

THE ISLAND

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The Island is a small tropical island. The weather on the island is almost universally pleasant although the rare sea storms have been known to force smaller watercraft to beach on the island doing considerable damage.

There are only a small number of sites, a small number of inhabitants, and only one event that will trigger when the party has explored the island.

A The Lagoon

If the party is forced to land on the island during a storm the lagoon is the most likely place for a safe landing. The water is crystal clear and calm even during the worst storms. On the beach is the remains of a small pleasure craft. It appears that after crashing on the beach the majority of the craft has been dismantled.

B The Clearing

Near the center of the island is a small clearing. Simple tables surround a large cooking fire pit and a pair of earth and clay ovens.

C.1 The First Cabin

A small cabin with a single interior room. Two hammocks are hung in bunk bed style. A large chest with some rotting clothes, a sextant, and a ships' log book is shoved into the corner.

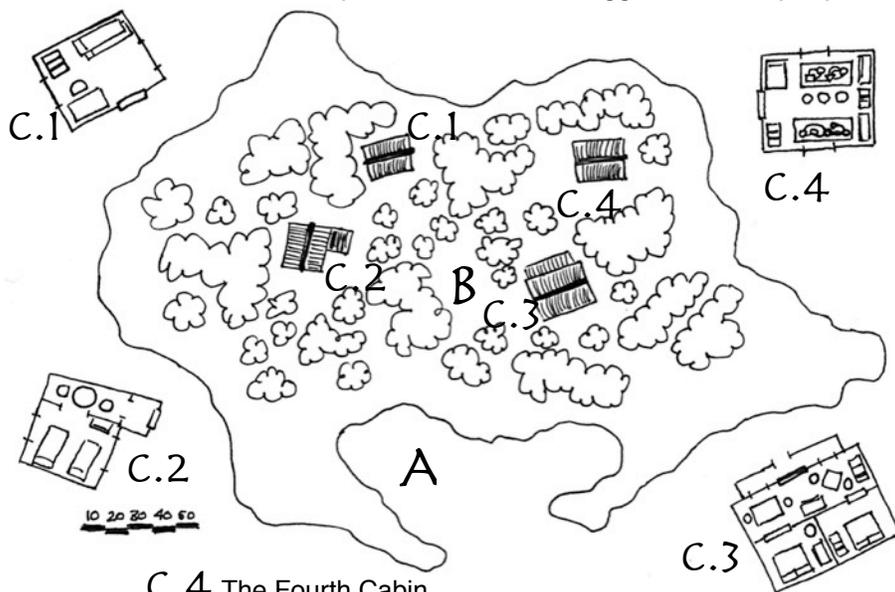
C.2 The Second Cabin

A slightly larger cabin which has a small porch and two interior rooms. The first room contains a small ornate teak table with mother of pearl inlay. The chairs are well made and intricately decorated. The interior room contains a wardrobe, a stout chest and a pair of beds set side-by-side. The wardrobe contains rotting and useless clothes. The only surviving items are a set of thin leather belts each expertly made to contain a hidden pouch. These belts have been bleached white. The chest contains the moldering remains of many stacks of thick paper.

C.3 The Third Cabin

The third cabin sits adjacent to the clearing. The wide front porch has a pair of low benches that might be used for afternoon siestas. The main room of the cabin contains well made tables, chests, and cabinets arranged into several food preparation stations. Unfortunately whatever food might have been present has long since been consumed or rotted away.

In the back are identical rooms. Both contain a double bed, a wardrobe, and a small dressing table. One room is decorated with various earth goddess designs and has a sturdy work dress hanging in the wardrobe that is intact and usable. The other room has large colorful feathers strewn around the room. The bedding has been torn to shreds. A small box on the dressing table hold a large collection of costume jewelry and glass baubles.



C.4 The Fourth Cabin

The majority of this cabin is taken up with various machines and projects of all shapes and sizes. Several large clockwork constructs share shelf space with numerous stoppered potions and well preserved scrolls.

In one corner of the room is a small cot. Under the cot is a locked chest. The lock on the chest is of excellent quality. The chest it contains a small book wrapped in oiled leather. It is a treatise on theoretical physics with a handwritten dedication to R. Hinkley signed by the author Dr. Frink.

THE EVENT

After the party has had a chance to explore the islands' inhabitants will make their presence known. These creatures should be scaled appropriately for the players.

The island is home to seven undead which can be encountered alone or in groups.

1. A skinny skeletal form wearing the tattered remains of a red shirt.
2. A large bloated zombie usually found following the skeleton. His clothes are badly stained from years in the jungle but you can still make out the original blue shade of his shirt.
3. A pair of aged specters always encountered together. One has a wide brimmed hat while his partner is never without her parasol.
4. An earth spirit. This small female form seems to be part ghoulish and part earthen creature. The vegetation of the island reacts to the will of the earth spirit.
5. A wailing banshee. With long reddish hair and flowing robes this banshee will try to ensnare the party with her melodious voice.
6. A techno-lich. This desiccated corpse wears a pristine white coat and has many techno-magical devices.

The undead will try to force the party to leave the island and force themselves onto whatever means the party uses to escape.