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FOR THE FAR AWAY LAND
ROLE-PLAYING GAME

Far Away Land RPG Adventure Module Isle of the Rat Wizard

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Your party is shipwrecked on an a mysterious island filled with ratlings who are led by a crazed wizard. The town of Hallo needs heroes. Welcome to Isle of the Rat Wizard. Explore and try to survive as you discover the mysteries and secrets of the Skull Island.

This adventure module is part of an ongoing series of adventures for the
Far Away Land Role-Playing Game.

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ISLE of the RAT WIZARD



Legend

Years ago, a poomkin sea-going vessel carrying ratling captives was shipwrecked upon the island. The ratlings soon overwhelmed their captors. Finally free, the ratlings set about exploring the island. A ratling by the name of Zeezeek, ventured into the mountain. Inside, Zeezeek discovered the ancient lair of the wizard Baaz. Deep in the lair of the wizard, Zeezeek came upon the wizard's sarcophagus. Greedy for gold, Zeezeek opened the sarcophagus and found not only the remains of Baaz, but the wizard's amulet as well.

The Hook

The PCs are shipwrecked on the island and have managed to get ashore near the settlement of Hallo (the GM should decide what belongings they managed to save). The people of Hallo have a strong hatred for the ratlings who live on the island. Both groups are engaged in a constant struggle. Bor, the leader of Hallo, asks the PCs to defeat the ratlings and restore peace to island. He tells the PCs that in exchange for their help, they will be rewarded with a gold bar and a new boat with which they can leave the island.

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The Island

a: Settlement of Hallo: Ramshackle and shanty. Shipwrecked travelers too scared to leave the island.

b: Jungle: Hot, humid, and wet. Thick with trees and vines.

c: Ratling Settlement: Tents and lean-tos. Garbage, bones, and ratling leftovers. Smells awful. Ratlings everywhere!

d: Skull River: River whose source is a spring inside the mountain. The shores are a popular hangout for ratlings.

e: Skull Mountain: Big skull shaped mountain in the center of the island. Hard to miss. A narrow path leads to the top.

The Mountain

1. Grand Hall: Filthy like you'd expect. Bones and garbage everywhere. Ratlings sleep here sometimes. It stinks.

2. The Bridge: An old and narrow stone walkway. Fall off and plunge a couple hundred feet to the dark waters and rocks below.

3. Fountain Room: A stone pool of fresh water fed by the mountain spring. Some ratlings with special privileges hang out here. Still dirty though.

4. Zeezeek's Chamber: A big mound of gross things is the throne for the decrepit ratling wizard. Hanging from the ceiling of the room are several cages which contain the remnants of captives. In two of the cages are captives taken from Hallo.

5. Sarcophagus of Baaz: The old sarcophagus of Baaz sits in the center of this room. A heavy wooden door that has been smashed once barred entry.

Island Weather Chart (d6)					
1	2	3	4	5	6
Mild	Sweltering	Rainy	Stormy	Cloudy	Foggy



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Wandering Monsters (Island)	
1-4	1d2 Ratling
5	1d3 Ratling
6	1d3 Winged Hairy

NPCs

People of Hallo (1)

Average (0), Humanoid
 HP: 12, AC: 0, ACT: 5
 BRT: 2, DEX: 1, WIT:1

Light Weapon (1): 1d6 dmg.

Dirty and stinky like the rest of the island. The people of Hallo are weak and cowardly for the most part. However, if the PCs attempt to cause trouble within the walls of the settlement, the people will attack them.

Ratling (1)

Average (0), Humanoid
 HP: 12, AC: 0, ACT: 5
 BRT: 2, DEX: 1, WIT:1

Bite (1): 1d6 dmg. **Light Weapon (1):** 1d6 dmg. **Night Sight, Better Smell.**

Dirty and nasty little vermin who enjoy eating meat and making things a mess. There is no reasoning with these fools.

Winged Hairies (4)

Average (0), Monster
 HP: 19, AC: 0, ACT: 5
 BRT: 2, DEX: 2, WIT:1

Bite (1): 1d6*. **Claws (0):** 1d6 dmg. **Flight.**

Winged Hairies are native to the island and live in small groups of 1d3. They are most prevalent in the deeper parts of the jungle.

*The winged hairy bite causes the victim to grow large amounts of hair

Wandering Monsters (Mountain)	
1-4	1d2 Ratling
5	1d3 Ratling
6	1d6 Ratling

in the next 1d3 rounds. The victim must sacrifice all actions during the hair growth in order to avoid suffocating from the hair.

Zeezeek (4)

Average (0), Humanoid
 HP: 16, AC: 0, ACT: 5
 BRT: 1, DEX: 1, WIT:2

Bite (1): 1d6 dmg. **Light Weapon (1):** 1d6 dmg. **Magic (2):** Arcane Missile: 1d6 dmg. **Fireball:** 1d6 dmg. **Heal:** 1d6 HP, **Harm:** 1d6 dmg. **Night Sight, Better Smell.**

Zeezeek is a decrepit and brokedown looking ratling whose skin has grayed and whose eyes have become sunken (see the Amulet of Baaz description). At first glance the ratling wizard appears to be an undead creature.

As he is used to, Zeezeek will taunt the PCs and belittle them. He will also command any nearby ratlings to attack the PCs.

Zeezeek wears the Amulet of Baaz and will use its powers to attack his opponents. Because Zeezeek is LVL 4, he can cast each amulet spell 5 times per day. If Zeezeek is unable to cast a spell, he will use a small dagger hidden in his cloak.

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NPCs/Items/Treasure

The People of Hallo

The people of Hallo have very little in terms of wealth. Most will have basic light weapons like knives and hooks or other gear for fishing. Some guards will carry spears, short swords but that's about all. Some guards may wear a fish scale type armor that has an AC of 2, but this is rare.

If the PCs are successful in defeating the ratling wizard, they will be rewarded with a gold bar (value 100gp) which the townspeople claim was found in a shipwreck. The townsfolk will also give them a seaworthy vessel by which they can leave the island.

Wildlife on the Island

The island is home to a variety of small animals, fish (from the Skull River) berries, mushrooms, and other edibles that, should the PCs need, may provide sustenance. These food sources are easily accessible to the PCs.

Ratlings

Ratlings are poverty stricken creatures. They may have small light weapons like a kryss, short sword, or knife. They will be wearing only rags. They own nothing of value.

Winged Hairies

The island is also home to a group of winged hairies. Although they are well-hidden and dislike the ratlings, they will attack the PCs if they are encountered.

The Amulet of Baaz

The Amulet of Baaz is a gold shaped eye which hangs on a tarnished chain. The eye itself is made of ruby. The amulet has a value of 150gp. The Amulet allows the wearer to cast the following spells: arcane missile, fireball, heal, and harm. The amulet provides a magic ability of 2. The wearer of the Amulet can cast each spell once per day + LVL.

The amulet is cursed. Each time the amulet is used, the wearer will begin to show physical changes in bodily appearance. The skin will become paler, the eyes will become sunken, hair will turn gray and then white and eventually fall out, etc.. These physical effects are aesthetic in nature and have no effect on stats. The signs of change should be subtle. Zeezeek appears to be undead due to the amulet's curse and his overuse of the item.

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Adventure Opportunities and Ideas

The Settlement of Hallo

This small settlement provides adventurers with not only a safe refuge from the ratlings (and a place to rest) but also a source of hired labor should the party be in need of a few more hands. The people who live here are cowardly and may require some coaxing in order to get them to join the party.

If the PCs cause problem inside Hallo, they will most likely be exiled and refused re-entry unless they finish the job they have been given.

Skull River

If the PCs ask, the settlement may have small fishing boats available for the party. They will have to row upriver (an exhaustive journey?) but it may make their trek a bit less dangerous as ratlings prefer land to water. However, if the party does encounter a group of ratlings, this is the perfect place for a battle on small boats, ratlings going overboard, wizards shooting fireballs across the river, etc..

Climbing the Mountain

Although a path that leads to the top of the mountain makes for a fairly easy climb, the PCs may encounter some nefarious ratlings who enjoy pushing boulders or even shooting arrows to hamper the party's progress.

The Bridge

Ah, the perils of a bridge in an abandon stronghold. The bridge is the perfect place to corner the PCs on both ends, either as they enter or as they are leaving. Perhaps the ratlings know of the amulet and want it for themselves? Maybe the bridge is worn and once the PCs and ratlings are fighting, it begins to collapse or break apart? This is a great place to have ratlings going over the edge and into the dark below.

The Fountain Room

The PCs may be aware of the fountain room and the spring which resides beneath it that also acts as the source for the Skull River. Is it possible that the PCs could dive into the fountain and emerge far below within the Skull River? If the PCs can breath underwater or have a spell or item which allows such a thing, then the fountain can be used as an exit from the mountain.

Hilarity with Winged Hairies and Ratlings

The bite of a winged hairy can cause the victim to rapidly grow hair. A hairy bite, mixed with a ratling victim, coupled with a campfire or a wizard's fireball can make for some great excitement, at the expense of the ratling of course.