

Ei'yeu-dousum

Characters Monsters places others

Background

We met a storm while we were on a boat, so we decided to land on a small islet. However, that was not a very good decision...

The crews

The captain was so scared that he refused to land on this islet. According to our guide, he insisted that we should leave this islet immediately after the storm weakened.

The basic crews (You may add more crews.)

- Captain - He knows the legend of this islet.
- Captain's cousin - she can sail a ship, too.
- Captain's son - He is just a young coward.
- Guide - He can speak the language of PCs.

The Boat

The boat seemed to have been damaged. When I asked a crew what the damage was, the crew said...

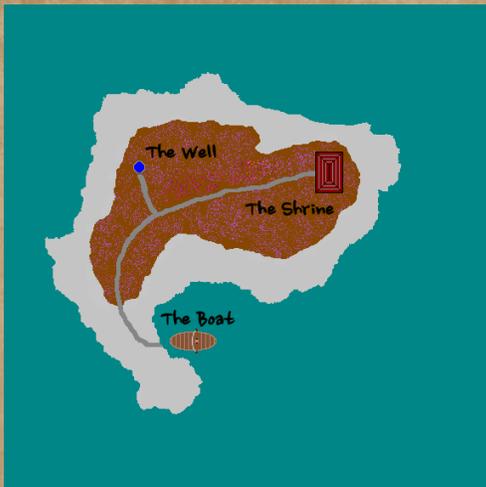
choose one or more

- * The ship's ripped sails must be replaced.
- * The boat's bottom was covered with seaweed.
- * The boat's helm is broken. So crew must fix it.

Landscape

We had to climb about 3 meters along the narrow road between the rocks. No trees grew on top of the islet, but only strange mushrooms and mosses grew there. Also, we could find a small well and a house.

Map (It may be not important.)



Folklore

When we asked why the captain was not going to land to this islet, he told us about the legend of this islet, 'Ei'yeu-dousum' through the guide. So what he told is...

choose one or more

- * This islet is a very scary sea monster's lair.
- * If we aren't lucky, we will stay here forever.
- * This islet is the passage to the underworld.

The well

Someone of our party pulled up the kibble from the bottom. The kibble was filled with...

choose one

- * A pile of children's bone.
- * A lot of seawater that salty taste.
- * A lot of blood and a rotten arm of a woman.

The Shrine

The building we thought a house was a very old shrine. In that one-room shrine, we saw a large jar full of water and...

choose one

- * A feast table, but its largest plate was empty.
- * Portraits of the weird old people.
- * An illusion of Hungry people gnawing bones.

Weird Mushrooms

Most plants were the moss and mushrooms we had never seen. And some large mushrooms often sprinkle their spores around and the spores...

choose one

- * They are just very poisonous.
- * The spores grow up in human skin.
- * They are very delicious but addictive.

Strange Things

A Lost crew

When we returned to the boat, a crew was missing. And others in the boat did not even know that one of them had disappeared!

The dead of the disappeared crew will be found on somewhere. If PCs do not know how to sail the ship, either of the captain or his cousin has to survive.

Living Saltwater

Suddenly the seawater moved like a living, swallowing a poor bird that sit down on the shore! How could that be possible?

Living Saltwater is an amorphous monster that can not be distinguished from the seawater by the eyes. This monster is similar to the slime, but PCs can not kill this monster. Though fire or magic may drive it out for a while, but it will come back later. The water in the jar of the temple may also be another living saltwater, and the well may be used as their nest.

Unconscious sabotage

We stopped a crew who tried to wreck the boat. However, the crew didn't explain why he did and even he didn't know what he tried!

Some of the crews start to do strange behaviors (trying to wreck the boat or to hurt others). Once a crew has become strange, he does not return to normal before he leaves the islet.

Seaweed imitator

Someone who was next to me struck the stones was hurt, and green mucus began to flow out of his wound. It was not human!

One of the crews was replaced by a monster made of seaweed. However, this seaweed imitator has the character's memory, so this monster tries to behave just like the character that it imitates.

When PCs unveil its true identity, the monster collapses and its collapsed body becomes a mindless seaweed lump monster and it tries to eat everyone near it.

A voice in the air

My colleagues say they heard a voice. So we searched the islet, and we found that the voice was...

choose one

- * The Sound of weird birds mimicking human speech.
- * Real human voice, but we couldn't find anyone.
- * Our auditory hallucination.

"Bring the offering!"

Mysterious scribbles began to emerge on the boat. We can not read the text, but according to our guide, these scribbles mean 'If you do not bring the offering to me, I eat you all!' in the ancient language.

There is an invisible being on this island. If PCs leave someone or something on the islet, nothing will happen. But if they don't, it may call a magical mist or try to kill everyone.

After The Storm weakens

Unfortunately, it is impossible to leave the islet until the storm weakens. However, once the storm weakens, PCs will have to leave this islet.

Sinking of the Islet

The islet starts to sink slowly. As the sea level rises, the living seawater becomes more aggressive. PCs must leave the islet before they are caught by the monster or drowned at the sea.

Lost in the Mist

When the storm calms down, the magical mist begin to cover the ocean. If PCs leave the islet too late, they will wander in the magical mist forever.

A strange jar

After leaving the islet, PCs find an unseen large jar on the boat. Of course, this jar contains the living seawater. If PCs do not notice the monster, it will come out of the jar and try to kill everyone. But if PCs drive this monster out of the boat, the monster will not return.

A replaced crew

An undiscovered seaweed imitator will begin to collapse when it leaves the islet. Its collapsed body becomes a mindless seaweed lump monster and it tries to eat everyone on the boat.