

# THE LANTERN OF WYV

AN ADVENTURE LOCATION BY MICHAEL PRESCOTT

## THE SITUATION

The wizard Radomenus placed her tomb in the sky as a testament to Seree power. Upon her death, a magical barge carried her to her final resting place high in the air.

This was long ago, and few still know the meaning of the "black lantern" that hangs in the sky over the bay - not least because the entire land of Wyv has fallen to the flying serpents.

Those who dare its shores, however, might spot a black speck racing along the waterline, for Radomenus' funeral barge never stopped, endlessly making its final tour.

## RUMORS FOR NEARBY SETTLEMENTS

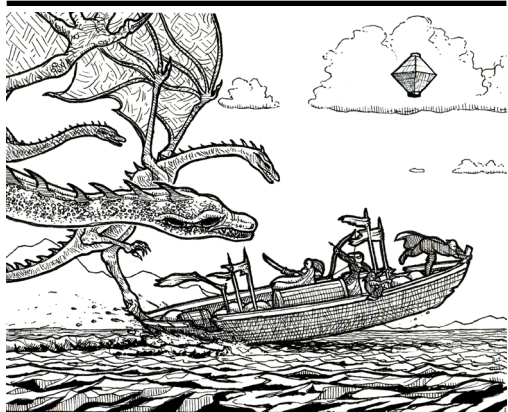
*In this case, not that near, for Wyv is uninhabited!*

- A black lantern hangs over a bay in Wyv, big as the moon, been there forever
- Wyverns mean boating is unsafe within miles of the coast
- A curious wyvern always attracts more
- Traddle' pearls actually come from a secret people still living among the Wyv forests
- The birds of Wyv know more'n they let on

## LANTERN BAY

The uninhabited coast of Wyv is dotted with mile-wide copses, separated by long aisles. Wyverns make it so, or so it's said. Nervous deer chew saplings in the gloom, until every soft growing thing is eaten, then they must brave the gaps and risk being snatched up from above.

Lantern Bay is a broad inlet, running ten



miles inland. Over the center of the bay hangs the Lantern, a mammoth construction of white-flecked stone, half a mile above the water.

## FUNERAL BARGE OF RADOMENUS

The barge makes an endless tour of the bay, cycling once every hour, visiting a sequence of ruins that at one point represented the highlights of Radomenus' holdings.

It flies at 15 knots, for most of its circuit about 5' above the water.

The barge is encrusted with gull droppings, fish bones, twigs and leaves.

Its funeral pennants have rotted to nothing, and the wood is sun-bleached and soft.

It can be easily damaged, but any pieces not forcefully dislodged from their position continue to fly in formation.

## THE TOWER

The first stop is Radomenus' tower. The barge stops where its top once was, now 25' above the ruined stump. After a 20 minute wait, it flies off.

## THE FOREST

It darts at breakneck speed over Radomenus' farmlands, long grown up into mature forest. The barge plunges through a boat-shaped hole in the canopy, cutting out any new growth.

Within the forest lives the Jarret clan, some 45 strong. They hunt deer and dive for oysters in the bay. Their shaman can read Seree, knows the history of the Lantern, and wants it secrets.

The Jarret use the barge to tell time, and will notice occupants. They have not yet dared, but they will board the boat by dropping in from branches when it returns.

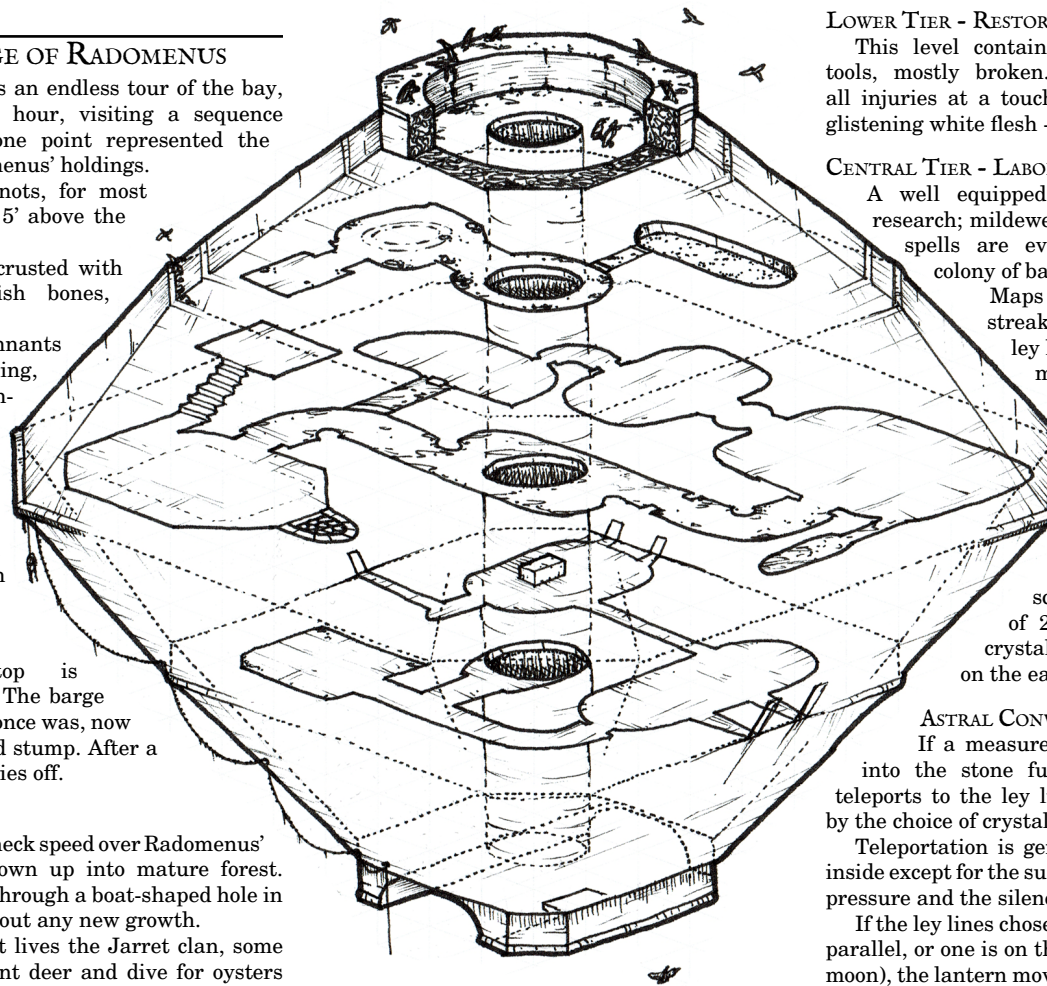
## THE COASTAL TOUR

The barge makes a lazy, half-hour loop around the bay. Visible occupants are guaranteed to attract a patrolling wyvern.

## THE ASCENT

After this, the barge heads to the lantern, rising steadily. It 'docks' at the underside; a small stone ledge projects under a central shaft.

The shaft is 20' wide, 200' tall, and made of smooth stone. Adventurers will require some



means to climb (or fly) to gain access - the shaft was once filled with buoyant levitation enchantments, but no longer.

The barge waits for ten minutes, then flies to the ruined tower.

## INSIDE THE LANTERN

Above the 'dock', the lantern has three interior levels. The scrawing of nesting sea birds from the 'crown' fills the entire structure.

Every surface is engraved with polite speculations by Radomenus' masons, apprentices and glyph-wardens as to the one true purpose of the stone (as they name it):

Their guesses: a tomb, a chamber of eternal resurrection, an unparalleled magical laboratory, an astral conveyance. In fact, it is all four.

## LOWER TIER - RESTORATORIUM

This level contains ceremonial embalming tools, mostly broken. The *black table* heals all injuries at a touch, replacing wounds with glistening white flesh - repulsive but functional.

## CENTRAL TIER - LABORATORIUM

A well equipped laboratory for magical research; mildewed scrolls and half-written spells are everywhere, along with a colony of bats in the forge room.

Maps of the known world are streaked with 16 color-keyed ley lines. A similar map of the moon is marked with six.

## UPPER TIER - HELM

One chamber holds *white sand* (tiny uranium beads, warm and deadly), the other is the lantern's control chamber: two great stone sconces can hold any pair of 22 colored crystals. Each crystal corresponds to a ley line on the earth, or the moon.

## ASTRAL CONVEYANCE

If a measure of *white sand* is poured into the stone funnel, the entire lantern teleports to the ley line intersection indicated by the choice of crystals.

Teleportation is gentle, not obvious to those inside except for the sudden change in barometric pressure and the silencing of the birds.

If the ley lines chosen don't intersect (they are parallel, or one is on the earth and the other the moon), the lantern moves into the luminous void.

## RADOMENUS

Constant exposure to the white sand and the black table have reduced Radomenus to a 200lb mass of white, gelatinous flesh.

She can no longer operate the lantern, but hates intrusion. She is slow but devious, can crawl along walls and ceilings, hurl lightning 4x daily, and can summon and control wyverns with the force of her mind. She will not give in easily.