

Fields of Harmony

The "Breadbasket" of the Shendilavri Coast, consists of many villages supporting farmlands. Most villages don't offer much for adventurers, but there are occasional rumors of a creature that kills one townsperson or farmer every few years. No one has been able to track the creature to its lair, and villagers fear the new moon.

The Six Sacred Pools

These pools are believed to have been blessed by the Elven Goddess Alasira. A temple dedicated to her is thought to exist north of the pools, but no one has been able to find it for many years.

Shudderwall

Supports and receives trade from the many mining towns and foresting towns of the mountains, and hunting lodges for those brave enough to seek the pelts of fierce animals who violently resist giving up their skins. Several monstrous humanoid tribes dwell in the mountains, raiding the foresters and miners, or trading for lost relics depending upon their current strength.

The Puzzling Hedge

Hidden deep within the Labyrinth is the fabled Goblin King, and his guardian Minotaurs. Many have tried their luck in the Labyrinth, very few have ever returned, and none have entered the Goblin King's Palace. What treasures await within?

Rivenheart

Half-Elven Sea City, this is the main competition with Miomanta for the trade goods of far off Istancian. Rivenheart is also offering a reward for anyone who can deal with the pirate problem.

Istancian

Besides being the trading partner with both Rivenheart and Miomanta, Istancian is the home of the Tower of Magi, the

school of Wizardry. Most wizards have either studied in its hallowed halls, or hope to one day.

Elluvia's Arch

This Arch once straddled the Coast Road, but superstitious merchants have built a spur road that now goes AROUND the arch. Although the local children often dare each other to walk through the Arch, no one will walk through the Arch at midnight.

The Reckless Coast

Pirates also threaten this coast, but they are nowhere as organized as the Scarlet Sea pirates. Led by "The Admiral," an orc of tremendous size and strength, these rag-tag pirates are steadily increasing in strength and power. "The Admiral" holds sway in the ruins of a fortified city built into the side of a cliff.

Other Features

Although not shown on the map, the Coast Road runs north and south along the coast, linking to cities north of Miomanta down the coast to Rivenheart and to cities south of Elluvia's Arch. The road is patrolled by the Miomanta Militia from north of the city to the Six Sacred Pools. The east-west road runs down the mountainside from Shudderwall until it connects with the Coast Road. Finally, the Coast Road continues south past Rivenheart and Elluvia's Arch. Elven Rangers patrol the road down to the Arch, but the road south is much more treacherous. Merchants are always looking for warriors to serve as caravan guards, and pay well to protect the spices and rare cloths that come up from the South. The village of Elluvia's Arch is located a half-mile south of the Arch it is named for.

The Haunted Temple

This adventure uses the following map (copyright WoTC) as the setting:
<http://www.wizards.com/dnd/images/mapofweek/TheHauntedTemple.jpg>

The Haunted Temple is actually a lookout point for Redbeard's pirates. The temple is located north of the Six Sacred Pools, along the coastline. The Temple was once dedicated to Neptune, but with the destruction of the two cities that supported the Temple during the Orc Wars, the Temple has fallen into disrepair. The ground level is obscured by overgrowth, and casual observation shows no sign of the pirates who wait and watch for their prey. Local shipping from Miomanta has used this location as the turning point towards Istancian, which gives the pirates the opportunity to stage their attacks from sea, using spotters equipped with signaling mirrors. The pirates do not normally store their ill-gotten gains at the temple, preferring to keep their treasure at Redbeard's stronghold hidden on an island in the Scarlet Sea.

Main Floor, Areas 1-6

1. Courtyard and Well

This well provides water for the pirate lookouts need for drinking and cooking. While the rest of the courtyard looks abandoned, the new rope dangling into the well shows that "someone" is probably nearby.

2. Spiral Stairs

The pirates keep a man on watch here at all times.
Pirate (1) HD 1d8+1 (5hp), AC 12, Longsword +2 (1d8+1) or Dagger +1, (1d6+1) Treasure 1d6 gp
South Entrance: Locked Good Wooden Door, Lock DC 20, break DC 18, hard 5, 15 hp
East Entrance: Looked Good Wooden Door, Lock DC 25, break DC 18, hard 5, 15 hp
North & West Entrances: Arch

3. Common Room

There are 3 off-watch pirates playing dice here, they will come and assist their watch if they hear sounds of combat. Pirates (3) HD 1d8+1 (5hp), AC 12, Longsword +2 (1d8+1) or Dagger +1, (1d6+1) Treasure 1d6 gp per pirate

4. Stairs leading upstairs and downstairs.

This room is currently empty

5. Mess Hall

This room is currently empty, except for a kobold the pirates keep as a "houseboy." The kobold will not fight unless attacked. Kobold (1) HD 1d8, AC 15, Dagger +1 (1d4) Treasure 1d4 sp

6. Temple Plaza

This open area was where the priests of Neptune once held worship services. Nothing of value is in this area.

Basement, Areas 7-9

7. Pump Room

The gnomish inventor Gurple Hurk built this pump to move water from the well into the temple above. It is currently broken, and water leaks onto the floor. No Treasure

8. Repair Room

This cluttered room contains the tools Gurple Hurk used to maintain his pump. Hidden under a tarp in the corner is a Masterwork Thieves Tool set.

9. Wine Cellar

The pirates have been steadily consuming the Holy Wine left behind when the Temple was abandoned. There are 55 bottles left, 8 of which have turned to vinegar. Wine bottles 1d4 gp each; Vinegar worthless.

Second Floor, Areas 10-16

10. Priest's Worship Room

Once the private worship room of the priests of Neptune, this room has been abandoned. A Search (DC 20) will reveal a cache of Divine Spells on three scrolls. *Purify Food and Drink, Resistance, Bless Water*

The Scarlet Sea uses the following map (copyright WoTC) as the campaign area:
http://www.wizards.com/dnd/images/mapofweek/lune2006/3MAVlune2006_72.pdf_bm302.jpg
Countless adventures can be found in the region of the Scarlet Sea. Pirates roam the seas, searching out the unwary, hiding their treasure and crimes in the many bays and coves of the Shendilavri Coast. Four cities compete for trade and prestige, while ruins of lost civilizations can be found hidden in the forests and swamps. Monsters, fair and foul, dwell in the forests and caves of the mountains, and hide the abandoned forts, keeps and dungeons from wars past.
Into this world come Warriors and Wizards, Clerics and Rogues, all with their plans and desires, seeking their fame and fortune in this rough and beautiful land. Will you reflect the sun work during the day, or a small fire burning in what resembles a large bulls-eye lantern at night.
Writer's Notes: Maps are from "Map of the Week," Wizards of the Coast. No infringement of copyright should be implied or inferred. Larger copies can be downloaded and printed for personal use.

The Scarlet Sea

Northmost city of the Shendilavri Coast, and home to the Hercule Trading Company. Hercule Trading is currently seeking adventurers to root out the pirates thought to be hiding among the islands between Miomanta and Istancian. Hunting grounds of the pirate mage Redbeard and his pirate fleet. Redbeard is thought to have a pirate town one of the smaller islands of the Scarlet Sea, but no non-pirate has ever seen it, and lived to tell the tale.



18. Lounge and Storage
Three young women who provide "entertainment" for the pirates live and sleep in this room. This is also where the pirates store any loot that cannot be easily spent or turned into cash.
Women: Non-combatants, HD 1d8-1 (3hp), AC into cash.
Treasure: 6 barrels of high quality brandy, 100 gp each, 10 bolts silk, 50 gp each, statue of king Osrion worth 300 gp, 300 planks of oak worth 1000gp. White quite valuable, the treasure is very difficult to move (explaining why the pirates left it here).
19. Walkway
Used by the pirates to observe shipping out at sea, and to signal to their pirate allies. Mirrors reflecting the sun work during the day, or a small fire burning in what resembles a large bulls-eye lantern at night.
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11. Priest's Vestments Storage
This room holds the Robes and Holy Books of Neptune, nothing of value remains.
12. High Priest's Storage
This room holds the robes of the High Priest, clearly of a higher quality than the ones in Room 11. Hidden in the pocket of one robe is a love poem to one of the choir singers, a beautiful gift of 14. The High Priest never worked up the courage to give it to her.
13. Dorian Goldaxe's room
Dorian Goldaxe is the second in command of the pirates, and knows the signal codes between the spotters and the pirates at sea. He will only give up the codes to save his life. Dwarf: 1d8+1 (6hp) AC 16, Waxaxe +3 (1d10+1) or shortbow +1 (1d6) Treasure: 3d6 gp, 4d6 sp, 2 gems worth 2d10 gp, all hidden in a trapped chest. Trap: Poison Dart, Atk +8, Treasure: 3d6 gp, 4d6 sp, 2 gems worth 2d10 gp, all hidden in a trapped chest. Trap: Poison Dart, Atk +8, Longsword +2 (1d8+1) or longbow +3 (1d8) Treasure: 3d6 gp, 3d6 sp, Necklace worth 150 gp.
15. Spiral Stairs
2. The dominating feature of this area is the chandelier. This is the upper landing of the Spiral Stairs from room 16. Sleeping Quarters.
The six lookout pirates share these three rooms. At any time, no more than four pirates will be asleep in here, and usually no more than two (usually the late watch sleeps during the day).
17. Training Room
This room is used by Sylvia and Dorian to train the pirates to fight. There are six additional swords here, plus four crossbows and 80 bolts. All are of normal quality.
14. Sylvia Treahugger's Room
(1d4 plus poison, dart), Search DC 20, Disable DC 18
Sylvia is the leader of the pirates, and also knows the signal codes. However, she has a secret. Her father was a captain of a ship taken by Redbeard's pirates, and she has vowed revenge. Since a frontal assault is suicide, she has decided to try infiltration. Eff: 1d8 (4hp) AC 15, Longsword +2 (1d8+1) or longbow +3 (1d8) Treasure: 3d6 gp, 3d6 sp, Necklace worth 150 gp.