possible except half speed movement for three days.</li> </ul>	The centipedes are feeding on a goat corpse.
11	<b>(1d6) Giant Crabs</b> (along beaches only): <b>AC</b> 2 [17], <b>HD</b> 3 (13 hp), <b>Aff</b> 2 × pincer (2d6), <b>THACO</b> 17 [+2], <b>MV</b> 60' (20'), <b>SV</b> D12 W13 P14 B15 S16 (2), <b>ML</b> 7, <b>AL</b> N, <b>XP</b> 35 <ul style="list-style-type: none"> <li>• <b>Ravenous:</b> Attack any moving creature.</li> </ul>	These crabs see anything as potential food and attack.
12	<b>(1d4) Harpies:</b> <b>AC</b> 7 [12], <b>HD</b> 3* (13 hp), <b>Aff</b> 2 × claw (1d4), 1 × weapon (1d6 or by weapon), 1 × song (charm), <b>THACO</b> 17 [+2], <b>MV</b> 60' (20') / 150' (50') flying, <b>SV</b> D12 W13 P14 B15 S16 (3), <b>ML</b> 7, <b>AL</b> C, <b>XP</b> 50 <ul style="list-style-type: none"> <li>• <b>Charm:</b> Anyone who hears the song of a group of harpies must save vs. Spells or be charmed.</li> <li>• <b>Magic resistance:</b> +2 to all saving throws.</li> </ul>	These grotesque creatures attempt to charm PCs and bring them back to their nest (see <b>Area #1</b> ).
13	<b>(1d6+2) Goats</b> , (arrived from crashed vessels and thrived): <b>AC</b> 7 [12], <b>HD</b> 1 to 2 (4 or 9 hp), <b>Aff</b> 1 × butt (1d4), <b>THACO</b> 19 [0]/18 [+1], <b>MV</b> 240' (80'), <b>SV</b> D12 W13 P14 B15 S16 (1), <b>ML</b> 5, <b>AL</b> N, <b>XP</b> 10/20	Flee, but attack if cornered.
14	<b>Insect Swarm</b> , (crawling or flying, 50% for either): <b>AC</b> 7 [12], <b>HD</b> 2 to 4 (9/13/18 hp), <b>Aff</b> 1 × swarm (2 or 4 hp), <b>THACO</b> 18 [+1]/17 [+2]/16 [+3], <b>MV</b> 30' (10') / 60' (20') flying, <b>SV</b> D14 W15 P16 B17 S18 (NH), <b>ML</b> 11, <b>AL</b> N, <b>XP</b> 20/35/75	Insects swarm from out of the vegetation and bite, sting the PCs for 1d6 rounds before flying/crawling off.
15-16	<b>(1d4) Large Lizards:</b> <b>AC</b> 5 [14], <b>HD</b> 1 (5 hp), <b>Aff</b> 1 × bite (1d4), <b>THACO</b> 18 [+1], <b>MV</b> 240' (80') climb trees, <b>SV</b> D12 W13 P14 B15 S16 (1), <b>ML</b> 8, <b>AL</b> N, <b>XP</b> 20	These lazy lizards are basking in the sun from tree branches or flat rocks.
17-18	<b>(10d4) Rats</b> , (came in on ships, now a food source for the Islanders: <b>AC</b> 9 [10], <b>HD</b> 1 hp, <b>Aff</b> 1 × bite per pack (1d6 + disease), <b>THACO</b> 19 [0], <b>MV</b> 60' (20') / 30' (10') swimming, <b>SV</b> D14 W15 P16 B17 S18 (NH), <b>ML</b> 5, <b>AL</b> N, <b>XP</b> 5 <ul style="list-style-type: none"> <li>• <b>Disease, afraid of fire; attacking in water:</b> See main entry.</li> <li>• <b>Pack:</b> Each group of 5–10 rats attacks as a pack. Each pack makes a single attack roll against one creature.</li> <li>• <b>Engulf:</b> The creature attacked must save versus death or fall prone, unable to attack until able to stand up again</li> </ul>	Rats screech and hiss at the PCs. 50% they attack or will flee.
19	<b>Large Roc, Koohoo</b> (can only attack in open spaces): <b>AC</b> 2 [17], <b>HD</b> 12 (54 hp), <b>Aff</b> 2 × claw (1d8), 1 × bite (2d10), <b>THACO</b> 10 [+9], <b>MV</b> 60' (20') / 480' (160') flying, <b>SV</b> D10 W11 P12 B13 S14 (6), <b>ML</b> 9 (12 in lair), <b>AL</b> L, <b>XP</b> 1,100 <ul style="list-style-type: none"> <li>• <b>Swoop:</b> Can dive onto victims visible from above. If the victim is surprised, the attack inflicts double damage. On an attack roll of 18 or more, the victim can be carried away.</li> </ul>	Koohoo attempts to pick up a PC and fly to its nest ( <b>Area #9K</b> ).
20	<b>(1d3) Pit Vipers:</b> <b>AC</b> 6 [13], <b>HD</b> 2* (9 hp), <b>Aff</b> 1 × bite (1d4 + poison), <b>THACO</b> 18 [+1], <b>MV</b> 90' (30'), <b>SV</b> D12 W13 P14 B15 S16 (1), <b>ML</b> 7, <b>AL</b> N, <b>XP</b> 25 <ul style="list-style-type: none"> <li>• <b>Infravision:</b> 60', (pits in the head allow heat sense).</li> <li>• <b>Initiative:</b> Always gains initiative (no roll), due to special senses.</li> <li>• <b>Poison:</b> Causes death (save vs poison)</li> </ul>	Aggressive and attack.



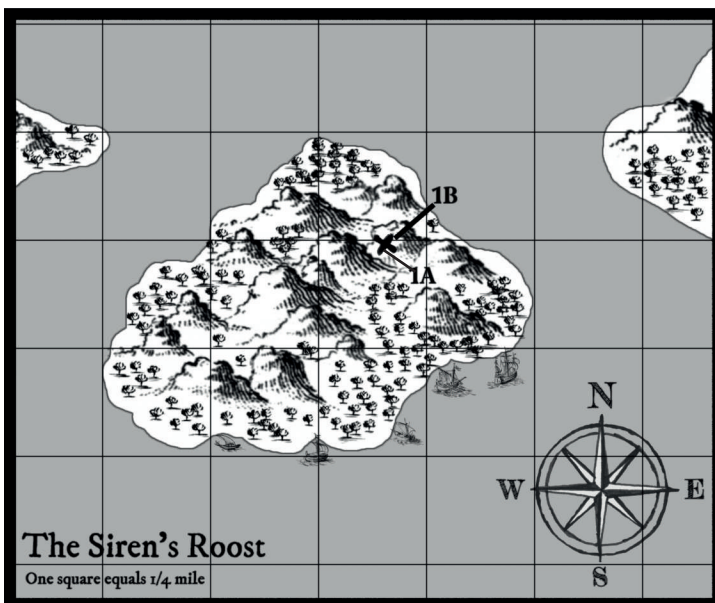
**1. The Siren's Roost:** Vaporous clouds hide the island's mass from view, only the random sea breeze showing quick glimpses of emerald hills and jungle. A rocky and tree covered islet clears the fog, boldly separating two channels of frothy water to either side and revealing barnacled, sunk **vessels**. The one mile islet is the gateway inside the bay of the The Cauldron. Gigantic, colorful **birds** swoop and dive in the distance, flying into an out of view due to the mists.

- The remains of ships and smaller **vessels** are half-submerged, haphazardly upon the shore of the islet. There is nothing of value.
- Harpies have taken up residence upon this island. They assault any **vessel** coming close to the shores. They fly out of the mist and attempt to charm sailors, commanding them to drive their sailing vessels onto the rocks of the jagged rocky shores. Once breached, the harpies flock and maneuver into attack formation. Charmed prey that survive the crashing and sinking of their boats are led away towards the harpy's lair to be consumed.
- No large animals live on this island, only various **birds** and an impressive population of vermin.
- There are nine harpy's living upon this island. They prey upon sailors and the residents on the big island, although the residents are aware of their location and attempt to avoid them when they can. The tribesmen have learned to plug their ears with tree sap and scavenge the ship wrecks, although sometimes the tree sap doesn't work. The harpies occasionally charm males and use them for mating purposes, consuming them after they served their purpose.

**(9) Harpy's:** AC 7 [12], HD 3\*, hp 6 at 13 hp, 2 at 15 hp, 1 at 18 hp, **Att** 2 × claw (1d4), 1 × weapon (1d6 or by weapon), 1 × song (charm), **THACO** 17 [+2], **MV** 60' (20') / 150' (50') flying, **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** C, **XP** 50

- **Charm:** Anyone who hears the song of a group of harpies must save versus spells or be charmed:
- **Magic resistance:** +2 to all saving throws.

**1A. Harpy Tree:** Steep terrain leads through sharp, volcanic rocks and a tangle of jungle vegetation. A foul stench is apparent and fresh, bloody bones and debris litter the ground near the top of the hill. Several corpses are strewn about, some even hanging from trees with dangling entrails that the curling mists reveal once closer. Broken branches, feathers, dung and foliage make a series of filthy tiered **nests** among the towering trees.



- Movement is restricted to 1/3 while climbing the hill. Surviving harpies are aware of intruders climbing up the side of the hill and attack.
- The first **nest** has nothing of value, only gnawed bones of humans and animals. The nest is 30' wide and 20' long.
- The second **nest** tier (**Area #1B**) is 20' up higher the tree.

**1B. High Nest:** Foul air from the grungy nest assaults the senses and clattering bone wind chimes litter branches. Dappled light filters through the tree branches focusing on a huge pile of fouled **debris** comprised of waste and half-eaten corpses in the center of the nest. One muscular **man** lies naked in the middle of the nest, surrounded by remnants of chain mail and a scimitar along with bits of other adventuring gear. The man has several wounds but appears to be asleep, an arm tucked over a lump of stained fur.

- The most powerful of the harpies (18 hp) may have retreated here. She leaps and glides from branch to branch while attacking. She attempts to escape if cornered.
- Searching the filthy **debris** of the nest takes several turns if not hours, digging through waste, feathers, branches, and twigs but the following can be found: Three harpy eggs, (could be quite valuable if kept viable 1,000 gp ea. or if dead, 300 gp.) There is also 550 cp, 730 sp, and 144 gp.
- The **man** is Mad Marvin, the first mate upon a buccaneer ship (Willful Wench) that traveled too close to the islet. He is being used by the harpies for mating purposes and is completely charmed by the young harpy baby under the stained fur. It's his baby and he protects it with his life and refuses to leave it behind. He may join the party if rescued, but wants to return to his ship first to search the wreckage, although the tides and currents have washed anything useful away.

**Mad Marvin**, Human Buccaneer, Level 4 Fighter: **AC** 10 [9] or 5 [14], **hp** 6 (20), **Att** 1 × weapon (1d8 +2 or by weapon), **THACO** 19 [0], **MV** 120' (40'), **SV** D11 W12 P13 B14 S15 (F4), **ML** 6, **AL** N, **XP** 75

- **Items:** Chain mail, scimitar (\*specialized), dagger short bow, quiver 18 arrows.
- Once in awhile lets out a loud cackle as if to an unheard joke. Overprotective of his harpy baby (she is harmless), continually tickling and cooing at it, refuses to leave the baby behind! Very knowledgeable about sailing.

**2. Southern Volcano:** A conical volcano, several hundred yards high, continually spouts a plume of gray, gloomy smoke that intermixes with the mist of the cauldron. The air smells of sulfur. The top of the volcano is devoid of life and only skeletal trees cling to the exposed rock faces..

- The area is silent as most animals avoid the area.

**3. The Cauldron:** Swirling **mists** rise from the warm waters of the caldera which constantly obstruct views. On rare moments, the mists may clear, revealing a few mile diameter caldera. Great schools of brightly colored fish swim through the waters and vibrant, exotic birds dot the branches of the thick jungle that covers the hills of the island, their shrills and song echoing over the **water**.

- Most days visibility within the Cauldron is poor due to the **mists**, only a few dozen yards are visible, but when windy, a brooding volcano looms to the north, and a river channel cuts its way into the hills below the smoking mountain. Around sunset, there is a 50% chance that PCs may witness wispy figures of tribesmen coming out of the mist, acting as if trying to warn them of something, before they dissipate (harmless).
- Within the caldera's parameter the **water** is heated from volcanic fissures below and is quite comfortable to swim in.
- Any large vessel draws the attention of one of the encounters noted below. Small vessels have only a 50%, and only a 25% chance if precaution is taken, such as being quiet.

**4. Village of Athaka:** A crude palisade is erected around the village. Skulls of hideous beasts and human decorate its posts. Bone chimes hanging from extended poles rattle and clank in the wind. The barrier is 10' tall, and overgrown with a thick **ivy** intermixed with various other vegetation. The palisade circles most of the village and extends into the sea to the low tide mark, allowing boat access. There is only one entrance (besides the boat entrance) to the village, a simple but heavy gate with a guard platform over it. A couple of vividly painted savages stand **guard** holding spears.

- The thick **ivy** is *Slog Nettle* and works as camouflage and defense. Climbing or coming in contact with the nettle causes its tiny thorns to prick exposed flesh. Save vs. poison or be slowed for 1d6 rounds, as per the Slow spell. Precautions (i.e. covering exposed flesh) provides a +4 to the saving throw.

Continued

- The **guards** challenge any strangers and shout a warning to those within. If shown respect they allow strangers to enter, after some other warriors arrive to escort the PCs.
- 1d10 warriors arrive in 1d4+1 rounds in response to any shouts. The chief and 3d10 warriors arrive in another 1d4 rounds after the first group.

**Inside the Palisade:** The village is simple with reed and grass round huts forming a large circle around a central larger structure made of cut and formed logs with a high thatched roof. Spirals of smoke rise from a center hole in its roof and the smell of cooking, mouth-watering meat wafts about the village. Bones of various types of creatures are on display as decorations or used as tools/items of use. Also, pillage from sunken ships is obvious around the camp, with sails being the most prominent as they provide shade around the chief's hut. Other pillage include hemp rope used to hold portions of the palisade together, planks of wood for structures and a floating pier upon the beach, and random lanterns and other nautical items and tools. The people cover themselves with paint, have filed their teeth to points, and ritual scarification covers the bodies of men, women and even the older children. Most of the villagers stare aggressively at the PCs.

- These villagers speak very little of the common tongue. They mainly speak their own language shared by the other village. They also don't have much to offer in trade, except furs, shells, and feathered ornamentation.
- The Chief really has no interest in bartering, trading, or even allying with the PCs. However, they are interested in killing and consuming the PCs and using their advanced weapons against the other village. He offers food and a strange spirited **drink**. The drink, when consumed makes those not used to its effects **suffer grogginess** and a **-2 to attack rolls for 1d6 turns**. PCs accepting their hospitality find themselves gathering under the hanging sails in a circle around the fire while some of the tribesmen dance and feast.
- Once the PCs are fully distracted or sleeping, the **villagers attempt to capture them**. They bind the PCs and put them in a pit behind the Chief's hut. Each day one of the PCs is brought inside the Chief's hut and butchered by the Chief's wife, their remains placed in a pot to feed the village.
- If the party doesn't accept the chief's hospitality and tries to leave, the Chief calls all his warriors to gather, then attack to capture them.

**The Chiefs Hut:** This structure is a great octagon, made of cut and formed logs with a high thatched roof and is 30' in diameter. A mud floor is covered with reeds and giant jungle leaves. A central fire pit contains a massive stone cauldron. A stained tree stump squats near the

fire with a few wicked butchering implements upon it. Smaller stumps act as stools and surround the fire pit. About the hut are furs from some black furred creature, and several skulls leer down from high up on the walls. There's a **mound** of leaves and reeds which serves as the chiefs sleeping area. There are several spears, clubs and javelins leaning against the walls.

- Hidden below his sleeping **mound** is a covered hole that has a large tied gourd within it. The gourd contains: 1,370 cp, 1,560 sp, 120 ep, 1,250 gp, and 7 gems of various value.

**Chief Kutu, Level 7 Fighter:** AC 4 [14], (hp 49), **Att** 1 × spear, war club (1d6+3), **THACO** 14 [+5], **MV** 90' (30'), **SV** D8 W9 P10 B10 S12, **AL** C, **XP** 450; **STR** 17, **INT** 8, **WIS** 12, **DEX** 16, **CON** 16, **CHA** 14

- **Items:** Hide armor, wicker shield, spear, **+1 War Club**, a kelp bladder containing a **Potion of Sea Dragon Control** (Kuto is unsure of what it is), **Necklace of Ape Fangs** (Allows the wielder to speak with apes), knife, gold arm band (100 gp), and a **Harpy Feathered Head Dress**, (makes wielder immune to their charm),
- **Specialized:** Club, +1 To Hit and Damage.
- **Battle rage:** +2 to hit humans and similar humanoids
- Aggressive, gets bored during communication, loses patience quickly, has the 'crazy eyes'.

**Chief's Wife, Zagi, Level 5 Cleric:** AC 3 [16], (hp18), **Att** 1 × staff (1d4), **THACO** 17 [+2], **MV** 90' (30'), **SV** D9 W10 P12 B14 S12, **AL** C, **XP** 300; **STR** 12, **INT** 13 **WIS** 15, **DEX** 16, **CON** 11, **CHA** 16, **Spells:** *Cure Light Wounds, Cause Fear, Hold Person, Resist Fire, Striking*

- **Items:** Hide armor, skull topped staff, lava rock holy symbol, gold arm band (100 gp), gold head band (400 gp), gold with pearls bracelet (300 gp).

**(6) Chiefs Guards:** AC 5 [14], **HD** 2\* (12 hp), **Att** 1 × weapon (1d8 or by weapon), **THACO** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** N, **XP** 40

- **Items:** Hide armor, spears, clubs, bone knife, jade pendant (25 gp).
- **Battle rage:** +2 to hit humans and similar humanoids. Rage sometimes makes them attack their allies.

**(30) Warriors:** AC 6 [13], **HD** 1+1\* (6 hp), **Att** 1 × weapon (1d8 or by weapon), **THACO** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 10, **AL** C, **XP** 19

- **Items:** Hide armor, wicker shield, 3 javelins, club, warrior bead necklace (10 gp).

Continued

**(60) Villagers(woman & children):** AC 10 [9], HD 1-1 (4 hp), **Att** 1 × weapon (1d4 or by weapon), **THACO** 19 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 6, **AL** N, **XP** 10

- **Items:** Mostly naked, grass skirts, stone or shell knife.

**5. Fresh Water Lake:** These lakes are crystal clear and quite deep. Fish are wildly abundant and birds surround the lake, hungrily stalking the fish.

- The water is much cooler than the Cauldron as it is all rain water.
- Check for standard wandering encounters along shore.

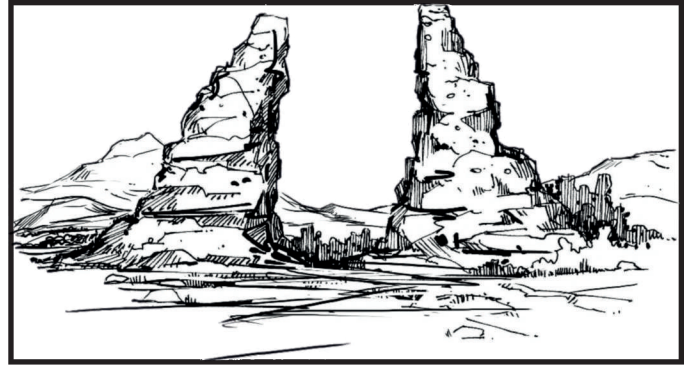
**6. The Jungle:** Dense, steaming, bug-infested jungle covers most of the island with a constant buzzing mingled with bird song. The thick canopy allows little light to reach the ground and animal trails run a maze through the heavy underbrush, obscuring visibility to only 10-30 yards.

- Moving off the trails hinders movement as passage can only be done by pushing and hacking through dense growth, slowing movement by half.
- Check for wandering encounters every ¼ mile traveled. 1-in-6 chance. Creatures native to the island can move through the jungle with no penalties to movement, including the tribesmen and savages.

## RUINED TEMPLE OF USHOON

**7. Ruined Temple of Ushoon:** A great steep sloped mound rises out of the jungles higher than the surrounding trees. The mound's top is flattened showing four arching, cracked pillars. A great rift sunders the mound from north to south (20-80' deep). At the base of the mound, a long spiral stair winds its way up to the top.

- Check the **Jungle Wandering Encounters Table**. Most animals avoid this place except for the Ushu tribesmen, buccaneers, goats, birds of paradise, lizards, and the Roc which will pluck climbers off the stair.
- There is a 25% chance that the Priestess from Ushu is here with 10 Warriors performing rituals in **Area #E**. The warriors are on high alert as they are aware of the danger from the Roc (see Wandering Encounters). The Athaka warriors do not come here.



**A. Obelisks:** Two stone pillars stand to either side of a climbing path that leads to a winding stair. Carved from volcanic rock, each obelisk depicts denizens of the sea, such as sharks, squids, various fish, whales, and dolphins. All swim around a muscular male figure with wild hair (Ushoon, Lord of the Seas or referee discretion).

**B. The Winding Stair:** Broad, mossy steps have been formed into the mound creating a great spiral as they climb to the top. To the left and right the sheer slope of the mound is daunting, covered in vegetation but void of trees (climbing would be difficult and slow).

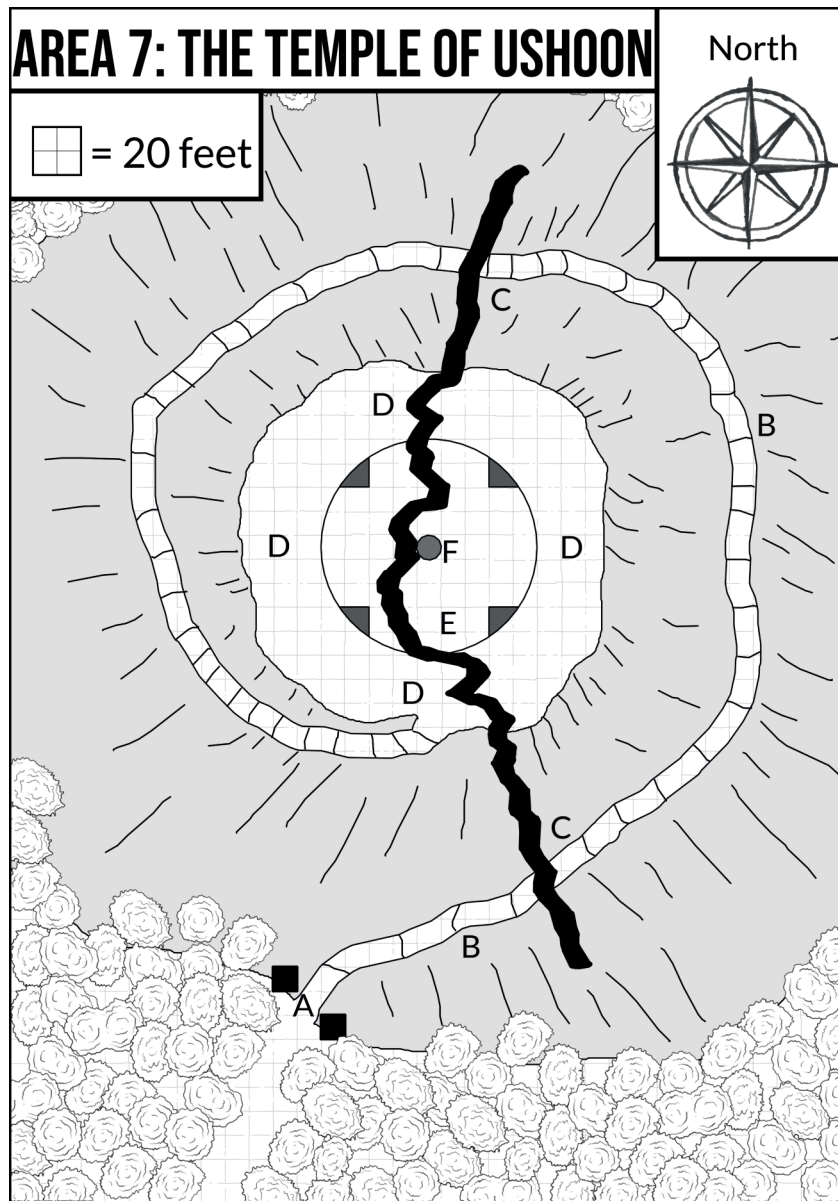
- In two places the rift cuts through the stair and needs to be crossed by jumping or other means. The rift is 10' across and 20' deep. Falling into the rift causes 2d6 damage.

**C. The Rift:** A volcanic rocky crust forms both sides of the darkened rift. Random bouts of sulphur smelling steam belches from cracks within.

- The fissure is widest along the climbing path, but still needs a **DEX** check to leap across in other areas. Failure incurs 1d6 falling damage.

**D. The Top:** The stairs climb to the top of the mound rising above the canopy of the jungle below, providing a commanding view of the entire island if clear of mists. A great platform of stone occupies most of the hill top. Four cracked and crumbling arched pillars stand above the platform.

- PCs are able to see the lakes (**Area #5**), the volcano (**Area #9**), the Village of Athaka (**Area #4**) and the blue waters of the Cauldron (**Area #3**).



**E. The Temple of Ushoon:** The black stone of the platform is swirled with red and smooth over most of its surface. Once graceful stone arches met in the open air above the temple, but have long since fallen, leaving behind only crumbled debris. Within the center of the platform is a massive clam shell (see **Area #F**), the fissure sundering the temple just missing it.

**F. The Font of Ushoon:** A massive clam shell is nearly 10' around and 5' deep. It is filled with **water**.

- The **water** is fresh. Anyone of Neutral alignment is healed 1d8 hp if they show respect and drink from the water. This blessing only is provided once a day to non-believers. Any followers of Ushoon may also be able to *Cure Disease* or *Neutralize Poison*. With an acceptable sacrifice (referee discretion), these waters can provide a blessing to allow the supplicant to gather the water into a vessel and function as a **Potion of Water Breathing**.

- Any disrespectful visitors are likely to incur the *Curse of the Seas* (save vs death or any sea life will attack this person on sight. This effect continues until the person has atoned with appropriate offerings or a *Remove Curse* is provided.

**8. Village of Ushu:** The trees are cleared away about 50 yards from a 12' palisade made of thick logs. Glorious gardens of various, vibrant, edible plants thrive and surround the village. During the day women and children are working the fields. The wooden palisade is overgrown with thorny vines and surrounds the village all the way to the shore. It extends into the waters to the reaches of low tide. There is a single gate into the village on the west side, with a guard **tower** over it. There are three other towers facing each direction.

- Each **tower** has one guard during the day and two at night. A blowing conch shell is kept in each tower, to sound an alarm if needed. The tower platforms are 15' above the ground and 10' square sheltered by a covered top. They offer good protection to the guards (-2 to AC) and each has a basket holding 24 javelins.
- A couple of warriors are guarding the gate. They challenge any strangers. However, they sound the alarm by blowing on the conch shell if attacked. If the strangers seem peaceful they open the gates.
- 1d10 warriors arrive in 1d4+1 round after the conch has been blown. The Chief, the Priestess, and 2d10 more warriors arrive in 1d6+1 rounds.

**Inside the Palisade:** Within, the village is built in a circle against the interior of the walls with mud and grass huts. A broad open air structure with a high roof stands in the center near a giant fire pit. The structure is adorned with material collected from ship wrecks, which include rope, canvas, brass tools and fittings, and other equipment. The **chief's hut** is large and made of wood and decorated with colorful pennants from various ships. Near the shore is a floating pier of rough-hewn wood bound together by heavy hemp rope and secured to volcanic boulders on the shore. Several long canoes are tied to the pier. Standing proud next to a black boulder is a carved totem of a muscular man with wild hair, holding a spear standing above the waves (Ushoon or other deity, referee discretion).

- The villagers are clean, well-fed, and seem generally curious about the strangers. They all wear sea shell adornments of increasing intricacies for the warriors. However only the Chief wears a shining open faced helm with ornate eye slits. Children run and play about the village, they try to touch any strangers as some sort of bravery game.
- If treated with respect, the Chief offers food and water to the newcomers and potential trade, if not, he and his warriors attack. They warn the PCs against the Athaka village. They don't reveal any secrets of the island however.
- The Chief wields the **Spear of Ushoon**.

**Chief's Hut:** This structure is a large octagon, made of cut and formed logs with a high thatched roof and is about 30' in diameter. It has a mud floor covered in reeds and vibrant green jungle leaves. Volcanic rock surrounds a central fire pit with dispersed sitting stumps. Various animal skulls and hides hang on the walls. A collection of weapons are near the entrance including a wicked spear, three javelins and a war club. A sleeping area is piled with furs over large crunchy leaves. A well carved stump nicely smoothed near the fire, serves as the **chief's seat**.

- The chief's wife and baby son are usually here tending to things (75% chance).
- Hidden below the **chief's seat** is a covered hole. Within is a large sack of black furred hide. The sack is filled with coins: 1,370 cp, 2,560 sp, 1,120 ep, 250 gp, 13 gems of various value, six rings (3d10 gp ea), and four arm bands (4d10 gp ea).

**The Huts:** The rest of the village huts are simple but sturdy constructions that are easily repairable about 15' in diameter. Generally they have a single room and everyone sleeps on a nest of leaves and grasses. Certain herbs and roots are used to keep insects away. Other than simple tools, shell jewelry, and adornments not much more will be discovered.

**Chief Ushuku, Level 7 Fighter:** AC 4 [15], hp 49, Att 1 × spear (1d6+3), THACO 14 [+5], MV 90' (30'), SV D8 W9 P10 B10 S12, AL L, XP 850; STR 16, INT 12, WIS 15, DEX 14, CON 16, CHA 15

- **Items:** Hide armor, wicker shield, **Spear of Ushoon**, ornate war club, shark tooth knife, **Helm of Infravision**, necklace of shark teeth (50 gp), jade armband (200 gp), knife, gold arm band (100 gp).
- Thoughtful, friendly, booming laughter.

**Chief's Wife Agazza (beautiful):** AC 10 [9], HD 1, HP 4, Att 1 × dagger (1d4), THACO 19, MV 90' (30'), SV D12 W13 P14 B15 S16, AL N, XP 10

- **Items:** Grass skirt, sea shell adornments, pearl necklace (300 gp), gold with mother of pearls bracelets (200 gp ea),
- **Chief's Son, Ushu:** baby but has ornate jade earrings (100 gp ea).

**(8) Chief's Guards:** AC 4 [15], HD 2\* (12 hp), Att 1 × weapon (1d6 or by weapon), THACO 18 [+1], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 12, AL L, XP 40

- **Items:** Hide armor, turtle shell shield, spears, clubs, bone knife, mother of pearl pendant (25 gp).
- Very loyal, fight to the death for their Chief or his wife.

**Olukua, Priestess of Ushoon and Oceana, Level 7**

**Cleric:** AC 10 [9], HP 24, Att 1 × 1d4 \*(entanglement), THACO 17 [+2], MV 90' (30'), SV D9 W10 P12 B14 S12, AL N, XP 850; STR 9, INT 10, WIS 16, DEX 10, CON 15, CHA 16, **Spells:** *Cure Light Wounds, Remove Fear, Hold Person, Resist Fire, Striking, Cure Disease, Neutralize Poison, Commune*

- **Items:** Grass skirt, adorned with various shells, mother of pearl holy symbol (300 gp), gold arm band of a sea turtle (200 gp), jade bracelet (300 gp), **Conch of Oceana** (brightly colored and beautiful conch shell allows bearer to hear,

- understand and speak with sea life. 3/day, duration 1 turn), net, whale bone club
- Specialized in spear, +1 To Hit and Damage.

**(30) Warriors:** AC 5 [14], HD 1 (5 hp), Att 1 × weapon (1d6 or by weapon), THACO 18 [+1], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 10, AL C, XP 19

- Items:** Hide armor, wicker shield, 3 javelins, club, warrior bead necklace (10gp).

**(50) Villagers,(old men, woman & children):** AC 10 [9], HD 1-1, (4 hp), Att 1 × weapon (1d4 or by weapon), THACO 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 6, AL N, XP 10

- Items:** mostly naked, grass skirts, stone or shell knife.

### The Spear of Ushoon

Crafted from a long ornately carved whale bone, its head is a strange type of alloy that does not rust. It allows free action in water, and may even be hurled under water as though it were in air. However doing so means that the wielder forgoes their free action in water until they've recovered the spear. This spear does not provide water breathing but acts as a **Spear +1, +2 vs. air breathers.**

**9. Athak, the Volcano:** To the north of the island, a smoking **volcano** looms over the rest of the island. A plume of ashen smoke and steam rises from its high top and blends with the mists of the cauldron. Wafts of sulfur irritate the senses once within close proximity of the angry mountain. Occasionally the shadowy form of a gigantic flying creature can be seen circling the plume. The trees of the jungle only grow about half way up the mountain before becoming skeletal trees or low-growing brush.

- The base of the **volcano** is two miles in diameter and its cone rises a mile above the sea.
- A narrow. Semi-hidden path climbs up and out of the jungle. After a long series of precarious switch backs and nearly two miles of climbing, the trail leads to the mouth of a cave well above the tree line(see **Area #X**).
- Refer to the **Jungle Wandering Encounters Table** while in the jungle around the base of Athak. However, once on the trail leading up its face there is only Athaka tribesmen, giant centipedes, insect swarm, large lizards or a Roc (Koohoo).
- During any combat on the path, **DEX** checks need to be made each round during melee. Otherwise the person may fall and slide down to the next switch back sustaining 3d4 damage.

## X MARKS THE SPOT!

The 'X' on the map represents a cave. The path climbs onto a rough oval opening in the side of the volcano, 12' in diameter. Once inside, the cave opens into nearly a 30' sphere. Another passage exits the north wall and descends into darkness. The smell of brimstone is almost overpowering and hot air rises out of the tunnel. The floor is smooth while the walls and ceiling have a rough and glassy porous surface.

- If not already encountered, there is a 25% chance that the Athakan priestess, Zagi, the Chief's wife, is here providing offerings to Athak. She has a retinue of guards and some acolytes. They attack intruders and offer them to their god, dead or alive. If she is here, there is a 50% chance that her husband the Chief is also here with six of his guards as well as those noted below.

**Chief's Wife, Zagi, Level 5 Cleric:** AC 3 [16], HP 18, Att 1 × staff (1d6), THACO 17 [+2], MV 90' (30'); SV D9 W10 P12 B14 S12; AL C, XP 300; STR 12, INT 8, WIS 15, DEX 16, CON 11, CHA 14; **Spells:** Cure Light Wounds, Cause Fear, Hold Person, Resist Fire, Striking

- Items:** Hide armor, obsidian topped staff, lava rock holy symbol, gold arm band (100 gp), gold head band (400 gp), gold with pearls bracelet (300 gp), **Fire Stone** (obsidian sphere, shoots fire 3x/day, cone, 5'x10'x10', 3D4 damage, save vs breath weapon for ½ damage.)

**(6) Athaka Savages:** AC 6 [19], HD 1+1\*, hp 6, Att 1 × weapon (1d6 or by weapon, 1d2 poison dart), THACO 18 [+1], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 10, AL C, XP 19

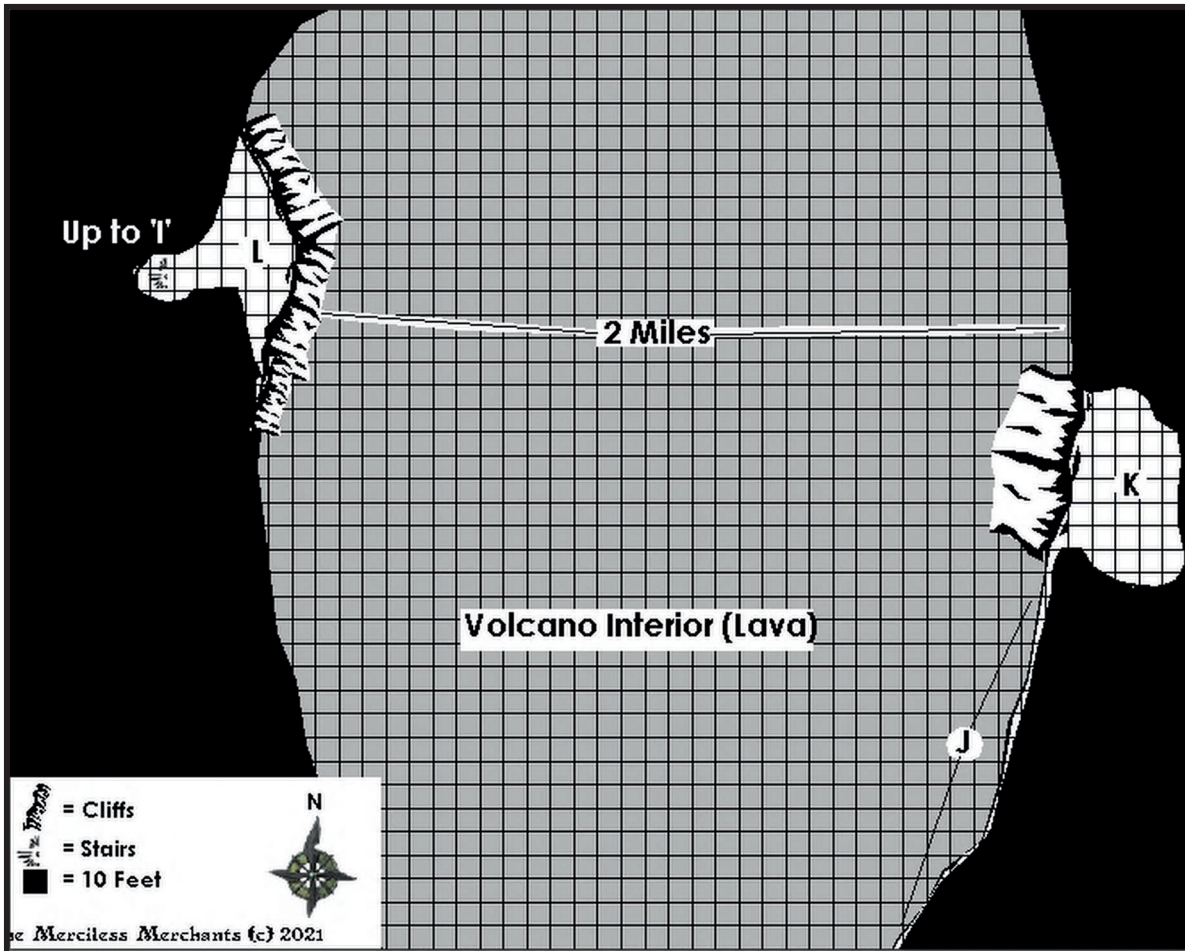
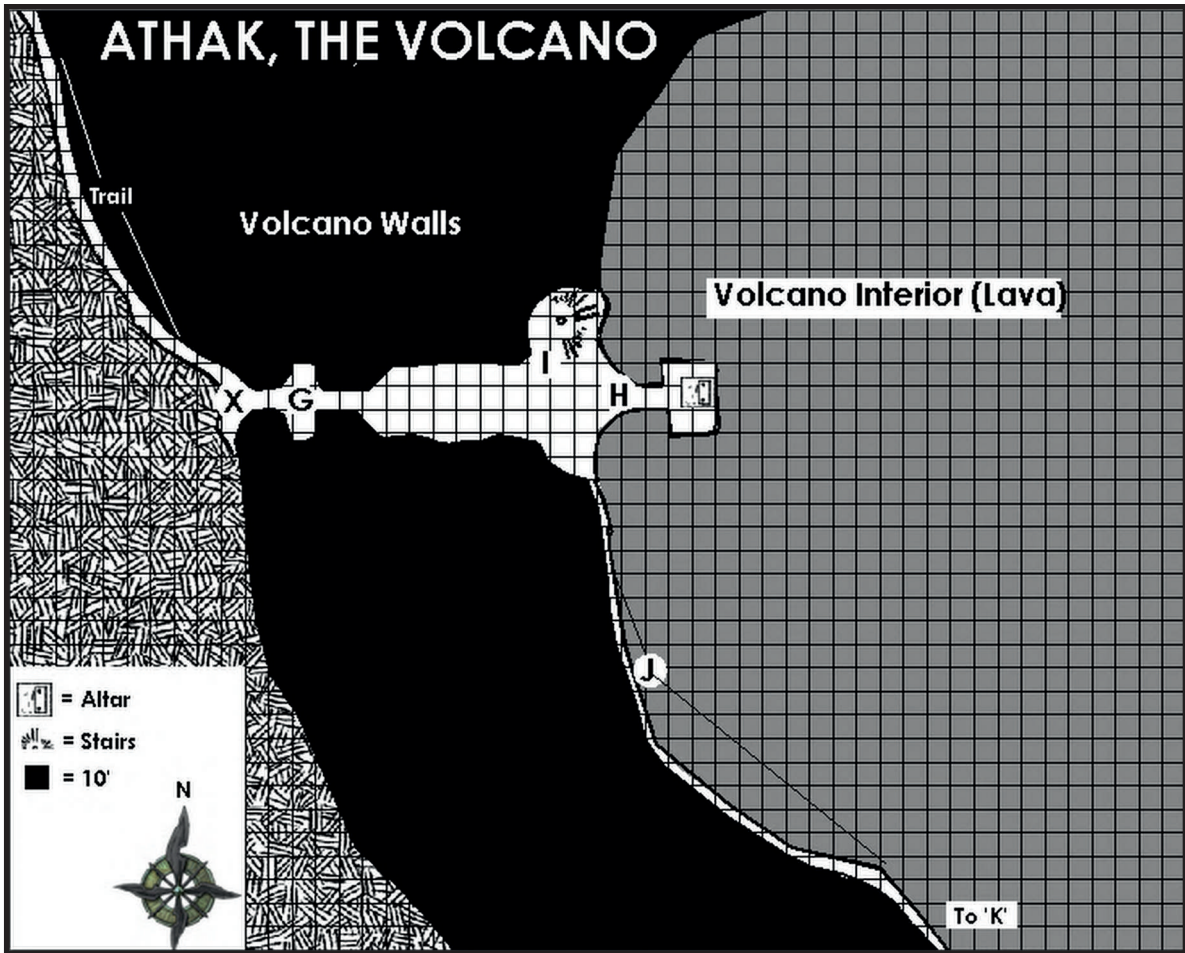
- Items:** hide armor, wicker shield, three javelins, club, warrior ape fang necklace (10 gp),
- One hunter in each group will have a blow gun with poisoned darts. Victims take 1d2 damage and save vs Poison or be paralyzed in 1d4 rounds for 2d8 turns.

**(3) Acolytes:** AC 7[12], HD 1, hp 4, Att 1 × weapon (1d6 or by weapon), THACO 19 [0], MV 120' (40'), SV D11 W12 P14 B16 S15 (1), ML 10, AL C, XP 10

- Items:** hides, club, volcanic rock holy symbol.
- Due to their zeal, they receive a +1 to hit and damage while fighting to defend their temple.

**G. Guard Post:** Two alcoves open to each side of the passage.

- If Zagi is here then there are two of the 6 savages here keeping watch. They are very difficult to surprise.



**H. The Temple of Athaka:** Hot sulfur laden air passes through this great chamber. The walls have been roughly worked and the arching ceiling is 15' high. Two rows of carved **urns** run along each wall and through the chamber in even intervals, leading to a red basalt altar. A wicked obsidian knife rest upon the red stone. The **altar** is part of the ending of the passage as it overhangs the yawning bowl of the volcano. A plume of ashen steam rises from below, obscuring the other side of the volcano and escapes through the wide opening to the sky above.

- A lengthy ritual takes place for those being sacrificed to Athak, eventually ending having their throat slit and tossed into the volcano.
- The **urns** are carved from the bed rock. Within them is a sticky and oily residue. If Zagi is here they are lit and burn with a strange smelling fire. Spending more than two turns in this area, causes one to become dizzy (-2 to attack rolls for one hour) from the urn oil.
- This temple is dedicated to the God Athak, he is a hungry and vengeful deity of volcanoes and fire. He was worshiped here long ago, but displeasure brought him to a rage, destroying the past civilization on the island. Any priest of the sea deities, Ushoon or Oceana feel sick and must save verses

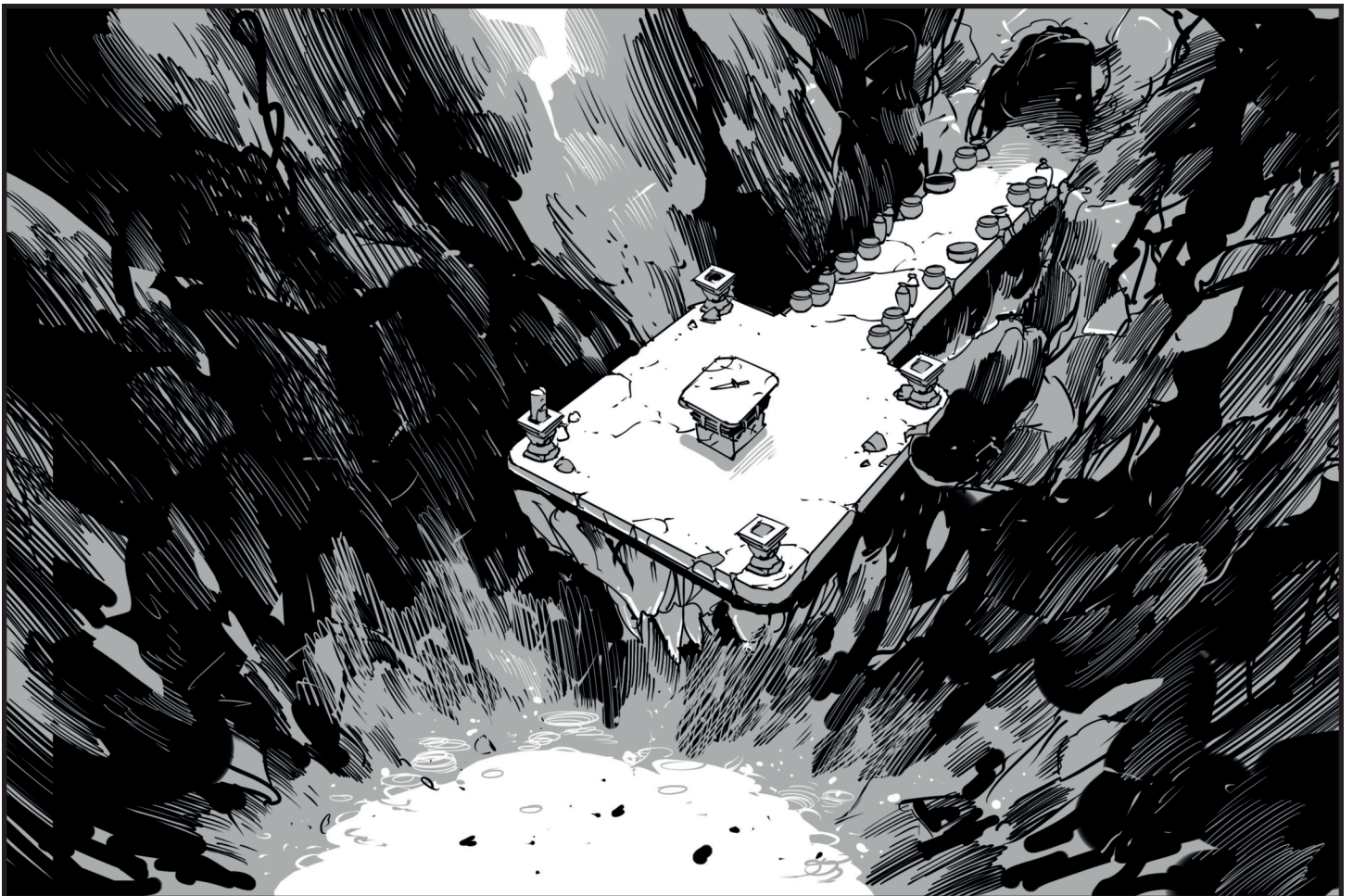
spell or be cursed while within the region of the volcano. All actions incur a -2 penalty. Anyone destroying or damaging the **altar** are cursed by Athak, suffering -2 to all actions while inside the volcano and -2 to saving throws vs fire.

**I. Stair Well Down:** Cut into the west wall is a passage the leads to a stairwell that spirals down into foul aired darkness.

- Carved many generations ago this stairway leads down to the base of the volcano (see **Area L**).

**J. Pathway Up:** A path cut from the inside of the volcano creates a ledge of varying width of 3' to 10' that climbs in a spiral to the top of the volcano.

- The path leads to the Rocs nesting area (see **Area K**). They do not attack anyone climbing along this path. At least once a month goats are brought up the path and offered to the great raptors by villagers.



**K. Crown of Athaka:** The upward, spiraling path ends at a rubble strewn landing at the top of the volcano. Jagged rock formations form a crown along the rim of the crater. A great **nest** of logs, boulders, vines, and debris has been chaotically fashioned and fills the north section of the landing. The nest is 10' tall and nearly 30' in diameter.

- A mated pair of Roc's **nest** here (Koohoo & Koohaa). There is a 50% chance one is at the nest. If not, one is nearby and arrives in 2d4 rounds if the nest is disturbed. It swoops down and attacks with a +2 for surprise (see special attack). Its mate arrives in 1d4 rounds after the first.

**Koohoo and Koohaa, Rocs:** AC 2 [17], HD 12; hp 54, 60; **Aff** 2 × claw (1d8), 1 × bite (2d10); **THACO** 10 [+9], **MV** 60' (20') / 480' (160') flying; **SV** D10 W11 P12 B13 S14 (6), **ML** 9 (12 in lair); **AL** L; **XP** 1,100

- **Special Attack:** Swoop (double damage with talons). Will carry prey for 1d4 round biting them and then dropping them into the volcano....
- In the **nest** are three gigantic eggs. These are quite valuable if sold to the right buyer. The **nest** is littered with the remains and massive bones of various sea animals. The following can be found if the nest is searched: Three pieces of jewelry-- a ruby amulet (1,300 gp), gold serpentine arm band (900 gp), and a necklace of various colored jewels, which is actually a **Necklace of Adaptation** allowing the wearer to breathe in any environment. A rotting sack contains 15 sp, 82 gp, 30 pp, brass knuckles (15 gp), a ship's steering wheel (broken), and an ornate, intact, hand mirror lined with electrum (265 gp).

**L. The Vault:** The stairwell descends into an oddly shaped natural chamber of volcanic sharp edges. The air is nearly unbreathable due to heat and sulfurous fumes, parching moist throats and opening pores for sweat that quickly evaporates. The chamber opens to the inside of the volcano, about 5' above a steaming and bubbling mass of magma, mud and ash. An array of treasure lay in intricate patterns upon the floor of the chamber, the closest to the magma making a melted golden shore.

- Three flame salamanders live in the bowl of the volcano, swimming in the burning mass of magma and mud. There is a 25% chance that one of them is in **Area L**. Otherwise they'll be nearby, and one comes in 1d4-1 rounds, and the other 2 in an additional 1d4 rounds.
- The treasure has been placed in numerous spiraling patterns upon the floor: 9,380 gp, 11 gems of various value, **Potion of Ape Control**, **Crystal Ball (ESP)**, **Helm of Reading Languages and Magic**, and **Gauntlets**

**of Ogre Power.** There is also a **silver scroll tube** (25 gp) that holds a **Scroll of Protection from Lycanthropes**.

**(3) Flame Salamanders:** AC 2 [17], HD 8\*; hp 36, 38, 40; **Aff** 2 × claw (1d4), 1 × bite (1d8), 1 × heat aura (1d8); **THACO** 12 [+7]; **MV** 120' (40'); **SV** D8 W9 P10 B10 S12 (8); **ML** 8; **AL** N; **XP** 1,200

- **Heat aura:** All creatures within 20' suffer 1d8 damage per round.
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Fire immunity:** Unharmed by fire.

## SHURATHRAK'S LAIR

Deep, near the center of the Cauldron, are a series of fissures fed by vents of the volcano that spew boiling waters. Some vents have closed and are filled with silt or have created caves. There are several sunken vessels at the bottom of the Cauldron (all ransacked by Shurathrak).

**10. The Dragons Lair:** Nearly 100' below the surface is a massive fissure, that can be seen from the surface on a calm day. The water is continuously churning and schools of fish are teaming about the reefs below. A ship can just barely be seen through the waters laying on it's side. Schools of fish in all colors and sizes dart about and into the nooks and crannies of the ravines, volcanic reef, and vibrant coral.

**A. Vents:** Strange mounds grow from the bottom of the ravine like miniature volcanoes releasing **plumes** of darkened water. They are covered with various types of colorful crustaceans that can be seen through the bubbling hot water.

- The water is obviously hot, but those coming within 10' of the **plumes** are inflicted with 1d6 damage per round.

**B. Caves and Tunnel: Fissures** in the side of the ravine have formed natural caves and tunnels. They dip and ascend through the ravine and are laden with coral and plant life. Fish scatter in a brilliant flash of color and parts of the coral are crawling with crabs and other crustaceans. Aggressive sharks prowl the area, but are focused on smaller prey.

- Careful examination of the **fissures** reveal that some of the tunnels aren't naturally formed but carved. Dwarves have a 35% chance of noticing this by swimming within 10'.

**C. Sunken Ship:** An old, double masted galley lies on its side, broken in half. Seaweed covers most of the writing depicting the ship's name (Storm Rider). The sea's embrace has taken the ship's 'corpse' and transformed it into a wondrous haven for scintillating fish and other bizarre sea life. Coral of various color intrudes upon the ship's length with vibrant green vegetation hiding some of its unique hues. Within the exposed, shattered hold, light gives a twinkling glint of **gold** and not that of fish.

Split asunder, the ship casts shadows from the filtered sun light that reaches this depth, providing a thriving environment for abundance of coral and seaweed. The remains of the ship lie to the left and right upon the reef, while tall seaweed grows along the sharp volcanic rocks ahead between the ship's halves.

- The glint of **gold** that caught the eye is from a large assortment of jewelry intermixed with bones that hang upon the old beams of the ship. 18 pieces of jewelry decorate the hull of the ship including rings, arm bands, pendants, tiara, necklaces...etc. (each worth 3d6 x100gp),
- There is a 30% chance that Shurathrak is sleeping in her lair. If not then she is actually hidden behind a curtain of seaweed in **Area D**. She uses the shiny jewelry to draw in prey and or intelligent creatures, such as adventurers, that she may garner more treasure from.
- She observes intruders for some time using her ESP spell to gain an understanding of their nature and then perhaps her Charm Person Spell to have them

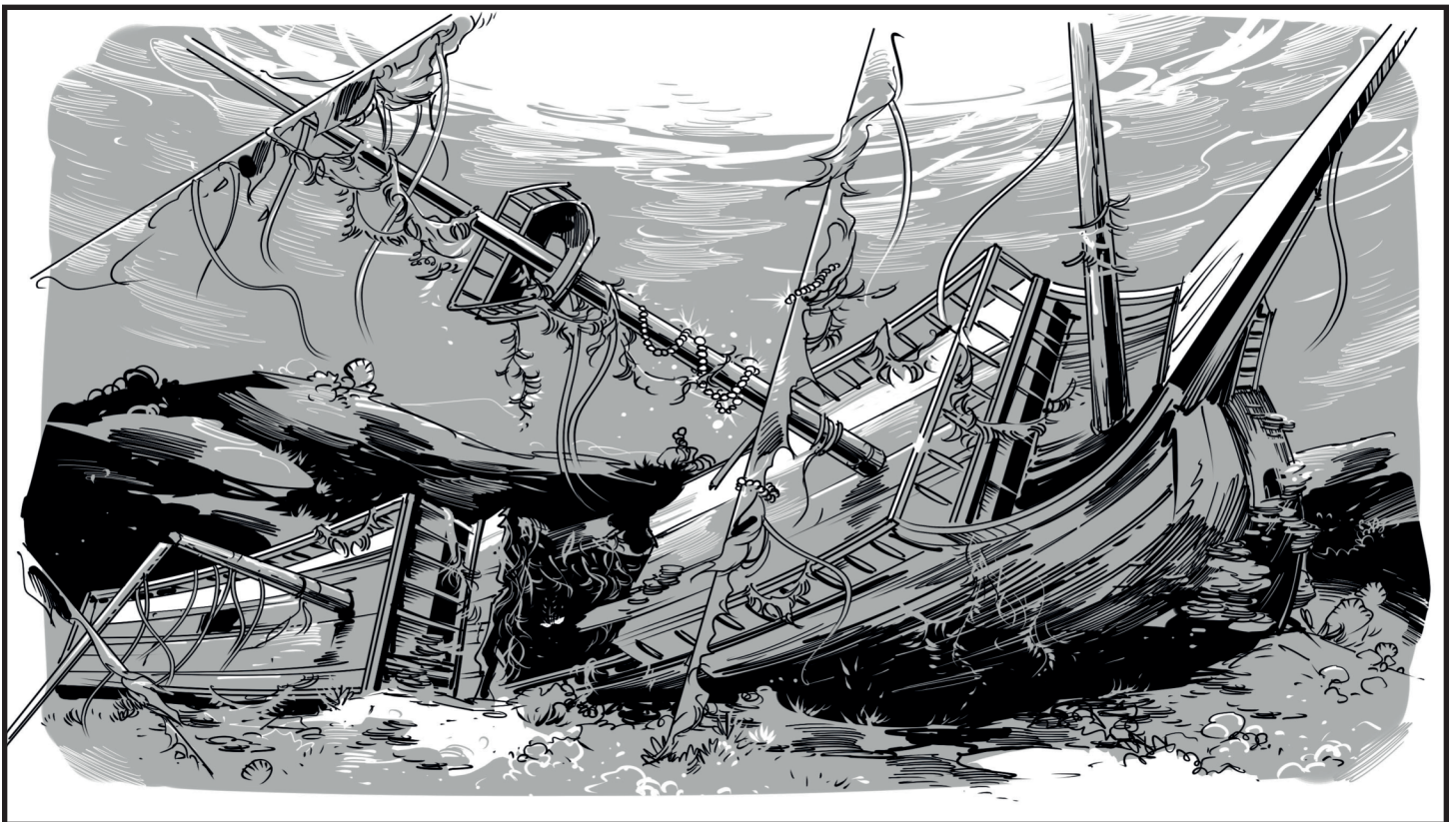
give up their treasure or to perform a task for her. She would be grateful for the PCs to slaughter the rocs to reduce her food competition and offers some of her treasures in return (which she will never honor the deal as her jewelry tantalizes her). If threatened she will blast the intruders with her breath weapon, then retreat into her maze, to only emerge from behind the party and attack them from behind.

- If she is sleeping then she'll have a 5% chance each round to become aware that there are intruders either in the ship or in her tunnels. If they are not being cautious then this chance raises to 10% chance per round.

*Shurathrak is an intelligent, aquatic dragon with vibrant green scales, fin-like wings, and a garish, yellowish crest.*

**Shurathrak:** AC 1 [18], HD 11\*\*, hp 88, Att 1 × bite (3d8) or breath, THACO 12 [+7], MV 180' (60') swimming / 180' (60') gliding, SV D8 W9 P10 B10 S12 (8), ML 9, AL N, XP 1,750

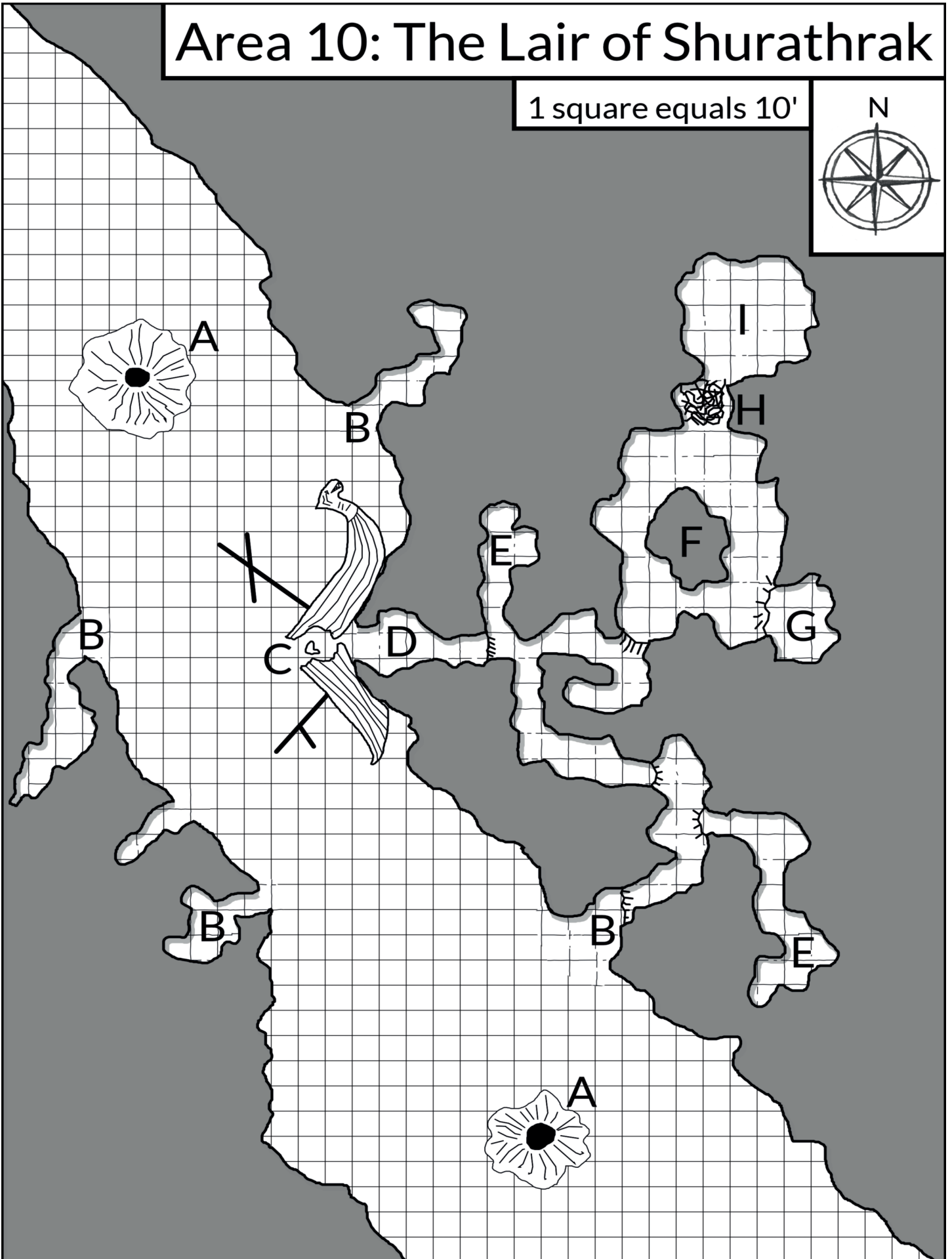
- **Breath weapon:** Poison spittle, 100' range, 20' diameter. Save versus breath or die. (Poison is harmless after exposure to air for one round.)
- **Speaks and can cast:** 3 × 1st level, Charm Person, Magic Missile, Shield, 3 × 2nd level: ESP, Invisibility, Phantasmal Force.
- **Gliding:** Leap out of the water and glide for up to 6 rounds.



# Area 10: The Lair of Shurathrak

1 square equals 10'

N



**D. Hidden Cave:** Behind the curtain of algae and wavering seaweed is a cave entrance leading into the reef. The tunnel drops and rises in elevation sporadically. Mottled light comes through cracks, fissures, and small **openings** within the ceiling of the volcanic reef. Sea life is abundant, the flashing of scales and colors a constant distraction.

- The **openings** can serve as access ways to the sea for human-sized and smaller humanoids. A 1d4 should be consulted to determine size: 1. human sized 2. gnome/halfling sized, 3. watermelon sized, 4. fist sized.

**E. Dead Ends:** The tunnel leads a twisted way through the vibrant reef, with colorful corals growing and fish representing all colors of the rainbow darting in and out sight creating almost a mesmerizing effect.

**F. Round About:** The tunnel rises up to a coral bluff that leads to wider tunnels to the left and right. Beams of sunlight offers little visibility as it struggles to breach the reef from above.

- In a combat sequence, Shurathrak uses this area to circle around and behind intruders or she'll observe and use her *Phantasmal Force* spell from **Area G**.

**G. High Cavern:** *The entrance to this cavern is difficult to spot as its about 30' above the floor of Area #F.* The underwater passage becomes dark from lack of sunlight penetration yet the walls still move with life as sea anemones cling to its surface utilizing their chromatic tendrils to capture food, barnacle covered crabs continually battle for territory, and fish dart in and out of eye sight.

- The small cavern that comprises **Area #G** is empty and dark, making it a perfect ambush spot for Shurathrak.

**H. Green Tunnel:** A thick mass of kelp and seaweed grows forming a living **drapery**. Light from above allows it to thrive in this section of the reef. It is teeming with tiny fish, shrimp and other tiny sea creatures.

- A hidden shaft breaks through the reef nearly 50' up. Visibility here is only a few feet due to the mass and tangle of vegetation **drapery**. About 30' up from the floor of the cavern another cave opens into a large circular chamber (see **Area I**).

**I. Lair of Shurathrak:** *There is a 30% chance that Shurathrak is sleeping here.* The cavern opens into a massive spherical chamber. Beams of light filter through the still waters from **fist-sized** holes, casting deep shadows. Colorful corals, fish and seaweed grow around the walls and floor stretching for the light. The shallow **bowl** of the chamber is filled with shimmering treasures.

- The **fist-sized** holes are too small for access unless a **Potion of Diminution** or similar magic is used.
- If Shurathrak is encountered here, she fights with deadly aggression and to the death.
- Inside the shallow **bowl** is her treasure: rusted and worthless nautical gear, 48 cp, 160 sp, 1,860 ep, 6,360 gp, 57 pp, and the **Trident of Oceana**. Several chests hold works of art and map scrolls (all worthless due to water damage) and what looks like remains of bolts of silk. A small crate of 7 bottles of incense is still intact (20 gp each), a brass telescope (15 gp), an anchor resembling a drowning man with sapphire eyes (2 x 50 gp), an alabaster carving of an elephant (25 gp), and broken giant's sword with a ruby in the hilt (100 gp).

### Trident of Oceana

The trident seems to be constructed completely from a bluish coral strengthened with magical runes, with smooth areas for the grip and sharp angular tips for each of the three prongs. The trident is a Trident +3, and allows a wielder to breathe underwater, move freely in underwater conditions, and not negatively affected by water depth. However, after a week, the wielder grows gills and webbed fingers and toes while in possession of the weapon, can only survive breathing air for a week at a time, and they refuse to give up the weapon (only a Remove Curse allows the wielder to relinquish their favorite weapon).

## CONCLUSION

This adventure could be a simple explore and loot treasure type adventure or it could lead to something bigger as determined by the referee. Perhaps the island becomes a base for the PCs to travel further into the Zontani Sea or the nearby coastal city Merchant's Guild may be interested in setting up a trade route to trade with the Ushu Tribe. Or ships of pirates may have heard of the PCs success and are looking for them to relinquish their loot. Or perhaps Shurathrak has a task for the party to perform, or if she was slain, Shurathrak's cousin seeks the PCs for revenge.

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