

# THE THREE SISTERS KEYS

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This small archipelago of three tiny islets is separated from the eastern Sea of Dread by the Dragon's Teeth Reefs, a long coral reef running in northwest-southeast direction, which crosses the sea just east of the Three Sisters Keys and the southern Skeleton Key. These islands centuries ago were inhabited by Tanagoro tribesmen, but the humans have slowly disappeared and the keys have become the residence of the three Sisters of the Sea – Silera, Krimera, and Desimera, who give the three islands' their names. These mysterious beings – each of whom is supposed to dwell on one of the three keys – have never been seen; they make their presence known by taking control of other creatures and speaking through them. The Sisters are known to seamen since a long time; they don't like prolonged stays in their islands, and have been known to offer teleport anywhere else on Mystara to seamen who were victims of shipwrecks near the keys – a reward for the sacrifice of their ship against the Dragon's Teeth Reefs. No one knows what

kind of beings the Three Sisters might be – unusual sea fairies, benevolent sirens, elemental beings, reclusive sorceresses, or what else. It may even be that the islands are much more inhabited by fairy occupants than mortal eyes could tell. Source: XSOLO Lathan's Gold (the names of the three islands were invented by the author).

#### THE UNTOLD STORY.

Once there was a modest kingdom, Dumisai Kingdom that had 3 islands. There King Dumisai and his wife Etobi lived a good life. He was very kind with his people that were of Tanagoro heritage. The sea in the middle of the kingdom was rich in octopuses which was their mayor trading product between other islands in sea of dread. Dumisai was very diplomat, he never had problems with other people nor kingdoms. Many came for his advice or chosen him to wisely resolve disputes. Their true only problem was that gods hadn't favored them with a baby. They tried many times but all was in vain.

For years her wife Etobi ask the gods for a child. Years pass by and her faith was washed down with the sea. When she was almost mature she offer her life in exchange for getting pregnant and the gods listen her. After a while she notice she had 3 babies growing inside, suffering a lot of pain in the pregnancy. When the babies were about to be born she get too ill and weak, with her last breath she gave birth to triplet girls. Dumisai named them Silera, Krimera, and Desimera. After that he also renamed the islands as her daughter's names.

Dumisai tried to educate them to be as him. But the sisters constantly fought each other for his father attention. Over the years they grew up with resentment and bitter feelings. His dad's heart turned sad and bewildered when he saw they couldn't stop fighting. When the sisters had their 18 birthday, a strange old woman shipwrecked at Silera Island, Dumisai help her heal her wounds. That old woman was an evil witch follower of Thanatos who was fleeing from another island. Each sister secretly asked her to teach her knowledge and so she did.

The king began to grow old and decided to give each daughter her island, thinking that they could live as he had educated them. But that never happened. As soon as each sister had her island they began war against each other using their people and their magic. People began to fear for their lives and began trying to get out of the islands. But every time they tried, the sisters used their magic to teleport them back to the islands. Many tribesman die in this chaotic war.

Dumisai couldn't do anything, he was too old. One night he sat in a sand beach and ask the gods to help him. Thanatos heard him, he was paying too much attention on the destruction on those islands. But he appeared as a shiny red light, and answer him. The King ask him to help stop the chaos happening with his people.

Thanatos told him that the only way was that he sacrificed his soul which would be locked in a magic chest. That way his daughters could never hurt humans nor speak directly to them again. That as soon as a human putted a foot on the islands they would feel pain that in time it could be so painful that his daughters could die. So they had to teleport them to another safe place. Thanatos also told him that the life of his daughters were going to be linked to the time he remained in the chest.

Dumisai accepted what that strange god asked him. Thanatos gave him a red jewel dagger and told him that he needed to cut the three sister with it and delivered it back. The king did it and after giving back the dagger it was broken in 3 parts and disappear. Dumisai died instantly.

The sisters implore Thanatos to remove the curse but he responded that the damage was already done. That they could never leave their islands and that any time a human putted a feet on the island they had to teleport them to a safe place. He explained that the only way to remove the course was to:

1. - Find some strong adventurers.
2. - Find each piece of the dagger and put them together.
3. - Sacrifice their right eye cutting it with the dagger.
4. - Kill the gargantuan octopus that guards the chest, only kill by a critical hit in the right eye with the dagger.
5. - And finally use the dagger as key to open the chest where their fathers soul was.

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## The Three Sisters.

After Thanatos curse them, they lost almost all magic. Thanatos only left them with teleport (that can be cast at distance) and speak through animals both can be use infinite times per day. To use the teleport spell they have to ask destination but in case humans don't want to leave they can teleport them to whatever safe place the witches want.

Each sister can't abandon their island. Whenever a human set foot in any island the witches start to feel pain. They have 3 turns to teleport all humans or die. They can't speak nor have direct contact with humans. Beside the giant octopus, Thanatos left them a gargantuan crab each, so they can scare humans.

Whenever a strong adventurers party comes they have the same 3 turns to explain and teleport them away the islands.

### The Adventure Plot.

I will not develop an adventure but I will give some information that can help anyone develop it.

Pieces location:

1. - At Elegy Island inside a cave at Mount Pakrokas. Possible guardian a Manticore.
2. - Isle of Dread on the Thanegioth Archipelago, inside the pyramid.
3. - At Stronghold Island in Minrothad Guilds, you have to buy it from Leader Master Thor Stronghold of the Guild Hammer. And also pay him to use the secret lava techniques to forge the dagger together.

After having the dagger forge. You have to go back and let each sister scarify the right eye. All within 3 turns and knowing there can't be direct contact with them.

Then you need to kill the gargantuan octopus with a critical hit on the right eye. You have to find a way to breathe water and also have to use under water combat rules. And finally use the dagger as a key to open chest.

After all this, the father and the three sisters thank you for the help and disappear forever.

### Possible rewards.

- 1.- A jewel dagger worth many gold pieces.
- 2.- A very powerful magical dagger. (Maybe with fire or lava extra damage).
- 3.- Become owners of the Three Sisters Keys.

### From there on.

- 1.- Can become Thanatos enemies.
- 2.- Build a Kingdom at the Three Sisters Keys.
- 3.- Just go back to their normal lives and forget everything.