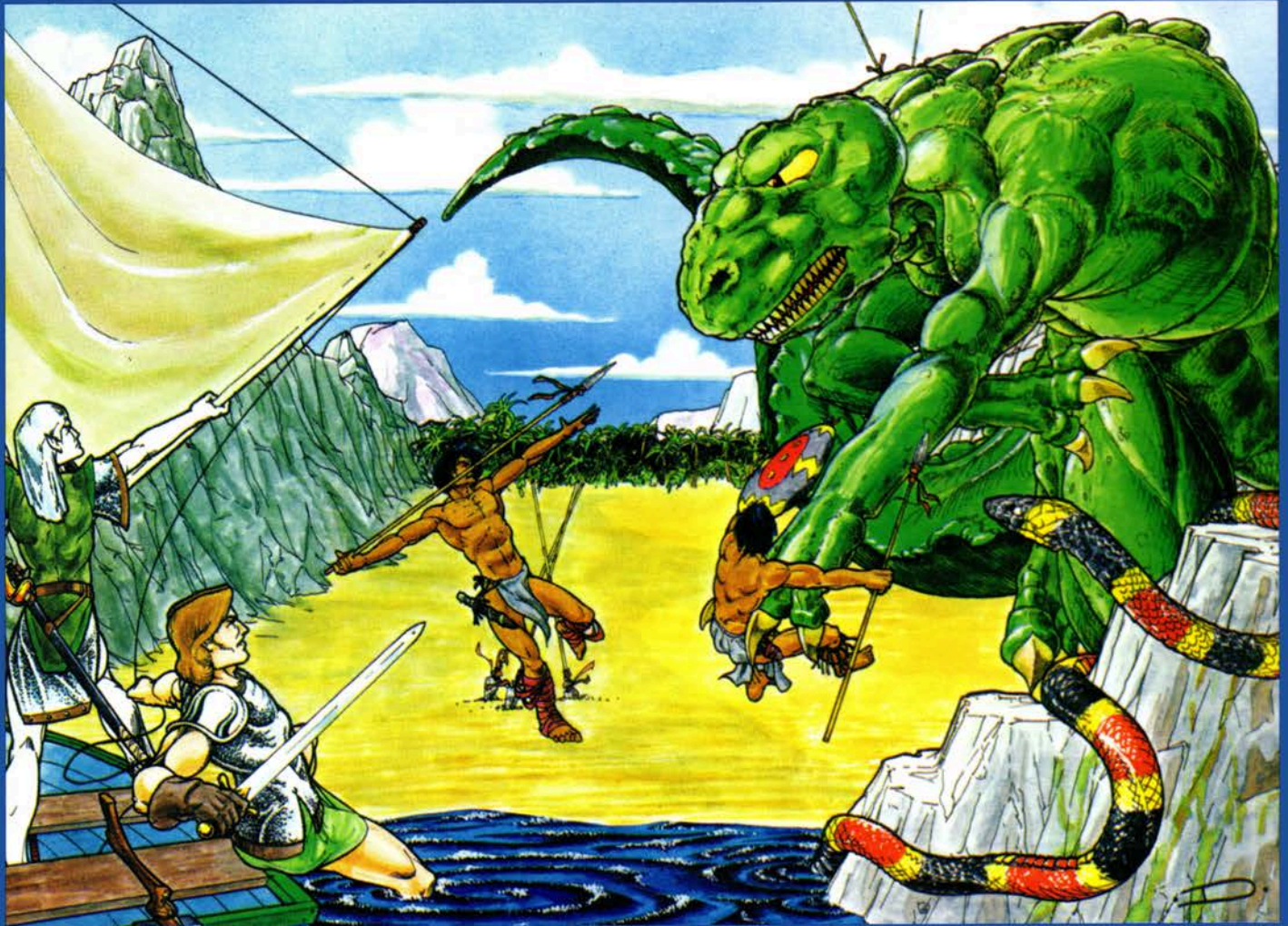


2
ORIGINAL ADVENTURES
REINCARNATED



THE ISLE OF DREAD



A FIFTH EDITION CONVERSION & CLASSIC HOMAGE

WILDERNESS MODULE XI: THE ISLE OF DREAD



Conversion by Chris Doyle and Tim Wadzinski

Includes
Commentary
by "Zeb" Cook,
Lawrence Schick,
and others!

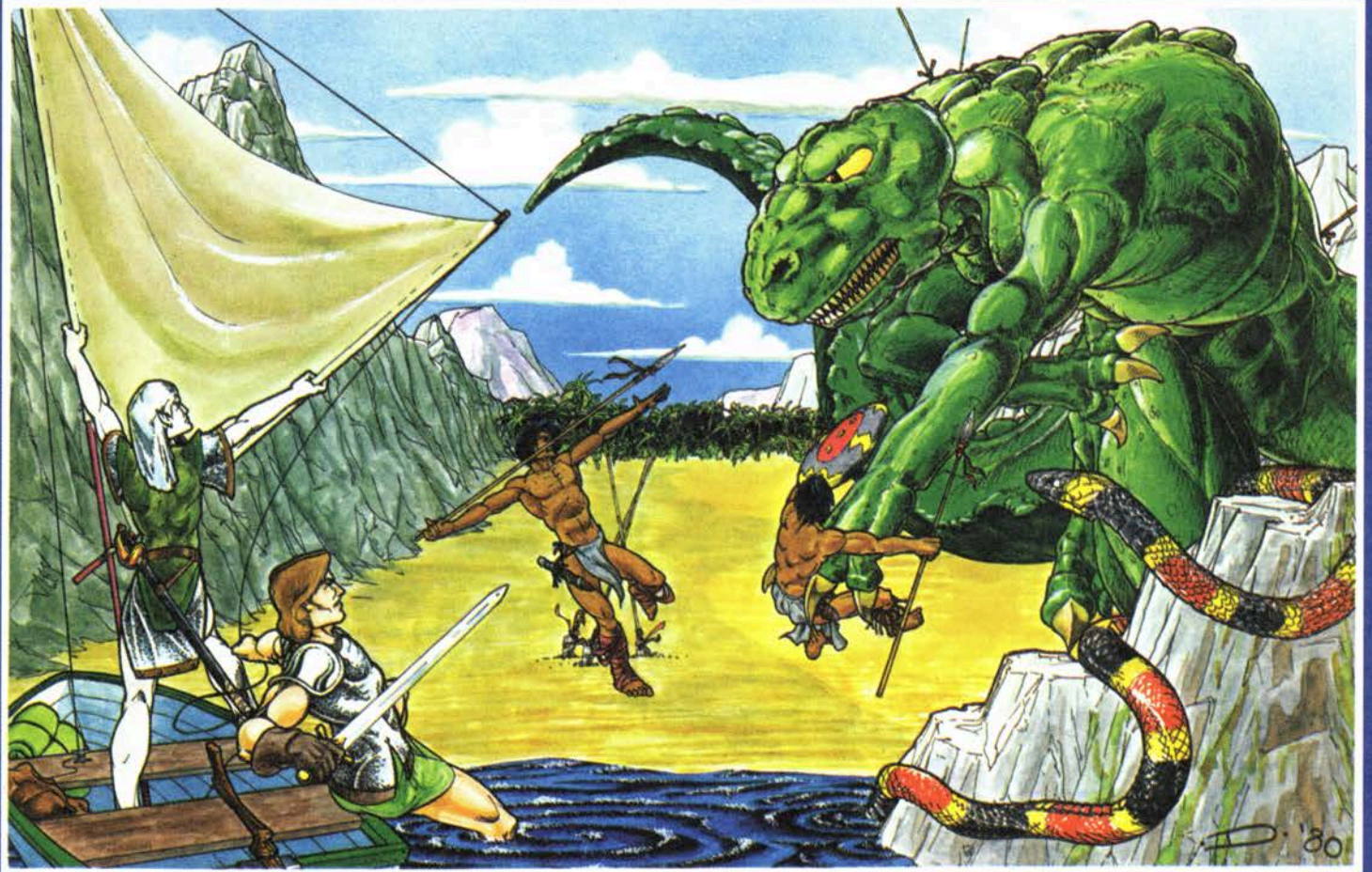
X1**DUNGEONS & DRAGONS®
EXPERT SET**

Dungeon Module X1

The Isle of Dread

by David Cook and Tom Moldvay

**A WILDERNESS ADVENTURE
FOR CHARACTER LEVELS 3-7**



The Isle of Dread is the first in a series of adventure modules for use with the DUNGEONS & DRAGONS® Expert rules. As the first D&D® wilderness adventure published by TSR™ Hobbies, the Isle of Dread is designed as an instructional module to help novice Dungeon Masters design their own wilderness adventures.

This module contains maps and background material for the Isle, fifteen new monsters, and suggestions for further adventures. In addition, The Isle of Dread contains a map and background information for a large continent, and eleven smaller maps for encounters on the island itself. In this module, players will push their way through dark jungles and treacherous swamps to discover the lost plateau, and the final secrets of – the Isle of Dread!

If you enjoy this module, watch for future releases in the D&D® line from TSR, The Game Wizards.

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THE ISLE OF DREAD



A FIFTH EDITION CONVERSION AND CLASSIC HOMAGE X1: THE ISLE OF DREAD

Conversion by Chris Doyle and Tim Wadzinski

THE ISLE OF DREAD

Full credits for the original editions of The Isle of Dread can be found in their respective sections of this book, where they are scanned verbatim from prior printings. The credits that follow are for the 5E portion of this work.

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TABLE OF CONTENTS

CHAPTER 1: INTRODUCTION.....	5
CHAPTER 2: X1: THE ISLE OF DREAD - ORIGINAL PUBLICATION.....	16
CHAPTER 3: OVERVIEW OF THE ISLE.....	92
CHAPTER 4: WANDERING DREAD.....	104
CHAPTER 5: THE ISLE OF DREAD.....	120
CHAPTER 6: MORE DREAD.....	143
CHAPTER 7: THE CENTRAL PLATEAU.....	160
CHAPTER 8: TABOO ISLAND.....	171
CHAPTER 9: BELOW TABOO ISLAND.....	183
APPENDIX A: FURTHER ADVENTURES ON THE ISLE OF DREAD.....	207
APPENDIX B: NEW MONSTERS.....	212
APPENDIX C: NEW ITEMS & MAGIC.....	263
APPENDIX D: CHARACTERS.....	268
APPENDIX E: PLAYER HANDOUTS.....	287
APPENDIX F: MAPS.....	296

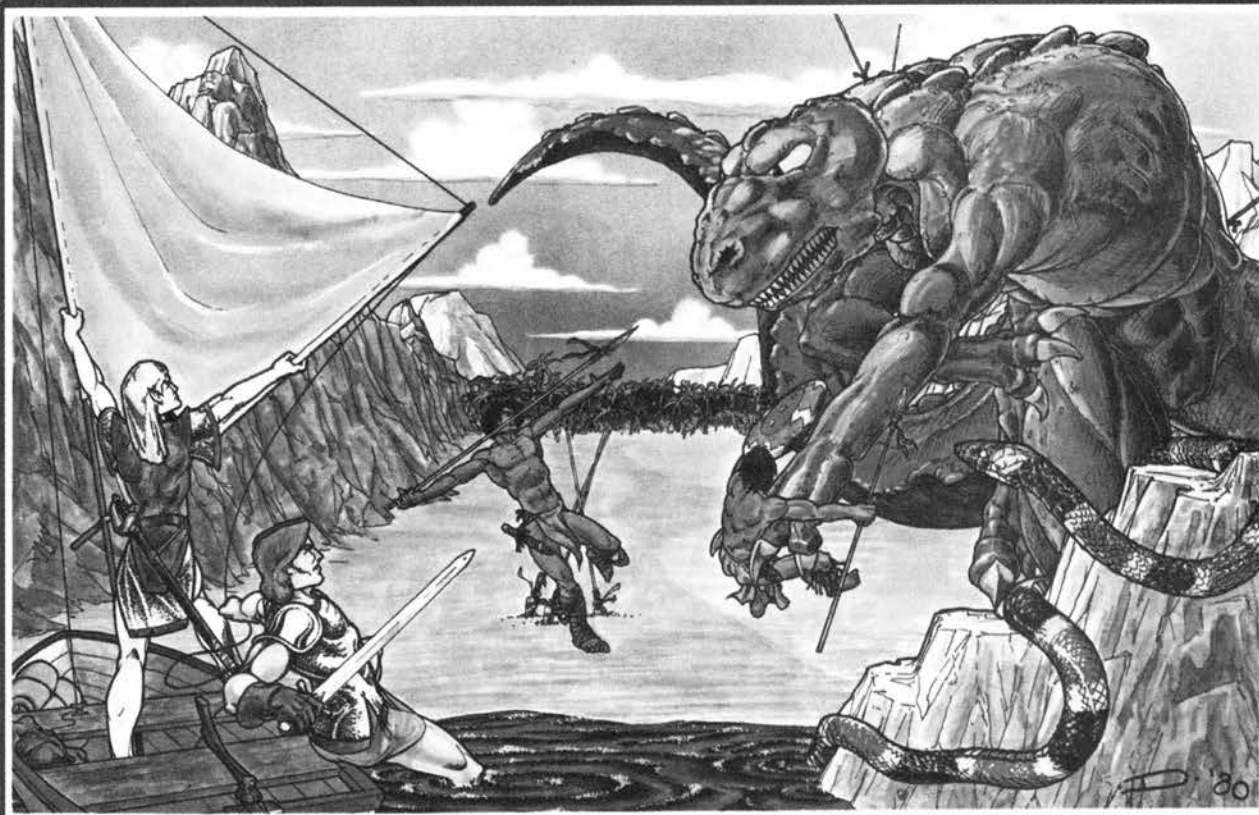
X1

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Foreword

How I Designed a Classic Adventure... Without Meaning To

by David “Zeb” Cook

It's been 37 years since I first saw the Isle of Dread. Of course, it wasn't a real place—no island on the horizon, or even a real printed module you could hold in your hand. My first vision of it was a place that didn't even exist yet. It was a few scribbles on notepaper and many office discussions with fellow designer Tom Moldvay. Although it was an island cloaked in mystery, it was the mystery of necessity.

We didn't set out to create a classic. I'm not sure you can ever intentionally do that, and for Tom and me, that thought didn't even cross our minds. We were focused on the mundane business of filling up a box. The Basic Set had an adventure therefore we needed one in the Expert Set. More importantly we needed an adventure that could teach novice DMs how to create and run a wilderness game. Something self-contained (an island) with lots to explore (hexes!) filled with random encounters (tables!) and a simple storyline that could work with almost any campaign (dinosaurs and lost worlds!). Plus, we needed to write it fast.

So we spent a several months with our heads down writing what was meant to be a solid example of how to create, populate, and run a wilderness setting. With two writers and little time for playtesting or revision, we drew on what we knew. Our shared love of pulpy lost world stories gave us both a common theme to write about. It wasn't even cliché since no one had created such an unashamed lost world module before. Tom's desire to get dinosaurs into the rules somehow filled out the wilderness with new monsters and challenges. My fondness for ancient cults and bizarre foes added the final threat at the center of the island.

In hindsight the design should never have worked, what with two hands and brains creating one adventure at their typewriters at the same time. Since we were still creating our jobs while we were doing them, nobody told us you shouldn't design an adventure that way, so we did. And we got it done in time. We were happy. It was complete and it played fun even if the story was not profound. There were no deeply detailed NPCs, complex plots, or earth-shaking foes. There was a map, a boat, and a lot of jungle filled with

monsters to kill and treasure to find.

Most of all, we didn't know that we were sowing the seeds for the whole of Mystara. The island needed to be somewhere and we had to show DMs what a simple world setting looked like. Tom mined places and bits from his shared campaign and we forged that into the proto-Known World. There was a thought that we might place future adventures into the map, but never a great plan to create a complete campaign setting that Mystara became. We didn't even know how to create campaign settings at the time.

So despite all these accidents, a classic it has become. It didn't hurt that it appeared in every Expert Set box and that it was the first wilderness adventure many players experienced. And because so many saw it, read it, or played it, *The Isle of Dread* became a touchstone for players. Ask a group of players, “What happened to you on the Isle of Dread?” and there was a good chance someone would have a story to tell. The stories might be heroic, comic, or even sometimes tragic, but if you had adventured there, you had the same stories from your days on the Isle of Dread.

So here's to Rory Barbarosa with his big tales and suspect maps. Here's to all the brave player characters who went to sea in search of adventure, and all the DMs who shouldered through the encounter tables to provide it. Raise a glass for the friendly Tanaroa and the sinister kopru. Most of all, here then is to the Isle of Dread. May it always be out there somewhere!

Against the odds, David “Zeb” Cook has been a professional game designer for 39 years—and hopes to make that 40 or more. In 1979 he joined TSR in its heyday and in 1994, he successfully moved over to videogames development, where he has been ever since. He has created works for TSR, Cryptic Studios, Black Isle, Impressions, and, currently, Zenimax Online. His creations include Oriental Adventures, AD&D 2nd Edition, Planescape, the Indiana Jones and Conan RPGs, the City of Villains MMO, Elder Scrolls Online, and numerous adventure supplements and modules, like the one you're holding right now. He also has a wife, two cats, and an obsession for miniatures wargaming.

The Deranged Ankylosaur—That Was Me at My Best

by Paul Reiche III

It's quite likely that whatever success I've had making games over the past 40 years is due to one particularly deranged Ankylosaur, a humble herbivorous dinosaur whose short existence in *The Isle of Dread* is defined by his loco weed-fueled “frenzy of tail-bashing.” I will always treasure that Zeb Cook and Tom Moldvay gave me the opportunity to contribute to *The Isle of Dread*. I also treasure my original copy of the module which has a little personal note from Zeb on it.¹

I joined TSR in the spring of 1980, moving from Berkeley, California, where, unlike Wisconsin, winter is entirely optional. At first, I worked in the Development department with Evan Robinson, Kevin Hendryx, and Brian Pitzer, where we had three tasks: polish manuscripts from Design, field hundreds of outside game submissions sent to TSR, and answer the fun and frequently bizarre² fan mail.

Speaking of halls, the creative team worked out of the top two floors of a condemned³ hotel in downtown Lake Geneva, immediately above The Dungeon Hobby Shop, a game store run by Gary Gygax's son Ernie. In the basement below The Dungeon was a small abandoned bowling alley⁴ and TSR's shipping department. At the very tippy-top of this old narrow building was an attic which to my knowledge only had one visitor, Erol Otus, who fell halfway through the floor dangling his legs through the ceiling of the office below. No one was hurt and everyone had a good laugh, except perhaps Erol, whose laughter (or screaming?) was a bit muffled.

I loved my “Devo” crew, but I wanted to work with designers like Zeb Cook, Tom Moldvay, and of course Lawrence Schick, who was the “big boss” in the creative department.

Working on *The Isle of Dread* was a big deal for me because it allowed me to move from the Development department about 20 steps down the hall to the “Big Rock Candy Mountain” of Design. But there was a Dino-sized problem: unlike many manuscripts I received, this one didn't actually need much polishing—Zeb and Dave were great designers. Fortunately, due to the offset printing press we used,

the number of pages was fixed at (I think) multiples of 16 and we had a page or so to fill. I believe my first pitch was to expand on the tantalizing details of the villagers' zombie helpers. The notion of keeping your departed family members around as shambling mindless slaves struck me as having unlimited comedy potential—*The Mother-In-Law That Would Not Die!*—that kind of thing. My idea got an immediate “no” (which I interpreted as an “almost yes”), and I moved on to PLAN B, expanding on the module's random encounters, including the above-mentioned Deranged Ankylosaur.

If you are worried that the Ankylosaur did not have enough time in the spotlight, he/she (or another, very similar Ankylosaur) played an important part in Lawrence Schick's “Dinosaurs vs. Army Men” miniatures event a couple months later. Specifically, he was eaten by a T-Rex from the Carnosaur team, digested and turned into bonus hit points.

Paul Reiche III began designing and publishing paper role-playing products with Erol Otus in 1978, working at TSR Hobbies in 1980-1981, mostly for the D&D and Gamma World game systems. During that time, Paul contributed not only to D&D's The Isle of Dread, but also to GW's The Legion of Gold and The Albuquerque Starport. The majority of Paul's time as a designer was spent writing an unpublished draft of Companion D&D. Paul migrated to videogames in 1982, co-creating 18 games, including Archon: The Light and the Dark, Star Control I & II, and most recently the toys-to-life genre with the Skylanders series.

¹ “Design Copy—DO NOT TAKE!”

² We got one letter written on US Army stationery that ended with a personal note, “I am in Artillery because I like to blow stuff up!” Self-aware and living the dream.

³ “Condemned” is pretty harsh. “Illegal to inhabit at night” is a nicer way to put it, plus it suggests the possibility of ghouls wandering the halls after midnight.

⁴ I sometimes confuse dreams with actual memories, so the miniature bowling alley is only 50% likely to be true.

The Origins of X1's "Known World" Campaign Setting

by Lawrence Schick

I first encountered Tom Moldvay in late 1973 at a meeting of the Kent State University Science Fiction Club. We hit it off right away, and quickly decided we ought to collaborate on something—we just weren't sure what.

In early '74 Tom came back from an SF convention with *Dungeons & Dragons* in its original white box edition. He DMed a session, I DMed a session, and suddenly we knew what we were going to create together: a fantasy world setting for D&D.

We had both read widely in world history and mythology and enjoyed a lot of the same fantasy fiction; we traded Lin Carter's Ballantine Adult Fantasy books back and forth until we'd read them all, as well as everything we could find by Howard, Lovecraft, Tolkien, Merritt, Haggard, Harold Lamb, Dunsany, Hodgson, Machen, and Zelazny. We were both nuts about Clark Ashton Smith, Tom was a Michael Moorcock and Philip José Farmer fanatic, while I could quote chapter and verse from the works of Jack Vance and Fritz Leiber. So, we knew what we wanted to create: a single world setting that would enable us to simulate the fictional realities of these, our favorite authors.

It was going to have to be a big world.

Most fictional fantasy worlds, of course, are based on aspects of our own world and its history. For example, all the states in Robert E. Howard's Hyborian setting are based on real-world cultures, simplified and boiled down to their easily-recognized essences—clichés, in other words, but in tropes that were instantly familiar to Howard's readers. We decided we could do the same thing, adapting from historical sources, so our first task was to make a list of world cultures that would be useful templates for fantasy gaming. The list looked something like this:

- Norse
- Ancient Mediterranean (Greece/Rome)
- Ottoman Empire
- Mongolian Tribes
- Aztec Mexico
- Han China
- Celtic Wales
- Pharaonic Egypt
- Hanseatic League Baltics
- Carolingian France
- Ancient Persia
- Dutch Republic
- Mughal India

We decided to plot out a single giant Pangea-type continent on which there would be fantasy-fictionalized versions of each of the above cultures. We also added homelands for the nonhuman races: Orcs, Goblins, Elves, Dwarves, Hobbits, Lizard-Men, Deep Ones, Kzinti Catfolk, and Barsoomian Tharks, as well as a pirate kingdom, and areas where prehistoric creatures were the norm. Plus, in every land there would be hidden cults that worshiped Lovecraftian Elder Gods.

We dubbed this setting the "Known World," to imply there was more out there yet to be discovered, because we didn't want to paint ourselves into a corner. It was our intention to use the Known World in ongoing open-ended campaigns run by multiple DMs in which player characters could go back and forth from one DM's game to another. Moldvay and I were already running our own campaigns this way, and we hoped to bring other DMs on board as well, so we'd all be playing in the same giant sandbox.

That meant we were going to need detailed write-ups on each of the various Known World cultures, so there would be consistency in how different DMs depicted different areas. For every culture we needed to specify how it was organized, who ruled it and by what methods, what gods the people worshiped, what their economies

were founded on, what other states were their traditional rivals or allies, what their geography and environments were like, key cities and fortresses, important events in recent history, and so forth. Setting out to do this for two dozen homelands was pretty ambitious, but why the hell not? We were college students with plenty of time on our hands.

Moldvay and I had complementary skills and personalities, and we worked well together: where I was meticulous, organized, and precociously professional, Tom was brilliant, creative, and indefatigable.

We made a great team. Moldvay did most of the initial culture write-ups, whereas I created the leading non-player characters in each homeland; I was also the Name Guy and came up with most of the location names, drawing on Dunsany, Vance, and Clark Ashton Smith for inspiration. We were also inspired by how H. P. Lovecraft and his circle all drew from each other's works in creating stories set in a common setting. We thought, by imitating that approach, we could create something the sum of which would be greater than its parts. And it would be an open setting that drew in the work and creativity of whoever wanted to contribute to it.

It took us two years and countless revisions, but by the end of the summer of 1976 we had the Known World documents and maps in a state we were satisfied with. Other local DMs were already using the setting from preliminary write-ups, and players in campaigns in Akron, Kent, and Cleveland were all playing in a shared world, adventuring together in the Republic of Darokin, the Emirates of Ylaruam, the Ethengar Khanates, the Principalities of Glantri, the Grand Duchy of Karameikos, and the Empire of Thyatis. What we'd set out to do had succeeded.

In early 1979 I went to work at TSR Hobbies as a designer for D&D and other games. I was rapidly promoted to director of the Design Department, and in 1980 I brought Moldvay in to join us as a game designer. At that time, we were preparing a revised version of the D&D Basic Set, as well as a companion box, the Expert Set, which would introduce players and DMs to wilderness adventures in the wider world.

So, we were going to need a wider fantasy world to put them in. Up to that point most of TSR's scenarios had been set in Gary Gygax's World of Greyhawk, but we couldn't use that, as it was Gary's personal campaign setting, and was reserved for Advanced Dungeons & Dragons game products. I can't remember whether it was Moldvay or me who suggested it, but we proposed dusting off our Known World documents for use as the new, standard D&D campaign setting. This got approved, I think by Mike Carr, and a revised version of our campaign map was hexed-up by the Art Department for use in the *X1: The Isle of Dread* module—which you now have in a deluxe version, thanks to our friends at Goodman Games!

*Lawrence Schick is a game designer and writer who's mainly known for role-playing games, and has been in the business for almost 40 years. Schick is the only person in games who's worked closely with both Gary Gygax and Sid Meier. He began his career at TSR Hobbies in the late 1970s, where he was a game designer and head of the editorial staff. In the early 1980s he moved to video and computer games, and has done most of his work in digital media since then. As Executive Director of games at AOL in the late 1990s, he was influential in the birth of online gaming. He is currently a lead writer and the "Loremaster" for the popular multiplayer fantasy game *The Elder Scrolls Online*. As a sideline, he writes, edits, and translates historical fiction under the name Lawrence Ellsworth.*

Isle of Dread From The Back of a Mini-Van

by Michael Curtis

For most, a mention of *The Isle of Dread* conjures up thoughts of vibrant jungles, blazing white beaches, aquamarine waters, and bronzed flesh adorned with feathers, copra, and pearls. The mind swims in imagery dredged up from a myriad of other media: “Gilligan’s Island,” “King Kong,” “Danger Island,” and the infernal drums of a hundred 1950s jungle films that never seemed to cease—only to suddenly silence ominously. It is an adventure that gleefully and effectively borrows from numerous sources, employing the best of the jungle, pirate, and lost world tropes to immense effect.

I, however, do not think of lush tropical islands when I dwell upon the *Isle of Dread* module, first released with the Expert Dungeons & Dragons boxed set in 1981. Instead my mind falls back through time to vistas of the American Southwest, to arid deserts and towering mesas, and the sound of 1950s do-wop on the family Dodge Caravan’s sound system. For it was in the year of 1985, in the midst of a cross-country summer vacation that I first ventured, alone but eager, into the steaming jungles of that distant island.

Dungeons & Dragons was introduced to me in 1980, but the 1981 Basic D&D boxed set, edited by the talented and very much missed Tom Moldvay, was the first version of the game I owned. I must have picked up the Expert Set the following year, as I remember a long gap when I owned just the Basic Set and played through a number of the Basic and Advanced D&D modules available at that time, not to mention the many home-brewed adventures created by myself, my friends Greg and Mike, and Mike’s older brother D.J. I had flipped through *The Isle of Dread*, but circumstances never allowed for me to actually play or run the adventure. It sat, like the island itself, distant and unexplored at the back of my role-playing collection. The summer of ’85 changed all that.

That year, my father, mother, younger brother, and I piled into the back of the family mini-van and headed west for a prolonged excursion along America’s highways, stopping at various sites of historical, geological,

or gastronomical importance from coast to coast. Being the oldest, I had the back seat of the van to myself and set up camp there with a stash of comic books, fantasy novels, and my RPG supplies. For two weeks, it would be my mobile command post, a place to while away the hours as we drove from one state to another, pausing to witness the splendor of the Grand Canyon, the vastness of the Great Plains, or the smell of hops in at least three breweries my father insisted we tour (his reward for hauling the family around during his two weeks of vacation time).

My brother didn’t play RPGs aside from a brief game of Toon and a one-off AD&D session where I believe the Demogorgon got itself assassinated. That meant I was on my own as far as Dungeons & Dragons was concerned. If I was lucky, I might find another kid into gaming at one of the motels we stopped at, but for the most part it was myself, my dice, and a couple of D&D modules to solo through while we were on the road.

Younger gamers reading this might be scratching their heads at the thought of “solo D&D,” the activity of taking one or more PCs through a commercial module and serving as both player and DM as a strange form of cheating. Older gamers are undoubtedly nodding sagely and remembering their own experiences of self-DMing. While there were solo adventures published for some fantasy role-playing games, it was much simpler to utilize a form of compartmentalization of information while playing through a published dungeon. If you failed your secret door check, for example, you had to pretend it wasn’t there, and if the monsters killed you, it was curtains for your character (usually). I won’t pretend there wasn’t the occasional fudged die roll in the favor of my PCs, but I largely played it straight and let the dice fall where they may (which included the Frito chip-strewn carpet underneath my brother’s seat in front of me).

I fondly recall sending my elf, Shea (a name liberated equally from *The Sword of Shannara* and the nearby stadium where the Mets played), across the hex map of the

Isle of Dread, setting pirate thorn palisades alight with burning oil, befriending the phanaton and dwelling for a time in their tree-top village, and running in fear when he encountered a deranged ankylosaurus high on “loco weed” that was spoiling for a fight.

Shea reached name level somewhere during his explorations of the Isle of Dread and I sketched out his soon-to-be elven stronghold on graph paper, looking for the perfect hex to drop it in. Construction fees were partially covered with countless pearls the elf dredged from the bath-warm waters around the island, but his (my) designs were grand indeed and more funds were required. That meant a trip to the forbidden plateau in the island’s center, and excursion into the lost temple at the center of the mysterious lake.

That would be the undoing of my hero. Shea perished, succumbing to wounds inflicted by a terrible fire trap, then later plunging into boiling waters which finished him off. His bones lie bleached and possibly now mineral-encrusted at the bottom of a hot spring at the heart of the Isle of Dread. In the wake of his demise, *The Isle of Dread* was returned to the pile and I plucked a new adventure out to be explored.

I’m somewhat shame-faced to admit that this was my sole exposure to this wonderful module in a playing capacity. I never again ran *The Isle of Dread*, but the adventure had an impact on my design style, one which has never faded despite my brief sojourn onto the island as a player/DM.

The Isle of Dread was as instructive as it was entertaining, demonstrating techniques to create a concise hex crawl setting suitable for prolonged exploration. As a DM who had yet to discover Judges Guild’s fantastic Wilderlands series of game supplements, *The Isle of Dread* was my first introduction into stocking a wilderness and creating a mixture of encounters containing the potentially friendly as well as the fearsome—a different set of DM skills than stocking a dungeon.

David Cook and Tom Moldvay’s design is an entertaining mixture of both their own creativity and homages to the classics of fantasy and adventure fiction. Can anyone read the description of the village of Tanaroa and its Great Wall without envisioning the village from “King Kong?” Are the aranea nods to the talking spiders from *The Hobbit*? Is it possible to encounter the kopru without hearing the echoes of Lovecraft rolling down the decades? And yet their talent takes all of these nods to that

which has come before *The Isle of Dread* and cooks them up in a delicious cannibal’s stew of its own.

And despite the nods to that which has come before, this stew can still accept additional spices without becoming too complex a dish. The adventure is ready to play as is, but it allows ample room for a creative judge to customize the island. This history of the Isle of Dread is a blank canvas, permitting the DM to create their own masterpiece upon it. Some DMs have turned the island into a pseudo-R’lyeh, inhabited by Lovecraftian horrors. Others have deemed it a fragment of lost Atlantis or similar sunken empire, home to the few survivors of that doomed nation and the advanced technology that survived the sinking. Still more have transformed it further along the “lost world” path, removing the island from the time stream and turning it into a “Brigadoon”-esque land that shifts through time and space, appearing in tropical seas long enough to be briefly explored before vanishing once again. The possibilities are limited only by the DM’s imagination.

In retrospect, part of me is glad my own experience with *The Isle of Dread* was so brief and so long ago. I don’t think I could have given the adventure its full due in my youth, wringing every last possibility out of it. Now, with this conversion to the latest version of Dungeons & Dragons, possibly the most popular one yet, I have a new opportunity to make *The Isle of Dread* my own and unleash it upon unsuspecting players. Regardless of what tweaks I make to this amazing adventure, I know one thing for certain: there’s a certain dead elf and his treasure waiting for them under Taboo Island.

In addition to exploring the Isle of Dread, Michael Curtis has worked in the role-playing game industry since 2008. During that time, he’s written more than 70 RPG books and articles, ranging from new material to the classic Judges Guild line to one of the very first third-party publications for fifth edition Dungeons & Dragons. Michael is best known for his work for Dungeon Crawl Classics, but is also responsible for kicking off Goodman Games’ line of “Alphabet” books, beginning with the best-selling The Dungeon Alphabet. Michael is also the lead writer for DCC Lankmar, the licensed adaptation of the Faehrd and the Gray Mouser tales by Fritz Leiber for Dungeon Crawl Classics. His incredible good fortune continues with this opportunity contribute to this fifth edition conversion of David “Zeb” Cook and Tom Moldvay’s classic adventure. When not lying on tropical shores and fighting dinosaurs, Michael lives on another island with a slowly-diminishing collection of books and a static number of cats.

Every Sixth Grader's PC Should Have the Chance to Ride a Battle-Tiger

by Harley Stroh

Of all TSR's adventures, *The Isle of Dread* hews the closest to D&D's pulp roots. A mysterious jungle island stalked by dinosaurs, pirates, and saber-toothed tiger-riding catfolk; a lost map, compiled by a professional adventurer; a ruined temple, now home to headhunters; and a fallen empire of tentacle-mawed amphibians, once regarded as gods. It's easy to imagine spending an afternoon in a used bookstore, tearing pages from *Doc Savage*, *Weird Tales*, and *Argosy*, re-creating the adventure encounter by encounter.

And like its pulp antecedents, *Isle* drips adventure. In the hands of an accomplished Dungeon Master, the adventure's sweeping vistas, terrifying foes, and foreboding mysteries are enough to fuel an entire campaign. What party of reavers would look askance at their own island kingdom, ruled from a menacing temple set within an ice-capped caldera?

At the age of 9, I was not that Dungeon Master.

The Isle of Dread came to me, appropriately enough, via a used bookstore. Sandwiched inside a Moldvay red box set, between *The Keep on the Borderlands* and *Slave Pits of the Undercity*, was the strange blue-cover version of *Isle*, proclaiming: For Dungeons & Dragons Expert Set!

I didn't know what I was doing, but I knew without a doubt that I wanted to be a D&D expert. I dove right in.

With no gaming group to speak of, I "ran" the adventure for myself. Early on my band of brave explorers defeated the fell pirate captain and took command of his crew. We never spent much time with the villagers, preferring instead to traipse our way directly to the lair of the green dragon, who was somehow always discovered asleep atop its mountain of treasure. The rakasta always welcomed us, and so of course we were able to command the respect of their saber-toothed tigers. Inevitably we would stop by the vein of gold and set our pirate band to work as miners and smelters.

My reavers coursed the island, scribbling our tally of its riches on college-ruled character sheets (for certainly no D&D expert would confess to using wide-ruled sheets)

and generally made it as much of a Monty Haul campaign as the island would allow.

Yet we never dared to set boot on Taboo Island.

Even as a child, I knew this was where explorers went to die. The strange kopru that could *charm* my precious PCs with a mere thought; the oil traps that had only grown more dangerous with age; the boiling well and attendant mud-pots—these were challenges to be feared and respected. The treasures of Taboo Island were left undisturbed and my reavers set sail for other adventures.

(I'm pretty sure we looted Xanathon next.)

* * *

For prospective adventure writers, the venerable isle still conceals treasures waiting to be unearthed. Chief among these is the depth of imagination employed in the design of Taboo Island.

The temple wasn't simply conceived as a "ruin." Rather it was first written as the living, breathing temple-palace of the kopru. Then, as the centuries wore on and the loathsome empire fell into decay, new inhabitants took over the temple. The old chambers and features were put to radically new uses. New monsters found their way into the flooded chambers and new horrors appeared in the humid gloom.

The temple was designed not once, but *twice*.

It's not enough that the temple's former traps had fallen into decay. Rather the flooded corridors created an entirely new set of deadly challenges. The iconic oil trap, that formerly simply set the dry chamber aflame, now threatens to burn *and* drown the PCs—all before sweeping them down to the temple's deadliest level.

Similarly, consider the renegade headhunters that now lair in the island temple. Tellingly, they do not know of the full scope of their own complex. They have mastered some, but not all, of its secrets. Opportunities abound for clever players to make deadly use of the temple's secrets.

Both examples call out a nuance that I often miss in my own writing:

Don't write to the ruins. Write of the temple-palace at its height—and then ruin it.

* * *

Fast-forward 30 years. I'm still not a D&D expert, but I've come a long way from the wide-eyed child, playing D&D alone as he loots the interior of the island.

The Isle and all its mysteries haven't dimmed with age. As I write this I am prepping to run a DCC RPG version of *Isle* for the local library. A fearsome band played by wide-eyed 6th graders and their fathers are studying Rory Barbarosa's map, scouring his journal for clues, and plotting their ship's course.

No doubt they will clash with the pirates. Hopefully they are wise enough to make allies with the natives. And

should they happen across the dragon's lair, it will be their actions that determine whether or not it is asleep. But I'm nearly certain they will be able to command the respect of the rakasta and their saber-toothed tigers (for every 6th grader's PC should have the chance to ride a massive tiger into battle).

But I can't imagine the PCs will escape entirely unscathed. For when furious winds break the dense clouds that hug the caldera, and the stink of sulfur and brimstone washes down to the jungle floor, PCs and players alike should realize that the dreaded Taboo Island—still undisturbed after all these years—awaits.

Harley Stroh has been writing for Goodman Games since DCC 17: Legacy of the Savage Kings, yet he still gets nervous whenever he is about to run a game. He lives in the mountains of Colorado with his wife, two children, and a small but vicious dog.

Goodman Games Interviews

David “Zeb” Cook

Zeb Cook is the legendary TSR designer who designed many TSR titles. He co-authored *The Isle of Dread* with Tom Moldvay. We had a chance to speak with him about the origin of this famous adventure. Here is what he had to say!

Goodman Games: Zeb, thanks for taking the time to speak with us today. To start with, can you remind readers when you worked at TSR, and what you did there?

David “Zeb” Cook: I started at TSR in 1979, fresh out of college and two years of teaching. I left TSR in 1994, after 15 years. I was the second member of the brand-new Design Department (where frankly we barely knew what that meant) doing module writing, editing, and layout. Over the years and through the persistence of not getting fired, I became the de facto senior designer. During that time I designed the Expert Rules, *Oriental Adventures*, *Star Frontiers*, *Planescape*, a host of modules and sourcebooks, and, of course, the AD&D 2nd Edition rules.

GG: Now tell us a little about *The Isle of Dread*. As I’m sure you know, it is loved by thousands of gamers. How did the module come about? Did you “pitch it” or was it assigned? Was it always intended to be a part of the Expert boxed set?

DZC: After a couple of modules, Tom Moldvay and I were tapped to create the Basic and Expert Sets. It was assigned, because TSR wanted to revamp the rules and create D&D as its own line. We were mostly chosen because our schedules were open and because we both by that point had gained experience as designers. While Tom wrote the Basic book and I wrote the Expert, we collaborated on the overall design since the two books had to work seamlessly together. For the Basic Set it was decided to use the existing *Keep on the Borderlands*, so we needed a module for the Expert Set. Tom and I both loved things pulpish, so a lost island scenario made sense to us. So I guess we pitched the story but it wasn’t a particularly hard sell.

GG: Were there any specific design goals or commercial goals in the creation of the adventure?

DZC: Well, for the commercial goals we needed something to go in the box, it had to showcase the Expert rules, and it had to be 32 pages long. The design goals were a little more thought out. Most importantly *Isle of Dread* had to introduce new players to the idea of doing things outside a dungeon and how to create a bigger campaign than just the nearby “hole-in-ground.” We didn’t want to throw new DMs into something too complicated like a city, an evil barony, or the like. At the same time it shouldn’t be too linear—part of wilderness adventuring was to make it seem more freeform. An island made good sense since DMs could have a lot of open territory without having to worry about players wandering off the edge of the map. One of the big design goals related to how we split up the work.

GG: You were a co-author of the adventure, along with Tom Moldvay. Who designed which parts of the module?

DZC: Tom and I were co-authors because frankly it was the only way to get both rule sets done in time. We were on very tight deadlines and we both had a rulebook to create first. Plus, Tom was a fast writer, me not so much. To make the whole thing easier to manage, we split the island into two sections. Tom did the outer part of the island with all the dinosaur and other encounters while I did the central plateau where the adventure ended. The point of the plateau was that we didn’t have to worry about tripping over each other’s work. The handoff was clean in terms of story elements.

GG: What was it like having two developers working on the same book? Was it a competitive or a collaborative situation?

DZC: Certainly it was more collaborative. Trying to compete wouldn’t have helped the module at all. We needed to make sure we stayed in sync so X1 would feel like a single thing and not two competing adventures. To this day I still think that’s the biggest weakness—that our two parts didn’t quite gel into a single story. Oddly though, that might also be a strength—the outer part of the island is filled with all sorts of quickly sketched out

encounters that aren't bound tightly to each other, but as you go toward the center a story and threat develops. It does show how to do a wilderness that is filled with lots of "random" activity while building toward a final goal.

GG: What were your influences for the setting?

DZC: Hopefully it's pretty obvious—Skull Island, "King Kong," *The Lost World*, Pellucidar, and all those other jungle island/dinosaur land stories and films. We weren't trying to be subtle. Tom got to put dinosaurs in, which made him happy. I was trying for the degenerate lost world, which is one of my favorite themes. Plus, dinosaurs and lost worlds can work in just about any campaign. If we'd been more specific it would have been hard to plop it into any and every player's campaign.

GG: The Known World officially debuted in this module, and it later evolved into the Mystara setting. Did you help flesh out the material in X1, or was it basically taken directly from Tom Moldvay and Lawrence Schick's prior work?

DZC: I honestly don't remember seeing Tom and Lawrence's campaign, but especially at that time we were all mining things we had created for our personal games. Still, I certainly had input on this. Anything we did for a personal game needed massaging and reworking before we could actually publish it. For example, Karameikos in the Expert Set was my take on the original, at least to fit the rest of the text. Plus we had to make sure the Known World covered a lot of basic needs for a campaign setting. Hence there was an elf land, a dwarf region, etc. Fortunately, Tom and I were both history buffs so it was easy to use our interests to make adjustments we felt we needed.

GG: What was the inspiration for the kopru? Were there any larger plans for the race regarding their hinted-at plans of domination?

DZC: Every lost world needs a mysterious sinister foe—whether it's a sorcerer or a race like the kopru. For the island, a standard sorcerer was too mundane. Plus, since we were just presenting people with the rules about higher-level play we couldn't cheat and give them an NPC who broke all the rules! A monster, however, can get away with whatever powers we want to give it. As for inspiration, the kopru were modelled after various pulp horrors of the Burroughs/Lovecraft/Howard vein, especially the Mahar of Pellucidar.

As for larger plans, we never thought that far ahead in

those days. The "A" series of modules was probably the most ambitious connected thing we did at the time. And finally, we didn't even know at the time that the Known World would become a real thing—if you don't already have a campaign setting in mind, it's hard to make grand plans for what goes into it. But we were always really good at dropping in hints and suggestions for ways things could be used or expanded on. And of course, an ancient evil amphibian race would want to dominate the world—what other choice do they have?

GG: Can you provide any insights regarding the changes from the first and second printings to the third printing? (Specifically, the replacing of certain monsters.)

DZC: I've never really examined the changes so I don't have much to comment here.

GG: Who developed the rakasta and the phanaton? Were there ever plans to expand or flesh them out, or were their motivations on the isle intentionally left up to individual DMs?

DZC: I developed the phanaton and Tom was responsible for the rakasta. Certainly it has his sense of humor to it. Like the kopru, we always had ideas for what could be done with our creations, but seldom had the opportunity to take it further. In this case, space and the need to avoid creating a competing storyline to the kopru imposed limits on what was said about them. So ultimately their motives were left to the DM. This in itself meshed in well the goal to leave some things to the DM. If we had provided all the answers, there would be less outlet for DM creativity.

GG: How much research went into creating stats for the various dinosaurs in the module?

DZC: Knowing Tom, he tried to make them as accurate as possible at least in descriptions and general size/menace. He didn't like being inaccurate unless there was a good reason to make a change. That said, it was still B/X rules, so there wasn't a high degree of precision in the tools available to the DM.

GG: Is there any additional backstory on the giant black pearl hinted at in the module? How about the lost city of the gods?

DZC: That? Pack o' lies. I'm not saying good old Rory Barbarosa wasn't an honest fellow, just that he was a bit too liberal with his adjectives. Plus, to get top price for his maps Rory had to suggest there was a good reason to

go there. But, there is a black pearl you can find eventually, even if it isn't as great as implied.

GG: There is a huge variety of creatures and foes to encounter on the isle, and the wandering monster tables are some of the best ever. Was there anything you wanted to include that didn't make the cut? Something perhaps deemed too crazy?

DZC: Tom tried to cram them full of as much stuff as he could. I'm sure he could have included even more dinosaurs if there had been enough space for yet more monster stats. Mostly we tried to avoid horrible stereotypes—except for pirates, dinosaurs, and tribesmen, of course.

GG: *The Isle of Dread* had a vast reach due to its inclusion in the D&D Expert Set. How did it feel to work on an adventure with such a wide circulation?

DZC: Very lucky. I'm not sure it dawned on us at the time how far the reach would be. I certainly never expected it to become so beloved. It's a nice adventure, but not necessarily a great one. I guess because it was the first mini-campaign for lots of players gave it a special importance with fledgling DMs.

GG: Was there any truth to the rumor that TSR planned to drop X1 from the BECMI Expert Set, and replace it with a new module written by Gary Gygax?

DZC: I don't recall ever hearing that one. I wouldn't be surprised if someone hadn't asked if the module should be changed, but I never heard any suggestion of Gary writing one for it. He was very busy with other things by that time.

GG: In your long list of adventure-writing credits, where would you rank this one?

DZC: Well, I don't consider it one of my greatest efforts—I wouldn't call it tightly plotted or an amazingly original story, but it worked really well for introducing players to wilderness adventures and showing DMs how to put something together. Ultimately a lot of people had fun with it and that makes me happy.

GG: The isle has lived on in various incarnations in later editions of the game, including an ongoing campaign/adventure path, and then as a mystical, setting-hopping, extraplanar location. Officially, it currently resides in the Elemental Plane of Water. Any thoughts on this continuous evolution?

DZC: Dinosaurs! That and it just shamelessly played on pulp themes that make for good, uncomplicated adventuring.

GG: Did you have any trouble getting the deranged ankylosaurus and its patch of "loco weed" past the censors?

DZC: Hah, no, after all it was clearly a dumb critter and dangerous! See kids, loco weed is bad for you.

GG: Who signed the parchment as "Rory Barbarosa"—was it you?

DZC: Well, the artist who did the parchment signed it, but I'm pretty sure Rory Barbarosa was the name of one of Tom's characters. It was a good name for a colorful pirate!

GG: I'm sure you've heard many, many stories from gamers who played *The Isle of Dread*. What's your favorite real-life table tale?

DZC: I don't remember the particulars, but there was one group of players who after escaping the Isle of Dread decided to return many levels later and set up their own pirate empire. I'm not sure how it wound up for them, but I'm sure it would have been a grand adventure.

GG: That's a great next step for a campaign. Thank you very much for your time today, Zeb!

Publisher's Note: The Isle of Dread was co-authored by Zeb Cook and Tom Moldvay. Mr. Moldvay unfortunately passed away in 2007.

CHAPTER TWO

X1: The Isle of Dread Original Publication

X1: *The Isle of Dread* has quite an interesting publication history. It was the first adventure to feature a wilderness setting, and to include numerous new monsters. It includes four different printings, with the first three being fairly similar, and the fourth edition having significant changes to formatting, art, and even some content. This essay is based on information gleaned from The Acaeum, and the author encourages the reader to seek out that reference (www.Acaeum.com) for more information of the publication history of this module.

Published by TSR in 1980, the first printing featured a dark blue cover and cover art by Jeff Dee, an old-school artist of renown with many classic D&D illustrations to his credit. The cover art features two adventurers on a small boat observing a pair of tribesmen attacking a dinosaur or dragon-like creature on a beach. On the top left corner is an orange diagonal stripe that says, “For Dungeons & Dragons® Expert Set”. The back cover featured a color illustration by Bill Willingham depicting three adventurers battling a serpentine form in thigh-deep water. The first printing of *X1* was the first color module produced by TSR, as previous modules were monochrome. This printing was included in the first printing of the D&D Expert Boxed Set, but it was also available for sale separately. Inclusion in these boxed sets in addition to being available for individual sale make *X1* one of the most widely distributed on the classic TSR adventure modules. Although the module cover is labeled copyright 1980 (which is correct), the module booklet is labeled copyright 1981. There were also some issues with the product code being mislabeled in this printing. Some copies have the erroneous product code 9034 (which is actually the product code for *B2: The Keep on the Borderlands*) instead of the correct product code, 9043. In addition, the last line of text on the cover is repeated: “All Rights Reserved”.

The second printing occurred in 1981, and largely was the same as the first printing. One notable difference is a common lighter shade of blue for the cover, although

it is unclear if this was done on purpose, or merely variations in print colors. This printing was included in the second print run of the D&D Expert Boxed Set, and it was also available for sale separately. Although the repeated “All Rights Reserved” text on the cover was removed on this print run, the product code discrepancy with the first printing is still occasionally present.

The third printing is virtually the same as the second printing. This printing was packaged with the third printing of the D&D Expert Boxed Set, and, too, was available for sale as an individual module.

The fourth printing (1983) of *X1: The Isle of Dread* is very different to previous printings, and similar to other modules produced by TSR in the mid-1980s. It features an orange-red cover, with artwork by Tim Truman. This artwork depicts a band of three adventurers standing in rocky water, battling a Tyrannosaurus rex, with a small sailing ship stranded on the rocks nearby. The diagonal stripe is gone, replaced by a dark blue horizontal bar labeled “X1” and the (correct) product code. The updated “block letter” TSR logo is prominently displayed on the front cover and the title page. Although the back cover lacks artwork, there is now a text teaser of the module plot and a contents summary. This module was edited by Tim Kiplin, as credited on the title page which now includes a preface.

Notable changes to the interior include a new font type and format. The second page is a detailed table of contents and list of tables and maps. A sidebar listing all abbreviations used in the stat boxes is now located on page 3. All of the artwork has been replaced with updated pieces, including for all the new monsters described in the appendix. These occur on the upper border of the last two pages of the booklet. See pages 3, 5, 6, 11, and 28 (not particularly well spaced throughout the book, mind you) for the new artwork. Rory’s diary (a Player’s Handout) has been reprinted as a sidebar with an old parchment background on page 5. In addition, this handout is reproduced as a dual color part of the gate-

fold cover, with the opposite side featuring a full color Player's Handout of Rory's sketch of the outer parts of the isle. All maps have been renumbered, and there is an obvious omission on Map 12 (Temple Level 1). In the first three printings, near area 5 (renumbered area 34), there was a sketch displaying the route from area 3 (now area 32) passing under a raised platform in area 5 (now area 34) to the corridor leading to the lower temple levels. This sketch has been removed in this printing, so now it appears there is no access to the rest of the dungeon. There is a letter "A" now on the map, which is a reference to the room description.

Further, several of the encounters were altered with different monsters, apparently to bring this printing in line

with monster statistics available in the Basic and Expert Sets. For example, in area 2, the five bull sharks were replaced with four crocodiles. Area 6 was formerly the lair of an ancient giant squid, but in the fourth printing this has been replaced with a water termite. Area 24 once featured a sea dragon, but was replaced with a sea hydra (depicted in artwork on page 6) instead. In the lower level of the temple, giant crabs replaced the three albino mako sharks in the Chamber of the Great One, and more crocodiles replaced giant piranhas in a nearby corridor. It always vexed the author how open-water sharks could survive in a small underground chamber with freshwater fish lairing nearby. Thus, these latter two changes actually make some ecological sense, although logical dungeon ecology in the early 1980s was mildly (at best) observed.

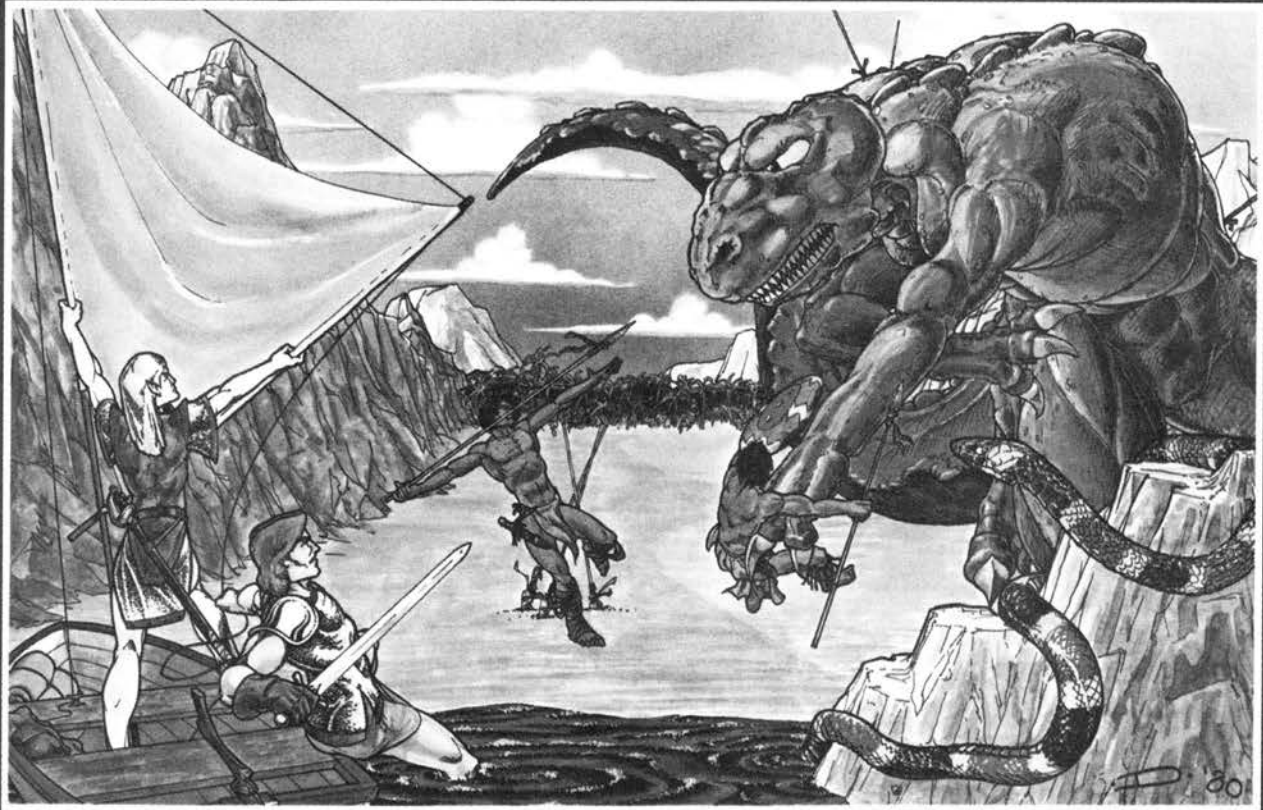
X1

**FOR
DUNGEONS & DRAGONS®
EXPERT SET**

Dungeon Module X1 The Isle of Dread

by David Cook and Tom Moldvay

**A WILDERNESS ADVENTURE
FOR CHARACTER LEVELS 3-7**



The Isle of Dread is the first in a series of adventure modules for use with the DUNGEONS & DRAGONS® Expert rules. As the first D&D® wilderness adventure published by TSR™ Hobbies, the Isle of Dread is designed as an instructional module to help novice Dungeon Masters design their own wilderness adventures.

This module contains maps and background material for the Isle, fifteen new monsters, and suggestions for further adventures. In addition, The Isle of Dread contains a map and background information for a large continent, and eleven smaller maps for encounters on the island itself. In this module, players will push their way through dark jungles and treacherous swamps to discover the lost plateau, and the final secrets of – the Isle of Dread!

If you enjoy this module, watch for future releases in the D&D® line from TSR, The Game Wizards.

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Special Introductory
Wilderness Module

TSR Games
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9043

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Dungeons & Dragons® Expert Set

Dungeon Module X1

THE ISLE OF DREAD

This module requires information found in the D&D® Expert Rules, which are a continuation of the D&D® Basic rules. Without a copy of both booklets, some sections of this module may be confusing.

PART 1: INTRODUCTION

About This Module

This module is intended for use with the DUNGEONS & DRAGONS® Expert rules. The **Isle of Dread** is a wilderness adventure designed as a framework to help Dungeon Masters (DMs) design their own wilderness adventures.

If you plan to participate in this module as a player, please **stop** reading at this point. The information in the rest of this module is for your DM so that he or she may guide you and other players through the adventure. Knowledge of the contents of this module will spoil the surprises and the excitement of the game for everyone concerned.

Notes for the Dungeon Master

The **Isle of Dread** is a wilderness adventure module in five parts. Part one is the INTRODUCTION, which outlines both the adventure and the fantasy "world" it takes place in. Part two, THE ISLE OF DREAD, is the first stage of the adventure. It includes getting to the Isle of Dread, exploring the main island, and setting up a base for the next stage of the adventure. In part three, the party investigates the island's great CENTRAL PLATEAU. With good fortune and thought, the party should establish a base at Mantru, a small village on the shore of the plateau's great crater lake. Part four is the climax of the adventure. Here, the party discovers the secrets of the TABOO ISLAND in the center of the lake. Part five contains the NEW MONSTERS introduced in this module. After the basic adventure is over, the Isle of Dread can be used as the site of additional adventures, some of which are described at the end of Part 4.

While the D&D Expert rulebook contains most of the information necessary to design wilderness adventures, this module is another tool. It is a graphic example of what a wilderness adventure may be. It allows the DM to learn by experience about wilderness design and supplements the rules given in the D&D Expert and Basic sets.

Before beginning the adventure, please read the module thoroughly to become familiar with the details of THE ISLE OF DREAD. Certain sections may be read aloud to players. Other sections contain information the players should not know in advance, but may learn in the course of the adventure. Before the adventure begins, the DM should decide what information to give the players and what information to hold back.

This module has been designed for a party of six to ten characters. Each character should be between the 3rd and 6th level of experience at the beginning of the adventure. The party should have a total of 26-34 levels, 30 being best. For example, a party with a 4th level fighter, a 5th level magic-user, a 6th level cleric, a 3rd level

thief, a 5th level dwarf, a 4th level elf, and a 3rd level halfling would have a total of 30 levels (4 + 5 + 6 + 3 + 5 + 4 + 3 = 30). Furthermore, the group should have at least one magic-user or elf, and one cleric in it. If the party has less than 26 levels or more than 34, the DM may wish to adjust the strength of the monsters, making them larger or more numerous (or smaller or less numerous) as the DM sees fit.

The DM should be careful to give the player characters a reasonable chance for survival. The emphasis is on "reasonable". Try to be impartial and fair, but give the party the benefit of the doubt in conditions of extreme danger. However, sometimes the players insist on taking unreasonable risks; charging a tyrannosaur barehanded, for example. If bravery turns to foolhardiness, the DM should make it clear that the characters will die unless the players act more intelligently. Everyone should co-operate to make the adventure as fun and exciting as possible.

In addition to the large scale map of the continent and the small scale maps of the Isle of Dread and the CENTRAL PLATEAU, there are maps of some of the **encounter areas**. These are included to give the DM an idea of what the area looks like. The DM may use them as given, change them slightly, or create different ones. For example, when using the **general cave lairs**, the DM can add new creatures, seal off tunnels, or add secret chambers, to nearly any part of the map. Both cave maps can even be combined for a very large lair!

The lair treasures can be used as given or changed into different forms with the same value. Primitive native tribes like those on the Isle of Dread may not have gold or silver coins. Instead, they may have native carvings of bone or ivory, small nuggets of precious metals, or any other unusual but valuable forms of treasure the DM can create.

When describing monster encounters, the DM should not rely only on sight — there are four other senses — smell, sound, taste and feelings of hot, cold, wet and so forth! The DM should try to vary his or her approach to encounters when possible. For example, the party may first hear the monster crashing through the underbrush, or find its tracks instead of just meeting the monster face-to-face. This is a good way to "signal" a party that an encounter may be too difficult for them to handle. The DM should also try to avoid letting unplanned wandering monsters disrupt the balance of the adventure.

THE MAP OF THE CONTINENT (Map C-1)

Geography

In the center of this module is a large-scale (24 miles per hex) wilderness map, which shows the southeastern portion of the continent and the northern islands of an archipelago (a cluster of islands). This map is useful for the overseas journey to the **Isle of Dread** and serves as an example of a large-scale wilderness design. The DM may wish to base dungeon and wilderness adventures on this map, or expand the map by designing wilderness areas where the map leaves off. The following is a suggested key to the areas mentioned on the map. To read the map of the continent, start at the top and read from left to right.

The following key gives only a brief background of most areas except the Isle of Dread which is further described in PART 2. The rest is left for the individual Dungeon Master to "flesh out", allowing as much creative freedom as possible.

The Key to the Continental Map

Principalities of Glantri. Glantri is a magocracy; that is, the princes and princesses who rule the state are all high level magic-users. They live in Glantri City most of the time, though each ruler also has a castle hidden in some remote wilderness area. Actually, the rulers are more concerned with magical research than with ruling. Most decisions are left to the various local councils of elders and the princely stewards. The princes and princesses do not trust each other and live in a state of uneasy truce. In the face of invasion or rebellion, however, they are quick to unite. In extreme emergencies, they will select one of their number as "dictator", to serve for one year.

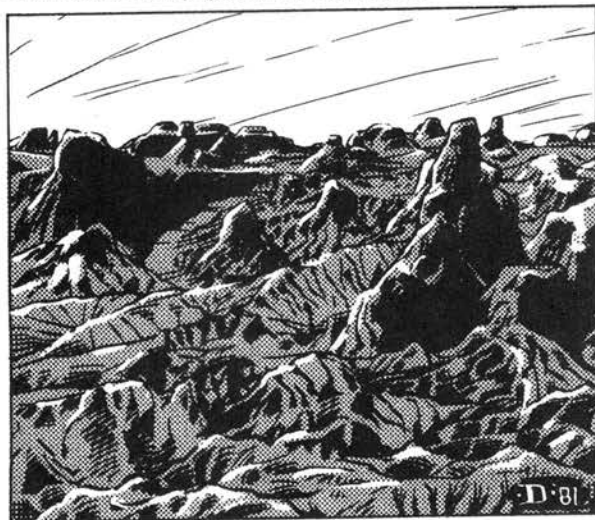
Ethengar Khanate. The Ethengar are nomadic herders of horses, cattle, and goats. They are divided into small family clans. Usually the clans raid and quarrel with each other, but occasionally a strong leader (khan) emerges to unite the entire Ethengar people into a strong "nation". However, with the eventual death of the khan, there is rarely an heir strong enough to hold the Ethengar together. They then break apart, and the family clans begin warring with each other once more. Their culture is similar to that of the horsemen of the central Asian steppes (Huns, Mongols, Magyars, Turks, and so on).

Heldann Freeholds. The Heldann are a barbaric, fair-haired people who hunt, fish, and raise crops on isolated farms. They are related to the people in the northeastern kingdoms but acknowledge no ruler among themselves higher than the individual household leader. Their culture is very similar to that of medieval Iceland.

Kingdom of Vestland, Kingdom of Ostland, and the Soderfjord Jarls. Each of these northeastern states is composed of many petty "kingdoms" that are loosely united under one ruler. In Vestland and Ostland the underchiefs are called "kings"; in Soderfjord they are known as "jarls" (pronounced "yarl"). Their culture resembles that of the vikings.

The people of these kingdoms highly value individualism, physical strength and prowess in combat. They live mainly by fishing and by occasional raids on nearby coastal villages. Besides being fierce warriors, these people are explorers without equal, ranging far and wide in their wooden longships.

The Broken Lands. The "broken lands" are an area of rocky badlands and old volcanic lava beds. The land is extremely wild and inhabited mainly by outcasts and monsters.



Rockhome. Rockhome is the homeland of the dwarves. It stretches throughout the northern Altan Tepe mountain range. The dwarves have built and maintain a road through the mountains for caravans. They charge toll from all who pass.

Atruaghin Clans. These grassy plateau, forest, and hilly regions next to the sea are inhabited by herders, hunters, and fishermen who live in small villages. All the villagers claim to be descended from the ancient hero Atruaghin. If threatened by war they will unite under a temporarily elected leader.

Republic of Darokin. This republic is centered around the capital, Darokin. Its wealth is based on trade from Lake Amsorak (the large inland lake), the Strel river, the eastern caravan route, and sea trade filtering in through the Malpheggi Swamp. Darokin is a plutocracy; that is, the government is run by the wealthiest merchant families. The culture resembles that of Venice or Genoa in medieval Italy.

Alfheim. As the name implies, Alfheim is the homeland of the elves. The elven king rules the great forest of Canolbarth. Because Canolbarth is tended by the elves, it is far larger than a natural forest in this area would be. Darokin pays the elves to protect the caravan route through the forest to Selenica.

Emirate of Ylaruam. Ylaruam is built in the midst of the largest oasis in the Alasiyan Desert. It is the center of caravan routes crossing from north to south and from east to west, and is controlled by the Emir of Ylaruam and his royal family. The culture is similar to that of the Arabic desert states or the Central Asian city-states of Palmyra, Damascus, or Samarkand.

The Five Shires. The five shires are the homeland of the half-lings. The area is ruled by a council of five sheriffs who each control a shire. Four times a year the sheriffs meet at a great feast and there decide shirewide policy by vote.

Grand Duchy of Karameikos. This part of the continent is a wild and unsettled land claimed by Duke Stephan Karameikos. In reality, little of the land is under the duke's control. Large areas are overrun with monsters and hostile humanoids. For a more detailed description of the Duchy of Karameikos, see the D&D Expert rule-book.

Kingdom of Ierendi. The trading ships of Ierendi rival those of Thyatis, and the kingdom sports a magnificent royal palace carved from pure white coral. The king and queen of the land are usually popular adventurer-heroes; however, they are without true power and serve only as figureheads. Actual rule is held by certain aristocratic families (making Ierendi an oligarchy).

Minrothad Guilds. The Minrothad island cluster is a syndicity: the government is run by the heads of the various trading guilds. Minrothad is closely allied to Thyatis.

Empire of Thyatis. The empire of Thyatis is an autocracy. The emperor holds absolute power, but his decisions must allow for the desires of powerful nobles and for the threat of mob riots over unfavorable laws. The city of Thyatis is built beside a large canal that separates the southern peninsula from the mainland, so the city is a major trade center. The Thyatic culture is similar to the medieval Byzantine empire.

Thanegioth Archipelago. The archipelago is a cluster of islands about 1000 miles from the coast of the main continent. What little knowledge is available about Thanegioth is buried in myth and superstition.

Suggested Pronunciations

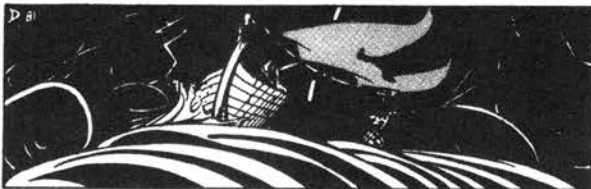
Akesoli — ak'e:sō'īē	Karameikos — kar'a:mī'kōs
Akorros — a'kōr'īōs	Kerendas — ker'en'das
Alasiyan — al'as'ē'an	Kopru — kō'prū
Alfheim — alf'hīm	Malpheggi — mal'feg'gē
Altan Tepe — al'tan tep'ē	Minrothad — min'rō'thad
Amsorak — am'sōr'ak	Norrvik — nōr'vik
Arahea — ar'an'ē'a	Ostland — ōst'land
Atruaghin — at'rū'a'gin	Phanaton — fan'a'ton
Biazzan — bē'a'zan	Rakasta — ra'kas'ta
Canolbarth — can'ol'barth	Selenica — se'len'i'ka
Castellan — kas'tel'an	Soderfjord — sō'der'fyōrd
Corunglain — kōr'un'glan	Specularum — spek'ū'lar'um
Cruth — krūth	Tel Akbir — tel ak'bēr
Darokin — dar'ō'kin	Thanegioth — than'ā'gē'oth
Ethengar — eth'en'gar	Thyatis — thī'a'tis
Glantri — glan'trē	Vestland — vest'land
Heldann — hel'dan	Ylaruam — il'a'rū'am
Ierendi — ē'er'end'dē	Zeaburg — zē'burg

Weather & Climate

The general weather patterns of this part of the continent move from west to east. Hence, much rain falls on the western edge of the Altan Tepe mountains, while little or none falls on the Alasiyan desert. The warm offshore currents near Thyatis and Minrothad modify the weather somewhat in the south, making the climate there similar to the Mediterranean.

The southern farm lands are extremely fertile, due to a thick layer of rich ash from the ancient volcanic hills. The farmers here have discovered better ways to grow most crops. The heavily irrigated and terraced gardens of the southern farmlands produce more food than any other area on the map.

The climate in the Thanegioth Archipelago is tropical, similar to the Pacific South Seas islands (Oceania) and the Caribbean. The climate south of the Cruth mountains (running west to east) is moist and temperate, with mild winters. The climate of Darokin and Glantri is warm and sunny, similar to that of southern France. The climate of the Ethengar steppes is mild in the summer, but cold and bleak in the winter; like the Russian steppes around the Black Sea. The climate of the northeastern coast is wet and mostly overcast, similar to that of Denmark.



PART 2: THE ISLE OF DREAD

Background. Several weeks ago, the party of adventurers was returning from a previous adventure (the DM can work this into the campaign as desired) when they discovered a cache of scroll-papers. The scroll-paper was made of an excellent vellum parchment (a kind of paper that lasts for centuries). On the journey home, the characters were caught in a sudden rainstorm and the entire cache was drenched. Upon the party's return to Specularum, it was found that none of them were magical. Still, magic-users can always use good paper for spell research and writing their spell books, so the characters carefully spread the paper out in front of a fire to dry out. Much to their surprise, as the paper dried out, writing appeared on several of the pages. The heat had brought out secret writing on the parchment.

The pages were part of a ship's log and read as follows:

"When the gale finally ended, we found ourselves approximately seven days normal sailing distance due south out of Specularum, in the Thanegioth Archipelago. We replenished our supplies, patched up the ship, and traded our remaining goods at native villages along the shores of several islands. Some villages were friendly, but others were hostile and the natives attacked on sight. I suspect the hostile villages were filled with cannibals.

"We skirted the coastlines of several islands, sailing south by west until we reached a small peninsula cut off from the main island by a massive stone wall. We were well received by the natives of Tanoroa, the small village that guards this wall. The villagers have no name for the large island other than the 'Isle of Dread'. Their own small peninsula is known simply as 'Home'.

"The villagers told us a tale about an ancient city in the central highland of the isle that was built by the same people who built the wall. The villagers call the builders 'the gods', but I noticed that the names of the gods and the personal names of the clan ancestors were often the same, so I suspect that their ancestors and the builders were one and the same. I believe that the natives once possessed a much more advanced culture and that the descendants of the builders have returned to a more primitive state.

"The inland city is rumored to be filled with treasure beyond imagining. In particular, I heard persistent tales concerning a great black pearl of 'the gods' that still remains in the inland city. The island waters abound with excellent pearl beds, so the rumor of the black pearl may well be true.

"The village contains a number of huge life-like statues of iron, bronze, and stone. Since no villager currently has the skill or the craft to make such statues, the tale of a lost city built by the 'gods' seems reasonable. I would have liked to explore inland to verify the rumors, but too many crewmen died in the storm or by cannibal spears. Only five of us are left. I am the only professional adventurer, the others are only sailors. We can sail the small ship well enough but on land, in hostile territory, we would be helpless. Once back in Specularum I should be able to recruit a new crew and a party of professional adventurers, then I will return to claim the great black pearl.

"One thing I managed to do before leaving: we sailed around the island and made the best map we could. We were afraid to land, since village fishermen had warned us that it was extremely dangerous to land anywhere on the main island and the coasts were rocky with no beaches. As a result, the map only shows the coastal areas we could chart from the ship, but it is better than nothing."

Rory Barbarosa

Note: The DM should hand the players the tear-out copy of the ship's log with the incomplete map of the Isle of Dread on the back. The tear-out sheet represents the parchment that the players have. The players can use the partial map to chart the unknown wilderness as they explore it.

4

The parchment log is signed by Rory Barbarosa, a well known adventurer and sea captain who died about 30 years ago. A little research in local taverns will reveal to the players that just before he died, Rory was indeed recruiting for a journey south. He had been blown off course on his last voyage and had hardly been in town a day before he started signing on new hands. Unfortunately, Rory angered a powerful wizard over a lost wager and died horribly before his journey south began.

Not only does the story of Rory Barbarosa's death confirm the writing on the parchment, but every rumor that the party can track down about the Thanegioth Archipelago tends to confirm the account (the DM should make up suitable rumors as needed).

Preparation. The players begin the module in Specularum, which is in the Grand Duchy of Karameikos. If the players are based somewhere else, the DM should arrange to have them go to Specularum or a coastal city before the adventure begins.

The players must acquire a ship or passage to the Isle of Dread. Most parties should have no trouble raising enough money to buy a small sailing ship. If the characters cannot come up with the money, the DM will have to arrange matters so that the characters do get a ship or smaller boat that can sail the ocean. Some ideas on how characters might acquire a ship include:

- 1) Have a merchant hire the party to investigate the island. The players will receive free passage, but must split any treasure 50-50 with their employer. Alternately, the DM might change the scenario, so that the characters are allowed to convince a merchant to open up a new trade route to the Thanegioth Archipelago.
- 2) Allow the characters to buy an old, decrepit boat. Generate a percentage by dividing the price paid for the boat by the cost of a new boat. This percentage is the measure of the boat's condition. The speed and hull value of the boat are both multiplied by this percentage (giving lower numbers). Also, in any storm, the percentage or lower must be rolled as a saving throw or the boat will sink.
- 3) Allow one player to inherit a boat. If this idea is used, the boat should be no larger than a small sailing ship (and should have no lifeboat). Remember that the normal inheritance tax is 10% of the value of the inherited goods. The inherited boat cannot leave port until the tax is paid.
- 4) Let the characters borrow the money. Interest should be at least 10% per month. The loan must be paid by the end of the first voyage. Local moneylenders have a working agreement with a magic-user who will send an **invisible stalker** to attack each character who has not paid his or her share of the loan by one week after the due date.

The Adventure. During the voyage from Specularum to the village of Tanaroa on the Isle of Dread, use the wilderness rules from the D&D Expert set and the Ocean-Sea Encounter Tables. Remember to check for weather each day (2d6: 2 = BECALMED, 12 = STORM) and that if a 6 is rolled on an encounter check, there will be one. If the boat enters a reef area, it will take 1-100 (d%) points of hull damage. In spite of these hazards, the DM should remember that the party should still **reach** the Isle of Dread, and should handle weather, rolls for becoming lost, and encounters with this in mind.

Once the characters reach the Isle of Dread (**Map D-1**), they will probably land at one of the native villages. The details of these

villages are given in the description of **Tanaroa**, the main village (encounter area **1, p. 7**). These villages are **matriarchies**, so the chieftain will always be a woman. The DM should set up a few typical NPC leaders in advance, or use the ones included later.

From these villages, the party can move inland (note that they can map one hex of terrain in every direction when they pass through a hex: seven new hexes maximum; unless the terrain in the hex is mountainous or covered with dense foliage which blocks sight). For encounters, the DM should use the three **Wilderness Wandering Monster Tables** included in the module. Each table covers a different part of the island.

Using the Wilderness Wandering Monster Tables

Wandering monsters should be checked for twice a day, once for the daylight hours and once for the hours of darkness. (For the night check, subtract 1 from the roll since most of the wandering monsters are inactive at night.)

This method of handling encounters is used only in the first stage of the adventure. When the players reach the **CENTRAL PLATEAU** and beyond, a new method will be introduced (see **p. 12**).

Once a monster is encountered, the exact monster is determined by rolling percentage dice (d%) on one of the wandering monster tables, depending on where the party is on the Isle of Dread. **Wilderness Wandering Monster Table 1** should be used on the southern peninsula south of the Great Wall, and on the south-eastern islands. **Wilderness Wandering Monster Table 2** should be used on the main island south of the central river (including the swamp), and on the southwestern islands (west of **encounter area 6**). **Wilderness Wandering Monster Table 3** is used north of the central river and on the northern islands.

The DM should use logic when rolling wandering monsters. If the monster rolled is highly unlikely for the terrain type (for example, a plesiosaurus in a non-lake hex) the DM should either roll again or choose a different wandering monster. If the monster is either much too strong or much too weak for the party, the DM may change the number appearing or the monster's hit points to provide a suitable challenge for the party.



The Map of the Isle of Dread (Map D-1)

The maps of the Isle of Dread include several special features.

The tar pits are hard to recognize unless the party has native guides or bearers. The natives will not leave the main trail nor travel beyond the tar pits at the trail's end.

The road symbol joining the CENTRAL PLATEAU to the mountain chain is a rope bridge.



Wilderness Wandering Monster Table 1

% Roll	Monster	No. Appearing
01-02	Dryad	1-6
03-05	Ghoul	1-6
06-29	Humans*	2-12
30-32	Killer Bee	2-8
	Living Statues**	
33	Living Crystal Statue	1-6
34-35	Living Iron Statue	1-4
36	Living Rock Statue	1-3
	Lizards, Giant	
37-40	Gecko	1-6
41-43	Draco	1-4
44-45	Horned Chameleon	1-3
46	Tuatara	1-2
	Lycanthropes	
47	Wererat	1-8
48	Werewolf	1-6
49	Wereboar	1-4
50	Weretiger	1-3
51	Werbear	1-2
52	Mummy	1-3
53-58	Rat, Giant	2-20
59-60	Rhagodessa	1-4
61-62	Robber Fly	2-8
63-64	Scorpion, Giant	1-2
65-69	Skeleton	4-16
	Snakes	
70-71	Spitting Cobra	1-6
72-73	Pit Viper	1-8
74	Giant Rattlesnake	1-4
75-77	Rock Python	1-3
	Spiders, Giant	
78-79	Crab Spider	1-4
80-82	Black Widow Spider	1-3
83-84	Tarentella	1-3
85-88	Toad, Giant	1-4
89	Treant	1-2
90	Wight	1-4
91	Wraith	1-3
92-00	Zombie ^o	2-12

*These humans will probably be the natives who live on the island. For information on creating native encounters, see page 18.

**When Living Statues are rolled as wandering monsters there is a 50% chance they will be living statues, and a 50% chance they will only be normal statues.

^o Zombies will attack strangers on sight, unless the individual looks like a native. Zombies will only attack natives when their master has commanded them to do so.

Wilderness Wandering Monster Table #2

% Roll	Monster	No. Appearing
01-03	Aranea†	1-6
04-08	Cave Bear	1-4
09-10	Centaur	1-6
11	Cyclops	1
12-17	Dire Wolf	1-6
18	Dragon, Black*	1
19	Dragon, Green*	1
20	Dragon, Red**	1
21-22	Dryad	1-6
23-27	Elk, Giant†	1-3
28-33	Grangeri†	1
34-38	Hydra, 5 heads	1
39-43	Lizard Man	2-8
44-49	Mastodon	1
50-54	Megatherium†	1
55-60	Neanderthal	2-8
61-65	Phanaton†	4-16
66-71	Phororhacos†	1-6
72-75	Rakasta† (+ Sabre Tooth Tiger)	1-2
76-77	Roc	1-2
78-82	Rock Baboon	2-8
83-86	Sabre Tooth Tiger	1-2
87-92	Titanothera	1
93	Treant	1
94-95	Troll	1-3
96	Wyvern	1-2
97-00	Zombie	2-12

†New monsters, see description at the end of this module.

*Not older than average age.

**Young red dragon only, 7 or 8 HD.

Wilderness Wandering Monster Table #3

% Roll	Monster	No. Appearing
01-06	Allosaurus†	1
07-14	Ankylosaurus†	1
15-21	Brontosaurus	1
22-26	Crocodile, Giant	1
27-34	Dimetrodon†	1
35	Dragon, Black*	1
36	Dragon, Green*	1
37	Dragon, Red**	1
38-40	Dryad	1-6
41-42	Giant, Hill	1
43-44	Giant, Stone	1
45-47	Hydra, 5 heads	1
48-53	Plesiosaurus†	1
54-61	Pteranodon	1-3
62-64	Roc	1-2
65-71	Stegosaurus	1
72-79	Trachodon†	1
80-82	Treant	1-2
83-89	Triceratops	1
90-94	Tyrannosaurus Rex	1
95-97	Wyvern	1-2
98-00	Zombie	2-12

†New monster, see description at the end of this module.

*Not older than average size.

**Young red dragon only, 7 or 8 HD.

KEY TO THE MAIN ISLAND ENCOUNTER AREAS

- 1. THE VILLAGE OF TANAROA (Map E-1).** Tanaroa stands in a clearing at the edge of the jungle, just south of a 50' high wall built of huge stone blocks. The wall stretches for two miles across the thin neck of land that joins the southeastern peninsula with the main island. Evenly spaced along the wall are 28 square towers; each 100' to a side and 70' tall. In the center of the wall is a pair of massive wooden gates. Each gate has double doors that are 40' wide, 40' tall, and 5' thick. Each gate can be barred with a heavy wooden beam.

The village of Tanaroa guards and controls these gates. A cleared trail leads into the village from the south, winding through Tanaroa and continuing through the gates into the jungle beyond. The path circles four roughly circular groups of huts made of wood and roofed with interwoven palm leaves. The huts are about 50' long and 20' wide and are raised 10' off the ground on wooden stilts. Each group of huts faces a central graveyard, with the back of each hut to the encircling path.

Each collection of huts represents one **clan** that lives in the village. The four clans are the **Elk Clan** on the south, the **Hawk Clan** on the west, the **Tiger Clan** on the north, and the **Sea Turtle Clan** on the east. The animal each clan takes its name from is its **totem**, and the members of the clan believe they are blood brothers to the animal. A large wooden statue of the appropriate totem animal stands in the middle of each graveyard. In battle, each clan will have a standard decorated with the clan totem.

In the center of the village is a flat-topped hill that has been artificially leveled. In the center of the hill is a 10' tall, truncated pyramid that is made of earth and faced with stone slabs. Set on the top of the pyramid is a huge alarm gong. In a square, 300' to a side around the pyramid, is a 3' high by 3' wide earthen wall. The hilltop is the assembly place of the village. Members of each clan sit on the earthen mound (or stand behind it) on the side facing their clan site, while the village leaders conduct business from atop the pyramid.

Between the clan sites and the flat-topped hill, the path surrounds village gardens and the grounds for the pigs, chickens, and goats that provide meat and milk for the village. The path continues until it reaches the Great Wall and passes into the jungle. Between the village and the Great Wall is a second line of defense; pits 20-30' deep filled with 5-10' of tar. At the base of the towers of the Great Wall are the huts used by the warriors who garrison the Wall.

Tanaroa is one of the seven villages on the southeastern peninsula and the adjoining islands. The other villages are Kirikura, Dawa, Mora, Panitube, Burowao, and Usi. The seven villages are loosely allied through a council of village chiefs that meets once a year. The population of all seven villages is about 2100 total.

The seven villages are **matriarchies**; that is, each village chief is a woman. The natives trace their descent and inheritance through their mother's side of the family and take the mother's family name as their own.

The other six villages resemble Tanaroa (the same map can be used) but without the wall and tar pit defenses. Each village has the same four clans. The clans serve to unify the villages in time of war, each clan being organized as a separate "regiment". Although the chief of each village is



female, the leader of each clan is male. Each village also elects a special official to serve as advisor to the chief and to be the village war leader in times of trouble.

The last important village official and advisor is the village **Zombie Master** (or **Zombie Mistress**). This advisor will be a cleric or magic-user of at least 5th level, who heads the **Cult of the Walking Dead** in the village. This cult is a secret society whose members (except for the **Zombie Master**) wear hooded masks during cult ceremonies. At these ceremonies, the "Walking Ancestors" (the same as the monster, **zombie**) are created. While these zombies are sometimes used as laborers or spare warriors, the villagers shun and fear them.

The **Great Wall** is always garrisoned by warriors from the seven villages. Each village clan garrisons one tower with seven warriors, so there is a total of 196 warriors in the 28 towers. The pits filled with tar are secondary defenses, should a non-human raiding party or rampaging monster fight past the wall. The area between the wall and the village has been cleared of trees and brush to allow clear fire for bows and thrown spears.

In a recent meeting, the council of chiefs decided that it would be good for the seven villages to trade with the mainland (the large continent). Unfortunately, their small fishing boats are unable to sail out of sight of land or stand up to storms on the open sea.

If the party has had the foresight to stock up on trade goods, their reception by the villagers and village chiefs will be at a bonus of +2 on the reaction dice roll. Furthermore, the party can sell their trade goods for 100% profit (i.e. they will receive back twice what they paid for the goods). The villagers are not terribly wealthy and there is a 5000 gp limit on the amount of money they can spend.

Characters will receive experience points equal to the value in gold pieces of goods sold for opening up a new trade route. After the initial visit the route is no longer unknown and the profits from any other trips will not be counted for experience points.

The party can use their profits or spare money to buy extra equipment. All standard equipment is available in the seven villages at standard prices except the following: battle axes, crossbows & quarrels, pole arms, two-handed swords, lances, chain and plate armor, all transport animals and related objects (such as barding or animal-drawn carts). Also, all water transport is unavailable, **except** canoes, sailing boats, and rafts.

The natives of Tanaroa occasionally visit the tar pits at the end of the trail to renew their supplies (which they use for waterproofing their boats and roofs). The party can hire a guide to take them as far as the tar pits. The guide will also tell them where it is safe to cross the pits. The party can also hire 2-12 bearers to carry supplies, however, no more will travel beyond the wall without a guard force of at least 30 fighters. A guide will cost 5 gp per adventure and bearers will cost 1 gp each per adventure. They will not leave the path nor go beyond the tar pits at the end of the trail. The natives will never hire out as warriors.

2. JAWS FROM THE DEEP

The wide, white sand beaches and placid waters of this bay belie the true dangers that await anyone entering the water. Swimming just out of sight are five bull sharks (AC 4, HD 2, hp 15, 10, 10, 7, 6, #AT 1, D 2-8, MV 180' (60'), Save F1, ML 7, AL N). These savage creatures will attack anyone who moves more than 20' into the bay and will fight until slain. If blood is drawn by either side, there is a 75% chance that 5 more sharks will be attracted by the scent of blood. They will arrive in 8 rounds, and will tend to attack wounded creatures first.

3. LAIR OF THE SEA SNAKES

Near these broad coral reefs, hundreds of large oysters cover the sea bottom. They are under 20' of water. If the party gathers a few, they will discover a pearl worth 100 gp. Each day the party dives for pearls, they will find 1-4 (1d4) pearls worth 100 gp each. However, every day the party dives for pearls (including the first dive), they will be attacked by 1-4 sea snakes (AC 6, HD 2, hp 9, 8, 7, 6, #AT 1, D 1 plus poison, MV 90' (30'), Save F1, ML 7, AL N). Although the number of sea snakes is unlimited, the pearls will run out after 14 days of diving.

4. RANDOM ENCOUNTER. For every day the party spends within two hexes of this location, they will encounter one wandering monster from chart 2. If possible, the encounter should occur in or near the monster's lair.

5. CAVES OF THE ROCK BABOONS. The party is attracted to a crumbling stone cliff by the noise of many loud hoots, grunts and shrieks. The sounds come from a 6 foot high cave opening in the rock wall. A foul stench wafts out of the dark opening but all the characters can see is a tunnel leading back into darkness.

Living within this cavern complex is a tribe of 15 rock baboons (AC 6, HD 2, hp 14 each, leader 16, #AT 2, D 1-6/1-3, MV (40'), Save F2, ML 8, AL N). For the layout of the cavern use **General Cave Lair #1, #2**, or one of your own design, whichever is preferred. Each of the cave chambers will have 1-4 baboons living in it, except for the hearth-treasure room which will contain the remainder of the tribe and the leader. None of the chambers have furniture or fire pits but there are large amounts of trash and dung piled in the corners of each room and fruit rinds and bones litter the floor.

In a pile of gnawed bones in one corner of the hearth-treasure room, among miscellaneous debris, is a gold bracelet worth 700 gp and a silver-and-amethyst necklace worth 1300 gp. Both pieces are somewhat tarnished, but are otherwise in good shape.

6. LAIR OF THE GIANT SQUID. This area is the hunting ground of an ancient giant squid (AC 7, HD 6, hp 37, #AT 9, D 8x 1-4, 1-10, plus special, MV 120' (40'), Save F3, ML 6, AL N). There is a 50% chance that the squid will attack any ship passing through this hex. The squid may (25% chance) wrap its two long tentacles around the ship, doing 1-10 points of hull damage while the beak does 2 points per round after the tentacles grapple. Otherwise (75% chance), the squid will try to drag characters on deck into the water and down to its cavern lair.

The squid lives in a rocky cave, located 35' beneath the water's surface. Within the flooded lair are piles of bleached

bones and miscellaneous bits of trash, including old swords, boots, waterlogged clothing, and an opaque bottle containing a potion of **heroism**.

7. PIRATE'S CAMP (Map E-4). These pirates have come from another island (the DM should choose one or add new islands off the map). They have set up this base camp while they raid the coastal villages for slaves. They sail four 20' long outrigger canoes with collapsible masts.

There are 41 pirates, consisting of the following:

Leader (AC 5, F4, hp 29, #AT 1, D 1-6 or by weapon, MV 90', ML 10, AL C) with an ornate two-handed sword, chain mail, a **ring of water walking**, and the key to the iron box in **P4**.

6 Pirates (AC 5, F1, hp 5, #AT 1, D 1-6 or by weapon, MV 120', ML 7, AL C) with chain mail and cutlasses.

20 Pirates (AC 7, F1, hp 5, #AT 1, D 1-6 or by weapon, MV 120', ML 7, AL C) with leather armor and cutlasses.

14 Pirates (AC 7, F1, hp 5, #AT 1, D 1-6 or by weapon, MV 120', ML 7, AL C) with leather armor, crossbows and cutlasses.

At sea, 7-8 pirates will sail in each outrigger canoe, with the leader sailing in the canoe of his choice. The rest will be guarding the camp. The details of the camp follow:

Key to the Pirate's Camp

P1. Towers. There are three 20' tall lookout towers, each of which can hold up to 4 pirates. There will always be at least one lookout in each tower (the DM may wish to roll 1d4 for the number of lookouts in a tower).

P2. The Boats. The outriggers will be beached here unless the pirates are out raiding. When ashore, the paddles and sails are kept in different huts to prevent theft.

P3. The Huts. These grass huts have conical roofs of thatched grass. The hut marked "L" is the leader's hut. It contains a locked wooden cabinet where the outrigger sails are stored. The hut marked "S" is the supply hut. It contains the paddles, ropes, tools, buckets of tar, food, spare weapons and other supplies. The huts marked "c" each contain 3-12 (3d4) captives. They are shackled to iron weights to keep them from escaping. The unmarked huts each house 4 pirates.

P4. The Cave. There will always be 2-8 (2d4) pirates guarding the cave. The pirate treasure is here, kept in a large iron box that is cemented into the wall. The box is locked and the leader has the only key. If the box is forced open (not picked), a secret compartment in the side of the chest will slide open, releasing a deadly pit viper (AC 6, HD 1, hp 5, #AT 1, D 1-4 plus poison, MV 90' (30'), Save F1, ML 7, AL N). The treasure consists of 2000 cp, 3000 sp, 4000 ep, 17 gems worth 1300 gp total, a magic-user/elf scroll (**shield**), and a **sword +1** (AL N, 18, E9, Detect Metal, Levitate for three turns per use, up to three times per day).

P5. The Escape Tunnel. Behind a hidden exit (treat as a secret door) in the cave is an escape tunnel (4' wide). It winds through the hill for 500' and exits into a series of natural caverns. These will be under water at high tide (20% chance).

P6. The Wall. The pirate camp is surrounded by a wall of thorn bushes weighted down with rocks. The wall is 5' tall and 3' wide, and will keep out all but the largest animals.

8. HIPPOGRIFF NEST. Set atop the tallest hill on this island is a nest of five hippogriffs (AC 5, HD 3 + 1, hp 21, 20, 16, 14, 10, #AT 3, D 1-6/1-6/1-10, MV 180' (60'), flying 360' (120'), Save F2, ML 8, AL L). These creatures prey on the weakest of the many wild sheep that graze on the surrounding hills. In defending their "territory", the hippogriffs will attack anyone climbing the hill within a half-mile of their nest.

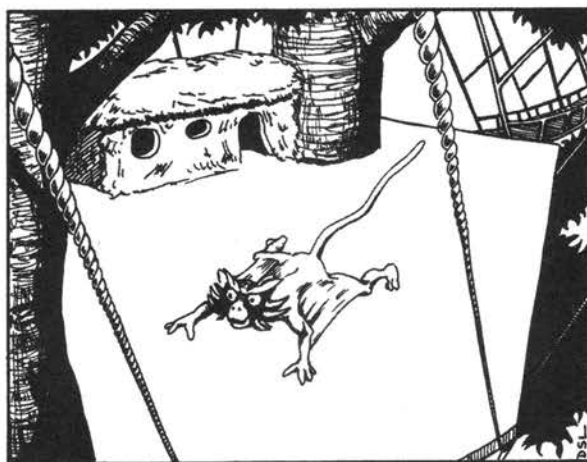
9. RAKASTA CAMP (Map E-5). A tribe of rakasta have set up a temporary camp in this hex. Rakasta are a race of nomadic feline humanoid. They walk erect, but their heads and features are cat-like and their bodies are covered with soft, tawny fur. They are proud and barbaric, fierce fighters who cover their natural claws with metal "war claws", their favorite weapon.

The strongest warriors will ride sabre-tooth tigers. They dwell in large waterproof tents richly furnished within. The rakastas' treasures include silk tapestries, brightly colored carpets, bronze artifacts, gilded leatherwork, silverware and gold jewelry. The tribe's treasures are worth a total of 10,000 gp (weighing about 10,000 coins).

In this temporary camp there are 16 normal warriors (AC 6, HD 2 + 1, hp 10 each, #AT 3, D 1-4/1-4/1-4, MV 120' (40'), Save F2, ML 9, AL N) and three tiger riders (hp 16 each). Only these three, the bravest and strongest Rakasta warriors, can hold the respect of the three sabre-tooths (AC 6, HD 8, hp 36 each, #AT 3, D 1-8/1-8/2-12, MV 150' (50'), Save F4, ML 5, AL N). These riders can leap off their mounts, up to 20', and attack in the same round.

Key to the Rakasta Camp

- R1.** These Rakasta tents each house 1-4 rakasta. Beginning with the upper left tent and going clockwise, the tents hold 4, 2, 3, 3, 4, and 3 rakasta respectively. The tents with an italicized number appearing indicate that one of the rakasta in the tent is a sabre-tooth tiger rider.
- R2.** Each of these is a simple tent pavilion with a roof of interwoven palm leaves raised 10' off the ground on a light wooden framework. The tent canvas can be rolled down in case of rain. There are three pavilions, each housing a sabre-tooth tiger chained to a large heavy log.
- R3.** This is the communal pavilion. It is similar to the pavilions housing the sabre-tooth tigers, but has a smoke hole in the center of the roof. Inside the pavilion are a number of cushions and rugs.
- R4.** This area is the communal fire pit, rimmed with rocks, and complete with turning spit and other cooking utensils.



10. PHANATON SETTLEMENT (Map E-6). This is a small settlement of about 100 phanaton. These halfling-sized creatures look like a cross between a monkey and a raccoon and glide from tree branch to tree branch like flying squirrels.

The settlement cannot be seen from the ground because of the foliage between the ground and the tree settlement, which is 50' off the ground. Since the settlement is hidden, a non-phanaton must be within 20' to distinguish it from the surrounding greenery.

The settlement consists of a half-dozen wooden platforms built between several large trees. Each platform is supported from below by wooden braces. The platforms are also supported by a web of knotted ropes, like the cables of a suspension bridge.

Each platform contains a number of wooden huts that vary in size. A safety rail runs along the edge of the platforms to prevent young phanaton from falling off. The platforms are connected by a series of rope bridges for the young or infirm.

Phanaton usually climb or glide up to their settlement. One platform (**PH 5**), however, has a trap door in the center of the floor, from which a rope ladder can be unrolled. The rope ladder reaches to the jungle floor and is for the convenience of non-flying guests. Guests usually sleep on platform **PH 5**.

Key to the Phanaton Lair

- PH1.** On this platform there are three huts housing a total of 14 phanaton (AC 7, HD 1-1, hp 7x4 hp, 5x3 hp, 2x1 hp, #AT 1, D 1-6 or by weapon, MV 90' (30'), glide 150' (50'), Save F1, +2, ML 7, AL L). There are seven adult males, five adult females, and two children. The phanaton young are unable to defend themselves and will flee if attacked.
- PH2.** The five wooden huts on this platform contain a total of 20 phanaton, including the clan war chief (AC 6, HD 3, hp 15, #AT 1, D 1-6 or by weapon, MV 90' (30'), glide 150' (50'), Save F3, +2, ML 7, AL L) and his seven bodyguards (AC 6, HD 2, hp 10 each, #AT 1, D 1-6 or by weapon, ML 7, AL L). The remaining 12 phanaton are the warriors' mates (AC 7, HD 1-1, hp 3 each, #AT 1, D 1-6, MV 90' (30'), 150' (50'), Save F1, +2, ML 7, AL L). Hidden beneath the war chief's bed is a locked wooden chest containing the clan treasure: 3000 sp.

PH3, 4, 5, and 6. These platforms house the rest of the tribe. On areas **3** and **4** there are 3 huts and on **5** and **6** there are 4 huts. In each hut there will be a family of phanaton composed of an adult male, an adult female and 1-4 children. The wooden huts are filled with skillfully carved furniture made from many different types of exotic woods. Decorating the interiors of all the houses are dozens of hanging plants and ornate wood and bone mobiles.

11. LAIR OF THE LIZARD MEN. This lair is located on the edge of a dense swamp in a dank, half-flooded cave. Living within this dismal cavern are 14 lizard men (AC 5, HD 2+1, hp 10 each, #AT 1, D 2-7, MV 60' (20'), swim 120' (40'), Save F2, ML 12, AL N). They hunt and eat the various swamp animals that live in the area. For tribal feasts, the lizard men will occasionally attack a neanderthal lair. From these raids the saurians have accumulated a small horde of treasure.

For the lair, use **general cave lair #1** or **#2** or create a different one. There will be from 1-3 lizard men in each chamber, except for the hearth-treasure room which will contain the remainder of the group. Stored in an untrapped, unlocked box is the lizard mens' treasure: 5000 cp, 6000 sp, and 8 opal gems worth 500 gp each.

12. NEANDERTHAL LAIR. In this lair are 16 normal neanderthals and 2 leaders (AC 8, HD 2, leaders 6, hp 9 each, leaders 27, 31, #AT 1, D 1-6, leaders 1-6 + 2, MV 120' (40'), Save F2/F6, ML 7, AL L). For an outline of their cavern home, use **general cave lair #1** or **#2** or create a different one. Each room will have 1-2 neanderthals, except the hearth-treasure room, where the two leaders and the remainder of the neanderthals will be. In a chest made from fitted, uncemented rock slabs are 1000 sp, 1 large white pearl and a small piece of obsidian. The pearl is worth 500 gp; the obsidian 10 gp.

The rooms are filled with crude wooden furniture and each has a firepit. The walls are painted with hunting scenes and the floors are kept reasonably clean.

13. AERIE OF THE GARGOYLES. When the characters enter this hex, they will notice a single grotesque statue, standing atop a craggy rock peak several hundred yards in the distance. As long as the party is at least 100 feet away, the figure will not move and will appear to be nothing more than a stone statue. However, if someone moves closer than 100 feet, the gargoyle (AC 5, HD 4, hp 26, #AT 4, D 1-4 each, MV 90' (30'), flying 150' (50'), Save F4, ML 11, AL C) will fly forward with a grating shriek and attack.

Two other gargoyles (hp 23, 22) attracted by the gargoyle's cries, will leave their nearby cliff lair and join in the fray.

The gargoyles' nest is set into a rocky cliff about 50' from the ground. Any non-thief character who tries to climb the cliff must roll less than his or her Dexterity (on a 20-sided die) or fall to the ground. The fall will cause 3-18 points of damage. A thief will succeed automatically in an attempt to reach the lair. Among bones and assorted garbage, the party will find a ruby worth 600 gp and a scroll (**protection from elementals**) lying on the cave floor.

14. ARANEA LAIR (Map E-7). The Aranea are a race of highly intelligent, magic-using arachnids (spiders) who live in webs strung between trees. They look like huge, greenish-brown spiders (about the size of a small pony), with a massive odd-shaped lump on their backs that houses a large brain. The webs are about 40' above the jungle floor. These lairs cannot

be seen unless one climbs above the first layer of leaf growth, about 20-30' above the ground. Each aranea has a separate lair, but the walls are close enough together so that the aranea can jump from one to another with ease. Part of the webs are roofed over with a waterproof mixture of leaves, bark, twigs, and web strands.

This section of forest is inhabited by three aranea. Each has its own lair. The webbed-over sections of their lairs resemble caves. These are filled with many pieces of crude "furniture" made out of wood, vines, and web and webbed in place on the floor. These include storage chests, and libraries used for spell research. Aranea treasure is usually woven into the roofs of their lairs for safe keeping.

Key to the Aranea Lairs

The area beneath the aranea webs is patrolled by two bugbears (AC 5, HD 3+1, hp 16, 14, #AT 1, D 2-8, MV 90' (30'), Save F3, ML 9, AL C). They earn treasure and favors from the aranea by guarding the grounds from intruders. These bugbears live nearby in thatched huts, and each carries a large alarm horn that it will sound at the first sign of trouble, warning the aranea. The bugbears each carry a pouch containing scraps of food, personal mementos (such as bones and teeth), and 10 gp.

A1. The aranea in this lair (AC 7, HD 3, hp 19, #AT 1, D 1-6 plus poison, MV 60' (20'), 120' (40') in web, Save M3, ML 7, AL C) has learned the magic-user spells **detect magic**, **sleep**, and **levitate**. This spider has a **shield -1** (cursed) and a **potion of undead control** hidden in the roof of its lair.

A2. This aranea's lair is similar to the previous one, but the only treasure is a **broom of flying** hidden in the roof. The aranea has learned the spells **floating disc**, **ventriloquism** and **phantasmal forces**.

A3. The final aranea web is the same as the other two except that the aranea (hp 19) has a **potion of poison** stored in the web ceiling and a scroll (**light**, **read languages**, **mirror image**) laid out on its table for quick use.



15. PTERANODON TERROR. This area is inhabited by three pteranodons (AC 6, HD 5, hp 26, 23, 18, #AT 1, D 1-8, MV 30' (10'), flying 240' (80'), Save F3, ML 8, AL N). There is a 75% chance that the pteranodons will attack the party as they cross the 300' rope bridge. Anyone who is hit by one of the pteranodons has a 10% chance of falling off, taking 10-100 points of damage from the fall to the rocks below.

16. THE ROCS' ROOST. This next belongs to two small rocs (AC 4, HD 6, hp 32, 26, #AT 3, D 2-5/2-5/2-12, MV 60' (20'), flying 480' (160'), Save F3, ML 6, AL L). Woven into the nest is a map showing that a treasure worth 17,000 gp can be found at the location in hex **#19**.

17. DIMETRODON PERIL. The party hears a series of horrible screams. In the center of a grassy clearing is a dimetrodon (AC 5, HD 7, hp 36, #AT 1, D 2-16, MV 120' (40'), Save F4, ML 8, AL N) attacking on a frantically struggling native. Although the native is mortally wounded, if the dimetrodon is slain or driven off, he will give the party his only treasure — a nugget of platinum (worth 50 gp) — if they will swear to bury him in a special location (DM's choice).

18. THE OGRE'S LAIR. This ancient burial chamber is the home of five ogres (AC 6, HD 4 + 1, hp 21, 18, 18, 15, 9, #AT 1, D 1-10, MV 90' (30'), Save F4, ML 10, AL C). For an outline of the lair use **general cave lair #1** or **#2**, or create one of your own. There is a 50% chance that each room will contain an ogre, except for the hearth-treasure room which will house the rest of the group.

Each chamber of the cavern complex is lit by a crude torch attached to the rock wall by a glob of sticky, black adhesive (tar). The dim illumination in each room will reveal burial chambers, with dozens of old, shrunken bodies strewn about the stone floor in various stages of decay. Hidden amongst a pile of shrouds in the hearth room is the ogres' treasure chest. Inside the locked wooden chest are 2000 sp, 1000 gp and three sabre-tooth tiger skulls.

19. DERANGED ANKYLOSAURUS. As the party moves through this lightly wooded area, an ankylosaurus (AC 0, HD 7, hp 33, #AT 1, D 2-12, MV 60' (20'), Save F4, ML 8, AL N) will rush out and attack the party in a frenzy of tail-bashing. Although normally quite docile, this beast recently grazed on a patch of loco weed and is now under the plant's influence. The giant beast will attack until slain, or until the drug wears off (in about two hours).

This area is also the hunting ground of an allosaur (AC 5, HD 13, hp 55, #AT 3, D 1-6/1-6/4-24, MV 150' (50'), Save F7, ML 9, AL N). If the party has the treasure map from the **ROC'S ROOST (#16)**, they can dig for the large treasure buried here. The hoard is buried 10' underground and will take 2-5 (1d4 + 1) turns to dig up. The DM rolls for wandering monsters each turn. If one appears, it will be the allosaur. The treasure consists of 2000 gp, 3 diamonds worth 3000 gp each, and a sapphire necklace worth 6000 gp.

20. ABODE OF THE GREEN DRAGON. As the characters pass a low, stony hill they will notice a broad opening in the rocky hillside. Once the party arrives at the mouth of the cave they will be able to hear heavy, labored breathing coming from inside the dark cavern. For the lair, use either **general cave lair #1** or **#2**, or you may design your own as you prefer. If one of the general designs is used, the dragon will have blocked all tunnels that are too small for him to move through.

If the characters enter the caverns, they will find all the rooms empty except the hearth-treasure chamber. In this room lies a green dragon, a creature of great age and fearsome aspect. The dragon (AC 1, HD 9, hp 45, #AT 3 or breath, D 1-6/1-6/3-24 or breath, MV 90' (30'), flying 240' (80'), Save F9, ML 9, AL C). Quite often 33% of the time he will be asleep atop his pile of treasure and can be surprised. However, if he is awake when the party enters his cave, he will know the characters are there. There is a 50% chance that, instead of slaying the party, the dragon will allow the characters to leave if they give him all of their magic items.

The dragon's treasure hoard consists of 40,400 sp, 2000 gp and 30 assorted pieces of jewelry worth a total of 18,000 gp.

21. LAIR OF THE WRETCHED TROGLODYTES. As the party nears this area, they will begin to smell a particularly foul stench. As they continue, the smell will become worse until the party reaches a dark opening in the ground. The odor seems to come from this hole.

Within this lair are 17 troglodytes (AC 5, HD 2, hp 10 each, #AT 3, D 1-4 each, MV 120' (40'), Save F2, ML 9, AL C). They have recently moved to this location because of the pleasantly damp climate.

For a map of the troglodytes' home, use **general cave lair #1** or **#2** or design one of your own. There will be from 1-4 troglodytes in each room, except for the hearth-treasure chamber where the rest will be. The chest containing their valuables is chained to the bottom of a 3 foot deep, evil-smelling pool of dark liquid. The rusty box is attached to a bolt in the center of the pool's floor. In order to get the chest the chain must first be severed (the DM must decide the party's chance of severing the chain, based on their actions). Although the chest is locked, the lock mechanism may be picked once the box is removed from the water. Underneath the slime at the bottom of the pool is the key to the lock; however, there is only a 20% chance that the party will find it accidentally (if the party actively searches for a key, each character searching has a 1-in-6 chance of finding it). The hoard of valuables consists of 2000 cp, 2000 sp, 1000 ep, 3000 gp and 6 amethyst stones worth a total of 3000 gp.



22. PLESIOSAUR MENACE. Beneath the surface of this lake there awaits a hungry plesiosaur (AC 6, HD 16, hp 60, #AT 1, D 4-24, MV 150' (50'), Save F8, ML 9, AL N). The beast will attack anyone coming within 15' of the shore. If it hits, it will pull its victim into the lake on the following round. If the plesiosaur is slain and its body cut open, the party will find a skeletal arm and hand wearing a **ring of regeneration**.

23. RANDOM ENCOUNTER. For every day the party spends within two hexes of this location, they will encounter one wandering monster from **table #3**.

24. THE SEA DRAGON. If a ship passes within one hex of this location, it will be attacked by a sea dragon (AC 2, HD 6, hp 25, #AT 1, D 2-16, MV 180' (60'), gliding 180' (60'), Save F6, ML 8, AL N). The beast will first surface 150' away and bombard the deck with globs of poison for two rounds. The dragon will then sink, only to reappear a turn later next to the ship. The creature will attack as normal, biting or using its third breath. It does not use magic.

The dragon's lair is located 200' beneath the surface in a flooded cave. Inside the cave is the treasure the dragon has gleaned from sunken ships and unfortunate passers-by. The treasure includes 10,000 gp, an untarnished coat of **chain mail +3**, a rusted cutlass with a jewelled pommel worth 500 gp and a potion of **water breathing**.

PART 3: THE CENTRAL PLATEAU (Map D-2)

THE PLATEAU

Bordered by mountains on one side and the great river canyon on the other is the central plateau. It stands separated from all else by steep, jagged cliffs that rise 3000'. There are only three ways to reach the top of the plateau — by crossing the rope bridge (at #15), by using a magical flying device, or by climbing. Characters without climbing skill cannot successfully scale the cliff, and even thieves must check for falling every 100' (30 times). The characters should be given hints about the great risk involved in climbing.

The plateau is shown on a separate map (Map D-2) from the rest of the island, and has its own encounter table and lairs. The temperature atop the plateau is somewhat cooler than the rest of the island and less tropical (except for the volcanic crater) resulting in grasslands and some forests. The plateau is dominated by a dormant volcanic mountain, complete with a crater lake. This mountain can be seen from nearly all points on the plateau.

The scale of the map is one mile to the hex, so the characters will travel six times as far per day when using the plateau map. Note, however, that it takes much longer to scale the cliffs at area #3. Encounters on the plateau will also be handled somewhat differently (see the **Central Plateau Encounter Table**, below).

Central Plateau. The **Encounter Table** is to be used when travelling across the central plateau of the island. Every 3 hexes travelled a d6 should be rolled, on a 5 or 6 an encounter occurs. The encounters in the middle of the encounter table are more likely to be rolled than those at the high or low ends. Hence, on this encounter table, antelope will be most common, followed by boars and dire wolves. Very seldom will players encounter a cave bear or a sabre-tooth tiger.

Central Plateau Encounter Table

Unlike the main island, there is a 2 in 6 chance of an encounter every 3 hexes travelled, regardless of terrain. If an encounter occurs, roll two 6-sided dice to determine the encounter type:

- Cave Bears (2); AC 5, HD 7, hp 33, 28, #AT 3, D 1-8/1-8/2-12 points, MV 120' (40'), Save F4, ML 9, AL N.
- Woolly Rhino (1); AC 4, HD 8, hp 37, #AT 1, D 1-12, MV 120' (40'), Save F4, ML 6, AL N.
- Pteranodons (4); AC 6, HD 5, hp 20, 19, 18, 16, #AT 1, D 1-12, MV flying 240' (80'), Save F4, ML 8, AL N.
- Pterodactyls (7); AC 7, HD 1, hp 6 each, #AT 1, D 1-3, MV flying 240' (80'), Save F1, ML 7, AL N.
- Boars (2); AC 7, HD 3, hp 10, 9, #AT 1, D 2-8, MV 150' (50'), Save F2, ML 9, AL N.
- Antelope (5); AC 7, HD 2, hp 10 each, #AT 3, D 1-2/1-2/1-4, MV 240' (80'), Save F1, ML 5, AL N.
- Dire Wolves (4); AC 6, HD 4+1, hp 19, 16, 14, 11, #AT 1, D 2-8, MV 150' (50'), Save F2, ML 8, AL N.
- Mastodons (2); AC 3, HD 15, hp 67, 59, #AT 3, D 2-12/2-12/4-32, MV 120' (40'), Save F8, ML 8, AL N.
- Titanotheres (1); AC 5, HD 12, hp 50, #AT 1, D 2-12 or 3-24, MV 120' (40'), Save F6, ML 11, AL N.

11. Sabre-tooth Tigers (2); AC 6, HD 8, hp 35, 29, #AT 3, D 1-8/1-8/2-16, MV 150' (50'), Save F4, ML 10, AL N.

12. TREMOR. This is a minor earthquake (caused by volcanic activity underground) that will vary in severity. Roll 1d6 and consult the following table:

- 1-4 — Minor Shock: no effect on characters or ground
- 5 — Major Shock: characters knocked off their feet, if climbing cliffs 30% chance of falling
- 6 — Severe Shock: trees tilt, rocks fall, small cracks appear in ground, characters knocked off their feet (if in forest, 5% chance per character of 3d6 damage from falling trees); if climbing cliffs, 60% chance of falling

All tremors will last for 10 to 30 seconds.

KEY TO THE PLATEAU ENCOUNTER AREAS

1. **GOLD VEIN.** A recent tremor has revealed a lode of high quality gold ore. A dwarf or any character knowledgeable about mining can identify the ore and estimate the possible value as 5 gold pieces for every 10 coins of ore mined. The vein is actually a small one and will not yield more than 15,000 pieces of refined gold.

However, to obtain this amount, the characters will have to mine, transport, and refine 3000 pounds (30,000 coins) of raw ore. Two men can mine 200 pounds of ore in one day.

Workers may be brought in from the mainland to mine and transport the ore. The cost for each worker is 1 gold piece per week plus food and the cost to transport them. The natives living on the plateau will not work the vein unless enslaved (the DM may wish to discourage this by making slave labor work slower, rebel often, and so forth). Once the workers have removed the raw ore, it must be carried overland by mules or porters, loaded on a ship, and taken to the mainland. The cost for refining the gold is 10-20% of final value, and may be done in any major mainland city of the DM's choice.

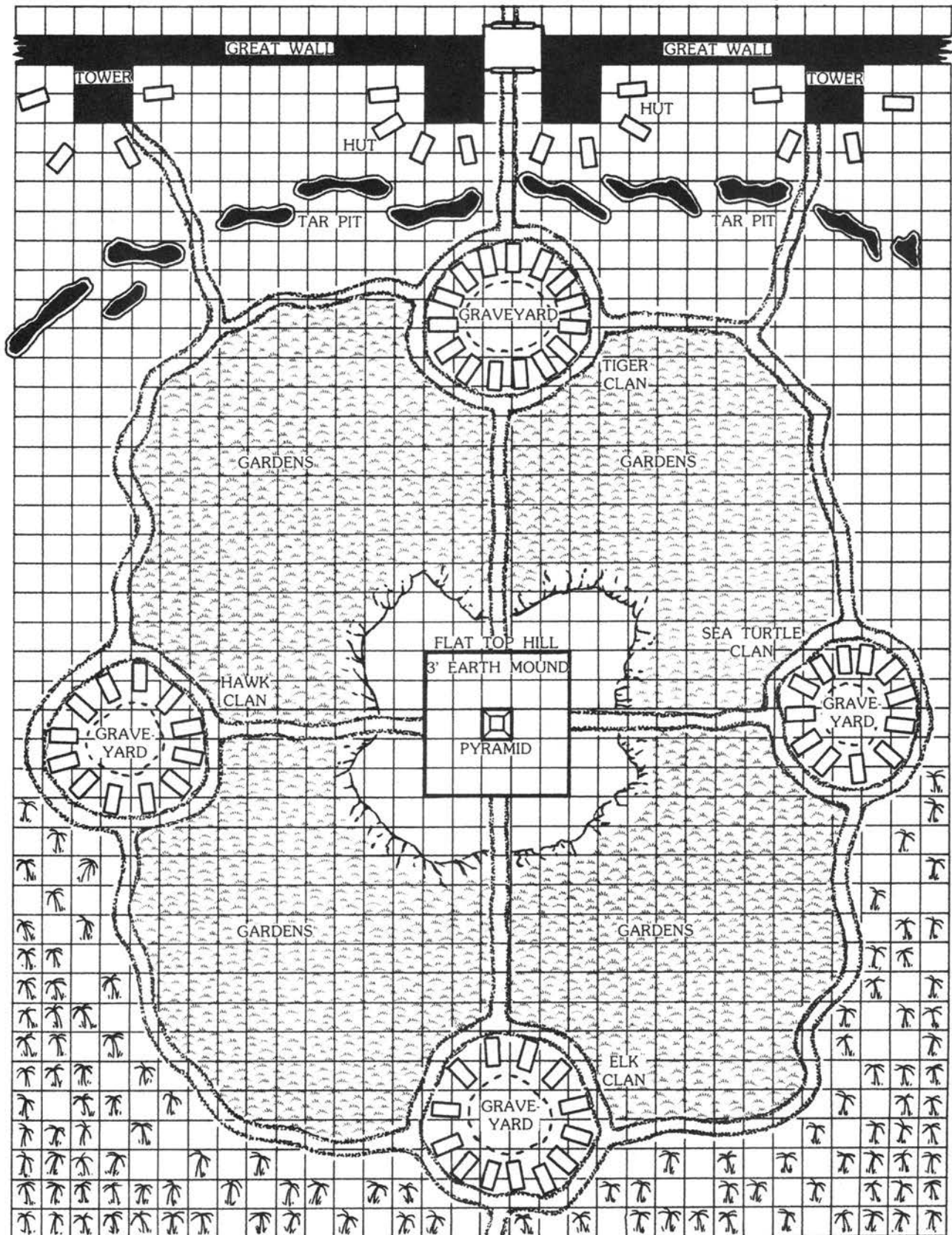
2. **TREANT FOREST.** This forest is open and easy to move through, but the tree branches overhead are tightly woven together, making the forest dark and gloomy. Scattered throughout this small forest are 15 treants (AC 2, HD 8, hp 34-41 (33 + 1d8), #AT 2, D 2-12/2-12, MV 60' (20'), Save F8, ML 9, AL L). They are reclusive and will try to avoid any contact with the party. The only encounter in these woods is with treants, and if the party moves through without searching, the chance of encounter is only 1 in 20. Treants can only be spotted at a range of 30' or less and will surprise the party on a roll of 1-3. The treants will usually ignore the party, but the following actions will bring the listed responses:

Searching. If the party is searching for creatures, they have a 1 in 6 chance of discovering a treant. If they are searching specifically for treants, the chance is increased to 3 in 6.

Climbing Trees. If a character climbs a tree, there is a 1 in 20 chance it is a treant. If nothing harmful is done, the treant will not move or reveal its presence. If attacked or hurt, it will immediately capture or kill the offender while calling loudly for assistance (2-5 treants will come in 2-12 rounds).















MAP E-1 VILLAGE OF TANAROA

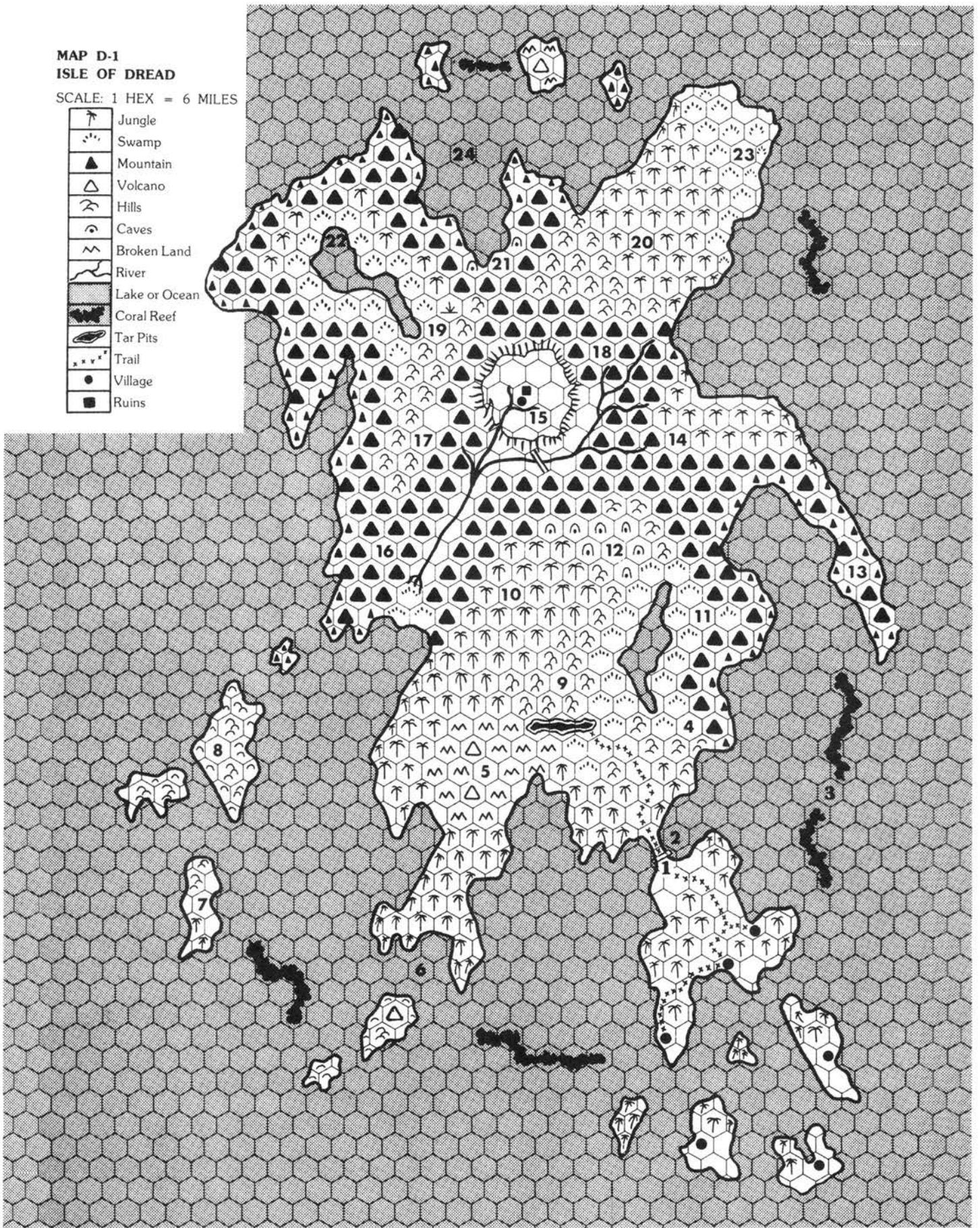
SCALE: ONE SQUARE = 50 FEET



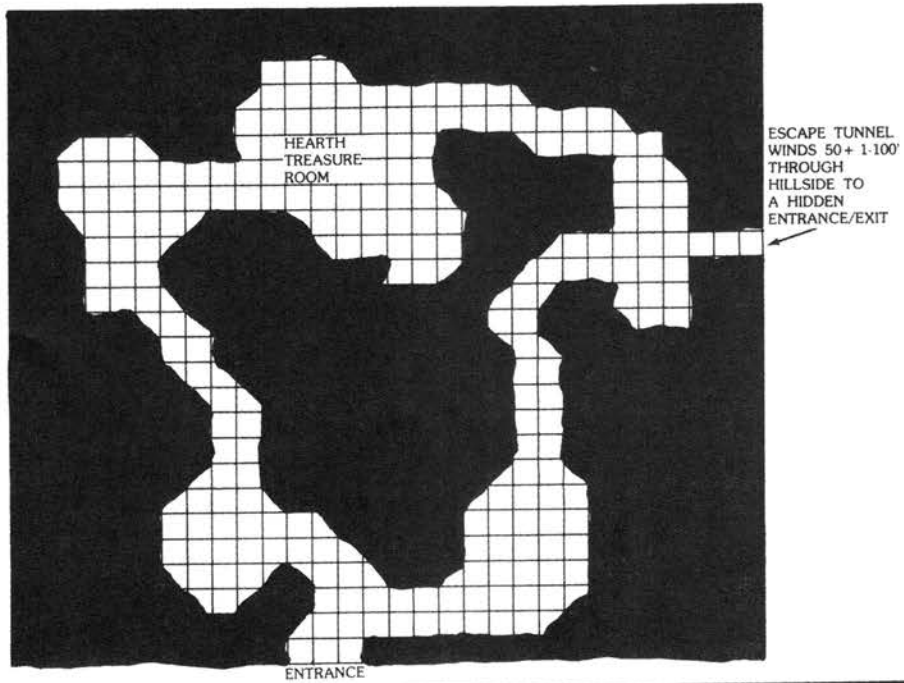
**MAP D-1
ISLE OF DREAD**

SCALE: 1 HEX = 6 MILES

-  Jungle
-  Swamp
-  Mountain
-  Volcano
-  Hills
-  Caves
-  Broken Land
-  River
-  Lake or Ocean
-  Coral Reef
-  Tar Pits
-  Trail
-  Village
-  Ruins



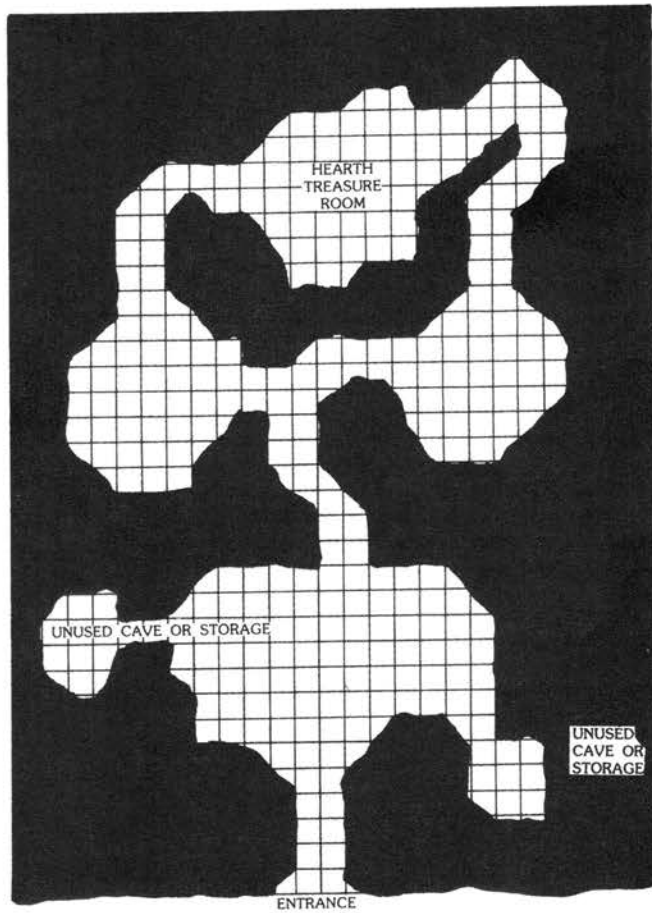
**MAP E-2
GENERAL CAVE LAIR #1**



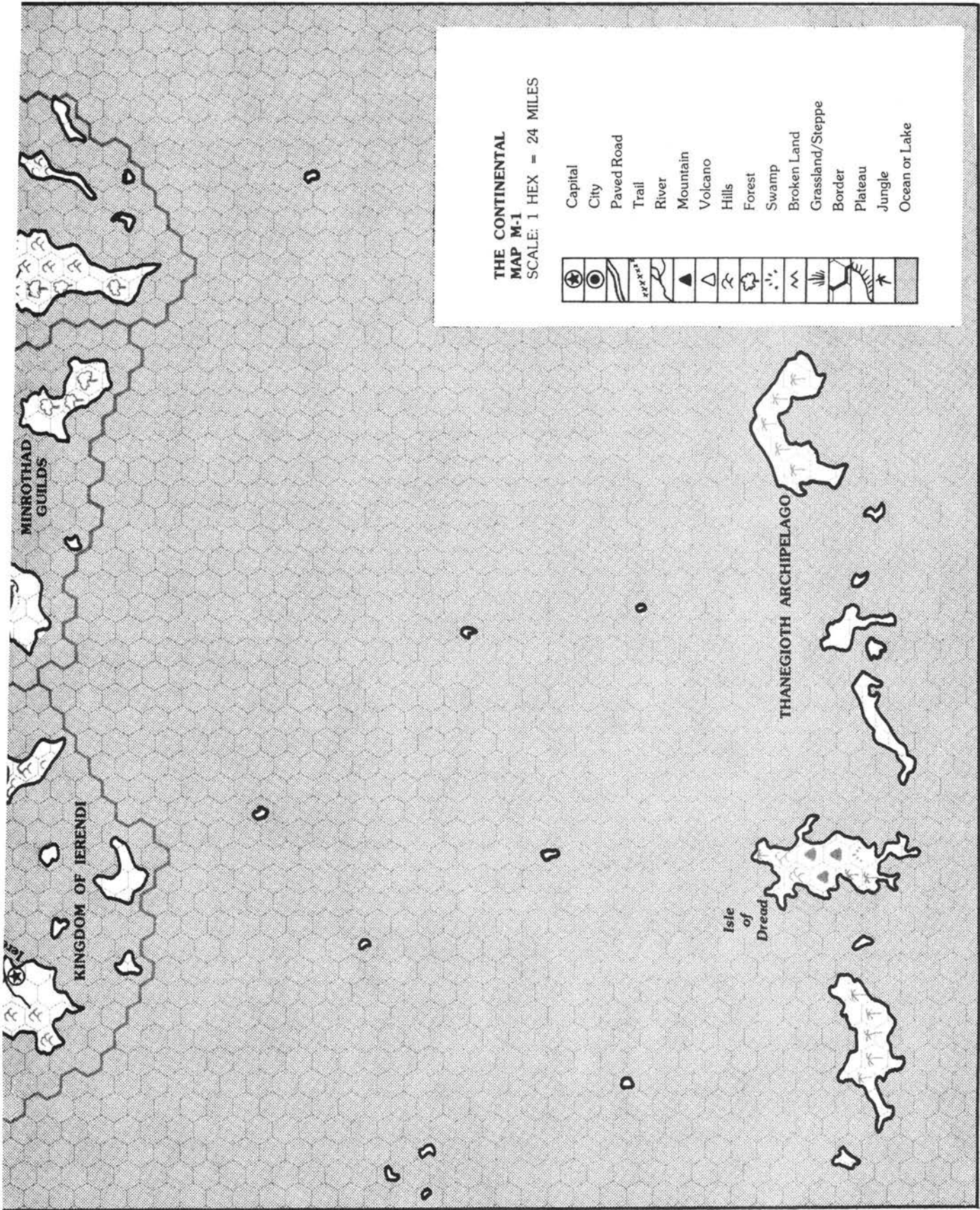
MAP E-3

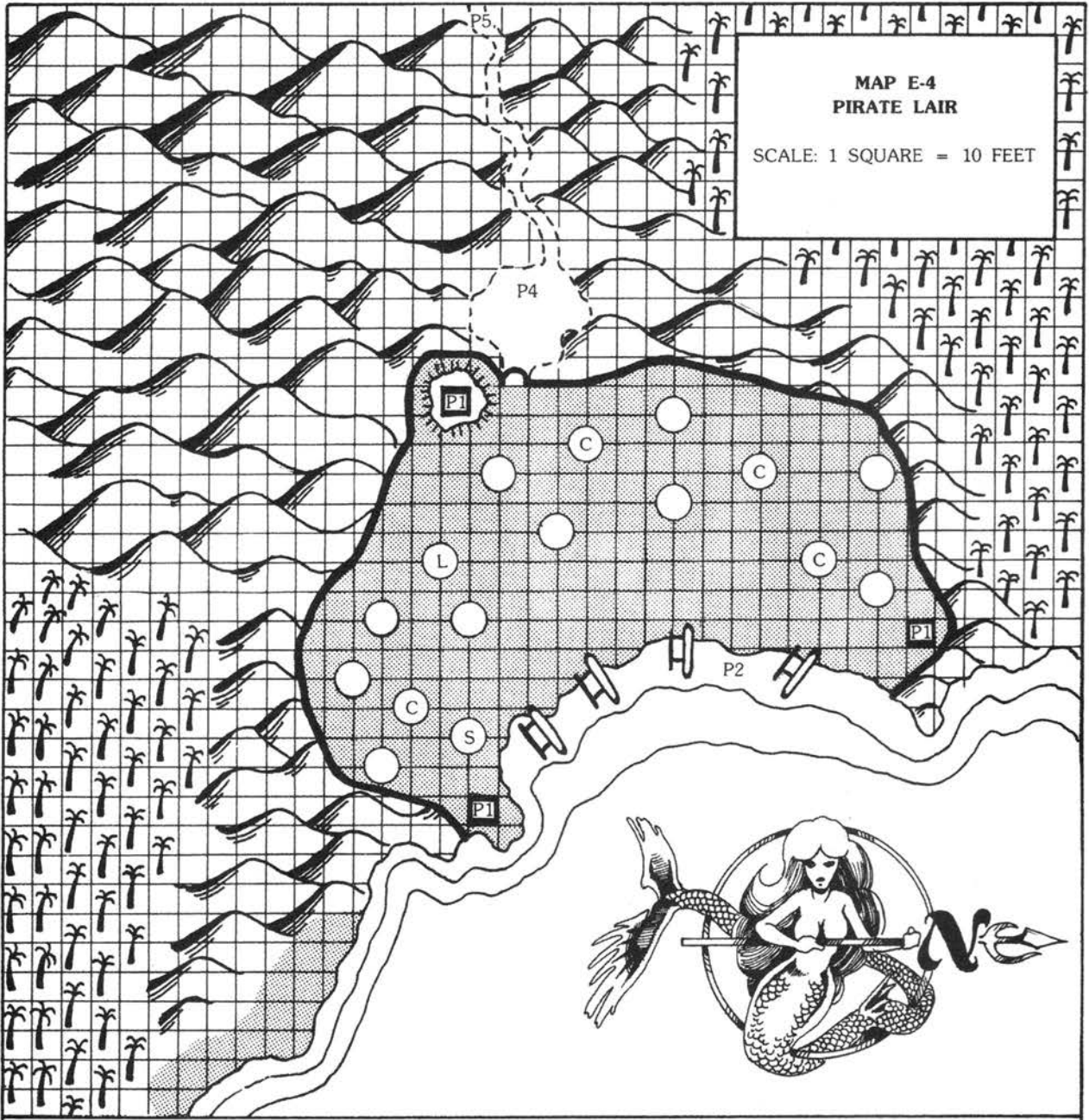
GENERAL CAVE LAIR #2

SCALE: EACH SQUARE = 5 FEET





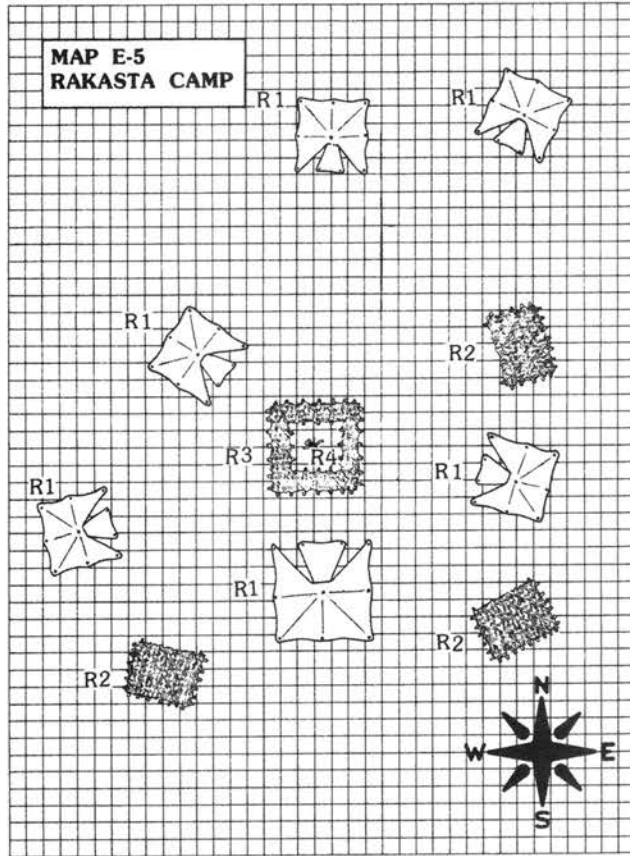




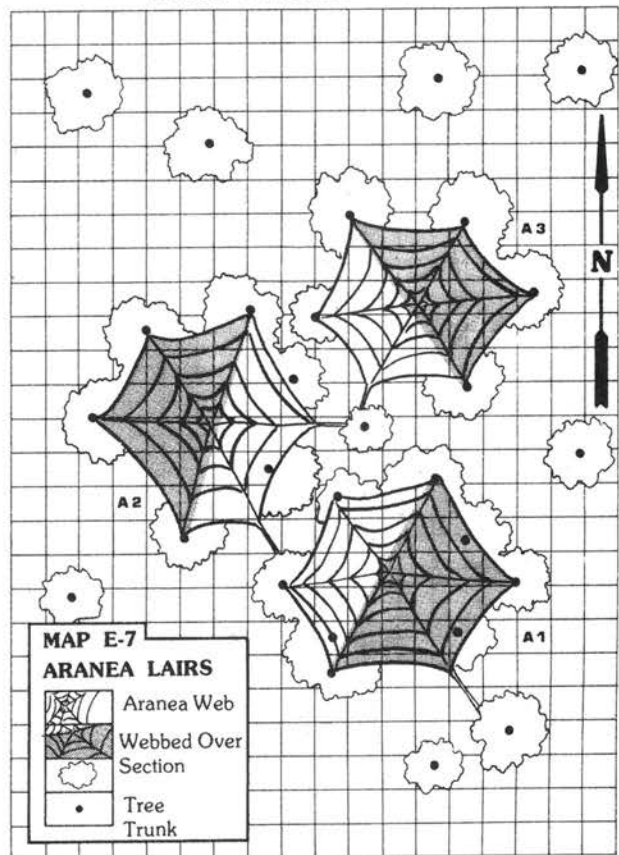
**MAP E-4
PIRATE LAIR**
SCALE: 1 SQUARE = 10 FEET

	Grass Hut		Outrigger Canoe
	Watchtower		Hills
	Thorn Wall		Jungle
	Cave		Sand Beach
	Tunnel		Raised Earth Mound

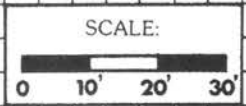
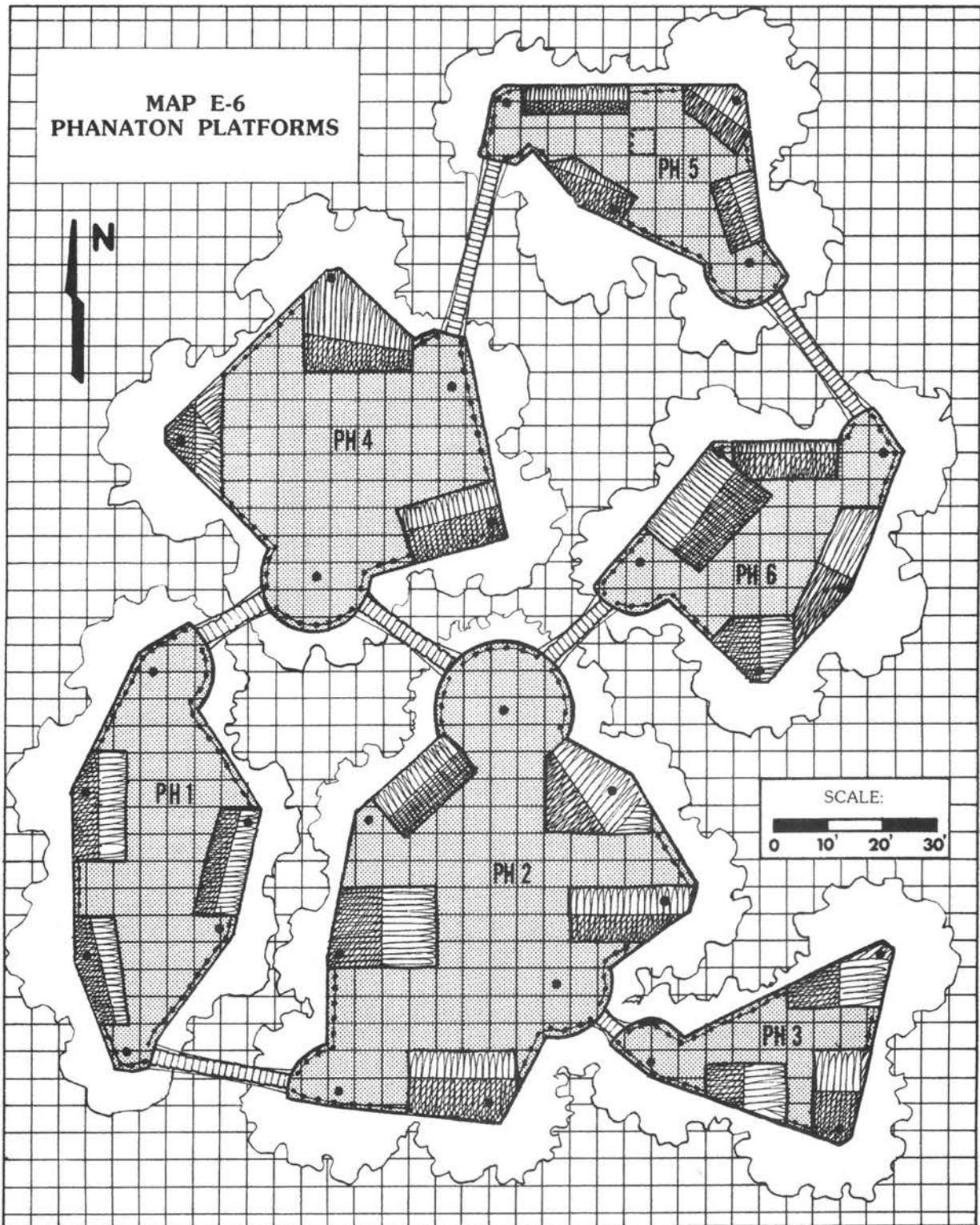
SCALE: 1 SQUARE = 10 FEET



SCALE: 1 SQUARE = 10 FEET



**MAP E-6
PHANATON PLATFORMS**

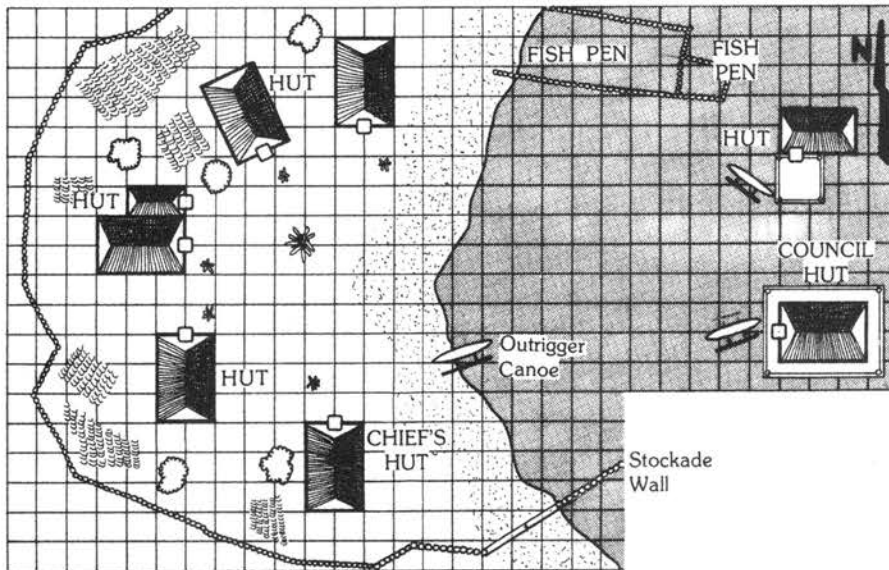


Trap Door		Railing		Tree Trunk	
Hut		Rope Bridge		Platform	

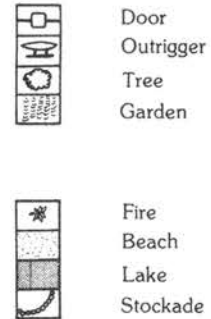
MAP D-2 THE CENTRAL PLATEAU



SCALE: 1 HEX = 1 MILE



MAP E-8
VILLAGE OF MANTRU
SCALE: ONE SQUARE = 10 FEET



Cutting Trees. If the characters try to cut down a tree, one treant will arrive in the first turn of activity. The treant will try to avoid being noticed, but will cause the tree being cut down to move away at 30' per turn. Each turn thereafter, one treant will arrive. The treants will do whatever they can to drive the party from the forest while avoiding combat as long as possible.

Starting a Fire. If a small campfire is lit, the forest will gradually recede from the camp, leaving a clearing 50' in diameter. Three treants will be in position around the camp, controlling the trees. They will do nothing if the party uses dead branches and brush for the fire. If the party collects living branches or wood, each treant will send 2 trees through the camp late at night. The characters will not be attacked unless they try to destroy the trees, but the trees will try to take or destroy as much gear as possible on one pass. If a fire-based spell is used, the treants will attack the caster.

Summary: Searching for Treants

Party Is:	Chance to Discover Treants
Not Searching	1 in 20
Searching for Creatures	1 in 6
Searching for Treants	3 in 6

- 3. CLIFF WALL.** The cliffs surrounding the central volcanic lake form a high, imposing wall of upthrust rock. Often shrouded in low clouds, the tops appear jagged, and in some places snow-covered. There are no clear trails over the cliff wall, but it appears that the wall can be scaled in many places. Even characters without climbing skill may attempt the climb, as there are obvious handholds and routes up the rock face. For all characters except thieves, the base chance of falling is 50%. This may be reduced 10% if a thief is with the party (to give guidance), by 10% if the character's Dexterity is 15 or greater, and by 20% if the characters are roped together (the DM may further adjust the chance of falling depending on other party actions). It will take 12 hours of climbing time to reach the top of the cliffs. During this time, normal encounters are still rolled for, but only the following apply: pteranodons (#4), pterodactyls (#5), and tremors (#12).

At the top, the rocks are covered with ice and snow, and the temperature is below freezing. No encounters will occur here, but characters who attempt to stay here overnight without warm clothing will suffer 2-12 points of damage from exposure. If the party has brought firewood, they can start a fire to keep warm, but there is none to be found here.

As the party descends into the volcanic crater (an 8 hour climb) the temperature will become warm and near tropical. Jungle vegetation covers the lower slopes, but the valley is sparsely populated with animal life. No normal encounters of importance will occur, but on a roll of 12 on 2d6, a minor tremor will shake the ground.

- 4. VILLAGE OF MANTRU (Map E-8).** This small village lies on the shore of the large crater lake. Its landward side is surrounded by a crude palisade of palm trunks and branches that extends into the water on both sides of the village. Part of this wall has been expanded to form two fish pens for keeping any extra fish from the daily catch. The village itself consists of six palm-thatched lodges that are raised about 2' off the ground on stilts. Further out in the lake are two more lodges, kept 3' above the water on stilted platforms. The small one (20' x 40') belongs to Umlat, the tribal cleric, an aged man. The larger building (30' x 50') is the main council lodge.

The village has 50 inhabitants who live by fishing and farming small gardens. They are divided into five large families who live

as one group sharing food and work. Each family has its own possessions — canoes, nets, tools, and lodges. These people are not warlike, but if attacked they will defend themselves to the best of their ability. If the characters do not attack the village, they will be met by a band of men from the village armed with spears. At first, spears will be thrown to fall short of the party. The villagers will then try to frighten the party away by shouting and gesturing. If the party remains non-hostile and friendly, the villagers will welcome the party and lead them into the village.

In the village, the party will be introduced to **Fano**, the "talking chief" and village leader; **Umlat**, the tribal cleric (both described later); and the "**chief**", a small stone carving of an old man that is kept in the council lodge on the lake. The party learns that all major decisions come from this "chief", while the "talking chief" (Fano) acts as a messenger and the interpreter of the "chief's" wishes. After this meeting (a solemn affair) there will be feasting on baked fish, fruits, yam paste, turtle soup, roasted birds, and fermented yam beer. This feast will be held on the beach, and great smoking fires will be lit to drive away insects. Lodging will be provided by several families. The natives will insist that at least one character sleep in each lodge. The natives will freely give anything a character asks for, but will expect the same in the future (the DM should use this tribal custom at least once during the adventure).

The characters may remain for as long as they wish, but after a short period of time they will be asked to help the natives by destroying a threat to the village. Fano and Umlat will carefully describe the attacks of a group of renegade tribesmen, now headhunters, who have been preying on lone villagers. These renegades have settled in a great ruined temple on the western side of an island in the center of the lake. The villagers cannot do anything to their enemy because the renegades are stronger and because the island is *taboo*. Although the villagers will aid the party by providing canoes and what equipment they can, they will not set foot on the island.

Fano, the "talking chief" (AC 9, F4, hp 26, #AT 1, D 1-6 or by weapon type, MV 120' (40'), ML 8, AL L). Fano is an elderly man, badly scarred and crippled in the left arm. His infirmity, his responsibilities to the tribe, and his superstitious fear of the island will prevent him from joining the party on the raid. His good will is important, however, as his opinion of the characters will decide the treatment the villagers give the party. Fano is good-natured, but proud of his position. He will not tolerate mockery of it or of the "chief" of the village.

Umlat, the tribal cleric (AC 9, C 6, hp 22, #AT 1, D 1-6 or by weapon type, MV 120' (40'), ML 8, AL L). Umlat is a pious man, devoted to his deity (**Oloron, Lord of the Skies**) but it seems that he has been both blessed and cursed. He is an extremely aged man, living many years beyond the normal lifespan of others in the tribe. The villagers ascribe this to the favor of his deity. However, he is frail and weak, and this greatly limits his activities. The villagers speculate that this weakness is due to some past failing. Because of his condition, Umlat cannot travel on adventures, or actively assist the party. However, he will make his spells available to aid the party in their task. The spells he normally uses are:

First Level: cure light wounds, purify food and water

Second Level: bless, snake charm

Third Level: cure disease

Umlat will pray for other spells, given one day's notice.

- 5. TABOO ISLAND.** The details of the TABOO ISLAND are given in **PART 4**.

PART 4: TABOO ISLAND

This island was once the center of the kingdom of the **Kopru**, until native rebellion destroyed their power (the players should not be told who or what the Kopru were; this is part of the taboo — for more details, see page 20). The rocky island is now dotted with small ruins, statues, and broken terraces. The largest ruin on the island is a temple that is carved into the cliff wall of the island's western shore. It can be most easily entered from the lake side, as its broad steps descend to the waters of the lake. This is where the players will begin the final stage of the adventure. The lair of the headhunters is on the first level of the temple complex (**Map E-9**).

The entire dungeon is damp and foul-smelling. The air is hot and stale. Small blind creatures will constantly scatter before characters, flitting here and there.

KEY TO THE FIRST LEVEL (Map E-9)

- 1. TEMPLE ENTRANCE.** The entrance to the temple has been carved into the side of a rocky cliff. Two primitive docks of narrow poles and weak planking extend from the temple steps; several canoes are moored there. Two steps lead to a landing lined with pillars. The landing and pillars are made of red marble. Set on poles thrust into cracks in the floor of the landing are many shrunken heads, jawbones, feathered totems, and other primitive tribal symbols.

Three short flights of steps lead up to a second landing 5' above the first. To either side of the center steps is a stone foot and ankle, the remains of a huge statue that once straddled the stairs. The end stairways are each flanked by another red marble pillar. At the back of the second landing is an opening leading back into the cliff. The opening is flanked by another pair of pillars. Carved out of the angled back walls of the landing are two bas-reliefs of humans holding lighted braziers.

- 2. GUARD POST.** The tribesmen have carefully narrowed the passage with mounds of rubble at this point so that only one character can pass through at a time. Waiting on the other side of the opening are 3 1st level fighters (AC 7, F1, hp 7 each, MV 120' (40'), #AT 1, D 1-6 or by weapon type, ML 8, AL C) and a 5th level fighter wearing bone armor and carrying a shield and **spear + 1** (AC 5, F5, hp 32, MV 120' (40'), #AT 1, D 1-6 + 1, ML 9, AL C). Able to observe intruders as they move down the hall, these guards will attempt to slay their opponents one at a time. If attacked with a **fire ball**, **lightning bolt**, or similar spell, these guards will gain +1 on their saving throws, as they are well protected by cover. Should the morale of these guards fail, they will retreat to area **3**, the **main chamber**.

- 3. MAIN CHAMBER.** This large hall was once the main worship area of the temple, but is now being used as the central living area of the tribe. The floor is covered with mats, bowls, and eating utensils made of bone. There is a blazing fire in the center of the chamber. The hall itself is two stories high with balconies on three sides (the dashed lines on the map). There is a rectangular hole (20' x 30') in the center of the ceiling that is open to the sky. To prevent debris and small creatures (such as bats) from entering, a net has been fastened across this opening. This net will not prevent characters from entering through here, nor will it support a character's weight. A rope hangs from one corner of the opening to the floor.

In the center of the wall opposite the entrance is a carved face that fills the area from the floor to the ceiling. It looks like a human or humanoid creature with its mouth agape. The carving has been cut and defaced, making the kind of creature it was difficult to identify. The other doors are all located on the balcony level.

In this chamber are 10 men and 12 women, the renegade tribesmen (AC 9, F1 or NM, hp 5, #AT 1, D 1-6 or by weapon, MV 120' (40'), ML 9, AL C), with 8 children. The men and women will fight while the children attempt to escape up the rope to the surface. Also, the men in areas **3A** and **3C** will reinforce the natives here in two melee rounds. Should the morale of the adults fail, those fighting will attempt to charge towards the exit to area **1**.

- 3A.** The unmarried men of the tribe sleep in these rooms. Each room is hung with ornaments and headdresses of bones, feathers and fish scales. Short bows and spears lean against the walls. Mats, gourd pots of paints, and carved obsidian bowls filled with mud and ash are arranged in a circle around a small, smouldering fire. The ceiling is heavily stained with soot and the air reeks of grease, smoke, sweat, and fish. In each room seven young men armed with spears and bows and wearing primitive leather armor (AC 7, F1, hp 6 each, #AT 1, D 1-6 or by weapon type, MV 120' (40'), ML 9, AL C) are telling boastful stories to one another. Their arrows are coated with a gummy vegetable poison, which will cause 1-6 points extra damage and violent sickness and fever for 2-20 hours. A successful saving throw vs. Poison will negate the sickness and the additional damage.

- 3B.** This room is reserved for unmarried girls. It is decorated like **3A**, except that the weapons here are daggers of bone and metal. There are also many tools — scrapers, needles, mallets, etc. There are 5 girls here. They are hairstyling, tattooing, filing their teeth, and otherwise "improving" their looks. These girls (hp 3 each) will not attack, but will try to flee if possible.

- 3B.** This large room is the tribal chief's quarters. In this room are the following natives:

The Chief (AC 5, F7, hp 44, #AT 1, D 1-8 + 2, MV 120' (40'), ML 10, AL C) with a **sword + 2** and bone armor and shield.

His 3 sons (AC 7, F3, hp 16, 20, 17, #AT 1, D 1-6, MV 120' (40'), ML 9, AL C) with spears and leather armor.

The Witchdoctor (AC 6, C5, hp 21, #AT 1, D 1-6, MV 120' (40'), ML 9, AL C) with a bone club and bone armor. He can cast the following spells:

First Level: cause light wounds (x2)

Second Level: hold person, snake charm

5 women (AC 9, hp 3, MV 120' (40'), AL C) who will not fight.

The chief, his sons, and the witchdoctor will come to the aid of the families in area **3** should the alarm be raised. They will also investigate any unusual noises from the area. Should their morale fail, they will retreat to this room and make a stand.

The room is cluttered with pots, gourds, a rack of skulls, necklaces of bones, and many skins and furs of animals. Hidden in one of the skulls on the rack are 5 gems (1000 gp, 500 gp, 800 gp, 1200 gp, 50 gp). In a wax-sealed gourd is a potion of **fly-ing**. Hanging on the walls are 6 furs worth 100 gp each.

- 4. SECRET VIEWING CHAMBER.** The secret door, unknown to the natives, leads to a small chamber near the main entrance. The hallway is extremely dusty and apparently unused. In the chamber, moldering rags and unidentifiable lumps dot the floor, presenting a variety of vivid colors to the eye. Along the south wall of the chamber are several large stone levers and a

corroded bronze tube. Hanging from small holes in the ceiling are three rotted ends of rope. These ropes and levers once operated mechanisms within the now-ruined statue that stood over the temple's entrance. The metal tube was used as a megaphone for the "god's" voice. The slanted section of the wall has a small niche carved in the back of the statue (**B**) in the northeast wall of area **1**. A person can stand in this niche and observe the landing (area **1**) through two small spy holes. However, the walls of the niche are lined with a brownish mold (actually, yellow mold: AC special, HD 2, hp 8, MV 0', #AT Special, D 1-6 plus spores, Save F1, ML Special, AL N). The mold is filmed with damp dust so its true color is not easily seen.

- 5. PRIEST'S QUARTERS.** This secret chamber was where "the gods" watched the services held in their honor. The chamber is bare of furniture and has a heavy layer of dust and fine sand on the floor. The dust covers a trap door in the northeast corner, so it is unlikely to be noticed (a 1 in 6 chance). The trap door is weak and will break when stepped on, dropping the character into room **3** on the second level. The character will take 1-6 points of damage. In the northwest corner are stairs up to a narrow platform (**A**) above the corridor behind the eyes of the carved face looking into area **3** on the first level. Two small holes allow a character standing on the platform to view the **main chamber**. Between the two spy holes is a large wooden piston and handle. If given a strong hard pull, this piston will spray a 20' diameter cloud of inflammable dust through the nose of the face into the main chamber. Any open flames in this area will cause a fiery explosion for 4d6 of damage (a successful saving throw vs. Dragon's Breath will reduce damage by half). There is a 50% chance that any explosion in the main hall will cause a similar explosion on the platform where the piston is, resulting in 2d6 points of damage to anyone there.
- 6. BLOCKED-UP PASSAGE.** The hallway ends in a crude wall of stones that completely closes the passage. This wall was built by the renegades to prevent creatures from the lower levels from entering their tribal home. So seldom has anything attempted to come through this wall, the natives no longer bother to guard it. If they have suitable tools, the characters can make an opening large enough for one character to get through in one hour.
- 7. WEAKENED FLOOR.** Unused for many years, this section of the floor has been weakened from below. The stone and supporting beams have been rotted by water and slimes. The section marked by the **T** is sturdy enough to support one person crossing it at a time; 2 or more people will cause the section to break, dropping characters to the water-filled room below (**Level 2, room 1**). No damage will be taken by the characters.
- 8. PRIVATE ALTAR.** This altar room contains several items once used by the priests in the worship of their "gods". Across from the door is a square stone pedestal. Next to it are several bone rhythym sticks, 3 inlaid and bejeweled bowls (worth 500 gp each), a crumbling bamboo flute, and the remains of a feather fan.

On the pedestal is a small, intricately carved stone box with two hinged doors. Inside is an unusual statuette of gold and coral. It looks like an amphibious humanoid with a smooth head, large eyes, and a tentacled, sphinctered mouth. The torso is human-like, with two arms that end in webbed, clawed hands. From the waist down, the body divides into three long tentacles ending in fluke-like fins, each tipped with a single large claw. (This is a **kopru**; see the description at the end of the module.) The statuette is worth 2000 gp.

All who look at this statue must make a saving throw vs. Spells. Failure means the character becomes a secret servant of the Kopru (see description) until the power of the statuette is destroyed. This happens when the statuette is **blesed** by a Lawful cleric or physically destroyed.

The corridor beyond this room is blocked by fallen rock and is impassible (the DM can have this lead to additional areas of his or her own design, if desired).

KEY TO THE SECOND LEVEL (Map E-10)

Special note: Part of this level is underwater to the depth of 5'. The DM should keep track of which areas are flooded and how deep the water is; periodically reminding the players (via description) of this special condition. Careful attention should be paid to normal light sources, as these can easily be extinguished or made useless if gotten wet.

- 1. WATER-FILLED CHAMBER.** Formerly a torture chamber, this room has flooded with water to a depth of 5'. Characters less than 4' tall and wearing metal armor must keep their heads above the water in some manner, or they will quickly drown. The ceiling above is reddish-black from an oxidizing rot, and the supporting beams are almost entirely rotted away. (Characters who enter from the hall may break and smash their way through the ceiling to room **5** on the first level.)

Several small, harmless cave fish live in this room and the flooded corridors beyond. These will occasionally bump against the legs of the characters, feeling cold and slimy. There are several sharp metal, stone, and glass items hidden underwater. Unless the characters probe ahead with sword, spear, staff, or pole, each character has a 1 in 6 chance of stumbling and stepping on a sharp item every 10' travelled. Stepping on an item will cause 1-2 points of damage.

The door leading out of this chamber is open, revealing a passage that is also filled with water to a depth of 5'. Along the passage are cells with iron bars. The bars are badly corroded and may be broken by any character who rolls his or her Strength or less on 1d20. All the cells are empty.

- 2. CHAMBER OF THE GREAT ONE.** The doors to this chamber are 15' above the level of the chamber floor. The chamber is filled with water to the level of the surrounding flooded passages. If the characters are not probing ahead, they will stumble on the stairs (or dais steps) and fall into the room, taking no damage. Three albino Mako sharks (AC 4, HD 4, hp 26, 29, 19, #AT 1, D 2-12, MV 180' (60'), Save F2, ML 7, AL N) live in this chamber. They are extremely hungry and will attack any character or creature who tries to swim across the chamber.
- 2A.** At this point on the dais, 5' below the water's surface, rests a giant oyster (AC 5 open, -2 closed, HD 10, hp 55, #AT 1, D 4-24, MV 0, Save F5, ML none, AL N). The DM must decide when the party can see it. Between its open valves is a large black pearl (3000 gp).

If the oyster is attacked from a distance, it will close its shell and not open for at least a turn. The pearl may be "picked" from the open oyster (non-thieves can be given a 5% worse chance than a 1st level thief, at the DM's option). Failure means the oyster closes, possibly trapping the unsuccessful character (roll a normal melee attack). The oyster will not open by itself while under attack. It can be pried open by several characters with a combined Strength of 50+ (a **knock** spell will also work).

- 3. LAIR OF GUARDIANS.** The floor of this room is covered with small puddles and the walls of this room are lined with statuary, some of graceful creatures, others of women with children and others of fierce monsters. All the statues are well fashioned, but have deteriorated due to age and moisture. The stone glistens a green-streaked red when struck by light, giving even the simplest and most innocent pieces an unwholesome look. At the point where the secret door is located is a larger puddle of water. In the center of the room's ceiling is an obvious trap door to an upper floor (**Level 1, room 5**). This trap door is wooden and appears to be severely rotted.

Coiled around several of the statues are a total of 4 spitting cobras (AC 7, HD 1, hp 6, 4, 2, 2, #AT 1, D 1-3 plus special, MV (30'), Save F1, ML 7, AL N). They are cold blooded and cannot be distinguished from the statue by infravision. Though they can be seen in normal light, the snakes will not attack unless they are approached. At the base of a statue in the northeast corner is a 50 gp gem.

There are 2 exits from this room: the passageway north to **8** and the secret door in the south wall. At the point on the map marked "Δ" is a hidden trigger that will drop the portcullis across the north entrance to this room when the first character steps on it. Raising the portcullis will require the efforts of several characters (with a combined Strength of 50+, for example). On the other side of the secret door, the hallway is flooded. The doors open inward and any characters near this door when it is opened will be swept off their feet, and 20-120' (2d6 x 10') down the hall towards the shaft in area **8**. They will be knocked around considerably, taking 2-8 points of damage. Characters not standing near the secret door will be able to brace themselves and remain on their feet. Should the secret door be opened from the other (hall) side, all characters in the water will be swept through the door as above.

- 4. PIRANHA POOL.** Just in front of this section of hallway is a short staircase that leads up to a platform just above the level of water. The floor of the platform is damp and covered with pale fungus, cold and slimy to the touch. If the fungus is cleared away and the floor examined by a dwarf, the dwarf will notice that the rock below must have been too hard to carve through, thus making this change in passage depth necessary.

Beyond the platform, the steps lead back down into the flooded hall. This section contains 3 giant piranhas (AC 6, HD 3+3, hp 14, 18, 20, #AT 1, D 1-8 bite, MV (50'), Save F2, ML 8, AL N) who have only fed on small lizards, rats, and snakes. They will attack anything that enters the water.

- 5. PRIEST'S CHAMBER.** The door to this room is closed and, if examined, will look tightly sealed. It has kept the water out of the chamber. Should the door be opened without precautions, anyone in the water will be swept into the room for 1-6 points of damage. In the chamber are several stone benches and a small altar stone. Hanging from a stone hook on the wall is a bone-handle **mace +2**, while hidden in a secret compartment on the right side of the altar are 500 gp and 2 coral statuettes worth 1000 gp each. This compartment will be hidden underwater if the room is flooded. There is nothing else in the chamber.
- 6. RAT LAIR.** As characters move down this hallway, they will see several large, rough holes in the walls just above water level. These holes are the tunnels of giant rats, who will swim out and attack the characters from both sides as they pass by. There are a total of 10 giant rats (AC 7, HD 1/2, hp 2, #AT 1, D 1-3 bite plus disease, MV (40'), swimming (20'), Save NM, ML 8, AL N). They are attracted by light and scent. Should the

morale of the rats fail, they will retreat into the tunnels and hide. The tunnels are dug out of dirt and are wide enough for a halfling to crawl through. The large chamber at the end of several of the tunnels is the main lair of the giant rats. The rats will attempt to flee if invaded, but if cornered they will fight ferociously to the death. In the lair are rags, some bones, a gnawed scroll (with a **levitation** spell on it), and three metal potion bottles (2 potions of **healing** and a contaminated potion, now a deadly **poison**).

- 7. FIRE TRAP.** This room had originally been trapped to fire a burst of flame from a hole near the north wall. Now the room is flooded with 5' of water, but the trap still operates — in a different manner. Across the center of the room is a wire set about ankle height (therefore hidden underwater). If it is broken or pulled, it will release a spray of fine oil into a 10' wide, 10' long area in front of the north door. This is special oil that will ignite on contact with water. As the oil bursts into flame, a mist of water will cover any character in the area, igniting any remaining oil. The oil will burn for 6 rounds and will do 3 points of damage per round to characters in the fire. The oil may be wiped off.

The burning oil will make the air in the chamber smoky and hard to breathe, requiring characters to leave this room as quickly as possible. (The DM should try and cause the party to move quickly here, by any means preferred: a description of the rapidly dwindling air supply, a few points damage, saving throws vs. Death Ray for unconsciousness, etc.) The door screened by the flame may be opened by characters moving underwater on a roll of 1 on a six-sided die. When the door is opened, the water will rush out of the room, sweeping unprepared characters into the lowered portcullis beyond. This will cause 1-4 points of damage to the first character to strike. If the door to the flooded hall is opened, water will rush through the portcullis (and down the stairs) for 2 minutes (12 rounds). The characters will be thrown against the portcullis and underwater, taking 1-2 points of damage each round until the characters take some action to keep their heads above the level of the water. On the east wall between the door and the portcullis is a lever which will raise the portcullis if pulled down. If characters raise the portcullis while the water is still flowing, they will be swept down the stairs to **level three**. This will cause 2-12 points of damage to all characters involved.



- 8. BOILING WELL.** In the center of the hallway is a circular shaft of carved stone that descends out of sight. Sixty-five feet below the level of the floor, the shaft is filled with boiling water. The shaft forms a "U", trapping water at the bottom. The other end of the "U" opens into a ledge overlooking the great cavern on **level three** (location **C**). This water is heated by volcanic action. Characters may swim the distance, but unless they have some method to protect themselves from the boiling water, they will suffer 2-20 points of damage. The water in the well cannot be bailed out, as hot water constantly seeps in.

KEY TO THE THIRD LEVEL (Map E-11)

This is a single natural cavern of great size. The air is hot, steamy, and foul with volcanic gases. The floor of the cavern is a field of bubbling mud pots, small geysers, hot springs, and mineral crusts. The colors are rich reds, browns, and yellows, combined with blacks and greys. Terraces crusted with deposits from mineral springs extend from the sides of the cavern at several points. Stalactites hang from the ceiling, and merge with stalagmites in several places to form pillars from the roof to the floor. The heat of the chamber will prevent the use of infravision. Occasional flares of ruddy light, combined with great bursts of steam from the depths of some of the hot springs, will briefly illuminate small points in the room.

When the characters are moving about the floor of this cavern, there is a 1 in 6 chance per turn that one of the following events will happen (roll 1d6):

1. mudpot bursts, spraying random party member with hot mud (1-3 points of damage)
2. geyser sprays random party member with hot steam (1-4 points of damage)
3. cloud of steam from hot springs covers 10' diameter area, blinding all within it for 1-4 rounds (randomly determine which member it centers upon)
4. boiling water splashes random party member (1-3 points of damage)
5. gas bubble bursts near random party member; save vs. Poison or be nauseated for 1 round (no action may be taken)
6. small tremor shakes the cavern

A. THE MINERAL TERRACE. This terrace leads to the stairs to **level 2**. If characters have been washed down these stairs, they will be able to stop themselves here. The terrace is white with calcium deposits and hot enough to be painful, but not damaging. All terraces are somewhat slippery and there is a 1 in 10 chance of slipping if care is not taken. The characters will attack at -3 to hit and defend at -3 (3 AC worse) due to the wet, unsure footing and have a 10% chance per round of slipping. Characters who slip will lose at least one melee round while they stand, and may even slip off the terrace (at the DM's option).

B. THE KOPRU. In the bubbling mud at each location is a concealed **kopru** (two total: AC 3, HD 8+4, hp 44, 49, #AT 2, D 1-4/3-18 or charm, MV 150' (50'), Save F9, ML 9, AL C). They are amphibious humanoids who dwell in the hot geyser pools.

The kopru will use their special **charm** ability to capture members of the party, or perhaps lure them off the paths and into the geyser basins. Characters who fall into a geyser basin will take 1-8 points of damage each round from the boiling water. If the charm attempts fail, the kopru will either physically attack characters on the paths or hide in the hot mud, awaiting a chance to strike again. If the party is obviously stronger or is trapped on a terrace, the kopru will not pursue, but will wait in the bubbling mud. If the party is badly hurt or obviously weak, the kopru will attack both mentally and physically.

The kopru will never surrender and will attempt to enslave as many characters as possible. Should the entire party be enslaved, the kopru will attempt to use them to restore the kopru's ancient kingdom. (If this happens, the DM can either start thinking up ways the characters can serve the kopru, or retire the captured characters from the campaign, perhaps to be re-introduced later as NPCs. The DM and players should talk it over and come up with their own solution.)

C. BOILING WELL. This is the topmost terrace of the level. Here is the hot spring that is connected to the U-shaped shaft to area #8 of **level 2**. Characters may swim to the other side of the shaft and climb out, taking 2-20 points of damage unless protected from the heat. On the terrace beside the spring is a bag, almost unnoticeable under a crust of minerals, containing 5 emeralds worth 1000 gp each. The party will only find it if they search the terrace.

D. CAVERNS. This set of terraces leads to a series of natural caverns. These caverns are left unmapped so the DM can create his or her own special encounter areas. Many cave-dwelling creatures might live here, and there may be exits up to the plateau.

E. WEAK CRUST. This section of trail is actually nothing but a weak crust over a hot spring. Unless the path is probed first, the lead character will break the surface. The character will drop into the hot water, suffering 1-10 points of damage the first round and 1-8 points each round until rescued. The crust will be crumbling and dangerous around the edges and characters will not be able to come closer than 5' to the edge without also falling in. Ropes, poles, and rescue techniques like those used on thin ice may be used to save the character.

F. THE HIDDEN THRONE. Set on the topmost terrace, directly under a dripping stalactite, is a throne. On the throne sits a grinning skeleton. Mineral-rich waters, falling from the ceiling over many years, has encrusted the skeleton and throne, hiding all but the most general features. In front of the throne (and hard to see under the mineral crust) is a sword. On the skeleton's finger is a ring, similarly concealed. They are entirely ordinary in appearance. The ring is a **ring of telekinesis** and the sword is a **sword +2, charm person ability** (non-intelligent).

Further Adventures On The Isle of Dread

Since this module gives a great deal of detail on the Isle of Dread, the DM may desire to use the locations and descriptions found herein after the main adventure has been played. To aid the DM in this, some suggestions for further adventures on the Isle of Dread are listed below. Each is accompanied by a short description of how the adventure might be handled.

1. Destroy the Zombie Master. This is a short adventure suitable for use before the characters venture inland for the first time. The village of Tanarua has been plagued recently by the attacks of undead creatures. The villagers are frightened and the tribal leader seems to be losing the authority necessary to maintain order. If questioned, the people will only speak in frightened terms of the Zombie-Master. At night zombies and ghouls will prowl the paths, killing lone travellers.

As seen on the map, each section of the village surrounds a graveyard. These graveyards are infested with tunnels and unwholesome creatures, at the center of which is the Zombie-Master. The DM would have to prepare for this adventure by drawing and populating the tunnels under the graveyard.

2. Map the Island. Information is always valuable. After having opened up new territory, a merchant prince or curious map maker might wish for more information about the island. The party could be hired to make a careful survey of the island, mapping the terrain and noting important features. This would be a dangerous and time consuming task.

3. The Dinosaur Hunt. A powerful and well-equipped party might find it quite worthwhile to try to kill several dinosaurs and

carry all or part of their bodies back to the mainland. It is likely that the rare essences and parts of these beasts would bring a good price from wizards or collectors of the unusual.

4. Exterminate the Pirates. To provide secure trade with the mainland, it is first necessary to destroy the pirates. The adventurers could be given the use of a ship by mainland merchants for the adventure. The pirates described in the module would be used. If the DM feels the pirates are not strong enough to challenge the party, the pirates may be increased in level or number, or given stronger defenses.

5. Bring 'Em Back Alive. A tough challenge for strong characters would be to capture some creature alive and take it back to the mainland. At the request of some wizard or king the party could attempt to capture one of the giant monsters, uncharmed or charmed, and bring it back. If this deed were done voluntarily, the reward could be sizable — enough to make the effort worthwhile. Monsters suitable or challenging for this adventure would include a pterodactyl, tyrannosaurus rex, stegosaurus, or perhaps even a giant ape. Such an expedition would require careful planning: how to catch the monster, how to keep it quiet, how to move it overland, and how to get it across the ocean. It would not be unusual for the princes or princesses of Glantri to want a live monster from the Isle of Dread.

6. Sunken Treasure. The characters could find a treasure map which gives a description of a shipwreck near the Isle of Dread. The information in the description should be enough for the characters to recognize the island (the wall, the dinosaurs and the unusual races), the general location where the ship might be found (for example, on the southwestern side, between the smoking mountains and the reef), and a description of the ship's cargo. The sunken ship should, of course, be inhabited by a sea monster.

Creating Human Encounters

Human encounters can either be natives or other adventurers with native guides and bearers. When these are encountered, the group can be set up by the DM, or created randomly on the following tables. The number appearing is 2-12.

Class (1d10)	Level (1d12)	Alignment (d8)	Sex (1d6)
1-6 Normal Human	1-5 1st	1-3 Lawful	1-3 Male
7 Cleric	6-8 2nd	4-5 Neutral	4-6 Female
8 Fighter	9-10 3rd	6-8 Chaotic	
9 Magic-user	11 4th		
10 Thief	12 5th		

Generally, the natives on the Isle of Dread are peaceful and fight only if attacked. Most will have Armor Class 9, though some may have the equivalent of leather armor (AC 7) or special armor made out of hardened fish or animal bones (AC 5). Warriors will usually be armed with spears and short bows. Spells can be assigned or rolled randomly by the DM. Magic items can be assigned or rolled for as in the D&D Expert rules. Since setting up a human party can be time-consuming, three typical parties are given below:

Wandering Human Party #1

Class & Level	Sex	hp	AC	AL	Magic Items and Spells
fighter: 4	male	20	2	L	none
magic-user: 1	male	4	9	L	charm person
thief: 1	female	2	7	C	potion of diminution
normal human: 0	male	1	9	N	none
normal human: 0	female	3	9	C	none
normal human: 0	female	3	9	L	none

Wandering Human Party #2

Class & Level	Sex	hp	AC	AL	Magic Items and Spells
fighter: 2	female	13	1	N	Plate mail + 1, war hammer + 1
magic-user: 3	female	8	9	N	detect magic, protection from evil, phantasmal forces
normal human: 0	male	4	9	N	none
normal human: 0	male	1	9	L	none
normal human: 0	male	2	9	C	none

Wandering Human Party #3

Class & Level	Sex	hp	AC	AL	Magic Items and Spells
fighter: 3	male	14	2	C	axe + 1
cleric: 2	female	10	2	L	purify food & water
magic-user: 1	female	1	9	C	sleep
thief: 2	male	7	7	N	sword + 1, + 3 versus dragons
normal human: 0	male	4	9	L	none
normal human: 0	male	1	9	N	none
normal human: 0	male	2	9	C	none
normal human: 0	male	2	9	C	none
normal human: 0	female	4	9	L	none

Sample Native Leaders

The DM should create NPC personalities as needed to populate the Isle of Dread. The main purpose of such NPCs is to help set up the background. They are not meant to adventure with the party or openly attack it. The following native leaders can be placed in any of the seven villages or used to inspire other NPCs created by the DM. Note that the figures for number of attacks and damage, Armor Class, and hit points have already been adjusted for Strength, Dexterity, and Constitution. The war leaders are assumed to have shields and spears (armor will improve their AC). Three matriarchs and three war leaders are provided. Details for the leaders of the other villages and for the Zombie Masters are left to the DM.

Matriarchs

J'kal (AC 9, NM, hp 5, #AT 0, MV 120' (40'), ML 10, AL L; S8, I14, W14, D11, C8, Ch12). This aged and respected woman is a shrewd leader and a brilliant strategist. She has a **medallion of ESP, 30'**. Through her experience and clever use of this item, she usually takes the best course of action.

Sanar (AC 9, T3, hp 8, #AT 1, D 1-4 or by weapon, Move 120' (40'), ML 10, AL C; S9, I14, W9, D12, C10, Ch17). This schemer has one goal — to become leader of all the villages! She sees trade with the mainland as a tool to this end. Sanar will use any person any way she can as long as they can serve her ends. She is ruthless and treacherous, but practical, and she respects those who bargain from strength.

Kuna (AC 9, NM, hp 3, #AT 0, MV 120' (40'), ML 6, AL N; S12, I6, W7, D12, C12, Ch15). This matriarch is neither very bright nor very brave. She will often act on a whim, but is never intentionally cruel. Although Kuna is content to let her advisors make the decisions while she remains the figurehead, she will

occasionally use her Charisma to sway them. She is much loved.

Tribal War Leaders

Bakora (AC 6, F5, hp 36, #AT 1 at +2, D 1-6+2, MV 120' (40'), ML 10, AL N; S16, I8, W10, D16, C17, Ch11). Because of his skill with weapons, this warrior is highly respected by his village. Though he is not extremely intelligent, he does have good advisors. Bakora is strong-willed and somewhat superstitious.

Kuro (AC 7, F4, hp 24, #AT 1 at +3, D 1-6+3, MV 120' (40'), ML 10, AL L; S17, I10, W9, D15, C16, Ch12). This mighty leader carries a family heirloom, a **spear +1**. Though he is first a warrior, Kuro is also a kind and honest man. His fair and just treatment of his people and of captured enemies has earned him respect and fame throughout the seven villages.

Masawa (AC 7, F4, hp 20, #AT 1 at +1, D 1-6+1, MV 120' (40'), ML 10, AL C; S15, I10, W8, D14, C13, Ch7). This arrogant warrior is feared by the people of his village, not only because of the great war skills of which he boasts, but because of his cruelty to those who cross him. Masawa does not like strangers. He does not want trade with the mainland, but has been overruled by the village matriarch.

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PART 5: NEW MONSTERS

The monsters in this section are special additions for the **Isle of Dread**. Of course, the DM may use them elsewhere and may alter their statistics if desired. Any of these monsters could have giant-sized variations with more hit dice, better Armor Class, and the ability to cause more damage. Special monsters can also be designed for a specific party by assigning hit points instead of rolling them. Leaders of a group will usually have high or maximum hit points. Additional prehistoric creatures may be found in the D&D® Expert rulebook.

Allosaurus

Armor Class:	5	No. Appearing:	0 (1-4)
Hit Dice:	13	Save As:	Fighter: 7
Move:	150' (50')	Morale:	9
Attacks:	1 bite	Treasure Type:	V
Damage:	4-24	Alignment:	Neutral

An allosaurus is a huge carnivorous dinosaur which runs upright on its large hind legs. It stands almost 15' tall, and weighs several tons. The allosaur's attack is to bite with its large jaws, which are filled with dagger-like teeth. Allosaurs hunt most often in lowland hills and plains.

Ankylosaurus

Armor Class:	0	No. Appearing:	0 (1-8)
Hit Dice:	7	Save As:	Fighter: 4
Move:	60' (20')	Morale:	6
Attacks:	1 tail	Treasure Type:	Nil
Damage:	2-12	Alignment:	Neutral

The body of an ankylosaurus is covered with thick bony armor and ends in a massive club-like tail. This dinosaur walks on four legs and eats plants. It is 15' long, 4' tall and weighs 4-5 tons. An ankylosaurus is usually found in jungles and hills.

Aranea

Armor Class:	7	No. Appearing:	1-3 (1-6)
Hit Dice:	3**	Save As:	Magic-user: 3
Move:	60' (20')	Morale:	7
In web:	120' (40')	Treasure Type:	D
Attacks:	1	Alignment:	Chaotic
Damage:	1-6 + poison		

Aranea are an intelligent giant spider race. They are as large as a small pony, and are greenish-brown in color. An aranea can be distinguished from other giant spiders by the massive odd-shaped lump on its back that houses its large brain. Aranea are web-spinners, and their bite is poisonous.

The front limbs of an aranea are divided into flexible digits. The aranea uses these to grasp prey and manipulate simple tools. In addition, the aranea can cast spells as a 3rd level magic-user (two 1st level and one 2nd level spell) and they spend much of their time in magic research.

Aranea live in dense forests or jungles, spinning their web homes high in the trees. Part of the web will be roofed with bark, leaves, and vines held together with web. In the covered part of their lairs, the aranea keep their crude tools, magic research, and crude "furniture" of web, vines, bark, and wood. They are the traditional enemies of the **phanaton**, and will attack them on sight. They are friendly with bugbears and often hire them to guard the forest beneath their lairs.



Brontosaurus

Armor Class:	5	No. Appearing:	0 (1-3)
Hit Dice:	26	Save As:	Fighter: 13
Move:	60' (20')	Morale:	8
Attacks:	1 bite/1 tail	Treasure Type:	Nil
Damage:	2-12/3-18	Alignment:	Neutral

A brontosaurus is one of the largest of all dinosaurs. It has a massive body with a small head, long neck, and a strong, tapering tail. The creature is 65' to 75' long and weighs more than 30 tons.

A brontosaurus is so heavy that it needs to spend most of its time in water, so that the water helps support its weight. If only its neck shows above water, the brontosaurus may be mistaken for a plesiosaur or sea serpent. This dinosaur eats plants, and can only be found in deep marshes or on the edge of swamps.

Dimetrodon

Armor Class: 5	No. Appearing: 0 (1-6)
Hit Dice: 7	Save As: Fighter: 4
Move: 120' (40')	Morale: 8
Attacks: 1 bite	Treasure Type: V
Damage: 2-16	Alignment: Neutral

A dimetrodon is a sail-backed, meat-eating dinosaur. The "sail" is a comb of long bony spines connected with a skin webbing. The dimetrodon is about 10' long and weighs nearly a ton. Dimetrodons hunt most often in hills and in the drier areas of swamps.

Elk (Giant)

Armor Class: 6	No. Appearing: 0 (1-6)
Hit Dice: 8	Save As: Fighter: 4
Move: 120' (40')	Morale: 7
Attacks: 1 butt	Treasure Type: Nil
Damage: 1-12	Alignment: Neutral

Giant elk inhabit hills and plains. They are 10-12' long and weigh nearly a ton. Their antlers often span 10' or more. Giant elk eat shrubs and grasses. They are preyed upon by dire wolves and sabre-tooth tigers.

Grangeri

Armor Class: 5	No. Appearing: 0 (1-6)
Hit Dice: 13	Save As: Fighter: 7
Move: 120' (40')	Morale: 7
Attacks: 1 bite or trample	Treasure Type: Nil
Damage: 2-12 or 3-18	Alignment: Neutral

Grangeri look like a cross between giant hornless rhinoceri and giraffes. Their long necks let them reach and eat leaves from the tops of trees. A grangeri is about 30' long and stands 20' tall.

Kopru

Armor Class: 3	No. Appearing: 1-3 (1-3)
Hit Dice: 8+4	Save As: Fighter: 9
Movement: 30' (10') Swimming: 150' (50')	Morale: 9
Attacks: 1 bite/1 tail or charm	Treasure Type: 1+N
Damage: 1-4/3-18	Alignment: Chaotic

The kopru are a race of heat-loving amphibians of great intelligence and power. Their heads are smooth with large eyes and a tentacled, sphinctered mouths. They have human-like torsos and two arms ending in webbed, clawed hands. From the waist down their bodies consist of three fluke-like tails, each ending in a sharp ripping claw. Kopru have a +2 bonus on their saving throws against magical attacks.



While they do not truly hate all men, they view humans as nothing but brutes to be used, played with, and controlled. Their expansion has been severely limited by their need for very hot, wet environments (hot springs, tropical swamps, and so forth) and their civilization has been in decline for many years.

In combat, a kopru will bite while coiling all three of its tails around a single victim in a powerful crushing attack. However, more deadly than the normal attacks of the kopru is its special charming power. Instead of attacking normally in a round, the kopru may use this power on any one opponent within 30'. If the victim fails to make a saving throw vs. Death Ray, the character becomes totally obedient to the mental commands of the kopru. If the saving throw is successful, no similar attack from the same group of kopru will be effective.

The special charm of the kopru is different from the **charm person** spell, in that the person will act normally (including the use of spells and magic items), but will be totally committed to the interests of the kopru. The kopru will know the thoughts and memories of the charmed character. A character may only be controlled by one kopru at a time, but there is no limit to the distance at which a character may be controlled. The charm can be broken by a **dispel magic** or by the death of the controlling kopru. In addition, the controlled character gets a new saving throw at the beginning of each game month. If successful, the character breaks free of the charm.

Megatherium

Armor Class: 6	No. Appearing: 0 (1-6)
Hit Dice: 11	Save As: Fighter: 6
Move: 90' (30')	Morale: 7
Attacks: 2 claws	Treasure Type: Nil
Damage: 2-12/2-12	Alignment: Neutral

A megatherium is a giant ground sloth that eats leaves, roots, and shrubs. It stands 24' tall and can walk erect on its hind legs, though it usually walks on all fours. It is slow, stupid, and peaceful unless provoked.

Native

Armor Class: 9	No. Appearing: 0 (3-30, village 30-300)
Hit Dice: 11	Save As: Fighter: 1
Move: 120' (40')	Morale: 7
Attacks: 1	Treasure Type: A
Damage: 1-6 or by weapon	Alignment: Any

Natives are primitive people who live in jungles, wilderness, or on tropical islands. The warriors of the more warlike tribes (including cannibals) will all be 1st level fighters but the natives of peaceful tribes are mostly normal humans with fewer higher level leaders. Most natives wear no armor (AC 9), but some will wear the equivalent of leather armor (AC 7), and the tribal chiefs may wear special armor of hardened bone or lacquered wood that is the equivalent of AC 5 or 6. Natives may also carry shields.

For every 20 natives, there will be an additional 2nd level fighter who acts as their leader. For every 40 natives, there will be an additional 4th level fighter as war leader. For each village of at least 100, there will be a chieftain who is a 6th level fighter and a 50% chance for a tribal shaman who will be a magic-user or cleric of at least 5th level. If 300 are encountered, there will be a "great chief" of at least 9th level with a bodyguard of 2-8 warriors of 4th level.



Phanaton

Armor Class:	7	No. Appearing:	0 (3-18, village 30-300)
Hit Dice:	1-1	Save As:	Fighter: 1
Move:	90' (30')	Morale:	7
Glide:	150' (50')	Treasure Type:	Nil
Attacks:	1	Alignment:	Lawful
Damage:	1-6 or by weapon		

The Phanaton look like a cross between raccoons and monkeys. They are roughly halfling-size and have 4' long tails that can grasp objects, and even manipulate them clumsily. For example, when fighting in the trees, a phanaton will often wrap its tail around a branch for support. In addition, phanatons have membranes of skin stretching from arm to leg, that they can spread and glide from branch to branch. They have a +2 bonus on all saving throws due to their small size and agility.

Phanaton prefer to eat fruits and vegetables, though they may eat meat. They live in tree-top villages built on platforms of wood and woven vines connected by rope bridges. Each village of 30-300 will be a separate clan. They are the allies of treants and dryads, and are friendly with elves. Phanaton are the traditional enemies of **aranae**, the spider-folk, and will attack them on sight.

For every 30 phanaton, there will be a clan war chief who will have 3 hit dice and at least 15 hit points. He will also have a bodyguard of 2-12 phanaton warriors who fight as 2 hit dice monsters and have 7-10 (1d6 + 4) hit points each. For every hundred phanaton, there will be a tribal subchief with 6 hit dice, 30 hit points, and a +1 bonus to all damage rolls. The subchief will have 2-8 (2d4) bodyguards with 3 hit dice and 15 hit points. If 300 phanaton are encountered, there will be a tribal king who has 8 hit dice, 50 hit points, and a +2 bonus to all damage rolls. His bodyguards will be 4 phanaton warriors with 6 hit dice, 30 hit points, and a +1 bonus to all damage rolls.

Phororhacos ("Sword Beak")

Armor Class:	6	No. Appearing:	0 (1-8)
Hit Dice:	3	Save As:	Fighter: 2
Move:	150' (50')	Morale:	8
Attacks:	1 bite	Treasure Type:	U
Damage:	1-8	Alignment:	Neutral

A phororhacos, or *Sword Beak*, is a 6' tall flightless bird with small, useless wings and large hind legs. This bird eats meat and runs down its prey, often reaching great speed across flat ground. A phororhacos has a large curved beak that snaps at prey with the force of a sword.

Plesiosaurus

Armor Class:	6	No. Appearing:	0 (1-3)
Hit Dice:	16	Save As:	Fighter: 8
Move:		Morale:	9
Swimming:	150' (50')	Treasure Type:	Nil
Attacks:	1 bite	Alignment:	Neutral
Damage:	4-24		

A plesiosaurus is a fish-eating, lake-dwelling dinosaur, usually about 30'-50' long. It has an extremely long neck and a large snake-like head filled with sharp teeth. This dinosaur has small flippers in place of legs to aid in swimming. It is aggressive and can overturn small boats and rafts.

Rakasta

Armor Class:	6	No. Appearing:	0 (3-30 + 1-8 sabre-tooths)
Hit Dice:	2 + 1	Save As:	Fighter: 2
Move:	90' (30')	Morale:	9
Attacks:	2 claws/1 bite	Treasure Type:	M (special)
Damage:	1-4/1-4/1-4	Alignment:	Neutral

The **rakasta** are a race of nomadic, cat-like humanoids. They walk erect, much like humans, but are covered with soft, tawny fur and have feline heads and features. The rakasta fight with special metal "war claws" fitted over their natural claws (without these special "claws", the rakasta claw attacks do only 1-2 points each). The rakasta can use normal weapons such as swords, but generally disdain them, preferring to use their "natural" weapons (the war claws).

The rakasta often tame sabre-tooth tigers that they then ride to the hunt or into battle. The sabre-tooth tigers are controlled with knee pressure and heavy riding crops and are fitted with special saddles that do not hinder the fighting abilities of the sabre-tooth tigers. These saddles also allow the rakasta to leap off their mounts (up to 20') and attack the same round. The "tame" sabre-tooths are too ferocious to be ridden by any non-rakasta.

Rakasta settlements average 3-30 rakasta and 1-8 sabre-tooths, and are made up of many colorful tents or pavilions. Although they have type M treasure, the rakasta will have rugs and tapestries of fine workmanship, crafted bowls and drinking cups, and other bulky items of value instead of gems and jewels.



Trachodon

Armor Class:	5	No. Appearing:	0 (1-6)
Hit Dice:	14	Save As:	Fighter: 7
Move:	120' (20')	Morale:	6
Attacks:	1 tail	Treasure Type:	Nil
Damage:	2-12	Alignment:	Neutral

A trachodon is a duck-billed dinosaur that stands 15'-18' tall. This beast runs erect on its hind legs. This dinosaur only eats plants, but may be dangerous if enraged.

“When the gale finally ended, we found ourselves approximately seven days normal sailing distance due south out of Specularum, in the Thanegioth Archipelago. We replenished our supplies, patched up the ship, and traded our remaining goods at native villages along the shores of several islands. Some villages were friendly, but others were hostile and the natives attacked on sight. I suspect the hostile villages were filled with cannibals.

“We skirted the coastlines of several islands, sailing south by west until we reached a small peninsula cut off from the main island by a massive stone wall. We were well received by the natives of Tanoroa, the small village that guards this wall. The villagers have no name for the large island other than the ‘Isle of Dread’. Their own small peninsula is known simply as ‘Home’.

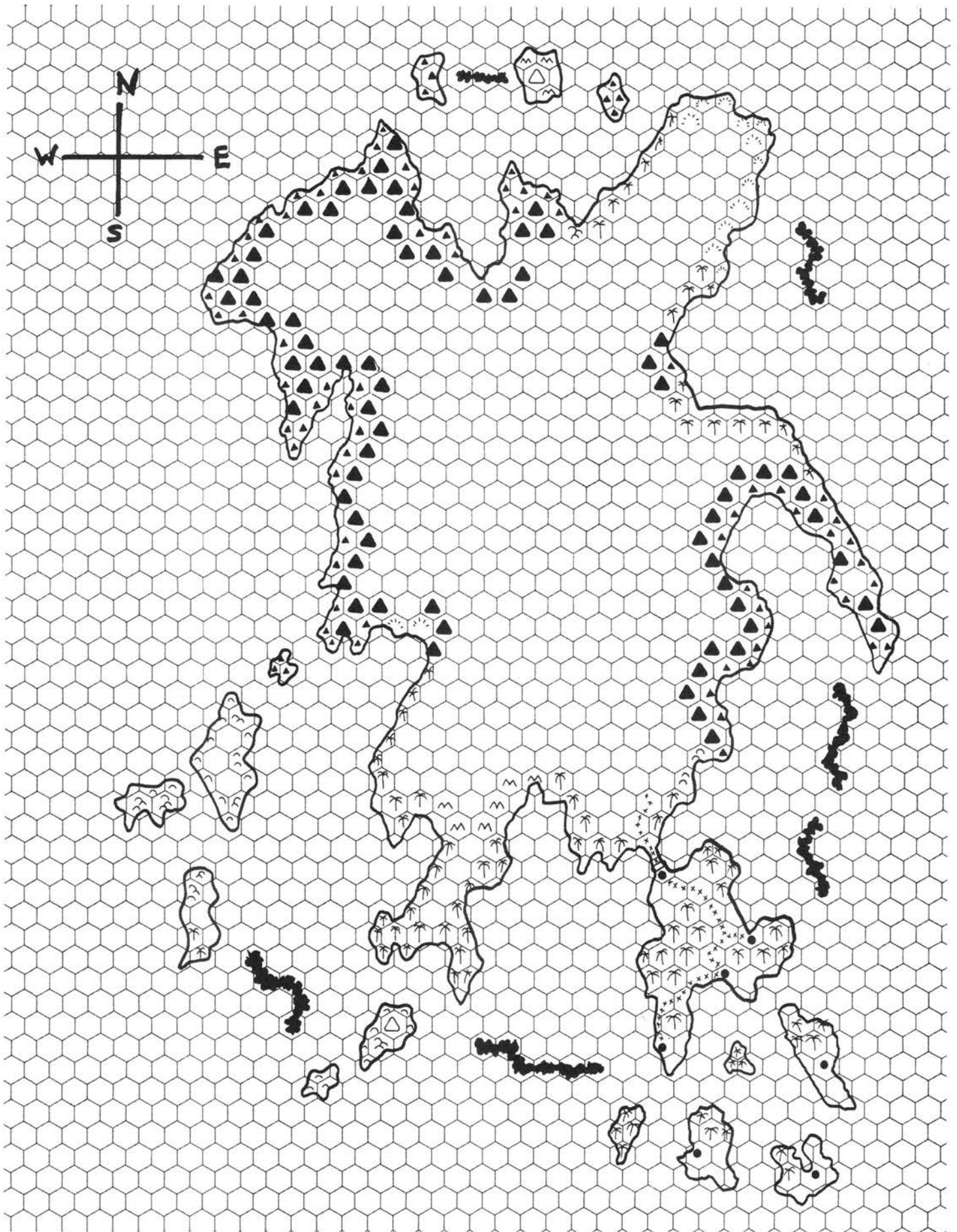
“The villagers told us a tale about an ancient city in the central highland of the isle that was built by the same people who built the wall. The villagers call the builders ‘the gods’, but I noticed that the names of the gods and the personal names of the clan ancestors were often the same, so I suspect that their ancestors and the builders were one and the same. I believe that the natives once possessed a much more advanced culture and that the descendants of the builders have returned to a more primitive state.

“The inland city is rumored to be filled with treasure beyond imagining. In particular, I heard persistent tales concerning a great black pearl of ‘the gods’ that still remains in the inland city. The island waters abound with excellent pearl beds, so the rumor of the black pearl may well be true.

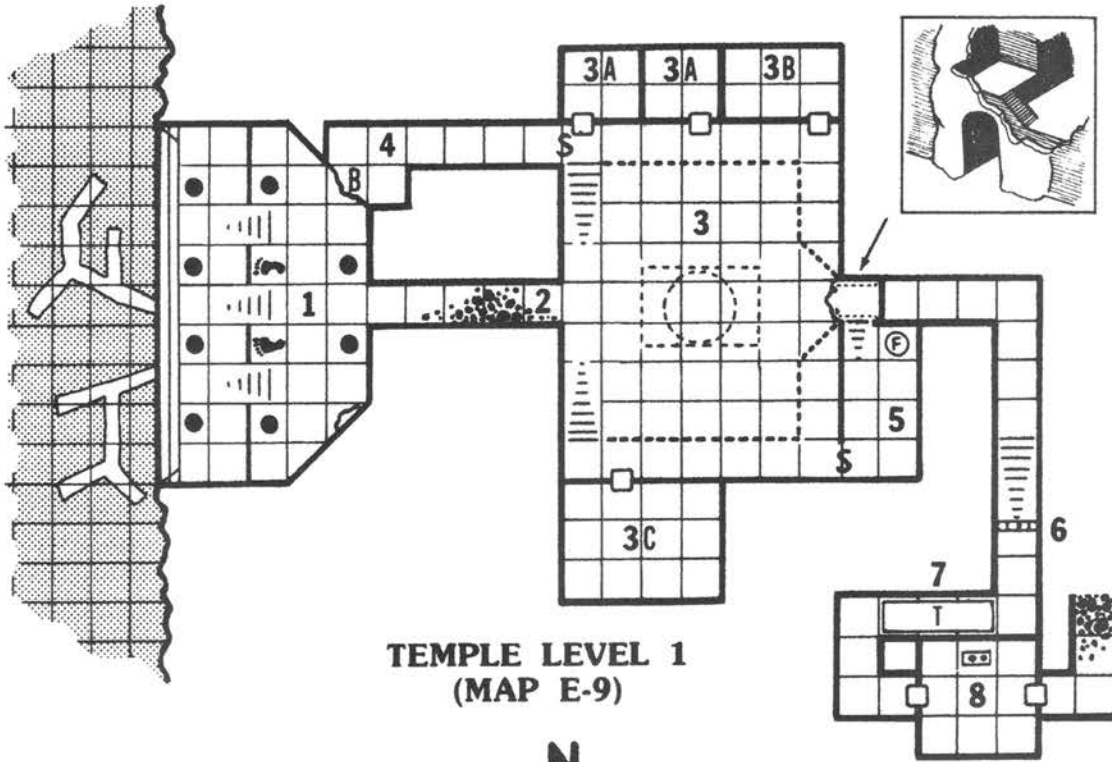
“The village contains a number of huge life-like statues of iron, bronze, and stone. Since no villager currently has the skill or the craft to make such statues, the tale of a lost city built by the ‘gods’ seems reasonable. I would have liked to explore inland to verify the rumors, but too many crewmen died in the storm or by cannibal spears. Only five of us are left. I am the only professional adventurer, the others are only sailors. We can sail the small ship well enough but on land, in hostile territory, we would be helpless. Once back in Specularum I should be able to recruit a new crew and a party of professional adventurers, then I will return to claim the great black pearl.

“One thing I managed to do before leaving: we sailed around the island and made the best map we could. We were afraid to land, since village fishermen had warned us that it was extremely dangerous to land anywhere on the main island and the coasts were rocky with no beaches. As a result, the map only shows the coastal areas we could chart from the ship, but it is better than nothing.”

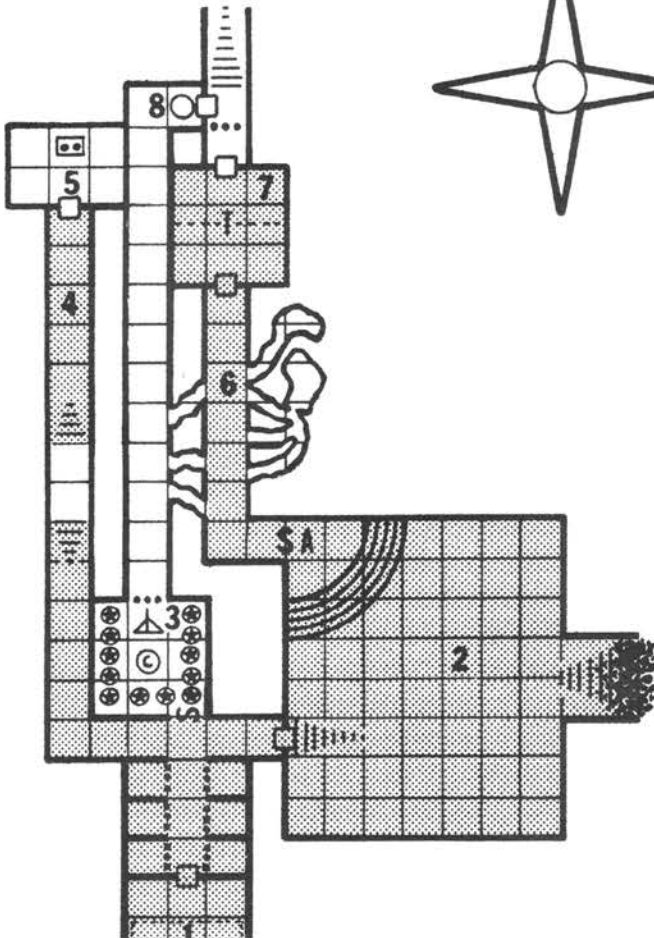
Rory Barbarosa



TABOO ISLAND



TEMPLE LEVEL 1
(MAP E-9)



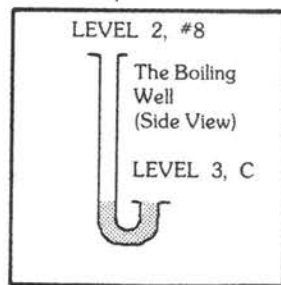
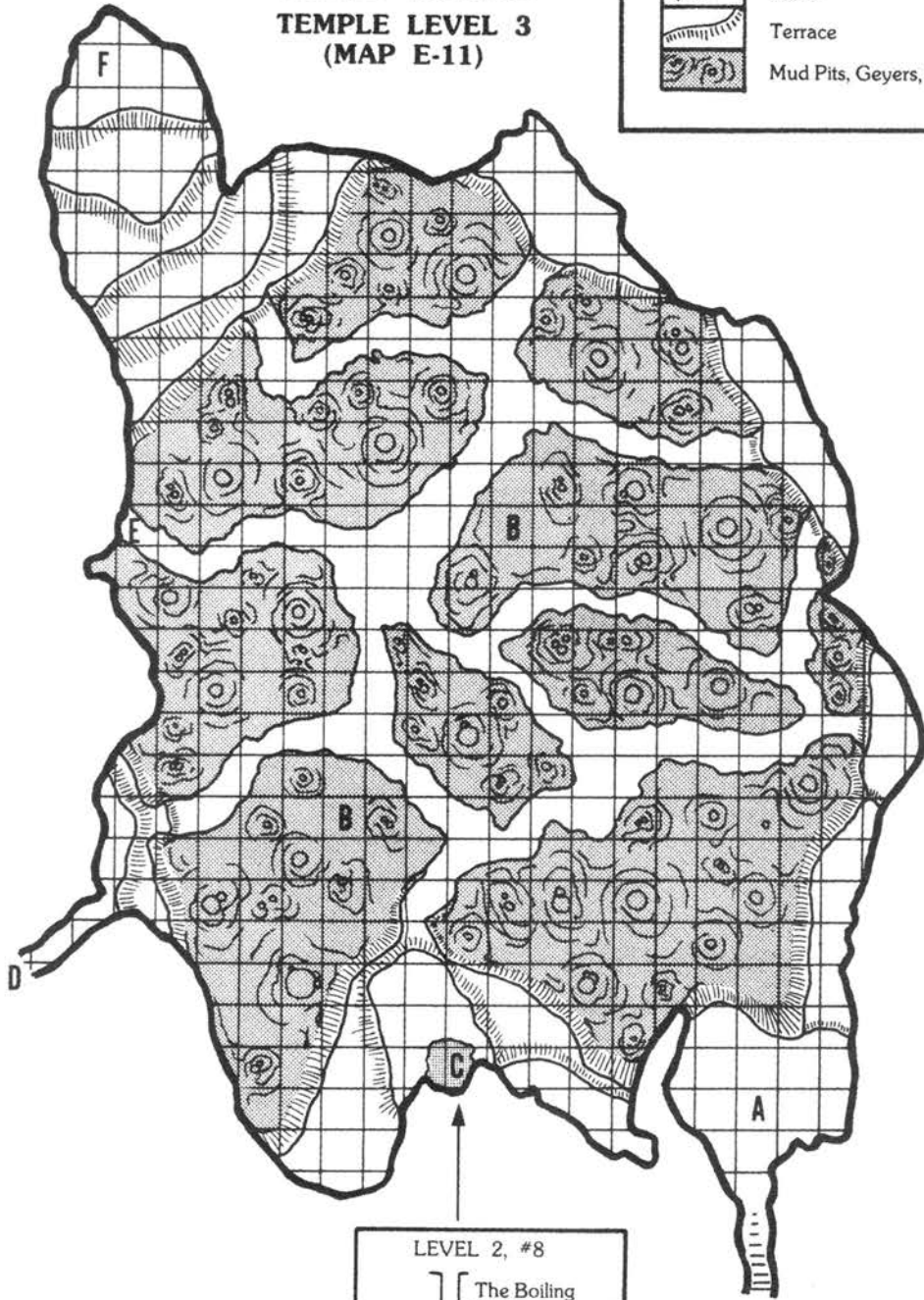
SCALE:
ONE SQUARE = 10 FEET

	Door
	Secret Door
	Trap Door in Floor
	Trap Door in Ceiling
	Iron Bars or Portcullis
	Stairs
	Trap
	Trigger
	Statue
	Pillar
	Dais
	Rubble
	Stone Wall
	Dock
	Balcony
	Water
	Smokehole
	Altar

**TABOO ISLAND
TEMPLE LEVEL 3
(MAP E-11)**

SCALE: ONE SQUARE = 10 FEET

-  Stairs
-  Terrace
-  Mud Pits, Geysers, Hot Springs





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Expert Game Adventure

The Isle of Dread

by David Cook and Tom Moldvay



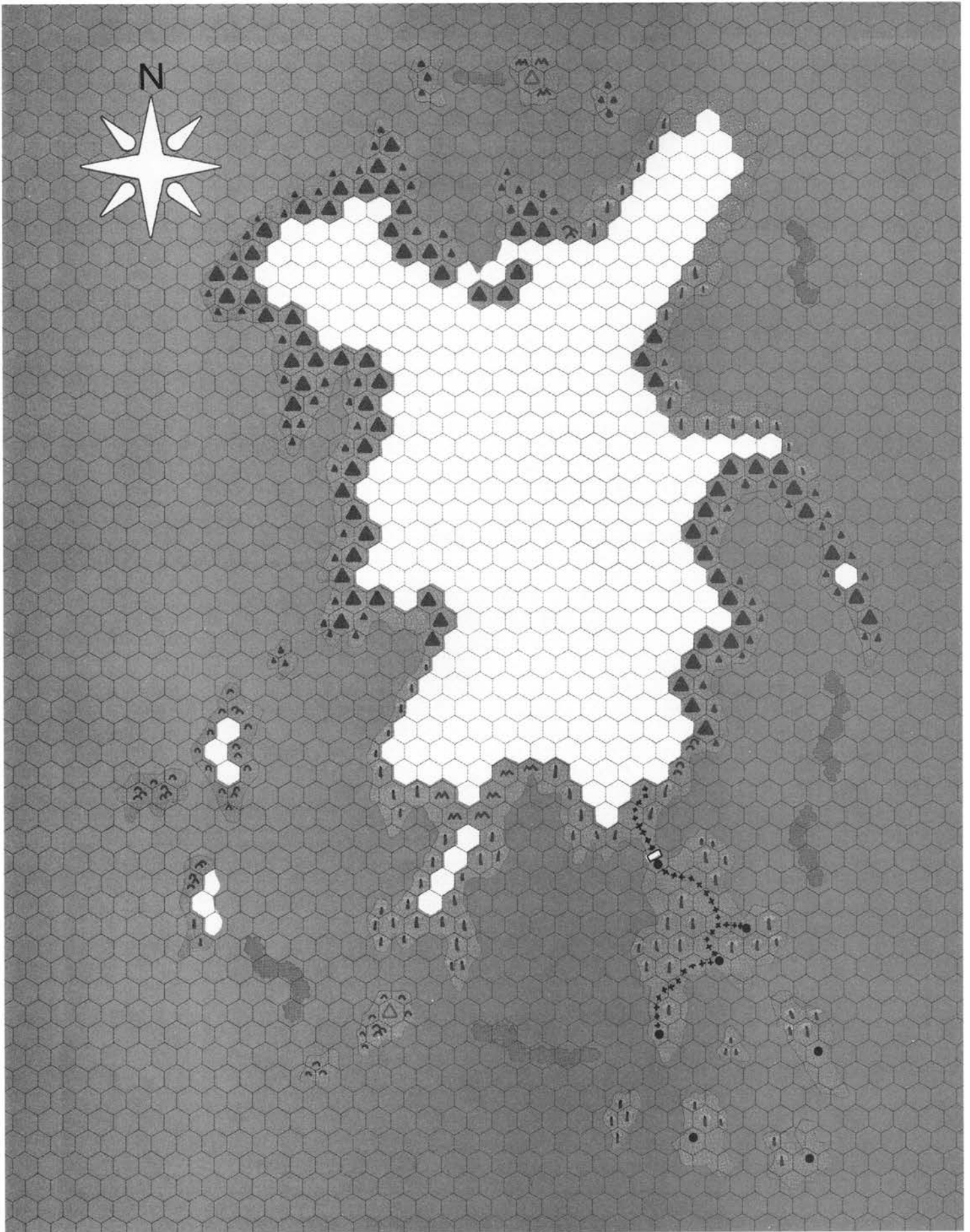
The Isle awaits! Will you be able to find the lost plateau and discover the secrets of — the Isle of Dread? For character levels 3-7



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DUNGEONS & DRAGONS®

Expert Game Adventure

The Isle of Dread

by David Cook and Tom Moldvay

Hundreds of miles from the mainland, surrounded by dangerous waters, lies an island known only as the Isle of Dread.

Dark jungles and treacherous swamps await those who are brave enough to travel inland in search of the lost plateau, where the ruins of a once mighty civilization hold many treasures — and many secrets!

The Isle of Dread is the first in a series of adventures for use with the D&D® Expert rules. The module is designed as an instructional aid to help novice dungeon masters design their own wilderness adventures.

Included in the module are 13 maps of the isle, 16 new monsters, and suggestions for further adventures on the Isle of Dread. A special continent map, complete with background information, is also included.

This module is for use with the DUNGEONS & DRAGONS® Expert Set, which continues and expands the D&D® Basic rules. This module cannot be played without the D&D® Basic and Expert rules produced by TSR, Inc.

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DUNGEONS & DRAGONS®

The Isle of Dread by David Cook and Tom Moldvay

Expert Set Game Adventure X1



Editing: Tim Kilpin
Art: Timothy Truman

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Preface

The harrowing ocean voyage was exhausting enough. Now you are faced with a dark island that could well be filled with cannibals!

A tattered, old ship's log is your only clue to the riches that may lie beyond the isle's quiet shores.

Rumors of great wealth brought you here, but the thrill of adventure sustains you as you work your way inland, slashing through dense jungles and murky swamps in search of a lost plateau and the great black pearl:

The Isle of Dread is a wilderness adventure designed for use with the D&D® Expert rules. The module includes both wilderness and dungeon encounters, complete maps, new monsters, and background for further adventures.

The player characters begin their adventure by picking up on the trail left by a long-dead explorer. Rumors of great wealth and adventures lure the characters across the ocean to a tiny island — known to its natives only as the Isle of Dread.

Once they land, the characters move inland in search of an ancient temple built upon a lost plateau. Hidden within the ancient temple are the secrets of the natives' ancestors — and the wealth hinted at in the old explorer's logs.

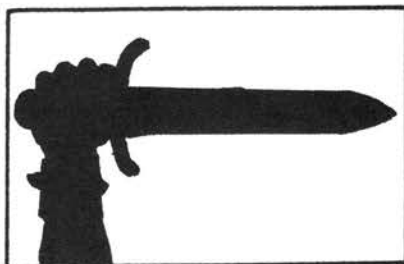
But the characters are not alone in the temple! The evil kopru make their home here, in boiling geysers and mud pits deep beneath the temple.

Can the characters defeat the kopru and escape the temple, or will they fall prey to the kopru's deadly charm? The Isle of Dread awaits!

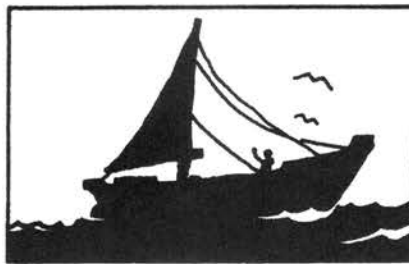
A Wilderness Adventure for Character Levels 3-7

9043

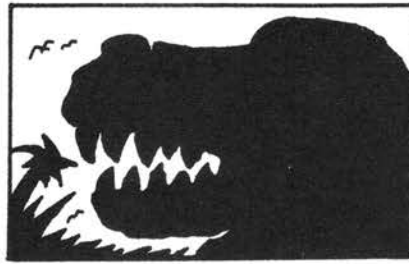
TABLE OF CONTENTS



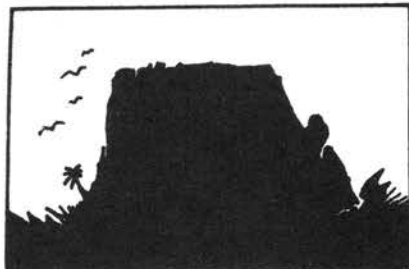
page 3



page 4



page 7



page 22



page 24



page 28

Notes for the Expert Dungeon Master

PREPARING FOR THE ADVENTURE

.....	3
About this module	3
Encounter maps	3
Statistics and abbreviations	3
The party of adventurers	3
Wandering monsters	3

"Unfurl the sails and pray, mateys!"

BEGINNING THE ADVENTURE

.....	4
The Continent	4
Continent map key	4
Weather and climate	4
Adventure background	5
Finding the scrolls	5
Preparing to set sail	6
The voyage to the isle	6

The natives are restless — and so are the dinosaurs.

GENERAL ISLAND ADVENTURES

.....	7
Maps for general island encounters ..	7
Wandering monsters	7
General island encounters	8

Mountains and monsters

CENTRAL PLATEAU ADVENTURES

.....	22
Maps for central plateau encounters ..	22
Wandering monsters	22
Central plateau encounters	22

The heart of the journey

TABOO ISLAND ADVENTURES

.....	24
Maps for Taboo Island encounters ..	24

Wandering monsters	24
Taboo Island encounters	
Key to Temple Level 1	24
Key to Temple Level 2	25
Key to Temple Level 3	27

Extra dread

APPENDIX	28
Alternate scenarios	28
Creating human encounters	29
Wandering human party 1	29
Wandering human party 2	29
Wandering human party 3	29
Sample native leaders	29
Matriarchs	29
Tribal war leaders	29
New monsters	30
Pronunciation guide	32

LIST OF TABLES AND MAPS

Table 1:	General Island Wandering Monsters	7
Table 2:	General Island Wandering Monsters	8
Table 3:	General Island Wandering Monsters	8
Table 4:	Central Plateau Wandering Monsters	22
Table 5:	Temple Level 3 Events	27
Table 6:	Human Encounters	29
Map 1:	The Isle of Dread	13
Map 2:	Village of Tanaroa	14
Map 3:	General Cave Lair 1	18
Map 4:	General Cave Lair 2	18
Map 5:	Pirate Lair	15
Map 6:	Continent Map	16-17
Map 7:	Rakasta Camp	18
Map 8:	Aranea Lairs	18
Map 9:	Phanaton Settlement	19
Map 10:	Central Plateau	20
Map 11:	Village of Mantru	21
Map 12:	Temple Level 1	module cover
Map 13:	Temple Level 2	module cover
Map 14:	Temple Level 3	module cover

Do you have any questions or comments? Our designers and editors can help. Send your questions to:

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Letters without a stamped, self-addressed envelope are given to our pet gelatinous cube, so don't forget! We'll get our elves right on it.

PREPARING FOR THE ADVENTURE



About this module

The Isle of Dread is a wilderness adventure designed to help you plan your own wilderness settings and adventures. While the D&D® Expert rule book contains most of the information you will need to design this type of adventure, this module is another tool. It is a graphic example of what a wilderness adventure may be.

Before beginning play, you should read the entire module carefully and become completely familiar with it. Much of the information given in the encounter descriptions is for your use only, and should be revealed to the players at your discretion. Use your imagination when describing encounters to the players. If an area description is not given in an encounter, make up your own, based on what you know about the area and what you see on the maps provided.

There are three main areas of adventuring on the Isle of Dread: the general island, the central plateau, and Taboo Island. Each area has its own section, complete with encounter descriptions, wandering monster tables, and maps.

Encounter maps

Several maps of encounter areas have been provided with the module. In most cases, one map shows the general outline of an area, while other smaller maps show greater details of that same area. Maps are numbered from 1 to 14 for easy reference. You may use these maps as given, alter them slightly, or create all new maps for the encounters. For example, when using Maps 3 and 4 (General Cave Lairs), you may want to add new creatures or secret chambers.



Statistics and abbreviations

Monster statistics are listed in the following order:

Monster/NPC Name; Armor Class; Hit Dice or Class/Level; hit points; Movement per turn (round); No. of Attacks per round; Damage per attack; Save As: Class/Level; Morale; Alignment; and Abilities for NPCs (such as spells), when appropriate.

The following abbreviations are used in this module:

ABBREVIATIONS

AC =	Armor Class	N =	Neutral
HD =	Hit Dice	S =	Strength
hp =	hit points	I =	Intelligence
# =	Level	D =	Dexterity
MV =	Movement	W =	Wisdom
#AT =	number of attacks	C =	Constitution
D =	Damage	Ch =	Charisma
Save =	Save As	EG =	Ego
ML =	Morale	C =	Cleric
AL =	Alignment	D =	Dwarf
C =	Chaotic	MU =	Magic-user
L =	Lawful	NM =	Normal man
T =	Thief		

The party of adventurers

This module is designed for a party of 6-10 characters. Each character should be between the 3rd and 6th level of experience when the adventure begins. The party should have a total of 26-34 levels, 30 being best. Furthermore, the party should have at least one magic-user or elf, and at least one cleric. You may wish to adjust the strength of certain monsters and encounters, based on the makeup of the party.

Be careful to give the characters a reasonable chance of survival. Try to be impartial and fair, but give the characters the benefit of the doubt in extremely dangerous situations. However, if the players insist on taking unreasonable risks, they must be willing to pay the penalty. Everyone should cooperate to make the adventure as fun and exciting as possible.

Wandering monsters

Tables for wandering monsters are given in each major encounter section (except in the Taboo Island Adventures section, where no wandering monster encounters occur).

If you have discovered that an encounter is going to take place in a specific turn, determine the exact monster by rolling d% (percentage dice) on the appropriate table.

The wandering monster tables have been set up for this module so that appropriate monsters will appear in certain areas or terrains. If you feel that the monster rolled still does not logically belong in the terrain the characters are in, roll again or choose a different wandering monster.

If the monster rolled is either much too strong or much too weak for the characters, you may change the number of monsters appearing, or you may reduce the monster's hit points to provide a more balanced encounter.

When describing wandering monster encounters, don't rely just on sight. Use all five senses to give the players the mood or feel of an encounter. For example, the characters may first hear a monster crashing through the underbrush, or find its tracks, rather than just meeting the monster face-to-face. This is a good way to "signal" characters that an encounter may be too difficult for them to handle. Also try to avoid letting unplanned wandering monsters disrupt the balance of the adventure.



BEGINNING THE ADVENTURE

The continent (Map 6)

In the center of this module is a large-scale wilderness map that shows the southeastern portion of a continent and the northern islands of an archipelago (a cluster of islands). The Isle of Dread is located in this archipelago. This map should be used for the characters' overseas journey to the isle.

The continent map also serves as an example of a large-scale wilderness design. You may want to base dungeon and wilderness adventures on this map, or you may expand the map by designing wilderness areas where the map leaves off.

Following is a key of the areas mentioned on the map. The key gives only a brief background of most areas. You may "flesh out" individual encounter areas with your own information.

To read the map of the continent, start at the top and read from left to right.

Continent map key

Principalities of Glantri: Glantri is a magocracy; that is, the princes and princesses who rule the state are all high level magic-users. They live in Glantri City most of the time, though each ruler also has a castle hidden in some remote wilderness area. Actually, the rulers are more concerned with magical research than with ruling. Most decisions are left to the princely stewards and the various local councils of elders. The princes and princesses do not trust each other and live in a state of uneasy truce. In the face of invasion or rebellion, however, they are quick to unite. In extreme emergencies, they select one of their number as "dictator," who serves for one year.

Ethengar Khanate: The Ethengar are nomadic herders of horses, cattle, and goats. They are divided into small family clans. The clans usually raid and quarrel with each other, but a powerful leader (khan) occasionally emerges to unite the entire Ethengar people into a strong "nation." However, when a khan dies, there is rarely an heir strong enough to hold the Ethengar together. Their nation then breaks apart, and the family clans begin warring with each other once more. Their culture is similar to that of the horsemen of the central Asian steppes (Huns, Mongols, Maygars, Turks, and so on).

Heldann Freeholds: The Heldann are a barbaric, fair-haired people who hunt, fish, and raise crops on isolated farms. They are related to the people of the northeastern kingdoms, but, among themselves, they acknowledge no ruler higher than the

individual household leader. Their culture is very similar to that of medieval Iceland.

Kingdom of Vestland, Kingdom of Ostland, and the Soderfjord Jarldoms: Each of these northeastern states is composed of many petty "kingdoms" that are loosely united under one ruler. In Vestland and Ostland the underchiefs are called "kings"; in Soderfjord they are known as "jarls" (pronounced "yarls").

The people of these kingdoms highly value individualism, physical strength, and prowess in combat. They live mainly by fishing and by occasional raids on nearby coastal villages. Besides being fierce warriors, these people are explorers without equal, ranging far and wide in their wooden longships. Their culture resembles that of the vikings.

The Broken Lands: The "broken lands" are an area of rocky badlands and old volcanic lava beds. The land is extremely wild, and is inhabited mainly by outcasts and monsters.

Rockhome: Rockhome is the homeland of the dwarves. It stretches throughout the northern Altan Tepe mountain range. The dwarves have built and maintained a road through the mountains for caravans. They charge toll from all who pass.

Republic of Darokin: This republic is centered around the capital, Darokin. Its wealth is based on trade from Lake Amsorak (the large inland lake), the Streel river, the eastern caravan route, and sea trade filtering in through the Malpheggi swamp. Darokin is a plutocracy; that is, the government is run by the wealthiest merchant families. The culture resembles that of Venice or Genoa in medieval Italy.

Alfheim: As the name implies, Alfheim is the homeland of the elves. The elven king rules the great forest of Canolbarth. Because Canolbarth is tended by the elves, it is far larger than a natural forest in this area would normally be. The Republic of Darokin pays the elves to protect the caravan route through the forest to Selenica.

Emirate of Ylaruam: Ylaruam is built in the midst of the largest oasis in the Alasiyan desert. It is the center of caravan routes crossing from north to south and from east to west, and is controlled by the Emir of Ylaruam and his royal family. The culture is similar to that of the Arabic desert states or the Central Asian city-states of Palmyra, Damascus, and Samarkand.

Atruaghin Clans: These grassy plateau, forest, and hilly regions next to the sea are inhabited by herders, hunters, and fishermen who live in small villages. All the villagers claim to have descended from the ancient hero Atruaghin. If threatened by war, they unite temporarily under an elected leader.

The Five Shires: This is the homeland of the halflings. The area is ruled by a council of five sheriffs; each controls a shire. Four times a year the sheriffs meet at a great feast and decide shirewide policy by vote.

Grand Duchy of Karameikos: This part of the continent is a wild and unsettled land claimed by Duke Stefan Karameikos the Third. In reality, little of the land is under the duke's control. Large areas are overrun by monsters and hostile humanoids. For a more detailed description of the Duchy of Karameikos, see the D&D® Expert rule book.

Kingdom of Ierendi: This kingdom sports a magnificent royal palace carved from pure white coral. The king and queen of the land are usually popular adventurer-heroes; however, they are without true power and serve only as figureheads. Actual rule is held by certain aristocratic families (making Ierendi an oligarchy).

Minrothad Guilds: The Minrothad island cluster is a syndicracy: the government is run by the heads of the various trading guilds. Minrothad is closely allied with Thyatis.

Empire of Thyatis: The empire of Thyatis is an autocracy. The emperor holds absolute power, but his decisions must allow for the desires of powerful nobles and for the threat of mob riots over unfavorable laws. The city of Thyatis is built beside a large canal that separates the southern peninsula from the mainland, making the city a major trade center. Trade routes for this area are given in the D&D® Expert rule book. The Thyatic culture is similar to the culture of the medieval Byzantine empire.

Thanegioth Archipelago: The archipelago is a cluster of islands about 1,000 miles from the coast of the main continent. What little knowledge that is available about Thanegioth is buried in myth and superstition.

Weather and climate

The general weather patterns of this part of the continent move from west to east.

Hence, much rain falls on the western edge of the Altan Tepe mountains, while little or none falls on the Alasiyan desert. The warm offshore currents near Thyatis and Minrothad modify the weather somewhat in the south, making the climate there similar to the Mediterranean.

The southern farmlands are extremely fertile, due to a thick layer of rich ash from the ancient volcanic hills. The farmers here have discovered better ways to grow most crops. The heavily irrigated and terraced gardens of the southern farmlands produce more food than any other area on the map.

The climate in the Thanegioth Archipelago is tropical, similar to the Pacific South Sea islands and the Caribbean. The climate south of the Cruth mountains (running west to east) is moist and temperate; the winters here are mild. The climate of Darokin and Glantri is warm and sunny, similar to that of southern France. The climate in the Ethengar steppes is mild in the summer, but cold and bleak in the winter. This climate is similar to the Russian steppes around the Black Sea. The climate of the northeastern coast is wet and mostly overcast; it is similar to Denmark's climate.

Adventure background

Finding the scrolls

Several weeks ago, a party of adventurers was returning from a previous quest when they discovered a cache of scroll-papers. The scroll-papers were made of an excellent vellum parchment (a kind of paper that lasts for centuries). On the journey home, the adventurers were caught in a sudden rainstorm, and the entire cache was drenched. When the adventurers returned to Specularum, they discovered that none of the scrolls was magical. Still, magic-users can always use good paper for spell research and for writing their spell books, so the adventurers carefully spread the paper in front of a fire to dry out. Much to their surprise, the adventurers found that as the paper dried, writing appeared on several of the pages. The heat had brought out secret writing on the parchment.

The pages were part of a ship's log. Give the players the tear-out copy of the ship's log provided on the third panel of the module cover. An incomplete map of the Isle of Dread is also included on the third panel of the module cover. The players may use that map to chart the island as they explore it. You may read the following boxed text to the players, or you may let them read it themselves from their copy of the log.

"When the gale finally ended, we found ourselves approximately seven days normal sailing distance due south out of Specularum, in the Thanegioth Archipelago. We replenished our supplies, patched up the ship, and traded our remaining goods at native villages along the shores of several islands. Some villagers were friendly, but others were hostile, and the natives attacked on sight. I suspect the hostile villages are filled with cannibals.

"We skirted the coastlines of several islands, sailing south by west until we reached a small peninsula cut off from the main island by a massive stone wall. We were well-received by the natives of Tanarou, the small village that guards this wall. The villagers have no name for the large island other than the 'Isle of Dread.' Their own small peninsula is known simply as 'Home.'

"The villagers told us a tale about an ancient city in the central highland of the isle that was built by the same people who built the wall. The villagers call the builders 'the gods,' but I noticed that the names of the gods and the personal names of the clan ancestors were often the same, so I suspect that their ancestors and the builders were one and the same. I believe that the natives once possessed a much more advanced culture and that the descendants of the builders have returned to a more primitive state.

"The inland city is rumored to be filled with treasure beyond imagining. In particular, I heard persistent tales concerning a great black pearl of 'the gods' that still remains in the inland city. The island waters abound with excellent pearl beds, so the rumor of the black pearl may well be true.

"I would have liked to explore inland to verify the rumors about the mysterious city, but too many crewmen died in the storm or by cannibal spears. Only five of us are left. I am the only professional adventurer; the others are only sailors. We can sail the small ship well enough, but on land, in hostile territory, we would be helpless. Once back in Specularum, I should be able to recruit a new crew and a party of professional adventurers. Then I will return to claim the great black pearl.

"One thing I managed to do before leaving: we sailed around the island and made the best map we could. We were afraid to land, since village fishermen had warned us that trying to land anywhere on the main island would be extremely dangerous, as the coasts were rocky and without beaches. As a result, the map only shows the coastal areas we could chart from the ship, but it is better than nothing."

MRA.



BEGINNING THE ADVENTURE

The ship's log is signed by Rory Barbarosa, a well-known adventurer and sea captain who died about 30 years ago. A little research in local taverns reveals to the characters that just before he died, Rory was indeed recruiting for a journey south. He had been blown off course on his last voyage and had hardly been in town a day before he started signing on new hands. Unfortunately, Rory angered a powerful wizard over a lost wager and died horribly before his journey south began.

Not only does the story of Rory Barbarosa's death confirm the writing on the parchment, but every rumor that the characters can track down about the Thanegioth Archipelago tends to confirm the account. (You should make up suitable rumors as needed.)

Preparing to set sail

The characters begin the adventure in Specularum, which is in the Grand Duchy of Karamaikos.

The characters must acquire a ship or passage to the Isle of Dread. Most parties

should have no trouble raising enough money to buy a small sailing ship. If the characters cannot come up with the money, arrange matters so that the characters are able to get a boat or small ship that can sail the ocean. Following are some ideas on how the characters might acquire a ship:

- Have a merchant hire the party to investigate the island. The characters will receive free passage, but must split any treasure 50-50 with their employer. You might alter this scenario by allowing the characters to convince a merchant to open up a new trade route to the Thanegioth Archipelago.

- Allow the characters to buy an old, decrepit boat.

Generate a percentage by dividing the price paid for the boat by the cost of a new boat. This percentage is the measure of the boat's condition. The speed and hull value of a new boat are both multiplied by this percentage, giving lower values for the party's boat. Also, in any storm, the percentage or lower must be rolled as a saving throw or the boat sinks.

EXAMPLE: The characters buy an old sailing boat for 500 gp. A new boat would normally cost 2,000 gp. Divide 500 by 2,000. The resulting percentage is 25%. Hull value for a new sailing boat is 20-40, 30 being the average. Multiply 30 by 25%. The resulting hull value for the party's boat is 7.5. Speed (in feet per round) for a new sailing boat is 120. Multiply 120 by 25%. The resulting speed for the party's boat is 30 feet per round.

- Allow one character to inherit a boat. If you use this idea, make sure the boat is no larger than a small sailing ship. The ship should not have a lifeboat. Remember that the normal inheritance tax is 10% of the value of the inherited goods. The inherited ship cannot leave port until the tax is paid.

- Let the characters borrow the money to buy a boat. Interest should be at least 10% per month. The loan must be repaid by the end of the first voyage. Local money-lenders have a working agreement with a magic-user, who sends an invisible stalker to attack any character who has not paid his share of the loan by one week after the due date.

The voyage to the isle

During the characters' voyage from Specularum to the Isle of Dread, use the wilderness rules and the Ocean Encounter Tables from the D&D® Expert rule book. You should check for an ocean encounter at least once per day while the party sails toward the isle. A 6 rolled on 1d6 indicates that an encounter takes place.

Remember to check for weather once each day. Roll 2d6. A roll of 2 means there is no wind, and a roll of 12 means there are gales or fierce storms. Check the D&D® Expert rule book for effects of these weather checks.

Check once per day during the voyage to see if the party becomes lost. A roll of 1 or 2 on 1d6 indicates that the party is lost. The D&D® Expert rule book lists what you should do when the party becomes lost.

If the party's boat enters a reef area, it takes d% points of hull damage.

In spite of these hazards, remember that the characters should still reach the Isle of Dread. Keep this in mind when balancing encounters, weather checks, and checks for becoming lost.



GENERAL ISLAND ADVENTURES



Once the characters reach the Isle of Dread (Map 1), they probably land at one of the native villages on the southeastern peninsula. Details of these villages are given in the description of the village of Tanaroa (encounter area 1).

From these villages, the characters may move inland. They may map 1 hex of terrain in every direction when they pass through a hex (7 new hexes maximum). If the terrain in the hex is mountainous or covered with dense foliage, the party's sight will be blocked, and mapping will be difficult. In these instances, you must decide how many new hexes the characters are able to map.

Maps for general island encounters

You will need the following maps to run encounters on the general island:

- Map 1: The Isle of Dread
- Map 2: Village of Tanaroa
- Map 3: General Cave Lair 1
- Map 4: General Cave Lair 2
- Map 5: Pirate Lair
- Map 7: Rakasta Camp
- Map 8: Aranea Lairs
- Map 9: Phanaton Settlement

All of the numbered encounters in this section may be found on Map 1. Many of the encounters, however, have their own, more detailed maps. These maps are listed at the beginning of the specific encounter descriptions.

Wandering monsters

Wandering monsters should be checked for twice a day: once in the daylight hours, and once at night. For the night check, subtract 1 from the dice roll, as most of the wandering monsters are inactive at night. Consult the wilderness encounter tables in the D&D® Expert rule book to determine if wandering monsters are encountered in a specific terrain type.

The exact monster is determined by rolling d% on General Island Wandering Monster Tables 1, 2, or 3. If the characters are adventuring on the southern peninsula south of the Great Wall, or if they are exploring the southeastern islands, use Table 1. If the characters are adventuring on the main isle south of the central river, or if they are exploring the southwestern islands, use Table 2. If the characters are adventuring north of the central river, or if they are exploring the northern islands, use Table 3.

TABLE 1
GENERAL ISLAND WANDERING MONSTERS

% Roll	Monster	No. Appearing
01-02	Bee, Giant	2-8
03-05	Dryad	1-6
06-29	Ghoul	1-6
30-32	Human*	2-12
	<i>Living Statues**</i>	
33	Living Crystal Statue	1-6
34-35	Living Iron Statue	1-4
36	Living Rock Statue	1-3
	<i>Lizards, Giant</i>	
37-40	Gecko	1-6
41-43	Draco	1-4
44-45	Horned Chameleon	1-3
46	Tuatara	1-2
	<i>Lycanthropes</i>	
47	Wererat	1-8
48	Werewolf	1-6
49	Wereboar	1-4
50	Weretiger	1-3
51	Werebear	1-2
52	Mummy	1-3
53-58	Rat, Giant	2-20
59-60	Rhagodessa	1-4
61-62	Robber Fly	2-8
63-64	Scorpion, Giant	1-2
65-69	Skeleton	4-16
	<i>Snakes</i>	
70-71	Spitting Cobra	1-6
72-73	Pit Viper	1-8
74	Giant Rattlesnake	1-4
75-77	Rock Python	1-3
	<i>Spiders, Giant</i>	
78-79	Crab Spider	1-4
80-82	Black Widow Spider	1-3
83-84	Tarantella	1-3
85-88	Toad, Giant	1-4
89	Treant	1-2
90	Wight	1-4
91	Wraith	1-3
92-00	Zombie+	2-12

- * These humans will probably be the natives who live on the island. For information on creating native encounters, see p. 29.
- ** When Living Statues are rolled as wandering monsters, there is a 50% chance they will be alive, and a 50% chance they will only be normal statues.
- + Zombies will attack strangers on sight, unless the strangers look like natives. Zombies will only attack natives when their master has commanded them to do so.

GENERAL ISLAND ADVENTURES

TABLE 2
GENERAL ISLAND WANDERING MONSTERS

% Roll	Monster	No. Appearing
01-03	Aranea*	1-6
04-08	Bear, Cave	1-4
09-10	Cat, Great: Sabre-tooth Tiger	1-2
11	Centaur	1-6
12	Cyclops	1
13-17	Dire Wolf	1-6
18	Dragon, Black**	1
19	Dragon, Green**	1
20	Dragon, Red***	1
21-22	Dryad	1-6
23-27	Elk, Giant*	1-3
28-33	Grangeri*	1
34-38	Hydra, 5 heads	1
39-43	Lizard Man	2-8
44-49	Elephant, Prehistoric	1
50-54	Megatherium*	1
55-60	Neanderthal	2-8
61-65	Phanaton*	4-16
66-71	Phororhacos*	1-6
72-75	Rakasta* (+ Sabre-tooth Tiger)	1-2
76-77	Roc	1-2
78-84	Rock Baboon	2-8
85	Treant	1
86-93	Triceratops	1
94-95	Troll	1-3
96	Wyvern	1-2
97-00	Zombie	2-12

- * New monster, see description at end of module.
- ** Not older than average age.
- *** Young red dragon only, 7 or 8 HD.

General island encounters

1. VILLAGE OF TANAROA (Use Map 2.)

The village of Tanaroa stands in a clearing at the edge of the jungle. Looming up just to the north of the village is a 50-foot high wall built out of huge stone blocks. The wall stretches for 2 miles across the thin neck of land that joins the southeastern peninsula with the main island.

Evenly spaced along the wall are 28 square towers, each 100 feet to a side and 70 feet tall. In the center of the wall is a pair of massive wooden gates. Each gate has double doors that are 40 feet wide, 40 feet tall, and 5 feet thick. Each gate can be barred with a heavy wooden beam.

The village of Tanaroa guards and controls these gates. The wall is known to

the natives of the village as the Great Wall.

A cleared trail leads into the village from the south, winding through Tanaroa and continuing north through the gates into the jungle beyond. The trail circles four groups of huts. Each group of huts is laid out in a circle, and each group faces a central graveyard. The backs of the huts face the encircling path. Each group of huts is made of wood and roofed with interwoven palm leaves. The huts are 50 feet long and 20 feet wide. They are raised 10 feet off the ground on wooden stilts.

Each collection of huts represents one clan that lives in the village. The four clans are the Elk Clan on the south, the Hawk clan on the west, the Tiger Clan on the north, and the Sea Turtle Clan on the east. The animal each clan takes its name from

TABLE 3
GENERAL ISLAND WANDERING MONSTERS

% Roll	Monster	No. Appearing
01-06	Allosaurus*	1
07-14	Ankylosaurus*	1
15-21	Brontosaurus*	1
22-26	Crocodile, Giant	1
27-34	Dimetrodon*	1
35	Dragon, Black**	1
36	Dragon, Green**	1
37	Dragon, Red***	1
38-40	Dryad	1-6
41-42	Giant, Hill	1
43-44	Giant, Stone	1
45-47	Hydra, 5 heads	1
48-53	Plesiosaurus*	1
54-61	Pteranodon	1-3
62-68	Roc	1-2
69-76	Trachodon*	1
77-82	Treant	1-2
83-89	Triceratops	1
90-94	Tyrannosaurus Rex	1
95-97	Wyvern	1-2
98-00	Zombie	2-12

- * New monster, see description at end of the module.
- ** Not older than average age.
- *** Young red dragon only, 7 or 8 HD.

is that clan's totem; the members of the clan believe they are blood brothers to that animal. A large wooden statue of the appropriate totem animal stands in the middle of each graveyard. When in battle, each clan has a standard decorated with the clan totem.

In the center of the village is a flat-topped hill that has been artificially leveled. A 10-foot tall leveled pyramid made of earth stands in the center of the hill. The pyramid is faced with stone slabs. Set on top of the pyramid is a huge alarm gong. A square earthen wall, 3 feet high by 3 feet wide, stands around the pyramid. Each side of this wall is 250 feet long.

The hilltop is the assembly place of the village. Members of each clan sit on the earthen mound (or stand behind it) on the

side facing their clan site, while the village leaders conduct business from atop the pyramid.

Between the clan sites and the flat-topped hill, the path surrounds village gardens and the grounds for the clans' animals. Pigs, chickens, and goats are kept here. The path continues until it reaches the Great Wall. From there, it passes into the jungle.

A second line of defense stands between the village and the Great Wall: 20-30 feet deep pits filled with 5-10 feet of tar. At the base of the towers of the Great Wall are the huts used by the warriors who garrison the wall.

Tanaroa is one of the seven villages on the southeastern peninsula and the adjoining islands. The other villages are Kirikura, Dawa, Mora, Panitube, Burowao, and Usi. These villages resemble Tanaroa, except for the Great Wall and the tar pit defenses. Each village also has the same four clans. If the party lands at any one of these villages, use this encounter description. The same map may also be used.

Village government and culture: The seven villages are loosely allied through a council of village chiefs that meets once a year. The population of all seven villages combined is about 2,100.

The seven villages are matriarchies; that is, each village chief is a woman. The natives trace their descent and inheritance through their mothers' side of the family. They also take their mothers' family names as their own.

Although the chief of each village is a female, the leader of each clan is a male. The clans serve to unify the villages in time of war, each clan being organized as a separate "regiment." Each village elects a special official to serve as advisor to the chief. This person also acts as the village war leader in times of trouble.

The last important village official is the village Zombie Master (or Zombie Mistress). This advisor is usually a cleric or magic-user of at least 5th level, and heads the village's Cult of the Walking Dead. This cult is a secret society whose members, with the exception of the Zombie Master, wear hooded masks during cult ceremonies. At these ceremonies, the "walking ancestors" are created. (Treat any walking ancestor as the monster zombie in an encounter.) While these zombies are sometimes used as laborers or spare warriors, the villagers shun and fear them.

The Great Wall north of Tanaroa is always garrisoned by warriors from the

seven villages. Each village clan garrisons one tower with seven warriors, so there is a total of 196 warriors in the 28 towers. The pits filled with tar are secondary defenses, should a nonhuman raiding party or rampaging monster fight past the wall. The area between the wall and the village has been cleared of trees and brush to allow clear fire for bows and thrown spears.

Trading with the villagers: In a recent meeting, the council of chiefs decided that it would be good for the seven villages to trade with the mainland (the large continent). Unfortunately, the villagers' small fishing boats are unable to sail out of sight of land. They are also unable to stand up to storms on the open sea. Therefore, if the characters have had the foresight to stock up on trade goods, the villagers greet the characters warmly. Add 2 to the reaction dice roll of the villagers and village chiefs when the characters are received by them.

Furthermore, the characters may sell their trade goods for 100% profit (i.e. they receive back twice what they paid for the goods). The villagers are not terribly wealthy, and may only spend a total of 5,000 gp on the goods brought by the characters.

If the characters are responsible for opening up a new trade route to the isle, they receive experience points equal to the value (in gold pieces) of the goods sold. After the initial visit, the route is no longer unknown, and the profits from any other trips are not counted for experience points.

The characters may use their profits or spare money to buy extra equipment. All standard equipment is available in the seven villages at standard prices, except the following: battle axes, crossbows & quarrels, pole arms, two-handed swords, lances, chain and plate armor, and all transport animals and related objects (such as barding or animal-drawn carts). The only types of water transport available to the party are canoes, sailing boats, and rafts.

Preparing to travel inland: The natives of Tanaroa occasionally visit the tar pits beyond the Great Wall to renew their supplies (the villagers use the tar for waterproofing their boats and roofs). The characters may hire a guide to take them beyond the Great Wall as far as the tar pits. The guide also tells them where it is safe to cross the pits. A guide costs 5 gp per adventure.

The party may also hire 2d6 bearers to carry supplies; however, no bearers travel beyond the Great Wall without a guard force of at least 30 fighters. Bearers cost 1 gp each per adventure. Neither the guide nor

the bearers leave the path or go beyond the tar pits at the end of the trail. The natives never hire out as warriors.

2. CROCODILE BAY (Use Map 1.)

Floating just below the surface of the placid waters of this bay are four large crocodiles.

Crocodiles (4): AC 3; HD 6; hp 18, 15, 12, 10; MV 90' (30'), 90' (30') swimming; #AT 1; D 2-16; Save F3; ML 7; AL N

These hungry creatures attack anyone who moves more than 10 feet into the bay. Each of the crocodiles averages 20 feet in length.

3. LAIR OF THE SEA SNAKES (Use Map 1.)

Hundreds of large oysters cover the sea bottom near these broad coral reefs. The oysters are under 20 feet of water. If the characters gather a few, they find 1d4 pearls worth 100 gp each. However, every day the characters dive for pearls (including the first dive), they are attacked by 1d4 sea snakes.

Sea Snakes (1-4): AC 6; HD 3; hp 9, 8, 7, 6; MV 90' (30'); #AT 1 bite; D 1 + poison; Save F2; ML 7; AL N

Although the number of sea snakes is unlimited, the pearls run out after 14 days of diving.

4. RANDOM ENCOUNTER (Use Map 1.)

For every day the characters are within 2 hexes of this location, they encounter one wandering monster from General Island Wandering Monster Table 2. If possible, the encounter should occur in or near the monster's lair.

5. CAVES OF THE ROCK BABOONS (Use Map 3 or 4.)

As the characters near a crumbling stone cliff, they hear many hoots, grunts, and shrieks. The noises are coming from a 6-foot high opening in the rock wall. A foul stench wafts out of the dark opening, and a tunnel leads back from the opening into darkness.

Living within this cavern complex is a tribe of 15 rock baboons.

Rock Baboons (15): AC 6; HD 2; hp 14 each, 16 for leader; MV 120' (40'); #AT 1 club/1 bite; D 1-6/1-3; Save F2; ML 8; AL N

You may use General Cave Lair 1 (Map 3), General Cave Lair 2 (Map 4), or a map of your own design for this encounter.

Each chamber in the cave has 1d4 baboons living in it, except for the hearth-

GENERAL ISLAND ADVENTURES

treasure room, where the leader and the rest of the tribe can be found. None of the chambers is furnished, but large amounts of trash and dung are piled in the corners of each room. Fruit rinds and bones litter the floor.

A gold bracelet worth 700 gp, and a silver-and-amethyst necklace worth 1,300 gp may be found in a pile of gnawed bones in one corner of the hearth-treasure room. Both pieces of jewelry are somewhat tarnished, but are otherwise in good shape.

6. LAIR OF THE WATER TERMITE (Use Map 1.)

A 5-foot long water termite lives in this area. The termite's home is a rocky cave, 35 feet beneath the water's surface.

Water Termite: AC 5; HD 4; hp 30; MV 180' (60'); #AT see below; D 1-6; Save F3; ML 11; AL N

The water termite does not bite unless cornered; instead, it uses an inky spray for defense. If the termite is above water when it sprays ink, a saving throw versus poison must be made by any character caught by the spray. Anyone failing the saving throw is paralyzed for 1 turn.

The water termite's most dangerous attack is the hull damage it does to ships. If the characters' ship passes through this hex, there is a 50% chance that the water termite clings to the hull, doing 1-3 points of hull damage before letting go. Once any damage has been inflicted, there is a 50% chance per round that someone notices the leakage.

Within the flooded lair are piles of bleached bones and miscellaneous bits of trash. Among the items to be found in the trash are old swords, boots, waterlogged clothing, and an opaque bottle containing a potion of *heroism*.

7. PIRATE LAIR (Use Map 5.)

The pirates who live here have come from another island (you may choose one or add new islands to the map). They work from this base camp, raiding the coastal villages for slaves. They sail in four 20-foot long outrigger canoes with collapsible masts.

A total of 41 pirates are based here. Following are their statistics and weapons:

Leader: AC 5; F4; hp 29; MV 90'; #AT 1; D 1-6 or by weapon; ML 10; AL C

The leader wears chain mail and fights with an ornate two-handed sword. He also has a *ring of water walking*, and the key to the iron box in area 7d.

Pirates (40): AC 5; F1; hp 5 each; MV 120'; #AT 1; D 1-6 or by weapon; ML 7; AL C

Six pirates wear chain mail and fight with cutlasses. Twenty others wear leather armor and fight with cutlasses. Fourteen wear leather armor, and are armed with cutlasses and crossbows.

At sea, seven to eight pirates sail in each outrigger canoe. The leader sails in the canoe of his choice. The rest guard the camp (areas 7a-7f).

7a. TOWERS: Three 20-foot tall lookout towers stand guard over the lair. Each tower holds up to four pirates. At least one lookout is in each tower at all times (you may wish to roll 1d4 to determine the number of lookouts in a tower).

7b. BOATS: The outriggers are beached here unless the pirates are out raiding. When the pirates are ashore, the paddles and sails from their boats are kept in different huts to prevent theft.

7c. HUTS: These are made of grass, and are roofed with cones of thatched grass. The hut marked "L" is the leader's hut. It contains a locked wooden cabinet, in which the outrigger sails are stored. The hut marked "S" is the supply hut. Paddles, ropes, tools, food, buckets of tar, spare weapons, and other supplies are kept here. The huts marked "C" each contain 3d4 captives. The prisoners are shackled to iron weights. The unmarked huts each house four pirates.

7d. CAVE: This cave is always guarded by 2d4 pirates. The pirates' treasure is kept here, locked in a large iron box that is cemented into the wall. Only the leader has the key to this box. If the box is forced open, a secret compartment in the side of the chest slides open, releasing a deadly pit viper.

Pit Viper: AC 6; HD 2; hp 5; MV 90' (30'); #AT 1 bite; D 1-4 + poison; Save F1; ML 7; AL N

If one of the characters picks the lock on the box, he finds in the box 2,000 cp, 3,000 sp, 4,000 ep, 17 gems (worth 1,700 gp total), a magic-user/elf scroll (*shield*), and a magic sword +1. The sword's statistics are as follows:

AL N; I 8; EG 9; detect metal; levitate for 3 turns per use, up to 3 times per day

7e. ESCAPE TUNNEL: Behind a hidden exit in the cave is a 4-foot wide escape tunnel. (Treat the exit as a secret door.) The

tunnel winds through the hills for 500 feet and empties into a series of natural caverns. These caverns are under water at high tide (20% chance).

7f. WALL: The pirate lair is surrounded by a wall of thorn bushes weighted down with rocks. The 5-foot tall by 3-foot wide wall keeps out all but the largest animals.

8. HIPPOGRIFF NEST (Use Map 1.)

Set atop the tallest hill on this small island is a large nest. The nest is the home of five hippogriffs.

Hippogriffs (5): AC 5; HD 3+1; hp 21, 20, 16, 14, 10; MV 180' (60'), 360' (120') flying; #AT 2 claws/ 1 bite; D 1-6/ 1-6/1-10; Save F2; ML 8; AL N

These creatures prey on the weakest of the many wild sheep that graze on the surrounding hills. In defending their "territory," the hippogriffs attack anyone climbing the hill within a halfmile of their nest.

9. RAKASTA CAMP (Use Map 7.)

A tribe of rakasta has set up a temporary camp in this area.

Rakasta are a race of nomadic feline humanoids. They walk erect, but their heads and features are catlike, and their bodies are covered with soft, tawny fur.

The rakasta are a proud and barbaric race. They are fierce fighters who cover their natural claws with metal "war claws" (their favorite weapon).

Certain rakasta warriors ride sabre-tooth tigers. These tiger riders are considered to be the bravest and strongest of the rakasta warriors, and only they can hold the respect of the sabre-tooth tigers.

Rakasta dwell in large, richly furnished tents. Their treasures include silk tapestries, brightly colored carpets, bronze artifacts, gilded leatherwork, silverware, and gold jewelry. The tribe's treasures are worth a total of 10,000 gp (equal to the weight of 10,000 coins).

Sixteen normal warriors and three tiger riders are in this temporary camp.

Warriors (16): AC 6; HD 2+1; hp 10 each; MV 90' (30'); #AT 2 claws/1 bite; D 1-4 each; Save F2; ML 9; AL N

Each of the tiger riders has 16 hit points. These riders may leap up to 20 feet from their mounts and attack in the same round.

Sabre-tooth Tigers (3): AC 6; HD 8; hp 36 each; MV 150' (50'); #AT 2 claws/ 1 bite; D 1-8/1-8/ 2-12; Save F4; ML 5; AL N



9a. TENTS: Each of these tents houses rakasta:

- Tent 9a1: 4 rakasta
(1 is a tiger rider)
- Tent 9a2: 2 rakasta
- Tent 9a3: 3 rakasta
- Tent 9a4: 3 rakasta
(1 is a tiger rider)
- Tent 9a5: 4 rakasta
(1 is a tiger rider)
- Tent 9a6: 3 rakasta

9b. PAVILIONS: Each of these is a simple tent pavilion covered with a roof of interwoven palm leaves. The pavilions are built on a light wooden framework, and are raised 10 feet off the ground. The tent canvas can be rolled down in case of rain. The three pavilions each house a sabre-tooth tiger chained to a large heavy log.

9c. COMMUNAL PAVILION: This pavilion is similar to those used to house the tigers, except for a smoke hole cut in the roof. Inside, several cushions and rugs are placed out on the floor.

9d. FIRE PIT: This communal fire pit is rimmed with rocks. A turning spit stands in the center of the pit, and other cooking utensils are scattered about.

10. PHANATON SETTLEMENT (Use Map 9.)

This is a small settlement of about 100 phanaton. Phanaton are halfling-sized creatures that look like a cross between a monkey and a raccoon. They are able to glide from tree branch to tree branch, like a flying squirrel. For a complete description

of phanaton, see the New Monsters section (p. 30) in the Appendix.

This settlement is hidden 50 feet off the ground in the trees. The settlement cannot be seen from the ground, and any creature other than a phanaton must be within 20 feet of the settlement to distinguish it from the surrounding greenery.

The phanaton settlement consists of six wooden platforms built between several large trees. Each platform is supported from below by wooden braces. The platforms are also supported by a web of knotted ropes, like the cables of a suspension bridge.

A number of huts, varying in size, have been built on each of the platforms. A safety rail runs along the edges of the platforms to prevent young phanaton from falling off. The platforms are connected by a series of rope bridges for the young or infirm.

Phanaton usually climb or glide up to their settlement. However, a trap door is built into one of the platforms (10e); a rope ladder may be unrolled from the door. The rope ladder reaches to the jungle floor, and is for the convenience of nonflying guests. Guests usually sleep on the northernmost platform (10e).

10a. HUTS: Three huts, housing a total of 14 phanaton, have been built on this platform. There are seven adult males, five adult females, and two children. The children are unable to defend themselves and flee if attacked.

Phanaton (14): AC 7; HD 1-1; hp 7x4; 5x3; 2x1; MV 90' (30'), 150' (50') gliding; #AT 1; D 1-6 or by weapon; Save F1+2; ML 7; AL L

GENERAL ISLAND ADVENTURES

10b. HUTS: The five wooden huts on this platform house a total of 20 phanaton, including the clan war chief and his seven bodyguards. The remaining 12 phanaton are the warriors' mates.

War Chief: AC 6; HD 3; hp 15; MV 90' (30'), 150' (50') gliding; #AT 1; D 1-6 or by weapon; Save F3+2; ML 7; AL L

Bodyguards (7): AC 6; HD 2; hp 10 each; MV 90' (30'), 150' (50') gliding; #AT 1; D 1-6 or by weapon; Save F2 +2; ML 7; AL L

Mates (12): AC 7; HD 1-1; hp 3 each; MV 90' (30'), 150' (50') gliding; #AT 1; D 1-6 or by weapon; Save F1+2; ML 7; AL L

Hidden beneath the war chief's bed is a locked wooden chest containing the clan treasure: 3,000 sp.

10c, 10d, 10e, 10f. OTHER PLATFORMS: These platforms house the rest of the tribe. There are three huts each on platforms 10c and 10d; there are four huts each on platforms 10e and 10f.

In each hut, there is a family of phanaton composed of an adult male, an adult female, and 1d4 children.

The wooden huts are filled with skillfully carved furniture made from many different types of exotic woods. Dozens of hanging plants and ornate mobiles decorate the huts.

11. LAIR OF THE LIZARD MEN (Use Map 3 or 4.)

This lair is located on the edge of a dense swamp in a dank, half-flooded cave.

You may use General Cave Lair 1 (Map 3), General Cave Lair 2 (Map 4), or a map of your own design for this encounter.

Living within this dismal cavern are 14 lizard men.

Lizard Men (14): AC 5; HD 2+1; hp 10 each; MV 60' (20'), 120' (40') swimming; #AT 1 weapon; D 2-7 or weapon +1; Save F2; ML 12; AL N

One to three lizard men are in each chamber of the lair, except for the hearth-treasure room, where the remainder of the group can be found.

The lizard men hunt and eat the various swamp animals that live in the area. For tribal feasts, they occasionally attack a neanderthal lair. The lizard men have accumulated a small horde of treasure from these raids. Stored in an untrapped, unlocked box in the hearth-treasure room is the lizard men's treasure: 5,000 cp, 6,000 sp, and eight opal gems worth 500 gp each.

GENERAL ISLAND ADVENTURES

12. NEANDERTHAL LAIR (Use Map 3 or 4.)

You may use General Cave Lair 1 (Map 3), General Cave Lair 2 (Map 4), or a map of your own design for this encounter.

In this lair are 16 normal neanderthals and 2 leaders.

Neanderthals (16): AC 8; HD 2; hp 9 each; MV 120' (40'); #AT 1 weapon; D 1-6; Save F2; ML 7; AL L

Leaders (2): AC 8; HD 6; hp 31, 27; MV 120' (40'); #AT 1; D 1-6+2; Save F6; ML 7; AL L

One to two neanderthals will be in each room of the cavern, except for the hearth-treasure room, where the leaders and the remainder of the neanderthals can be found.

The rooms are filled with crude wooden furniture; each has a fire pit. The walls are painted with hunting scenes, and the floors are kept reasonably clean.

The neanderthals' treasure is kept in a chest made from fitted, uncemented rock slabs. In the chest are 1,000 sp, one large white pearl worth 500 gp, and a small piece of obsidian worth 10 gp.

13. AERIE OF THE GARGOYLES (Use Map 1.)

When the characters enter this area, they notice a single grotesque statue, standing atop a craggy rock peak several hundred yards in the distance. As long as the party is at least 100 feet away, the figure does not move, and appears to be nothing more than a stone statue. However, if anyone moves closer than 100 feet, the gargoyle (statue) flies forward with a grating shriek and attacks.

Gargoyle: AC 5; HD 4; hp 26; MV 90' (30'), 150' (50') flying; #AT 2 claws/1 bite/1 horn; D 1-4 each; Save F4; ML 11; AL C

Two other gargoyles (hp 23, 22) are attracted by the cry of the first gargoyle, and leave their nearby cliff lair to join the fray.

The gargoyles' nest is set into a rocky cliff about 50 feet from the ground. Any character other than the thief who tries to climb the cliff must roll less than his dexterity on 1d20 or fall to the ground. The fall causes 3d6 points of damage. A thief automatically succeeds in any attempt to reach the lair.

Among bones and assorted garbage in the lair, the characters find a ruby worth 600 gp, and a *protection from elementals* scroll lying on the floor.

14. ARANEA LAIRS (Use Map 8.)

The aranea are a race of highly intelligent, magic-using arachnids (spiders) who live in webs strung between trees. The webs are about 40 feet above the jungle floor. Only a character who climbs 20-30 feet above the jungle floor is able to see the webs. Part of the webs are roofed over with a waterproof mixture of leaves, bark, twigs, and web strands.

Each aranea has a separate lair, but the walls are close enough together so that the aranea can easily jump from one to another.

An aranea looks like a huge, greenish-brown spider (about the size of a small pony). A massive, odd-shaped lump on its backs houses a large brain. For a complete description of aranea, see the New Monsters section (p. 30) in the Appendix.

Three aranea inhabit this section of forest. The webbed-over sections of their lairs resemble caves. Many pieces of crude "furniture" made out of web, vines, and wood are webbed in place on the floors of these lairs. Storage chests and libraries used for spell research are among the pieces of furniture in the lairs.

Aranea usually weave their treasure into the roofs of their lairs for safe keeping.

Aranea (3): AC 7; HD 3; hp 19 each; MV 60' (20'), 120' (40') in web; #AT 1; D 1-6 + poison; Save MU3; ML 7; AL C

The aranea in the first lair (14a) has learned the following magic-user spells:

First Level: *detect magic, sleep*
Second Level: *levitate*

The aranea in the second lair (14b) has learned the following magic-user spells:

First Level: *floating disc, ventriloquism*
Second Level: *phantasmal force*

Each of the three lairs is similar, except for the types of magic items to be found in them:

14a: A *shield +1* (cursed to -1) and a potion of *undead control* are hidden in the ceiling of this lair.

14b: A *broom of flying* is hidden in the ceiling of this lair.

14c: A scroll with the spells *light, mirror image, and read languages* is laid out a table in this lair. A potion of *poison* is hidden in the ceiling.

Two bugbears patrol the area beneath the aranea webs.

Bugbears (2): AC 5; HD 3+1; hp 11, 10; MV 90' (30'); #AT 1 weapon; D 2-8 or by weapon +1; Save F3; ML 9; AL C

The bugbears earn treasure and favors from the aranea by guarding the grounds from intruders. Each carries a large alarm horn that it sounds at the first sign of trouble, warning the aranea. Each also carries a pouch containing scraps of food, personal mementos (such as bones and teeth), and 10 gp. They live nearby in thatched huts.

15. PTERANODON TERROR (Use Map 1.)

Three pteranodons inhabit this area. There is a 75% chance that the pteranodons attack the characters as they cross the rope bridge that spans the central river. Anyone who is hit by one of the pteranodons has a 10% chance of falling off the bridge and taking 10d10 points of damage from the fall to the rocks below.

Pteranodons (3): AC 6; HD 5; hp 26, 23, 18; MV 30' (10'), 240' (80') flying; #AT 1; D 1-8; Save F3; ML 8; AL N

16. THE ROC'S ROOST (Use Map 1.)

This nest belongs to two small rocs. Woven into the nest is a map showing that a treasure worth 17,000 gp can be found at area 19.

Rocs (2): AC 4; HD 6; hp 32, 26; MV 60' (20'), 480' (160') flying; #AT 2 claws/1 bite; D 2-5/2-5/2-12; Save F3; ML 6; AL L

17. DIMETRODON PERIL (Use Map 1.)

As the characters enter this area, they hear a series of horrible screams. In the center of a grassy clearing, a dimetrodon is attacking a frantically struggling native.

Dimetrodon: AC 5; HD 7; hp 36; MV 120' (40'); #AT 1; D 2-16; Save F4; ML 8; AL N

For a complete description of the dimetrodon, see the New Monsters section (p. 30) in the Appendix.

If the characters slay or drive off the dimetrodon, the native, though mortally wounded, gives the characters his only treasure: a nugget of platinum worth 50 gp. The characters must swear, however, to bury the native in a special location in return for the treasure. You may choose the special location given the characters by the native.

18. THE OGRE'S LAIR (Use Map 3 or 4.)

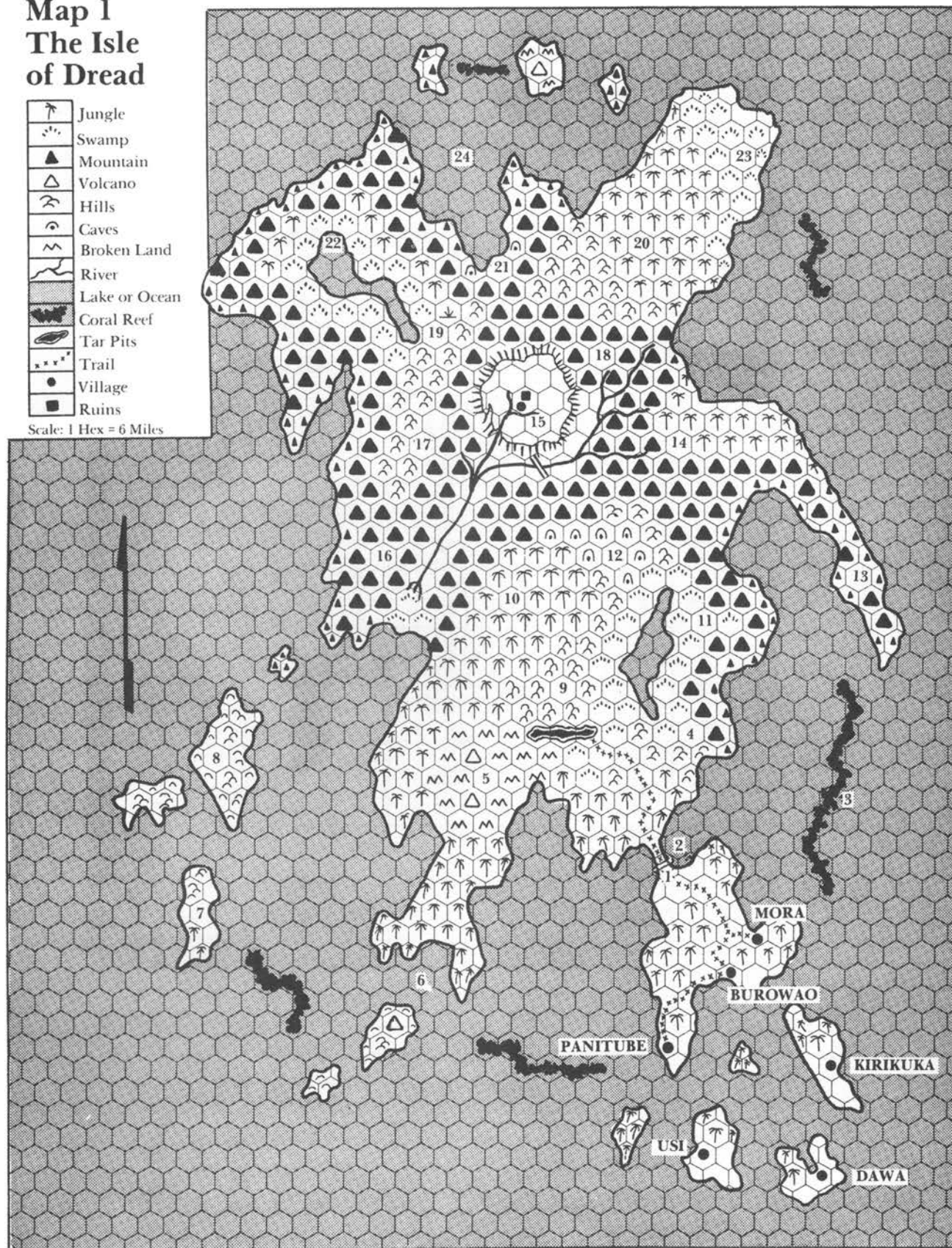
You may use General Cave Lair 1 (Map 3), General Cave Lair 2 (Map 4), or a map of your own design for this encounter.

This ancient burial chamber is the home of five ogres.

Map 1 The Isle of Dread

- Jungle
- Swamp
- Mountain
- Volcano
- Hills
- Caves
- Broken Land
- River
- Lake or Ocean
- Coral Reef
- Tar Pits
- Trail
- Village
- Ruins

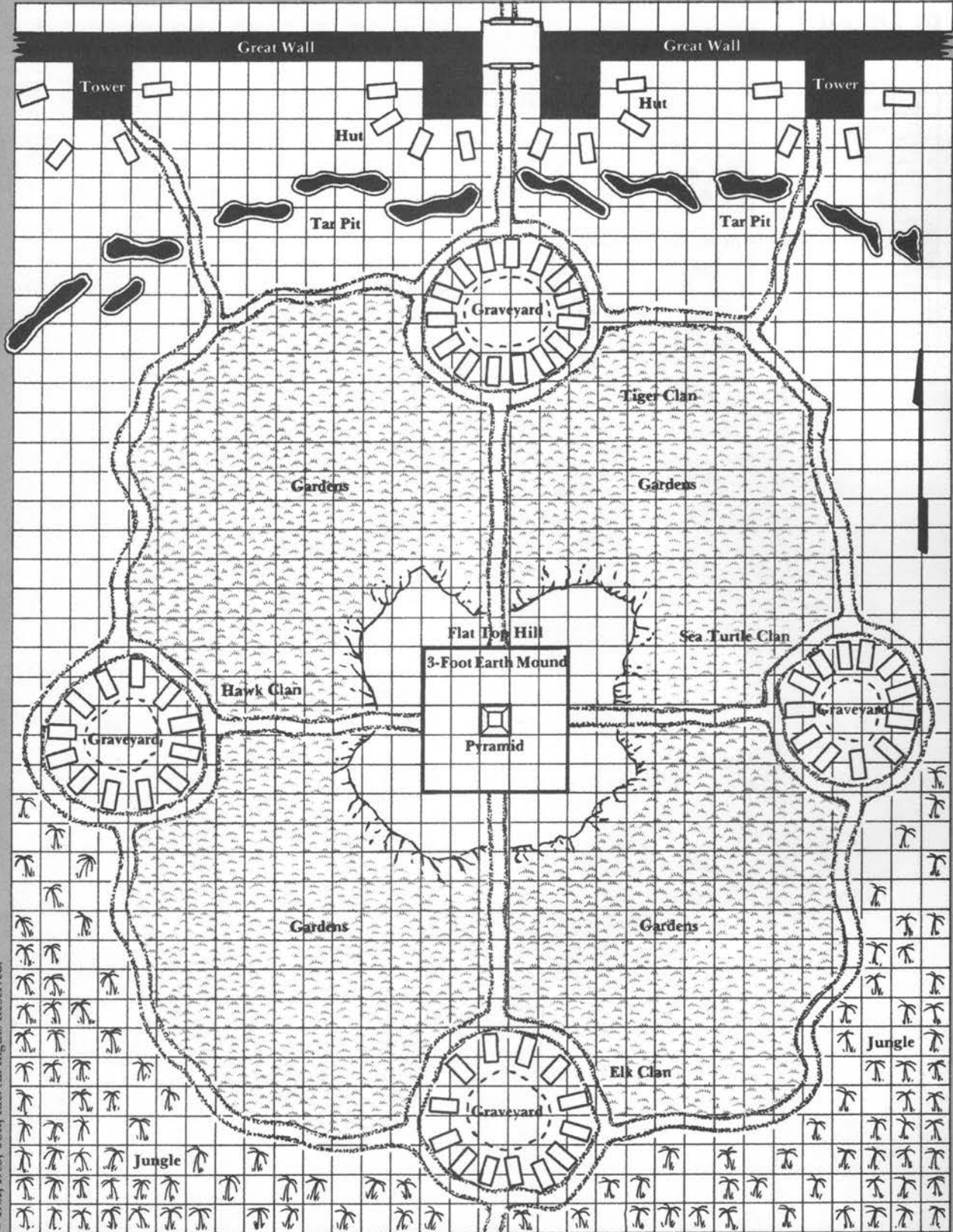
Scale: 1 Hex = 6 Miles



To remove maps, open staples and pull out 8 map pages, then bend staples back.

Map 2 Village of Tanaroa

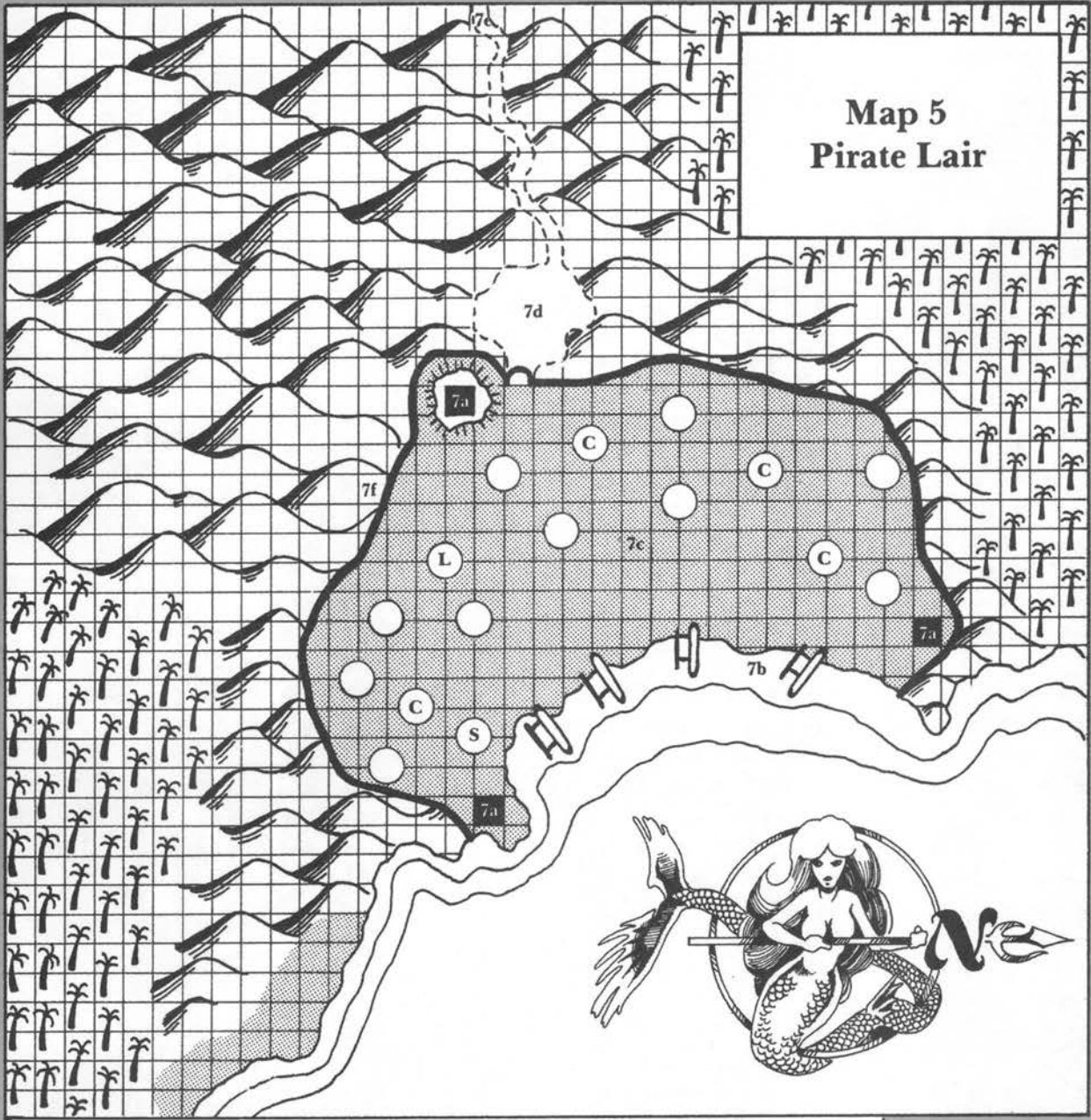
Scale: 1 Square = 50 Feet



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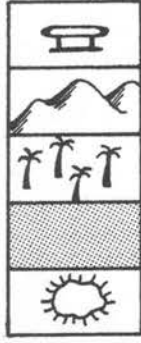
To remove maps, open staples and pull out 8 map pages, then bend staples back.



**Map 5
Pirate Lair**



Grass Hut
Watchtower
Thorn Wall
Cave
Tunnel



Outrigger Canoe
Hills
Jungle
Sand Beach
Raised Earth Mound

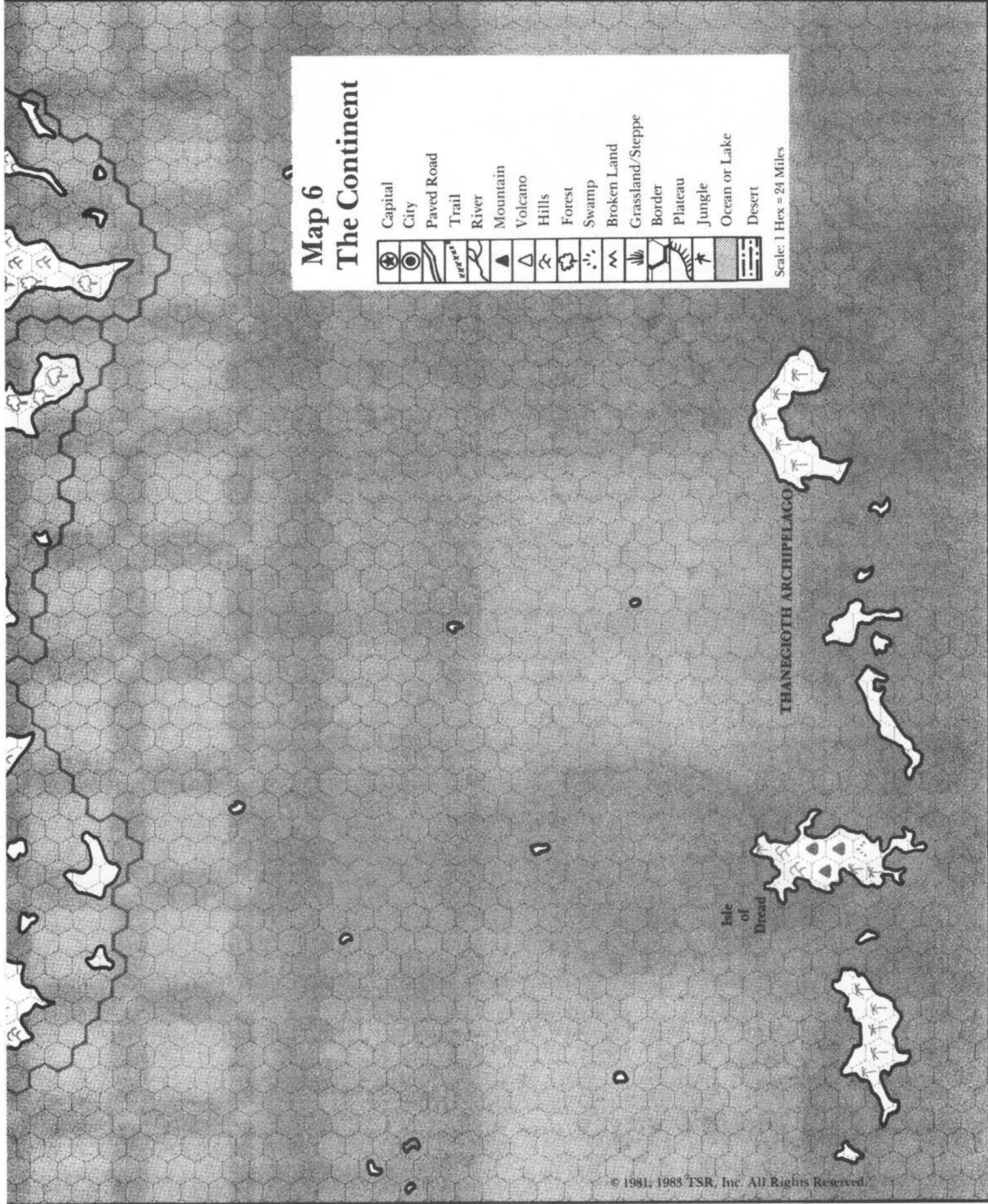
Scale: 1 Square = 10 Feet



Map 6 The Continent

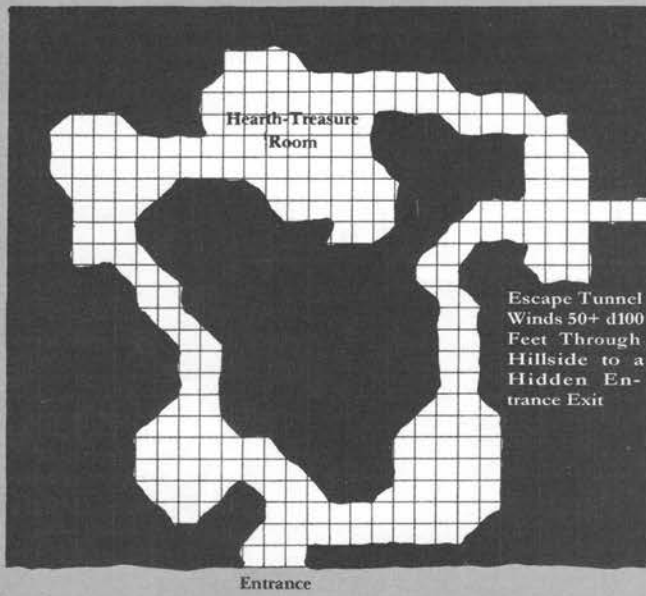
	Capital
	City
	Paved Road
	Trail
	River
	Mountain
	Volcano
	Hills
	Forest
	Swamp
	Broken Land
	Grassland/Steppe
	Border
	Plateau
	Jungle
	Ocean or Lake
	Desert

Scale: 1 Hex = 24 Miles

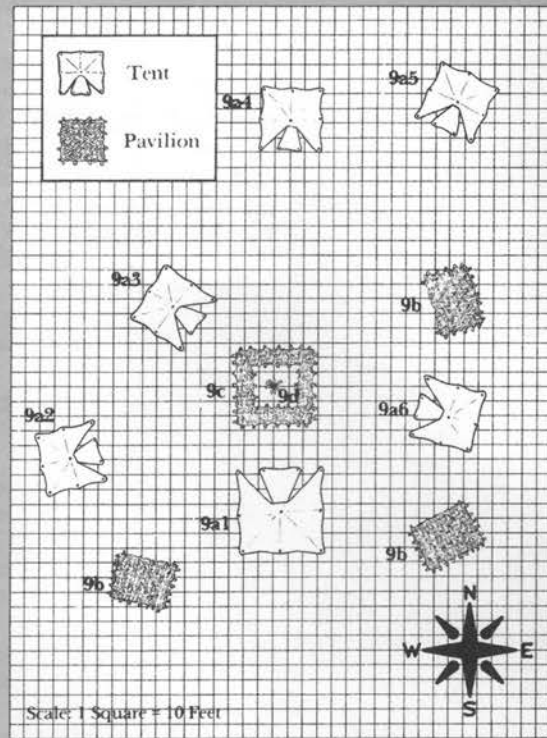


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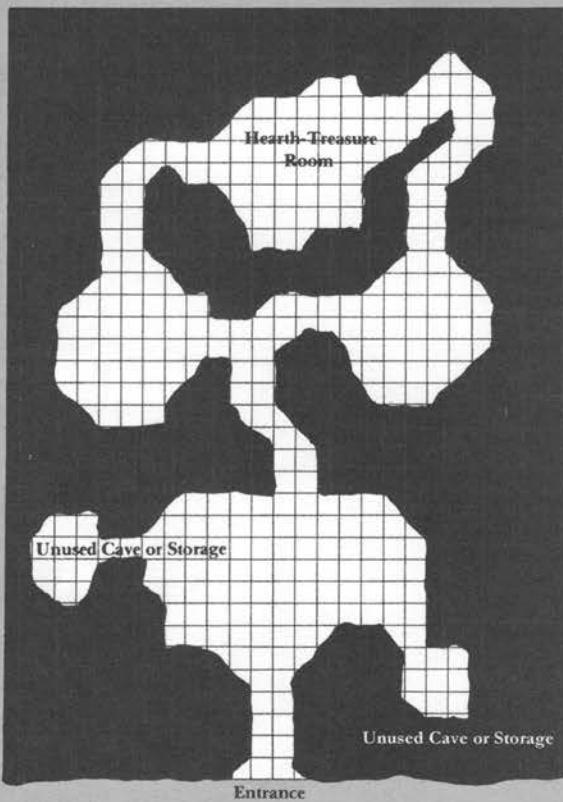
Map 3 General Cave Lair 1



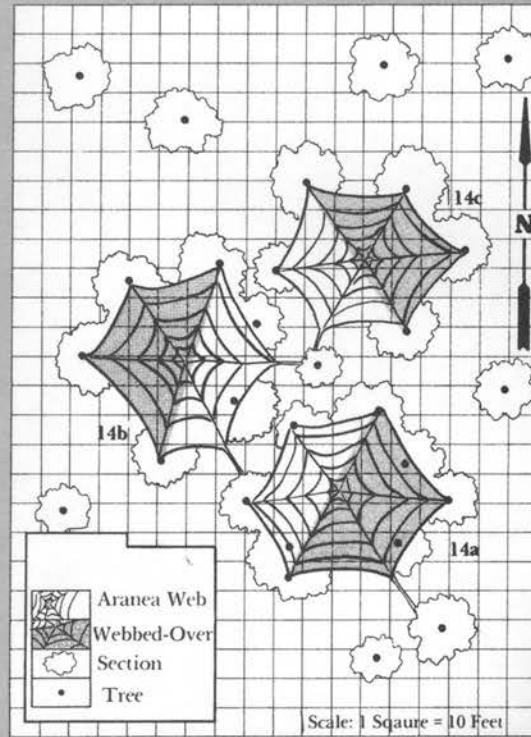
Map 7 Rakasta Camp



Map 4 General Cave Lair 2



Map 8 Aranea Lairs



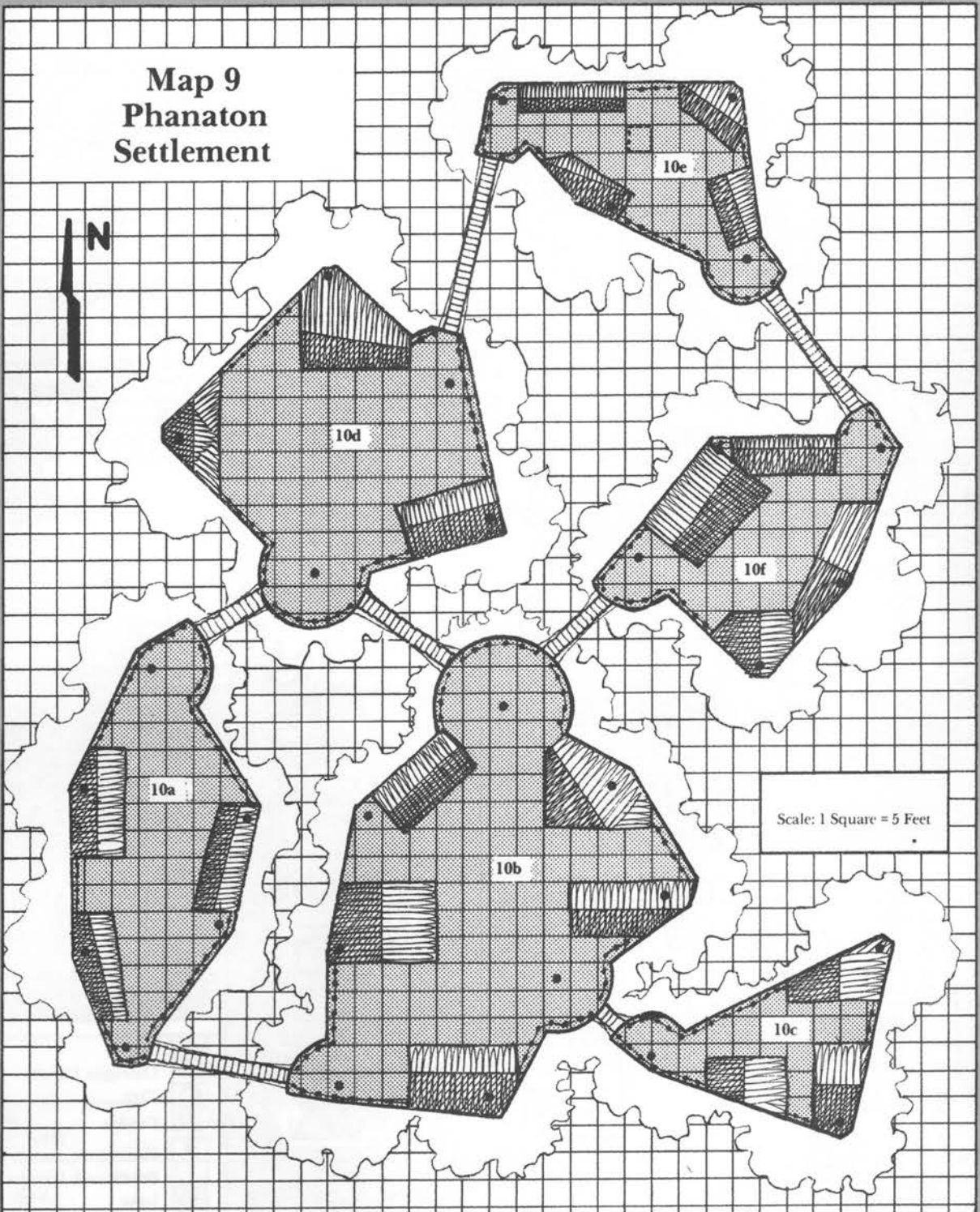
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To remove maps, open staples and pull out 8 map pages, then bend staples back.

Tree Trunk

To remove maps, open staples and pull out 8 map pages, then bend staples back.

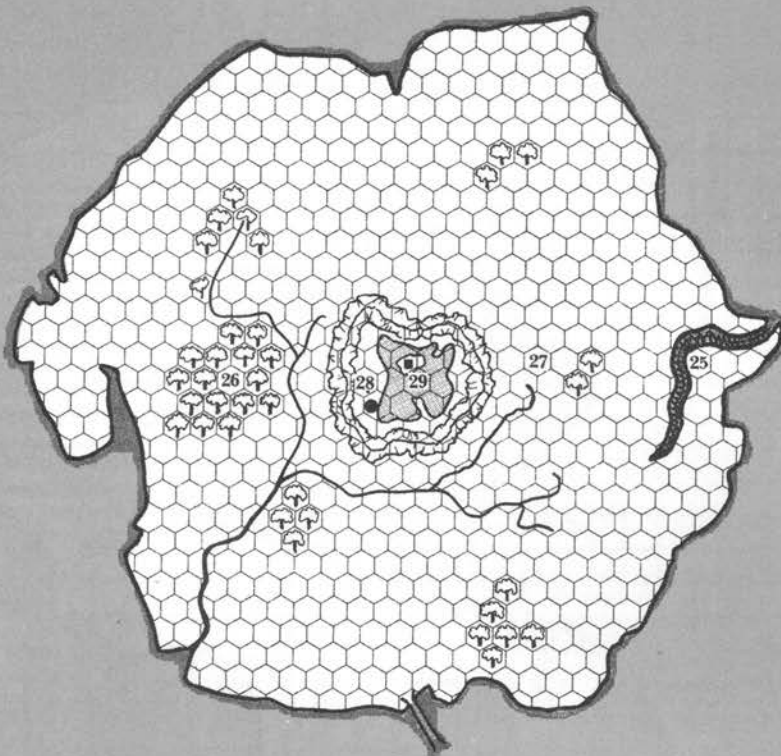
Map 9 Phanaton Settlement



Scale: 1 Square = 5 Feet

- | | | | | | |
|--|-----------|--|-------------|--|------------|
| | Trap Door | | Railing | | Tree Trunk |
| | Hut | | Rope Bridge | | Platform |

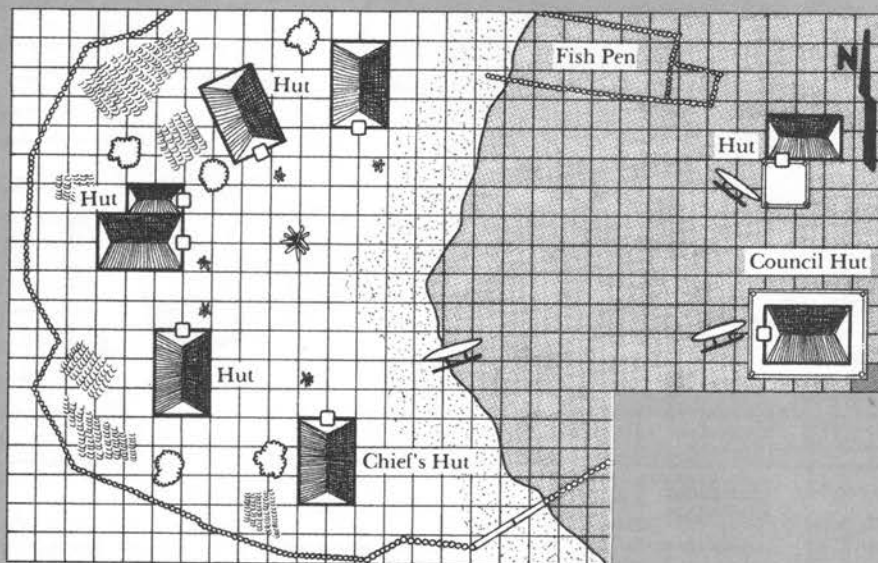
Map 10 Central Plateau



	Village		Ruins
	Rope Bridge		Ravine
	Ridge		Lake

Scale: 1 Hex = 1 Mile

To remove maps, open staples and pull out 8 map pages, then bend staples back.



Map 11 Village of Mantru

	Door
	Outrigger Canoe
	Tree
	Garden
	Fire
	Beach
	Lake
	Stockade

Scale: 1 Square = 10 Feet

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20

Ogres (5): AC 6; HD 4+1; hp 21, 18, 18, 15, 9; MV 90' (30'); #AT 1 club; D 1-10; Save F4; ML 10; AL C

There is a 50% chance that each room is occupied by an ogre, except for the hearth-treasure room, where the rest of the ogres can be found.

Each chamber of the cavern complex is lit by a crude torch. The torches are attached to the rock walls by sticky, black globs of adhesive (tar). The dim illumination in each room reveals burial chambers, littered with old bones and rotting shrouds.

Hidden beneath a pile of shrouds in the hearth-treasure room is the ogres' treasure chest. Inside the locked wooden chest are 2,000 sp, 1,000 gp, and three sabre-tooth tiger skulls.

19. DERANGED ANKYLOSAURUS
(Use Map 1.)

As the characters move through this lightly wooded area, an ankylosaurus rushes out and attacks in a frenzy of tail-bashing. Although normally quite docile, this beast recently grazed on a patch of loco weed, and is now under the plant's influence. The giant creature attacks until slain (+6 to morale), or until the drug wears off (in about 2 hours).

Ankylosaurus: AC 0; HD 7; hp 33; MV 60' (20'); #AT 1 tail; D 2-12; Save F4; ML 6; AL N

This area is also the hunting ground of an allosaurus.

Allosaurus: AC 5; HD 13; hp 55; MV 150' (50'); #AT 1 bite; D 4-24; Save F7; ML 9; AL N

If the characters have the treasure map from the rocs' roost (area 16), they may dig here for the large buried treasure. The hoard is buried 10 feet underground, and takes 1d4+1 turns to dig up. Roll for wandering monsters each turn. If one appears, it is the allosaurus.

The treasure consists of 2,000 gp, three diamonds worth 3,000 gp each, and a sapphire necklace worth 6,000 gp.

For complete descriptions of the ankylosaurus and the allosaurus, see the New Monsters section (p. 30) in the Appendix.

20. ABODE OF THE GREEN DRAGON
(Use Map 3 or 4.)

You may use General Cave Lair 1 (Map 3), General Cave Lair 2 (Map 4), or a map of your own design for this encounter.

As the characters pass a low, stony hill, they notice a broad opening in the rocky

hillside. As the characters come to the mouth of the cave, they hear heavy, labored breathing coming from inside the dark cavern.

If the characters enter the caverns, they find all the chambers to be empty, except for one. In the hearth-treasure room, the characters come upon a green dragon, a creature of great age and fearsome aspect.

Green Dragon: AC 1; HD 9; hp 45; MV 90' (30'), 240' (80') flying; #AT 2 claws/ 1 bite + breath weapon; D 1-6/1-6/3-24 or breath; Save F8; ML 9; AL C

The dragon will often (33% of the time) be asleep atop his pile of treasure, and can be surprised. However, if he is awake when the characters enter his cave, the dragon knows they are there. There is a 50% chance that, instead of slaying the characters, the dragon allows the characters to leave unharmed; however, he only allows this if the characters give up all of their magic items.

If you are using either Map 3 or 4, the dragon will have blocked off all tunnels in the cavern that are too small for him to move through.

The dragon's treasure hoard consists of 40,400 sp, 2,000 gp, and 30 assorted pieces of jewelry worth a total of 18,000 gp.

21. LAIR OF THE WRETCHED TROGLODYTES (Use Map 3 or 4.)

You may use General Cave Lair 1 (Map 3), General Cave Lair 2 (Map 4), or a map of your own design for this encounter.

As the characters near this area, they begin to smell a particularly foul stench. The smell becomes worse as the party comes upon a dark opening in the ground. The odor seems to be coming from this hole.

Within this lair are 17 troglodytes. They have recently moved to this location because of the "pleasantly" damp climate.

Troglodytes (17): AC 5; HD 2; hp 10 each; MV 120' (40'); #AT 2 claws/ 1 bite; D 1-4 each; Save F2; ML 9; AL C

One to four troglodytes are in each chamber of the lair, except for the hearth-treasure room, where the rest of the troglodytes can be found.

The troglodytes' treasure chest is chained to the bottom of a 3-foot deep, evil-smelling pool of dark liquid. The rusted chest is attached to a bolt in the center of the pool's floor. In order to get to the chest, the chain must first be severed (you must decide the characters' chances, based on their actions). Although the chest

is locked, the lock mechanism may be picked once the chest is removed from the water.

Underneath the slime at the bottom of the pool is the key to the lock on the chest. The characters only have a 20% chance of accidentally finding the key; however, if they actively search the area for the key, each character has a 1 in 6 chance of finding it.

The hoard of valuables consists of 2,000 cp, 2,000 sp, 1,000 ep, 3,000 gp, and 6 amethyst stones worth a total of 3,000 gp.

22. PLESIOSAURUS MENACE
(Use Map 1.)

A hungry plesiosaurus lurks beneath the surface of this lake.

Plesiosaurus: AC 6; HD 16; hp 60; MV 150' (50') swimming; #AT 1 bite; D 4-24; Save F8; ML 9; AL N

For a complete description of the plesiosaurus, see the New Monsters section (p. 30) in the Appendix.

The beast attacks anyone coming within 15 feet of the shore. If it hits, the plesiosaurus pulls its victim into the lake on the following round.

If the plesiosaurus is slain and its body cut open, the characters find a skeletal arm and hand wearing a *ring of regeneration*.

23. RANDOM ENCOUNTER
(Use Map 1.)

For every day the characters spend within 2 hexes of this location, they encounter one wandering monster from General Island Wandering Monster Table 3.

24. THE SEA HYDRA (Use Map 1.)

If the party's ship passes within 1 hex of this location, it is attacked by a six-headed sea hydra.

Sea Hydra: AC 5; HD 6; hp 48; MV 120' (40') swimming; #AT 6; D 1-10 each; Save F6; ML 11; AL N

The sea hydra attacks with all of its heads every round. For every 8 points of damage a hydra takes, one head is destroyed.

The hydra's lair is located 200 feet beneath the surface in a flooded cave. Inside the cave is the treasure the hydra has gleaned from sunken ships and unfortunate passers-by. The treasure includes 1,000 gp, an untarnished coat of *chain mail* +3, a rusted cutlass topped with a jeweledommel (worth 500 gp), and a potion of *water breathing*.



CENTRAL PLATEAU ADVENTURES

Bordered by mountains on one side and the great river canyon on the other is the central plateau. It stands separated from all else by steep, jagged cliffs rising 3,000 feet.

A dormant volcanic mountain dominates the plateau, and a crater lake lies at the center of the mountain. The volcano can be seen from nearly all points on the plateau.

Except for the volcanic crater, the temperatures are cooler on the plateau than on the rest of the isle. Grasslands and forests cover much of the plateau.

There are only three ways for the characters to reach the plateau: by crossing the rope bridge (at area 15), by using a magical flying device, or by climbing. Characters without climbing skill cannot successfully scale the cliffs surrounding the plateau; even thieves must check for falling every 100 feet (30 times). Give the characters hints about the great risk involved in climbing.

You might also want to hint to the players that the village of Mantru is a good place for the characters to set up a base for further adventures in this area.

Maps for central plateau encounters

You will need the following maps to run encounters on the central plateau:

Map 10: Central Plateau

Map 11: Village of Mantru

The scale on the Central Plateau Map is 1 mile to the hex, so the characters move six times as far per day when traveling on this map. It does take the characters much longer to scale the cliffs at area 27, however.

Wandering monsters

Check for wandering monster encounters by rolling 1d6 for every 3 hexes the characters travel. If a 5 or 6 is rolled, an encounter occurs. Roll 2d6 on the Central Plateau Wandering Monster Table to determine what is encountered by the characters.

Central plateau encounters

25. GOLD VEIN (Use Map 10.)

A recent tremor has revealed a lode of high quality gold ore. A dwarf or any other character who knows about mining can identify the ore and estimate the possible value as 5 gold pieces for every 10 coins of ore mined. The vein is actually a small one, and does not yield more than 15,000 pieces of refined gold.

To obtain that amount, however, the characters must mine, transport, and refine

TABLE 4 CENTRAL PLATEAU WANDERING MONSTERS

Dice Roll	Monster	Dice Roll	Monster
2-3	Cave Bears (2): AC 5; HD 7; hp 33, 28; MV 120' (40'); #AT 2 claws/1 bite; D 1-8/1-8/2-12; Save F3; ML 9; AL N		Save F8; ML 8; AL N
4	Pteranodons (4): AC 6; HD 5; hp 20, 19, 18, 16; MV 240' (120') flying; #AT 1; D 1-12; Save F4; ML 8; AL N	10	Triceratops: AC 2; HD 11; hp 50; MV 90' (30'); #AT 1 gore or 1 trample; D 3-18; Save F6; ML 8; AL N
5	Pterodactyls (7): AC 7; HD 1; hp 6 each; MV 180' (60') flying; #AT 1; D 1-3; Save F1; ML 7; AL N	11	Sabre-tooth Tigers (2): AC 6; HD 8; hp 35, 29; MV 150' (50'); #AT 3; D 1-8/1-8/2-16; Save F4; ML 10; AL N
6	Boars (2): AC 7; HD 3; hp 10, 9; MV 150' (50'); #AT 1; D 2-8; Save F2; ML 9; AL N	12	Tremor: minor quakes that vary in severity (roll 1d6): 1-4: Minor Shock — no effect 5: Major Shock — characters knocked off their feet; 30% chance of falling if climbing cliffs 6: Severe Shock — trees tilt, rocks fall, small cracks appear in ground; characters knocked off their feet; if in forest, 5% chance per character of taking 3d6 damage from falling trees, 60% chance of falling if climbing cliffs
7	Animal Herd (5): AC 7; HD 2; hp 10 each; MV 240' (80'); #AT 3; D 1-2/1-2/1-4; Save F1; ML 5; AL N		All tremors last for 10-30 seconds.
8	Dire Wolves (4): AC 6; HD 4+1; hp 19, 16, 14, 11; MV 150' (50'); #AT 1; D 2-8; Save F2; ML 8; AL N		
9	Elephants, Prehistoric (2): AC 3; HD 15; hp 67, 59; MV 120' (40'); #AT 3; D 2 tusks or 1 trample; D 2-12/2-12 or 4-32;		

3,000 pounds (30,000 cn) of raw ore. Two men can mine 200 pounds of ore in one day.

Workers may be brought in from the mainland to mine and transport the ore. The characters must pay each worker 1 gold piece per week. They must also provide food for the workers, and pay the cost of transporting the workers to this area.

The natives living on the plateau do not work the vein unless they are enslaved. You may wish to discourage this by having the slaves work very slowly, and having them rebel often.

Once the workers have removed the raw ore, it must be carried overland by mules or porters, loaded on a ship, and taken to the mainland. The cost of refining the gold is 10-20% of final value, and may be done in any major mainland city of your choice.

26. TREANT FOREST (Use Map 10.)

This forest is open and easy to move through, but the tree branches overhead are tightly woven together, making the forest dark and gloomy.

Scattered throughout this small forest are 15 treants.

Treants (15): AC 2; HD 8; hp 34-41 (33 + 1d8); MV 60' (20'); #AT 2 branches; D 2-12 each; Save F8; ML 9; AL L

Treants can only be spotted at a range of 30

feet or less. They surprise the characters on a roll of 1-3 on 1d6.

These treants are reclusive and try to avoid any contact with the characters. The treants are the only living beings in this forest, and if the characters move through without searching, the chance of their encountering the treants is only 1 in 20.

The treants ignore the characters, but the following actions by the characters bring the listed responses:

Searching: If the characters are searching for creatures, they have a 1 in 6 chance of discovering a treant. If they are searching specifically for treants, the chance is increased to 3 in 6.

Climbing trees: There is a 1 in 20 chance that any tree a character climbs is a treant. If the character does nothing harmful, the treant does not move or reveal its presence. If attacked or hurt, the treant immediately captures or kills the offender, while calling loudly for assistance. More treants (1d4+1) come in 2d6 rounds.

Cutting trees: If the characters try to cut down a tree, one treant arrives in the first turn of activity. The treant tries to avoid being noticed, but causes the tree being cut down to move away at a rate of 30 feet per turn. One new treant arrives in the area each turn thereafter. The treants do whatever they can to drive the characters from the forest and still avoid combat.

Starting a fire: If the characters light a small campfire in this area, the forest begins to gradually move back from the camp, leaving a clearing 50 feet in diameter. Three treants then move into position around the camp, controlling the trees. They do nothing if the characters use dead branches and brush for the fire. If the characters collect living branches or wood, each treant sends two trees through the camp late at night. The characters are not attacked unless they try to destroy the trees, but the trees try to take or destroy as much gear as possible on one pass. If a character uses a fire-based spell, he is attacked by the treants.

27. CLIFF WALL (Use Map 10.)

The cliffs surrounding the central volcanic lake form a high, imposing wall of upthrust rock. Often shrouded in low clouds, the tops appear jagged, and in some places snow-covered.

No clear trails are visible over the cliff wall, but it appears that the wall can be scaled in many places. Even characters without climbing skill may attempt to climb the cliffs, as there are obvious handholds and routes up the rock face.

For all characters except thieves, the base chance of falling while climbing is 50%. This may be reduced by 10% if a thief is guiding the other characters. Each character's base chance may also be reduced by 10% if his dexterity score is 15 or greater. If the characters are roped together, another 20% may be subtracted from the base chance of falling. You may wish to further adjust the base chance depending on other activities of the characters.

It takes 12 hours of climbing time to reach the top of the cliffs. During this time, normal encounters are still rolled for on Table 4, but only the following encounters apply: pteranodons (encounter 4), pterodactyls (encounter 5), and tremors (encounter 12).

At the top, the rocks are covered with ice and snow, and the temperature is below freezing. No encounters occur here, but characters who try to stay here overnight without warm clothing suffer 2d6 points of damage from exposure. The characters may start a fire here, if they brought firewood with them. They are not able to find any firewood here.

As the characters descend into the volcanic crater (an 8-hour climb), the temperature becomes warm and the climate turns tropical. Jungle vegetation covers the lower slopes, but the animal population in the valley is sparse.

Continue to roll for wandering monster encounters, but ignore all results, unless a 12 on 2d6 is rolled. In this event, a minor tremor shakes the ground.

28. VILLAGE OF MANTRU (Use Map 11.)

This small village lies on the shore of the large crater lake. The western edge of the village is surrounded by a crude stockade of palm trunks and branches. This stockade extends into the water on both sides of the village. Part of this wall has been expanded to form two fish pens, which are used to hold any extra fish from the daily catch.

The village itself consists of six palm-thatched huts, each raised about 2 feet off the ground on stilts. Two more huts stand further out in the lake, kept 3 feet above the water on stilted platforms. The small lake hut (20 feet by 40 feet) belongs to Umlat, an aged man who serves as the tribal cleric. The larger building (30 feet by 50 feet) is the main council hut.

The village is inhabited by 50 tribal members who live by fishing and farming small gardens. They are divided into five large families; each family lives as one group and shares food and work. Each family has its own possessions: canoes, nets, tools, and huts. These people are not warlike, but if attacked, they defend themselves to the best of their ability. If the characters do not attack the villagers, they are met by a band of men armed with spears. At first, spears are thrown to fall short of the characters. The villagers then try to frighten the characters away by shouting and gesturing. If the characters remain friendly, the villagers welcome them and lead them into the village.

In the village, the characters are introduced to Fano, the "talking chief" and village leader; Umlat, the tribal cleric; and the "chief," a small stone carving of an old man that is kept in the council hut on the lake. The characters learn that all major decisions come from this "chief," while the "talking chief" (Fano) acts as a messenger and the interpreter of the "chief's" wishes. After this solemn meeting, the characters are treated to a feast of baked fish, fruits, yam paste, turtle soup, roasted birds, and fermented yam beer. This feast is held on the beach, and great smoking fires are lit to drive away insects. Lodging is provided by several families. The natives insist that at least one character sleep in each hut. The natives freely give anything a character asks for, but expect the same in the future. You should try to use this tribal custom at least once during the adventure.

The characters may remain in the village for as long as they wish, but after a short period of time, they are asked to help the natives destroy a threat to the village. Fano and Umlat tell the characters that a group of renegade tribesmen (now headhunters) has been preying on lone villagers. These renegades have settled in a great ruined temple on the western side of an island in the center of the lake. The villagers cannot do anything to their enemy, because the renegades are stronger and because the island they inhabit is considered to be taboo. Although the villagers aid the party by providing canoes and what equipment they can, they do not set foot on the island.

Fano, the "talking chief": AC 9; F4; hp 26; MV 120' (40'); #AT 1; D 1-6 or by weapon; ML 8; AL L

Fano is an elderly man, badly scarred and crippled in the left arm. His infirmity, his responsibilities to the tribe, and his superstitious fear of the island prevent him from joining the characters on the raid. His goodwill is important, however, as his opinion of the characters decides the treatment the villagers give them. Fano is good-natured, but proud of his position. He does not tolerate mockery of it or of the "chief" of the village.

Umlat, the tribal cleric: AC 9; C 6; hp 22; MV 120' (40'); #AT 1; D 1-6 or by weapon; ML 8; AL L

Spells: First Level: *cure light wounds, purify food and water*
Second Level: *bleed, snake charm*
Third Level: *cure disease*

Umlat is a pious man, devoted to his deity (Oloron, Lord of the Skies), but he seems to have been both blessed and cursed. He is an extremely aged man, living many years beyond the normal lifespan of others in the tribe. The villagers attribute this to the favor of his deity. However, he is frail and weak, and his activities are greatly limited. The villagers speculate that this weakness is due to some past failing. Because of his condition, Umlat cannot travel on adventures, or actively assist the characters. However, he makes his spells available to aid the characters in their task. Umlat prays for other spells, given one day's notice.

29. TABOO ISLAND (Use Map 10.)

The details of this area are given in the Taboo Island Adventures section.



TABOO ISLAND ADVENTURES

This rocky island is dotted with small ruins, statues, and broken terraces. The largest ruin on the island is a temple that is carved into the cliff wall of the island's western shore. It can be easily entered from the lake side, as its broad steps descend to the waters of the lake. This is where the characters begin the final stage of their adventure.

This island was once the center of the kingdom of Kopru, until native rebellions destroyed their power. Do not tell the players who or what the kopru were; this is part of the island's taboo. For a complete description of kopru, see the New Monsters section (p. 30) in the Appendix.

The lair of the renegade tribesmen is on the first level of the temple complex (Map 12).

When describing the areas of the temple to the players, keep the following details in mind: the entire temple is damp and foul-smelling, and the air is hot and stale. Small blind creatures constantly scatter before the characters, flitting here and there.

Maps for Taboo Island encounters

You will need the following maps to run encounters on Taboo Island:

- Map 12: Temple Level 1
- Map 13: Temple Level 2
- Map 14: Temple Level 3

Wandering monsters

Do not roll for wandering monster encounters while the characters are on Taboo Island.

Taboo Island encounters

Key to Temple Level 1 (Use Map 12.)

30. TEMPLE ENTRANCE

The entrance to the temple has been carved into the side of a rocky cliff. Two primitive docks of narrow poles and weak planking extend from the temple steps. Two steps lead to a landing lined with pillars. The landing and pillars are made of red marble. Set on poles thrust into cracks in the floor of the landing are many shrunken heads, jawbones, feathered totems, and other primitive tribal symbols.

Three short flights of steps lead up to a second landing 5 feet above the first. A stone foot and ankle stand on each side of the center flight of stairs. These feet are all that remain of a huge statue that once straddled the stairs. The end stairways are

each flanked by another red marble pillar.

At the back of the second landing is an opening leading back into the cliff. The opening is flanked by another pair of pillars. Carved out of the angled back walls of the landing are two bas-reliefs of humans holding lighted braziers.

31. GUARD POST

The tribesmen who live in this temple have carefully narrowed this passage with mounds of rubble, so that only one character can pass through at a time. Waiting on the other side of the opening are three 1st level fighters and one 5th level fighter.

Fighters (1st level) (3): AC 7; F1; hp 7 each; MV 120' (40'); #AT 1; D 1-6 or by weapon; ML 8; AL C

Fighter (5th level): AC 5; F5; hp 32; MV 120' (40'); #AT 1; D 1-6 or by weapon; ML 9; AL C

This fighter wears bone armor and carries a shield and *spear +1*.

These guards are able to observe any intruders moving down the hall. They attempt to slay their opponents one at a time. If attacked with a *fire ball*, *lightning bolt*, or other similar spell, these guards gain +1 on their saving throws, as they are well-protected by cover. Should the morale of these guards fail, they retreat to the main chamber (area 32).

32. MAIN CHAMBER

This large hall was once the main worship area of the temple, but the tribesmen now use it as their central living area. The floor is covered with mats, bowls, and eating utensils made of bone. A fire is blazing in the center of the chamber. The hall itself is two stories high. Balconies run along three sides of the second story. A 20-foot by 30-foot hole has been cut in the center of the ceiling, and is open to the sky. To prevent debris and small creatures from entering, a net has been fastened across this opening. This net does not prevent characters from entering through here, nor does it support a character's weight. A rope hangs from one corner of the opening to the floor.

In the center of the wall opposite the entrance is a carved face that fills the area from the floor to the ceiling. It looks like a human or humanoid creature with its mouth agape. The carving has been cut and defaced, making it difficult to determine what kind of creature it once depicted. The other doors are all located on the balcony level.

In this chamber are 10 tribesmen, 12 women, and 8 children.

Tribesmen and women (22): AC 9; F1 or NM; hp 5 each; MV 120' (40'); #AT 1; D 1-6 or by weapon; ML 9; AL C

The men and women fight, while the children attempt to escape up the rope to the surface. Also, the men in areas 32a and 32c reinforce the natives here in 2 rounds. Should the morale of the adults fail, those fighting try to charge toward the exit to the temple entrance (area 30).

32a. The unmarried men of the tribe sleep in these rooms. Each room is hung with ornaments and headdresses of bones, feathers, and fish scales. Short bows and spears lean against the walls. Mats, gourd pots of paints, and carved obsidian bowls filled with mud and ash are arranged in a circle around a small, smoldering fire. The ceiling is heavily stained with soot, and the air reeks of grease, smoke, sweat, and fish. In each room, seven young men are telling boastful stories to one another.

Young Men (14): AC 7; F1; hp 6 each; MV 120' (40'); #AT 1; D 1-6 or by weapon; ML 9; AL C

Each young man wears primitive leather armor, and is armed with a spear and bow.

The young men's arrows are coated with a gummy vegetable poison, which causes 1d6 extra points of damage. The poison also causes violent sickness and fever for 2d10 hours. A successful saving throw versus poison negates the sickness and the additional damage.

32b. This room is reserved for unmarried girls. It is decorated like 32a, except that the weapons here are daggers of bone and metal. There are also many tools, including scrapers, needles, and mallets.

Five girls are in this room. They are hairstyling, tattooing, filing their teeth, and otherwise "improving" their looks. These girls (hp 3 each) do not attack, but try to flee, if possible.

32c. This large room is the tribal chief's quarters. In this room are the following natives:

The Chief: AC 5; F7; hp 44; MV 120' (40'); #AT 1; D 1-8 + 2; ML 10; AL C

The chief wears bone armor and is armed with a shield and a *sword +2*.

The Chief's Sons (3): AC 7; F3; hp 20, 17, 16; MV 120' (40'); #AT 1; D 1-6; ML 9; AL C

Each son wears leather armor and is armed with a spear.

The Witchdoctor: AC 6; C5; hp 21; MV 120' (40'); #AT 1; D 1-6; ML 9; AL C
 Spells: First Level: *cause light wounds* (x2)
 Second Level: *hold person, snake charm*

The witchdoctor wears bone armor and is armed with a bone club.

Women (5): AC 9; hp 3; MV 120' (40'); AL C

These women do not fight.

The chief, his sons, and the witchdoctor come to the aid of the families in the main chamber (area 32) if the alarm is raised. They also investigate any unusual noises from that area. Should their morale fail, they retreat to this room and make a stand.

The room is cluttered with pots, gourds, necklaces of bone, a rack of skulls, and many animal skins and furs. Hidden in one of the skulls on the rack are five gems (1,200 gp, 1,000 gp, 800 gp, 500 gp, 50 gp). In a wax-sealed gourd is a potion of *flying*. Six furs, each worth 100 gp, hang from the walls.

33. SECRET VIEWING CHAMBER

A secret door, unknown to the natives, leads from the northern balcony in area 32 to a small chamber near the main entrance. The hallway is extremely dusty and apparently unused. In the chamber, moldering rags and unidentifiable lumps dot the floor, presenting to the eye a variety of vivid colors.

Several large stone levers and a corroded bronze tube line the south wall of the chamber. Three rotted ends of rope hang from small holes in the ceiling. These ropes and levers once operated mechanisms within the now-ruined statue that stood over the temple's entrance. The bronze tube was used as a megaphone for the "god's" voice. A small niche has been carved into the back of the statue (B) that stands in the slanted section of wall. This statue faces out onto the temple entrance (area 30) from the northeastern wall. A person can stand in this niche and observe the entrance through two small spy holes.

The walls of the niche are lined with a brownish-looking mold. The mold is filled with damp dust, so its true color (yellow) cannot easily be seen.

Yellow Mold: AC can always be hit; HD 2; hp 8; MV 0; #AT spores; D 1-6 + spores; Save F2; ML not applicable; AL N

34. PRIESTS' QUARTERS

This secret chamber was where the "gods" watched the services held in their honor. The chamber is bare, and the floor is covered with a heavy layer of dust and fine sand. The dust covers a trap door in the northeast corner, so the characters only have a 1 in 6 chance of noticing it. The trap door is weak and breaks when stepped on, dropping anyone standing on it into area 40 on Temple Level 2. Anyone falling takes 1d6 points of damage.

In the northwest corner of this room, a set of stairs leads up to a narrow platform (A). This platform rests behind the eyes of the carved face that looks into area 32. Anyone standing on the platform may view the main chamber by looking through the two small eye holes. Between the two eye holes is a large wooden piston and handle. If anyone gives it a strong hard pull, this piston sprays a 20-foot diameter cloud of inflammable dust through the nose of the face and into the main chamber. The dust cloud causes any open flames in the main chamber to explode, causing 4d6 points of damage to any character in the area. A successful saving throw versus dragon's breath reduces damage by half. There is a 50% chance that any explosion in the main chamber causes a similar explosion on the platform where the piston is, resulting in 2d6 points of damage to anyone there.

35. BLOCKED-UP PASSAGE

This hallway ends in a crude wall of stones that completely closes off the passage. This wall was built by the renegade tribesmen to keep creatures from the lower levels of the temple out of their tribal home. The natives no longer bother to guard this wall, as creatures rarely try to come through it. If the characters have suitable tools, they can make an opening large enough for one character to get through in one hour.

36. WEAKENED FLOOR

Unused for many years, this section of floor has been weakened from below. The stone and supporting beams have been rotted by water and slime. The section marked by the T is sturdy enough to support one person crossing it at a time; two or more people crossing it causes the section to break, dropping the characters to the water-filled room below (Temple Level 2, area 38). No damage is taken by characters who fall.

37. PRIVATE ALTAR

This altar room contains several items once used by the priests in the worship of their

"gods." A square stone pedestal stands along the north wall. Next to it are several bone rhythm sticks, three inlaid bejeweled bowls (worth 500 gp each), a crumbling bamboo flute, and the remains of a feather fan.

A small, intricately carved stone box with two hinged doors rests on the pedestal. Inside is an unusual statuette of gold and coral. It looks like an amphibious humanoid that has a smooth head, large eyes, and a tentacled mouth. The torso is humanlike, and has two arms that end in webbed, clawed hands. From the waist down, the body divides into three long tentacles, each ending in flukelike fins. Each fin is tipped with a single large claw. The statuette is worth 2,000 gp.

The statuette portrays a kopru. For a complete description, see the New Monsters section (p. 30) in the Appendix.

Anyone who looks at this statuette must make a saving throw versus spells. Any character who fails the saving throw becomes a secret servant of the kopru, until the power of the statuette is destroyed. The curse can only be broken if the statuette is blessed by a Lawful cleric, or if the statuette is physically destroyed.

The corridor beyond this room is blocked by fallen rock and is impassable. You may choose to have this corridor lead to additional areas that you have designed yourself.

Key to Temple Level 2 (Use Map 13.)

Part of this level is under 5 feet of water. Keep track of which areas are flooded, and periodically remind the players of this special condition through your descriptions. Pay careful attention to normal light sources, as these can easily be extinguished or made useless if characters get them wet.

38. WATER-FILLED CHAMBER

Formerly a torture chamber, this room has flooded to a depth of 5 feet. Characters less than 4 feet tall and wearing metal armor must keep their heads above the water in some manner, or they quickly drown.

The ceiling is reddish-black from an oxidizing rot, and the supporting beams are almost entirely rotted away. Characters who enter this room from the hall may break their way through the ceiling to area 36 on Temple Level 1.

Several small, harmless cave fish live in this room and the flooded corridors beyond. They occasionally bump against the legs of the characters, feeling cold and slimy.

There are several sharp metal, stone, and glass items hidden underwater. Unless the characters probe ahead with a sword, spear, staff, or pole, each character has a 1 in 6 chance of stumbling and stepping on a sharp item every 10 feet traveled. Stepping on an item causes 1-2 points of damage.

The door leading out of this chamber is open, revealing a passage that is also filled with 5 feet of water. Cell doors crossed with iron bars line the passage. The bars are badly corroded and may be broken by any characters who roll their strength or less on 1d20. All the cells are empty.

39. CHAMBER OF THE GREAT ONE

The doors to this chamber are 15 feet above the chamber floor. The chamber is filled with 20 feet of water. If the characters are not probing ahead, they stumble on the stairs (or dais steps) and fall into the room, taking no damage. Two giant crabs live in this chamber.

Giant Crabs (2): AC 2; HD 3; hp 22, 17; MV 60' (20'); #AT 2 pincers; D 2-12/2-12; Save F2; ML 7; AL N

Since they cannot swim, these giant crabs usually stay on the dais or on the stairs near the entrance. Each crab is 8 feet in diameter. The crabs are extremely hungry, and attack anyone or anything that enters the chamber.

39a. At this point on the dais, a giant oyster rests 5 feet below the water's surface.

Giant Oyster: AC 5 open, -2 closed; HD 10; hp 55; MV 0; #AT 1; D 4-24; Save F5; ML none; AL N

For a complete description of the giant oyster, see the New Monsters section (p. 30) in the Appendix.

You must decide when the party can see the oyster. Between its open valves is a large black pearl worth 3,000 gp.

If the oyster is attacked from a distance, it closes its shell and does not open for at least 1 turn.

The pearl may be "picked" from the open oyster. The chance of characters other than thieves picking the pearl from the oyster should be 5% worse than a 1st level thief's chance. If the characters are unable to pick the pearl, the oyster closes, possibly trapping an unsuccessful character. The oyster does not open by itself while under attack. It can be pried open by several characters, if they have a combined strength of 50 or more. A *knock* spell also works.

40. LAIR OF GUARDIANS

The floor of this room is covered with small puddles, and the walls are lined with several statues, some of graceful creatures, some of women holding children, and others of fierce monsters. All the statues are well-fashioned, but have deteriorated due to age and moisture. The stones glisten a green-streaked red when struck by light, giving even the simplest and most innocent pieces an unwholesome look.

A large puddle of water stands before the secret door in the south wall. In the center of the room's ceiling is an obvious trap door. The door leads to an upper floor (Temple Level 1, area 34). This trap door is made of wood, and appears to be severely rotted.

Four spitting cobras have coiled themselves around several of the statues.

Spitting Cobras (4): AC 7; HD 1; hp 6, 4, 2, 2; MV 90' (30'); #AT 1 bite or 1 spit; D 1-3 + poison; Save F1; ML 7; AL N

These cobras are cold-blooded and cannot be distinguished from the statues by infra-vision. Though they can be seen in normal light, the snakes do not attack unless they are approached.

At the base of one of the statues in the northeast corner is a 50 gp gem.

Two exits lead out of this room: the passageway north to area 45, and the secret door in the south wall. At the point on the map marked "▲" is a hidden trigger that drops the portcullis across the northern entrance to this room when any character steps on it. The characters need a combined strength of 50 or more to raise the portcullis.

The hallway on the other side of the secret door is flooded. The door opens inward, and any characters near this door when it is opened are swept off their feet, and carried 2d6x10 feet down the hall toward the shaft in area 45. They are knocked around a great deal, taking 2d4 points of damage. Characters not standing near the secret door are able to brace themselves and remain on their feet when the door is opened. Should the secret door be opened from the hall side, all characters in the water are swept through the door into this room.

41. CROCODILE POOL

In the center of this section of hallway is a short staircase that leads up to a platform. The platform stands just above the water level. The floor of the platform is damp

and covered with pale fungus, which is cold and slimy to the touch. If the fungus is cleared away and the floor examined by a dwarf, the dwarf notices that the rock below must have been too hard to carve through, thus making this change in passage depth necessary.

Beyond the platform, the steps lead back down into the flooded hall. Three normal crocodiles live in this section of hallway.

Crocodiles (3): AC 5; HD 2; hp 21, 19, 15; MV 90' (30'), 90' (30') swimming; #AT 1; D 1-8; Save F1; ML 7; AL N

These crocodiles have been feeding only on small lizards, rats, and snakes. They attack anything that enters the water.

42. PRIEST'S CHAMBER

The door to this room is closed and, if examined, appears to be tightly sealed. It has kept the water out of the chamber.

If the door is opened carelessly, anyone in the water outside the door is swept into the room, taking 1d6 points of damage.

A small altar stone and several stone benches stand in this chamber. Hanging from a stone hook on the wall is a bone-handle *mace* +2, and hidden in a secret compartment on the right side of the altar are 500 gp and two coral statuettes worth 1,000 gp each. If the room is flooded, this compartment is hidden underwater. Nothing else can be seen in the chamber.

43. RAT LAIR

As the characters move down this hallway, they see several large, rough holes in the walls just above water level. These holes are the tunnels of 10 giant rats, who swim out and attack the characters from both sides as they pass by. The rats are attracted by light and scent.

Giant Rats (10): AC 7; HD 1/2; hp 2 each; MV 120' (40'), 60' (20') swimming; #AT 1 bite; D 1-3 + disease; Save F1; ML 8; AL N

Should the morale of the rats fail, they retreat into the tunnels to hide. The tunnels are dug out of dirt, and are wide enough for a halfling. The large chamber at the end of several of the tunnels is the giant rats' main lair. The rats try to flee if invaded, but fight to the death if cornered.

In the lair are rags, some bones, a gnawed scroll (with a *levitation* spell on it), and three metal potion bottles (2 potions of *healing* and a contaminated potion, now a deadly poison).

44. FIRE TRAP

This room was originally trapped to fire a burst of flame from a hole near the north wall. Now the room is flooded with 5 feet of water, but the trap still operates—in a different manner.

A wire set about ankle height has been stretched across the center of the room. If the wire is broken or pulled, it releases a spray of fine oil into a 10-foot wide by 10-foot long area in front of the north door. This is special oil that ignites on contact with water. As the oil bursts into flame, a mist of water covers any character in the area, igniting any remaining oil. The oil burns for 6 rounds and does 3 points of damage per round to any characters caught in the fire. The oil may be wiped off.

The burning oil makes the air in the chamber smoky and hard to breathe, requiring characters to leave this room as quickly as possible. Try to make the characters move quickly here: describe the rapidly dwindling air supply, give each character a few points of damage, or have them attempt saving throws versus death ray for unconsciousness.

The door screened by the flames may be opened on a roll of 1 on 1d6 by any character moving underwater. When the door is opened, the water rushes out of the room, sweeping unprepared characters into the lowered portcullis beyond. The first character to strike the portcullis suffers 1d4 points of damage. If the door to the flooded hall (area 43) is opened, water rushes through the portcullis and down the stairs for 2 minutes (12 rounds). The characters are thrown against the portcullis and underwater, taking 1-2 points of damage each round until they take some action to keep their heads above the level of the water.

On the east wall between the door and the portcullis is a lever. If pulled down, the lever raises the portcullis. If the characters raise the portcullis while the water is still flowing, they are swept down the stairs to Temple Level 3. This causes 2d6 points of damage to all characters involved.

45. BOILING WELL

In the center of this hallway is a circular shaft of carved stone that descends out of sight. Sixty-five feet below the level of the floor, the shaft is filled with boiling water. The shaft forms a "U," trapping water at the bottom. The other end of the "U" opens into a ledge overlooking the great cavern on Temple Level 3 (area 48).

This water is heated by volcanic action.

Characters may swim the distance, but unless they have some method to protect themselves from the boiling water, they suffer 2d10 points of damage. The water in the well cannot be bailed out, as hot water constantly seeps in.

Key to Temple Level 3 (Use Map 14.)

This is a single natural cavern of great size. The air is hot, steamy, and fouled by volcanic gases. The floor of the cavern is a field of bubbling mud pots, small geysers, hot springs, and mineral crusts. The colors are rich reds, browns, and yellows, combined with blacks and greys. Terraces crusted with deposits from mineral springs extend from the sides of the cavern at several points. Stalactites hang from the ceiling, merging with stalagmites in several places to form pillars from the roof to the floor. The heat of the chamber prevents the use of infravision. Occasional flares of ruddy light, combined with great bursts of steam from the depths of some of the hot springs, briefly illuminate small points in the room.

When the characters are moving about the floor of this cavern, there is a 1 in 6 chance per turn that one of the following events will happen (roll 1d6):

**TABLE 5
TEMPLE LEVEL 3 EVENTS**

Die Roll	Event
1	Mudpot bursts, spraying random character with hot mud (1-3 points of damage)
2	Geyser sprays random character with hot steam (1-4 points of damage)
3	Cloud of steam from hot springs covers 10-foot diameter area, blinding all within it for 1-4 rounds (randomly determine which character it centers upon)
4	Boiling water splashes random character (1-3 points of damage)
5	Gas bubble bursts near random character, who must make a saving throw versus poison or be nauseated for 1 round (no action may be taken)
6	Small tremor shakes the cavern

46. THE MINERAL TERRACE

This terrace leads to the stairs to Temple Level 2. If the characters have been washed down these stairs, they are able to stop themselves here. The terrace is white with calcium deposits and hot enough to be painful, but not damaging. All the terraces are somewhat slippery, and the characters have a 1 in 10 chance of slipping if they are not careful. The characters attack at -3 to hit and defend at -3 (3 AC worse) due to the wet, unsure footing. They also have a 10% chance per round of slipping. Characters who slip lose at least 1 round while they stand, and may even slip off the terrace (use your own judgment in these situations).

47. THE KOPRU

In the bubbling mud at each of these areas is a concealed kopru. Kopru are amphibious humanoids who dwell in the hot geyser pools.

Kopru (2): AC 3; HD 8+4; hp 49, 44; MV 30' (10'), 150' (50') swimming; #AT 1 bite/1 tail or charm; D 1-4/3-18; Save F9; ML 9; AL C

For a complete description of kopru, see the New Monsters section (p. 30) in the Appendix.

The kopru use their special charm ability to capture members of the party. They may also try to lure characters off the paths and into the geyser basins. Characters who fall into a geyser basin take 1d8 points of damage each round from the boiling water. If the charm attempts fail, the kopru either physically attack characters on the paths or hide in the hot mud, waiting for a chance to strike again. If the characters are obviously stronger or are trapped on a terrace, the kopru do not pursue, but wait in the bubbling mud. If the characters are badly hurt or obviously weak, the kopru attack both mentally and physically.

The kopru never surrender, and attempt to enslave as many characters as possible. Should the entire party be enslaved, the kopru attempt to use them to restore the kopru's ancient kingdom. If this happens, you may either start thinking up ways the characters can serve the kopru, or retire the captured characters from the campaign, perhaps to be reintroduced later as NPCs. Talk it over with the players and allow them the opportunity to come up with their own solution.

48. BOILING WELL

This is the topmost terrace of this level. Here is the hot spring that connects to the



APPENDIX

U-shaped shaft from area 45 on Temple Level 2. The characters may swim to the other side of the shaft and climb out, but they each take 2d10 points of damage unless they are protected from the heat.

On the terrace beside the spring, barely noticeable under a crust of minerals, is a bag containing five emeralds. Each is worth 1,000 gp. The characters find the bag only if they search the terrace.

49. CAVERNS

This set of terraces leads to a series of natural caverns. These caverns are left unmapped, so that you may create your own special encounter areas. You may allow many cave-dwelling creatures to live here, and you may also include exits that lead up to the central plateau.

50. WEAK CRUST

This section of trail is actually nothing but a weak crust over a hot spring. Unless the path is probed first, the lead character breaks the surface. The character then drops into the hot water, suffering 1d10 points of damage the first round and 1d8 points each round until rescued. The crust is crumbling around the edges, and the characters are not able to come closer than 5 feet to the edge without also falling in. Ropes, poles, and rescue techniques similar to those used on thin ice may be used to save any characters who have fallen into the water.

51. THE HIDDEN THRONE

Set on the topmost terrace, directly under a dripping stalactite, is a throne. A grinning skeleton sits on the throne. Mineral-rich waters, falling from the ceiling over many years, have encrusted the skeleton and throne, hiding all but the most general features. A sword, partially hidden by the mineral crust, lies before the throne. Also concealed by the crust is a ring, which rests on one of the skeleton's fingers. Both are entirely ordinary in appearance. The ring is a *ring of telekinesis*, and the sword is a *sword +2* that has *charm person* ability.

Alternate scenarios

Since this module gives you a great deal of information about the Isle of Dread, you may wish to use these locations and descriptions again, after you have run the main adventure. Some suggestions for further adventures on the Isle of Dread are listed below. Each is accompanied by a short description of how the adventure might be handled.

1. DESTROY THE ZOMBIE MASTER

This is a short adventure suitable for use before the characters venture inland for the first time.

The village of Tanaroa has been recently plagued by the attacks of undead creatures. The villagers are frightened, and the tribal leader seems to be losing the authority necessary to maintain order. If questioned, the people only speak in frightened terms of the *Zombie Master*. At night, zombies and ghouls prowl the paths, killing lone travelers.

As shown on Map 2, each section of the village surrounds a graveyard. These graveyards are infested with tunnels and unwholesome creatures, the most fearsome being the *Zombie Master*. You would have to prepare for this adventure by drawing and populating the tunnels under the graveyards.

2. MAP THE ISLAND

Information is always valuable. After having opened up new territory, a merchant prince or curious mapmaker might wish for more information about the Isle of Dread. The characters could be hired to make a careful survey of the isle, mapping the terrain and noting important features. This would be a dangerous and time-consuming task.

3. THE DINOSAUR HUNT

A powerful and well-equipped party might find it quite worthwhile to try to kill several dinosaurs and carry all or part of their bodies back to the mainland. It is likely that the rare essences and parts of these beasts would bring a good price from wizards or collectors of the unusual.

4. EXTERMINATE THE PIRATES

To provide secure trade with the mainland, it is first necessary to destroy the pirates. The characters could be given the use of a ship by mainland merchants for the adventure.

Use the pirates described in encounter area 7. If you feel the pirates are not strong enough to challenge the characters, increase the level or number of pirates, or give them stronger defenses.

5. BRING 'EM BACK ALIVE

A tough challenge for strong characters would be to capture some creature alive and take it back to the mainland at the request of some wizard or king.

It would not be unusual for the princes and princesses of Glantri to want a live monster from the Isle of Dread. If this deed were done voluntarily, the reward could be sizable—enough to make the effort worthwhile.

Such an expedition would require careful planning: how to catch the monster, how to keep it quiet, how to move it overland, and how to get it across the ocean.

Monsters suitable or challenging for this adventure would include a pterodactyl, tyrannosaurus rex, stegosaurus, or perhaps even a giant ape.

6. SUNKEN TREASURE

The characters could find a treasure map that gives the description of a shipwreck near the Isle of Dread. The information in the description should be clear enough for the characters to recognize the island: include notes about the Great Wall, the dinosaurs, and the unusual races.

The map should also include the general location where the ship might be found: a good place might be on the southwestern side, between the smoking mountains and the reef.

Finally, the map should include a description of the ship's cargo. The sunken ship should, of course, be inhabited by a sea monster.



Creating human encounters

Human encounters can either be natives or other adventurers accompanied by native guides and bearers. You may set these groups up when they are encountered, or you may take them from the following table and lists. The number appearing is 2d6.

Generally, the natives on the Isle of Dread are peaceful and fight only if attacked. Most have an Armor Class of 9, though some may have the equivalent of leather armor (AC 7) or special armor made out of hardened fish or animal bones (AC 5). Warriors are usually armed with spears and short bows. You may assign spells or roll them randomly. Magic items may be assigned or rolled for as in the D&D® Expert rules. Since setting up a human party can be time-consuming, three typical parties are given below:

Wandering human party 1:

Fighter, male, 4th level: AC 2; hp 20; AL L
 Magic-user, male, 1st level: AC 9; hp 4; AL L; has a *charm person* spell
 Thief, female, 1st level: AC 7; hp 2; AL C; has a potion of *diminution*
 Normal human, male: AC 9; hp 1; AL N
 Normal human, female: AC 9; hp 3; AL C
 Normal human, female: AC 9; hp 3; AL L

Wandering human party 2:

Fighter, female, 2nd level: AC 1; hp 13; AL N; wears *plate mail +1* and has a *war hammer +1*
 Magic-user, female, 3rd level: AC 9; hp 8; AL N; has the spells *detect magic*, *protection from evil*, *phantasmal force*
 Normal human, male: AC 9; hp 4; AL N
 Normal human, male: AC 9; hp 1; AL L
 Normal human, male: AC 9; hp 2; AL C

Wandering human party 3:

Fighter, male, 3rd level: AC 2; hp 14; AL C; has an *axe +1*
 Cleric, female, 2nd level: AC 2; hp 10; AL L; has a *purify food and water* spell
 Magic-user, female, 1st level: AC 9; hp 1; AL C; has a *sleep* spell
 Thief, male, 2nd level: AC 7; hp 7; AL N; has a *sword +1* (+3 against dragons)
 Normal human, male (2): AC 9; hp 2 each; AL C
 Normal human, male: AC 9; hp 4; AL L
 Normal human, male: AC 9; hp 1; AL N
 Normal human, female: AC 9; hp 4; AL L

Sample native leaders

You may want to create NPC personalities to populate the Isle of Dread. Doing so will help you set up background for your adventures. These NPCs are not meant to adventure with the characters or openly attack them.

The following native leaders may be placed in any of the seven villages or used to inspire other NPCs you may create. Three matriarchs and three war leaders are provided here. Details for the Zombie Masters and the other leaders of the villages are left up to you.

Note that the figures for hit points, Armor Class, and number of attacks and damage have already been adjusted for strength, dexterity, and constitution. Assume that the war leaders have shields and spears. Armor will improve their Armor Class.

Matriarchs

J'kal: AC 9; NM; hp 5; MV 120' (40'); #AT 0; ML 10; AL L; S 8; I 14; W 14; D 11; C 8; Ch 12
 This aged and respected woman is a shrewd

leader and brilliant strategist. She has a *medallion of ESP*. Through her experience and clever use of this item, she usually takes the best course of action.

Sanar: AC 9; T3; hp 8; MV 120' (40'); #AT 1; D 1-4 or by weapon; ML 10; AL C; S 9; I 14; W 9; D 12; C 10; Ch 17

This schemer has one goal—to become leader of all the villages! She sees trade with the mainland as a tool to this end. Sanar uses any person any way she can as long as that person can serve her needs. She is ruthless and treacherous, but practical, and she respects those who bargain from strength.

Kuna: AC 9; NM; hp 3; MV 120' (40'); #AT 0; ML 6; AL N; S 12; I 6; W 7; D 12; C 12; Ch 15

This matriarch is neither very bright nor very brave. She often acts on a whim, but is never intentionally cruel. Although Kuna is content to let her advisors make the decisions while she remains the figurehead, she occasionally uses her charisma to sway them. She is much loved.

Tribal war leaders

Bakora: AC 6; F5; hp 36; MV 120' (40'); #AT 1 at +2; D 1-6 + 2; ML 10; AL N; S 16; I 8; W 10; D 16; C 17; Ch 11

Because of his skill with weapons, this warrior is highly respected in his village. Though he is not extremely intelligent, he does have good advisors. Bakora is strong-willed and somewhat superstitious.

Kuro: AC 7; F4; hp 24; MV 120' (40'); #AT 1 at +3; D 1-6 + 3; ML 10; AL L; S 17; I 10; W 9; D 15; C 16; Ch 12

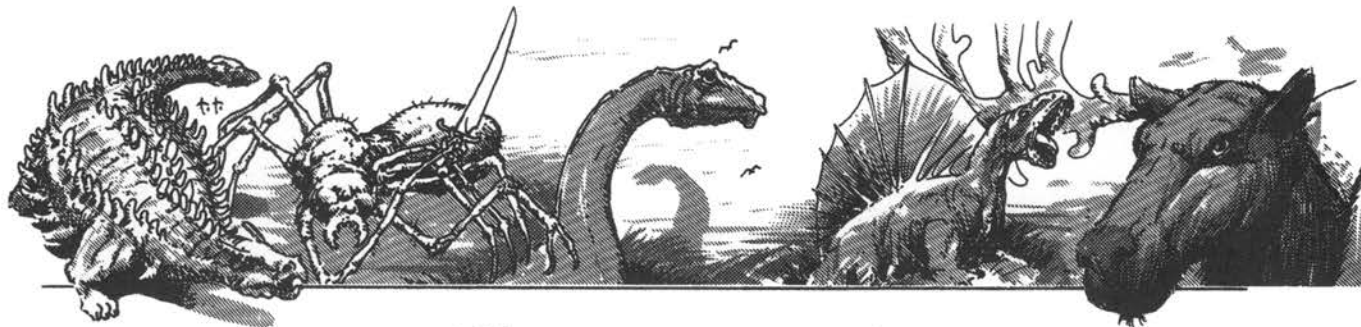
This mighty leader carries a family heirloom, a *spear +1*. Though he is first a warrior, Kuro is also a kind and honest man. His fair and just treatment of his people and of captured enemies has earned him respect and fame throughout the seven villages.

Masawa: AC 7; F4; hp 20; MV 120' (40'); #AT 1 at +1; D 1-6 + 1; ML 10; AL C; S 15; I 10; W 8; D 14; C 13; Ch 7

This arrogant warrior is feared by the people of his village, not only because of the great war skills of which he boasts, but because of his cruelty to those who cross him. Masawa does not like strangers. He does not want trade with the mainland, but has been overruled by the village matriarch.

**TABLE 6
HUMAN ENCOUNTERS**

Class (Roll 1d10)	Level (Roll 1d12)	Alignment (Roll 1d8)	Sex (Roll 1d6)
1-6 normal human	1-5 1st	1-3 Lawful	1-3 male
7 cleric	6-8 2nd	4-5 Neutral	4-6 female
8 fighter	9-10 3rd	6-8 Chaotic	
9 magic-user	11 4th		
10 thief	12 5th		



New monsters

The monsters in this section are special additions for the Isle of Dread. Of course, you may use them elsewhere and may alter their statistics if desired. Any of these monsters could have giant-sized variations with more hit dice, better Armor Class, and the ability to cause more damage. Special monsters can also be designed for a specific party by assigning hit points instead of rolling them. Leaders of a group will usually have high or maximum hit points. Additional prehistoric creatures may be found in the D&D® Expert rule book.

Allosaurus

Armor Class: 5
 Hit Dice: 13
 Move: 150' (50')
 Attacks: 1 bite
 Damage: 4-24
 No. Appearing: 0 (1-4)
 Save As: Fighter: 7
 Morale: 9
 Treasure Type: V
 Alignment: Neutral

An allosaurus is a huge carnivorous dinosaur that runs upright on its large hind legs. It stands almost 15 feet tall, and weighs several tons. The allosaurus attacks by biting with its large jaws, which are filled with daggerlike teeth. The allosaurus hunts most often in lowland hills and plains.

Ankylosaurus

Armor Class: 0
 Hit Dice: 7
 Move: 60' (20')
 Attacks: 1 tail
 Damage: 2-12
 No. Appearing: 0 (1-8)
 Save As: Fighter: 4
 Morale: 6
 Treasure Type: Nil
 Alignment: Neutral

The body of an ankylosaurus is covered with thick bony armor and ends in a massive clublike tail. This dinosaur walks on four legs and eats plants. It is 15 feet long, 4 feet tall and weighs 4-5 tons. An ankylosaurus is usually found in jungles and hills.

Aranea

Armor Class: 7
 Hit Dice: 3**
 Move: 60' (20')
 In web: 120' (40')
 Attacks: 1
 Damage: 1-6 + poison
 No. Appearing: 1-3 (1-6)
 Save As: Magic-user: 3
 Morale: 7
 Treasure Type: D
 Alignment: Chaotic

The aranea are an intelligent giant spider race. They are as large as small ponies, and are greenish-brown in color. An aranea is distinguishable from other giant spiders by the massive odd-shaped lump on its back that houses its large brain. Aranea are web-spinners, and their bite is poisonous.

The front limbs of an aranea are divided into flexible digits. The aranea uses these to grasp prey and manipulate simple tools. In addition, the aranea can cast spells as a 3rd level magic-user (two 1st level spells and one 2nd level spell), and they spend much of their time researching magic.

Aranea live in dense forests or jungles, spinning their web homes high in the trees. Part of each web is roofed with bark, leaves, and vines held together with webbing. In the covered part of their lairs, the aranea keep their crude tools, magic research, and crude "furniture" of web, vines, bark, and wood.

Aranea are the traditional enemies of the phanaton, and attack them on sight. They are friendly with bugbears and often hire them to guard the forest beneath their lairs.

Brontosaurus

Armor Class: 5
 Hit Dice: 26
 Move: 60' (20')
 Attacks: 1 bite/1 tail
 Damage: 2-12/3-18
 No. Appearing: 0 (1-3)
 Save As: Fighter: 13
 Morale: 8
 Treasure Type: Nil
 Alignment: Neutral

The brontosaurus is one of the largest of all dinosaurs. It has a strong, tapering tail and a massive body that supports a long neck and small head. The creature is 65-75 feet long and weighs more than 30 tons.

A brontosaurus is so heavy that it needs to spend most of its time in water, so that the water helps support its weight. If only its neck shows above water, the brontosaurus may be mistaken for a plesiosaurus or sea serpent. This dinosaur eats plants, and can only be found in deep marshes or on the edges of swamps.

Dimetrodon

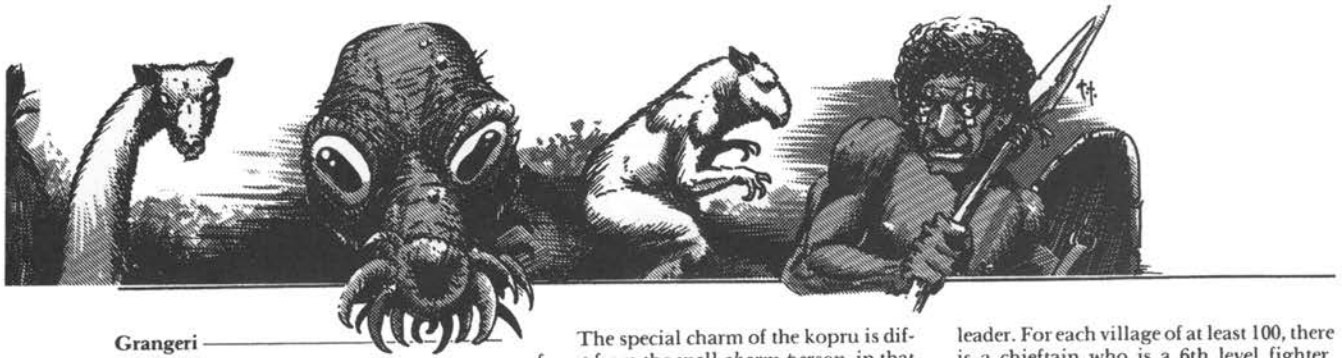
Armor Class: 5
 Hit Dice: 7
 Move: 120' (40')
 Attacks: 1 bite
 Damage: 2-16
 No. Appearing: 0 (1-6)
 Save As: Fighter: 4
 Morale: 8
 Treasure Type: V
 Alignment: Neutral

A dimetrodon is a sail-backed, meat-eating dinosaur. The "sail" is a comb of long bony spines connected by a webbing of skin. The dimetrodon is about 10 feet long and weighs nearly a ton. Dimetrodons hunt most often in hills and in the drier areas of swamps.

Elk (Giant)

Armor Class: 6
 Hit Dice: 8
 Move: 120' (40')
 Attacks: 1 butt
 Damage: 1-12
 No. Appearing: 0 (1-6)
 Save As: Fighter: 4
 Morale: 7
 Treasure Type: Nil
 Alignment: Neutral

Giant elk inhabit hills and plains. They are 10-12 feet long and weigh nearly a ton. Their antlers span 10 feet or more. Giant elk eat shrubs and grasses. They are preyed upon by dire wolves and sabre-tooth tigers.



Grangeri

Armor Class: 5
 Hit Dice: 13
 Move: 120' (40')
 Attacks: 1 bite or trample
 Damage: 2-12 or 3-18
 No. Appearing: 0 (1-6)
 Save As: Fighter: 7
 Morale: 7
 Treasure Type: Nil
 Alignment: Neutral

The grangeri looks like a cross between a giraffe and a hornless rhinoceros. Its long neck allows it to reach for and eat leaves from the tops of trees. A grangeri is about 30 feet long and stands 20 feet tall.

Kopru

Armor Class: 3
 Hit Dice: 8 + 4
 Move: 30' (10')
 Swimming: 150' (50')
 Attacks: 1 bite/1 tail or charm
 Damage: 1-4/3-18
 No. Appearing: 1-3 (1-3)
 Save As: Fighter: 9
 Morale: 9
 Treasure Type: 1 + N
 Alignment: Chaotic

The kopru are a race of heat-loving amphibians of great intelligence and power. Each has a smooth head, large eyes, and a tentacled, sphinctered mouth. Kopru have humanlike torsos and two arms ending in webbed, clawed hands. From the waist down, their bodies consist of three fluke-like tails, each ending in a sharp ripping claw. Kopru have a +2 bonus on their saving throws against magical attacks.

While they do not truly hate all men, kopru view humans as nothing but brutes to be used, played with, and controlled. Their expansion has been severely limited by their need for very hot, wet environments, such as hot springs and tropical swamps. Their civilization has been in decline for many years.

In combat, a kopru bites while coiling all three of its tails around a single victim in a powerful crushing attack. The kopru's most deadly weapon, however, is its special charming power. Instead of attacking normally in a round, the kopru may use this power on any one opponent within 30 feet. If the victim fails to make a saving throw versus death ray, the character becomes totally obedient to the mental commands of the kopru. If the saving throw is successful, no similar attack from the same group of kopru is effective.

The special charm of the kopru is different from the spell *charm person*, in that the person acts normally (including the use of spells and magic items), but is totally committed to the interests of the kopru. The kopru know the thoughts and memories of any characters they charm. A character may only be controlled by one kopru at a time, but there is no limit to the distance at which a character may be controlled. The charm can be broken by a *dispel magic* or by the death of the controlling kopru. In addition, the controlled character gets a new saving throw at the beginning of each game month. If successful, the character breaks free of the charm.

Megatherium

Armor Class: 6
 Hit Dice: 11
 Move: 90' (30')
 Attacks: 2 claws
 Damage: 2-12/2-12
 No. Appearing: 0 (1-6)
 Save As: Fighter: 6
 Morale: 7
 Treasure Type: Nil
 Alignment: Neutral

A megatherium is a giant ground sloth that eats leaves, roots, and shrubs. It stands 24 feet tall and can walk erect on its hind legs, though it usually walks on all fours. It is slow, stupid, and peaceful unless provoked.

Native

Armor Class: 9
 Hit Dice: 1-1
 Move: 120' (40')
 Attacks: 1
 Damage: 1-6 or by weapon
 No. Appearing: 0 (3-30, village 30-300)
 Save As: Fighter: 1
 Morale: 7
 Treasure Type: A
 Alignment: Any

Natives are primitive people who live in jungles, wilderness, or on tropical islands. The warriors of the more warlike tribes (including cannibals) are all 1st level fighters, but the natives of peaceful tribes are mostly normal humans who have few higher level leaders. Most natives wear no armor (AC 9), but some wear the equivalent of leather armor (AC 7), and the tribal chiefs may wear special armor of hardened bone or lacquered wood (equivalent of AC 5 or 6). Natives may also carry shields.

For every 20 natives, there is an additional 2nd level fighter who acts as their leader. For every 40 natives, there is an additional 4th level fighter who acts as war

leader. For each village of at least 100, there is a chieftain who is a 6th level fighter. There is a 50% chance that each village of at least 100 also has a tribal shaman who is a magic-user or cleric of at least 5th level. If 300 natives are encountered, there is a "great chief" of at least 9th level. This chief is guarded by 2d4 4th level warriors.

Oyster, Giant

Armor Class: 5 (-2)
 Hit Dice: 10
 Move: 0
 Attacks: 1
 Damage: 4-24
 No. Appearing: 0 (1-4)
 Save As: Fighter: 5
 Morale: None
 Treasure Type: E
 Alignment: Neutral

This monster looks much like a regular oyster, except that it is 6 feet in diameter, and stands to a height of 4 feet. Its Armor Class is 5 when open, -2 when closed. When attacked from a distance, a giant oyster closes its shell and does not open for at least 1 turn.

Giant oysters may be found in nearly any type of water surrounding, though they are most often found in cold, shallow water.

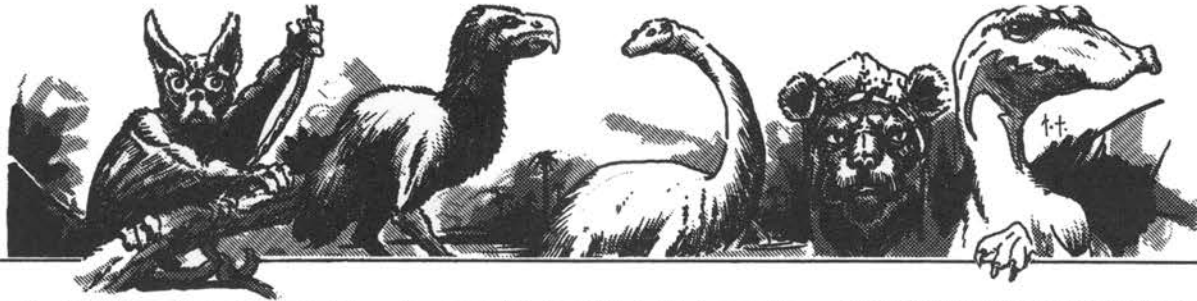
Phanaton

Armor Class: 7
 Hit Dice: 1-1
 Move: 90' (30')
 Glide: 150' (50')
 Attacks: 1
 Damage: 1-6 or by weapon
 No. Appearing: 0 (3-18, village 30-300)
 Save As: Fighter: 1
 Morale: 7
 Treasure Type: Nil
 Alignment: Lawful

The phanaton look like a cross between raccoons and monkeys. They are roughly halfling-size and have 4-foot long tails that can grasp objects. They are even able to manipulate these tails clumsily. For example, when fighting in the trees, a phanaton often wraps its tail around a branch for support.

In addition, phanaton have membranes of skin stretching from arm to leg. They can spread these membranes and glide from branch to branch. They have a +2 bonus on all saving throws due to their small size and agility.

Phanaton prefer to eat fruits and vegetables, though they may eat meat.



They live in tree-top villages built on platforms of wood and woven vines. The platforms are connected by rope bridges. Each village of 30-300 is a separate clan. Phanton are the allies of treants and dryads, and are friendly with elves. Phanton are the traditional enemies of aranea, the spider-folk, and attack them on sight.

For every 30 phanton, there is a clan war chief who has 3 hit dice and at least 15 hit points. He also has a bodyguard of 2d6 phanton warriors. Each of these warriors fights as a 2 hit dice monster, and has 1d6+4 hit points. For every 100 phanton, there is a tribal subchief who has 6 hit dice, 30 hit points, and a +1 bonus to all damage rolls. The subchief has 2d4 bodyguards, who each have 3 hit dice and 15 hit points. If 300 phanton are encountered, they are led by a tribal king who has 8 hit dice, 50 hit points, and a +2 bonus to all damage rolls. He has four phanton warriors who act as bodyguards. Each of these bodyguards has 6 hit dice, 30 hit points, and a +1 bonus to all damage rolls.

Phororhacos ("Sword Beak")

Armor Class: 6
Hit Dice: 3
Move: 150' (50')
Attacks: 1 bite
Damage: 1-8
No. Appearing: 0 (1-8)
Save As: Fighter: 2
Morale: 8
Treasure Type: U
Alignment: Neutral

A phororhacos, or sword beak, is a 6-foot tall, flightless bird having small, useless wings and large hind legs. This bird eats meat and runs down its prey, often reaching great speeds across flat ground. A phororhacos has a large curved beak that snaps at prey with the force of a sword.

Plesiosaurus

Armor Class: 6
Hit Dice: 16
Move:
Swimming: 150' (50')
Attacks: 1 bite
Damage: 4-24
No. Appearing: 0 (1-3)
Save As: Fighter: 8
Morale: 9
Treasure Type: Nil
Alignment: Neutral

A plesiosaurus is a fish-eating, lake-dwelling dinosaur, usually about 30-50 feet long. It has an extremely long neck and a

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large snakelike head filled with sharp teeth. This dinosaur has small flippers in place of legs to aid in swimming. It is aggressive and can overturn small boats and rafts.

Rakasta

Armor Class: 6
Hit Dice: 2 + 1
Move: 90' (30')
Attacks: 2 claws/1 bite
Damage: 1-4/1-4/1-4
No. Appearing: 0 (3-30 + 1-8 sabre-tooths)
Save As: Fighter: 2
Morale: 9
Treasure Type: M (special)
Alignment: Neutral

The rakasta are a race of nomadic, catlike humanoids. They walk erect, much like humans, but are covered with soft, tawny fur and have feline heads and features. The rakasta fight with special metal "war claws" fitted over their natural claws. Without these special "claws," the rakasta claw attacks do only 1-2 points of damage each. The rakasta can use normal weapons such as swords, but generally disdain them, preferring to use their "natural" weapons (the war claws).

The rakasta often tame sabre-tooth tigers that are then ridden to the hunt or into battle. The sabre-tooth tigers are controlled with knee pressure and heavy riding

crops, and are fitted with special saddles that do not hinder their fighting abilities. These saddles also allow the rakasta to leap up to 20 feet from their mounts and attack in the same round. The "tame" sabre-tooths are too ferocious to be ridden by any creature other than a rakasta.

Rakasta settlements average 3d10 rakasta and 1d8 sabre-tooths, and are made up of many colorful tents and pavilions. Although they have type M treasure, the rakasta have rugs and tapestries of fine workmanship, crafted bowls and drinking cups, and other bulky items of value, rather than gems and jewels.

Trachodon

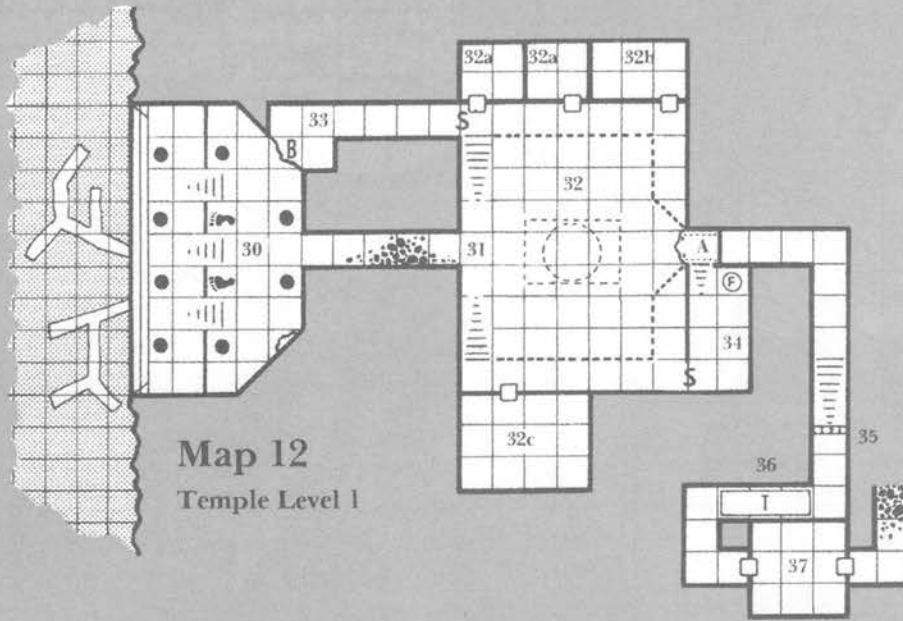
Armor Class: 5
Hit Dice: 14
Move: 120' (40')
Attacks: 1 tail
Damage: 2-12
No. Appearing: 0 (1-6)
Save As: Fighter: 7
Morale: 6
Treasure Type: Nil
Alignment: Neutral

A trachodon is a duck-billed dinosaur that stands 15-18 feet tall. This beast runs erect on its hind legs, and only eats plants. This dinosaur may be dangerous if enraged.

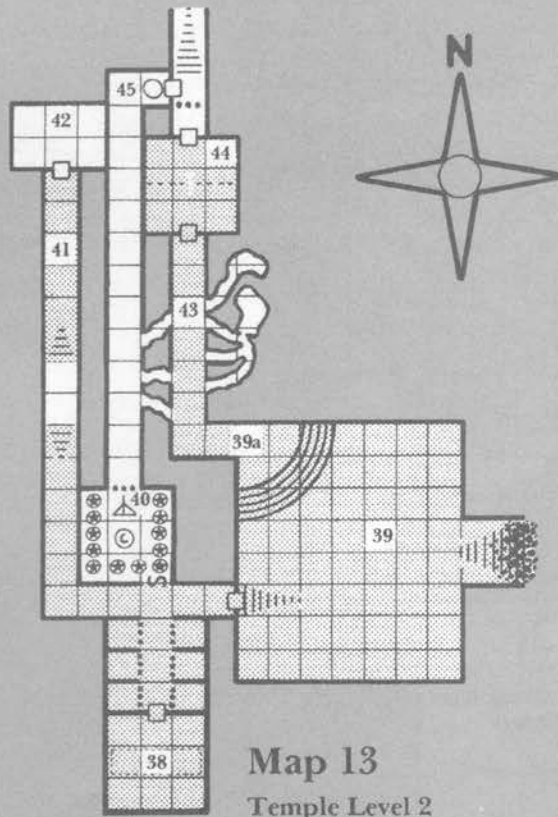
Pronunciation guide

Akesoli - ak e sō lē	Kerendas - ker en' das
Akorros - a kōr rōs	Kopru - kō' prū
Alasiyan - al as ē'an	Malpheggi - mal feg' gē
Alfheim - alf' him	Minrothad - min' rō thad
Altan Tepe - al' tan tep' ē	Norrvik - nōr' vik
Amsorak - am sōr' ak	Ostland - ōs' land
Aranea - ar an ē'a	Phanton - fan' a ton
Atruaghin - at rū' ā gin	Rakasta - ra kas' ta
Biazan - bē' a zan	Selenica - se len' i ka
Canolbarth - can' ōl barth	Soderfjord - sō' der fyōrd
Castellan - kas tel' lan	Specularum - spek ū lar' um
Corunglain - kōf un glān	Tel Akbir - tel ak' bēr
Cruth - krūth	Thanegioth - than ā gē oth
Darokin - dar ō' kin	Thyatis - thi' ā tis
Ethengar - eth' en gar	Vestland - vest' land
Glantri - glān' trē	Ylaruam - il a rū' am
Grangeri - gran jā' rē	Zeaburg - zē' burg
Heldann - hel' dan	
Ierendi - ē er en' dē	
Karameikos - kar a mī' kōs	

Taboo Island



Map 12
Temple Level 1



Map 13
Temple Level 2




	Door
	Secret Door
	Trap Door in Floor
	Trap Door in Ceiling
	Iron Bars or Portcullis
	Stairs
	Trap
	Trigger
	Statue
	Pillar
	Dais
	Rubble
	Stone Wall
	Dock
	Balcony
	Water
	Smokehole
	Well
	Altar

Scale: 1 Square = 10 Feet

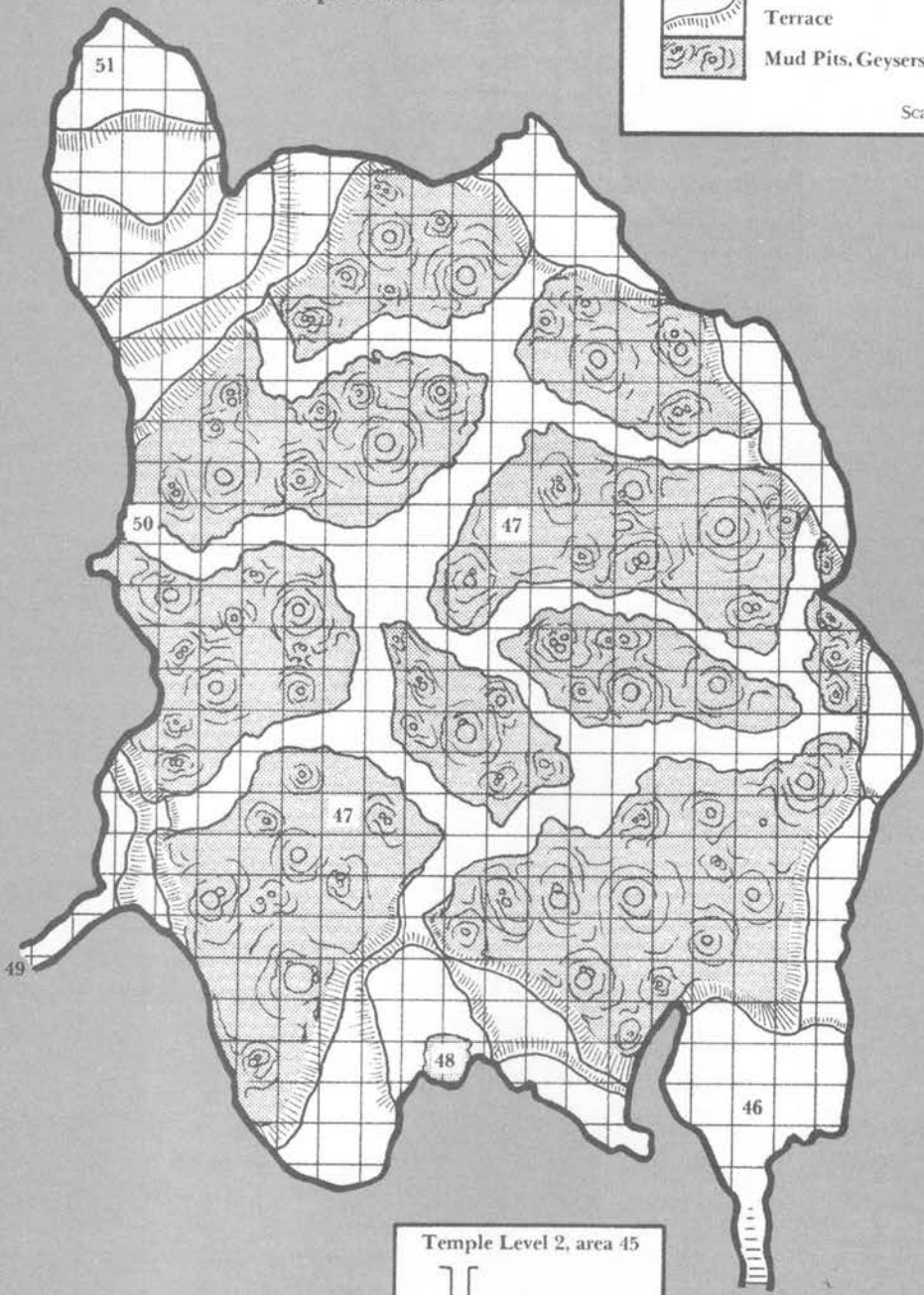
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Taboo Island Map 14

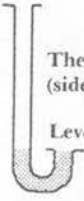
Temple Level 3

	Stairs
	Terrace
	Mud Pits, Geysers, Hot Springs

Scale: 1 Square = 10 Feet



Temple Level 2, area 45



The Boiling Well
(side view)

Level 3, area 48

"When the gale finally ended, we found ourselves approximately seven days normal sailing distance due south out of Specularum, in the Thanegioth Archipelago. We replenished our supplies, patched up the ship, and traded our remaining goods at native villages along the shores of several islands. Some villagers were friendly, but others were hostile, and the natives attacked on sight. I suspect the hostile villages are filled with cannibals.

"We skirted the coastlines of several islands, sailing south by west until we reached a small peninsula cut off from the main island by a massive stone wall. We were well-received by the natives of Tanaroa, the small village that guards this wall. The villagers have no name for the large island other than the 'Isle of Dread.' Their own small peninsula is known simply as 'Home.'

"The villagers told us a tale about an ancient city in the central highland of the isle that was built by the same people who built the wall. The villagers call the builders 'the gods,' but I noticed that the names of the gods and the personal names of the clan ancestors were often the same, so I suspect that their ancestors and the builders were one and the same. I believe that the natives once possessed a much more advanced culture and that the descendants of the builders have returned to a more primitive state.

"The inland city is rumored to be filled with treasure beyond imagining. In particular, I heard persistent tales concerning a great black pearl of 'the gods' that still remains in the inland city. The island waters abound with excellent pearl beds, so the rumor of the black pearl may well be true.

"I would have liked to explore inland to verify the rumors about the mysterious city, but too many crewmen died in the storm or by cannibal spears. Only five of us are left. I am the only professional adventurer; the others are only sailors. We can sail the small ship well enough, but on land, in hostile territory, we would be helpless. Once back in Specularum, I should be able to recruit a new crew and a party of professional adventurers. Then I will return to claim the great black pearl.

"One thing I managed to do before leaving: we sailed around the island and made the best map we could. We were afraid to land, since village fishermen had warned us that trying to land anywhere on the main island would be extremely dangerous, as the coasts were rocky and without beaches. As a result, the map only shows the coastal areas we could chart from the ship, but it is better than nothing."

MRA:

CHAPTER THREE

Overview of the Isle

This adventure module is a fifth edition conversion of the classic wilderness crawl *X1: The Isle of Dread*, originally published in 1980. *The Isle of Dread* is designed as a framework to help Dungeon Masters (DMs) design their own wilderness adventures. The DM is encouraged to review chapter 5 of the *Dungeon Master's Guide*, and specifically the section on wilderness adventuring, prior to running this adventure. This adventure is designed for characters of levels 3rd through 7th. The original adventure was intended for a group of six to 10 characters, but the fifth edition conversion is suitable for a group of four to six characters.

If you plan to participate in this module as a player, please stop reading at this point. The information in the rest of this module is for your DM so that he or she may guide you and other players through the adventure. Knowledge of the contents of this module will spoil the surprises and the excitement of the game for everyone concerned.

NOTES FOR THE DUNGEON MASTER

The Isle of Dread is a wilderness adventure module in many parts. Chapter 3 of this book contains this Overview, which outlines both the adventure and the fantasy “world” where it takes place. Chapter 4, *Wandering Dread*, describes wandering encounters the characters can have as they explore the environs of the isle. Chapter 5, *The Isle of Dread*, details the main island and setting up a base for the next stage of the adventure. Chapter 6, *More Dread*, includes additional set encounters on the main part of the island. In Chapter 7 the island's great Central Plateau is described. Chapter 8 details *Taboo Island* and a temple secluded on the island in the crater lake. In Chapter 9, *Below Taboo Island*, the characters can discover underground caverns containing a slumbering evil that needs to be reckoned with. The remaining parts form the appendices, which contain nonplayer characters (NPCs), new spells, new magic items, new equipment, new monsters, player handouts, and much more. After the basic adventure is over, the Isle of Dread can be used

as the site of additional adventures, some of which are described in the appendices.

Before beginning the adventure, please read the module thoroughly to become familiar with the details of the Isle of Dread. Encounter sections that appear in *italics* may be read aloud or paraphrased to the players. The other sections contain information the players should not know in advance but may learn through exploring the area, interacting with the monsters or NPCs, or delving into the backstory of the adventure. Prior to beginning



RANDOM TRIBAL NATIVE TREASURES

D12 Treasure

- 1 Clay vial of flowery perfume (worth 15 gp)
- 2 Scrap of pink silk (worth 7 gp)
- 3 Small sharkskin pouch (worth 20 gp) holding 15 dried spiny seeds
- 4 Three pink freshwater pearls (each worth 50 gp) wrapped in a piece of cloth
- 5 Wooden box with an ornate bone tattoo needle and a collection of inks (worth 85 gp)
- 6 Ivory-handled knife (worth 75 gp)
- 7 Three rough pieces of silver ore (each worth 12 gp)
- 8 Purple coral figurine of an axe beak (worth 90 gp)
- 9 Collection of shells on a thin gold chain (worth 65 gp)
- 10 Jagged fragment of wood with gold engraved pictograms (worth 115 gp)
- 11 Piece of amber with a beetle inside (worth 125 gp)
- 12 Blue gemstone carved into the shape of a humanoid eye (worth 225 gp)

play, the DM should decide what information to give the players (and how they can get it) and what information to hold back.

This module has been designed for a party of four to six characters. Each character should be between the 3rd and 7th level of experience at the beginning of the adventure and can be expected to gain at least one, and likely more, levels of experience by the end of their adventure on the isle. The party should have a total of 24 to 36 levels, with 30 levels being ideal. For example, a party with a 4th-level ranger, a 5th-level wizard, a 6th-level cleric, a 4th-level rogue, a 5th-level dwarven fighter, and a 4th-level elven barbarian would have a total of 28 levels (4 + 5 + 6 + 4 + 5 + 4 = 28). Furthermore, the group should be well-balanced, with at least one wizard type, one cleric, and two fighter types. Since the majority of the encounters are wilderness based, a ranger and/or a druid would be an asset to any adventuring party. If the party has less

than 24 levels or more than 36 levels, the DM may need to adjust the encounters to remain a suitable challenge.

The DM should be careful to give the player characters (PCs) a reasonable chance for survival. The emphasis is on “reasonable.” Try to be impartial and fair but give the party the benefit of the doubt in conditions of extreme danger. However, sometimes the players insist on taking unreasonable risks—charging a tyrannosaurus barehanded, for example. If bravery turns to foolhardiness, the DM should make it clear that the characters will die unless the players act more intelligently. Everyone should cooperate to make the adventure as fun and exciting as possible.

In addition to the large-scale map of the continent and the small-scale maps of the Isle of Dread and the Central Plateau, there are maps of some of the individual encounter areas. These are included to give the DM an idea of what the area looks like. The DM may use them as given, change them slightly, or create different ones. For example, when using these maps, the DM can add new creatures, seal off tunnels, or add secret chambers to nearly any part of the map. Also included are two general cave maps for use as the DM sees fit. These two maps can even be combined for one very large lair!

RANDOM TRIBAL NATIVE TRINKETS

D12 Trinket

- 1 Two hollow coconut halves
- 2 Dinosaur tooth on a leather thong
- 3 Three tarnished bronze buttons from a pirate's vest
- 4 Four small purple fuzzy gourds
- 5 Small chunk of a crimson stone that weighs too much
- 6 Clay figurine of a whale
- 7 Several recently picked orchid flowers
- 8 Clay pipe and a pouch of dried pipeweed
- 9 Small wooden vial of dimetrodon blood
- 10 Pickled fish eyes wrapped in a banana leaf
- 11 Small wooden box with a collection of 13 obsidian arrowheads
- 12 Glass bottle with a scrap of parchment that says, “Rory Barbarosa was here”

SUGGESTED PRONUNCIATIONS

Akesoli — ak-e-sō-lē	Karameikos — kar-a-mī-kōs
Akorros — a-kōr-rōs	Kerendas — ker-en-das
Alasiyan — al-as-ē-an	Kopru — kō-prū
Alfheim — alf-hīm	Malpoggi — mal-feg-gē
Altan Tepe — al-tan tep-ē	Minrothad — min-rō-thad
Amsorak — am-sōr-ak	Norrvik — nōr-vik
Aranea — ar-an-ē-a	Ostland — ōst-land
Atruaghin — at-rū-a-gin	Phanaton — fan-a-ton
Biazzan — bē-a-zan	Rakasta — ra-kas-ta
Canolbarth — can-ōl-barth	Selenica — se-len-i-ka
Castellan — kas-tel-lan	Soderfjord — sō-der-fyōrd
Corunglain — kōr-un-glan	Specularum — spek-ū-lar-um
Cruth — krūth	Tel Akbir — tel ak-bēr
Darokin — dar-ō-kin	Thanegioth — than-ā-gē-oth
Ethengar — eth-en-gar	Thyatis — thī-a-tis
Glantri — glan-trē	Vestland — vest-land
Grangeri — gran-ja-rē	Ylaruam — il-a-rū-am
Heldann — hel-dan	Zeaburg — zē-burg
Ierendi — ē-er-end-dē	

The lair treasures can be used as given or changed into different forms with the same value. If the DM adjusts the challenge of the encounter (up or down), he should adjust the treasure accordingly. Primitive native tribes like those on the Isle of Dread generally do not have gold or silver coins. Instead, they may have native carvings of bone or ivory, small nuggets of precious metals, or any other unusual but valuable forms of treasure the DM can imagine that immerse the players in this setting. Consult the sidebars for samples of native trinkets and valuables, but the DM is urged to use these as a starting point and create additional items as needed.

When describing monster encounters, the DM should not rely only on sight; there are four other senses: smell, sound, taste, and feelings of hot, cold, wet, and so forth! The DM should try to vary his or her approach to encounters when possible. For example, the party may first hear the monster crashing through the underbrush or find its tracks instead of just meeting the monster face-to-face. This is a good way to “signal” a party that an encounter may be too difficult for them to handle. The DM should also try to avoid letting unplanned wandering monsters disrupt the balance of the adventure. See chapter 4 for more details on using wandering monsters in this adventure.

According to the *Dungeon Master’s Guide* (pp. 56-57), “One of the few actual islands on the plane (of Water) is the Isle of Dread. The island is connected to the Material Plane by means of a regular storm that sweeps over the island. Travelers who know the strange tides and currents of the plane can travel between worlds freely, but the storms also wreck ships from the Material Plane on the island’s shore.” Therefore, the Isle of Dread can appear in any campaign setting, either permanently or temporarily, as the DM sees fit. The isle, and the immediate surrounding ocean, is tethered to the Material Plane via four gates, each tied to one of the four elements. If the DM wishes to utilize them, see the section on The Elemental Gates in appendix A. A DM wishing to use the original setting for the module (*Mystara*, or simply referred to as the “Known World”) should see the next section for details on the mainland.

GEOGRAPHY OF THE KNOWN WORLD (MYSTARA)

Included in this book is a large-scale (24 miles per hex) wilderness map, which shows the southeastern portion of the continent and the northern islands of an archipelago (a cluster of islands). This map is useful for the overseas journey to the Isle of Dread and serves as an example of a large-scale wilderness design. The DM may wish to base dungeon and wilderness adventures on this map or expand the map by designing wilderness areas where the map leaves off. The following is a suggested key to the areas mentioned on the map. To read the map of the continent, start at the top and read from left to right.

The following key gives only a brief background of most areas, except the Isle of Dread which is further described in chapters 4 through 9 and in the appendices. The rest is left for the individual DM to “flesh out,” allowing as much creative freedom as possible.

KEY TO THE CONTINENTAL MAP (MAP M-1)

Principalities of Glantri. Glantri is a magocracy; that is, the princes and princesses who rule the state are all powerful wizards. They live in Glantri City most of the time, although each ruler also maintains a castle or tower hidden in some remote wilderness area. Actually, the rulers are more concerned with magical research than with ruling the kingdom. Most decisions are left to the various local councils of elders and the princely stewards. The princes and princesses do not trust each other and live in a state of uneasy truce. In the face of invasion or rebellion, however, they are quick to unite. In extreme emergencies, they will select one of their number as “dictator,” to serve for one year.

Ethengar Khanate. The Ethengar are nomadic herders of horses, cattle, and goats. They are divided into small

family clans. Usually the clans raid and quarrel with each other, but occasionally a strong leader (khan) emerges to unite the entire Ethengar people into a strong “nation.” However, with the eventual death of the khan, there is rarely an heir strong enough to hold the Ethengar together. They then break apart, and the family clans begin warring with each other once more. Their culture is similar to that of the horsemen of the central Asian steppes (the Huns, Mongols, Magyars, Turks, and so on).

Heldann Freeholds. The Heldann are a barbaric, fair-haired people who hunt, fish, and raise crops on isolated farms. They are related to the people in the northeastern kingdoms but acknowledge no ruler among themselves higher than the individual household leader. Their culture is very similar to that of medieval Iceland.

Kingdom of Vestland, Kingdom of Ostland, and the Soderfjord Jarldoms. Each of these northeastern states is composed of many petty “kingdoms” that are loosely united under one ruler. In Vestland and Ostland the under-chiefs are called “Kings”; in Soderfjord they are known as “Jarls” (pronounced “yarl”). Their culture resembles that of the Vikings. The people of these kingdoms highly value individualism, physical strength, and prowess in combat. They live mainly by fishing and by occasional raids on nearby coastal villages. Besides being fierce warriors, these people are explorers without equal, ranging far and wide in their wooden longships.

The Broken Lands. The “broken lands” are an area of rocky badlands and old volcanic lava beds. The land is extremely wild and inhabited mainly by outcasts, humanoid bands, and monsters.

Rockhome. Rockhome is the homeland of the dwarves. It stretches throughout the northern Altan Tepe mountain range. The dwarves have built and maintain a road through the mountains for caravans although they charge a toll from all who pass.

Atruaghin Clans. These grassy plateau, forest, and hilly regions next to the sea are inhabited by herders, hunters, and fishermen who live in small villages. All the villagers claim to be descended from the ancient hero Atruaghin. If threatened by war they will unite under a temporarily elected leader.

Republic of Darokin. This Republic is centered around the capital, Darokin. Its wealth is based on trade from Lake Amsorak (the large inland lake), the Strel River, the eastern caravan route, and sea trade filtering in through





the Malpheggi Swamp. Darokin is a plutocracy; that is, the government is run by the wealthiest merchant families. The culture resembles that of Venice or Genoa in medieval Italy.

Alfheim. As the name implies, Alfheim is the homeland of the elves. The Elven King rules the great forest of Canolbarth. The Canolbarth Forest is actively tended by the elves, thus it is far larger than a natural forest in this area would be. Darokin pays the elves to protect the caravan route through the forest to Selenica.

Emirate of Ylaruam. Ylaruam is built in the midst of the largest oasis in the Alasiyan Desert. It is the center of caravan routes crossing from north to south and from east to west and is controlled by the Emir of Ylaruam and his royal family. The culture is similar to that of the Arabic desert states or the Central Asian city-states of Palmyra, Damascus, or Samarkand.

The Five Shires. The Five Shires are the homeland of the halfings. The area is ruled by a council of five sheriffs who each control a Shire. Four times a year the sheriffs meet at a great feast that lasts for days and there they decide shire-wide policy by vote.

Grand Duchy of Karameikos. This part of the continent is a wild and unsettled land claimed by Duke Stephan Karameikos. In reality, little of the land is under the duke's control. Large areas are overrun with monsters and hostile humanoids.

Kingdom of Ierendi. The trading ships of Ierendi rival those of Thyatis, and the kingdom sports a magnificent royal palace carved from pure white coral. The King and Queen of the land are usually popular adventurer-heroes; however, they are without true power and serve only as figureheads. Actual rule is held by certain aristocratic families, making Ierendi an oligarchy.

Minrothad Guilds. The Minrothad island cluster is a syndicracy: the government is run by the heads of the various trading guilds. Minrothad is closely allied to Thyatis.

Empire of Thyatis. The Empire of Thyatis is an autocracy. The Emperor holds absolute power, but his decisions must allow for the desires of powerful nobles and for the threat of mob riots over unfavorable laws. The city of Thyatis is built beside a large canal that separates the southern peninsula from the mainland, so the city is a major trade center. The Thyatic culture is similar to the medieval Byzantine empire.

Thanegioth Archipelago. The archipelago is a cluster of islands about 1,000 miles from the coast of the main continent. What little knowledge is available about Thanegioth is buried in myth and superstition.

WEATHER AND CLIMATE

The general weather patterns of this part of the continent move from west to east. Hence, much rain falls on the western edge of the Altan Tepe mountains, while little or none falls on the Alasiyan desert. The warm offshore currents near Thyatis and Minrothad modify the weather somewhat in the south, making the climate there similar to the Mediterranean.

The southern farmlands are extremely fertile, due to a thick layer of rich ash from the ancient volcanic hills. The farmers here have discovered better ways to grow most crops. The heavily irrigated and terraced gardens of the southern farmlands produce more food than any other area on the map.

The climate in the Thanegioth Archipelago is tropical, similar to the Pacific South Seas islands (Oceania) and the Caribbean. (For more details on the climate of the Isle of Dread, see Exploring the Isle of Dread, below.) The climate south of the Cruth Mountains (running west to east) is moist and temperate, with mild winters. The climate of Darokin and Glantri is warm and sunny, similar to that of southern France. The climate of the Ethen-gar steppes is mild in the summer, but cold and bleak in the winter—like the Russian steppes around the Black Sea. The climate of the northeastern coast is wet and mostly overcast, similar to that of Denmark.

GETTING STARTED

The DM has several options to get the characters to explore the Isle of Dread. Although, first, he needs to get them to the isle. Below are several adventure hooks that can be used to start the adventure:

- The characters obtain several scroll-papers that hint at the location and wonders of the Isle of Dread, particularly that of a fabulous black pearl. They decide to book passage on a ship to explore the isle. (This is the Suggested Background for the module. See the section below for more information, and Player Handouts #1 and #2 in appendix E).
- The characters are hired by a wealthy merchant sponsoring an exploration of an island for potential trade

commodities, and possibly the establishment of a wilderness outpost. The characters get free passage on the sailing ship (perhaps the characters have a valid reason to get 1,000 miles away from the mainland on short notice), but must swear to defend the ship (and any cargo) on the journey for a 50% share of any goods secured.

- Shipwrecked! While on a sea journey, the characters' ship is battered by a massive (unnatural?) storm, and wrecks near the Isle of Dread. The characters all survive (as well as some of the crew, at the DM's discretion), but most of their equipment and supplies (such as food, water, and most weapons) are lost. **(DM Note:** This is a very challenging method to start the adventure on the Isle of Dread and should only be used with experienced players and an experienced DM. This also requires careful judgement on the behalf of the DM regarding adjusting encounters to be challenging, and making resources such as food, water, and weapons available.)

SUGGESTED BACKGROUND

Several weeks ago, the party of adventurers was returning from a previous adventure (the DM can work this into the campaign as desired) when they discovered a cache of scroll-papers. The scroll-paper was made of an excellent vellum parchment (a kind of paper that lasts for centuries). On the journey home, the characters were caught in a sudden rainstorm and the entire cache was drenched. Upon the party's return to Specularum, it was found that none of them was magical. Still, wizards and scholars can always use good paper for spell research and writing their spellbooks, so the characters carefully spread the paper out in front of a fire to dry out. Much to their surprise, as the paper dried, writing appeared on several of the pages. The heat had brought out secret writing on the parchment.

The pages were part of a ship's log and read as follows:

"When the gale finally ended, we found ourselves approximately seven days' normal sailing distance due south out of Specularum, in the Thanegioth Archipelago. We replenished our supplies, patched up the ship, and traded our remaining goods at native villages along the shores of several islands. Some villages were friendly, but others were hostile and the natives attacked on sight. I suspect the hostile villages were filled with cannibals.

"We skirted the coastlines of several islands, sailing south by west

until we reached a small peninsula cut off from the main island by a massive stone wall. We were well received by the natives of Tanaroa, the small village that guards this wall. The villagers have no name for the large island other than the 'Isle of Dread.' Their own small peninsula is known simply as 'Home.'

"The villagers told us a tale about an ancient city in the central highland of the isle that was built by the same people who built the wall. The villagers call the builders 'the gods,' but I noticed that the names of the gods and the personal names of the clan ancestors were often the same, so I suspect that their ancestors and the builders were one and the same. I believe that the natives once possessed a much more advanced culture and that the descendants of the builders have returned to a more primitive state.

"The inland city is rumored to be filled with treasure beyond imagining. In particular, I heard persistent tales concerning a great black pearl of 'the gods' that still remains in the inland city. The island waters abound with excellent pearl beds, so the rumor of the black pearl may well be true.

"The village contains a number of huge lifelike statues of iron, bronze, and stone. Since no villager currently has the skill or the craft to make such statues, the tale of a lost city built by the 'gods' seems reasonable. I would have liked to explore inland to verify the rumors, but too many crewmen died in the storm or by cannibal spears. Only five of us are left. I am the only professional adventurer, while the others are only sailors. We can sail the small ship well enough, but on land in hostile territory, we would be helpless. Once back in Specularum, I should be able to recruit a new crew and a party of professional adventurers. Then I shall return to the Isle of Dread to claim the great black pearl and whatever other fabulous treasures await.

"One thing I managed to do before leaving: we sailed around the island and made the best map we could. We were afraid to land, since village fishermen had warned us that it was extremely dangerous to land anywhere on the main island and the coasts were rocky with no beaches. As a result, the map only shows the coastal areas we could chart from the ship, but it is better than nothing.

"RORY BARBAROSA"

DM Note: The DM should hand the players a copy of the ship's log with the incomplete map of the Isle of Dread (Player Handouts #1 and #2, located in appendix E), representing the parchment diary entry and the map sketch. The players can use the partial map to chart the unknown wilderness as they explore it.

A successful DC 15 Intelligence (History) or successful DC 18 Intelligence (Investigation) check on the parchment log reveals it is signed by Rory Barbarosa, a

well-known adventurer and sea captain who died about 30 years ago. More research in local taverns (requiring spending 4d6 gp to loosen some tongues) reveals to the players that just before he died, Rory was indeed recruiting for a journey south. He had been blown off course on his last voyage and had hardly been in town a day before he started signing on new hands. Unfortunately, Rory angered a powerful wizard over a lost wager and died horribly before his journey south began.

Not only does the story of Rory Barbarosa's death confirm the writing on the parchment, but every rumor that the party can track down about the Thanegioth Archipelago tends to confirm the account (see Rumors of Dread, below).

PREPARATION

Depending on which adventure hook is used to start the adventure, the players might begin in a capital city on the mainland. In the Known World, this is likely Specularum in the Grand Duchy of Karameikos. If the players are based somewhere else, the DM should arrange to have them go to Specularum or any suitable mainland coastal city before the adventure begins.

Also depending on the adventure hook used, characters might need to acquire a ship or book passage on a ship to the Isle of Dread. Most mid-level characters should have the resources to acquire a small sailing ship. If the characters cannot come up with the money, the DM will have to arrange matters so that the characters do get a ship or smaller boat that can sail the ocean. Some ideas on how characters might acquire a ship include:

- If using the merchant adventure hook, a sailing ship is provided to investigate the island. The characters receive free passage in return for defending the ship against threats and must split any treasure 50-50 with their employer. Alternately, the characters might be able to bargain for another arrangement via a social interaction encounter, especially if the characters have little interest in a venture to open a trade route to the Thanegioth Archipelago.
- There is likely not a ship already en route to the Isle of Dread. But if there is, the characters could book passage for 1 gp per mile traveled. Note that the isle is about 1,000 miles to the south of the mainland, so each character would need to pay about 2,000 gp for passage to and from the isle.

- The characters could buy an old, decrepit boat. Ships suitable for ocean voyages include the galley, longship, sailing ship, or warship, all detailed on page 119 of the *Dungeon Master's Guide*. If the characters can't afford a new ship at the price listed, the decrepit ship will have fewer hit points and possibly a lower speed. The adjusted cost should be equal to the reduced hit points. For example, if the characters buy a sailing ship with 150 hit points, it should cost about 5,000 gp. In this case they will need to hire a skilled crew, which costs at least 2 gp per day per person (and the DM needs to track crew loyalty).
- One of the characters could inherit a ship, or the characters could recover a functioning ship on a previous adventure. Keep in mind there could be some fees such as deed transfer, berthing, upkeep, and taxes. As above, they will need to hire a skilled crew, which costs at least 2 gp per day per person (and the DM needs to track crew loyalty).
- The characters could borrow the money to purchase the ship, assuming the journey will be profitable. Interest for such a loan should be at least 10% per month, but this could be negotiated in a social interaction encounter. Payment terms can also be negotiated, but likely need to be paid by the end of the first voyage or soon after. The moneylender could be legitimate or have ties to an evil wizard or the local thieves' guild to assist on following up on timely payments.

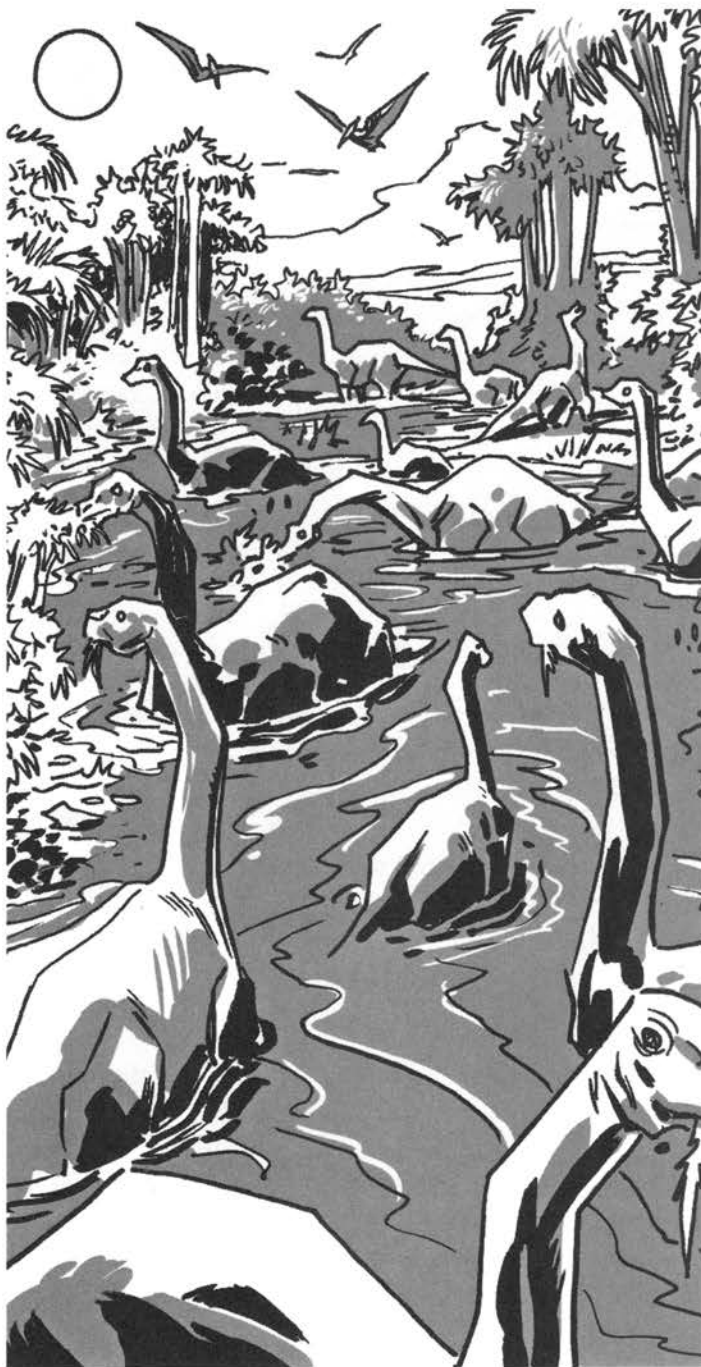
THE ADVENTURE

If the DM wishes to have the characters journey from the mainland (such as Specularum, if the Known World setting is used), please refer to pages 117-119 of the *Dungeon Master's Guide* for information on ships, random encounters, visibility, and weather during the sea journey. In spite of these hazards, the DM should remember that the party should still reach the Isle of Dread, and should handle weather, rolls for becoming lost, and encounters with this in mind.

Once the characters reach the Isle of Dread, they probably land at one of the native villages. The details of these villages are given in the description of Tanaroa, the main village (see chapter 5). These villages are matriarchies, so the chieftain is always a respected woman. Each village also includes a war leader. Appendix D includes several designed matriarchs and war leaders, but the DM is encouraged to create a few new ones for use as needed.

COMMUNICATION GAP

Most of the natives on the isle, including the non-combatants and the ones using the **tribal warrior** stat block, speak only an indigenous language known as Tribal. There are a select few leaders and elders able to speak and/or understand Common (as noted in their individual stat blocks). This will make communication with these potential allies challenging. The party likely will need to get creative or resort to magic.



EXPLORING THE ISLE OF DREAD

Each hex of map D-1 represents 6 miles. The characters have three travel pace options as described in chapter 8 of the Player's Handbook: fast, normal, or slow. Moving at a fast pace, the characters can cover five hexes per day, but they suffer a -5 penalty to passive Wisdom (Perception) scores while moving so quickly. Moving at a fast pace could lead to missing encounter sites or increase the odds that a monster ambushes the characters with surprise. Moving at a normal pace, the characters can cover four hexes per day. Moving at a slow pace, the characters can cover three hexes per day and are able to use stealth to possibly avoid encounters. Moving at a slow pace allows the characters to encounter a fixed location on the map automatically, and they can also map the terrain on their hex and the surrounding hexes, unless blocked by thick jungles or mountains. For wandering monsters, please refer to chapter 4. Moving through the dense jungle or mountainous hexes halves the movement rate. Traveling on an established trail or road, doubles the movement rate.

The Isle of Dread is a tropical island. Thus, it is typically hot and humid with frequent precipitation in the form of soaking rainstorms and occasional heavy storm events. During a typical day temperatures range from 85 to 105 degrees F, with an average of 90. The winds are usually light and variable. Most days it rains at least for a few hours in the late afternoon. Use the tables below to determine the actual daily temperature, winds, and precipitation if needed. Be sure to note game effects on extreme heat, strong wind, and heavy rainfall (Dungeon Master's Guide, p. 110).

D20 Temperature

1-15	Normal for season
16-18	1d4 x 5 degrees F colder than normal
19-20	1d4 x 5 degrees F warmer than normal

D20 Wind

1-14	None
15-19	Light
20	Strong

D20 Rainfall

1-5	None
6-16	Light (3d4 hours)
17-20	Heavy (all day)

Due to the high daily temperatures and excessive humidity, the characters are at risk of extreme heat. Each hour of travel without suitable water intake requires a Constitution saving throw with a failure indicating a level of exhaustion. The DC for this saving throw starts at 5 and increases by 1 for every additional hour traveled. Wearing medium or heavy armor or heavy clothing requires this saving throw be made at disadvantage. Creatures adapted to the environment don't need to make this saving throw, as well as creatures with fire resistance or immunity.

FORAGING

A typical Medium or Small humanoid requires one pound of food and one gallon of clean, fresh water per day. Luckily food and water are abundant on the Isle of Dread, although not without dangers. For each character spending an hour foraging, a successful DC 10 Wisdom (Survival) check yields 1d6 + the character's Wisdom modifier in pounds of food or gallons of water. A critical success results in double the yield (or a rare plant find, see sidebar), while a critical failure results in finding poisoned food or water. Each character that consumes tainted food or water must make a successful DC 10 Constitution saving throw or gain the poisoned condition for the next 24 hours.

SPECIAL FEATURES OF THE ISLE OF DREAD

The Isle of Dread maps include several special features, as described below.

Trails. The trails between the villages and to the tar pits are maintained by the natives. These allow double movement through the terrain surrounding the trail.

Tar Pits. The tar pits require a successful DC 14 Wisdom (Survival) check to discover, unless the characters have native guides or bearers. Falling into a tar pit is treated like quicksand (Dungeon Master's Guide, p. 110), but the depth is 100 feet. Creatures sized Large or bigger make saving throws at disadvantage and sink at twice the rate. The natives will not leave the main trail nor travel beyond the tar pits at the trail's end.

Coral Reefs. These massive living walls of coral occur right below the water's surface. A ship's navigator needs to make a successful DC 15 Wisdom (Survival) check to avoid hitting a coral reef. Striking a coral reef in a ship causes 32 (5d10 + 5) damage to a ship's hull, with a 50% chance of running aground. A stuck ship must wait until high tide (in 3d4 hours) to get unstuck, although now it might start to sink due to damage. Coral reefs are teeming with aquatic life, so wandering monster checks are twice as frequent in the same hex as a coral reef.

Road to the Central Plateau. The road symbol joining the Central Plateau to the mountain chain is a 300-foot-long rope bridge.

RARE PLANTS ON THE ISLE OF DREAD

D6	Rare Plant	Effect
1	Mawana tree sap	Soothes burn wounds; regain 1d4 hit points from fire damage (worth 75 gp)
2	Kiwiki fruit	Provides 1 day of liquid for a Medium creature (worth 20 gp)
3	Kano leaf	If dried and smoked, soothes the mind; advantage on all Intelligence-based skill checks for 4 hours (worth 50 gp)
4	Crimson poisberry	Mild poison; DC 12 Constitution saving throw, or target is poisoned for 1d6 hours (worth 45 gp)
5	Dino dung fungus	Grows on dinosaur dung piles; if dried and burned, repels insects in a 20-foot-diameter area (worth 5 gp)
6	Black orchid tuber	Delicacy in some cultures (worth 150 gp)

RUMORS OF DREAD

The characters might decide to research the Isle of Dread before departing on their journey. When on the mainland, information on the isle is sketchy at best, and requires several days, successful Charisma checks or Intelligence (History) checks, and an investment of 10d10 gp to grease palms. Hiring a sage could also be an option. Use the first table below for these rumors.

On or near the island, several NPCs have information on the isle, as noted in the text of the adventure. It is up to

the DM to decide how and when to give out this information, but the characters certainly need to earn it. Perhaps they can trade something for the information, although the native tribesmen are more interested in commodities they don't produce and can't easily obtain (such as metal pots and pans, or high quality forged weapons). But trading information, sharing food, or performing a task could all be viable options for a successful barter. If need be, resort to Charisma checks to determine the success of these sessions, or just let the players roleplay the interaction. In this case, use the second table of rumors.

RUMORS ON THE MAINLAND

D12 Rumor

- 1 A thousand miles to the south is a mysterious island inhabited by gigantic animals and terrible thunder lizards. (T)
- 2 A mysterious magical mist enshrouds the island. One breath, and the traveler has no desire to leave the island. (F)
- 3 There are friendly tribes of natives that inhabit the isle, and the surrounding islands to the south. They are eager to trade with mainlanders and might available to hire as guides. (T)
- 4 Hidden in the steaming jungles of the of the isle is a forgotten ruined city of the gods, with streets paved of pure gold. (F)
- 5 The isle is surrounded by hidden coral reefs that have sent many a ship to the watery depths. (T)
- 6 A great and ancient evil slumbers under the isle, awaiting its opportunity to return to its former glory. (T)
- 7 The isle only appears every 9 years, 9 months, and 9 days. After remaining for 9 days, 9 hours, and 9 minutes, it disappears again. (F)
- 8 The thunder lizards are largely dim-witted brutes that can easily be scared off with a show of flashy magic. (F)
- 9 All the natives that inhabit the isle worship a shark god and crave the raw flesh of other humanoids. (F)
- 10 The dead walk the isle at night. (T)
- 11 The Isle of Dread is surrounded by several other smaller islands, just as ripe with wonder and adventure for the bold. (T)
- 12 An immense black pearl is hidden in an ancient ruin on the isle. Although valuable on its own, it is said to be a powerful artifact of a previous age. (T)

RUMORS ON THE ISLE OF DREAD

D20 Rumor

- 1 There is a strange temple on the island in a northern lake. (T)
- 2 The native tribesmen constantly clash with primitive orcs once driven off the isle. (F)
- 3 A wandering band of cat-like humanoids have recently arrived at the isle and are seeking something, or someplace. (T)
- 4 The ruins of an ancient city are on the Central Plateau. (T)
- 5 A great blue dragon lairs in a cave on the northern side of the plateau. (F)
- 6 The shoals around the island are infested with sharks and worse. But the immense oyster beds are full of pearls. (T)
- 7 A strange human hermit lives on one of the southern islands. He shuns the decadent throes of civilization and is not to be trusted. (mostly false)
- 8 A mysterious, fog-enshrouded island sometimes appears to the west of the isle. Avoid it at all costs, as it is place of ultimate evil! (mostly true)
- 9 The soothsayer Mika knows much about the mysteries of the isle. But you will have to be prepared to pay her price for such lore. (T)
- 10 The mountains to the north have many undiscovered veins of ore. (F)
- 11 A tribe of tree-dwelling elves hides in the northern jungles. It is rumored they have been on the island longer than any other sentient race. (F)
- 12 The Great Wall was originally built to keep something on the peninsula, not prevent monsters from getting to the peninsula. (F)
- 13 An ancient village lies to the west, wiped out by some terrible curse. Only the walking dead reside their now. (T)
- 14 An ancient people created megalithic structures in various locations on the island. They are a gateway to another world. (mostly true)
- 15 An axe beak tastes like chicken. If it doesn't kill you first... (T)
- 16 A massive bronze statue wanders around the isle, attacking all creatures it comes across with its greatsword. (F)
- 17 Many ships have wrecked on the coral reefs surrounding the isle. They likely still contain treasure. (T)
- 18 The ancient city on the plateau was constructed by the gods themselves, and still contains eldritch wonders waiting to be plundered. (F)
- 19 The immense black pearl rumored to be hidden at the city on the plateau is actually the petrified eye of an evil god, and the source of ultimate evil. (F)
- 20 The number 9 is important to all of the native tribesmen that live on the isle. (F)

CHAPTER FOUR

Wandering Dread

The Isle of Dread is ripe for exploration, so the characters are likely to spend much of their time traveling from location to location. The overland map of the Isle of Dread is depicted on map D-1. Wandering monsters should be checked for twice a day, once during the daylight hours and once during the hours of darkness. There is a base 2 in 6 chance for a wandering monster encounter, unless the characters are calling attention to themselves or moving stealthily. The Dungeon Master is free to adjust the chance of an encounter higher or lower based on these conditions. This method of handling encounters is used only in the first stage of the adventure. When the players reach the Central Plateau and beyond, a new method to determine wandering monsters (and a new table) is introduced (see chapter 7).

Once a monster is encountered, the exact monster is determined by rolling percentile dice (d% or d100) on one of the wandering monster tables, depending on where the party is on the Isle of Dread. Wandering Monster Table 1 should be used on the peninsula south of the Great Wall, and on the southeastern islands. Wandering Monster Table 2 should be used on the main island south of the central river (including the swamp), and on the southwestern islands (west of encounter area 6). Wan-

dering Monster Table 3 is used north of the central river and on the northern islands. Wandering Monster Table 4 is used when on a coastal hex, or while the characters travel the shallow waters to any of the other small islands surrounding the Isle of Dread. Each table includes the monster encountered, a recommended number appearing, experience point (XP) value per creature, the source (the Monster Manual or elsewhere in this book), plus any additional notes. For more description on each encounter, refer to the specific sections below.

The DM should use logic when rolling wandering monsters, or if desired, select an appropriate encounter. If the monster rolled is highly unlikely for the terrain type, the DM should either roll again or choose a different wandering monster. The same is true for creating encounters that are a suitable challenge for the characters. Thus, inclusion of the XP value on the tables. Using the XP amounts, the DM can adjust the number of monsters encountered, or replace with a similar, more challenge-appropriate monster via an XP budget. This depends on the level of the characters and the number of characters. Consult the Designing Appropriately Challenging Wandering Monsters section at the end of this chapter for advice on how to do this.

WANDERING WILDERNESS ENCOUNTERS

TABLE I (PENINSULA SOUTH OF GREAT WALL, SOUTHEASTERN ISLANDS)

D100	Monster	# App	XP	Source	Notes
01-02	Dryads	1-6	200	MM, p. 121	
03-05	Ghouls	1-6	200	MM, p. 148	
06-29	Humans	2-12	Varies	Varies	See description
30-32	Killer bees	2-8	25	Appendix B	
33-36	Living statues	Varies	Varies	Appendix B	See description
37-46	Giant lizards	Varies	Varies	Varies	See description
47-48	Weretigers	1-3	1,100	MM, p. 210	
49	Werebear	1	1,800	MM, p. 208	
50	Werecoodiles	1-4	700	Appendix B	
51	Weresharks	1-2	1,100	Appendix B	
52	Mummies	1-3	700	MM, p. 227	
53-58	Giant rats	2-20	25	MM, p. 327	
59-60	Rhagodessae	1-4	100	Appendix B	
61-62	Robber flies	2-8	50	Appendix B	
63-64	Giant scorpions	1-2	700	MM, p. 327	
65-69	Skeletons	4-16	50	MM, p. 272	
70-77	Snakes	Varies	Varies	Varies	See description
78-84	Giant spiders	Varies	Varies	Varies	See description
85-88	Giant toads	1-4	200	MM, p. 329	
89	Treant	1	5,000	MM, p. 289	
90	Wights	1-4	700	MM, p. 300	
91	Wraiths	1-2	1,800	MM, p. 302	
92-100	Zombies	2-12	50	MM, p. 315	

TABLE 2 (MAIN ISLAND SOUTH OF CENTRAL RIVER, SOUTHWESTERN ISLANDS)

D100	Monster	# App	XP	Source	Notes
01-03	Aranea	1-6	450	Appendix B	
04-08	Cave bears	1-4	450	MM, p. 334	As polar bear
09-10	Interesting feature	NA	Varies	Varies	See description
11	Cyclops	1	2,300	MM, p. 45	
12-17	Dire wolves	1-6	200	MM, p. 321	
18	Adult black dragon	1	11,500	MM, p. 88	
19	Young green dragon	1	3,900	MM, p. 94	
20	Young red dragon	1	5,900	MM, p. 98	
21-22	Dryads	1-6	200	MM, p. 121	
23-27	Giant elk	1-6	450	MM, p. 325	
28-33	Grangeri	1-3	700	Appendix B	
34-38	Hydra	1	3,900	MM, p. 190	
39-43	Lizardfolk	2-8	100	MM, p. 204	
44-49	Mastodon	1	1,800	Appendix B	
50-54	Megatherium	1	450	Appendix B	
55-60	Neanderthals	2-8	25	MM, p. 350	As tribal warrior
61-65	Phanaton	4-16	25	Appendix B	
66-71	Axe beaks	1-6	50	MM, p. 317	
72-75	Rakasta	1-3	50	Appendix B	
76-77	Juvenile roc	1	1,100	Appendix B	
78-82	Rock baboons	2-8	25	Appendix B	
83-86	Saber-toothed tigers	1-2	450	MM, p. 336	
87-92	Titanothera	1	700	Appendix B	
93	Treant	1	5,000	MM, p. 289	
94-95	Giant spiders	Varies	Varies	Varies	See description
96	Wyverns	1-2	2,300	MM, p. 303	
97-00	Zombies	2-12	50	MM, p. 315	

TABLE 3 (MAIN ISLAND NORTH OF CENTRAL RIVER, NORTHERN ISLANDS)

D100	Monster	# App	XP	Source	Notes
01-06	Allosaurus	1	450	MM, p. 79	
07-14	Ankylosaurus	1	700	MM, p. 79	
15-21	Brontosaurus	1	1,800	Appendix B	
22-26	Giant crocodile	1	1,800	MM, p. 324	
27-34	Dimetrodons	2-8	50	Appendix B	
35	Adult black dragon	1	11,500	MM, p. 88	
36	Young green dragon	1	3,900	MM, p. 94	
37	Young red dragon	1	5,900	MM, p. 98	
38-40	Spinosaurus	1	5,000	Appendix B	
41-42	Hill giant	1	1,800	MM, p. 155	
43-44	Stone giant	1	2,900	MM, p. 156	

45-47	Hydra	1	3,900	MM, p. 190	
48-51	Velociraptors	2-8	50	Appendix B	
52-56	Interesting feature	NA	Varies	Varies	See description
57-61	Pteranodons	1-6	50	MM, p. 80	
62-64	Juvenile roc	1	1,100	Appendix B	
65-71	Stegosaurus	1-2	1,100	Appendix B	
72-79	Trachodons	1-4	450	Appendix B	
80-82	Treant	1	5,000	MM, p. 289	
83-89	Triceratops	1	1,800	MM, p. 80	
90-94	Tyrannosaurus rex	1	3,900	MM, p. 80	
95-97	Wyverns	1-2	2,300	MM, p. 303	
98-00	Zombies	2-12	50	MM, p. 315	

TABLE 4 (MAIN ISLAND POP-MOUNTAINOUS COASTAL HEX, TRAVELING OVER SHALLOW SEA)

D100	Monster	# App	XP	Source	Notes
01-10	Giant crabs	3-12	25	MM, p. 324	
11-14	Shipwrecked victims	Varies	Varies	Varies	See description
15-20	Pterafolk	2-4	200	Appendix B	
21	Gargantuan crab	1	2,300	Appendix B	
22-24	Sea hag	1	450	MM, p. 179	
25	Gargantuan poisonous snake	1	3,900	Appendix B	
26-30	Merrow	1-4	450	MM, p. 219	
31-33	Dimetrodons	2-8	50	Appendix B	
34-43	Humans	2-12	Varies	Varies	See description
44-55	Pteranodons	2-8	50	MM, p. 80	
56-60	Lizardfolk	2-8	100	MM, p. 204	
61-68	Sharks	Varies	Varies	Varies	See description
69-75	Dolphins	2-8	25	Appendix B	
76-79	Giant marine termites	2-5	100	Appendix B	
80-84	Robber flies	2-8	50	Appendix B	
85-89	Wyverns	1-2	2,300	MM, p. 303	
90-97	Drowned ones	2-5	100	Appendix B	
98-00	Prattis, high druid	1	5,000	Appendix D	

ADULT BLACK DRAGON

An **adult black dragon** appears in the sky high above the characters. If the PCs immediately seek shelter, the dragon circles a few times but then wings away. In combat it prefers to remain aloft and use its breath weapon. If reduced to half or fewer of its hit points, it flies away. The dragon lairs on a small island many miles to the south (not depicted on the map) and is out hunting.

ALLOSAURUS

The characters come across a recently killed trachodon, bearing deep bite marks. The **allosaurus** responsible for the carnage is nearby and returns to the kill in 1d6 minutes. If reduced to 10 or fewer hit points, or if the PCs use fire, the dinosaur flees.

ANKYLOSAURUS

A normally docile **ankylosaurus** contently munches on some vegetation. It acknowledges the characters but goes back to its grazing unless approached within 10 feet. Then it attacks with its tail but flees if it suffers 10 or more hit points of damage.

ARANEA

A small group of **aranaea** (see appendix B) hide in the trees above the trail. They have set numerous web snares to trap prey. If a target fails a DC 14 (Wisdom) Perception check, he blunders into a snare unless he succeeds on a DC 13 Dexterity saving throw. Failure indicates the target is restrained (escape DC 13) upside-down. The web snare can also be cut (8 hit points, immunity to bludgeoning and piercing damage). If half their numbers are defeated the remaining aranea flee.

AXE BEAKS

These flightless birds are aggressive and attack Medium or smaller prey on sight. The **axe beaks** flee if half their number are defeated.

BRONTOSAURUS

A **brontosaurus** calmly grazes on the upper reaches of a fern-like tree. If startled, it might stomp on unsuspecting targets nearby, but then it seeks to flee.

CAVE BEARS

Several cave bears catch the scent of the characters and investigate. (Use **polar bear** stats but add darkvision out to a range of 60 feet, as these behemoths are comfortable underground.) Their cave lair is nearby and can be found with a successful DC 13 Wisdom (Survival) check. The cave does not contain any treasure, however if properly skinned and tanned—requiring a successful DC 15 Wisdom (Survival) check—a cave bear hide is worth 2d6 x 100 gp.

CYCLOPS

A solitary **cyclops** is out gathering herbs and plants to consume, but he is also on the lookout for game, and has three large rocks suitable for throwing. He carries a knapsack with several bruised gourd-like fruits, several bunches of herbs, and a collection of 11 obsidian shards (each worth 50 gp). He wears a scrimshaw carving of a dryad (worth 75 gp) on a piece of leather around his neck.



DIMETRODONS

A small herd of sail-finned **dimetrodons** (see appendix B) sun themselves on rocks in the bright sun, or along the coast. If they outnumber the characters, they are aggressive, although they scatter into the jungle or water (as appropriate to the terrain) if half their numbers are defeated.

DIRE WOLVES

A pack of **dire wolves** (including an alpha male with 50 hit points) hunt the area. One or two engage with the characters, while the rest of the pack surround their targets. They focus attacks on Small prey and attempt to drag it away if possible. They flee in all directions if the alpha male is defeated.

DOLPHINS

While the characters explore the coast, a pod of playful **dolphins** (see appendix B) enters the nearby bay or follows the boat. They play with several large fish (flipping them out of the water), and in general express curiosity with the PCs.

DROWNED ONES

Several **drowned ones** (see appendix B) shamble out of the surf, attracted to living prey. The bloated undead appear to be pirates and carry driftwood clubs (1d4 bludgeoning damage) and cutlasses (1d8 + 3 slashing damage; see appendix C). Some try to initiate a grapple to drag targets into the surf for drowning. They fight until destroyed.

DRYADS

A conclave of **dryads** inhabits the trees in this location. The “sisters” claim to be protectors of the island and are hostile against the pale-skinned invaders that seek to pillage the natural resources of the rain forest. Each has a minor piece of jewelry (worth 1d4 x 100 gp).

GARGANTUAN CRAB

A **gargantuan crab** (see appendix B) lies in wait along the beach, buried under the sand, save for its eyes. It requires a successful DC 13 Wisdom (Perception) check to notice, before it bursts from hiding, attacking with surprise. Once it seizes two targets in its claws, it attempts to flee into the ocean to consume its prey.

GARGANTUAN POISONOUS SNAKE

A **gargantuan poisonous snake** (see appendix B) suns itself while coiled around a large coastal rock, or perhaps in an ancient tree exposed to the bright sunlight. The gargantuan serpent is aggressive and fights to the death. If its gullet is cut open, the characters can find a gold necklace set with malachite (worth 725 gp).

GHOULS

A pack of **ghouls**, former tribal warriors, wander the island in search of humanoid flesh to satiate their morbid hunger. These undead bear tattoos and body piercings and are clad in rotting shreds of clothing.

GIANT CRABS

This pack of **giant crabs** is picking over the remains of a carcass (randomly determine on table below) that recently washed up on shore. The giant crabs are quite content to scavenge on the carcass, and only attack if provoked.

D6	Carcass
1	Whale
2	Giant shark
3	Sea dragon
4	Plesiosaurus
5	Gargantuan fish
6	Gargantuan sea turtle

GIANT CROCODILE

This encounter only occurs in a swampy location (otherwise, roll again). A **giant crocodile** lies in wait, ready to spring an ambush. The behemoth is partially submerged in the water, and adorned with a thick coat of algae growth, granting it advantage on its Dexterity (Stealth) check. Unless discovered with a contested Wisdom (Perception) check, the giant crocodile attacks with surprise. It attempts to seize a Medium or smaller target with its bite and then retreat to deeper water to consume its meal. If reduced to 15 or fewer hit points, it flees.

GIANT ELK

A small herd of **giant elk** graze in a clearing. If approached within 50 feet, a large bull assumes an aggressive stance. If provoked, the bull attacks with a charge, while the rest of the herd flees. Giant elk meat is tasty, and a single creature provides enough meat for 10 Medium creatures for several days. The local tribes consider

the giant elk to be divine creatures and forbid those from hunting or eating them, lest suffer the wrath of a divine curse. If the DM wishes to enforce this legend, a character that kills a giant elk suffers the effects of a *bestow curse* spell.

GIANT LIZARDS

Roll 1d12 to determine the type and number of giant lizards encountered:

D12	Monster	# App	XP	Source	Notes
1-4	Giant gecko lizards	1-6	50	MM, p. 326	As giant lizard
5-8	Giant draco lizards	1-4	50	Appendix B	
9-11	Giant horned chameleon lizards	1-3	200	Appendix B	
12	Giant tuatara lizards	1-2	100	Appendix B	

The characters are ambushed by a pack of giant lizards. These giant lizards attempt to ambush their prey and fight until defeated. See appendix B for stats on **giant draco lizards**, **giant horned chameleon lizards**, and **giant tuatara lizards**.

GIANT MARINE TERMITES

Giant marine termites (see appendix B) are the bane of wooden ships, often attaching to the hull unnoticed. An infestation is often discovered after the damage is already done. If disturbed while feeding, they use their inky spray.

GIANT RATS

The characters disturb a pack of **giant rats**, out hunting. A search of the area with a successful DC 14 Wisdom (Survival) check reveals the actual nest which contains another 3d6 giant rats, but some random treasure as well. By spending 10 minutes searching, 3d10 random bits of shiny objects, such as glass, gems, or metal can be found. Half of these trinkets are worth 25 gp each.

GIANT SCORPIONS

The characters blunder into one or two **giant scorpions**, which aggressively attack. The giant scorpions pursue prey that flees.

GIANT SPIDERS

Roll 1d8 to determine the type and number of giant spiders encountered:

D8	Monster	# App	XP	Source	Notes
1-2	Giant crab spiders	1-4	50	Appendix B	
3-6	Giant black widow spiders	1-3	200	MM, p. 328	As giant spider
7-8	Giant tarantella spiders	1-3	50	MM, p. 330	As giant wolf spider

Giant crab spiders (see appendix B) prefer to hide in rocky crevasses or in tree trunks to utilize their flat bodies and natural camouflage, attempting to attack with surprise.



Giant black widow spiders (use **giant spider** stats) are classic web spinners that prefer to ambush from above, concealed in the treetops. A successful DC 12 Intelligence (Nature) check reveals the telltale signs of giant spiders inhabiting nearby, which should put characters on edge before an attack.

Giant tarantella spiders are non-web spinning ambushers and have a magical poisonous bite. Use the **giant wolf spider** stats, but replace that bite with the following attack:

Magical Bite: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage and the target must make a DC 11 Constitution saving throw or become poisoned. While poisoned, the target suffers painful spasms that resembles a chaotic dance. At the end of each turn, the target must make the saving throw again, or suffer one level of exhaustion. On a successful save, the magical effect ends.

GIANT TOADS

This group of **giant toads** prefers swampy or river environments. They use their Standing Leap to close with targets and fight until defeated.

GRANGERI

A **grangeri** (see appendix B) is generally a harmless herbivore unless provoked. Although it can bite targets, it prefers to stomp before fleeing.

HILL GIANT

A clumsy, absent-minded **hill giant** named Clud lives in a cave near the Central Plateau, but often wanders about hunting. He often becomes lost for weeks at a time. Therefore, he is likely in a foul mood when encountered and attacks on sight. He carries a smelly bag that holds rotting meat, a dead giant spider, three chunks of gold ore (each worth 75 gp), and a silver key set with tiny emeralds (worth 150 gp) that opens a chest located thousands of miles away.

HUMANS

Roll 1d8 to determine the type and number of humans encountered:

D8	Monster	# App	XP	Source	Notes
1-2	Adventuring party	Varies	Varies	Appendix D	
3	Pirates	Varies	Varies	Appendix D	
4-8	Tribal natives	3-12	25	MM., p. 350	As tribal warrior

An adventuring party consists of either victims of a shipwreck or explorers roaming the island for their own purposes. See appendix D for several sample adventuring parties.

If pirates are encountered inland, they are a smaller search party (2d4 + 1 pirates plus a 30% chance of a leader-type) looking for plunder, a place to hide plunder, or potential slaves, or on some other task as assigned by the DM. See appendix D for several example pirate bands.

Tribal natives (use **tribal warrior** stats) are likely a hunting party. There is a 50% chance they are returning from a successful hunt and carrying a field-dressed beast. They are 80% likely to hail from the village of Tanaroa (area 1, chapter 5)—and thus are friendly or at least indifferent—but there is a 20% chance they are Sekolah worshipers from one of the surrounding islands, and thus attack on sight. See appendix D for sample native names.

HYDRA

If this encounter occurs in the swamp, the **hydra** stealthily hides in a bog, attempting to attack with surprise. Otherwise, it lurks in a cave, or attacks from behind a dense stand of trees, making it difficult to get to its body. It aggressively attacks and pursues potential prey, unless satiated with at least one Medium-sized meal.

INTERESTING FEATURE

Roll 1d12 to determine what interesting feature the characters stumble upon:

D12	Feature	Notes
1	Normal statue (1d4)	25% chance it's a living statue (see separate entry)
2-6	Dead body	See sub-table below
7	Crumbling standing stones	30% chance it's the lair of a wandering monster
8-9	Totem	Overgrown with vegetation; 20% chance it's a totem golem (see appendix B)
10-11	Rare plant	See sub-table in chapter 3
12	Hidden treasure	See sub-table below

If a dead body is found, roll 1d4 to determine what type of body it is:

D4	Body	Details
1	Tribal natives	1d4 bodies found; died from slashing wounds, desiccation, or petrification, or no signs of wounds
2	Explorer	Mauled by a beast; carries a <i>potion of healing</i> or minor treasure (worth no more than 75 gp)
3	Dinosaur	Examples: stegosaurus trapped in a tar pit, tyrannosaurus rex mauled by something larger, half-eaten velociraptor in a tree snare; there is a 50% chance another nearby predator is attracted to the carrion
4	Monster	Examples: cave bear, grangeri, megatherium, titanothera

A hidden treasure requires a successful Wisdom (Perception) check (DC varies; see below) to discover. If discovered, roll 1d6 to determine what is found:

D6	Check DC	Treasure
1	10	A recently buried wooden chest holding 550 gp.
2	20	A +1 <i>spear</i> sunk into a tree, 25 feet off the ground.
3	16	A small sack stuffed into a tree hollow holding four silver ingots (each worth 200 sp).
4	18	Behind a rock faintly marked with a glyph is a box of three potions stored in hollow gourds: <i>climbing</i> , <i>healing</i> , and <i>swimming</i> (see appendix C).
5	12	A gold necklace set with jet (worth 350 gp) dangling from a tree.
6	14	A partially buried mastodon skeleton with one intact ivory tusk (worth 450 gp).

JUVENILE ROC

A **juvenile roc** (see appendix B) flies overhead, actively hunting. If the characters take immediate cover, it ignores them. Otherwise, it attacks, attempting to grab a target and then drop it from a height of 3d4 x 10 feet. The target takes 3 (1d6) bludgeoning damage for each 10 feet dropped. Once the target dies the roc grabs it and flies off to its nest (area 16, chapter 5).

KILLER BEES

The characters stumble near a **killer bee** (see appendix B) colony with its hive either in a large tree or a rocky crevasse. A successful DC 15 Wisdom (Survival) check is needed to avoid disturbing the hive, otherwise the killer bees aggressively attack. The hive contains 2d4 pints of royal honey. A pint of royal honey sustains a Medium creature for a day and heals 3 (1d6) hit points of damage.

LIVING STATUES

Scattered around the Isle of Dread are living statues. Roll 1d8 to determine what type and how many are encountered:

D8	Monster	# App	XP	Source	Notes
1-2	Living crystal statues	1-6	50	Appendix B	
3-6	Living iron statues	1-4	100	Appendix B	
7-8	Living rock statues	1-3	200	Appendix B	

There seems to be an affinity for **living iron statues** to occur on the island, likely tied to the volcanic activity of the region, although **living crystal statues** and **living rock statues** (see appendix B for all types) are also encountered from time to time. The DM might want to occasionally (30% of the time) have the characters encounter normal statues, often depicting tribal natives or Medium-sized dinosaurs.

LIZARDFOLK

This is a hunting band of **lizardfolk**, armed with nets and shortbows (range 80/320 ft., 1d6 piercing damage) in addition to their heavy clubs. There is a 40% chance the band has one or two giant gecko lizards (as per **giant lizards**) as pack animals. They are not immediately aggressive and might even be willing to trade if the characters make a successful DC 12 Charisma (Persuasion) check. Each lizardfolk carries 2d12 gp worth of trinkets (no coins).

MASTODON

The massive, elephant-like **mastodon** (see appendix B) is frequently targeted by hunting bands of tribal natives. As such, it tends to be aggressive, starting with its Trampling Charge, and then stomping and goring targets. Each mastodon tusk is worth 2d6 x 100 gp if undamaged, but each is about 6 feet long and weighs about 50 pounds.

MEGATHERIUM

The 20-foot-tall, sloth-like **megatherium** (see appendix B) is non-aggressive unless seriously provoked. For the most part it can't be bothered and ignores the characters while searching for the most tender of leaves to consume.

MERROW

Merrow are only encountered on coastal shores. Bands of merrow often venture ashore to terrorize the tribal natives, or the local fauna. They employ hit-and-retreat tactics, attempting to grapple one or more Medium targets and then fleeing back into the sea.

MUMMIES

Centuries ago, the tribal natives often mummified their great leaders, which were later animated by witchdoctors. Some of the animated dead have escaped and now wander the island, attacking all on sight. There is a 75% this is a standard **mummy**, although 25% of the time, this is a **mummified saber-toothed tiger** (see appendix B), created by the rakasta as a guardian. A standard mummy has a 30% chance to be wearing a piece of ceremonial jewelry (a necklace, circlet, or bracer) worth 2d6 x 100 gp.

NEANDERTHALS

A roaming hunting band of Neanderthals (use **tribal warrior** statistics) crosses paths with the characters. In addition to spears, they are armed with greatclubs (1d8 + 1 bludgeoning damage). There is a 50% chance the band has a crudely field-dressed beast from a successful hunt. One of the Neanderthals has a dire wolf pelt worth 85 gp.

PHANATON

The characters encounter a group of **phanaton** (see appendix B) out gathering fruit and nuts, plus checking numerous traps for small game. They are not aggressive,

but curious about the PCs. With a successful DC 13 Charisma (Persuasion) check, the phanaton are friendly, and could be convinced to trade with the characters, or even lead them to their village (area 10, chapter 5) to enlist in their aid.

PRATTIS, HIGH DRUID

Prattis, high druid (see appendix D) is a human male hermit who lairs on a small island to the south of the Isle of Dread (area 26, chapter 6). He has an *apparatus of Kwalish* which he uses to explore the seabed and the nearby islands. He is most interested in the Elemental Gates and their function, plus the flora and fauna of the islands. Although somewhat eccentric, he can be a great source of information, as the DM sees fit. He knows 1d4 rumors from the Rumors on the Isle of Dread table (see chapter 3), although the DM is encouraged to select which rumors he knows to further the adventures of the characters.

PTERAFOLK

A flight of **pterafolk** (see appendix B) attack from the sky with a terrifying shriek. These evil humanoids lair on a nearby island (area 31, chapter 6) but raid the main island from time to time. They fight until defeated.

PTERANODONS

Several **pteranodons** pass overhead, but wing around for another look. Unless the characters seek immediate shelter, the winged dinosaurs attack in waves. They are too stupid to flee and fight until destroyed.

RAKASTA

This wandering band of **rakasta** (see appendix B) is searching for a long-lost shrine constructed by its people (area 39, chapter 6). There is a 20% chance that one of them is a **rakasta tiger rider** (see appendix B) astride a **saber-toothed tiger**. They are suspicious of the characters, but not immediately hostile. If swayed to friendly, they are willing to trade supplies or information.

RHAGODESSAE

As the characters enter a small clearing, they need to make a successful DC 14 Wisdom (Perception) check or be surprised by one or more arachnid-like **rhagodessae** (see appendix B) bursting from concealed trapdoors composed of sticks and leaves. Each rhagodessa attacks

with fury and fights until destroyed. Each den might (40%) contain the odd shiny pieces of treasure. This is a gemstone or a minor piece of jewelry worth 1d6 x 10 gp.

ROBBER FLIES

The characters come across the rotting body of a brontosaurus. A host of **robber flies** (see appendix B) feast on the rotting flesh and attack if disturbed. Each character approaching within 10 feet of the body must succeed on a DC 12 Constitution saving throw, or become overcome with nausea and spend the next turn retching and reeling from the stench. A character can attempt another saving throw at the end of each of their turns to end the effects of the stench, but they suffer one level of exhaustion if it takes more than two turns to succeed at the saving throw.

ROCK BABOONS

The characters blunder into the territory of a group of **rock baboons** (see appendix B). They aggressively defend their territory, throwing rocks, shrieking noisily, and jumping around. A careful search of the area with a successful DC 15 Intelligence (Investigation) check reveals a collection of shiny gems concealed under a rock. The cache contains several worthless rocks, but there are three pieces of jade (worth 50 gp each), a topaz (100 gp), and a small ruby (worth 500 gp).

SABER-TOOTHED TIGERS

The characters are stalked by one or two **saber-toothed tigers**. A successful DC 14 Wisdom (Survival) check reveals the stalking which goes on for about an hour. If the characters display an aggressive stance or use fire, the tigers slink off seeking easier prey. Otherwise, they attempt an ambush and fight to the death.

SEA HAG

The characters come across an apparent shipwreck victim washed up on the shore, her shapely body sunburned and covered with kelp. The “victim” is actually a **sea hag** using her Illusory Appearance to lure the characters to their doom. She drops her guise with frantic slapping of the water (attracting her two **merrow** minions, which exit the surf the next round), and attempts to utilize her Death Glare on a fighter-type. She flees if she faces serious opposition, abandoning her merrow to their own devices.

SHARKS

This encounter only occurs if the characters are in the water or on a small vessel traveling on the water (otherwise, roll again). Roll 1d12 to determine the type and number of sharks encountered:

D12	Monster	# App	XP	Source	Notes
1-3	Blacktip reef sharks	6-10	100	MM, p. 336	As reef shark
4-5	Mako sharks	1-3	100	MM, p. 336	As reef shark , swim 50 ft.
6-7	Bull sharks	2-7	450	MM, p. 330	As hunter shark
8	Tiger sharks	1-2	450	MM, p. 336	As hunter shark , maximum hit points
9	Whale shark	1	0	MM, p. 328	As giant shark , no bite attack, CR 0
10-11	Great white shark	1	1,800	MM, p. 328	As giant shark
12	Megalodon	1	3,900	Appendix B	

All sharks (except for the plankton-feeding whale shark) are aggressive and attack. Great white sharks and **megalodons** (see appendix B) will attack vessels.

SHIPWRECKED VICTIMS

The characters come across shipwrecked victim(s) recently washed up on the beach. Roll 1d12 to determine the nature of the encounter:

D12	Monster	# App	XP	Source	Notes
1-4	Tribal natives	1-3	25	MM, p. 350	As tribal warrior
5-6	Commoners	1-3	10	MM, p. 345	
7	Adventurer	1	Varies	Varies	See description
8	Sea hag	1	450	MM., p. 179	

The tribal natives (use **tribal warrior** stats) are fishermen that got caught in a storm, or were capsized by an aquatic beast (50% chance of either). Each only has 1d4 hit points and suffers from three levels of exhaustion. They are grateful for aid, but seek to return to their village—which could be Tanaroa (area 1, chapter 5) or another determined randomly.

The **commoners** are travelers on a merchant ship that sank offshore. Each has 1 hit point remaining and is suffering from four levels of exhaustion. If rescued and assisted with returning to the mainland, there is a 25% chance one is a wealthy merchant, and eventually rewards the characters with a 500 gp emerald.

An adventurer is either a **mage** (15% chance, no spellbook), a **scout** (40% chance), or a **spy** (35% chance) that was washed overboard on a sea journey (possibly to the Isle of Dread). An adventurer is grateful for aid and will serve as a henchman for 1d4 months without pay (although he/she could use appropriate equipment). When found, an adventurer has 1d6 hit points remaining and two levels of exhaustion. There is a 10% chance the adventurer is actually a **wereshark** (see appendix B) that seeks to betray the characters during an opportune time.

See the entry for the **sea hag**, above, for details on that encounter.

SKELETONS

This wandering band of **skeletons** were once tribal natives granted the gift of undeath from a village Zombie Master. They are armed with spears (used two-handed, 1d8 piercing damage) and they wear rotting pieces of wicker armor (see appendix C). They attack at once and fight until destroyed.

SNAKES

Roll 1d12 to determine the type and number of snakes encountered:

D12	Monster	# App	XP	Source	Notes
1-3	Spitting cobras	1-6	25	Appendix B	
4-6	Pit vipers	1-8	25	MM, p. 334	As poisonous snake
7-8	Giant rattlesnakes	1-4	50	MM, p. 327	As giant poisonous snake
9-12	Rock pythons	1-3	50	Appendix B	

All snakes encountered stealthily attack from surprise and are aggressive, fighting to the death. See appendix B for **spitting cobra** and **rock python** stats.

SPINOSAURUS

A massive **spinosaurus** (see appendix B) comes crashing through the trees to attack. It attacks with fury, having suffered a minor leg injury (it is missing 2d12 hit points) which has since become infected. If reduced to 25 or fewer hit points, it retreats.



STEGOSAURUSES

The characters come across one or two **stegosauruses** (see appendix B) casually grazing on succulent vegetation. They are non-aggressive, although if approached, they turn and hold their spiked tails up high as a warning. If any approach within 10 feet, they receive a tail swipe and the dinosaurs become aggressive. If reduced to half their hit points, they flee.

STONE GIANT

Garlkle is a peaceful **stone giant** hermit that lives in a cave in the northern part of the island. He is covered with strange tattoos and smells of strong herbage. He often partakes in “walkabouts” to commune with nature, while smoking his own dried pipe weed in a driftwood pipe (worth 55 gp). He is a surreal fellow, interested in flora and fauna and the delicate balance of things. If the characters make a successful DC 15 Charisma (Persuasion) check, he is willing to share information about his travels around the isle (roll 1d3 times on the Rumors on the Isle of Dread table in chapter 3). In his sack he carries a clay urn half full of royal honey (holding 2 pints) collected from a killer bee hive (see details, above), several handfuls of berries, a collection of driftwood, and a rough chunk of amethyst that weighs 15 pounds (worth 750 gp).

TITANOTHERE

This massive herbivore, a **titanother** (see appendix B), contently munches on the tender leaves of a few saplings. If approached within 50 feet, it issues a guttural growl and prominently displays its spade-like horn. If approached within 30 feet, it charges and tries to stomp on any targets for a few turns before seeking to flee.

TRACHODONS

A small group of **trachodons** (see appendix B) graze on vegetation. Having recently been chased by an allosaurus, these herbivores are on edge and attempt to flee if approached within 100 feet.

TREANT

A palm tree-like **treant** wards over this section of the jungle. It can be discovered with a successful DC 17 Intelligence (Nature) check. It is content to just observe the characters while they travel, unless they destroy or harm any trees. Although there are no rocks around for throwing, it bears six heavy coconut-like fruit (as well as any trees it animates) that it can pluck and throw at targets (range 30/90 ft., 1d6 + 6 bludgeoning damage). If there is a druid in the party and he makes a successful DC 15 Charisma (Persuasion) check, the treant becomes friendly and could give some information on nearby fixed encounter areas, or a random rumor (see chapter 3).

TRICERATOPS

Normally docile, this **triceratops** sports a deep wound (reduced to 77 hit points) on its flank from a run-in with a large carnivorous predator about a day ago. Thus, it is very aggressive and it does not hesitate to initiate a Trampling Charge and a display of ferocity to scare off any other potential predators.

TYRANNOSAURUS REX

An apex predator, a particularly large **tyrannosaurus rex** (178 hit points) hunts this region. It has recently digested a large meal so even though it doesn't need more meat its willing to make a kill and save it for later. It pursues prey for several minutes and it fights to the death.

VELOCIRAPTORS

The characters have run into a pack of **velociraptors** (see appendix B) on the hunt. The PCs first encounter an apparently wounded velociraptor on a game trail. It takes a successful DC 13 Intelligence (Nature) to deduce the ruse. Meanwhile, the rest of the pack stealthily maneuver into position to flank the party. If two or more velociraptors are defeated, the rest break off the attack and flee. However, there is a 30% chance the pack keeps tabs on the characters and unless they leave the current hex in the next 6 hours, the pack attacks again, this time with 1d4 more velociraptors.

WEREBEAR

This tribal native was afflicted with lycanthropy years ago and has since left his village to conceal his curse. Now a **werebear**, his animal form is that of a cave bear (use **polar bear** stats, and when in bear form add darkvision out to a range of 60 feet). He wanders about the island, hunting, foraging, and stealing food as needed. He is losing grips with his sanity due to his curse, and likely is in bear form and very aggressive when he is encountered.

WERECROCODILES

The secretive cult of the crocodile has several members in one of the tribal villages. The leaders of this cult are **werecrocodiles** (see appendix B), and they frequently sneak out of the village in the dead of night to perform clandestine rituals, often involving sacrifice to actual crocodiles (25% chance there are 1d4 **crocodiles** present during the encounter). If disrupted, the werecrocodiles assume hybrid form and attack to keep their cult hidden from the rest of the village.

WERESHARKS

These tribal villagers appear to be burly fishermen that boast specializing in landing “big catches” such as massive sharks or aquatic dinosaurs. These arrogant blowhards can be encountered en route to or from the coast and try to convince the characters to share an adventure with them. Actually, they are **weresharks** (see appendix B), and crave to feast on flesh of mainlanders such as the characters. If they can get the PCs on the water, they change into hybrid or shark form to attack with advantage, going so far as to sinking their own outrigger to put the party at a disadvantage.

WERETIGERS

A family of wandering **weretigers** roams the southern part of the island. Once tribal villagers, they now hunt and gather food while moving from campsite to campsite. When first encountered, they are indifferent, but if swayed to friendly with a successful DC 15 Charisma (Persuasion) check, they are willing to share camp, food, water, and possibly information with the characters (see chapter 3 for potential rumors known).

WIGHTS

The characters come across several crude stone barrows. Each barrow holds a **wight**, eager to feast on flesh. If the characters don't release the undead by plundering the barrows, and remain in this hex for the night, the wights track them and ambush in the dead of night. Each barrow has a 20% chance to contain a random jeweled item (weapon, object or gem-studded jewelry) worth 1d6 x 100 gp.

WRAITHS

The characters discover a desecrated (see *Dungeon Master's Guide*, p. 110) wooden totem, overgrown with beautiful blood orchids in bloom. The area is haunted by one or more **wraiths**, but they only attack at dusk or in the dark. If the PCs don't leave the hex by nightfall, the wraiths attack their camp.



WYVERNS

A pair of **wyverns** lair on a craggy island to the west of the Isle of Dread (area 32, chapter 6). Either one or both are out hunting prey. If both are encountered, one engages with the characters, while the second attempts to circle around to attack from a different direction. If a character succumbs to poison and drops, a wyvern uses an action to grab the body and fly off, returning to its lair to enjoy its meal. If either is reduced to 40 hit points or less, they flee.

YOUNG GREEN DRAGON

A **young green dragon** named Noxiumunthra lairs deep in the jungle on the northeastern peninsula of the isle (area 20, chapter 5). The dragon frequently hunts in various locations around the island, and today has decided a snack of humanoids would satiate its mild hunger. The dragon makes one pass overhead, but soon after lands and seeks the tasty morsels on their terms. It starts with

its breath weapon and then moves in for claw and bite attacks. The dragon fights until reduce to 50 hit points at which point it flees to the south, before doubling back to the north and its lair.

YOUNG RED DRAGON

Bravorax is a **young red dragon** that has become attracted to the isle's recent volcanic activity and has settled in a temporary lair on a small island to the north of the isle (area 44, chapter 6). It is aware of the green dragon (see above; and area 20, chapter 5) and has already clashed with it. Although hungry, the red dragon sees the characters as means to an end. After passing overhead once, the red dragon lands and seeks to strike a bargain with the characters. In exchange for not being eaten, the red dragon commands the PCs to destroy the green dragon, so it can establish a lair on the Isle of Dread as the top predator. To back up its threat, it attempts to eat one of the party members. Shrewd characters could leverage a portion of its treasure as part of the bargain, especially if they back it up with a show of force.

ZOMBIES

Each village has a Zombie Master, a respected village leader responsible for animating the village ancestors so they can be of service to the community after death. Often these **zombies** break their control and form wandering packs in the southern part of the isle. They will not attack any native tribesmen, or characters with native guides, but all others are attacked on sight. Wishing to be released from the curse of undeath, these zombies fight until destroyed.

DESIGNING APPROPRIATELY CHALLENGING WANDERING MONSTERS

The Isle of Dread is designed for characters of levels 3 through 7. The DM must exercise caution when designing wilderness encounters for the party based on their number and level of experience. There are four categories of encounter difficulty: Easy, Medium, Hard, and Deadly. The XP value of all the monsters or NPCs is used to calculate the difficulty of the encounter. Most encounters should be Easy or Medium, with Hard and Deadly encounters reserved for set pieces, sub-boss, or even boss battles. A typical, balanced, well-equipped party of adventurers with average luck can handle six to eight Medium or Hard encounters before requiring a long rest in a typical dungeon setting (in other words, that tend to feature more encounters in succession). In the wilderness, where a party might only have one or two encounters per day, it stands to reason the encounters could be more challenging. Use the tables below to design appropriate wandering monster encounters as the party explores the Isle of Dread.

If the characters get in over their heads with a particular encounter, encourage them to flee. Most wandering monsters will not pursue potential prey, unless otherwise described. Alternatively, the noise generated by a given encounter might attract another wandering monster, which could be an advantage for the outmatched PCs. For example, if a battle with a tyrannosaurus rex is not going in the party's favor, have a spinosaurus show up to give the characters a chance to escape. Or, a hunting party of tribal warriors might show up; although they will do little to effectively battle the beast, it gives the tyrannosaurus rex additional targets to focus on. The timely arrival of a wandering adventuring party or pirate band (not necessarily allied with the characters; see appendix D for samples of both) is also an option.

First, determine the number of characters in the party, including any NPCs (on the left-hand side of Table 5). Next determine their average level; the table has XP budgets for levels 3 through 7, although the DM can expand the table to include higher levels (or more players) as needed. Then cross-reference the XP budgets for the different encounter difficulties.

TABLE 5

Experience Budgets		Equivalent Experience			
	Character Level	Easy	Medium	Hard	Deadly
4 Characters	3rd	300	600	900	1,600
	4th	500	1,000	1,500	2,000
	5th	1,000	2,000	3,000	4,400
	6th	1,200	2,400	3,600	5,600
	7th	1,400	3,000	4,400	6,800
5 Characters	3rd	375	750	1,125	2,000
	4th	625	1,250	1,875	2,500
	5th	1,250	2,500	3,750	5,500
	6th	1,500	3,000	4,500	7,000
	7th	1,750	3,750	5,500	8,500
6 Characters	3rd	450	900	1,350	2,400
	4th	750	1,500	2,250	3,000
	5th	1,500	3,000	4,500	6,600
	6th	1,800	3,600	5,400	8,400
	7th	2,100	4,500	6,600	10,200

For example, if the party includes a 4th-level wizard, a 5th-level rogue, a 3rd-level fighter, a 4th-level cleric and a 4th-level ranger, there would be an average of five characters of 4th level. An Easy encounter for this group would be 625 equivalent XP, while a Deadly encounter would be 2,500 equivalent XP.

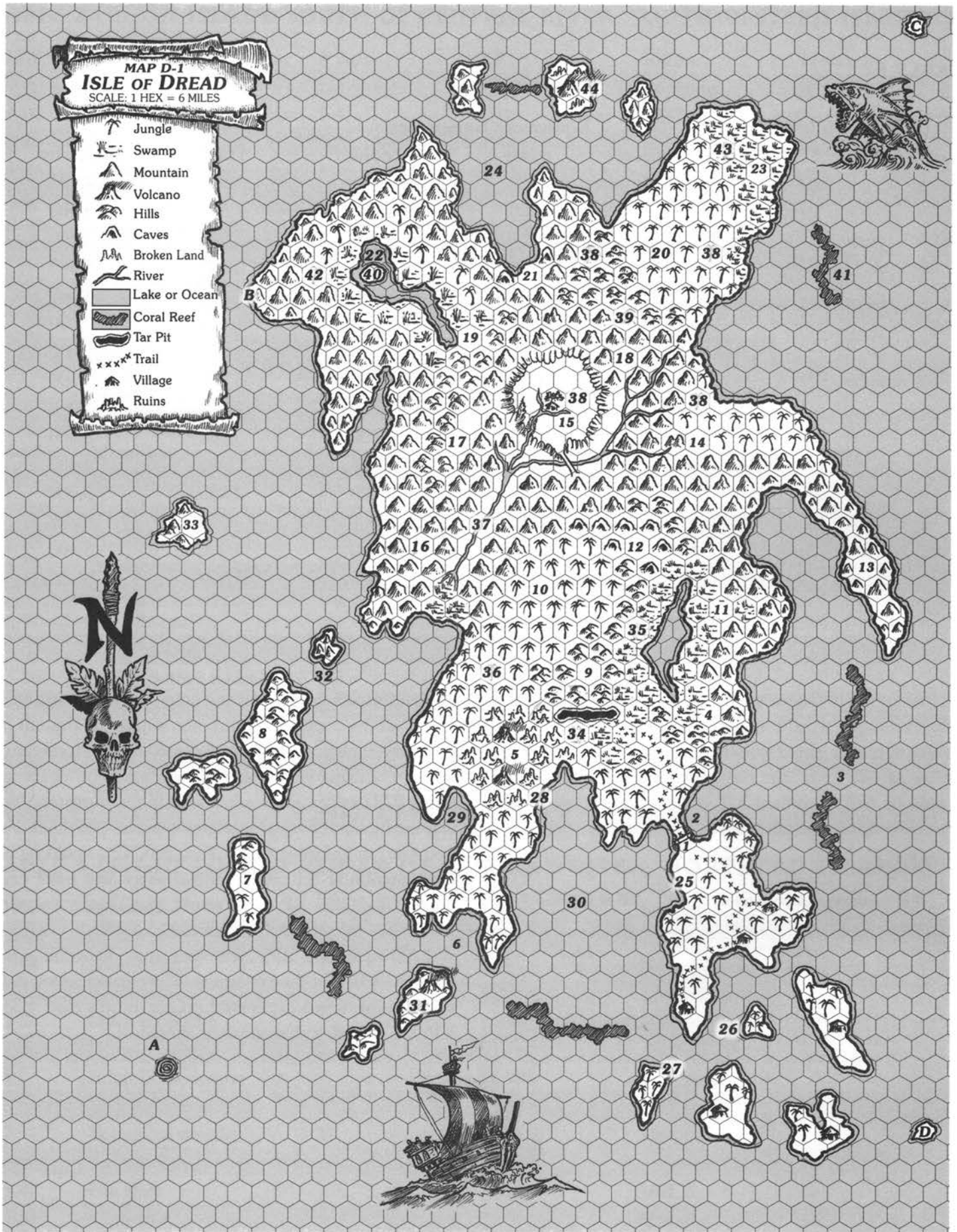
TABLE 6

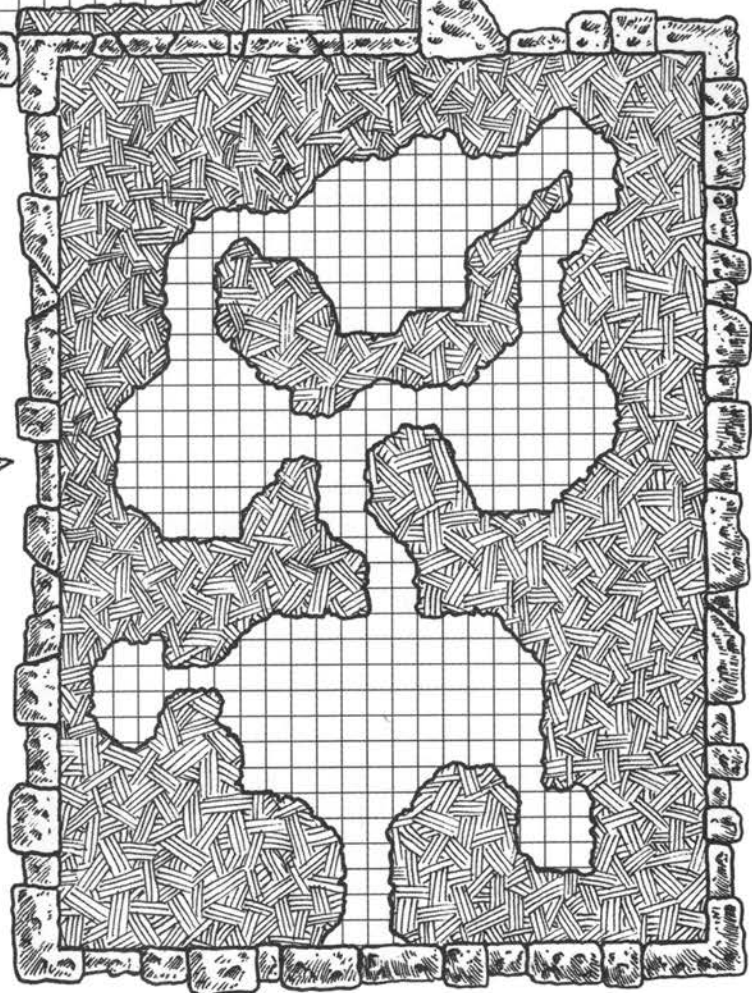
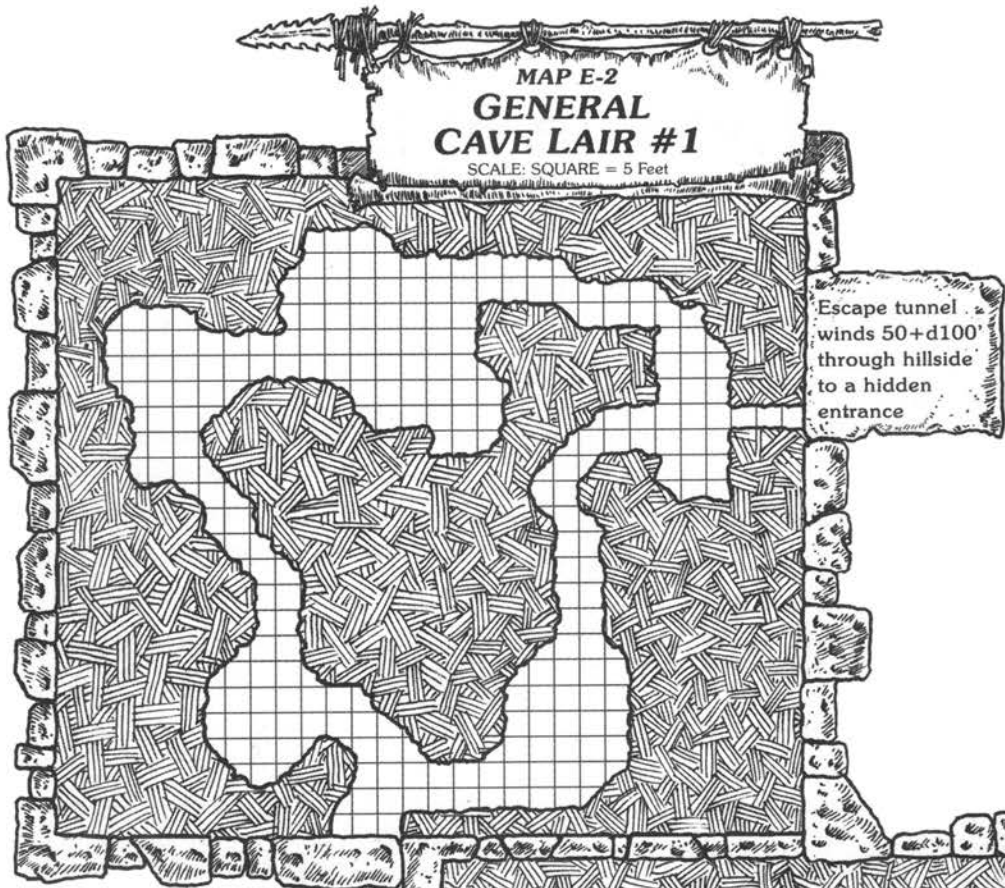
# of Monsters Encountered	XP Multiplier
1	x 1
2	x 1.5
3-6	x 2
7-10	x 2.5
11-14	x 3
15+	x 4

To determine how difficult an encounter is, add up all the XP of all the combatants and then adjust the amount by using the multiplier in Table 6, based on the total number of combatants. Monster XP are based on challenge rating (CR) values and are included in the Monster Manual, the tables above, or statistics capsules provided. For example, an ankylosaurus (CR 3, 700 XP) would be an Easy encounter for our described party. But three cave bears (CR 2, 450 XP each) would be a Deadly encounter for our five 4th-level characters ($3 \times 450 = 1,350 \times 2 = 2,700$ equivalent XP). Note that this calculation is the equivalent XP for the encounter. The characters are only awarded the actual experience points (in this case, 1,350 XP) for defeating this group of monsters.

MAP D-1
ISLE OF DREAD
 SCALE: 1 HEX = 6 MILES

-  Jungle
-  Swamp
-  Mountain
-  Volcano
-  Hills
-  Caves
-  Broken Land
-  River
-  Lake or Ocean
-  Coral Reef
-  Tar Pit
-  Trail
-  Village
-  Ruins





CHAPTER FIVE

The Isle of Dread

The following key describes set encounter areas located throughout the Isle of Dread. Please refer to map D-1 for the location hex of each of these set pieces. It's up to the Dungeon Master to decide when (or even if) the characters have the described encounter once they enter the hex. See chapter 6 for additional set encounters on the isle.

Some of the encounter areas have their own maps, as described in the text. If the DM needs additional maps, he is free to design his own. Maps E-2 and E-3 are general cave lair maps that can be used as needed.

1. VILLAGE OF TANAROA

Tanaroa (map E-1) stands in a clearing at the edge of the jungle, just south of a 50-foot-high wall built of huge stone blocks. The wall stretches for two miles across the thin neck of land that joins the southeastern peninsula with the main island. Evenly spaced along the wall are 28 square towers; each 100 feet to a side and 70 feet tall. In the center of the wall is a pair of massive wooden gates. Each gate has double doors that are 40 feet wide, 40 feet tall, and 5 feet thick. Each gate can be barred with a heavy wooden beam.

The village of Tanaroa guards and controls these gates. A cleared trail leads into the village from the south, winding through Tanaroa and continuing through the gates into the jungle beyond. The path circles four roughly circular groups of huts made of wood and roofed with interwoven palm leaves. The huts are about 50 feet long and 20 feet wide and are raised 10 feet off the ground on wooden stilts. Each group of huts faces a central graveyard, with the back of each hut to the encircling path.

Each collection of huts represents one clan that lives in the village. The four clans are the Elk Clan on the south, the Hawk Clan on the west, the Tiger Clan on the north, and the Sea Turtle Clan on the east. The animal each clan takes its name from is its totem, and the members of the clan believe they are blood brothers to the animal. A large wooden statue of the appropriate totem animal stands in the middle of each graveyard. In battle, each clan has a standard decorated with the clan totem.

In the center of the village is a flat-topped hill that has been artificially leveled. In the center of the hill is a 10-foot-tall truncated pyramid that is made of earth and faced with stone slabs. Set on the top of the pyramid is a huge alarm gong. In a square around the pyramid, 250 feet to a side, is a 3-foot-high, 3-foot-wide earthen wall. The hilltop is the assembly place of the village. Members of each clan sit on the earthen mound (or stand behind it) on the side facing their clan site, while the village leaders preside from atop the pyramid.

Between the clan sites and the flat-topped hill, the path surrounds village gardens and the grounds for the pigs, chickens, and goats that provide meat and milk for the village. The path continues until it reaches the Great Wall and passes into the jungle. Between the village and the Great Wall is a second line of defense: 20- to 30-foot-deep pits filled with 5 to 10 feet of tar. At the base of the towers of the Great Wall are the huts used by the warriors who garrison the Great Wall.

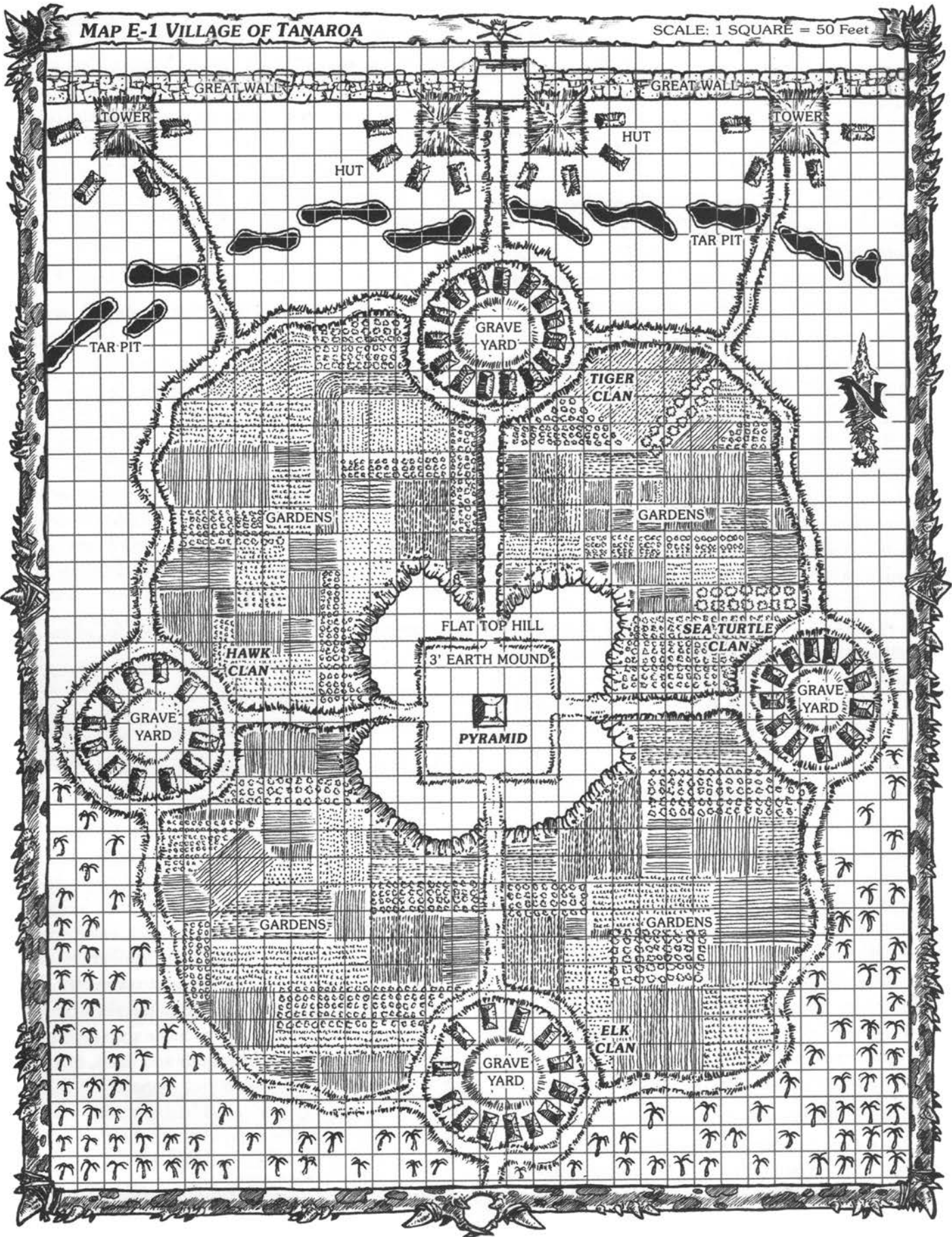
HIRING GUIDES

The natives of Tanaroa occasionally visit the tar pits at the end of the trail to renew their supplies (which they use for waterproofing their boats and roofs). The characters can hire a guide to take them as far as the tar pits. These guides can show PCs where it is safe to cross the tar pits. The party can also hire 2d6 bearers to carry supplies, however, no more will travel beyond the wall without a guard force of at least 30 fighter-types. A guide costs 5 gp per expedition and bearers cost 1 gp each per expedition. These guides and bearers will not leave the path, nor go beyond the tar pits at the end of the trail. The natives will never hire out as warriors.

If the characters desire to find a guide to bring them beyond the tar pits, see the sample guides in appendix D for details.

MAP E-1 VILLAGE OF TANAROA

SCALE: 1 SQUARE = 50 Feet



THE SEVEN VILLAGES

Tanaroa is one of the seven villages on the southeastern peninsula and the adjoining islands. The other villages are Kirikuka, Dawa, Mora, Panitube, Burowao, and Usi. Each is located on map D-1 by a special symbol. The DM is free to assign which of these other villages is located at each location. The seven villages are loosely allied through a council of village chiefs that meets once a year. The population of all seven villages totals about 2,100 total native tribesmen, with roughly 1,900 of these tribal **commoners** and the rest **tribal warriors** (see below).

The seven villages are matriarchies; that is, each village chief is a woman. The natives trace their descent and inheritance through their mother's side of the family and take the mother's family name as their own. The DM should review the sample matriarchs in appendix D, and design more as needed.

The other six villages resemble Tanaroa (the same map can be used), but without the wall and tar pit defenses. If needed, the DM can create maps for these villages and is encouraged to alter each in her own way. Each village has the same four clans. The clans serve to unify the villages in time of war, each clan being organized as a separate "regiment." Although the chief of each village is female, the leader of each clan is male. Each village also elects a special official to serve as advisor to the chief and to serve as the village war leader in times of conflict.

The Great Wall is always garrisoned by warriors from the seven villages. Each village clan garrisons one tower with seven warriors, so there is a total of 196 **tribal warriors** in the 28 towers. The pits filled with tar are secondary defenses, should a nonhuman raiding party or rampaging monster fight past the wall. The area between the wall and the village has been cleared of trees and brush to allow clear fire for bows and thrown spears. In addition to spears (of which scores of extras are maintained in the towers) these tribal warriors are also armed with long-bows (+2 to hit, range 150/600 ft., 1d8 piercing damage).

The village attitude towards the characters starts as indifferent. In a recent meeting, the council of chiefs decided that it would be advantageous for the seven villages to trade with the mainland (the large continent). Unfortunately, their small fishing boats are unable to sail out of sight of land or stand up to storms on the open sea. If

The last important village official and advisor is the village Zombie Master/Mistress. This advisor heads the Cult of the Walking Dead in the village. This cult is a secret society whose members (except for the Zombie Master/Mistress) wear hooded masks during cult ceremonies. At these ceremonies, the "Walking Ancestors" (**zombies**) are created. While these zombies are sometimes used as laborers or spare warriors, the villagers shun and fear them. A Zombie Master/Mistress uses the statistics for a **priest** with the following changes:

- Their alignment is lawful evil.
- Their armor class is 11 (wicker armor; see appendix C).
- They are armed with a quarterstaff (+2 to hit, 1d6 bludgeoning damage, or 1d8 bludgeoning damage if used with two hands).
- They have the Spellcasting feature:

Spellcasting: The Zombie Master/Mistress is a 5th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). They have the following cleric spells prepared (an asterisked spell is from appendix C):

- Cantrips (at will): *guidance, resistance, spare the dying*
- 1st level (4 slots): *create or destroy water, cure wounds, detect poison and disease*
- 2nd level (3 slots): *gentle repose, snake charm**
- 3rd level (2 slots): *animate dead, speak with dead*

the PCs had the foresight to stock up on trade goods, their reception by the villagers and village chiefs is favorable, so interaction skill checks are made at advantage. Furthermore, the party can sell their trade goods for 100% profit (i.e., they receive back twice what they paid for the goods). However, the villages are not terribly wealthy, so there is a 5,000 gp limit on the amount of goods that can be traded. Trade items available include tar, timber, cloth (all suitable to make ship repairs), basic weapons (spears, bows, blowguns and darts, macana [see appendix C], javelins, atlatl [see appendix C], quarterstaves), canoes, rare spices and herbs, animal pelts, foodstuffs, and pearls. The party can use their profits or any spare money to buy extra equipment.

Awarding Experience. On their initial trip (only), the characters receive 200 XP each for every 1,000 gp of trade goods traded with the natives.

2. JAWS FROM THE DEEP

The wide, white sand beaches and placid waters of this bay belie the true dangers that await anyone entering the water. Swimming just out of sight are five bull sharks (use **reef shark** statistics). These savage creatures attack anyone who moves more than 20 feet into the bay and fight until slain. If blood is drawn by either side, there is a 75% chance that an additional five more bull sharks are attracted by the scent of blood. These arrive in 8 rounds and tend to attack wounded creatures in the water first.



3. LAIR OF THE SEA SNAKES

Near these broad coral reefs, hundreds of large oysters cover the sea bottom. They are under 20 feet of water. If the characters gather a few, they will discover a pearl worth 100 gp in addition to some fine cuisine. Each day the characters dive for pearls, they recover 1d4 pearls

(each worth 100 gp). However, every day the characters dive for pearls (including the first), they are attacked by 1d4 **sea snakes** (see appendix B). Although the number of sea snakes is unlimited, the pearls run out after 14 days of diving.

4. RANDOM ENCOUNTER

For every day the party spends within two hexes of this location, they encounter one wandering monster from Table 2 (see chapter 4). If possible, the encounter should occur in or near the monster's lair.

5. CAVES OF THE ROCK BABOONS

The characters are attracted to a crumbling stone cliff by the noise of many loud hoots, grunts, and shrieks. The sounds emerge from a 6-foot-high cave opening in the rock wall. A foul stench wafts out of the dark opening but all the characters can see is a tunnel leading back into darkness. Living within this cavern complex is a tribe of 15 rock baboons.

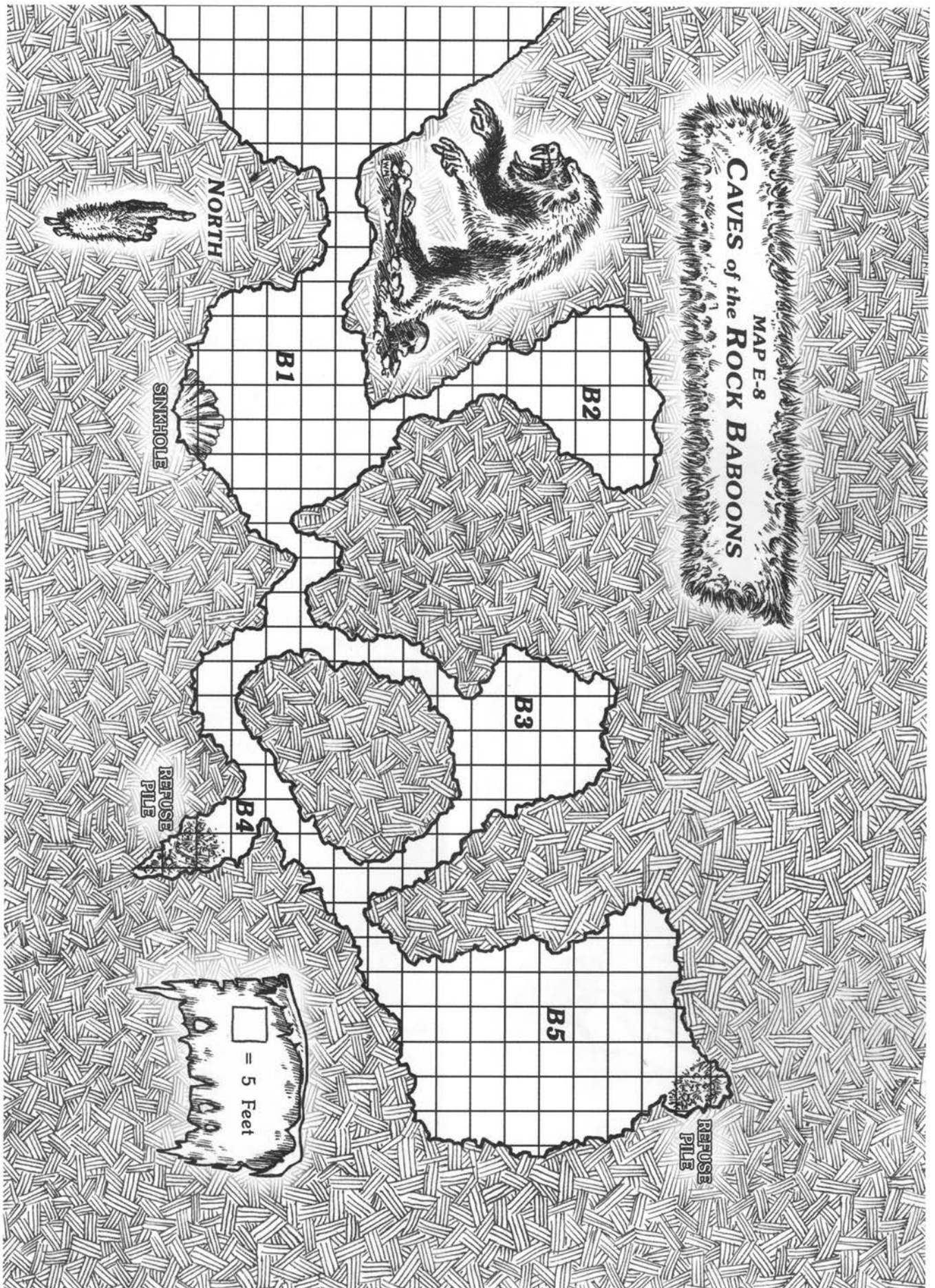
KEY TO THE CAVES OF THE ROCK BABOONS (MAP E-8)

B1. The stench of animal waste is nearly overpowering in this chamber. Each character entering must make a successful DC 11 Constitution saving throw or suffer the effects of retching. While retching, a character makes all skill checks and attack rolls at disadvantage. The character can repeat the saving throw at the start of each of his turns, until he succeeds. Along the south wall is a sinkhole, about 20 feet deep, but nearly full of dung and bits of other refuse, the source of the stench.

Four **rock baboons** (see appendix B) live in this cavern. If they face serious opposition and two are defeated, the remaining flee down one of the corridors or exit the cave to escape.

B2. Three **rock baboons** (see appendix B) live in this squalid cave. The floor is littered with tropical tree leaves, half-eaten fruit and rinds, and other organic debris. These rock baboons lack an escape route, so they fight to the death. Along one wall are crude cave paintings created by Neanderthals that once inhabited the cave.

B3. Three **rock baboons** (see appendix B) inhabit this cave. If one is defeated, the rest flee to area B5. There are a great deal of bones littering the floor, many of which have been stacked in crude piles.



CAVES of the ROCK BABOONS

MAP E-8

NORTH

B1

B2

B3

B4

B5

SINKHOLE

REFUSE PILE

REFUSE PILE

□ = 5 Feet

B4. This corridor dead-ends and is used as a refuse pile for the tribe. Gnawed bones, dried dung, and other organic waste is tossed here. With a successful DC 18 Wisdom (Perception) check, a silver necklace set with amethysts (worth 1,300 gp) can be located after at least 15 minutes of searching. Any character searching for more than a few minutes needs to make a DC 13 Constitution saving throw, or contract a disease called jungle fever. The onset time for the disease is 6 to 12 hours. After that, each day the creature's hit point maximum decreases by 5, unless another DC 13 Constitution saving throw is successful. Two consecutive successful saving throws ends the condition. If the disease reduces the creature's hit point maximum to 0, the creature dies.

B5. The rest of the tribe, four **rock baboons** and the **rock baboon alpha** (see appendix B for both), reside in this chamber. These primates, along with remaining rock baboons that fled here, fight to the death. In a pile of gnawed bones in one corner of the room, among miscellaneous debris, is a gold bracelet worth 700 gp that requires a successful DC 15 Wisdom (Perception) check to locate after 10 minutes of rummaging through the disgusting mess. The bracelet is somewhat tarnished, but otherwise in good shape.

6. LAIR OF THE GIANT SQUID

This area is the hunting ground of an **ancient giant squid** (see appendix B). There is a 50% chance that the giant squid attacks any ship larger than a canoe passing through this hex. If it attacks a larger ship, it uses four of its tentacles and its bite to attempt to crush and breach the hull, utilizing its Siege Monster trait. Meanwhile, it can still attack with four of its other tentacles, attempting to grab Medium or smaller creatures off the deck. Grappled creatures are pulled underwater and could suffer the effects of drowning. If reduced to 20 hit points or less, the ancient giant squid expels its ink cloud and retreats to its lair.

The ancient giant squid lives in a rocky cave located 35 feet beneath the water's surface. Within the flooded lair are piles of bleached bones and miscellaneous bits of trash, including old swords, boots, waterlogged clothing, and an opaque bottle with a wax seal containing a *potion of heroism*.

7. PIRATE LAIR

These pirates have come from another island (the DM should choose one or add new islands off the map). They have set up this base camp while they raid the coastal villages for slaves. The slaves are traded to the Sekolah worshipers (area 27, chapter 6), or with slavers that pass by the isle a few times per year. They sail four 20-foot-long outrigger canoes with collapsible masts.

There are 41 pirates consisting of the following:

- Crimson Caruthra is a female pirate captain (use **bandit captain** stats) with numerous red tattoos and flame-red hair. She wields an ornate greatsword (2d6 + 2 slashing damage) worth 125 gp, and wears chain mail (AC 16) and a *ring of water walking*. She carries the key to the iron box in area P4 in her left boot that requires a successful DC 13 Wisdom (Perception) check to locate.
- 6 pirates (use **bandit** stats) wearing chain mail (AC 16, speed 20 ft.) and wielding cutlasses (+3 to hit, 1d8 + 1 slashing damage; see appendix C).
- 20 pirates (**bandits**) wearing leather armor and wielding cutlasses (+3 to hit, 1d8 + 1 slashing damage; see appendix C).
- 14 pirates (**bandits**) wearing leather armor and armed with light crossbows and cutlasses (+3 to hit, 1d8 + 1 slashing damage; see appendix C).

⊙ Π A RAID

At any time, there is a 70% chance that 1d4 outriggers are at sea; 1d4 + 4 pirates sail in each outrigger canoe, with Crimson Caruthra sailing in the canoe of her choice. The raiding party returns in 1d6 + 4 hours. The rest of the pirates are guarding the camp.

KEY TO THE PIRATE LAIR (MAP E-4)

P1. Towers. There are three 20-foot-tall lookout towers, each of which can hold up to four pirates. There will always be at least one lookout in each tower (the DM may wish to roll 1d4 for the number of lookouts in a tower). The keys to the shackled captives (huts C) are kept here.

P2. Boats. The outrigger canoes are beached here, unless

the pirates are out raiding (see sidebar). When ashore, the paddles and sails are kept in different huts to prevent theft.

P3. Huts. These grass huts have conical roofs of thatched grass. The unmarked huts each house four pirates, and contain sparse furnishings consisting of four hammocks and several unlocked footlockers. These contain spare clothing, extra weapons, and worthless personal effects. The other huts are labeled as follows:

L. This is Crimson Caruthra's private hut. It contains a locked wooden cabinet where the outrigger sails are stored. The key is hidden in hut S, or the lock can be picked with a DC 15 Dexterity check using thieves' tools. A simple wooden bed and a footlocker are present. The footlocker contains several sea charts (worth 25 gp) plus extra clothing and personal effects.

S. This hut is the supply hut. It contains the paddles, ropes, tools, buckets of tar, food, spare weapons, and other supplies.

C. Each of these huts contains 3d4 captives (native **commoners**) awaiting sale or trade to the nearby Sekolah worshipers. They are shackled to iron weights to keep them from escaping. The keys to these shackles are in area P1, or they can be burst with successful DC 23 Strength (Athletics) check or unlocked with a successful DC 20 Dexterity check using thieves' tools.

P4. Cave. There are always 2d4 pirates guarding the cave. The pirate treasure is here, kept in a large iron box that is cemented into the wall. The box is locked and Crimson Caruthra has the only key. The lock can be picked with a successful DC 18 Dexterity check using thieves' tools. If the box is forced open (not picked), a secret compartment in the side of the chest slides open, releasing a deadly pit viper (use **poisonous snake** statistics). The locked box contains 2,000 cp, 3,000 sp, 4,000 ep, 17 gems (worth 1,300 gp total), a *spell scroll* (with the wizard spell *shield*), and a *+1 shortsword*. The sword is sentient, forged by dwarves to aid them in locating veins of ore. Its name is Orectus, and it has the following characteristics:

Communication. The sword communicates by sending emotions to its wielder.

Senses. The sword has hearing and darkvision out to 60 feet.

Alignment. The sword is neutral.

Special Purpose. The sword's special purpose is to locate metal and metallic ore. It is especially fond of platinum.

Detect Metal. By spending an action, an attuned wielder can detect metal or metal ore within 60 feet of the sword, assuming it is larger than one pound (or 50 coins). If the wielder spends another action, the sword will point to the metal, and discern its type. This detection is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Levitate. Three times per day, the wielder can cast *levitate*.

P5. Escape Tunnel. Behind a hidden exit (treat as a secret door) at the back of the cave is an escape tunnel about 4 feet wide. It requires a successful DC 20 Wisdom (Perception) check to locate this exit. It winds through the hill for 500 feet and exits into a series of natural caverns. These sea caves are under water at high tide (20% chance).

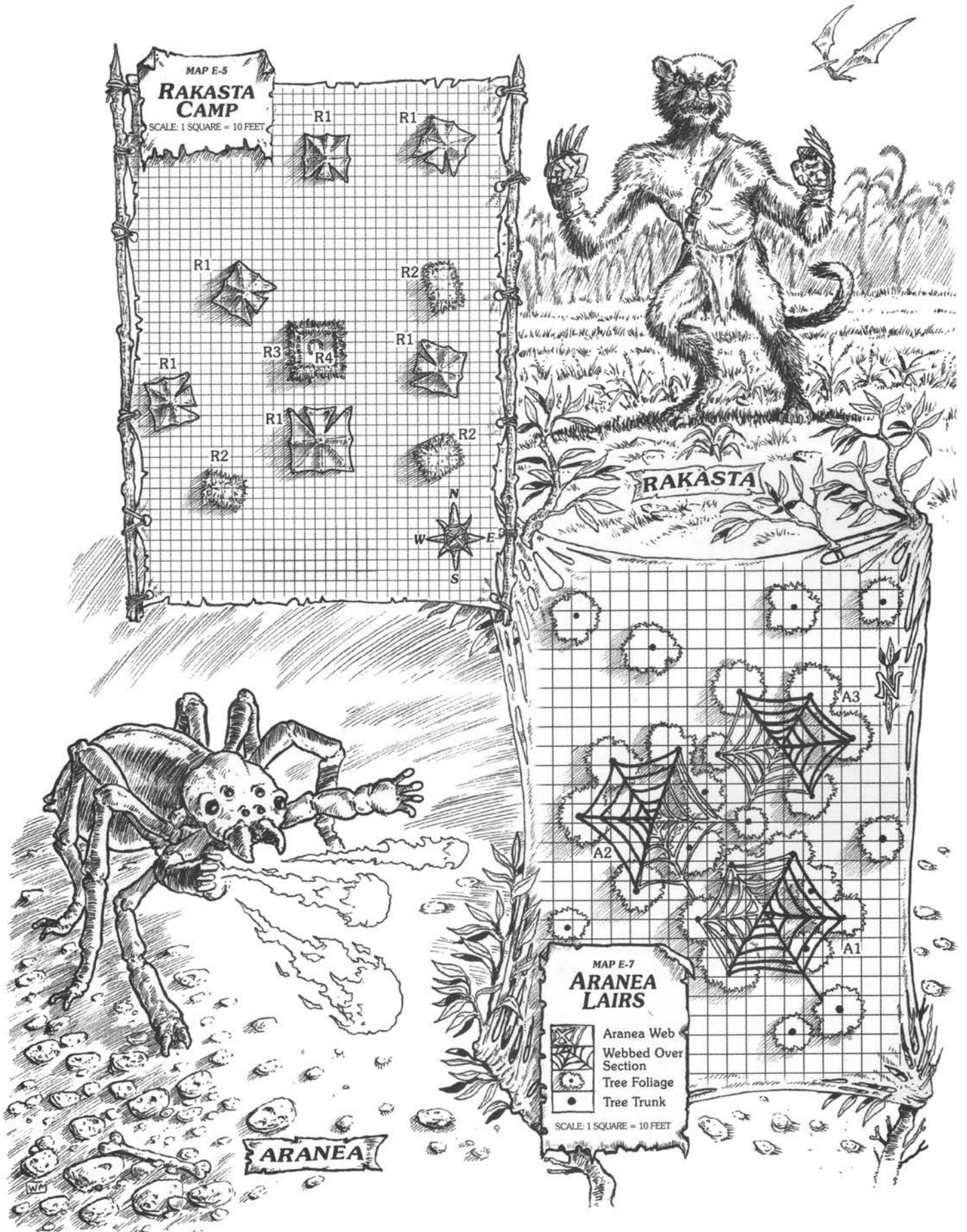
P6. Wall. The pirate camp is surrounded by a wall of thorn bushes weighted down with rocks. The wall is 5 feet tall and 3 feet wide and keeps out all but the largest animals and dinosaurs. Passing through the wall causes 7 (2d6) piercing damage.

8. HIPPOGRIFF NEST

Set atop the tallest hill on this island is a nest of five **hippogriffs**. These creatures prey on the weakest of the many wild sheep that graze on the surrounding hills, and generally don't leave their island in search of prey. In defending their "territory," the hippogriffs attack anyone climbing the hill within a half-mile of their nest. They have no treasure, but if they are somehow befriended could become useful flying mounts for the characters.





9. RAKASTA CAMP

A tribe of rakasta have set up a temporary camp in this hex. They arrived on the Isle of Dread several months ago and are searching for a hidden shrine (area 39, chapter 6) constructed by their people that holds wealth, hidden lore, and a great leader needed for a desperate struggle in their distant land. Rakasta are a race of nomadic feline humanoids. They walk erect, but their heads and features are cat-like and their bodies are covered with soft, tawny fur. They are proud and barbaric, fierce fighters who cover their natural claws with metal "war claws" (see appendix C), their favorite weapon. The strongest warriors ride mostly-tamed saber-toothed tigers.



MAP E-5
RAKASTA CAMP
 SCALE: 1 SQUARE = 10 FEET

MAP E-7
ARANEA LAIRS
 SCALE: 1 SQUARE = 10 FEET

-  Aranea Web
-  Webbed Over Section
-  Tree Foliage
-  Tree Trunk

They dwell in large waterproof tents richly furnished within. The rakasta's treasures include silk tapestries, brightly colored carpets, bronze artifacts, gilded leatherwork, silverware, and gold jewelry. The tribe's treasures are worth a total of 10,000 gp but weigh about 1,000 pounds so transporting most items is difficult due to the bulk. Since the rakasta are likely to be friendly with the characters, there is not a detailed breakdown of the treasure, although the DM is encouraged to create one if required for play.

In this temporary camp there are 16 normal rakasta and three rakasta tiger riders. Only these three, the bravest and strongest rakasta warriors, can hold the respect of the three saber-toothed tigers also in the camp.

KEY TO THE RAKASTA CAMP (MAP E-5)

R1. These cloth tents each house 1d4 **rakasta** (see appendix B). Beginning with the upper left tent and going clockwise, the tents hold 4, 2, 3, 3, 4, and 3 rakasta, respectively. The tents with an italicized number appearing indicate that one of the residents in the tent is a **rakasta tiger rider** (see appendix B).

R2. Each of these is a simple tent pavilion with a roof of interwoven palm leaves raised 10 feet off the ground on a light wooden framework. The tent canvas can be rolled down in case of rain. There are three pavilions, each housing a **saber-toothed tiger** chained to a large heavy log.

R3. This is the communal pavilion, where the tribe members come to meet, take their meals, and socialize. It is similar to the pavilions housing the tents described as R2, but this one has a smoke hole in the center of the roof. Inside the pavilion are a number of cushions and rugs.

R4. This area is the communal firepit, rimmed with rocks, and complete with turning spit and other cooking utensils.

10. PHANATON PLATFORMS

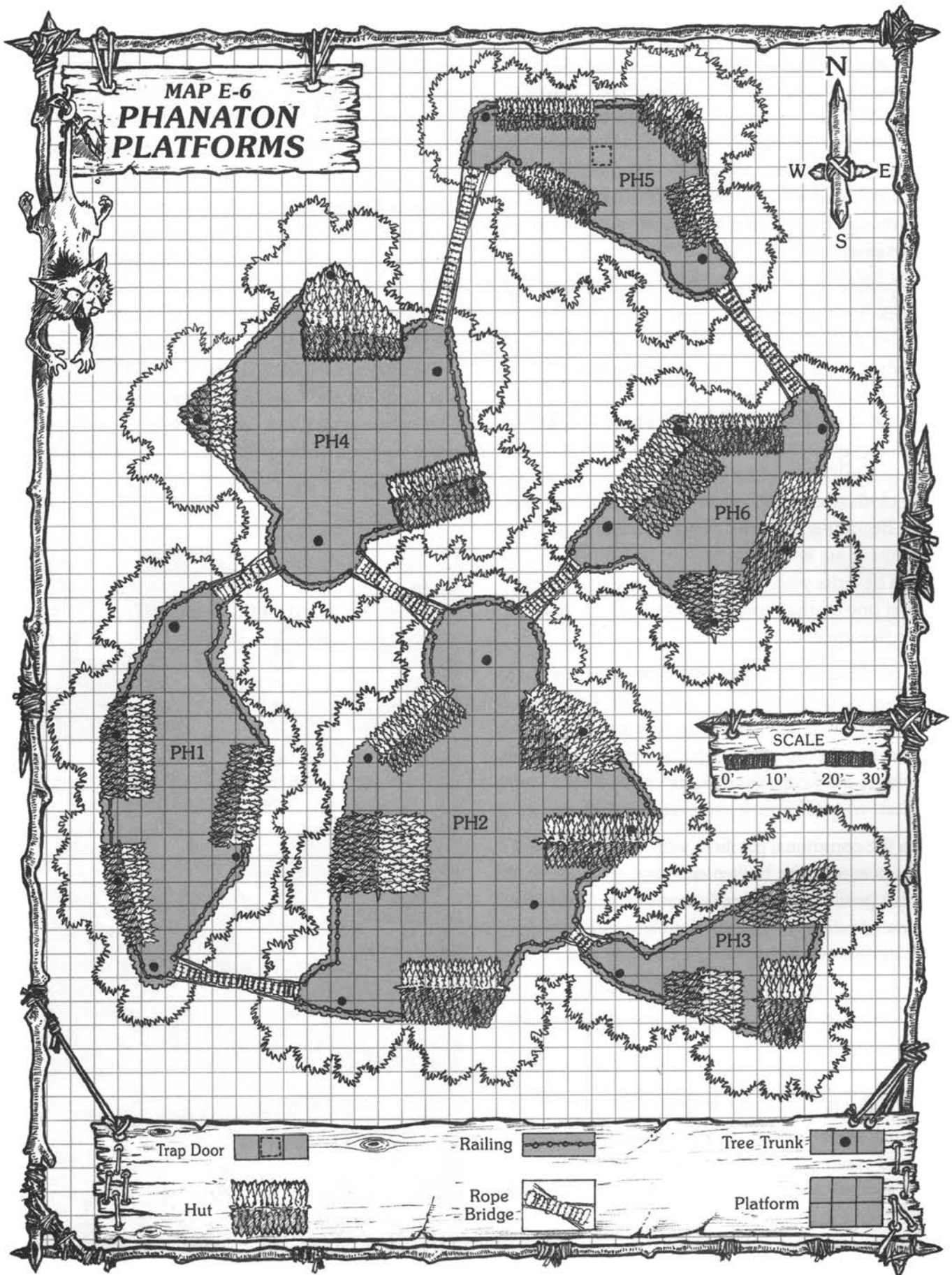
This is a small settlement of about 100 phanaton. These halfling-sized creatures look like a cross between a monkey and a racoon and glide from tree branch to tree branch like flying squirrels.

The settlement is 50 feet off the ground and is difficult to see from below because of the foliage between the

ground and the tree settlement. A creature must pass below within 20 feet of the settlement to have a chance to distinguish it from the surrounding greenery. This requires a successful DC 20 Wisdom (Perception) check; if a creature specifies the canopy is being examined then the check is at advantage.

The settlement consists of a half-dozen wooden platforms built between several large trees. Each platform is supported from below by wooden braces. The platforms are also supported by a web of knotted ropes, like the cables of a suspension bridge. Each platform contains a number of wooden huts that vary in size. The wooden huts are filled with skillfully carved furniture made from many different types of exotic woods. Decorating the interiors of all the houses are dozens of hanging plants plus ornate wood and bone mobiles. A safety rail runs along the edge of the platforms to prevent young phana-





ton from falling off. The platforms are connected by a series of rope bridges for the young or infirm.

KEY TO THE PHANATON PLATFORMS (MAP E-6)

PH1. On this platform there are three huts housing a total of 14 **phanaton** (see appendix B). There are seven adult males, five adult females, and two children. The phanaton young are noncombatants and seek to flee if attacked.

PH2. The five wooden huts on this platform contain a total of 20 **phanaton** (see appendix B). The **phanaton war chief** (see appendix B), named Ra'tikki, inhabits the large hut along the western railing. The floor of this hut is a pile of pillows and cushions. Hidden beneath the war chief's bed is a locked wooden chest containing the clan's accumulated treasure: 3,000 sp. The key is hidden in one of the pillows, which requires a successful DC 20 Wisdom (Perception) check to locate. Alternatively, the lock can be picked with a successful DC 18 Dexterity check using thieves' tools.

There is a 40% chance that 1d6 + 1 of his seven **phanaton bodyguards** (see appendix B) are present in his hut. The remaining bodyguards are resting in their two huts, located along the south and northwest parts of the platform.

If the bodyguards are not with the war chief, there is a 40% chance that 2d6 **phanaton** (see appendix B) are with him. These are his numerous mates, which reside in the two huts along the eastern railing of this platform. Otherwise, the war chief is resting alone.

PH3. There are three huts on this platform, each housing 1d4 + 2 **phanaton** (see appendix B).

PH4. There are three huts on this platform, each housing 1d4 + 2 **phanaton** (see appendix B).

PH5. Two of the huts on this platform are unoccupied. The other two contain the usual 1d4 + 2 **phanaton** (see appendix B). Phanaton usually climb or glide up to their settlement. But this platform, however, has a trapdoor in the center of the floor, from which a rope ladder can be unrolled. The rope ladder reaches to the jungle floor and is for the convenience of non-flying guests. Guests at the settlement usually sleep on this platform, in one of the empty huts.

PH6. There are three huts on this large platform, each

TO THE AID OF THE PHANATON

The phanaton are a generally peaceful race and start all encounters with an indifferent disposition. If swayed to friendly, which can be easily done with a successful DC 12 Charisma (Persuasion) check, or simply trading a commodity that is useful to the settlement, the characters are invited to stay at the settlement. That night, the war chief hosts a banquet and serves a variety of fruits, seeds, and vegetables.

Assuming the characters continue to foster good relations, the war chief can share information on nearby set encounters (areas 5, 9, 11, and 12), or 1d4 rumors from the Rumors on the Isle of Dread table (see chapter 3). The phanaton are bitter enemies of the aranea (see area 14), as the arachnids find them tasty. If the characters agree to defeat the aranea, and return to the settlement to offer proof, the phanaton reward them.

Quest: Defeat the Aranea. If the characters accept this quest and deliver proof that the aranea at area 14 have been defeated, the war chief rewards the characters with 1,500 sp and six small carved wooden figurines depicting phanaton in various positions. Each figurine is worth 50 gp, and if shown to other phanaton, it grants advantage on all skill checks regarding social interaction.

housing 1d6 + 2 **phanaton** (see appendix B), including extended family members.

11. LAIR OF THE LIZARDFOLK

This lair is located on the edge of a dense swamp in a dank, half-flooded cave. Living within this dismal cavern are 14 lizardfolk. They hunt and eat the various swamp animals that live in the area. For tribal feasts, the lizardfolk occasionally attack the Neanderthal lair and dine on man-flesh. From these raids the lizardfolk have accumulated a small horde of treasure.

KEY TO THE LAIR OF THE LIZARDFOLK (MAP E-9)

L1. The entrance to the cave is about 20 feet high. It is blocked with a wooden stockade, about 12 feet high with sharpened stakes pointed outward to discourage

large beasts. There are several handholds carved into both sides of the walls to aid getting over the stockade. These can be located with a successful DC 15 Wisdom (Perception) check and climbed with a successful DC 13 Strength (Athletics) check. Failure on the climb check by 10 or more results in a fall onto the stakes, with the victim taking 5 (1d8 + 1) piercing damage.

The corridor beyond the stockade has two concealed pits. The lizardfolk avoid these by walking around them. They can be discovered with a successful DC 15 Wisdom (Perception) check. If the corridor is searched for tracks, with a successful DC 12 Wisdom (Survival) check, clear evidence of the safe route can be noted. Each pit is 10 feet deep, and if triggered, the target must make a DC 13 Dexterity saving throw or fall in. The fall causes 3 (1d6) bludgeoning damage, and each pit is lined with wooden stakes. A target lands on 1d4 stakes, each causes a further 4 (1d4 + 2) piercing damage.

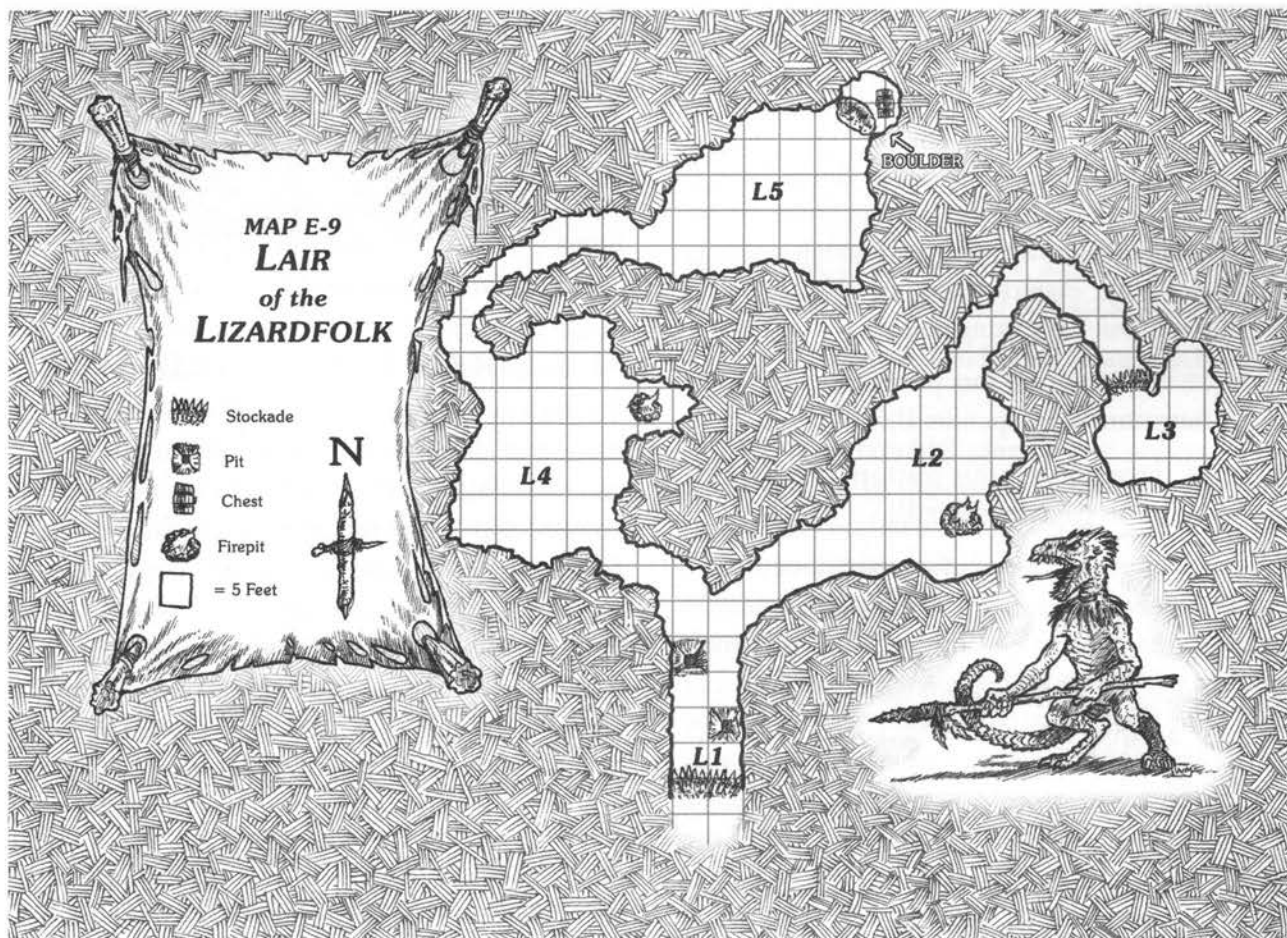
L2. The cavern contains a firepit and is inhabited by three **lizardfolk**. Hanging on the wall are several dinosaur-hide saddles, used with the giant lizards in area L3.

L3. The entrance to this side chamber is blocked by a

crude wooden gate that extends to the ceiling. A simple latch, tied securely with a piece of leather, can be undone to provide access. The pen holds four giant gecko lizards (use **giant lizard** statistics). These lizards are used as mounts and pack animals by the lizardfolk. They are treated well, but if disturbed by non-lizardfolk, attack in an attempt to flee the chamber.

L4. This cavern contains a firepit and hanging from the ceiling are numerous haunches of dried meat. Some of the haunches appear to be humanoid in origin. Along the west wall hang 32 javelins, and three extra spiked shields rest against the wall nearby. Five **lizardfolk** inhabit this chamber. If three are defeated, the rest flee to area L5 to make their final stand.

L5. The remaining six **lizardfolk** reside in this large chamber. One of the lizardfolk fights with a greatsword (AC 13 since he has no shield, 2d6 + 2 slashing damage), and fancies himself the leader of the tribe. In the north-east corner of the cavern is a secret niche blocked by a large rock. This niche can be discovered with a successful DC 17 Wisdom (Perception) check, although it also requires a successful DC 14 Strength (Athletics) check to slide the rock out of the way. Inside the niche, stored in



an unlocked wooden sea chest is the lizardfolk's treasure: 5,000 cp, 6,000 sp, and eight opals (each worth 500 gp).

12. NEANDERTHAL LAIR

This set of natural caverns that lies down a tunnel, behind three curtains made of animal hides, is home to a tribe of Neanderthals. The rooms are filled with crude wooden furniture, and the floors are generally clean. Piles of mangy furs depicted on the map serve as beds for these primitive humans.

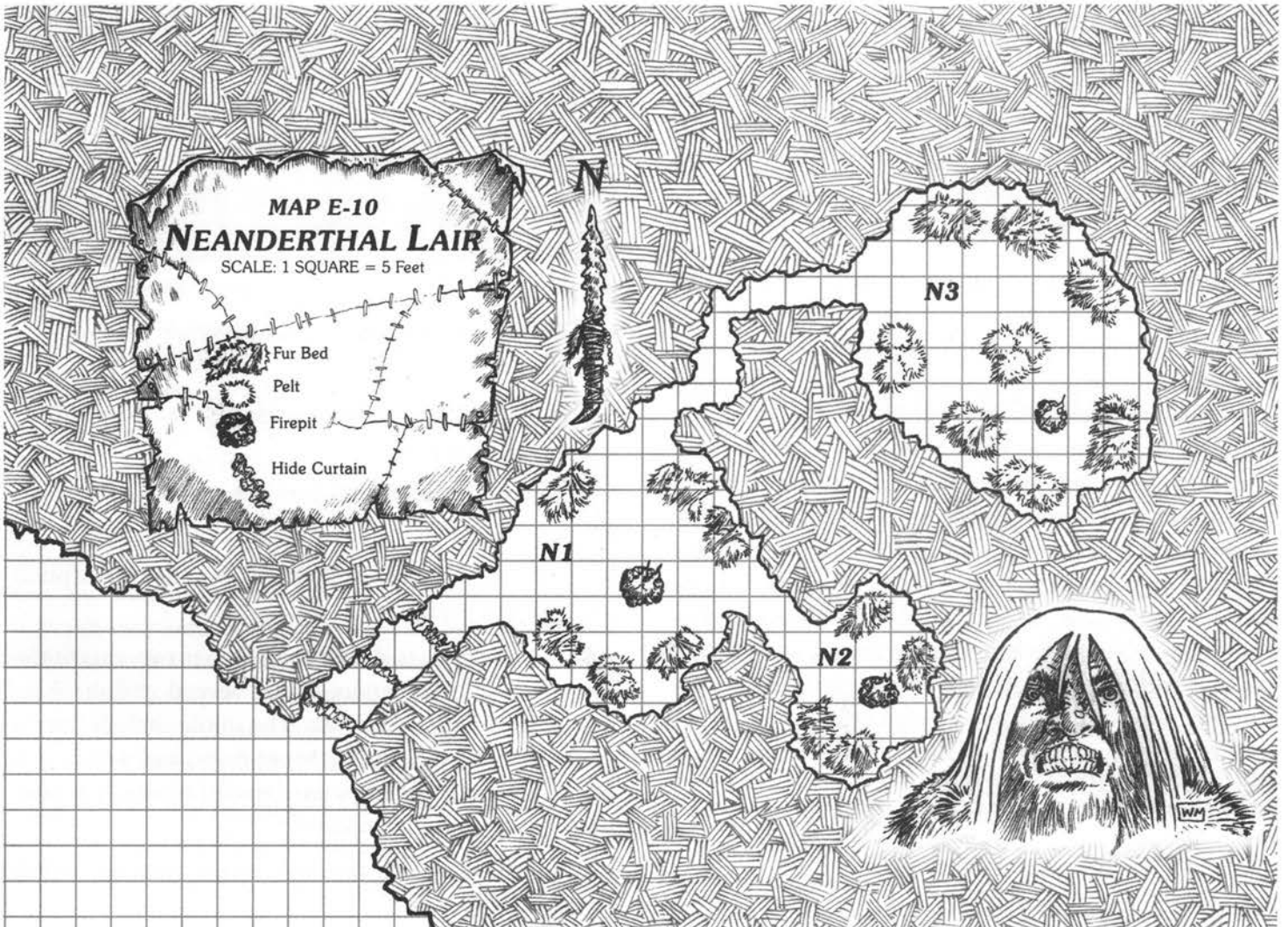
KEY TO THE NEANDERTHAL LAIR (MAP E-10)

N1. There are five Neanderthals (use **tribal warrior** stats) in this chamber. In addition to spears, they are armed with greatclubs (+3 to hit, 1d8 + 1 bludgeoning damage). If they face serious opposition, they flee to area N3.

A successful DC 14 Wisdom (Perception) check reveals one of the furs on the floor is valuable (worth 85 gp).

N2. Four Neanderthals (**tribal warriors**) occupy this chamber. In addition to spears, they are armed with greatclubs (+3 to hit, 1d8 + 1 bludgeoning damage). The walls of this chamber are covered with simple paintings, mostly depicting hunting scenes, generally with numerous Neanderthals ganging up on a large beast (such as a mammoth, a woolly rhinoceros, or a megatherium).

N3. The rest of the tribe resides in the large communal cavern. This includes nine Neanderthals (**tribal warriors**), and two **Neanderthal leaders** (see appendix B). In addition to spears, all of these brutes are armed with greatclubs (+3 to hit, 1d8 + 1 bludgeoning damage). In a chest made from fitted uncemented rock slabs is the tribal treasure: 1,000 sp, a small piece of obsidian (worth 10 gp), and a large white pearl (worth 500 gp).



13. AERIE OF THE GARGOYLES

When the characters enter this hex, they notice a single grotesque statue, standing atop a craggy rock peak several hundred yards in the distance. As long as the characters stay at least 100 feet away, the figure does not move and appears to be nothing more than a stone statue, due to its False Appearance trait. However, if a character moves closer than 100 feet, the **gargoyle** flies forward with a grating shriek to attack. Two other **gargoyles**, attracted by the first one's cries, leave their nearby cliff lair and join in the fray.

The gargoyles' nest is set into a rocky cliff about 50 feet off the ground. It requires a successful DC 15 Strength (Athletics) check to make the climb. Failure indicates a fall with 3 (1d6) bludgeoning damage per 10 feet of the fall. Among the bones and assorted garbage, the characters find a ruby (worth 600 gp) and a *scroll of protection* (elementals) lying on the cave floor.

14. ARANEA LAIRS

This section of forest is inhabited by three aranea. The aranea are a race of highly intelligent, spell-wielding arachnids (spiders) who live in webs strung between trees. They look like huge, greenish-brown spiders (about the size of a small pony), with a massive odd-shaped lump on their backs that houses a large brain.

The webs are about 40 feet above the jungle floor but are concealed from view unless one climbs above the first layer of leaf growth. This 20- to 30-foot climb requires a successful DC 15 Strength (Athletics) check. Each aranea has a separate lair, but the walls are close enough together so that the aranea can jump from one to another with ease. Part of the webs are roofed over with a waterproof mixture of leaves, bark, twigs, and web strands. These webbed-over sections of their lairs resemble caves. These are filled with many pieces of crude "furniture" made out of wood, vines, and web which are webbed in place on the floor. These include storage chests, and libraries used for spell research. Aranea treasure is usually woven into the roofs of their lairs for safe keeping, which typically requires a successful Wisdom (Perception) check (see below for DC) to discover.

KEY TO THE ARANEA LAIRS (MAP E-7)

The area beneath the aranea webs is patrolled by two **bugbears**. These brutes are armed with heavy macana wielded two-handed (2d8 + 2 slashing damage; see appendix C), and javelins. Their armor is painted various blotches of greens and browns, and they make Stealth checks, seeking to surprise the characters. They earn treasure and favors from the aranea by guarding the grounds from intruders. These bugbears live nearby in thatched huts, and each carries a large bone horn that it sounds at the first sign of trouble, warning the aranea. Each bugbear carries a pouch containing scraps of food, personal mementos (such as bones and teeth), and 10 gp.

A1. The **aranea** (see appendix B) in this lair has the following wizard spells prepared:

- Cantrips (at will): *fire bolt*, *mage hand*, *poison spray*
- 1st level (4 slots): *detect magic*, *shield*, *sleep*
- 2nd level (2 slots): *hold person*, *levitate*

This aranea has a *curse shield* and a *potion of undead control* (see appendix C for both of these) hidden in the roof of its lair. The shield is easy to locate, but the potion requires a successful DC 18 Wisdom (Perception) check.

A2. This **aranea's** (see appendix B) lair is similar to the previous one. It has the following wizard spells prepared:

- Cantrips (at will): *acid splash*, *minor illusion*, *poison spray*
- 1st level (4 slots): *mage armor*, *silent image*, *Tenser's floating disk*
- 2nd level (2 slots): *misty step*, *phantasmal force*

Its only treasure is a *broom of flying* hidden in the roof which requires a successful DC 16 Wisdom (Perception) check to discover.

A3. The final web is similar to the other two, except that the **aranea** (see appendix B) has several *spell scrolls* laid out on its table for quick use. The scrolls include the following wizard spells: *light*, *mirror image*, and *tongues*. The aranea has the following wizard spells prepared (an asterisked spell is from appendix C):

- Cantrips (at will): *fire bolt*, *minor illusion*, *poison spray*

- 1st level (4 slots): *serpent missile*,* *silent image*, *sleep*
- 2nd level (2 slots): *blur*, *hold person*

A *potion of poison* is hidden in the webs of the ceiling which requires a successful DC 17 Wisdom (Perception) check to locate.

15. PTERANODON TERROR

This area is the hunting grounds for three **pteranodons**. There is a 75% chance that the pteranodons attack the party as they cross the 300-foot rope bridge from the nearby peaks to the plateau. A Medium or smaller target who is hit by one of the pteranodons must make a successful DC 14 Dexterity saving throw or be knocked off the bridge onto the rocks below taking 52 (15d6) bludgeoning damage. A Large target, or targets tied together, make this saving throw at advantage.



16. THE ROCS' ROOST

High up in the mountains of this hex is a nest that belongs to a pair of **juvenile rocs** (see appendix B) abandoned months ago. Reaching the nest is an arduous climb that takes several hours, during which the rocs employ strafing attacks. If a juvenile roc establishes a successful grapple, it seeks to drop the target from a height of 2d6 x 10 feet, incurring normal falling damage.

The nest is nearly 30 feet across and consists of driftwood, tree trunks, ship hull beams, a shattered mast, and several massive dinosaur bones. Woven into the nest is a map showing the location of a buried treasure located in area 19. It requires a successful DC 15 Wisdom (Perception) check to locate the map.

17. DIMETRODON PERIL

The party hears a series of horrible screams. In the center of a grassy clearing is a **dimetrodon** (see appendix B) attacking a frantically struggling native (a tribal **commoner**). Although the native is mortally wounded, if the dimetrodon is slain or driven off, he will give the party his only treasure, a nugget of platinum (worth 50 gp). But, they need to swear to bury him in a special location (DM's choice, or roll 1d4 on the table below).

D4 Burial Location

- | | |
|---|---|
| 1 | The village of Mora |
| 2 | The bay northeast of Tanaroa (area 1) |
| 3 | The forest atop the Central Plateau (area 2, chapter 7) |
| 4 | In a volcano near area 5 |

18. OGRE LAIR

This set of natural caves served as an ancient burial chamber for a former tribe of native tribesmen. Now, it is the home of five ogres.

KEY TO THE OGRE LAIR (MAP E-II)

O1. The entrance to this cave is partially blocked by a pile of rubble. The rubble needs to be climbed over but doing so requires a successful DC 11 Dexterity saving throw, or else the climber stumbles over the carefully balanced rocks. Although harmless, the creature is now prone, and noise likely wakes the guard (if sleeping) in this chamber.

One **ogre**, wielding a spear two-handed (2d8 + 4 piercing damage), is stationed on guard in this chamber. He does not take his task seriously so there is a 75% he is fast asleep in a pile of many furs to the east. A sputtering torch (dipped in tar) is affixed to the wall. Four burial niches line the north and the south walls, but if any bodies were present they have been since removed.

O2. This chamber is uninhabited, and unlit. Instead the center of the room is a pile of desiccated, partially mummified humans. These bodies were in the niches in areas O1 and O3 and are in various stages of decay. There is nothing of value here.

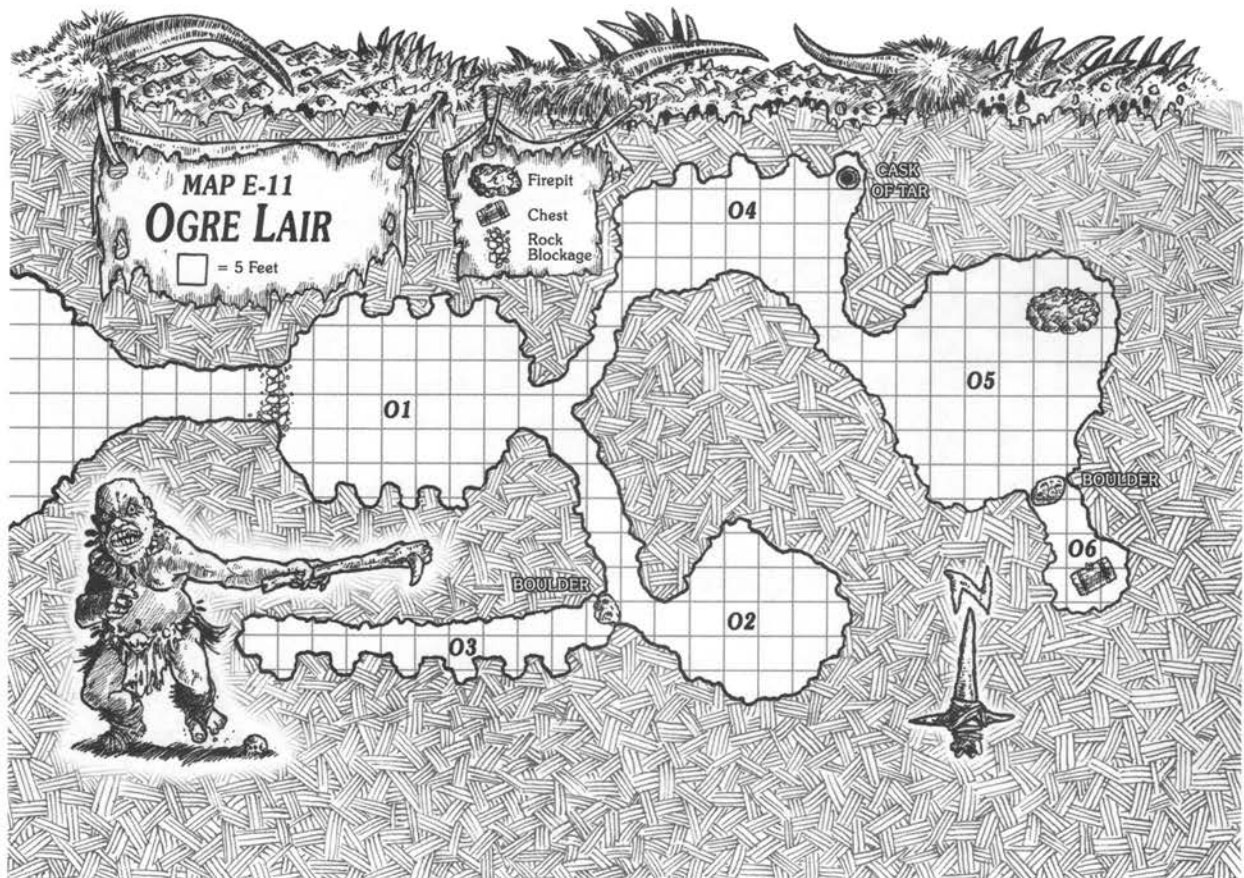
O3. This secret chamber is concealed by a rock that requires a successful DC 18 Wisdom (Perception) check to discover. The ogres are even unaware of this chamber. Beyond is a long hall with six burial niches along the south wall. Each holds a crudely mummified human body standing upright. Each is buried with various (worthless) trinkets and effects.

O4. This chamber is lit by a pair of sputtering tar-dipped torches attached to the north wall. Along this wall are four empty burial niches. A large battered cask containing sticky tar rests in one of the niches. Along its cask's

surface, in Common, is burned the phrase *Property of the Prince's Arch*. *The Prince's Arch* was a sailing ship that wrecked off the isle years ago. A single **ogre** is here, using a sword to cut and shape torches and other crude wooden tools. He shouts an alarm to the others in area O5, before attacking in a bloody rage with the greatsword (2d6 + 4 slashing damage).

O5. Three **ogres**—the rest of the tribe—live in this hearth room. They are lounging around preparing for a feast. In the northeast corner of the room is a large firepit with a haunch of dinosaur (dimetrodon) meat roasting on a metal spit. Each ogre is armed with a greatclub and wears dinosaur hide armor. They fight to the death to defend their lair.

O6. This chamber is hidden by a large rock blocking entrance. Although easy to locate, it requires a successful DC 20 Strength (Athletics) check to remove the rock. Another character can Help with this skill check. Hidden in the chamber is the ogres' treasure chest. Inside the locked wooden chest are 2,000 sp, 1,000 gp, and three sabre-toothed tiger skulls. A random ogre carries the only key to the chest, which can be found with a successful DC 15 Wisdom (Perception) check. Or, the lock can be picked with a DC 13 Dexterity check using thieves' tools.



19. DERANGED ANKYLOSAURUS

As the party moves through this lightly wooded area, an **ankylosaurus** rushes out to attack the characters in a frenzy of tail-bashing. Although normally quite docile, this beast recently grazed on a patch of loco weed and is now under the plant's influence. The giant beast attacks until slain, or until the drug wears off (in about two hours).

This area is also the hunting ground of an **allosaurus**. There is a 40% chance the allosaurus is attracted to the sounds of battle and arrives $1d4 + 2$ rounds after the battle with the ankylosaurus begins.

If the characters have recovered the treasure map from the juvenile roc nest (area 16), they can use it to locate the large treasure buried here. It requires a successful DC 15 Wisdom (Survival) check to find where the hoard is hidden by following the map. The hoard is buried 10 feet underground which takes 20 to 50 ($1d4 + 1 \times 10$) minutes to dig up. For each 10 minutes of digging, there is a 25% chance for a wandering encounter, attracted to the sound of the digging. If one appears, it is the allosaurus. The treasure is held in an unlocked wooden chest reinforced with thick iron bands. Inside is 2,000 gp, three diamonds (worth 3,000 gp each), and a sapphire necklace (worth 6,000 gp).

20. ABODE OF THE GREEN DRAGON

As the characters pass a low, stony hill they spy an immense pile of uprooted tree trunks piled into a tangled mess along the edge of a weed-infested lake. The structure is covered with dried mud and appears similar to a beaver's lodge, only 250 feet in diameter, with most of it extending into the stagnant water of the lake. Sprawled over the exterior of the mound are no less than 22 humanoid skeletal bodies, some of them in careful poses. The mound is usually enshrouded in thick fog, reducing visibility to about 50 feet. The mound is the lair of a young green dragon of fearsome aspect.

KEY TO THE ABODE OF THE GREEN DRAGON (MAP E-12)

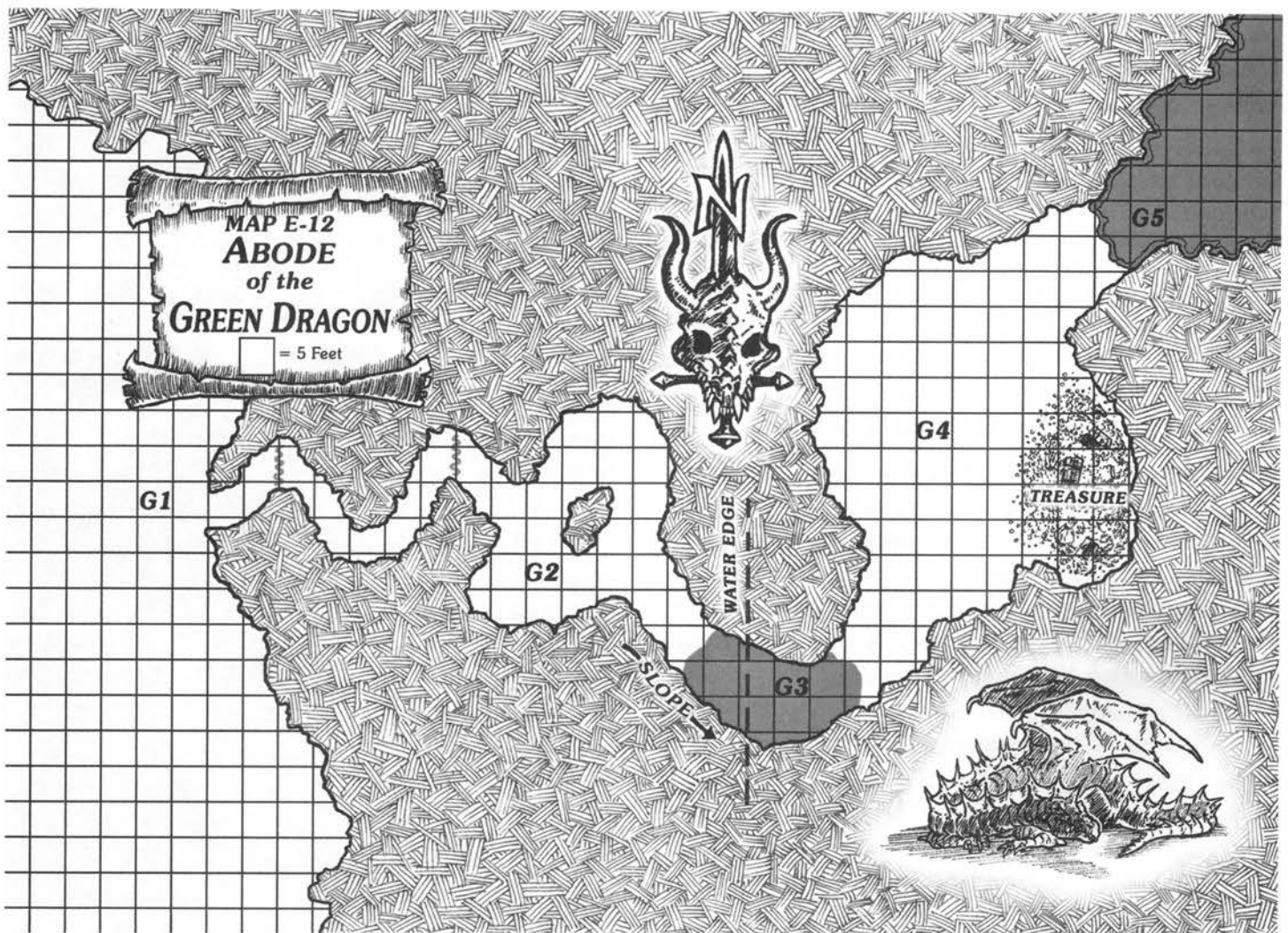
G1. Once the party arrives at the mouth of the cave, a successful DC 15 Wisdom (Perception) check reveals heavy, labored breathing coming from inside the dark



cavern. The green dragon does not yet have complete control of his surroundings, but enough to imbue this entrance corridor with a bit of draconic magic. As the characters travel down the corridor, grasping vine-like tendrils inhibit their movement. This corridor is considered difficult terrain, and characters moving through it incur 3 (1d6) bludgeoning damage at the end of their turn, unless a successful DC 13 Dexterity saving throw is made. Regardless, travel through this corridor automatically awakens the dragon.

G2. This oval-shaped dry chamber contains a blood-soaked altar crudely carved from the massive stump of a tree. Troglodytes in the vicinity (such as the wretched band at area 21) make pilgrimages to the dragon's lair to pay respects and bring him offerings of food and treasure. This chamber is used to receive those offerings, but currently is unoccupied.

G3. This corridor is about 12 feet wide, and the floor is covered with a tangled mess of bones, mostly from large dinosaurs. Many of the bones are broken and jagged so



movement is slow and dangerous. The shaded area of the corridor is considered difficult terrain, and unless a successful DC 15 Dexterity saving throw is made, a Medium or smaller creature moving through the pile suffers 5 (2d4) piercing damage at the end of each of its turns.

G4. This is the dragon's lair, a damp chamber about 50 feet in diameter. There is a 33% chance that the **young green dragon**, Noxiumunthra, is asleep on his hoard, piled up in a niche along the eastern wall. However, if the characters entered his lair from area G1, he is awake and submerged in the corridor to the northeast (area G5). He speaks Common, and as soon as he realizes the characters are not natives to the island (and might be powerful heroes), he interacts first before entering combat. If the characters agree to leave all of their magic items, he lets them depart unharmed. Otherwise, he attacks. If reduced to fewer than 50 hit points, he again offers a chance at parley. This time, they can leave the lair alive if they trade but a single magic item. This is a stalling tactic while his breath weapon recharges. If they refuse,

he continues the attack, but soon flees via the underwater passage at area G5.

The dragon's treasure hoard is a massive pile that consists of 40,400 sp, 2,000 gp and 30 assorted pieces of jewelry, gems, and art objects as described below:

- A set of six matching gold chalices (each worth 250 gp)
- A large uncut emerald the size of fist (worth 3,500 gp)
- A silver flute (worth 225 gp)
- Five ornate wood carvings of tropical birds (each worth 175 gp)
- A sharkskin pouch holding emerald powder (worth 460 gp)
- Three jade figurines of nixies (each worth 350 gp)
- A malachite mask gilded with gold (worth 850 gp)
- A lute dipped in gold (worth 1,700 gp)
- A set of four drums made of black dragon hide and teak (worth 900 gp as a set)

- An ivory statuette of a cave bear (worth 550 gp)
- A silver necklace set with emeralds (worth 2,700 gp)
- A ceratosaurus skull with two emeralds for eyes (each worth 500 gp)
- A carved wooden scepter set with aquamarines (worth 1,925 gp)
- A silver harp string (worth 15 gp)
- A small wooden totem pole set with six azure eyes (worth 750 gp)

G5. This corridor is about 15 feet wide and 15 feet high. It descends into the water and continues for about 120 feet before exiting at the bottom of the lake. This is the entrance and exit used by the dragon.

21. LAIR OF THE WRETCHED TROGLODYTES

As the party nears this area, they begin to notice a particularly foul stench. As they continue, the smell becomes worse until the party reaches a dark opening in the ground. The odor seems to originate from this hole. This is the lair to a tribe of troglodytes who have recently moved to this location because of the pleasantly damp climate.

KEY TO THE LAIR OF THE WRETCHED TROGLODYTES (MAP E-13)

T1. This corridor slopes down into a pool of muddy water that stretches for about 30 feet. The water is about 2 feet deep, but the mud at the bottom of the corridor is another foot deep, so moving through the morass is a laborious process; for every 1 foot of movement it costs 3 feet of movement. Unless the characters are moving stealthily, there is a chance the guards in area T2 come to investigate any intrusion, hanging back and tossing javelins (range 30/120 ft., 1d6 + 2 piercing damage) at those in the water.

T2. At this guard post, four **troglodytes** pass the time playing knuckle bones. Nearby is an open cask that contains 22 javelins for use on foes in area T1. If the characters exit the watery corridor, these fall back to area T3.

T3. Three **troglodytes** inhabit this spacious chamber. They are practicing wielding clubs (1d4 + 2 bludgeoning damage) and using shields (AC 13) fashioned from large turtle shells.

T4. The far end of this chamber contains a muddy pool of filth. Two **troglodytes** lounge and swim in the mess. As the characters approach, they submerge and attempt to surprise foes. They begin combat by hurling globs of noxious filth (+2 to hit; on a hit, the target is subject to the troglodyte's Stench trait).

T5. Hanging from the ceiling in this dry cave are four haunches of dinosaur meat. Numerous strips of meat are carefully laid out on crude wooden drying racks along one wall.

T6. Two more **troglodytes** guard this chamber. They are armed with two javelins (range 30/120 ft., 1d6 + 2 piercing damage) each. They hurl both and then fall back to area T7 to make their final stand.

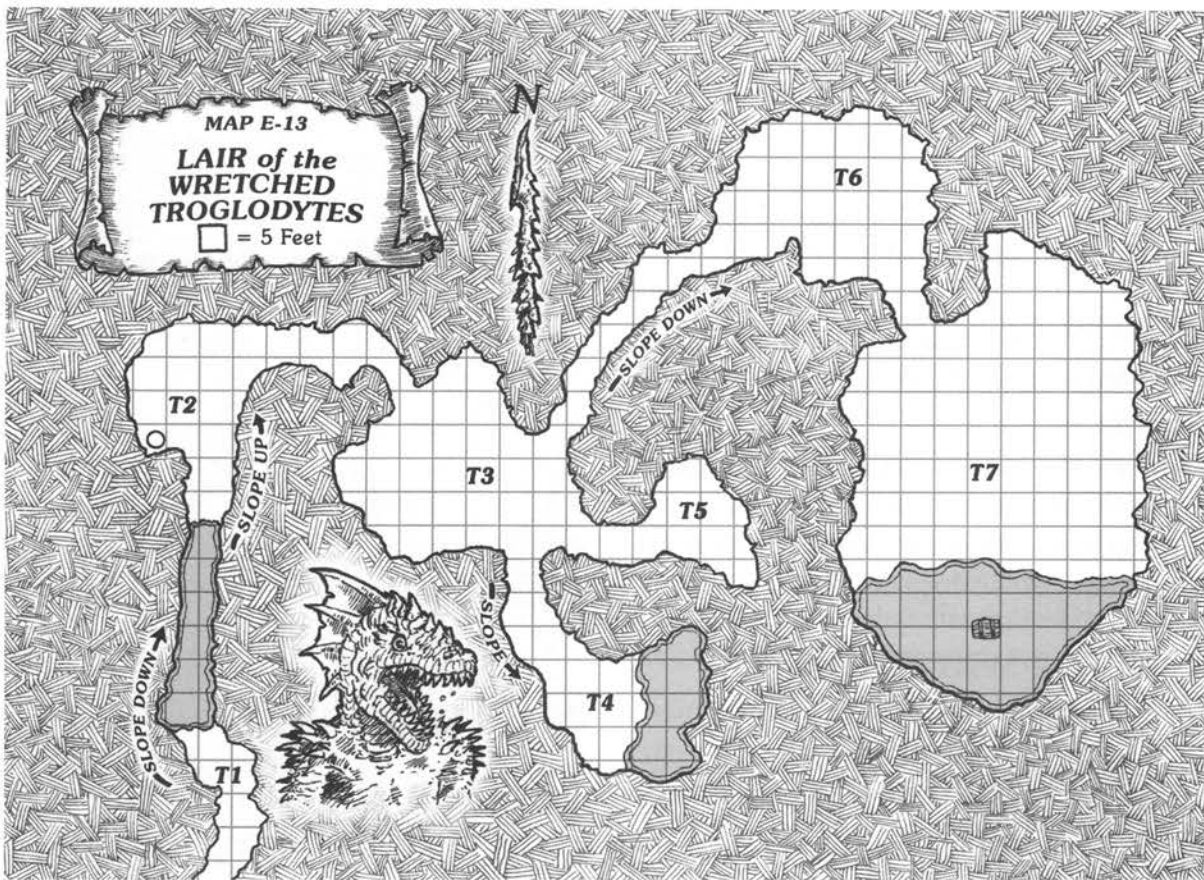
T7. This huge chamber is the communal area for the tribe. The remaining six **troglodytes** are here resting. Cornered, these humanoids fight to the death.

The southern end of the chamber is an evil-smelling pool of dark liquid. A rusty box, holding the tribe's treasure, is attached by chain to a bolt in the center of the pool's floor, in about 3 feet of water. In order to get the chest, the chain must first be burst with a successful DC 21 Strength (Athletics) check (another character can Help with this skill check) or severed (AC 19, 15 hit points, resistance to piercing damage). The chest is locked, and the key is hidden underneath the slime at the bottom of the pool. It requires a successful DC 18 Wisdom (Perception) check to find the key. Otherwise, the lock can be picked with a successful DC 16 Dexterity check using thieves' tools, if the chest is first removed from the pool. The hoard of valuables consists of 2,000 cp, 2,000 sp, 1,000 ep, 3,000 gp, and six amethysts (each worth 500 gp).

22. PLESIOSAURUS MENACE

Beneath the surface of this lake awaits a hungry **plesiosaurus**. The beast attacks any creature coming within 15 feet of the shore, or any who attempt to swim in the lake or cross in a boat. If in a boat, the plesiosaurus first attacks the hull of the boat, capsizing any vessel less than 20 feet long 50% of the time with a successful hit. If it hits a Medium or smaller creature, it attempts to pull its victim into the lake during its next turn. This is a contested Strength check versus the target's Strength (Athletics) or Dexterity (Acrobatics) check. If the plesiosaurus succeeds the target is moved 20 feet into the water.

If the plesiosaurus is slain and its body cut open, the party finds a skeletal arm and hand wearing a *ring of regeneration*.



23. RANDOM ENCOUNTER

For every day the party spends within two hexes of this location, they have an encounter with a wandering monster from Table 3 (see chapter 4).

24. THE SEA DRAGON

If a ship passes within one hex of this location, it is attacked by an **adult sea dragon** (see appendix B). The mighty dragon first surfaces 150 feet away from the ship and bombards the deck and sails with globs of acidic poison attempting to cripple the ship. Then the dragon dives, only to reappear 1 round later next to the ship. It wraps its tail around the ship and begins to crush the hull, using its Siege Monster trait, while plucking creatures from the deck with claws and bite. If reduced to 30 or fewer hit points, it dives and returns to its lair.

The dragon's lair is located 200 feet beneath the surface of the water in a flooded cave. Inside the cave is the treasure the dragon has gleaned from sunken ships and unfortunate passersby. The treasure includes 10,000 gp (in assorted coins), an untarnished coat of +3 *chain mail*, a rusted cutlass with a bejeweled pommel (worth 500 gp), and a *potion of water breathing* in a crystal vial with a wax sealed stopper.

CHAPTER SIX

More Dread

The following key describes additional expanded set encounter areas located throughout the main part of the Isle of Dread. Please refer to map D-1 for the location hex of each of these set pieces. It's up to the Dungeon Master to decide when (or even if) the characters have the described encounter once they enter the hex. See chapter 5 for the original set encounters on the isle.

Some of the encounter areas have their own maps, as described in the text. If the DM needs additional maps, she is free to design her own. Maps E-2 and E-3 are general cave lair maps that can be used as needed.

25. THE SHAMAN

Located several miles to the south of the village Tanaroa (area 1, chapter 5) is a hut inhabited by an old, wise shaman. Ancient beyond her years, the villagers whisper she has made a pact with some otherworldly power for an extended life. Indeed, she is wise, but the rumors are untrue. **Mika the shaman** (see appendix D) is a wizened old crone with wispy, thinning white hair, a deeply wrinkled visage, and leering eyes.

Mika's hut is fashioned from several large dinosaur rib bones covered with animal hides. The front entrance is a tyrannosaurus skull, partially covered with several pieces of sail. A pair of **bamboo golems** (see appendix B) stand guard at the entrance, under her command. The interior is dimly lit with several humanoid skulls that radiate pale green light. Numerous pillows and animal furs are strewn about the floor around a firepit. Dangling from the ceiling are several odd items, such as bones, dried shrunken heads, dried fish and other aquatic life, and scented bundles of herbs.

Mika starts an encounter with the characters as indifferent, but she can be swayed to friendly with a successful DC 15 Charisma (Persuasion) check, assuming they grovel at her omnipotence or shower her with compliments on her knowledge. They can also trade her items or information to garner her friendship. Note that she is less interested in monetary wealth but craves magic items

or forbidden lore of the isle. She knows any of the rumors from the Rumors on the Isle of Dread table (see chapter 3), but she should only dispense her knowledge if the characters offer something in trade, such as a magic item, an unusual object, or information.

Mika also is proficient at brewing magical elixirs from exotic island ingredients. She has the following potions available for trade:

Potion	Quantity
<i>Healing</i>	4
<i>Greater healing</i>	1
<i>Water breathing</i>	3
<i>Vitality</i>	6
<i>Animal friendship</i>	1
<i>Mind reading</i>	1
<i>Swimming</i> (see appendix C)	3



SHOPPING LIST

Mika needs a wide range of strange and exotic ingredients to brew her magical concoctions. She likely has an idea where they can be found, and could provide hints or outright instructions. Below is a sample list of possible ingredients, and where they might be found on the island:

- Giant squid ink (area 6)
- Red dragon blood (area 44)
- Loco weed (area 19)
- Aranea poison gland (area 14)
- Ceratosaurus horn (area 35)
- Troglodyte scent gland (area 21)

The DM is encouraged to create more ingredients as needed.

26. THE DRUID

An eccentric male human, **Prattis, high druid** (see appendix D), lives secluded on this tiny volcanic island, no more than 8 miles across. The island is covered with lush jungle growth and the druid has fashioned a treehouse spanning three close trees to suit his shelter needs. His treehouse overlooks a small lagoon full of fish and shellfish that leads to the ocean. Hidden at the bottom of the lagoon is his *apparatus of Kwalish*, dubbed the “*Prattis Apparatus*.” He uses the *apparatus* to explore the seabed around the isle and has located several shipwrecks over the years. Of course, he has plundered these shipwrecks of valuables, which are hidden in a deep hole on the opposite side of the lagoon. Even a careful search of the lagoon’s bottom requires a successful DC 25 Wisdom (Perception) check to find the boulder-covered stash. Although it takes about 30 minutes, the boulders can be removed via the *apparatus*. Although his lifestyle does not require this treasure, he maintains the cache in case of an emergency, and would willingly trade any of it for information, or more useful mundane equipment. The treasure includes: 7,567 sp, 4,589 gp, 214 pp, 19 gems (worth a total of 17,800 gp), a pink coral statue of a long dead queen (worth 450 gp), a gold necklace (worth 850 gp), a silver tiara set with tiny sapphires (worth 2,900 gp), 17 gold ingots (each worth 250 gp), a bronze bell (worth 90 gp), and +2 *mace*.

Prattis is a very practical man and is content to live alone and survive off the land and sea, although he occasionally trades with the natives as well. He gathers fruit and vegetables and supplements his diet with the bounty of seafood from the lagoon via a series of handmade traps. He is indifferent at the start of a social interaction and is very curious about the characters and their motives. He has a passion for knowledge, especially on the subject of Elemental Gates (which is what attracted him to the Isle of Dread many years ago), and the local fauna, specifically the dinosaurs (or as the locals call them, “thunder lizards”). This latter passion has resulted in a detailed journal cataloging all the dinosaurs he has observed and studied. If swayed to friendly, he is willing to share his knowledge with the characters (see Player Handout #3 in appendix E).

He is very knowledgeable about the Elemental Gates and is willing to share information, assuming the party assists him in a task. (See appendix A for details on the gates.) The task could be simple, such as assisting with constructing a larger treehouse, or difficult, such as capturing a live dinosaur (of a specific) species so he can study it up close. His knowledge includes:

- The location and description of each Elemental Gate.
- The nature of the magic items required to close the gates (although he is still not sure which item deactivates which gate).
- He has the *Ring of Caeli* (see appendix C) and is fairly certain it is attuned to one of the gates.
- He knows the sea hydra lairs near the water gate.
- He knows how much time needs to elapse before the next plane shift (if the DM is using that optional hook).

Prattis understands the value of his *apparatus* and the *Ring of Caeli*. He will not part with the *apparatus* but is willing to trade the ring to the characters. However, they must offer him an object of equal value (i.e., at least a legendary magic item) such as one of the other three elemental items of power described in appendix C, or perform a very dangerous deed (such as capturing a live tyrannosaurus). Another suitable task would be to defeat one of the pirate bands that frequent the isle.

27. VILLAGE OF JAWALAAS

Along the northeastern shore of this island is a village of native tribesmen, called Jawalaas. For protection, and due to their affinity with the sea, their entire village is located in a shallow bay. Several wooden huts on stilts sit about 10 feet above the rolling waves of the bay. The villagers use outrigger canoes to move from hut to hut or to the shore. They also use them to raid nearby villages—but not for treasure. Instead they conduct raids to return captives to appease their beastly shark god, Sekolah, and his voracious appetite for human flesh. If the sharks in the bay approve of the flesh, the village feasts on it.

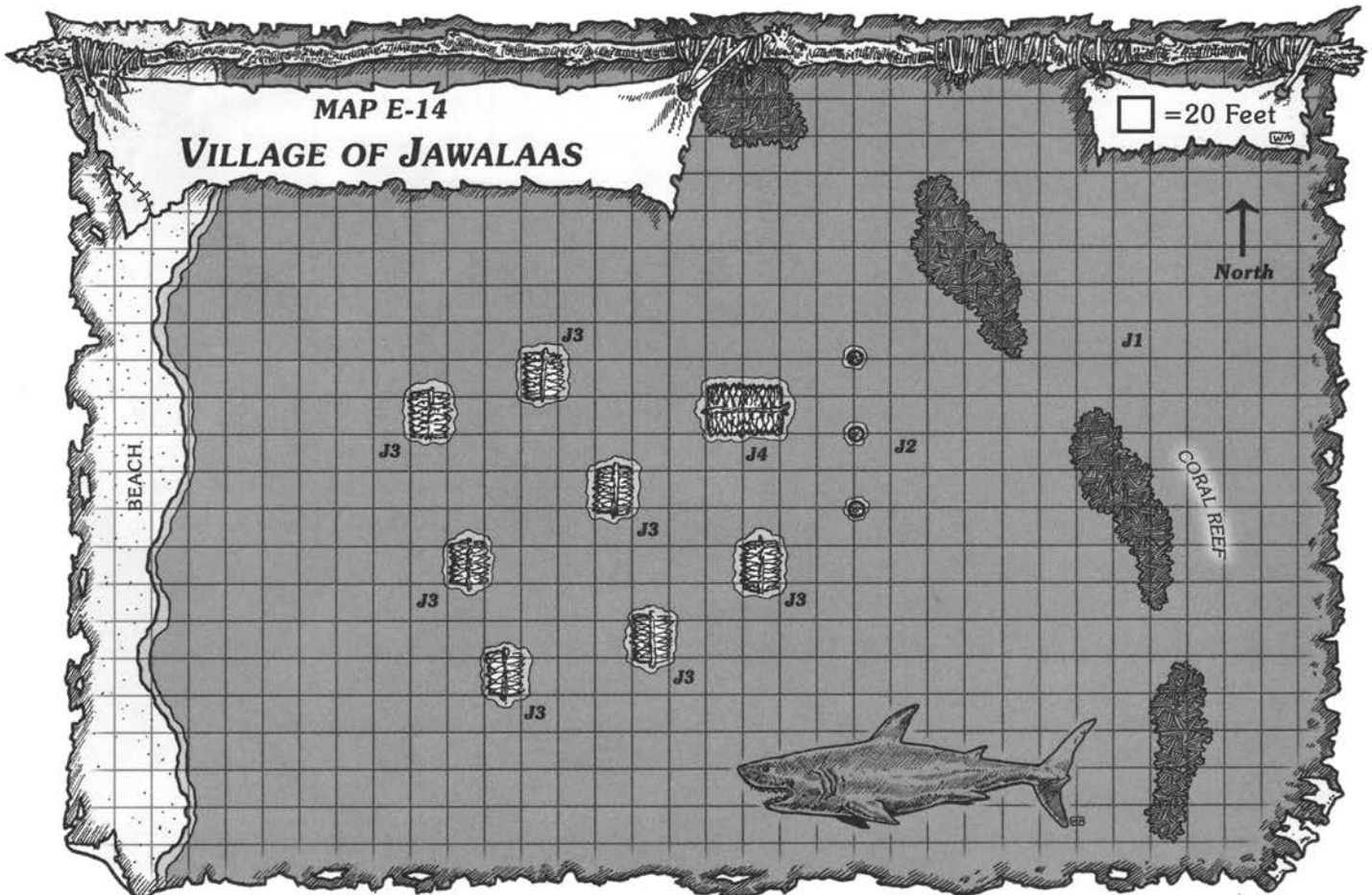
KEY TO THE VILLAGE OF JAWALAAS (MAP E-14)

J1. Several coral reefs, just under the surface of the water during low tide, provide a buffer and natural protection for the village. All residents of Jawalaas know the location of the reefs and have no fear of running aground. Due to the tricky currents and tides in the bay, others must make a successful DC 15 Wisdom (Survival) check

or run aground, even in a canoe. Numerous bull sharks (use statistics for **reef sharks**) inhabit the bay. Anyone entering the water attracts the attention of 1d4 bull sharks, who arrive to investigate during the next round. These sharks are very aggressive, and if they attack, the struggle attracts another 1d6 bull sharks that arrive in 2d4 more rounds.

J2. Three wooden poles (each about 6 inches in diameter) have been sunk into the bottom of the bay in about 10 feet of water. Each pole has thick hemp rope attached to the top, used to secure captives. The captives are typically secured during low tide. When the high tide comes in, the captives' legs dangle in the water and attract the attention of the bull sharks (**reef sharks**) that frequent the bay. If a shark attacks a captive, it has been blessed by the shark gods, and is now worthy to be consumed by the villagers. (The sharks always attack, by the way.)

J3. There are seven of these huts, each 20 feet square. Typically, from one to three outrigger canoes are lashed to the base of the hut, and an opening to the sea provides access to and from the hut via a rope ladder. Each hut contains 1d4 + 1 Sekolah worshipers (**tribal warriors**)



and another 1d8 tribal natives (**commoners**) representing the elderly or children. The total tribe numbers 57 members, plus their chieftain (see below). In addition to being armed with spears, the tribal warriors are also proficient in the use of nets (range 5/15 ft.) to capture humanoids alive.

J4. This hut is larger, being nearly 40 feet long and 20 feet wide. It belongs to the chieftain, a brutish **wereshark** (see appendix B) that rules the tribe through fear of the shark god. There is also a 50% chance 1d6 Sekolah worshippers (**tribal warriors**) are present here at any time.

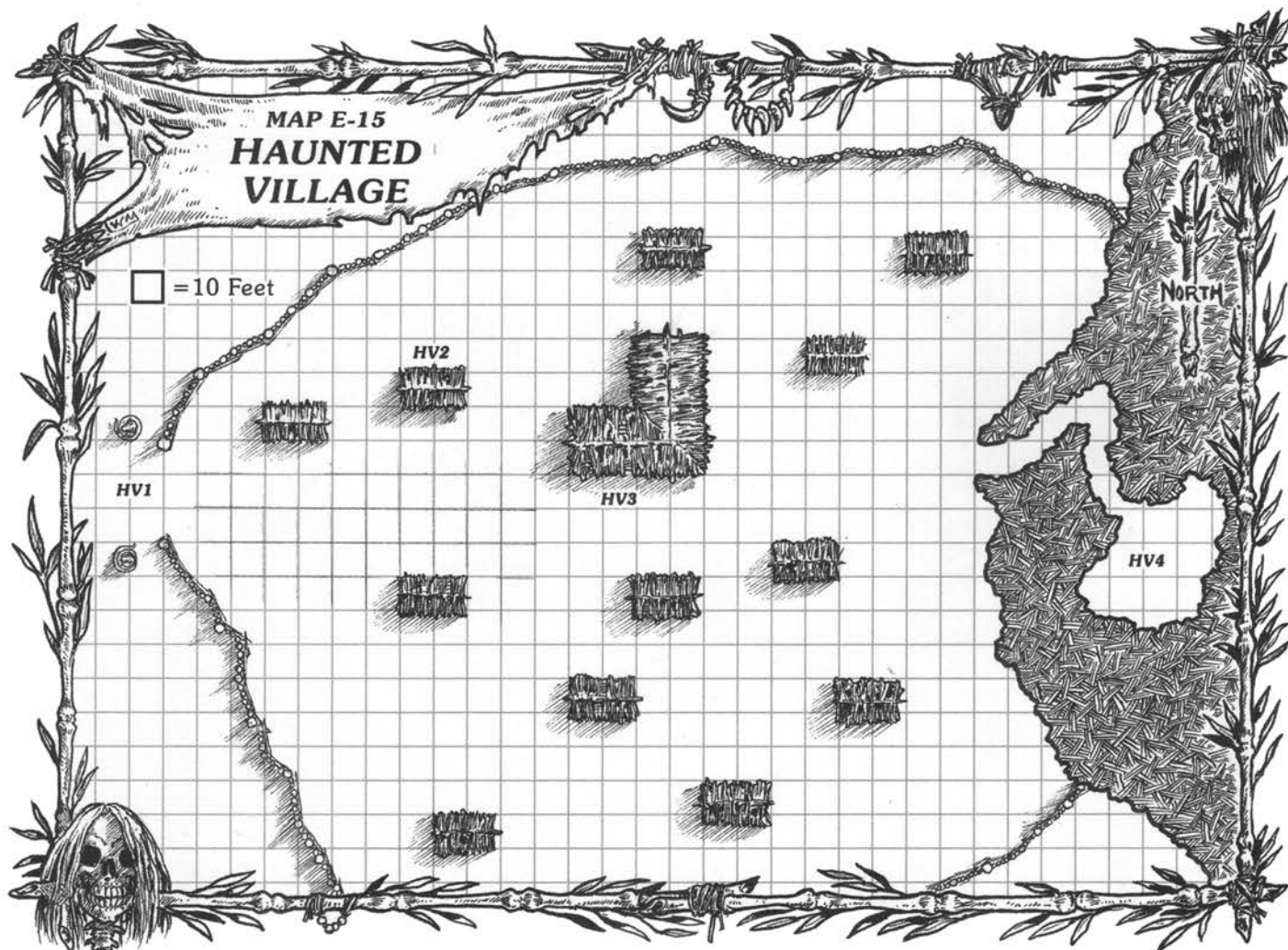
The hut contains a large copper brazier (worth 55 gp) always full of hot embers and used for communal cooking, and a large canvas hammock. Under the hammock is a battered, unlocked sea chest. Inside is the tribe's material wealth: 555 gp, a pouch of seven pearls (each worth 100 gp), an ivory scroll tube inlaid with electrum (worth 200 gp) that holds a *spell scroll* of *serpent missile* (see appendix C), and a jade idol of a brontosaurus (worth 375 gp) about 8 inches long.

28. HAUNTED VILLAGE

Situated in the broken lands, but a short distance from a bay, is an abandoned village. Decades ago, this was an isolated thriving village of about 200 native tribesmen that revered snakes. But when explorers from the mainland arrived eager to trade, they accidentally spread a virulent plague that wiped out the insular village in a matter of days. Their isolation reduced the chances of spreading the disease. It was months before the incident was even discovered by one of the other tribes. Now the village is in ruins and overgrown by the jungle. Yet a forgotten enchanted item calls the walking dead to this location...

KEY TO THE HAUNTED VILLAGE (MAP E-15)

HV1. A stockade fence once provided a line of defense for the village, but it has since been overtaken by the jungle and is falling apart. Once mighty gates provided access to the village but these have since been destroyed



and are nowhere to be found. A pair of wooden totem poles, each depicting a variety of snakes, stand silent vigil. Both of these were once **totem golems** (see appendix B), but the north one has since lost its enchantment. The south golem attacks, and using an action each round it can cast *poison spray* (as a 5th-level caster; spell save DC 11) instead of making one of its slam attacks. The golem ignores unliving creatures, such as the undead that now inhabit the village.

HV2. There are 12 of these standard living huts, once inhabited by villagers in extended families. The huts are in various stages of collapse and disrepair, reclaimed by vines and short jungle growth. Each hut is now the lair of 1d4 + 1 **zombies**. There is a total of 33 zombies in the village. If the characters are attacked by a group of zombies, the remaining zombies are attracted to the sounds of battle and begin to arrive in waves of 2d4 each round until all have surrounded the PCs.

HV3. This large structure was once a communal hut. Now it is the lair of seven **ghouls**. During the day there is a 100% chance of encountering the ghouls here, but at night they often leave the village to feed on whatever they can catch, reducing this chance to 15%. There is an unused firepit now filled with rocks and some incidental treasure collected by the ghouls over the years. This includes three aquamarines (each worth 200 gp), a gold ring set with a black pearl (worth 625 gp), and a silver flask (worth 65 gp).

HV4. The witchdoctor (and leader) of the village once resided in this small cave. The walls are covered with elaborate paintings of snakes, but they are not depicted as evil creatures. Instead they seem to be in harmony with the native tribesmen. The chamber is mostly devoid of anything, save for a firepit, now inhabited by six **skeletal snakes** (see appendix B). The chamber is haunted by the undead form of the witchdoctor, now a **wraith**.

In the back of the chamber is a hollow in the wall, concealed by a rock. It can be discovered with a successful DC 17 Wisdom (Perception) check. Inside is a gold scroll tube (worth 125 gp) holding two *spell scrolls*: *snake charm* and *sticks to snakes*. (See appendix C for a description of these two new spells.) Also in this hollow is a single black pearl, the beacon calling the undead to this location. The pearl is worth 500 gp, but it radiates as evil. Once corrupted by the kopru during a foul ritual, the pearl—thanks to a permanent *antipathy/sympathy* spell—now radiates a sympathy effect that is attuned to undead.

29. BAY OF THE DEAD

Centuries ago, unscrupulous explorers from the mainland discovered the isle and desired to plunder its natural resources. Although they feigned benign interest in the native tribesmen, it soon became apparent the explorers desired to exploit the island and were willing to conquer the natives if need be. Several warships arrived in this bay, which soon became the staging area for an offensive operation. Several of the tribes banded together and led a daring preemptive strike in the middle of the night that led to many deaths on both sides. The conflict only ended when the tribal witchdoctors combined their might and cursed the fleet with necrotic energy.

Ever since, nothing lives in the bay. No coral grows here, and fish or larger aquatic creatures avoid the waters shortly after wandering in from the open ocean. The native tribesmen avoid these waters, too, referring to them as the Bay of the Dead.

For each hour the characters are in the bay on a boat, or travel along the coast, they have an encounter with undead. If they actually enter the water, these encounters occur every 10 minutes and with double the number of undead encountered. Roll on the table below to determine type and number:

D6 Undead Encountered

1	1d2 zombie sharks (see appendix B)
2-3	1d4 + 1 lacedons (aquatic ghouls , swim 30 ft.)
4-6	1d6 + 2 drowned ones (see appendix B)

30. SLUMBERING DRAGON TURTLE

Although this encounter is keyed to a location in the large bay to the south of the isle, it can move around at the whim of the ocean currents and the wind. If it gets too close to land, the tide begins to take it back out to sea. When the characters arrive at the isle for the first time, this encounter occurs at area 30. Each week, roll 1d6 and consult the table below to see where this encounter moves, one hex away:

D6 Direction of Movement

1	West
2	Northwest
3	Northeast
4	East
5	Southeast
6	Southwest



The characters encounter what appears to be a mass of flotsam perhaps 50 feet in diameter. Underneath the mess of driftwood, kelp, algae, and other floating debris is a slumbering **dragon turtle**, covered with algae growth. The beast, named Chelhydrus, sleeps for decades, aimlessly floating around the waters surrounding the isle. When it awakens, it goes on a year-long feeding frenzy, attacking whales, large predator dinosaurs, and even sailing ships. The flotsam mass could be a temporary lair of another aquatic creature, or a shipwreck victim could be clinging to the mass (see chapter 4 for ideas on either of these inhabitants).

If Chelhydrus wakes up (at the DM's discretion, but there should be at least a 10% cumulative chance per minute of significant activity on its back), he is very groggy for 1 minute. During this time, all his attack rolls and saving throws are at disadvantage, and he is unable to use his breath weapon. This could give wise characters a much-needed chance to flee an obviously overpowering opponent. Chelhydrus does not pursue but does fully wake up

and go on a feeding frenzy, so he could be encountered again. The dragon turtle lacks a true treasure hoard, but there are a few valuable items hidden in the flotsam that might attract others to investigate. These include a silver bell from a ship (about 3 feet in diameter and weighing 200 pounds) worth 750 gp, a platinum necklace set with sapphires (worth 4,200 gp), and a *+1 greatsword*.

31. PTERAFOLK LAIR

Along the cliff-like slopes of an inactive volcano is the lair of a tribe of 13 **pterafolk** (see appendix B). These pteranodon-like humanoids live in a series of protected caves and ledges, all but inaccessible without climbing equipment and a 10-hour trek. They hunt on the surrounding islands, occasionally attacking the native tribesmen. But they much prefer the tastier flesh of the phanton and fly great distances to attack their settlements.

Scattered among the seven nests are a variety of shiny objects collected over the years. These include numerous smooth river rocks (worthless), 23 pieces of rough crystal (in blue, green, and red; each is worth 10 gp), a platinum clasp (worth 115 gp), a diamond necklace (worth 1,450 gp), and a *potion of swimming* (see appendix C).

32. WYVERN LAIR

A mated pair of **wyverns** lair on a mountaintop on this small rocky island to the west of the isle. The rest of the island is devoid of any life, save plants. The nest is a massive 60-foot pile of driftwood lined with vegetation, that can be seen for some distance. Climbing to the nest would take at least 6 hours with climbing equipment, during which time the wyverns certainly attack.

The nest contains three eggs due to hatch in a few weeks. Each egg is worth 1,000 gp, if carefully collected, transported, and kept warm. Wyvern hatchlings are worth 2,500 gp if sold in a large city.

33. THE ENSHROUDED ISLAND

Located to the west of the Isle of Dread is a mysterious island always enshrouded with a thick blanket of fog. Most don't even realize the island is there, and being on the edge of the Elemental Gates, sometimes it's not... With the exception of a single sandy lagoon, the rest of the island's coast consists of jagged cliffs and dangerous rocky shoals. Approaching these locations with a ship requires a DC 22 Wisdom (Survival) check, or else the ship

runs aground and suffers 28 (8d6) damage to the hull. The interior of the island is thick, steaming jungle inhabited by a variety of giant animals such as **giant apes**, **giant poisonous snakes**, **giant lizards**, and different types of giant insects, including a few gargantuan-sized animals such as **gargantuan poisonous snakes** and **gargantuan crabs** (see appendix B for both) along the rocky coast.

A small tribe of natives has a hidden village on the southern shore, not far from the lagoon, in a series of natural caves. The cave walls depict numerous paintings of a massive ape at about 10 times the size of a human. The villagers number 26 **tribal warriors** and another 16 **tribal commoners**. They wear clothes fashioned from leaves and other plant material and are fond of camouflage-like war paint, which grants a +4 bonus to Dexterity (Stealth) checks. They wield spears and poison darts delivered from blowguns (+2 to hit, range 25/100 ft., 1 piercing damage and a DC 12 Constitution saving throw or suffer 2d6 poison damage and gain the poisoned condition for 6 hours).

The natives worship a **gargantuan ape** (see appendix B) that stalks the interior of the island. A few miles from the village at the edge of the jungle is a rocky outcropping with two massive wooden poles and thick hemp rope tethers. Nearby is a massive (15-foot-diameter) copper gong (worth 225 gp, but weighing 150 pounds). The natives often attach sentient creatures (either visitors to the island, or those collected via outrigger canoe raids) to the poles, and then sound the gong before hiding in the jungle. Within an hour the gargantuan ape arrives to collect his tribute for casual consumption later. This certainly appeases the beast as it does not bother with the natives.

34. STUCK IN THE TAR

The characters are attracted to the bellowing of a large creature nearby. Upon investigation, the characters find a **triceratops** stuck in a tar pit. Several spears jut from its flanks (it is reduced to 82 hit points) as a hunting band of six **tribal warriors** from Tanaroa (area 1, chapter 5) attempt to finish off the dinosaur. But they have used all their spears, and are afraid to get too close to it. Although restrained, the beast can still attack if approached within melee range.

Unless the characters already have a good relationship with the village of Tanaroa, these hunters start off the encounter indifferent. Assisting with finishing off the

dinosaur and transporting the meat back to the village shifts their stance to friendly. But if the characters seek to help the dinosaur, the hunting band shifts to hostile, and although they don't attack the characters, they do return to the village relate their tale. This could result in a strained relationship with the village.

35. CERATOSAURUS HERD

In this swampy area near a large lake is a herd of nine **ceratosauruses** (see appendix B). These 20-foot-long carnivores wander up and down the lake shoreline looking for aquatic prey such as large lizards, crocodiles, or turtles. If approached within 50 feet, they are aggressive and attack. But if several of the herd are defeated, the rest of the members are willing to flee into the swampy margins of the lake to escape.

36. RANDOM ENCOUNTER

For every day the characters spend within two hexes of this location, they will encounter one wandering monster from Table 2 (see chapter 4). If possible, the encounter should take place near the monster's lair.

37. DIMETRODON HERD

Along a sluggish muddy bank of this river, a herd of 19 **dimetrodons** (see appendix B) sun themselves on several large rocks. Numerous nests of rocks occur along the banks, one prominently displaying a gold idol (about 8 inches high) of a strange bat-like creature. The idol is worth 4,000 gp and is quite obviously visible on a bright sunny day. The herd ignores the characters unless disturbed (such as attempting to retrieve the idol). If combat occurs here, six large dimetrodon males attack while the remaining herd disperses into the river for safety.

38. MEGALITHIC CIRCLE

DM Note: There are four of these locations, all identical. Three are on the main island, while one is on the Central Plateau (area 8, chapter 7).

Each of these locations is a circle of eight massive menhirs (standing stones) surrounding a ninth, rune-covered standing stone situated in the ground at a slight angle. The stones are volcanic but must have been moved a long distance before being placed here, as they do not match any stone formations nearby. Each stone is about 8 to 12 feet high, with the central stone being slightly



taller. Each stone weighs many tons and is only crudely carved into shape. Standing stones at the two jungle locations are overgrown with vines and vegetation, but nothing grows around the central stone at either site.

The runes on the central menhirs are ancient Rakasta in origin, and can be deciphered with a successful DC 20 Intelligence (History) check. They do not tell a story, but instead seem to comprise some kind of a map or directions to find a particular location. A successful DC 22 Wisdom (Perception) check reveals the orientation of the ninth standing stone points in a specific direction (in this case to another megalithic structure similar to this one). If a second megalithic structure in a different quadrant can be located, the two angled stones can be used to triangulate the location of the Rakasta Shrine (area 39).

Monsters do tend to congregate at these structures from time to time. There is a 30% of an encounter each time one of these is discovered. Roll 1d6 on the table below:

D6 Encounter

- | | |
|---|---|
| 1 | 1 young green dragon (see area 20) |
| 2 | 1d6 + 3 velociraptors (see appendix B) |
| 3 | 1 cave bear (treat as polar bear, but add darkvision out to a range of 60 feet) |
| 4 | 1d4 + 2 rakasta tiger riders (see appendix B) on saber-toothed tigers |
| 5 | 1 stone giant (see chapter 4 for details) |
| 6 | 1 treant (only in a jungle hex, otherwise roll again) |

39. RAKASTA SHRINE

Located in a remote region of rocky badlands is valley that contains a rakasta shrine carved into the very face of a rocky cliff. Unless the characters spend a few days carefully searching the maze of canyons and valleys here they likely don't find this edifice. However, if they have recovered and deciphered the clues from at least two of the megalithic circles (areas 38), they can triangulate the location of the valley that contains the shrine. Note that this is the goal of the rakasta camp (area 9, chapter 5), and there are roving bands of rakasta looking for the shrine. They believe (erroneously) that the shrine contains the accumulated wealth of a great rakasta leader dedicated to good. Instead, any who explore here finds deadly traps, guardians, and a slumbering evil.

KEY TO THE RAKASTA SHRINE (MAP E-16)

RS1. A flight of stone steps leads between the outstretched paws of a lion-like face carved into the rock. The entrance is through the cat's open mouth, which leads to a sealed stone door. A successful DC 18 Wisdom (Perception) check reveals faint inscriptions concealed in the fanciful design of the portal. These issue a warning in Rakasta: "Speak 'In Raja's Honor' or cower to his roar." The door can be easily opened, but if the passphrase is not spoken in Rakasta, it triggers a trap. In the first round, a magical roar bellows forth. All those within a 30-foot cone of the door take 10 (3d6) thunder damage and must make a DC 15 Constitution saving throw or be stunned for 4 rounds. In the following round, the mouth begins to close. Any creatures in the 30-foot-by-30-foot area in front of the door at the end of the next rounds take 21 (6d6) bludgeoning damage. The mouth stays closed for 9 hours, rendering the shrine inaccessible for this duration.

RS2. This magnificent hall has a smooth black stone floor and a 30-foot-high ceiling. Three pairs of columns, engraved with rakasta in scenes of battle, support the ceiling. A pair of daises flank another set of double stone doors. Perched on each dais is a 10-foot-long amber statue of a great cat pouncing with claws outstretched. Each of these is an **amber golem** (see appendix B), but until it animates, it appears to simply be a statue due to its False Appearance trait.

The doors are locked. The plain surface of each door sports an indentation about the size of walnut. The doors can't be picked (there is no lock), but a *knock* spell or a good old-fashioned bashing (AC 19, 50 hit points, resistance to piercing and slashing damage, vulnerability to bludgeoning damage, damage threshold 5 hit points) opens the portal. If disturbed this way, the amber golems attack. A defeated amber golem becomes a pile of amber (2d4 pieces are valuable, each worth 250 gp) and a single tiger's eye gem (worth 1,000 gp) about the size of a walnut. If both tiger's eye gems are placed in the door indentations, they silently swing open.

RS3. This dusty chamber is a crypt. Six stone pedestals are in the open floor, each with the mummified remains of a saber-toothed tiger perched on it. The six **mummified saber-toothed tigers** (see appendix B) animate and attack a creature who approaches within 10 feet of any door.

Nine sealed tombs are here, three each along the north, east, and south walls. Each tomb contains the mummified remains of a great rakasta tiger rider (but not an animated mummy). Each rests in a stone sarcophagus, buried with a custom-designed set of war claws (see appendix C), and 1d3 valuable bejeweled personal effects (each worth 1d4 x 100 gp). Example effects include gilded weapons, belt buckles, rings, bracers, or other jewelry. The war claws are needed to open the door at area RS8.

RS4. This tomb conceals a secret door that can be located with a successful DC 17 Wisdom (Perception) check. The door opens to reveal a stone staircase that plunges 180 feet below to the lower level. A section of the stairs, 70 feet down, is trapped. If not detected with a successful DC 20 Wisdom (Perception) check, a creature must make a DC 17 Dexterity saving throw or lose his balance and tumble down the remaining 100 feet of the stairway, causing 21 (6d6) bludgeoning damage. This is a test of perception.

RS5. This long hall is 30 feet wide and 120 feet long. The floor is 100 feet below the doors. A series of 10-foot-by-10-foot platforms, angled down into the pit, are positioned to aid crossing this chamber. Five of these are along the north wall and four are along the south wall. Unless flight is used, it requires a successful 10-foot standing jump check to make it from platform to platform. Due to the angle of the platforms, a successful DC 13 Dexterity (Acrobatics) check is needed to avoid sliding off a platform. The last six platforms are covered with a film of colorless oil which imposes disadvantage on this skill check. Falling off a platform causes 35 (10d6) bludgeoning damage due to falling into the pit. This is a test of agility.

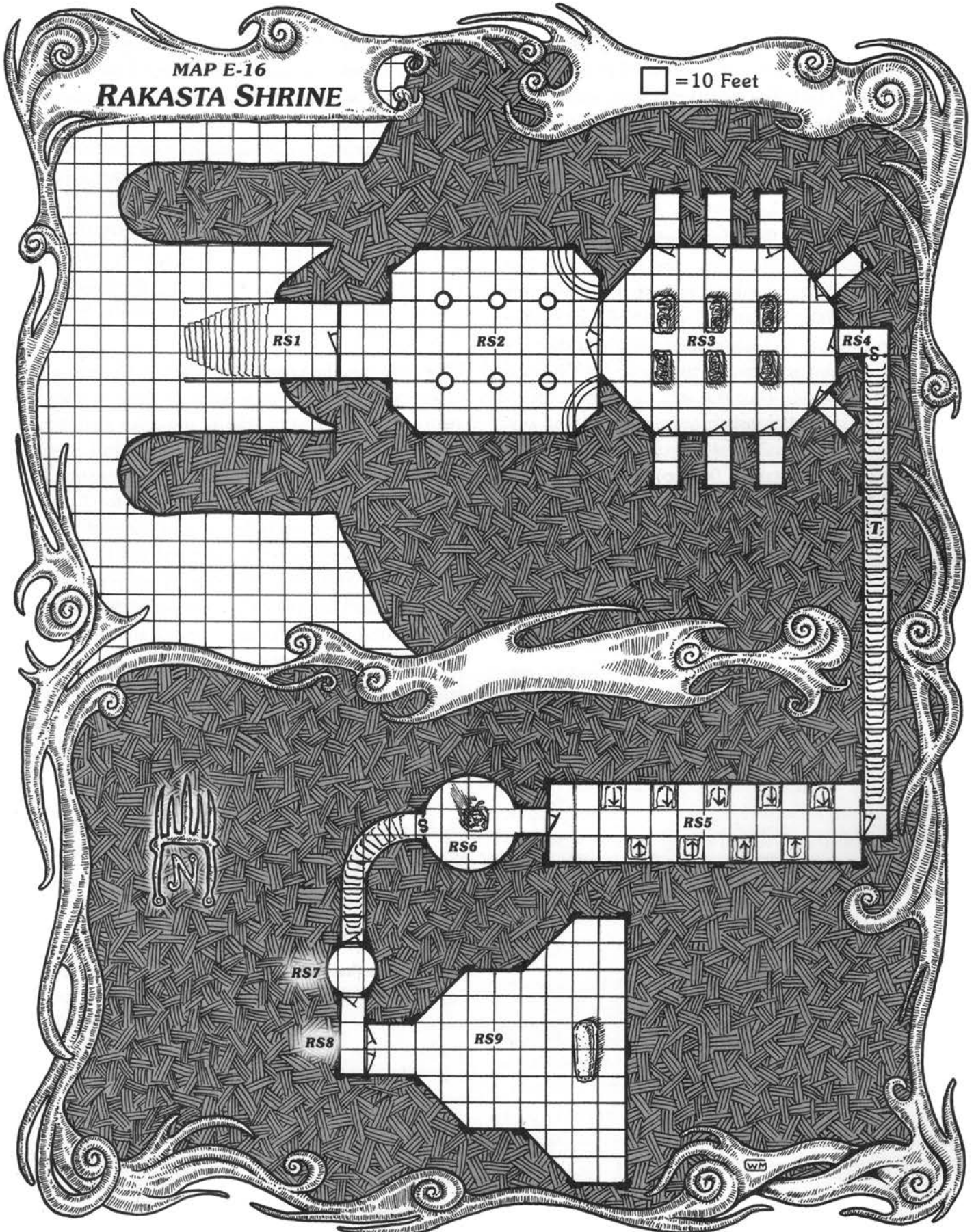
RS6. This circular chamber contains a 15-foot-tall statue of an erect cat-like humanoid wielding a double-bladed sword. If examined, a trap is triggered that releases a powerful sleep gas that fills the chamber in 1 round. Any exposed to the gas must make a DC 18 Constitution saving throw or fall into a magical slumber for 7 days. Only a *dispel magic* or *greater restoration* can end this magical effect. The secret door on the west wall can be located only with a successful DC 22 Wisdom (Perception) check, although it can't be opened by any means. Seven days after being found, the secret door opens and leads down to area RS7. This is a test of patience.

RS7. This door opens to reveal a 20-foot-diameter shaft that leads straight up for 120 feet. The entire floor (to a height of 100 feet) is under the effects of a permanent *antimagic field* spell. The walls are smooth with no handholds, requiring a successful DC 20 Strength (Athletics) check to climb. At 120 feet above the floor is a sealed door on the south wall that requires a successful DC 18 Strength (Athletics) check to open. This check is at disadvantage if the character attempting it is not on secure footing. This is a test of climbing.

RS8. These locked double doors are plain save for nine human-sized, cat-like paw indentations. A *knock* spell opens the doors, but there is no lock to pick. A door could be bashed down (AC 17, 40 hit points, resistance to piercing and slashing damage, vulnerability to bludgeoning damage, damage threshold 5 hit points). By placing all nine war claws from area RS3 in the indentations at the same time, the doors unlock. Note that due to the spacing it requires at least five characters working together to place all nine war claws at the same time to trigger the lock. This is the test of teamwork.

MAP E-16
RAKASTA SHRINE

□ = 10 Feet





RS9. This is the final resting place of Rajas’el-najar, an ancient rakasta warlord who has undergone the process of mummification during his burial. Rajas was an evil warlord bent on conquest, and centuries ago failed to tame the wilds of the Isle of Dread. He planned to slumber in the throes of undeath, hoping to become more powerful. He then deceived his own people with false prophecies into sending worthy heroes to navigate through his tomb and the many tests he devised. Once free, and more powerful with his full undead abilities—and with new resourceful allies—he plans to resume his failed attempt at conquest. The rakasta in the temporary camp (area 9, chapter 5) are not likely to follow his lead if this comes to pass and might be willing to enlist the aid of the characters to destroy their former leader.

Rajas’el-najar is a **mummy** with the following changes which increase his challenge rating to 5 (1,800 XP):

- His AC is 15 (adjusted for his Dexterity and ring).
- He has 90 (12d8 + 36) hit points.

- His Dexterity is 14 (+2).
- His Constitution is 16 (+3).
- He has a +1 bonus on all saving throws due to his ring.
- He can speak Rakasta.
- He wears a *ring of protection* and a *circlet of blasting*.
- When taking the Multiattack action he can use his Dreadful Glare and make one attack with his rotting fist or can make two rotting fist attacks.

The following items are hidden in the sarcophagus with Rajas: a platinum scepter set with rubies (worth 5,000 gp), a platinum necklace (worth 2,400 gp), three platinum bracers (each worth 400 gp), four platinum-gilded ceramic canopic jars (each worth 200 gp), and a *staff of withering*.

40. FORGOTTEN TEMPLE

Located on a small island in the northern reach of an inland lake is a stone ziggurat overgrown with jungle vegetation. Crossing the lake to get to this island warrants an attack by the plesiosaurus that makes its lair in the lake (see area 22, chapter 5). The temple was used as a place of sacrifice to appease the kopru centuries ago. It has since fallen into disuse, but the kopru deep below are beginning to emerge from their slumber and soon might find use for this temple once again...

KEY TO THE FORGOTTEN TEMPLE (MAP E-17)

K1. As the characters approach the steps to ascend the ziggurat, they are attacked by restless undead, former victims not properly sacrificed and now tormented in a state of undeath. Four **xochatateo** (see appendix B) are buried beneath the soft soil, and unless noticed with a successful DC 14 Wisdom (Perception) check, they attack with surprise as they unearth themselves. These foul undead fight until destroyed, attempting to keep the PCs from climbing the stairs to area K2.

K2. At the top of the ziggurat is 30-foot-by-30-foot area sunken about 10 feet from the upper lip of the structure, covered with overgrown vines and other vegetation. A black stone altar, stained with blood, is flanked by a pair of columns engraved with unspeakable scenes of sacrifice. Behind the altar is 5-foot-square open pit that leads to area K9,

some 200 feet below. A creature falling into the pit is magically slowed, simulating the passage into the underworld. (Plus, the kopru preferred their victims to still be alive when deposited in their lair.) The fall only causes 14 (4d6) bludgeoning damage, due to the magical effect and the muddy landing.

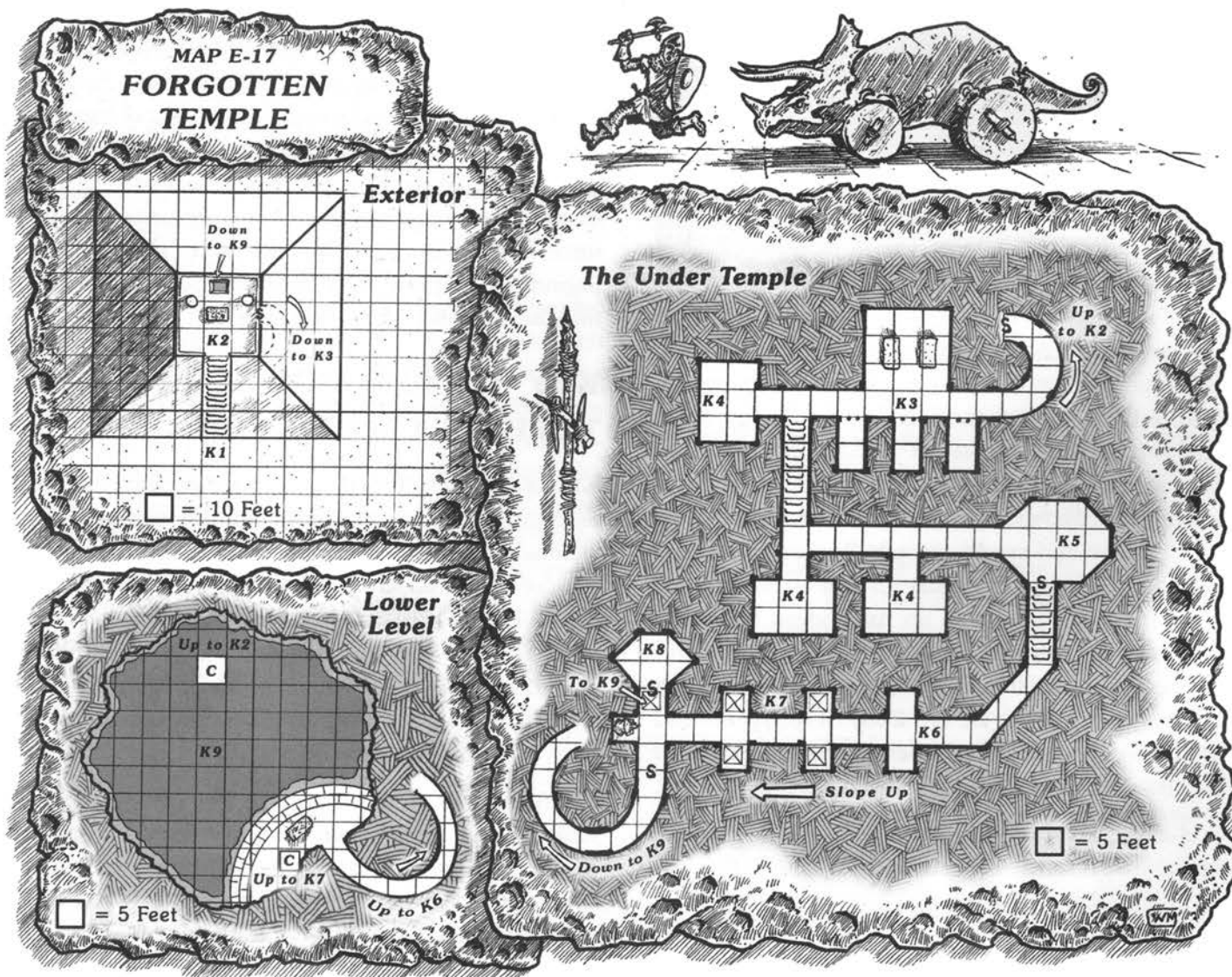
The evil of this temple has created two **awakened vines** (see appendix B). They attack shortly after the characters arrive at the top of the structure. Using grapple attacks there is a 60% chance the vines attempt to throw targets down the stairs (DC 15 Dexterity saving throw or suffer 21 [6d6] bludgeoning damage and land prone at the base of the steps) or a 40% chance they are tossed down the pit (DC 13 Dexterity saving throw or fall to area K9, as above).

The secret door along the east wall can be located with a successful DC 16 Wisdom (Perception) check. It leads to a sloping passage to the Under Temple (area K3).

K3. This was a preparation chamber for eventual sacrifices. The three cells to the south were used to hold the victims. Locked iron bars now protect nothing but dust and bones. The bars can be forced with a successful DC 15 Strength (Athletics) check. In the northern room are two stone preparation tables. The walls are covered with detailed pictograms depicting the kopru and their domination over everything on the isle, including the native tribesmen.

K4. The under priests of the temple once lived in these three chambers. Now only the undead remains of the under priests, six **shadows**, reside here. There is a 33% that each of these chambers contains the shadows. The rooms contain broken wooden furniture and other debris.

K5. The head priest once called this chamber his own. It, too, is abandoned, with only the shattered remains of wooden furniture and personal effects left. The secret



door on the south wall can be located with a successful DC 17 Wisdom (Perception) check.

K6. This corridor slopes up to the west and has four pairs of alcoves. At the far end of the hall (between the last two alcoves) is an animated construct called a **stone juggernaut** (see appendix B). The construct was designed to fit in the corridor with only a few inches to spare on all sides. As soon as the characters turn the corner, the juggernaut begins to roll towards them. The only way to get past it is to use the alcoves (but some of them are trapped, see K7) or destroy it outright. The juggernaut does not block creatures in an alcove but moves to the far end of the corridor and waits for them to exit.

K7. Each of these alcoves is 10 feet square. Five are trapped with pit traps. These can be detected with a successful DC 15 Wisdom (Perception) check. They can be disabled with a successful DC 15 Dexterity check using thieves' tools. If triggered, a creature needs to make a DC 14 Dexterity saving throw or fall into the pit; success indicates hanging onto the edge. Falling in one of the four pits in the middle of the corridor results in a 40-foot fall for 14 (4d6) bludgeoning damage plus another 8 (2d4 + 3) piercing damage from iron spikes at the bottom. These spikes once were coated with poison, but it has long since worn off. The last pit (in front of area K8) drops creatures onto the stone slab in area K9, which causes 10 (3d6) bludgeoning damage.

The secret doors in the last set of alcoves require a successful DC 20 Wisdom (Perception) check to discover. The north door is locked and requires a successful DC 16 Dexterity check using thieves' tools to open.

K8. This sealed room is a hidden treasury. Once several burlap sacks held silver coins, but they have since rotted, spilling a mess of coins on the floor (a total of 3,444 sp). There are six clay urns, each holding 300 gp. A large wooden crate contains 37 copper ingots (each worth 5 gp). On a stone pedestal are the rotting remains of a silk pillow. Resting on the pillow is the *Gem of Acuity* (see appendix C for details of this legendary elemental magic item). If removed from the pedestal, it triggers a blowgun trap (+5 to hit, 1 piercing damage; this too once was coated with virulent poison but is now ineffective). The trap can be detected with a successful DC 16 Wisdom (Perception) check and disabled with a successful DC 20 Dexterity check using thieves' tools. A wooden +1 *shield* hangs on the north wall.

K9. The corridor slopes down to this natural chamber about 200 feet from the top of the ziggurat. A natural ledge is in the southeastern corner of the chamber. On this ledge is a crude slab of stone, soaked with blood. The rest of the chamber is covered with warm, turbid water and soupy mud. There is more mud in the northern part of the room, and more water to the south. The water/mud is perhaps 5 feet deep and is considered difficult terrain.

Leisurely swimming about the muck is an aberration called a **kopru** (see appendix B). This aquatic humanoid has a three-fluked tail and a sphincter-like mouth. The recent volcanic activity in the region has warmed the water and mud enough to bring it out of its torpor-like slumber. It desires to enslave a few humanoids (such as the characters) and begin to restore the function of the temple to its former glory. Then it seeks to find and wake others of its kind...

41. IXZANDATHRU

About 18 miles off the northeastern shore of the Isle of Dread is the underwater city of Ixzandathru, home to the *ixitxachitl*, a race of evil aberrations similar to manta rays. They are the longtime enemies of the *kopru*, and although they lack a craving for domination, they are just as evil. This settlement contains nearly 200 of these wicked pelagic beings, plus numerous vampiric clerics. Bitter enemies of the *kopru*, the *ixitxachitl* sense the return of that fell race, and have bolstered their numbers and training for the eventual upcoming conflict.

The settlement is situated around a natural coral reef in a semi-circle. Although the coral reef lacks a "roof," the waters nearby are actively patrolled and the structure provides some seclusion and protection. The water here is about 75 feet deep, so the settlement is cloaked in dim light during the day.

The reef walls themselves are inhabited by numerous **mashers** (see appendix B). These eel-like fish are utilized by the *ixitxachitl* to carve passages into the reef, creating interior living chambers. If the characters approach the settlement and attempt to use the reef as cover, there is a 25% chance each minute of encountering 1d3 mashers.

KEY TO IXZAPDAŦHRU (MAP E-18)



11. The waters around the settlement (both above the coral reef and around it) are patrolled by roaming bands of $1d6 + 2$ **ixitxachitl** led by a **vampiric ixitxachitl** (see appendix B for both of these). Half of these are carrying nets (range 5/15 ft.) to use for the capture of sentient beings for eventual sacrifice. Five **zombie sharks** (see appendix B) also tirelessly swim above the settlement.

12. Each of these locations is a flat stone wedged into the pure white sand at an angle. The resulting shelter is often cultivated with kelp growth for privacy, to serve as a kind of hut. Under each flat stone “roof” rest $2d6 + 2$ **ixitxachitl** (see appendix B). There is a 40% chance that $2d6$ pearls (each worth 100 gp) are buried in the sand in each of these locations.

13. This niche in the coral reef has been sealed with stout wooden beams salvaged from a shipwreck to form a lat-

tice, serving as a pen for prisoners. Currently three **merfolk** reside here, awaiting their eventual doom. If freed, they are extremely thankful, but hasten back to their concealed city (many miles to the north) to report their findings. At the DM’s option, should the characters have further adventures underwater, the merfolk could return to assist them on a future date, or just bestow a reward, such as a coral box lined with lapis lazuli (worth 1,500 gp).

14. At each of these locations is a patch of awakened kelp (use **awakened vine** statistics in appendix B). The awakened kelp ignores the **ixitxachitl** but attacks any other creatures that attempt to pass through its forest of fronds.

15. This chamber is sculpted out of the coral reef. The floor is covered with black sand. Hiding in the sand are seven **vampiric ixitxachitl** (see appendix B). Several of these creatures attempt to flee to area I6 to warn the others.

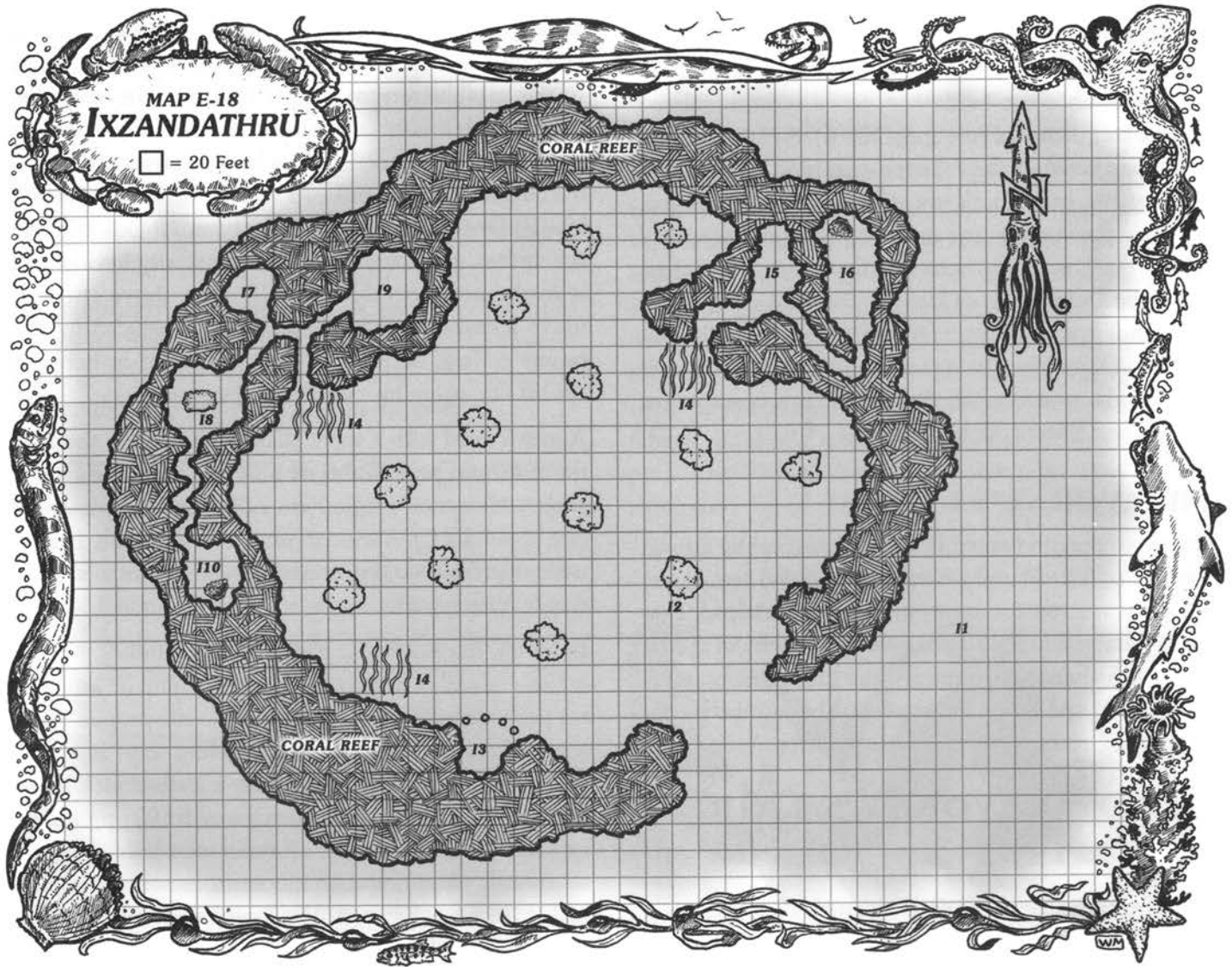
16. The leader of this settlement is Xichoachul, a **vampiric ixitxachitl sovereign** (see appendix B). He rests in one half of a giant oyster shell, attended to by four **vampiric ixitxachitl** and an **ixitxachitl cleric** advisor (see appendix B for both of these). He is lazy and often lets the high cleric (area I9) do most of the actual leading of the settlement.

Buried in the sand at the far end of the chamber is the settlement’s accumulated treasure: a tarnished bronze urn (worth 20 gp) holding 880 sp, an iron box containing 122 pp, 17 pearls (each worth 100 gp) in a pouch made of merfolk hide, and a $+2$ **dagger**. One of the pearls is actually a *pearl of the sirines* (see appendix C).

17. In this chamber reside four **vampiric ixitxachitl** (see appendix B).

18. Three **ixitxachitl clerics** (see appendix B) occupy this chamber. In the center of the chamber is a smooth, blood-red coral slab that serves as an altar. Near the altar, buried in the sand—which requires a successful DC 17 Wisdom (Perception) check to locate—is a silver crown set with seven aquamarine gems (worth 2,600 gp).

19. An **ixitxachitl high cleric** is in this chamber, along with two **ixitxachitl clerics** (see appendix B for both of these) serving as attendants. The high cleric has a *wand of paralysis* strapped to his barbed tail and he does not hesitate to use it against enemies. These are the religious leaders of the settlement, and often preside over elaborate rituals and sacrifices on the high walls of the coral reef



for all to observe. The high cleric orchestrated the plan to recover the immense pearl (see area I10), and once he learns its dark secrets, he eventually plans to use its eldritch magic on the native tribesmen.

I10. Months ago, the ixitxachtl persuaded a band of bloodthirsty pirates to plunder the kopru ruins under the Central Plateau (see chapter 8) for the immense black pearl tainted with evil. That legendary magic item, the *Ebon Pearl* (see appendix C), now rests in this chamber, in one half of a giant oyster shell—a stark contrast on a bed of pure white sand. The pearl is trapped with a *glyph of warding* that is triggered by touch, releasing an *explosive runes* effect. Each creature in a 20-foot-radius sphere must make a DC 13 Dexterity saving throw; a creature takes 31 (7d8) lightning damage on a failed saving throw,

or half as much damage on a successful save. The glyph can be discovered with a successful DC 13 Intelligence (Investigation) check. The pearl is guarded by a pair of **coral golems** (see appendix B) that animate when the pearl is disturbed. These constructs are part of the wall and can't be distinguished until they begin to move. It takes them an action to extract themselves from the wall, following the triggering of the glyph. They fight until destroyed.

42. RANDOM ENCOUNTER

For every day the characters spend within two hexes of this location, they will encounter one wandering monster from Table 3 (see chapter 4). If possible, the encounter should take place near the monster's lair.

43. DINOSAUR BATTLE

The characters hear this encounter long before they see it, as two dinosaurs are engaged in a death struggle. Guttural bellows, ground-shaking thumps, and snapping of jaws all announce the battle between a **tyrannosaurus rex** and a **stegosaurus** (see appendix B). So far, the stegosaurus has avoided the massive snapping jaws of the tyrannosaurus, but it is clearly showing signs of fatigue. Meanwhile the stegosaurus managed to land one spiked tail blow (the T. rex is down to 121 hit points). If the characters make a succeed at a Dexterity (Stealth) vs. Wisdom (Perception) contest, they can slip away and avoid this encounter. Otherwise, the tyrannosaurus decides another blow from the spiked tail of the stegosaurus is not worth the effort and breaks off to attack the PCs.

44. BRAVORAX'S LAIR

A young red dragon named Bravorax has recently arrived at the Isle of Dread and set up a (hopefully) temporary lair in an active volcano on a small northern island. Bravorax is attracted to the recent volcanic activity in the region but has already encountered the green dragon (area 20, chapter 5) and is not interested in sharing the plentiful bounty of resources the isle has to offer.

KEY TO BRAVORAX'S LAIR (MAP E-19)

B1. The entrance to the lair is situated about 225 feet above the bubbling lava inside the caldera of a somewhat active shield volcano. Without the use of magic, climbing down to the entrance requires numerous DC 17 Strength (Athletics) checks. Keep in mind, the interior of the caldera is considered extreme heat (see the *Dungeon Master's Guide*, p. 110). Characters take 55 (10d10) fire damage at the start of each turn spent partially immersed in the lava, although the DM might want to reduce this amount based on how much of the body is exposed to the hazard. Full immersion causes 99 (18d10) fire damage per turn.

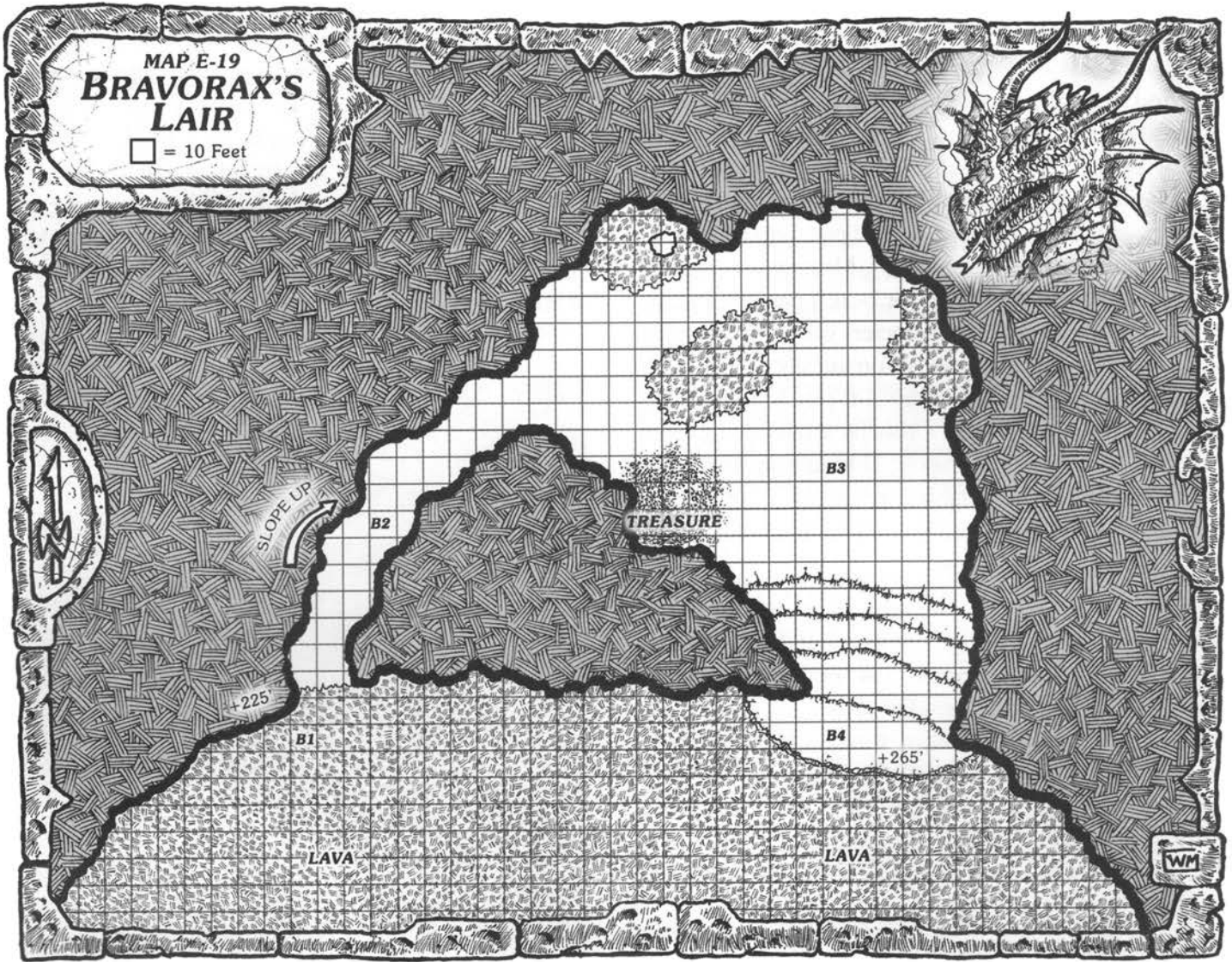
B2. This corridor is between 20 and 25 feet wide and approximately 30 feet high. Hanging on the ceiling are three **lava oozes** (see appendix B) that eagerly drop on any Medium or smaller targets that pass through. They avoid the dragon but are content to live off its scraps.

B3. This is the dragon's lair, an immense cavern with a 60-foot-high ceiling and three pools of shallow (about 4 feet deep) lava. The **young red dragon** Bravorax can be found here, unless (20% chance) he is out hunting. In this case, he returns in 1d6 + 1 hours. Bravorax likely tries to parley with a dangerous party of adventurers but prefers to keep a pool of lava between him and most of the characters if possible. As an action, he can splash lava in a 10-foot-diameter area that causes 10 (3d6) fire damage unless a successful DC 14 Dexterity saving throw is made. Alternatively, he could use a shove attempt to move a character into a lava pool. If reduced to 40 hit points or less, he is more than interested in bargaining for his life, using his treasure as leverage.

A greatsword with a wavy blade sticks out of the lava in the northern pool, unharmed by the lava. This is a legendary elemental magic item called the *Undulating Blade* (see appendix C). Although useless to a dragon, Bravorax understands this is a powerful object and thus is loath to give it up in a trade.

Bravorax has not had a chance to accumulate a massive hoard yet, and he would prefer not to, until he establishes his permanent lair somewhere on the isle proper. Among the shattered timbers of several sailing ships is 3,555 gp in a pile along the southern wall, a leather sack holding 11 yellow topaz gemstones (each worth 100 gp), a copper necklace (worth 115 gp), a bronze urn holding scented oil (worth 45 gp), and an electrum crown set with emeralds (worth 2,775 gp). His hoard also contains a *mace of smiting* which he is more than willing to trade as it is useless to him.

B4. Several natural terraces lead to this opening, a shelf overlooking the caldera. Bravorax often rests here enjoying the radiant heat and soft glow of the lava below. If encountered here, he could attempt to shove a character over the edge and into the lava below.



CHAPTER SEVEN

The Central Plateau

Bordered by mountains on one side and the great river canyon on the other is the Central Plateau. It is shown on a separate map (D-2) from the rest of the island and has its own wandering monster encounter table and set encounter areas (both detailed below). The scale of map D-2 is 1 mile to the hex, so the characters can travel six times as many hexes per day when using this map. Therefore, moving at a fast pace, characters can cover 30 miles (or hexes) per day. Moving at a normal pace, they can cover 24 miles (or hexes) per day. Finally, moving at a slow pace, the characters can cover 18 miles (or hexes) per day, and can automatically locate a set encounter area. Moving through a forest hex counts as moving through two hexes. Crossing a river hex counts as moving through three hexes, although most of this time is spent finding a suitable fording site. Climbing the steep slopes of the dormant volcano is time-consuming, as described in area 3 below.

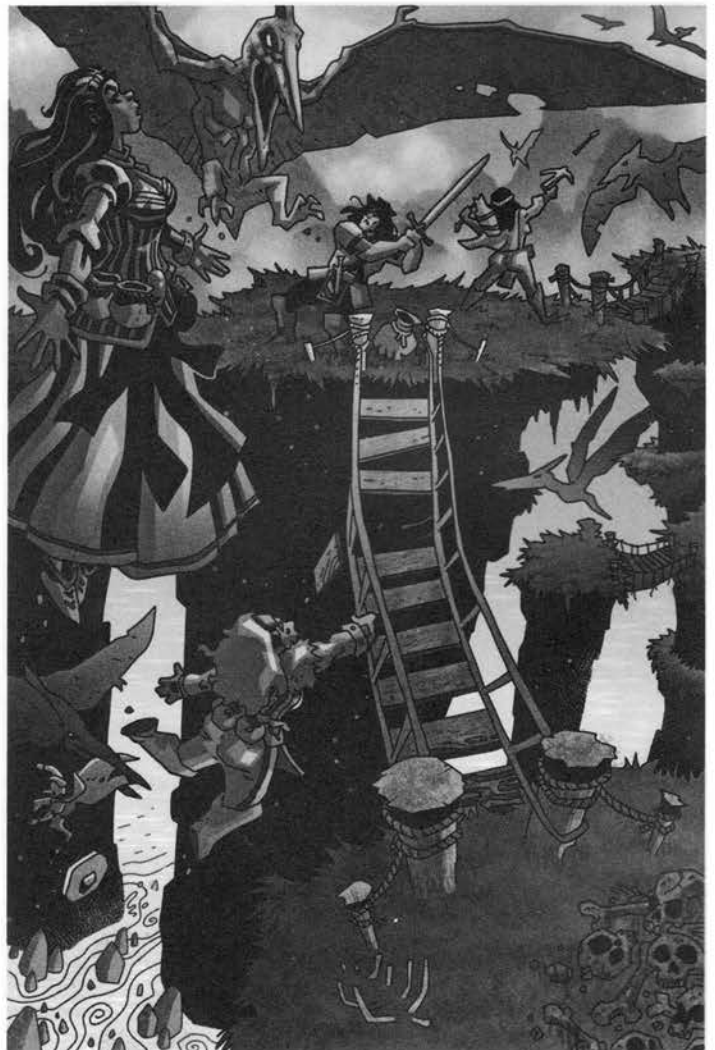
The climate and temperature atop the plateau is somewhat cooler than the rest of the island and less tropical, except for the volcanic crater. The resulting reduction in air temperatures and humidity favors wide, sweeping grasslands and some deciduous forests. As such, fewer dinosaurs and more giant and prehistoric mammals populate the great plateau. The plateau is dominated by a dormant volcanic mountain, complete with a crater lake. This mountain can be seen from nearly all points on the plateau.

The plateau stands separated from all else by steep, jagged cliffs that rise 3,000 feet from the jungle floor. There are only three ways to reach the top of the plateau:

- Crossing the rope bridge (area 15, chapter 5)
- Flying (spells, on the back of a beast, or via a magical flying device)
- Climbing

The first two methods are by far easier, but if the characters insist on climbing it requires suitable equipment

(at least one climber's kit) and is an arduous journey. The adventurers should be given hints about the great risk involved in climbing, because the process requires each PC to make a successful DC 15 Strength (Athletics) check every 100 feet. In other words, they need to make 30 skill checks to simulate the ascent. A failure likely only results in a minor injury of 14 (4d6) bludgeoning damage, assuming the characters took the appropriate safety precautions. A critical failure likely results in a fatal fall by at least one party member.



ENCOUNTERS ON THE CENTRAL PLATEAU

Random encounters on the plateau are handled differently than on the main island. The following table is to be used when traveling across the Central Plateau. For every three hexes traveled a d6 should be rolled, with a 5 or 6 indicating an encounter. To determine the encounter, roll 2d6. This results in a bell curve of numbers; thus, the encounters in the middle of the table are more likely to be rolled than those at the high or low ends. Hence, on this encounter table, elk will be most common, followed by giant boars and dire wolves. There are many great herds of elk on the plateau, along with some fairly common predators. Yet there is a much smaller chance of encountering one of the plateau's apex predators, such as a cave bear or a saber-toothed tiger.

CAVE BEARS

Several families of cave bears (use **polar bear** stats, but with darkvision out to a range of 60 feet) live on the plateau. The characters run afoul of a pair that is out hunting. One is a large female (60 hit points) teaching a young adult (40 hit points) how to hunt, and she has marked the PCs as easy prey. Should the party reduce the young adult to 20 or fewer hit points, the female flies into a rage, attacking with advantage to protect her offspring, while it attempts to flee. A properly tanned cave bear hide (requiring the use of a sharp implement and a successful DC 12 Wisdom [Survival] check) is worth 2d6 x 100 gp.

DIRE WOLVES

A pack of **dire wolves** begins to stalk the characters. The stalking can be noticed with a successful DC 15 Wisdom (Survival) check. They stalk the characters for a few hours, preferring to attack late in the day, from multiple directions amid howling.

EARTH TREMOR

This is a minor earthquake caused by recent volcanic activity underground. The tremor varies in severity and lasts for 11 to 30 (1d20 + 10) seconds. Roll 1d6 and consult the following table for effects:

D6	Effect
1-4	Minor Shock: No effect on the characters or the ground.
5	Major Shock: The characters are knocked prone unless they make a DC 10 Dexterity saving throw. If climbing an object (such as a cliff) a character must make a successful DC 13 Dexterity saving throw or fall and take the appropriate damage.
6	Severe Shock: Trees tilt, rocks fall, and small cracks appear in the ground; the characters are knocked prone. If in the forest, each character must make a DC 12 Dexterity saving throw or suffer 10 (3d6) bludgeoning damage from falling trees; if climbing an object (such as a cliff) a character must make a successful DC 16 Dexterity saving throw or fall and take the appropriate damage.

2D6	Monster	# App	XP	Source	Notes
2	Cave bears	2	450	MM, p. 334	As polar bear
3	Woolly rhinoceros	1	1,100	Appendix B	
4	Pteranodons	3-6	50	MM, p. 80	
5	Giant elk	2	450	MM, p. 325	
6	Giant boars	2	450	MM, p. 323	
7	Elk	5-10	50	MM, p. 322	
8	Dire wolves	4	200	MM, p. 321	
9	Mastodons	2	1,800	Appendix B	
10	Titanotheres	1	700	Appendix B	
11	Saber-toothed tigers	2	450	MM, p. 336	
12	Earth tremor	NA	NA	NA	See description

ELK

Elk herds are plentiful on the plateau. They tend to avoid all encounters, remaining just out of arrow range. But if the characters are persistent, several large males charge while the rest of the herd scurries away.

GIANT BOARS

These **giant boars** tend to prefer the cover of the leafy forests, but occasionally wander out on the grasslands in search of prey. They are very aggressive, and attack on sight, using their Charge trait. They fight to the death and utilize their Relentless trait if possible.

GIANT ELK

Some of the herd animals on the plateau are **giant elk**. These great herbivores are more aggressive than the normal-sized elk, but it's mostly for show. The giant elk are revered by the native tribesmen, and it is considered a bad omen to slay one. If the Dungeon Master wishes to enforce this omen, a character that kills a giant elk suffers the effects of a *bestow curse* spell.

MASTODONS

These two **mastodons** (see appendix B) are old and weary (125 hit points and 110 hit points), slowly making their way to the Mastodon Graveyard (area 7). If left alone, they are content to plod along at a steady pace. If engaged, they still have some fight left although they are loath to die away from their ancestral burial ground. An undamaged mastodon tusk is worth 2d6 x 100 gp each. However, there is a 30% chance that each tusk is damaged during combat, reducing its value by half.

PTERANODONS

Many **pteranodons** inhabit the sheer cliff walls of the Central Plateau as well as the steep slopes of the dormant volcano. The grasslands, which lack the cover of the jungle below on the lower part of the isle, are prime hunting grounds for this flight. If half their number is defeated, the rest break off and return to their rocky lair.

SABER-TOOTHED TIGERS

Many **saber-toothed tigers** roam the fertile grasslands of the plateau almost exclusively feeding on the plentiful elk. This pair works together to stalk the characters before attacking from two directions. They seek to make a quick kill (perhaps focusing on a gnome or halfling) and dash off with the prey if possible.

TITANOTHERE

A single massive **titanother** (see appendix B) casually grazes on some tender shrubs. Although generally docile, this spade-horned herbivore recently was driven away from its typical grazing range by a young cave bear and is still in a foul mood. If approached within 40 feet, it attacks with its Trampling Charge, attempting to scare aggressive targets away. If reduced to 20 hit points or less, it seeks to flee.



WOOLLY RHINOCEROS

A lone **woolly rhinoceros** (see appendix B) has recently been separated from its herd by a predator attack. Exhausted and confused, it attacks if approached within 30 feet and fights to the death.

CENTRAL PLATEAU ENCOUNTER AREAS

The following key describes set encounter areas located on the Central Plateau. Please refer to map D-2 for the location hex of each of these set pieces. Some of the encounter areas have their own maps, as described in the text.

1. GOLD VEIN

A recent tremor has revealed a lode of high-quality gold ore. A dwarf or any character knowledgeable about mining can identify the ore, and a successful DC 15 Intelligence check can estimate the possible value as 5 gp for every pound of ore mined. The vein is actually a small one and yields no more than 15,000 pieces of refined gold (i.e., 15,000 gp). This fact can be deduced with a DC 20 Intelligence check.

However, to obtain this amount, the characters must mine, transport, and refine 3,000 pounds of raw ore. One Medium creature with suitable tools and basic necessities (food, water, and shelter) can mine 20 pounds of ore in one day.

Workers may be brought in from the mainland to mine and transport the ore. The cost for each worker is 1 gp per week, plus food and the cost to transport them. The natives living on the plateau refuse to work the vein unless enslaved. The DM may wish to discourage this by making slave labor work slower, rebel often, and so forth. Once the workers have removed the raw ore, it must be transported overland by mules or porters, loaded on a ship, and taken to the mainland. The cost for refining the gold is 10-20% of final value and may be done in any major mainland city of the DM's choice.

2. TREANT FOREST

This forest is open and easy to move through, but the tree branches overhead are woven tightly together, making the forest dark and gloomy. Scattered throughout this small forest are 15 **treants**. They are reclusive and try to avoid any contact with the characters. The only wandering monster encounter in these woods is with treants, and if the party moves through without searching, the chance of encounter is only 1 in 20 per three hexes traveled. Treants can only be spotted at a range of 30 feet or less with a successful DC 20 Intelligence (Nature) check. Otherwise the treants surprise the characters automatically.

Although the treants generally ignore the characters, the following actions bring the listed responses:

Searching. If the characters are searching for creatures, it requires a successful DC 15 Wisdom (Perception) check to discover a treant. If they are searching specifically for treants, the check is at advantage.

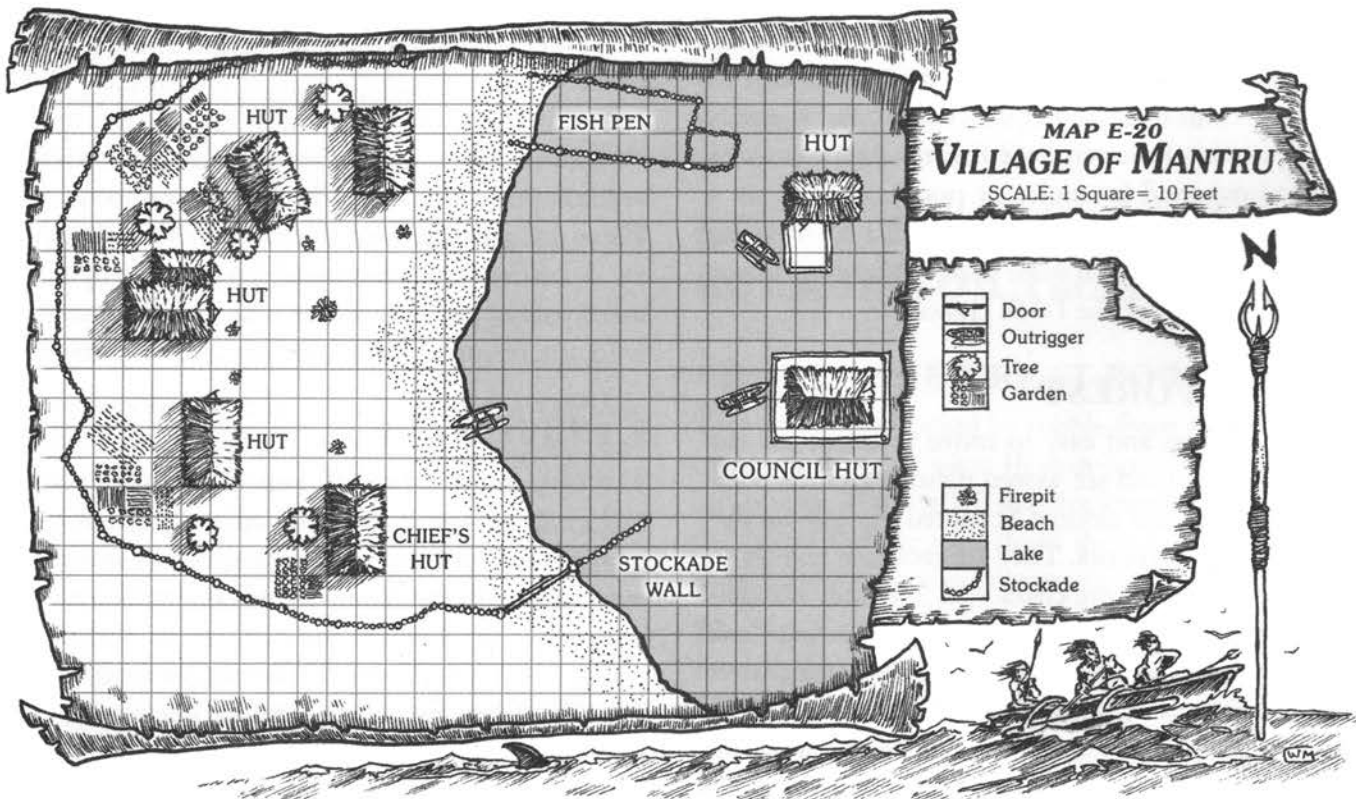
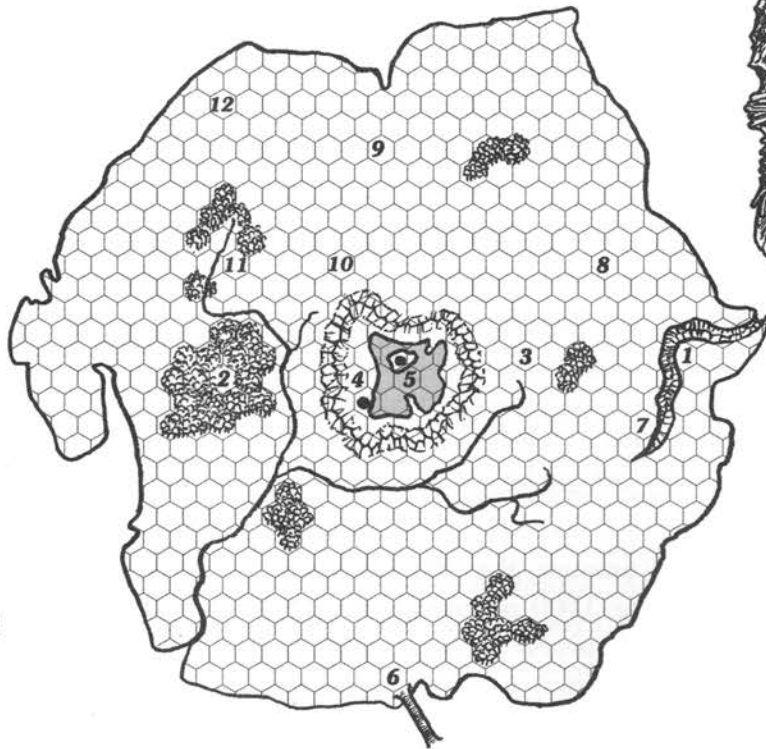
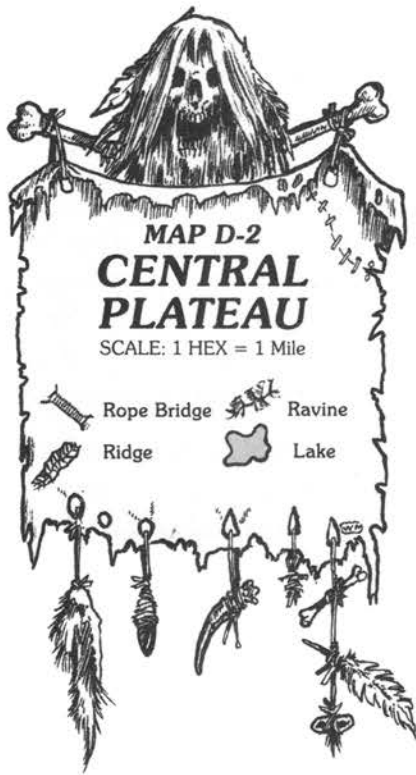
Climbing Trees. If a character climbs a tree, there is a 1 in 20 chance it is a treant. If nothing harmful is done, the treant does not move or reveal its presence. If attacked or hurt, it immediately attacks the offender, animates trees to attack, and calls loudly for assistance. An additional 1d4 + 1 treants respond in 2d6 rounds.

Cutting Trees. If the characters try to cut down a tree, one treant arrives in the first round of activity. The treant tries to avoid being noticed with a Dexterity (Stealth) check opposed by the character's Wisdom (Perception) check, animates the tree being cut down, and orders it to move away as fast as it can. Each round thereafter, one more treant arrives. The treants do whatever they can (likely animating additional trees) to drive the characters from the forest while avoiding combat as long as possible.

Starting a Fire. If a small campfire is lit, the forest will gradually recede from the camp, leaving a clearing 50 feet in diameter. This is noticed with a successful DC 10 Intelligence (Nature) check. Three treants move into position around the camp, animating and issuing commands to the trees. However, the treants do nothing if the characters use dead branches and brush for the fire. If the characters collect living branches or wood, each treant sends two animated trees through the camp late at night. These animated trees do not attack (although they retaliate if attacked first), but instead try to take or destroy as much gear as possible on one pass. If a fire-based spell is used, the treants attack the caster without quarter.

3. CLIFF WALL

The cliffs surrounding the central volcanic lake form a high, imposing wall of upturned rock. Often shrouded in low clouds, the top appears jagged, and in some places even snow-covered. There are no clear trails over the cliff wall, but it appears that the cliff can be scaled in many places. It takes 12 hours of climbing to reach the top of the cliffs. Every two hours (six total checks) have one of the characters make a DC 16 Strength (Athletics) check for the group. If the group is tied together and using a



SUMMARY:SEARCHING FOR TREANTS

Characters are:	Chance to Discover Treants
Not Searching	DC 20 Intelligence (Nature) check, range 30 feet or less
Searching for Creatures	DC 15 Wisdom (Perception) check
Searching for Treants	DC 15 Wisdom (Perception) check, at advantage

climbing kit, this check is at advantage. For each failed climb check, each character must make a successful DC 14 Dexterity saving throw or suffer 7 (2d6) bludgeoning damage from falling and gain a level of exhaustion. Also every two hours, roll for wandering monster encounters, but only the following apply: cave bears (#2), pteranodons (#4), and earth tremor (#12).

At the top, the rocks are covered with ice and snow, and the temperature is below freezing. No encounters occur here, but characters who attempt to stay here overnight without warm clothing or a fire can suffer from the effects of extreme cold (see *Dungeon Master's Guide*, p. 110). Note there is no firewood on the slopes of the mountain, so the characters need to bring their own if they want a fire.

The characters must make an eight-hour trek to climb down the opposite side, although skill checks and special climbing equipment are not needed for this part of the journey. As the characters descend into the volcanic crater the temperature becomes warm (around 85 degrees F), humid, and nearly tropical. Jungle vegetation covers the lower slopes, and the valley is sparsely populated with normal animal life. No wandering monster encounters of importance occur here, but still make the checks as on a roll of 12 on 2d6, a minor tremor shakes the ground.

4. VILLAGE OF MANTRU

This small village (map E-20) lies on the shore of the large crater lake. Its landward side is surrounded by a crude palisade of palm trunks and branches that extends into the water on both sides of the village. Part of this wall has been expanded to form two fish pens for keeping any extra fish from the daily catch. The village it-

TO THE AID OF MANTRU

The characters may remain in the village of Mantru for as long as they wish, but after the great feast (or another appropriate time of the DM's choosing) they are asked to help the villagers by confronting a recent threat to the village. Fano and Umlat carefully describe the attacks of a group of renegade tribesmen, who have been preying on lone villagers. Some of these warlike "headhunters" were recruited from Mantru (they say by an "evil spirit"), but many have been enlisted from the far-flung villages along the southern part of the main isle. These headhunters have settled in a great ruined temple on the western side of an island in the center of the lake. It is said that many centuries ago, the ancient temple was constructed by the gods. The villagers of Mantru have very few warriors left and are forbidden to set foot on the island as it is taboo. Although the villagers will aid the party by providing canoes and whatever equipment they can, they refuse to travel to the island.

Quest: Investigate Taboo Island to End the Threat to Mantru. Fano begs the characters to investigate Taboo Island to determine the source of the recent activity and recruitment of so many warlike tribesmen. He fears a slumbering evil has awakened and is bent on controlling the village and possibly seeking control of the entire island. Although the village has nothing valuable to offer the characters, Fano hints that many great treasures are likely hidden in the temple as legends state that entire rooms were covered with gold tiles.

self consists of six palm-thatched lodges that are raised about 2 feet off the ground on stilts. Further out in the lake are two more lodges, kept 3 feet above the water on stilted platforms. The small one belongs to an aged man: Umlat, the tribal cleric. The larger building is the main council lodge.

The village has 50 inhabitants who live by fishing the lake in outrigger canoes and farming the fertile volcanic soil in numerous small gardens. Most of the villagers are simple folk (**commoners**), but there are five **tribal warriors** that are eager to protect the rest of the villagers. They are divided into five large families who live as one group sharing food and work. Each family has its own posses-

sions: canoes, nets, tools, and lodges. These people are not warlike, but if attacked they defend themselves to the best of their ability, using improvised weapons, clubs, nets, or spears. If the characters are not overly hostile, they are met by a band of eight men (including all five tribal warriors) from the village armed with spears. This group starts with an indifferent attitude but attempts a brazen show of hostility. Their ruse can be uncovered with a successful DC 13 Wisdom (Insight) check. At first, spears are thrown and fall short of the party, while the villagers try to frighten the PCs away by shouting and gesturing. If the characters remain non-hostile and make friendly overtones, the villagers welcome them and eventually lead them into the village.

In the village, the adventurers are introduced to Fano, the “talking chief” and village leader; Umlat, the tribal cleric (both described later); and the “chief,” a small stone carving of an old man that is kept in the council lodge on the lake. The party learns that all major decisions come from this “chief,” while the “talking chief” (Fano) acts as a messenger and the interpreter of the “chief’s” wishes. After this meeting (a solemn affair) there is a great feast held a few hours later at night. The characters are welcome to dine on baked fish, a variety of tropical fruits and nuts, yam paste, turtle soup, roasted birds, and fermented yam beer. This feast is held on the beach, and great smoking fires are lit to drive away insects. Lodging for the night is to be provided by several families. They insist that at least one character sleeps in each lodge. The native tribesmen freely give anything a character asks for but expect the same in the future, and the DM is encouraged to use this tribal custom at least once during the adventure.

Fano, the “talking chief” (see appendix D) is an elderly man, badly scarred with a crippled left arm. His infirmity, his responsibilities to the tribe, and his superstitious fear of the island prevent him from joining the characters on the investigation (see sidebar). His goodwill is important, however, as it is his opinion of the characters which determines the treatment the villagers give the party. Fano is good-natured, but proud of his position and will not tolerate mockery of it or of the “chief” of the village. He can provide additional information on Taboo Island or the temple, as the DM sees fit to move along the progress of the adventure.

Umlat, the tribal cleric (see appendix D) is a pious man, devoted to his deity (Oloron, Lord of the Skies, or

another deity appropriate to the campaign setting) but it seems that he has been both blessed and cursed. He is an extremely aged man, living many years beyond the normal lifespan of others in the village. The villagers ascribe this to the favor of his deity. However, he is frail and weak, and this greatly limits his activities. The villagers speculate that this weakness is due to some past failing. Due to his condition, Umlat cannot travel on adventures, or actively assist the characters. However, he makes his spells available to aid the party in their task before they depart, such as *cure wounds*, *lesser restoration*, or *purify food and drink*. Umlat can pray for other spells if given one day’s notice. If the characters need a bit more help, he can bestow on them a few *spell scrolls* of his spells, at the DM’s discretion.

5. TABOO ISLAND

See chapter 8 for details on Taboo Island.

ADDITIONAL PLATEAU ENCOUNTER AREAS

6. TOTEM GUARDIANS

Flanking the end of the rope bridge (area 15, chapter 5), are two wooden totem poles, each about 20 feet tall. Each has five carved heads with each head sporting a different visage of an elk, with a majestic rack of giant elk antlers affixed to the top of each. The wooden poles were once covered with vibrant paints, but these have since faded and all but weathered away to exposed hardwood.

Hidden in the visages are several runes written in Tribal, the natives’ tongue. These can be spotted with a successful DC 15 Wisdom (Perception) check. They can be read if examined closely and a successful DC 10 Intelligence (Investigation) check is made, or they can be translated with a *comprehend languages* spell. Each states the same warning: pay respects to the majestic elk or suffer the wrath of the gods. The gods can be appeased with a small (25 gp value) offering or by issuing an audible prayer to the gods glorifying the elk. This requires a successful DC 13 Wisdom (Religion) check. Failure to do either results in the totem poles animating as **totem golems** (see appendix B) and moving to block access to the plateau. These golems attack until destroyed, and each has an additional attack that it can use to replace one of its slam attacks:

Gore: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Every week, a few villagers from Mantru (area 4) travel to this location to recover any left treasure as well as tend to the totem poles and the immediate area.

7. MASTODON GRAVEYARD

At the end of this canyon (past area 1, the gold vein) is a sacred site. A pair of pure white columns topped with mastodon carvings denote the holy shrine. Beyond is a tangled pile of mastodon bones and tusks heaped against each wall of the canyon (about 60 feet wide at this point), extending about 200 feet and at least 10 feet deep. The area beyond radiates a powerful sympathy enchantment attuned to mastodons (as if from a permanent *antipathy/sympathy* spell) but extends for nearly 20 miles in all directions. Aging mastodons travel great distances to come here to die in peace and harmony. They either travel through the winding canyon to its end (if coming from the main island, below), or if they are on the plateau, they simply hurl themselves off the cliff into the bone pile below.

This holy area is protected by a ghostly guardian in the image of an elephantine humanoid, a former druid that dedicated his life (and now his unlife) to the protection of these majestic beasts. He manifests when any sentient creatures approach the columns, and bellows a warning to leave this sacred place or suffer the wrath of an undead herd of mighty mastodons. He is a **ghost** with the following changes, which increase his challenge rating to 5 (1,800 XP):

- His size is Large.
- He has 75 (10d10 + 20) hit points.
- His Constitution is 14 (+2).
- He has additional traits:

Horrific Stampede (Recharge 6): The ghost conjures a herd of incorporeal mastodons which stampede in a 100-foot cone. Any creatures inside this area must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute and take 27 (5d10) necrotic damage. A successful save indicates half damage, and the target can attempt another saving throw each turn to end the frightened effect. If the target fails the save by 5 or more, it also ages 1d6 x 5 years.

Turn Resistance: This ghost has advantage on saving throws against any effect that turns undead.

If the ghost is destroyed, and sentient creatures enter the graveyard of bones, six **skeletal mastodons** (see appendix B) animate and attack until destroyed.

The bone pile contains hundreds of mastodon tusks in various conditions. Each would be worth 2d6 x 100 gp but removing a single tusk from this sacred site triggers a *bestow curse* spell. The curse manifests as vivid nightmares when the target attempts to take a long rest. Until a *remove curse* spell is cast, the target can't gain the benefits of a long rest, and his hit point maximum decreases by 5. If his hit point maximum is reduced to 0 hit points, the target dies from fright.



8. MEGALITHIC CIRCLE

DM Note: There are four of these locations, all identical. Three are on the main island (area 38, chapter 6), while this one is located on the grasslands of the Central Plateau.

At this location is a circle of eight massive menhirs (standing stones) surrounding a ninth, rune-covered standing stone situated in the ground at a slight angle. The stones are volcanic, originally cut from the dormant volcano on the plateau before careful placement here. Each stone is about 8 to 12 feet high, with the central stone being slightly taller. Each stone weighs many tons and is only crudely carved into shape.

The runes are ancient Rakasta in origin and can be deciphered with a successful DC 20 Intelligence (History) check. They do not tell a story, but instead seem to be some kind of a map or directions to find a particular location. A successful DC 22 Wisdom (Perception) check reveals the orientation of the ninth standing stone points in a specific direction (in this case to the area 38 on the main isle that is northeast of here). If a second megalithic structure in a different quadrant can be located, the two angled stones can be used to triangulate the location of the Rakasta Shrine (area 39, chapter 6).

A strange wanderer has recently discovered this megalithic structure and has set up a temporary camp to study its runes and deduce its purpose. Felonious is a black-furred **rakasta tiger rider** (see appendix B). His coloration is very rare in rakasta and others of his race consider it to be an evil omen. Thus, he is an outcast from his people and has learned to survive in the wilds of the isle on his own. He has befriended another outcast: a black, long-haired **saber-toothed tiger** he rescued as a kitten and raised to adulthood. Her name is Usi'ikillia, which roughly translates to "bundle of fluff," or "fluffle". The two outcasts have a strong bond and likely would not be alive today without each other.

Felonious starts a social interaction as friendly, although his pet dislikes strangers and prefers to avoid them with a growl and hissing. He is willing to share his camp with the characters and is open to trade information (or any of the simple valuables he owns) for other information, or useful resources. He knows 1d4 rumors from the Rumors on the Isle of Dread table in chapter 3. He is determined to find the hidden rakasta shrine (area 39, chapter 6) rumored to be located somewhere on the isle and is

willing to team up with the characters to help find it. He hopes that by finding the shrine, it will grant him acceptance back into the tribe of rakasta on the isle (area 9, chapter 5). If the characters need a guide (see appendix D), Felonious could serve in that role, but only as long as he gets to explore the isle.

Felonious has pitched a small lean-to up against one of the outer standing stones. Inside is a small firepit with hot embers, a bedroll, and a few personal effects (clothes, a whetstone, extra weapons, and the like). Buried under his bedroll is a pouch holding a jade figurine of a rabbit with a horn (worth 95 gp), four freshwater pearls (each worth 50 gp), and a gold ring (worth 225 gp). In a wooden tube he has several sheets of parchment with notes and sketches of the standing stones. If examined and studied for at least an hour, these clues and insights grant advantage on any skill checks regarding the purpose of the standing stones (as described above).

9. THE WRECK OF THE PALE COUNTESS

Oddly, at this location among the tall grasses on top of the plateau, at least 50 miles from the ocean in any direction, is the wreck of a galley, *The Pale Countess*. The *Countess* was caught in a hurricane several years ago, and although it weathered the storm, significant damage required making landfall for repairs. Before reaching the safety of the isle, a massive roc grabbed the ship and was winging its way to its nest. While over the plateau, the roc encountered a rival red dragon, and a great aerial battle ensued. The roc was forced to drop its prize to focus on fighting the dragon, eventually fleeing with its life from its draconic foe. The wreck has been here ever since.

The shattered bulk of the ship is upside-down and damaged beyond repair. A successful DC 15 Intelligence (Investigation) check reveals large talon marks gouged in the hull and reveals significant damage was sustained by falling from a great height. The name of the ship is prominently gilded in gold (which if scrapped off, is worth 200 gp in gold flecks) on the transom. The ship is now the lair for five **giant scorpions**. These giant vermin hunt on the plains but use the ship as shelter, coming and going through one of three large gaping holes in the hull.

After dealing with the giant scorpions, the interior of the ship can be searched. A successful DC 15 Wisdom (Perception) check reveals a single roc feather (about 9 feet

long, worth 20 gp as a curiosity) among the shattered remains of the upper deck. In the captain's quarters at the aft of the ship is a locked wooden chest that can be opened by picking the lock with a successful DC 15 Dexterity check using thieves' tools. Inside is a pouch of 25 pp, an astrolabe, a *bottle of air* (see appendix C), a magnifying glass with a platinum handle (worth 150 gp), and several sea charts and maps (plotting a course to the Isle of Dread and depicting nearby islands). These charts and maps are worth 150 gp.

A secret compartment in the cargo hold can be found with a successful DC 17 Wisdom (Perception) check. This check is made at advantage due to the damage sustained by the hold. Inside are several bolts of (ruined) silk and three sundered crates holding eight gold bars each. Each bar weighs 15 pounds and is worth 750 gp. The bars were packed in straw, which has since rotted.

10. THE IRON OBELISK

At this location in the open grasslands rests a metal obelisk, measuring 250 feet tall. It has four sides, and its base is 25 feet on a side. The top tapers to a point, and each surface is inscribed with strange runes. No grass grows within 200 feet of the structure. Although it appears to be constructed of iron, a successful DC 18 Intelligence (Investigation) check reveals it is actually an unknown composite metal. Its surface is warm to the touch. If the tribal natives at Mantru (see area 4) are questioned about the obelisk, they get nervous and only say they avoid it at all costs, saying it was built by the gods, and left behind when they departed centuries ago.

The obelisk's origin, current purpose, and how to access the interior are left to the DM to decide based on her adventure and the stories she wants to tell. Entering the obelisk could require finding a secret entrance, deciphering the runes for instruction, finding a key or magic item attuned to it (likely on the Isle of Dread somewhere), or waiting for a specific cosmic time. Possible functions of the obelisk could include:

- The obelisk is a wizard's tower, with the interior dimensions far exceeding the exterior dimensions. The wizard could be missing, still inside (alive, dead, or trapped via an enchantment), or could have since become a **lich**.

- The obelisk is a portal that leads to another part of the isle, another distant location on the Material Plane, or to another plane of existence.
- The obelisk is actually a rocket-like vehicle abandoned by an advanced race that visited the isle centuries ago (the "gods" whispered by the tribal natives), and is filled with all manner of alien technology. (See p. 268 of the *Dungeon Master's Guide* for details on adding science fiction elements to your fantasy campaign.)
- The obelisk is a forlorn tomb filled with puzzles and traps, created by an ancient alien race (or perhaps the kopru?) that visited the isle centuries ago. At the peak is a chamber that contains one of the aliens, but he might not be entirely dead...
- The obelisk is a marker. If opened, it is hollow, but it hides an entrance to a dungeon beneath the plateau.



11. AXE BEAK FLOCK

Along the river and near a sparse copse of trees is a breeding ground for a flock of primitive flightless birds called axe beaks. Just inside the undergrowth of the trees are dozens of nests comprised of rock piles about 8 feet in diameter. There are 54 **axe beaks** here, with 30 of them being nesting females. The females will not leave their nests, as many are warming eggs. But the males constantly hunt and protect the nesting site. As the characters approach within a few hundred feet, they encounter 1d4 + 2 males that are aggressive and attempt to lead predators away from the trees and the somewhat hidden nests. If the characters engage with the axe beaks, loud squawks and shrieks bring more males. In 1d4 rounds, another 1d6 + 1 males arrive.

There is a 20% chance that each nest examined has a bit of treasure. Roll 1d12 on the following table.

D12 Treasure

- | | |
|----|--|
| 1 | 3d4 random coins |
| 2 | A small ruby (worth 250 gp) |
| 3 | A silver ring (worth 145 gp) |
| 4 | 1d4 pieces of rough amethyst (each worth 25 gp) |
| 5 | An electrum belt buckle (worth 55 gp) |
| 6 | 1d6 gold coins |
| 7 | A crystal flask (empty, but worth 40 gp) |
| 8 | A silver screw-top lid to a scroll tube (worth 5 gp) |
| 9 | Three pieces of iron pyrite; worthless, but requires a successful DC 12 Intelligence (Investigation) check to determine this |
| 10 | Five oval brass buttons (each worth 1 gp) |
| 11 | A broken gold earring (worth 75 gp) |
| 12 | An electrum pin set with diamonds (worth 675 gp) |

Each nest has a 60% chance to contain 1d3 axe beak eggs, each about the size of a cantaloupe. These eggs are worth 100 gp each if sold in a large city. They must be kept warm and will hatch in about four weeks.

12. GEOGYLPH

Located in the midst of the rolling grasslands is a massive geoglyph (a carving in the sediment that persists). This geoglyph is about 1,100 feet long and 600 feet wide. The lines were formed by the native tribesmen centuries ago by digging a shallow trench on the ground a few inches deep. This removed the reddish-brown iron oxide pebbles that is the first layer of sediment on the grasslands. When this gravel is removed, the light-colored clay earth is exposed in the bottom of the trench that produces lines that contrast sharply in color and tone with the surrounding lands. This sublayer contains high amounts of lime which, once it gets wet, hardens to form a protective layer that shields the lines from winds and thereby preventing erosion.

On the ground the geoglyph appears to be a worn path or trail. But if viewed from above its true shape can be discerned. It depicts a kopru (see Player Handout #4 in appendix E), although the characters have likely not encountered one of these strange aberrations yet, so it might require a successful DC 20 Intelligence (Nature) check to determine its shape and a few tidbits about this strange race. Regardless, it provides a clue to the characters about the origin of the race that built the plateau structures. The true purpose of this geoglyph remains a mystery today.

CHAPTER EIGHT

Taboo Island

This island was once the center of the kingdom of the kopru, until a native rebellion destroyed their power.

DM Note: The players should not be told who or what the kopru were; this is part of the taboo (for more details, see chapter 7). The rocky island is now dotted with small ruins, statues, and broken terraces. The largest ruin on the island is a temple that is carved into the cliff wall of the island's western shore. It can be most easily entered from the lake side, as its broad steps descend to the waters of the lake. This is likely where the characters begin the final stage of the adventure. The lair of the tribal headhunters is on the first level of the temple complex.



TEMPLE LEVEL I

GENERAL FEATURES

Scent. The entire dungeon is damp and foul-smelling, and the interior air is hot and stale.

Ceilings. Unless otherwise noted, ceilings are 10 feet high.

Doors. Unless otherwise noted, all doors are stone (AC 17, 35 hit points, vulnerability to bludgeoning damage). A door that is barred can be burst open with a successful DC 15 Strength (Athletics) check. A locked door can be forced open with a successful DC 18 Strength (Athletics) check, or the lock can be picked with a successful DC 16 Dexterity check using thieves' tools.

Illumination. Please refer to individual room locations for the lighting conditions.

Flora and Fauna. Algae, molds, and fungi are commonly growing on damp undisturbed surfaces. Small blind creatures constantly scatter before characters, flitting here and there. There are no wandering monsters on this level of the dungeon.

KEY TO TEMPLE LEVEL I (MAP T-1)

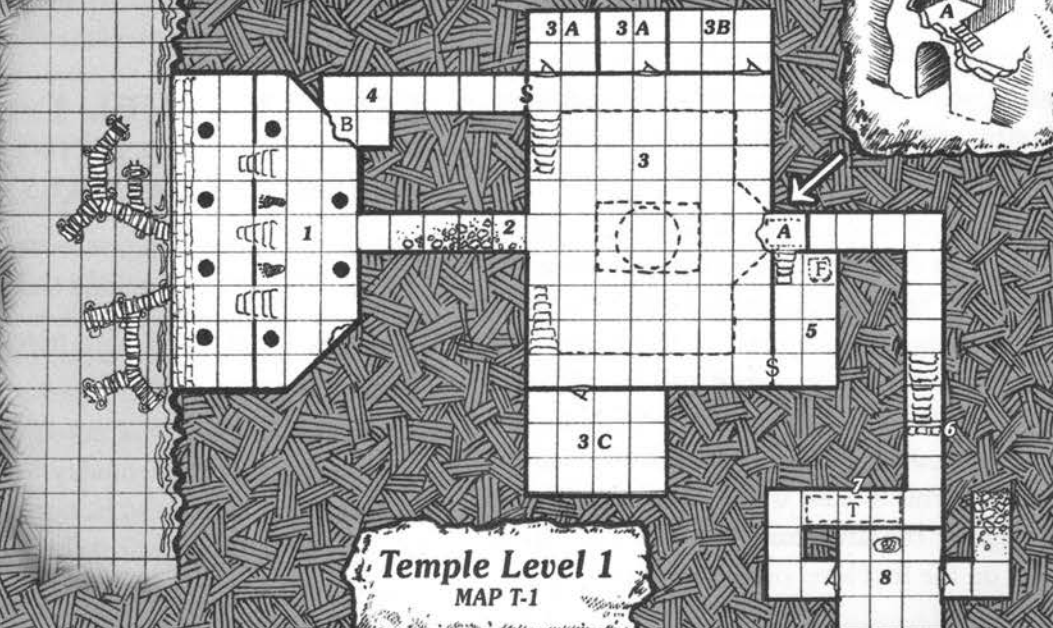
AREA 1 – TEMPLE ENTRANCE

When the characters approach this location, read or paraphrase the following:

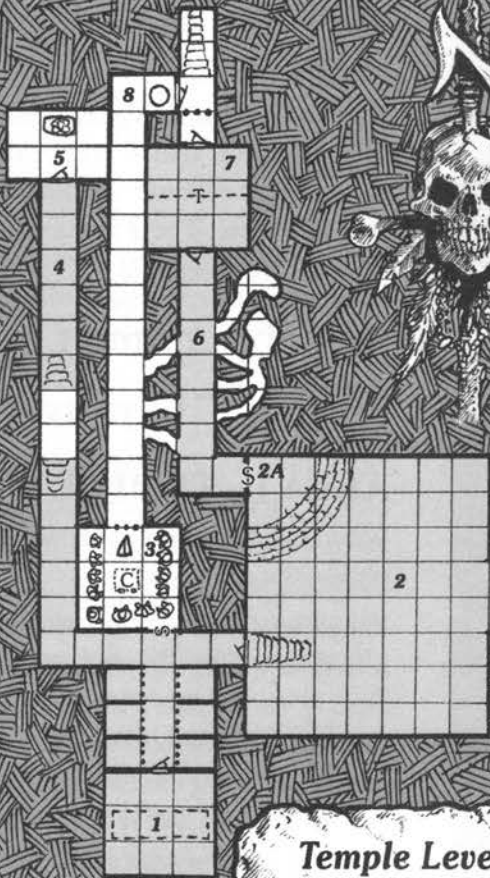
The entrance to an ancient temple has been carved into the side of a rocky cliff, with steps extending into the water. Two primitive docks of narrow poles and weak planking extend from the temple steps. Several canoes are moored to the docks. Two steps lead to a red marble landing lined with matching pillars. Set on poles thrust into cracks in the floor of the landing are many shrunken heads, jawbones, feathered totems, and other primitive tribal symbols.

Three short flights of steps lead up to a second landing, 5 feet above the first. To either side of the center steps is a stone foot and ankle, all that remains of a huge statue that once straddled the stairs. The

TABOO ISLAND



Temple Level 1
MAP T-1



Temple Level 2
MAP T-2

SCALE: 1 SQUARE = 10 FEET

- Door
- Secret Door
- Trap Door in Floor
- Trap Door in Ceiling
- Iron Bars or Porticulis
- Stairs
- Trap
- Trigger
- Statue
- Pillar
- Dais
- Rubble
- Stone Wall
- Dock
- Balcony
- Water
- Smokehole
- Altar

end stairways are each flanked by another red marble pillar. At the back of the second landing is a corridor leading into the cliff. The opening is flanked by another pair of pillars. Carved out of the angled back walls of the landing are two bas-reliefs of humans holding lighted braziers.

This the entrance to the temple. Typically, it's left unguarded, unless the tribal headhunters suspect an attack. (See Development, below.) Otherwise, this chamber is empty.

In the northeast bas-relief of a human are concealed two small peepholes that can be used by someone in area 4 to spy on this location. They are cunningly hidden and require a successful DC 22 Wisdom (Perception) check to locate from this area.

Development. There is a 50% chance one of the tribal warrior guards in area 2 is at the end of the corridor keeping an eye on this location. If this is the case, he sneaks back to his post and after 2 rounds, the guards move to the pair of pillars flanking the corridor (which grants half cover) and attack using javelins. The tribal sub-chief falls back to area 2 to make his final stand.

AREA 2 – GUARD POST

When the characters enter the corridor, read or paraphrase the following:

The corridor is about 10 feet high, and the air is stale and thick with humidity, along with an organic stench. Molds and algae cover the glistening walls and ceiling. The passage is partially blocked with rubble, forcing single file. In the distance, the flickering illumination of a fire dances on the walls.

The tribesmen have carefully narrowed the passage as indicated on the map, with mounds of rubble, at this point so that only one character can pass through at a time. This is considered difficult terrain.

If not encountered in area 1, three **tribal warriors** led by a **tribal sub-chief** (see appendix D) guard the route to area 3. Each tribal warrior is armed with three javelins (1d6 + 1 piercing damage, range 30/120 ft.) in addition to his spear. The tribal sub-chief is imposing, with his bone armor (see appendix C), shield, and magic spear. These guards attempt to hold the corridor from invaders, using ranged attacks from the far end of the corridor. The rubble is piled high enough to grant them half cover. The tribal sub-chief hangs back during the clash.

Development. If two of the tribal warriors or the sub-chief are defeated, the remainder flee to area 3 to make a final stand.

AREA 3 – MAIN CHAMBER

When the characters enter this room, read or paraphrase the following:

This massive chamber appears to be the living quarters for a large number of native tribesmen. Sleeping mats, cookery, and utensils are scattered about the floor, surrounding a blazing fire in the center of the room. The hall itself is two stories high, complete with a stone balcony that overlooks the floor. A pair of stairways, one to the right and another to the left, provide access to the balcony. A large rectangular hole is cut into the ceiling above the fire. This 20-foot-by-30-foot hole reveals the bright sunshine but is partially obscured by a net fastened onto the ceiling. The ground level is bustling with activity from numerous native tribesmen.

This large hall was once the main worship area of the temple but is now being used as the central living area of the tribe. The floor is covered with mats, bowls, and eating utensils made of bone. The majority of the tribe live here. This includes 10 **tribal warriors**, 12 tribal women (**commoners**), and eight tribal children (**commoners**). The warriors attack without hesitation. Two attempt to run up the stairs (one in each direction) to rouse the rest of the tribe at areas 3A and 3C. Meanwhile, the women assist the children with escaping up the rope (see below), but they fight using their clubs to protect the young.

To prevent debris and small creatures (such as bats) from entering the chamber, a net has been fastened across the opening in the ceiling. This net does not prevent characters from entering through here, and it only supports about 75 pounds of weight before falling. If the characters are near the fire, one tribal warrior can use an action to release the net. See the dotted line on the map to determine where it falls and reference the Player's Handbook (p. 148) for details on the net, but keep in mind the blazing fire is in the net as well. A knotted rope hangs from one corner of the opening to the floor. Due to the knots, it only requires a successful DC 12 Strength (Athletics) check to climb.

In the center of the wall opposite the entrance is a carved face that fills the area from the floor to the ceiling. It looks like a human or humanoid creature with its mouth agape. The carving has been cut and defaced, making the kind of creature it was difficult to identify. The mouth is actually a corridor that eventually leads to area 6.

The other doors depicted on the map are all located on the balcony level.

Developments. If the young tribal warriors from areas

3A are summoned, they arrive in 2 rounds and lean over the balcony walls (which provide cover) to shoot poisoned arrows at targets. If the tribal chief in area 3C is roused, he and his sons race down the stairs to engage with the attackers while the witchdoctor hangs back on the balcony, casting spells as appropriate into the fray. If combat occurs here but neither is summoned, make a DC 13 Wisdom (Perception) check for each group, each round during combat. Success indicates they overhear the battle and arrive in 1d3 rounds.

AREA 3A – BARRACKS

DM Note: There are two of these locations, each similar. If these tribal warriors respond to the battle in the main room, adjust the room description accordingly. Otherwise, continue:

This chamber reeks of grease, smoke, sweat, and fish. The ceiling is heavily stained with soot and hung with feathered ornaments and beaddresses adorned with bones and large fish scales. A smoldering fire is surrounded by sleeping mats, gourd pots full of paint, and carved obsidian bowls holding mud and ash. Several young strapping warriors leap to action, snatching spears and bows that were leaning against the walls.

The unmarried men of the tribe sleep in these rooms. In each room are seven young **tribal warriors**; they are armed with their spears plus shortbows (range 80/320 ft., 1d6 piercing damage + poison [see below]), and wear primitive wicker armor (AC 11; see appendix C). Their arrows are coated with a gummy vegetable poison; a target hit by one must make a DC 12 Constitution saving throw or suffer 3 (1d6) poison damage and gain the poisoned condition for 2d10 hours.

These young lads are telling boastful stories to one another, each trying to outdo the next. They are also learning the art of applying war paint.

AREA 3B – TRIBAL WOMEN IN WAITING

When the characters explore this chamber, read or paraphrase the following:

This chamber smells of flowers and herbs intermingled with sweat and fish. The ceiling is stained with soot and adorned with bones, feathered ornaments, and large fish scales. A smoldering fire is surrounded by several sleeping mats, gourd pots of scented oils, and many tools such as shears, mallets, and needles. Several young native women are busy gossiping, filing teeth, and styling hair with affixed bones.

This room is reserved for unmarried girls. The effects are similar in nature to those found in area 3A, except that the weapons here are daggers of bone and metal. Among the many tools are scrapers, needles, files, mallets, etc.

There are five native female **commoners** here. They are hairstyling, tattooing, filing their teeth, and otherwise “improving” their looks. They do not attack, but try to flee if possible, only resorting to defense with daggers (1d4 piercing damage) if no other choice.

AREA 3C – CHIEF’S CHAMBER

If the occupants of this chamber have not been summoned to area 3, read or paraphrase the following:

This chamber is 40 feet wide and 30 feet deep. The floor is cluttered with sleeping mats, gourds, half-eaten fruit, and bits of bone and accoutrements. Several racks display a variety of skulls and animal pelts, while numerous furs are hanging on the wall. Lounging about are several native tribesmen.

This large room is the tribal chief’s quarters. In this room are the following native tribespeople:

- The **tribal chief** (see appendix D) is armed with a +2 *longsword* taken from a pirate leader.
- The three **tribal chief’s sons** (see appendix D).
- The **tribal witchdoctor** (see appendix D).
- Five tribal women **commoners**; they seek to flee the room at the first sign of confrontation.

The room is cluttered with pots, gourds, a rack of skulls, necklaces of bones, and many skins and furs of animals. Hidden in one of the skulls are five random gems (50 gp, 500 gp, 800 gp, 1,000 gp, 1,200 gp) that require a successful DC 17 Wisdom (Perception) check to discover. In a wax-sealed gourd is a *potion of flying*. It requires a successful DC 14 Intelligence (Investigation) check to determine the contents of this gourd are valuable (as opposed to the numerous other gourds filled with mundane liquids), unless a *detect magic* spell is employed. Hanging on the walls are six furs (each worth 100 gp).

Development. The chief, his sons, and the witchdoctor come to the aid of the rest of the tribe in area 3 should the alarm be raised, as described in that area. If defeat appears imminent, they retreat to this chamber to make a final stand.

AREA 4 – SECRET VIEWING CHAMBER

The secret door in area 3 is unknown to the native tribesmen; it can be located with a successful DC 17 Wisdom (Perception) check. It leads to a small chamber near the main entrance. When opened, continue with the following:

A short distance down an extremely dusty and apparently unused corridor is a small 20-foot-square room. In the chamber, moldering rags and unidentifiable lumps dot the floor, presenting a variety of vivid colors to the eye. Along the south wall of the chamber are several large stone levers and a corroded bronze tube. Hanging from small holes in the ceiling are three rotted and tattered ends of rope.

These ropes and levers once operated mechanisms within the now-ruined statue that stood over the temple's entrance (area 1). The metal tube was used as a megaphone for the "god's" voice. The slanted section of the wall has a small niche carved in the back of the bas-relief (indicated with a "B" on map T-1) in the northeast wall of area 1. A person can stand in this niche and observe the landing (area 1) through two small spy holes. However, the walls of the niche are lined with a brownish mold. This is actually a patch of **yellow mold** (Dungeon Master's Guide, p. 105) that is filmed with damp dust concealing its true color. The mold can be identified with a successful DC 14 Intelligence (Nature) check.

AREA 5 – PRIEST'S QUARTERS

Another secret door in area 3, also unknown to the native tribesmen, leads to this side room located behind the main chamber. It can be found with a successful DC 17 Wisdom (Perception) check. When opened, continue with the following:

The chamber is bare of furniture. A heavy layer of dust and fine sand covers the floor.

This secret chamber was where "the gods" watched the services held in their honor.

The dust covers a trapdoor in the northeast corner, which can be located with a successful DC 12 Wisdom (Perception) check. If tapping the floor with a 10-foot pole or the butt of the spear, this check is made with advantage. The trapdoor is weak and breaks when stepped on, dropping the character into area 3 on the second level, unless the creature makes a successful DC 13 Dexterity saving throw. The creature takes 3 (1d6) bludgeoning damage from the fall.

In the northwest corner are stairs up to a narrow platform (depicted by an "A" on map T-1) above the corridor behind the eyes of the carved face looking into area 3 on the first level. Two small holes allow a character standing on the platform to view the main chamber. Between the two spy holes is a large wooden piston and handle. If given a strong, hard pull with a successful DC 12 Strength (Athletics) check, this piston sprays a 20-foot-diameter cloud of inflammable dust through the nose of the face into the main chamber. Any open flames in this area cause a fiery explosion for 14 (4d6) fire damage, although a successful DC 14 Dexterity saving throw reduces damage by half. There is a 50% chance that any explosion in the main chamber also causes a similar explosion on the platform where the piston is, resulting in 7 (2d6) fire damage to a creature there. This trap only works once before being rendered useless.

AREA 6 – BLOCKED-UP PASSAGE

When the characters explore this passage, continue:

The corridor turns to the south and after 30 feet turns into a descending stairway. At the base of the stairway, the corridor ends at a crude wall composed of ill-fitting stones lacking mortar.

The hallway ends in a crude wall of stones that completely closes the passage. This wall was built by the native tribesmen to prevent creatures from the lower levels from entering their tribal home easily. So seldom has anything attempted to come through this wall, the tribesmen no longer bother to guard it.

The wall can be tumbled with a successful DC 22 Strength (Athletics) check. Alternatively, if the characters have suitable tools, in 1 hour they can make an opening large enough for a Medium creature to fit through.

AREA 7 – WEAKENED FLOOR

The floor in this nondescript corridor is weakened, which can be discovered with a successful DC 15 Wisdom (Perception) check.

Unused for many years, this section of the floor has been weakened from below, having been rotted by water and slimes. The section marked by the "T" on map T-1 is sturdy enough to support 120 pounds of weight. Exceeding this amount causes the floor to give way, dropping creatures to the water-filled room below (area 1 on the second level), unless they make a successful DC 13 Dexterity saving throw. The fall causes 3 (1d6) bludgeoning damage.

AREA 8 – PRIVATE ALTAR

When the characters arrive in this chamber, continue with the following:

The door opens to reveal a 30-foot-square chamber with a 10-foot-high, smooth ceiling. A stone, cube-like pedestal is near the north wall. An intricately carved stone box rests on the pedestal, and several religious accoutrements lie discarded on the floor nearby. Centered on the east wall is another stone door.

This altar room contains several items once used by the ancient priests in the worship of their “gods.” On the floor near the pedestal are several bone rhythm sticks, three inlaid and bejeweled bowls (worth 500 gp each), a crumbling bamboo flute, and the remains of a once fancy feather fan.

On the pedestal is a small, intricately carved unlocked stone box with two hinged doors. Inside is an unusual statuette of gold and coral. It looks like an amphibious humanoid with a smooth head, large eyes, and a tentacled, sphincter-like mouth. The torso is humanlike, with two arms that end in webbed, clawed hands. From the waist down, the body divides into three long tentacles ending in fluke-like fins, each tipped with a single large claw. This statuette depicts a kopru and is worth 2,000 gp. A creature that looks at this statue must make a DC 14 Wisdom saving throw. Failure indicates the character becomes a secret servant of the kopru until the power of the statuette is destroyed. This can be accomplished if the statuette is *blessed* by a good-aligned cleric or physically destroyed (AC 15, 15 hit points).

Development. The corridor beyond this room is blocked by fallen rock and is impassible, unless the Dungeon Master wants to add his own encounter areas. Alternatively, he can use the new material presented in chapter 9.

TEMPLE LEVEL 2

GENERAL FEATURES

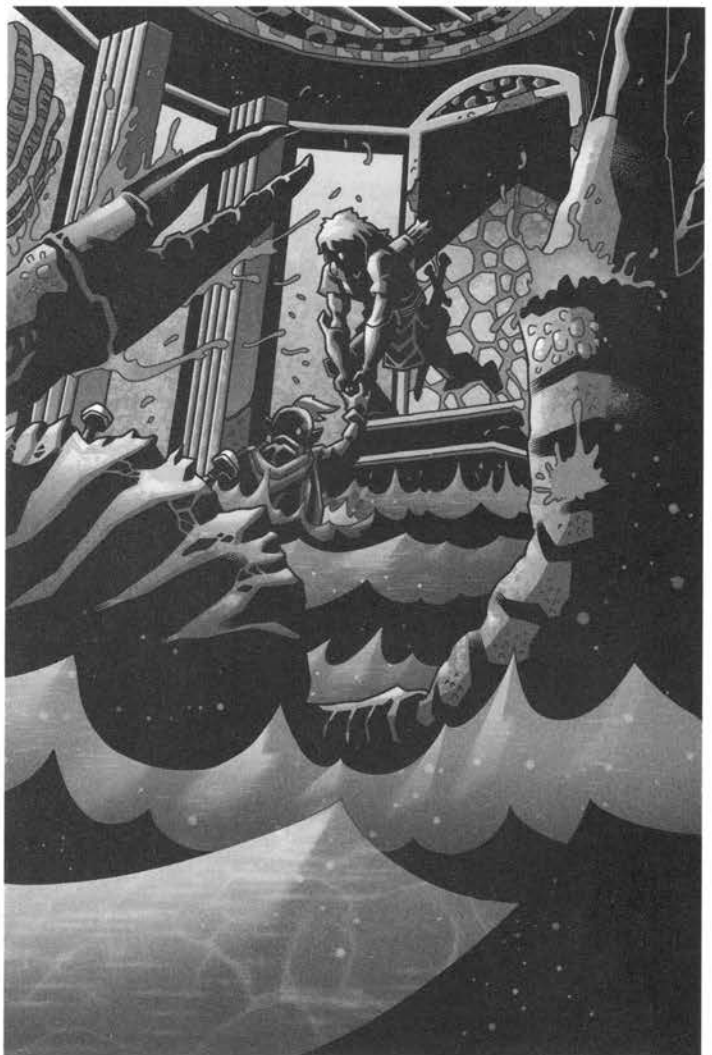
Partially Flooded Rooms. As indicated on map T-2, parts of this level are underwater to a depth of about 5 feet. The DM should keep track of which areas are flooded and how deep the water is; periodically reminding the players (via description) of this special condition. It is possible to “walk” through these partially flooded chambers, although this is considered difficult terrain. In addition, all Dexterity saving throws there are made at disadvantage. Careful attention should be paid to normal

light sources, as these can easily be extinguished or rendered useless if they become wet.

Ceilings. Unless otherwise noted, ceilings are 10 feet high.

Doors. Unless otherwise noted, all doors are stone (AC 17, 35 hit points, vulnerability to bludgeoning damage). A door that is barred can be burst open with a successful DC 15 Strength (Athletics) check. A locked door can be forced open with a successful DC 18 Strength (Athletics) check, or the lock can be picked with a successful DC 16 Dexterity check using thieves’ tools.

Illumination. Generally, there is no illumination in these chambers. Please refer to individual room locations for the illumination conditions.



KEY TO TEMPLE LEVEL 2 (MAP T-2)

AREA 1 – WATER-FILLED CHAMBER

There is a good chance the characters arrive in this chamber from falling through the floor from area 7 on the first level. If so, adjust the following read-aloud text accordingly.

This 30-foot-square chamber is covered with stagnant water. The ceiling above is reddish-brown, likely from oxidizing rotting. The door, centered on the north wall, is open, leading to a partially flooded corridor lined with metal bars.

Formerly a torture chamber, this room is now partially flooded with water to a depth of 5 feet.

There are several sharp metal, stone, and glass items hidden underwater. Unless the characters move cautiously and probe ahead with sword, spear, staff, or pole, for each turn of movement a PC must make a DC 10 Dexterity saving throw or suffer 2 (1d4) piercing damage stepping on or bumping into a sharp object.

The door leading out of this chamber is open, revealing a passage that is also filled with water to a depth of 5 feet. Along the passage are cells with iron bars. The bars are badly corroded and may be broken by any character who makes a successful DC 10 Strength (Athletics) check. All the cells are empty.

Development. Several small, harmless cave fish live in this room and the flooded corridors beyond. The fish occasionally bump against the legs of the characters, feeling cold and slimy, likely startling them.

AREA 2 – SUNKEN CHAMBER OF THE GREAT ONE

When this chamber is entered, continue:

The door opens to reveal the placid surface of a flooded chamber.

The doors to this chamber are 15 feet above the level of the chamber floor. The chamber is filled with salt water to the level of the surrounding flooded passages (thus, 20 feet deep in this chamber save for the area over the dais). If the characters are not probing ahead, they likely stumble on the stairs (or dais steps) and fall into the room, taking no damage, but possibly subject to drowning.

Three **giant crabs** live in this chamber. The giant crabs are difficult to detect under the water, requiring a successful DC 15 Wisdom (Perception) check to notice before they attack. If not detected, they attack with surprise. They are extremely hungry and will attack any character or creature who tries to swim across the chamber. Each specimen is 8 feet in diameter and has the following adjusted statistics, which changes its challenge rating to 1/4 (50 XP):

- Its size is Large.
- It has 19 (3d10 + 3) hit points.
- Its Strength is 14 (+2).
- Its Constitution is 13 (+1).
- It has an improved claw attack:

Claw: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage and the target is grappled (escape DC 12). The giant crab has two claws, each of which can grapple only one target.

Development. The corridor atop the staircase on the eastern wall is completely blocked by rubble. The DM can open this up and design new encounter areas beyond, or implement the new material presented in chapter 9.

AREA 2A – THE GREAT ONE

At this point on the dais, 5 feet below the water's surface, rests a **giant oyster** (see appendix B). The giant oyster can be seen with a successful DC 15 Wisdom (Perception) check, although if the observer is near the dais, the check is made at advantage. Between the giant oyster's open valves is a large black pearl (worth 3,000 gp). Although the characters might believe this is the immense black pearl hinted at by Rory Barbarosa, that is not entirely correct. That pearl is in Ixzandathru, the Ixitzachitl settlement (area 41, chapter 6).

If the oyster is attacked from a distance, it closes its shell and does not reopen for at least an hour. The pearl may be "picked" from the open oyster with a successful DC 17 Dexterity check. Failure indicates the giant oyster shut on the target, who is now grappled. The giant oyster can be forced open wide enough to grab the pearl with a successful DC 22 Strength (Athletics) check. If the valves are partially open (for example, a creature's arm is stuck), and a lever is used, the check to open is made at advantage.

There is a secret door located near the northwest corner of the dais. It can be spotted with a DC 15 Wisdom (Perception) check.

AREA 3 – LAIR OF GUARDIANS

When this chamber is entered, read or paraphrase the following:

The floor of this room is covered with small puddles and the walls are lined with statuary. Some of the statues depict graceful creatures, others are of women with children, and others are of fierce monsters. All the statues are well-fashioned but have deteriorated due to age and moisture. The stone glistens a green-streaked red when struck by light, giving even the simplest and most innocent pieces an unwholesome look.

At the point where the secret door is located is a larger puddle of water, seeping in from the flooded corridor beyond it. It requires a successful DC 15 Wisdom (Perception) check to discover this concealed door, but the check is made at advantage due to the water seepage. The secret door opens inward and any creature near this door when it is opened is swept off their feet unless they make a successful DC 15 Dexterity saving throw. Failure indicates being swept 2d6 x 10 feet down the hall towards the shaft in area 8. For each 20 feet traveled, a creature suffers 3 (1d6) bludgeoning damage. Characters not standing near the secret door have a chance to brace themselves and can make the saving throw at advantage. Should the secret door be opened from the other (hall) side, creatures in the water could be swept through the door as described above.

In the center of the room's ceiling is an obvious trapdoor to an upper floor (area 5 on the first level). This trapdoor is wooden and appears to be severely rotted.

Coiled around several of the statues are a total of four **spitting cobras** (see appendix B). It requires a successful DC 12 Wisdom (Perception) check to notice the snakes before they attack. The snakes are not aggressive and only attack if they are approached within 10 feet. At the base of a statue in the northeast corner is a 50 gp pearl, which can be noticed with a successful DC 14 Wisdom (Perception) check.

At the point on the map marked with the “trigger” symbol is a hidden trigger that drops the portcullis across the north entrance to this room, when more than 25 pounds of weight is placed on it. Raising the portcullis requires a successful DC 20 Strength (Athletics) check, although another character can Help with this task.

Developments. If the snakes are still in the chamber when the secret door is opened, they, too, are swept down the hall. This journey disturbs the snakes, which then aggressively attack random targets the following round. If not found before the room is flooded, the Wisdom (Perception) check to find the pearl is made at disadvantage.

AREA 4 – QUIPPER POOL

When the characters travel down this partially flooded corridor, continue:

As you travel through this watery corridor, a set of steps lead up to a dry platform which extends for 20 feet or so. The surface of this damp landing is covered with a pale fungus, before leading back down into the water.

The fungus on the landing is cold and slimy to the touch, but harmless. If the fungus is cleared away and the floor examined with a successful DC 14 Intelligence (History) check on the stonework, it can be deduced that the underlying rock was too hard to carve through, thus the change in elevation.

Beyond the platform, the steps lead back down into the flooded hall. This section is inhabited by three **giant quippers** (see appendix B) that have only fed on small lizards, rats, and snakes. They voraciously attack anything that enters the water and fight to the death.

AREA 5 – PRIEST'S CHAMBER

DM Note: The door to this room is closed. If examined closely with a successful DC 12 Intelligence (Investigation) check, it appears to be tightly sealed. It has kept the water out of the chamber. Should the door be opened without precautions, any creature in the water is swept into the room for 3 (1d6) bludgeoning damage unless they make a successful DC 15 Dexterity saving throw.

Once the door is opened, continue with following:

This 20-foot-by-30-foot chamber was previously dry. Along the north wall is a stone altar and several stone benches are positioned in front of the altar. Behind the altar, hanging on a stone hook sunk into the wall, is mace with a bone handle.

This chamber was a minor place of worship. The weapon hanging on the wall is a bone-handled +2 *mace*. On the right side of the altar is a secret compartment that can be located with a successful DC 17 Wisdom (Perception) check. This check is made at disadvantage if the room is flooded by opening the door. Inside the compartment are 500 gp and two coral statuettes worth 1,000 gp each.

AREA 6 – RAT LAIR

When the characters enter this hallway, continue:

As you move down this partially flooded hallway, you observe several large, rough holes on both walls.

These holes are tunnels carved out of the soil, created by vermin. Ten **giant rats** swim out and attack the characters from both sides as they pass by, attracted to the light and scent of a fresh meal. If half of the giant rats are defeated, or a display of fire occurs, the giant rats retreat into the tunnels and hide. The tunnels are wide enough for a Small creature to squeeze through via crawling, or a Tiny creature to pass unhindered.

The large chamber at the end of several of the tunnels is the main lair of the giant rats. The rats attempt to flee if their lair is invaded, but if cornered they fight ferociously to the death. In the lair are rags, some bones, a gnawed *spell scroll* (with a *levitate* spell on it), and three metal potion bottles. Two of these contain *potions of healing*, but the last has become contaminated. It is now considered to be a *potion of poison*.

The southern corner ends abruptly at a wall that contains a secret door to area 2. The portal can be spotted with a DC 15 Wisdom (Perception) check.

AREA 7 – FIRE TRAP

When the characters enter this chamber, continue with the following:

The door pushes open easily, revealing another plain 30-foot-square chamber partially full of water. Centered on the opposite wall is a stone door.

This room had originally been trapped to fire a burst of flame from a hole near the north wall. Now the room is flooded with 5 feet of water, but the trap still operates—only in a different manner. Across the center of the room is a tripwire set about ankle height (therefore hidden underwater). It requires a successful DC 20 Wisdom (Perception) check to discover the tripwire, but the check is made at disadvantage due to the water. If it is broken or pulled, it releases a spray of fine oil into a 10-foot-square area in front of the north door. This is special oil that ignites on contact with water. As the oil bursts into flame, a mist of water will cover any character in the area, igniting any remaining oil. The oil burns for 6 rounds; a character caught in the fire takes 3 (1d6) fire damage at the start of their turn. The oil may be wiped off by spending an action.

After 3 rounds, the burning oil makes the air in the chamber smoky and hard to breathe. Starting in the fourth round, the characters need to hold their breath, otherwise they start suffocating (see rules on p. 183 of the Player's Handbook). The DM should give the characters some warning before this occurs.

The door screened by the flame may be opened by a character moving underwater with a successful DC 15 Strength (Athletics) check. When the door is opened, the water rushes out of the room, sweeping an unprepared character into the corridor and into the lowered portcullis beyond, unless a successful DC 14 Dexterity saving throw is made. Failure indicates 7 (2d6) bludgeoning damage to the first character to strike the bars. Water rushes through the portcullis (and down the stairs) for 12 rounds. A creature pinned to the portcullis underwater takes 2 (1d4) bludgeoning damage at the start of each of its turns and risks drowning unless they can keep their head above the level of the water.

On the east wall of the corridor between the door and the portcullis is a lever that, when pulled down, raises the portcullis. If a character raises the portcullis while the water is still flowing, any pinned creatures will be freed and swept down the stairs to the third level. This causes 10 (3d6) bludgeoning damage to all characters involved.

AREA 8 – BOILING WELL

DM Note: If the secret door in area 3 was opened, this corridor has a few inches of water in it. The water drains down the shaft around the corner. When the characters travel down this corridor, read or paraphrase the following:

The corridor turns to the east and after another 10 feet, ends at a stone door. In the center of the hallway is an open circular shaft carved into the stone floor, perhaps 8 feet in diameter. The shaft is deeper than your current light source and seems to radiate gentle heat.

Sixty-five feet below the level of the floor, the shaft is filled with boiling water. The characters need to be creative to get a light source down the shaft to discover the water. The shaft forms a “U,” trapping water at the bottom (see the side view drawing on map T-3). The other end of the U opens into a ledge overlooking the great cavern on the third level (area C). This water is heated by the recent volcanic action of the lower level. Characters may swim the distance through the well (about 20 feet), but unless they have some method to protect themselves

from the boiling water, immersion causes 11 (2d10) fire damage at the start of each turn spent in the water. The water in the well cannot be bailed out, as hot water constantly seeps in.

TEMPLE LEVEL 3

The third level beneath the temple is one large cavern. There are several sub-areas, described below.

The characters arrive in this cavern from the second level, via the steps outside area 7, or possibly through the well in area 8. When they first arrive, read or paraphrase the following:

This is a single natural cavern of great size, at least several hundred feet in both directions. The air is hot, steamy, and heavy with foul volcanic gases. Dim illumination is provided by luminescent fungi clinging on the damp walls and ceiling. The floor of the cavern is a field of bubbling mud pots, small geysers, hot springs, and mineral deposits. The colors are rich reds, browns, and yellows, combined with blacks and greys. Terraces crusted with deposits from mineral springs extend from the sides of the cavern at several points. Stalactites hang from the ceiling, and merge with stalagmites in several places to form pillars from the roof to the floor.

Occasional flares of ruddy light, combined with great bursts of steam from the depths of some of the hot springs, briefly illuminate parts of this great cavern.

Simply moving around this chamber is dangerous. While moving about this cavern, there is a 1 in 6 chance per round that one of the following events happens:

DARK DESIGNS OF THE KOPRU

The kopru never surrender, and desire to enslave as many sentient creatures as possible. Should the entire party be enslaved, the kopru attempt to use them to restore their ancient kingdom. If this happens, the DM can either start thinking up ways the characters can serve the kopru, or retire the captured characters from the campaign, perhaps to be re-introduced later as NPCs. The DM and players should discuss this profound direction of the campaign and determine the course of action. See chapter 9 for more information on the kopru and what diabolical creature is in league with this degenerate race...

D6	Event	Effect
1	Mud pot burst	Random creature sprayed with hot mud for 2 (1d4) fire damage
2	Geyser spray	Random creature sprayed with hot steam for 3 (1d6) fire damage
3	Cloud of steam	All creatures in a 10-foot-diameter area are blinded for 1d4 rounds; randomly determine a creature that triggered it for the center of effect
4	Boiling water	Random creature splashed for 2 (1d4) fire damage
5	Gas bubble burst	Random creature must make a DC 13 Constitution saving throw or be nauseated (treat as incapacitated) for 1 round
6	Small tremor	All creatures must make a DC 10 Dexterity saving throw or fall prone

KEY TO TEMPLE LEVEL 3 (MAP T-3)

AREA A – MINERAL TERRACE

This terrace leads to the stairs up to area 7 on the second level. If any characters have been washed down these stairs, they are deposited here. The terrace is white with calcium deposits and hot enough to be painful, but not damaging. All terraces in this cavern are somewhat slippery and unless proceeding cautiously (more than half speed), moving necessitates a DC 11 Dexterity saving throw; failure indicates the character slips and falls prone. During combat, this saving throw is made at disadvantage.

AREA B – THE KOPRU




In the bubbling mud at each of these two locations is a concealed **kopru** (see appendix B). They are amphibious humanoids who dwell in the hot geyser pools. The kopru use their special Dominate Person action to capture members of the party, or perhaps lure them off the paths and into the geyser basins. Characters who fall into a geyser basin take 4 (1d8) fire damage at the start of each turn in the boiling water. If the domination attempts fail, the

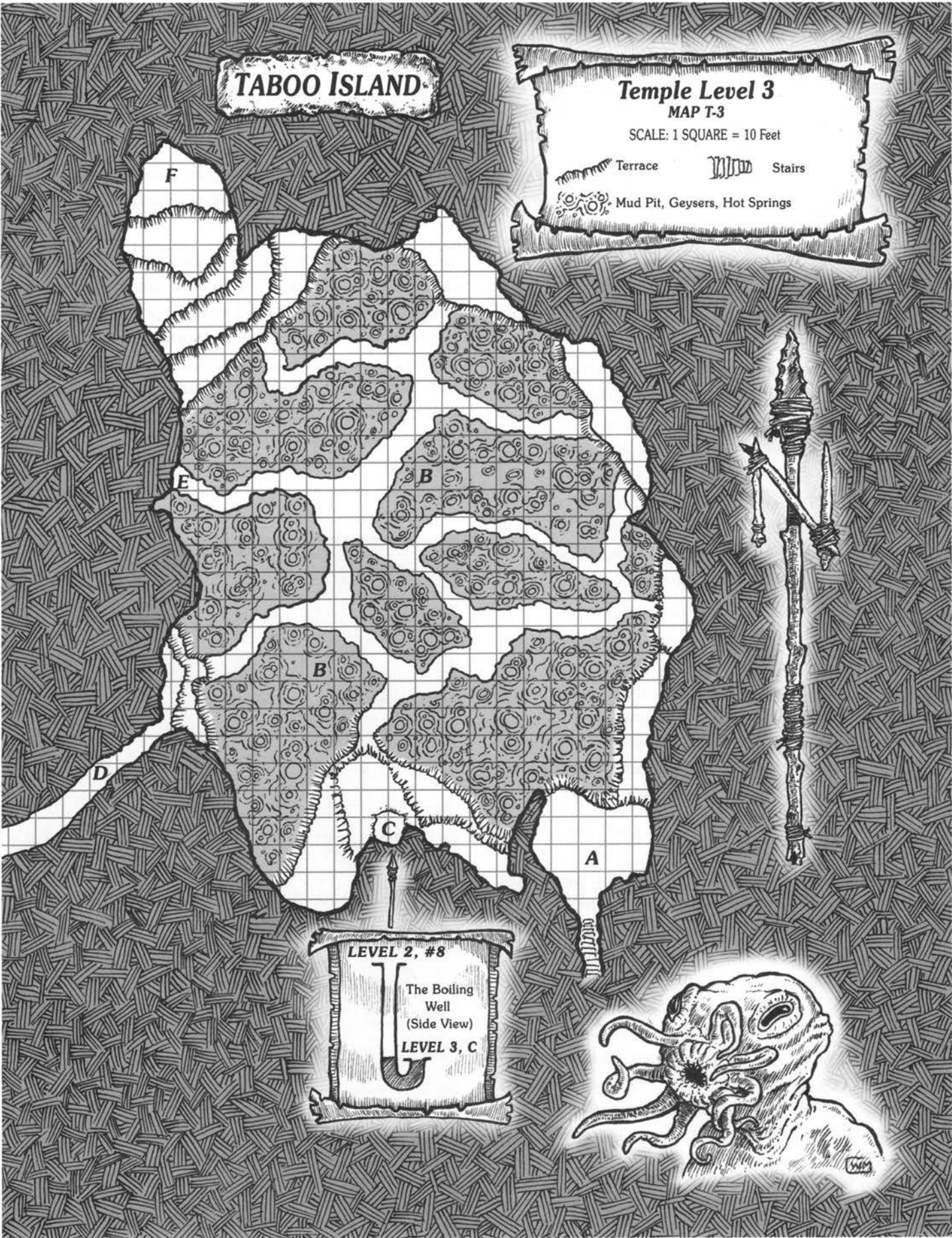
TABOO ISLAND

Temple Level 3

MAP T-3

SCALE: 1 SQUARE = 10 FEET

-  Terrace
-  Stairs
-  Mud Pit, Geysers, Hot Springs



LEVEL 2, #8

The Boiling Well
(Side View)

LEVEL 3, C



kopru either physically attack characters on the paths or hide in the hot mud and wait for the Dominate Person action to recharge. If the party is obviously stronger or is trapped on a terrace, the kopru do not pursue, but wait in the bubbling mud. If the party is badly hurt or obviously weak, the kopru relentlessly attack both mentally and physically.

AREA C – BOILING WELL

This is the topmost terrace of the cavern, providing an excellent view of most of this level. The hot spring here is connected to the U-shaped shaft to area 8 on the second level. Characters may swim to the other side of the shaft from this direction (about 20 feet) and climb out, but the boiling water causes 11 (2d10) fire damage at the start of every turn a character is immersed, unless protected from the heat.

On the terrace beside the spring is a bag, almost unnoticeable under a crust of minerals. It requires a successful DC 18 Wisdom (Perception) check to discover the bag, which resembles another rocky outcropping. The bag contains five emeralds worth 1,000 gp each, discarded by an ill-fated elf adventurer many years ago.

AREA D – CAVERNS

This set of terraces leads to a series of natural caverns. The DM is free to create a map of these caverns and populate them with many cave-dwelling creatures. Or, she can use the additional material presented in chapter 9 to describe these caverns and the denizens that populate them.

AREA E – WEAK CRUST

This section of trail is actually nothing but a weak crust over a hot spring. Unless the path is probed first, the lead character breaks the surface and is dropped into the hot water, suffering 5 (1d10) fire damage the first turn and then 4 (1d8) fire damage at the start of each subsequent turn until rescued. The victim has difficulty getting out on their own, due to the weak crust and slippery rock surfaces. Without aid, it requires a successful DC 17 Dexterity check to escape the hot spring. The crust crumbles and is dangerous around the edges; rescuers risk falling in unless a DC 13 Dexterity saving throw is made. Ropes, poles, and rescue techniques like those used on thin ice may need to be employed.

AREA F – HIDDEN THRONE

Set on the topmost terrace, directly under a dripping stalactite, is a stone throne. Although easily spotted on this terrace, the throne can only be detected by a character elsewhere in the cavern with a successful DC 15 Wisdom (Perception) check. On the throne sits a grinning skeleton, although mineral-rich waters, falling from the ceiling over decades, have encrusted the skeleton and throne, hiding all but the most general features.

In front of the throne, concealed under the mineral crust, is a sword. On the skeleton's finger is a ring, similarly concealed. The sword requires a successful DC 14 Wisdom (Perception) check to discover, while the ring requires a successful DC 18 Wisdom (Perception) check to locate. They are entirely ordinary in appearance, although a detect magic spell reveals their true value. The ring is a *ring of telekinesis* and the sword is a *shortsword of alluring* (see appendix C).



CHAPTER NINE

Below Taboo Island

The temple on Taboo Island contains three dungeon levels (see chapter 8), and each of these levels has a corridor that can lead to additional encounters designed by the Dungeon Master. This chapter contains additional dungeon encounters designed to expand the original adventure, should the DM choose not to create her own. These rooms were created by the enslaved humans, forced to follow out the commands of the diabolical kopru and their lust for domination.

TEMPLE LEVEL I (CONTINUED)

THE GLASSWORKS OF THE KOPRU

The kopru understood their aquatic limitations in their quest to dominate the world of air-breathers. Although amphibious, they still needed to keep their skin moist and a method to move about the world of the air-breathers. But with their keen intellect and an unlimited dominated legion of thralls, they believed they could overcome these hindrances. Thus, they designated a section of the temple's first level to be a workshop devoted to the crafting of glass, along with all of the needed support chambers. The purpose of this sophisticated workshop was to create glass tanks to transport and house kopru for the short term.

Recently the eye of the deep, Ocellus, has discovered the remnants of the kopru empire (on the fourth underground level). Ocellus has developed a plan to wake the remaining kopru from their torpor, and has begun preparations to put the glassworks back into function. He has moved some guards here from the ruins above and the dungeons below. Once he has more kopru under his sway, he can begin dominating a workforce to step up glass production.

DM Note: If the DM chooses to use these additional encounter areas on level 1, it is suggested that the wall at area 6 be removed to facilitate movement between the two sections of the dungeon. This area could be repurposed with a guard post (living statues, tribesmen, or even a few ogres would all be appropriate), or even protected by a mechanical or magical trap as the DM sees fit.

GENERAL FEATURES

Scent. This section of the dungeon is damp and foul-smelling and the interior air is hot and stale.

Ceilings. Unless otherwise noted, ceilings are 10 feet high. Notable exceptions include areas 15 and 19.

Doors. Unless otherwise noted, all doors are stone (AC 17, 35 hit points, vulnerability to bludgeoning damage). A door that is barred can be burst open with a successful DC 15 Strength (Athletics) check. A locked door can be forced open with a successful DC 18 Strength (Athletics) check, or the lock can be picked with a successful DC 16 Dexterity check using thieves' tools.

Illumination. Please refer to individual room locations for the illumination conditions.

Flora and Fauna. Algae, molds, and fungi are commonly growing on damp undisturbed surfaces. Small blind creatures constantly scatter before characters, flitting here and there. There are no wandering monsters on this level of the dungeon.

Route to Level 4. There is a passage (area 20) that leads down to the fourth level, a massive natural cavern.

KEY TO THE GLASSWORKS OF THE KOPRU (MAP T-4)

AREA 9 – GUARD ROOM

The door to this location is closed. If the characters attempt to sneak by, have them make a Dexterity (Stealth) check opposed by the guards' Wisdom (Perception) check. When the characters enter this location, read or paraphrase the following:

The door opens to reveal a 20-foot-by-40-foot chamber inhabited by numerous tribal natives practicing weapon play. Along the back wall hang several shields, and two large casks hold numerous javelins ready for use.

This is a recently occupied guard post. The six **tribal warriors** here have been commanded by Ocellus to stand guard and prevent anyone (including other native

tribesmen from this level) from investigating the chambers beyond. These warriors wear wicker armor (see appendix C) and carry shields (AC 13). They wield javelins (range 30/120 ft., 1d6 + 1 piercing damage), and there are plenty more in the casks. If half of these guards are defeated the rest surrender. They fear the ogres in area 11 and seek to escape back to the main area of the temple if possible.

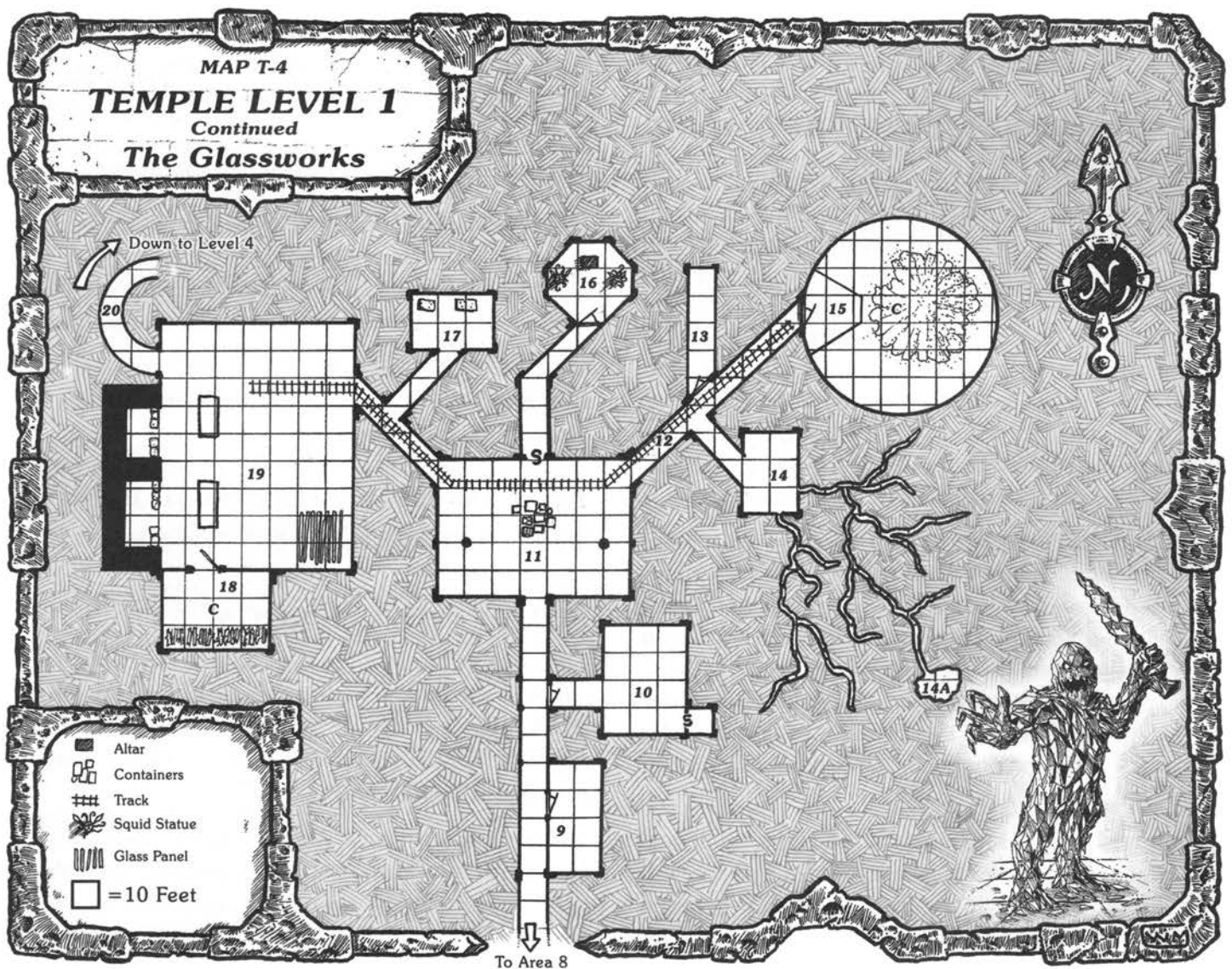
There are five wooden shields hanging on the wall, and each cask contains 12 javelins with red feathers attached to the bases of the shafts. In one of the casks is a discarded freshwater pearl (worth 50 gp) that can be found with a successful DC 14 Wisdom (Perception) check.

AREA 10 – ABANDONED GUARD ROOM

The door to this location is closed and locked. If the characters unlock the door and enter, read or paraphrase the following:

The door opens to reveal a short corridor that spills into a plain 30-foot-by-40-foot chamber. The shattered timber remains of mundane furniture, perhaps a table and a few chairs, are scattered about on the floor. In the southeast corner of the room, a thick carpet of light purple mold adorns the walls and part of the floor.

This chamber was once a guard post, but it has not been used in many years. At some point Ocellus plans to have this area cleaned out and established as another guard post.



The shattered timber is worthless. The purplish mold covers a secret door in the eastern wall. The door can be detected with a successful DC 15 Wisdom (Perception) check, but doing so disturbs the mold, which releases a thick puff of spores. All within 10 feet of the spore cloud must make a DC 13 Constitution saving throw. Failure indicates gaining the poisoned condition, but only after an onset time of 12 hours. Each day the afflicted creature can attempt another saving throw to end the poisoned effect.

The door conceals a hidden closet measuring about 10 feet by 10 feet. Inside is a dusty chest locked with a rusty padlock. The key is long gone, but the lock can be picked with a successful DC 17 Dexterity check using thieves' tools. The lock was once trapped with a poison needle, but the poison has long since dried and worn off. Still, the needle causes a painful stab (1 piercing damage). The trap can be located with a successful DC 15 Wisdom (Perception) check, and can be disabled with a successful DC 13 Dexterity check using thieves' tools.

Inside the chest are 12 *+1 arrows*, but the shafts are warped and rotted; they need to be affixed to new shafts to become useful. Six clay flasks on a teak wood rack (rendered useless) once held magic potions, but these have since evaporated. Also located in the chest is a silvered shortsword (worth 145 gp), and a *+2 flail*.

AREA 11 – OGRE GUARDS

As the characters approach this chamber, they can easily hear the bickering guttural bellows from an ogre disciplining his lackeys. If the characters have a light source, as soon as they get within 30 feet of the chamber, the humanoids are alerted to their presence. When the characters enter the chamber, continue:

This chamber has a vaulted ceiling about 20 feet high, and is about 70 feet wide by 50 feet deep. Corridors exit the northeast and northwest corners of the room. Each of these routes is bisected by a mine cart rail that enters the room from the northeast, hugs the north wall, and then exits into the northwest corridor.

There are two columns inscribed with pictograms to the left and right. In a haphazard pile between the columns are several old rusted metal mine carts. Five bulky humanoids respond to your intrusion by shouting alarms and grabbing nearby weapons.

There are seven mine carts jumbled in a pile, although two are beyond repair with missing axles. The others, although they could use some oiling, are functional. If



crouched behind, the carts grant half cover. The columns reach up to the ceiling and provide structural integrity to the room in addition to decoration. Hiding behind a column grants half cover. They are covered with engraved pictograms of the kopru (see description in appendix B), although it requires a successful DC 22 Intelligence (Nature) check to determine the race of the kopru—unless the characters have had previous experience with them. The scenes depict:

- Native humans worshiping the kopru via blood sacrifices.
- The kopru ruling the natives' villages.
- The kopru overseeing the training of a native army.
- The construction of temples and shrines, including a ziggurat on an island (see area 40, chapter 6).
- The construction of glass artifacts including thick sheets for tank creation.
- The exploration of the sea, and conquering other native peoples.

Ocellus stationed some of his elite guards in this chamber. This includes a foul-tempered **ogre** named Puuk and his four **half-ogre** lackeys. Puuk has a 20 Strength (+5) and wields a spear with two hands (+7 to hit, 2d8 + 5 piercing damage). Each of the half-ogres is armed with a spear wielded with two hands (2d8 + 3 piercing damage), and four javelins for throwing. Although largely responsible for security on this level, these brutes are bored and itching to mix it up with the characters.

The half-ogres split up; two use the columns for cover while throwing javelins at the characters. When they run out of ranged weapons, they charge with spears. Meanwhile Puuk hangs back near the pile of carts. Three have been pulled out and are ready for use. As an action, Puuk can push one of these toward a target within 40 feet. Treat this as a melee weapon attack (+7 to hit, 15 [3d6 + 5] bludgeoning damage). A Medium or smaller target hit by a mine cart must make a DC 13 Dexterity saving throw or be knocked prone. One of the half-ogres could even leap into the cart and lead with a spear for extra damage. The ogre and his lackeys fight to the death, fearing reprisal from Ocellus.

Each half-ogre carries a pouch of gold filings scraped off the columns. Each pouch holds 5d6 gp worth of the gold flecks. In addition, each half-ogre carries another bit of treasure:

- Half-ogre #1: a *potion of swimming* (see appendix C) in an iron flask
- Half-ogre #2: a pouch of 11 ancient gold coins (each worth 5 gp)
- Half-ogre #3: a silver anklet worn around its left ear (worth 75 gp)
- Half-ogre #4: a dagger with an obsidian blade (worth 165 gp)

Hidden under one of the damaged overturned carts are two sacks that can be located with a successful DC 11 Wisdom (Perception) check, or by simply flipping over all the carts. One is full of 550 sp. The other sack is full of plant leaves and has an unlocked metal box that holds an assortment of gems (17 total; 11 worth 25 gp each, three worth 50 gp each, an amethyst worth 100 gp, a topaz worth 250 gp, and an emerald worth 500 gp). Mixed in with the gems is a copper necklace set with jet (worth 85 gp) and an empty crystal vial shaped like a whale (worth 45 gp).

The secret door located on the north wall is cunningly hidden and requires a successful DC 20 Wisdom (Perception) check to locate. It leads to area 16.

AREA 12 – SANDY CORRIDOR

When the characters enter this corridor, continue:

This 10-foot-wide corridor heads to the northeast. Along the floor, an ancient mine cart track with rotting timbers bisects the passage. The floor is covered with a layer of sand that seems to deeper as you press on. By halfway down the corridor, the tracks are covered by the sand.

This corridor leads to the sand storage room (area 15), but also a barracks (area 14) and slave pen (area 13). The track was used to aid in the transport of sand from area 15 to the glassworks (area 19).

Although most of the sand is normal, it is inhabited by hundreds of tiny juvenile sandlings. These are reproductive offshoots from the adult sandling in area 15, and there are enough of them to create two **swarms of sandlings** (see appendix B). A successful DC 18 Wisdom (Perception) check or a DC 15 Intelligence (Nature) check reveals the sandling swarms' presence before they attack. The juvenile sandlings are voracious and attack until destroyed.

AREA 13 – SLAVE PEN

The door to this chamber is locked, but the door is also stuck, so it needs to be forced as well. Once the characters open the door, continue:

With some effort the door opens to reveal a damp squalid chamber, little more than a hallway that extends for about 40 feet. Along each wall are rusted manacles attached to thick chains sunk into the walls, betraying the ancient purpose of this hall. A few bleached bones are scattered on the floor.

This pen was used to house numerous slaves forced to toil in the glassworks under the cruel minions of the *ko-pru*. There are chains and manacles to restrain 30 humanoids. The chains (each length is about 4 feet) are still functional, but there is only a 15% chance a given set of manacles is still in working condition. And, of course the keys are nowhere to be found.

When these chambers were abandoned centuries ago, the slaves were left to die in perpetual darkness. Nine of the slaves have since become **shadows**, eager to cause pain and suffering on the living. The shadows attack, but

strangely are forbidden to leave this chamber as part of their undead curse. Turned shadows cower at the opposite end of the chamber.

AREA 14 – ABANDONED BARRACKS

Note that there is no door to this chamber. After a short 20-foot corridor, read or paraphrase the following when the characters enter this chamber:

This 20-foot-by-30-foot chamber is devoid of any trappings, save for piles of rotting wood and sawdust intermixed with a light covering of sand, grime, and dust. Movement catches out of the corner of your eye, as a sleek brown rodent the size of dog emerges from a pile of timber. With a loud hiss, it burrows back into the pile of debris.

This chamber was a barracks and guard room, and once held wooden bunk beds, hammocks, and the like. These items have long since rotted and are useless. A careful search with a successful DC 18 Wisdom (Perception) check reveals a small ruby (worth 500 gp) discarded in one of the piles of rotting timber. A single black boot, undamaged by the ravages of time or the environment, can be located with casual poking around the chamber. This is one of a pair of magical *boots of water walking* (see appendix C). Although it radiates magic, the boot does not function unless its missing counterpart (currently in area 18) is located and they are worn together.

In the southeast corner of the room are two passages created by giant weasels. A Tiny creature can enter these passages, but Small creatures must squeeze. The passages lead first to a twisting set of warrens inhabited by seven **giant weasels**, and then eventually to the colony's brood chamber (area 14A). The single giant weasel's hiss alerts the other members of the colony; 1d3 giant weasels arrive in the chamber each round from any of the passages. They scramble over the rotting timber to attack, but if the characters brandish open flames or defeat over 50% of their numbers they flee, eventually back to area 14A.

AREA 14A – BROOD CHAMBER

This chamber is hidden deep in the giant weasel warrens. It has a 5-foot-high ceiling and is a rough oval about 12 feet long by 10 feet wide. Any giant weasels that flee the characters are encountered here, along with the brood mother giant weasel. The brood mother is a bloated **giant weasel** with the following changes that increase its challenge rating to 1/4 (50 XP):

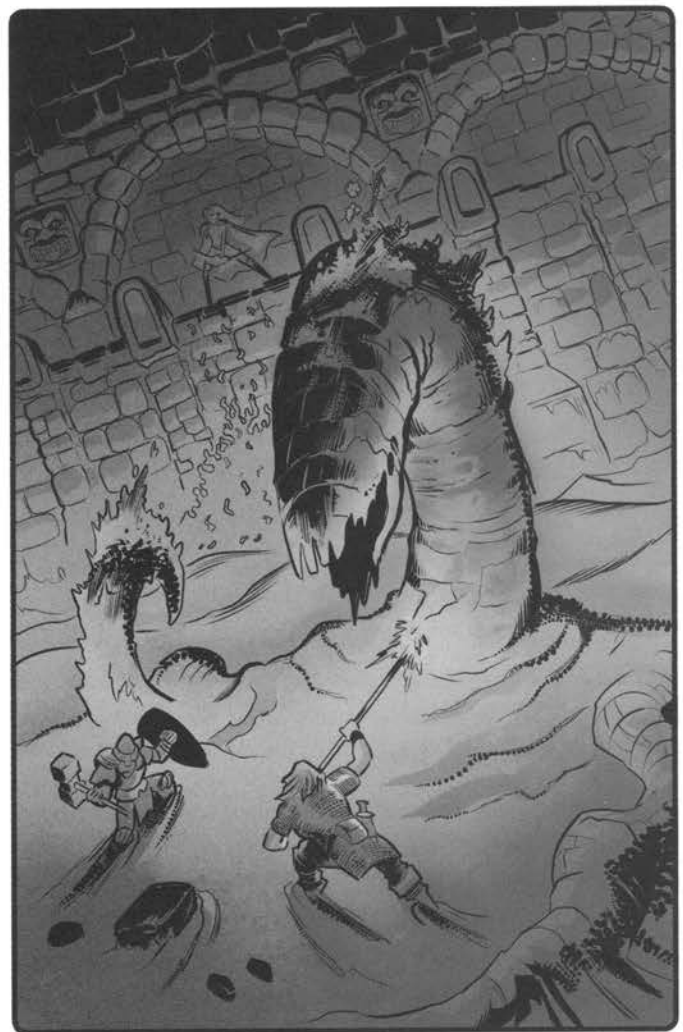
- It has 22 (4d8 + 4) hit points.
- Its speed is 20 feet.
- Its Constitution is 13 (+1).
- It has an improved bite attack:

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

The lair contains fresh bedding composed of fern leaves, shredded bark, and soft dirt. Scattered about the lair are the following valuables: a silver figurine of a dinosaur (worth 50 gp), a copper smoking pipe (worth 30 gp), a gold ring set with rubies (worth 275 gp), a collection of 11 bronze buttons (each worth 3 sp), and a deep red sphere *ioun stone* (agility).

AREA 15 – SAND STORAGE ROOM

This door is stuck and needs to be forced open. When the characters open it, continue:



The door opens to reveal a purplish glow, apparently from fungi clinging to the ceiling. The strange glow creates dim illumination in the massive chamber, which is at least 60 feet in diameter. The ceiling is dome-shaped and reaches at least 50 feet at its apex. You are standing on a stone shelf or ledge that slopes down to the room's floor 20 feet below. The majority of the chamber is occupied by a pile of sand about 40 feet in diameter and nearly 20 feet high.

This room was used to store massive amounts of sand needed for the glassworks. There is a 5-foot-diameter shaft in the center of the ceiling that is lined with metal, leading to the surface of Taboo Island. This shaft is easily found if the ceiling is examined with a light source, otherwise a successful DC 17 Wisdom (Perception) check is required to locate it. The chute is about 50 feet tall and can be climbed with a DC 20 Strength (Athletics) check. The entrance to the shaft is now obscured by overgrown vegetation and is nearly impossible to locate. Slaves on the surface would collect sand from the beaches on the isle and transport it overland and across the lake to the chute for deposit here for eventual use.

Moving through the sand pile is considered difficult terrain. An old **sandling** (see appendix B) with maximum hit points (65 hit points) lives in the sand pile. The creature is aware of its mortality, and aggressively fights sentient creatures that enter its lair. A **swarm of sandlings** (see appendix B) also is present in the sand pile, the result of recent budding off the adult. Although they don't work together, both eagerly attack. The adult sandling focuses on targets knocked prone.

AREA 16 – TREASURE VAULT

This chamber is hidden behind a secret door in area 11. Once found, a 50-foot corridor leads to this chamber. Continue with the following read-aloud text:

This hexagonal chamber is 30 feet in diameter. The ceiling is 20 feet high and the floor is fitted flagstones. The walls are stone, covered with pictograms. The center of the room is a stone pedestal holding a gleaming golden idol perhaps 6 inches high. Flanking the pedestal are a pair of statues of squid, tail at the floor and tentacles splayed reaching for the ceiling.

This chamber was designed as a diabolical trap to protect a fabulous treasure. The pictograms depict the kopru and their once thriving civilization in a great underground city of ziggurats among lakes. These scenes do not depict domination or slavery of other races—instead, cultural achievements and gathering knowledge, as well as engineering are detailed, including the art of glassblowing.

The gold idol depicts a kopru, a fish-like humanoid with three tails and a sphincter-like mouth. The idol is solid gold and worth 10,000 gp. But getting it is the trick. The idol rests on a pressure plate, which can be noticed with a successful DC 20 Wisdom (Perception) check. Removing the idol from the pressure plate triggers the trap mechanism. The idol weighs 100 pounds, so if an equal weight can be placed on the pressure plate as the idol is removed (a task that takes at least two characters due to the weight) with a successful DC 20 Dexterity check, the trap is not triggered. Failure indicates the trap is triggered.

If triggered, the trap goes on initiative 20. In the first round, the door slams shut and locks as the ceiling starts to slide down to the floor. It requires a DC 20 Dexterity check using thieves' tools to open, or the door can be burst open with a successful DC 22 Strength (Athletics) check (although another character can Help with this check). In the second round, the ceiling continues to lower, but a successful DC 15 Wisdom (Perception) check reveals openings in the ceiling to allow for clearance of both statues. There is also an opening for the pedestal but this is a flat surface and a character on top of it is still crushed. A Medium creature could climb between the tentacles and avoid the damage of the crushing ceiling, but see below. In the third round the ceiling continues to lower. In the fourth round, anyone still in the room takes 44 (8d10) bludgeoning damage at the start of their turn from the crushing ceiling and is restrained. The ceiling continues to crush for 2 more rounds, before it begins to raise and reset.

Although a character might think it wise to ride out the trap in the tentacles of either statue, this strategy is not without peril. Each round that the ceiling is lowered, the tentacles animate and flail at any targets in their midst. An affected creature takes 10 (3d6) slashing damage at the start of its turn from the tentacles, although a *dispel magic* can suppress this effect.

AREA 17 – TOOL STORAGE

There is no door to this chamber. When entered, read or paraphrase the following:

The short corridor ends at a 20-foot-by-30-foot chamber. Two stone benches rest along the opposite wall. The surfaces of these benches are covered with various metal tools, clad with a thick layer of dust. Along the back wall hang a variety of metal tongs, some with long handles. Piles of rotted wood are scattered about the chamber as well.

This is a storeroom used to keep tools and equipment related to the glassworks nearby. On the stone benches are metal molds, crucibles, pokers, and smaller tongs. Some of these items could be used as improvised weapons if need be. The rotting piles of wood were once casks and crates that contained other mundane supplies, long since rendered useless.

AREA 18 – WOOD STORAGE

The door to this chamber, off the glassworks, is open about halfway. This allows the denizens that lair inside the chance to leave to hunt if needed. When the characters enter, continue:

This chamber, about 30 feet by 40 feet, is a mess. Rotting timbers and logs, mostly reduced to pulp, must have been stored in this chamber a long time ago.

Indeed, this chamber was the primary storage for wood used to fuel the kilns of the glassworks. The floor of this chamber is considered difficult terrain.

Now the chamber is the lair of five **giant crab spiders** (see appendix B). The spiders are hiding in the woody debris, and if not observed with a successful Wisdom (Perception) check opposed by the giant crab spider's Dexterity (Stealth) check, they attack with surprise. These vermin fight to the death.

There is a 5-foot-diameter shaft in the center of the ceiling that is lined with metal, leading to the surface of Taboo Island. If the ceiling is examined this shaft is easily found. The shaft is about 60 feet tall and can be climbed with a DC 20 Strength (Athletics) check. The entrance to the shaft on the surface is now obscured by overgrown vegetation and is nearly impossible to locate. Slaves on the surface would collect wood from the isle and transport it overland and across the lake to deposit in this chute for drying and eventual use.

Hidden in the mess of wood debris is a single boot that can be located with a successful DC 17 Wisdom (Perception) check. A *detect magic* spell automatically reveals the boot; it is a *boot of water walking* (see appendix C), but it only functions if matched with its counterpart (which is in area 14).

AREA 19 – THE GLASSWORKS

The corridor leading to the massive glassworks is bisected by the mine cart track. There is no door to this chamber, which is softly lit by several *continual flame* spells placed on torches affixed to points on the walls. Read or paraphrase the following when the characters enter:

This immense chamber is almost 100 feet wide and 70 feet deep. The ceiling stretches for 30 feet overhead. The mine cart tracks you followed along the corridor terminate about halfway inside this room. The opposite wall is dominated by two large ovens, although they apparently have been cold for many years. In front of the kiln-like ovens are two stone workbenches. In the southeast corner of the room are several panes of glass, some 15 feet long, resting in stone racks. A few of these have since fallen and are now shattered in a mess on the floor.

This chamber is a workshop designed to create glass. The kiln was used to melt sand, and the tools (in area 17) plus the stone benches and other tools were used to create elaborate glass objects, and tanks large enough to trans-



port a kopru. The workshop has gone unused for centuries, and a thick layer of dust coats most surfaces. The kilns contain ancient ashes, and an array of long-handled metal pokers rest nearby, hanging on a wall.

The pile of glass is considered difficult terrain that also requires a successful DC 12 Dexterity saving throw to traverse, or a creature on it slips and takes 4 (1d8) slashing damage. A **glass golem** (see appendix B) still maintains its post in this chamber. When the characters enter it is standing near the panels of glass in the southeast corner of the room and can only be spotted with a successful DC 16 Wisdom (Perception) check. Once aware of sentient creatures, it becomes invisible and moves into position to attack. Its instructions are to protect the glassworks, and one of its tactics is to forcefully move targets into the glass shards.

AREA 20 – THE WAY DOWN

Off the glassworks is a finished corridor that winds for several hundred feet, sloping down. Eventually, it deposits travelers near the hot springs (area 1) on the fourth level. There is a 25% chance that the characters have an encounter with a wandering monster (see below) while using this route.

TEMPLE LEVEL 2 (CONTINUED)

HALLS OF CORRUPTION

The kopru created this section of the dungeon to develop corrupted aquatic creatures to further their domination over the air-breathers. This included areas to sacrifice victims, guard posts, and slave pens, as well as a unique system to generate seawater for use in the dungeon. There are also two hidden chambers.

These chambers have not been rediscovered by Ocellus yet, and thus have been neglected for centuries. But soon the eye of the deep will find them, and command his minions to reestablish their original purpose, although the aquatic eye tyrant might have a different endgame than that of the degenerate kopru.

GENERAL FEATURES

Scent. This section of the dungeon is damp and foul-smelling and the interior air is hot and stale.

Ceilings. Unless otherwise noted, ceilings are 10 feet high. Notable exceptions include areas 15, 16, and 17.

Doors. Unless otherwise noted, all doors on this level are iron (AC 17, 35 hit points, resistance to bludgeoning, piercing, and slashing damage). Although rusted and corroded, these doors are fashioned from a single piece of metal, likely not crafted by the primitive cultures that inhabit the isle. A door that is barred or stuck can be burst open with a successful DC 15 Strength (Athletics) check. A locked door can be forced open with a successful DC 18 Strength (Athletics) check.

Illumination. Please refer to individual room locations for the illumination conditions.

Flora and Fauna. Algae, molds, and fungi are commonly growing on damp undisturbed surfaces. Small blind creatures constantly scatter before characters, flitting here and there. There are no wandering monsters on this level of the dungeon.

Partially Flooded Rooms. As indicated on the map, parts of this level (areas 15 and 17) are underwater to the depth of about 5 feet, and area 18 is completely underwater. The DM should keep track of which areas are flooded and how deep the water is, periodically reminding the players (via description) of this special condition. It is possible to “walk” through these partially flooded chambers, although this is considered difficult terrain. In addition, all Dexterity saving throws are made at disadvantage. Careful attention should be paid to normal light sources, as these can easily be extinguished or rendered useless if they become wet.

KEY TO THE HALLS OF CORRUPTION (MAP T-5)

AREA 9 – THE GREAT PORTAL

This passage is blocked by rubble from a partial collapse many years ago. It takes 10 man-hours to clear the rubble, revealing a pair of massive metal doors. Continue with the following read-aloud should the characters put forth the effort to clear the passage:

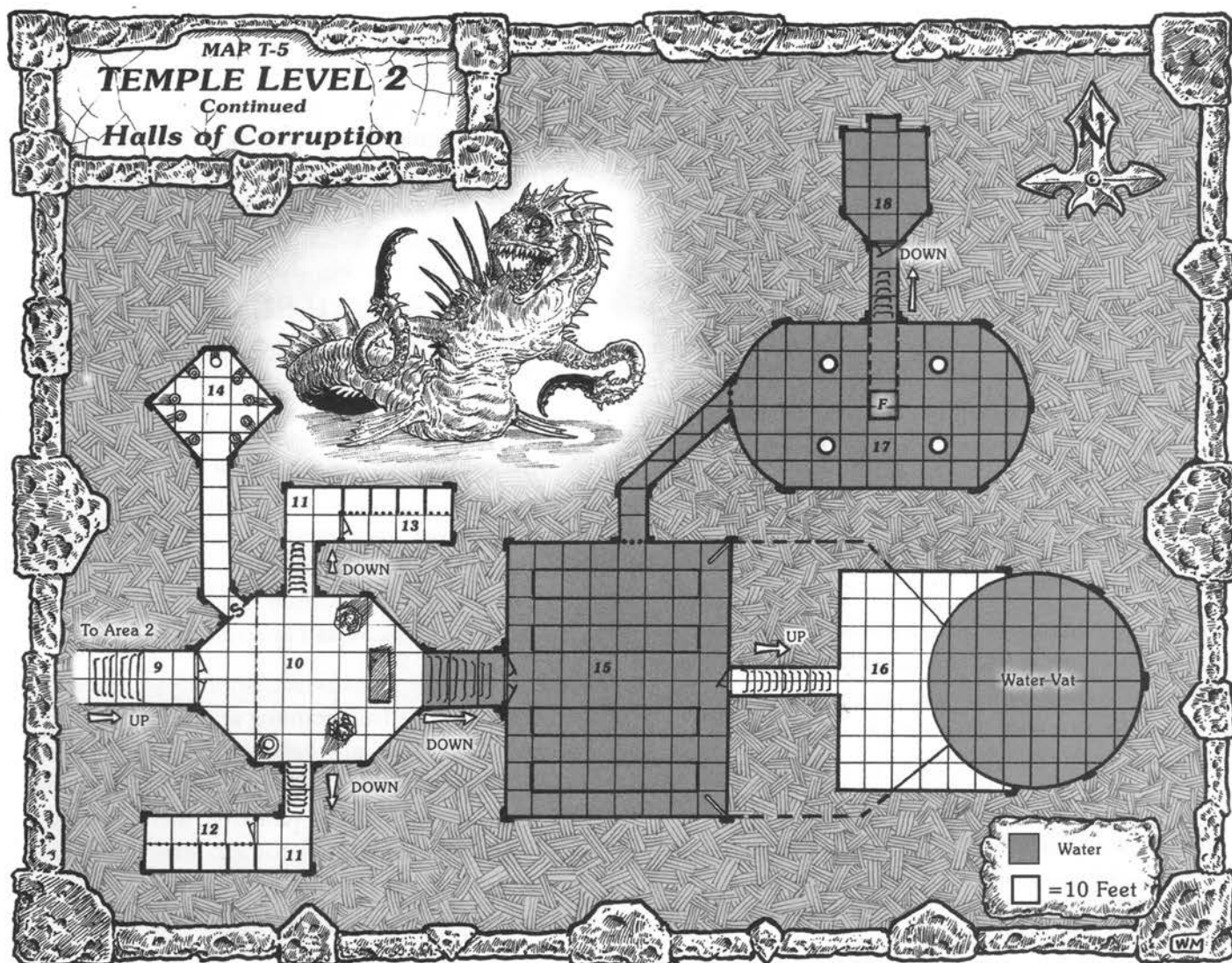
The 20-foot-wide passage is blocked by a pair of massive metal doors. Although likely ancient, the surface of the metal is unblemished and lacks any kind of corrosion or rust despite the damp, humid air. The surface of each door is covered with strange runes. They appear sealed and locked, but there is no obvious keyhole.

These doors are locked and cannot be picked or forced open. The doors radiate strong abjuration magic. They can be opened with a *knock* spell, or a *dispel magic* which suppresses the magical effect for but 10 minutes. A cleric could also use Channel Divinity focused on the door, to open the portal. Finally, if examined for at least 10 minutes, a successful DC 15 Intelligence (Investigation) check reveals a passage in Abyssal that is concealed among the runes. The passage seems to be a random assemblage of letters, “Rulurpeok’Dlorwhte,” but if spoken in Abyssal while standing in front of the doors, a loud mechanical clicking and whirring sound issues from behind them. Regardless of using magic or stating the phrase in Abyssal, the doors can now be opened. However, due to their sheer size, it requires a successful DC 17 Strength (Athletics) check to push open the unlocked doors. Another character can Help with this skill check.

AREA 10 – CORRUPTED TEMPLE

When the magic doors at area 9 are opened, the characters may enter this temple. Read or paraphrase the following:

With great effort, the immense doors are pushed open, revealing a lit chamber beyond. The hall increases to 60 feet wide and stretches for about 80 feet. The ceiling overhead reaches to about 20 feet, but directly overhead is only about 10 feet high. The floor is fitted flagstones, but in random shapes and sizes. To the right is a metal spiral staircase, perhaps leading to a balcony or overhang of sorts. At the far end of the room is a plain stone block, perhaps an altar. To each side is a massive stone statue nearly reaching the ceiling. Each statue depicts a humanoid with three fluke-like legs, and a piscine upper torso with a fish-like head and bulbous eyes. At its joints are wicked recurved spikes. A feeling of cold and the stench of death wraps around your body and penetrates your mind as you take in the sights of this unholy hall.



This dreaded chamber was a place of sacrifice to appease the foul fiends and aberrations summoned by the kopru from the great beyond. Blood sacrifices were performed on the altar with the victims' remains being fed to foul, fiendish creatures in the sunken chamber beyond, to infuse the water with an evil taint. As such, all good-aligned creatures that enter this chamber are overcome with a sense of dread and unspeakable evil. Each must make a successful DC 13 Wisdom saving throw with failure indicating all skill checks and saving throws be performed at disadvantage for the next 6 hours as this fear manifests itself.

The altar is a single piece of blackened coral, with its porous surfaces clogged with dried crimson stains of blood. The metal staircase is corroded and collapses if more than 100 pounds of weight are placed on it. Should it collapse with a creature on it, a successful DC 14 Dexterity saving throw is required to avoid taking 7 (2d6) bludgeoning damage from the wreckage. The staircase leads to an unadorned balcony that overlooks the altar to view the unspeakable acts performed centuries ago by degenerate high priests.

A secret door is located on the northwest wall on the upper level of the balcony. The door is cunningly hidden and requires a successful DC 18 Wisdom (Perception) check to locate. The door is trapped with a *symbol* spell that can be detected with a successful DC 15 Intelligence (Investigation) check if the door is examined before being opened. The *symbol* is triggered if the door is opened, forcing all within 60 feet of the door to make a successful DC 15 Intelligence saving throw or suffer the effects of a special form of insanity for 1 minute. Those affected are filled with visions of the horrors that lie concealed behind this portal (the kopru) and will do everything possible to avoid entering the chamber beyond and to prevent others from entering.

Sets of stone staircases descend from this hall along the north and south walls. These lead to slave pens. Another staircase, measuring 20 feet wide, is centered behind the altar along the east wall. These stone stairs descend into the water which laps against a pair of double doors.

The statues depict the kopru (see appendix B for a description), except two of their piscine tails are fashioned into humanoid legs while the third serves as a true tail. Each is an animated **living idol** (see appendix B). Due to their Vigilance trait, these constructs are aware of any intruders. They attack if proper respects are not paid at

the altar (defined as making a sacrifice), or if any creatures open the secret door to area 14 or the doors to area 15. During its first two turns, each idol uses Bestow Curse followed by its searing ray. While waiting for that attack to recharge, each idol wades into melee using slam attacks. The living idols fight until destroyed.

AREA 11 – GUARD ROOM

DM Note: There are two of these locations, and each is identical.

When the characters go down the steps to one of these chambers, continue:

Down a short flight of damp, slick stone steps is a simple chamber that is 20 feet square. The ceiling is low, only about 8 feet high. Along the right-hand wall is a sealed iron door.

Each of these locations was once a guard room, with humanoids stationed to guard the slaves secured in areas 12 and 13. Now each chamber is empty save for the iron door. Each door is locked and the keys are long lost. Each door could be opened with magic, or the lock could be picked with a successful DC 15 Dexterity check using thieves' tools. But even if unlocked, the doors are still rusted shut and require a successful DC 17 Strength (Athletics) check to force open. Another creature can Help with this skill check.

AREA 12 – SOUTH SLAVE PEN

If the characters open the door to this slave pen, continue:

With one final burst of strength, the portal finally gives way to the sound of metal grinding on metal, while rust and corrosion flake from its hinges. Beyond is a dark hallway, perhaps 40 feet long, but your feeble light source seems to have difficulty penetrating the inky gloom. Along the south wall are bars sunk into the floor and ceiling, forming four 10-foot-square cells. The bars are rusted, and a fine layer of mold covers most of the stony surfaces.

This slave pen is abandoned. An ancient eldritch effect mutes light in this hall, granting at best dim light despite the true intensity of any light source brought here. The mold is harmless. The cell doors are all locked, but age, rust, and corrosion have rendered them heavily damaged. Each cell door can be forced or the bars bent wide enough for a Small creature to pass through with a successful DC 11 Strength (Athletics) check. The only thing in each cell are a few ancient bone fragments.

AREA 13 – NORTH SLAVE PEN

If the characters open the door to this slave pen, continue:

After one last push, the door reluctantly opens with the sound of metal grinding on metal, while flakes of rust and corrosion drop from the hinges. A dark hall lies beyond, stretching for perhaps 40 feet, but your dim light cannot fully penetrate the blackness. Bars sunk into the floor and ceiling along the north wall form four 10-foot-square cells. The bars appear to be rusted, and you see water covering the floor.

An ancient eldritch effect mutes light in this hall, granting at best dim light despite the true intensity of the light source brought here. The water is stagnant and from seepage over the centuries. The cell doors are all locked, but age, rust, and corrosion have rendered them heavily damaged. Each cell door can be forced or the bars bent wide enough for a Small creature to pass through with a successful DC 11 Strength (Athletics) check. There is nothing in the cells.

The guard post nearby was manned by a particularly cruel individual that eventually met his end at the hands of the slaves he mistreated and tortured. His soul was not granted eternal rest, and he now haunts this chamber, where he died, as a **wraith**. But in his death struggle there was no redemption for five of the slaves, and they are now **specters**.

When the characters enter the chamber, the specters appear, still in their cells, and with outstretched hands beg to be released. They appear pitiful and malnourished, and with the dim light effect of the chamber, it requires a successful DC 15 Wisdom (Perception) check to reveal their incorporeal nature. If the PCs try to come to their aid, their pathetic begging visages transform to shrieking, twisted undead horrors and they pass through the bars to attack. A round later, the wraith appears at the far end of the hall and commands his slaves to attack.

AREA 14 – HIDDEN HALL OF SKULLS

This hidden room is located behind the secret door in area 10. After a short trek down a 50-foot corridor, continue with the following:

The corridor ends at a roughly 40-foot-square chamber with a domed ceiling, some 20 feet overhead. The chamber is bathed in soft, flickering illumination. The air is drier here and almost stale. Lining the walls of the chamber an equidistance apart are nine stone pedestals, each about 5 feet high. Resting on each of these

pedestals, save one at the far end of the chamber, is a crystal skull. Each is oval, the size of a melon, and carved from a single piece of crystal in the shape of a cephalopod skull with bulbous eye sockets on the sides and a rounded mouth embellished with a frill of tentacles. Hanging on the north wall is a spear with a black shaft and a silver barbed head.

The secret chamber is lit by several *continual flame* spells placed on flagstones in the ceiling. This was a holy chamber of the kopru, housing replica skulls carved from solid crystal and depicting kopru sovereign that had since perished. It is believed that these crystal receptacles held the very soul of the sovereign, and by maintaining them in this place would grant the kopru the collective knowledge of its past leaders. One of the skulls is missing—discovered and removed by an adventurer decades ago—and is located on the level below (area 12 on level 4).

The spear hanging on the wall is a powerful magic weapon called a *demon slayer* (see appendix C). The kopru kept this weapon here in case it was needed to confront any unruly demons summoned to do their bidding.



Each skull weighs about 15 pounds, and is cool, almost clammy, to the touch. Each skull is smoothly carved into its shape, perhaps by a master craftsman or via magic. A crystal skull would be worth 5,000 gp to a collector of unusual antiquities, but the act of selling one triggers the effect of a *bestow curse* spell (save DC 15).

If the party spends more than 10 minutes in this chamber, or touch one of the skulls, the collective awakens and reaches out to all sentient creatures in the chamber. The collective is angered that one of its kind has been removed from this chamber. Have each character make a DC 15 Charisma saving throw; unless the character understands Abyssal, this saving throw is at disadvantage. Failure results in long-term madness (see the *Dungeon Master's Guide*, pp. 258-260) that compels the afflicted creature to remove one of the skulls and use it to locate the missing skull.

Quest: Find and Return the Missing Crystal Skull.

A character can use one of the other crystal skulls to find the missing one. This functions like a *locate object* spell with unlimited range. While on this quest, the afflicted character clutches to the skull and will not put it down, even to defend itself.

If the missing skull is returned, the collective returns to a state of peace and serenity. The character that suffered the madness is granted a permanent Blessing of Understanding (+2 to its Wisdom score, to a maximum of 22).

AREA 15 – TAINTED HATCHERY

The metal doors to this room are rusted shut but not locked. A successful DC 15 Strength (Athletics) check is needed to force them open. Another character can Help with this check. This chamber is filled with water to a depth of 5 feet. Nothing on the floor can be observed until a character enters the room and explores. When they do, continue:

This huge chamber measures 80 feet by 100 feet, with a flat ceiling. A pair of 6-inch-diameter metal pipes exit the ceiling at the northeast and southeast corners. A constant trickle of water emits from each pipe. The room reeks of organic rot intermixed with the acrid sting of the briny sea. The floor is covered with dark water at least a few feet deep. A corroded metal portcullis blocks a corridor to the north, while a metal door is centered on the wall opposite you.

This huge chamber was an oyster hatchery for the kopru. It was designed as a habitat suitable to develop oysters while bathing them in the tainted waters of a demon (see area 17), to develop pearls that were likewise tainted by pure evil. The tainted oysters were then moved to other locations in the dungeons to grow to immense size (see area 2 on level 2). The chamber is currently unused, but all the trappings—a source of corrupted briny water from area 16, and demonic taint from area 17—are still here, waiting to be harnessed once again by the kopru for their diabolical designs.

The water comes from area 16 and has a briny taste (slightly saltier than seawater). Four troughs, each 10 feet wide, 60 feet long, and 5 feet deep are set into the stone floor as depicted on the map. Each trough contains about 1 foot of accumulated crushed oyster shell (used as a substrate to spawn new oysters). If the characters sift through the crushed oyster shells, they can find 1d4 black pearls (each worth 100 gp) for every 10 minutes spent searching underwater. A total of 22 such pearls can be located.

On the north wall to the left of the portcullis is a lever concealed under the water. If moved into the up position with a successful DC 12 Strength (Athletics) check, the portcullis raises. Failure on the check results in breaking the rusted lever, requiring the portcullis be manually lifted with a successful DC 18 Strength (Athletics) check.

AREA 16 – BRINE TANK

The door from area 15 requires a successful DC 17 Strength (Athletics) check to open, since the pressure of water from the room pushes against it. Once open, the steps fill with water to a height of 5 feet, but they continue to climb for another 30 feet before arriving at this chamber. When the characters arrive here, continue:

This chamber is 80 feet wide and 60 feet deep. The ceiling is vaulted to a height of at least 40 feet. The opposite end of the chamber is dominated by a massive metal vat set on stubby legs fashioned into the far wall and extending to within 10 feet of the ceiling. A pair of metal pipes exit the lower part of the vat, travel along the floor held in place by stone supports, and enter the north and south walls heading into the direction of the previous chamber.

This chamber served as the water source for the lower levels of the dungeon. Teams of slaves toiled carrying earthen jugs of water from the lake and poured them into a shaft on the surface of the island, which found

its way into this chamber via a system of pipes. The water was then corrupted by a brine elemental into a briny seawater for use in the hatchery nearby. The vat indeed extends into the walls and is a feat of engineering, likely beyond the capabilities of the primitive cultures that inhabit the isle. Simple deduction by the characters should reveal that crafting such a massive vat would require great knowledge and expertise in engineering. The vat is 80 feet in diameter and 30 feet high, and at full capacity holds about one million gallons of water. Currently it is about 75% full, from centuries of rainfall and seepage.

The **brine elemental** (see appendix B) still resides in the vat, and after centuries of neglect is quite unstable. If it detects sentient creatures in the chamber it exits the vat by bursting one of the pipes and aggressively attacks in glee. The burst pipe gushes water, which makes the 20-foot cone in front of it difficult terrain. If reduced to less than 30 hit points, it re-enters the vat and begins to swim in a circular pattern, using its *whelm* action as often as it can. After 3 rounds of swimming, the water in the vat will slosh vigorously, causing significant stress on the vat's legs. Each *whelm* action that follows has a cumulative 15% chance to destroy a leg, causing the vat to shift enough to empty most of its water into the chamber. A creature in the chamber when this happens takes 35 (10d6) bludgeoning damage, and is swept into area 15 and stunned until the end of its next turn. A successful DC 15 Strength saving throw reduces the damage by half and nullifies the stunned condition. The brine elemental continues to attack after disrupting the tank, and fights to the death.

AREA 17 – POOL OF CORRUPTION

The corridor to this chamber is filled with 5 feet of water and contains a portcullis that blocks access. On the left-hand side of the corridor is lever that controls the portcullis, but it is broken beyond repair. The portcullis needs to be lifted with a successful DC 18 Strength (Athletics) check. Once lifted or otherwise bypassed, continue:

This chamber, too, is submerged with water. Four stone columns in the center of this roughly 60-foot-by-100-foot room support the domed ceiling, which peaks at 40 feet overhead. A soft green illumination emits from under the water's surface.

OVER THEIR HEADS

The demon restrained in the pool of corruption is a very difficult encounter (CR 13) for a party of characters, even if they are all 7th level. The DM needs to use extreme caution if the characters blunder into this encounter and (figuratively and literally) get in over their heads with the demon. However, the demon is relegated to this chamber (and more specifically, to the area between the columns), so ranged attacks could be used to the characters' advantage. The characters could also employ the *demon slayer* spear (see area 14) in the battle. Of course, they can also simply flee—without fear of the demon pursuing—to fight another day.

The floor is 20 feet below the passage entrance, and thus the water depth in this chamber is 25 feet. If someone enters the chamber they are subject to the *Corrupt Water* effect, and can see the following:



A female fey creature with flowing white hair and pale skin is attached to the columns via silver chains, one on each limb. The splayed fey is forlorn and has webbed hands and feet with a gossamer dress enshrouding her delicate form. Wordlessly, she beckons for aid.

The fey is a *programmed illusion* that lasts for 5 minutes. The illusion conceals a **wastrilith** (see appendix B), an aquatic demon that can corrupt the water with the taint of evil. Centuries ago, the kopru captured this demon and forced it to corrupt the waters of the dungeon and the hatchery nearby. It is bound by actual silver chains and can't move outside of the area between the columns. The water of this chamber is corrupted via the wastrilith's Corrupt Water trait. The demon uses its telepathy to contact the most pious-appearing character, or an obvious leader-type, and begs to be released from this foul prison.

After the characters discover the ruse, or when the illusion wears off, the wastrilith attacks. It uses its Grasping Spout to pull a target into range to attack with bite and claws. Due to its binding, its range for both melee attacks is reduced to 5 feet. Keep in mind that a target underwater is at disadvantage on the saving throw for this attack, and as a bonus action each turn the wastrilith uses its Undertow trait. The wastrilith fights to the death.

If defeated, the silver chains and bindings can be removed with a *knock* spell or some other magic. Each of the four chains is worth 500 gp, if sold to an arcane spellcaster.

There is a secret trapdoor in the floor, centered among the columns. It can be located with a successful DC 18 Wisdom (Perception) check. The passage below is completely flooded. If the characters desire to proceed with exploring, they need a method to breathe underwater.

AREA 18 – SUNKEN VAULT

The door to this vault is trapped with a *glyph of warding* (cast using a 5th-level slot) that casts a *conjure animals* spell. The glyph can be detected with a successful DC 16 Intelligence (Investigation) check. When opened it summons eight mako sharks (use the **reef shark** statistics) that appear in the chamber and attack. Once the door is opened, continue:

The door opens to reveal a sunken vault about 30 feet square. Among the rotting timber of what was once several chests is a mess of coins on the floor. Nearby this pile are stacked metal ingots. On

the back wall set in a shallow niche is a shiny flat piece of inky obsidian with an electrum frame. Several gray streamlined shapes cruise about the water.

The kopru had little use for material wealth but did accumulate a fair amount for use in dealings with civilized creatures that came to the isle. The pile of coins is a mixture of different metals and mints: 3,455 sp, 2,321 gp, and 191 pp. Intermixed with the coins are nine pearls of various shades (each worth 100 gp, although one green pearl is worth 500 gp). The ingots are copper (110), silver (45), and gold (21). Each ingot is worth 250 coins of its type.

The inky black piece of obsidian hanging on the wall is a legendary magical scrying device called an *obsidian mirror* (see appendix C). The mirror also contains trapped living creatures. It's up to the DM to determine what creatures—and how many—are trapped in the mirror when discovered. Some might be friendly NPCs that could be convinced to join the characters at least for the short term. Others could be enemies that need to be defeated.

THE FOURTH LEVEL

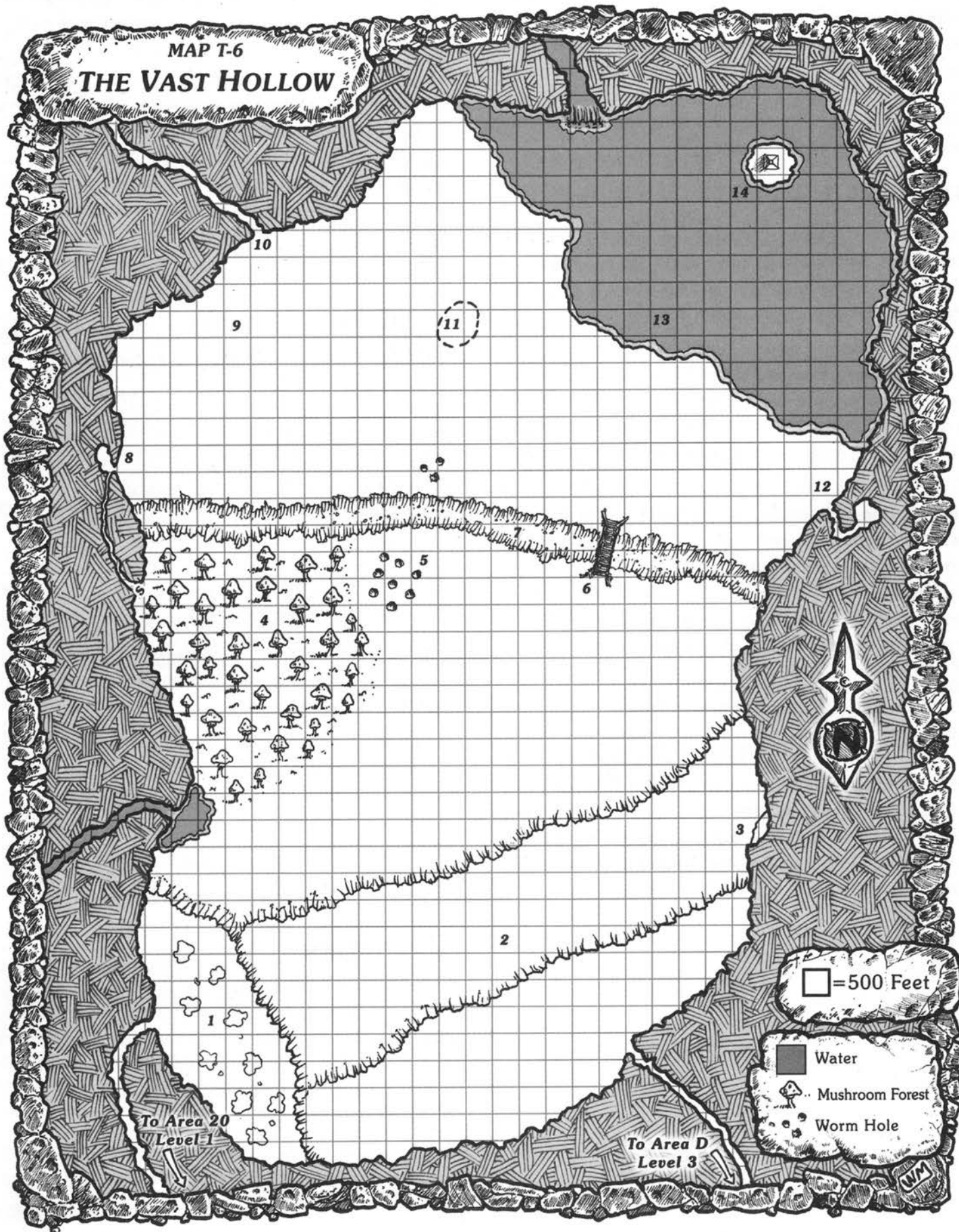
THE VAST HOLLOW

Below level three is another massive cavern, much larger than the previous one. In ancient times, this cavern (map T-6) was the domain of the kopru, and was called Mycellidar (which roughly translates as “fungal sun” in their degenerate tongue). The cavern is about four miles north to south, and although it varies in width, is about three miles east to west at its widest point. There are many unique geographical regions in the cavern, such as terraces, hot springs, a fungal forest, a great chasm that bisects the cavern, and an underground lake of salty seawater.

The underground lake is of particular importance, as hundreds of kopru are in a torpor-like slumber in the dark waters. Ocellus, an eye of the deep, has recently used a lava tube from the ocean to discover this lake, the kopru temple on the island, and the slumbering aberrations. Using a *well of many worlds* attuned to the Elemental Plane of Fire, Ocellus (through his ogre and mephit minions) is dumping lava into the lake to warm the temperature, waking up an entire civilization of degenerate aberrations that thirst to dominate the surface world. Ocellus foolishly believes he can control the kopru due to his safeguards against their domination. But this concept is likely sheer folly.

MAP T-6

THE VAST HOLLOW



DM Note: There are two routes to the Vast Hollow beneath Taboo Island. The first level of the temple has a passage (area 20) that winds its way down to the hollow, leading to a terrace with hot springs in the southwest corner of the cavern. The third level has a side passage (area D) that is a more direct route down, exiting in the southeast corner of the cavern.

GENERAL FEATURES

Environment. The Vast Hollow has drier air and lacks the organic stench that permeates the upper dungeons. Although warm near the hot springs, the ambient temperature drops as one moves to the north.

Ceilings. Unless otherwise noted, the ceiling height in the Vast Hollow averages about 250 feet. It is lower in the southern portion of the cavern due to the terraces; in this area it is about 175 feet high. The ceiling is damp and typically covered with dripping stalactites and other formations.

Illumination. The entire Vast Hollow is cast in dim reddish illumination, generated by the strange bioluminescent fungal mass that is attached to the ceiling (area 11). Residents refer to this fungal mass as the “sun,” or by the proper name Mycellia. Once on the opposite side of the chasm, the brighter hellish glow from the temple (area 14) can also be discerned.

An Alien World. Due to the strange reddish glow of the “sun,” and the mud flats, hot springs, and massive fungal trees, the Vast Hollow is a strange, alien landscape. The DM should embellish the descriptions of this odd place to keep the players on their toes. Many (mostly blind) insects and some animals—bats and rodents, typically—have adapted to life in the Vast Hollow and are usually present.

ENCOUNTERS IN THE VAST HOLLOW

The Vast Hollow teems with creatures and they often move about hunting prey or avoiding predators. For every 2 hours the characters explore the Vast Hollow, roll 1d6, with a 1 indicating a random encounter. Roll 2d6 and consult the table below for the encounter. Following the table are brief notes about each encounter.

2D6	Monster	# App	XP	Source	Notes
2	Fire lizard	1	1,100	Appendix B	
3	Gargoyles	2-4	450	MM, p. 140	
4	Cave bears	1-2	450	MM, p. 334	As polar bear
5-6	Cave lions	1-2	450	Appendix B	
7-8	Giant ants	4-16	Varies	Appendix B	See description
9	Giant bats	2-8	50	MM, p. 323	
10	Ogres	2-4	450	MM, p. 237	
11	Degenerate humans	3-6	25	MM, p. 350	As tribal warrior
12	Earth tremor	NA	NA	NA	See description

CAVE BEARS

Several cave bears (use **polar bear** stats, but with darkvision out to a range of 60 feet) reside in the Vast Hollow, in small unmarked caves along the walls. Primary prey for the cave bears includes deep rothé, lizards, and, occasionally, degenerate humans. If properly skinned and tanned—requiring a successful DC 15 Wisdom (Survival) check—a cave bear hide is worth 2d6 x 100 gp.

CAVE LIONS

A few prides of **cave lions** (see appendix B) reside in the Vast Hollow. They almost exclusively hunt the deep rothé, and thus typically are encountered north of the great chasm. A cave lion pelt is worth 250 gp if properly cut and tanned, requiring proper tools and a successful DC 12 Wisdom (Survival) check.

DEGENERATE HUMANS

This is a hunting party from the clan that resides in the caves at area 8. The degenerate humans (**tribal warriors**) begin the encounter indifferent, but if the characters are not quick to interact, they become hostile and attack. In addition to spears, each is armed with a crude shortbow (+2 to hit, range 80/320 ft., 1d6 piercing damage) and 25 crude arrows. They flee if more than two of their band is defeated. They can be tracked back to their cave with a successful DC 12 Wisdom (Survival) check, or they can welcome the characters back to their caves if swayed to friendly. If encountered south of the chasm, they use a marked route through the worm tubes (area 5) to traverse the great chasm.

EARTH TREMOR

The recent link to the Elemental Plane of Fire has triggered seismic activity in the region, which results in the occasional earth tremor. The tremor varies in severity and lasts for 11 to 30 (1d20 + 10) seconds. Roll 1d6 and consult the following table for effects:

D6 Effect

- | | |
|-----|--|
| 1-3 | Minor Shock: No effect on the characters or the ground. |
| 4-5 | Major Shock: The characters are knocked prone unless they make a DC 10 Dexterity saving throw. If climbing an object (such as a cliff) a character must make a successful DC 13 Dexterity saving throw or fall and take the appropriate damage. |
| 6 | Severe Shock: Rocks fall from the ceiling, and small cracks appear in the ground. The characters are knocked prone and each must make a DC 13 Dexterity saving throw; failure results in taking 7 (2d6) bludgeoning damage from falling rocks. If climbing an object (such as a cliff) a character must make a successful DC 16 Dexterity saving throw or fall and take the appropriate damage. |

FIRE LIZARD

The **fire lizard** (see appendix B) that lairs in the hot springs (area 1) occasionally wanders the cavern in search of prey to vary its diet. If reduced to 20 or fewer hit points, it flees back to its cave.

GARGOYLES

This flight of **gargoyles** hail from their ledge lair in area 3. When roaming away from their lair, each carries a sizable rock that can be dropped on targets below, albeit with somewhat poor accuracy (+2 to hit, 2d6 + 2 bludgeoning damage). They could also grapple with a target instead of a typical claw attack. If successful, a gargoyle can engage in a contest of Strength checks to lift a Small or Medium target off the ground. The target is carried aloft to an elevation of 10 to 30 feet, before being dropped for an appropriate amount of falling damage. If half of these creatures are defeated, the others flee back to area 3.

GIANT ANTS

Several giant ant colonies maintain warrens in the Vast Hollow. Although they are more common near the fungal forest (area 4), they can be encountered anywhere. This foraging group consists of 3d4 **giant ants** and 1d4 **giant soldier ants** (see appendix B for both).

GIANT BATS

In addition to mundane bats, the Vast Hollow hosts several active colonies of **giant bats**. This flight is out hunting and attacks without hesitation.

OGRES

This band of **ogres** is on an errand for Ocellus. They are either heading to the surface or returning to the island (area 14). There is a 50% they are carrying an unlocked chest holding 550 gp.

VAST HOLLOW ENCOUNTER AREAS

1. HOT SPRINGS

This terrace is pockmarked with hot springs, bubbling mud pots, and occasional steam geysers. For every 10 minutes a character is on this terrace, he needs to make a successful DC 14 Dexterity saving throw or suffer 5 (1d10) fire damage from getting too close or blundering into one of these hazards.

This terrace is the territory of a **fire lizard** (see appendix B). For every half hour the characters explore here, there is a 30% chance of encountering the massive lizard. As it approaches, it unleashes its fire belch, and then closes for melee. It fights to the death.

A successful DC 15 Wisdom (Survival) check reveals a small cave used by the fire lizard to rest. Inside the cave are the following valuables:

- A pile of coins containing 2,345 cp, 1,112 sp, and 888 gp
- A melted conglomeration of gold and silver coins (worth 225 gp, but weighs 25 pounds)
- Several gems including four banded agates (50 gp each), two pieces of amber (100 gp each), and a diamond (worth 1,000 gp)
- *A periapt of health*
- *A folding boat*

2. TERRACES

In the southern part of the Vast Hollow are several natural terraces. There are hundreds of stalagmites here, and some even form small copse-like petrified “forests.” These stalagmites can be used as cover from predators. Each terrace is about 25 to 35 feet lower than the previous one. These can be navigated with a successful DC 13 Strength (Athletics) check although it takes about 10 minutes to complete. Failure by more than 5 indicates a fall and 7 (2d6) bludgeoning damage.

Encounters here are likely to be with the fire lizard (from area 1), the gargoyles (area 3), and even some scattered herds of 4d4 **deep rothé** (see appendix B).

3. GARGOYLE ROOST

This location is a shelf about 60 feet above the cavern floor. There is no trail to the shelf, but the wall can be scaled with successful DC 16 Strength (Athletics) checks. A pack of eight **gargoyles** roost on this ledge. They are aware of Ocellus and are considering pledging their services to him and his dark plan.

The ledge is about 100 feet long and 40 feet at its widest point. It is littered with broken bones, bits of debris, and the following incidental treasure: 111 gp, 23 pp, three pieces of obsidian (each worth 100 gp), a red spinel (worth 500 gp), a +1 *shield*, and a *potion of swimming* (see appendix C).

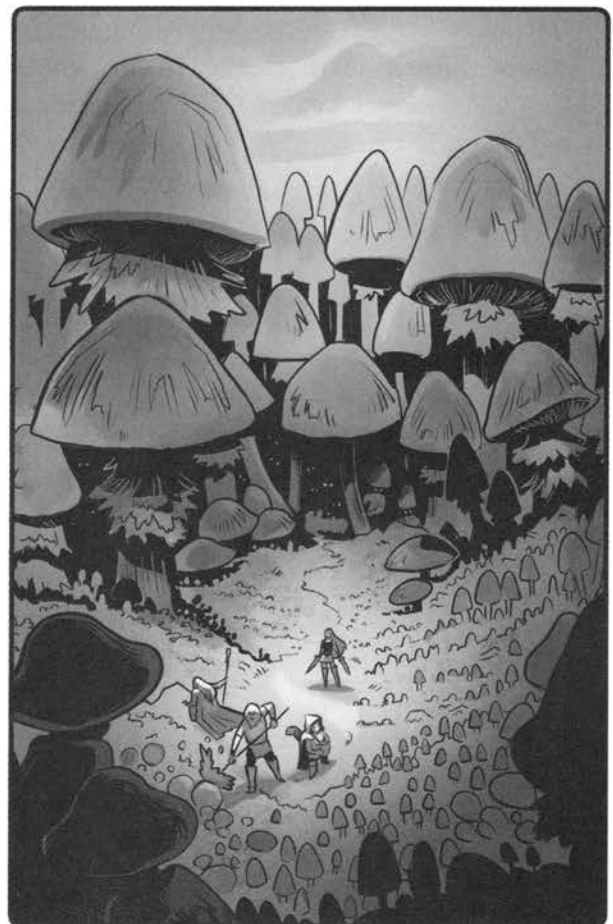
4. FUNGAL FOREST

This area contains a soft layer of moist soil, deposited here from runoff by a nearby waterfall and river. The river winds its way from the west wall, eventually deposit-

ing water into the great chasm. The forest is composed of a dizzying array of toadstools, shelf fungi, and capped mushrooms, many reaching heights of 10 feet or more. For every 30 minutes the characters spend in the forest, there is a 2 in 6 chance they have an encounter. Roll on the table below:

D8	Encounter
1-2	1d4 + 2 myconid sprouts (starting attitude: indifferent)
3	1d2 gas spores
4-5	1d4 shriekers (which attract another encounter)
6	1d3 violet fungi
7	2d4 giant ants and 1 giant soldier ant (see appendix B for both)
8	1 yellow mold (see <i>Dungeon Master's Guide</i> , p. 105)

There is a circle of myconids that lives in the fungal forest, in a few low caves along the west wall. They tend fungal plots, gather spores, and generally care for the delicate ecosystem of the forest. The settlement contains the following myconids:



- 24 **myconid sprouts**
- 4 **myconid adults**
- 1 **myconid sovereign** named Acitimycetes

If the myconids are encountered, they likely seek to parley with the adventurers. Being peaceful, the myconids prefer to be left to their own devices and their simple lifestyle of melding and tending the forest. Recently, a nearby nest of giant ants have aggressively disrupted the delicate balance of the fungal forest. Unless the nest is destroyed the myconids feel they will not be able to repair the damage done to the fungal forest. The characters are granted an audience with the sovereign, where he pleads his case. If the PCs agree to help, they are invited to meld with the community. Eight hours later, they know the location of the giant ant nest (to be developed by the DM). If the party succeeds in destroying the nest, the myconids are indebted to them. The myconids' reward should be determined by the DM to suit the campaign, but here are some suggestions:

- Knowledge of a hidden route (depicted on map T-6) that leads to the other side of the chasm; this route was once used by kopru minions, but now exits in the cave of a tribe of degenerate humans (area 8)
- A +1 *longsword* hidden with the fungus-clad skeletal remains of an adventurer
- Three *potions of water breathing*

5. PURPLE WORM TUBES

At this location near the great chasm are numerous 10-foot-diameter tubes carved into the stone floor of the cavern. These were created by purple worms, and eventually meander their way below and to the other side of the great chasm. It requires a DC 18 Wisdom (Survival) check to find the route to the other side. A successful check results in a 30-minute journey. For every 1 point the check is missed by, the trek's duration increases by 10 minutes. A critical failure results in getting lost for 1 hour and needing to make another check. A critical success results in finding a route that takes only 15 minutes (and no encounters).

For every 30 minutes in the worm tubes, the characters have an encounter. Roll 2d6 to determine what threat the characters encounter:

2D6 Encounter

2	1 purple worm
3-4	1 juvenile purple worm (see appendix B)
5-8	1d3 purple wormlings (see appendix B)
9-10	1 green slime (see Dungeon Master's Guide p. 105)
11	Cave-in (20 ft. area; DC 14 Dexterity save or 10 [3d6] bludgeoning damage)
12	1 purple worm

6. ROPE BRIDGE

Ocellus recently ordered his ogre minions to build a rope bridge to span the great chasm, to facilitate movement between the island and the upper surface levels of the dungeon. Since wood is scarce in the underground, bones have been used instead of wooden planks. The bridge is about 600 feet long from end to end, secured by thick ropes tied to metal poles sunk into the cavern floor. Walking across the bridge at normal speed is easy, yet slightly unnerving. The ropes can be severed by slashing



damage (AC 11, 10 hit points), and severing two ropes will collapse the bridge completely. A creature can hold onto the partially-collapsed bridge with a successful DC 13 Strength (Athletics) check.

Ocellus has stationed three **ogres** at the northern end of the bridge to prevent unauthorized access to that part of the cavern. These brutes are armed with greataxes (2d12 + 4 slashing damage) in addition to carrying four javelins each. The ogres hang back and throw their javelins but move onto the bridge if need be. If that does not dissuade the characters, one of the ogres does not hesitate to use his greataxe to collapse the bridge.

Combat on the unstable bridge can be hazardous. Each time a creature takes damage while on the bridge, it needs to succeed on a Dexterity saving throw (the DC equals 5 + the damage incurred) or be knocked off the bridge. A target knocked off can attempt a DC 17 Dexterity saving throw to grab onto the bridge, otherwise, he falls into the chasm and suffers 35 (10d6) bludgeoning damage.

7. GREAT CHASM

The great chasm stretches from wall to wall and provides a natural barrier to the northern part of the Vast Hollow. At any given location, the chasm stretches for 500 to 700 feet. Typically, it is 100 feet deep, but this depth can vary by up to 20 feet. Climbing up or down the walls of the chasm requires a successful DC 14 Strength (Athletics) check.

There are several ways to cross the chasm. These include the rope bridge guarded by ogres (area 6), the purple worm tubes (area 5), or the secret passage (between areas 4 and 8). Of course, the characters could use magic to fly across the bridge, or just climb down one side and then back up the other. If climbing, this likely disturbs several giant bats that roost in the chasm. Each route that the PCs climb in the chasm has a 60% chance to disturb 1d4 + 2 **giant bats**, which attack.

8. DEGENERATE HUMANS

In a large cave on the northern side of the Vast Hollow is a tribe of degenerate humans. These primitive humans were once more common in the Vast Hollow, but now this is the last of their kind. They subsist on the plentiful deep rothé, and supplement their diet with gathered fungi and additional meat from lizards and giant insects. Centuries ago, these humans were the thralls of the kop-

ru, but now they worship Mycellia, the “sun” that bathes the Vast Hollow in dim reddish light. A primitive people, their legends hold that if Mycellia is snuffed out, so, too, will be the tribe.

The tribe consists of 34 adults (**tribal warriors**), plus another noncombatant 14 elderly and young. The women and men of the tribe fight alongside each other and share the hazardous duty of hunting for food. Their disposition is hostile at first, but a show of strength or flashy magic is enough to cow them into an indifferent state, and possibly set the stage to sway them to friendly. Note that they do not speak Common, so communication might be a challenge.

If swayed to friendly they welcome characters to their cave to share a simple meal of lizard stew and fungus. The PCs get a chance to see the numerous cave paintings that depict the ancient domination of their people by the kopru. The tribe can give the party any information the DM feels they need, should they still lack an understanding of the aberrations. The tribal leader can warn the characters about an ancient evil stirring at the lake, that threatens to shine brighter than Mycellia—but he is not convinced the evil is the kopru. Recently the tribe’s “princess,” a comely warrior maiden named Dia, was captured by ogres, and likely transported to the island shrine.

These degenerate humans also revere the “rock man,” a mineral-encrusted emaciated humanoid in the fetal position found decades ago on one of the upper levels and transported here as a curiosity. The “rock man” is maintained in its own chamber, decorated with offerings of fungus. It is believed that he is the founding father of this tribe, but this is not true. Under the mineral shell are the preserved bleached bones of an ancient adventurer, an elf named Shea that met his demise on the third level centuries ago. He is stilled wrapped in a *cloak of elvenkind*, wears a *ring of protection* on a bony finger, and carries a *luck blade* (that has no charges remaining).

Development. If the myconids (see area 4) agree to show the characters the secret route to traverse the chasm, it exits into the cave of the “rock man” through a secret door unknown to the degenerate humans. If this route is used by the party, the tribe is hostile and all social interaction skill checks are made at disadvantage.

9. NORTHERN CAVERN

North of the great chasm is a relatively flat section of the cavern. The floor is covered with a fine coating of molds and lichens, nourished from the dampness and the pale illumination from Mycellia, above (see area 11). Herds of **deep rothé** (see appendix B), often in groups of 1d10 + 10, are plentiful in this area.

10. EVEN FUTHER DOWN

There is a passage along the northwestern wall that leads deeper into the bowels of the earth. If the DM wishes to expand the adventure, the caverns at the end of this passage would be ideal.

11. MYCELLIA

At this location, on the ceiling (a full 220 feet above the cavern floor) is a massive fungal colony about 1,200 feet in diameter. This colony is called Mycellia by the dwellers of the Vast Hollow, and “her” bioluminescent radiance acts as the sun in this alien landscape and “she” has persisted for centuries. As long as this fungal colony lives, a dim illumination is cast throughout the Vast Hollow. The great colony was originally cultivated by the kopru, and each year it expands by a few feet in either direction, leaching off nutrients that seep through the ground. Although the colony could be destroyed (and undoubtedly the kopru have that secret), such a task would be difficult and time-consuming.

12. DRAGON’S LAIR

This location is a cave situated about 120 feet off the floor of the cavern. There is no path to this cave; either magic or climbing is required to gain access, and the long climb requires several DC 18 Strength (Athletics) checks. If this mundane method is used, the arduous ascent alerts the occupant in the cave, who then has plenty of time to shake off the throes of her slumber...

The cavern is a single chamber, perhaps 250 feet in diameter. Sleeping on a pile of treasure is **Duskulai, young black shadow dragon** (see appendix D). Unless awakened, she is in a deep slumber. If the characters catch her still asleep, it takes her 6 rounds to become fully aware of her surroundings. During this time, all her attack rolls and skill checks are at disadvantage. If reduced to less than 30 hit points, she attempts to parley with the characters, offering a few items of her hoard (but not the potions) for a peaceful accord. If this works, she quaffs

several of the potions, and tracks down the characters while still in the Vast Hollow (perhaps at area 14) to exact her revenge with no quarter.

Her hoard is substantial but only contains white, silver, or platinum objects:

- 27, 568 sp
- 455 pp
- 11 pieces of pure white coral (each worth 50 gp)
- 34 gems (all chalcedony, each worth 50 gp)
- Six white pearls (each worth 100 gp); one is a *pearl of power*
- A massive diamond (worth 5,000 gp)
- A silver box (empty, but worth 200 gp)
- A platinum-framed mirror (worth 450 gp)
- A silvered dagger with a silver scabbard set with diamonds (worth 675 gp for the set)
- A platinum necklace set with white pearls (worth 4,600 gp)
- A mithral chain shirt
- *Boots of elvenkind* (with silver laces; worth 25 gp each)
- A silver scroll tube set with onyx (worth 200 gp) that holds two *spell scrolls: logs to lizards* and *wall of water* (see appendix C for both)
- A crystal skull of a kopru (see area 14 on the second level for more details)

Hidden in a recess in the east wall 15 feet above the floor, located with a successful DC 22 Wisdom (Perception) check, is a metal box that contains six crystal vials (each worth 40 gp). Each vial holds a *potion of supreme healing*.

Development. The likeliest way the characters can find this location is if they use one of the crystal skulls (see area 14 on level 2) to lead them to the missing crystal skull in Duskulai’s hoard. Transporting the treasure down the cliff face could be an adventure in and of itself.

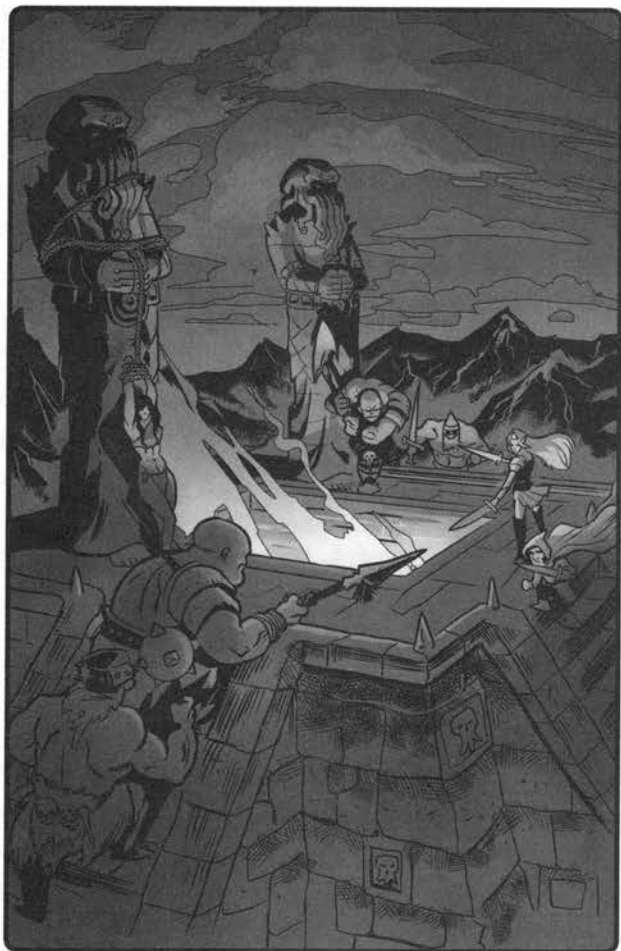
13. LAKE OF THE KOPRU

Although fed by at least one stream from above, this lake is primarily fed from the ocean via several lava tubes. Therefore, the water is briny, almost as salty as the ocean. The lake is about 1 mile by 1.5 miles in size. The water is cold, and although shallow near the edges, it drops to an

average depth of 50 to 60 feet in most locations. A single island (area 14) breaks the surface and can be seen due to the illumination coming from the top of the temple located on the island.

Floating throughout the lake are hundreds of **kopru**, in a strange hibernation-like torpor. Each kopru is encased in a slimy protective cocoon that moves about at the whim of the lake's currents. The cocoons are buoyant, and occasionally one bobs to the surface. In order to wake the kopru, the water temperature must be increased—but gradually, otherwise the kopru dies. Occasionally a cocoon washes ashore but a scavenger usually consumes the helpless kopru soon after.

Recently, a **giant octopus** has entered the lake from one of the lava tubes. It was attracted to the warmer temperatures and the abundant food source (the kopru). After eating a few, it finds them distasteful and now it seeks an alternate food source, but it can't seem to find its way out and back to the ocean. The giant octopus stays near the bottom but will investigate any splashing on the surface (swimming) or a boat crossing, as the surface normally remains placid.



14. ISLAND TEMPLE OF THE KOPRU

Secluded on an island in the underground lake is an ancient step pyramid temple once dedicated to the kopru. Now it is the lair of Ocellus, a power-hungry eye of the deep (aquatic beholder) bent on waking the slumbering kopru nation and unleashing them on the isle, and eventually spreading to the mainland. Ocellus is restricted to the lower level of the temple but his many minions carry out his detailed instructions with unwavering loyalty.

The island is about a mile from shore but can be clearly observed as the lava that spews forth from the *well of many worlds* atop the pyramid flares brightly in the Vast Hollow. The characters need to swim (the water is calm; the Strength [Athletics] check DC is 10), craft a raft, or use magic to make the water crossing. Lashing together several large mushroom stalks (from the fungal forest) is good enough to fashion a makeshift raft that floats.

The pyramid is 240 feet square and 180 feet tall. It is divided into nine steps, each 20 feet high. A set of stone stairs on the southern side lead to the top of the structure.

KEY TO THE ISLAND TEMPLE OF THE KOPRU (MAP T-7)

K1. The “beach” surrounding the island is more akin to a mud flat. Moving through the morass is difficult terrain, although a rough trail of stepping stones can be discovered with a successful DC 14 Wisdom (Perception) check. If a creature stays on the stepping stones, unhindered movement is possible.

Centuries ago, when the temple was occupied by the kopru, numerous guardians protected the island. Today, only four **mud golems** (see appendix B) remain. These constructs confront creatures attempting to reach the stairs of the pyramid. The mud golems close with targets and seek to use their Envelop action to snuff the life out of intruders.

K2. The top of the pyramid is 100 feet on a side, but partially covered by cloud of steam (that lightly obscures objects). Two 40-foot-tall statues flank the stairs at the top, depicting kopru with humanoid legs (and only one tail fluke), with arms outstretched to the cavern ceiling above. A 10-foot-high platform encircles a 40-foot-square opening to the lower reaches of the temple. On the north side of this platform, lava seems to weep out of the stone like a wound, slowly tumbling down the in-

terior side of the temple, into the water below, belching forth the steam. The whole structure mimics a miniature volcano that's about to erupt!

The pyramid top is guarded by five **ogres** loyal to Ocellus. They are under instructions to prevent any creatures from disrupting the flow of lava into the water below. The ogres are willing to use an Attack action to shove creatures over the side. The 200-foot fall only inflicts half the typical damage—35 (10d6) bludgeoning damage, due to the watery landing—but on its next turn the fallen creature has to potentially deal with drowning.

Chained to one of the statues is Dia, a “princess” of the degenerate humans (female **tribal warrior**, AC 10) that live in area 8. She was captured by the ogres while snooping around the lake shore, and Ocellus commanded she be sacrificed to the fire gods. The chains can be burst with a successful DC 20 Strength (Athletics) check, or their locks can be picked with a successful DC 17 Dexterity check using thieves' tools. One of the ogres (determine randomly) has the key hidden in the folds of its loincloth, which requires a successful DC 12 Wisdom (Perception) check to locate.

The source of the lava is actually a *well of many worlds* that is attuned to the Elemental Plane of Fire. At the start of every turn where a creature is within 10 feet of it, the creature suffers 3 (1d6) fire damage due to the heat radiating off the lava. A successful DC 17 Intelligence (Arcana) check can reveal the source of the lava is a magical device. The *well of many worlds* can be closed by spending an action to fold the 6-foot-diameter magical cloth, but doing so requires coming into contact with the lava which causes 38 (7d10) fire damage.

K3. A 10-foot-wide stone staircase winds its way around the interior shaft that leads below. The stone steps are slick with condensation from the persistent steam. Moving at half speed is safe, but faster movement or combat on the steps requires a successful DC 14 Dexterity saving throw. Failure indicates falling prone, and failure by 10 or more indicates a creature falls over the side and takes the appropriate falling damage.

A gang of six **steam mephits** hang out in this area, bathing in the constant steam. They attack any creatures heading down the stairs.

The lava oozes over a portion of these steps. This lava stream needs to be crossed with a successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) check. Fail-

ure indicates touching the lava and suffering 16 (3d10) fire damage.

There are three doors on this landing: one to the west (that leads to area K4), one to the south (that leads to area K5), and one to the east (that leads to area K6). Each of these stone doors leads into the interior of the temple (not depicted on the map, and left up to the DM to flesh out fully). The stone steps end at a platform, some 20 feet above the water's surface (area K7).

K4. This set of six interior rooms, located to the west, served as quarters for the under priests. The rooms are now inhabited by the ogres loyal to Ocellus. Three more **ogres** rest here, ready to relieve the guards in area K2 or run errands for their aquatic master. The ogres have accumulated a good deal of treasure hidden in the various chambers. This includes 1,779 gp, 24 pp, an assortment of animal pelts (three are valuable—worth 50 gp, 250 gp, and 800 gp, respectively) not needed due to the heat provided by the lava, a collection of six jade statuettes of kopru (each worth 400 gp), and an ivory box lined with mother of pearl (worth 675 gp) holding two vials of *oil of sharpness*.

K5. This set of nine interior rooms, located to the south, served as the high priest's chambers. Recently, a gang of steam mephits that have come through the *well of many worlds* have claimed these halls as their own. In addition to the six located in the shaft, four more **steam mephits** dwell here. They engage in hit-and-run tactics, but ultimately are not interested in dying for Ocellus. If possible, they flee back into the *well of many worlds*. Hidden in one of the rooms under a pile of rocks, located with a successful DC 15 Wisdom (Perception) check, are seven matching rubies (each worth 500 gp).

K6. This is the lowest level in the temple, a set of 12 interior rooms, located to the east. These halls once served as storerooms, slave pens, and barracks. Today, a crazed **fire elemental** roams these rooms, scorching the walls with Ignan graffiti, and generally trashing the place. The elemental passed through the *well of many worlds* but became disorientated and fell into the water. Although not an ally of Ocellus, the fire elemental nevertheless fights to the death.

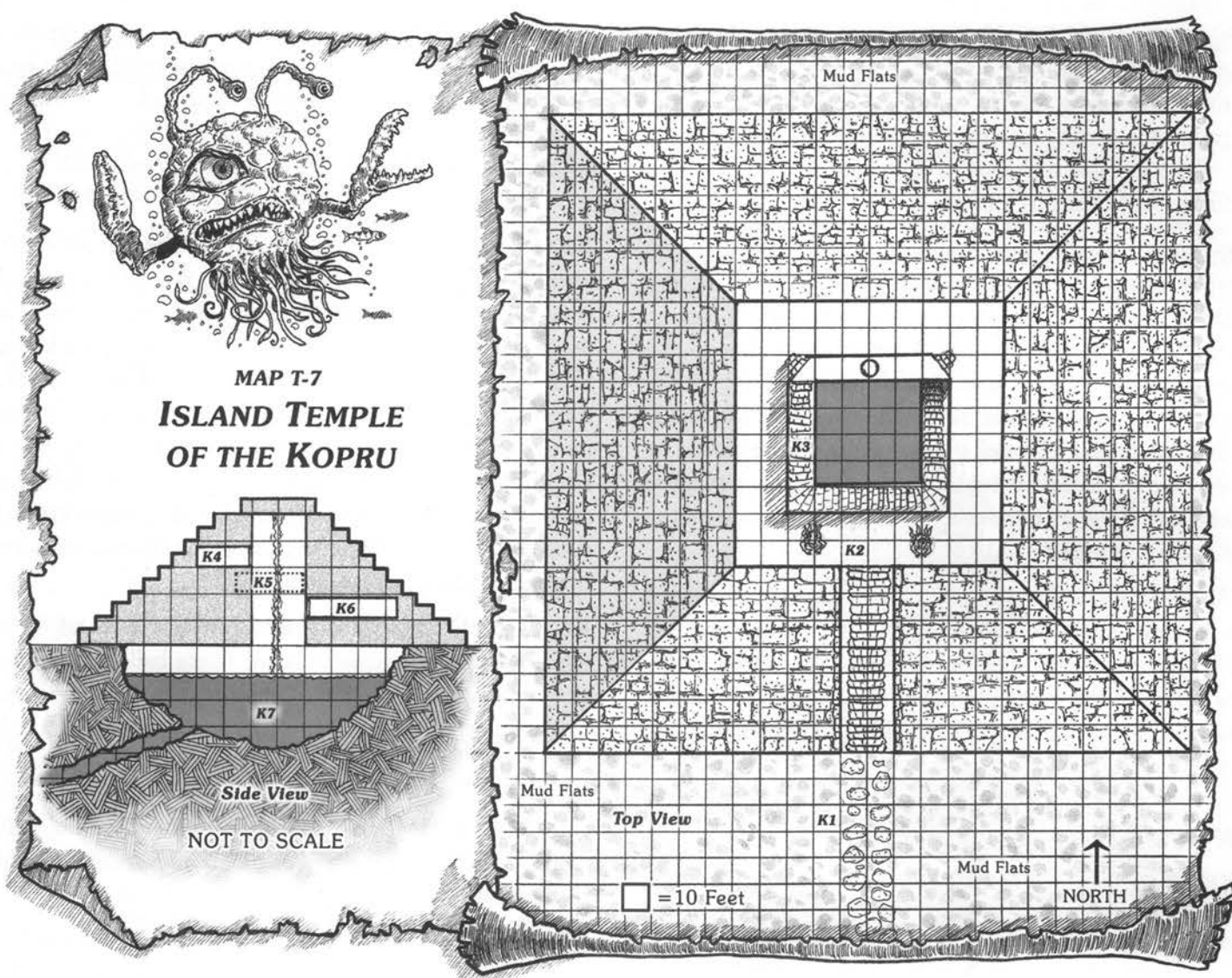
K7. The lower reaches of the temple house a pool of heated water; it is noticeably warmer than the lake. The pool is attached to the lake via several flooded lava tubes. The water is about 50 feet deep here.

This is where Ocellus, an **eye of the deep** (see appendix B), makes his lair and directs his air-breathing minions to do his bidding. By heating the water of the lake via the lava from the *well of many worlds*, Ocellus plans to arouse all the kopru from their torpor. Relying on his magical *ring of fey ancestry* (see appendix C; worn on one of his eyestalks), he believes he is immune to the kopru's domination abilities. He expects the degenerate aberrations to be thankful for their release, and willingly follow his desire for conquest. Should the characters not disrupt the eye of the deep's nefarious plan, in about six months, the lava heats the entire lake to a temperature warm enough to begin waking the kopru. It then takes another full

month to finish the waking process. If this occurs, the DM needs to step back and determine the direction his campaign takes from here.

Ocellus has recently located a much larger (about double the size) kopru specimen and moved it to this pool to accelerate the waking process. The cocoon is tethered to the bottom with a stout kelp frond, out of the direct heat of the lava stream. This is actually a **kopru sovereign** (see appendix B), and under the current conditions it will fully wake from its torpor in about 12 hours...

HERE ENDS THE EXPLORATION OF (AND BELOW) THE ISLE OF DREAD!



APPENDIX A

Further Adventures on the Isle of Dread

Since this adventure gives a great deal of detail on the Isle of Dread, the Dungeon Master may desire to use the locations and descriptions found herein after the main adventure has been played. To aid the DM in this, some suggestions for further adventures on the isle are listed below. Each is accompanied by a short description of how the adventure might be handled. It is up to the DM to determine the appropriate reward for completing any of these further adventures.

QUESTS

1. Destroy the Zombie Master. This is a short adventure suitable for use before the characters venture inland for the first time. The village of Tanaroa (area 1, chapter 5) has recently been plagued with attacks by undead creatures. The villagers are frightened and the matriarch seems to be losing the authority necessary to maintain order. If questioned, the people only speak in frightened terms of the Zombie Master. At night, zombies and ghouls will prowl the trails near the village, killing lone travelers.

As seen on the map, each section of the village surrounds a graveyard. These graveyards are infested with tunnels and unwholesome creatures, at the center of which is the Zombie Master. Typically, a Zombie Master is a respected member of the community, but something (or someone) must have corrupted this Zombie Master for them to unleash undead minions on the village. The DM would have to prepare for this adventure by drawing and populating the tunnels under the graveyard and developing the motivations of the Zombie Master.

2. Map the Island. Information is always valuable. After having opened up new territory, a merchant prince or curious mapmaker might wish for more information about the island. The party could be hired to conduct a careful survey of the island, mapping the terrain and noting important features. This would be a dangerous and time-consuming task.

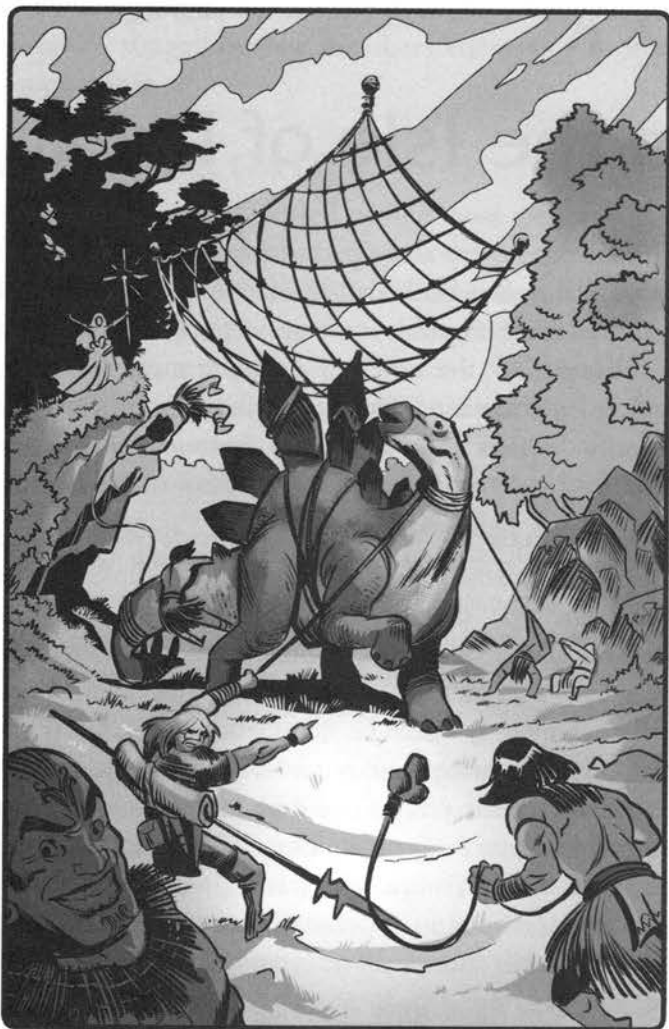
3. The Dinosaur Hunt. A powerful and well-equipped party might find it quite worthwhile to try to kill several

dinosaurs and carry all or parts of their bodies back to the mainland. It is likely that the rare essences and parts of these beasts would bring a good price from wizards or collectors of the unusual. Another angle would be that a rich patron hires the characters to recover the rare essences or parts from a specific dinosaur, monster, or plant that has been documented to occur on the isle.

4. Exterminate the Pirates. To provide secure trade with the mainland, it is first necessary to eliminate the pirate activity in the region. The adventurers could be given the use of a ship by mainland merchants for the adventure. The pirate lair described on the main island (area 7, chapter 5) would be the starting point, but if the DM feels this pirate band is not a suitable challenge to the characters, the pirates could be increased in level or number, or given stronger defenses. They could even be allied with a larger, more organized cartel of pirates, perhaps one described in appendix D, as several additional pirate bands ply the waters near the isle.

5. Bring 'Em Back Alive. A tough challenge for higher-level characters would be to capture some creature alive and transport it back to the mainland. At the request of a wizard or king the characters could be hired to attempt to capture one of the giant monsters and bring it back to the mainland. The reward for this deed would be sizable, enough to make the effort worthwhile plus including most, if not all, of the specialized equipment needed for the task. A monster suitable or challenging for this adventure could be a pteranodon, a tyrannosaurus rex, a stegosaurus, or perhaps even a gargantuan ape. Such an expedition would require careful planning: how to capture the monster, how to keep it quiet, how to move it overland, and how to transport it across the ocean. It would not be unusual for the princes or princesses of Glantri to want a live monster from the Isle of Dread.

6. Sunken Treasure. The characters could find a treasure map which gives a description of a shipwreck near the Isle of Dread. Alternatively, the characters could be hired by a wealthy treasure hunter for a percentage of the haul. The information in the description should be enough for the characters to recognize the island (refer-



encing the great wall, or the dinosaurs), the general location where the ship might be found (for example, on the southwestern side, between the smoking mountains and the reef), and a description of the ship and its cargo. The sunken ship should, of course, be inhabited by a sea monster. Ensuring the cargo is bulky adds another logistical challenge the characters need to overcome, as it first needs to be raised from the bottom, and then transported to the mainland. And maybe the characters are not the only ones with information on the location of the shipwreck and the wondrous bounty it still holds...

7. Find the Wreck of *The Pale Countess*. This is similar to #6 above, but the characters are hired by a specific patron seeking to determine the fate of *The Pale Countess*, one of his sailing galleys. Perhaps the patron is seeking an important object on the ship, needs to know the fate of a passenger, or is just a treasure seeker. The challenge of this adventure is the location of the wreck; it is on the Central Plateau (area 9, chapter 7). The DM needs to provide enough clues to the characters to get

them to search the plateau (perhaps leading to other adventures on or below Taboo Island), but not make it too easy. And perhaps the patron is not as benign as he seems, having an ulterior motive of betraying the characters.

8. Find the Rakasta Shrine. The rakasta (see area 9, chapter 5) have recently arrived at the Isle of Dread, seeking a hidden shrine created by their ancient race. They believe that the shrine holds a powerful object (or a “leader” somehow) that is desperately needed by their people for a conflict in a distant land. The rakasta have plenty of material wealth and could be willing to hire the characters to find the shrine, or to help them find the shrine. It may be that another race—perhaps the one on the other side of that distant conflict—needs to find the shrine first. The shrine is detailed as area 39 in chapter 6.

9. Find the Elemental Gates and Seal One. If the DM wishes to have the Isle of Dread appear on his campaign world for a limited duration, perhaps the characters need to race against time to locate one of the Elemental Gates (see below), and then determine how to seal it, disrupting the planar shift. This could require finding one of the legendary items of Elemental Power (see appendix C), which could be an adventure all to itself!

10. End the Koprū Uprising. The adventure is suitable for higher-level characters. This assumes that Ocellus (see *The Fourth Level* in chapter 9) was successful in reviving many of the slumbering koprū in the Vast Hollow. Flush with powerful minions, Ocellus commands the koprū to begin domination of the native tribes on the isle and the surrounding waters; this includes the various other races (the phanton and the rakasta) and even the pirate bands. Eventually, this domination will reach towards the mainland. This grand story arc can incorporate several of the other hooks presented here, such as #1 (the *Zombie Master* is under the control of the koprū), #7 (*The Pale Countess* has important information about the koprū), and/or #8 (the rakasta conflict in their homeland involves the koprū).

THE ELEMENTAL GATES

If the DM wishes to have the Isle of Dread be part of the Elemental Plane of Water, and capable of shifting between worlds, she might want to consider having four Elemental Gates stabilizing this “pocket plane.” At the DM’s discretion, the environment and the way magic functions on the isle could be further influenced by the Plane of Water. This could include certain spells with

enhanced effects (or muted effects—for example, spells based on magical fire) or environmental effects. The amount of time the isle exists on this world should be determined by the DM to fit the campaign. But, by destroying one (or more) of these gates the characters can anchor the Isle of Dread to their milieu.

Although the gates are portals to the Plane of Water, each is based on a different element. The gates are depicted on map D-1 as A (Water), B (Air), C (Earth), and D (Fire), and each is briefly described below. Being a portal to the Plane of Water, the area around each gate is unstable with elemental energy fluctuations, and often hosts elemental creatures that are attracted to the portal, or that have recently arrived from beyond it...

There are methods to destroy the gates, as determined by the DM, again to fit the needs of her particular campaign, and/or the stories she wants to tell. One recommended method to destroy (or at least deactivate) a gate is to toss in a powerful magic item imbued with powerful elemental magic opposite the elemental composition of the gate. The DM can design an entire campaign around recovering one (or more) of these items of power, and then finding the gate to destroy. See the table below for a quick reference on which legendary elemental magic item can destroy which gate, and a recommended location on (or near) the Isle of Dread.

Legendary Item	Location	Primary Source of Magic	Gate Destroyed
<i>Ebon Pearl</i>	Area 41	Water	Fire (D)
<i>Ring of Caeli</i>	Area 26	Air	Earth (C)
<i>Gem of Acuity</i>	Area 40	Earth	Air (B)
<i>Undulating Blade</i>	Area 44	Fire	Water (A)

A – THE WATER GATE

This gate is a massive maelstrom in the ocean about 78 miles to the southwest of the Isle of Dread. The sluggish whirlpool is about 200 feet across and occurs in water at a depth of about 450 feet. The gate is a fissure on the sea floor, with water entering the portal and creating the whirlpool. The maelstrom is easy to notice once within 250 feet, requiring a DC 13 Wisdom (Perception) check, but someone at an elevation (such as flying or even in a ship's crow's nest) gets advantage on the check.



If approached within 100 feet, a ship is gradually pulled into the whirlpool. Escaping the pull of the whirlpool requires a DC 12 Wisdom (Survival) check, to navigate to safety. Each round, however, the ship is drawn 20 feet closer to the vortex, and the DC for this check increases by 3. In addition, with each failed check, the ship suffers a cumulative 7 (2d6) bludgeoning damage to its hull from the unnatural strain. For example, if a ship's pilot fails three Wisdom (Survival) checks, on the turn of the third failed check the ship takes 21 (6d6) bludgeoning damage. If a ship is pulled into the center of the vortex, escape is impossible and it takes 35 (10d6) bludgeoning per round as it is crushed by the water and drawn down into the fissure.

To complicate matters, a **sea hydra** (see appendix B) frequently hunts the area near the vortex. It has learned that attacking a ship as it's being pulled into the whirlpool is a sound strategy, since the crew will be too busy to retaliate

while struggling to avoid being destroyed. The sea hydra picks off straggling crew members attempting to flee a doomed ship.

B – THE AIR GATE

This gate is actually located on the most western tip of the Isle of Dread, atop a 4,000-foot mountain that overlooks the ocean. A winding path meanders for several miles through the mountainous passes before depositing the travelers on a windswept overlook peering down to sheer cliffs and the ocean below. The top of the overlook is a flat area about 75 feet in diameter. At the center is a stone slab, black with green mineral striations, measuring 10 feet long by 4 feet wide and 4 feet high. It appears to be an altar, and four of its sides are covered with elemental runes, which can be deciphered with a successful DC 18 Intelligence (Arcana) check. This reveals the symbols for the elements of air and water. Each specific symbol appears on two opposite sides of the altar.

The winds at the overlook are extreme. A Medium or smaller creature on the overlook must make a DC 15 Dexterity saving throw each turn. If successful, it takes only 3 (1d6) bludgeoning damage from the buffeting wind; on a failure it suffers 3 (1d6) bludgeoning damage and is pushed 10 feet and knocked prone. About 100 feet above the altar is the source of the swirling elemental wind: a 20-foot-wide fissure in the air, surrounded by sizzling energy. If this fissure is approached within 20 feet, a successful DC 15 Strength (Athletics) check is required to move at half speed. Another DC 20 Strength (Athletics) check is needed to enter the gate or force something through the gate. In addition to the damage from the wind, a creature suffers 9 (2d8) lightning damage at the start of each turn it begins within 20 feet of the fissure.

Three **air elementals** have recently exited the gate and are frolicking in the swirling hurricane-force winds. Due to their aerial appearance, they can only be detected with a successful DC 16 Wisdom (Perception) check. Although not aggressive or malicious, these elementals enjoy “playing” with creatures that arrive at the overlook. This playing involves an elemental picking up creatures in its whirlwind and expelling them, preferably over the cliff (and unless saved via magic, to their death). After all, the elementals assume the targets can fly and will return to continue to play. If attacked directly or it appears the creatures are attempting to destroy the gate, the elementals turn aggressive and attack.

C – THE EARTH GATE

This eroded island is located about 48 miles to the northeast of the Isle of Dread. The rolling hills on the island are covered with fertile volcanic soil and are teeming with a large variety of exotic flowering plants and small fern-like trees. A large, turbid, sluggish river meanders its way along the rolling hills, before tumbling into the ocean over a majestic cliff often crowded with seabirds. A pair of **griffons** maintain a nest near the waterfall, feasting on the abundant prey. The source of the river is at the bottom of a massive sinkhole.

The sinkhole is located on the northern reach of the island. About 125 feet across, it plunges straight down for over 400 feet into a clear pool of water. The source of the water is the Elemental Plane of Water issuing forth from a fissure at the bottom of the pool, which is about 40 feet deep. The water defies gravity by “flowing” up one of the sinkhole walls before being deposited in a frothy miasma over the lip of the sinkhole, and then collecting before making its way to the river.

Getting down the sinkhole is a challenge for those without flight. If the characters lack magical flight, they might be able to convince (or charm, via magic) the griffons to give them a lift, in exchange for some tasty meat or shiny objects (worth at least 500 gp). There is no trail, as the circular sinkhole appears to have been carved out of the rock. Indeed, it has been, by an immense purple worm several decades ago. There are numerous handholds, vines, and shrubs which could be used to facilitate a descent. It requires five successful DC 17 Strength (Athletics) checks to scale the wall to the water’s surface. Each failure results in 10 (3d6) bludgeoning damage from a short fall or mishap, and a critical failure results in a tumble into the water.

The water is somewhat turbid, and it requires a successful DC 20 Strength (Athletics) check to swim or keep one’s head above the surface. Two consecutive checks are required to get close enough to the underwater fissure to enter the gate or place an object in the portal. Recently, a **mottled worm** (see appendix B) squeezed through the gate from the Plane of Water. Somewhat disorientated by its journey, it has explored the whole pool, and is getting ready to tunnel its way to the surface to find suitable prey. It gladly attacks creatures entering the pool but flees via tunneling if reduced to 40 or fewer hit points.

D – THE FIRE GATE

This gate is located on a tiny, newly formed volcanic island located about 18 miles to the southeast of a cluster of islands south of the Isle of Dread. Its location is betrayed by belching white smoke that envelops much of the island. Approaching the island is treacherous due to the jagged, recently-formed rocks just under the surface of the water, concealed by steam and billowing smoke. Three successful DC 16 Wisdom (Survival) checks are required to safely land a ship in a small cove. Each failed check causes 13 (2d10 + 2) bludgeoning damage to the ship's hull.

The island is barely 5 miles in diameter and appears as a blasted land of smoldering, glass-like black rock. Completely devoid of any vegetation, bubbling pools of lava are scattered throughout the landscape. Several **lava oozes** (see appendix B) are concealed among the real lava pools and ambush any investigating creatures.

The center of the island is a jagged volcano crater that has since filled with seawater. The uphill route to the edge of the crater and the lake beyond is fraught with jagged, glass-like rocky terrain. Each character making

this journey needs to make three DC 17 Dexterity saving throws. Each failure results in 9 (2d8) slashing damage.

Inside the crater is a bubbling lake, nearly boiling, and releasing noxious gases and fumes. When the characters arrive at the water's edge, each needs to make a DC 18 Constitution saving throw or gain the poisoned condition. The effect wears off following 1 hour away from the crater's contaminated air. Fully immersing oneself in the hot water causes 3 (1d6) fire damage per round, unless the target is resistant or immune to fire damage. The lake is about 100 feet deep, and the lake bottom is riddled with fissures spewing forth elemental water that dissipates to steam and noxious gases as soon as it mixes with the lava and magma extruded from the island.

Inside the lake are four **salamanders** taking a leisurely swim, immune to the effects of the boiling water. Fascinated by the feel of the superheated water, the salamanders are almost in a drug-induced torpor. But eventually they come around, and aggressively defend their newly discovered swimming hole. One wields a +1 *spear* studded with rubies along its shaft (worth an additional 1,800 gp).

APPENDIX B

New Monsters

ADULT SEA DRAGON

Huge beast, neutral evil

AC: 17 (natural armor)

Hit Points: 126 (12d12 + 48)

Speed: 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	19 (+4)	12 (+1)	10 (+0)	13 (+1)

Saving Throws: Dex +4, Con +8, Wis +4, Cha +5

Skills: Perception +8, Stealth +4

Damage Immunities: fire

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 18

Languages: Aquan, Draconic

Challenge: 9 (5,000 XP)

Siege Monster: The dragon deals double damage to objects and structures.

Water Breathing: The dragon can breathe only underwater.

ACTIONS

Multiattack: The dragon makes three attacks: one with its bite and two with its claws.

Bite: *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Claw: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage.

Tail: *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Poison Glob (Recharge 5-6): The dragon spits a 10-foot-diameter glob of acidic poison at a point within 60 feet of it. Each target in the glob's area must make a DC 16 Dexterity saving throw, taking 24 (7d6) poison damage plus 24 (7d6) acid damage on a failed save, or half as much damage on a successful one. On a failed save the target gains the poisoned condition for 1 hour.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect: The dragon makes a Wisdom (Perception) check.

Tail Attack: The dragon makes a tail attack.

Constrict (Costs 2 Actions): The dragon causes 28 (8d6) bludgeoning damage to an object (such as a ship) that it is wrapped around.

This 30-foot-long serpentine form has iridescent blue-green scales. Powerful flukes propel the draconic creature through the briny water. Its head sports a pair of frilly purple-pink sail-like fins, with another spine-laden fin along its back. Its tooth-filled maw drips acidic poison and its large oval eyes are black and cold as the sea.



AMBER GOLEM

Large construct, unaligned

AC: 15 (natural armor)

Hit Points: 104 (11d10 + 44)

Speed: 30 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	19 (+4)	6 (-2)	12 (+1)	6 (-2)

Saving Throws: Con +7, Wis +4

Skills: Perception +4, Survival +4

Damage Immunities: acid, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantite weapons

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., truesight 60 ft., passive Perception 14

Languages: understands Common but can't speak

Challenge: 5 (1,800 XP)

Expert Tracker: While tracking, the golem has advantage on all Wisdom (Survival) checks.

Magic Resistance: The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons: The golem's weapon attacks are magical.

Pounce: If the golem moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target must succeed at DC 14 Strength saving throw or be knocked prone. If the target is prone, the golem can make one bite attack against it as a bonus action.

ACTIONS

Multiattack: The golem makes three attacks: one with its bite and two with its claws.

Bite: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

This 9-foot-long statue is composed of polished amber and is shaped like a powerful feline but with crude edges. Its eyes flash as green pinpoints of light, as it drops from its perch with surprising grace and agility.



ANCIENT GIANT SQUID

Huge beast, unaligned

AC: 13 (natural armor)

Hit Points: 110 (13d12 + 26)

Speed: 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	14 (+2)	2 (-4)	12 (+1)	5 (-3)

Skills: Perception +3, Stealth +4

Senses: darkvision 60 ft., passive Perception 11

Languages: –

Challenge: 4 (1,100 XP)

Siege Monster: The squid deals double damage to objects and structures.

Water Breathing: The squid can breathe only underwater.

ACTIONS

Multiattack: The squid makes five attacks: one with its bite and four with its tentacles.

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage.

Tentacle: *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 14). Until the grapple ends, the target is restrained and takes 7 (1d6 + 4) bludgeoning damage on the squid's turn. That tentacle can't be used to attack. The squid has 10 tentacles.

Ink Cloud (Recharges after a Short or Long Rest):

The squid can expel a 30-foot-diameter ink cloud underwater. The area is considered heavily obscured for 1 minute unless dispersed due to significant currents or increased water movement. After releasing the ink, the squid can use a bonus action to take the Dash action.

This 30-foot-long pale white invertebrate has purple-red splotches. It has 10 tentacles, two longer than the rest, armed with yellowed barbs. It has large black emotionless eyes.

ARANEA

Large monstrosity, chaotic evil

AC: 14 (natural armor)

Hit Points: 37 (5d10 + 10)

Speed: 30 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	14 (+2)	10 (+0)	5 (-3)

Saving Throws: Dex +5, Int +4

Skills: Arcana +4, Stealth +5

Senses: darkvision 60 ft., passive Perception 10

Languages: Aranea, Goblin

Challenge: 2 (450 XP)

Spellcasting: The aranea is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The aranea has the following wizard spells prepared:

- Cantrips (at will): *fire bolt*, *minor illusion*, *poison spray*
- 1st level (4 slots): *detect magic*, *silent image*, *sleep*
- 2nd level (2 slots): *hold person*, *mirror image*

Spider Climb: The aranea can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense: While in contact with a web, the aranea knows the exact location of any other creature in contact with the same web.

Web Walker: The aranea ignores movement restrictions caused by webbing.

ACTIONS

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining his hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6): *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 12 Strength check,

escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.

This arachnid creature is the size of a pony and has a greenish-brown, coarse, hairy body. Its abdomen has a bulbous protrusion and its front two appendages end in humanoid-like hands complete with digits for fine manipulation. Viscid poison drips from its black mandibles.



AWAKENED VINE

Large plant, unaligned

AC: 12 (natural armor)

Hit Points: 45 (6d10 + 12)

Speed: 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	1 (-5)	10 (+0)	1 (-5)

Damage Resistances: cold, fire

Condition Immunities: blinded, deafened, exhaustion, prone

Senses: blindsight 30 ft., passive Perception 10

Languages: –

Challenge: 1 (200 XP)

False Appearance: While the vine remains motionless, it is indistinguishable from a normal vine.

ACTIONS

Constrict: *Melee Weapon Attack:* +5 to hit, reach 20 ft., one creature. *Hit:* 9 (2d6 + 2) bludgeoning damage and the target is grappled (escape DC 12). Until the

grapple ends, the target is restrained, and it takes 14 (4d6) bludgeoning damage at the start of each of its turns. The vine can constrict only one target at a time.

Fling Target: The vine can use a bonus action to fling one grappled target. A flung target travels up to 30 feet, taking 3 (1d6) bludgeoning damage per 10 feet.

A bright green vine, as thick as a man's arm, bristles with sentience as it stretches toward you!

BAMBOO GOLEM

Medium construct, unaligned

AC: 13 (natural armor)

Hit Points: 32 (5d8 + 10)

Speed: 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Skills: Perception +2

Damage Immunities: acid, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantite weapons

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 12

Languages: understands Common but can't speak

Challenge: 2 (450 XP)

Ammunition: The golem has can hold up to 6 poisoned darts before it needs to be manually reloaded by another creature, which takes 1 minute. When encountered, the golem can be assumed to have its full complement of darts, or the DM can roll 1d6 to determine the number of darts remaining. At the DM's option, the type of poison can be altered.

Magic Resistance: The golem has advantage on saving throws against spells and other magical effects.

ACTIONS

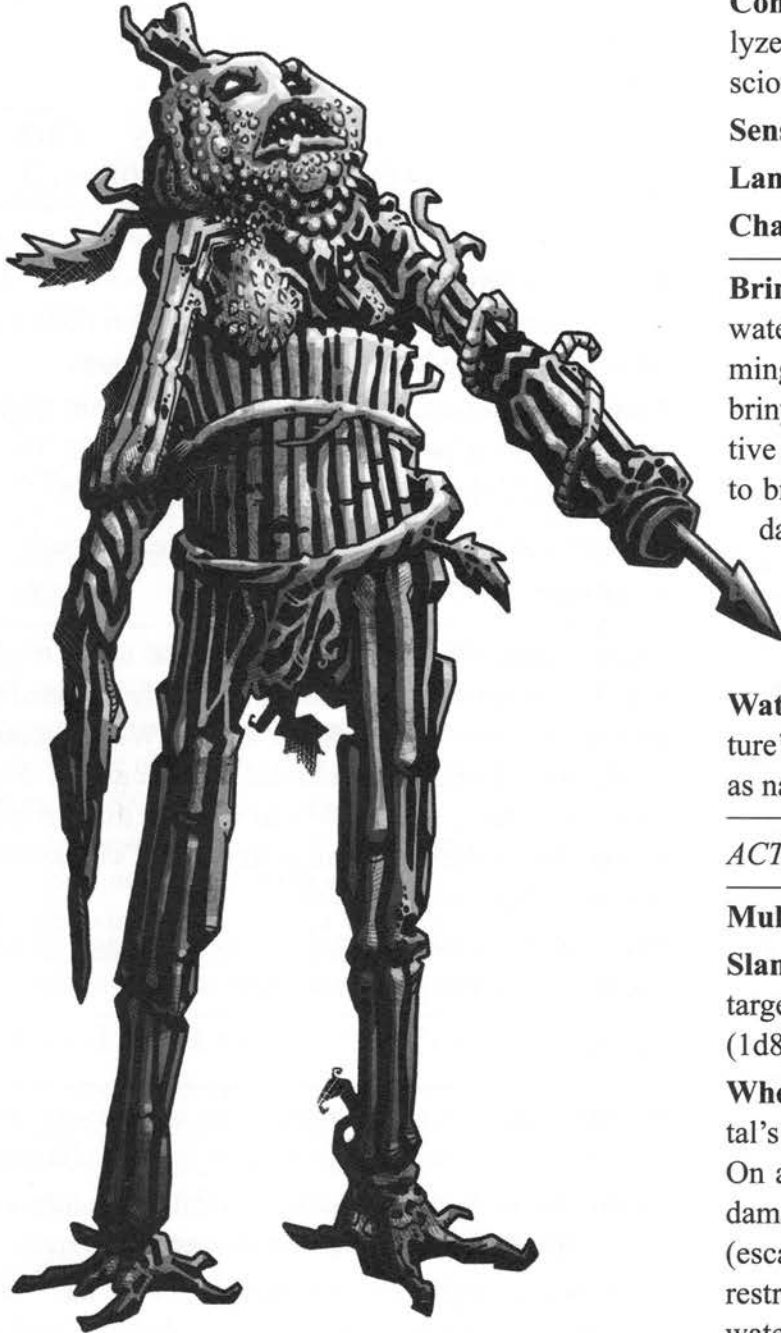
Multiattack: The golem makes two attacks: one with its spear and one with its blowgun or two with its spear.

Spear: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Blowgun: *Ranged Weapon Attack:* +4 to hit, range 25/100 ft., one target. *Hit:* 3 piercing damage, and the

target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 hour. While poisoned, the target is unconscious. The target wakes up if it takes further damage, or if another creature uses an action to shake it awake.

A 5-foot-tall humanoid-shaped creature composed of bamboo stakes stiffly approaches. Its head is a lumpy gourd with carved eyes glowing pale green. One arm is blackened and sharpened to a point, while the other is hollow. As it closes, a red-fletched dart shoots out of its hollow appendage.



BRINE ELEMENTAL

Large elemental, neutral

AC: 14 (natural armor)

Hit Points: 133 (14d10 + 56)

Speed: 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances: acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: poison

Condition Immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: darkvision 60 ft., passive Perception 10

Languages: Aquan

Challenge: 6 (2,300 XP)

Briny Corruption: The elemental can corrupt fresh water into salt water. After spending 10 minutes swimming in a 20-foot cube of fresh water, the water turns briny, with a salinity similar to ocean water. A native freshwater creature in the briny water is unable to breathe the salty water and suffers 10 (3d6) poison damage at the start of its turn.

Freeze: If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Water Form: The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack: The elemental makes two slam attacks.

Slam: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 4 (1d8) acid damage.

Whelm (Recharge 4-6): Each creature in the elemental's space must make a DC 16 Strength saving throw. On a failure, a target takes 14 (2d8 + 5) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 15). Until the grapple ends, the target is restrained and unable to breathe unless it can breathe water (but see Briny Corruption, above). If the saving

throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 14 (2d8 + 5) bludgeoning damage plus 4 (1d8) acid damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 15 Strength check and succeeding.

This 10-foot-tall cresting wave of turbid water has vague eyes and limb-like appendages.

BRONTOSAURUS

Gargantuan beast, unaligned

AC: 15 (natural armor)

Hit Points: 121 (9d20 + 27)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Saving Throws: Con +6

Senses: passive Perception 10

Languages: –

Challenge: 5 (1,800 XP)

ACTIONS

Stomp: *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 27 (5d8 + 5) bludgeoning damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Tail: *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 32 (6d8 + 5) bludgeoning damage.

This long-necked quadrupedal dinosaur has a massive body nearly 70 feet long. It has thick legs and a long whip-like tail.

CAVE LION

Large beast, unaligned

AC: 14 (natural armor)

Hit Points: 37 (5d10 + 10)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills: Perception +3, Stealth +7

Senses: darkvision 60 ft., passive Perception 13

Languages: –

Challenge: 1 (200 XP)

Keen Smell: The lion has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics: The lion has advantage on an attack against a creature if at least one of the lion's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce: If the lion moves at least 20 feet straight toward a creature and then hits with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap: With a 10-foot running start, the lion can jump up to 25 feet.

ACTIONS

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Claw: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

This muscular feline is nearly 9 feet long, with coarse, dusky-gray fur. A shaggy mane covers its neck and a prominent spike is on its lower jaw.

CERATOSAURUS

Large beast, unaligned

AC: 14 (natural armor)

Hit Points: 60 (8d10 + 16)

Speed: 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	2 (-4)	10 (+0)	5 (-3)

Senses: passive Perception 10

Languages: –

Challenge: 3 (700 XP)

ACTIONS

Multiattack: The ceratosaurus makes two attacks: one with its claws and one with its bite or its horn.

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claws: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Horn: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

This 20-foot-long dinosaur has powerful rear legs and reduced front limbs ending in sharp claws. It has a green hide with brown striations, and its head sports a prominent, yet blunt, horn centered on its snout.

CORAL GOLEM

Large construct, unaligned

AC: 15 (natural armor)

Hit Points: 95 (10d10 + 40)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	6 (-2)

Damage Immunities: acid, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantite weapons

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: understands Common but can't speak

Challenge: 5 (1,800 XP)

False Appearance: While the golem remains motionless, it is indistinguishable from a normal outcropping of coral.

Immutable Form: The golem is immune to any spell or effect that would alter its form.

Magic Resistance: The golem has advantage on saving throws against spells and other magical effects.

Regeneration: The golem regains 5 hit points at dawn each day if it has at least 1 hit point.

ACTIONS

Multiattack: The golem makes two slam attacks.

Slam: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage plus 9 (1d10 + 4) slashing damage.

A 9-foot-tall, roughly humanoid creature is composed of living coral, with whites, reds, and oranges all represented. Its coral head is shaped like the innards of a brain, and two glowing eyes illuminate hollow eye-like sockets. It has two blocky legs and two stout, club-like arms.



DEEP ROTHÉ

Medium beast, unaligned

AC: 10

Hit Points: 13 (2d8 + 4)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	2 (-4)	10 (+0)	4 (-3)

Senses: darkvision 60 ft., passive Perception 10

Languages: –

Challenge: 1/4 (50 XP)

Charge: If the deep rothé moves at least 20 feet straight toward a target and then hits with a gore attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

Innate Spellcasting: The deep rothé's spellcasting ability is Charisma. It can innately cast *dancing lights* at will, requiring no components.

ACTIONS

Gore: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

This bulky beast has shaggy fur, colored brown to gray. Its squarish head sports a pair of curled horns.

DIMETRODON

Medium beast, unaligned

AC: 12 (natural armor)

Hit Points: 19 (3d8 + 6)

Speed: 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	2 (-4)	10 (+0)	5 (-3)

Skills: Perception +2

Senses: passive Perception 12

Languages: –

Challenge: 1/4 (50 XP)

ACTIONS

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

This crocodile-like reptile is about 10 feet long with a

drab green hide and random splotches of black or dark brown. It has a prominent dorsal spine sail on its back, stretching several feet high.

DOLPHIN

Medium beast, unaligned

AC: 12 (natural armor)

Hit Points: 11 (2d8 + 2)

Speed: 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	6 (-2)	12 (+1)	7 (-2)

Skills: Perception +3

Senses: blindsight 60 ft., passive Perception 13

Languages: –

Challenge: 1/8 (25 XP)

Charge: If the dolphin moves at least 30 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage.

Hold Breath: The dolphin can hold its breath for 20 minutes.

ACTIONS

Slam: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

This marine mammal is about 5 to 6 feet long and has a fusiform blue-gray hide and a bottlenose snout.

DROWNED ONE (SEA ZOMBIE)

Medium undead, neutral evil

AC: 9

Hit Points: 32 (5d8 + 10)

Speed: 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	14 (+2)	3 (-4)	6 (-2)	4 (-3)

Saving Throws: Con +4, Wis +0

Damage Resistances: fire

Damage Immunities: poison

Condition Immunities: poisoned

Senses: darkvision 60 ft., passive Perception 8

Languages: –

Challenge: 1/2 (100 XP)

Putrescence: When the drowned one is damaged with a slashing or piercing weapon, it releases a wave of putrid stench. All creatures in a 10-foot radius must make a DC 12 Constitution saving throw or become poisoned. While poisoned in this way, the creature must spend its action retching and reeling, unless it doesn't need to breathe air. This effect last for 10 minutes, although an affected creature can attempt another saving throw at the end of each of its turns, removing the poisoned condition on itself with a successful save.

Undead Nature: The drowned one doesn't require air, food, drink, or sleep.

ACTIONS

Slam: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Club: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Bloated humanoids shamble through the crashing surf, covered with barnacles and trailing bits of rotting seaweed and kelp. Each carries a club and drags a chain in the other hand as it toils onto the beach.



EYE OF THE DEEP

Medium aberration, neutral evil

AC: 17 (natural armor)

Hit Points: 90 (12d8 + 36)

Speed: 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	16 (+3)	14 (+2)	12 (+1)

Saving Throws: Int +6, Wis +5, Cha +4

Skills: Perception +5

Condition Immunities: prone

Senses: darkvision 120 ft., passive Perception 15

Languages: Deep Speech, Undercommon

Challenge: 6 (2,300 XP)

Water Breathing: The eye of the deep can breathe only water.

ACTIONS

Multiattack: The eye of the deep makes three attacks: one with its bite and two with its claws.

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Claw: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage, and if the target is Medium or smaller, it is grappled (escape DC 11). A grappled creature is restrained, and if subjected to a bite attack, that attack is at advantage. An eye of

the deep can grapple two creatures at a time.

Stunning Eye Beam (Recharge 5-6): The eye of the deep emits a beam of blinding light from its large central eye in a 30-foot cone. Each creature in the area of effect must make a DC 12 Dexterity saving throw or become blinded for 1d4 turns and stunned for 1d4 turns.

Hold Person Eye Beam (Recharge 6): The eye of the deep emits a beam of light from one of its smaller eyes, targeting up to two humanoid creatures in a 15-foot cone. Each target must make a DC 14 Wisdom saving throw or become paralyzed for 1 minute. At the end of each of the target's turns it can attempt another saving throw to end the effect on itself.

Hold Monster Eye Beam (Recharge 6): The eye of the deep emits a beam of light from one of its smaller eyes, targeting up to two creatures (any type) in a 15-foot cone. Each target must make a DC 14 Wisdom saving throw or become paralyzed for 1 minute. At the end of each of the target's turns it can attempt another saving throw to end the effect on itself.

Illusory Eyes (Recharge 5-6): The eye of the deep uses both small eyes to cast *major image* (save DC 14).

This globular creature has a chitinous body, with a large central eye and a pair of smaller eyes on eye-stalks waving in the current. Under its central eye, the creature sports a massive tooth-filled maw, and a pair of segmented arms end in crab-like pincers. A mangy, seaweed-like beard covers its disgusting underside.



FIRE LIZARD

Huge beast, unaligned

AC: 15 (natural armor)

Hit Points: 104 (11d12 + 33)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	4 (-3)	10 (+0)	5 (-3)

Damage Immunities: fire

Senses: darkvision 120 ft., passive Perception 10

Languages: –

Challenge: 4 (1,100 XP)

ACTIONS

Multiattack: The lizard makes two attacks: one with its bite and one with its claws.

Bite: *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 4 (1d8) fire damage.

Claws: *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Fire Belch (Recharge 5-6): The lizard belches fire in a 30-foot cone. Each target in the area must make a DC 13 Dexterity saving throw, taking 22 (5d8) fire damage on a failed save, or half as much damage on a successful one. On a failed save, the target catches fire and takes an additional 4 (1d8) fire damage on each of its next three turns unless it spends an action snuffing out the flames.

This 15-foot-long lizard is dark gray with mottled red splotches on its back and a reddish belly. Its blunt head sports a toothy maw emitting a thin wisp of smoke.



GARGANTUAN APE

Gargantuan beast, unaligned

AC: 15 (natural toughness)

Hit Points: 341 (22d20 + 110)

Speed: 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	21 (+5)	8 (-1)	12 (+1)	7 (-2)

Skills: Athletics +12, Perception +5

Senses: passive Perception 15

Languages: –

Challenge: 11 (7,200 XP)

Natural Toughness: The ape's natural toughness and sheer bulk grant a +4 bonus to its armor class.

Siege Monster: The ape deals double damage to objects and structures.

ACTIONS

Multiattack: The ape makes three attacks: one with its bite and two slams.

Bite: *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (2d12 + 8) piercing damage.

Slam: *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage. If the same target is hit by both slam attacks on the same turn, it is grappled (escape DC 18). If the target does not escape by the end of the turn, the ape can toss the target 1d6 x 10 feet as a bonus action. The target suffers 3 (1d6) bludgeoning damage for each 10 feet tossed and ends its turn prone.

Rock: *Ranged Weapon Attack:* +12 to hit, range 60/120 ft., one target. *Hit:* 36 (8d6 + 8) bludgeoning damage.

With a pounding of its fists on its mighty chest, this 40-foot-tall ape's roar shakes the very ground you stride on. It has thick black fur with a frosted white back and powerful elongated arms. It towers over most trees and assumes an aggressive stance.

GARGANTUAN CRAB

Gargantuan beast, unaligned

AC: 18 (natural armor and natural toughness)

Hit Points: 150 (12d20 + 24)

Speed: 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	15 (+2)	3 (-4)	7 (-2)	3 (-4)

Skills: Athletics +9, Stealth +5

Senses: blindsight 30 ft., passive Perception 8

Languages: –

Challenge: 6 (2,300 XP)

Amphibious: The crab can breathe air and water.

Natural Toughness: The crab's natural toughness and sheer bulk grant a +4 bonus to its armor class.

ACTIONS

Multiattack: The crab makes two claw attacks.

Claw: *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage, and the target is grappled (escape DC 16). While grappled, the target is restrained. The crab has two claws, each of which can grapple one target.

From tip to tip, this behemoth of a crustacean is 25 feet long, with a drab green shell adorned with barnacles, and a dirty whitish lower surface. It has four pair of spindly legs, and a pair of oversized snapping claws with a blue tint on their interior surface.

GARGANTUAN POISONOUS SNAKE

Gargantuan beast, unaligned

AC: 16 (natural toughness)

Hit Points: 189 (14d20 + 42)

Speed: 30 ft., climb 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	17 (+3)	3 (-4)	12 (+1)	3 (-4)

Skills: Athletics +8, Perception +4

Senses: blindsight 30 ft., passive Perception 14

Languages: –

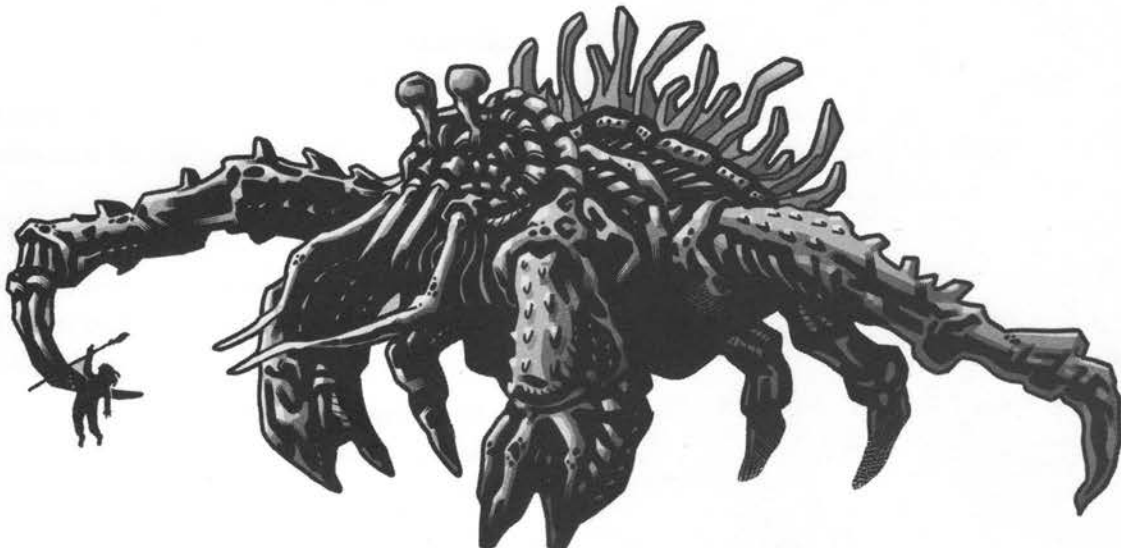
Challenge: 8 (3,900 XP)

Natural Toughness: The snake's natural toughness and sheer bulk grant a +4 bonus to its armor class.

ACTIONS

Bite: *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 27 (5d10) poison damage on a failed save, or half as much damage on a successful one.

Coiled around a jagged rock on the beach, the serpentine bulk of this massive snake is at least 50 feet long, as thick as an orc's torso. Its scaly hide is alternating rings of bright green and black, but its flickering tongue is crimson.



GIANT ANT

Small beast, unaligned

AC: 14 (natural armor)

Hit Points: 10 (3d6)

Speed: 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	3 (-4)	10 (+0)	4 (-3)

Senses: passive Perception 10

Languages: –

Challenge: 1/8 (25 XP)

ACTIONS

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

A giant ant is about 3 feet long with three distinct body segments. Its carapace is black or deep brown, and it sports sharp mandibles.

GIANT CRAB SPIDER

Small beast, unaligned

AC: 14

Hit Points: 7 (2d6)

Speed: 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	11 (+0)	3 (-4)	12 (+1)	4 (-3)

Skills: Perception +3, Stealth +8

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages: –

Challenge: 1/4 (50 XP)

Spider Climb: The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense: While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker: The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage, and the target must make a DC 10 Constitution saving throw, taking 3 (1d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

A giant crab spider has an abdomen about 1 to 2 feet in diameter, although flattened to hide in a rocky crevasse or wooden deadfall. It has coarse brown fur and spindly legs about 2 feet long.

GIANT DRACO LIZARD

Large beast, unaligned

AC: 13 (natural armor)

Hit Points: 26 (4d10 + 4)

Speed: 30 ft., climb 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses: darkvision 30 ft., passive Perception 10

Languages: –

Challenge: 1/4 (50 XP)

ACTIONS

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

This 6-foot-long lizard has green skin with brown mottled splotches. It sports pale green flaps of skin between its legs granting it the ability to glide from heights while hunting.

GIANT HORNED CHAMELEON

LIZARD

Large beast, unaligned

AC: 14 (natural armor)

Hit Points: 37 (5d10 + 10)

Speed: 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	2 (-4)	10 (+0)	5 (-3)

Skills: Stealth +3

Senses: darkvision 30 ft., passive Perception 10

Languages: –

Challenge: 1 (200 XP)

Camouflage: The lizard has advantage on all Dexterity (Stealth) checks as it can change skin color to match its surroundings.

ACTIONS

Multiattack: The lizard makes two attacks—one with its bite and one with its gore—and can use Reel.

Tongue: *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* The target is grappled (escape DC 12) if the lizard isn't already grappling a creature. Until this grapple ends, the target is restrained, is subject to Reel, and the lizard has advantage on bite attack rolls against it.

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Gore: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Tail Swipe: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* Unless the target makes a successful DC 12 Dexterity saving throw, it is knocked prone and stunned until the end of its next turn. On a successful saving throw, the target is knocked prone.

Reel: The lizard pulls a Medium or smaller creature grappled by it 5 feet straight toward it.

This 7-foot-long lizard has brown skin with dark mottled splotches. It sports a recurved horn on the crest of its triangular head.

GIANT MARINE TERMITE

Small beast, unaligned

AC: 14 (natural armor)

Hit Points: 22 (5d6 + 5)

Speed: 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

Senses: passive Perception 10

Languages: –

Challenge: 1/2 (100 XP)

Wood Borer: The termite deals triple damage to objects or structures made of wood.

ACTIONS

Bite: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Inky Jet (Recharges after a Short or Long Rest): *Ranged Weapon Attack:* +2 to hit, range 5/10 ft., one target. *Hit:* The target must succeed on a DC 10 Dexterity saving throw or be blinded and poisoned for 1 hour. While poisoned, the target is paralyzed. If the termite discharges the inky jet underwater, a cloud extends in a 10-foot radius, heavily obscuring the area for 1 minute, although a heavy current disperses the cloud sooner. No poison effect occurs, and the termite can use a bonus action to take the Dash action.

This 3-foot-long insect has a long slender abdomen and a flat head with a short pair of stocky mandibles. Its body coloration is drab brown, and modified paddle-like structures are at the tips of its legs.

GIANT OYSTER

Large beast, unaligned

AC: 16 (natural armor)

Hit Points: 55 (10d10)

Speed: 0 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	1 (-5)	11 (+0)	2 (-4)	10 (+0)	5 (-3)

Senses: blindsight 10 ft., passive Perception 10

Languages: –

Challenge: 2 (450 XP)

Closed: When the oyster is closed, it gains resistance to bludgeoning, slashing, and piercing attacks, and advantage on all Strength and Constitution saving throws. The oyster typically reopens after 1 hour.

Crush: A grappled target is restrained and takes 12 (2d6 + 5) bludgeoning damage at the start of its turn until the grapple ends.

ACTIONS

Bite: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* The target is grappled (escape DC 15) and the oyster is now Closed. While the oyster is alive and grappling its target, the target is subject to its Crush.

This enormous bivalve is 6 feet in diameter and about 4 feet high. Its outer shell is gray to black, flaked like mica, and covered with algae other slimy growth. Its interior is pure white, soft, and fleshy.

GIANT QUIPPER

Small beast, unaligned

AC: 14 (natural armor)

Hit Points: 18 (4d6 + 4)

Speed: 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses: passive Perception 10

Languages: –

Challenge: 1/4 (50 XP)

Blood Frenzy: The quipper has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing: The quipper can breathe only underwater.

ACTIONS

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

This 3-foot-long fish has deep blue-green sides but a blood-red belly. Its oversized jaw is filled with protruding triangular teeth.

GIANT SOLIDER ANT

Small beast, unaligned

AC: 15 (natural armor)

Hit Points: 22 (4d6 + 8)

Speed: 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	15 (+2)	3 (-4)	10 (+0)	4 (-3)

Senses: passive Perception 10

Languages: –

Challenge: 1/4 (50 XP)

ACTIONS

Multiattack: The ant makes two attacks: one with its bite and one with its sting. It can't make both attacks against the same target.

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Sting: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

The giant soldier ant is about 4 feet long with three distinct body segments. Its carapace is black, and adorned with hooks and spines in select locations. It has oversized mandibles and a wicked tail stinger.

GIANT TUATARA LIZARD

Large beast, unaligned

AC: 13 (natural armor)

Hit Points: 45 (6d10 + 12)

Speed: 30 ft., climb 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	2 (-4)	10 (+0)	5 (-3)

Senses: darkvision 120 ft., passive Perception 10

Languages: –

Challenge: 1/2 (100 XP)

ACTIONS

Multiattack: The lizard makes two attacks: one with its bite and one with its claw.

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claw: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

This 8-foot-long lizard has pebble-colored olive skin with white spikes along its back. A pale white membrane covers its oversized eyes.

GLASS GOLEM

Large construct, unaligned

AC: 15 (natural armor)

Hit Points: 85 (9d10 + 36)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	18 (+4)	6 (-2)	10 (+0)	6 (-2)

Damage Vulnerabilities: thunder

Damage Immunities: acid, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantite weapons

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: understands Common but can't speak

Challenge: 5 (1,800 XP)

Immutable Form: The golem is immune to any spell or effect that would alter its form.

Magic Resistance: The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons: The golem's weapon attacks are magical.

ACTIONS

Multiattack: The golem makes two glass sword attacks.

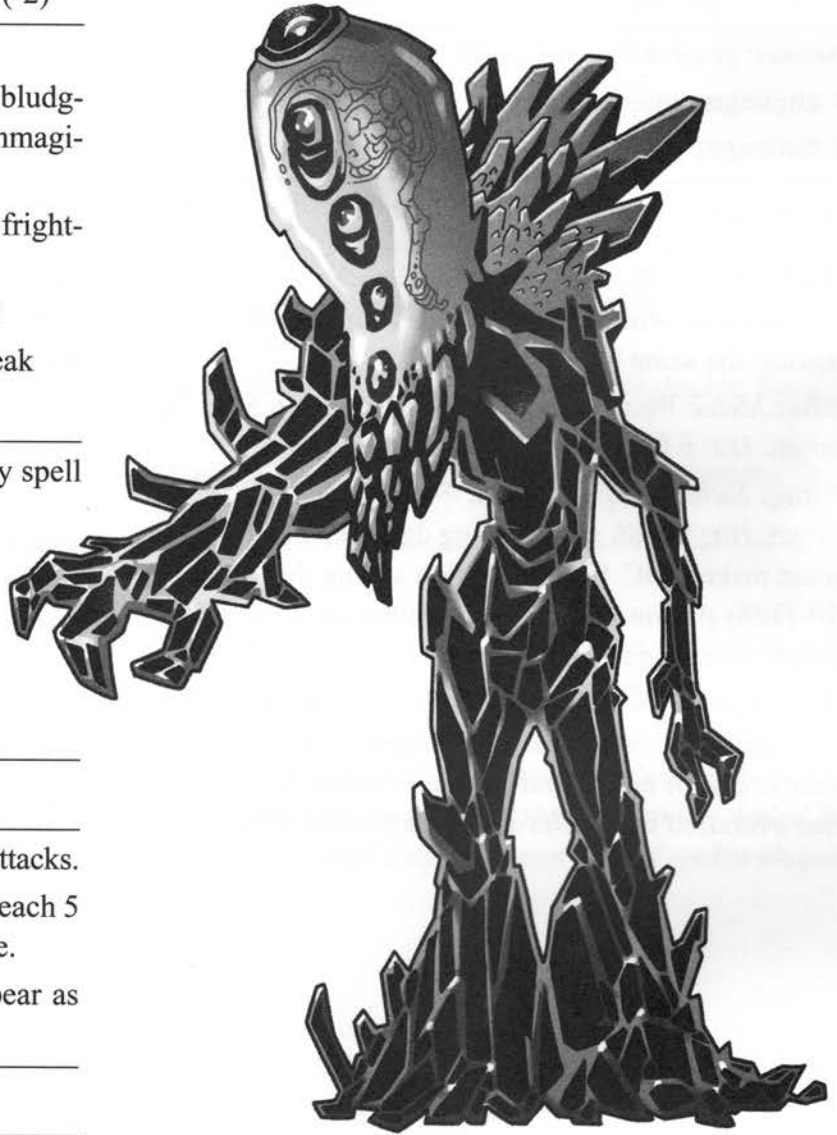
Glass Sword: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Turn Invisible (1/Day): The golem can disappear as per an *invisibility* spell.

REACTIONS

Reflect Spells (Recharge 5-6): In response to being targeted by a spell, the golem can attempt to reflect it by making a DC 13 Dexterity check. Failure indicates the spell is merely reflected harmlessly, but on a success the spell is reflected back onto the caster, who might suffer the spell's effects. The golem can't reflect any spells that cause thunder damage.

This 8-foot-tall humanoid is composed of angled shards of glass and moves stiffly. One of its arms is a jagged sword-like piece of glass.



GRANGERI

Huge beast, unaligned

AC: 12 (natural armor)

Hit Points: 133 (14d12 + 42)

Speed: 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	2 (-4)	10 (+0)	6 (-2)

Senses: passive Perception 10

Languages: –

Challenge: 3 (700 XP)

ACTIONS

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Tramp: *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target in the grangeri's space. *Hit:* 17 (3d8 + 4) bludgeoning damage and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

This massive herbivore appears to be a cross between a hornless rhinoceros and a giraffe. It stands over 15 feet tall at the shoulder and is about 30 feet long, including a 4-foot-long neck. Its legs are thick and pillar-like.

IXITXACHITL

Small aberration, chaotic evil

AC: 15 (natural armor)

Hit Points: 18 (4d6 + 4)

Speed: 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	12 (+1)	13 (+1)	7 (-2)

Senses: darkvision 60 ft., passive Perception 11

Languages: Abyssal, Ixitxachitl

Challenge: 1/4 (50 XP)

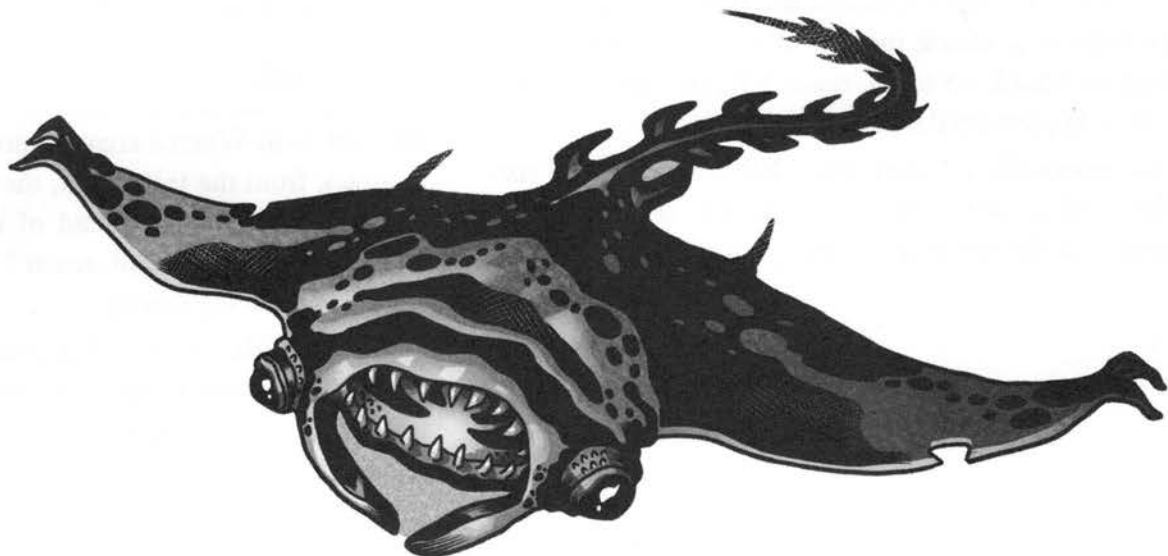
ACTIONS

Bite: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

REACTIONS

Barbed Tail: When a creature provokes an opportunity attack from the ixitxachitl, the ixitxachitl can make the following attack instead of using its bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

This manta-like creature has a pitch-black upper surface, and a milky-white belly. It has small "clawed hands" at the tips of its wings.



IXITXACHITL CLERIC

Small aberration, chaotic evil

AC: 15 (natural armor)

Hit Points: 18 (4d6 + 4)

Speed: 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	12 (+1)	13 (+1)	7 (-2)

Senses: darkvision 60 ft., passive Perception 11

Languages: Abyssal, Ixitxachitl

Challenge: 1/4 (50 XP)

Spellcasting: The ixitxachitl is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The ixitxachitl has the following cleric spells prepared:

- Cantrips (at will): *guidance, thaumaturgy*
- 1st level (4 slots): *charm person, create or destroy water*
- 2nd level (3 slots): *hold person, silence*
- 3rd level: (2 slots): *dispel magic, tongues*

ACTIONS

Bite: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

REACTIONS

Barbed Tail: When a creature provokes an opportunity attack from the ixitxachitl, the ixitxachitl can make the following attack instead of using its bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

This manta-like creature has a pitch-black upper surface, and a milky-white belly. It has small “clawed hands” at the tips of its wings.

IXITXACHITL HIGH CLERIC

Small aberration, chaotic evil

AC: 16 (natural armor)

Hit Points: 55 (10d6 + 20)

Speed: 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	12 (+1)	17 (+3)	7 (-2)

Senses: darkvision 60 ft., passive Perception 13

Languages: Abyssal, Ixitxachitl

Challenge: 4 (1,100 XP)

Spellcasting: The ixitxachitl is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The ixitxachitl has the following cleric and wizard spells prepared:

- Cantrips (at will): *blade ward, chill touch, guidance, resistance, thaumaturgy*
- 1st level (4 slots): *bane, detect magic, guiding bolt, inflict wounds, protection from good and evil*
- 2nd level (3 slots): *blindness/deafness, hold person*
- 3rd level: (3 slots): *bestow curse, dispel magic, spirit guardians*
- 4th level: (3 slots): *control water*
- 5th level (2 slots): *contagion, insect plague*

ACTIONS

Bite: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

REACTIONS

Barbed Tail: When a creature provokes an opportunity attack from the ixitxachitl, the ixitxachitl can make the following attack instead of using its bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

This manta-like creature has a mostly pitch-black upper surface, with streaks of dark gray and a milky-white belly. It has small “clawed hands” at the tips of its wings.

JUVENILE PURPLE WORM

Huge monstrosity, unaligned

AC: 14 (natural armor)

Hit Points: 94 (9d12 + 36)

Speed: 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	7 (-2)	19 (+4)	1 (-5)	8 (-1)	4 (-3)

Saving Throws: Con +7, Wis +2

Senses: blindsight 30 ft., tremorsense 30 ft., passive Perception 9

Languages: –

Challenge: 5 (1,800 XP)

ACTIONS

Multiattack: The worm makes two attacks: one with its bite and one with its stinger.

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage. If the target is Medium or smaller creature, it must succeed on a DC 16 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 10 (3d6) acid damage at the start of each of the worm's turns.

If the worm takes 20 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

Tail Stinger: *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 13 (3d4 + 6) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

This rubbery purplish segmented worm is about 18 feet long, with recurved spikes along its body. Its circular maw is lined with row upon row of sharp teeth.

JUVENILE ROC

Huge beast, unaligned

AC: 13 (natural armor)

Hit Points: 76 (8d12 + 24)

Speed: 20 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+4)	10 (+0)	17 (+3)	3 (-4)	10 (+0)	9 (-1)

Saving Throws: Dex +2, Con +5

Skills: Perception +2

Senses: passive Perception 12

Languages: –

Challenge: 4 (1,100 XP)

ACTIONS

Multiattack: The roc makes two attacks: one with its beak and one with its talons.

Beak: *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Talons: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, and the target is grappled (escape DC 15). Until the grapple ends, the target is restrained, and the roc can't use its talons on another target.

This majestic raptor has the body the size of an elephant and a 50-foot wingspan. Its plumage is drab brown with white highlights and crimson on its head.

KILLER BEE

Tiny beast, unaligned

AC: 14 (natural armor)

Hit Points: 5 (2d4)

Speed: 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	11 (+0)	2 (-4)	10 (+0)	5 (-3)

Senses: passive Perception 10

Languages: –

Challenge: 1/8 (25 XP)

ACTIONS

Sting: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. On a failed save, the target gains the poisoned condition for 1 hour. After a successful sting, the bee is reduced to 0 hit points on its following turn.

A droning buzz betrays the appearance of a swarm of 1-foot-long flying insects. Each has coarse hair in alternating black and yellow bands and is aloft via a pair of delicate gossamer wings.



KOPRU

Medium aberration, neutral evil

AC: 12

Hit Points: 60 (8d8 + 24)

Speed: 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	16 (+3)	12 (+1)	12 (+1)

Saving Throws: Con +6, Wis +4

Skills: Insight +4, Perception +4, Persuasion +4

Senses: blindsight 30 ft., darkvision 120 ft., passive Perception 14

Languages: Common, Deep Speech, Undercommon, telepathy 120 ft. (only with dominated creatures)

Challenge: 5 (1,800 XP)

Amphibious: The kopru can breathe air and water.

Detect Thoughts: The kopru can freely read the surface thoughts of any creature it has charmed. The kopru can use an action to read the deeper memories of a charmed creature.

Magic Resistance: The kopru has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack: The kopru makes four attacks: one with its bite and three with its tail claws.

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Tail Claws: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12). A grappled creature is restrained, and until it escapes, suffers 9 (2d6 + 2) bludgeoning damage at the end of each of its turns as it is constricted by the kopru. The kopru can only grapple one creature at a time.

Dominate Person (Recharge 6): The kopru targets one humanoid it can see within 30 feet of it. If the target can see the kopru, the target must succeed on a DC 14 Wisdom saving throw or become charmed by the kopru. The charmed target is completely loyal to the kopru (unlike the restrictions of a *charm person* spell) and will use all of its traits, abilities, and skills (includ-

ing the use of spells or magic items) in the interest of the kopru, even putting itself in bodily harm for its master. The target may attempt to make another DC 14 Wisdom saving throw at disadvantage at the end of each day. On a success, the target is no longer charmed, but is stunned for 1 hour. After 3 days, if still charmed, only a *dispel magic* or the death of the kopru can end this charm effect. The kopru can have any number of targets under its charm, but each target can only be charmed by one kopru.

This slimy humanoid-like creature has a torso, a pair of webbed arms, and a smooth, tentacled head with a sphincter-like mouth. On its elbows and shoulders are minor curved spikes. It has large black bulbous eyes on the top of its head. Its hindquarters end in a muscular three-fluked tail, with each fluke ending in a curved ripping claw.

KOPRU SOVEREIGN

Large aberration, neutral evil

AC: 16 (natural armor)

Hit Points: 133 (14d10 + 56)

Speed: 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	19 (+4)	14 (+2)	12 (+1)

Saving Throws: Con +8, Wis +6

Skills: Insight +6, Perception +6, Persuasion +5

Senses: blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages: Common, Deep Speech, Undercommon, telepathy 120 ft. (only with dominated creatures)

Challenge: 9 (5,000 XP)

Amphibious: The kopru can breathe air and water.

Detect Thoughts: The kopru can freely read the surface thoughts of any creature it has charmed. The kopru can use an action to read the deeper memories of a charmed creature.

Magic Resistance: The kopru has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack: The kopru makes four attacks: one with its bite and three with its tail claws.

Bite: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Tail Claws: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). A grappled creature is restrained, and until it escapes, suffers 10 (2d6 + 3) bludgeoning damage at the end of each of its turns as it is constricted by the kopru. The kopru can only grapple one creature at a time.

Dominate Person (Recharge 6): The kopru targets one humanoid it can see within 30 feet of it. If the target can see the kopru, the target must succeed on a DC 16 Wisdom saving throw or become charmed by the kopru. The charmed target is completely loyal to the kopru (unlike the restrictions of a *charm person* spell) and will use all of its traits, abilities, and skills (including the use of spells or magic items) in the interest of the kopru, even putting itself in bodily harm for its master. The target may attempt to make another DC 16 Wisdom saving throw at disadvantage at the end of each day. On a success, the target is no longer charmed, but is stunned for 1 hour. After 3 days, if still charmed, only a *dispel magic* or the death of the kopru can end this charm effect. The kopru can have any number of targets under its charm, but each target can only be charmed by one kopru.

This slimy humanoid-like creature has a heavily-scaled torso, a pair of muscled, webbed arms, and a smooth, tentacled head with a sphincter-like mouth. On its elbows and shoulders are minor curved spikes of the blackest night. It has large ebony bulbous eyes on the top of its head. Its hindquarters end in a muscular three-fluked tail, with each fluke ending in a black curved ripping claw.

LAVA OOZE

Large ooze, unaligned

AC: 13 (natural armor)

Hit Points: 75 (10d10 + 20)

Speed: 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	5 (-3)	15 (+2)	1 (-5)	6 (-2)	1 (-5)

Damage Vulnerabilities: cold

Damage Immunities: fire, slashing

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages: –

Challenge: 5 (1,800 XP)

Amorphous: The ooze can move through a space as narrow as 1 inch wide without squeezing.

False Appearance: While the ooze remains motionless, it is indistinguishable from a normal puddle of lava.

Lava Form: A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. Any nonmagical weapon that makes contact with the ooze suffers this damage as well.

ACTIONS

Multiattack: The ooze makes three attacks with its pseudopod.

Pseudopod: *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 17 (4d6 + 3) fire damage, which leaves a bit of lava on the target. At the beginning of each of its next 2 turns, the target takes an additional 10 (2d6 + 3) fire damage.

A seemingly normal puddle of lava reaches out with a pseudopod, dripping with fiery lava. Its surface undulates as it lurches its amorphous bulk to attack.

LIVING CRYSTAL STATUE

Medium construct, unaligned

AC: 15 (natural armor)

Hit Points: 18 (4d8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Damage Resistances: piercing, slashing

Damage Immunities: poison, psychic

Condition Immunities: blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages: –

Challenge: 1/4 (50 XP)

False Appearance: While the statue remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

Multiattack: The statue makes two longsword attacks.

Crystal Longsword: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

This roughly-chiseled statue depicts a typical human guardsman. An ornately carved breastplate, a helm with a visor, and a jagged crystal sword complete the design. Its eyes flicker with pale blue radiance as it stiffly advances.

LIVING IDOL

Large construct, unaligned

AC: 16 (natural armor)

Hit Points: 76 (8d10 + 32)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities: acid, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantine weapons

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 9

Languages: –

Challenge: 5 (1,800 XP)

Magic Resistance: The idol has advantage on saving throws against spells and other magical effects.

Magic Weapons: The idol's weapon attacks are magical.

Vigilance: The idol is instantly aware of any living creatures that enter the shrine or location it was created to guard.

ACTIONS

Multiattack: The idol makes two slam attacks.

Slam: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage and the creature's hit point maximum is reduced by 5. This reduction lasts until the creature completes a long rest.

Searing Ray (Recharge 5-6): The idol targets one creature it can see within 120 feet of it. The target must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage plus 10 (3d6) radiant damage on a failed save, or half as much damage on a successful one.

Bestow Curse (1/Day): The idol can cast *bestow curse* (save DC 10).

This 15-foot-tall stone statue has a wide head with a stylistic headdress and a gaping mouth. It has blocky legs and two powerful club-like fists.

LIVING IRON STATUE

Medium construct, unaligned

AC: 16 (natural armor)

Hit Points: 22 (5d8)

Speed: 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Damage Resistances: piercing, slashing

Damage Immunities: poison, psychic

Condition Immunities: blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages: –

Challenge: 1/2 (100 XP)

False Appearance: While the statue remains motionless, it is indistinguishable from an inanimate statue.

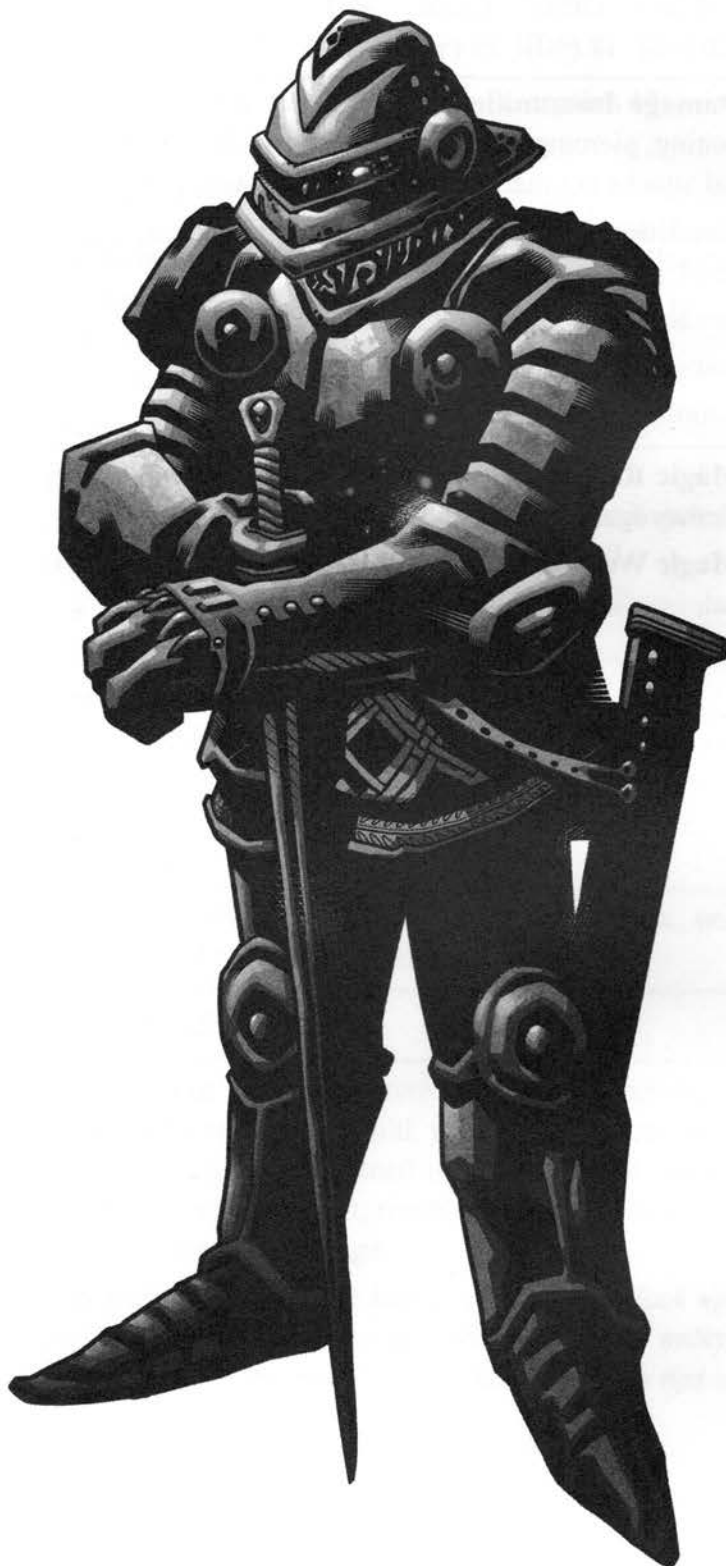
Magnetic Body: If the statue is struck by a nonmagical metal weapon, the wielder must make a successful DC 12 Dexterity saving throw, or the weapon becomes stuck on the statue's body. A stuck weapon can be removed by using an action to make a successful DC 15 Strength check. If not removed, the metallic weapon is slowly absorbed into the living iron statue's body over 3 days.

ACTIONS

Multiattack: The statue makes two longsword attacks.

Iron Longsword: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

This smooth metal statue depicts a typical human guardsman. Ornate wrought-iron plate armor, a helm with a visor, and a longsword complete the design. Its eyes flicker with pale yellow radiance as it advances.



LIVING ROCK STATUE

Medium construct, unaligned

AC: 15 (natural armor)

Hit Points: 33 (6d8 + 6)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	1 (-5)	5 (-3)	1 (-5)

Damage Resistances: piercing, slashing

Damage Immunities: poison, psychic

Condition Immunities: blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages: –

Challenge: 1 (200 XP)

False Appearance: While the statue remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

Multiattack: The statue makes two attacks: one with its longsword and one fiery lava spurt.

Rock Longsword: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Fiery Lava Spurt: *Ranged Weapon Attack:* +4 to hit, range 15/20 ft., one target. *Hit:* 11 (2d6 + 4) fire damage. If the target makes a successful DC 11 Dexterity saving throw, the damage is reduced by half.

This finely chiseled statue depicts a typical human guardsman. An ornately carved breastplate, a helm with a visor, and a stone sword complete the design. Its eyes flicker with bright orange radiance while it advances, as fiery lava dribbles from a fingertip on its empty hand.

MASHER

Large beast, unaligned

AC: 12 (natural armor)

Hit Points: 67 (9d10 + 18)

Speed: 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses: passive Perception 11

Languages: –

Challenge: 2 (450 XP)

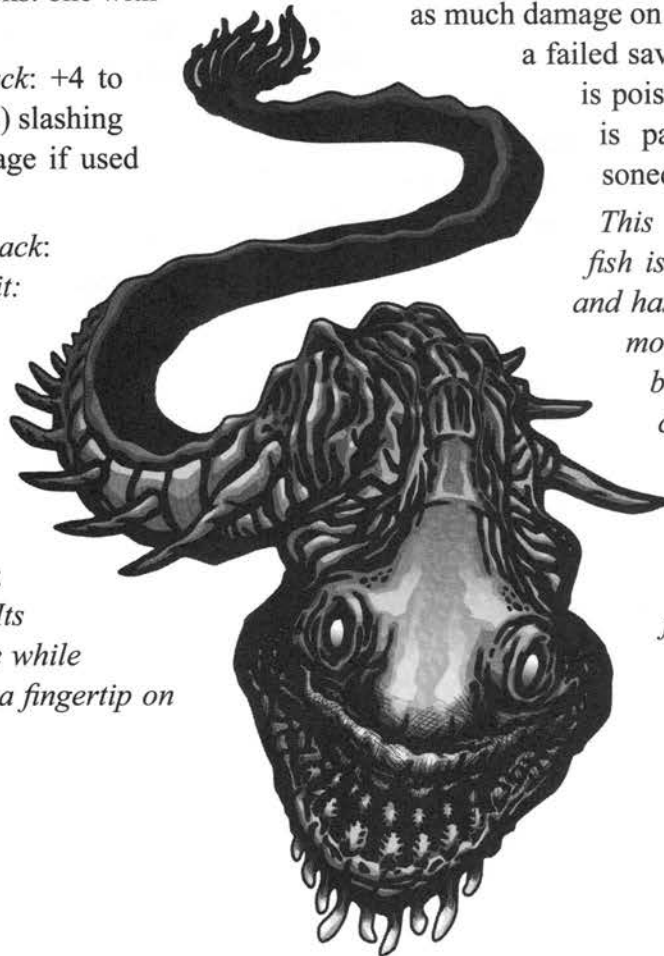
Water Breathing: The masher can breathe only underwater.

ACTIONS

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Spines: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage, and the target must make DC 12 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. On a failed saving throw, the target is poisoned for 1 hour, and is paralyzed while poisoned in this way.

This slender eel-like fish is nearly 20 feet long and has a flat head, a wide mouth, and several barbels dangling from its chin. Its dorsal surface is lined with several 4-foot-long spines, and it has a powerful fluke-like tail.



MASTODON

Huge beast, unaligned

AC: 13 (natural armor)

Hit Points: 95 (10d12 + 30)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	6 (-2)

Senses: passive Perception 10

Languages: –

Challenge: 5 (1,800 XP)

Trampling Charge: If the mastodon moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the mastodon can make one stomp attack against it as a bonus action.

ACTIONS

Gore: *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Stomp: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 21 (3d10 + 5) bludgeoning damage.

This gray-brown shaggy elephantine creature has a pair of upturned tusks and a dangling trunk. It stands about 9 feet tall at the shoulder and has thick legs.

MEGALODON

Gargantuan beast, unaligned

AC: 15 (natural armor)

Hit Points: 262 (15d20 + 105)

Speed: swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	25 (+7)	1 (-5)	10 (+0)	5 (-3)

Skills: Perception +4

Senses: blindsight 60 ft., passive Perception 14

Languages: –

Challenge: 10 (5,900 XP)

Blood Frenzy: The megalodon has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Siege Monster: The megalodon deals double damage to objects and structures.

Water Breathing: The megalodon can breathe only underwater.

ACTIONS

Bite: *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage.

This massive shark is 60 feet long from snout to powerful tail, with a cobalt-blue upper surface and bleach-white belly. It sports a massive triangular dorsal fin and a maw lined with row upon row of wedge-shaped serrated teeth.

MEGATHERIUM

Large beast, unaligned

AC: 10 (natural armor)

Hit Points: 71 (11d10 + 11)

Speed: 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	12 (+1)	2 (-4)	6 (-2)	6 (-2)

Senses: passive Perception 8

Languages: –

Challenge: 2 (450 XP)

ACTIONS

Claws: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

This massive ground sloth is nearly 20 feet long with dark brown fur and light tan fur on its belly. Each immense paw is adorned with elongated talons and it shambles along at a deliberate pace.

MOTTLED WORM

Gargantuan monstrosity, unaligned

AC: 16 (natural armor)

Hit Points: 186 (12d20 + 60)

Speed: swim 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	20 (+5)	1 (-5)	8 (-1)	4 (-3)

Saving Throws: Con +9, Wis +3

Senses: blindsight 60 ft., tremorsense 60 ft., passive Perception 9

Languages: –

Challenge: 12 (8,400 XP)

Gullet: A grappled target must make a DC 18 Dexterity saving throw or be swallowed by the worm. A paralyzed target automatically fails this saving throw. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 14 (4d6) acid damage at the start of each of the worm's turns.

If the worm takes 25 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 20 Constitution saving throw at the end of that turn

or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tunneller: The worm can burrow through solid rock at half its burrowing speed and leaves a 10-foot-diameter tunnel in its wake.

Water Breathing: The worm can breathe only underwater.

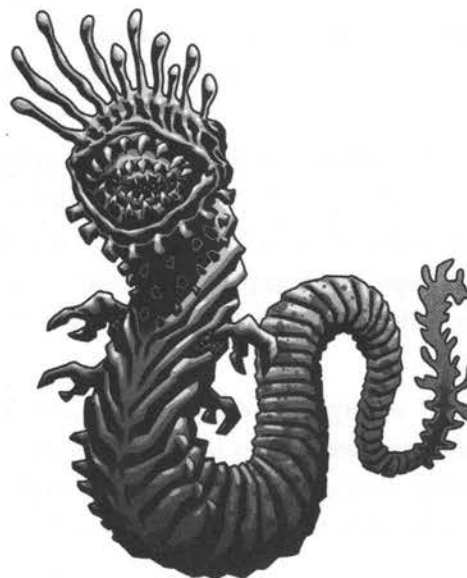
ACTIONS

Multiattack: The worm makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite: *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 18 (3d6 + 8) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained. The target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The target is paralyzed while poisoned in this way. It can attempt another saving throw at the end of each of its turns to end the effect.

Tail: *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) piercing damage.

This massive aquatic worm is light purple with random splotches of brown, black, and gray. Its mouth is surrounded by several flailing tentacles, and a black set of grasping jaws extends on a proboscis. Bright purple wavy cilia adorn its rear segments.



MUD GOLEM

Medium construct, unaligned

AC: 12 (natural armor)

Hit Points: 52 (8d8 + 16)

Speed: 20 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Immunities: acid, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantine weapons

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: understands Common but can't speak

Challenge: 3 (700 XP)

False Appearance: While the golem remains motionless, it is indistinguishable from a normal pool of mud.

Immutable Form: The golem is immune to any spell or effect that would alter its form.

Magic Resistance: The golem has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack: The golem makes two slam attacks. If one is a critical hit or if both attacks hit, the target is grappled (escape DC 13), and the golem uses Envelop on it.

Slam: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Hurl Mud: *Ranged Weapon Attack:* +5 to hit, range 20/50 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Envelop: The golem envelops a creature grappled by it in a muddy embrace. The enveloped target is blinded, restrained, and unable to breathe. The creature can attempt to escape the grapple at the start of each of its turns. The golem can't make attacks while enveloping a creature.

A 6-foot-tall amorphous creature composed of stinking and dripping mud rises up out of the fetid pool. Its eyes are pinpoints of yellow light, and with a disgusting slush it readies to hurl a glob of mud.



MUMMIFIED SABER-TOOTHED

TIGER

Large undead, lawful evil

AC: 11 (natural armor)

Hit Points: 67 (9d10 + 18)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Saving Throws: Wis +3

Damage Vulnerabilities: fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: necrotic, poison

Condition Immunities: charmed, exhaustion, frightened, paralyzed, poisoned

Senses: darkvision 60 ft., passive Perception 11

Languages: –

Challenge: 3 (700 XP)

Undead Nature: The tiger doesn't require air, food, drink, or sleep.

ACTIONS

Rotting Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Claws: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 7 (2d6) necrotic damage.

This massive feline has a desiccated body wrapped with tattered and fading bandages. Glowing unholy eyes pierce through the wrappings, and oversized fang-like teeth protrude from the its mouth.

NEANDERTHAL LEADER

Medium humanoid (human), any alignment

AC: 13 (hide armor)

Hit Points: 37 (5d8 + 15)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Senses: passive Perception 10

Languages: –

Challenge: 1 (200 XP)

ACTIONS

Greatclub: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Spear: *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

This hulking humanoid has long arms, slumping shoulders, and a sloping forehead. A powerful lower jaw lurks amidst a mangy mess of facial hair. Crude hides cover its body, and it drags a massive knobby wooden club.

PHANATON

Small humanoid, any alignment

AC: 12

Hit Points: 7 (2d6)

Speed: 30 ft., climb 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	11 (+0)	12 (+1)	11 (+0)

Skills: Perception +3

Senses: darkvision 60 ft., passive Perception 13

Languages: Common, Phanaton

Challenge: 1/8 (25 XP)

Natural Agility: The phanaton has advantage on all Dexterity saving throws due to its natural agility and diminutive size.

ACTIONS

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

This 3-foot-long humanoid appears to be a cross between a bipedal raccoon and a monkey. It is covered with brown fur and has a 4-foot-long tail used for support and climbing. Its face has two large eyes, and tufts of long fur sprout from its oversized ears and cheeks.

PHANATON BODYGUARD

Small humanoid, any alignment

AC: 13

Hit Points: 18 (4d6 + 4)

Speed: 30 ft., climb 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	11 (+0)	12 (+1)	11 (+0)

Skills: Perception +3

Senses: darkvision 60 ft., passive Perception 13

Languages: Common, Phanaton

Challenge: 1/4 (50 XP)

Natural Agility: The phanaton has advantage on all Dexterity saving throws due to its natural agility and diminutive size.

ACTIONS

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

This 3-foot-long humanoid appears to be a cross between a bipedal raccoon and a monkey. It is covered with tan fur and has a 4-foot-long tail used for support and climbing. Its face has two large eyes, and tufts of dark brown fur sprout from its oversized ears and cheeks.



PHANATON ELITE BODYGUARD

Small humanoid, any alignment

AC: 14

Hit Points: 38 (7d6 + 14)

Speed: 30 ft., climb 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	11 (+0)

Skills: Perception +3

Senses: darkvision 60 ft., passive Perception 13

Languages: Common, Phanaton

Challenge: 1 (200 XP)

Natural Agility: The phanaton has advantage on all Dexterity saving throws due to its natural agility and diminutive size.

ACTIONS

Multiattack: The phanaton makes two attacks: one with its bite and one with its javelin or two melee attacks with its javelin.

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Javelin: *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

This 3-foot-long humanoid appears to be a cross between a bipedal racoon and a monkey. It is covered with gray and black fur and has a 4-foot-long tail used for support and climbing. Its face has two large eyes, and tufts of long fur sprout from its oversized ears and cheeks.

PHANATON TRIBAL KING

Small humanoid, any alignment

AC: 14

Hit Points: 49 (10d6 + 14)

Speed: 30 ft., climb 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	11 (+0)	16 (+3)	11 (+0)

Saving Throws: Dex +6, Wis +5

Skills: Perception +5, Stealth +6

Senses: darkvision 60 ft., passive Perception 15

Languages: Common, Phanaton

Challenge: 2 (450 XP)

Natural Agility: The phanaton has advantage on all Dexterity saving throws due to its natural agility and diminutive size.

ACTIONS

Multiattack: The phanaton makes three attacks: two with its bite and one with its javelin. Alternatively, it makes two melee attacks with its javelin.

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

+2 Javelin: *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

This 3-foot-long humanoid appears to be a cross between a bipedal racoon and a monkey. It is covered with golden fur with black highlights and has a 4-foot-long tail used for support and climbing. Its face has two large eyes, and tufts of long black fur sprout from its oversized ears and cheeks.

PHANATON WAR CHIEF

Small humanoid, any alignment

AC: 13

Hit Points: 27 (5d6 + 10)

Speed: 30 ft., climb 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	11 (+0)	12 (+1)	11 (+0)

Skills: Perception +3, Stealth +5

Senses: darkvision 60 ft., passive Perception 13

Languages: Common, Phanaton

Challenge: 1/2 (100 XP)

Natural Agility: The phanaton has advantage on all Dexterity saving throws due to its natural agility and diminutive size.

ACTIONS

Multiattack: The phanaton makes two attacks: one with its bite and one with its javelin.

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Javelin: *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 3 (1d6) piercing damage.

This 3-foot-long humanoid appears to be a cross between a bipedal racoon and a monkey. It is covered with gray fur and has a 4-foot-long tail used for support and climbing. Its face has two large eyes, and tufts of black fur sprout from its oversized ears and cheeks.

PTERAFOLK

Large monstrosity, neutral evil

AC: 12 (natural armor)

Hit Points: 26 (4d10 + 4)

Speed: 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)	9 (-1)	10 (+0)	11 (+0)

Skills: Perception +2, Survival +2

Senses: passive Perception 12

Languages: Common

Challenge: 1 (200 XP)

Terror Dive: If the pterafolk is flying and dives at least 30 feet straight toward a target, and then hits that target with a melee weapon attack, the target is frightened until the end of its next turn.

ACTIONS

Multiattack: The pterafolk makes three attacks: one with its bite and two with its claws. Alternatively, it makes two melee attacks with its javelin.

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Claw: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Javelin: *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

This 10-foot-tall bipedal winged humanoid has a pointed snout and beady malevolent eyes. Its 20-foot leathery wingspan ends in claw-like hands able to manipulate fine objects.



PURPLE WORMLING

Large monstrosity, unaligned

AC: 12 (natural armor)

Hit Points: 42 (5d10 + 15)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

Senses: blindsight 30 ft., tremorsense 30 ft., passive Perception 8

Languages: –

Challenge: 2 (450 XP)

ACTIONS

Multiattack: The wormling makes two attacks: one with its bite and one with its stinger.

Bite: *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and if the target is a Small or smaller creature, it must succeed on a DC 13 Dexterity saving throw or be swallowed by the wormling. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the wormling, and it takes 3 (1d6) acid damage at the start of each of the wormling's turns.

If the wormling takes 10 damage or more on a single turn from a creature inside it, the wormling must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the wormling. If the wormling dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

Tail Stinger: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

This rubbery purplish segmented worm is about 9 feet long, with recurved spikes along its body. Its circular maw is lined with row upon row of sharp teeth.

RAKASTA

Medium humanoid, any alignment

AC: 13

Hit Points: 16 (3d8 + 3)

Speed: 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	11 (+0)	14 (+2)	11 (+0)

Skills: Perception +4, Stealth +5

Senses: darkvision 60 ft., passive Perception 14

Languages: Common, Rakasta

Challenge: 1/4 (50 XP)

Special Equipment: The rakasta wears war claws (see appendix C) over its hand claws and carries a javelin for throwing.

ACTIONS

Multiattack: The rakasta makes two attacks with its war claws or claws.

War Claws: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Claws: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d2 + 3) slashing damage.

Javelin: *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Standing about as tall as a typical human, this humanoid has feline features and is covered with soft, tawny tan fur. It wears a pair of metallic claws with wicked talons.



RAKASTA TIGER RIDER

Medium humanoid, any alignment

AC: 13

Hit Points: 32 (5d8 + 10)

Speed: 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	11 (+0)	16 (+3)	11 (+0)

Skills: Animal Handling +5, Perception +5, Stealth +5

Senses: darkvision 60 ft., passive Perception 15

Languages: Common, Rakasta

Challenge: 1/2 (100 XP)

Special Equipment: The rakasta wears war claws over its hand claws and carries a war boomerang (see appendix C for both).

ACTIONS

Multiattack: The rakasta makes two attacks with its war claws or claws.

War Claws: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Claws: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d2 + 3) slashing damage.

War Boomerang: *Ranged Weapon Attack:* +3 to hit, range 25/100 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage. If the rakasta misses with a war boomerang attack, it can use its reaction at the end of its turn to make a DC 10 Dexterity check to catch the returning weapon.

Leaping Attack: The rakasta can leap up to 20 feet off its mount and make two attacks as a single action.

Standing slightly taller and more robust than a typical human, this feline humanoid is covered with thick tan fur. He wields a bladed boomerang and his faithful saber-toothed tiger is nearby.

RHAGODESSA

Medium beast, unaligned

AC: 14 (natural armor)

Hit Points: 27 (5d8 + 5)

Speed: 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	2 (-4)	12 (+1)	4 (-3)

Senses: passive Perception 11

Languages: –

Challenge: 1/2 (100 XP)

ACTIONS

Leg: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* The target is grappled by the sucker-lined leg (escape DC 12, and escaping the grapple causes 1 point of slashing damage to the target). Until this grapple ends, the target is restrained, and if subjected to a bite attack, that attack is at advantage. The rhagodessa can have up to two targets grappled at a time.

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

This arachnid has a pale white-yellow body and is about the size of a small horse. It has five pairs of spindly legs, with the front pair modified to grasp and seize prey with wicked barb-like suckers. It has powerful black mandibles situated on an oversized head.

ROBBER FLY

Small beast, unaligned

AC: 13 (natural armor)

Hit Points: 19 (3d6 + 9)

Speed: 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	2 (-4)	10 (+0)	5 (-3)

Skills: Stealth +4

Senses: passive Perception 10

Damage Immunities: poison

Languages: –

Challenge: 1/4 (50 XP)

Ambusher: In the first round of combat, the fly has advantage on attack rolls against any creature it has surprised.

Shadowy Camouflage: The fly has advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

ACTIONS

Sting: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

Out of the shadowy gloom of the undergrowth hurtles a 3-foot-long insect with black and yellow alternating stripes. Its multifaceted eyes glimmer as jagged black mandibles snap in anticipation in finding a fleshy target.

ROCK BABOON

Small beast, unaligned

AC: 12

Hit Points: 9 (2d6 + 2)

Speed: 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	6 (-2)

Senses: passive Perception 11

Languages: –

Challenge: 1/8 (25 XP)

Pack Tactics: The baboon has advantage on an attack roll against a creature if at least one of the baboon's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack: The baboon makes two attacks: one with its bite and one with its claws.

Bite: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Claws: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

Rock: *Ranged Melee Weapon:* +2 to hit, ranged 10/30 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

These gray-furred primates are about 4 feet tall. They have black claws and prominent canine teeth.

ROCK BABOON ALPHA

Medium beast, unaligned

AC: 12

Hit Points: 19 (3d8 + 6)

Speed: 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

Senses: passive Perception 11

Languages: –

Challenge: 1/4 (50 XP)

Pack Tactics: The baboon has advantage on an attack roll against a creature if at least one of the baboon's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack: The baboon makes two attacks: one with its bite and one with its claws.

Bite: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Claws: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Clearly the dominant male, this muscular gray-furred primate stands 5 feet tall. He has wicked black claws and prominent canine teeth.

ROCK PYTHON

Large beast, unaligned

AC: 13 (natural armor)

Hit Points: 15 (2d10 + 4)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	2 (-4)	11 (+0)	3 (-4)

Skills: Perception +2, Stealth +4

Senses: blindsight 20 ft., passive perception 12

Languages: –

Challenge: 1/4 (50 XP)

Stone Camouflage: The python has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Bite: *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Constrict: *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the python can't constrict another target.

This 10-foot-long snake has gray-brown skin adorned with textured knobby protrusions along its thick body. Its forked black tongue flickers from a wide mouth situated on a triangular head.

SANDLING

Large elemental, unaligned

AC: 16 (natural armor)

Hit Points: 42 (5d10 + 15)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances: piercing, slashing

Damage Immunities: poison

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained, unconscious

Senses: blindsight 60 ft., passive Perception 10

Languages: –

Challenge: 2 (450 XP)

False Appearance: While the sandling remains motionless, it is indistinguishable from a normal pile of sand.

Water Weakness: If doused with at least 10 gallons of water, the sandling is affected as if by a *slow* spell for 1 minute.

ACTIONS

Slam: *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 13 (2d10 + 2) bludgeoning damage.

What appeared to be a harmless pile of sand turns into an amorphous, moving blob. It forms a sandy pseudopod, ready to strike.



SEA HYDRA

Huge monstrosity, unaligned

AC: 16 (natural armor)

Hit Points: 184 (16d12 + 80)

Speed: 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills: Perception +8

Damage Vulnerabilities: acid

Damage Immunities: fire

Senses: blindsight 60 ft., darkvision 60 ft., passive Perception 18

Languages: –

Challenge: 9 (5,000 XP)

Multiple Heads: The hydra has six heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken acidic damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads: For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful: While the hydra sleeps, at least one of its heads is awake.

Water Breathing: The hydra can breathe only underwater.

ACTIONS

Multiattack: The hydra makes as many bite attacks as it has heads.

Bite: *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Water cascades down several of the sinewy necks of this aquatic draconic beast. Its bulk is clad in bluish scales and each sail-finned head sports oversized black, emotionless eyes. Its gaping jaw is lined with dagger-like teeth and a crimson tongue flickers in anticipation of its next meal.

SEA SNAKE

Medium beast, unaligned

AC: 13

Hit Points: 22 (4d8 + 4)

Speed: 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Senses: blindsight 30 ft., passive perception 12

Languages: –

Challenge: 1/2 (100 XP)

Hold Breath: The snake can hold its breath for 15 minutes.

ACTIONS

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and the target must make a DC 11 Constitution saving throw. On a failed saving throw, the target is poisoned, but the slow acting venom is not readily apparent, requiring a successful DC 14 passive Perception check to discern the poisoning. Symptoms don't occur until 1 hour later, at which time the target is considered poisoned, and takes 5 (2d4) poison damage.

This 6-foot-long snake has alternating black, red, and yellow bands, with a fluke-like flattened tail.

SKELETAL MASTODON

Huge undead, unaligned

AC: 14 (natural armor)

Hit Points: 85 (10d12 + 20)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	15 (+2)	2 (-4)	10 (+0)	6 (-2)

Damage Vulnerabilities: bludgeoning

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: –

Challenge: 5 (1,800 XP)

Trampling Charge: If the skeleton moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the skeleton can make one stomp attack against it as a bonus action.

Undead Nature: The skeleton doesn't require air, food, drink, or sleep.

ACTIONS

Gore: *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Stomp: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 21 (3d10 + 5) bludgeoning damage.

This skeletal elephantine creature has a pair of up-turned tusks, one splintered into a jagged point. It stands about 9 feet tall at the shoulder and has glowing pinpoints of sickly green in its empty eye sockets.

SKELETAL SNAKE

Medium undead, unaligned

AC: 13

Hit Points: 11 (2d8 + 2)

Speed: 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Damage Vulnerabilities: bludgeoning

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: darksight 60 ft., passive perception 10

Languages: –

Challenge: 1/8 (25 XP)

Undead Nature: The skeleton doesn't require air, food, drink, or sleep.

ACTIONS

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

This 6-foot-long snake is stripped of flesh and is composed of bones. Tiny pinpoints of malevolent red emit from the voids of its eye sockets.

SPINOSAURUS

Huge beast, unaligned

AC: 14 (natural armor)

Hit Points: 172 (15d12 + 75)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	20 (+5)	2 (-4)	14 (+2)	6 (-2)

Skills: Perception +6

Senses: passive Perception 16

Languages: –

Challenge: 9 (5,000 XP)

ACTIONS

Multiattack: The spinosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite: *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 40 (5d12 + 8) piercing damage. If the target is Medium or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the spinosaurus can't bite another target.

Tail: *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 18 (3d6 + 8) bludgeoning damage.

This massive bipedal dinosaur is over 50 feet long with a thin crocodile-like snout and a jagged array of protruding teeth. Its flanks are swollen and hump-like, and a sail-like structure is on its back, colored in various shades of mottles grays, greens, and drab brown.

SPITTING COBRA

Tiny beast, unaligned

AC: 13

Hit Points: 3 (1d4 + 1)

Speed: 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills: Perception +2

Senses: blindsight 10 ft., passive perception 12

Languages: –

Challenge: 1/8 (25 XP)

ACTIONS

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 3 (1d6) poison damage on a failed save, or half as much damage on a successful one.

Poison Spit (Recharge 6): *Ranged Weapon Attack:* +5 to hit, range 5/10 ft., one creature. *Hit:* The target must make a DC 10 Constitution saving throw, taking 7 (2d6) poison damage and becoming blinded for 1 hour on a failed save, or half as much damage and no blindness on a successful one.

This 3-foot-long snake is black with yellow striations and sports a hooded head, as it arches with a hiss of warning.

STEGOSAURUS

Huge beast, unaligned

AC: 13 (natural armor)

Hit Points: 76 (8d12 + 24)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	5 (-3)

Senses: passive Perception 10

Languages: –

Challenge: 4 (1,100 XP)

ACTIONS

Tail: *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 26 (6d6 + 5) piercing damage.

This tank-like dinosaur has angled bony plates along its rough hide back. Its flexible tail is armed with numerous wicked spikes.

STONE JUGGERNAUT

Large construct, unaligned

AC: 15 (natural armor)

Hit Points: 157 (15d10 + 75)

Speed: 50 ft. (in one direction chosen at the start of its turn)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	1 (-5)	21 (+5)	2 (-4)	11 (+0)	3 (-4)

Damage Immunities: poison; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantite weapons

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses: blindsight 120 ft., passive Perception 10

Languages: –

Challenge: 12 (8,400 XP)

Devastating Roll: The juggernaut can move through the space of a prone creature. A creature whose space

the juggernaut enters for the first time on a turn must make a DC 17 Dexterity saving throw, taking 55 (10d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

Immutable Form: The juggernaut is immune to any spell or effect that would alter its form.

Regeneration: As long as it has 1 hit point left, the juggernaut magically regains all its hit points daily at dawn. The juggernaut is destroyed and doesn't regenerate if it drops to 0 hit points.

Siege Monster: The juggernaut deals double damage to objects and structures.

ACTIONS

Slam: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

This stone construct is fashioned after a crudely chiseled triceratops, although one of its horns has broken off. It is on a base with massive stone rollers, stained with caked brown deposits.



SWARM OF SANDLINGS

Medium swarm of Tiny elementals, unaligned

AC: 16 (natural armor)

Hit Points: 22 (5d8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	11 (+0)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances: bludgeoning, piercing, slashing

Damage Immunities: poison

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained, stunned, unconscious

Senses: blindsight 60 ft., passive Perception 10

Languages: –

Challenge: 1/2 (100 XP)

False Appearance: While the swarm remains motionless, it is indistinguishable from a normal pile of sand.

Swarm: The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny sandling. The swarm can't regain hit points or gain temporary hit points.

Water Weakness: If doused with at least 10 gallons of water, the swarm is affected as if by a *slow* spell for 1 minute.

ACTIONS

Slam: *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) bludgeoning damage, or 3 (1d6) bludgeoning damage if the swarm has half of its hit points or fewer. The target must make a DC 13 Dexterity saving throw or be knocked prone. The target has advantage on this saving throw if the swarm has half its hit points or fewer.

What appeared to be a harmless pile of sand turns into a writhing mass of sand-like oozes, slithering amongst your feet.

TITANOTHERE

Large beast, unaligned

AC: 14 (natural armor)

Hit Points: 90 (12d10 + 24)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	14 (+2)	2 (-4)	10 (+0)	6 (-2)

Senses: passive Perception 10

Languages: –

Challenge: 3 (700 XP)

Goring Trample: If the titanothere moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target takes an additional 7 (2d6) bludgeoning damage, and must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the titanothere can make one stomp attack against it as a bonus action.

ACTIONS

Gore: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Stomp: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one prone creature. *Hit:* 15 (3d6 + 5) bludgeoning damage.

This bulky herbivore stands 8 feet tall at the shoulder and has a rough gray-brown hide. At the end of its snout is a large paddle-like horn, divided at its apex.

TOTEM GOLEM

Large construct, unaligned

AC: 12 (natural armor)

Hit Points: 85 (9d10 + 36)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	6 (-2)	10 (+0)	6 (-2)

Skills: Perception +3

Damage Vulnerabilities: magical fire

Damage Immunities: acid, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantite weapons

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 13

Languages: understands Common but can't speak

Challenge: 5 (1,800 XP)

False Appearance: While the golem remains motionless, it is indistinguishable from a normal totem pole.

Magic Resistance: The golem has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack: The golem makes two slam attacks.

Slam: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

This 12-foot-tall wooden totem pole features four crudely carved heads: a dinosaur, a shark, a demonic humanoid, and a beetle. With piercing red eyes, it animates with a pair of trunk-like legs and gangly arms unfolding from its form.



TRACHODON

Large beast, unaligned

AC: 12 (natural armor)

Hit Points: 60 (8d10 + 16)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	14 (+2)	2 (-4)	10 (+0)	6 (-2)

Senses: passive Perception 10

Languages: –

Challenge: 2 (450 XP)

ACTIONS

Tail: *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

An erect dinosaur that uses its massive tail to balance, this beast is about 15 feet tall. Its mouth is flat and bill-shaped like an immense duck, and a backward curved fin is on the crest of its head.

VAMPIRIC IXITXACHITL

Medium aberration, chaotic evil

AC: 16 (natural armor)

Hit Points: 44 (8d8 + 8)

Speed: 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	13 (+1)	12 (+1)	13 (+1)	7 (-2)

Senses: darkvision 60 ft., passive Perception 11

Languages: Abyssal, Ixitxachitl

Challenge: 2 (450 XP)

Regeneration: The ixitxachitl regains 10 hit points at the start of its turn. The ixitxachitl only dies if it starts its turn with 0 hit points.

ACTIONS

Vampiric Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. The target must succeed on a DC 11 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken, and the ixitxachitl regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

REACTIONS

Barbed Tail: When a creature provokes an opportunity attack from the ixitxachitl, the ixitxachitl can make the following attack instead of using its bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

This manta-like creature has a pitch-black upper surface, and a milky-white belly. It has small “clawed hands” at the tips of its wings. Its inky eyes gleam with a sinister intelligence, and although small its maw is lined with rows of curving pointed teeth.

VAMPIRIC IXITXACHITL

SOVEREIGN

Medium aberration, chaotic evil

AC: 17 (natural armor)

Hit Points: 90 (12d8 + 36)

Speed: 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	12 (+1)	13 (+1)	7 (-2)

Senses: darkvision 60 ft., passive Perception 11

Languages: Abyssal, Ixitxachitl

Challenge: 6 (2,300 XP)

Regeneration: The ixitxachitl regains 10 hit points at the start of its turn. The ixitxachitl only dies if it starts its turn with 0 hit points.

ACTIONS

Vampiric Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken, and the ixitxachitl regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

REACTIONS

Barbed Tail: When a creature provokes an opportunity attack from the ixitxachitl, the ixitxachitl can make the following attack instead of using its bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

This manta-like creature has an umber upper surface, and a pale white belly. It has small “clawed hands” at the tips of its wings. Its unblinking eyes gleam with a sinister intelligence, and although small its maw is lined with rows of curving pointed teeth.

VELOCIRAPTOR

Tiny beast, unaligned

AC: 13 (natural armor)

Hit Points: 10 (3d4 + 3)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	4 (-3)	12 (+1)	6 (-2)

Skills: Perception +3

Senses: passive Perception 13

Languages: –

Challenge: 1/4 (50 XP)

Pack Tactics: The velociraptor has advantage on an attack roll against a creature if at least one of the velociraptor’s allies is within 5 feet of the creature and the ally isn’t incapacitated.

ACTIONS

Multiattack: The velociraptor makes two attacks: one with its bite and one with its claws.

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

This 3-foot-tall bipedal feathered dinosaur has a low sloping head and an upturned snout. It has a long tail, and a sickle-shaped claw on each hind foot.

WASTRILITH

Large fiend, chaotic evil

AC: 18 (natural armor)

Hit Points: 157 (15d10 + 75)

Speed: 30 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	21 (+5)	19 (+4)	12 (+1)	14 (+2)

Saving Throws: Str +9, Con +10

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: poison

Condition Immunities: poisoned

Senses: darkvision 120 ft., passive Perception 11

Languages: Abyssal, telepathy 120 ft.

Challenge: 13 (10,000 XP)

Amphibious: The wastrilith can breathe air and water.

Corrupt Water: At the start of each of the wastrilith's turns, exposed water within 30 feet of it is befouled. Underwater, this effect lightly obscures the area until a current clears it away. Water in containers remains corrupted until it evaporates.

A creature that consumes the foul water or swims in it must make a DC 18 Constitution saving throw. On a successful save, the creature is immune to the foul water for 24 hours. On a failed save, the creature takes 14 (4d6) poison damage and is poisoned for 1 minute. At the end of this time, the poisoned creature must repeat the saving throw. On a failure, the creature takes 18 (4d8) poison damage and is poisoned until it finishes a long rest.

If another demon drinks the foul water as an action, it gains 11 (2d10) temporary hit points.

Magic Resistance: The wastrilith has advantage on saving throws against spells and other magical effects.

Undertow: As a bonus action when the wastrilith is underwater, it can cause all water within 60 feet of it to be difficult terrain for other creatures until the start of its next turn.

ACTIONS

Multiattack: The wastrilith uses Grasping Spout and makes three attacks: one with its bite and two with its claws.

Bite: *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 30 (4d12 + 4) piercing damage.

Claws: *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.

Grasping Spout: The wastrilith magically launches a spout of water at one creature it can see within 60 feet of it. The target must make a DC 17 Strength saving throw, and it has disadvantage if it's underwater. On a failed save, it takes 22 (4d8 + 4) acid damage and is pulled 60 feet toward the wastrilith. On a successful save, it takes half as much damage and isn't pulled.

This scaled serpentine creature has a pointed fish-like snout with a tooth-lined maw. It sports a vague humanoid-like torso, but its hind quarters are all serpent and adorned with fins protruding from its flanks. Its arms end in oversized sickle-like claws.



WERECROCODILE

Medium humanoid (human, shapechanger), neutral evil

AC: 10 in humanoid form, 12 (natural armor) in crocodile or hybrid form

Hit Points: 52 (8d8 + 16)

Speed: 30 ft. (20 ft., swim 30 ft. in crocodile form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	10 (+0)	11 (+1)	9 (-1)

Skills: Stealth +2

Damage Immunities: bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses: passive Perception 10

Languages: Common (can't speak in crocodile form)

Challenge: 3 (700 XP)

Special Equipment: The werecrocodile wields a macana (see appendix C) when in humanoid or hybrid form.

Hold Breath (Crocodile or Hybrid Form Only): The werecrocodile can hold its breath for 15 minutes.

Shapechanger: The werecrocodile can use its action to polymorph into a crocodile-humanoid hybrid or into a crocodile, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are

the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only): In humanoid form, the werecrocodile makes two macana attacks. In hybrid form, it can make two attacks, only one of which can be a bite.

Macana (Humanoid or Hybrid Form Only): *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage, or 6 (1d8 + 2) slashing damage if used with two hands.

Bite (Crocodile or Hybrid Form Only): *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the werecrocodile can't bite another target. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werecrocodile lycanthropy.

This humanoid is somewhat short and stocky, with an elongated face and nose. Bumpy warts cover its face and a mop of oily hair covers its head. It wields a wooden paddle-like sword studded with triangular obsidian shards.



WERESHARK

Medium humanoid (human, shapechanger), neutral evil

AC: 11 in humanoid form, 12 (natural armor) in shark or hybrid form

Hit Points: 65 (10d8 + 20)

Speed: 30 ft. (0 ft., swim 40 ft. in shark form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	10 (+0)	11 (+1)	9 (-1)

Skills: Perception +2

Damage Immunities: bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses: blindsight 20 ft. (shark form only), passive Perception 12

Languages: Common (can't speak in shark form)

Challenge: 4 (1,100 XP)

Special Equipment: The wereshark carries a cutlass (see appendix C) when in humanoid or hybrid form.

Amphibious (Hybrid Form Only): The wereshark can breathe air and water.

Blood Frenzy (Shark or Hybrid Form Only): The wereshark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Shapechanger: The wereshark can use its action to polymorph into a shark-humanoid hybrid or into a Large hunter shark, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Water Breathing (Shark Form Only): The wereshark can breathe only underwater.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only): In humanoid form, the wereshark makes two cutlass attacks. In hybrid form, it can make two attacks, only one of which can be a bite.

Cutlass (Humanoid or Hybrid Form Only): *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage. If the target is a creature wielding a manufactured weapon, it must make

a successful DC 14 Dexterity saving throw or drop its weapon.

Bite (Shark or Hybrid Form Only): *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wereshark lycanthropy.

This humanoid is burly, with dried leather-like skin covered with black tattoos. His facial features are flat, with a wide toothy smile, flat nose, and black eyes.



WOOLLY RHINOCEROS

Large beast, unaligned

AC: 14 (natural armor)

Hit Points: 85 (10d10 + 30)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	17 (+3)	2 (-4)	12 (+1)	6 (-2)

Senses: passive Perception 11

Languages: –

Challenge: 4 (1,100 XP)

Charge: If the rhinoceros moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 13 (3d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

ACTIONS

Gore: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

This stocky rhinoceros has a thick woolly brown hide and stands at nearly 7 feet tall at the shoulder. It sports two horns on its head, one smaller between the eyes, and another curved upwards toward the end of its snout.

XOCHATATEO

Medium undead, any evil

AC: 12 (natural armor)

Hit Points: 22 (4d8 + 4)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills: Perception +2

Damage Vulnerabilities: radiant

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: darkvision 60 ft., passive perception 12

Languages: –

Challenge: 1/2 (100 XP)

Corpse Gorge: If the xochatateo reduces a creature

to 0 hit points, it spends its next turn feeding on the corpse. Each turn the xochatateo feeds unhindered, the creature automatically fails its death saving throw and the xochatateo gains 10 temporary hit points.

Divine Weakness: If a creature actively displays a holy symbol the xochatateo has disadvantage on attack rolls against that creature.

Undead Nature: The xochatateo doesn't require air, food, drink, or sleep.

ACTIONS

Slam: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target must make a DC 12 Constitution saving throw or be weakened. While weakened, all Strength-based attack rolls, saving throws, and skill checks are made at disadvantage. The target can attempt another saving throw at the end of its turn as a bonus action to end this effect on itself on a successful save.

This filthy humanoid zombie is emaciated and covered with dried gore from a horrific chest wound.



ZOMBIE SHARK

Large undead, neutral evil

AC: 10 (natural armor)

Hit Points: 60 (8d10 + 16)

Speed: 0 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

Saving Throws: Wis +2

Damage Immunities: poison

Condition Immunities: poisoned

Senses: blindsight 30 ft., passive Perception 12

Languages: –

Challenge: 2 (450 XP)

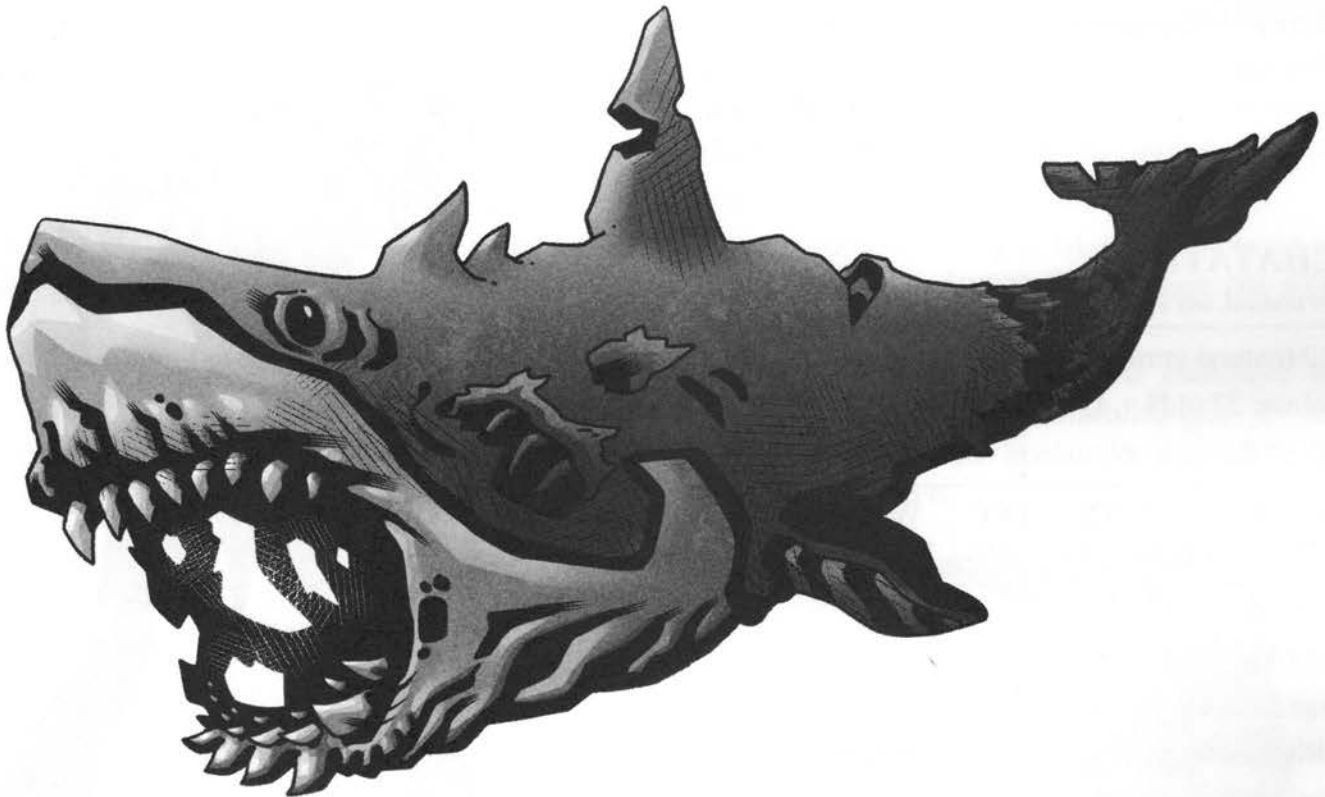
Undead Fortitude: If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Undead Nature: The zombie doesn't require air, food, drink, or sleep.

ACTIONS

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

This 15-foot-long shark has pallid, rotting flesh, with chunks missing in various places. Its eyes are white and its toothy maw sports gaps and shattered, serrated teeth in places.



APPENDIX C

New Items & Magic

NEW ARMOR

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Medium Armor</i>					
Wicker	2 gp	11 + Dex modifier (max 1)	–	Disadvantage	12 lbs.
Bone	50 gp	14	Str 13	Disadvantage	20 lbs.

Bone. This armor is a woven mesh of bones and animal teeth, typically worn by native tribesmen. Although macabre, some cultures consider it an honor to use the bones of opponents that have fallen in battle. Creating bone armor requires a trained craftsman and can take days to design a custom-designed set for a warrior.

Wicker. This armor is comprised of woven reeds that form a protective vest for the torso, and sometimes arm and leg guards. Although not very protective, it is cheap and simple to manufacture and is relatively lightweight.

NEW WEAPONS

Name	Cost	Damage	Wt	Properties
<i>Simple Melee Weapons</i>				
Macana	2 gp	1d6 slashing	3 lbs.	Versatile (1d8)
<i>Martial Melee Weapons</i>				
Cutlass	15 gp	1d8 slashing	5 lbs.	Finesse
War Claws	25 gp	1d6 slashing	1 lbs.	Finesse, light
<i>Martial Ranged Weapons</i>				
Atlatl	4 gp	–	3 lbs.	Ammunition (range 40/150)
War Boomerang	10 gp	1d6 slashing	2 lbs.	Thrown (range 25/100)

Atlatl. The atlatl is a simple device used to launch javelins for greater range and with greater penetration. A javelin used as ammunition has a range of 40/150 feet and causes 1d8 piercing damage.

Cutlass. A cutlass is a heavy sword with a curved blade, favored by pirates and sailors. It often has a fancy basket hilt to protect the hand that some skilled wielders can use to aid in disarming or parrying another weapon blow.

Macana. A macana is a primitive wooden paddle set with sharp pieces of rock or animal teeth.

War Boomerang. This curved throwing weapon has a bladed edge. If the boomerang misses its target, it returns to the thrower unless a critical failure occurred. The thrower can use a reaction to catch the war boomerang with a successful DC 10 Dexterity check. Otherwise, the war boomerang falls at the thrower's feet.

War Claws. Favored by the rakasta, this is a gauntlet with sharp talon-like metal claws, designed to augment an unarmed strike. If used to attack, no other weapon can be wielded in this hand.

NEW MAGIC ITEMS

BOOTS OF WATER WALKING

Wondrous item, uncommon (requires attunement)

These boots are leather and covered with a magic oil that resists all liquids. While wearing these boots, you are granted the ability to move across any liquid surface, such as water, acid, mud, snow, or even lava, as if it were solid ground. If you become submerged in a liquid while wearing these boots, each turn the boots carry you 60 feet towards the surface. The boots function for a total of 1 hour per day. To use them again, you need to finish a long rest.

BOTTLE OF AIR

Wondrous item, uncommon

This is a bottle of clear or blue glass, about the size of a wine bottle. It often has a fancy cork, inscribed with runes in a precious metal. While empty, it appears to hold a faint swirling of smoke. If filled with a liquid, the bottle ceases to function until emptied and allowed to completely dry, which takes a long rest.

If held up to your mouth and inhaled while saying the command word, your lungs fill with magical air that grants you the ability to breathe water for 24 hours. The bottle holds enough for six Medium creatures to use before a long rest is needed to recharge.

CURSED SHIELD

Armor (shield), uncommon (requires attunement)

Upon initial examination, this appears to be a magical shield that grants an additional +1 bonus to AC.

Curse. Once attuned, the bearer discovers this shield actually bestows a -2 penalty to AC (so in essence the shield's regular +2 bonus is nullified). The shield can't be put down or discarded. Only a *remove curse* spell cast on the shield nullifies the cursed effect so it can be discarded. The shield remains cursed however.

DEMON SLAYER

Weapon (any), rare

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

When you hit any fiend with this weapon, the fiend takes an additional 2d6 damage of the weapon's type. If you

hit a demon with this weapon, you can choose to either deal 4d6 damage of the weapon's type, or deal 2d6 damage and stun the demon. When stunned, the demon must make a DC 16 Constitution saving throw. On a success, the demon is stunned until the beginning of its next turn. On a failure, the demon is stunned until the end of its next turn.

OBSIDIAN MIRROR

Wondrous item, legendary (requires attunement by a spellcaster)

These rare items are flat, polished obsidian, typically in an irregular shape but about 4 feet in diameter. Often the mirror is encircled with a silver or platinum frame, and sometimes adorned with runes or decorations. The mirror weighs about 100 pounds, has AC 15, 25 hit points, and resistance to piercing and slashing weapons. If reduced to 0 hit points it shatters and is destroyed. The mirror must be hung on a vertical surface and then attuned to the user for it to function.

The obsidian mirror functions as a combination of a *crystal ball of telepathy* and a modified *mirror of life trapping* (that can only trap at most nine creatures). When found, there are 2d4 creatures already trapped in an obsidian mirror.

PEARL OF THE SIRINES

Wondrous item, rare (requires attunement)

This is a pure white pearl, sometimes with light blue swirled patterns on its surface. Often, the pearl is mounted on a ring or necklace. The pearl appears to be flawless and worth at least 1,000 gp, although a successful DC 15 Intelligence (Arcana) check or an *identify* spell reveals its greater abilities. Once attuned, the bearer of this pearl gains the ability to breathe water, a swimming speed of 40 feet, and the ability to understand (but not speak) Aquan.

POTION OF SWIMMING

Potion, common

This oily fluid tastes salty and has a strong smell of the ocean at low tide. Once imbibed, you have a swimming speed of 30 feet that lasts for 1 hour.

POTION OF UNDEAD CONTROL

Potion, rare

This liquid is typically stored in a clay or earthenware canopic jar or vial. The liquid smells like a rotting corpse, but the taste is surprisingly sweet and pleasant. Once quaffed, you can cast a special *dominate monster* spell on an undead creature. The effect is concentration-based and lasts up to 10 minutes.

RING OF FEY ANCESTRY

Ring, rare (requires attunement)

These silver bands are often decorated with a leaf pattern and are typically wrought from silver or mithril. Most commonly, they are forged and enchanted by elven smiths and granted to non-elven allies. Once attuned to the ring, the wearer has advantage on saving throws against being charmed, and magic effects can't put the wearer to sleep.

SWORD OF ALLURING

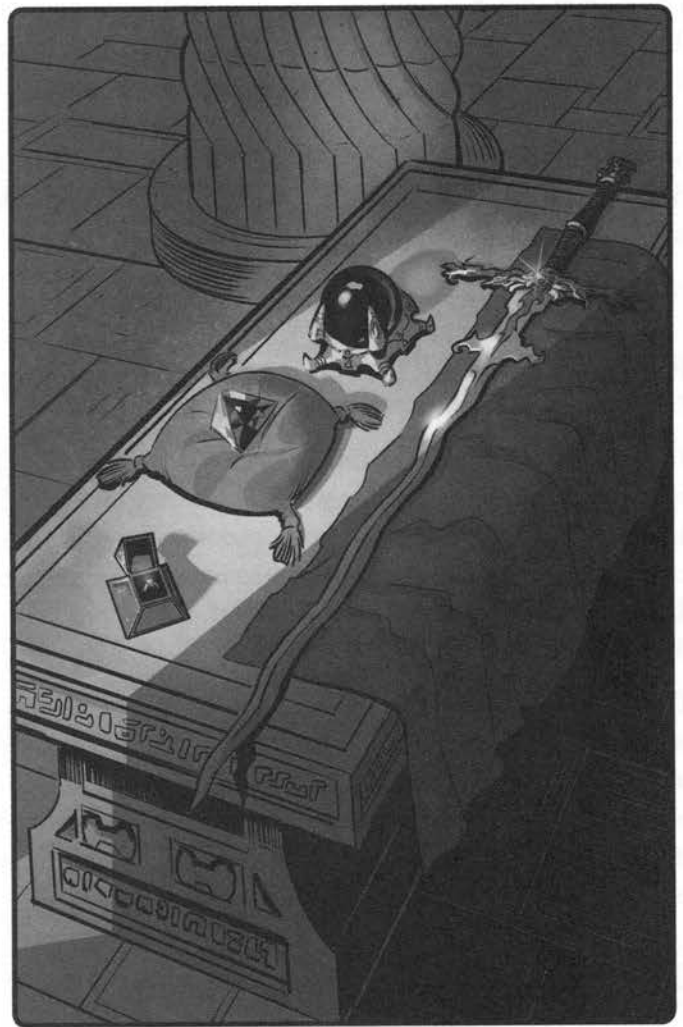
Weapon (any sword), rare

When you wield this magic sword, you gain a +2 bonus to attack and damage rolls. In addition, once per day you can innately cast *charm person* (save DC 15) as an action.

LEGENDARY ITEMS OF ELEMENTAL POWER

These four legendary magic items currently reside on the Isle of Dread. The DM is encouraged to flesh out the backstory of each of these powerful unique magical objects, and why they are all currently located on the isle. Since they have an affinity for raw elemental power, they were likely all transported here for some use regarding one or more of the Elemental Gates (see chapter 3), but through various quirks of fate are now “lost.”

DM Note: Although not artifacts, these are powerful magic items that can shift the power base of a campaign. The DM is encouraged to use caution if introducing one (or more) of these magic items. If the characters find one of these, it's likely powerful NPCs will soon learn of the acquisition (especially if they return to the mainland) and become very interested in the characters.



EBON PEARL

Wondrous item, legendary (requires attunement by a spellcaster)

The *Ebon Pearl* is about the size of an orange and weighs about 5 pounds. Its surface is smooth and black, pure as the darkest night.

The *Ebon Pearl* functions as a special *pearl of power*. The bearer can speak Aquan. The pearl has 4 charges and can be used up to three times per day. At dawn, the pearl regains 1 charge. The attuned bearer can use an action to speak the command word to regain an expended spell slot. It costs 1 charge to regain a spell slot of 1st to 3rd level, 2 charges to regain a spell slot of 4th to 6th level, and 4 charges to regain a spell slot of 7th to 9th level.

GEM OF ACUITY

Wondrous item, legendary (requires attunement)

This gem appears to be a large multi-faceted ruby shaped like a prism. The gem occasionally glints, even if not in direct sunlight.

The *Gem of Acuity* is a special *gem of seeing*. Once attuned, the bearer can speak and understand Terran. The gem has 4 charges. In addition to using a charge to grant truesight out to a range of 120 feet for 10 minutes, charges can be expended to cast the following spells: *detect magic* (1 charge), *detect thoughts* (save DC 17; 2 charges), *locate creature* (4 charges), or *locate object* (2 charges).

At dawn each day, the gem regains 1d3 charges.

RING OF CAELI

Ring, legendary (requires attunement)

This magical ring is a platinum band etched with faint swirling patterns which glow when expending charges. A light blue sapphire is prominently mounted on the ring, encircled by eight tiny pale sapphires that are difficult to discern. As a bonus action, the attuned wearer can make the ring *invisible* while being worn.

The *Ring of Caeli* is an enhanced *ring of air elemental command*. In addition to its normal powers, the ring has an **invisible stalker** bound to it (specifically, the large sapphire). Once per day, the attuned wearer can summon the invisible stalker as per a *conjure elemental* spell, without concentration, for a duration of up to 6 hours.

UNDULATING BLADE

Weapon (greatsword), legendary (requires attunement)

This greatsword has a wavy (flame-like) blade edge as per a flamberge sword. The handguard is black metal, shaped like flames licking up toward the blade. The pommel is wrapped black leather, with a blood red ruby affixed at the end.

The *Undulating Blade* is a special *flame tongue*. In addition to its normal powers, the attuned wielder can speak and understand Ignan. The undulating blade has 3 charges that can be expended to cast one of the following spells: *fire bolt* (2d10 damage; 1 charge), *fire shield* (3 charges), or *flaming sphere* (3d6 damage; save DC 17; 2 charges).

The *Undulating Blade* regains 1d3 charges at dawn each day.

NEW SPELLS

LOGS TO LIZARDS

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (one sizable log, about 5 feet long and 6 inches in diameter, per lizard)

Duration: Concentration, up to 10 minutes

This spell transforms up to three normal logs into **giant lizards** (with maximum hit points). The giant lizards are friendly to you and your allies and can be commanded to attack or perform simple duties. If slain, or at the end of the duration, the lizards turn back into mundane logs.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you create one additional lizard for each slot level above 3rd, assuming there are enough logs in range.

SERPENT MISSILE

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (one snake scale or fang per missile)

Duration: Instantaneous

This is a variation of the popular *magic missile* spell. You create two green glowing missiles shaped like stiff snakes. Each missile strikes a target of your choice you can see within range. The missiles can target two different creatures. Each missile causes 2d4 poison damage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell creates one additional missile for each slot level above 1st, assuming you have enough material components.

SNAKE CHARM

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

By swaying your holy symbol and your whole body, you create a hypnotic effect that charms snakes. All snakes within range must make a successful Wisdom saving throw or become charmed for the duration. While charmed, the snakes are incapacitated and have a speed of 0. If the snakes were aggressive (i.e., attacking) when this spell is cast, or they are giant varieties of snakes, their saving throw is made at advantage.

STICKS TO SNAKES

3rd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (one stick, such as a branch or torch, per snake)

Duration: Concentration, up to 10 minutes

This spell transforms up to eight normal sticks or branches to **constrictor snakes** (with maximum hit points). There is a 55% chance that each snake is a **poisonous snake** (also with maximum hit points) instead. The snakes are friendly to you and your allies and can be commanded to attack or perform simple duties. If slain, or at the end of the duration, the snakes turn back into mundane sticks.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you create two additional snakes for each slot level above 3rd, assuming there are enough sticks in range.

WALL OF WATER

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of water)

Duration: Concentration, up to 10 minutes

You create a wall of water on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or you can make a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall vanishes when the spell ends. The wall's space is difficult terrain.

Any ranged weapon attack that enters the wall's space has disadvantage on the attack roll, and fire damage is halved if the fire effect passes through the wall to reach its target. Spells that deal cold damage that pass through the wall cause the area of the wall they pass through to freeze solid (at least a 5-foot-square section is frozen). Each 5-foot-square frozen section has AC 5 and 15 hit points. Reducing a frozen section to 0 hit points destroys it. When a section is destroyed, the wall's water doesn't fill it.

APPENDIX D

Characters

PRE-GENERATED PCS

The following table is a summary of six pre-generated characters for use by the players in case they lack PCs of the appropriate level. If the Dungeon Master wishes, these characters can also be used as NPCs. Perhaps they are shipwreck survivors, or a rival band of adventurers that seek treasure or to exploit the native population or resources of the isle.

Name	Hashek	Ryn of Ierendi	Ariel	Mellyoun Roadsinger	Ursa Umberfist	Miku of Usi
Sex	Male	Female	Female	Male	Female	Male
Race	Human	Half-elf	Human	Forest Gnome	Hill Dwarf	Human (Native)
Level (HD)	3 (3d12)	3/2 (3d10 + 2d8)	5 (5d6)	4 (4d8)	5 (5d8)	4 (4d10)
Class	Barbarian	Ranger/Rogue	Wizard	Bard	Cleric	Fighter
Archetype	Path of the Berserker	Hunter (Ranger)	School of Conjur-ation	College of Lore	War Domain	Champion
Background	Outlander	Sailor	Sage	Entertainer	Hermit	Folk Hero
Alignment	N	NG	CG	NG	LG	LN



Name	Hashek	Ryn of Ierendi	Ariel	Mellyoun Roadsinger	Ursa UMBERFIST	Miku of Usi
AC	15	16	13 (16 with <i>mage armor</i>)	15	16	16
Initiative	+2	+3	+2	+3	-1	+2
Speed	30 ft.	30 ft.	30 ft.	25 ft.	25 ft.	30 ft.
Prof. Bonus	+2	+3	+3	+2	+3	+2
Hit Points	44	34	18	21	32	36
Strength	15 (+2)	14 (+2)	10 (+0)	12 (+1)	13 (+1)	17 (+3)
Dexterity	14 (+2)	17 (+3)	14 (+2)	17 (+3)	9 (-1)	15 (+2)
Constitution	20 (+5)	13 (+1)	12 (+1)	11 (+0)	14 (+2)	14 (+2)
Intelligence	7 (-2)	10 (+0)	19 (+4)	9 (-1)	11 (+0)	8 (-1)
Wisdom	9 (-1)	14 (+2)	11 (+0)	7 (-2)	17 (+3)	8 (-1)
Charisma	10 (+0)	11 (+0)	10 (+0)	16 (+3)	12 (+1)	9 (-1)
Skills / Proficiencies	Athletics +4 Intimidation +2 Nature +0 Survival +1 Drum +2	Acrobatics +6 Athletics +5 Nature +3 Perception +8 Stealth +6 Survival +5 Navigator's tools +3 Thieves' tools +6 Vehicles (water) +3	Arcana +7 History +7 Insight +3 Investigation +7	Acrobatics +5 Performance +5 Persuasion +5 Sleight of Hand +5 Stealth +5 Disguise kit +2 Musical instrument +2 (any 4)	History +3 Insight +4 Medicine +6 Religion +6 Herbalism kit +3 Mason's tools +3	Animal Handling +1 Athletics +5 Survival +1 Vehicles (land) +2 Woodcarver's tools +2
Armor	Chain shirt	+1 <i>studded leather</i>	<i>Mage armor</i> , ring	Studded leather	Breastplate, +1 <i>shield</i>	Hide, shield
Weapons (* see appendix C)	+1 <i>spear</i> , long-bow	+1 <i>shortsword</i> , shortsword, shortbow	Quarter staff	Shortsword, sling, +1 <i>sling bullets</i> (10)	Warhammer, light hammers (2)	Macana,* atlatl,* javelins (6)
Magic Items	<i>Potion of climbing</i> , <i>potion of greater healing</i>	<i>Bracers of archery</i>	<i>Pearl of power</i> , <i>ring of protection</i> , <i>wand of secrets</i>	<i>Bag of holding</i> , <i>boots of elvenkind</i>	Three <i>spell scrolls</i> (1st, 2nd, 3rd level)	<i>Potion of healing</i> , <i>potion of water breathing</i>

NONPLAYER CHARACTERS

The following nonplayer characters (NPCs) occur throughout the pages of this adventure. Their full statistics are provided in this central location for ease of use during the game.

DUSKULAI, YOUNG BLACK SHADOW DRAGON

Large dragon, chaotic evil

AC: 18 (natural armor)

Hit Points: 127 (15d10 + 45)

Speed: 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	10 (+0)	15 (+2)

Saving Throws: Dex +5, Con +6, Wis +3, Cha +5

Skills: Perception +6, Stealth +10

Damage Resistances: necrotic

Damage Immunities: acid

Senses: blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages: Common, Draconic

Challenge: 10 (5,900 XP)

Amphibious: Duskulai can breathe air and water.

Living Shadow: While in dim light or darkness, Duskulai has resistance to damage that isn't force, psychic, or radiant.

Shadow Stealth: While in dim light or darkness, Duskulai can take the Hide action as a bonus action.

Sunlight Sensitivity: While in sunlight, Duskulai has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack: Duskulai makes three attacks: one with her bite and two with her claws.

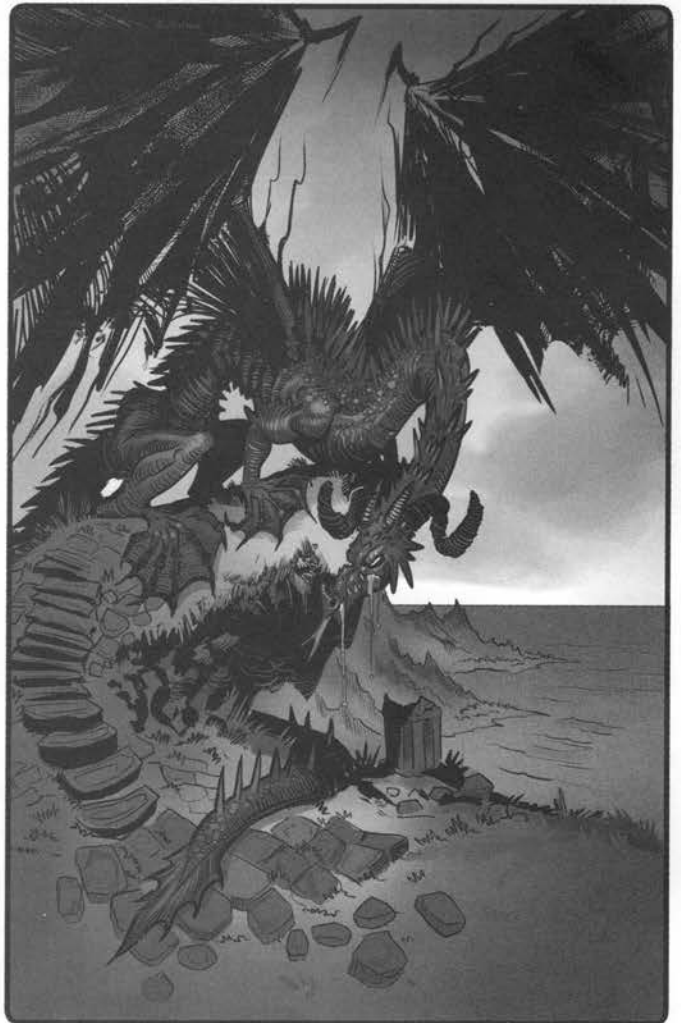
Bite: *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) necrotic damage.

Claw: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Shadow Breath Weapon (Recharge 5-6): Duskulai exhales shadowy acid in a 30-foot line that is 5 feet

wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 49 (11d8) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hit points by this damage dies, and an undead shadow rises from its corpse and acts immediately after Duskulai in the initiative count. The shadow is under Duskulai's control.

This draconic creature has faded dull gray scales and translucent features with pale eyes. It has curving segmented horns on its head along with spikes. It flickers a forked tongue as shadowy drool drips from the corner of its toothy maw.



FANO, THE “TALKING CHIEF”

Medium humanoid (human), neutral good

AC: 8

Hit Points: 18 (5d8 - 5)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	7 (-2)	9 (-1)	14 (+2)	14 (+2)	14 (+2)

Saving Throws: Str +1, Con +1

Skills: History +4, Intimidation +4

Senses: passive Perception 12

Languages: Common, Tribal

Challenge: 1/4 (50 XP)

Special Equipment: Fano carries the stone man (the “chief”).

ACTIONS

Spear: *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) piercing damage.

An aging tribal human male, his stature belies a once powerful and muscular physique. Now his black hair is thinning and graying, and his left arm dangles limply from an old injury. His face and torso bear many scars, proudly displayed as some sort of a badge of honor.



MIKA THE SHAMAN

Medium humanoid (human), neutral good

AC: 8

Hit Points: 31 (7d8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	7 (-2)	11 (+0)	16 (+3)	18 (+4)	9 (-1)

Saving Throws: Int +5, Wis +6

Skills: Arcana +5, Insight +6, Nature +5

Senses: passive Perception 14

Languages: Common, Tribal

Challenge: 2 (450 XP)

Special Equipment: Mika has a pouch of animal bones she can use to “predict” the future.

Spellcasting: Mika is a 7th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following cleric and wizard spells prepared:

- Cantrips (at will): *guidance, mending, message, minor illusion*
- 1st level (4 slots): *comprehend languages, cure wounds, detect poison and disease, witch bolt*
- 2nd level (3 slots): *augury, detect thoughts*
- 3rd level (3 slots): *remove curse, speak with dead, tongues*
- 4th level (1 slot): *arcane eye, divination*



ACTIONS

Club: *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) bludgeoning damage.

This ancient wise woman has dry, wrinkled skin clinging tightly to her emaciated form. She stinks of herbs and has long white hair braided with animal bones.

PRATTIS, HIGH DRUID

Medium humanoid (human), neutral good

AC: 11 (16 with *barkskin*)

Hit Points: 66 (12d8 + 12)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	13 (+1)	14 (+2)	18 (+4)	11 (+0)

Saving Throws: Int +6, Wis +8

Skills: Medicine +8, Nature +6, Survival +8

Senses: passive Perception 14

Languages: Common, Druidic

Challenge: 9 (5,000 XP)

Special Equipment: Prattis wears the *Ring of Caeli* (see appendix C) on his left hand and carries a *staff of the woodlands*.

Spellcasting: Prattis is a 12th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks; if holding his *staff of the woodlands*, he is +10 to hit with spell attacks). Prattis has the following druid spells prepared:

- Cantrips (at will): *druidcraft, mending, produce flame, shillelagh, thorn whip*
- 1st level (4 slots): *cure wounds, detect magic, entangle, purify food and drink, speak with animals*
- 2nd level (3 slots): *barkskin, find traps, lesser restoration, locate object, spider climb*
- 3rd level (3 slots): *call lightning, plant growth, speak with plants, water breathing, water walk*
- 4th level (3 slots): *control water, divination, freedom of movement, stone shape*
- 5th level (2 slots): *commune with nature, conjure elemental, scrying, tree stride*
- 6th level (1 slot): *conjure fey*

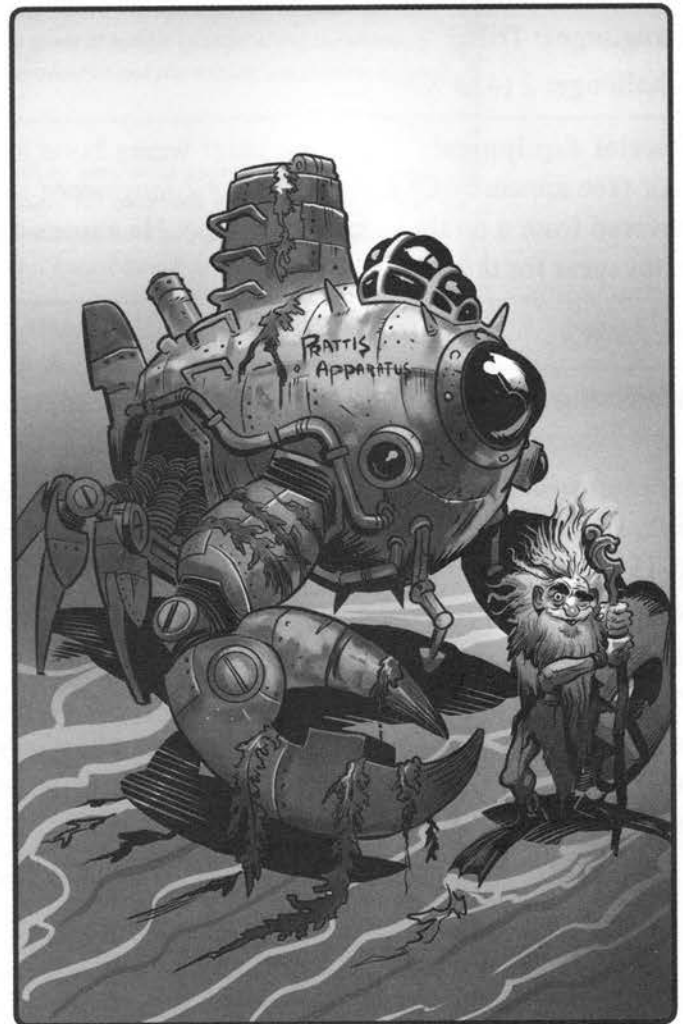
ACTIONS

Staff of the Woodlands: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage if used with two hands.

Shillelagh: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Wild Shape (2/Short or Long Rest): Prattis can assume the form of any beast (up to CR 1) that he has seen. Each change can last up to 6 hours, although Prattis can use a bonus action on his turn to switch back to his true form.

A wiry aging human male of average height leans heavily on his gnarled wooden staff following the arduous climb to the summit. His hair is wild, as is his unkempt beard, and his robes are little more than tattered fabric.



TRIBAL CHIEF

Medium humanoid (human), neutral evil

AC: 16 (bone armor, shield)

Hit Points: 52 (7d8 + 21)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	17 (+3)	11 (+0)	12 (+1)	10 (+0)

Saving Throws: Str +5, Con +5

Skills: Athletics +5, Intimidation +2

Senses: passive Perception 11

Languages: Tribal

Challenge: 2 (450 XP)

Special Equipment: The tribal chief wears bone armor (see appendix C) and wields a +2 *longsword* recovered from a pirate captain years ago. He carries an extra spear for throwing.

ACTIONS

Multiattack: The tribal chief makes two attacks with his +2 *longsword*.

+2 Longsword: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

Spear: *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

This imposing tribal warrior wears bleached bone armor and oddly wields a longsword that softly glows blue. His darkened skin bears some scars and many black tattoos.

TRIBAL CHIEF'S SON

Medium humanoid (human), neutral evil

AC: 13 (leather armor)

Hit Points: 19 (3d8 + 6)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	8 (-1)	10 (+0)	8 (-1)

Senses: passive Perception 10

Languages: Tribal

Challenge: 1/4 (50 XP)

Special Equipment: The tribal chief's son carries two spears and wears leather armor.

ACTIONS

Spear: *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

This tribal warrior wears cured animal hide as armor and carries a pair of long spears fletched with fanciful feathers.

TRIBAL SUB-CHIEF

Medium humanoid (human), neutral evil

AC: 16 (bone armor, shield)

Hit Points: 32 (5d8 + 10)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	11 (+0)	12 (+1)	10 (+0)

Saving Throws: Str +4, Con +4

Skills: Athletics +4, Intimidation +2

Senses: passive Perception 11

Languages: Tribal

Challenge: 1 (200 XP)

Special Equipment: The tribal sub-chief wears bone armor (see appendix C), and carries a +1 *spear* and a shield. He has one nonmagical spear for throwing.

ACTIONS

Multiattack: The tribal sub-chief makes two attacks with his +1 *spear*.

+1 Spear: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands (but he needs to drop his shield).

Spear: *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

This tribal warrior wears bleached bone armor and leans on spear with a smooth black wooden shaft and a jagged metal head. His darkened skin bears numerous black tattoos, and his nose is pierced with a curved animal tusk.

TRIBAL WITCHDOCTOR

Medium humanoid (human), neutral evil

AC: 14 (bone armor)

Hit Points: 27 (5d8 + 5)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Saving Throws: Int +3, Wis +5

Skills: Medicine +5, Religion +3

Senses: passive Perception 13

Languages: Tribal

Challenge: 2 (450 XP)

Special Equipment: The tribal witchdoctor wears bone armor (see appendix C) and wields a dinosaur bone greatclub.

Spellcasting: The tribal witchdoctor is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following cleric and wizard spells prepared (an asterisked spell is from appendix C):

- Cantrips (at will): *guidance, poison spray, prestidigitation, sacred flame*
- 1st level (4 slots): *bane, fog cloud, inflict wounds, witch bolt*
- 2nd level (3 slots): *hold person, snake charm**
- 3rd level (2 slots): *animate dead, sticks to snakes**

ACTIONS

Bone Greatclub: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage.

This tribal human is covered with ritualistic paint and bears numerous body piercings. He wears bone armor and carries a massive bone club.

UMLAT, THE TRIBAL CLERIC

Medium humanoid (human), neutral good

AC: 7

Hit Points: 27 (6d8)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	5 (-3)	11 (+0)	15 (+2)	17 (+3)	14 (+2)

Saving Throws: Int +4, Wis +5

Skills: Medicine +5, Religion +4

Senses: passive Perception 13

Languages: Tribal

Challenge: 1/2 (100 XP)

Spellcasting: Umlat is a 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following cleric spells prepared (an asterisked spell is from appendix C):

- Cantrips (at will): *guidance, mending, resistance, sacred flame*
- 1st level (4 slots): *bles, cure wounds, detect magic, purify food and drink*
- 2nd level (3 slots): *augury, lesser restoration, snake charm**
- 3rd level (3 slots): *spirit guardians, tongues*

ACTIONS

Quarterstaff: *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 (1d6 - 2) bludgeoning damage, or 2 (1d8 - 2) bludgeoning damage if used with two hands.

A decrepit, stooped tribal human is before you. A feathered leather headdress covers his bald head, and his body sports various piercings holding animal bones or tusks.



Matriarchs

Each of the villages (such as Tanaroa; see area 1, chapter 5) is ruled by a matriarch. Several sample matriarchs are provided here. The DM is encouraged to create his own matriarchs, complete with descriptions and motives, as he sees fit to flesh out the characters' adventures on and around the Isle of Dread.

J'KAL

Medium humanoid (human), neutral good

AC: 10

Hit Points: 3 (1d8 - 1)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	11 (+0)	8 (-1)	14 (+2)	14 (+2)	12 (+1)

Saving Throws: Int +4, Wis +4

Skills: Insight +4, Nature +4

Senses: passive Perception 12

Languages: Common, Druidic, Tribal

Challenge: 1/2 (100 XP)

Special Equipment: J'kal wears a *medallion of thoughts*.

Spellcasting: J'kal is a 1st-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following druid spells prepared:

- Cantrips (at will): *druidcraft*, *mending*
- 1st level (2 slots): *goodberry*, *purify food and drink*, *speak with animals*

ACTIONS

Quarterstaff: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

This aging tribal wise woman has feathers weaved into her long, graying hair. Her wrinkled, weathered skin hangs loosely, but her brilliant blue eyes are piercing. She fondles a golden medallion around her neck shaped like a dolphin set with mother of pearl.



KUNA

Medium humanoid (human), neutral

AC: 11

Hit Points: 5 (1d8 + 1)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	6 (-2)	7 (-2)	15 (+2)

Skills: Persuasion +4

Senses: passive Perception 8

Languages: Common, Tribal

Challenge: 0 (0 XP)

Special Equipment: Kuna wears numerous trinkets and minor jewelry worth a total of 45 gp.

ACTIONS

Club: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Kuna is a middle-aged, somewhat overweight native tribeswoman with short black hair. She has a wide pudgy face and freckles. She wears several trinkets and minor pieces of jewelry such as a necklace of animal teeth, several earrings, and rings on her fingers. She has a motherly countenance.



SANAR

Medium humanoid (human), lawful evil

AC: 11

Hit Points: 13 (3d8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	10 (+0)	14 (+2)	9 (-1)	17 (+3)

Saving Throws: Int +4, Dex +3

Skills: Deception +7, Intimidation +7, Persuasion +5, Sleight of Hand +3

Senses: passive Perception 9

Languages: Thieves' cant, Tribal

Challenge: 1/2 (100 XP)

Special Equipment: Sanar wields a club and carries a concealed knife (dagger).

Cunning Action: On each of her turns, Sanar can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn): Sanar deals an extra 3 (1d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Sanar's that isn't incapacitated and Sanar doesn't have disadvantage on the attack roll.

ACTIONS

Club: *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) bludgeoning damage.

Knife: *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft., or ranged 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

A younger tribal woman, Sanar has long black hair and several tattoos on her face and her arms. Always quick with a smile, she smells of flowers and wears simple clothes.



TRIBAL WAR LEADERS

Although each of the villages (such as Tanaroa; see area 1, chapter 5) is ruled by a matriarch, each has its own tribal war leader during times of conflict. Several sample tribal war leaders are provided here. The DM is encouraged to create her own tribal war leaders, complete with descriptions and motives, as she sees fit to flesh out the characters' adventures on and around the Isle of Dread.

BAKORA

Medium humanoid (human), neutral

AC: 14 (leather armor)

Hit Points: 37 (5d8 + 15)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	17 (+3)	8 (-1)	10 (+0)	11 (+0)

Saving Throws: Str +5, Con +5

Skills: Acrobatics +5, Athletics +5

Senses: passive Perception 10

Languages: Tribal

Challenge: 1 (200 XP)

Special Equipment: Bakora wears leather armor and carries a spear for melee and an atlatl (see appendix C) with three javelins for ranged attacks.

ACTIONS

Multiattack: Bakora makes two attacks with his spear.

Spear: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands.

Javelin with Atlatl: *Ranged Weapon Attack:* +5 to hit, range 40/150 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

This strapping tribal human has dark skin and short-cropped black hair. Tattoos cover his entire face, back, and muscular arms.



KURO

Medium humanoid (human), neutral

AC: 12 (wicker armor)

Hit Points: 30 (4d8 + 12)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	9 (-1)	12 (+1)

Saving Throws: Str +5, Con +5

Skills: Athletics +5, Intimidation +3

Senses: passive Perception 9

Languages: Tribal

Challenge: 1 (200 XP)

Special Equipment: Kuro wears wicker armor (see appendix C) and carries a +1 *spear* which is a family heirloom.

ACTIONS

+1 *Spear*: *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands.

This towering tribal human has dark skin and long brown to black hair held in place with a simple leather headdress. He carries a driftwood shaft spear tied with feathers and a silvered tip.



MASAWA

Medium humanoid (human), neutral

AC: 14 (hide armor)

Hit Points: 22 (4d8 + 4)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	8 (-1)	7 (-2)

Saving Throws: Str +4, Con +3

Skills: Athletics +4, Survival +1

Senses: passive Perception 9

Languages: Tribal

Challenge: 1 (200 XP)

Special Equipment: Masawa wears shark hide armor and wears a necklace of serrated shark teeth. He carries a dark wood macana (see appendix C) set with triangular shark teeth.

ACTIONS

Macana: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage, or 6 (1d8 + 2) slashing damage if used with two hands.

This tribal warrior has long black hair, but it is braided with small bones, and animal teeth. He wears gray hide armor, wields a macana set with serrated triangular teeth, and a leather thong of shark teeth is around his neck.



GUIDES

The characters would be wise to hire a local guide when exploring the wilds of the Isle of Dread. There are not many guides willing to risk life and limb to travel on the other side of the Great Wall for an extended amount of time. It's up to the DM to determine which guides are available, how they can be located, and what their final rate of pay would be. The DM is encouraged to create other guides as needed.

FLIT AND FLAP

These two **phanaton** (see appendix B) siblings are likely encountered in or near the phanaton settlement (area 10, chapter 5). They might be more trouble than they are worth, but they are cheap, refusing to take any money or treasure for their services. For payment, they require sugary sweets, although once consumed this tends to get them very excitable. They are very knowledgeable of the main island, but none of the surrounding islands, and they fear the Central Plateau, refusing to travel there. They are nearly useless in a fight, preferring to hide until the danger passes.

MIKU OF USI

Miku of Usi is a native tribesman and warrior, as detailed above in the section on pre-generated PCs. A few years ago, Miku was a fisherman on a doomed outrigger that got caught in a storm. He was the only survivor and lost many good childhood friends that day. To this day, he blames himself for the disaster, and thus is willing to risk his life (which he refers to as a curse), unlike most of

his brothers. Miku is one of the few local natives that is willing to travel beyond the Great Wall for an extended amount of time.

Although he eschews coins for payment, he gladly accepts gems or art objects, understanding fully their value. Although somewhat quiet, he is knowledgeable about the main island and especially the shallow waters surrounding it. Although a fine fisherman, he has not fished since that fateful day. He is very loyal, and willing to join an expedition to the Central Plateau, ready to meet his "Maker" and atone for his deeds.

MORGEN

This middle-aged grizzled human **scout** was a shipwreck victim several years ago as a member of *The Pale Countess's* crew (see area 9, chapter 7). He survived the roc attack and has valuable information about the ship's final destination, as he watched the massive bird carry it away toward the Central Plateau. He survived for months on one of the smaller surrounding islands before building a raft and making it to the Isle of Dread. Eventually, he discovered one of the villages and was accepted as a tribal member for equal share of the hunting duties.

A man of few words, Morgen seeks passage on a ship back to the mainland and is willing to trade guide services for passage. He is knowledgeable about the surrounding islands and most of the coastal parts of the Isle of Dread. He has heard the stories about the evils of the Central Plateau and would prefer to avoid going there. But an extra incentive (such as a fine weapon) could convince him to accompany the party.

WANDERING HUMAN ENCOUNTERS

Encounters with humans on the island could be with native tribesmen, a pirate band, or with another band of adventurers. When such an encounter is called for, it's up to the DM to determine the composition and motives of the human party. Alternatively, the DM can roll on the tables below to determine the group's details. Several sample human groups follow. Most encounters with humans involve 2d6 members. Use **commoners** (either native tribesmen or mainlanders, as appropriate) to round out a given group.

D10 Class

1-6	Native tribesman (commoner)
7	Cleric
8	Fighter
9	Rogue
10	Wizard

D12 Level

1-5	1st level
6-8	2nd level
9-10	3rd level
11	4th level
12	5th level

D8 Alignment

1-3	Lawful (LG, LN)
4-5	Neutral (LN, NG, CN)
6-8	Chaotic (CN, CE)

D6 Sex

1-3	Female
4-6	Male

ADVENTURING PARTIES

The following are a few adventuring parties already developed for use. The DM is encouraged to fully flesh them out as needed.

THE DINO RAIDERS

Name	Lapu Chreei	Davidia	Ezb Koco	Mot Mayvold
Sex	Male	Female	Female	Male
Race	Human	Human	Elf	Human
Level (HD)	3 (3d10)	2 (2d8)	1 (1d6)	2 (2d8)
Class	Fighter	Cleric	Sorcerer	Bard
Align	NE	LE	NE	CN

This is a group of professional dinosaur hunters. They're on their third expedition to the isle, and each time they have returned with dinosaurs for their wealthy patron in Glantri (or another locale suitable to the DM's campaign world). Of course, each time they have returned, fewer of their band make it back, requiring active recruiting for the next expedition. This band is loud, boisterous, and cocky, but for good reason. They are good at what they do, plus they also excel at partying hard when not hunting great beasts. They are armed with nets, and blowguns with powerful sleep poison-laced darts able to bring down all but the largest dinosaur. They have five native tribesmen guides (**commoners**), but they are mistreated and forced to endure hard labor.

When first encountered, this band is hostile. They assume the characters are rival dinosaur hunters looking to steal their quarry, sabotage their hunt, or at least pilfer information on local dinosaur lairs or techniques employed. They will be curt, uncooperative and downright rude.

SOLARA'S SURVIVORS

Name	Solara	Krankor
Sex	Female	Male
Race	Dwarf	Human
Level (HD)	2 (2d10)	3 (3d6)
Class	Fighter	Wizard
Alignment	NG	LN

This group's ship recently wrecked off the coast of the Isle of Dread. Most perished when the ship went down, but two adventurers and three sailors (human male **commoners**) survived and made landfall. The ship was a merchant vessel passing by the isle and got caught in a storm. This group is likely to be encountered along the coast, but it could also be an inland foraging or hunting party. The past few weeks have been all about survival, building secure shelter, and getting clean water and food. With a few crude weapons they are now ready to explore their new "home" and look for a method to return to the mainland.

When first encountered, this band is friendly. They are desperate for aid but have little to offer in return. Perhaps they have some information about a nearby set encounter or monster lair, but that is about it. Krankor has lost his spellbook during the wreck, and is undergoing a bout of depression, feeling worthless to the survivors without his arcane art. If loaned a spellbook, he would owe a great debt to a character spellcaster (possibly to be repaid at a later date). They seek to return to the mainland as soon as possible.

THE SOLITARY SCIENTIFIC SORORITY

Name	Amandara	Bregieta	Emiliana
Sex	Female	Female	Female
Race	Human	Human	Half-elf
Level (HD)	2 (2d10)	3 (3d6)	1 (1d8)
Class	Fighter	Wizard	Rogue
Alignment	N	NG	CG

This group of “no-nonsense” females are more scientists than adventurers. They have a charter with a very wealthy college on the mainland to study the flora and fauna of the Isle of Dread and bring back extensive scientific documentation suitable for publication. They have nicknamed their expedition “The Solitary Scientific Sorority” (the SSB), as they are truly alone on the Isle of Dread and must rely on their own resources to get their work done. Each scientist has a special field of expertise: Amandara is a terrestrial botanist, Bregieta specializes in dinosaurs, and Emiliana focuses her studies on aquatic creatures. The team has been on the isle for several weeks and have very little time to complete their surveys before their ship arrives for the return voyage. Although they have weapons and survival gear, most of their supplies are books full of notes, sketches, and data, plus a variety of collected samples (such as pressed plants and preserved insects).

The band is attended by three native tribesmen guides, early on convinced to assist via Bregieta’s liberal use of *charm person* spells. The guides are now loyal and are actually enjoying the task at hand, understanding that the expedition is soon to be over and they can return to their previous existence. These guides are armed with spears and shortbows, and are accomplished at forging for water and food during the expedition. Emiliana carries a *potion of diminution*.

When first encountered, this group is indifferent. While they are willing to trade information and supplies, and maybe even share camp for a night, these three scientists are too preoccupied with their work to do anything else. They wish the characters well, and move along to their task at hand.

PIRATE BANDS

Several pirate bands sail the shallow seas around the Isle of Dread, looking for slaves, other merchant vessels to plunder, or to retrieve long-hidden caches of treasure. One such band has a lair on the isle (see area 7, chapter 5). The DM is encouraged to create several more pirate bands to be used as adversaries against the characters while they explore. Two sample bands are provided below as examples.

THE BLACKTIP REAVERS

The Blacktip Reavers are a recent arrival to these waters. Led by a bloodthirsty **wereshark** (see appendix B) named Karsh, the crew is composed of 32 **orcs** armed with cutlasses (1d8 + 3 slashing damage; see appendix C) and heavy crossbows (range 100/400 ft., 1d10 + 1 piercing damage). This band is dedicated to slavery, selling their ill-gotten cargo to the highest bidder. The deck is lined with manacles to secure the “goods,” exposed to the elements, when not forced belowdecks to row. A pack of 10 **reef sharks** always follows the ship, feasting as unsuitable slaves or those that expire are dumped into the drink.

They have a barge-like trireme as their vessel, dubbed *The Blacktip*. Although it has a simple single mast and black triangular sail, typically it is rowed by slave labor, or pulled. The front of the ship has a massive chain that can be affixed to a **giant shark** ally of Karsh (although the attaching typically results in an orc being consumed). On the deck is a ballista with 20 bolts nearby. The orkish pirates are fond of boarding actions and prefer using grappling maneuvers to toss combatants into the water for the sharks to finish off while attacking another ship.

THE WAILERS

This band of pirates died many years ago, but they continue to ply their unsavory trade in undeath. Captain Edgard Burrows was a ruthless pirate off the mainland decades ago. His victims were merchants and even other pirates. He cared not for their affiliations and dedication to this flag or that. All he cared about was treasure, which ironically was his undoing. Cursed by a wizard’s

chest of coins, Captain Burrows is now a **ghost**. Only by returning the hexed coins to the wizard can the curse be lifted. But his crew mutinied and left the Captain for dead; they stole the coins and spent them in no fewer than a dozen mainland ports. Finding every last coin has consumed the Captain for decades, but even he knows he is doomed to an undead existence. Thus, it's a pirate unlife for him and his crew as they raid for others' wealth. His crew consists of 13 **zombies**, led by nine **drowned ones** (see appendix B).

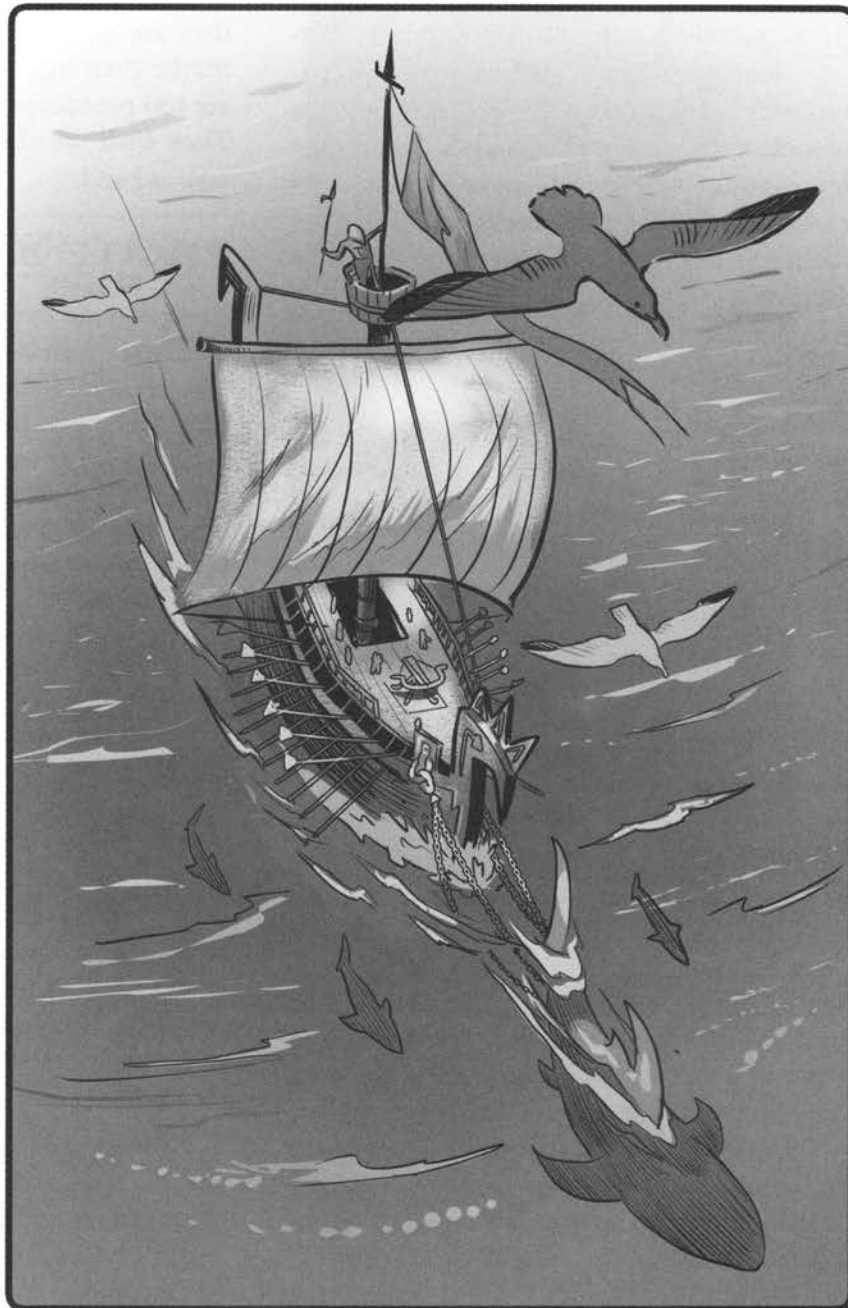
Captain Burrows pilots the *Melora's Wail*, a modest sailing ship that appears decrepit, complete with tattered sails and a rotting hull. Below the decks is a fetid bilge of nasty water from leaks too numerous to count. The undead crew spends most of their time patching holes with vile pitch and stitching the torn cloth sails. But in another year or so, the ship will likely rest on the seabed somewhere. Thus, Captain Burrows is willing to ram another ship to send her prey down, where his undead minions can recover any treasure at their leisure.

TRIBAL NATIVE NAMES

The following is a list of sample native tribesman names for use on the fly by the DM when an NPC name is needed. As can be seen by the list, organized by both male and female sample names, these are not traditional medieval European names. They are derived from real-life Hawaiian, Polynesian, and Samoan roots, with appropriate embellishments.

Male: Akanhiano, Akela, Amoka, Buala, Enuka, Hiku, Kaulani, Kone, Makoa, Manti, Mantua, Nueloni, Nuhele, Pulukoa, Sakoa, Takele, Tateo, Tekala, Wuambi, Xiku

Female: Ailanna, Aluna, Cini, Eweluana, Hulla, Iulia, Kaiea, Kaiko, Kaila, Kealani, Loko, Luana, Makana, Mauanoe, Mika, Naille, Nalia, Nalu, Talisia, Wikia



Player Handouts

PLAYER HANDOUT #1

When the gale finally ended, we found ourselves approximately seven days normal sailing distance due south out of Specularum, in the Thanegioth Archipelago. We replenished our supplies, patched up the ship, and traded our remaining goods at native villages along the shores of several islands. Some villages were friendly, but others were hostile and the natives attacked on sight. I suspect the hostile villages were filled with cannibals.

We skirted the coastlines of several islands, sailing south by west until we reached a small peninsula cut off from the main island by a massive stone wall. We were well received by the natives of Tanoroa, the small village that guards this wall. The villagers have no name for the large island other than the 'Isle of Dread'. Their own small peninsula is known simply as 'Home'.

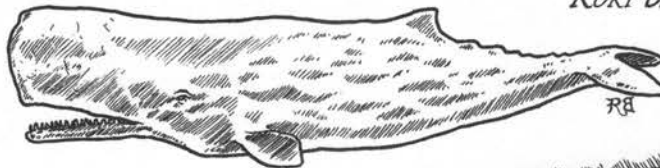
The villagers told us a tale about an ancient city in the central highland of the isle that was built by the same people who built the wall. The villagers call the builders 'the gods', but I noticed that the names of the gods and the personal names of the clan ancestors were often the same, so I suspect that their ancestors and the builders were one and the same. I believe that the natives once possessed a much more advanced culture and that the descendants of the builders have returned to a more primitive state.

The inland city is rumored to be filled with treasure beyond imagining. In particular, I heard persistent tales concerning a great black pearl of 'the gods' that still remains in the inland city. The island waters abound with excellent pearl beds, so the rumor of the black pearl may well be true.

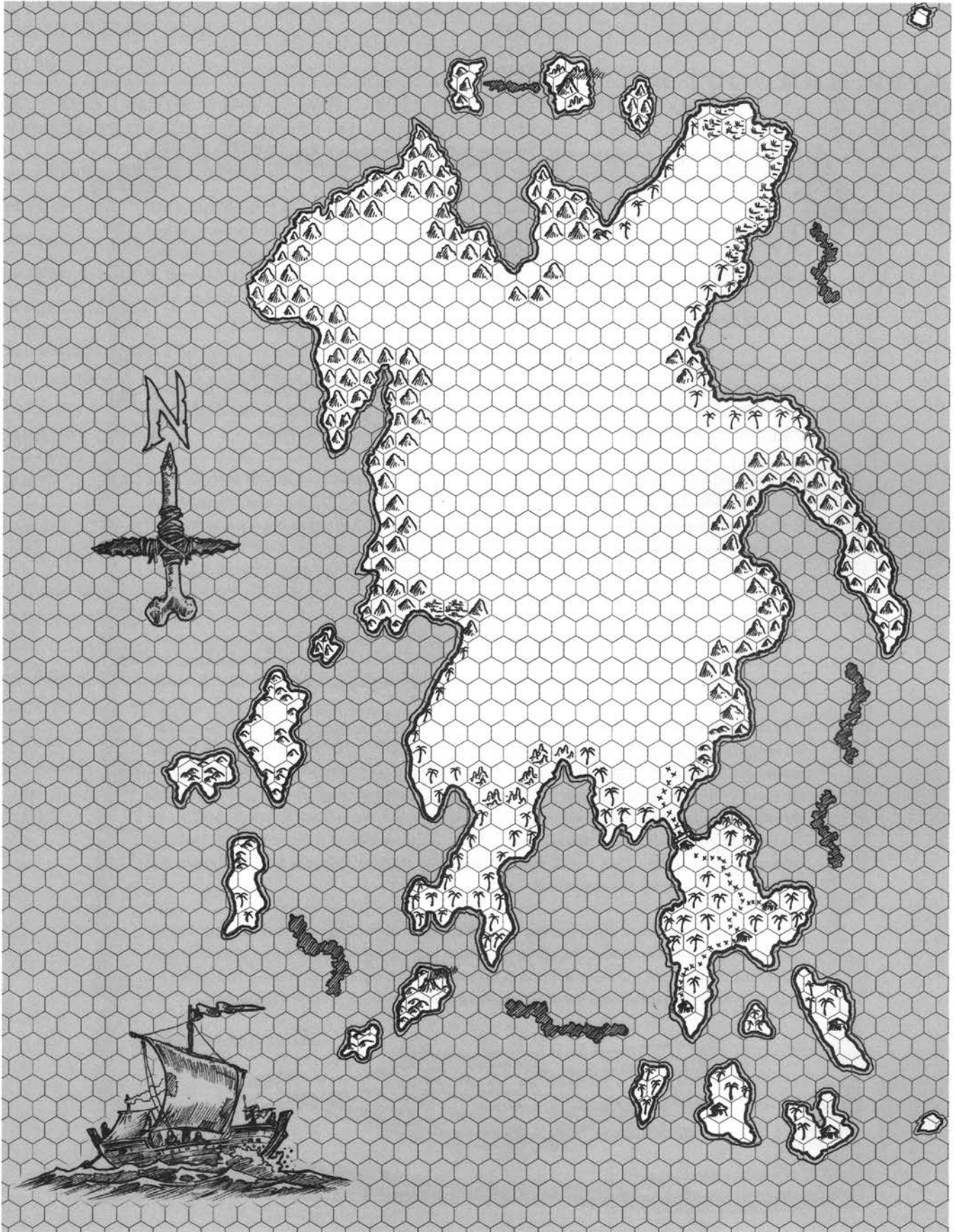
The village contains a number of huge life-like statues of iron, bronze, and stone. Since no villager currently has the skill or the craft to make such statues, the tale of a lost city built by the 'gods' seems reasonable. I would have liked to explore inland to verify the rumors, but too many crewmen died in the storm or by cannibal spears. Only five of us are left. I am the only professional adventurer, while the others are only sailors. We can sail the small ship well enough, but on land in hostile territory, we would be helpless. Once back in Specularum, I should be able to recruit a new crew and a party of professional adventurers. Then I shall return to the Isle of Dread to claim the great black pearl and whatever other fabulous treasures await.

One thing I managed to do before leaving: we sailed around the island and made the best map we could. We were afraid to land, since village fishermen had warned us that it was extremely dangerous to land anywhere on the main island and the coasts were rocky with no beaches. As a result, the map only shows the coastal areas we could chart from the ship, but it is better than nothing.

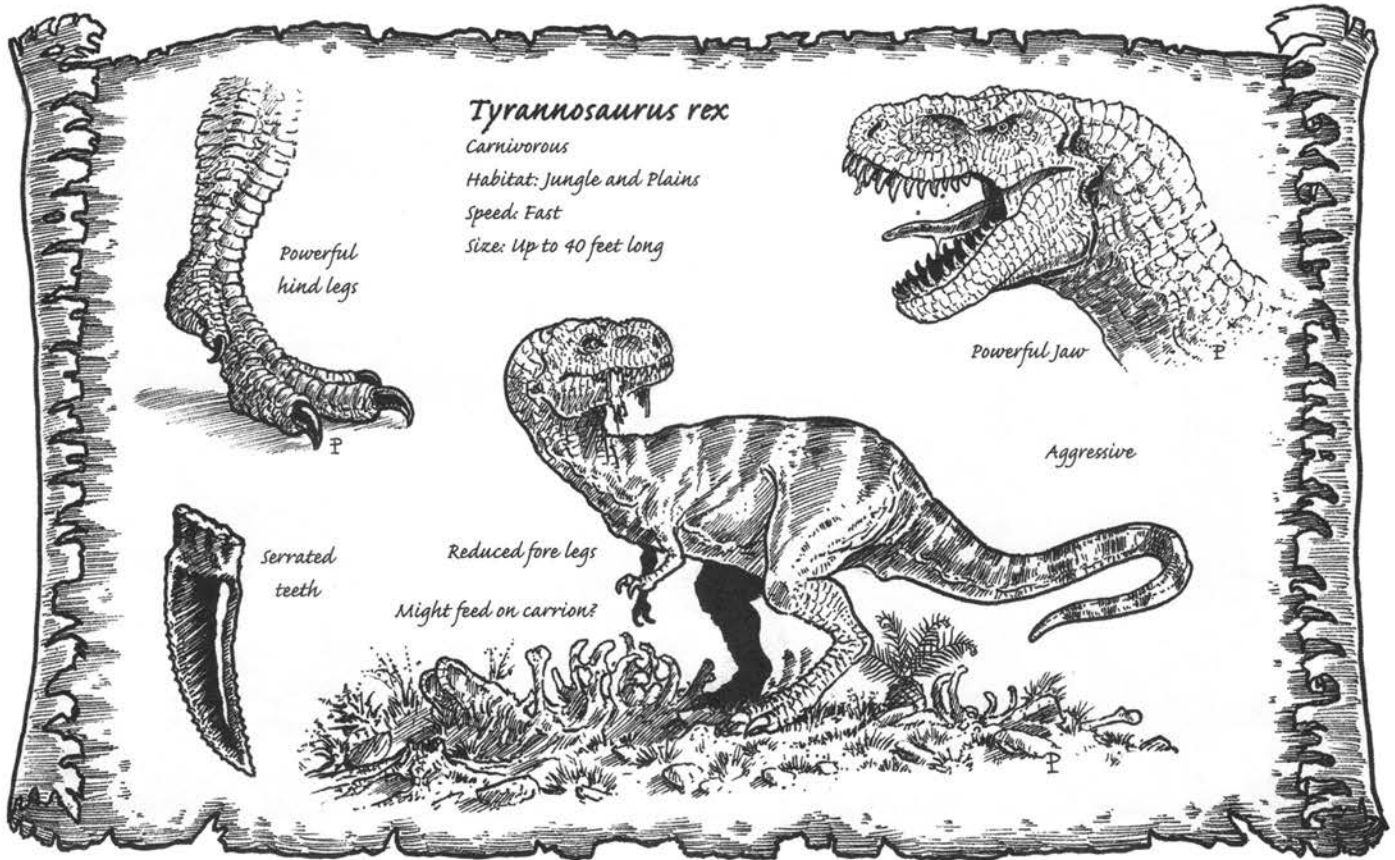
RORY BARBAROSA

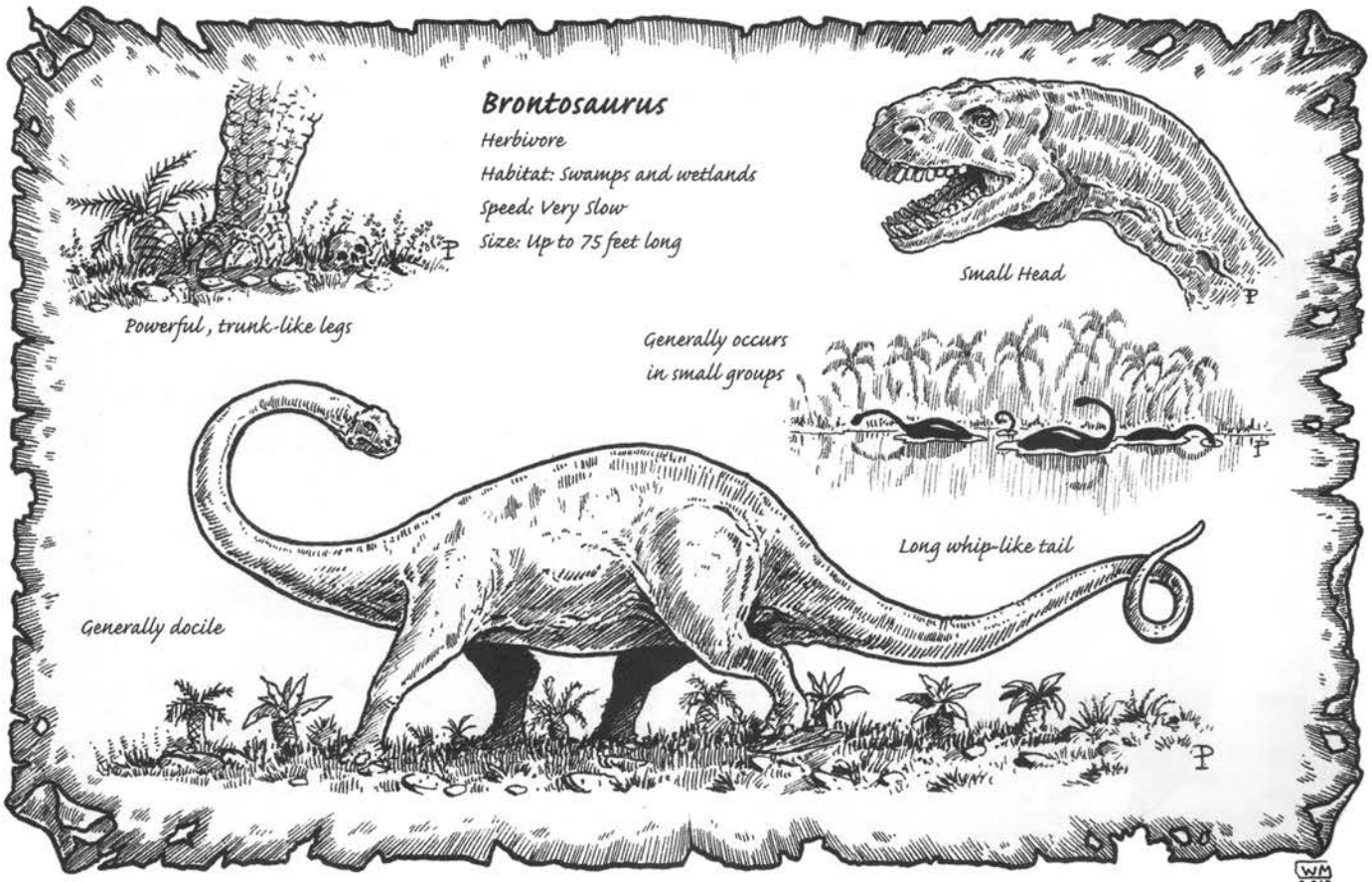


PLAYER HANDOUT #2



PLAYER HANDOUT #3





Brontosaurus

Herbivore
 Habitat: Swamps and wetlands
 Speed: Very Slow
 Size: Up to 75 feet long

Small Head

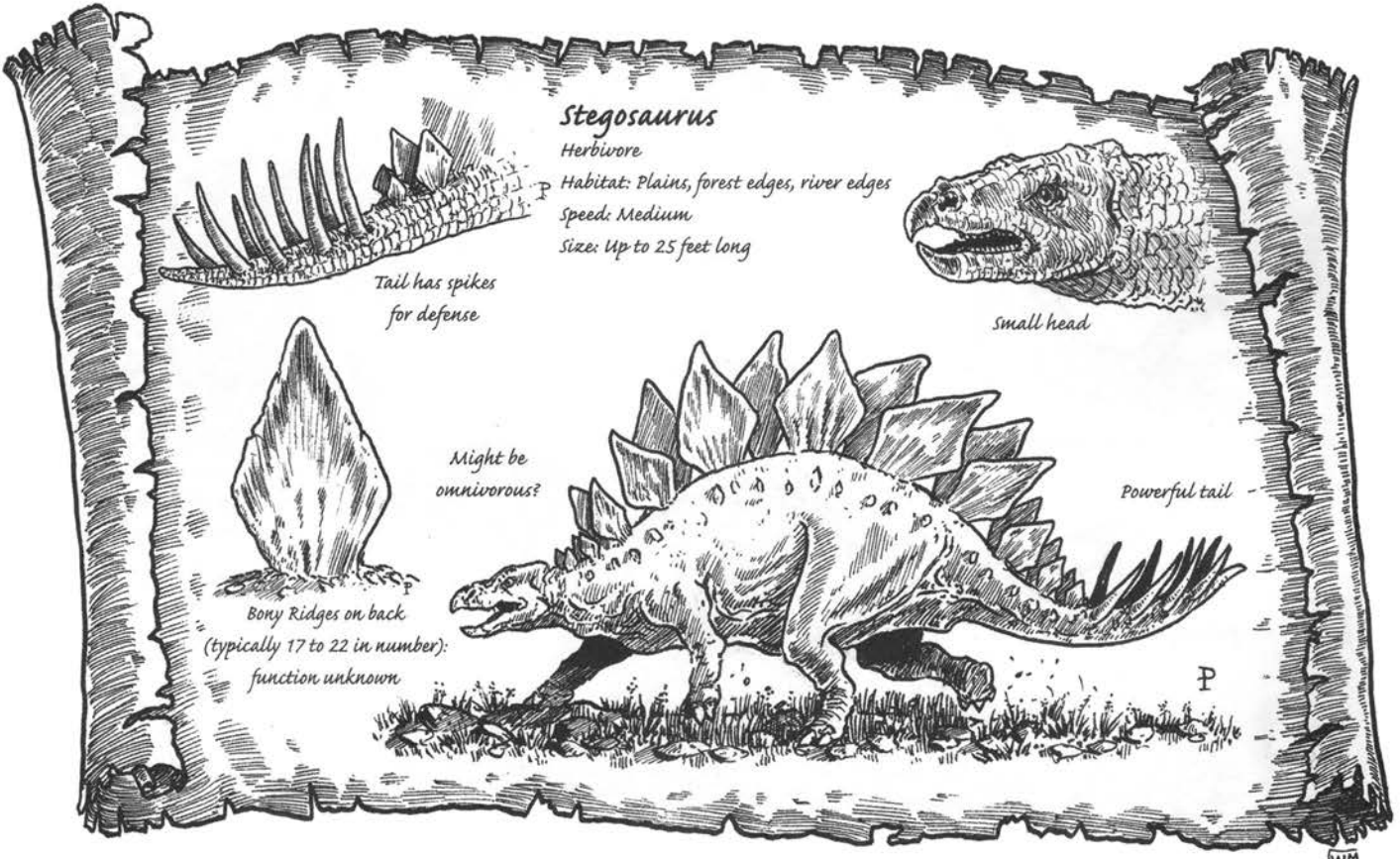
Powerful, trunk-like legs

Generally occurs in small groups

Long whip-like tail

Generally docile

WM
2018



Stegosaurus

Herbivore
 Habitat: Plains, forest edges, river edges
 Speed: Medium
 Size: Up to 25 feet long

Small head

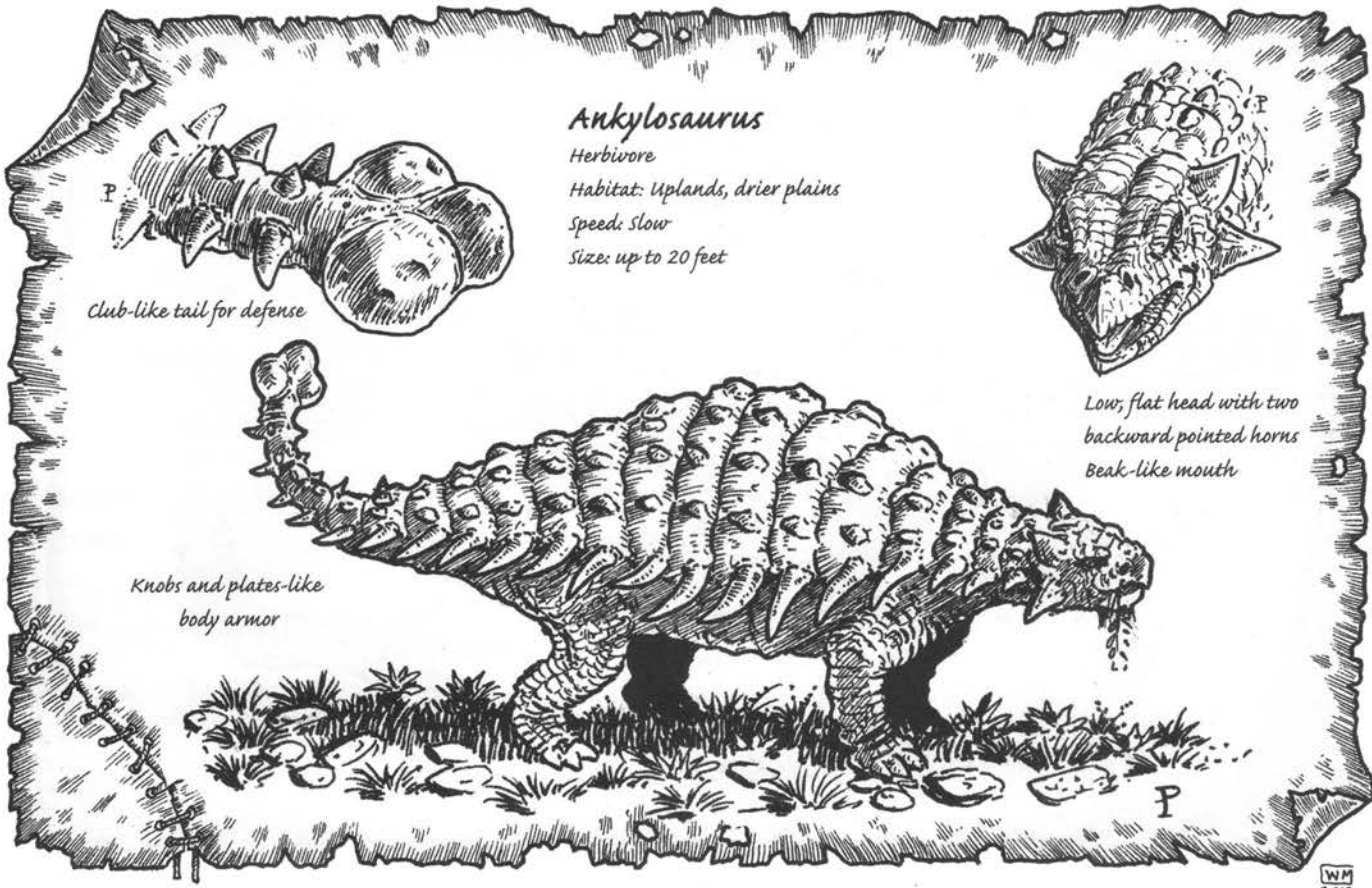
Tail has spikes for defense

Might be omnivorous?

Powerful tail

Bony Ridges on back (typically 17 to 22 in number); function unknown

WM
2018



Ankylosaurus

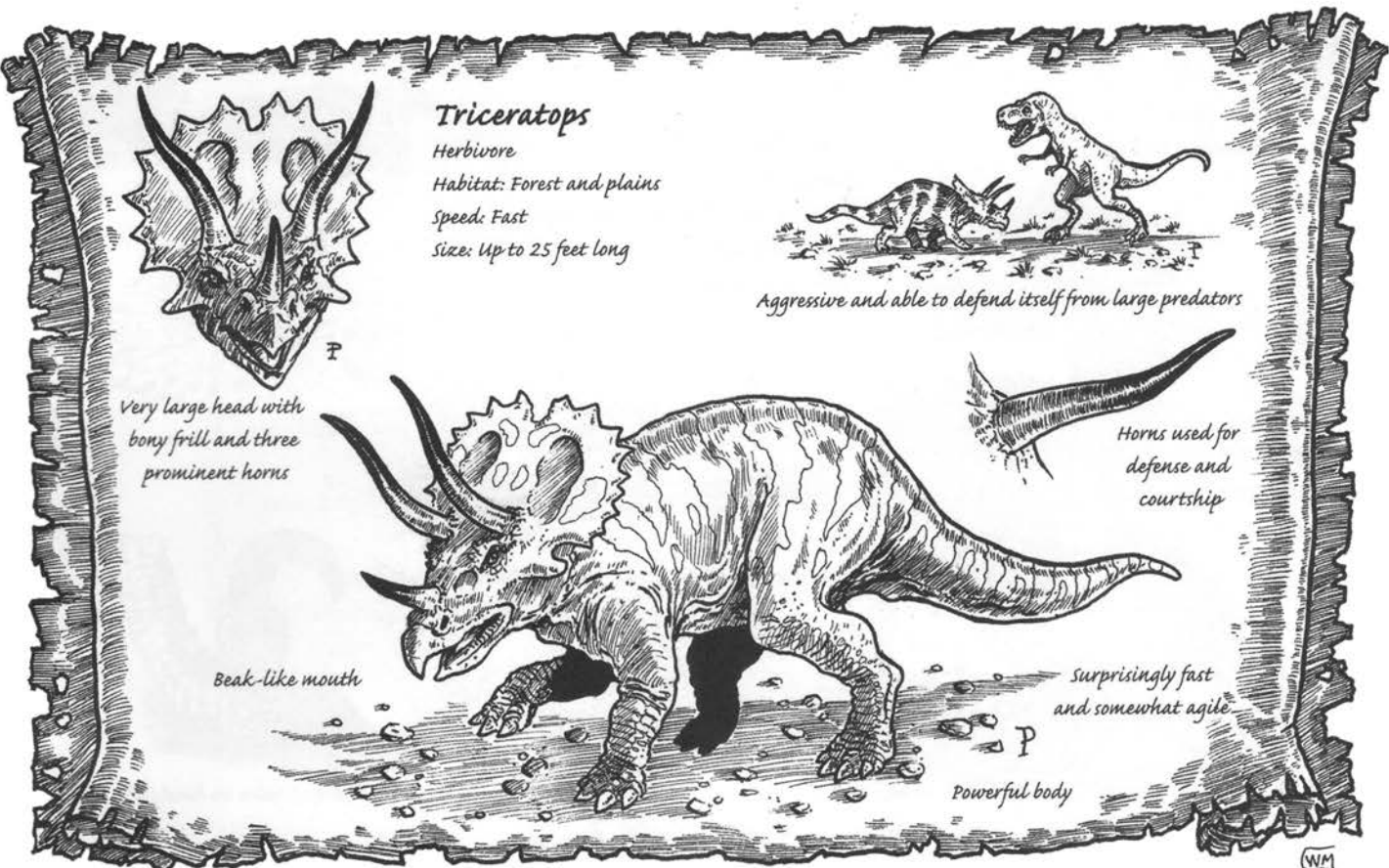
Herbivore
 Habitat: Uplands, drier plains
 Speed: Slow
 Size: up to 20 feet

Club-like tail for defense

Knobs and plates-like body armor

Low, flat head with two backward pointed horns
 Beak-like mouth

WM
 2018



Triceratops

Herbivore
 Habitat: Forest and plains
 Speed: Fast
 Size: Up to 25 feet long

Very large head with bony frill and three prominent horns

Beak-like mouth

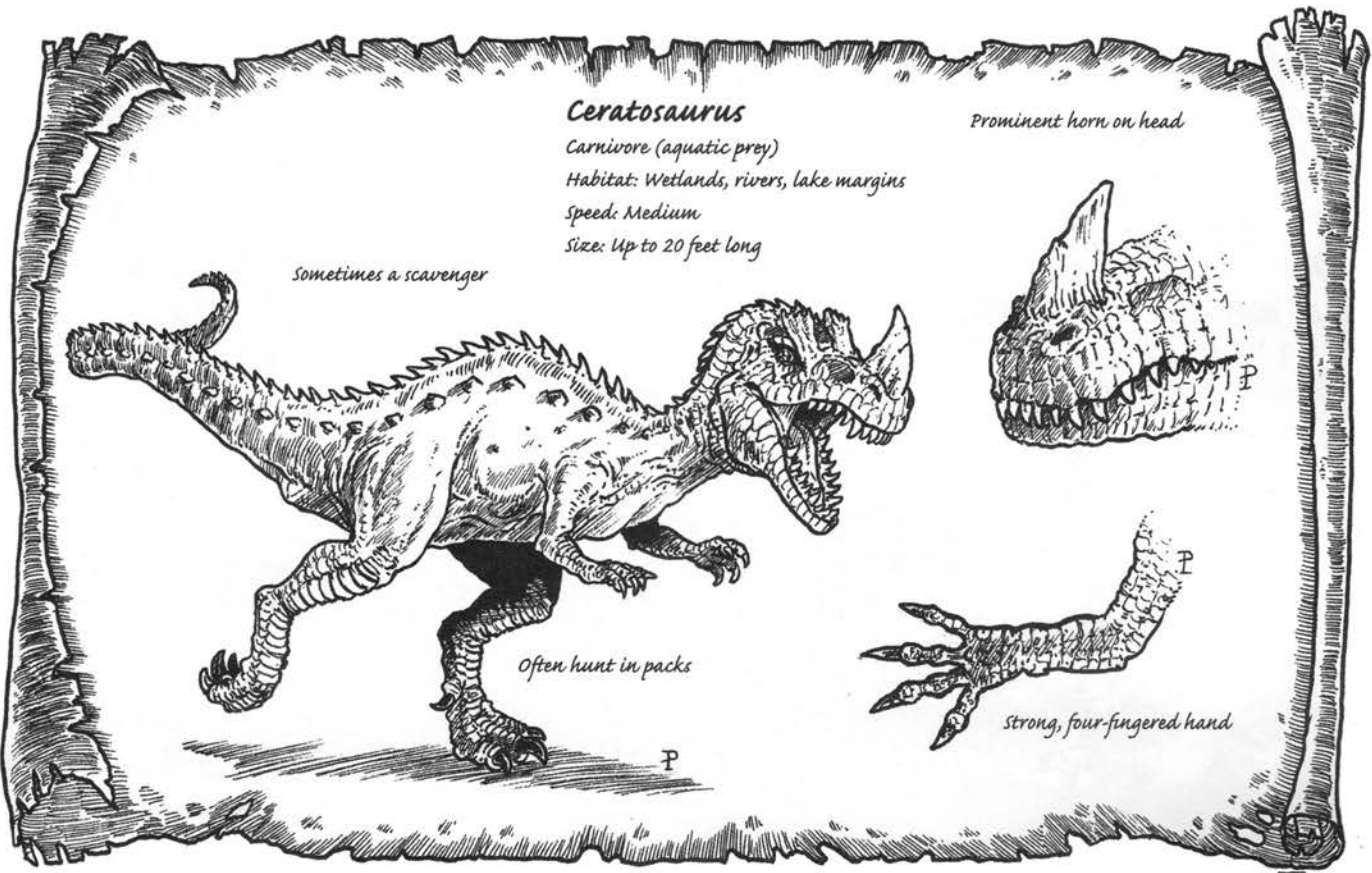
Aggressive and able to defend itself from large predators

Horns used for defense and courtship

Surprisingly fast and somewhat agile

Powerful body

WM



Ceratosaurus

Carnivore (aquatic prey)

Habitat: Wetlands, rivers, lake margins

Speed: Medium

Size: Up to 20 feet long

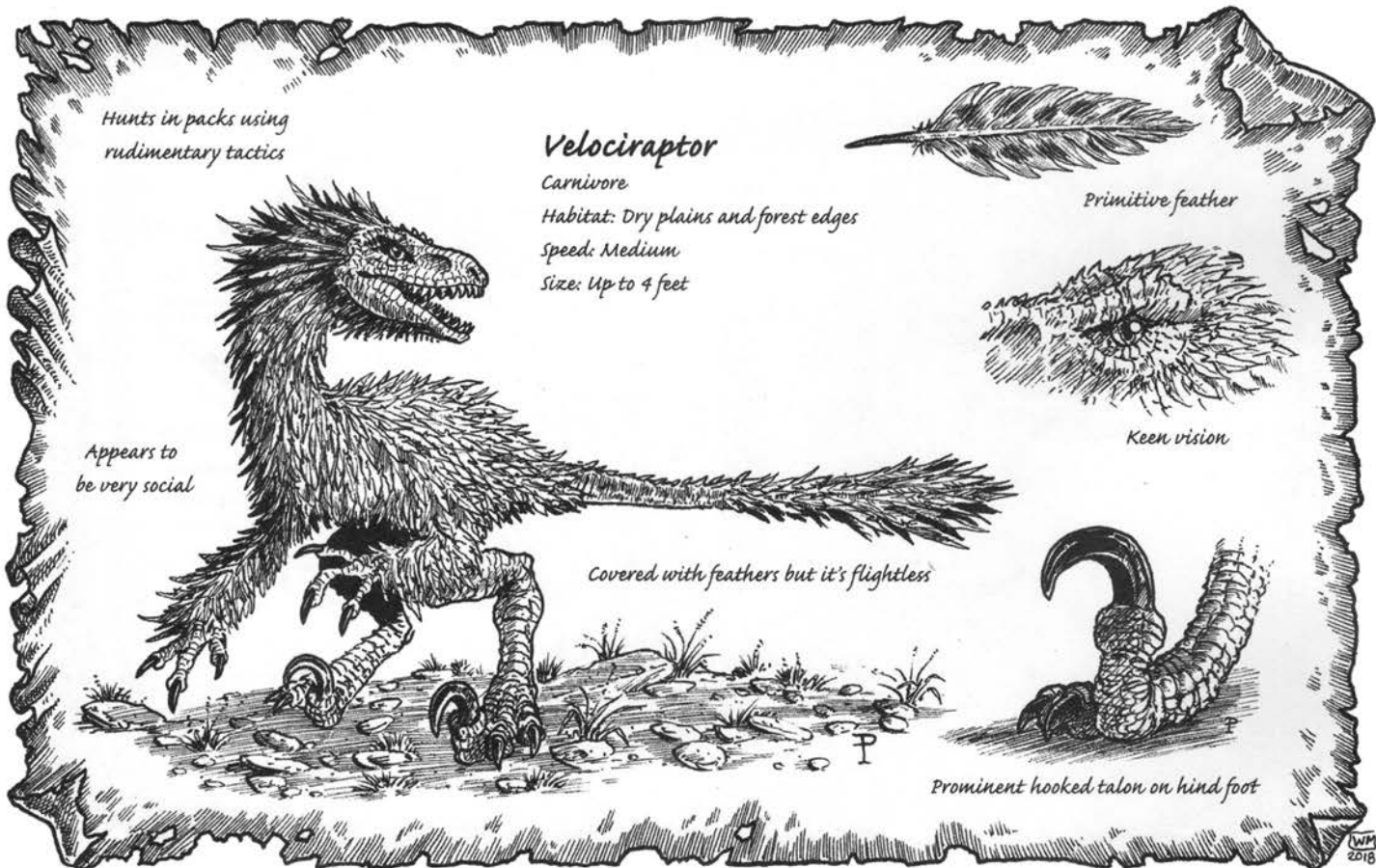
Prominent horn on head

Sometimes a scavenger

Often hunt in packs

Strong, four-fingered hand

WA
2018



Velociraptor

Carnivore

Habitat: Dry plains and forest edges

Speed: Medium

Size: Up to 4 feet

Hunts in packs using rudimentary tactics

Primitive feather

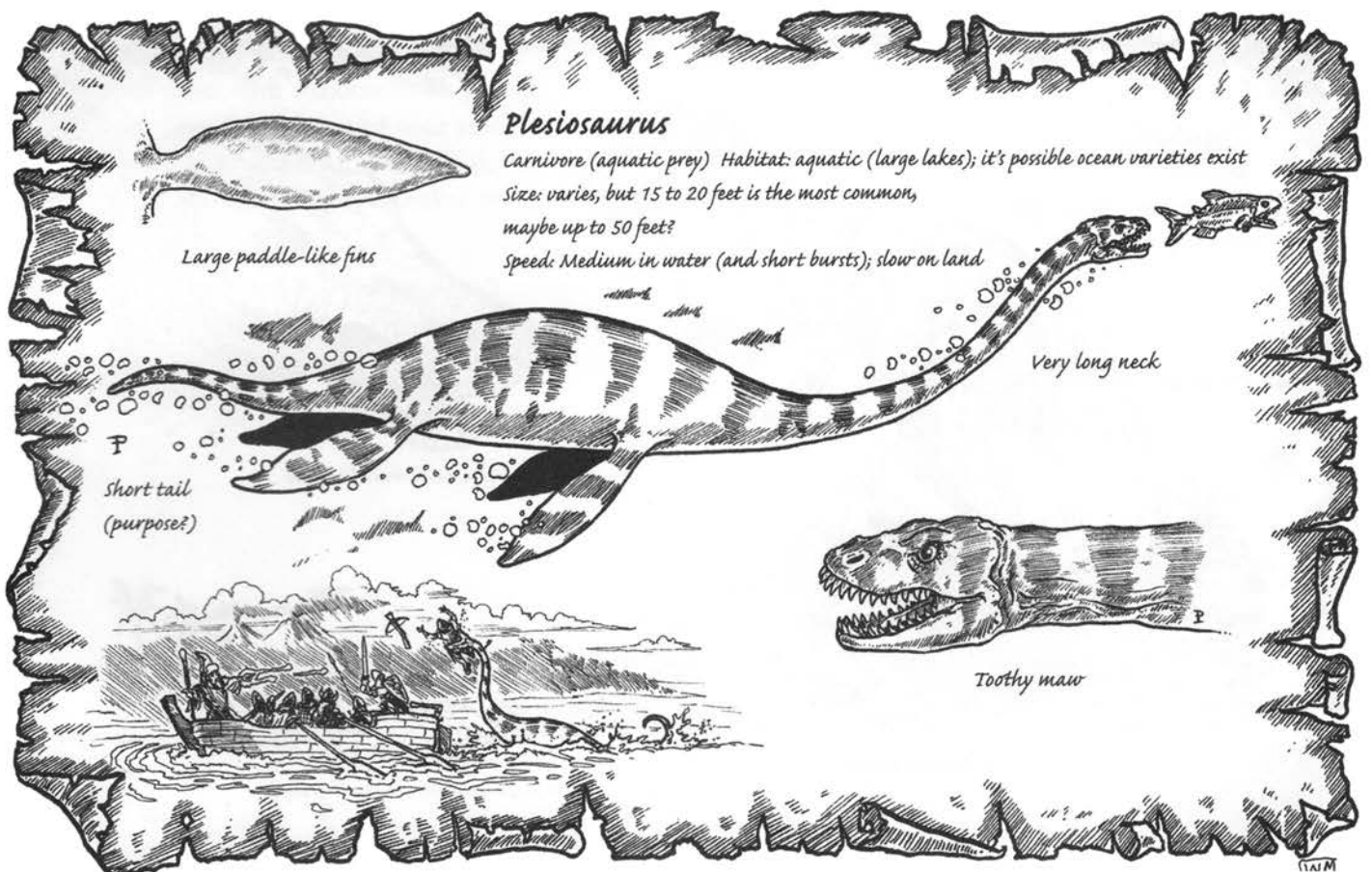
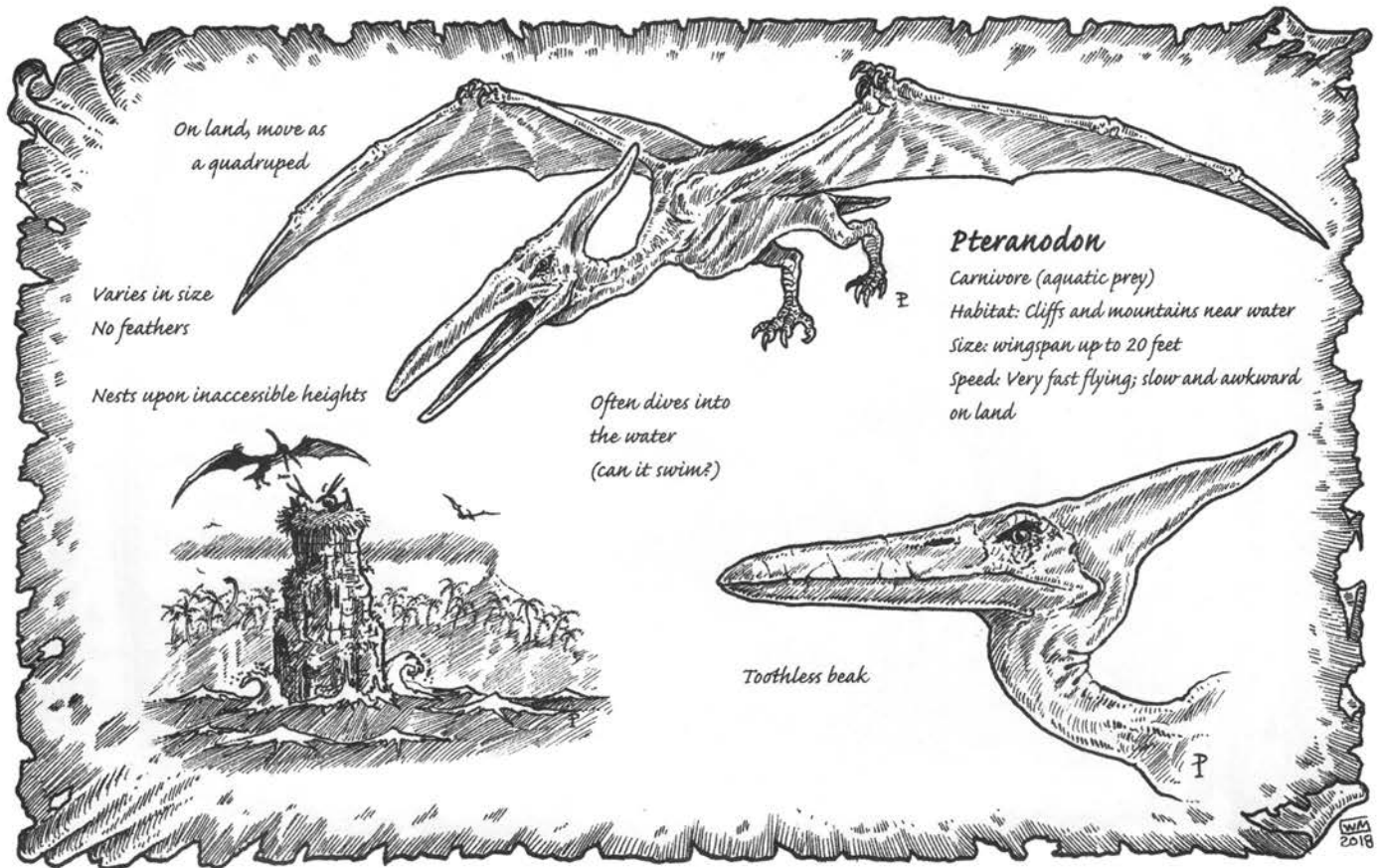
Appears to be very social

Keen vision

Covered with feathers but it's flightless

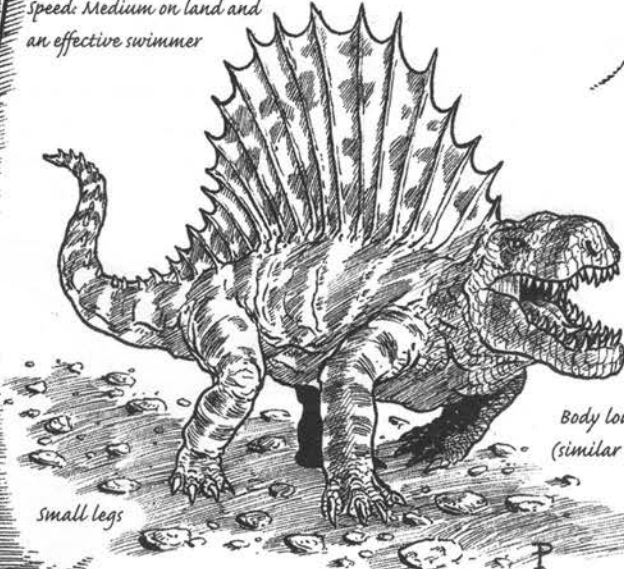
Prominent hooked talon on hind foot

WA
2018



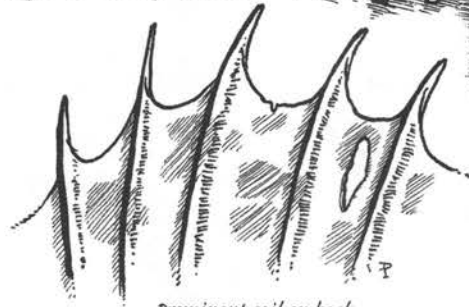
Dimetrodon

Carnivore (aquatic)
Habitat: Wetlands, river edges, swamps, lake margins
Size: up to 15 feet long (but 10 feet more typical)
Speed: Medium on land and an effective swimmer



Small legs

Body low to ground
(similar to crocodiles)



Prominent sail on back
(function? Courtship? Heat regulation?)

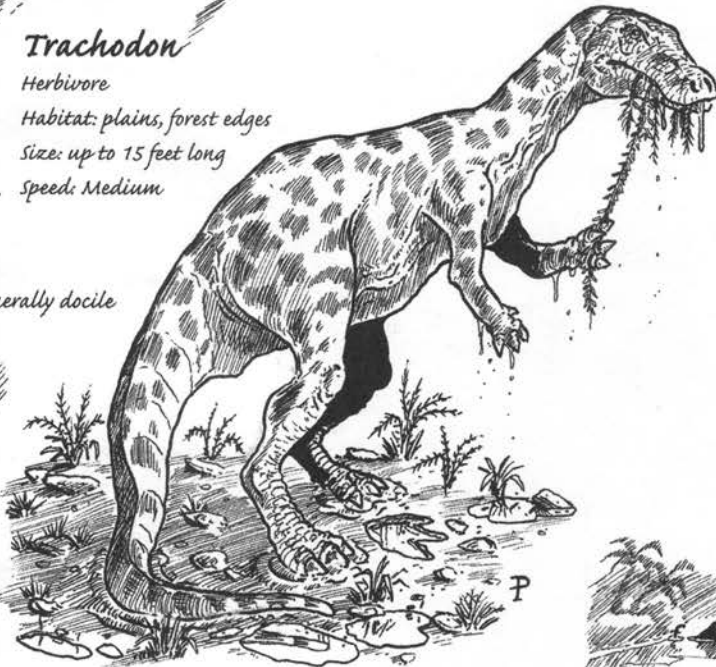


Serrated,
pointed teeth

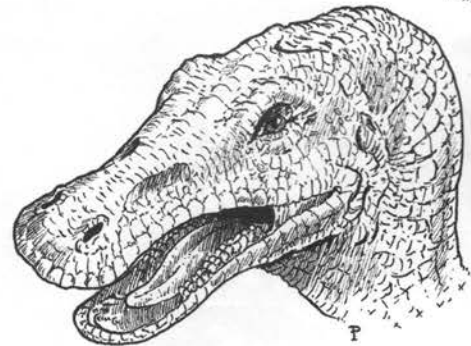
Trachodon

Herbivore
Habitat: plains, forest edges
Size: up to 15 feet long
Speed: Medium

Generally docile



Grazes on the ground and lower tree limbs



Has a duck-billed mouth



Often occurs in herds or small groups



APPENDIX F

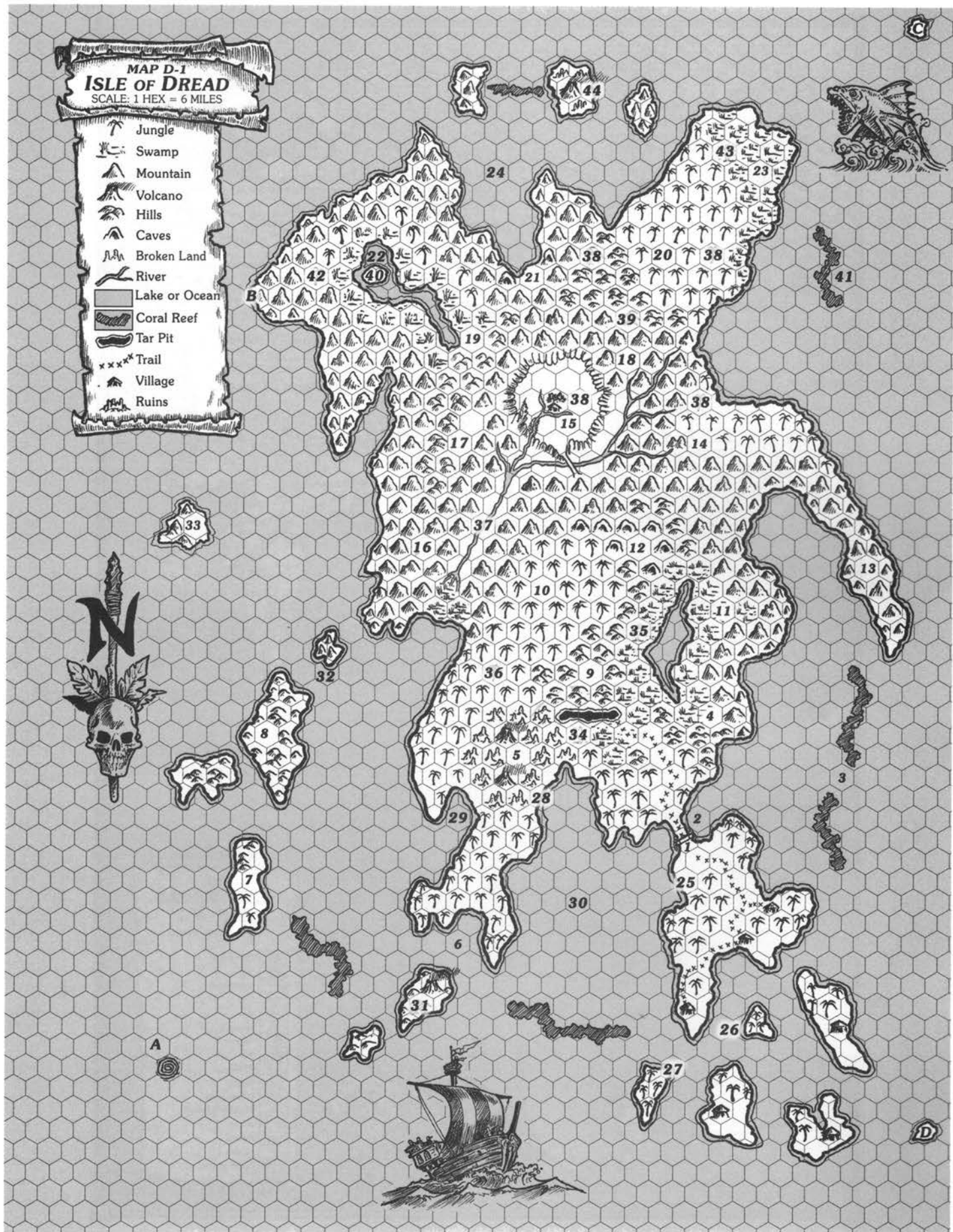
Maps

Due to the vast scope and variety of adventures possible on and around the Isle of Dread, this book contains a large number of maps. They are included in the preceding chapters next to the relevant encounter descriptions, and they have also been collected and reproduced here in this appendix for ease of use by the Dungeon Master.



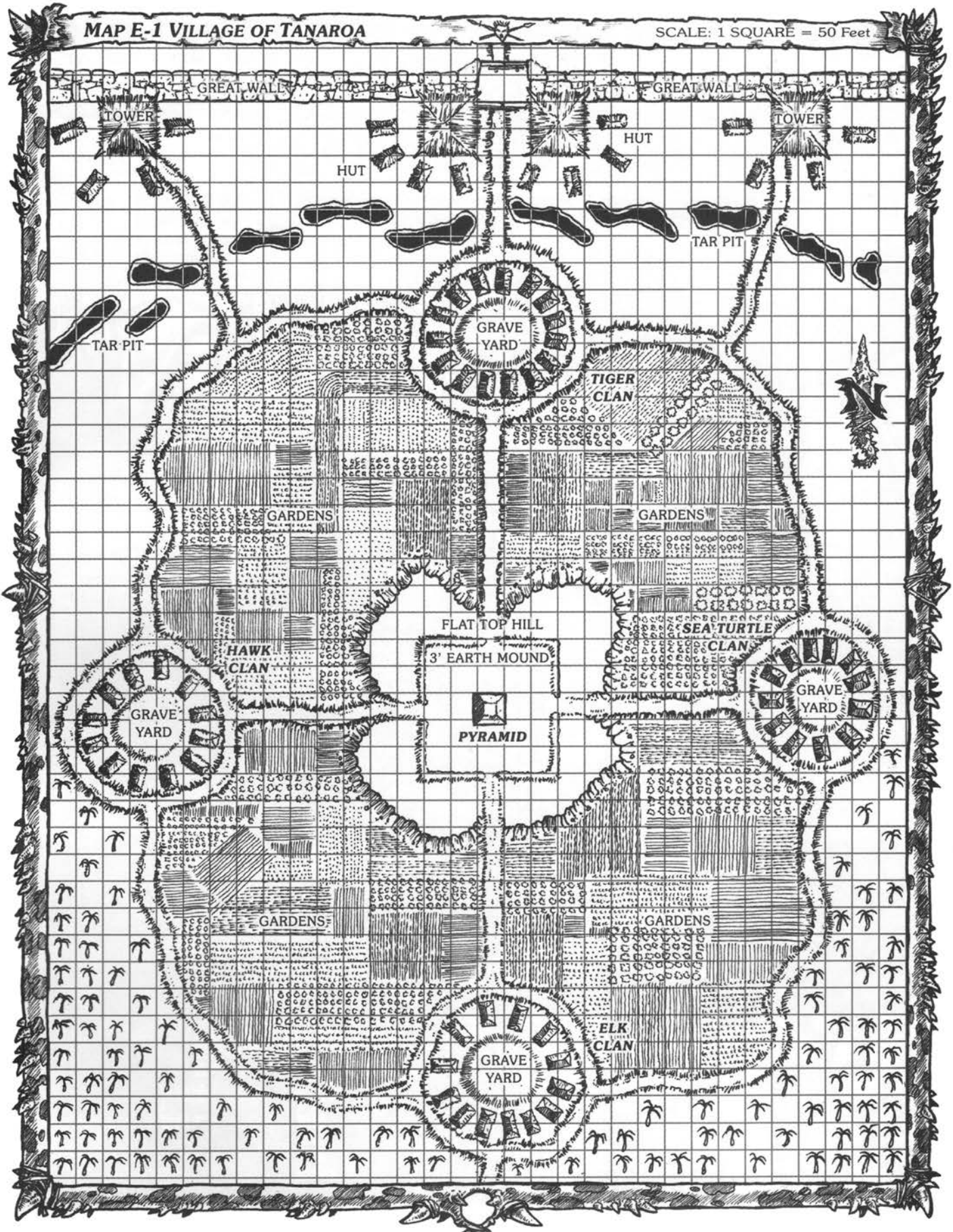
MAP D-1
ISLE OF DREAD
 SCALE: 1 HEX = 6 MILES

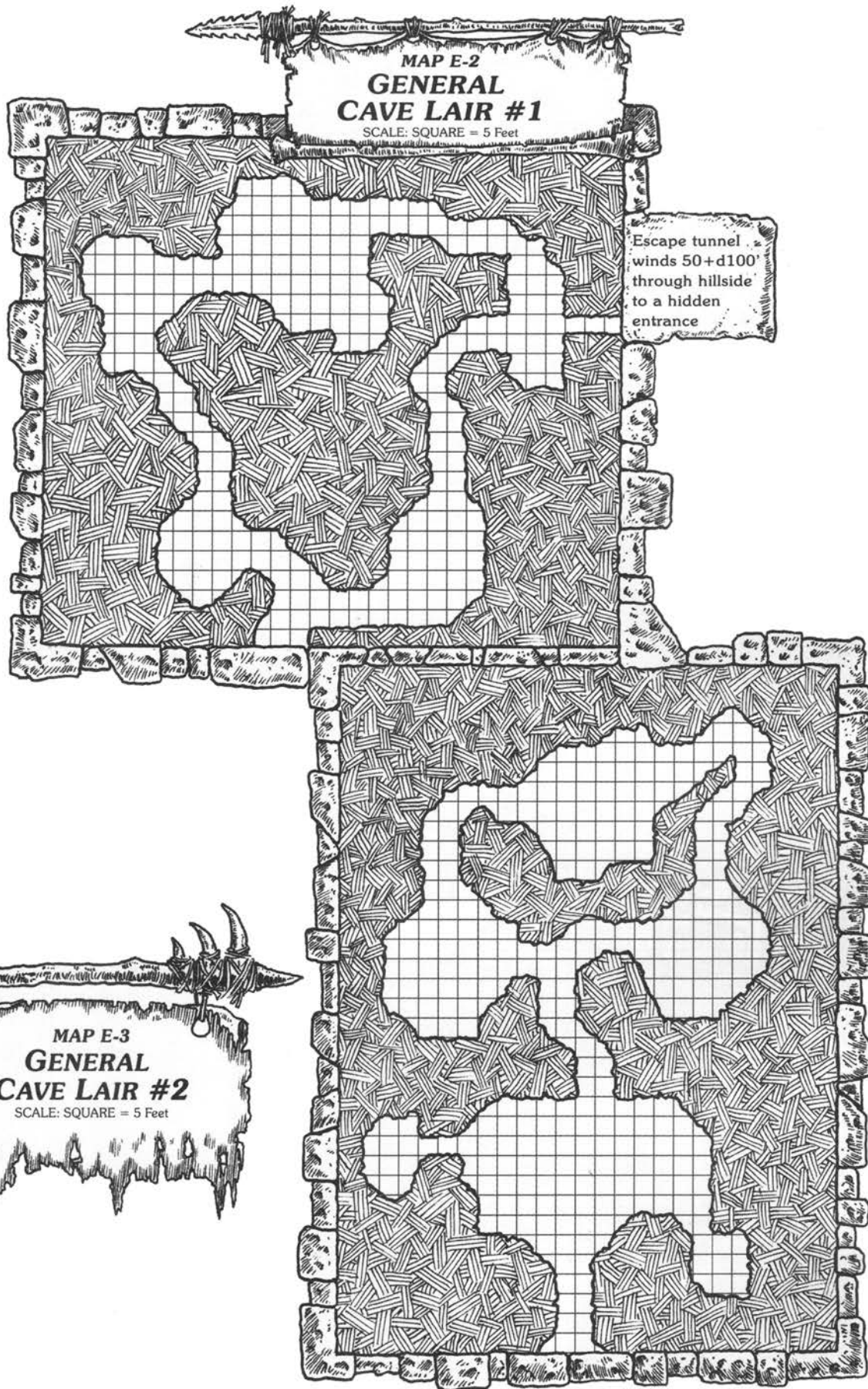
- Jungle
- Swamp
- Mountain
- Volcano
- Hills
- Caves
- Broken Land
- River
- Lake or Ocean
- Coral Reef
- Tar Pit
- Trail
- Village
- Ruins

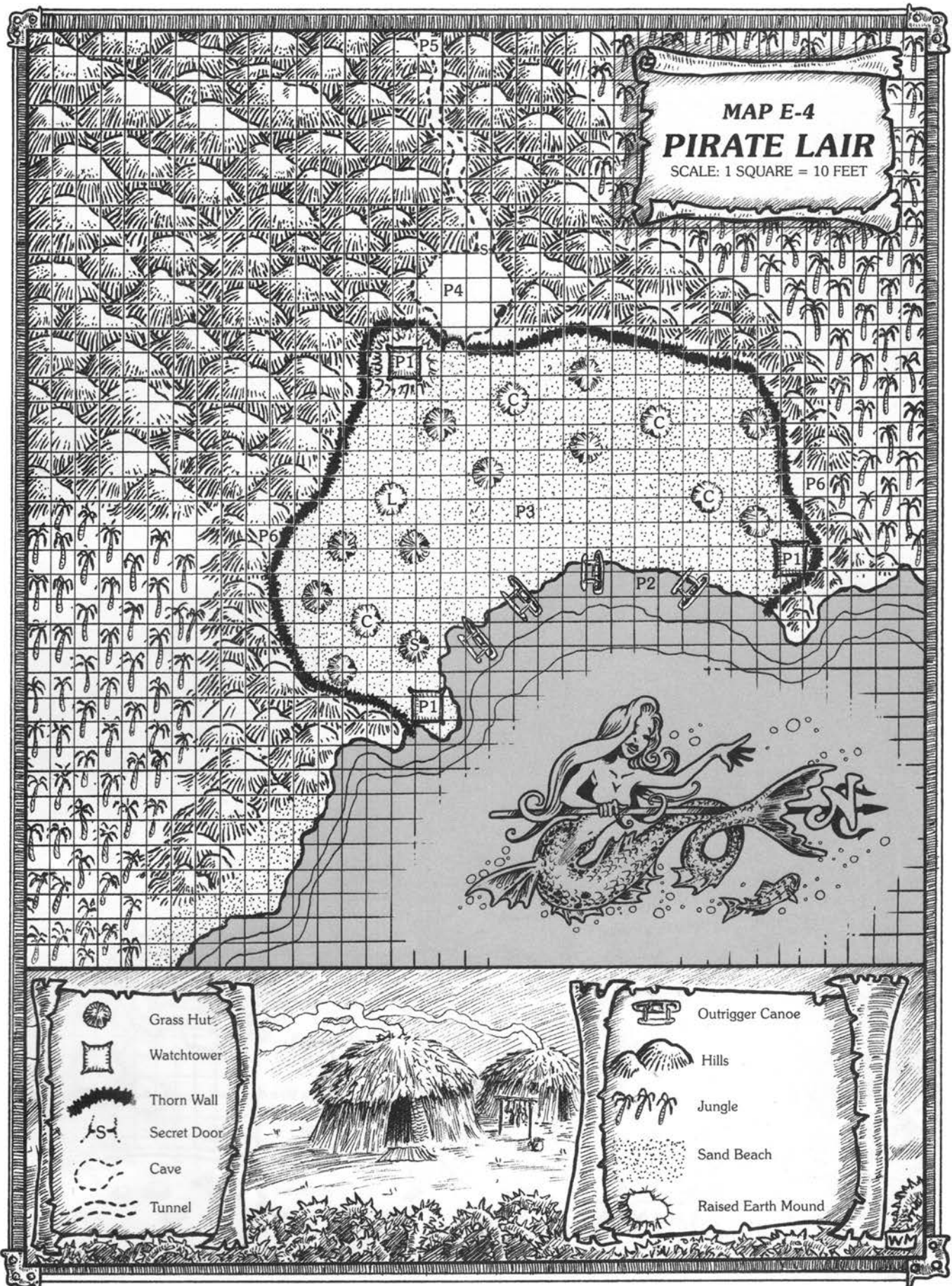


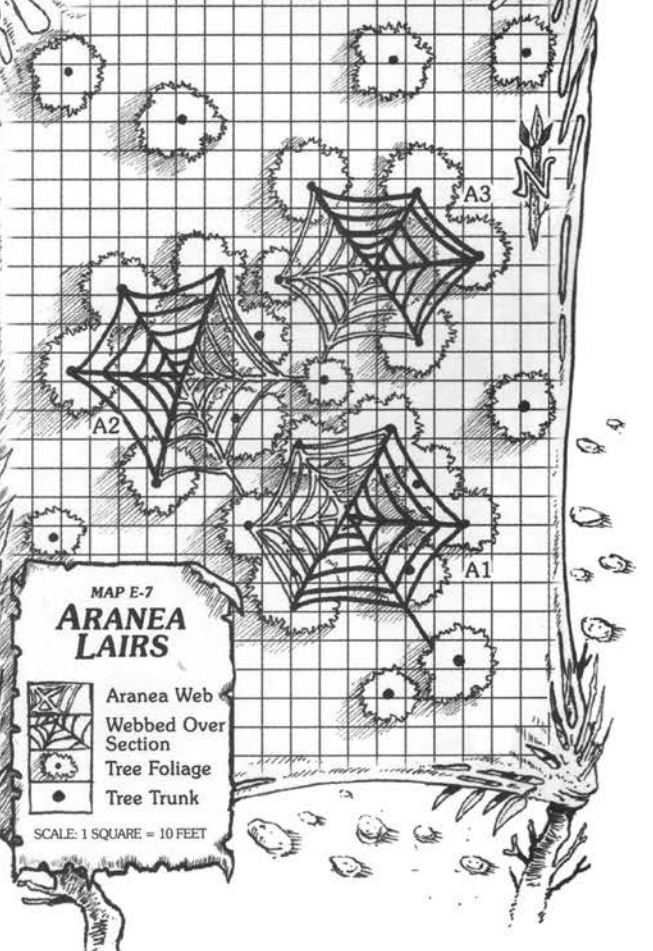
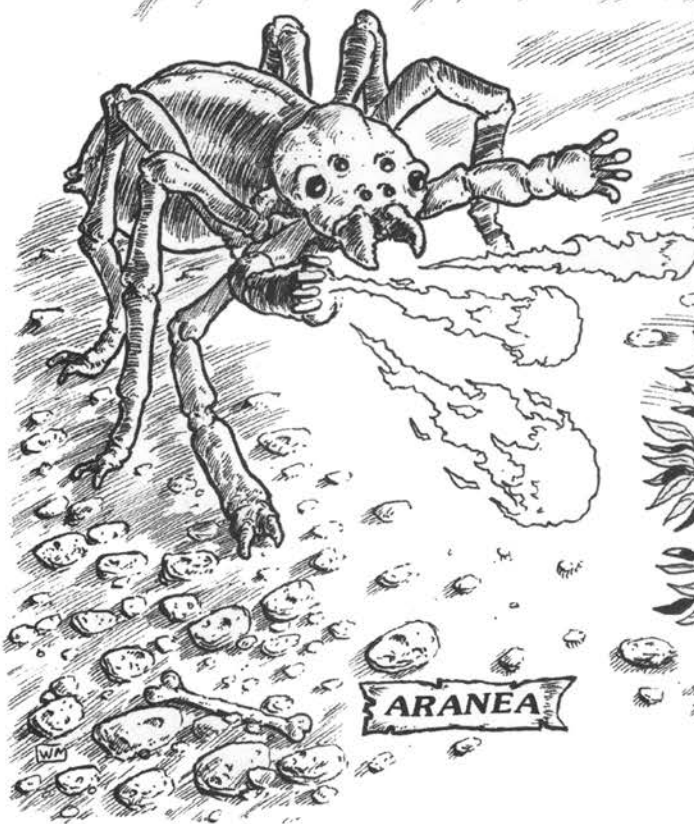
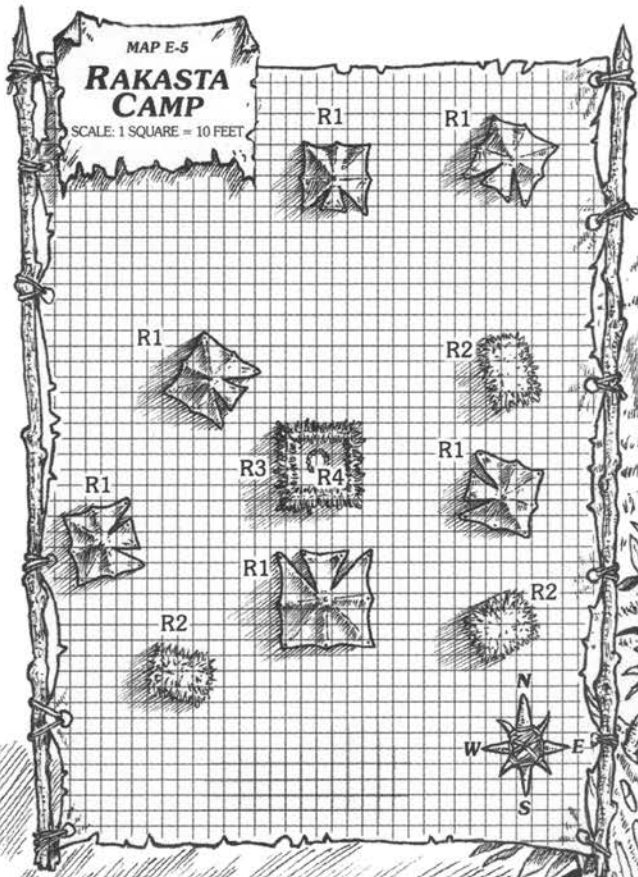
MAP E-1 VILLAGE OF TANAROA

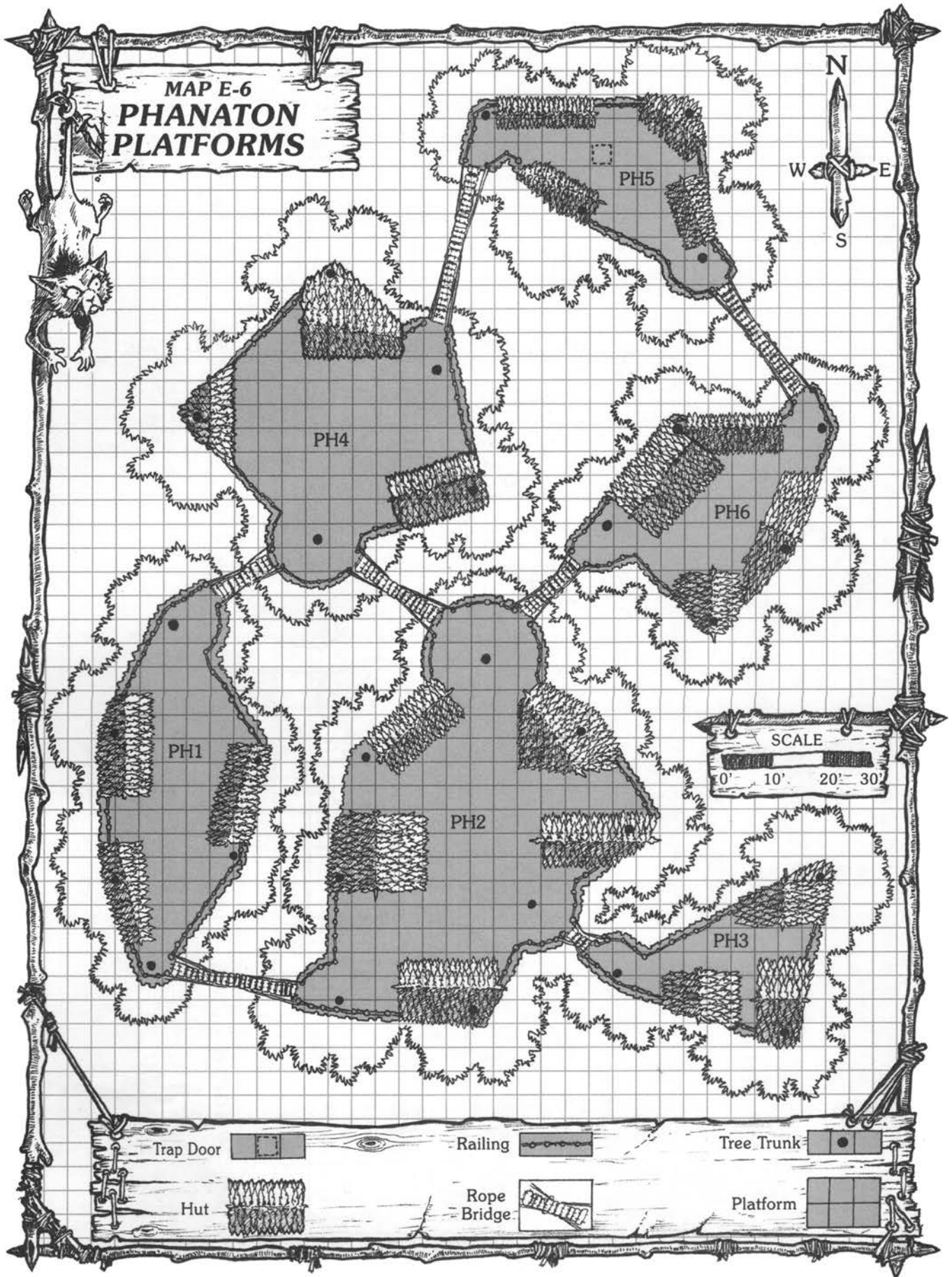
SCALE: 1 SQUARE = 50 Feet

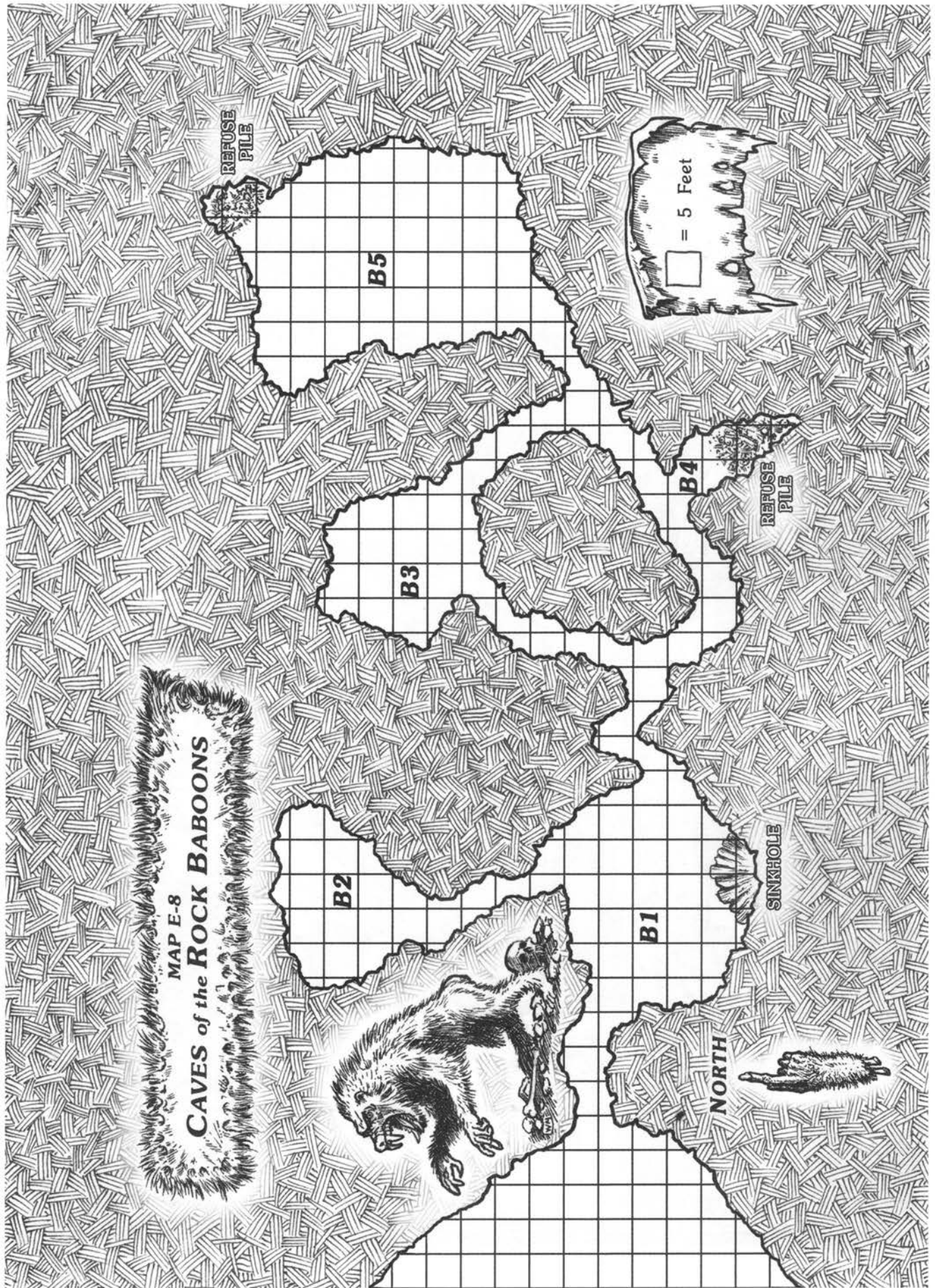












MAP E-8
CAVES of the ROCK BABOONS

REFUSE PILE

B5

= 5 Feet

B4

REFUSE PILE

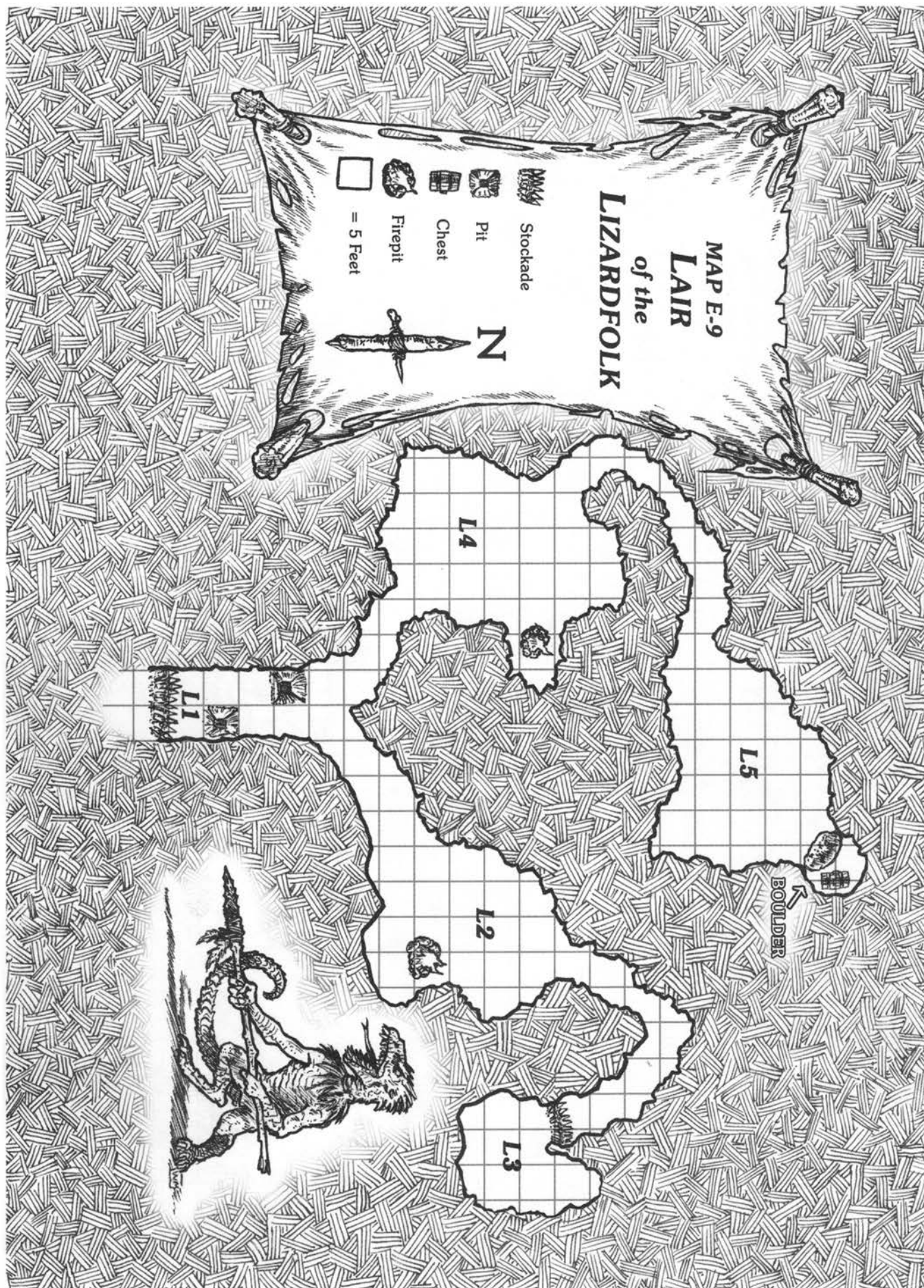
B3

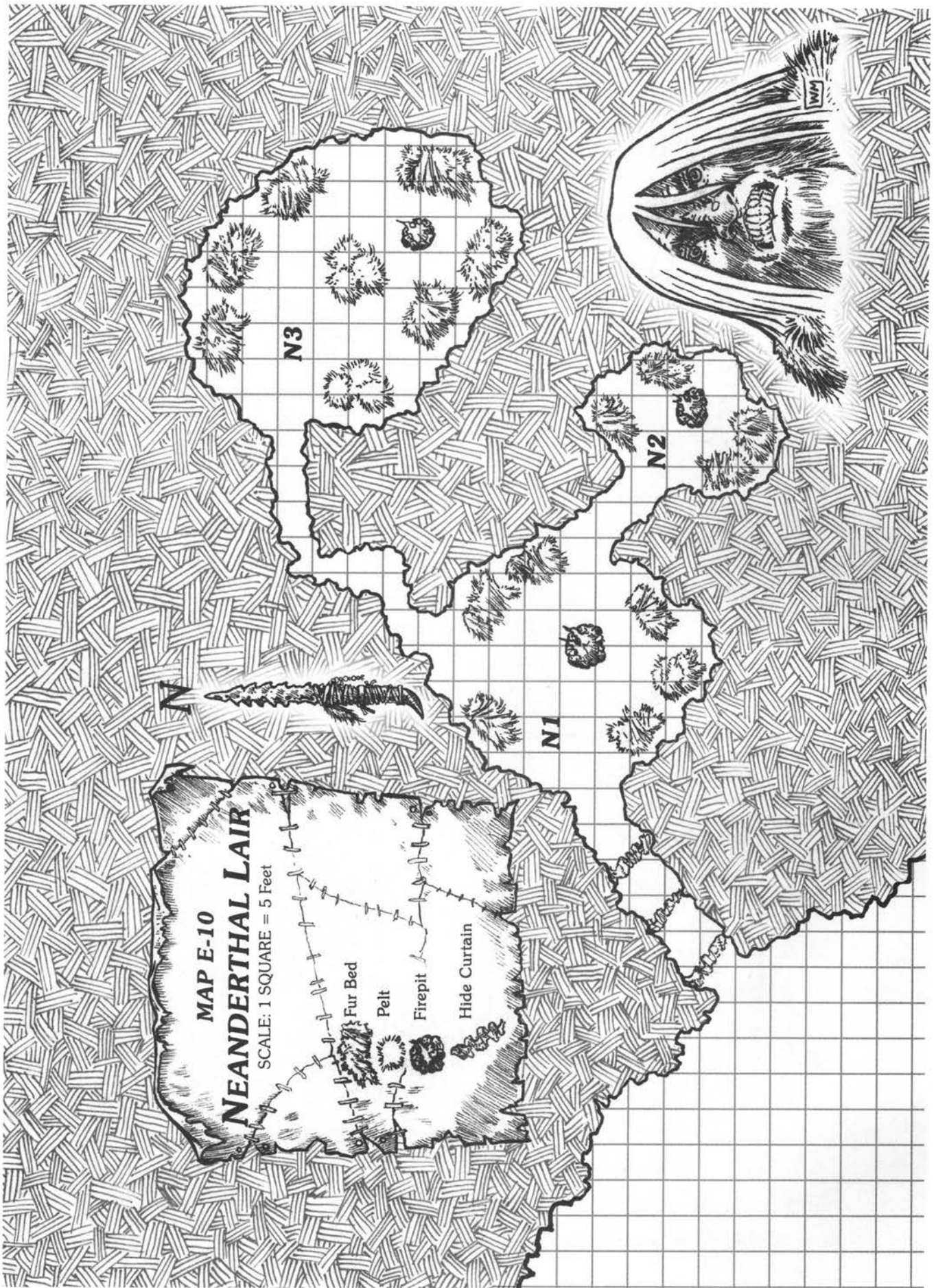
B2

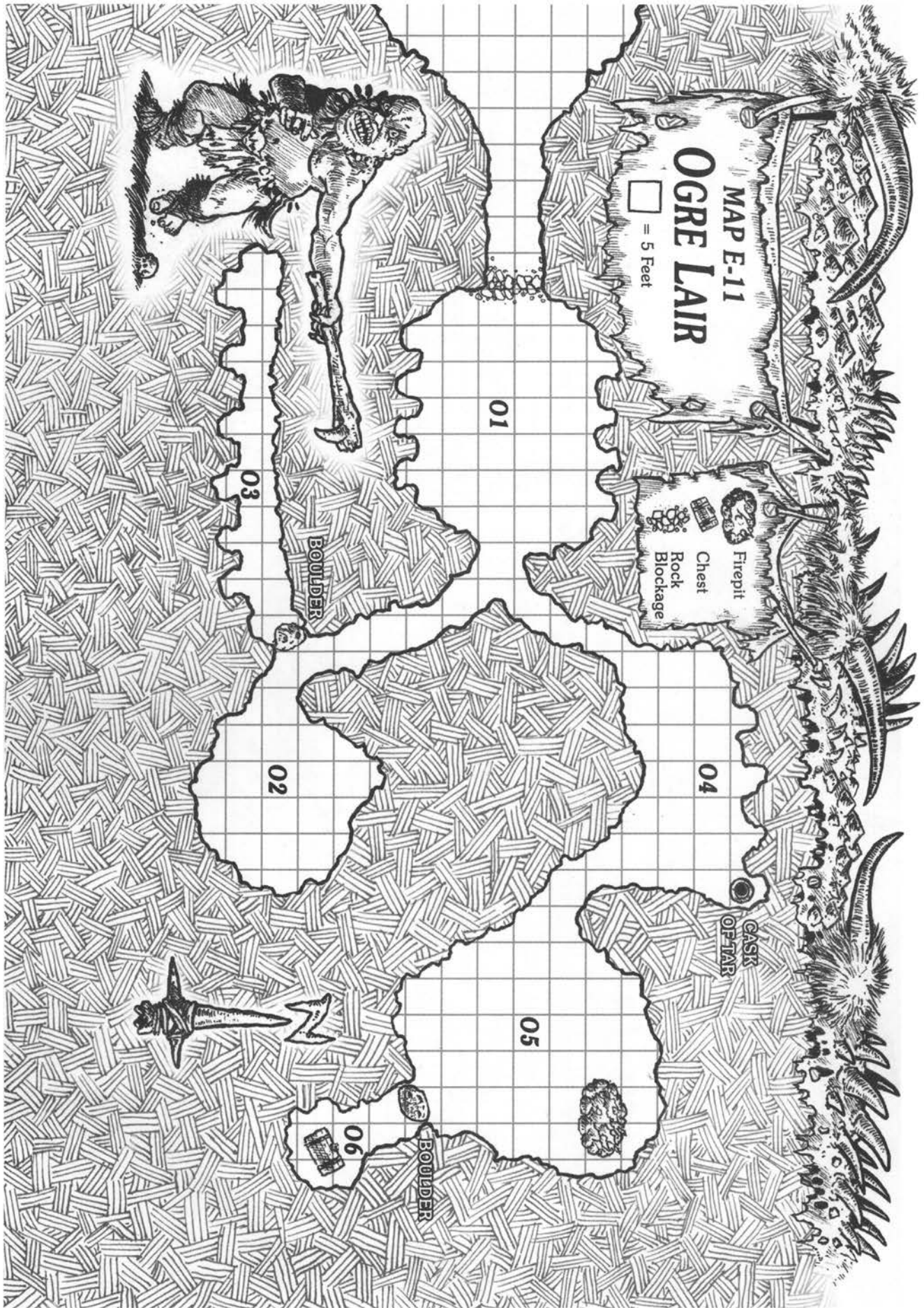
B1

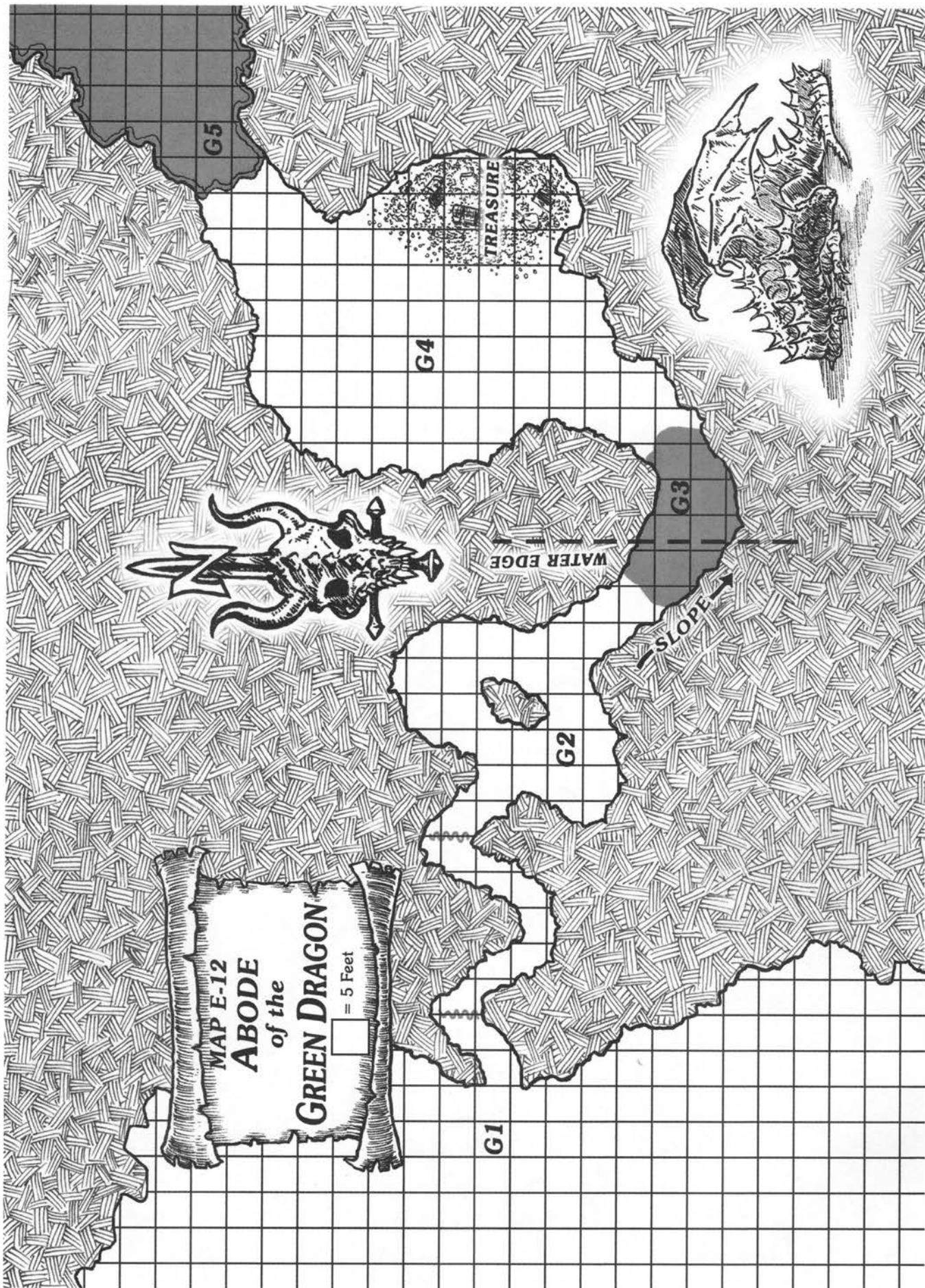
SINKHOLE

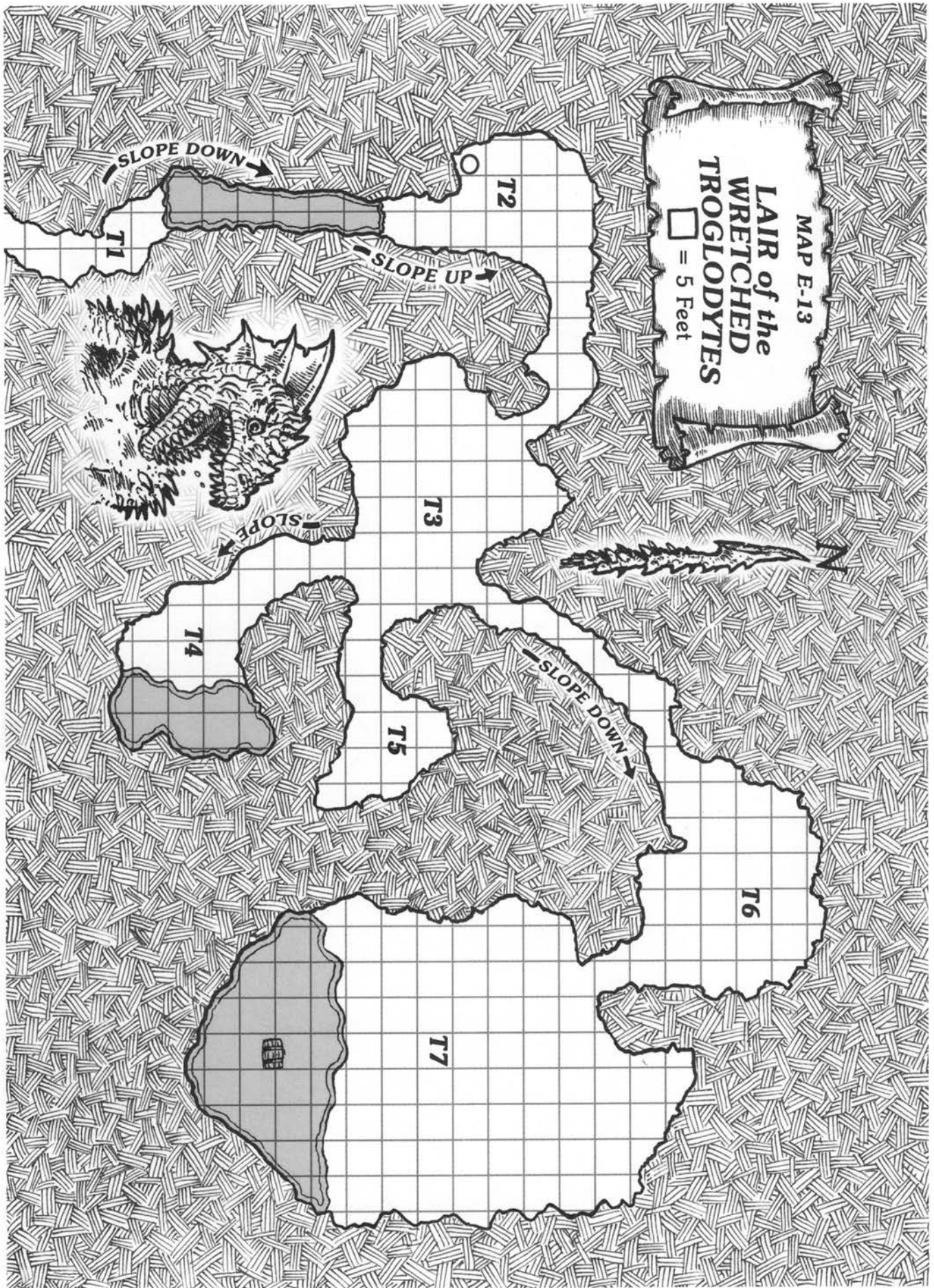
NORTH

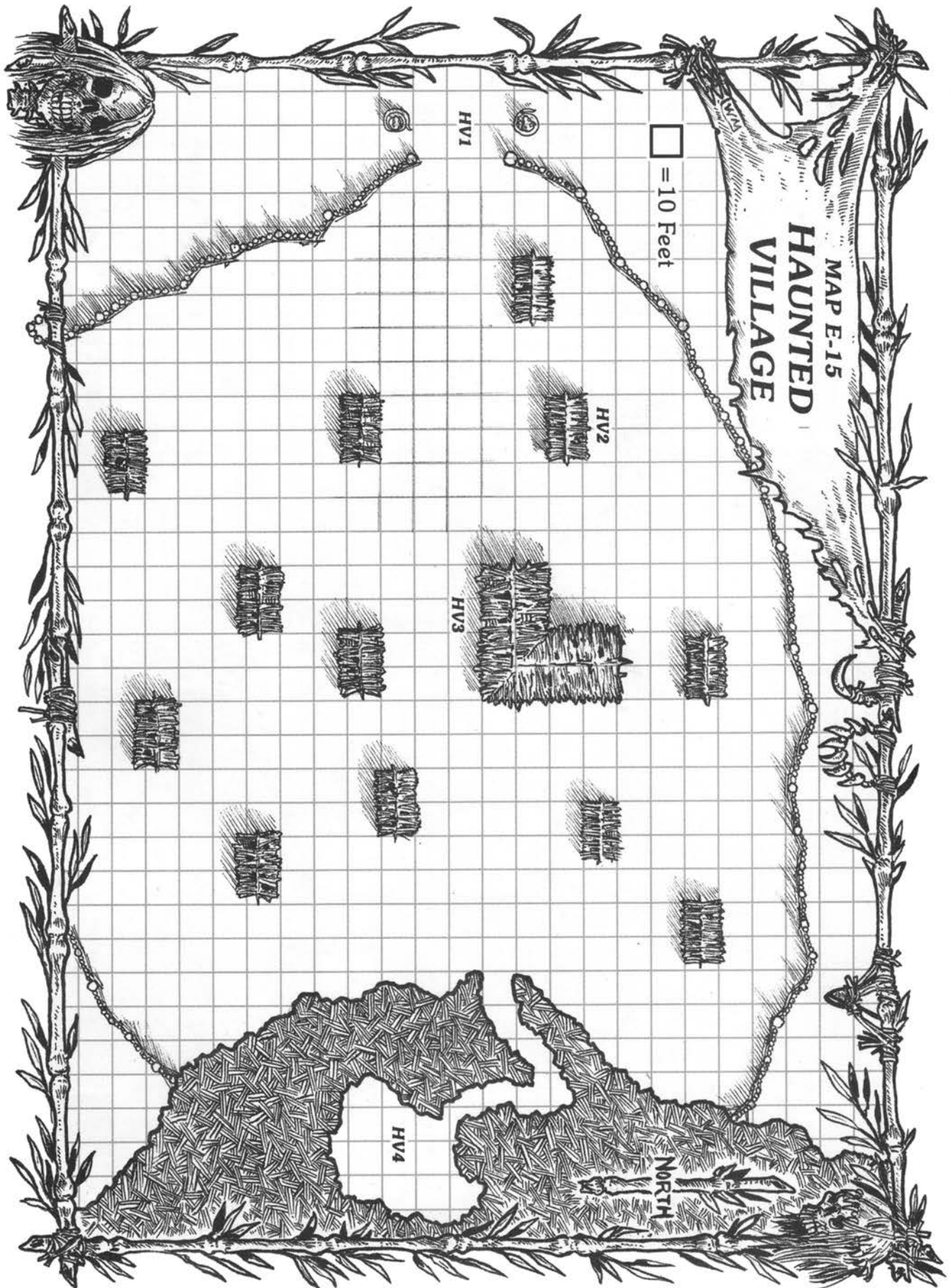






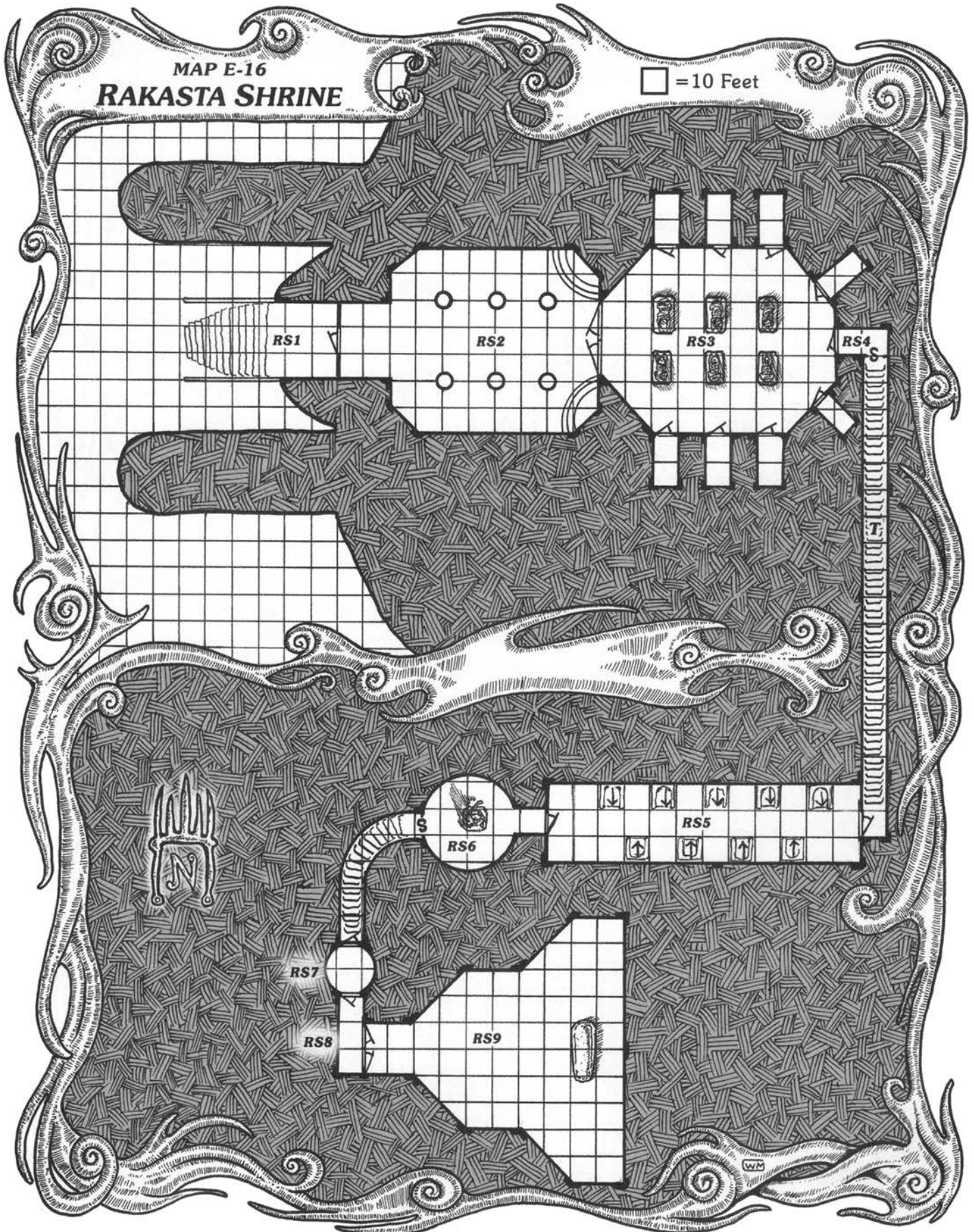






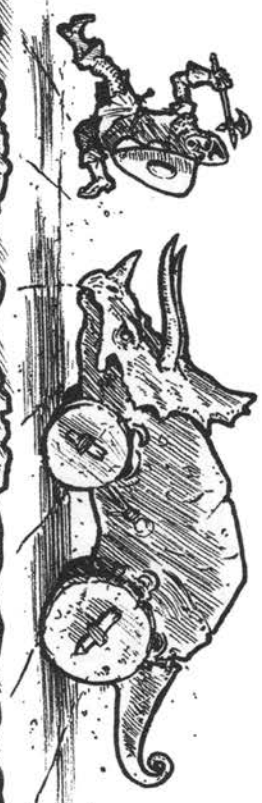
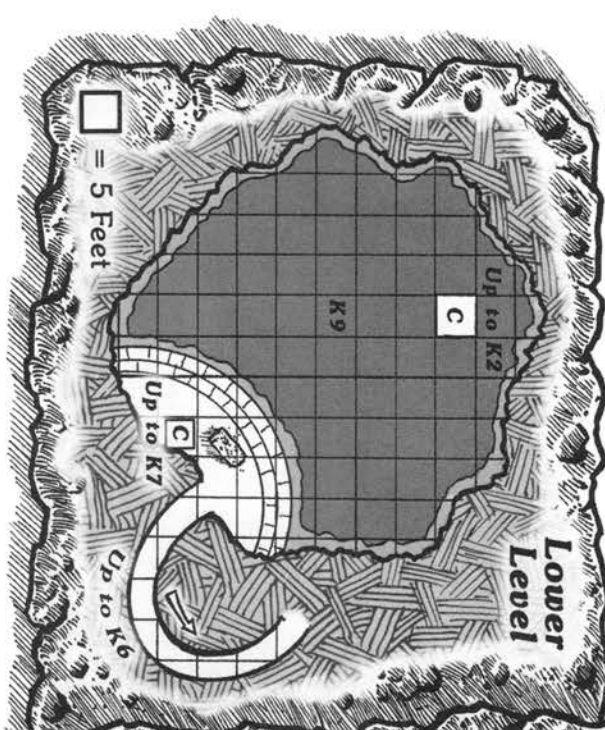
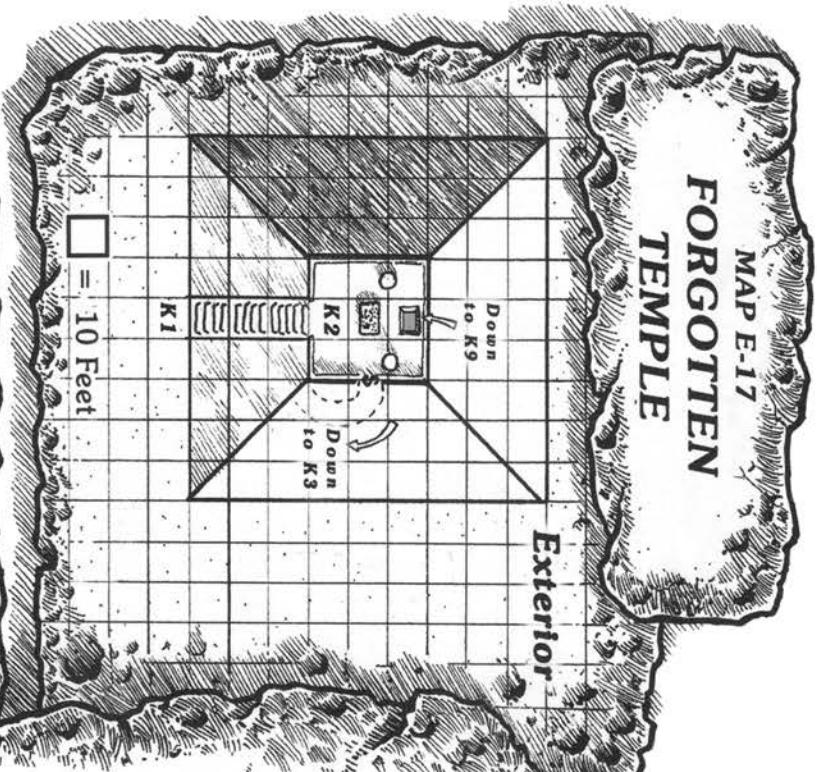
MAP E-16
RAKASTA SHRINE

□ = 10 Feet

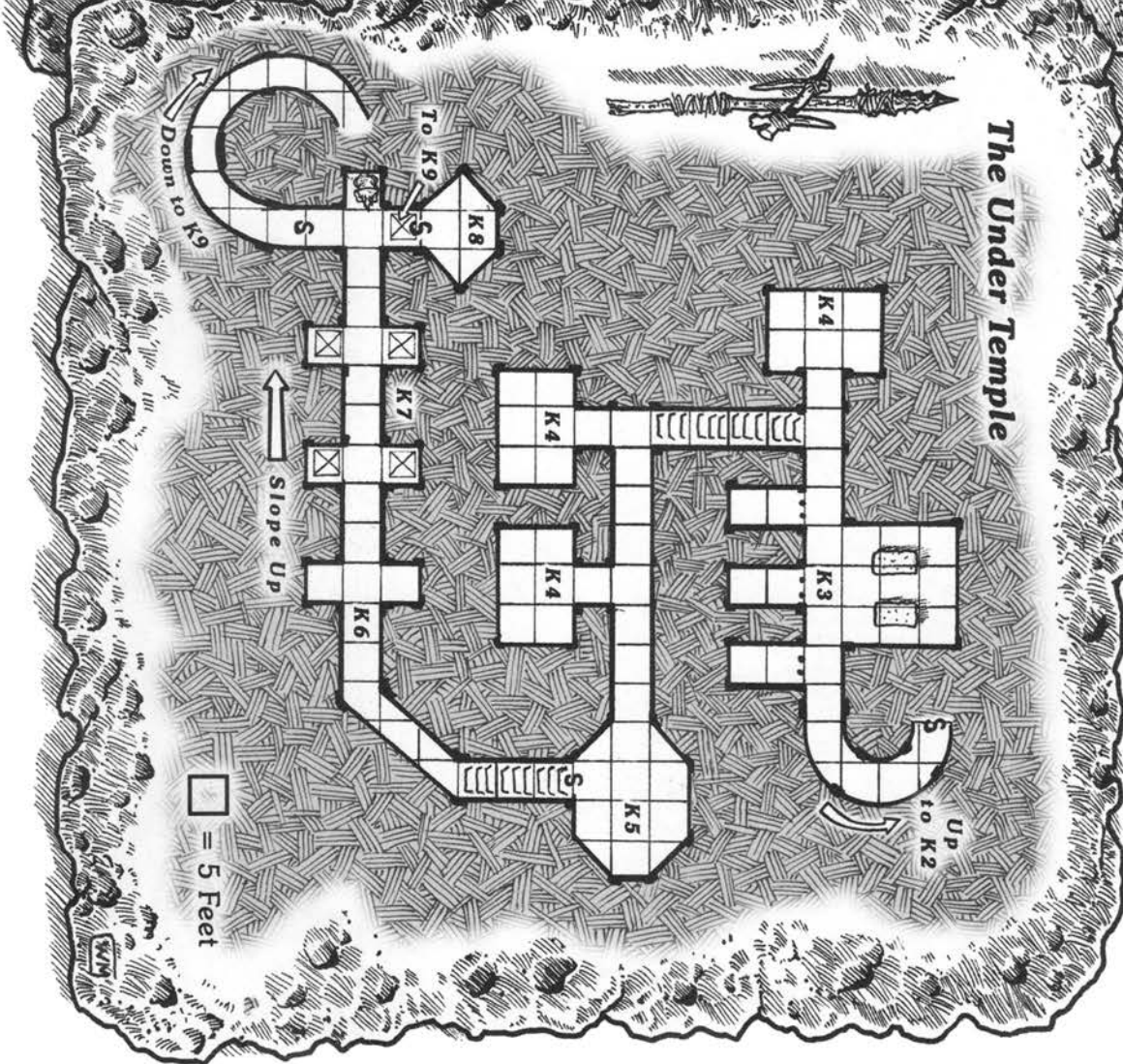


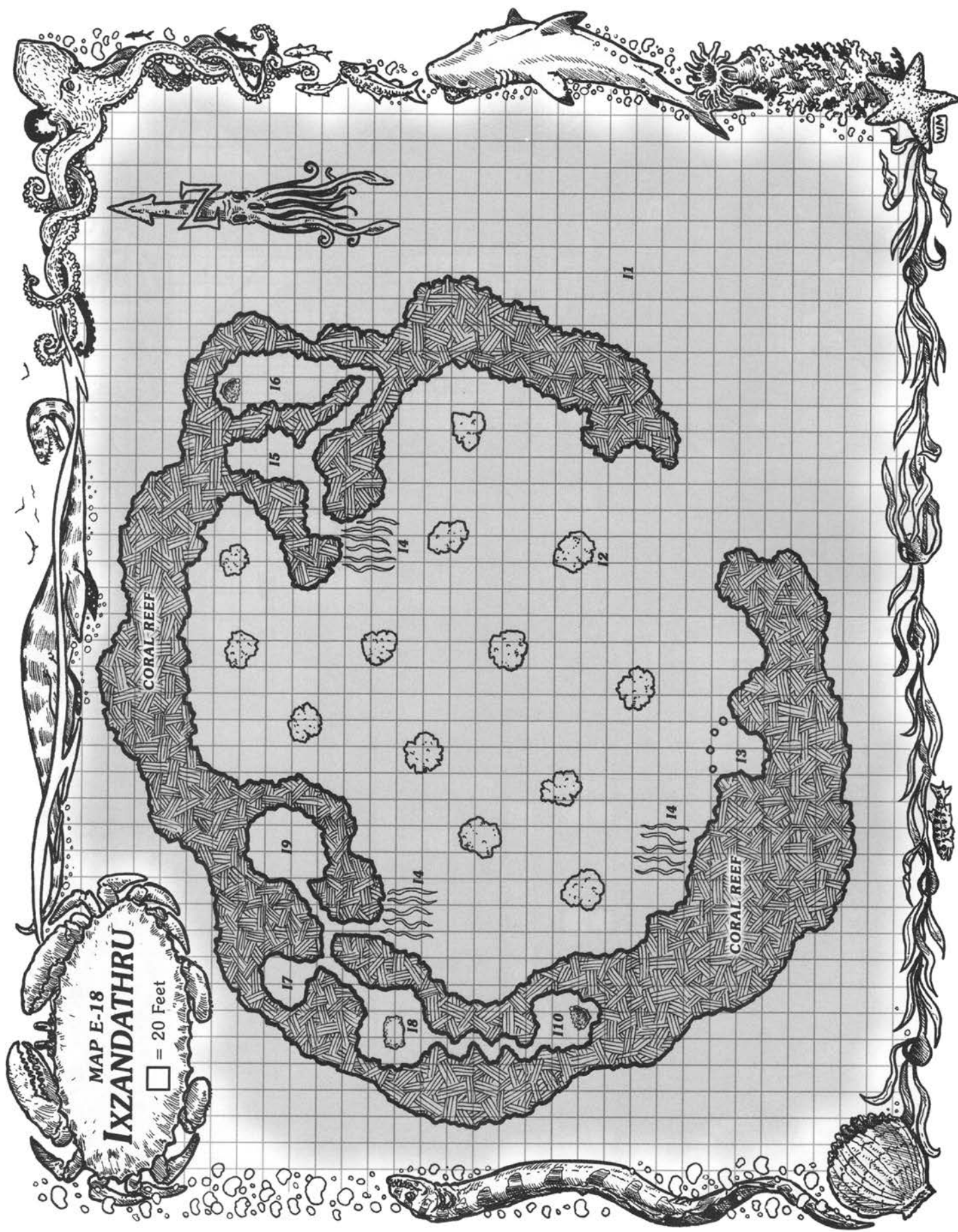
FORGOTTEN TEMPLE

MAP E-17



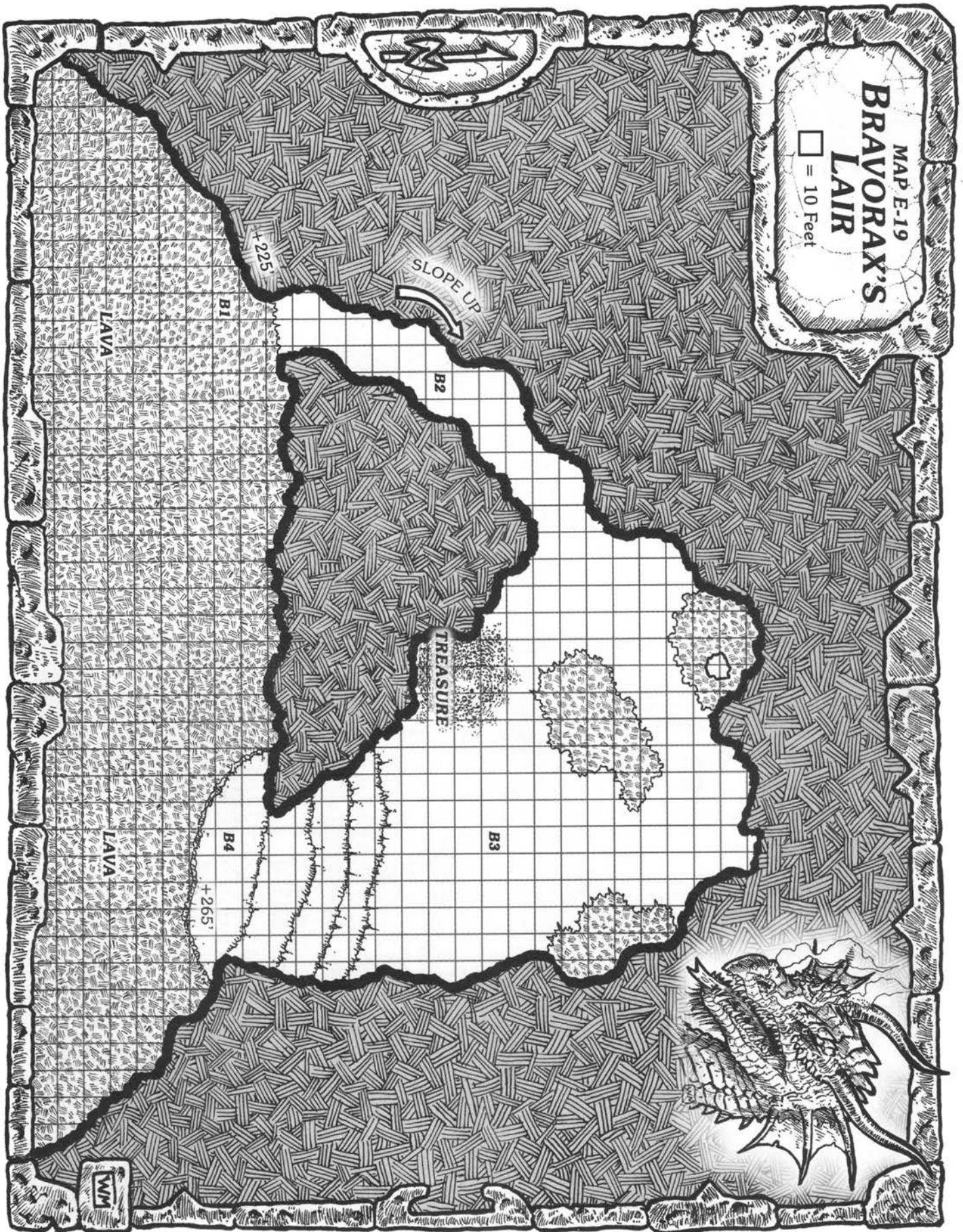
The Under Temple

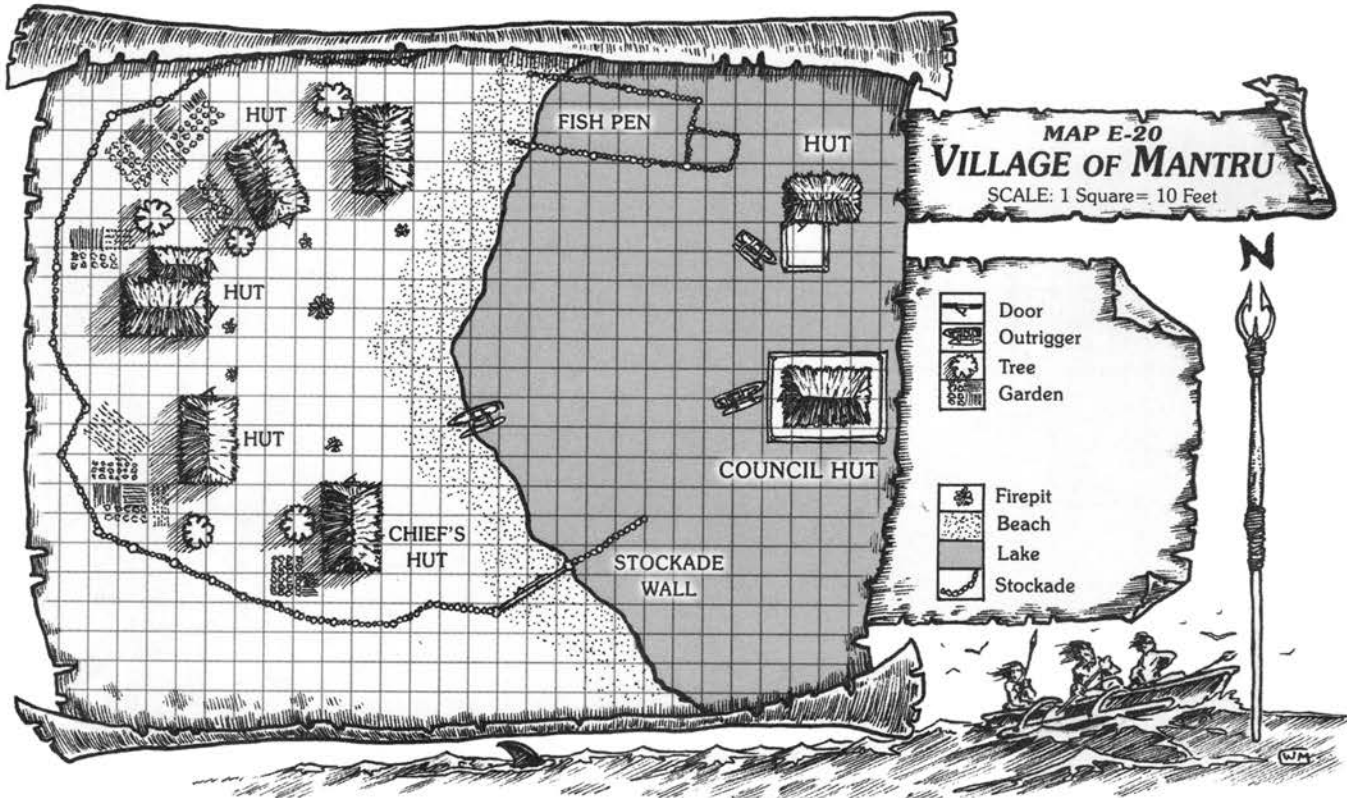
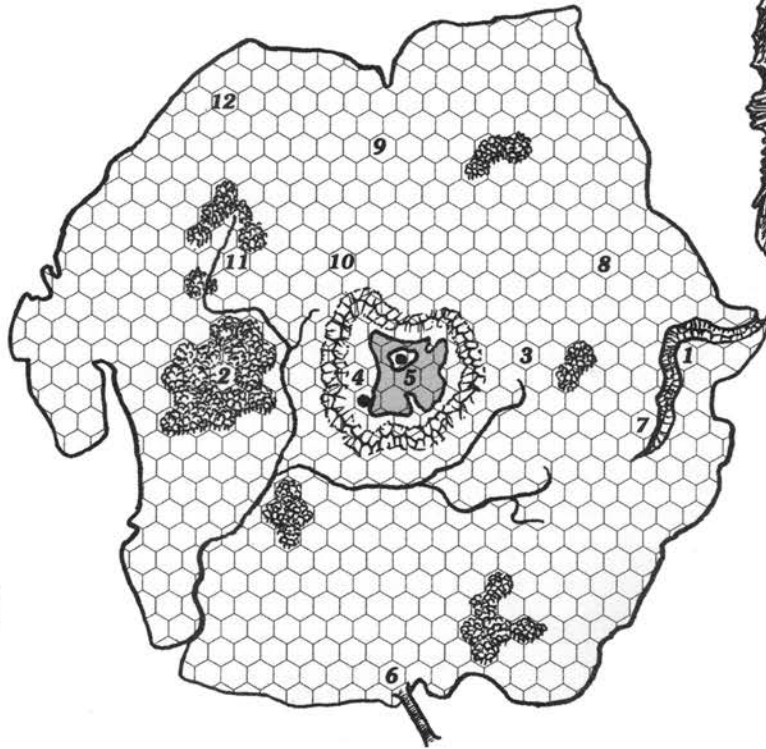




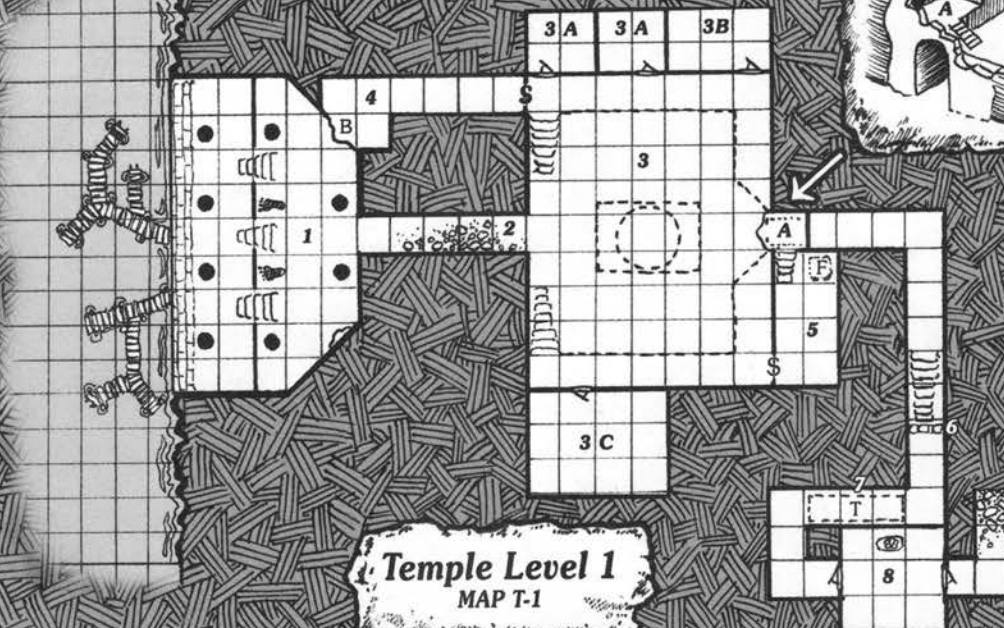
MAP E-18
IXZANDATHRU

□ = 20 Feet

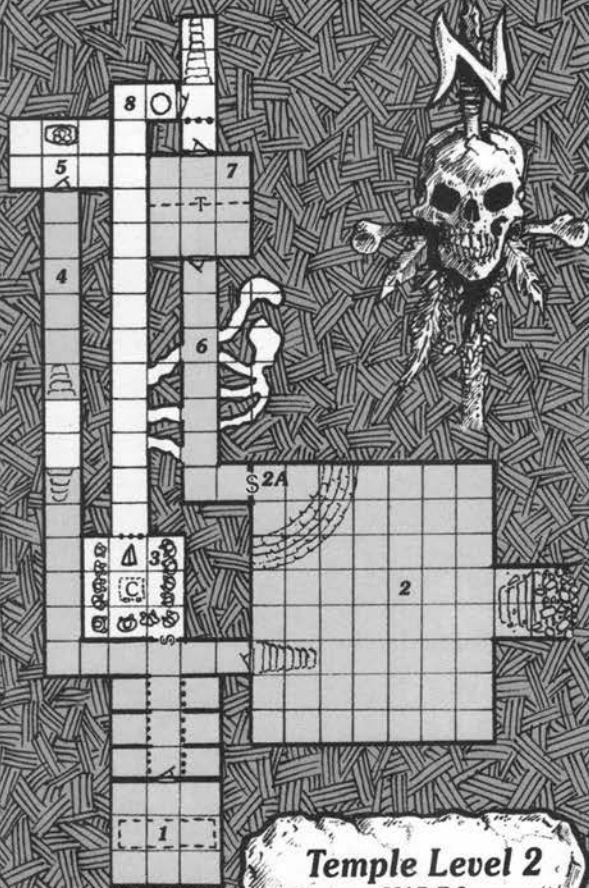




TABOO ISLAND



Temple Level 1
MAP T-1



Temple Level 2
MAP T-2

SCALE: 1 SQUARE = 10 FEET




- Door
- Secret Door
- Trap Door in Floor
- Trap Door in Ceiling
- Iron Bars or Portcullis
- Stairs
- Trap
- Trigger
- Statue
- Pillar
- Dais
- Rubble
- Stone Wall
- Dock
- Balcony
- Water
- Smokehole
- Altar

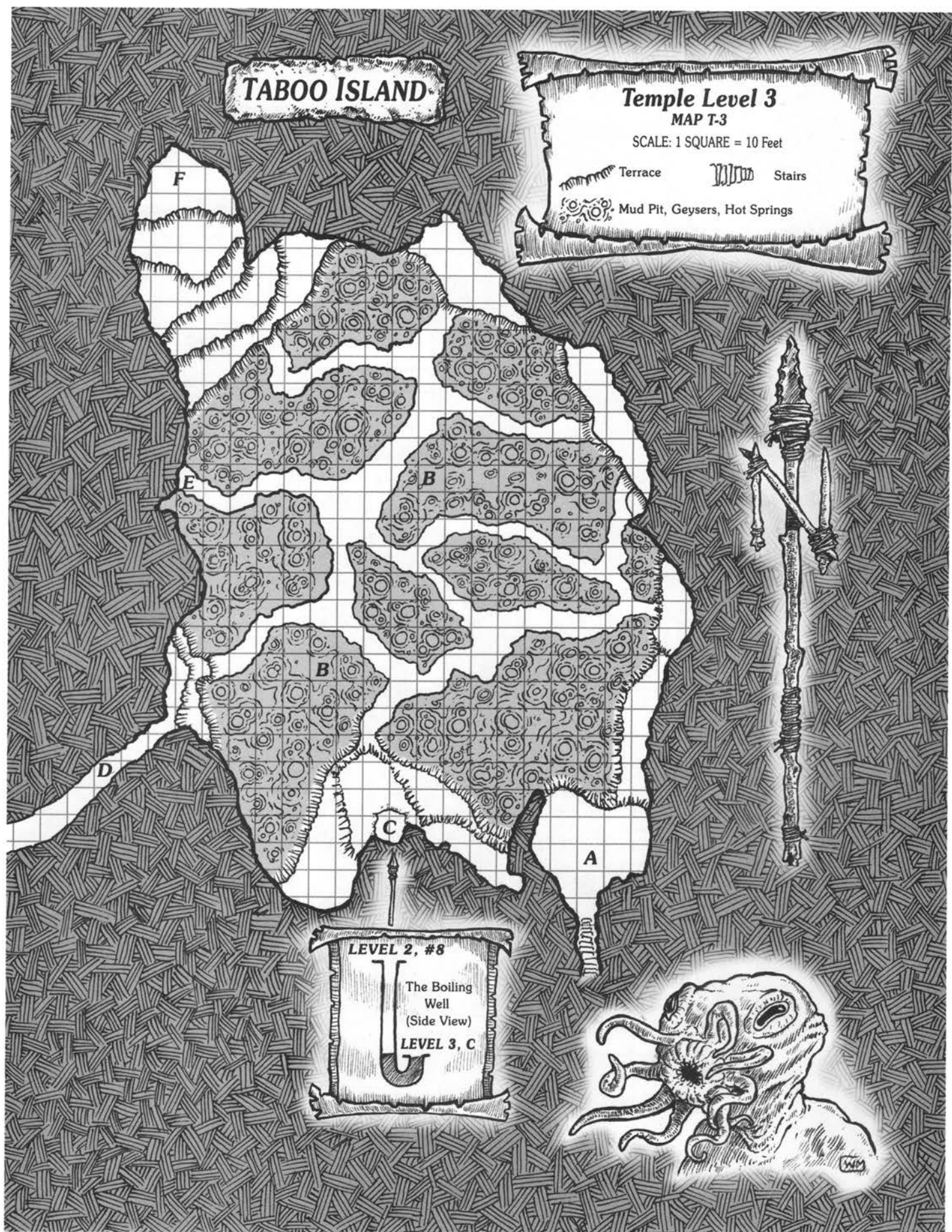
TABOO ISLAND

Temple Level 3

MAP T-3

SCALE: 1 SQUARE = 10 Feet

-  Terrace
-  Stairs
-  Mud Pit, Geysers, Hot Springs



LEVEL 2, #8

The Boiling Well
(Side View)

LEVEL 3, C

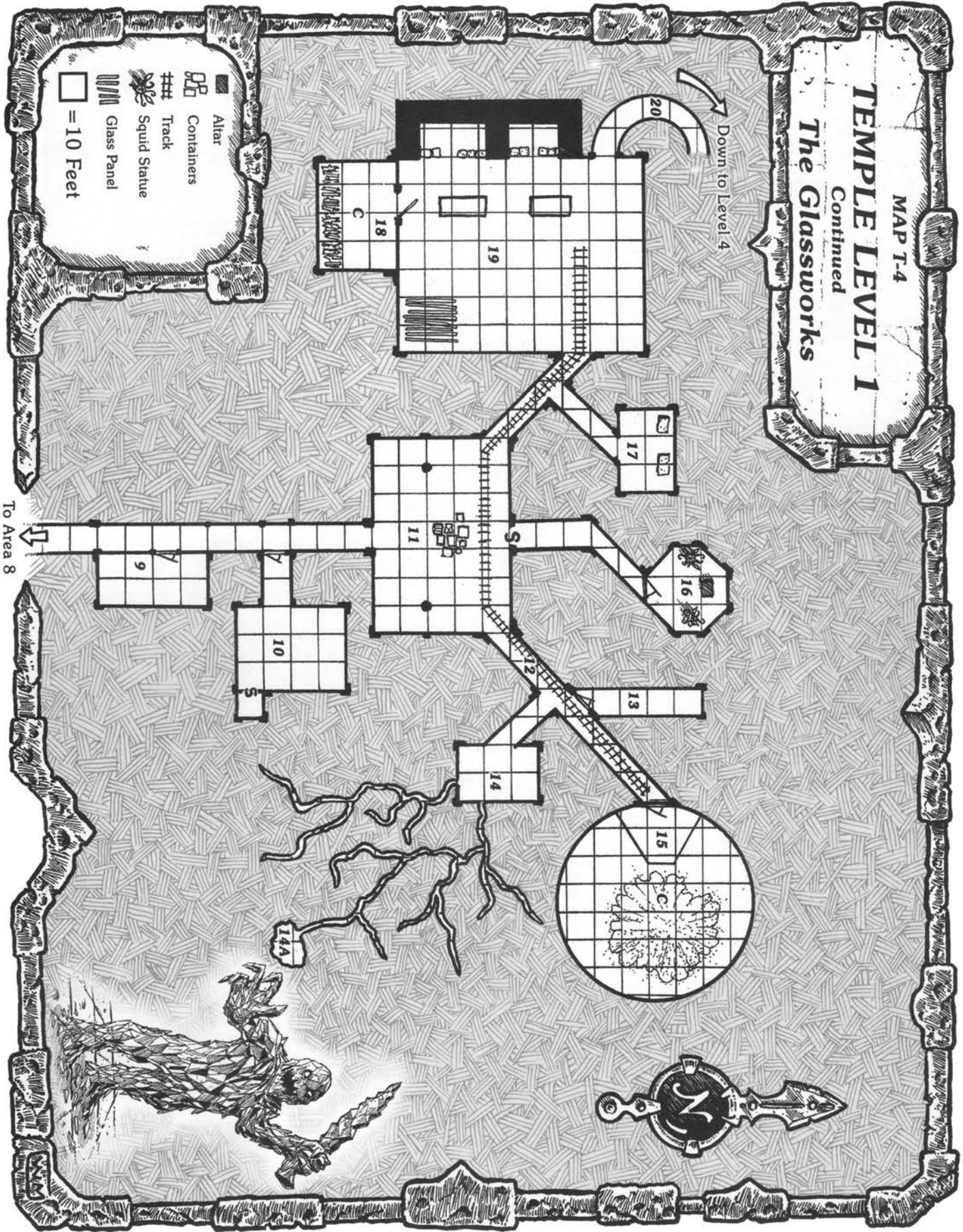


TEMPLE LEVEL 1

Continued

MAP T-4

Down to Level 4



- Altar
- Containers
- Track
- Squid Statue
- Glass Panel
- = 10 Feet

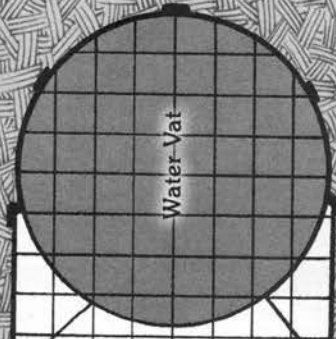
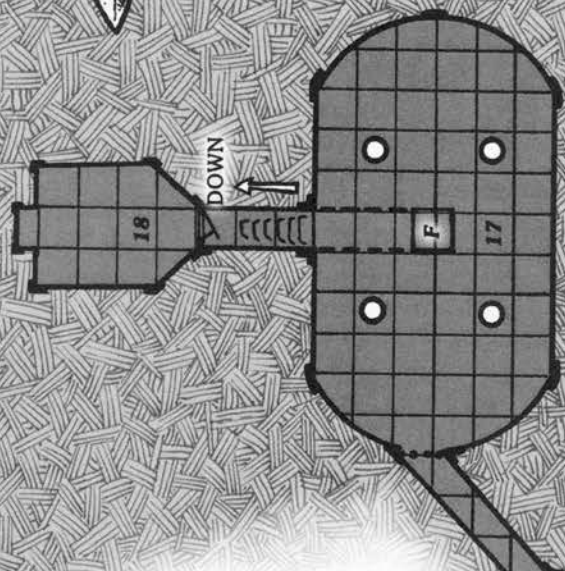
To Area 8

MAP T-5

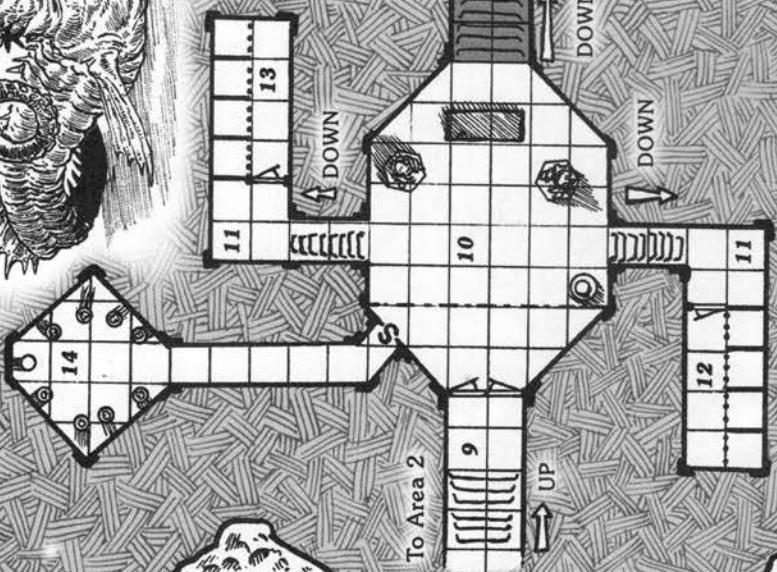
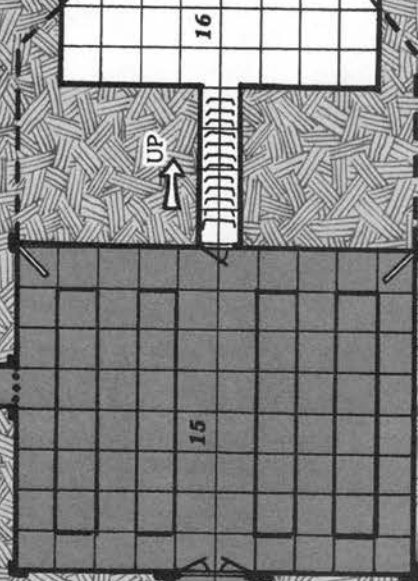
TEMPLE LEVEL 2

Continued

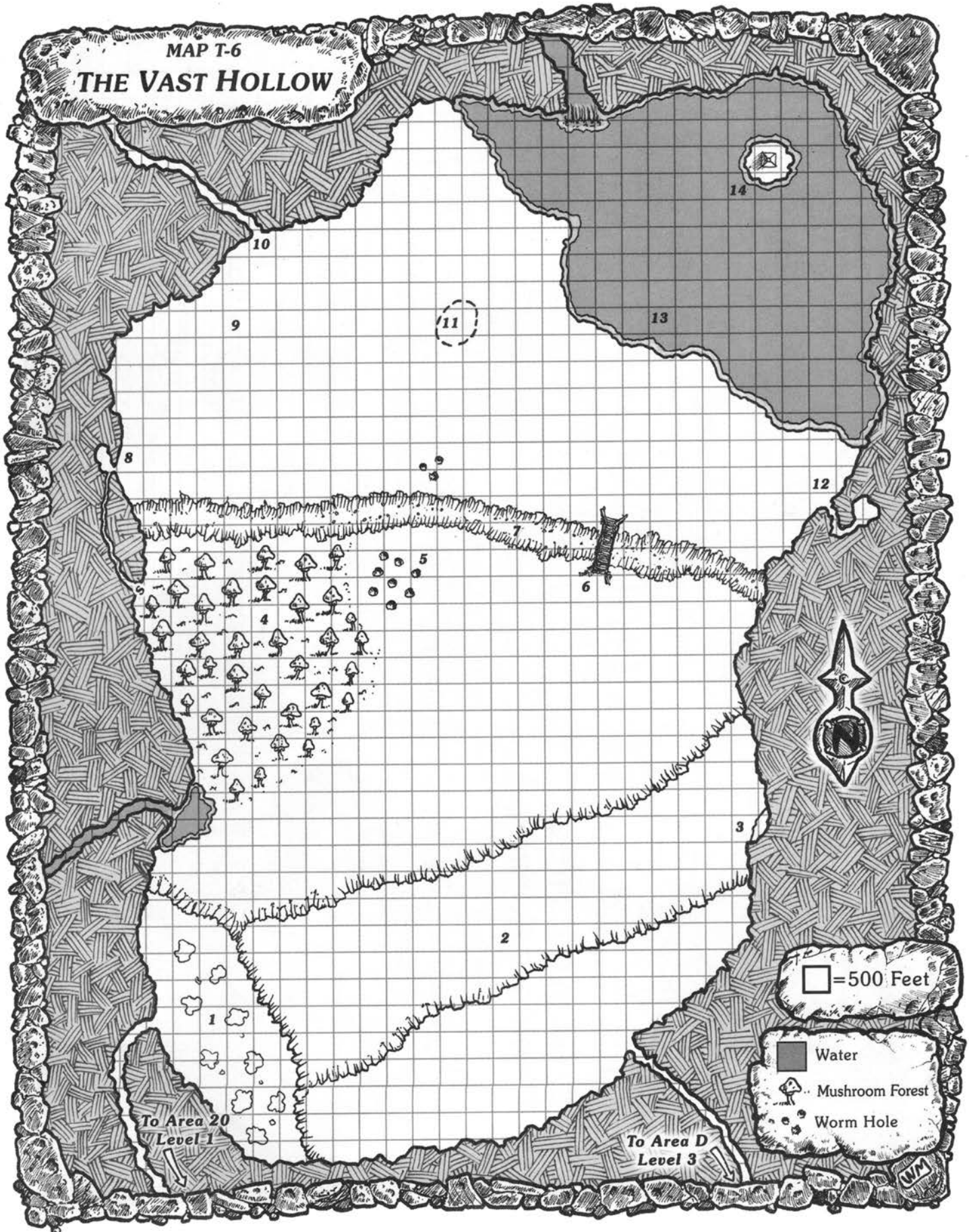
Halls of Corruption

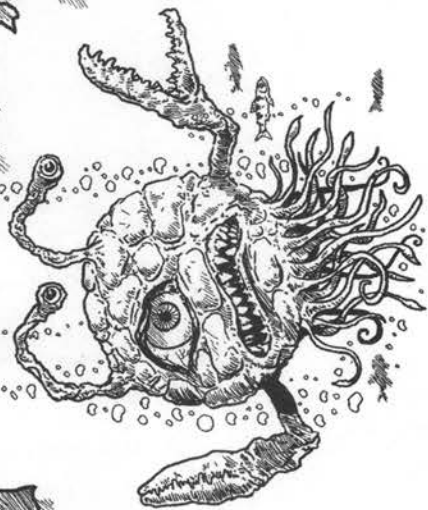


Water
= 10 Feet

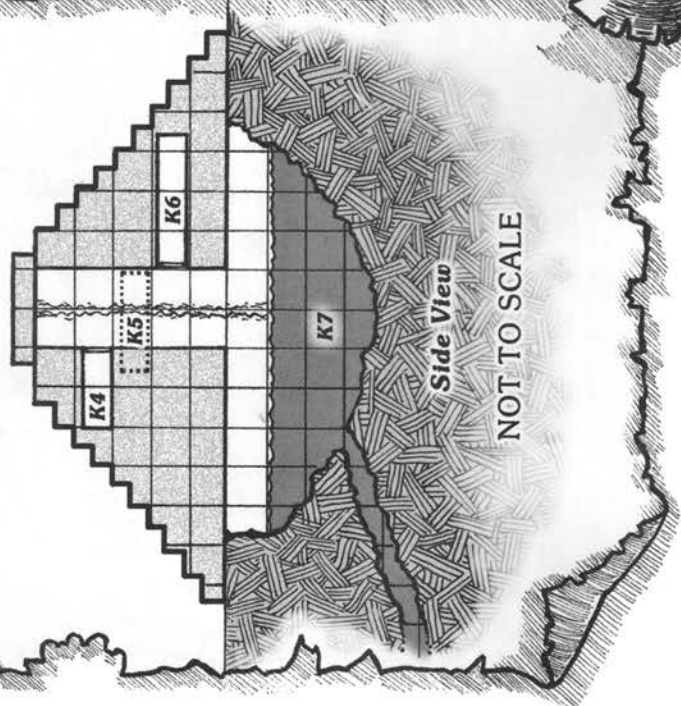
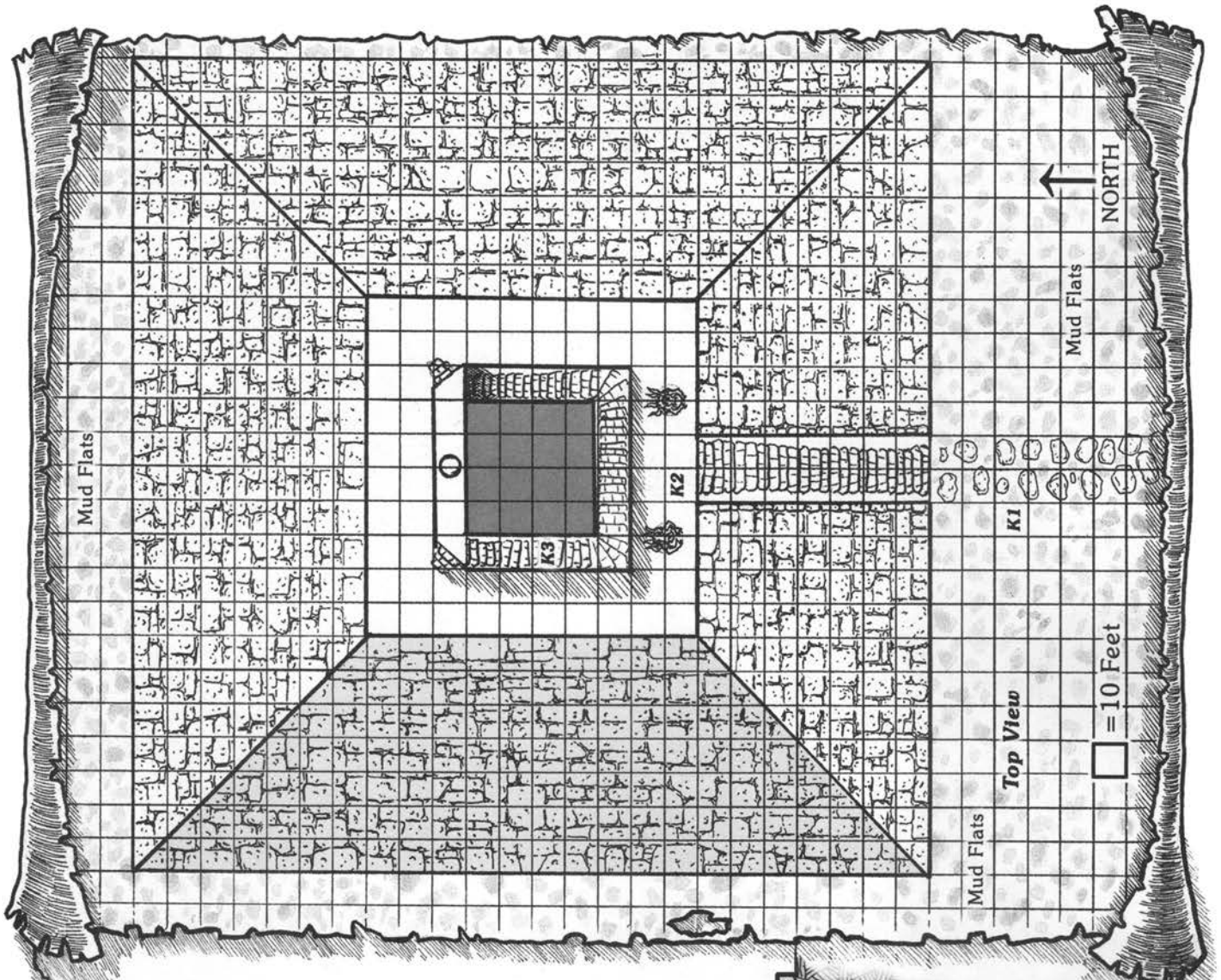


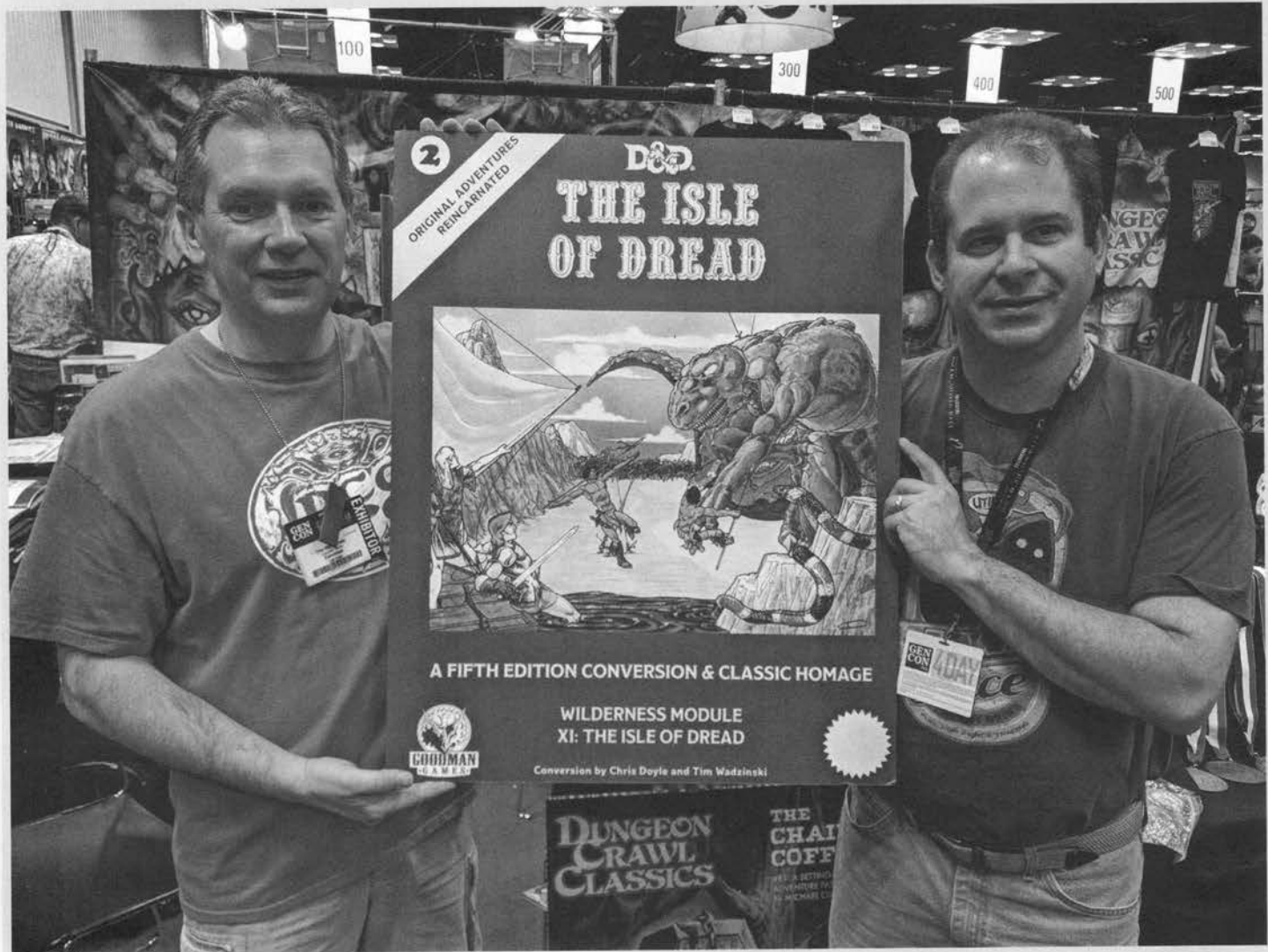
MAP T-6
THE VAST HOLLOW



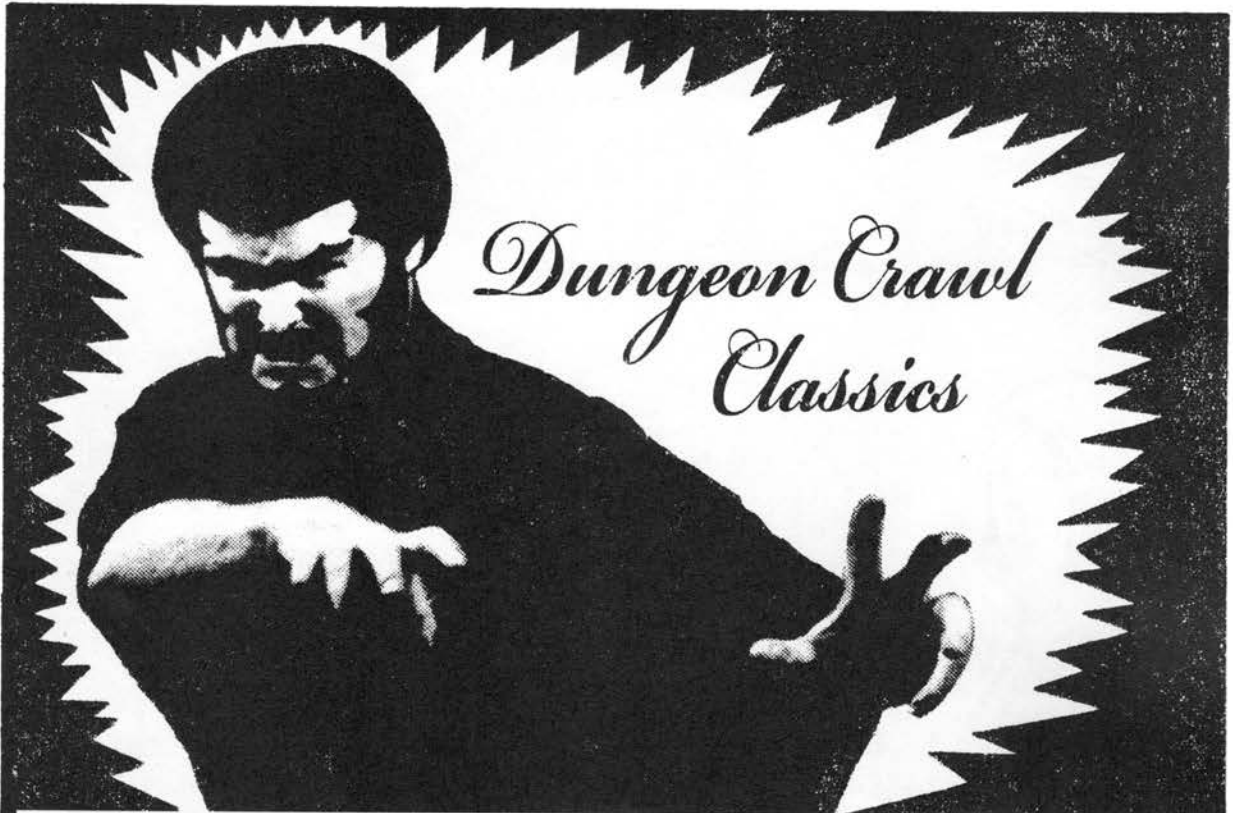


MAP T-7
**ISLAND TEMPLE
 OF THE KOPRU**





Here are project leads Chris Doyle (right) and Tim Wadzinski (left) holding up a poster of the cover to this book after it was announced at Gen Con 2018! Thanks Chris and Tim for making this book possible, and bringing back a classic adventure to a new generation of players.



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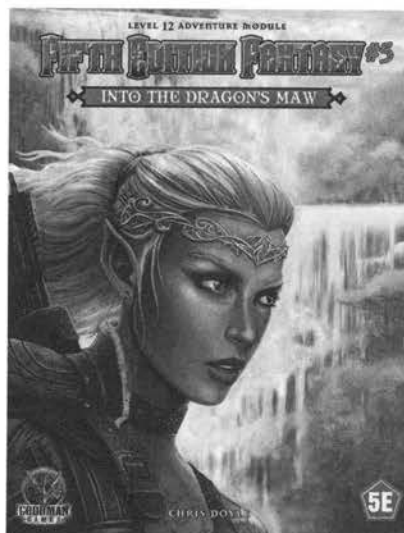
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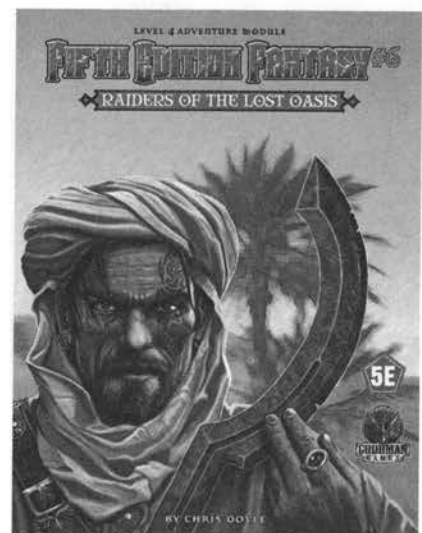
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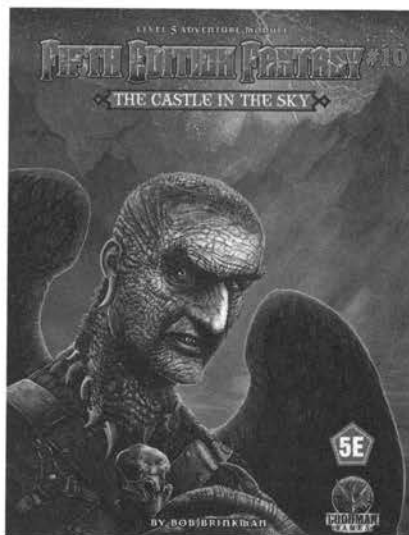
FEF #4: War-Lock
Level 5 adventure



FEF #5: Into the Dragon's Maw
Level 12 adventure



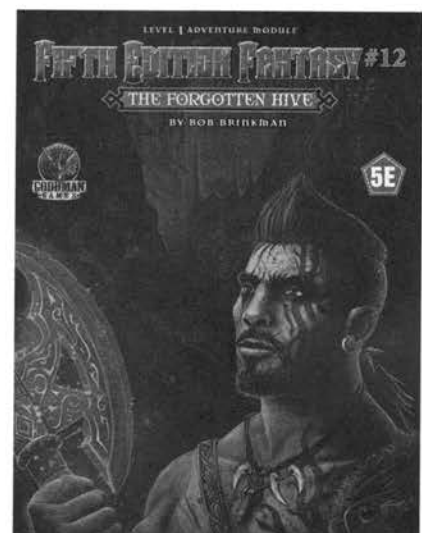
FEF #6: Raiders of the Lost Oasis
Level 4 adventure



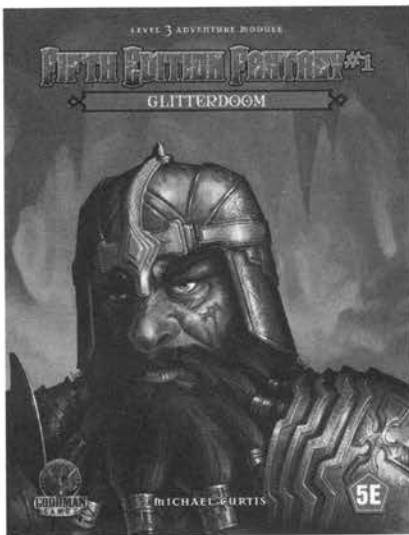
FEF #10: The Castle in the Sky
Level 5 adventure



FEF #11: The Archmage's Lost Hideaway
Level 7 adventure



FEF #12: The Forgotten Hive
Level 1 adventure



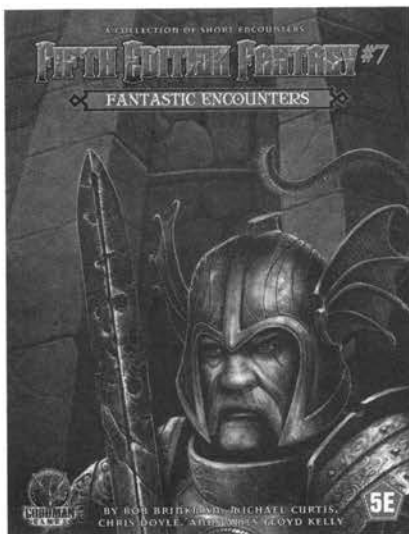
FEF #1: Glitterdoom
Level 3 adventure



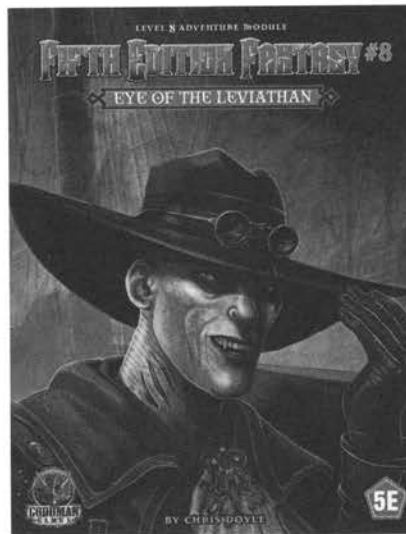
FEF #2: The Fey Sister's Fate
Level 1 adventure



FEF #3: The Pillars of Pelagia
Level 3 adventure



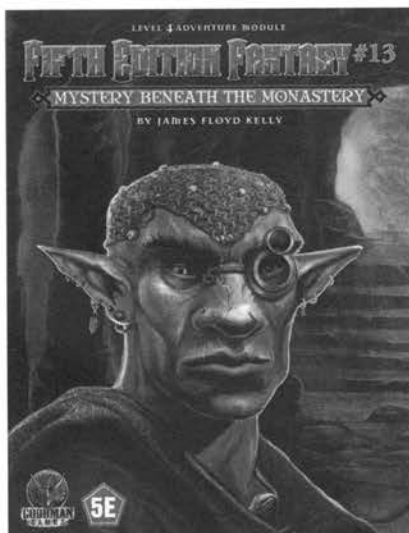
FEF #7: Fantasy Encounters
A collection of short encounters



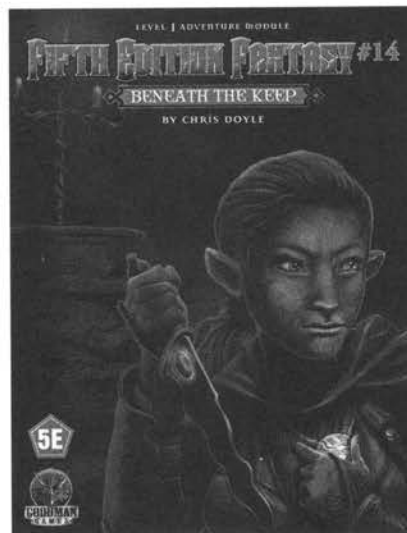
FEF #8: Eye of the Leviathan
Level 8 adventure



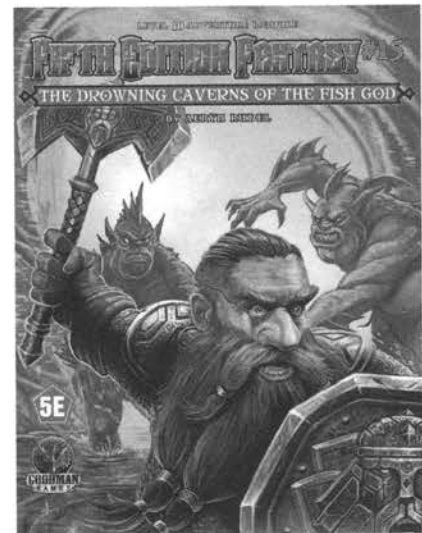
FEF #9: The Fallen Temple
Level 10 adventure



FEF #13: Mystery Beneath the Monastery
Level 4 adventure



FEF #14: Beneath The Keep
Level 1 adventure



FEF #15: The Drowning Caverns
Level 10 adventure



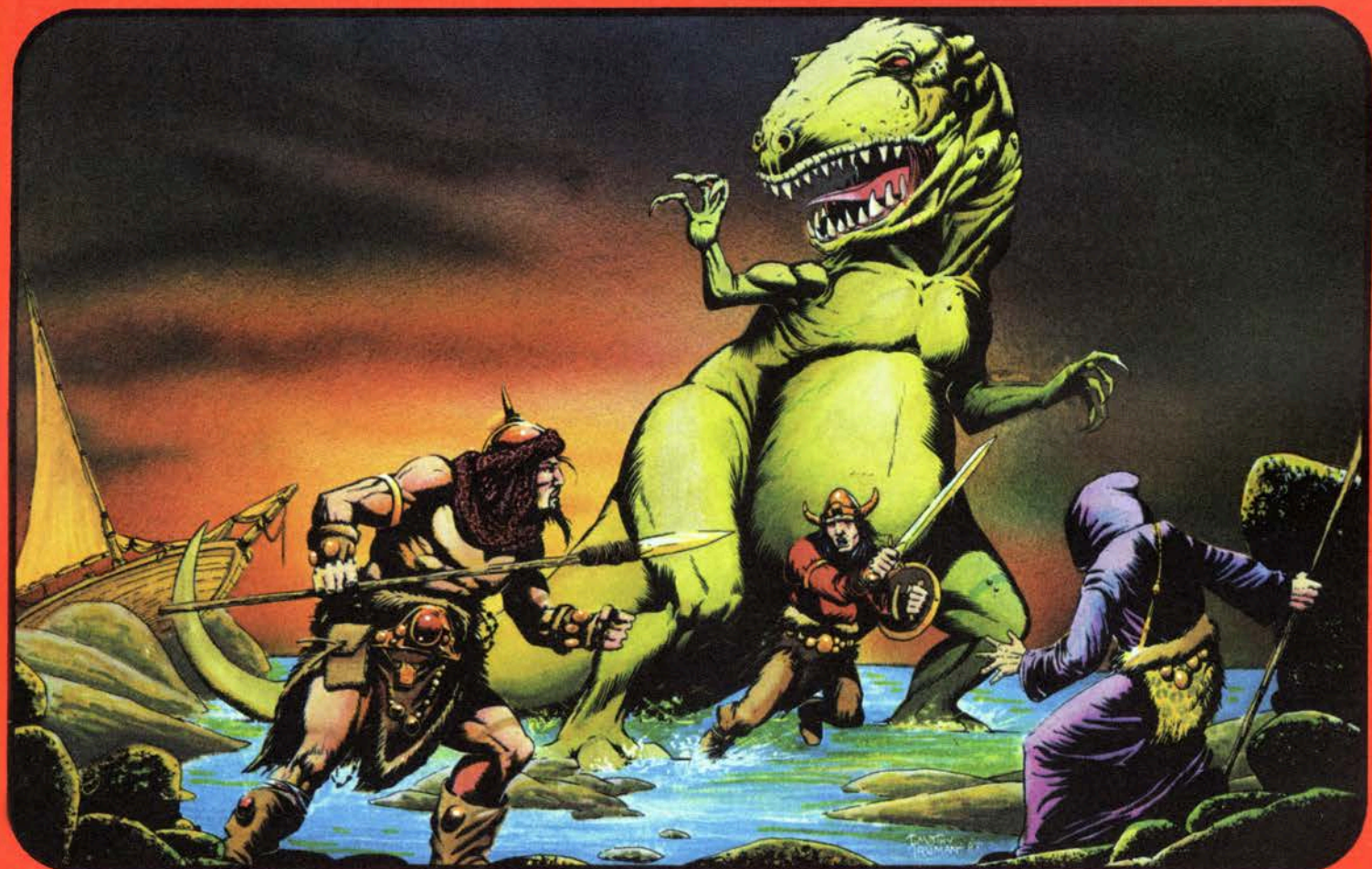
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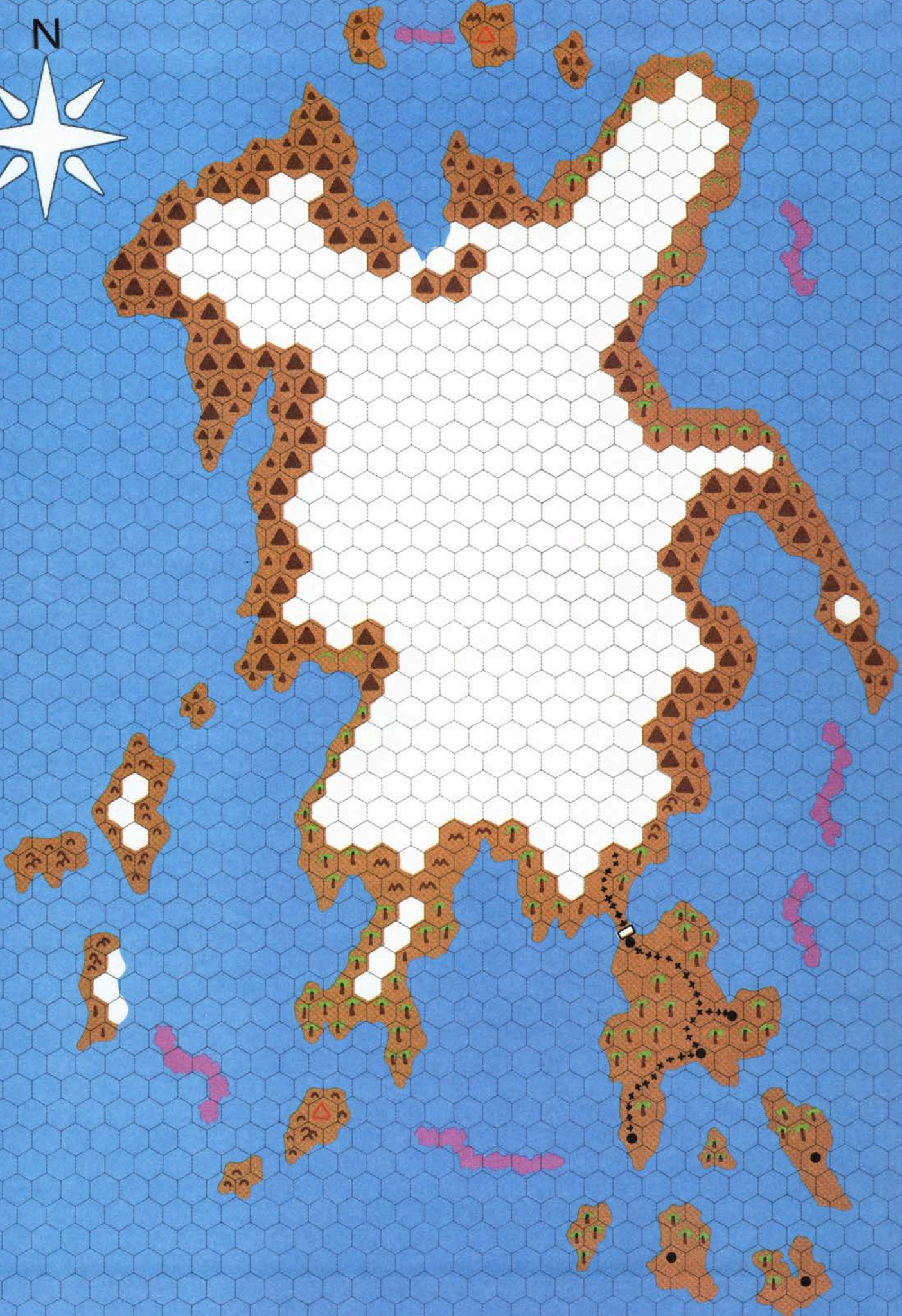
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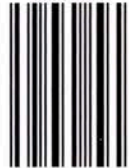


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