

Horror Of Spider Point



An adventure for 2-6 players at level 7-9
Compatible with 1st Edition Advanced Dungeons & Dragons
By Mark O'Reilly



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An adventure for 2 to 6 players of levels 7 to 9

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Horror Of Spider Point

This adventure has been designed as an introduction into the Ravenloft role-playing world. But it can be very easily adapted to be used in any other gaming world.

Introduction to this adventure.

This is quite a fast running adventure, which should provide a 'short, sharp shock' introduction to the Ravenloft world.

The adventure hinges on the idea that the PC's are in *real* trouble. They should get the message that they cannot stay on the island for long. This module should provide at least 4-6 hours play, any more and the urgency is lost.

Horror at Spider Point can be a real shocker of an adventure; full of nasty surprises, ghastly conclusions and zombie hoards. I would therefore recommend strongly that you read the entire adventure fully before serving this adventure up to your eager players.

There is a lot of material in this adventure, as much information as possible is included to aid the Dungeon Master in his / her task. I have included a 'timetable' for the adventure, as it should not be allowed to drag on. The role-playing atmosphere must start to get more heated as the evening progresses. It is important not to let the players think that they will just waltz through the scenario.



Dungeon Masters background notes to this adventure.

Many years ago. A well-respected mage by the name of Malin lived in his house on an island just off the coast of a small prosperous fishing village called Syras. Malin's island has a good size house, which served as a home, library and (mainly) a laboratory.

DM's notes on Malin.

Many years ago, Malin had an unfortunate accident while working on his latest magical concoction. The explosion filled the lab, engulfing his wife, Neina. When the dust cleared, Malin found his beloved wife in a very deep magical coma. Distraught by this, Malin focused his life on bringing his true love back to consciousness.

While working in his lab one evening, the local village folk, convinced that Malin had murdered his wife, started to siege the house. Threatening that if the mage did not surrender to the town sheriff they would burn the house to the ground.

Malin fled with his wife, spell books, important notes and as many small valuables to a quiet place where he could continue his secret research.

He found an island, which had a good-sized house. There was a friendly fishing town nearby, but most importantly - solitude.

Often, Malin would observe the fishermen returning from their hard days' toil. They would wave as they passed the island and regularly they would stop and give Malin some fish or lobster, depending on the catch of the day.

In all. A good relationship was established between the mage and the village folk.

One dark evening, a sinister and powerful storm was moving with purpose from the far reaches of the ocean towards the little island. The mage was studying in the laboratory as the storm reached its crescendo. Malin was startled from his notes by a large crash of thunder and flash of lightning. Malin looked towards the bottom of the stairs where he saw to his astonishment a young, well-dressed man. While lightning danced around the clouds outside, the new arrival introduced himself as Dravis. He had been following Malin's work with keen interest and he told Malin that he believed he had a cure for Neina.

Malin, who was blinkered by his task of bringing Neina back, listened intently to this charismatic young man.

After the deal between Malin and Dravis was made, the storm lifted and Dravis had made the first vital step in his evil act of worship.

From that evening onwards, a thick fog would roll into the bay, hindering the fisherman from navigating their way home. The villagers would light beacons on the shore to guide their loved ones home.

One evening, while the fishermen were starting to return home, the fog rolled in as usual. But this particular evening, Dravis wanted to start his plan. He told Malin that if he wanted the cure to work, he must complete every task Dravis gave him.

Malin was then instructed to light a burning beacon at the rear of the island to guide the fishermen towards the large, razor sharp rocks just off the coast. The fishing boats would then crash into the rocks. Most of the fishermen's bodies

would be ripped to shreds.

Malin's next grizzly task would be to haul the bodies (some of which were still alive) onto the shore. Dravis would then perform bloody sacrifices, accompanied by the screams of the victims.

Malin would hide in his house at the beginning, horrified about the act of terror that he was involved in. But after each terrible event, Neina would slowly show signs of improvement. Blind with his wish to get Neina back, Malin continued with the evil plans of Dravis.

Unknown to Malin, the reaction he observed in Neina's condition was a sham, performed by the evil Dravis. Neina's condition did not really get better - In fact it worsened.

As time went by, Dravis became lustful for more blood, while Malin became blinder towards the way that he was manipulated.

After many deaths, Malin demanded that Dravis use all his power to bring Neina back to him. Dravis, who was very close to winning favour with his evil master agreed.

It was suggested by Dravis that the pair should attract a cargo ship due to pass the coastline in a month's time.

A couple of days after the idea of the cargo ship was made, Malin overheard Dravis worshipping his master. The true reason for this stranger's actions were revealed to him. Malin was outraged, and with the true horror of what he had helped Dravis achieve he quickly went to his lab to secretly devise some type of device or spell that would banish Dravis. Malin could then concentrate on getting Neina away from this island to start his research all over again. Malin thought that Neina was in better health since Dravis has arrived, so he thought that it would be unwise to

attract the suspicions of Dravis.

Malin continued to work on a way of destroying his unwelcome visitor while Dravis waited excitedly for the carnage that was to come.

Malin had almost completed his item to remove Dravis when he was observed by the treacherous Dravis. A fierce attack from Dravis broke the item into several parts.

As a sick punishment, Dravis took control of Malin's body. The mage could still see, hear and smell but he had absolutely no control over his actions. Taking a set of scalpels from the lab he went up into the bedroom of Neina, where while under the control of Dravis, Malin slaughtered her. Dravis made sure that she was totally mutilated and that Malin observed every barbaric detail.

Dravis, who had now completed his task early, left Malin's body sobbing at the bottom of his wife's bed, while he returned to his master.

Overcome with anger, Malin destroyed all the furnishings that he could. He acted like a man possessed.

Later in the evening that evening he lit the massive beacon that was prepared to attract the cargo ship. A dense, unearthly fog rolled into the bay and a fierce wind pushed the ship towards the island. The sailors, believing that the beacon was to guide them to safety, set course for the light.

Malin stood on the roof of his home, watching the huge wooden structure of the ship emerge from the fog. Crashing into the rocks, the air was filled with the sound of splintering wood, blood-curdling

screams and shouts of despair. The smell of blood washed over the island.

Malin spent the rest of the night slaughtering every survivor that managed to crawl over the razor-sharp rocks to 'safety'.

It was this action of ruthless evil that caused the dense Ravenloft fog to rise through the ground and send the island and the 'devil' Malin into its shadowy realm.

At night, a dense fog falls over the island and the creature Malin walks again. Wanting to extract bloody revenge on anything that lives. As far as he is concerned, no one should live while Neina is dead and gone from his grasp.

DM notes on Dravis.

Malin's young visitor is not as he seems. Dravis is in fact a devoted disciple of Demogorgan. Dravis has set his own personal task to cause as much pain, death and anguish as possible as an unholy act of worship towards the Prince of Demons. He has indeed been observing Malin and knows how focused he is on returning Neina back from her strange sleep. Dravis also knows how influenced Malin could be. His plan is to use this poor misguided mage to accomplish his malevolent objective.

Music.

I am a firm believer that music is one of the most influential components of a roleplay experience. The right choice of music always helps the mood and atmosphere in the game room.

I use a CD Streaming package on my laptop to create play lists. The software is called CD-Streamer, I've used it for years and I am very happy with in. Software like WinAmp and Real Jukebox is equally acceptable, so long as they let you organise a play list.

I have used to great success a combination of 2 CD's with this module, the themes from "Stargate" and "Halloween". Both don't sound like the soundtracks to go with this, but I promise - use the tracks below and you will be amazed how well it works!

CD: Stargate.

Tracks to use:

Battle at the Pyramid - Very good for the beginning attack and when the adventurers are catapulted into the Sea Zombie attack.
Ra - The Sun God - Excellent for the arrival of the 'devil' Malin at the close of the adventure.

Myth, Faith, Belief - Good background for a bit of 'haunted' effects.

CD: Halloween

"Lauries Theme", "Meyers House" and "The Haunted House" are excellent background tracks when the players are investigating the house.

"The shape lurks", "Laurie Knows" and "Better check the kids" is good when things are getting a little scarier.

The adventure timeline.

The adventure starts wherever the characters are normally. When you think it is appropriate, let a mist rise from the ground and transport them to Ravenloft.

Or you could try something different, in the test game, my players were at a showdown with a rather nasty necromancer at the end of the current adventure they were playing, when a huge trap went off and they were catapulted into the twisted world of Ravenloft.

Once you have them in Ravenloft, start them off with a bit of a skirmish.

The arrival of the players.

The players arrive in a swarm of sea zombies, which have just finished off ripping apart the last group of adventures that crashed their boat on the island yesterday. A low level mist is covering the ground.

Sea Zombies:

Number: 25

AC: 6

Move: 8"

Hit Dice: 2 (typical hit points 12 each).

No of attacks: 2 (either 'claw,claw' or 'claw,hook')

Damage/Attack: 1-8 (claws), 1-10 (with hook)

Special Attacks: Nil

Special Defences: Nil

Size: M

Intelligence: Average

Alignment: NE

Psionic Ability: Nil

Psionic Attack / Defence modes: Nil

These creatures are the dead seamen that rise from the oceans bed at their masters' command. Their skin is pale and puffy;

some areas of skin are oozing off the bone. Their faces are greenish/grey with dark red/purple eye sockets. . Much of the hair is matted and large clumps of scalp are missing revealing off ivory coloured skull below. Their presence of accompanied by the smell of rotting shellfish and a strange low lying mist that only covers the ground by a couple of feet.

They are slightly faster that normal zombies and they do not always hit last (they make normal initiative rolls as per other monsters in melee). Some are armed with large rusty fishing hooks. If a hook-using zombie hits a PC and scores more than 8 points of damage, and the hit was in a suitably fleshy part of the target, then the hook is in deep and the zombie will try and drag the player into the black lifeless ocean. Each sea zombie can drag 150lbs comfortably.

Just as the players feel that they are in real trouble, the zombies back off. Turning away from the group they shamle towards the ocean, disappearing under the dark surface. The mist dissipates.

The sun then rises, bathing the characters in warm sunlight.

Around them is complete carnage, some humanoid remains are scattered around the island. Blood soaked clothing and the odd broken weapon.

There is among the bloody remains the following, which may be of use to them:

2 short swords, 12 Gold Pieces, 20 Silver Pieces, 1 Mage spell book holding the following spells (*Magic Missile, Burning Hands, Jump, Light, Spider Climb, ESP, Know Alignment and Web*) and a lens (which probably was part of the telescope).

Investigation around the island and house (see separate descriptions) should take them to at least 10am. Some may require healing and some may even require recovery from the last adventure that you sent them off on!

The small fire encampment:

This small area, which looks like it was used as a workshop area has a largish fire, which is still glowing in the heart of the ashes. Around the fire are some large stones that have several copper pots that contain solidified tar and sealing resin for the repair of the boat.

Several lengths of wood are present with a couple of tools that would be used to shape and fix the wood for the repair.

It should be clear that the last team of adventurers were attempting to repair the boat to escape the island. It should also be clear that no one slept near the fire here, so perhaps they stayed in the rather imposing house at the other end of the island.

The boat will take someone with seafaring or woodworking based proficiencies about 14 hours to make the boat seaworthy.

Adventure time sheet.

| | | |
|--------------|-------|---|
| Arrival | 06:00 | (Dawn) Characters arrive at the island. Attack of the Sea Zombies. |
| | 07:00 | If they are going to fix the boat, at least one character should start now. |
| | 09:00 | The players should have started to investigate the house by now. |
| | 11:00 | Handouts 1 - 6 should be with the characters by now. |
| | 13:00 | Handouts 7 - 10 should be with the players by now. Two of the sections from the disc should be in their possession. |
| | 14:00 | A strange scream is heard from the master bedroom. |
| Getting dark | 15:00 | The beacon the house is now full of newly cut kindling wood and several large logs are on top. |
| | 16:00 | A fog starts to bellow onto the island. It hugs the ground. Attack 1 - see separate section. |
| Dark | 17:00 | The sun finally disappears below the horizon. The beacon lights itself. |
| | 18:00 | Attack 2 - see separate section. |
| | 19:00 | The basement level starts to slowly cover with a thin layer of ice. All the surfaces are covered with a frost that glistens. |
| | 20:00 | Attack 3 - see separate section. |
| | 21:00 | Screams and shouts are heard from the master bedroom. If the characters investigate, blood is seen pouring from the master bedrooms walls, big pools of blood are forming on the bedroom floor. |
| | 22:00 | The blood from the master bedroom is beginning to flow down the upstairs hall and down the stairs. It is also oozing through the ceiling. |
| | 23:00 | The creature begins to stir in the basement, appearing from the floor in the main lab. The creature emits great screams of terror and horrendous noise as it is forming. |
| | 24:00 | The final attack. Attack 4 - see separate section. The creature is now able to hunt the players. |

The Zombie Attacks.

Detailed here are the methods that the sea zombies will attempt to get into the house. If the characters have boarded up the entrances the zombies use, then the zombies will try and pound them down.

You as the DM will need to decide the best dramatic time for the barricades to fail (if they do).

Attack 1.

A first wave of 30 sea zombies moves up from the beach towards the house.

This attack is restricted to the bottom layer. They attack the house in the following way: (They will repeatedly attack any barricades (if present) until entry is gained.)

15 will head for the front door and side windows.

1 sea zombie will attack each of the 6 windows in dining room.

1 sea zombie will attack each of the 6 windows in the living room.

3 sea zombies will attack via the summer room.

Attack 2.

A second wave of 45 sea zombies climb out of the water up the rocky surrounds and walk towards the house.

This attack is not restricted to the bottom layer; some of the zombies will use hooks and grapples to climb the house walls to gain access to the higher levels. They attack the house in the following way: (They will repeatedly attack any barricades (if present) until entry is gained.)

15 will head for the front door and side windows.

2 sea zombies will attack each of the 6 windows in dining room.

2 sea zombies will attack each of the 6 windows in the living room.

6 sea zombies will attack via the summer room.

Attack 3.

The third wave of 45 sea zombies attacks the adventurers. It is assumed that the adventurers have retreated to a safe area, making it easier to defend.

NOTE: If the sea zombie gains contact with the blood flowing from the master bedroom, they can regenerate 4 hp per round.

This attack is not restricted to the bottom layer; some of the zombies will use hooks and grapples to climb the house walls to gain access to the higher levels. They attack the house in the following way: (They will repeatedly attack any barricades (if present) until entry is gained.)

15 will head for the front door and side windows.

2 sea zombies will attack each of the 6 windows in dining room.

2 sea zombies will attack each of the 6 windows in the living room.

6 sea zombies will attack via the summer room.

Attack 4.

This is the final attack that will try to disrupt the spell caster from completing the spell on the disc. Malin has formed now; he will give extra power to his minions from the deep.

NOTE: If the sea zombie gains contact with the blood flowing from the master bedroom, they can regenerate 10 hp per round. He desperately needs to destroy the adventurers; he has called 90 sea zombies to crush his foes.

Again, this attack is not restricted to the bottom layer; some of the zombies will use hooks and grapples to climb the house walls to gain access to the higher levels. Let them surprise the players, arms though walls to grab them, fall on them from

above though the ceiling etc.

They attack the house in the following way: (They will repeatedly attack any barricades (if present) until entry is gained.)

30 will head for the front door and side windows.

4 sea zombies will attack each of the 6 windows in dining room.

4 sea zombies will attack each of the 6 windows in the living room.

12 sea zombies will attack via the summer room.

Descriptions of locations.

The island. General Description.

The island that the adventurers find themselves on is in the middle of a huge, dark ocean. No land is visible, just a grey hazy horizon. The oceans laps up onto the rocky surround with a 'lifeless' effort, the surface of the water does not glitter or shimmer in the sunlight as normal water. It is dull and matt. The bottom half of the island is covered by light yellow sand that then slowly blends into the grassy surface that covers the higher level of the island. There is a winding (well trodden) path that leads up between two large, bare and twisted trees. The sandy part of the island is covered with grey / red blood stains, bits of bone and chunks of fresh and dried flesh.

There is a small jetty, which has the damaged shell of a boat that is lashed to the supporting beams. A nearly extinguished fire is surrounded with a few tins of solidified tar and thick sealing resin for the boat repair. A pile of roughly cut wooden planks are nearby. The house stands menacingly at the highest part of the island, the adventures get the feeling that someone or something inside the dark innards is watching them.

Island - A

The Boat

This boat has a large hole on the right hand side. The main area is covered with several large (and patchy) animal skins to protect the contents, which are:

1 bag containing 2 days worth of rations (for one person).

3 blankets.

2 candles.

1 length of rope (about 35 feet).

The huge gash on the side of the boat has been cleaned and worked, ready for repair. The boat could carry 6 people comfortably (2000 lbs total). There are two oars, one that has been repaired in the centre with splints and tightly wound rope.

The Island - B

The jetty.

This is an old jetty that looks rather unsafe in several places. Dead seaweed and limpets are attached to the supporting legs. The jetty is 7 feet wide and 30 feet long.

There is a 1 in 6 chance that the jetty planks will break if more that 70 gp weight is put upon it.

The Island - C

The wood pile.

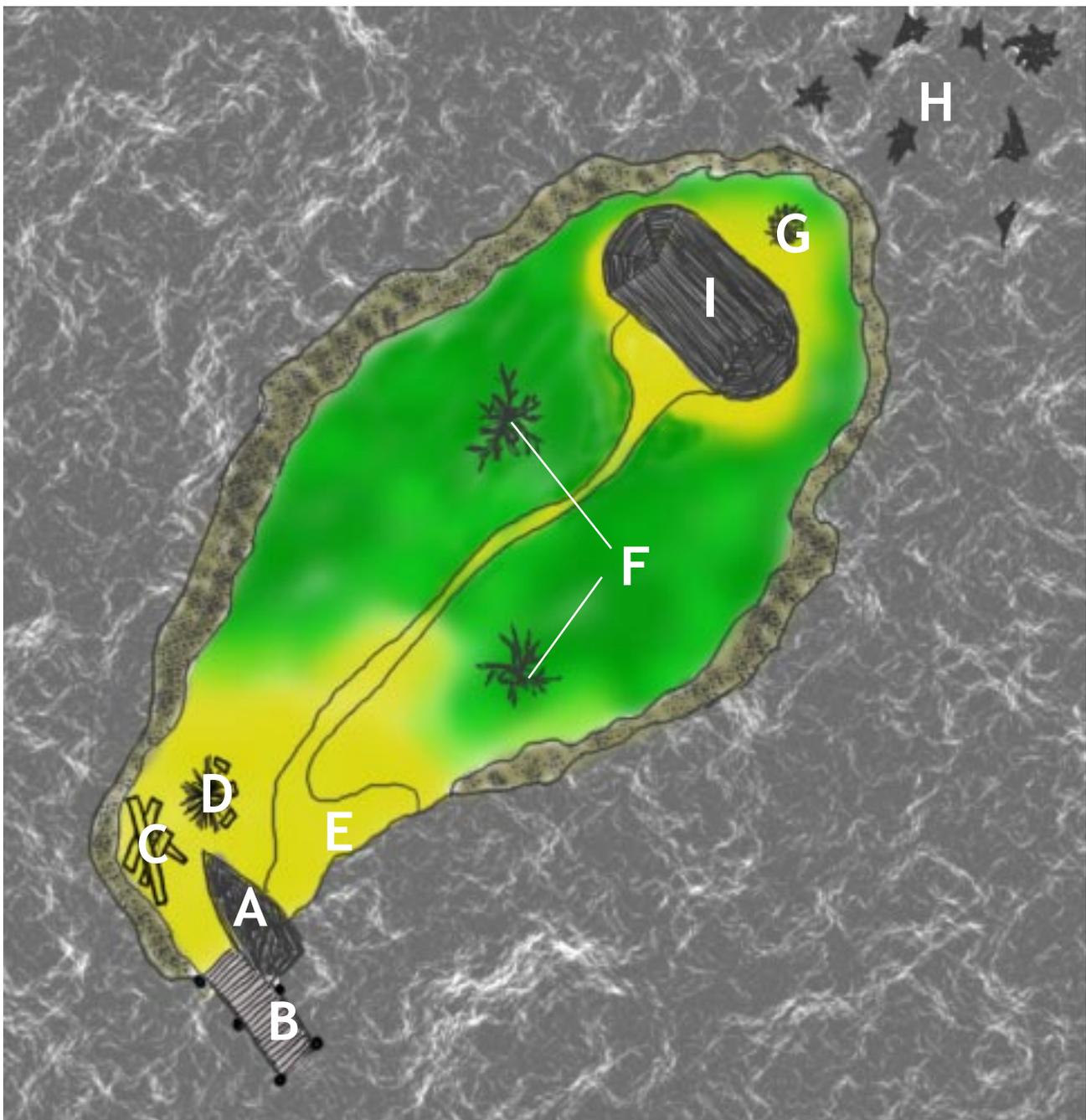
This pile of roughly hewn wooden planks that have been partly prepared for the repair of the boat. There is a tree stump nearby and lots of sawdust. If the adventurers rummage around within the planks, they discover 2 scorpions that fiercely defend their home.

2 Scorpions: AC 5; MV 9"; HD 2+2; hp 9, 12; #AT 3; Dmg 1-4,1-4,1; AL N

The Island - D

The fire.

This is the dieing remains of the fire that the last adventures built to help melt a pot of tar, keep the pot of sealing resin in a



The Key

- A THE BOAT
- B THE JETTY
- C WOOD PILE
- D FIRE
- E THE BEACH
- F TREES

workable consistency and keep them warm and for cooking.

As stated above, this fire has around it several large boulders placed around the periphery. On these boulders are two pots (one containing solidified tar, the other a rather sticky resin) there is also a small hand axe, a 2-foot saw and a wooden mallet.

The Island - E

The 'beach'.

This area of the island is the only part that does not fall into the dark ocean from a ragged rock face. The sand here slopes gently down to sea level, the water laps lethargically onto the sand. The boat is also on this area and the adventurers can easily get to all of the damaged side by working on this section of the island.

When any attack is made from the sea zombies, most gain access to the adventuring group via this 'beach' area.

The Island - F

The trees.

Dark, bare and twisted like tortured souls. These trees stand either side of the pathway to the house. They seem almost like guardians of the island. The deformed trunk and warped branches have a very haunting power, any adventure that studies the tree will recognize faces disfigured with agony and ghoulish figures. Closer investigation reveals only bark and possible tricks of the light.

The Island - G

The beacon.

The old wrought iron beacon stands behind the house. The huge, dark and jagged rocks can be seen clearly. Many bloodstains are present here together with shards of bone. With some investigation, the players would find pieces of rotting flesh between the large, sharp, black rocks. The beacon is empty at the beginning of the game.

The Island - H

The Rocks.

Eight razor sharp pinnacles of rock stand mightily from the dark grey ocean. Each one looks like they would rip a boat (or body) apart in a matter of seconds.

The Island - I

The house.

A two-floor house, with many windows stands on the highest part of the island. The windows are dark and mysterious, while the front door is wide open. Sometimes adventures may get the feeling that someone is watching them from the house, the occasional movement of something in the house can be seen from outside (the players must *never* see the object that has got their attention, just the suspicion that someone - or *something* is in the house studying them). The house has a whitewashed outer wall and a dark grey tiled roof. A series of wooden steps leads up to the main door.

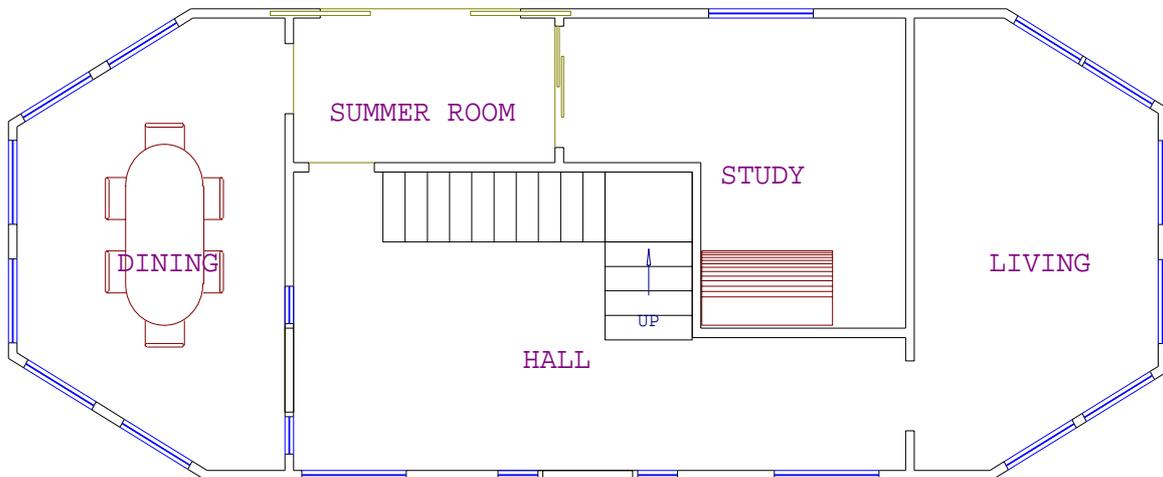
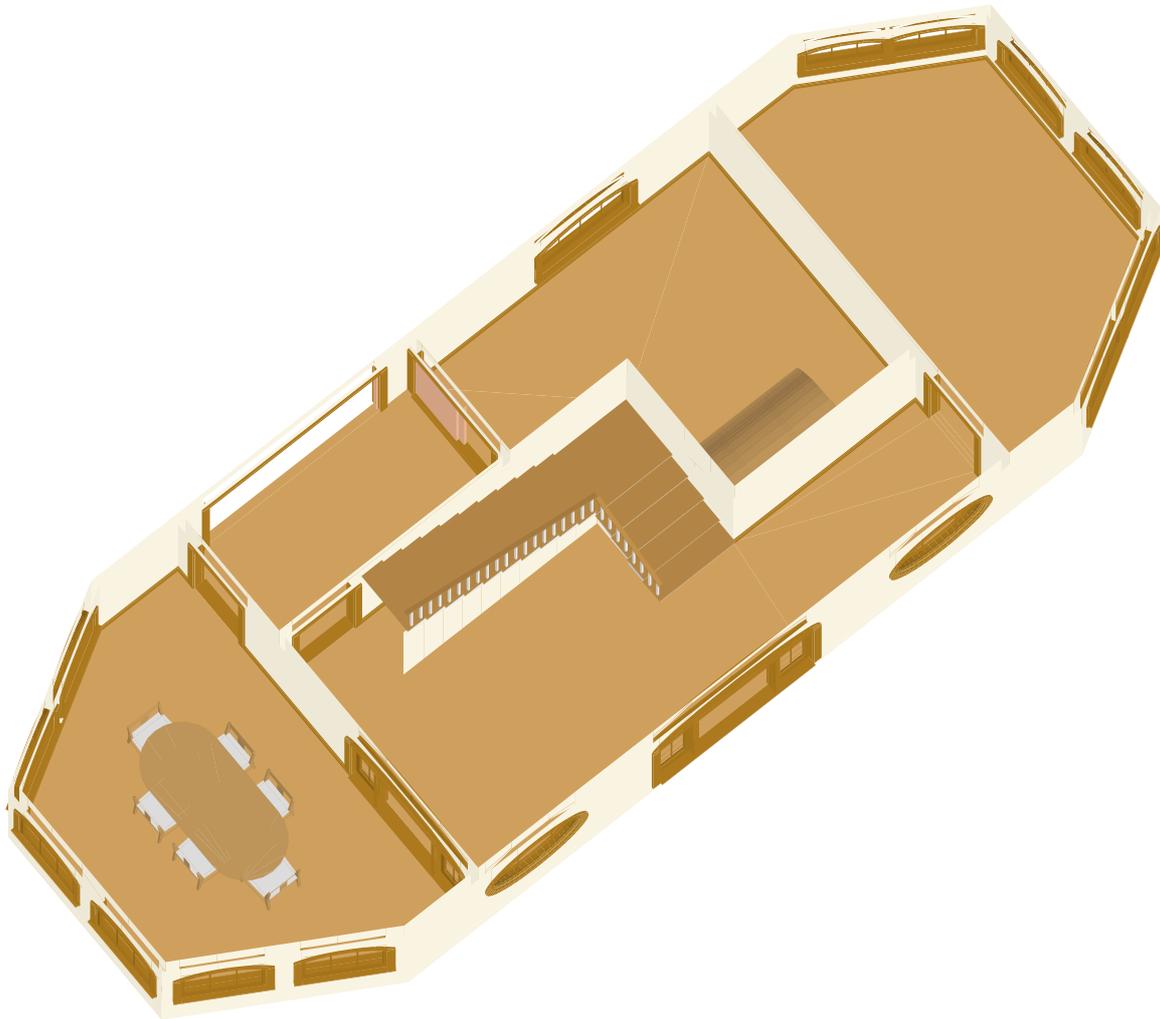


The House

General notes:

The house is nothing but a shell inside; most furniture has been destroyed to board up the windows. There are bloodstains over the walls and floors - there is a definite impression of many skirmishes and last-stand battles that have occurred in this house. There are deep score marks on walls and doorframes, scuff marks on the floor and drag marks (as if people have been dragged out of the house by the undead of the island). The house is dark and musty, a nasty rotten smell is in the air and it gets worse when the adventurers start to rummage around in the house and kick up dust.

The House - First Floor



Outside.

The wooden stairs that lead up to the main doorway is covered with patches of dark red and brown stains. Several chunks of woodwork are missing from the stairs. Two huge doors lie on the grass outside the house; they show signs that they have been ripped *out* of the house.

Hall.

Only the open doorway illuminates this large bloodstained hallway. The doorframe is damaged where the doors were ripped out by the last hoard of sea zombies. The two round windows in the hall have been boarded up a large staircase (which has many missing banister rails) winds up to the first floor.

An open double door on the left leads into the Dining room. To the right is a doorway that leads into the living room.

There is an open doorway at the back of the hall that leads to the Summer Room. Under the stairs there is a stout mahogany door with a huge shiny brass lock and handle. This door does not seem to be damaged at all; this is the only door that is still in its frame. This door is locked and the lock is of a very good quality (any attempt to pick the lock will have a 40% penalty). This door leads down to the basement level (via some basic stairs).

Dining room.

This large room has the broken remains of a large dining table and the back of a few leather chairs. Most of the windows have been boarded up; some show signs of being broken in from the outside. Again, bloodstains and score marks litter the floor and wall. An open doorway at the back of the room leads into the summer room.

Summer room.

This open area has its doors wide open and any wood that was used to board up the doorway is smashed over the floor. Fresh

blood and cut marks are all over the doorway and floor. There are the remains of white wicker chairs in this room.

Study.

This room is covered with blood stained parchment, many books have been ripped apart and scattered over the floor and the remaining carcass of a large wooden desk. It is a complete mess, but within this disorder are the handouts 1 - 6 and 2 sections of the disc. Also the first spell that should be cast on the disc. The spell is in scroll format, but the details are below if the player wishes to scribe it into their spell book first (you never know!).

Living room.

This room contains lots of pools of blood and many pieces of wood that were smashed from the semi boarded window frames. Signs of much struggle are evident, hand out 7 can be found under a section of door that is on the floor.

The stairs.

As anyone walks on these stairs they creak and groan.

Preparation spell for the *banishment disc of Malin*.

Magic User

Level: 3

Casting Time: 30 segments (3 rounds)

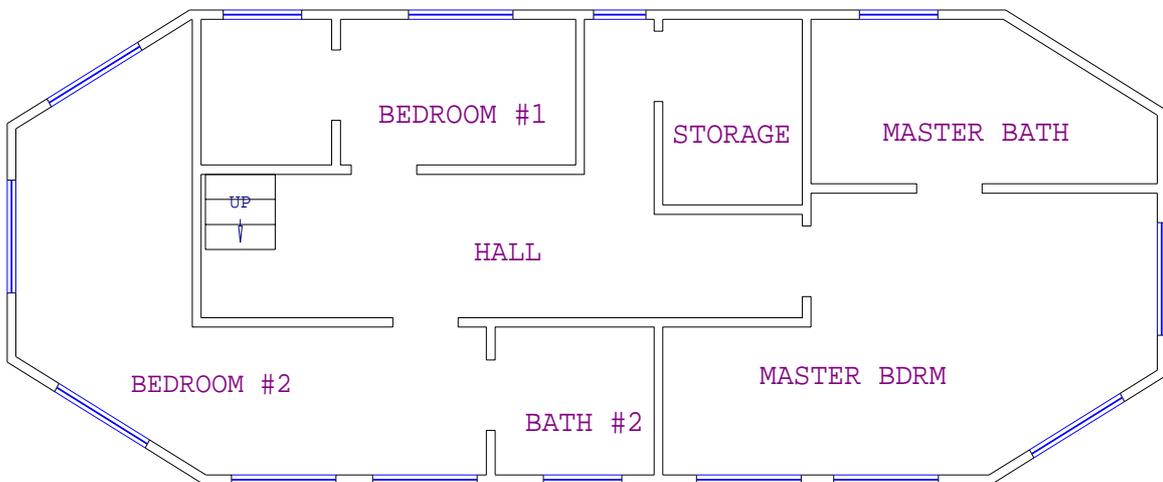
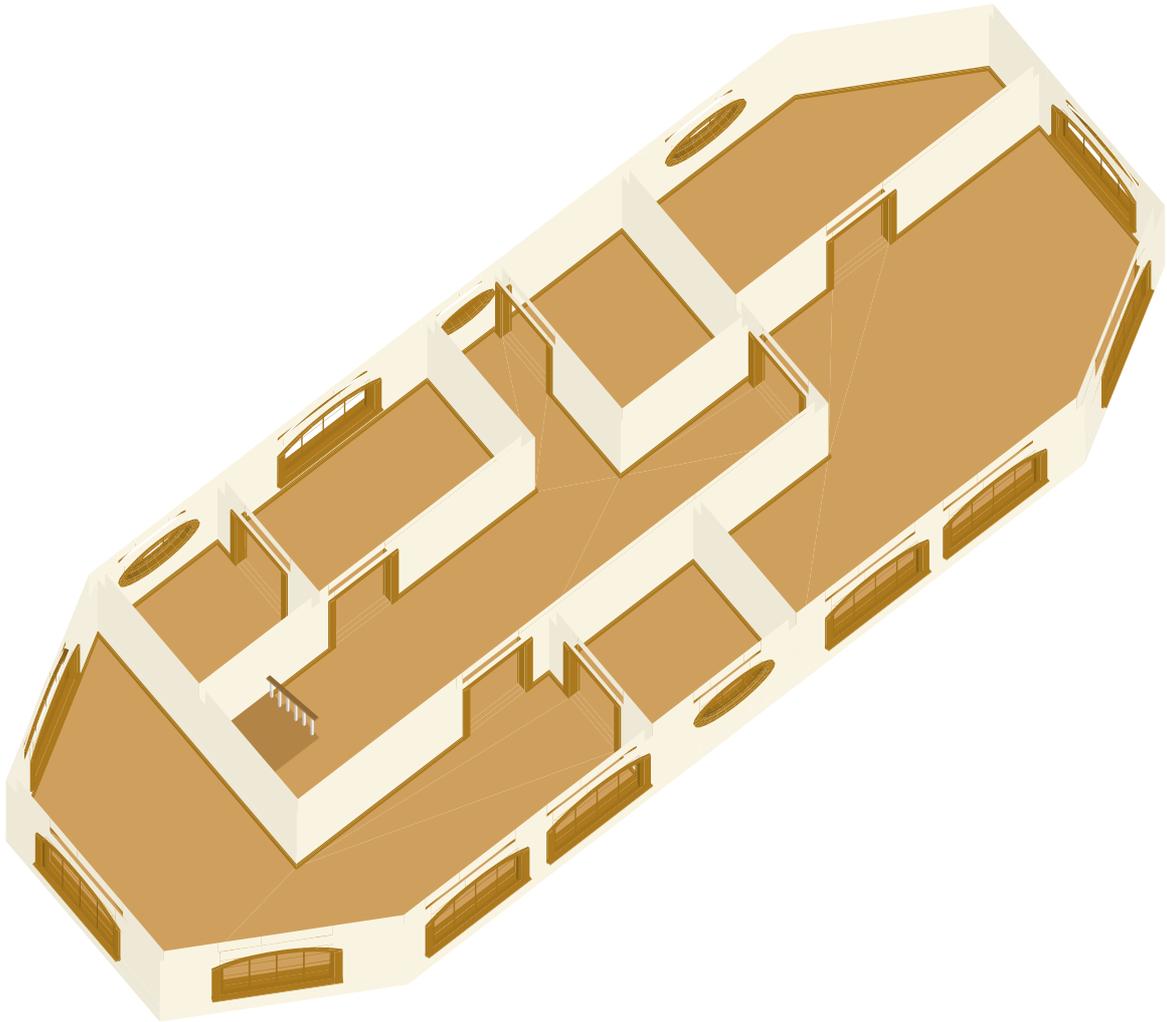
Components: V,S

Saving Throw: n/a

While casting, a light blue smoke rises from the scroll / page and moves purposely around the disc. The smoke stops being produced by segment 10 of the casting. It weaves around the disc and starts to make it glow an electric blue colour.

From the 20th segment the smoke starts to be absorbed into the disc. Once the spell is cast, the smoke has gone and the disc has a light blue glow around it. **ONLY THE SPELL CASTER CAN MOVE OR TOUCH THE DISC.** If anyone else touches the disc the spell is cancelled and a successful system-shock (at 40% penalty) must be made else the individual falls into unconsciousness for 30 - 240 minutes (3D8).

The House - Second Floor



The Hall

The hall on the first floor has bare floorboards and mouldy paintwork peeling from the walls. Many lightened rectangles on the walls reveal where pictures once were. All the doors are missing from the doorframes. It is very dark and gloomy up here; most windows in the rooms have been boarded up with wood from doors and furniture.

Bedroom #1

This room only has a rotten straw mattress in it. The window is boarded up. More dark stains on the floor and walls.

Bath #1

A tin bath is in this room, several shards of glass crunch under the feet of anyone that walk into the room. The window has no wood boarding it up - most of the wood that originally boarded up the window is on the floor.

Bedroom #2

A large 'L' shape room. The room contains several doors that have been piled into the centre. Several blankets and evidence of a small fire and a small cooking pot reveal that this may be the 'safe' area that was chosen by the last group that was unfortunate to arrive on the island. Handouts 8,9 & 10 are hidden into the blankets. Also the third part of the disc is safely hidden in the hem of a blanket. All the windows are still boarded up.

Bath #3

The room is empty; the window is still boarded up. The room smells of rosewater. Investigation into the smell reveals a small highly decorative vial of incense that had been dropped.

Storage

This room contains many metal brackets that originally held up wooded shelves.

Some shelves are still in place on the far wall, enough to board up 2 windows or one doorway.

More dark stains and score marks are over the floor and walls.

Master Bdrm.

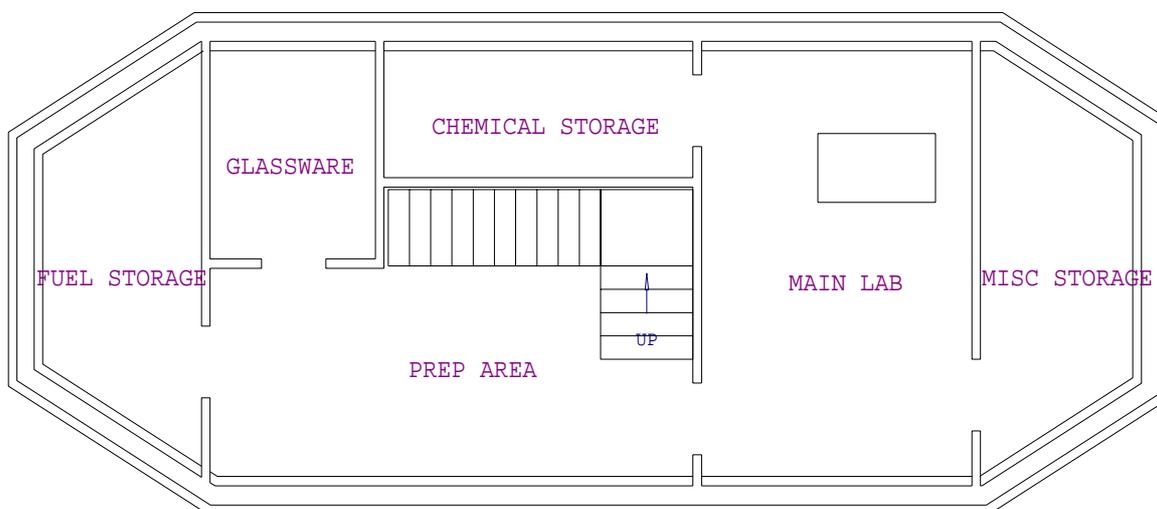
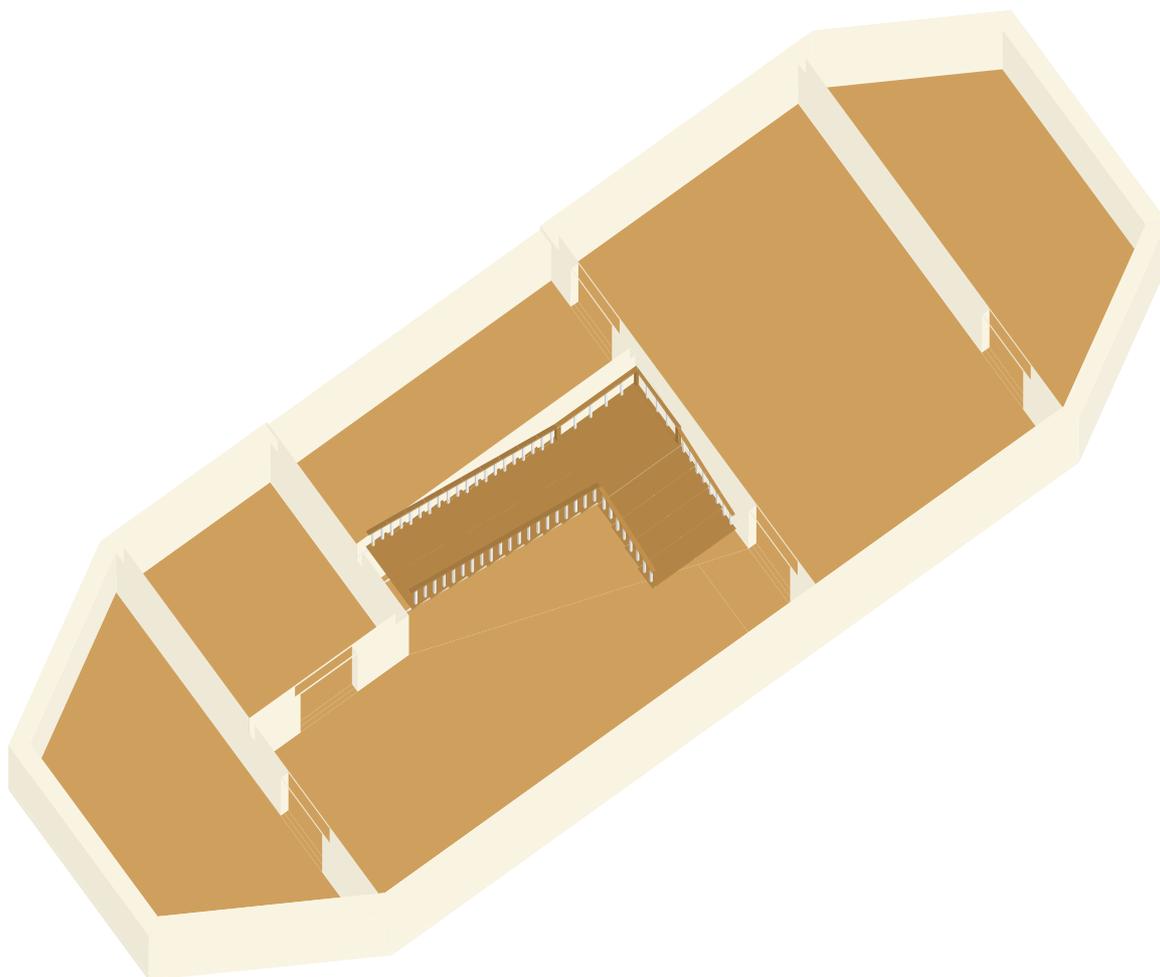
The Master Bedroom has all of the windows broken through, lots of wood over the floor, loads of bloodstains splattered up the wall. The room has the fragrance of fresh blood and for the first time, there are signs of fresh flesh and bone on the floor.

This is Neina's room; there will be strange sounds coming from here later in the adventure, consult the adventure-planning sheet for more details.

Master Bath

The window is open; lots of wood on the floor. There is a brass bath that has been upturned. Under the bath, a nearly naked decapitated body of a male human. His body has been shredded with deep scores from hooks and claws. There is one small +1 dagger with the body.

The House - The Basement



General notes:

This part of the house is cold, so cold that the adventurers can see their breath in the air. There is no ice though, not yet! There is a musty smell, not unlike stale grave soil which permeates the air. There are obviously no windows down here, so it is very dark, the floor is not wood, but heavily trodden soil. Any holy character (cleric, paladin) that comes down here will get an immediate feeling of dread and evilness. If they try to find out the source of the evil, they discover it is the very ground beneath their feet.

Prep Area.

Large wooden heavy benches and broken glassware are the main feature of this room, much paper is scattered over the floor. Here handout 12 is found.

Fuel Storage.

Large chunks of coal fill a large area of this room. A shovel is on the floor. The walls in this room are a deep black colour; even lanterns and torches don't seem to illuminate it very well. Moving the coal will cause many rats to run from the cracks in the coal pile, they are rather viscous and under the control of the evil presence on this island.

25 Rats: AC 7; MV 18";HD 1/4 ;hp 2 (for each); #AT 1; Dmg 1; AL NE

Glassware.

This room contains many shelves that are littered with broken glass pipes and test tubes. There are 2 wooden crates that each contains 4 large round bottom flasks. They could use these flasks with either oil or chemical (found in the chemical store) as missile weapons

Chemical Storage.

This room contains many nasty smells and stains up the walls and on the floor. Most

chemical bottles are smashed, but there are several large bottles of a clear, potent smelling liquid. The glass of these bottles is very thick; if they are thrown there is a 1 in 8 chance of the bottle smashing. If the liquid is put in the glass flasks from the glassware, then they will smash every time.

The liquid is a rather powerful acid. Sniffing it will cause 1-4 hp of damage and a bleeding nose. Getting a small quantity of it on the skin will cause 2-12 (2D6) of damage. If the acid gets on any items, make the normal saves (with a -2 penalty). The acid does no damage to magical items or weapons, but remember that the items will still be covered with the acid. If the acid is thrown, it will affect a 10-foot radius doing 3D8 damage.

Main Lab.

A huge stone table dominates the room. There is lots of broken glassware and twisted metal on the floor. In this room, hand out 13 and 14 can be found, together with the 4th part of the disc.

Misc Storage.

This room contains lots of shelves. The floor is covered with tubing, tripods and sacking. The final spell can be found here hidden under the bottom shelves. This spell is in scroll format, but here are the details if the player scribes it into their spell book.

Activation spell for the *banishment disc of Malin*.

Magic User

Level: 3

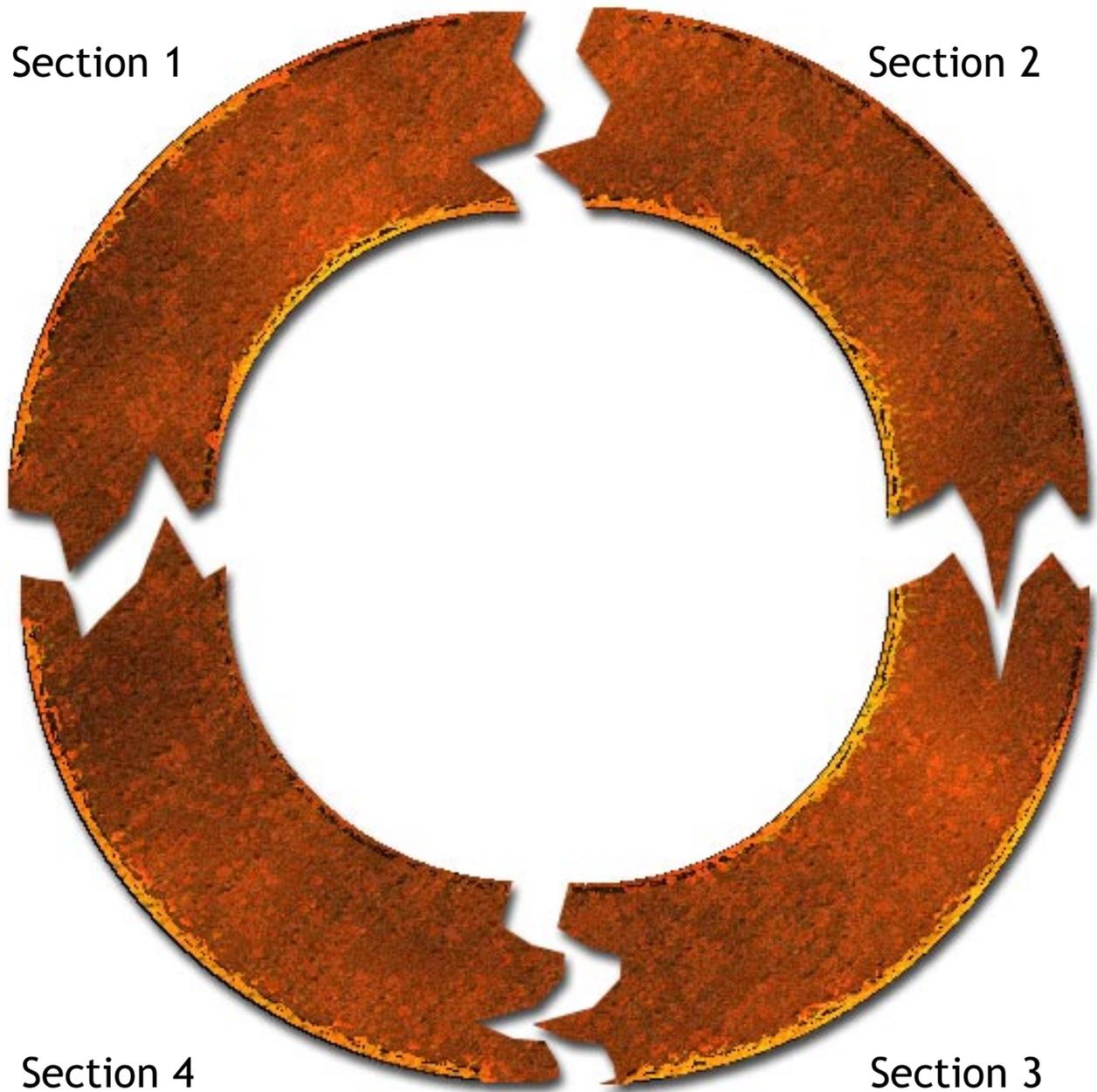
Casting Time: 10 segments (1 round)

Components: V,S

Saving Throw: n/a

The first spell has to be completed before this spell is cast. It can only be cast when the first visual contact with the creature is made. The caster needs to kneel next to the disc and once visual contact is made, the spell needs to be started. As the spell is being cast, the disc glows brighter; when the spell is 7 segments through a large flash of light fills the room. Every character of a neutral or good alignment gains 10 hit points. Once the spell is cast a huge and powerful vortex of white ethereal matter surges from the centre of the disc and engulf the creature. With much struggle from the monster he slowly gets dragged towards the disc. Then with a further surge of golden light from the disc the creature is dragged into the disc and is banished.

The Disc of Malin





Journal Entries

NOTE: It will take someone with an intelligence above 14 about 1 hour to 'decode' Malins terrible handwriting.

*Entry one.
The villagers have found out about my wife, they suspect that I have murdered Neina. I can feel the undercurrent of hate flowing under the unconvincing smiles I received this morning as I collected my lamp oil from the market.*

Entry two.

It was that spell, how could it force Neina into such a deep state of sleep? I must try to resolve what has happened to my dear love. I need to concentrate my efforts on this most important setback.

Entry three.

I have just received a visitor from the town, probably the only member of this town that doesn't despise me.

He warns me about a visit from the local justice that will happen in 3 nights time. He has been instructed to arrest myself for the 'murder' of my wife. This is something I cannot get involved in. There is a fair chance that I will be separated from Neina. I cannot even think of the effect on her poor soul. I will need to flee.

Entry four.

I have found a house that I can afford on an island off the coast of a town called syrus. The folk in the area seem very pleasant. They, of course, believe me to be single, as Neina will not be seen until her rising from her sleep. I have managed to escape the clutches of the townsfolk that wished to lynch me. But I have been very fortunate to find such a secluded part of this land to work.

*Entry five.
The people here are most kind,
offering fish and fine lobster
whenever they travel back
from their fishing trips every
evening. I wave to them as they
continue there voyage back to
there loved ones. I must go back
to mine.*

Entry six.

Foggy tonight, I couldn't even see the coast, just the beacon that guides the fishermen home, back to safety. I hope that they get home soon. It can be dangerous when you don't know what's in front of you.

Entry seven.

A very energetic storm raged around the skies. To night I had a strange visitor. He is called Dravis and he has promised to help me find a cure for Neinas situation. He wants me to help him with some 'research'. Already, with just his presence, Neina is a healthier colour. He will develop a cure for me, so long as I follow his instruction without questions. I agreed. May his cure work, and his instructions be honest and true. I would pray, but I have long lost my religion. I worship no goddess that allows Neina to be punished without reason.

*Entry eight.
Every night since the deal was made with Dravis there has been a fog covering the sea and land. It seems that with commands from Dravis this fog bank gets thicker and much more treacherous. Soon the villagers will have to light a beacon every night to guide the boats home.*

Entry nine.

My duties have been explained to me and I must say that my conscience is heavy at the moment. What Dravis asks me to do is barbaric, evil, twisted.

But he promises me that Neina will be well soon and we can move away together. I must say that this thought of being with Neina at last does seem very attractive to me. I would do almost anything to bring Neina back. But this I have no choice in the matter. The deed will be done tomorrow night.

Entry ten.

I have done as Dravis has told me. As the fog got thicker, I constructed a beacon at the end of the island, where sharp, spider like legs rise out of the ocean, ready to catch and devour any ship that wander into its grasp.

I lit the beacon and retreated to my lab, where I sat with my head in my hands. I sat and heard the screams and shouts for help of the fishermen who were drawn to the rocks. The screams quickly silenced.

I went outside, the fog had thinned greatly, but I could see no sign of the boats or boat debris. Dravis was standing next to the burning fire. He instructed me to visit Neina to check, I did and she looked much better. My disgust of my actions was soon wiped from my mind as for a brief moment Neina squeezed my hand, but then she slid away again.

*Entry eleven.
So far at least four boats full of fishermen have been slaughtered on the rocks. The killing of these fishermen no longer bothers me. In fact to speed up the removal of these souls I help Dravis with the slaughter of the survivors that manage to crawl onto the island, with their hand out, crying for help. Neina gets so close to awaking, but our efforts were obviously not enough. We must do better next time.*

*Entry twelve.
Dravis has come up with such a wonderful plan. At the memorial service for the last boatful of subjects that 'went missing' I heard that a passenger ship carrying at least 300 people will be navigating across this bay in a couple of months time. Dravis will cause a dense fog to descend on the bay, while I must work on a method of producing a strong light can be directed out to sea. I start work, I can't wait.*

Entry thirteen.

I feel such a fool. Such a bloody fool. I have worked hard on creating the powerful lamp to attract the passenger ship. It is complete. I went to find Dravis, but I over-heard him talking to someone. He was addressing a disgusting scaled and barbed demon creature. He is obviously a messenger of the evil domain he inhabits. Dravis was telling him to pass the message to his master (the creature or Dravis I am not sure) that his (Dravis) tasks are almost complete. He also describes how he has gained the assistance of a pig headed mortal fool (me) that has been corrupted very well. I have been tricked. Dravis must die. I will start to make a plan to destroy this creature. I will pretend that I am still 'with him'.

Entry fourteen.

I have created a disc in four parts; they must be put together while the first spell is cast. When each of the four parts has been joined together, the ring is active, ready for the second spell.

Unfortunately, the second (and triggering) spell can only be started when direct line of sight with the creature is established. I hope that I have time to cast it.

Once the second spell is cast, then this nightmare will be over. If I could only make sure that Dravis is

The creature Malin.

Number appearing: 1

AC: -4

Move: 9"

Hit Dice: 8

No of attacks: 5 (pincer,pincer,claw,claw,bite)

Damage/Attack: 2-8 / 2-8 / 1-4 / 1-4 / 2-12

Special Attacks: See below

Special Defences: See Below

Size: L (9 ½ foot tall)

Intelligence: Average

Alignment: CE

Psionic Ability: 100

Psionic Attack / Defence modes: E/F

Towering to over 9 feet in height, Malin has a ghastly appearance. His body is covered with rank, putrid, decaying skin. The skin is a light green/grey with blisters that crack and seep yellowy green pus. He has sharp pincers instead of hands and two long clawed arms protruding from his chest. Malin can cause darkness 10' radius whenever he wishes.

Additional abilities:

He can (at any time at will): *Fear* (as a fear wand), *Levitate* (as a 10th level Magic User) and *Telekinesis* (4,000 gold piece weight).

Sea Zombies:

AC: 6

Move: 8"

Hit Dice: 2 (typical hit points 12 each).

No of attacks: 2 (either 'claw,claw' or 'claw,hook')

Damage/Attack: 1-8 (claws), 1-10 (with hook)

Special Attacks: Nil

Special Defences: Nil

Size: M

Intelligence: Average

Alignment: NE

Psionic Ability: Nil

Psionic Attack / Defence modes: Nil

These creatures are the dead seamen that rise from the oceans bed at their masters' command. Their skin is pale and puffy; some areas of skin are oozing off the bone. Their faces are greenish/grey with dark red/purple eye sockets. . Much of the hair is matted and large clumps of scalp are missing revealing off ivory coloured skull below. Their presence of accompanied by the smell of rotting shellfish and a strange low lying mist that only covers the ground by a couple of feet.

They are slightly faster that normal zombies and they do not always hit last (they make normal initiative rolls as per other monsters in melee). Some are armed with large rusty fishing hooks. If a hook-using zombie hits a PC and scores more than 8 points of damage, and the hit was in a suitably fleshy part of the target, then the hook is in deep and the zombie will try and drag the player into the black lifeless ocean. Each sea zombie can drag 150lbs comfortably.

Notes

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