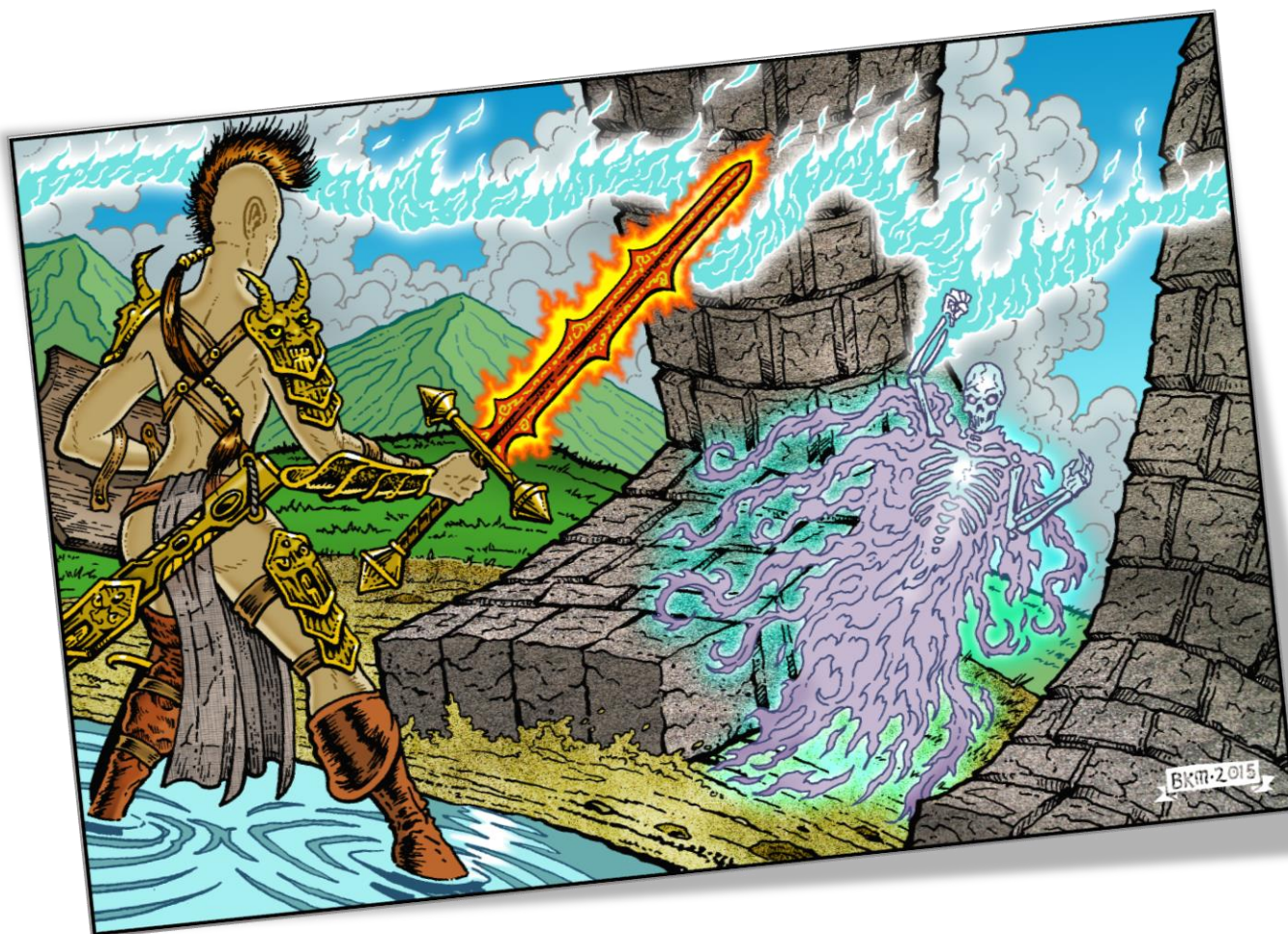


## *A Pathfinder Roleplaying Game adventure for 4-6 characters of level 3.*

Shipwrecked on an island though not because of bad weather or a hostile sea but because something massive came out of it and smashed the ship to pieces.

What on earth was that thing, and what's so important about this island that no one's supposed to leave it? Why is the whole place teeming with divine servitors almost as if every god wishes to have a representative here, and what on earth happened to the civilisation that used to once call this place "home"?

Most importantly of all: How are you supposed to get away?



Four Dollar Dungeons are standalone adventures designed to be logical, entertaining, challenging and balanced, and easily integrated into any campaign world.

Each adventure has enough material to last three or more playing sessions and enough experience to raise four characters of the appropriate level up by one extra level. Treasure is commensurate with the encounter challenges faced. Scaling information is included for adventuring parties of five or six.

This adventure is set on the island of Serafina, somewhere ...

The adventure also contains optional Psionic elements with all of the relevant rules present within.



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## Four-Dollar-Dungeons Module 3.2

# Holy Island

*By Richard Develyn*

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## Background

### The Mace of St Cuthbert

The Mace of St Cuthbert has had a long and chequered career - most of it undocumented. Borne by righteous men and women of various humanoid races, the Mace has always managed to find itself in the right hands at the right time whenever evil needed to be fought. Why? Because that is its power, to be where it needs to be, and also its gift, to appear in the right hands on the right occasion.

Yet this does not mean that the Mace has always been in the grasp of some champion or another. There have always been times when the need to combat evil was not sufficiently strong or when the selection of champions available was not sufficiently virtuous for it to make an appearance. Indeed it has now been so long since any reliable record of its use was made that many believe it to have been lost forever.

In fact the Mace has always “rested” in between appearances at an island called Serafina, once the home of an order of monks dedicated to St Cuthbert and previously, aeons ago, the home of St Cuthbert himself, though it went by another name then<sup>1</sup>.

For many centuries the Mace resided there relatively undisturbed. Eventually, perhaps inevitably, an evil force arose that was powerful enough and determined enough to try to destroy the Mace, and when that time came scrying magic allowed the island to be found and teleportation magic was used to invade it.

The monks of Serafina, however, were not unprepared. With help from the Mace itself, and from a colossus created from the central tower of the order's abbey (even though it caused considerable damage to the abbey when it was animated), plus the monks' own not inconsiderable powers, the invaders were eventually repelled, though many of the monks perished in the battle and the abbey was left in ruins.

Those members of the order that survived realised pretty quickly that drastic action would have to be taken if they were ever to prevent such a catastrophe from happening again. After due deliberation the monks agreed to go for the path of obscurity rather than to try to rebuild their order, and so drawing upon magic both arcane and divine they caused the island of Serafina to be transported into its own secret demiplane - a location so completely impervious to scrying that not even gods can penetrate it to see what is going on within.

Unfortunately this also meant that the Mace could not look out which explains why it hasn't been seen for so long; being a responsible artefact the Mace isn't going to go around plane-shifting to random locations on the sheer chance that it just might happen to fall into the hands of somebody virtuous. This is why it stays where it is, waiting for somebody to find it on the island and rescue it from its resting place underneath the ruins of the old abbey, even though such a rescuer might not



realise exactly what the nature is of the thing that they're rescuing.

### Accidental Visitors and the Stone Colossus

Although getting to Serafina deliberately is impossible, because of the scrying ban, getting there accidentally happens all the time.

Serafina's demiplane is coexistent with the prime material at a point 2 miles away from the edge of the island. Strange oceanic and atmospheric turbulences occur at this juncture however Serafina can be clearly seen from here and even sailed on to it<sup>2</sup>.

The order of St Cuthbert was well aware of this, of course, so they instructed their colossus, Ariel, to prevent anyone from leaving Serafina with knowledge of its “mundane” position, in order to preserve its secrecy.

The colossus continues to perform this task to this day, smashing up any ships that happen to arrive on the island. As a result, Serafina has picked up a small population of shipwreck survivors, including the PCs at the start of this adventure.

Serafina's demiplane also borders the Astral. Given that creatures regularly use the Astral plane as a means of travelling from Plane-A to Plane-B it is perfectly possible for Serafina's demiplane to be accidentally bumped into when travelling along the Astral Plane as well<sup>3</sup>.

This recently happened to the Guardians of the Multiverse, a psionic adventuring party from another plane that was using the Astral as a means of getting around and evading pursuit<sup>4</sup>.

Unfortunately, as they happened to be passing Serafina a few weeks back, the colossus spotted them “walking through” and intercepted them.

The Guardians were using a means of transportation called an *Astral Caravan* with Psi-Lord taking the role of caravan leader. Members of an astral caravan are visible when they cross another plane so when the colossus saw them and went over to investigate the colossus' anti-magic field cancelled the *Astral Caravan* and dropped the Guardians of the Multiverse straight down on their backsides in front of it.

The colossus immediately captured the leader of the caravan, Psi-Lord, and imprisoned him within its own colossal self, figuring, correctly, that the others would be unable to move off

<sup>1</sup> “Lindisfarne”, in the real world, just a few miles away from where I live (when I'm in the real world)

<sup>2</sup> teleportation fails – the teleporting person travels through the demiplane as if it didn't exist and finds themselves about 14 miles away from their intended destination

<sup>3</sup> same as Panataxia, if you happen to own that module

<sup>4</sup> astral travel is more easily available with psionics than it is with conventional magic (at the time of writing, in any case)



the island without him. Thus the Guardians of the Multiverse became stranded on Serafina just a few weeks before the arrival of the PCs. After a few days of scratching their heads all bar Psi-Lord went out to explore the rest of the island to see what they might be able to do to get themselves out of this predicament. They're all distracted by their own issues now, and Psi-Lord hasn't seen any of them for days.



Just as it is true that somewhere in the depths of the abyss there must lurk a demon who would rather stay at home and look after the quasits than go out on murderous rampages, or that somewhere in deepest fey-haunted woods there lives a leprechaun who would rather drink herbal tea than alcohol and hates practical jokes, so it was that on Serafina one of the monks of the order of St Cuthbert practiced necromancy

## Holy Island

Gods, of course, know where Serafina is, even if they can't actually see into it, though they choose not to directly interfere for fear of starting some sort of God-War<sup>5</sup>.

Those that are active near the “mundane” entrance to Serafina, however, realising that someday some great champion might arise to liberate the Mace from its resting place, have chosen to place on the island a representative of theirs to act as sort of “advertisement” for their faith – a reminder to whoever might be wandering around that there are presences / forces / ideologies on the prime material plane that should be taken into account of by any new artefact-wielding champion whoever they might be and whatever they might choose to do next.

Twenty deific servitors, therefore, are scattered around Serafina, behaving in ways which are in full accordance with the deities that they represent. Only the Chalkost and the Iophantine know about the presence of the Mace, the former because it's been on the island since the days of the order of monks, and the latter because it guards the final access point to the room that holds it. The Chalkost will not speak of the Mace, though, it will state that the colossus was built in order to ensure the secrecy of the island's location. The Iophantine always tells the truth so it will happily tell the PCs about the Mace and what is guarding it if they ask the right questions. The rest of the servitors, if asked their business, merely state that they have been requested by their deity to reside on the island and behave in accordance with their instincts.

## The Venomous Bede

Much as it would be lovely to think that a holy order of monks blessed by a saint of legendary benevolence guarding an artefact of awesome power would all consist of paragons of virtue without any sort of blemish upon their character, life of any sort is never that uniformly perfect.

on the quiet in order to arise later as a Lich - once the rest of the monks had died out and been buried in their catacombs.

Bede, chief librarian of the order, had learnt too much about the Mace of St Cuthbert to let something as trivial as death interrupt all those years of study. As St Cuthbert and all of those other traditional pseudo-angelic disciplines did not cater for his life-extending needs, he turned to the dark arts, just a little bit, in order to get the job done.

It did sort of twist him a bit but, being a librarian, nobody noticed. In fact nobody even noticed when he “died”. There was no ceremony as such - one minute he was trapesing round Serafina rescuing books and manuscripts to store down in the chamber below the abbey, the next he was gone and a new sealed tomb bearing his name had appeared in the old mausoleum.

The Venomous Bede, as he then started calling himself, emerged once the last of the order had died out so that no one was left to object to his presence in the abbey. He's still there now, studying his books and notes, determined never to let the Mace fall into anyone's hands regardless of how much of a champion they might think themselves to be.

## Notes for the Games Master

The structure of this adventure is very straight forward. The PCs become stranded on Serafina when Ariel smashes their ship to pieces. What follows next is a sandbox with 21 encounters, one for each of the 20 main deities that has influence in the campaign world, and one encounter at the end with the Lich that guards the Mace of St Cuthbert. This last encounter is made easier by it taking place within a “selective” anti-magic field and with the possibility for the PCs to use a very Lich-antipathetic artefact.

The deity-based encounters fall into the following categories:

- Access to different parts of the island

<sup>5</sup> that's my take on it, anyway

- Discovering the island's secret and the means to recover the Mace
- Recovery of the errant Guardians of the Multiverse
- Survival

All of these provide plenty of opportunity for role-play, especially if the PCs have varying personalities, though they can all also be resolved by combat.

When the Mace of St Cuthbert is safely in the PCs hands, Psi Lord will be released from his prison within the Colossus and then, as long as all the other Guardians have been returned, get everybody off the island using his *Astral Caravan* psionic power.

### Wait ... What! An Artefact?

Don't worry, your PCs do not have to walk away from this adventure with the Mace of St Cuthbert tucked under their arm.

They will, however, get to possess it for a short period of time, maybe even to use it, since in order to get off the island they will have to liberate it from its resting place under the ruins of the old abbey.

As soon as the Mace returns to the Prime Material plane, however, it will teleport away into the hands of a worthy champion currently engaged in a mighty crusade against evil, rather than hang around in the backpack of some smelly 3<sup>rd</sup> or 4<sup>th</sup> level adventurer. That's what the Mace does, I'm afraid, and although it can only teleport in this way on one particular day of the year I would suggest that you time events in such a way that this day occurs very soon after the PCs get home<sup>6</sup>.

What happens next, of course, is up to you.

You could have the Mace leave with a promise that one day it will return to help the PCs in a mighty crusade of their own.

Or you could have news of its reappearance quickly spread throughout the world leading to creatures both benevolent and malign making a special journey to see those adventurers who first laid their hands on the artefact. The first "Mace Bearer" might find himself the object of unwelcome attention. Dark riders might come in pursuit!

Of you could simply have the Mace teleport away again into obscurity.

### Why has the Mace never been found before?

Given that nobody knows where the Mace is, it all comes down to accidental visiting.

Powerful visitors from the Astral plane have touched down on Serafina before, though after having a quick look around they've generally buggered off again. The Astral plane is littered with demiplane debris like this from aeons of multi-planar history so unless someone has a particularly good reason for explore any piece of floating Astral "rock" nobody does.

Powerful visitors from the Prime Material plane have never visited Serafina either. Although some have spotted it from

their ships, again without reason to explore the island no one has ever bothered landing.

Powerful NPCs don't get shipwrecked on islands, whereas non-powerful visitors who find themselves on Serafina never get off again, thanks to Ariel's destructive tendencies.

If non-powerful visitors managed to get away with news of what was on the island then powerful visitors might follow, but this cannot happen. What makes the PCs situation unique is the fact that the Guardians of the Multiverse are also present at the same time, and that Psi-Lord has the means to get them all off the island if they can deactivate the colossus. This is how the adventure works and why the PCs have a reason for solving the island's mysteries. If Psi-Lord had not been there at the same time as the PCs, the PCs might just as well have joined the Village and added to its fishermen.

### Psionics (optional)

Psionics has to exist in this fantasy world in order for the adventure to make sense. The *Astral Caravan* / *Astral Traveller* powers are important in explaining not only how the Guardians of the Multiverse got here but also how everyone will ultimately get away. You don't actually have to know any of the psionics rules in order to handle this, though, as it can all be done with pre-adventure and post-adventure narrative if you wish.

The Guardians themselves are all psionic characters but this adventure has been written in such a way that their influence is left very open. Even Siluria, chasing the Yhohm around on the top of the mountains, could be relegated to a dumb-NPC if you like, by ensuring that she always hunts alone<sup>7</sup>.

I am a fan of Dreamscarred Press' Ultimate Psionics and the accompanying material. If you've not used psionics in the past then this adventure provides a good introduction to the system without swamping you in its details. All of the psionic rules that you need in order to run the Guardians of the Multiverse is provided in the appendices, and in many cases you also have the option to use the Guardians either as allies or adversaries, thus controlling the amount and complexity of their interaction with the PCs.

It's all very much up to you.

### Role Playing Adventures

Role playing adventures have acquired a bit of a bad name for themselves of late, and since this adventure is unashamedly one of this sort I would like to explain exactly what that is and what that definitely isn't.

Role playing adventures are ones where character personality has an important role. Having personality is not essential for it to succeed, but the level of enjoyment is increased if the PCs can be more than just numbers on a piece of paper.

One could argue that all adventures benefit from PC personality, however role-playing adventures have a greater than usual number of challenges where outlook and

<sup>6</sup> unless, of course, you have reasons of your own for wishing them to keep hold of the Mace

<sup>7</sup> see A Deadly Race

characterisation play a major part. PCs may well disagree on a course of action for reasons which are beyond those governed by the needs of combat and its accompanying tactics. This increases the number of levels over which PCs interact, and it is in my opinion a very good thing.

Role playing adventures are not, or rather should not be, ones requiring specific non-combat solutions to “role playing” puzzles. An adventure where the only way to proceed is to “befriend the guard”, or “persuade the ogre to fight the goblins”, or “whatever other such nonsense the adventure writer has decided is necessary”, is not a role-playing adventure at all – it is simply a badly-written puzzle adventure. Puzzle adventures are an art form in themselves and writers need to be careful about presenting puzzles with limited solutions; what is obvious to the writer might seem far from obvious to everyone else. Puzzles masquerading as role-playing adventures tend to be the worst of the lot.

Every encounter in this adventure can be dealt with by combat, but most of them also have other ways in which they can be solved. These “other ways” are normally pretty obvious; what makes the encounters interesting is that the decision to fight or “role play” will come down to PC personality and allegiance, and the way that these things make the PCs interact with each other.

## Specifics

### SR

This adventure is not very friendly to offensive spell casters. The final encounter is in an, albeit selective, anti-magic shield, and all of the servitors have SR 15. Defensive and utility spell casters will be unaffected by the SR, of course, and the ability to cast *Mage Armor* and *Shield* could prove vital against the Lich at the end, but bear in mind that spell-blasters might get a bit frustrated.

Further to this, given the prevalence of *Sleep* and *Color Spray* amongst PCs of this level, note that the only servitors that have 4 HD are the Ataxian and the Sarcovalt, all the rest have 5 HD or more and are thus immune to the former and just stunned for one round by the latter.

### Potentially Tricky Encounters

There are a lot of swarms in this adventure, generally created by the servitors themselves.

Note the restriction on *Vomit Swarm*: unless controlled, the swarm vomited just carries on moving away from the vomitter.

There has, I know, been some debate on the Paizo forums about whether swarms should take direct damage (+50%) from a direct hit from a splash weapon; if you don't allow this, then you may need to make sure that your PCs have some means of dealing with swarms instead. The encounter in the Pagoda with the Karumzek, which includes vomited swarms of spiders, is particularly dangerous because the building is flammable.

Other encounters which your PCs might struggle with are the Burleev on top of the colossus, the Thognorok in the shipwreck and the Lampadarius inside *Deeper Darkness*.

Additionally the Vendenopeterix and the Zentrage are potentially one-on-one encounters, which might cause a problem, and the Xocothian might cause difficulties if your PCs have no ranged combat capabilities.

## Maps

There are three maps of Holy Island accompanying this text: one for the GM with everything on it, one without any annotations and one “player's map” with all of the symbols relating to encounters apart from “O – A Desperate Venture” which is the one encounter which is truly hidden even from PCs at the top of the mountain in location “F”.

The single map of the village in location “Q” should serve both players and GM – the orange hut being where the Archon lives and the red hut being where the young baby kidnapped by the Swaithe Demon lives.

Otherwise, player's and GM's versions are given of two encounter areas: the pagoda (all 5 levels) and the final encounter with the Lich. Maps for the other encounter areas have no specific requirements and so can be readily improvised.

## Encounter Summary

This adventure is unusual in that it consists of 20 CR 4 encounters, many of which are optional, plus one final encounter whose CR can be either 5, 6 or 12. Additionally there is a wandering monster table with encounters in the CR 3-5 range, which I would encourage you to use given that part of this adventure's challenge is survival.

It is therefore quite difficult to give a precise mathematical breakdown on the amount of experience which could be gained on Serafina if everything is done “by the book”, particularly when you consider the subjective nature of awarding experience when an encounter is bypassed. In my opinion you should award every PC that participates in this adventure 4,000 xp regardless of how much they fight and how much they role-play around. This amount is the amount that is necessary for a PC to move from level 3 to level 4 using medium xp progression, meaning that all PCs will be guaranteed to go up a level wherever they might be on the level 3 scale (assuming you use the medium xp progression track yourself).

Treasure-balance is also difficult to calculate given this variable nature of encounters. An adventure for 3<sup>rd</sup> level characters normally carries about 15,000 gp of treasure. The amount given here is 14,850gp, though there is the possibility of some salvage from the wreck of the ship.

## Scaling

Since this adventure is not easy for parties of 4 characters, there's no problem running it as it stands for parties of 5 or 6, particularly if the players are inexperienced.

Alternatively the various encounters, experience and treasures could be scaled up in order to present the same degree of challenge for larger parties.

For encounters, I would recommend doing one of the following:

- 1) Increase all opposition HPs by 50% (for 1 extra PC) or by 100% (for 2 extra PCs).
- 2) Add or subtract 1 (for 1 extra PC) or 2 (for 2 extra PCs) to every die roll made during the adventure, in an advantageous way for the opposition and in a disadvantageous way for the PCs.
- 3) Apply a +2 (for 1 extra PC) or +4 (for 2 extra PCs) to every prime characteristic of the opposition and work out the consequences.

There's nothing stopping you using whichever approach you like, even using different approaches for different encounters, however my preferred method is the first. Although changes in HP are not hugely realistic, this change is the least intrusive to the tactics and structure of this adventure and therefore the easiest to manage.

One other consideration to bear in mind is the possibility that the PCs may recruit allies from the Guardians of the Multiverse. All of the guardians are roughly equivalent to a 3<sup>rd</sup> level PC in power, so if they do join in I would suggest that

you scale up encounters for allied NPCs just as if they were additional PCs, though with an upper limit of 6, since beyond 6 it is unlikely that any extra "fire power" will be brought efficiently into use.

As far as xp is concerned, if you are choosing to give all PCs the same amount for completing the adventure, then scaling up for more PCs will not affect this. Otherwise I'm afraid you're going to have to do the maths yourself since it is impossible for me to predict how many encounters the PCs will take on and how many they'll bypass. The amount to scale up is 25% for 5 PCs and 50% for 6 (don't include NPCs).

The only treasure to be found in Serafina appears in the final encounter with the Lich, and this needs to be adjusted for scaling as described below (the NPCs do not affect this). Note that since this encounter takes place within an anti-magic field the presence or absence of extra magical items will not affect its difficulty. For 1 extra PC use the treasure given *in bold-italics*, for 2 extra PCs use the treasure given in **gold**.

**The Mace of St Cuthbert is not considered an item of treasure.**

#### Treasure (all possessed by The Venomous Bede)

#### Total Value

Headband of Vast Intelligence +2 (Perception)	4,000
Ring of Protection +2	8,000
2 x Potion of Invisibility	600
Scroll of Dominate Person	1,125
Scroll of Teleport	1,125
<b>Total</b>	<b>14,850</b>
<b>Boots of Levitation</b>	<b>7,500</b>
<b>Headband of Vast Intelligence +2 (Perception)</b>	<b>4,000</b>
<b>Ring of Protection +2</b>	<b>8,000</b>
<b>Total</b>	<b>19,500</b>
<b>Boots of Levitation</b>	<b>7,500</b>
<b>Headband of Vast Intelligence +2 (Perception)</b>	<b>4,000</b>
<b>Ring of Protection +2</b>	<b>8,000</b>
<b>2 x Potion of Invisibility</b>	<b>6,00</b>
<b>Scroll of Dominate Person</b>	<b>1,125</b>
<b>Scroll of Teleport</b>	<b>1,125</b>
<b>Total</b>	<b>22350</b>



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