

INTRODUCTION

ABOUT THIS ADVENTURE

Isle of Joy is an adventure like no other—a brooding, psychedelic trip across a haunted island, as well as a fractious exploration of the nature of identity, and a frightening battle to survive in a world gone mad. We hope you enjoy this complex and touching tale of dangerous spirits, mad gods, and an island that will do whatever it takes to make you stay on it forever.

Midlevel Play

Isle of Joy is intended for parties of three or more characters of 4th-7th level. Sources of healing are rare on the Isle, so parties that are not well-equipped with healing potions should include a cleric. While a magic-user is not absolutely necessary to complete the adventure, several of the encounters and set pieces will be much more manageable with at least one arcane spellcaster.

Overall, groups should be prepared to spend 50-100 hours exploring the Isle of Joy.

Death and Dying

Some aspects of this adventure are extremely deadly and there are several encounters and set pieces that, if the party gets stuck in combat, could result in high casualties. Players who lose characters on the Isle can choose to roll up new 4th level characters as random castaways, or promote one of the many NPCs presented in this book to their new character.

OLD-SCHOOL ESSENTIALS

This book's rules are 100% compatible with Necrotic Gnome's **Old-School Essentials**. It can be played with OSE's Basic Rules or Classic Fantasy Core Rules, with the classic B/X rule set or any other OSR retro-clone.

Required for Use

- **Old-School Essentials: Basic Rules.**
The bare minimum required to play this adventure.

Optional Books

- **Old-School Essentials: Classic Fantasy Rules Tome** While it's possible to go without, the player and referee options for **Old-School Essentials: Classic Fantasy** are highly recommended. Several encounters directly reference the Classic Fantasy Rules (or the corresponding Monsters and Treasures books).
- **Aquatic Adventures.** We included all the rules you will need for adventuring in the sea, but our **Aquatic Adventures** book can greatly expand the undersea elements of this adventure.
- **Deluge!** Expand your offshore encounter options with this awesome zine from all-star contributors such as Brad Kerr, Diogo Nogueira, Luka Rejec, Goran Gligovic, and many more.

MEANS OF ESCAPE

There should be more than one form of escape available to PCs. Some possible options the referee may choose from include:

Resolving the Trauma of Avos and Circana

Characters who encounter manifestations Avos and/or Circana may seek a way to help these long-dead magic-workers come to terms with their loss, especially if they see the couple reunite at **Ivut's Rock**. This is a role-playing heavy solution, likeliest to work after a prolonged investigation of the Isle.

Liberating All of the Isle's Major Spirits

These spirits first need to be defeated in combat and then bound by a spiritcrafter. Once it reaches the end of its service, a spirit is free to leave the Isle. At the very least, this should include all of the spirits on the table on pg. 8, but more can be generated as desired using the tables on pg. 149.

Escaping into The Ship That Has Sailed

This is only possible during the brief period of time while the Isle is between states. See pg. 102 for more detail.

Leaving the Isle and Remaining Sway While the Isle Is Reunited

Though risky, characters who are far offshore may be "left behind" when the Isle is again Sundered and relocates to someplace else. Since having PCs starve to death (or resort to cannibalism) at sea is no fun, it is advised that the referee quickly resolve the characters' fate, whether by rolling to see how or whether they are rescued, or simply ruling that a roll will determine how long the characters must wait for rescue (and how it affects their condition).

Exit through a Portal

Characters may decide that they can escape the Isle by using the **Hades Gate** (pg. 49), or possibly by magically modifying the **Crack in the World** (pg. 83) or the **Observatory** in the **Mansion in Ruins** (pg. 37). The details of an adventure through the Underworld or some other otherworldly destination are left to each referee to devise, but it is entirely feasible that on their return to their home world, characters could emerge in a place other than the Isle.

Joining Forces with Others Who Have a Way Out

The Isle is crawling with different factions likely seeking a way home. Magic, science, a stray artifact, or divine intervention can all generate a means of escape, or perhaps some group of outsiders purposely visiting the Isle may offer a way off, for the right price.



THINGS SAID AND SEEN...

Rumors and tales concerning the Isle have existed since people first set keel to breakers and set forth on the sea. The ultimate origins of its mysteries are lost in the mists of time, but attentive visitors or castaways can guess at parts of its story, including hints of an ancient, heartbreaking tragedy.

Speculations, distortions, wishful thinking, conflation and confabulations, and nightmares all roil and jostle among the stew of rumors about the Isle.

Isle of Joy Rumors

1d20	Rumor
1	The Isle cannot be approached without magic: it seems to forever recede away from approaching ships, as if fearful of newcomers.
2	The Isle is haunted by ghosts of a long-ago tragedy, who torture any unfortunate soul that visits its shores.
3	Sometimes the Isle of Joy appears as a single island, while at other times it splits into two, three, or more separate isles, each ruled by different spirits fighting an eternal war.
4	The Isle moves from one place to another, almost as if it were hunting.
5	Nobody who has landed on the Isle has ever left it.
6	Those who land on the Isle learn a great mystery about which they are sworn to secrecy before being sent back out into the world. All eventually occupy positions of great power in the world's great nations.
7	The Isle is anthropophagous: it literally devours people.
8	The Isle is a place that exists only in the world of dreams: it manifests in our world only occasionally, and those who see it have been specially chosen.
9	Anyone who stays on the Isle for long is driven insane: terrified of storms, unable to speak, unable to return to their homeland, and possessed forever with a longing to return to the Isle.

1d20	Rumor
10	Wondrous treasures and magical marvels litter the Isle, but anyone who eats or drinks anything there is trapped forever.
11	Anyone who sleeps on the Isle, becomes unwilling to leave it, and must remain there forever.
12	Everyone who sets foot on the Isle becomes its prisoner, though on rare occasions, a window of opportunity to flee opens up. (At those moments, one must swim into the ocean as quickly as possible.)
13	A secretive band of boat-bound people live in small canoes surrounding the Isle, never setting foot upon it but worshipping it as a god. The Isle speaks to them alone.
14	Somewhere in the tangled wilderness of the Isle is a lost city filled with children who are the stewards of its gold.
15	The Isle demands a different sacrifice from each visitor, communicated through coincidences and magical signs. Those who fail to make the demanded sacrifice face the Isle's wrath.
16	The Isle is surrounded by fabulous shipwrecks crammed with priceless treasures. The Isle is sentient and hoards treasures; any treasure ship passing near is at risk of a stormy attack.
17	The Isle is populated entirely by women, and when a man crashes upon the Isle, he may enjoy their company for a year, after which he is transformed into a beast.
18	The Isle is populated entirely by men, who fear and flee from women.
19	Those who speak of the Isle are liars: it is an old wives' tale, nothing more.
20	The Isle is a sort of "fishing bait" that is used by an evil, underwater civilization: ships approach it hoping to restock their fresh water supplies, and are dragged down into the black, sunken city beneath the waves.

THE TRUTH(S) ABOUT THE ISLE

... will not be divulged here: it is for each group to puzzle out, imagine, or decide for themselves.

Nonetheless, some facts hint at the nature of what happened at the Isle. Those facts are as follows:

- The Isle has **two basic states**, between which it cycles unpredictably:
 - ▶ **Sundered:** It is split into two separate Isles (plus a few outlying fragments), each associated with different individuals from the tragedy that transformed the Isle, as well as specific dark emotions born of the tragedy, which have taken on supernatural power. The westernmost isle is called Circana, and the easternmost one is Avos. This is its default state.
 - ▶ **Reunited:** It is a single island known simply as The Isle, and is a joyful place of wonder, plenitude, love, and pleasure.
- Nobody seems to know quite how or why the Isle switches between the two states. (However, see pg. 17 for PC actions that can trigger the shift to its Reunited state.)
- The Isle is home to many strange beings connected to its history or entrapped within its warping power. Most remember little or nothing of its history and origins, if they ever actually knew it.
- The sea around the Isle is home to countless shipwrecks from myriad cultures, as well as a strange, insubstantial sunken city populated by ghostly beings.
- The Isle is also inhabited by many castaways: most who are in human form and a few who've metamorphosed into other forms.

Player characters may be able to figure out parts of what occurred on (and to) the Isle—the parts that protrude above the surface of countless eons of time—but other elements will likely remain enigmatic.



APPROACHING THE ISLE

When one approaches the Isle, a number of things may happen.

If the characters are purposely seeking the Isle, it tests their resolve through one of several strange “games.”

Isle Games

1d6	Game
1-3	The Isle plays hide and seek , appearing from and disappearing into a thick fog that appears from nowhere.
4-5	The Isle plays keepaway , remaining on the horizon for 1d3 days, then appearing at a different (randomly determined) point on the horizon in another direction.
6	The Isle plays watch-a-clock : days and nights seem endlessly exhausting and terrifying to those crewing the ship.

If they were on their way somewhere else, it may simply appear on the horizon as they pass it, or it may conspire to bring them to its shores by one of the following means:

Isle Entrapment Tricks

1d6	Trick
1	The Isle halts the winds for many leagues around, leaving the ship adrift until they are low on supplies, then calls the winds to carry the ship to the Isle's vicinity.
2	The Isle throws up frightening images from the horizon: ships stalking the PCs' ship, great shadows in the sky, or worse, before appearing as a welcoming haven from the terrors.
3	The Isle calls up a terrible storm, pummeling the ship and (possibly) sinking it, rendering the player characters castaways.
4	The Isle summons spirits to carry the ship to its shores.
5	The Isle enspells the rats on board the ship, multiplying them and leaving them fecund and ravenous, so that the ship's stores are quickly depleted.
6	The Isle unleashes elemental curses upon the ship: food freezes and is ruined; fires erupt spontaneously; ale barrels leak deadly "carbonic gas" (carbon dioxide) that fills the hold.

STARTING CONDITIONS

When player characters end up as **castaways**, they can lose most or all of their belongings. This may be unreasonably harsh outside of the context of a one-shot adventure.

For established characters, it is fairer—or at least kinder—to either allow them a roll of a 2d6 (or just choose whatever mode seems most appropriate for your game):

Isle Starting Conditions

2d6	Description
2-3 Hard	The characters lose anything not reliably on their person at all times . (Most medium or large-sized weapons, traditional spell books, armor, treasure, etc. are likely lost, although they may wash up on shore later on.)
4-9 Moderate	Announce that the ship is sinking. Tell the players to choose 3 small or medium items on their character sheets to save, stuff into their clothing, or tie to themselves before the ship sinks. Count aloud from 20 to add a little pressure.
10-12 Easy	Characters manage to throw most of their crucial belongings into a rowboat and escape, losing little or nothing (save heavy loot and treasure) as the ship goes down.



THE ISLE AS IT IS NOW

The Isle has two states, and spends most of its time in the Sundered state. However, it transitions between this state and its Reunited state in what seems (mostly) to be an unpredictable fashion.

The best way for a referee to run this is to determine what state the Isle is currently in, and how long it will be until the Isle changes its state.

Isle Current State

2d6	Sundered Period Duration	Reunited Period Duration
2	3d6 minutes	3d6 minutes
3-4	1d10 hours	1d4 hours
5-8	1d4 days	2d8 hours
9-11	2d4 days	4d6 hours
12	4d6 days	6d6 hours

Most of the time, the Isle is Sundered, so locale descriptions that follow treat the Sundered state as the default, and are followed by a brief description of how the area or locale differs when the Isle is Reunited. (Likewise, monster descriptions note if, and how, state changes affect each creature unique to the Isle.)



CHANGING THE ISLE'S STATE

Although PCs should not ever gain complete control of the Isle's state, they could optionally discover ways of triggering its Reuniting. All of the following are appropriate triggers, though for ease of tracking, it might be best for the referee to choose a smattering from the list.

- Sparing the life of a stranger or potentially dangerous individual.
- Giving aid to a stranger or potentially dangerous individual.
- Expressing forgiveness for any misdeed.
- Helping or protecting a child in need.
- Liberating a spirit from its entrapment on the Isle.
- Bringing joy to the ghost of Ivut, who is usually on **Ivut's Rock** (pg. 101).

As the Change Occurs

Anyone standing on the eastern shore of Circana or the western shore of Avos will see the land bridge as it rises from the sea.

Isle Relocation

Each time it goes through the cycle of being Reunited and then Sundered again, a shimmering haze briefly descends and the Isle relocates within the campaign world.

- The Isle appears hazy and insubstantial to anyone offshore.
- The process takes 1d4 turns.
- Everything within five miles of the shore and other fixed locales on the game map (including **The Unborn City**, **Shipwrecks**, and **The Ship That Has Sailed**) "follow" the Isle to its new location, along with all the strange creatures affected by the Isle's magic.
- Everything beyond that range is left stranded on the open sea.

Die Drop Method

To determine the new location of the Isle, drop a die onto your campaign world map. If it falls inland, flick the die toward/onto the nearest body of salt water until it lands somewhere at least 20 miles from shore.

CIRCANA

*An isle—or half an isle, mayhap?—
suffused by feminine pow'r,
fertile, febrile, metamorphic,
home to a tortured witch-ghost
doubly bereaved by eternity.*

Circana is the westernmost portion of the Isle of Joy. It is pervaded by a “maternal” force that is immediately apparent to anyone who lands there. This force has no immediate effect on characters, but visitors will notice that most of the castaways encountered here are identifiably female, and that the Isle is incredibly fecund: wild boars and goats are constantly dropping litters (even in the absence of male boars), tropical fruit abound (but, notably, no apples), and blossoms spring forth from yesterday’s footprints overnight.

Major terrain types/regions of the Isle include the following:

The South Shore

A sandy beach, often abandoned but occasionally occupied by castaways, and predatory dire seagulls who sometimes (10%) join any other battle occurring in the area.

The Sundering

Circana’s east coast: rocky but near Avos’ west coast, and thus a point of interest to many.

The Bush

Overgrown jungle containing several ruins, inhabited by wild boar, bush chicken, and scattered predators.

The Monkey Queendom

A section of the **Bush** dominated by a small civilization of intelligent, carnivorous monkeys.

The Foothills

Low-lying hills, home to castaways, wandering spirits, and storms.

The Mountains

Rough, dangerous, wild, and rocky, these are home to the most dangerous and insane of spirits on the Isle.



CIRCANA SPECIAL EVENTS

After spending one night on Circana, characters glimpse a feminine figure at random times and places throughout the Isle, often at night during watches or when awakened from sleep. She is always:

- **Youngish** (mid-to-late 20s).
- **Dark-skinned, and tattooed** with sigils that move as if alive.
- **Dressed in unfamiliar foreign clothing** and golden jewelry.
- **Weeping** with rage (when the Isle is Sundered) or stripping away clothing and hurrying eastward (when the Isle is Reunited).

On the night of the next Full Moon, all characters who remain on/in Circana sleep deeply, dreaming of this figure. Often she will be pursuing the character through the jungle, or calling out to them by name from the darkness.

When they wake, each affected character will become subject to one of the effects from the table below. This effect can be halted if affected characters leave **Circana** and stay away for one full night before returning. (For those who leave Circana and return again, this cycle recurs with each following cycle of the Moon.)

Most effects are temporary, until the character leaves the Isle for a full night or until the Isle Reunites. A few effects are permanent.

Extended Circana Exposure Effects

2d4	Result
2	Character begins constantly hearing their own mother's singing voice. (Even if the character never knew their mother.) The distraction imposes a -1 penalty on all rolls/for each 3 hours the character lingers thereafter, until the character spends a full night away from Circana.
3	Character begins aging backwards at a rate of 3d4 years per hour. The effect on the character's physical and mental statistics will be determined by the referee, though reaching childhood should cause a sharp drop in Strength, Constitution, and Wisdom. The character's aging returns to normal once they leave Circana, but the age change is not undone.
4	Character's shadow begins to detach from the PC. It detaches after a number of hours equivalent to the PC's hit points, and becomes a regretling. The PC becomes comatose and the regretling is the player's new PC (retaining their personality, but using the statistics for regretlings on pg. 107) until the Isle next Reunites.
5	Character is transformed into a random mundane animal of the referee's choice. (See Jungle Random Encounter Table, pg. 56.) Each time the Isle is Reunited thereafter, the PC may save vs spells . Upon a success, the character reverts to their original form. Leaving the Isle does not reverse this transformation, but <i>remove curse</i> does.
6	Character becomes sleepy and stiff-limbed, losing -1 Dexterity per hour they remain on Circana. When their Dexterity reaches 0, the character is permanently transformed into a conscious, speaking, motile fruit tree until the Isle is next Reunited.
7	The character shrinks by one foot per hour of exposure to the Isle. The effect on physical ability scores is determined by the referee. The shrinking stops when the character leaves Circana, but any physical change that has occurred by that point remains permanent (though it can be undone with a <i>remove curse</i> spell).
8	After one hour per hit point of the character, the character transforms into a servatus spirit (randomly rolled using the tables beginning on pg. 149). As soon as the character leaves Circana, they revert to their original form.

CIRCANA FIXED LOCALES

A number of locales of note exist across the isle of Circana:

A. *The Mother Temple*

A temple to an unknown goddess where a strange force dwells, acting upon all who take shelter there. Inhabited by a cult known as The Listeners, as well as some castaways.

B. *The Hovels*

A miserable set of temporary shelters used by castaways, especially males temporarily on the Isle.

C. *The Monkey Palace*

A treetop palace at the center of the area known as the **Monkey Queendom**, where Queen Bhamga rules her zealot nation of carnivorous monkeys.

D. *The Bathing Pool*

A stagnant, foul pool guarded by a spirit-crone, which undergoes a miraculous change when the Isle is Reunited.

E. *The Mansion in Ruins*

The shattered remnants of a once-remarkable, ancient mansion that occasionally regains its former glory. Inhabited by a coven of witches known as The Seekers.

F. *Ivut's Grave*

A mysterious grove of flowers concealing dark secrets.

G. *Circana's Cave*

A deep, dark cave enchanted by a bizarre magic of secrecy and shadows.

H. *The Hades Gate*

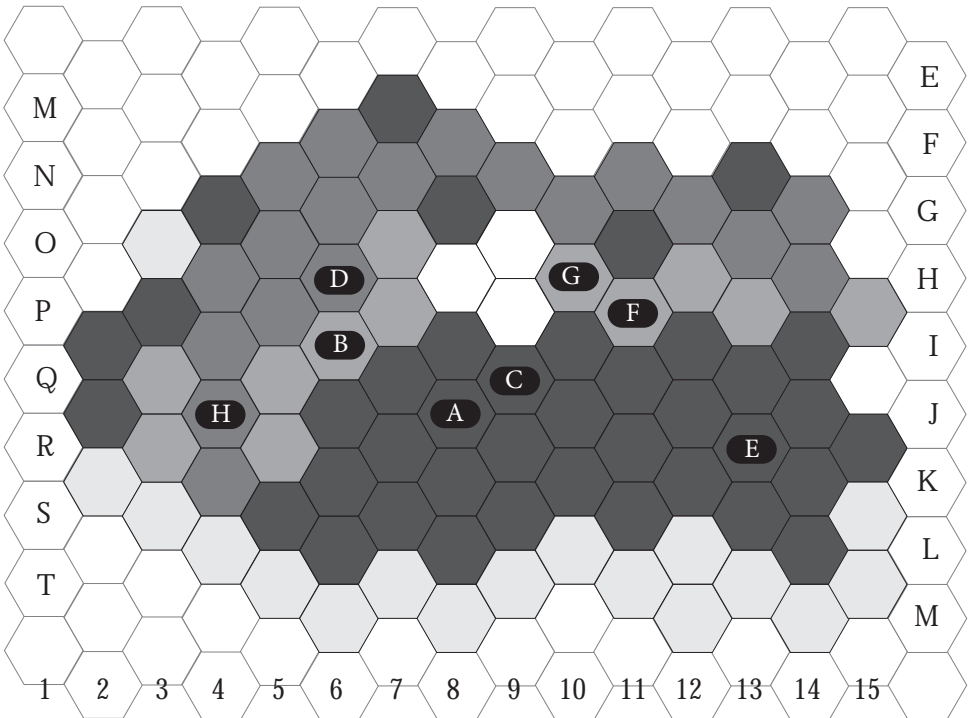
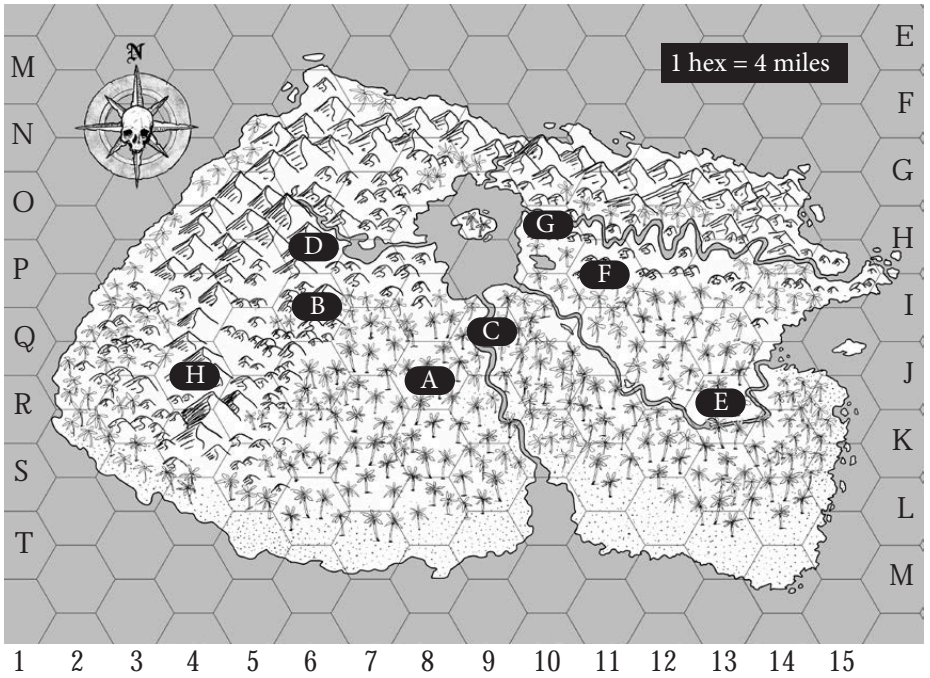
An iron-doored portal to the underworld, controlled by a strange guardian-summoning ritual learned in dreams.

For Set Piece and Random Encounters, see pg. 52.

CIRCANA FACTIONS

Aside from transient castaways and visitors from Avos, there are a few stable groups of people on Circana.

- **The Seekers.** A coven of witches who live in the **Mansion in Ruins** (pg. 37) and study its mysteries in brief bursts when they are able.
- **The Mother Cult.** A group of women who believe Circana is itself a kind of goddess in conflict with a male deity named Avos, who live and worship at the **Mother Temple** (pg. 26).
- **Eekal.** A trio of feminine spirits who hunt male castaways and offer bargains to female ones (pg. 54, result 6).
- **The Monkey Queendom.** A small civilization of intelligent, carnivorous monkeys who are zealots about “freeing” humans’ souls from the prison of their “inferior, ugly bodies” (pg. 32).



THE MOTHER TEMPLE (A)

*The sacred fails—see the light gutter?
In the green wilderness voices mutter,
the faithful gathered in the shining ruin
in the hope that it shall be restored soon
and they shall emerge, wondrously groomed,
to sing at the edge of the Mother Wound.*

A dilapidated ruin barely visible over a palisade of wooden logs, surrounded by a ring of strange carved statues. Within lies an open-aired temple devoted to a mysterious goddess known as The Mother.

Here dwells a community of fluctuating size (ranging from 20–25 women) composed of both fanatical cultists and less-committed hangers-on called by others The Mother Cult. They speak their own unusual creole, but a few can speak the player characters' language as well. The leaders of this community are:



Myra Hamlin (2nd level thief)

A would-be assassin who has begun to suspect that the Mother is no goddess but rather a charming demon.

AC 8 [11] (leather), HP 8, Att 1 × short bow (1d6) or 1 × dagger (1d4), THAC0 19 [0], MV 90' (30'), SV D13 W14 P13 B16 S15, AL Neutral, STR 8, INT 10, WIS 12, DEX 6, CON 12, CHA 12

Ardise Ravenhair (4th level cleric)

Cleric of the Mother. An anxious schemer who seeks to convert interlopers, but has a habit of eventually tossing those who refuse down into **The Mother Wound** “to feed the mother” (see 7, pg. 29).

AC 5 [14] (leather + shield), HP 11, Att 1 × war hammer (1d6) or 1 × spell, THAC0 19 [0], MV 90' (30'), SV D11 W12 P14 B16 S15, AL Chaotic, STR 14, INT 14, WIS 14, DEX 13, CON 11, CHA 16

- **Spells:** *light, detect evil, snake charm.*

Usha Bhivant (3rd level cleric)

Cleric of The Mother. A shrewd leader and negotiator.

AC 6 [13] (leather + shield), HP 11, Att 1 × war hammer (1d6) or 1 × spell, THAC0 19 [0], MV 90' (30'), SV D11 W12 P14 B16 S15, AL Chaotic, STR 13, INT 10, WIS 8, DEX 11, CON 7, CHA 7

- **Spells:** *light, remove fear.*

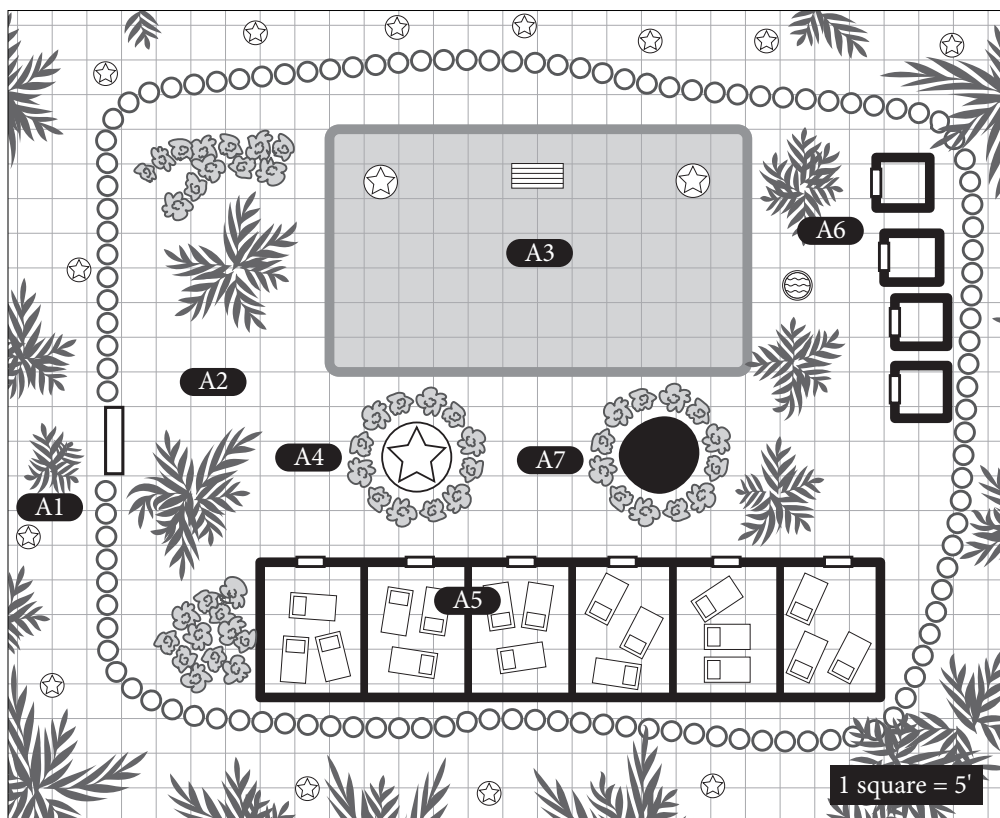
Zumna Afat (6th level fighter)

A seasoned warrior who is fanatical in her devotion to the Mother and eager to slaughter the faith's enemies.

AC 6 [13] (leather + shield), HP 30, Att 1 × spear (1d6), THAC0 17 [+2], MV 90' (30'), SV D10 W11 P12 B13 S14, AL Chaotic, STR 15, INT 14, WIS 9, DEX 11, CON 9, CHA 7

- **Items:** ring of invisibility.

About two-thirds of all followers are fanatics. The rest are enthusiastically faking it but unwilling to die for the Mother.



When the Isle is Reunited: The temple is restored and completely intact (no longer overgrown); the **Mother Statue** is suddenly encrusted with gems; the **Worship Hall** is luminous and gleaming, surrounded by a resplendent garden in the Courtyard.

A1. The Totems. A perimeter of ornately carved wooden totems ring the **Mother Temple**.

- If approached, the totems begin to sing harmoniously with loud, feminine voices (in the Cult's creole), about The Mother: "*Mata ware, Mata urjanz, kudakhan xinglai!*", alerting anyone in the temple of outsiders approaching.
- If cultists are with those approaching, they disable the totems by singing a dissonant phrase in the cult's language, "*Zah'm neughmy déj!*", which translates to, "We feel the wound already!"

A2. The Courtyard. The open-area area within the palisade. Any cultists present will crowd newcomers, presenting garlands and especially welcoming female visitors into the arms of the Mother.

- Male visitors will be permitted into the courtyard, but not into the **Worship Hall** or other areas within the temple. They will be told to stay at the **Hovels** (pg. 30). The cultists prefer not to elaborate on why, and dodge inquiries as much as possible.

A3. Worship Hall. The overgrown worship hall has a high altar at its center, laden with what looks like gleaming treasures.

The treasures are all hand-crafted items: wooden carvings of the Mother, polished shells and crystal stones, flower wreaths, and so on. All are charming but crude: off the island, their value would be negligible save as keepsakes.

- Enough food to fully feed six adults is laid out here at any given time.
- The residents will defend this place, but not to the death: they flee if necessary, but eventually return to reclaim the Temple.

A4. Mother Statue. A statue of bright marble flecked with veins of pale gray and pale blue depicts an unearthly woman. Its appearance changes anytime someone looks at it:

2d4	State	Sundered State Mood	Reunited State Mood
1	Pregnant	Eyes gleaming with malice	Weeping with joy
2	Ancient and Stooped	Scowling resentfully	Proudly gazing at the horizon
3	Dancing	Haughtily laughing	Laughing ecstatically
4	Kneeling	Snarling with rage	Gazing benevolently at viewers

Once per cycle of the moon, any woman who offers the statue a sacrifice of food or treasure worth at least 1gp will be magically healed of all wounds and freed from all curses. She also instantly learns the secret creole spoken by the cult.

A5. Sleeping Chambers. These chambers are where the women and girls who live at the temple sleep.

- The rooms contain bedrolls with small, valueless trinkets hidden among them.
- Each room, if searched for a turn, is 60% likely to contain 1d3 small valuables (statuettes, jewelry, etc.) worth 1d10gp, typically hidden wrapped in leaves or rags.
- Typically at least one of the rooms contains 1d6 cultists, including 1d3 children.

A6. The Latrines. Beyond are a few small outhouses with holes in the ground.

Smashed holy symbols from faiths other than that of The Mother can be seen in the cess pits beneath each of the latrines by any who peer down into them.

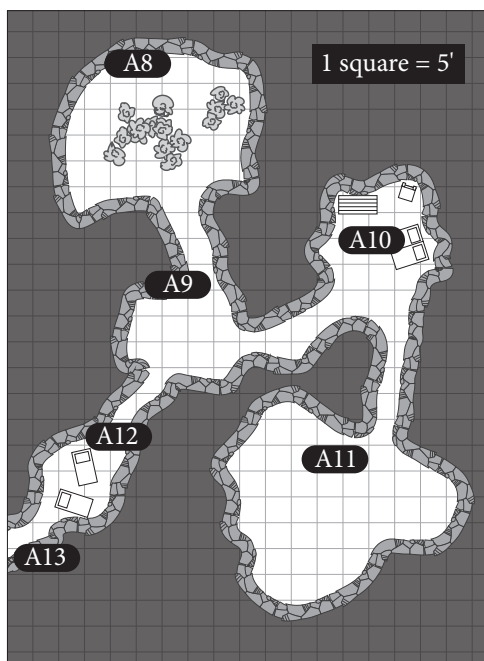
A7. The Mother Wound. An enormous pit yawns at the center of the complex.

- The pit walls are slick and wet, writhing with worms and wriggling roots. Climbing up or down is very difficult.
- The Pit is 100' deep, its floor wet and overgrown. However, if PCs look down, on a successful **Wisdom check** the gleaming of metal below can be glimpsed.

BENEATH THE MOTHER TEMPLE

When the Isle is Reunited: The pit under the temple disappears. Any characters within suddenly feel themselves drowning in soil, fall unconscious, and awaken above, on the floor of the temple, confused.

These tunnels are the domain of a cruel, insane spirit named **Mata**, who masquerades as a goddess. She pretends urbanity and cheer, invites visitors into her **Outer Lair**, only to murder them and feed on them in her **Inner Lair**.



A8. Mother Wound Pit. Amid overgrowth lie scattered human skeletons, some in shattered armor.

- No full suits of armor remain intact, but sufficient pieces can be scavenged to confer a 1-point AC bonus.
- Each turn the PCs remain in the Mother Wound Pit, there is a 1-in-10 chance that Mata will emerge and confront them.

A9. Antechamber. A small, roughly rectangular chamber hung with primitive, vivid tapestries of brutal battles from a spirit-war.

- If examined, the tapestries are painted upon the skins of large creatures, including stitched-together human skins.
- Each turn the PCs remain here, there is a 50% chance Mata appears and “invite”s them into her **Outer Lair**.

A10. Outer Lair. Stone furnishings line this chamber, and **Mata**—if she has not emerged into another space—waits here, humming to herself and drumming clawed fingers upon her stone chair.

Mata (master spirit). AC 2 [17], HD 8 (36hp), Att 2 x claw (1d8) or 1 x gaze (charm), THAC0 12 [+7], MV 120' (40'), SV D8 W9 P10 B10 S12, ML 11, AL Chaotic, XP 2,850

- **Spells:** *heaven stones, dinornithic fury, firework, wondrous venom.*
 - **Weapon Resistance:** Immune to non-magical or non-silvered weapons.
 - **Projection:** Can project a range of illusory appearances, from a friendly animal to an enormous, hulking spirit.
 - **Charm:** Ability affects one character at a time.
 - **Servatus:** Mata can be bound by a spiritcrafter of at least 9th level, in exchange for a gift worth 10,000gp and 8 Ability Score points. Her **Gluttony** is memories of shameful or embarrassing mistakes, which she insists be recounted in front of all present.
- **Mata** chats for a while before choosing her first victim, preferring the quietest male.

- She may mention the poor souls in the **Miserable Hole**. She refers to it as “the stinking man-hole.”
- When she seizes a victim, she attempts to drag them into the **Inner Lair**. Characters must **save vs paralysis** to avoid being seized or to escape her clutches.

A11. Inner Lair. A chamber piled thick with pungent but intact (mostly male) corpses. Their **ghosts** cling to the walls and ceiling of the chamber, weeping and shuddering silently.

- Characters fleeing Mata here find movement difficult (limited to 10' per round). Any movement requires a successful **save vs paralysis**, or help.
- After 3 rounds, the ghosts move and attack trespassers, hoping Mata will release them.

Weeping Ghosts (1d4). AC 5 [14], HD 2+2 (8hp), Att 1 x cold touch (1d4 + cold) or 1 x strange gaze, THAC0 17 [+2], SV D12 W13 P14 B15 S16, ML 11, AL Chaotic, XP 35

- **Strange Gaze:** **Save vs spells** or be paralyzed with sorrow for 1 round. Characters who suffer this effect cannot sleep properly (or heal wounds through rest) for 1d4 nights.

A12. Miserable Hole. Home to a few wretched, traumatized survivors (some, but not all, male) who now cling to life in this reeking cave. Since being badly wounded here once, Mata will not pursue anyone down this tunnel.

- This sorry lot is made up of normal humans with a few hit points each and virtually no equipment. They creep out through the **Access Tunnel** to catch fish and gather fruit before crawling back in.
- They are terrified of Mata. They believe she will hunt and feast on them in the bush if they leave the Miserable Hole too long.

A13. Access Tunnel. The tunnel leads to a point near the beach on the **South Shore** (in hex P7). Parts of the tunnel are very narrow: characters can only pass through the entire tunnel if unarmored.

- The toys and papers on the floor crumble instantly if touched. The writing on them is clearly in a child's hand, in an unfamiliar tongue. (Reading magically reveals them to describe a beloved playmate named Kabiran.)
- The doll on the bed doesn't crumble. The first PC to touch the doll on the bed has a vision, from a child's point of view on a rock in the ocean, a storm roiling in the distance, a hovering spirit speaking in a strange language and then flying away, followed by thunder, a splash of cold brine, and a feeling of fear. If left behind, the doll continually reappears near the character throughout the **Mansion** until picked up. If carried to the east coast of Circana, the bearer immediately feels drawn to **Ivut's Rock** (pg. 101), and recognize it at first sight from the vision. If the bearer dies, it scurries away to its place in the **Mansion**.
- The spirit only notices the PCs if attacked. It is immune to attack, but jabbars incomprehensibly, seemingly speaking backwards, before exiting the room backwards and disappearing. It reappears at midnight.

E13. Slave Quarters. A strangely dust-free room with three sleeping mats on which recline three mummified corpses.

- They're long-dead slaves whose ghosts haunt the locale, appearing if a corpse is approached, but do not attack.



- If attacked, the ghosts flee the room and avoid appearing again.
- If PCs attempt communication, the ghosts speak in a foreign language, but will communicate by gestures. They want the PCs to remove their bones and toss them into the sea. They do not want to be buried on the Isle. If this is done, they will lead the PCs to a small cache of treasures buried under a tree just outside the **Mansion**: 1d10+2 small items of jewelry worth 1d10gp each. Once the PCs touch these items, the ghosts disappear forever.

Slave Ghosts AC 3 [16], HD 2 (10hp), Att 1 × chill (1d6 + disease) or 1 x sorrow touch, THAC0 16 [+3], MV 30' (10'), SV D14 W15 P16 B17 S18, ML 6, AL Neutral, XP 45

- **Sorrow Touch:** The target collapses into tears and sorrow for 1d4 rounds (**save vs spells** to resist).

E14. Library. Rotten, moldy books and scrolls—half-devoured by worms and insects—line cracked shelves and lie tumbled across the floor. Several small magical lamps, affixed to the walls, glow dimly.

- Oddly, several ruined books have been stacked near the entrance, as if someone were “studying” their ruined, useless pages. Papers with modern writing and writing implements lie beside the piles, covered in arcane formulae and diagrams. Arcane spell casters will recognize the notes as decoding magical spells. The source texts are unreadable until the Isle is Reunited.
- Any character who spends one turn handling the rotting books must **save vs poison** or contract gray rot, a fungal illness that will cause an itchy, gray fungus to begin growing all over their skin. After a week of infection, the character begins to permanently lose 1 hit point per day until they are thoroughly composed of fungal rot and die.

Monkey Queendom

1d10 Encounter	
1-4	A group of 1d6 carnivorous monkey hunters (pg. 34) out foraging or hunting.
5-6	A patrol of 1d4 carnivorous monkey guardians (pg. 34).
7	A small formicant swarm (pg. 136) surrounds the player characters.
8	3d6 giant rats who can speak, and claim to be sailors transformed in the night by unknown forces.
9	A group of three unborn elite (pg. 146) wandering the Isle in search of castaway intruders who visited the Unborn City .
10	1 smotherer (pg. 145).

Foothills & Mountains

1d10 Encounter	
1	2d6 stone goats (pg. 137) run wild in the area. Most are relatively docile but two are hostile to humans.
2	1d4 emaciated rust monsters stumble out of hiding, attracted by the smell of any metal on the characters. Their nearby lair contains several exposed veins of iron ore, all completely rusted and devoured.
3	1-4 normal human women who have fled the Mother Temple make their way to the shore. They are starving and weak, but will pledge to serve any who takes them in and protects them from the cultists at the temple.
4	An irritable giant crab has wandered inland and is hungry. If it can be spoken to with magic, it is glad to be led back to the beach. It knows where the Mother Temple is.

1d10 Encounter	
5	A trio of giant tiger beetles feasts on an unidentifiable corpse. It is possible to evade them with stealth, but otherwise, as voracious and territorial creatures, they will attack.
6	The remains of a small camp, seemingly abandoned. It contains a lantern (which has one hour's worth of oil left) and a few dried fish.
7	A pair of granite figures, inhabited by spirits, dance an esoteric dance. If approached, there's a 50/50 chance they will (a) freeze and remain stock still no matter what or (b) shout absurdly blustering threats in thundery voices. AC 3 [16], HD 5+1 (23hp), Att 1 x punch (1d6), THAC0 14 [+5], MV 60' (20'), SV D10 W11 P12 B13 S14, ML 10, AL Chaotic, XP 22 <ul style="list-style-type: none"> If slain, one random servatus will emerge from each broken statue.
8	The ghost of a dead castaway howls as it soars into the area, making a beeline for the characters. AC 0 [19], HD 10 (45hp), Att 1 x age and possession, THAC0 11 [+8], MV 90' (30'), SV D6 W7 P8 B8 S10, ML 11, AL Chaotic, XP 4,725 <ul style="list-style-type: none"> Immune to non-magical weapons. Age: All who can see the ghost save vs death or age 1d4x10 years. Those who succeed are immune to subsequent effects. Possession: Save vs death or ghost possesses body.
9	1d3 song pythons (pg. 145) curl around a glowing magical stone, singing harmonies of unearthly beauty that draw in and hypnotize listeners, turning them to prey.
10	Roll twice on this table, and combine the two results.

AVOS

*The other half of this tortured Isle,
with masculine spirit infused,
calls to you, with an aim to beguile:
it will not be refused.
A haven, a home, a hell awaits
across the roiling watery straits.*

Avos is the eastern half of the Isle of Joy, pervaded by a powerful “paternal” force that is immediately apparent to any who land there. Visitors will notice that most of the castaways encountered here are male, and that the Isle’s weather is quite volatile, shifting between extremes frequently and at a moment’s notice. (Use the **Weather and Weather Events** table on pg. 168, but roll for the season as well as the daily weather each time you roll.)



Major regions of the Isle include the following:

Grassy Highlands

Scrubby grasslands, mostly uninhabited but home to serpents, the occasional lost spirit, *enfanta* (pg. 136), and outcasts from one of Avos’ communities.

Mountains & Foothills

Slightly less rough than the mountains of Circana, but home to stone goats (pg. 137) and wandering spirits. Also the borderland of the Lobsterfolk’s territory.

South/Sundering Shore

Mostly sandy to the south and rocky to the west (nearest Circana), often visited by castaways and water tribe folk who salvage what washes up on shore. Home to dire seagulls and wild dogs.

Cliffs

The east and north coasts are high cliffs overlooking the sea; on the east coast, the cliffs are riddled with caves inhabited by the lobster-folk (pg. 141).

Jungle

A verdant tangle of overgrown wilderness home to serpents, boars, *formicants* (pg. 136), rats, and several noteworthy ruins.

Coastal Mangrove

Jungle gives way to swampy, brackish, and overgrown mangrove. The area is crawling with crocodiles, serpents, and other horrors.

AVOS SPECIAL EVENTS

After spending one night on Avos, all characters will begin to glimpse a male figure at random times and places throughout the Isle, often at night during watches or when awakened from sleep. He is always:

- **Youngish** (mid-to-late 20s).
- **Dark-skinned**, and tattooed with sigils that move as if alive.
- **Dressed** in unfamiliar foreign clothing and golden jewelry.
- **Despondent looking** (when the Isle is Sundered) or stripping away his clothing and hurrying westward (when the Isle is Reunited).

After 1d4 nights, all non-male characters who remain on/in Circana will sleep deeply—even through their watch—dreaming of this figure. In the dream, he wanders past the characters, crying out one word over and over: “Ivut!” The dreaming character will realize, in the dream, that they themselves are Ivut, and that the male figure is searching for them.

When they wake, each affected character will become subject to one of the effects from the table below. This effect can be halted if affected characters leave Avos and stay away for one full night before returning. (For those who leave Avos and return again, this cycle recurs with each following cycle of the moon.) Most effects are temporary, until the character leaves the Isle for a full night or until the Isle Reunites. A few effects are permanent.

Extended Avos Exposure Effects (2d4)

2d4	Result
2	Character is distracted by the sound of their father’s whispering voice. (Even if they never knew their father.) The distraction imposes a -1 penalty on all rolls/for each 3 hours the character lingers thereafter. The effect ceases when the character leaves Avos.
3	Character ages rapidly, at a rate of 1 year per hour of exposure to the Isle. For each decade of rapid aging, physical ability scores drop by 1. For each two decades of rapid aging, mental ability scores drop by 1.
4	Character’s shadow begins to detach from the PC. It detaches after a number of hours equivalent to the PC’s hit points, and re-forms into one of the drones from Leucoea’s Hive (pg. 66). The PC falls into a coma, and the drone becomes their character until the Isle is next Reunited.
5	Character begins to transform into a random animal form of the referee’s choice. Each time the Isle is Reunited thereafter, the PC may save vs spells . Upon a success, the character reverts to their original form. <i>Remove curse</i> also undoes the effect.
6	Character becomes sleepy and stiff-limbed (-1 to all rolls per 8 hours of lingering on Avos). After 1d3 days, the character is permanently transformed into a conscious, speaking, living boulder until the Isle is next Reunited.
7	Character loses one of their five primary senses per hour of exposure to the Avos, in the following order: taste, smell, touch, hearing, sight . Sensory loss halts when the character leaves Avos, but the cumulative effect to that point is permanent. (It can be undone with <i>remove curse</i> .)
8	After one hour per hit point of the character, the character transforms into a Servatus (randomly rolled using the tables beginning on pg. 149). When the Isle is next Reunited, or when they leave Avos, they revert to their original form.

AVOS FIXED LOCALES

A number of locales of note exist across the isle of Avos:

I. The Stone House

An enormous stone structure home to most of the castaways living on Avos.

J. The Lobster Cliffs

A range of cliffs dominate the outer-facing coast of Avos, and one portion is home to a curious species of creatures.

K. Leucoea's Hive

A ruined shrine taken over by a hive of giant bees that make intoxicating, magical honey and are ruled by a queen bee spirit.

L. The Wailing Camp

A pathetic cave shelter for women who have fled Circana to live on Avos.

M. The Observatory

An ancient **Observatory** maintained by ancient spirits and inscribed with the key to a forgotten method of magic-working.

N. The Garden

An overgrown garden in which lurks a civilization twisted by pain.

O. The Black Lingham

A black stone obelisk, infused with mystic power, worshiped by a few castaways, and inhabited by a meditative spirit.

P. Epicastor's Grove

A cursed grove where a spirit lies trapped inside a slab of eternally unmelting ice, struggling to escape.

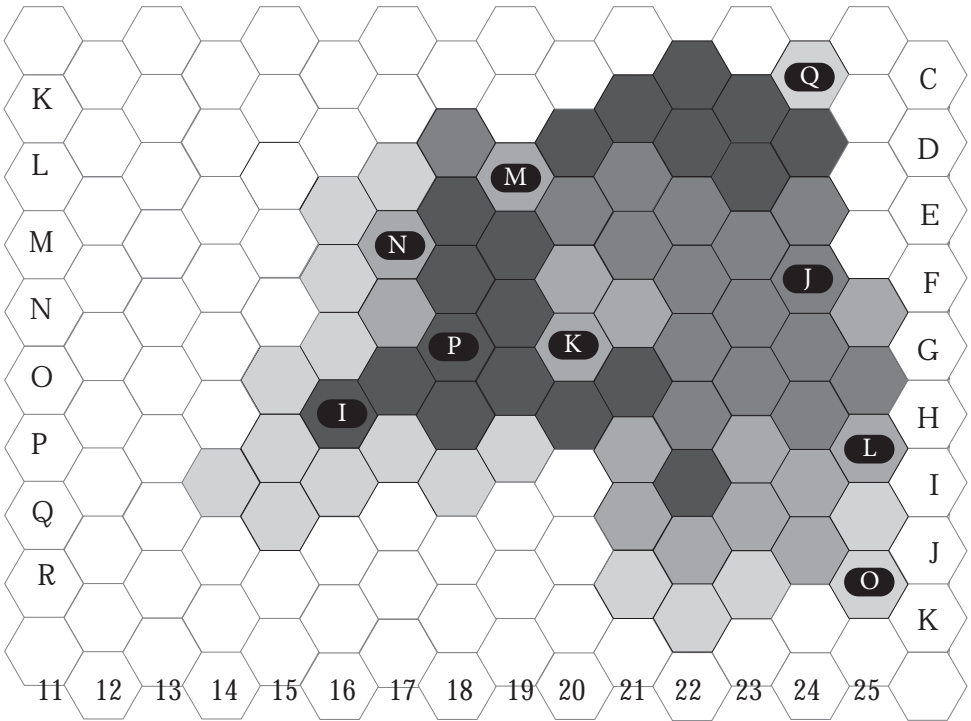
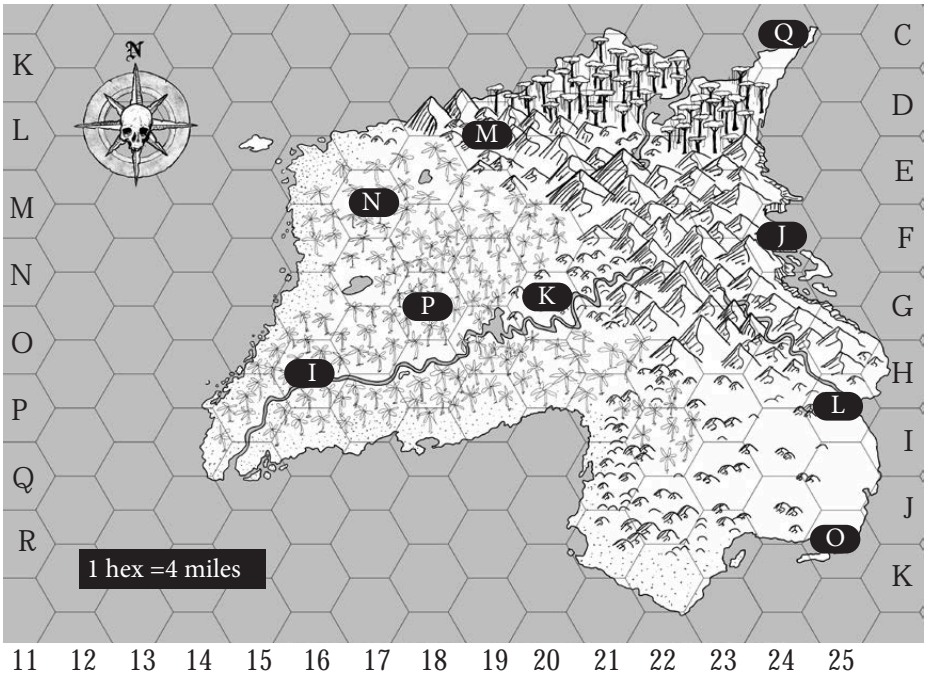
Q. The Crack in the World

A gaping hole in reality, leading to a wondrous city that never was, but could have been... or someplace else.

For Set Piece and Random Encounters, see pg. 84.

AVOS FACTIONS

Most factions on Avos reside at the **Stone House** (pg. 62) with the exception of the lobsterfolk, who live at the **Lobster Cliffs** (pg. 84), so they are described in those locales.



THE STONE HOUSE (I)

If these walls could speak, what tales they'd share, what tragedies they'd tell: a home can be a fortress of stone, sails a haven, family a fractured hell.

The **Stone House** is the main settlement for long-term residents of Avos.

Outside the Settlement

A high wooden palisade surrounds this area. The air smells of smoke and cooking meat, and often the singing or talking of mostly-male voices is audible from some distance away. A path leads to a large front gate.

As PCs Approach

- Bored-seeming adolescent male “guards” peer out over the wall from an elevated walkway. They will call out and offer help to any who approach in a friendly or calm manner, but summon help from within if visitors appear hostile.
- Adult members of the ruling faction within the **Stone House** community (by default, Blacktooth Branford's Boys) will come and negotiate the terms of admission into the settlement before the gate is opened. They will insist on the following:
 - ▶ All who visit must temporarily surrender their weapons.
 - ▶ All who visit must have something worth offering the **Stone House** community: information, resources, or services are typically suggested.
- Those who wish to join the **Stone House** must be interviewed individually by the leader of the current ruling faction. Typically, permanent membership is conferred after completion of a specific task to complete, such as “Retrieve the Littleboys from the **Observatory**,” or “Hunt down and bring us a wild boar.”

Inside the Settlement

- The settlement is bustling and looks well-organized. Most visible residents are men and boys, but among them are a few families and women.
- Vegetable gardens, pens containing a few semi-domesticated boars and goats, and a very long single-story stone structure are visible immediately.

Inside the Stone House

- The interior is a very large, filthy, single area lit by torches held by wall-fixtures.
- The opening area contains barrels and crates containing supplies such as vegetables, salted meat, mushrooms, and (in a crate that is nailed shut) several bottles of hard alcohol.
- Beyond the opening area, it is partitioned by many makeshift curtains made from sails, abandoned clothing, and expensive fabrics to create private areas for residents.
- A careful, uninterrupted search lasting an hour will reveal the following poorly-concealed items:
 - ▶ Cheap silver ring (10gp).
 - ▶ Ornate silver hand-mirror (20gp).
 - ▶ Hidden back-up pistol belonging to Blacktooth Branford with stones and powder for 30 shots.
 - ▶ Cavan Bristlin's book of scripture, which, in the back, contains scribbled notes about The Littleboys and their heretical "demonic" magic. Any reader aware of spiritcraft will learn the basics of this magic system, including that secrets can be learned at the **Observatory**.

Factions

Several factions exist uneasily at the **Stone House**, each providing a different necessary role.

- Typically, strife occurs within each group, with disappearances and assassinations mainly occurring when the Isle completes the cycle from Reunited to Sundered.
- Between the groups, an uneasy truce exists.
- Residents will be reluctant to discuss conflicts between or within groups, for fear of triggering consequences.

Blacktooth Branford's Boys. An aging pirate crew who, once marooned on Avos, took up residence here.

- They are somewhat bellicose and antisocial, but age and lost power struggles have mellowed them slightly. They fumble at playing other factions off against one another.
- They are eager to recruit more troubled youths to their ranks, though they have mostly failed to do this.
- In private, they mock the Penitents and the Watchers, and consider the Littleboys their underlings.
- **Leader:** The original Blacktooth Branford died decades ago, but the crew simply votes “the new Blacktooth” as each of his successors passes. The current Blacktooth is a conniving rogue who politicked his way into the position.

Blacktooth Branford (4th level thief)

At any time, he has 5-8 pirates on hand to back him up, and another dozen or so wandering Avos in search of salvage, food, and potential recruits.

AC 6 [13] (unarmored), HP 13, Att 1 × sword (1d8+1), THAC0 19 [0], MV 90' (30'), SV D13 W14 P13 B16 S15, AL Chaotic, STR 15, INT 6, WIS 12, DEX 17, CON 14, CHA 7

- **Items:** sword +1 (+3 vs sea creatures).

The Penitents. A group of extremist converts to a faith known to the player characters. They believe they have been forsaken by their deity.

- Their religious practices include ritualized mass trance possessions, public self-flagellation, sacrifices of treasures, animals and people, and “bush runs” (in which members are abandoned, without any supplies or tools, in the jungle).
- Members will cite scripture to decry the Watchers; they consider Blacktooth Branford's Boys a necessary evil for maintaining order, while they think the Littleboys have been corrupted by the Isle and the Watchers are misguided souls whose investigations are a threat to the “spiritual purity” of all at the **Stone House**.
- **Leader:** This cult is led by Cavan Bristlin, a religious man who presents himself as friendly and jovial initially, but reveals a more fanatical side rather quickly.

Cavan Bristlin (5th level cleric)

AC 5 [14] (leather + shield), HP 14, Att 1 × mace (1d6) or 1 × spell, THAC0 17 [+2], MV 90' (30'), SV D9 W10 P12 B14 S12, AL Lawful, STR 17, INT 13, WIS 15, DEX 14, CON 12, CHA 10

- **Spells:** *purify food and water, cure light wounds, know alignment, speak with animals.*
- **Items:** shield + 1 (when wielded by Lawful characters).



The Watchers. A small but well-organized group of naturalists who were traveling together, were shipwrecked, and have been documenting the strange phenomena on the Isle.

- A great source of information, they will carefully seek to recruit player characters in order to strengthen their faction, sowing distrust of other factions.
- They quietly disdain the Penitents for their “superstition” and Blacktooth Branford’s Boys for their brutish ignorance. They think the Littleboys need rescuing.
- **Leader:** The group is leaderless, and attempts to negotiate a consensus before any action. An elderly fellow named Norben Krahlst is the one most likely to approach outsiders first.

Norben Krahlst (normal human)

AC 9 [10] (unarmored), HP 3, Att 1 × hardwood cane (1d4), THAC0 19 [0], MV 60' (20'), SV D12 W13 P14 B15 S16, AL Lawful, STR 8, INT 16, WIS 15, DEX 14, CON 7, CHA 11

The Littleboys. Mainly orphans, this faction divides its time between the **Stone House**, the bush, and the **Observatory**, where several of the boys have spent the past few years trying to decode the writings and learn the secrets of spiritcrafting (pg. 148), and have struck up relationships with servati who believe that the boys may help or free them.

- **Leaders:** This small group of 11 boys is led by a trio of adolescents who are normal humans with one servatus each.

Hiro teng (normal human)

An enigmatic but charismatic 9-year-old child whose rock servatus can cast *hold person* or *shield* once per day.

AC 7 [12] (unarmored), HP 4, Att 1 × sling (1d4), THAC0 20 [-1], MV 120' (40'), SV D14 W15 P16 B17 S18, AL Lawful, XP 13, STR 9, INT 11, WIS 12, DEX 16, CON 15, CHA 14

- **Items:** a bottle of water; a sheaf of blank paper (stolen from Norben Krahlst).

Flenish Bitta (normal human)

A traumatized and crazed 11-year-old who has a water servatus that can cast *levitate* or *resist fire* once per day.

AC 9 [10] (unarmored), HP 3, Att 1 × short bow (1d6), THAC0 20 [-1], MV 120' (40'), SV D14 W15 P16 B17 S18, AL Chaotic, STR 8, INT 16, WIS 10, DEX 9, CON 17, CHA 12

- **Items:** a set of clay marbles.

Tansel (normal human)

Precocious and argumentative 13-year-old, his tree servatus can cast *sleep* or *magic missile* (barbs from trees).

AC 8 [11] (unarmored), HP 2, Att 1 × club (1d4), THAC0 20 [-1], MV 120' (40'), SV D14 W15 P16 B17 S18, AL Neutral, STR 13, INT 7, WIS 12, DEX 14, CON 11, CHA 10

- **Items:** a “magic wand” that is really just a stick.

- The remainder of the group is younger kids: half are spiritcrafters with one flicker bound to each, capable of casting one random Lesser Servatus spell (pg. 152).
- They present as innocent and downtrodden to adults to garner sympathy, while conspiring with or attempting to recruit anyone under the age of 15. They talk constantly of “running away” and attempt it occasionally, if abortively—all of the adults at the **Stone House** annoy them and they see them all as ignorant fools. They spend a lot of time at the **Observatory** (pg. 76).

When the Isle is Reunited: Most of the inhabitants eagerly go out and harvest food. The Littleboys hurry to the **Observatory** to continue their studies, a few of Blacktooth Branford’s Boys head to the **Black Lingham**, and the Watchers go out to make “observations” about the state of the Isle. The Penitents, however, remain within the Stone House, terrified that the changed state of the Isle is an illusion and a temptation designed to lure them into service to one or another “evil spirit” of the Isle.

APPENDIX II: SPIRITCRAFT & SERVATI

SPIRITCRAFTING

The Observatory (pg. 76) contains the secrets of an ancient and largely lost form of magic involved spirit-binding. Those who satisfy the minimum Ability Score prerequisites (**Wisdom or Intelligence 12, Charisma 13**) are able to bind spirits to themselves by establishing a mutually satisfactory contract with a mutually eligible candidate spirit.

- Spirits bind themselves to a character of a mutually commensurate power level: spirits bind themselves to characters of a level at least equivalent to the spirit's hit dice.
- The total number of spirits that can be bound to a character is equal to the character's level.
- The process involves an "exchange" followed by the inscription of a special tattoo on the character's skin.
- When the contract is finalized, the spirit is bound to the character, and becomes a "servatus" (pl. "servati").
- As long as the agreement is honored by the spiritcrafter, the spirit will perform the following duties:
 - ▶ Casting one of the spells it knows once per day at the spiritcrafter's command.
 - ▶ Performing menial duties such as scouting, watching a locale or item, or other tasks not requiring a physical body.

The Contract

Each contract drawn up between a master and a servatus is unique, but the cost paid by the master depends on the power of the spirit involved. The cost generally includes:

- ▶ **Precious Gift.** A precious item gifted to the spirit. The exact value of the gift is determined by the spirit.
- ▶ **Vital Energy.** A transfer of vital energy from the master to the spirit, in the form of Ability Score points from a random Ability Score transferred from the character to the spirit for the duration of the contract.
- ▶ **Gluttony.** A "magic price" to be paid to the spirit on any day when the servatus casts a spell at the master's behest, determined by the spirit's "Gluttony."
- Contracts can be time-limited, or indefinite, though the cost for indefinite-period contracts are generally higher. Some contracts, such as those explicitly intended to help a spirit, may be much lower (at the referee's discretion).
- At the end of any contract, a servatus is free to depart, **even leaving the Isle if they wish.**

The Servatus

The powers of the servatus is determined by the power of the spirit concerned, according to the following table:

Servatus Power Level

Power Level	Hit Dice	Expected Power Level of Character	Lesser Spell Effects Known	Greater Spell Effects Known	Effects Castable Per Day	Precious Gift Value (in gold pieces)	Vital Energy Cost (Ability Score Points)	Gluttony
Flicker	1	0	1	-	1	1-3	1	Silver
Whisper	2	1	2	-	1	5-20	2	Food
Lesser Spirit	3	3	2	-	2	30-75	3	Songs
Minor Spirit	4	5	3	-	2	80-150	4	Stories
Middling Spirit	5	8	2	1	2	300-800	5	Wine
Major Spirit	6	10	2	1	2	800-1,500	6	Gold
Greater Spirit	7	12	1	2	2	3,000-8,000	7	Precious Stones
Master Spirit	8	14	1	3	3	5,000-12,000	8	Memories

Servatus Forms/Types

Spirits can be as distinctive and particularized—or as homogeneous—as the referee and group prefers, but for more details, use the following table to generate a spirit on the fly.

5d8	Disposition	Element	Form	Voice	Oddity
1	Furious	Earth	Humanoid	Whispering	Dripping alcohol
2	Affable	Air	Humanoid (Miniature)	Deep	Coughing smoke
3	Scheming	Fire	Humanoid (Giant)	Silent (Telepathic)	Two headed (Roll again for second Disposition)
4	Fascinated	Water	Large Animal	Singsong	Combined Elements (roll for second Element)
5	Lascivious	Ice	Small Animal	Monotone	Many-limbed
6	Friendly	Smoke	Bird	Hissing	Shifting form (Roll 1d3 other forms to shift between)
7	Frightened	Ash	Fish	High-Pitched	Invisible (but can be smelled/heard)
8	Servile	Salt	Amorphous	Deafening	Luminous