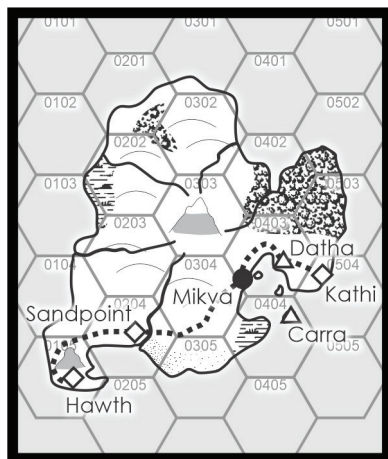


# A TABLETOP ROLEPLAYING SUPPLEMENT

COMPATIBLE WITH ALL  
RULES AND EDITIONS BASED ON  
THE ORIGINAL 1974 ROLEPLAYING GAME

## The Isle of Pyade

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**ISLE OF  
PYADE**  = 3 miles

### CREDITS

**Written by** Robert S. Conley

**Edited by** Joethelawyer

**Cover Art by** Richard Luschek

**Layout by** Robert S. Conley

**Inspiration and Design**

Joethelawyer, Tim Shorts, and Joshua Beck

## CREDITS CONTINUED

### Artists

Azukail Games, Jacob E. Blackmon, Bartek Blaszczyk, Daniel Comerci, Samantha Darcy, Dover Publications, Glen Hallstrom, Richard Luscek, William Mcausland, Malcolm McClinton, Jeremy Mohler, Louis Porter, Purple Duck Games, Dean Spencer, Mariana Ruiz Villarreal, Jeff Ward.

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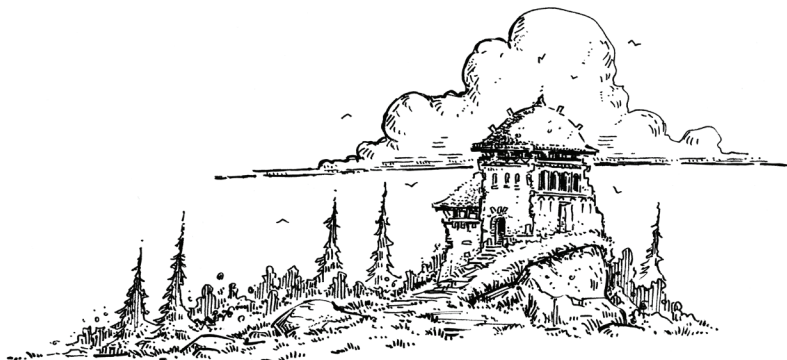
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# Contents

<b>Introduction</b> .....	<b>4</b>
The Larger World .....	4
Majestic Fantasy Realms .....	4
<b>Background</b> .....	<b>6</b>
<b>Terrain Features</b> .....	<b>10</b>
Amur Forest .....	10
Bay of the Dead .....	11
East Bay .....	11
Mount Devon .....	12
North Downs .....	12
South Bay .....	13
South Downs .....	13
Southpoint .....	14
The Midland Sea .....	14
The Sands .....	15
West Fen .....	16
<b>Lairs and Ruins</b> .....	<b>18</b>
0102 Giant Squids (Lair) .....	18
0201 Spies (Lair) .....	19
0203 Barrows (Lair) .....	19
0302 Bone Keep (Ruins) .....	19
0303 The Fortress of the Lich Lord (Ruins) .....	20
0305 The Lost Prince's Ship (Ruin) .....	20
0401 Aventis Village (Lair) .....	21
0402 Ruins of Sable Port (Ruin) .....	22
0503 Wereboars (Lair) .....	23
0505 Sahuagin Outpost (Lair) .....	24
<b>Locales</b> .....	<b>26</b>
0105 Hawth (village) Dwarf .....	26
0204 Sandpoint (village) Halfling .....	28
0403 Datha (hamlet) Human .....	30
0404 Carra (hamlet) Human .....	32
0504 Kathi (village) Human .....	34
<b>Mikva</b> .....	<b>36</b>
0403 Mikva (castle, town) Human .....	36
Shop Descriptions of Mikva .....	38
<b>Important NPCs</b> .....	<b>50</b>
The Barony of Pyade .....	50
The Thieves of Pyade .....	54
Dangerous Foes .....	56
<b>Encounters and Rumors</b> .....	<b>66</b>
Rumors .....	66
General Encounters .....	68
Regional Encounters .....	68
<b>Ships</b> .....	<b>70</b>
Crew .....	71

# Introduction

The Isle of Pyade is the setting I built to use as an example in my How to Make a Fantasy Sandbox book and blog post series. In How to Make a Fantasy Sandbox, the details of the island are scattered among the different chapters. In this book, the details have been consolidated and edited to present the Isle of Pyade as a coherent whole so you can easily use it as part of your campaigns.

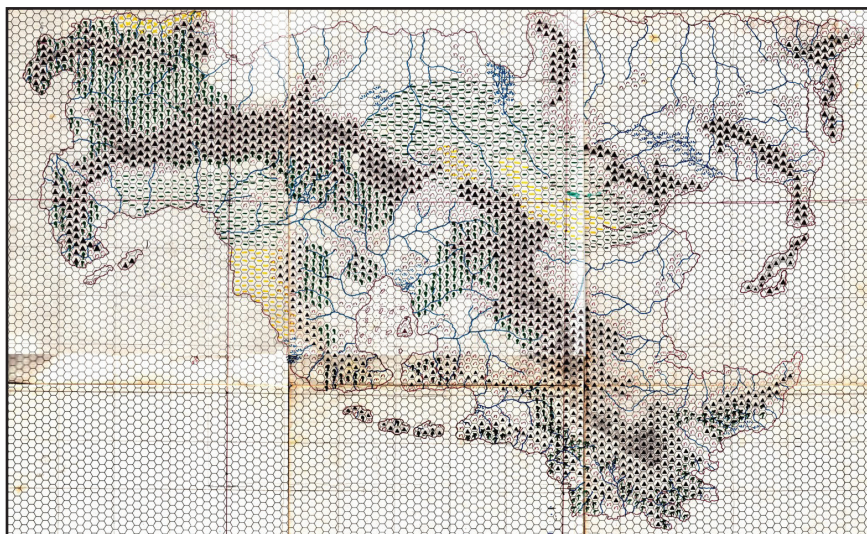
## The Larger World

The Isle of Pyade is part of an original setting I created when I was a lot younger. The main setting I used for my fantasy campaigns at the time was based on Judges Guild's Wilderlands of High Fantasy. The setting that Pyade was part of my attempt to make something original for my players. However, by the time I had done enough with this to use for a campaign, my players were not interested. They enjoyed my take on the Wilderlands and always wanted to play there whenever I ran a new fantasy campaign.

But I still had my maps and notes, and so when I started writing How to Make a Fantasy Sandbox, I decided I would finally put them to use as the example setting.

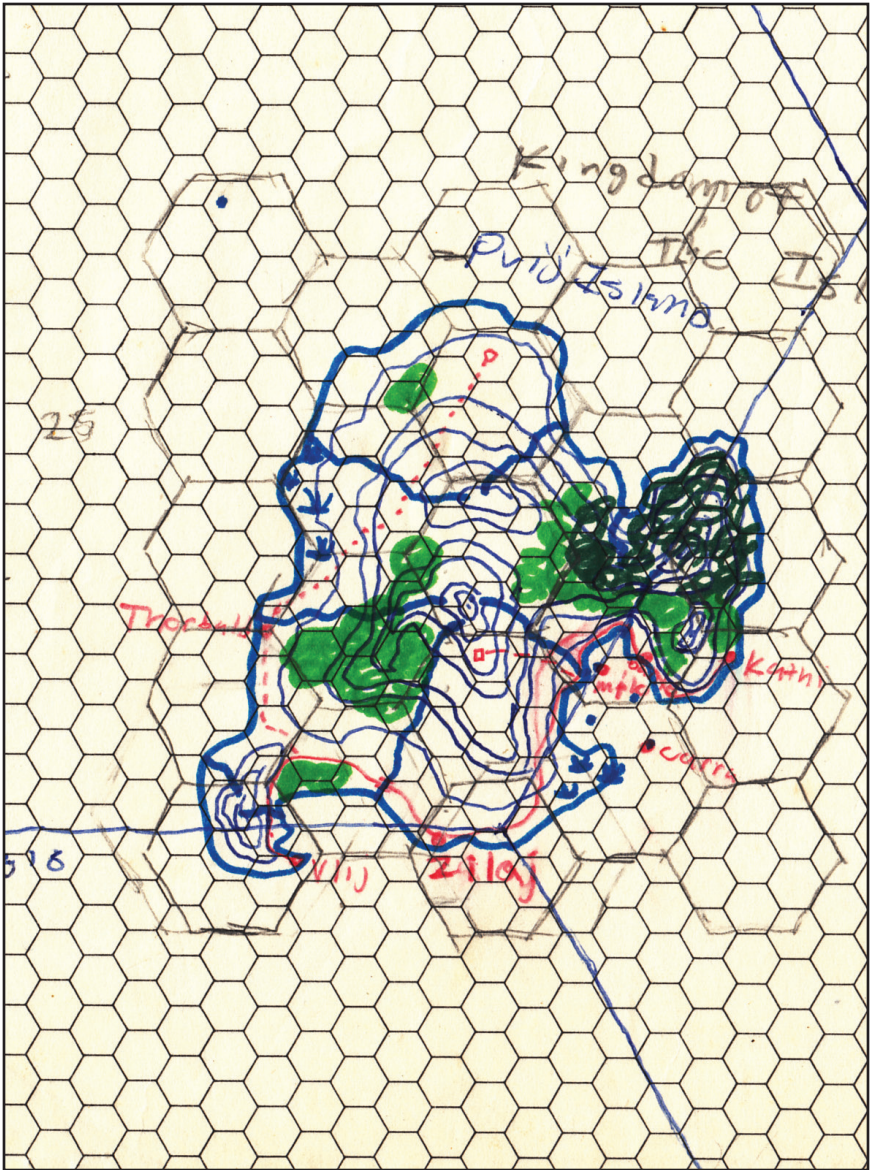
## Majestic Fantasy Realms

I will be adapting a version of the Isle of Pyade and the Kingdom of the Isles for the Majestic Fantasy Realms. The local details will remain the same, but the larger context will be altered to fit its location in the Majestic Fantasy Realms.



*Continental Map Circa (30 miles per hex) 1986*





Original Version of the Isle of Pyade (1 mile per hex) Circa 1983

# Terrain Features

## Amur Forest

This forest has some of the richest game on the island, but it has never been touched by the Gevons or the other island inhabitants. A pack of wereboars cursed by Tavaras still resides in the forest and attacks anyone who dares venture inside its bounds.

Spardon leads a sounder of 12 wereboars in the Amur Forest (0502). Their lair is found in a sea cliff cave in Hex 0503.

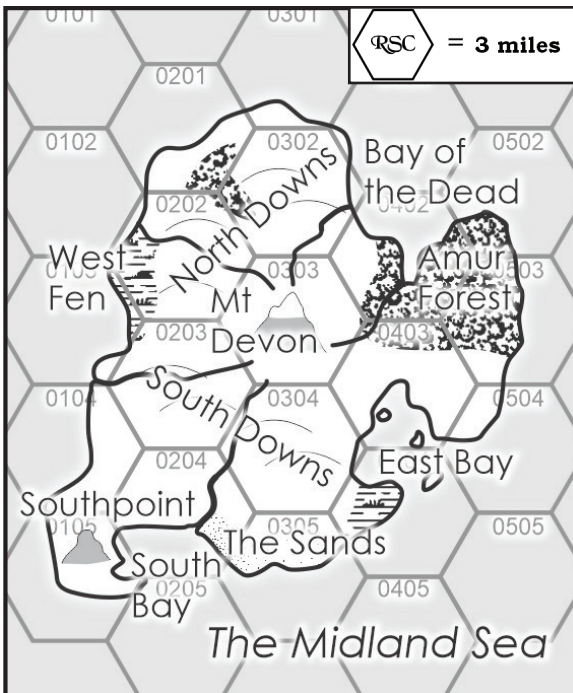
**Spardon (Wereboar):** HD 10+2; HP 64; AC 3[14]; Atk 1 bite (3d6); Move 12; Save 12; CL/XP 6/400; Special: Lycanthropy, Ring of Water Walking.

**Wereboar:** HD 5+2; HP 21; AC 4[15]; Atk 1 bite (2d6); Move 12; Save 12; CL/XP 6/400; Special: Lycanthropy.

**Treasure: Gems:** 2 x 50 gp; 500 gp; **Treasure: Parchment Map** To

**Coins:** 23 gp; **Gems:** 3x 10 gp; 2x 50 gp; 7x 100 gp; 5 x 500 gp;

The parchment map is to a treasure cache hidden by Spardon in The Fortress of the Lich Lord (0303). It is in the guard barracks on the 1st level.



## Bay of the Dead

Several attacks were made against the Lich Lord a century before crusaders from the Eainian Empire arrived. Launched by petty kings and barons, the fleets were sent to a watery grave in the bay, destroyed by the might of the Lich Lord. Dead sailors and warriors were reawakened as undead guardians of Sable Port. After the crusaders destroyed Tavaras, the bay was swept to eliminate their foul presence (or was it?). In the centuries since the bay has retained its foul reputation, and local fishermen avoid the area as well as the surrounding underwater denizens.

Numerous corporeal undead wanders at the bottom of the bay. They are the remains of the crusaders who attacked the Lich King.

**Wight:** HD 3; HP 11; AC 5[14]; Atk 1 claw (1hp + level drain); Move 9 (Swim 9); Save 14; CL/XP 5/240;  
Special: Drain 1 level with a hit, can be hit only with magic or silver weapons.

**Skeleton:** HD 1; HP 4; AC 8[11] or 7[12] with shield; Atk 1 weapon or strike (1d6) or (1d6+1 two-handed); Move 12 (Swim 3); Save 17; CL/XP 1/15; Special: None.

**Zombie:** HD 2; HP 7; AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6 (Swim 3); Save 16; CL/XP 2/30;  
Special: Immune to sleep and charm.

## East Bay

This bay is the main landing for the island. Every day at dawn, the bay becomes a riot of festive colors as fishermen hoist their sails to leave on their daily fishing runs. The fishermen return about an hour before sunset, and evening twilight is broken by the light of dozens of fires as they begin drying the day's catch. Watching this are four Sahuagin stationed in the swamp that makes up the southern arm of the bay. They have cunningly dug out a watchpost amid the tangles of mangroves. After the fishing boat leaves, they send out a fast swimmer to tell their brothers of any likely prey.

Fisherman ply their trade within the bay while patrols of 6 sahuagin spy on them.

**Fisherman:** HD 1; HP 4; AC 9[10]; Atk 1 Club (1d3); Move 12 (Swim 6); Save 17; CL/XP 1/15; Special: None.

**Sahuagin:** HD 2+1; HP 8; AC 5[14]; Atk 1 weapon (1d8); Move 12 (Swim 18); Save 16; CL/XP 2/30; Special: None.

## Lairs and Ruins

**Rob's Note:** Several locales include maps to other treasures. This was a common result of using the treasure types in the 1974 edition. Unless there is a specific note, the location these maps point to should be placed in other regions of your setting.

### 0102 Giant Squids (Lair)

This area is the spawning ground for Giant Squids. There is a 20% chance of a ship being attacked by 2d6 Giant Squids. This rises to 40% during the height of mating season between May and July. Lying scattered along the bottom of this area are the sunken remains of ships with treasure.

#### Treasure

**Gems:** 5x 10 gp; 4x 50 gp; 18x 100 gp; 11x 500 gp; 2x 5,000 gp;

**Jewels:** 1x 900 gp; 1x 1,000 gp; 1x 1,300 gp; 6x 2,000 gp; 3x 3,000 gp; 5x 4,000 gp; 1x 6,000; 1x 7,000 gp; 1x 8,000 gp;

**Treasure:** In a tube sealed with wax, a parchment map.

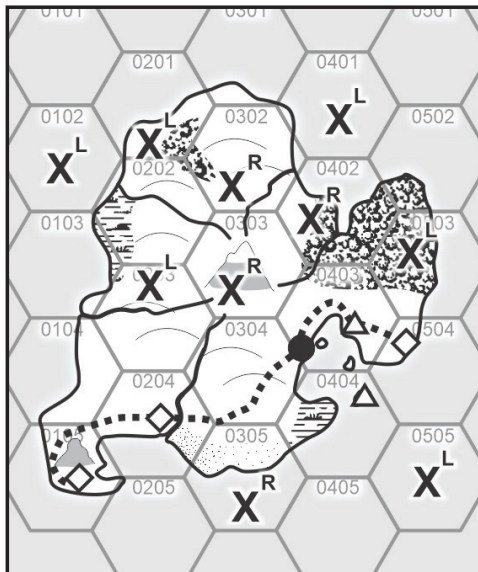
#### Parchment Map to:

**Treasure:** Lawful Sword +1 with Detect Gems, Empathy; Ego 2; Potion of Treasure Finding.

#### Roster

Swarms of 2d6 Giant Squids will attack.

**Giant Squid:** HD 12; HP 42; AC 7[12] head and tentacles; 3[16] body; Atk 8 tentacles (1d8+1), 1 beak (5d4); Move 0 (Swim 20); Save 3; CL/XP 14/2600; Special: Constrict



### 0201 Spies (Lair)

This is the camp of Sir Iago Dunth (Ftr 3) and the scouts (HD1). They have been sent by Emperor Clovis of Po to scout out the island's defenses. In Sir Iago's tent are 1,000 gp and 2,000 sp to be used for bribes. Hidden nearby is a 20-foot dingy with its single mast stowed in the hull.

**Sir Iago Dunth:** FTR 3; HP 14; AC 4[15]; Atk 1 Longsword (+1 to hit, 1d8); Move 6; Save 12; Special: STR 15

**Scouts (x10):** HD 1; HP 4; AC 5[14]; Atk 1 shorts sword (1d6); Move 12; Save 17; CL/XP 1/15; Special: None

### 0203 Barrows (Lair)

A dozen barrows dot the hills of this region. They were used by the island's original inhabitants to bury their chiefs. The malign influence of Tavaras has caused the dead to return as wights (3 HD). Today, only three intact barrows remain, along with their treasure and guardians.

**Wights:** HD 3; HP 11; AC 5[14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.

#### **Treasure**

**Coins:** 3,000 cp; 2,000 gp;

**Jewels:** 1 x 700 gp; 1 x 5,000 gp;

**Treasure 1: Coins:** 1,000 cp, **Jewels:** 1x 700 gp

**Treasure 2: Coins:** 2,000 cp, 500 gp

**Treasure 3: Coins:** 1,500 gp, **Jewels:** 1x 5,000 gp

### 0302 Bone Keep (Ruins)

These are the ruins of Bone Keep. It was also the hub for the latifundia dotting the North Downs during the reign of the Lich Lord. When the crusaders arrived, the slaves revolted and burned the tower down. Agarst, the wraith lord of Bone Keep, was trapped in the tower before it was set aflame. Today, the first floor remains intact, along with partial remains of the second floor. There are at least two explorable lower levels to the Keep, which connect to an unknown number of dungeon levels below.





## 0404 Carra (hamlet) Human

On an island in the middle of East Bay is the fishing hamlet of Carra. This hamlet is home to 75 humans living in mud and wattle huts. Conditions here are wretched, and these people are among the poorest on the island. The headman of the hamlet, Moran Loder, is also the leader of the small Pyade thieves' guild. He rules Carra with an iron fist, severely punishing anybody cooperating with Helmar and his yeoman.

### *Carra Locales*

- 1. Village Headman:** This is the home of Moran Loder, the headman of Carra and the leader of the small Thieves Guild of Pyade Island. He is a ruthless leader, and many of his enemies have disappeared into East Bay, never to be seen again. His grown son, Dodson, lives in Mikva, overseeing his father's interests. Moran is noted for his big ears, but few comment about it and survive. About his belt are numerous tally sticks. To outsiders, they appear to track what the village catches, but in reality, they are a coded record of his criminal empire.
- 2. Boatwright:** Geran the Marked is the village's boatwright. A human, he was raised among the dwarves of Southpoint, where he learned his craft from an expert woodworker. His skills are put to good use by Moran in the building of boats complete with secret compartments for smuggling. His body is covered with vivid tattoos of scenes and figures from dwarven legends.
- 3. Salter/Tanner:** Kals the Stench is the village salter and tanner. He also acts as Moran's fence, often packing goods to be sold in smelly barrels of cod and herring.
- 4. Fisherman:** Orsin is the leader of the largest gang of fishermen in the village. He is also devoutly religious, often quoting from the Canticles of Veritas while fishing or acting as Moran's enforcer.
- 5. Thieves Guild Lieutenant:** Pog the Crafty is Moran's lieutenant. He is often away from the village, dealing with thieves guilds on other islands in the Kingdom and even in the Empire of Po. He also uses these trips to find a way of restoring the magic power he lost when he was a youth. He was not born on Pyade and was briefly apprenticed to a mage. In an encounter he doesn't talk about, his natural ability is burned away. Chance brought him to Pyade and into the service of Moran. He was instrumental in Moran seizing control of Carras and the Pyade Thieves Guild 20 years ago. He has little interest in the guild itself.





## Carra Encounters

- A body is found on the shore north of Carra.
- The sheriff has an arrest writ for Hevus, a resident of Carra. He needs a well-armed party to go get him.
- Ordham's compatriots got busted last night and now sit in the Baron's dungeons. He needs a well-armed party to help with security for a meeting of smugglers that is happening that night at the entrance of the bay.

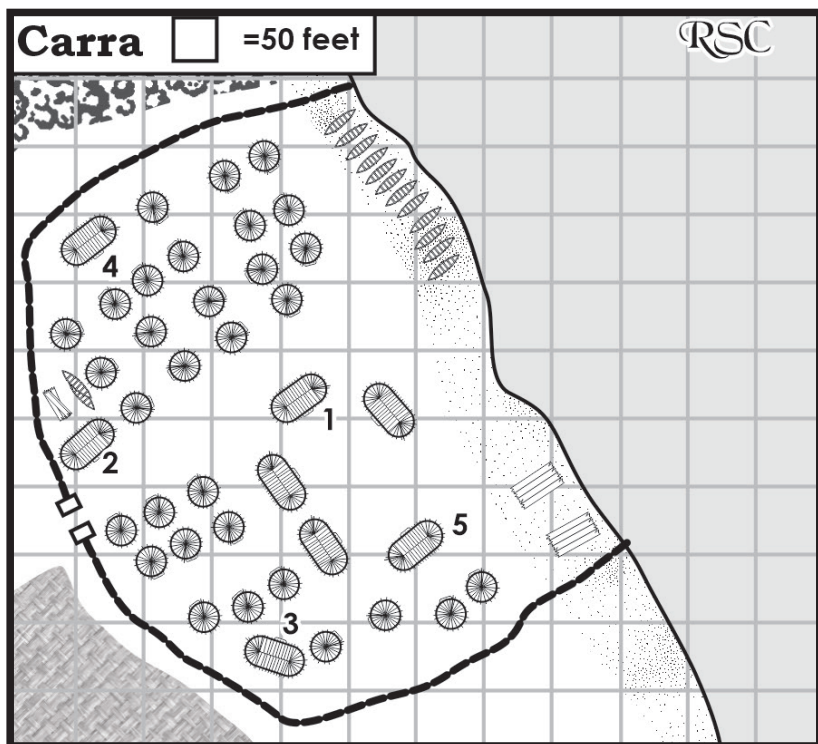
## Carra Roster & Treasure

A smuggling party will have 1d3 smugglers and 1d6 fishermen.

**Moran Lodar:** THF 4; HP 13; AC 7[12]; Atk 1 shortsword (1d6) or 1 Short Bow (2 atks, +1 to hit, 1d6); Move 12 (Swim 6); Save 12; Special: Dex 16, Leather Armor, +2 save vs. devices.

**Smuggler:** THF 1; HP 3; AC 9[10]; Atk 1 dagger (1d4) or 1 Shortbow (2 atks, 1d6); Move 12 (Swim 6); Save 15; Special: Leather Armor, +2 save vs devices.

**Fisherman:** HD 1; HP 4; AC 9[10]; Atk 1 Club (1d3); Move 12 (Swim 6); Save 17; CL/XP 1/15; Special: None.



# Mikva

## 0403 Mikva (castle, town) Human

This is a small castle town of 800 humans, along with several dozen Dwarves and Halflings. The castle itself sits on a bluff overlooking the bay. It is the seat of the current Baron of Pyade, Argus Gervon. Several trading vessels stop here every week to pick up ingots from Southpoint. Before the fall monsoon season, dozens of traders put in at Mikva to attend the Pyade Fair. Here, the island's grain, and more importantly, wool, is traded for goods and supplies needed for the next year.

Currently, the King's Sheriff, Tomar Revan, is staying with the Honorable Orlon Beras, one of the wealthiest merchants in Mikva. The sheriff is currently using offices at the Mikva Trading Hall to conduct his investigation of the Baron along with other royal businesses. There is considerable tension between Baron Argus and the sheriff.



## ***Mikva Encounters***

- A fight breaks out between the baronial loyalists and the king's men. It spills from the tavern out onto the street.
- A Giant Squid has taken a liking to Master Willis' barges. He wants the party's aid to kill or drive off the Giant Squid.
- The party walks by an alleyway where a bunch of folks are unloading a wagon. One of the crates falls, and a bunch of spearheads, swords, and arrowheads spill to the ground.
- Master Donovan from Sandpoint has a tear in his tent that renders it useless for market day. He needs somebody to get his spare from Sandpoint so he can properly set up for market day.
- In a market stall, the party comes across some scrolls that have details on Sable Port. They are quite old and brittle.
- The sheriff needs somebody to take a ride around the island, looking for anybody living in the wilderness. He wants to make sure the tax rolls are complete.
- Thomar Devar approaches the party. Several of his fellow fisherman buddies, have disappeared and he wants to hire the party to find them. (Sahuagin?). Thomar and his buddies are smugglers and are in league with Moran of Carra.

## ***Mikva Roster***

Baron Argus is the feudal lord of Pyade. Sheriff Tomar is the king's representative. They each have men at arms.

**Baron Argus Gervon:** FTR 5; HP 30; AC 2[17]; Atk 1 Longsword (+1 to hit,1d8); Move 6; Save 10; Special: STR 14

**Sheriff Tomar Revan:** FTR 4; HP 20; AC 4[15]; Atk 1 Longsword (+1 to hit,1d8); Move 9; Save 11; Special: STR 13

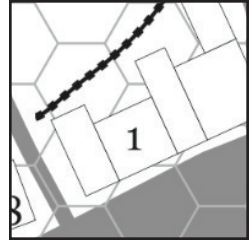
**Men at Arms:** FTR 1; HP 5; AC 5[14]; Atk 1 Spear (1d6) or Heavy Crossbow (1/2 atk, 1d6+1); Move 9; Save 14; Special: STR 11



## Shop Descriptions of Mikva

### 1) **Chandler, Quality: Average, Price: Average**

Age 49, Alfred was a soldier in the service of the King of the Isles. He is noted for his no-nonsense attitude and personal integrity. Well-respected, he is often asked to serve on juries and to witness important contracts. On occasion, he is known to take a case of fine wine in lieu of silver for his wares. Alfred learned his trade while serving as a quartermaster for his company. When he mustered out, he decided to use his share of the plunder to buy a chandler's franchise in Mikva. He also owns several acres about a half-hour's ride from Mikva, where he has set up a distillery to produce tar.



### 2) **Finesmith, Quality: Poor, Prices: Average**

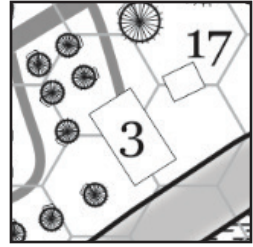
Ecgric, age 26, is the bastard brother of the Baron of Pyade. His father, the current baron's father, secured him a finesmith apprenticeship and later a franchise in Mikva. This has seriously upset Leudast, Mikva's other finesmith.

Ecgric gets along with his half-brother, the Baron, but the favoritism shown by his father has left him with an inflated sense of his importance. He will state his opinion whenever he can and attempt to join in on important events. Baron Argus tolerates this but will not give him any task or position where his brother is in charge.



### **3) Finesmith, Quality Good, Prices: High**

Leudast, age 64, was once a pirate on the Bloody Mary captained by Black Edward. His duties as the ship's carpenter included repairing all the metal fittings and parts. Forty years ago, he secretly betrayed Black Edward to the Kingdom of the Isles in exchange for a pardon and a master's license in the Finesmith guild. Eventually, Leudast wound up establishing himself in Mikva. He works hard at presenting a respectable front.



He has continued to maintain his contacts with the pirate community. Currently, he operates as a fence and source of information for Moran Lodar of Carra, the leader of Pyade's small Thieves Guild. Leudast is careful about keeping the two sides of his business separate and has murdered a dozen people over the years to keep it that way. He has about a half dozen associates he uses for his criminal activities. He and Ecgric do not get along, and Leudast is looking for some leverage in order to bring him under his control.

Leudast's distinguishing physical characteristic is his extreme hairiness. Despite his age, it has remained mostly black.

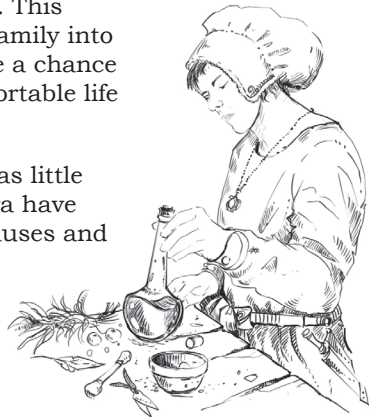
### **4) Herbalist, Quality: Good, Prices: Average**

This shop is run by the husband-and-wife team of Morath, age 36, and Bernira, age 32. Morath is the master of the shop. However, it is Bernira's skills and business sense that make it a success. Morath is madly in love with Bernira despite the extensive scarring she has from a bout with the pox (Charisma 7).



Morath's father was a prominent merchant in Mikva until he was caught using short weights. This and other indiscretions drove Morath's family into poverty. Bernira was the only girl to take a chance with him, and the two have built a comfortable life around Bernira's herbalist skills.

Because of his family's legacy, Morath has little influence in the town, but he and Bernira have quietly helped fund several charitable causes and will help anybody in need. Bernira is obsessed with keeping their house and shop clean, and will not hesitate to yell at customers to wipe off mud and dust before entering.





# ISLAND OF PYADE (Hex 0403) $\square = 40$ ft **Town of M**





**Valard the Yellow Mage, 9th Lvl Magic-User**

AC 6[13] (Bracers); HP 24; Save 7 (+2 vs. spells);

Move 120'; CL/XP 10/1,400;

**Attacks (x1)****Staff;** HTB +2, DMG 1d6; or**Large Dagger;** HTB +2, DMG 1d4;**Attributes**

Str 9 (+0); Dex 11 (+0); Con 10; Int 17; Wis 12; Cha 13;

**Possessions**Clothes, Staff w/ *Wizard's Touch*, Bracers of Defense AC 6[13], Amulet of Protection from Constructs (1 charge), Scroll of *Magic Missile*, Potion of Extra-Healing, Potion of Healing, 264 gp (personal), 13,134 gp (treasury)**Grandmaster Typical Spells****1st Level:** *Hold Portal* x2, *Charm Person*, *Light***2nd Level:** *Web*, *Detect Evil*, *Strength***3rd Level:** *Dispel Magic*, *Suggestion* x2**4th Level:** *Wall of Ice*, *Ice Storm***5th Level:** *Transmute Rock to Mud***Sheriff Tomar Revan**  
**(Mikva, Hex 0403)**

Sheriff Tomar Revan is a young, portly man known for his brilliant intellect and jovial manner. He is a strong proponent of the king's new policies and has been sent to Pyade to manage the royal properties, namely the several herds of sheep whose wool has been particularly profitable in the past decade. The Sheriff is a 4th level Fighter.

**Sheriff Tomar Revan, 4th Level Fighter**

AC 4[15]; HP 20; Save 11;

Move 90'; CL/XP 4/120;

**Attacks (x1)****Longsword;** HTB +5, DMG 1d8**Large Dagger;** HTB +5, DMG 1d4;**Attributes**

Str 13 (+1/+0); Dex 10 (+0); Con 11; Int 11; Wis 9; Cha 12;

**Possessions**

Chainmail Armor, Medium Shield, Longsword, Large Dagger, 2 potions of Healing (1d8+1), 93 gp.

**Baron Argus Gervon**  
**(Mikva, Hex 0403)**

Baron Argus is in his late 40s and is known to be a pious adherent of Veritas the High Lord. He considers himself to be a patron of the church. He is also meticulous in his appearance and orders the latest fashions from the mainland. The Baron is very conscious of the legacy of the Gervon family and deeply resents the royal intrusion on his family's island.



**Baron Argus Gervon, 5th Level Fighter**

AC 2[17]; HP 26; Save 10;

Move 60'; CL/XP 4/120;

**Attacks (x1)**

**Longsword +1; HTB +6, DMG 1d8+1**

**Large Dagger; HTB +5, DMG 1d4;**

**Attributes**

Str 14 (+1/+0); Dex 12 (+1); Con 9; Int 11; Wis 11; Cha 10;

**Possessions**

Plate Armor, Medium Shield, Longsword +1 (Tavaras' Bane), Large Dagger, Potion of Healing (1d8+1), 234 gp (personal), 26,482 gp (treasury).



## **The Black Queen**

### **(Fortress of the Lich Lord, Hex 0303)**

A powerful sorceress who rose high in the service of the Dark Lord prior to the Cataclysm. After the Cataclysm, she was one of several of the Dark Lord's lieutenants assigned to explore the newly created Midland Sea. After the fall of the Dark Empire, she allied with the lich Tavaras on the isle of Pyade. It was an uneasy alliance at best.

When the Crusaders of the United Church arrived, she was nearly killed alongside Tavaras. Thanks to the aid of the Rot Lord, she escaped the crusaders by fleeing into the Underearth. Now, she has returned to Pyade and is slowly building up her power to seize the island. Ultimately, she wants to reforge the Dark Empire. She currently exists as a wraith-like creature still in possession of formidable skills as a magic user.

<b>The Black Queen, Wraith Lord</b>
Init +3; AC 2[17]; HD 12; HP 50; Save 3;
Move 150'/300' (fly); CL/XP 14/2,600;
<b>Attacks (x1)</b>
<b>Staff of Power:</b> HTB +12, DMG 2d6;
<b>Special</b>
<b>Chilling Touch:</b> If a Wraith Lord hits with its touch or weapon, the victim will lose two points of strength. If the victim's strength is reduced to 0, he will die and will rise as a Wraith 1d4 rounds later. The lost strength is completely restored if the victim is able to rest for two hours.
<b>Magical Immunity:</b> The Wraith Lord can only be damaged by magic, magical weapons, silver weapons, or spells.
<b>Arcane Spell Caster:</b> The Black Queen is a skilled magic-user and can cast spells as a 12th level Magic User.
<b>Possessions</b>
Wand of <i>Magic Missile</i> (10 charges, 5 missiles, 1d4+1 each), Bracelet of <i>Teleport</i> (1 Charge), Jeweled Necklace (2,225d)
<b>Typical Spells</b>
<b>1st Level:</b> <i>Hold Portal</i> x 3, <i>Sleep</i>
<b>2nd Level:</b> <i>Web</i> x2, <i>Strength</i> , <i>Mirror Image</i>
<b>3rd Level:</b> <i>Hold Person</i> , <i>Suggestion</i> x2, <i>Fireball</i>
<b>4th Level:</b> <i>Dimension Door</i> , <i>Ice Storm</i> , <i>Polymorph Other</i> , <i>Wall of Ice</i>
<b>5th Level:</b> <i>Monster Summoning III</i> , <i>Cloudkill</i> x2, <i>Telekinesis</i>
<b>6th Level:</b> <i>Death Spell</i>
<b>Harvest</b>
Necromantic Essence 200 gp;



*Important NPCs*



## General Encounters

Roll	Description
1	Captain Arvis Black and his ship, the Red Revenge, are encountered. If it is on the water, then it is a ship-to-ship confrontation. On land, a shore party is encountered.
2	After a storm, the bodies of several Sahuagin are found washed up on the shore. One of them has a route map in the form of a coral sculpture to the Sahuagin lair that can be interpreted by Valard the Yellow Mage of Southpoint.
3	A small shrine to Saint Edmund exists on an accessible ridge just below the peak of Mount Devon. A party of 3d6 pilgrims is encountered while making their way to the shrine.
4	An avalanche on Mount Devon has uncovered a small outpost of Tavaras the Lich Lord. It is a two-level complex.
5	The fishermen of the Midland Sea periodically hold untaxed illegal fairs to trade with each other. Loud noises draw the party to one such fair being held on the north shore of the Isle of Pyade.
6	The annual tavern race is about to start. Running from Hawth to Kathi, the participants are required to stop at each of the half-dozen taverns on the island and drink at least four mugs before moving on.
7	Baron Argus Gervon is hunting the slopes of Mount Devon. He is annoyed at the lack of game. Upon encountering the party, he blames them for scaring away the game and fines them 100 gp each for forest law violations.
8	On the east shore of the Isle of Pyade a beautiful voice is heard singing. It is Merisa, the daughter of King Tuoris of Aventis singing, while resting on the rocks on the shoreline. She has an 18 charisma.

## Regional Encounters

Northern Wilderness (north of hex row 04) (roll 1d4 + 1d8)	
2	An ancient treant, upset about intruders on the island.
3	A pack of Wereboars from the Amur Forest led by Spardon, their leader
4	A noble hunting party from Mikva out hunting deer.
5	A Giant Eagle on the hunt. Its nest is on Mount Devon
6	A small group of Dwarven miners from Hawth prospecting for minerals
7	A group of Halfling foragers from Sandpoint gathering rare herbs
8	A wandering cougar patrolling its hunting ground.
9	A pack of Wolves stalking a prey, possibly the party
10	A patrol of skeletons led by a Wraith from the Black Queen foraging for viz and rare herbs.
11	A roving band of sailors out on a hunting expedition from a ship anchored on the north shore.
12	Valard the Yellow Mage practicing magic, causing confusing sights and sounds.