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Dungeon Adventure X1
The Isle of Dread

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An Adventure for Character Levels 3–7

Introduction

The Isle of Dread is a wilderness adventure setting designed for use with the D&D® rules. It includes guidance for customizing and using the setting, maps, descriptions of outdoor and dungeon encounter areas, and suggestions to help you create further adventures.

Rumors of treasure and mystery have lured the characters across the ocean to an island known to its natives only as the Isle of Dread. The characters move inland in search of an ancient city built upon a plateau. Hidden within that site are the secrets of the natives' ancestors and untold wealth. Evil also awaits.

Playtesting

The Isle of Dread isn't meant to be a hard test of balance between the player characters (PCs) and monsters. That process continues as we refine the rules for monsters, characters, and encounter building. Although you should keep an eye on how elements of the rules interact, this adventure is intended to explore how well the rules support different styles of play.

We're hoping to see how you use this material. You might choose to play in the "theater of the mind" style or as a series of set-piece encounters using a grid and miniatures. The free-form nature of the adventure also gives the Dungeon Master (DM) a mix of options for interaction: hack-and-slash battles, political negotiations, cloak-and-dagger deceptions, dungeon crawls, guerrilla warfare, comedic exchanges, or any mix of those elements.

Do the rules allow you the freedom to play the DUNGEONS & DRAGONS® game in the way you like? How about the adventure? What elements of it didn't work out? What things did you change to suit your tastes?

Starting the Adventure

An isolated area with a "lost world" feel, the Isle of Dread contains monsters, such as dinosaurs, and settings, such as the rumored city of the gods, alien to those from the faraway mainland. Although creatures familiar to

mainlanders also inhabit the island, the intention is for the locale to feel exotic.

The characters have come into possession of the journal of a long-dead explorer, known only by the initials "RB" in his or her log entries. (How they obtained the journal might be an adventure in itself.) They start their exploration of the island by picking up RB's trail.

The Explorer's Journal

The old record book is signed with the initials "RB." It describes a journey to a mysterious island (including compass bearings and coordinates) and a sketched map of the coastline. The map shows a few inland features, including a path to a friendly village called Tanaroa. RB's notes describe the settlement but warn that, although the natives of Tanaroa are open to trade, other inhabitants of the island are hostile and might be cannibals.

The log goes on to speak of a huge barrier, called the Great Wall, that seals off the jungle lands beyond Tanaroa. The villagers call the farther territory the "Isle of Dread" and told RB of an ancient "city of the gods" in the center of the island. This city is rumored to be full of riches, including five perfect emeralds. Fierce and exotic monsters roam the jungle: enormous reptilian creatures, overgrown apes, and bizarre beings unknown in other lands.

This log can also contain rumors and details you need to give the players to influence the characters' decisions about how to explore the island.

Make This Your Adventure

You can link the encounter locations with any story that you think works best. The following sections give suggestions for how the characters arrive on the Isle of Dread and why they have come. You're free to change them, mix them together, or ignore them all and come up with something that you like better.

After you choose a hook or two, read through the adventure. Determine the places you'd like the adventurers to go and the changes you

need to make to fit your theme. Then, set up clues and encounters that draw the players' attention to the areas you want them to explore.

If the players find it hard to decide what to do next, provide clues or stage an encounter that provides a little direction. For example, natives could show up and ask the characters for help, or hostile creatures could possess an item that points toward another section of the isle.

Stranded!

For a quick start, have a storm or a pirate attack (likely involving the pirates in area 7) wreck the characters' ship and deposit them on the island. Perhaps they already have RB's journal, or they find the notebook in a wrecked ship near where they are stranded. Either way, they have little choice but to explore the island to find food and shelter, and to discover a way home.

However they arrive, the characters start at a point you choose. They have their starting equipment, plus some salvage from the ship, listed here.

Four large tents (each sleeps four)
A 10-foot pole
Three flasks of oil
A barrel of salted pork
A barrel of fresh water
The explorer's journal
A map of the island's coast

If the players come up with ideas for using the ship's wreckage, reward their ingenuity as you see fit. Besides any rations the characters might have, the salted pork and water are enough to supply the entire group, including any nonplayer characters (NPCs), for five days.

Alternative Hooks

If you have the time and inclination, you can design a scenario for getting the characters to the island. The following suggestions present a few options.

Clear the Pirates: The Isle of Dread serves as a base for pirates. Merchant consortiums and mainland nobles with seagoing interests

would be happy to have the pirates exterminated. Although a substantial bounty is likely, perhaps as much as 2,000 gp for complete success, completing such a task would also be rewarded with the favor of influential people. You might choose to increase both the threat to shipping and the number of pirate bases.

Establish Trade: RB's journal describes the inhabitants of Tanaroa as being friendly and suggests they might be open to trade. A powerful merchant or guild sponsors a trip to open up a trade route to the island, providing goods to exchange with the natives.

The villagers warmly greet characters who arrive with trade goods, and they are willing to pay an excellent price for the imports: up to twice the value of the items purchased, to a maximum of 2,500 gp. (Assume that trade goods are generic materials, such as cloth, utensils, and food items.) Such transactions might not involve literal coins but consist of valuables such as equipment, gems (especially pearls), and precious metals, as well as exotic items available nowhere else. Island goods can be resold for a profit only after returning to the mainland.

After the characters open up trade with the isle, they share a one-time experience point award equal to the total value (in gp) of the goods sold. The characters might invest in goods for further trading expeditions; these earn no experience points but return handsome profits as described above.

Explore the Wilds: One of the characters (or an acquaintance of theirs) is a descendant or distant relative of RB and inherited the journal. That person wants to learn more about the mysterious island, fill in the blanks on the map, and perhaps discover the fabulous treasure that the island is rumored to hold. The party might be hired on to accompany and protect the expedition, or its members could seek a share of the riches.

Alternatively, the same patron who hopes to open a trade route also commissions an accurate survey of the island. If the characters return with a complete map, they earn 1,000 gp for the task.

Maybe the Isle of Dread is in another realm of existence, such as Faerie, and it returns to the world somewhat predictably. The island is about to return for a time, and someone wants the characters to go there to explore or fulfill one of the other hooks here. As a place out of normal time and space, the isle is populated by all manner of exotic beasts. If it leaves the world with the characters still on it, though, getting home becomes a big problem.

Face the Koprus: Aberrant monsters known as koprus once ruled the isle from the temple on Taboo Island (see area 29). You can use the isle to tell the story of these beings and their ancient dominion by adding more ruins, weirdness, and aberrant creatures to the isle's environs.

In this scenario, the characters could end up stranded on the island because they ran aground on it or one of its reefs during an eerie fog or storm. The island isn't on any sea charts, and the adventurers find RB's journal near their crash site. For example, the characters could come across RB's journal in a box containing a kopru idol. Sinister in tone, the journal describes the island as a disturbing place with weird natives who rely on the Great Wall to keep aberrant fiends and strange creatures at bay. One or more characters might start having ominous dreams about the island, foretelling the awakening of ancient eldritch evil.

Other creatures on the island might be traced to the days of kopru rule. Phanatons and rakastas might be allies that once made war on the koprus, or they could be servitor races created by aberrant sorcery. Human natives are likely to be descendants of slaves to the fallen kopru kingdom, and the native Cult of the Walking Dead dates from times when these slaves raised their dead to continued slavery. If that is so, the natives on Taboo Island are likely to be under kopru sway, and their masters seek more such thralls. The koprus could also serve a greater evil.

Time might flow differently on the island, lending it a dreamlike quality and explaining its lost-world feel. Dinosaurs and other ancient creatures exist here because of the isle's isolation in space and time. This isolation could

mean that getting home requires not only a ship and favorable winds, but also a way to escape the island's magical nature.

Flee the Domain: Much as in "Face the Koprus," the island is adrift in space and time. In this hook, the isolation is a form of cosmic justice that punishes the koprus for their evil by trapping them in a so-called Domain of Dread. The koprus worship demons, and this legacy taints almost everything on the island.

Undead haunt the isle because humanoids who die here inevitably return. (Tough or savage humanoids might return as stronger undead.) The natives have integrated this phenomenon into their religion. Others might cremate their dead or take advantage of the risen corpses for nefarious purposes.

The characters arrive on the island by accident, their ship crashing on a reef that appears suddenly in a weird mist. Those versed in geography or history might know that no island or reef should have been in the region through which the adventurers traveled.

When the characters reach the beach, possibly after travails in the water, they find the shattered aft section of RB's ship. Inside the three decks, RB is now a wight in command of a few ghouls and several skeletons made from his former crew. The undead explorer tries to kill interlopers. His cabin contains his journal and the map of the island's coast, as well as any treasure he might have guarded after his death.

Getting home again is a big part of this scenario. Doing so might require ending the koprus' evil once and for all.

Hunt Big Game: A patron, such as a wizard or eccentric collector, came into possession of RB's log and is interested in collecting specimens of the island's exotic wildlife. This person commissions the party to bring back body parts or entire corpses, providing the characters with materials to preserve items for shipment and paying for their passage to the isle.

Alternatively, the patron might prefer that the beasts be captured alive, perhaps for research or breeding. He or she could instead be a bored noble in search of exotic diversions, pets, or prey for private hunts. Live specimens fetch considerably higher payment, but

capturing them is a much more difficult task that requires special planning and supplies. (You should provide the means for the characters to execute reasonable plans, such as building cages and so on.) Some suitably challenging monsters include dinosaurs or strange mammals such as a giant ape or saber-tooth tiger.

Filling in the Gaps

The Isle of Dread is a free-form setting designed for exploration. It presents no specific storyline, the characters' motives are not predetermined, and enemy actions don't always have obvious reasons or work to a common end. Encounter sites might not be interconnected, and NPCs don't have fixed personalities.

Although the characters might arrive on the island with a goal in mind, the story is unlikely to be linear. Characters can explore the isle and interact with its inhabitants as they see fit. With this free-form setting, you and your players can bring the Isle of Dread to life however you like.

All that said, the open-ended nature of the setting could make adventures more difficult to run without a little planning and creativity. Aimless travel and exploration can be fun in limited doses, but purposeless wandering can become monotonous.

While reading the adventure, consider the following points. Additionally, sidebars throughout the adventure might give the answer to some of these questions. Such sidebars are tools to help you get on with the action quickly. Use them as you see fit.

Raised Questions: Pay attention to any questions your reading raises in your mind, even when looking over the random encounter tables. The answers to such questions can be the starting point for an adventure on the island or give a specific encounter area more color in your game. For instance, does the green dragon in area 20 have a name, or is it a feral creature unusual for its kind? What does the dragon spend its time doing? Does it ever harass the natives south of the Great Wall? Are any monsters on the isle allied with or foes of the dragon? Perhaps the lizardfolk in area 11

worship it, and they attack the Neanderthals in area 12 to provide their "god" with sacrifices.

Context is important when answering such questions, especially when considering why the characters are on the isle. For example, the pirates can be used in many ways. Why are the pirates here? (The default answer is that they're slavers.) Who are their allies and enemies? If you're treating the isle as lost in space and time, do the pirates know how to come and go? If so, how they do could be information useful to the characters.

You can use unusual and "what if" questions that arise to push the adventure in unexpected directions. For example, what if an evil zombie master arose among the peaceful natives and their mostly harmless Cult of the Walking Dead? The wicked witch doctor might use undead to grasp for power in his or her village and beyond. The village's natives might fear undead attacks, or the zombie master might demand sacrifices. Such a village's graveyards might be haunted places with creepy catacombs underneath. To go further, what if a faction of villagers supports the twisted cult—or the evil version is the norm?

Plot Threads: The encounter areas of the isle are, at best, loosely connected. Although a lack of connectivity is fine in some situations, occasionally give the characters information that leads them to other locations. The natives might share rumors or request the characters to undertake some tasks, or you could allow the characters to find maps at some sites. For example, the phanatons in area 10 might ask the characters to destroy the araneas in area 14. Rakastas in area 9 might challenge strangers to contests, perhaps including a venture to capture saber-tooth tiger cubs, honoring victorious adventurers with a feast and treasure.

Questions that come up in reading might also point to plot threads. If the characters learn of the green dragon from the Neanderthals, the party has a reason to thwart the lizardfolk in their evil worship and, possibly, to slay or negotiate with the dragon. A hunter (or hunters) from Mantru village (area 28) might be creeping about the dragon's cave, trying to steal some scales to make a shield or to purloin

an item from the dragon's hoard to impress his chief. This minor encounter can point the way to area 28.

Nonplayer Characters: As with the original adventure, most of the people and creatures in this adventure lack names and personalities. If the characters interact with a creature, its name and demeanor are up to you. While reading, you can think about how a given creature is likely to interact with the characters in a noncombat situation. Often, one memorable trait or quirk is all you need to make a memorable character.

Exploring the Isle

Traveling in the wilderness, especially on the Isle of Dread, is perilous. Dangerous creatures and terrain abound, and becoming lost is also a threat.

The Map

The characters start out with only a rough sketch of the island, included in the explorer's journal. Give the players the handout of the partial map. Both the player map and the complete map (for the DM's use) are gridded with hexagonal spaces (hexes), each 6 miles across. As the characters travel across the island, the players can fill in blank hexes, using the key provided on the complete map to show the hex's main feature.

Sighting Distance: Characters can usually see only the terrain type of their current hex. You might decide they can see farther from a good vantage, such as a treetop or mountainside. The characters can see into an adjacent hex if they are on that hex's edge.

Getting Lost: Wandering about in thick jungle or high peaks, with few reliable landmarks, means that the characters run a real risk of losing their bearings. In unfamiliar territory, a trusted guide is invaluable. In the absence of a guide, knowledgeable characters can use the sun or stars to orient themselves, taking note of less obvious landmarks.

If you want to have a chance of the party getting lost, you can secretly make a Wisdom check for the party's guide for each day of travel. Take into account the characters' skills.

The character who has the highest check modifier is the default guide, unless the party selects someone else. The basic DC to avoid becoming lost is 10; this number increases to 13 in areas with limited visibility (forests) or few geographic features (desert). In regions of extremely limited visibility (thick swamp or dense jungle) or no landmarks (open ocean), the DC increases to 16. If the characters figure out they're lost, the guide can make the same check once per day to get back on track.

A party following a road, trail, or river, or one sighting on reliable landmarks, has no chance of being lost. The characters might not know where their path will take them, but they do not deviate from it.

Tracking the Lost: If the party becomes lost, choose or randomly decide which direction it moves (usually one hex side off the intended course). You should also keep track of the group's intended direction. While lost, when the party changes direction, it does so according to its actual course rather than its intended one. For example, if the characters think they are traveling north but are actually heading northeast, then what they think is a turn to the northwest is actually a turn to the north.

Movement

The lack of true roads makes overland travel difficult by any means other than foot. On average, the party can cross a hex of clear terrain (beach, plains, trail) in 2 hours, but rugged terrain (broken, hills, jungle, swamp) takes 3 hours per hex, and extremely rugged terrain (dense swamp or jungle, mountains) takes 4 hours. Some terrain, such as volcanoes, tar pits, or open water, can't be traversed without special means.

Wandering monsters, as described in the next section, can also interrupt travel, increasing the time needed to cross a hex.

Water Travel: Although land transportation is virtually nonexistent on the island, bodies of water allows faster travel in places. The characters might have access to aquatic vessels, such as canoes, rafts, or small sailboats. Such vehicles are useful for navigating the isle's coast and inland waterways.

Canoe: A canoe can carry up to three Medium creatures plus 250 pounds of cargo. It has AC 10 and 50 hit points, and it provides half cover to creatures inside it. Characters in a canoe can row or paddle across 1 hex of water, assuming fair weather, in 1 hour. On a tactical scale, one character can paddle or row the canoe 20 feet per round. Each additional rower adds 10 feet to this speed. *Cost:* 25 gp.

Raft: This flat vessel can carry up to four Medium creatures plus 150 pounds of cargo per 10 square feet of the raft's area. Such a raft has AC 10 and 25 hit points. Characters in a raft can cross 1 hex of water, assuming fair weather, in 1 hour with steady rowing. On a tactical scale, one character can pole or row a raft 15 feet per round. Each additional rower adds 5 feet to this speed. A raft can be fitted with a sail in about 3 hours, allowing it to travel as a sailboat. *Cost:* 10 gp. Characters can improvise a raft for no cost if they have appropriate tools and access to materials.

Small Sailboat: A single-masted sailboat, or the large outrigger canoes common on the isle, can carry up to ten Medium creatures plus 1,000 pounds of cargo. Such a craft has AC 10 and 100 hit points, and it provides half cover to creatures inside it. At least one character must steer the boat using sails or a rudder, and one other character can assist. With a moderate breeze in a favorable direction, characters in a sailboat can cross 1 hex of open water in 30 minutes. On a tactical scale, the boat moves 60 feet per round. A sailboat can instead be rowed at 10 feet per round per rower, with up to six rowers. *Cost:* 150 gp.

Wandering Monsters

In the wild lands of the island, monsters are a constant threat. To simulate the risks of running into creatures while traveling outside settled areas, this adventure includes tables for wandering monsters for each major island region. "Monsters" can include hostile human natives as well as ferocious beasts.

The island includes three major regions: the southeast peninsula (where Tanaroa and other villages are found), the wider island (including the narrow eastern peninsula where shipwrecked characters might arrive), and the

central plateau (where Mantru village and Taboo Island are located).

Creating Encounters: You can either decide that a wandering monster is appropriate at a given point, or roll randomly on a section's table. Whichever method you choose, you should check at least twice a day: once during daylight hours, and once at night. To randomly determine the occurrence of wandering monsters, roll a six-sided die (1d6). During the day, a result of 5 or 6 indicates that an encounter occurs. At night, an encounter occurs only on a result of 6—most monsters are inactive during darkness.

If an encounter is indicated, determine the exact monsters by consulting the appropriate table for the region. You can either choose an encounter that fits your desires or roll randomly on the table. Roll two 10-sided dice, choosing one of them as the 10s and the other as the 1s. This roll gives a percentage result (d%)—the monster indicated by that result on the table appears. If you feel that the rolled result isn't right for the party's situation, you can roll again or just choose a different monster.

Setting the Encounter: The characters might literally encounter a roaming monster or group of monsters, or they might stumble onto the creature's lair. You should decide what makes the most sense for your game, improvising as you see fit.

If a monster has a lair in a given area, you can either sketch out the area or use one of the general cave lair maps provided with this adventure. Make note of the lair's location on the island map. Even if the party slays the original inhabitants, the lair might provide shelter to new dangers later.

Distance: If the characters encounter monsters outside a lair, you decide how far apart they are to start, based on how well the characters and the monsters can sense one another. If in doubt, roll d% and round the result to the nearest 5 feet. Ambush predators, such as giant snakes or saber-tooth tigers, take advantage of obscuring terrain to try to gain surprise—which can substantially reduce the distance.

Describe the Encounter: Try to call on all five senses to give the players the mood or feel of an encounter. For example, the characters might hear a monster crashing through the underbrush, find its tracks, or catch its scent before they stumble into it. Using such techniques is also a good way to warn players that an encounter could be too difficult for the party.

Encounter Balance: Sometimes unplanned encounters can disrupt the adventure. You might randomly roll a monster that is either too strong or too weak for the characters, or a creature might have exceptionally good or bad luck in the fight. In such situations you can adjust the encounter to better fit the party's abilities. You might change the number of creatures appearing, reduce a monster's hit points, or choose a different encounter. Easy encounters can be okay, as long as they're not boring, because such encounters still give the impression of a living world the characters are exploring. It's sometimes appropriate to throw an encounter at the characters that they can't handle, but give them a means of escape. Wise adventurers learn to avoid particularly dangerous encounters.

Weather

The isle is tropical, and sudden changes in the weather are common. You can choose to check for changes in the weather. For each day of game time, roll 1d6, with a result of 1 indicating favorable conditions. Higher numbers indicate less favorable conditions, ranging from a mild change on a result of 2 to extreme conditions on a 6 (violent storms, very high temperatures, strong winds, and the like). Most of the time, weather provides color, but severe weather might limit visibility and make overland travel more difficult. At your discretion, weather can make certain ability checks harder and affect combat. For instance, heavy rain might make perception more difficult while high wind could make some ranged attacks less accurate.

Wind: If the characters are in an exposed position or using a sailing vessel, wind might matter. You can determine wind strength randomly by rolling an additional d6; a result

of 1 indicates little or no wind, and higher numbers mean greater wind speed, with a result of 6 indicating severe conditions. No wind means sailing vessels cannot move except under oars. A result of 2 indicates light winds, reducing sailing speed by 20 feet per round or 1 hex every 2 hours. A result of 3 or 4 indicates moderate winds, which allows normal sailing speed. A result of 5 indicates strong winds that increase sailing speed by 20 feet per round or 1 hex every 2 hours, assuming the wind is moving in a favorable direction. (If not, the high wind actually reduces speed as a light wind does.) Severe winds can damage sails, and the high seas they stir up make travel over open water risky.

Running the Adventure

No one can predict perfectly how players will interact with the presented material. You're the Dungeon Master. When the adventure leaves something open to interpretation, fill in the gaps to suit your needs. Final decisions are up to you. The guidelines presented in this section offer general directions for handling exploration and encounters.

Before starting, read the adventure through and become familiar with it. Three main adventuring regions make up the isle: the southern peninsula, the wider island, and the central plateau (including Taboo Island). Each region is fully described in its own section, complete with encounter descriptions, any wandering monster tables, and maps.

Encounter Presentation

Each encounter section describes the area and the information you need to run the encounter. Information you need to know appears first, such as secret doors and warnings the characters might detect before reaching the area. *Italic text* you can use to describe the area to the players usually appears next. Then follows specific information on creatures, hazards, conditions, and terrain, sometimes including how an encounter might develop or how the monsters might behave in combat. If treasure can be found in the area, its entry usually appears last.

Using Dynamic Encounters

In this adventure setting, the characters have the freedom to go where they want and pick their own tactics and battlegrounds. They can block a cave lair and try to smoke out the inhabitants. They can trick one tribe of hostile natives into blaming another for the party's attacks and set them both to fighting. They can lay an ambush for hunting parties, or trap dangerous beasts. The group might forgo combat entirely and opt for a political approach.

This free-form style can get the characters into trouble quickly. The island sometimes confronts them with giant monsters and presents encounter areas that can quickly overwhelm adventurers. Smart players learn when the better course is to evade an enemy or flee a losing battle. The key to supporting this play style is communication from you. Whenever possible, the players need to know the potential danger so they can make informed choices. Providing some cues, such as large numbers of footprints, smashed undergrowth, or even a mangled corpse, can help the players make the best decisions.

The island is a living environment. Intelligent creatures don't wait around for adventurers to kill them. During their active period each day, some members of a given monster group probably range outside their lair, hunting and foraging, patrolling, or ambushing prey. Others might be sent to spy, trade, raid, negotiate, and so on. If the characters wipe out the denizens of one area, other creatures might return to rebuild, hunt down the party, or wage war against another group in an attempt to seize new territory.

This is your adventure. Nothing stops you from reducing—or increasing—the number of creatures in a particular location, making it easier or harder as suits the needs of your story.

Giving Characters an Out

Even the best plans can go wrong, and encounters that are supposed to be easy can become deadly if the dice turn against the players. If the characters get in over their

heads, and you want to avoid killing them all, consider one of these ways to give them an out.

Enemy of My Enemy: Another group of natives or monsters arrives on the scene, providing a distraction to let the party change tactics or escape.

Kill the Leader: In some cases, monsters will withdraw or, in the case of intelligent monsters, propose a truce if their leader is killed or captured.

Jailbreak: Enemies might capture one or more of the characters instead of killing them (choosing to render them merely unconscious), and then barter them to another tribe. That other tribe might negotiate with the captives, or the adventurers might find a way to escape during the transfer. Alternatively, their captors hold the prisoners for ransom. The characters might be able to buy their freedom or make a daring prison break.

Negotiation: Humans and other intelligent opponents might be willing to bargain, even if the party is on the defensive. Perhaps their foes promise to cease the attack in exchange for something the party can offer, such as valuables or a promise to assist them against tribal enemies.

Run Away: Players don't always agree on when to run from a fight, especially with actions dictated by the initiative order. A character might want to make just one more attack or stay behind to make sure someone else can get away. If the players are talking about running, give them that option, dropping out of initiative order and segueing to a chase scene. The characters' success in escaping should be dictated by their choices instead of by rules minutia, such as whether one character is slightly slower than another. Do they slam doors shut as they run through the temple, topple large objects behind their passage, or use another tactic to slow pursuers? Do they escape one danger only to run into more trouble? If they do get out of sight, can they find a place to hole up?

Describing Encounters

Most encounters include brief descriptive text for you to read aloud or paraphrase. The area's description might also include entries for

sensory information for unusual lighting, odors, sounds, and so on. Other information is for your use, to be revealed to the players at your discretion. If an area lacks descriptive text, feel free to make up your own details, using the information you have about the area and your imagination.

Descriptive text often describes features that don't change, such as the size of a cave entrance, the number and disposition of village structures, or the thickness of the plant growth. Modify your description considering the time of day, weather (if you are tracking such things), and the inhabitants' type, habits, and activity. For example, areas such as the pirate lair (area 7) and rakasta camp (area 9) are likely to be full of bustle until late at night. The inhabitants might be working, playing, eating, engaging in conversation, quarreling, or whatever else you can imagine. Cooking fires might fill the area with the scent of roasting meat. Pets might be lounging around or prowling the lair perimeter. Prisoners could be talking, lamenting, or fearfully silent.

Resolving Tasks

Encounters might indicate tasks with DCs and relevant abilities. You can adjust the difficulty of these tasks as necessary for the abilities of your party. This adventure does not define every possible task or DC, leaving things open for you to reward creative play.

Area Entries: An area might include a notation about sensory information such as light and noise, which might include a check DC. Such checks are usually for active detection (usually using Wisdom). You might allow passive detection, using Wisdom or another appropriate ability, possibly assigning a higher DC to the check. Other areas lack this information because, for instance, light might be dependent on when, day or night, the characters visit the area. Remember to account for monsters' movement. If some or all inhabitants leave an area, the normal sensory information might be reduced or absent.

Creature Statistics

Creatures can include hostile human natives as well as ferocious beasts. Descriptions of the

island's human settlements include notes for the residents' organization and behavior. Other encounter areas only briefly describe a given lair.

This adventure uses the Bestiary in the D&D Next playtest packet, which contains the full statistics for all the monsters in the adventure. If creatures in an area have treasure or follow specific tactics, or if special situations apply, this information is presented in the encounter area's entry.

Southeastern Peninsula

This area comprises the southeastern peninsula and nearby islands, which include seven native villages. The natives are knowledgeable about encounter areas on this island section. You can use them to tip off the characters to such points of interest, especially the nearby oyster beds (area 3).

PENINSULA WANDERING MONSTERS

d%	Monster	Number
01–02	Apes, carnivorous	1d4
03–17	Zombies	2d6
18–36	Human natives (human warrior)	2d6
37–40	Giant lizards (climber)	1d6
41–43	Giant lizards (poisonous)	1d3
44–45	Giant lizards (stealthy)	1d4
46–49	Lizardfolk	2d4
50–51	Great cats (saber-tooth tigers)	1d2
52	Troll	1
53–58	Dire rats	1d6 + 4
59–60	Bugbears	1d6
61–62	Gargoyles	1d4
63–64	Stirges	3d6
65–69	Skeletons	2d6
70–71	Giant snakes (poisonous)	1d4
72–74	Giant snakes (constrictor)	1d4
75–77	Ogres	1d4
78–79	Giant spiders	1d6
80–84	Monkeys, carnivorous	2d4
85–87	Human pirates (human warrior)	2d4
88–89	Neanderthals (human warrior)	2d4
90	Treant	1
91	Wights	1d2
92–00	Ghouls	1d6

Village Life

The following information applies to each of the southern peninsula's seven villages:

Tanaroa (the most populous), Burowao, Dawa, Kirikuka, Mora, Panitube, and Usi. The population of all seven villages combined is about 2,100.

Layout: The layout of all villages is similar. If the party visits another village, use Tanaroa's map and description, excluding the Great Wall and the tar pits.

Clans: Village populations are divided into four clans: Elk, Hawk, Tiger, and Sea Turtle. Each clan has its own area of the village.

The animal a clan is named for is considered to be its totem; the members of the clan believe they are blood relatives of that animal. In battle, each clan carries a standard decorated with its totem.

Each clan has a leader, who is elected and is usually the most capable male member of the clan. This clan leader serves as advisor to the chief and leads the clan in war. The clans serve to unify the villages in time of war, each clan forming a separate "regiment" when the villages unify in a military effort.

Although clan leaders are often male, villagers trace descent and inheritance through the mother's side of the family and take the mother's family name.

Government: Each village chief is elected. The chief is often advanced in years, exceptionally wise, and highly skilled. Villages are loosely allied through a council of village chiefs that meets once a year.

Religion: Each village is also home to a branch of the Cult of the Walking Dead. Its members, with the exception of the cult leader, wear hooded masks during ceremonies, during which "walking ancestors" (zombies) are created. These zombies are harmless to the villagers. They are sometimes used as laborers or warriors. The cult leader, a spellcaster, is known as the zombie master or mistress and is also an important advisor to the chief. This cult venerates ancestors and is benign.

Trade: Most ordinary equipment is available in the seven villages at standard prices. Exceptions include items containing a lot of metal, such as chain and plate armor; heavy weapons (battleaxes, greataxes, polearms, two-handed swords, lances, and the like); crossbows and bolts; and technologically

advanced items, such as spyglasses or timekeeping mechanisms. The natives do not use draft animals or related items, such as barding and land vehicles, but they can provide small watercraft.

Guides and Bearers: The villagers use tar on boats and roofs, as well as to maintain the defensive tar pools in Tanaroa, so the natives occasionally travel to the tar pits beyond the Great Wall to renew their supplies. The characters can hire a guide to take them anyplace on the southeastern peninsula or as far as the tar pits beyond Tanaroa. The party can also hire up to six bearers to carry supplies. Few natives are willing to leave the trail on the map or go beyond the tar pits, but the guide can tell the party where to cross the pits safely. A guide demands wages of 5 gp per trip, while each bearer costs 1 gp per trip.

1. Village of Tanaroa

This village is shown on map 2.

This large, symmetrical village stands in a clearing at the edge of the jungle. A cleared trail leads in from the south, winding through and continuing north to the gates of a huge stone wall, at least 50 feet tall, that looms above the village. The wall has towers built into it and stretches into the eastern and western distance as far as the eye can see.

The trail circles four groups of wood huts that stand on 10-foot-tall wooden stilts and that are roofed with tarred palm leaves. A flat-topped mound, surmounted by a stepped pyramid, dominates the village center.

Between the groups of huts and the mound, more paths quarter the village into gardens where livestock freely roams.

Quick Start in Tanaroa

You can use the information here to get the characters into the action on the island.

Village Leaders: Tanaroa has a chief, four clan leaders, and a zombie mistress. The chief is a middle-aged woman named Mira of the Hawk. Wise and kind, she is interested only in ruling well and protecting her people. The clan leaders, all fit

warriors in their thirties, are Tonir of the Hawk, Ilyapa of the Elk, Chapik of the Tiger, and Manko of the Turtle. The zombie mistress is a young woman named Huita.

Inhabitants: Most of the adult natives are human commoners, although these commoners carry daggers and/or javelins. Other natives are typical human warriors, with a few elite warriors among them, such as the clan leaders. The spellcasting witch doctors among the natives are probably the most powerful threats.

Native Names: You can use these names for natives the characters talk to: Akahu, Anapa, Apo, Halpak, Huaka, Huan, Ilpay, Inti, Kapak, Kava, Khivya, Kusi, Marikan, Mayta, Mika, Ninan, Oklo, Pahuak, Palka, Pilku, Quahar, Rimak, Runtu, Titu, Tupak, Urkay, Urvon, Vikao, Virak, and Yupan.

Check off a name when you use it, unless you want two characters to have the same name.

Adventure Hook: Doran, brother of chief Mira, is missing. He was well regarded in the village, and sadness suffuses Tanaroa. Always curious about his surroundings, Doran set out a number of days ago on an expedition with several other venturesome natives. While the characters are in Tanaroa, runners from a western section of the Great Wall nearest the sea report that a pirate outrigger approached and shot an arrow into the tower. A message attached to the arrow states that the pirates have Doran and his group. They demand a ransom of 500 gp or Doran will be sold into slavery.

Clan Dwellings

A collection of huts is laid out in a circle facing a central graveyard. The huts back onto the encircling path.

Each group of huts and graveyard belongs to one of the village's four clans: Elk on the south, Hawk on the west, Tiger on the north, and Sea Turtle on the east.

Gardens: Village gardens support grain and vegetables. Pigs, chickens, and goats are also kept.

Graveyards: Each clan's dead is buried in its graveyard, which features a large wooden

statue of the appropriate totem animal in its midst.

Pyramid Mound

At the center of the village is a flat-topped hill, and in its center stands a 10-foot-tall, stepped pyramid faced with stone slabs and topped by a huge gong. A 3-foot-tall earthen mound surrounds the pyramid.

When the clans need to conduct community business, their members assemble on this hilltop. Members of each clan sit on the surrounding earthen mound, on the side facing their respective clan sites, while leaders conduct business from atop the pyramid.

The gong atop the pyramid is rung in the event of attack. It can be heard throughout the village.

The Great Wall

Looming up just to the north of the village is a towering wall built out of huge stone blocks. In the center of the wall is a pair of massive wooden gates.

The 50-foot-high wall stretches for 2 miles across the thin neck of land that joins the southeastern peninsula with the main island. 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 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.

Towers: Evenly spaced along the wall are twenty-eight square towers, each 100 feet on a side and 70 feet tall. Warriors from the seven villages garrison the Great Wall. Each village clan assigns seven warriors to one tower, for a total of 196 watchers along the wall's length. At the base of each tower is a cluster of huts used by the warriors who garrison it.

Tar Pits: As shown on the map, a second line of defense stands between the village and the Great Wall: 20-foot-deep pits filled with 10 feet of tar. Any creature that falls into a tar pit must escape or be pulled free (a DC 13 Strength

check) within 5 rounds to avoid sinking beneath the surface and suffocating.

2. Crocodile Bay

Lurking just below the surface of this inlet, with only their eyes and nostrils showing above the water, are four crocodiles.

This placid bay contains a few pieces of floating debris.

Creatures: The crocodiles (marine giant lizards with clamping jaws; see the Bestiary) look like floating debris to the casual observer (DC 16 Wisdom check to spot and identify them as creatures). They ambush any creature that enters the water or moves adjacent to it.

3. Oyster Beds

Countless oysters cover the broad reef here, starting at about 20 feet below the water.

Characters knowledgeable about oysters know they can dive for pearls here.

Creatures: The reefs also shelter a colony of giant sea snakes. Each day, during a dive, 2d4 – 2 snakes attack (minimum 0).

Treasure: Every day the characters dive, they can recover 1d4 pearls (50 gp each).

The Wider Island

This area comprises the rest of the island, north of the Great Wall but not including the central plateau.

WIDER ISLAND WANDERING MONSTERS

d%	Monster	Number
01–03	Aranea	1d2
04–07	Dinosaur, ankylosauruses	1d3
08–10	Great cats (saber-tooth tigers)	1d3
11	Dinosaur, allosauruses	1d2
12	Ape, giant carnivorous	1
13–17	Ogres	1d3
18	Hydra	1
19	Dragon, green ¹	1
20–22	Giant lizards (any type)	1d6
23–27	Ghouls	1d6
28–33	Skeletons	2d6
34–38	Gargoyles	1d4
39–43	Lizardfolk	2d6
44–49	Giant snakes (any type)	1d4
50–54	Giant spiders	1d6
55–60	Neanderthals (human warrior)	2d4
61–65	Phanatons	2d4
66–71	Monkeys, carnivorous	2d4
72–75	Rakasta tiger-riders (with tigers)	1d2
76–77	Roc	1
78–84	Apes, carnivorous	1d4
85	Treant	1
86–93	Human natives (likely hostile)	2d6
94–95	Bugbears	2d4
96	Trolls	1d2
97–00	Zombies	2d6

¹ The dragon's lair is area 20.

4, 23. Infested Areas

This region boasts a much larger population of hostile creatures than other parts of the island. For every day the party spends within 2 hexes of this location, one additional wandering monster appears. This monster is a separate encounter in addition to the normal wandering monster check for each day.

5. Baboon Cave

Warning: Before the baboons' cave can be seen, a rotten odor is noticeable. Hoots, grunts, and shrieks can be heard during the day.

A foul stench wafts out of a 6-foot-high opening in a nearby stone cliff. From the rubble-strewn cave mouth, a tunnel leads into darkness. Bones and debris litter the ground.

Light (Day): Light filters in from the cave mouth and overhead openings, creating dim light in the cave.

Creatures: Use map 3 to represent this lair. Within, divided among the various chambers, is a troop of fourteen baboons (carnivorous monkeys), along with four dominant male leaders (15 hit points each) and one outsized alpha male (equivalent of a carnivorous ape). Each room houses 1d6 baboons and one leader, with the rest of the troop and the alpha living in the hearth/treasure room.

Treasure: A pile of gnawed bones in one corner of the hearth/treasure room hides a gold bracelet (700 gp) and a silver-and-amethyst necklace (1,300 gp).

6. Water Spider Lair

Warning: Giant water spiders live in webbed air pockets among the seaweed stands (DC 16 Wisdom check to spot, DC 13 Intelligence to find while searching). If a web goes unnoticed, the characters' vessel might become stuck in it (see the "Web" section).

The water here is choked with seaweed.

Creatures: Four giant water spiders hide in the webs here, and they attack creatures and small craft that pass near this lair.

Web: A creature or small vessel that moves into the webs becomes restrained. If restrained, a creature can escape by making a DC 12 Strength or Dexterity check as an action. Dislodging a small vessel instead requires three successful Strength checks. The wet web has 7 hit points per 5 square feet, but it is immune to cold damage, fire damage, poison damage, psychic damage, and all conditions. The web cannot be moved unless it is broken.

Treasure: Tangled within the underwater webs are bones, trash, and old gear, including three sealed opaque bottles. Two each contain a *potion of healing*, and one holds a *potion of heroism*.

7. Pirate Lair

Map 5 shows the pirate village, which houses forty-one pirates. These pirates raid villages, taking prisoners to sell into slavery elsewhere.

A wall of thorny bushes surrounds a settlement of thatched huts. Three wooden watchtowers rise above the village.

Outrigger canoes rest on the beach (see 7b), unless you decide the pirates are out raiding.

Using the Pirates

These pirates are mainlanders rather than natives. You could add nonhumans to the mix, as well as evil spellcasters such as the dark adept or witch doctor.

Creatures: The pirates are human warriors using scimitars (slashing damage), and half of them have light crossbows (ranged 80 ft./320 ft.; 1d8 + 1 piercing damage). Six pirates are elite warriors (Strength 14; 18 hp) who use longswords (+3 to hit; 1d8 + 2 slashing damage) and wear chainmail (AC 16), but none of these warriors has a crossbow. The pirate leader is the equivalent of a war chief (22 hp), but he wears chainmail and uses a shield (AC 17), and wields *Fimbric* (+4 to hit; 1d8 + 3 slashing damage).

The layout of the village is designed so that the party can fight the pirates in smaller groups of about four to six at a time. A general alarm brings numerous pirates down on the group and is likely to be deadly.

Pirate Names: You can use these names for pirates the characters talk to: Alain, Ana, Benn, Brandis, Donn, Eliza, Erik, Gregg, Gwenn, Jonn, Keira, Kris, Luusi, Marc, Mikal, Miri, Pieter, Regdar, Quinn, Samm, Shawna, Stasi, Thom, Wil, and Zanne.

Adventure Hook: Several natives are being held in huts (see area 7c), possibly including the village chief's missing brother Doran. Rescuing those prisoners and returning them to Tanaroa earns the characters the gratitude of the chief. They gain standing with the tribe as high as that of the chief's advisors. In addition to a feast in

their honor, the characters receive free food and lodging for up to ten days in the village.

7a. Towers

This wooden tower is about 20 feet tall. A ladder leads up to a half-walled platform that has a roof of palm fronds.

Six pirates garrison each tower, night and day.

7b. Outrigger Canoes

Four 20-foot-long outrigger canoes with collapsible masts are beached here unless the pirates are out raiding. In that case, seven pirates sail in each canoe, with the leader in one of them. Remaining pirates guard the lair.

While the pirates are ashore, they store the oars and sails from their boats in different huts (see 7c).

7c. Huts

These circular grass huts are roofed with palm fronds.

Creatures: Each unmarked hut houses two pirates. Inhabited huts, other than those marked "C," have fire pits and lanterns. At night, the pirates sleep. By day, some wander about the camp while others are out raiding. All the pirates in the area respond if an alarm is raised.

C: These prison huts each house 2d4 captives. The prisoners are shackled to the walls (DC 13 Dexterity to pick the shackles' locks).

S: This uninhabited hut smells of tar from the outside and holds supplies. Ropes, tools, food, buckets of tar, spare weapons, canoe oars, and other gear are kept here.

L: This hut belongs to the pirate leader, who is here unless the pirates are raiding. Inside is a locked wood cabinet that holds the outrigger sails. The leader wields *Fimbric*, wears a *waterwalking ring*, and carries the keys to the iron box in area 7d and the prisoner shackles in the prison huts.

Fimbric

Although this longsword's blade is metallic, it is veined like marble. Dwarven runes lightly etched into the blade spell out the sword's name, Fimbric. It was forged for a prospector named Alrika of Stonehill, who made a minor name for herself a hundred years ago by locating several mines rich in gold, silver, and gems.

Property: This weapon is a +1 *longsword*.

If commanded to find precious raw mineral ore, the blade makes a sound like ringing steel if such ore is within 100 feet.

The wielder gains the benefit of the *feather fall* spell up to three times per day. If the wielder falls from a height of 10 feet or more without commanding the sword to suppress this effect, the sword automatically activates the spell.

Ring of Waterwalking

This silver ring is scribed around the exterior with notches that resemble stylized waves.

When the ring's wearer moves adjacent to or into a body of water at least 5 feet in diameter, the notches animate, seeming to sweep around the ring.

Property: The ring's wearer can move on the surface of water or similar liquids as if on solid ground for up to 10 minutes per day, in increments of 1 minute.

7d. Loot Cave

A natural cave opens in the hillside.

Light (Day): Dim light from the cave mouth.

Creatures: Six pirates guard the cave entrance.

Secret Door (DC 13 Intelligence check to find): This door leads to area 7e, the narrow passageway shown on the map.

Treasure: Inside a locked iron box (DC 13 Dexterity check to unlock) are 2,000 cp, 5,000 sp, 1,000 ep, 17 gems (100 gp each), and a scroll case containing a scroll of *shield*.

7e. Escape Tunnel

A circular tunnel around 5 feet wide and tall has been hewn through the cave wall beyond the secret door.

This dark tunnel winds through the hills for about 500 feet, opening into a series of natural caverns that are underwater at high tide (20 percent chance). These caverns might serve as a way for characters to reach other areas of the island more safely than by overland travel. The details are left to your imagination.

7f. Wall

This 5-foot wall of wicked thorn bushes and rocks surrounds the camp on every side besides the beach.

The wall is 5 feet tall and 5 feet thick. A creature that enters or starts its turn in the thorny wall takes 1d4 – 2 piercing damage. The wall is immune to piercing damage, poison damage, psychic damage, and all conditions. It cannot be moved, except at your discretion, and it is resistant to damage other than fire damage and slashing damage. If the wall takes 25 damage in any one place, an opening large enough for any Medium or smaller creature to move through is created.

8. Griffon Nests

Five griffons roost here.

Atop a tall hill is an array of gigantic nests made of branches and grass.

Creatures: The griffons attack anyone who comes within a half a mile of their nests. At any given time, two or three of the griffons might be away, hunting.

9. Rakasta Camp

A tribe of nomadic rakastas has set up a temporary camp in this area, as shown on map 7.

Warning: Rakastas are active during the day and twilight, and they're working, talking, eating, and so on. They spend the dark hours in their tents. They keep saber-tooth tigers, which are effective lookouts day and night.

Fine, colorful silk tents and pavilions roofed with palm leaves surround a larger central pavilion in this wide clearing.

Light: The silk walls of the tents allow light through them, and the rakastas use lanterns for light during the night.

Creatures: Nineteen rakastas live here alongside three saber-tooth tigers.

Treasure: Tribal treasures include silk tapestries, silk and fur carpets, bronze artifacts, gilded leather, silverware, and gold jewelry. The treasure is worth a total of 9,000 gp and weighs about 200 pounds. Each saber-toothed tiger fur is worth 100 gp and weighs about 30 pounds.

Using the Rakastas

Rakastas are warlike feline humanoids with an egalitarian and nomadic culture. They are likely to treat peaceful visitors with curiosity rather than hostility. They might challenge the characters to contests, and engage in storytelling and boasting to learn more about the adventurers. They welcome friends to stay with them in the safety of their camp.

Rakasta Names: You can use some of these names for rakastas: Ahdani, Badar, Bahira, Dargo, Droba, Inerri, Jato, Jorako, Kanaro, Kasdarg, Kiseen, Madat, Mayeek, Rakha, Rasada, Ridat, Sabira, Shavir, Siad, Sibadar, Urjoran, and Wadar. The tigers have rakasta names.

Allies and Enemies: The rakastas hate the lizardfolk (area 11), who occasionally eat one of their kind, and they know the real problem is with the lizardfolk's king. This tribe has also suffered at the claws of the rocs (area 16) and the green dragon (area 20).

Adventure Hook: The rakastas know of wild saber-tooth tigers that have recently whelped near the tar pits. The rakastas want some of the young cats to raise. They might even challenge the characters to capture the cubs without killing the adults. This challenge could take the form of a race, with the adventurers on one team and rakastas on the other.

9a. Tents

Six silk tents are staked in a rough circle.

Each tent houses rakastas, as shown here.

9a1: 3 rakastas, 1 tiger rider

9a2: 2 rakastas

9a3: 3 rakastas

9a4: 2 rakastas, 1 tiger rider

9a5: 3 rakastas, 1 tiger rider

9a6: 3 rakastas

9b. Tiger Pavilions

Several pavilions dot the campsite. Each is a tent of leather stretched across a 10-foot-high wooden framework, covered with a roof of interwoven palm leaves.

Each pavilion houses one of the tribe's three saber-tooth tigers.

9c. Communal Pavilion

This pavilion is 15 feet high and has a smoke hole cut in the top of its conical roof. In its center is a fire pit rimmed with rocks and containing a metal turning spit. Other cooking utensils are scattered about the enclosure. Silk cushions and rugs are placed on the floor around the fire pit.

This pavilion is large enough to accommodate all the camp's inhabitants during meals. At its center is a fire pit (9d), which is lit during cooking times.

10. Phanaton Settlement

Fifty-nine phanatons inhabit this village, which is shown on map 9.

Camouflaged Village: The residents have lookouts, and they cease their activities if unknown humanoids come nearby. Catching a glimpse of the village isn't easy. The structures are hidden in the trees, and observers more than 50 feet away (or those on the ground) have a chance to notice them only if actively scanning (DC 16 Intelligence check).

Warning: If the phanatons are active, the area is filled with their hooting calls, and they can be seen gliding among the branches.

This village is carved to blend in with the foliage around it. It consists of six wooden platforms built among several large trees, connected by a series of rope bridges. Branchlike wooden braces and a web of knotted vines support and disguise the platforms, on which rest huts of varying number and size. A rail runs along the platform edges.

Phanaton huts are filled with deftly carved wooden furniture. Hanging plants and elaborate wooden mobiles also decorate the huts.

10a. Communal Huts

Three huts stand along the edges of this platform.

Seven adult male phanatons, five adult females, and two noncombatant juveniles live here. Five of these adults have nets.

Using the Phanatons

Phanatons are shy and peaceful humanoids resembling a cross of raccoon, flying squirrel, and monkey. They have a simple culture in which the most capable members rule, and they are excellent woodcarvers. Curious and affable, the phanatons might eventually approach characters who seem friendly. If such characters want to trade with them, the phanatons are happy to do so.

The phanatons are also glad to have friendly but strong guests, especially those as unusual as the adventurers. Visitors are usually asked to sleep on platform 10e, or 10d if 10e is full. The residents shift their members around huts to accommodate guests.

Allies and Enemies: Phanatons like fey creatures and elves. The phanatons can tell the characters about the Neanderthals (area 12), whom the phanatons consider to be friends, and their mutual enemy, the lizardfolk (area 11).

Phanaton Names: You can use some of these names for phanatons: Ahda, Ajir, Anji, Asha, Bhur, Bhusa, Chira, Dahni, Danj, Duhl, Haba, Idha, Ini, Kasi, Kham, Lena, Lisi, Muz, Naji, Rabi, Rani, Sha, Tsab, Uba, Udor, Wij, Yama, and Zahra.

Adventure Hook: The phanatons despise the araneas, who experiment on and eat phanatons they capture. The phanaton chief, Taren, can point the characters to area 14. If a sense of urgency or greater purpose is needed, perhaps the araneas have taken several phanaton juveniles prisoner. Adventurers who take out the araneas become phanaton heroes.

10b. Chief's Huts

The five huts on this platform are more richly carved and decorated than any others in the village.

Creatures: The huts house the clan chief (an elite warrior that has 18 hit points) and his seven warriors, along with twelve adult phanatons that are mates or retainers to the chief and his warriors.

Treasure: Hidden beneath the chief's bed is a locked wooden chest (DC 13 Dexterity check to open without the key, which the chief carries). It contains the tribe's treasure, mostly carved wooden ornaments and gems, worth 300 gp and weighing 40 pounds.

10c, 10d, 10f. Family Platforms

Huts of various sizes line most of each platform's edges.

These platforms house most of the clan. In each hut is a phanaton family consisting of an adult male, an adult female, and 1d4 juveniles. Thus, platform 10c and 10d each house six adults, while 10f shelters eight. Six of these adults have nets.

10e. Guest and Family Huts

Four wooden huts line the edges of this platform, which has a trapdoor in its center.

Creatures: The four huts house phanaton families like those described for areas 10c, 10d, and 10f.

Trapdoor: A rope ladder on the platform next to this door can be unrolled to reach the jungle floor.

11. Lizardfolk Lair

Use map 4 for this lizardfolk-inhabited cave.

A rocky outcropping on the edge of the swamp has a cave opening. Crude totemic carvings adorn the cave mouth, along with simple white paintings of tailed humanoids battling other humanoids without tails. Shallow water floods the entrance and likely the interior as well.

Light: Shadows in the caves, from daylight filtering in from high openings or from campfires.

Terrain: This cave has many shallow pools of water, which are difficult terrain. Other than being wet, the lair is clean, with grass bedding on dry areas.

Creatures: Thirteen adult lizardfolk live here with one lizard king. Two or three lizardfolk dwell in each cave chamber, with the remainder of the group, including a lizard king and four young (the equivalent of human commoners), in the hearth/treasure room.

Treasure: The lizardfolk have accumulated a small hoard from their raids. Stored in a box in the hearth/treasure room are coins totaling 650 gp and eight opals (500 gp each).

Feast of The Lizard King

Led by the evil-minded king, perhaps under the influence of the green dragon (area 20), this lizardfolk tribe eats anything the hunters can catch, including sentient beings such as the Neanderthals. For tribal feasts, they prefer the meat of other humanoids. This tribe's adults are corrupted beyond redemption, and they might turn to the ogres (area 18) for mercenary aid if attacked.

12. Neanderthal Lair

Use map 3 for this Neanderthal cave.

Warning: Neanderthals are active during the day, which is when they are at work or play outside or within the caves.

This rugged region is dotted with cave openings. A large one, partway up a hillside, has primitive

decorations made of bone, as well as simple paintings of humanoid figures hunting and praying to the sun.

Light: Dim in the caves, from daylight filtering in from high openings or from low campfires.

Terrain: The dry cave chambers are filled with crude furniture of stone or wood, as well as bedding of heaped furs and grass. Each has a fire pit. Painted hunting scenes adorn the walls, as well as scenes showing the inhabitants fighting reptilian humanoids.

Creatures: Sixteen adult Neanderthals (the equivalent of human warriors) live here with two leaders (Str 14; 18 hp; +3 to hit; 1d6 + 2 piercing damage). One to three adult Neanderthals are in each room, except for the hearth/treasure room, where the leaders and the remainder of the tribe, including five children (equivalent to human commoners), can be found.

Treasure: The storage area contains a chest of fitted rock slabs. Inside are assorted coins totaling 1,000 sp, one large white pearl (500 gp), and a small piece of polished red-and-black obsidian (10 gp).

Using the Neanderthals

The Neanderthals know about the central plateau and the ruins there. If the characters are friendly, the cave people might tell them the way or even offer to guide the group. Aware of the ancient evil in the volcanic crater, such a guide is unwilling to go farther than Mantru. The presence of a willing Neanderthal guide among the group might make the villagers in Mantru less wary and more likely to accept the characters without a test.

Allies and Enemies: The Neanderthals are friends with the phanatons (area 10), and mutual enemies of the araneas (area 14). Although peaceful, the Neanderthals consider the lizardfolk (area 11) to be enemies. The cave people also despise the ogres (area 18) and wish to take over the ruins in which the ogres now reside. Any attacks against the lizardfolk or ogres are sure to win the Neanderthals' favor. The cave people

prefer to foster lizardfolk young, once free of the lizard king, and teach them the proper ways.

Neanderthal Names: You can use simplified, one-syllable parts of native names for cave people.

Adventure Hook: The Neanderthals value monkeys and apes as pets, and they look favorably upon those who can provide them with such guardian beasts. You might place young in the baboon cave (area 5) for the characters to retrieve. Otherwise, the isle has many primate inhabitants.

13. Gargoyle Aerie

The rugged hills here are the hunting grounds of a few gargoyles, which live in a shallow cave on a cliff, about 50 feet above the ground. One gargoyle always keeps watch, in the guise of a statue.

A statue of a grotesque, hunched humanoid with wings and horns crouches atop a craggy rock several hundred feet away.

Creatures: Three gargoyles live here.

Tactics: If anyone moves within 100 feet of the statue, it attacks with a grating shriek. The other gargoyles, attracted to the cry, leave their nearby cliff lair to join the fray, appearing on the following round.

Treasure: Among the piles of bones, ruined gear, and assorted debris in the lair are a ruby (600 gp) and a scroll case containing a scroll of *lesser restoration*.

14. Aranea Lair

Araneas and their servants live among the trees here.

Warning: A faint stink of rot can be smelled before the lair can be seen.

The thick jungle allows only a few shafts of sunlight to reach the ground. Two thatched huts stand under nearby trees, from which drifts a foul odor.

Light (Day): Dim under the trees.

Hidden Webs: As shown on map 8, the araneas' webs stretch about 40 feet above the jungle floor. The webs are cleverly woven into the treetops so that observers more than 50 feet away (or those on the ground) have a chance to notice them only if actively scanning the area (DC 13 Intelligence check).

Each aranea has a separate lair, but the walls are close enough together so that the araneas can easily jump from one to another (see 14 a, b, c).

Creatures: The huts are the dwellings of three bugbears, which the three araneas pay to patrol the ground under their webs. Each bugbear carries a horn to sound at the first sign of trouble, warning all the creatures in this area.

Treasure: Each bugbear has a pouch of food, personal mementos (mostly teeth and bones from various creatures), and 10 gp.

14 a, b, c. Webs

Great webs span the treetops, each partially roofed with a mixture of leaves, bark, twigs, and sticky strands so that the web resembles a cave. Crude furniture, including chests and shelves, made out of web, vines, and wood are stuck to the floor and walls.

Creatures: One of the three araneas mentioned in area 14 lives in each web. You can vary the spells they can cast from the default aranea list.

Webs: These araneas have woven their webs so that only a few places near the ground and among the trees are hazardous. You can decide where, although the araneas prefer to catch flying creatures.

Treasure: Araneas weave their treasure into the roofs of their lairs for safekeeping. Finding such treasure requires a search (DC 13 Intelligence check) or specifically examining the ceiling. The webs are similar, except for the treasure found within each.

14a: Three sapphires (100 gp each) and two vials, each containing a *potion of healing*.

14b: A scroll of *fireball*.

14c: A scroll of *mirror image* and a scroll of *silence* are laid out on a table (no search

required to find). A vial (*potion of poison*) is hidden in the ceiling.

15. Pteranodon Terror

Pteranodons attack any creature that crosses a rope bridge near the dinosaurs' cliff lair.

Warning: Someone who scans the area (DC 13 Intelligence check) might spot the pteranodon nests on a cliff a few hundred feet away and below the bridge.

A rope bridge spans a river canyon here.

Creatures: Nine pteranodons attack while creatures are on the bridge.

Swaying Bridge: Any character hit by an attack while on the bridge must succeed on a DC 11 Dexterity saving throw or fall prone. Failure by 5 or more means the character falls off the bridge, which is suspended 100 feet above the riverbed.

16. Roc Roost

Warning: The rocs here might be flying nearby and easily spotted, and/or giving loud, screeching cries (DC 13 Intelligence check to identify as roc calls).

A gigantic nest has been built on a cliffside ledge nearby. Shed feathers from an enormous bird are stuck in it, and large bones are strewn around the cliff base.

Creatures: A mated pair of rocs lives in the nest. They feed on the dinosaurs that roam the surrounding area but attack anything that looks edible. One of the rocs might be hunting far from the nest.

Treasure: Woven into the sticks and bones of the nest, 100 feet up the cliff, is a treasure map. Although tattered, it is readable enough to make out this area and the western coast. The map details a path running north through the hills to a spot marked with an "X" beside a lake (area 19). It also shows the western edge of the central plateau.

17. Tyrannosaurus Attack

Warning: Loud footfalls, growling, and the horrible screams of a human come from nearby. If the characters investigate the screaming, they come across a grisly scene.

In the center of a grassy clearing, a giant bipedal dinosaur grips a frantically struggling human in its powerful jaws.

Creatures: A young tyrannosaurus (equivalent of an allosaurus that has 70 hit points) has caught an unfortunate native from the central plateau. Even if the characters slay or drive off the dinosaur, they are too late to save the victim's life.

Treasure: On the body of the dead native is a rough map wrapped around a one-pound nugget of pure gold (50 gp). The map shows the way to Mantru village on the central plateau (area 28).

18. Ogre Lair

Use map 4 for this ancient burial mound, which now serves as a home for a small tribe of ogres.

Warning: This ogre lair can be smelled before it is seen, the odor of tar mixing with an undertone of rot.

In the rough hillside is a carved entryway, the stone ravaged by weather and time. Firelight illuminates the structure's interior, and a faint smell of death and tar emanates from the entryway.

Noise: Someone who listens (DC 13 Intelligence check) might hear the ogres grumbling or snoring.

Light: Each room has a fire pit in which the ogres often burn tar, brightly lighting the area.

Terrain: Each chamber contains a smelly bed of piled furs and leaves. Burial niches in the walls hold old bones and rotting shrouds.

Creatures: Five ogres live here. A given chamber contains one ogre half the time. The hearth/treasure room houses the remaining ogres.

Treasure: In the hearth/treasure room, the ogres have used an ancient sarcophagus as a chest. They placed a huge rock on the lid to ensure that only a strong creature can open it (DC 16 Strength check to push the rock off). Inside is an assortment of coins, jewelry, and other valuable objects worth 1,200 gp, as well as three saber-tooth tiger skulls weighing about 5 pounds apiece.

19. Deranged Ankylosaurus

Warning: An ankylosaurus comes crashing through the jungle, and it can be heard before it arrives.

Out of the sparse jungle rushes a raging dinosaur covered with bony plates. Its eyes are wild, and its clublike tail swings violently about.

Creature: The lone ankylosaurus is normally quite docile (DC 13 Intelligence check to know this), but this one recently grazed on a patch of locoweed. The poisonous plant causes animals to behave unpredictably, and the dinosaur is under its influence (DC 13 Intelligence or Wisdom check to discern). The ankylosaurus attacks indiscriminately until slain or until the poison wears off (in about 2 hours).

Development: This area is also an allosaurus's hunting ground. The large predator shows up if the characters fight for 4 or more rounds, or if the ankylosaurus dies.

Treasure: The map from the rocs' nest (area 16) points to this area. If the characters have the map, they can dig here for buried treasure. The hoard is 10 feet underground and takes 1d4 + 1 hours to locate and recover. The treasure consists of 2,000 gp, three diamonds (3,000 gp each), and a sapphire necklace (6,000 gp).

Wandering Monsters: This region is home to many wild beasts, especially dinosaurs. Roll for wandering monsters every 2 hours spent digging. The allosaurus, if it has not yet been encountered, is the first monster to show up.

20. Green Dragon Lair

Use map 4 for this lair of a green dragon.

Warning: The air in the area smells bitter and sharp, which suggests the dragon's presence (DC 16 Intelligence check) even before the lair can be seen.

A low, stony hill looms out of the jungle. From a broad opening comes the sound of some enormous beast's breathing. A sharp scent hangs in the air around the place, causing eyes to water.

Light (Day): Shadows in the cave entrance.

Creature: A green dragon has blocked off all tunnels and rooms too small for it to move through easily. It makes its home in the hearth/treasure room. The creature is asleep atop its treasure 40 percent of the time, so it might be surprised.

Development: If the characters attempt to parlay or surrender, the dragon might entertain the offer. It allows them to leave only if they pay a suitable tribute, demanding a larger or smaller amount based on how well the characters negotiate or how well they did in battle. For example, if the characters are nearly defeated, the dragon could require them to give up all their treasure and gear.

Treasure: The dragon's hoard consists of 40,400 sp, 2,000 gp, and thirty assorted pieces of jewelry worth a total of 18,000 gp. You can place any magic items here you wish. Some of the debris among the treasure suggests the dragon has attacked ships.

21. Troglodyte Lair

Use map 3 for this sea cave, which serves as the home of a wretched tribe of troglodytes.

Warning: A foul odor that overpowers all other scents grows stronger as the party approaches the lair.

A foul smell wafts from a dark cave near the beach. The sand around the entrance is saturated with stagnant water.

Light (Day): Dim in the caves, from daylight filtering in from openings.

Noise: Someone who listens might hear (DC 13 Intelligence check) occasional grunts and brief conversation.

Terrain: The lair is strewn with bones and seaweed. Both chambers flanking the entrance are partially flooded with shallow seawater that is difficult terrain. The easternmost cavern contains a pool of seawater that fills the easternmost 10 feet of the room, and the escape tunnel is at the bottom, 15 feet underwater. In the center of the hearth/treasure room is a 15-foot-long and 10-foot-wide pool of foul seawater that is 10 feet deep.

Creatures: Twelve troglodytes dwell in the lair. Four live in each chamber flanking the entrance, and the other two caverns each house 1d4 troglodytes. The leader (20 hp) and the rest of the troglodytes share the hearth/treasure room.

Treasure: A rusted metal treasure chest is chained to a bolt at the bottom of the hearth/treasure-room pool. The chain is rusty (DC 13 Strength check to break). Inside the chest are 1,000 ep, 3,000 gp, and six large amethyst geodes (500 gp each).

22. Plesiosaurus Peril

A hungry plesiosaurus hunts in a lake here.

Dark waters fill this placid lake.

Creature: The plesiosaurus attacks any creature coming within 10 feet of the shore. It pulls the first creature it grabs into the lake and moves away from shore to finish the kill. Once the prey is dead, the plesiosaurus retires underwater to eat.

Treasure: Caught in the plesiosaurus's teeth is the ring *Alwan's Joy*.

Alwan's Joy

This ring is a braid of living wood.

Alwan was an especially long-lived elf who sometimes fashioned magic items of rejuvenation and healing from living trees of the fey forest where he dwelled.

If the ring is placed on a finger, a feeling of good health suffuses the wearer.

Property (Attuned): The wearer gains two additional Hit Dice to expend each day.

In addition, once per day, the ring can be used to target the wearer with *cure serious wounds*.

24. Hydra Lair

A hydra's lair is 200 feet underwater in a flooded cave in this hex.

Creature: If the party passes within 1 hex of this location, a hydra attacks.

Treasure: Inside the hydra's cave, among debris from sunken ships and the bones of unfortunate passersby, is 1,000 gp, a shining coat of *+1 splint armor*, a cutlass (treat as a scimitar) topped with a jeweled pommel (500 gp), and a vial (*potion of waterbreathing*).

Central Plateau

Mountains border the central plateau on one side, and a great river canyon on the other. Steep, jagged cliffs rise 3,000 feet to the top of the plateau, isolating it from the rest of the island. A dormant volcanic mountain is the plateau's center, with a lake in its crater. Grassland and jungle cover much of the plateau. Except in the volcanic crater, temperatures here are cooler than on the rest of the isle.

Characters can reach the plateau by crossing the rope bridge (area 15 on map 1), by flying, or by climbing the rocky cliffs. Climbing the cliffs is a slow process, taking about 4 hours. Given the great height of the cliffs, a fall is likely to be fatal.

Map 10 shows the plateau, and map 11 shows the village of Mantru, which is on the shore of a crater lake. Each hex of map 10 is only 1 mile.

Central Plateau Wandering Monsters

d%	Monster	Number
01–06	Dinosaur, allosaurus	1
07–14	Ape, giant carnivorous	1
15–21	Apes, carnivorous	1d6
22–26	Dinosaur, ankylosaurus	1d3
27–34	Dinosaur, pteranodon	2d6
35	Hydra	1
36	Dragon, green ¹	1
38–40	Spiders	1d6
41–42	Gargoyles	1d4
43–44	Neanderthals (human warrior)	2d4
45–47	Ogres	1d6
48–53	Human natives (likely hostile)	2d6
54–61	Roc	1
62–68	Skeletons	2d8
69–76	Treants	1d2
77–82	Ghouls	1d6
83–89	Trolls	1d2
90–94	Tremor ²	—
95–00	Zombies	2d6

¹The dragon's lair is area 20.

²A small tremor shakes the area, and each character must succeed on a DC 11 Dexterity saving throw or fall prone.

25. Gold Vein

Broken earth here reveals banded rock with numerous golden striations.

A recent tremor has cracked open the earth at the edge of the plateau here, revealing a lode of high-quality gold ore. Any character who knows about commerce, geology, or mining can identify the ore and estimate its value at 5 gp per pound. The vein is a small one, containing 3,000 pounds of raw ore worth a total of 15,000 gp.

Obtaining the ore requires mining, transporting, and refining it. A worker (who might be a character) can mine 100 pounds of ore per day. The characters can assign the task to followers or attempt to hire additional workers at a cost of 2 gp per week in pay and supplies. The natives from the southern peninsula are unwilling to mine, so unless the characters resort to forced labor, they must obtain workers on the mainland and transport them to the site. Costs include pay for the period of transport (at least three weeks each

way) plus a transport fee (5 gp each way per worker).

Once the raw ore has been mined, it must be carried overland, loaded on a ship, and taken to the mainland for refining. (Natives use gold for decoration but do not prize it as currency, nor do they have the wealth to trade for it.) The cost of moving and refining the gold is one-tenth of its value, and the work can be done in any major city.

26. Treant Forest

The forest here is open and easy to move through, but the dense canopy hides the sky.

Light (Day): Dim light under the trees.

Creatures: This grove is home to a community of fifteen treants that watch over the trees. The plant beings are reclusive and try to avoid contact with the characters. If the characters do nothing harmful, the treants do not move or otherwise reveal themselves unless the characters try to parlay.

Except in response to character actions (see the “Development” section), the treants rarely gather in one place. If the characters cause trouble, the treants do whatever they can to drive the intruders from the forest while avoiding combat. If injured and alone, a treant fights back while calling loudly for assistance.

Development: The characters might take actions that force a response from the treants.

Search: If the characters search for creatures, a successful DC 16 Intelligence check reveals a treant. For those who know treants occupy the forest, the DC is 13.

Climb Trees: A character who tries to climb a tree has a 1 in 20 chance of climbing a treant instead.

Cut Down Trees: A character who tries to cut down a tree has a 1 in 20 chance of attacking a treant. Otherwise, a treant arrives within 1 minute. The treant tries to avoid notice while it causes the tree being attacked to move away (speed 30 feet).

Start a Fire: If the characters light a fire in this area, the treants are wary. Three of them move into position among the surrounding trees. They cause the trees to gradually but

noticeably move away from the fire, leaving a clearing 50 feet in diameter.

27. Volcanic Cliffs

The side of a volcano forms a high, imposing wall of upthrust rock. Shrouded in low clouds, the peak is jagged and, in some places, snow-covered.

The rough cliffs are fairly easy to climb (no checks usually, with occasional DC 10 scrambles). Falls are unlikely to be more than 100 feet. Reaching the top takes 8 hours. Only flying creatures and tremors might interrupt the climb—ignore any other random encounter.

At the volcano’s peak, the characters can see down into the crater, with a clear view of the lake and the village of Mantru. Ice and snow cover the rocks in places, and the temperature is below freezing. No encounters occur here, but no firewood is available. Characters who try to take a long rest without fire each take 2d6 cold damage from exposure at the end of the rest.

As the party descends into the crater (a 6-hour easy climb as above), the climate turns tropical again. Jungle vegetation covers the lower slopes, but the animal population in the valley is sparse. Continue to roll for wandering monster encounters, but ignore any result that isn’t a tremor.

28. Village of Mantru

This small village stands on the shore of a large crater lake. A crude stockade of palm trunks and branches surrounds the village from the west, with a closed wooden gate in the southern wall. The stockade extends into the water on both sides of the village, and it forms a walled section in the water to the north.

The village consists of six palm-thatched huts, each raised off the ground on stilts, with small gardens nearby. Two more huts, one smaller than the other, stand out in the lake on higher stilt platforms. Long outrigger canoes rest on the beach or near the huts on the water.

Arrival

The villagers are wary and do not immediately welcome strangers, first testing their bravery and resolve. They hope that the adventurers can help them with recent troubles befalling their settlement.

As the characters approach, a band of warriors armed with spears meets them outside the gate. At first the warriors try to frighten the characters away by shouting and gesturing with their spears. If that does not dissuade the party, the villagers then throw their spears—aiming well short of the characters. (Anyone who pays attention can easily tell that no harm is intended.) If the characters remain friendly, they earn the trust of the villagers, who welcome them and lead them into the village. Otherwise, the natives retreat and bar the gate to the village.

Once inside the village, the characters are solemnly introduced to the “talking chief” Fano, who is the village leader, and Lumat, the village priest. They also meet the “chief,” a small stone carving of an old man that is kept in the council hut (the larger one in the lake). Fano informs the characters that all major decisions come from this figure, while he acts as interpreter of the chief’s wishes.

After this meeting, the characters are treated to a feast of local delicacies: baked fish, fruits, yams, turtle soup, roasted fowl, and fermented yam beer. This feast is held on the beach, with great smoking fires lit to drive away insects. Several families then offer lodging, insisting that at least one character sleep in each hut. The inhabitants freely give anything a character asks for that is within their power, but they expect the same in return. They become upset if the characters fail to demonstrate reciprocity.

Village Life

Mantru has about fifty peaceful inhabitants who live by fishing and farming small gardens. The villagers are divided into five large families. Each family lives as one group with its own canoes, nets, tools, and huts, and each shares food and work among its members.

The smaller lake hut belongs to Lumat and includes a small shrine. The larger building is the main council hut in which Fano and the stone “chief” reside.

The walled section of water forms two fish pens, which are used to hold extra fish from the daily catch.

Fano: A badly scarred, elderly warrior, Fano is the most important person in Mantru. His opinion of the characters decides how the villagers treat them. Fano is good at heart but proud of his people and position. He tolerates no show of scorn for the village, its people, or its customs.

Lumat: An extremely aged and pious man, Lumat is devoted to a sun deity known locally as Oloron, Lord of the Skies. The priest has lived many years beyond the normal native life span, which the villagers attribute to the favor of the deity. Lumat makes his divine spells available to any characters who are willing to help the villagers.

The Request

The characters can remain in Mantru for as long as they wish. After a day or two, though, Fano and Lumat approach the characters with a plea for help. A group of renegades has been preying on and beheading lone villagers. These marauders have settled in a ruined temple on the western side of an island in the center of the lake (area 29 on map 10). The villagers can’t attack these enemies, because the renegades are stronger and because the island is considered to be taboo. Mantru’s elders ask the characters to take care of the problem. They are happy to provide canoes, food, and gear, but the villagers refuse to set foot on the island.

The elders and the villagers are unwilling to talk about the reasons the island is taboo. They say only that speaking about the evil draws its attention. The main reason is that koprus, ancient aberrant monsters, built the temple and are rumored to haunt the island still.

29. Taboo Island

This rocky island is dotted with small ruins, toppled statues, and broken terraces. A ruined

temple is carved into the cliff on the island's western shore. Its broad steps descend to the waters of the lake. Two simple docks of narrow poles and weak planking extend from the steps, which lead to a red marble landing lined with pillars of the same stone.

Set on poles thrust into cracks in the floor of the landing are many shrunken heads, jawbones, feathered totems, and other fetishes.

Several small canoes are tied to the docks.

This island was once the center of the koprus' kingdom, before it fell to human rebellions. The temple (detailed on maps 12, 13, and 14) was the seat of kopru power.

Temple Level 1

This level is shown on map 12. When describing this part of the temple, keep the following details in mind. Individual areas might differ from this general description.

Ambience: The temple floor and walls are damp, and the air always hot and humid.

Creatures: Most of the humans here dwell in the main chamber on the temple's first level (area 32). During the day, as many as half the adults are out hunting or gathering. Otherwise they pass the time cooking meals, conversing, and crafting or mending clothes, art, and weaponry. Although evil and aggressive, these humans are willing to talk to intruders who try to parlay. They are slow to react to invasion because intrusion is wholly unexpected, but they are unwilling to allow anyone into their lair without a fight.

Light: Bright, from daylight or lighted fires in areas 30 to 32c. Otherwise, none.

Noise: Intermittent conversations in Common can be heard from areas that contain marauders who are unaware of the characters. The conversations are often full of boasting or macabre stories that these evil folk appreciate.

Sight: Small, blind vermin scatter away from light or nearby movement, fleeing into tiny crevices.

Smell: The place smells like a fetid swamp, with the odors of sweat and smoke in heavily inhabited areas.

30. Temple Entrance

In a grand hall held up by stout pillars, all of red marble, three short stairways lead up to another landing 5 feet above the first. A large marble foot and ankle stand on each side of the center flight, all that remain of what must have been a colossal statue. At the back of the second landing is an opening that leads back into the cliff.

Carved on each angled back wall are two bas-reliefs of humans holding lighted stone braziers.

31. Guard Post

This passage has been blocked so that only one person can pass through at a time, following a narrow path on the northern side.

Rubble has been piled in this hallway, blocking clear line of sight and narrowing the passage.

Creatures: Three native warriors watch the passage, and an elite warrior (Str 14; 18 hp; +4 to hit; 1d6 + 3 piercing damage; see the "Treasure" section) oversees them. The rubble grants them three-quarters cover against attackers on the opposite side.

Development: If the fight goes badly, the guards retreat to area 32 and warn the people there.

Treasure: The elite warrior has a *bleeding spear*.

Bleeding Spear

In battle, a red radiance suffuses the spear's head and seems to drip from it.

Property: This weapon is a *+1 spear*.

If the spear deals damage to a target, that target takes 1d4 damage at the start of each of its turns, up to 3d4 damage. If someone takes an action to bind the wound, the total damage dealt by this effect is reduced by 1d4. If the target regains hit points by any means, this effect deals no further damage.

32. Main Hall

Mats, bowls, and eating utensils made of bone are scattered around this great hall. A bonfire blazes in its center.

The hall is two stories high. Balconies run along three sides of the second story, accessible by stairs to the left and right of the entrance. A 20-by-30-foot hole has been cut in the center of the ceiling to open the chamber to the sky, with a fine-meshed net of sturdy cord fastened across it. 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 extends from floor to ceiling. The carving has been damaged, but it still recognizably depicts a humanoid creature with its mouth agape, the mouth serving as a doorway.

Other archways are visible on the balcony.

Creatures: Twenty-two adult natives live here with ten children.

Tactics: The adults fight to protect the children, who flee up the rope to the surface. The natives in areas 32a and 32c reinforce those here, arriving at the start of the third round. At the same time, the females from 32b arrive to help the children escape and guard them outside the temple.

After the children are safe, the adults are less willing to sacrifice themselves. If the battle is going against them, they rush toward the temple entrance (area 30) to escape.

Balcony: The balcony is 10 feet from the floor and contains two well-hidden secret doors (DC 16 Intelligence check to find each one). The one on the southern balcony leads to area 34, while the northwest one leads to area 33.

Mouth Doorway: The arch in the mouth opens into the long hallway that leads to area 35.

Net: About 20 feet from the floor, this net is intended to keep out small creatures and can support only about 30 pounds. Any reasonable application of strength can tear it open or pull it off its hooks.

32a. Unmarried Males' Quarters

Ornaments and headdresses of bones, feathers, and various types of leather hang on the walls, and mats and furs for sitting and sleeping cover the floor. Gourd pots and carved black obsidian bowls are arranged in a circle around a small

fire. Weapons and tools, including arrows, spears, knives, shortbows, scrapers, needles, and mallets, lie about among half-finished projects. The ceiling is heavily stained with soot, and the air reeks of grease, smoke, sweat, and fish.

Creatures: Seven unmarried male native warriors sleep and work in these rooms.

Tactics: If possible, the warriors coat their weapons with poison before fighting.

Poison: This thick, gummy paste of plant matter is made for coating weapons. If a treated weapon hits, the target must make a DC 13 Constitution saving throw. On a failure, the target takes 1d6 poison damage and becomes sick and feverish for a number of hours equal to 20 – its Constitution score. A sick creature has disadvantage on attack rolls and checks.

Treasure: Three black obsidian bowls (50 gp each) circle the fire. Each contains ten doses of weapon poison (200 gp per dose). One dose coats one slashing or piercing weapon or piece of ammunition. Once applied, the poison retains potency for 1 minute before drying.

32b. Unmarried Females' Quarters

This wide room's floor is covered with mats and furs for sitting and sleeping, and decorations of bones, feathers, and leather hang on the walls. Gourd pots and carved red obsidian bowls are arranged in a circle around a small fire. Knives and tools lie about among half-finished projects. The ceiling is heavily stained with soot, but the air is heavy with a cloying odor mixed with the scent of cooked fish.

Creatures: Five unmarried female native adults sleep and work here.

Treasure: Three red obsidian bowls (50 gp each) circle the fire. Each contains a thick, aromatic paste in various stages of drying into powder. This exotic incense is worth a total of 500 gp.

32c. Chief's Chambers

This large room has mats and furs on the floor, and primitive decorations on the walls. Trophies of hunting and war dominate the scene, including necklaces of bone, a rack of skulls, and many animal skins and furs. A bizarre humanoid

idol constructed of bones leans from the southern wall.

Creatures: The tribe's war chief, one elite warrior (Str 14; 18 hp; +3 to hit; 1d6 + 2 piercing damage), and a female witch doctor dwell here.

Treasure: Two skulls on the rack have gems set in their eyes (500 gp each) and one has a large gem in its mouth (1,200 gp). In a wax-sealed gourd are three doses of *potion of healing*. Six fine furs (100 gp each) hang from the walls.

33. Viewing Chamber

Secret Door (DC 16 Intelligence check to find): This hidden balcony entryway leads to an area that the temple's current inhabitants have yet to discover.

An extremely dusty hallway leads to a chamber. Several large stone levers and a corroded bronze tube line the southern wall. Three rotted ends of rope hang from small holes in the ceiling. An alcove has been cut into a slanted section of wall, and a brownish mold covers it.

Lore: A high priest once overlooked the temple entrance from this chamber, speaking as the voice of the temple god in religious ceremonies. The ropes and levers operated mechanisms within the statue that stood over the temple's entrance. The bronze tube was used as a megaphone for the voice of the "god."

Niche (B): This alcove looks through the bas-relief on the east wall in area 30. Two small spyholes are cut through eyes in one of its carved figures to allow observation of the temple entrance.

Hazard: The walls of the niche are lined with yellow mold filmed with dust. Its true color cannot easily be seen, so it takes a DC 13 Intelligence check to identify the hazard.

Fire Damage: Dealing 5 or more fire damage to the mold destroys all the mold in the niche.

Poison Spores: If anyone comes within 5 feet of the mold, or touches or attacks it, it releases spores in a 5-foot-radius burst. Creatures in the burst must make a DC 11 Constitution saving throw against poison. On a failed saving

throw, the creature takes 1d8 poison damage. The spore cloud lingers for 2 rounds.

34. Observation Chamber

Secret Door (DC 16 Intelligence check to find): This hidden balcony entryway leads to an area that the temple's current inhabitants have yet to discover.

This empty room has fine sand and dust on the floor. A short flight of stairs leads up to an alcove to the north.

Lore: This secret chamber was where priests watched the services held in their gods' honor. They could also call down the gods' wrath, producing a cloud of flames through a cleverly constructed mechanism.

Platform (A): This platform is behind the eyes of the carved face looking over the doorway that leads out of area 32 to 35. Anyone standing on the platform can view the main chamber by looking through two small holes worked into the eyes.

Flame Mechanism: Between the two eyeholes is a large wooden piston with a handle. Pulling the handle pushes down on the piston, spraying a 30-foot-diameter burst of flammable dust through the nose of the face into the main hall. The cloud explodes if any open flames are still in area 32. Each creature in the burst takes 4d6 fire damage (DC 13 Dexterity saving throw for half damage). The dust's container is corroded with age; if an explosion occurs in the main hall, it causes a similar explosion half the time on the platform, dealing 2d6 fire damage (DC 13 Dexterity saving throw for half damage) to each creature there.

Trapdoor (F; DC 13 Intelligence check to notice): The dust covers a trapdoor in the floor of northeastern corner. The wood is weak and breaks when stepped on, dropping anyone standing on it 10 feet into area 40 on level 2.

35. Blocked Passage

This hallway ends in a crudely built stone wall that closes off the passage.

The natives built this wall to keep creatures from the lower levels out of their home. If the characters have suitable tools, in 1 hour they can make an opening large enough for a Medium creature to move through.

36. Weakened Floor

The earth below the flagstones here has eroded over the ages and is now very thin, weakening this section of the floor (T; DC 16 Intelligence check to detect). It can support only one Small or Medium creature at a time. If more creatures or larger creatures cross it, the section breaks, dropping the creature or creatures 5 feet into the water-filled room below (area 38).

37. Private Altar

In the dusty room, a square stone pedestal stands along the north wall. Next to it are several bone rhythm sticks; three gold-inlaid, bejeweled bowls; 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.

Stone Box: Even with the box closed, using *detect magic* (or an ability to detect supernatural evil) reveals the object within is magical and unholy. Inside is a statue of gold and coral, depicting an amphibious humanoid with 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 large claw. (This statue depicts a kopru.)

Statue Curse: The statue is enchanted to curse onlookers. Any character who looks at it must attempt a DC 13 Wisdom saving throw. A character who fails the saving throw is affected as if by *charm person* in regard to any kopru he or she meets until the curse ends. The afflicted character can repeat the saving throw each dawn to end the curse. Otherwise, the statue's power can be broken only if a good cleric spends at least 10 minutes praying over the statue, or the statue is physically destroyed (by any solid blow with a weapon). If the curse is removed, the statue becomes nonmagical.

Treasure: The bowls are worth 500 gp each. If nonmagical but intact, the statue is worth 2,000 gp. If broken, the statue's chunks are worth a total of 500 gp.

Blocked Corridor: Fallen rocks block the corridor beyond this room's eastern door. You can design further encounter areas beyond this hallway, such as additional caverns connected to level 3, or have this corridor simply descend to area 49 on that level.

Temple Level 2

This level is shown on map 13. This part of the temple is much like the one above, with the following differences.

Light: None. Fire-based light sources can easily be extinguished if characters get them wet.

Ambiance: The atmosphere is wet and hot. Parts of this level lie under murky water, which prevents clear vision under the water's surface. The water is around 5 feet deep and easy to swim or wade through if no other distractions are present. Cave fish occasionally bump against the legs of those in the water.

Noise: Dripping and moving water fills the place with an eerie, hollow sound.

Smell: The place smells like a swamp.

38. Flooded Chamber

The following description assumes the characters fall or otherwise descend from area 36.

Dark water fills this chamber half deep, about 5 feet. An archway leads out of the room into a corridor lined with barred cells.

If the characters come from the hall, instead read:

Dark water fills this area half deep, about 5 feet. From a corridor lined with barred cells, an archway leads into a larger room.

Cells: Badly corroded iron bars make up the cell doors, which are rusted shut with ruined locks (DC 10 Strength check to break open).

Torture Devices: The larger room was once a torture chamber, so several cruel metal and stone instruments are hidden underwater. Unless the characters search ahead (DC 10 Intelligence check to find), for every 10 feet traveled, each character has a 1-in-6 chance of stepping on or running into a sharp item for 1d4 – 2 piercing damage.

Secret Door (DC 13 Intelligence check to find): A secret door opens into area 40 from the nearby hall. If the door is opened from the hall side, the water pours out of the flooded room. Each character in the water is swept through the door into room 40, becoming caught on the statues there, and takes 1d6 bludgeoning damage.

Weak Ceiling: The rock and earth of the ceiling looks weak to anyone with knowledge about such structures. Breaking through requires only a sharp blow. The hole created leads to area 36 on level 1.

39. Chamber of the Great One

Dark water fills this enormous hall. A few wet bones and a disturbingly large rodent head float in the water.

Hidden Depths: The entryways to this large hall are 15 feet above the floor. Water has filled the adjoining corridors to a depth of 5 feet, so most of the chamber is under 20 feet of water. The descending stairs are not easily visible to characters approaching the room, so unless they are probing ahead, they discover the stairs by stumbling on them.

A lone character or one at the head of the group might fall down the stairs if he or she fails to notice them first (DC 11 Dexterity saving throw to avoid). Characters who fall tumble into the deeper water of the room but take no damage.

Creatures: A narrow underwater passage leads to flooded sea caves, from which six giant crabs entered the area.

Tactics: The crabs prefer to ambush swimming creatures, so they wait hidden under the water. If potential prey starts to leave the area without entering deeper water, they attack.

39a: A giant oyster rests 5 feet below the water here (DC 13 Intelligence check to spot). Characters who see it before it closes also spot a black pearl the size of a human fist in its valves.

Grabbing the Pearl: On a successful DC 16 Dexterity check, a character can grab the pearl safely; bonuses apply for skill in picking pockets, disarming traps, or similar talents. The oyster closes right after any such attempt, successful or not. But if the attempt failed by 5 or more, the oyster closes on the grabber's hand, holding that character in place. (The oyster also closes if otherwise disturbed.) The oyster stays closed for at least 10 minutes after no longer being disturbed. Anyone grabbed by the oyster is likely to be unable to breathe, since his or her head is underwater.

Opening the Oyster: The oyster can be pried open with a successful DC 19 Strength check, on which several characters can work together. A *knock* spell also works. It also opens if slain (AC 15 open, 20 closed; hp 35)

Treasure: The black pearl (3,000 gp).

40. Guardian Lair

Small puddles cover the floor, the largest of which is in the southeastern corner. Several deteriorated, grimy statues line the walls, some of graceful creatures, some of female humans holding children, and others of fierce monsters.

A rotted wooden trapdoor is closed in the center of the ceiling. Dust occasionally drifts through cracks in it.

Creatures: Two of the monstrous "statues" are sleeping gargoyles, which were placed here as temple guardians. They attack after the characters are at ease or distracted.

Portcullis Trap: A hidden pressure plate in the "trigger" square on the map drops a portcullis across the northern entrance, dealing 2d10 damage to any character in the entryway. The portcullis can be forced open with a successful DC 19 Strength check, on which several characters can work together. A lever hidden in the hall (DC 16 Intelligence check to find) resets the plate and the portcullis.

Secret Door (DC 13 Intelligence check to find): The largest puddle stands before the

secret door in the south wall. The door opens inward into this room from the other side, which is flooded.

Any characters in the square adjacent to this door when it opens are swept off their feet by the intruding water. Those who fail a DC 13 Strength or Dexterity saving throw (player's choice) are carried 2d6 × 10 feet down the hall toward the well in area 45. Such characters are knocked around a great deal, taking 2d4 bludgeoning damage.

Others in the room must attempt a DC 11 saving throw of the same sort. Those who fail the saving throw fall prone.

Trapdoor: This door leads to area 34 on level 1. It breaks easily.

Treasure: At the base of one of the statues in the northeastern corner is an amethyst (50 gp).

41. Lacedon Pool

Warning: The ghouls here give off the faint stink of rotten meat, which can be smelled from 50 feet away (such from the nearby dry area atop the stairs shown on the map).

In the center of this section of hallway is a short staircase that leads up to a landing just above the water. Stairs descend into the water again on the other side of the landing, which is covered with pale fungus.

Creatures: Five lacedons, aquatic ghouls, lie corpselike under the water in the northernmost section of flooded hallway. They cannot be easily seen under the murky water.

Tactics: The lacedons lurk while characters approach from the south, attacking when the party reenters the water.

42. Priests' Chamber

Door: The rotted, iron-banded wooden door to this room is closed and tightly sealed. It must be forced open (DC 16 Strength check), and when it is, water rushes into the room. Each character in the northern underwater section of hall must attempt a DC 11 Strength or Dexterity saving throw (player's choice). Those who fail are swept into the room and knocked prone, taking 1d6 bludgeoning damage.

A small altar stands against the north wall in this chamber, which is now slightly flooded. Several stone benches are arranged in front of the altar. Hanging from a stone hook on the wall is a bone-handled mace.

Altar: The altar has a well-hidden compartment under the water (DC 16 Intelligence check to find).

Treasure: Inside the altar are 500 gp and two coral kopru statues (1,000 gp each). The weapon on the wall is a *mace of genuflection*.

Mace of Genuflection

This mace has a bone handle and rusted iron head shaped vaguely like a human skull.

In battle, the mace emits a terrifying crack like that of shattering bones with each successful strike.

The mace was used to pacify sacrifices prior to fulfilling their purpose. A faint psychic aura detectable with *identify* suggests that this mace was used in more than a thousand sacrifices.

Property: This weapon is a +1 mace.

Any creature that takes 10 or more damage from a single attack made with this mace also falls prone.

In addition, once per day, a wielder who uses this mace to deal damage to a creature can also, as part of that action, render the target dazed until the end of the target's next turn.

43. Rat Tunnels

Several large, rough holes are bored into the walls just above water level, the stonework pushed out of the earth. The stench of rot comes from the holes.

Noise (DC 13 Intelligence check to hear): Faint squeaking and peeps from within the holes.

Creatures: Ten dire rats lair in the tunnels. They are attracted to light and the scent of fresh prey.

Tactics: The rats wait until the characters are between multiple possible attack points from the tunnels. If half or more of the rats die,

the rest retreat into the lair. They fight to the death if cornered there.

Tunnels: The rats' tunnels are dug out of the earth, and the passageways are large enough for Small creatures. Medium creatures must squeeze, gaining disadvantage on checks and attack rolls, and granting advantage on attackers' attack rolls. Creatures larger than Medium cannot fit into the tunnels. At the end of several of the tunnels is a larger chamber that serves as the rats' main lair.

Treasure: In the lair are rags and bones. Among the debris are a gnawed scroll of *rope trick* and three metal potion bottles. Two each contain a *potion of healing*, but one holds a contaminated liquid that functions as a *potion of poison*.

44. Fire Trap

The following description assumes the characters come to this room from area 43.

An archway leads into another flooded chamber. The top of a closed door can be seen on the far side of the room.

If the characters come from the north, instead read:

At the top of the stairs, an iron portcullis blocks the passage south, behind which stands a swollen wooden door banded with iron. A small puddle has formed around the base of the door, and water trickles down it in a few places. Near the door, on the east wall, is an iron lever in the up position. A similar but dry banded door is shut to the west.

Fire Trap: A wire set underwater at about ankle height has been stretched across the center of the room. (It can be found only with careful searching.) If the wire is broken or pulled, it releases a spray of fine oil into the room. The trap then magically ignites the oil, which fills the area with fire. Each creature in the area takes 3d6 fire damage (DC 11 Dexterity save for half damage; a creature that succeeds by 5 or more ducks under the water and takes no initial damage).

The oil continues to burn for 5 more rounds, producing smoke and consuming the air in the room. Any creature above the water takes 1d4 – 2 fire damage at the start of each of its turns, as well as 1d4 – 2 damage from smoke inhalation.

Northern Door: This banded wooden door is swollen in its jamb (DC 13 Strength check to force; DC 16 if underwater). When the door is opened, the water rushes out of the room, sweeping those in the room to the northern landing and into the portcullis. The water rushes through the portcullis and down the stairs for 1 minute (10 rounds). Any creature that strikes the portcullis takes 1d4 – 2 bludgeoning damage, and takes 1d4 – 2 damage at the start of each of its turns thereafter until it succeeds at a DC 13 Strength check to raise its head above the rushing water.

Lever: On the east wall, between the northern door and the portcullis, is a lever in the up position. If pulled down, the lever raises the portcullis.

Portcullis: If the portcullis is raised while the water is still flowing, or is already up, creatures are swept down the stairs to area 46 on level 3. Each creature takes 3d10 bludgeoning damage from the plummet.

45. Boiling Well

This hallway becomes hotter and more humid as you move north, and a gurgling sound grows louder. The hallway bends to the east. In the center of its eastern stub is a circular chute of carved stone that descends out of sight. Steam issues from the chute.

The chute descends to about 70 feet. Water, heated to boiling by volcanic action, fills it to a depth of 10 feet. The water reduces damage from a fall as if it were 20 feet, but it deals 1d4 fire damage to any character that enters it or starts his or her turn in it.

Near the bottom, 70 feet down, the chute forms a "U," trapping the water. The other end of the "U" is 30 feet away, opening into area 48 on level 3.

Temple Level 3

Light: None. Fire-based light sources can easily be extinguished if characters get them wet.

Clouds of sauna-hot, sulfurous steam partly obscure this great cavern. A field of bubbling, hissing mud basins serve as the floor, along with small geysers, hot springs, and mineral crusts of rich reds, browns, yellows, blacks, and grays. Terraces crusted with deposits from mineral springs extend from the sides of the cavern. Stalactites merge with stalagmites in several places to form floor-to-ceiling pillars.

Map 14 depicts this level.

Cavern Hazards

A number of features in this cavern pose dangers to characters exploring it.

Hot Water: Any creature that enters a water-filled feature, such as a mud pit, geyser, or hot spring, takes 1d8 fire damage at the start of each of the creature's turns.

Steam: Hot mist hangs in clouds in this chamber. Geysers occasionally add more, while some clouds cool and settle. In any encounter in the cavern, at your discretion, areas of steam lightly or heavily obscure some parts of the battlefield. Use heavily obscured areas only sparingly.

Terraces: All the terraces in the cavern are slippery. A creature that rolls a natural result of 1 on an attack roll, Strength check, or Dexterity check while in a square of the slick rock falls prone. Any creature struck by a critical hit in such a square also falls prone.

Cavern Events

Every 10 minutes or so the characters spend moving about in this cavern, roll a d20 and consult the table below. You might also roll for an event during an encounter to add some of the room's hazardous flavor to that encounter.

Roll	Event
1–14	None
15	Bursting mud bubble splashes a random character (1d4 fire damage).
16	A geyser sprays a random character (1d6 fire damage).
17	Steam fills a 10-foot sphere, initially dealing 1d4 – 1 fire damage to all creatures in the area and totally obscuring the area for 1d4 rounds.
18	Boiling water splashes a random character (1d4 – 1 fire damage).
19	A gas bubble bursts near random character, who must make a DC 11 Constitution saving throw or become stunned for 1 round.
20	A small tremor shakes the cavern; each character must make a DC 11 Dexterity saving throw or fall prone.

46. Mineral Terrace

The sandy surface of this terrace is bright white and hot underfoot. A stairway ascends into darkness.

The stairway up leads to level 2 near areas 44 and 45.

47. Koprū Pits

Thin, steaming mud bubbles and churns in this basin.

Creatures: One kopru dwells at each of these locations. Each moves stealthily in the mud, hoping to ambush the characters. One kopru fighting the party attracts the other, which joins the fray if it thinks it can help defeat or enslave the characters with little risk.

Tactics: A kopru prefers to charm and enslave characters, or use trickery to lure them into the mud where it can ensnare them. If such attempts fail, or the characters are badly hurt or obviously weak, the kopru physically attacks. A kopru uses hit-and-run tactics against characters who seem physically superior, lashing out with its tails and moving out of reach.

The koprus never surrender, but they flee to hide in the mud if hard pressed.

Development: If the koprus enslave the entire party, the characters are put to work restoring the monsters' ancient kingdom. The

tunnels leading out of this cavern might connect to other kopru-ruled areas. The creatures want to restore the upper levels of the temple and then expand their new holdings. The characters are useful as leaders and slavers in the new regime, with the domination of the native folk being their first task. The evil natives are easily given to serving the koprus, but the characters are expected to help the wicked creatures' rule extend at least all the way to the southern peninsula. Then, the mainland, which the characters reveal to the koprus, might be in danger.

Talk the situation over with the players. The game could continue with the characters serving the koprus as they adventure, bringing back treasure and lost knowledge to help rebuild the empire. Or the players could start anew, and their former characters might become evil but redeemable NPCs in the campaign. This situation could serve as the basis for an adventure arc, culminating in a raid to free the slaves.

48. Boiling Well

On this high black terrace is a pool of steaming water near the southern cavern wall.

The pool here is the other end of the chute from area 45 on level 2. If the characters want to use the chute, see that entry.

49. Caverns

Beyond these terraces are a series of natural caverns, which are left unmapped so that you can create your own encounter areas. Or, at your discretion, this corridor could connect to the blocked tunnel leading to area 37 on level 1, or to the surface of the central plateau (if you want to provide an alternative means of access).

50. Weak Crust

The path is uneven here. A mineral-encrusted satchel rests near the cave wall at the path's end.

Satchel: The satchel is in the square marked "50" and can be reached by what appears to be a rocky path, which is actually a weak crust over a hot spring. Even if the crust collapses,

the satchel remains hanging on a harder deposit near the wall and does not fall into the hot spring.

Weak Crust: With a successful DC 16 Intelligence check, a character recognizes that the ground is actually a thin crust of mineral deposits. (This fact is revealed automatically if the surface is probed.) If the hazard is not detected, the first character to step onto the path breaks the surface and falls 5 feet into hot water (see the "Cavern Hazards" section).

A New Hole: If a creature falls through, the crust then crumbles to form a wider hole so that others are not able to come closer than 5 feet to the fallen creature without also falling in. If another creature or group of creatures falls into the hole, the crust does not further crumble.

If a hole opens, read:

Below the newly opened hole, on the bottom of the spring, slumps the mineral-coated skeleton of a dwarf. Rusted chainmail hangs from the old bones, and a corroded axe head lies nearby.

Treasure: The satchel contains ruined gear and rations, as well as five emeralds (1,000 gp each).

51. Hidden Throne

Set on the topmost terrace in this arm of the cavern, directly under a dripping stalactite, is a throne. A skeleton sits there, encased in mineral deposits, with a similarly crusted short sword across its lap.

The skeleton clutches a magic short sword (*Pontus*). It also wears a ring (*Coil of Magar*), which is hard to notice (DC 16 Intelligence check) if the skeleton isn't disturbed (DC 13 if someone removes the mineral crust). If the sword is removed, the ring becomes more apparent (DC 10), since doing so dislodges some of the deposits from the bony hands.

Pontus

This ornate short sword's blade appears to be made of solidified water.

Sea elves forged several blades like this, which were given as gifts to certain land-dwelling kings in return for various concessions long ago.

Property: This weapon is a *+1 short sword*.

This blade grants the wielder the ability to breathe underwater, and moreover, descend to any depth without coming to harm.

Whenever an aquatic creature takes damage from an attack using *Pontus*, the creature takes an additional 1d8 damage.

Coil of Magar

This electrum ring has a stylized lightning bolt scribed around it. When worn by a living creature, the ring gleams with a dusty, silvery light.

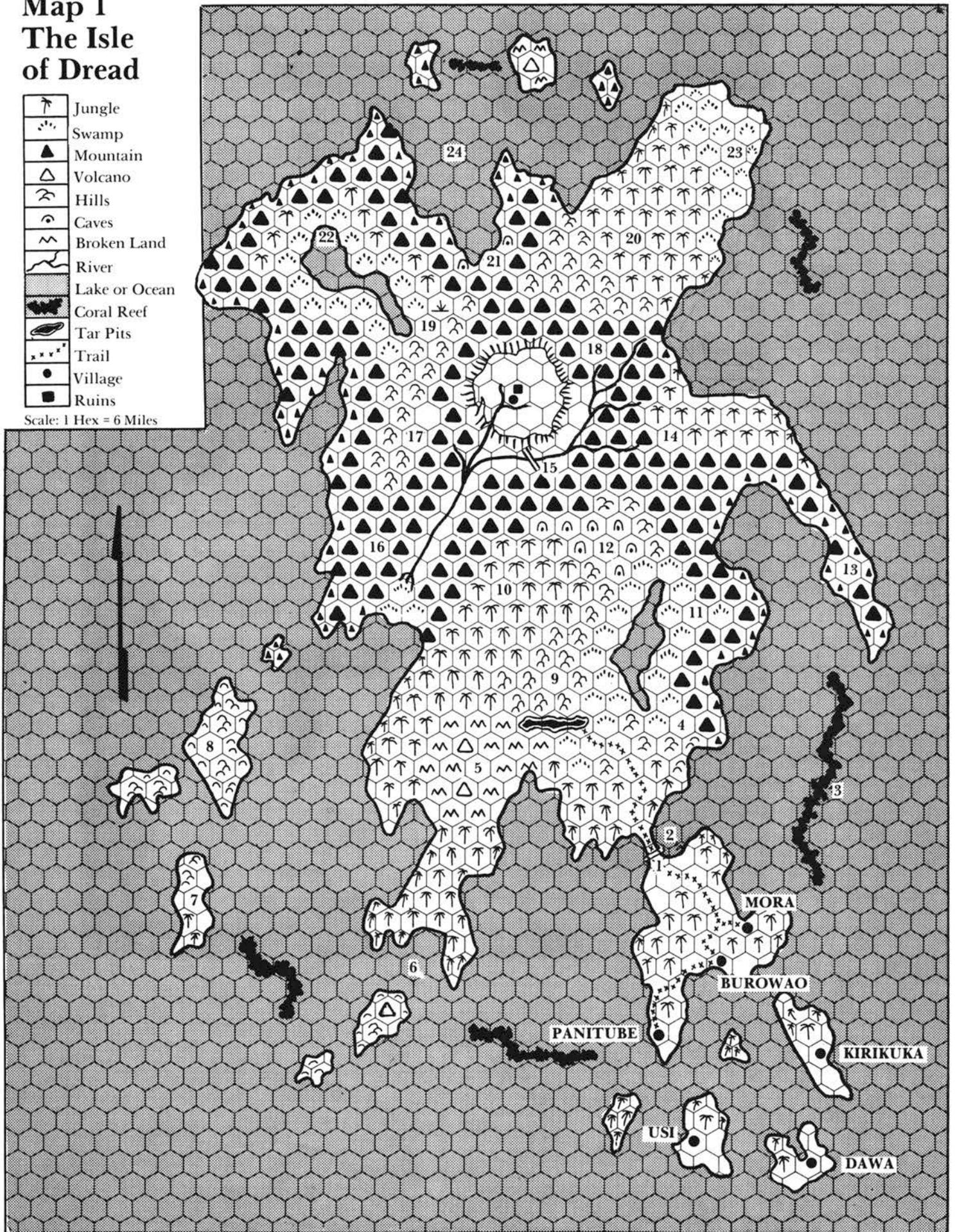
The wizard Magar Stormfighter constructed this ring to serve as a companion and a magical aid. Magar's favorite spells featured lightning.

Property (Attuned): This ring grants a wearer who is able to cast spells two additional spell slots with which to prepare and cast spells of up to 3rd level. The extra spells are stored in the ring. The ring permits only spells that, in its opinion, have something to do with storms, thunder, and lightning to be stored.

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

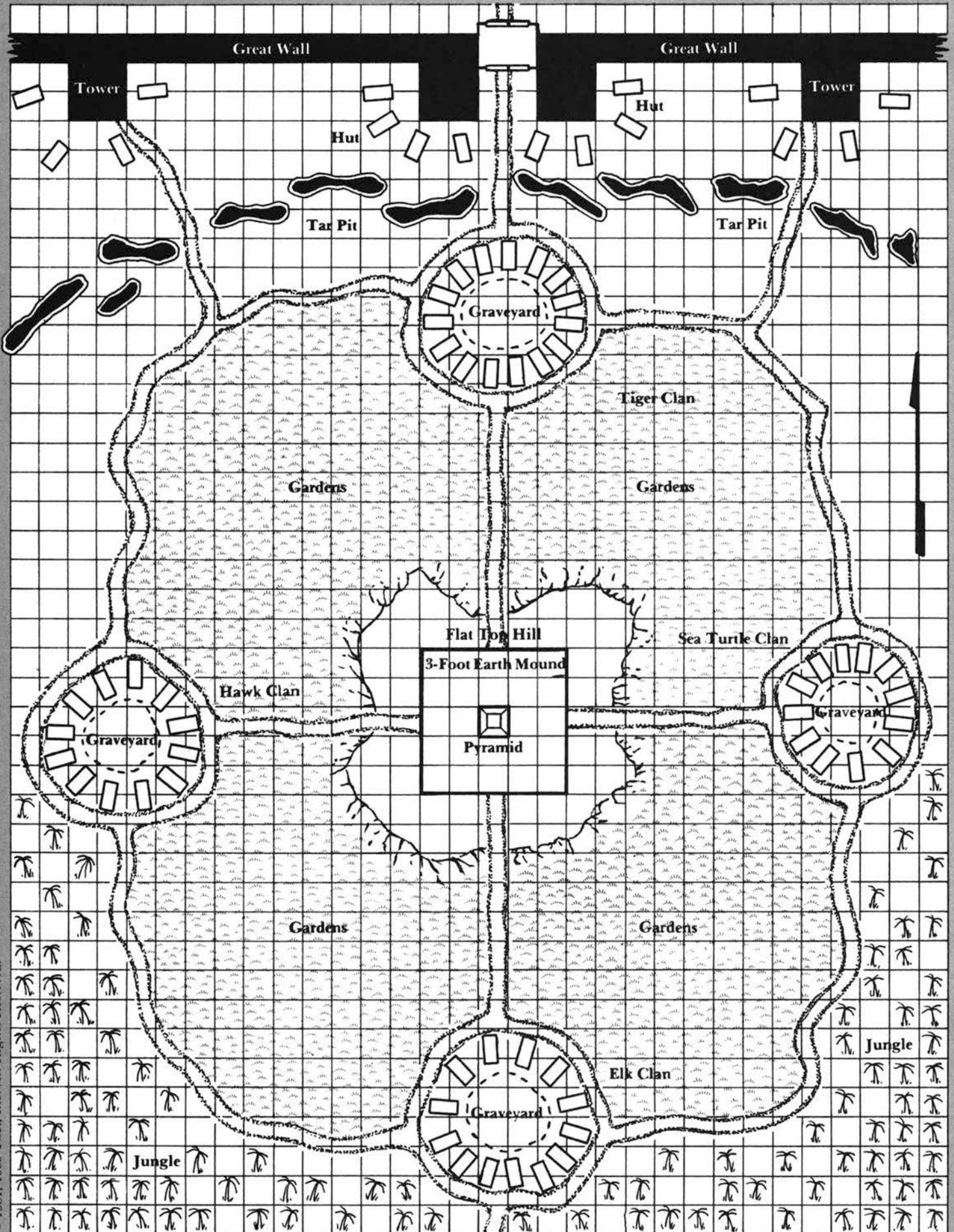
Scale: 1 Hex = 6 Miles



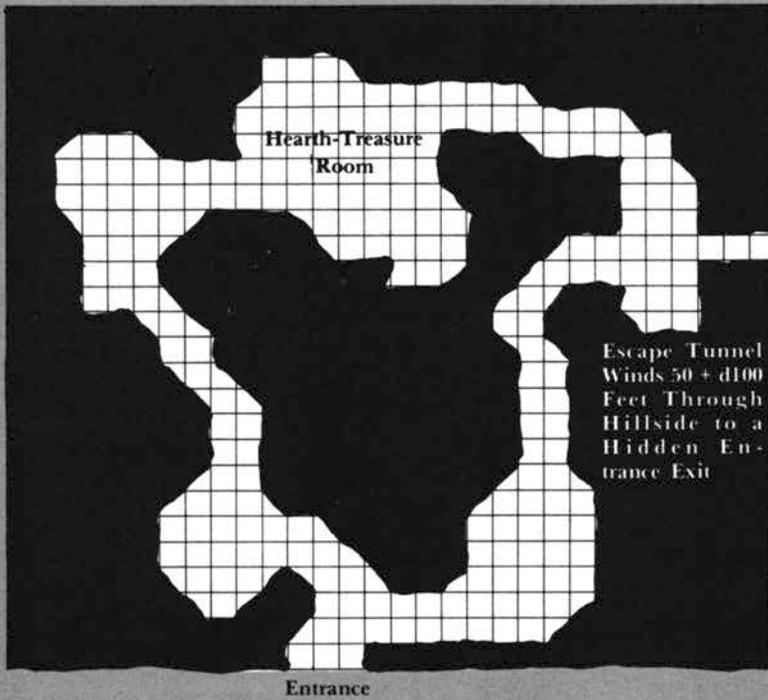
To remove maps, open staples and pull out 8 map pages, then bend staples back.

Map 2 Village of Tanaroa

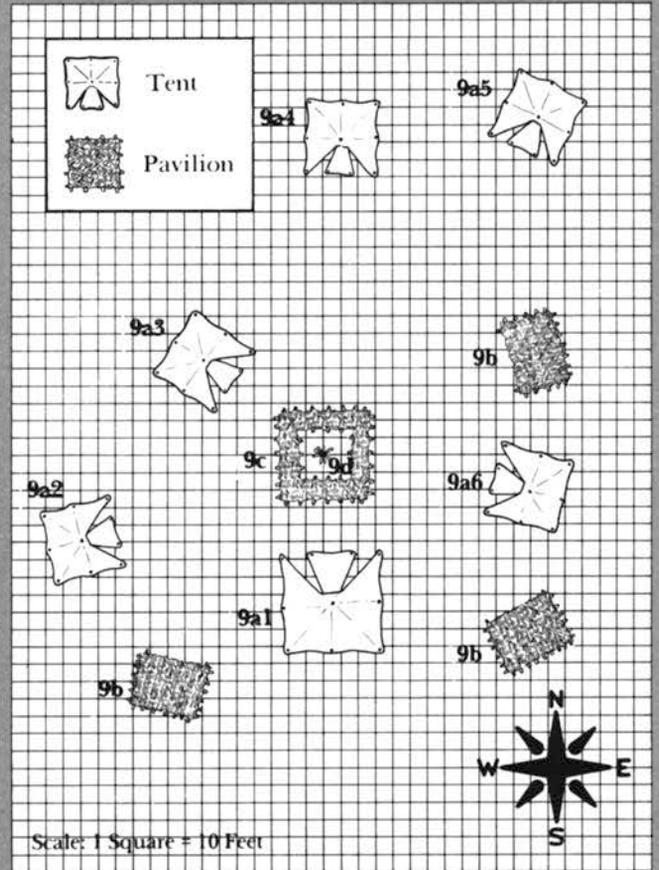
Scale: 1 Square = 50 Feet



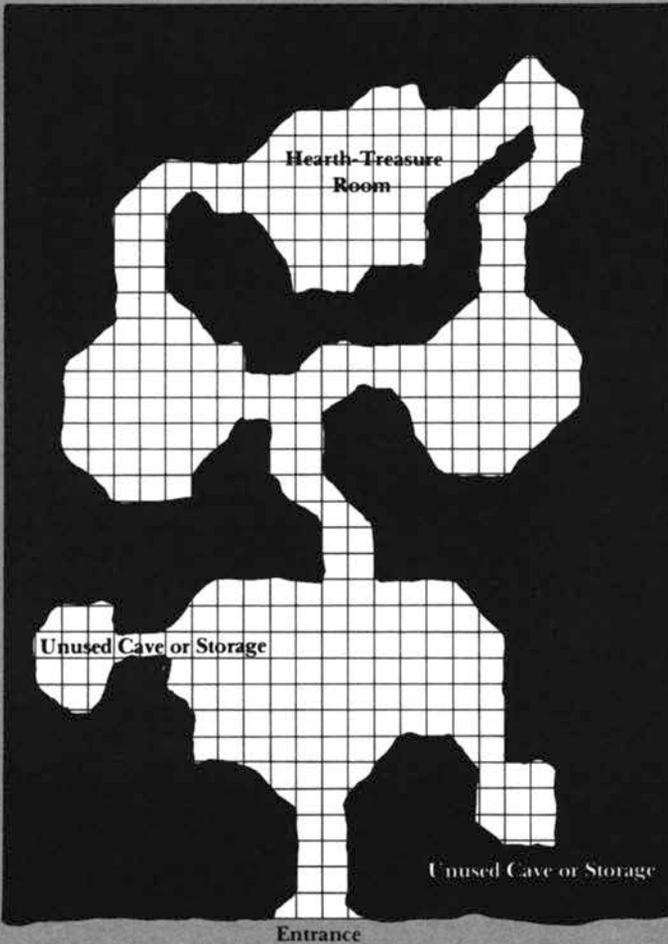
Map 3 General Cave Lair 1



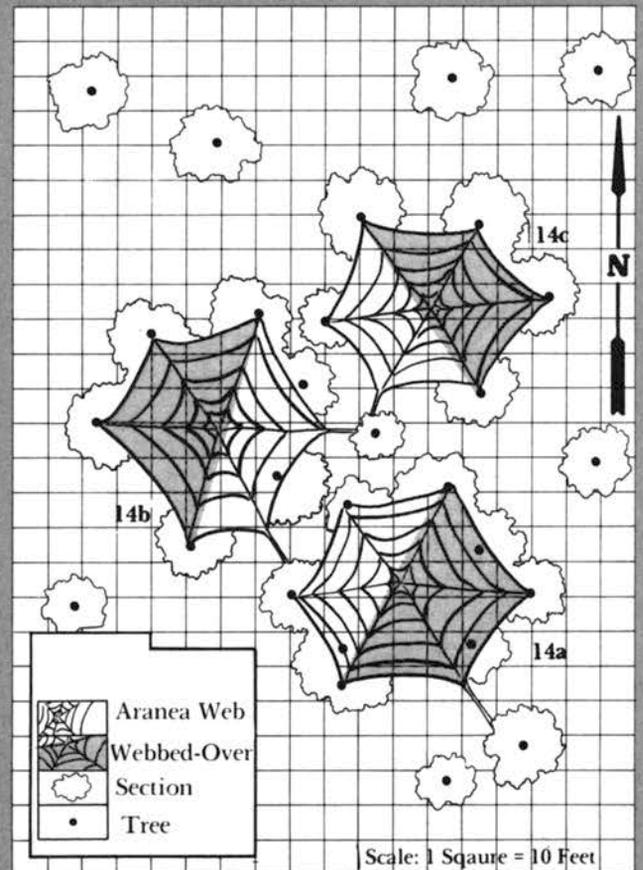
Map 7 Rakasta Camp



Map 4 General Cave Lair 2

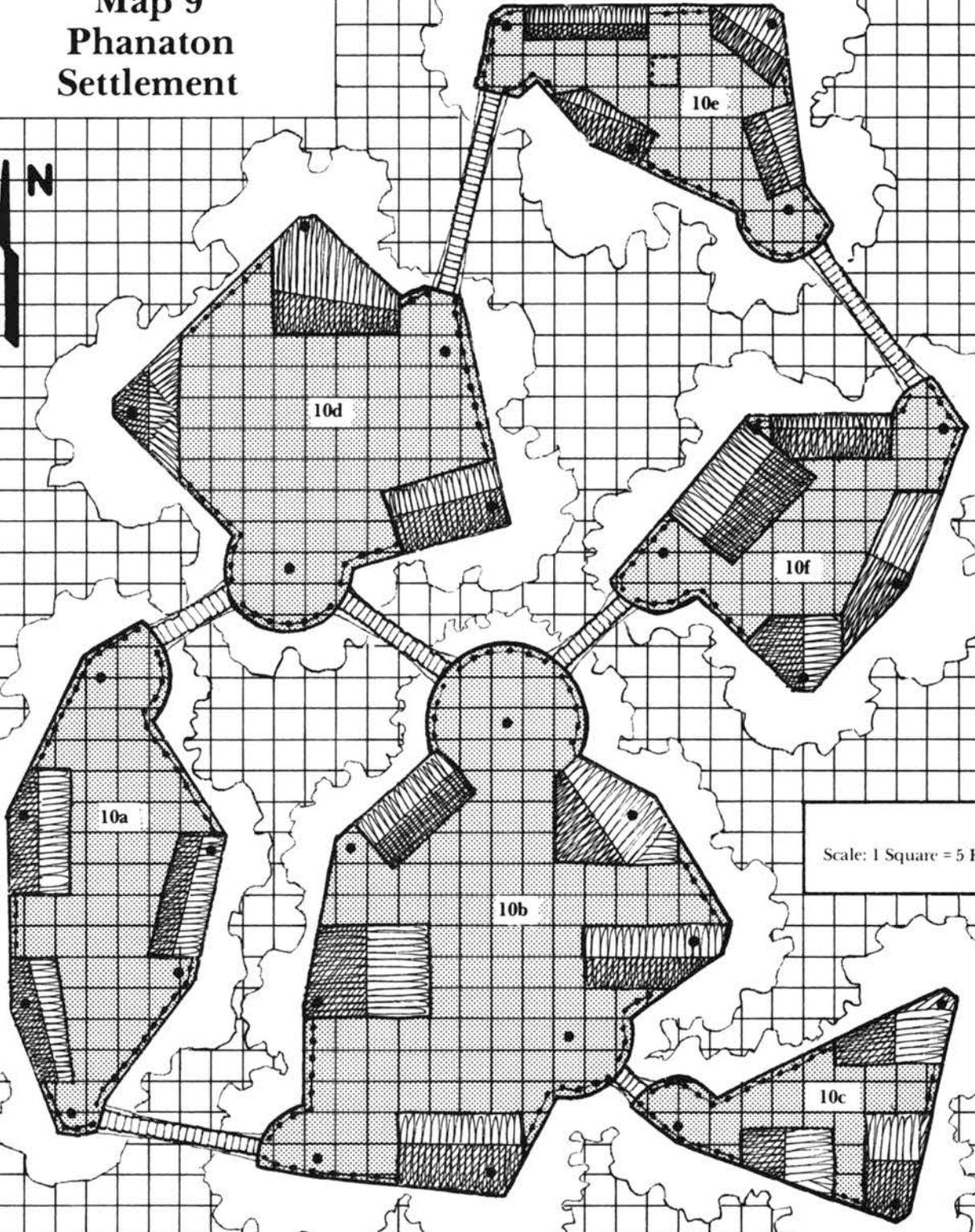


Map 8 Aranea Lairs



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Map 9 Phanaton Settlement

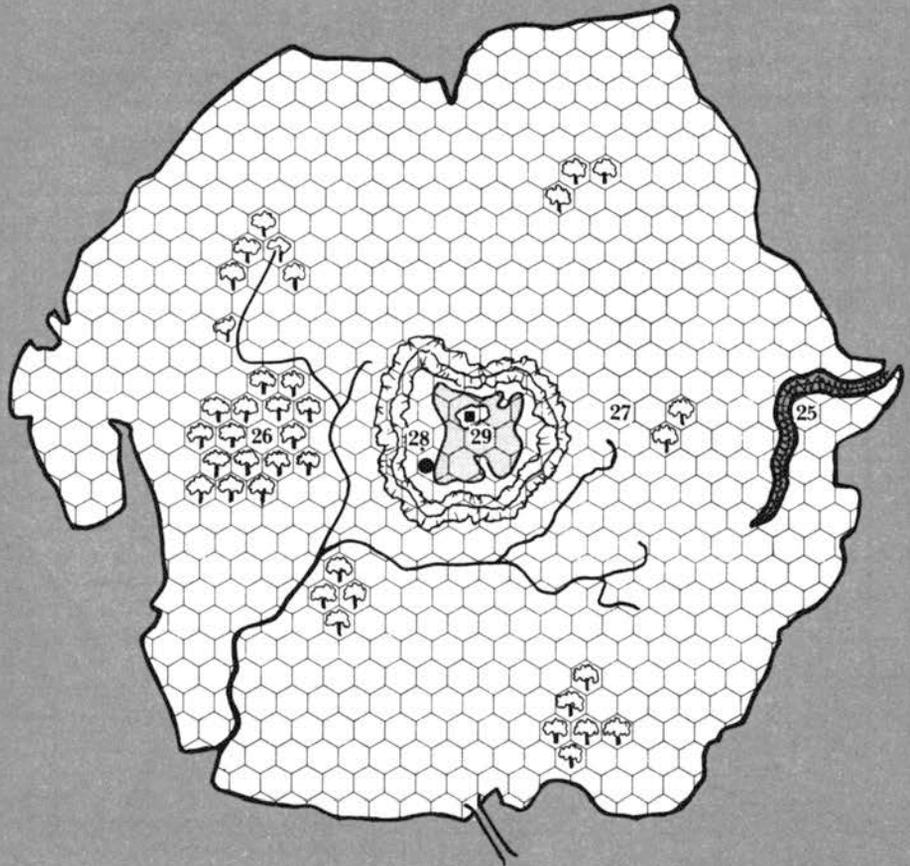


Scale: 1 Square = 5 Feet

	Trap Door		Railing		Tree Trunk
	Hut		Rope Bridge		Platform

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

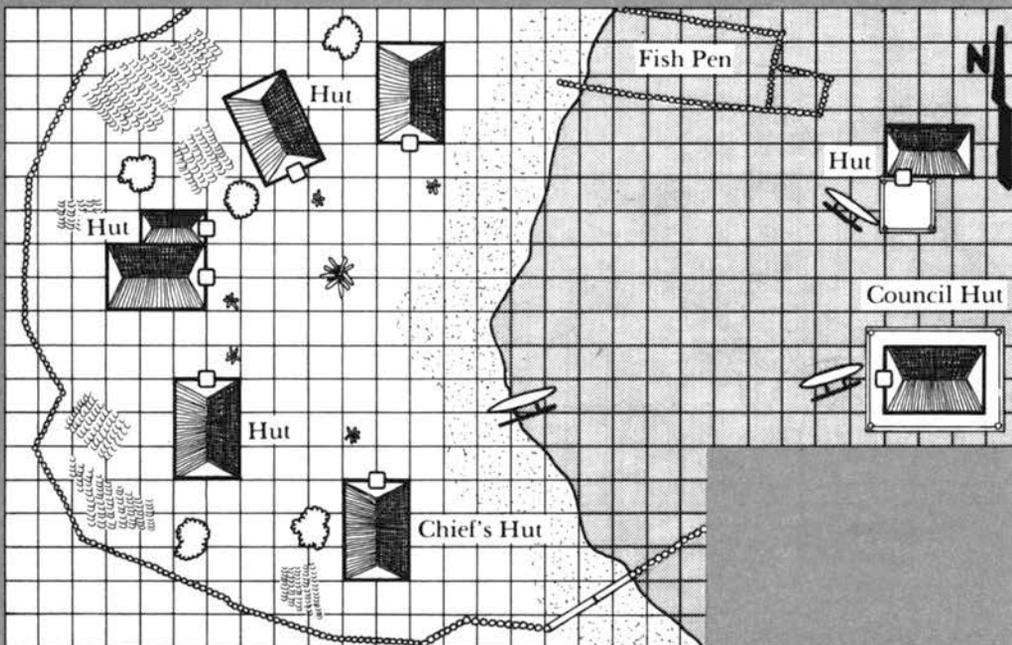
Map 10 Central Plateau



	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.

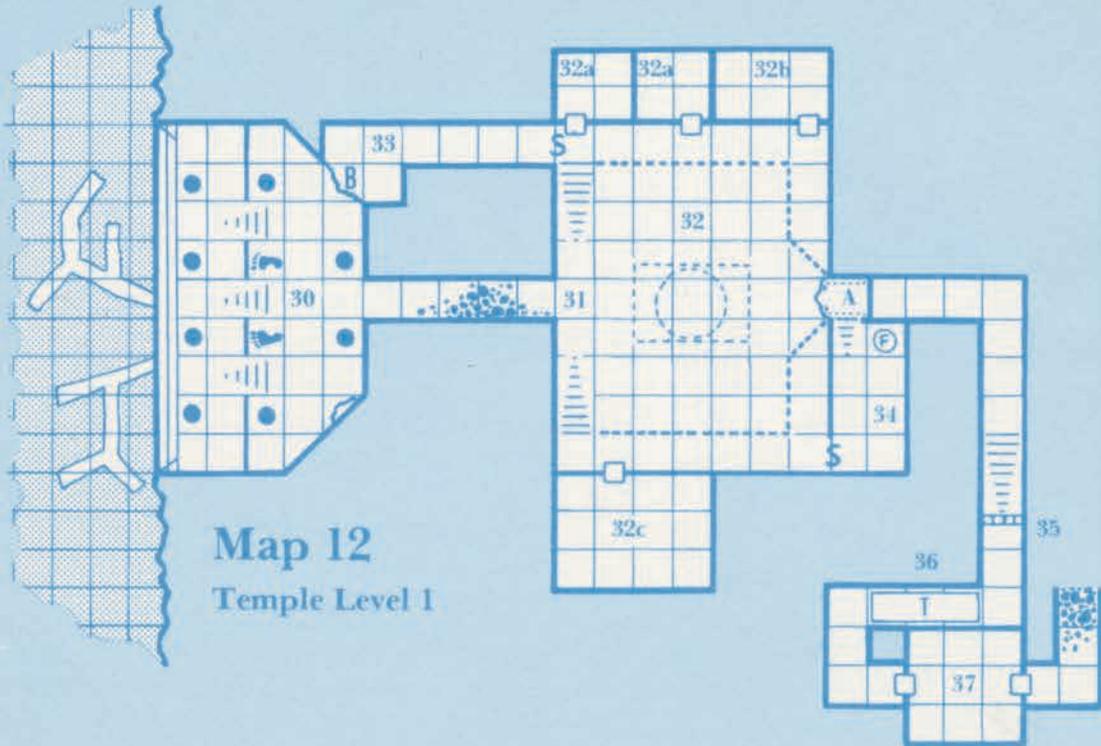


Map 11 Village of Mantru

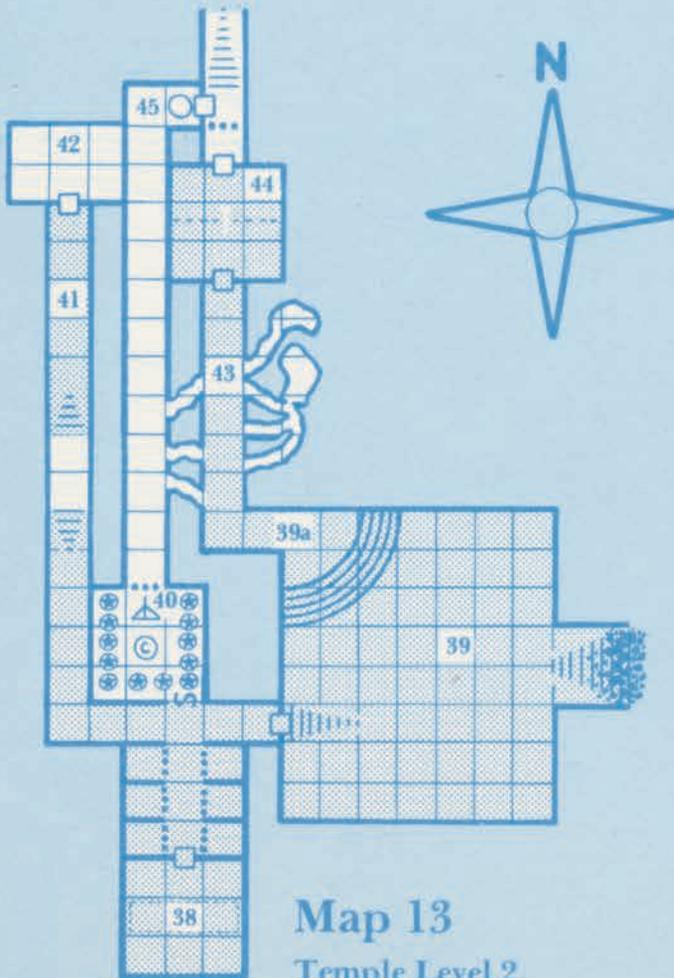
	Door
	Outrigger Canoe
	Tree
	Garden
	Fire
	Beach
	Lake
	Stockade

Scale: 1 Square = 10 Feet

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

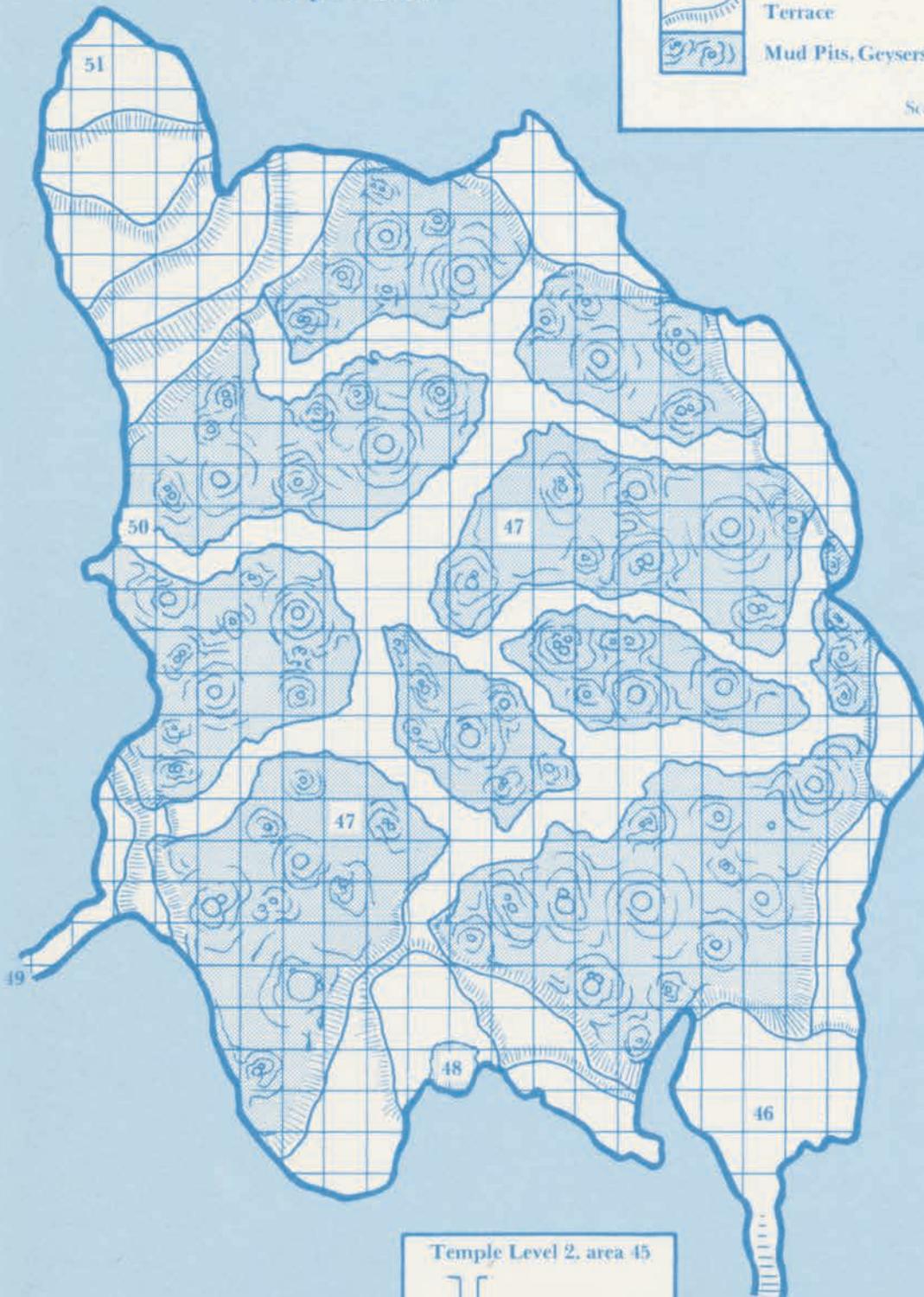
Taboo Island

Map 14

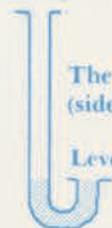
Temple Level 3

	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

