

BROADSWORD

ADVENTURES FOR FIFTH EDITION

ISSUE NO. 15 \$25.00 Monthly

FEATURING

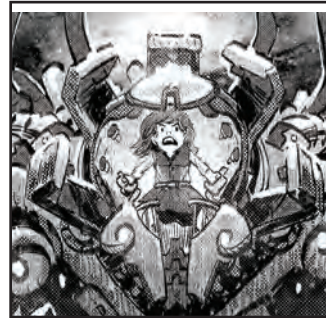
7 5E ADVENTURES SET ON A MYSTERIOUS ISLAND
22 NEW MONSTERS AND 6 NEW MAGIC ITEMS
NEW SORCEROUS ORIGIN: HOMELAND WITCH

BROADSWORD

ADVENTURES FOR FIFTH EDITION AD 2021 BSM ISSUE 15 Monthly



COVER:
There is no escape from Mystery Island. Or is there? A maroon marvels at the view from the foothills of Mount Pew Pew Rocky Rock, the volcano with the dumbest name in all of fantasy fiction. Art by Tithi Luadthong.



Rules are for Chumps

I sometimes (rarely) play this game called Advanced Squad Leader (ASL). The rulebook comes in a fat three-ring binder, and is hundreds of pages long. I don't know all of the rules; maybe nobody does. While the whole idea of a complex World War II tactical board game might make readers of *BroadSword* clutch their pearls, ultimately ASL is a competitive board game, and precise rules are necessary, especially in a tournament environment.

However, I've got to say when I see a bunch of rules wrangling regarding 5e, it really makes me think folks are missing the point of the whole experience. It's not about squeezing the most out of your edgelord min-maxed character (that was 3e), it's about going on an adventure! Now, this is just my opinion, and of course it's correct, but don't take my word for it. Here's Gary Gygax with his thoughts on the matter of rules and GM agency in the 1e *DMG*:

It is the spirit of the game, not the letter of the rules which is important. Never hold to the letter written, nor allow some barracks room lawyer to force quotations from the rule books upon you, if it goes against the obvious intent of the game. As you hew the line with respect to conformity to major systems and uniformity of play in general, also be certain the game is mastered by you and not by your players.

The rules in 5e are meant to facilitate play, not to choke out fun!

-Scott Craig

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*"The rules!" shouted Ralph, "you're breaking the rules!"
"Who cares?"*

- William Golding, *Lord of the Flies* (1954)

OMERIA ONLINE

YOUR GUIDE TO THE DMDAVE COMMUNITY

Written by **Melissa Presti**
Art by **William McAusland**

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USING THIS BOOK

GETTING THE MOST FROM BROADSWORD

Written by Dave Hamrick
Art by Tim Hartin

Must-have Tomes

To run these adventures, you will need access to the Fifth Edition rules and associated core rulebooks, abbreviated as *PHB*, *DMG*, and *MM*.

Understanding the Format

In addition to the monsters included in the *MM* core rulebook, you will also need to use the content found in the Appendices of this book.

When a creature's name appears in **bold type**, that's a visual cue pointing you to its stat block in the *MM*. If a stat block appears as part of this book, the adventure's text tells you where to find it.

Spells and equipment mentioned in the adventure are described in the core rulebooks. *Magic items* are also described in the core rulebooks unless the adventure's text directs you to an exclusive item that is described in this book.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.




























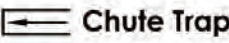

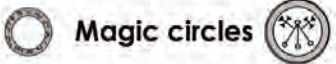


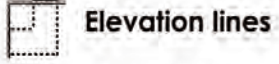



Abbreviations

The following abbreviations are used throughout these adventures:

- hp = hit points
- AC = Armor Class
- DC = Difficulty Class
- XP = experience points
- pp = platinum piece(s)
- gp = gold piece(s)
- ep = electrum piece(s)
- sp = silver piece(s)
- cp = copper piece(s)
- NPC = nonplayer character
- PC = player character
- APL = Average Party Level

Dungeon Key

1 square = 10 ft.

<ul style="list-style-type: none">  Door  Double door  Secret door  Secret trap door in floor  Concealed door  False doors  Pillar  Statue  Altar  Covered pit trap  Open pits  Wells  Tapestry/curtain  Downward slope arrow  Turn-around trap  Illusionary wall  Rubble  Sarcophagus  Falling block trap  Mirror 	<ul style="list-style-type: none">  Trap  Stairs  Bars/gate  Wooden planks  Dais/raised platform  Fountain  Pool  Chute Trap  Throne  Magic circles  Thaumaturgic circle  Pentagram  Elevation lines  Brazier  Teleporter  Teleporting pillars
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- LG = Lawful Good
- NG = Neutral Good
- CG = Chaotic Good
- LN = Lawful Neutral
- N = Neutral

- CN = Chaotic Neutral
- LE = Lawful Evil
- NE = Neutral Evil
- CE = Chaotic Evil



AWAKEN

An adventure for level 5 characters

Written by **Dave Hamrick**
Cartography by **Tom Cartos, Fantasy Atlas, and Dave Hamrick**
Art by **Matias Lazaro, Maciej Zagorski, Stinky Goblin, and Claudio Pozas**

Awaken is a Fifth Edition adventure for three to five characters of 5th to 7th level and is optimized for a party of four characters with an average party level (APL) of 5. Although the adventure sees a fair amount of combat, it also requires critical thinking and roleplaying. Players who only wish to fight their way out of situations may not enjoy this adventure.

The adventure takes place as part of the Mystery Island adventure series but is otherwise setting agnostic. This entire adventure and its related parts can be placed into any campaign setting of your choice. You may run this adventure just as it is, but you may also combine this adventure with the other adventures in the Mystery Island series, returning to sections of this adventure where appropriate. Tips for weaving the adventures together are included throughout the document.

Adventure Background

Far out in the middle of the ocean stands an island of sand, rock, jungle, and creatures. This island isn't on any map. It isn't in any history books. No sea shanties are sung of its existence. No, this island is a total mystery. For centuries, it's trapped explorers, both domestic and extra-terrestrial, within its watery borders. Humanoid, animal, fiend, or celestial, no one has ever been able to escape Mystery Island.

Awaken: War for the Crystal Cavern

They say there are two sides to every story. In this adventure, there are three.

The first side of the story involves a colony of intelligent, talking animals. Brought to sentience through druidic magic fifty years ago, these animals believe it is their duty to protect a cavern full of agate gems. Agate, as it so happens, is the key ingredient to awakening new creatures. So long as the cavern remains, these creatures

can continue to awaken more of their kind.

However, the agate also serves other purposes. Xorn, the strange, three-legged creatures from the elemental Plane of Earth, see agate as a delicacy. In fact, its properties function for xorn much in the same way goodberries function for humans. Just one small sliver of the banded gem can feed a single xorn for an entire month. Having already exhausted their food supply, a small group of xorn, trapped on the island themselves, need the agate to survive.

Also, agate is the key ingredient to the magic item *luck stone*. Not too far from the animal's enclave, a band of similarly trapped pirates believe that the probability-altering properties of the agate can help their ship, the Leviathan, escape the island and the invisible wall surrounding it.

Three factions—none of whom are inherently evil—vie for control of the agate. So far, this War of the Crystal Cavern has been a cold one. However, the introduction of the characters will be sure to tip the scales into the favor of one or more of the factions.

Adventure Summary

The characters find themselves on a nameless, magical island with no easy way to escape. While exploring the island, they hear a cry for help. The characters discover an awakened bat named Georgie under attack from an awakened tyrannosaurus rex named Esmerelda. One or both of the talking beasts lead the characters to their home, the Enclave, which is only inhabited by awakened animals. These special animals draw their intelligence from a well-guarded agate-filled cavern.

As the characters get to know the awakened animals and their leader, Major Mitchell, they learn that there are two factions on the island who wish to take the agate from them.

First, a gang of xorn regularly raids the Enclave in hopes that the animals will surrender the supply of agate.



Trapped on the island, the xorn are starving—the agate is their last hope.

Second, a band of pirates operating from a fortress a few miles east of the Enclave hopes to steal the agate. They believe that the agate's inherent luck properties will help them escape the island via a magical whirlpool.

After the characters get to know the three factions and their goals, they must choose which of the factions (if any) they wish to support.

- Do they help the awakened animals protect the agate cavern from the other two factions?
- Or do they help the xorn secure the agate cavern so that they don't die of starvation?
- Perhaps they help the pirates steal the agate in the hopes that the pirates will help them leave the island?

Chapter 1: Mystery Island

Sun, sand, and water. In any other situation, this place would be a veritable paradise. Of course, that isn't the case in this adventure. Thick forests filled with dangerous, primordial creatures blanket almost the entirety of the island. A violent volcano coughs fumes and molten rock down its sides. Evil sea-bound creatures lurk along its coasts and cliffs. Dangerous machines and horrible aberrations haunt the northern end of the island. At the island's center, ghostly pirates and gold-hungry treasure hunters clash. To the west, a stubborn druid protects a valuable resource from ravenous elementals and magic-wielding buccaneers.

There's no escaping the island, either. Any magic that would teleport creatures away from its confines fails. Creatures on the island are invisible

to diviners, too—in fact, it creates a memory-altering effect that makes those on the outside forget those on the inside ever existed. Even extraplanar creatures can't escape the island—not even in death.

Welcome to Mystery Island.

Running This Chapter

This chapter serves as an introduction to Mystery Island and the unusual situation into which it puts the characters. Throughout this chapter, the characters must work together to survive this new setting by finding resources, building a camp, and exploring the island. They will face dangers both big and small, mundane and extraordinary.

Level Advancement. This adventure assumes that the characters are 5th level when they first appear on the island. The challenges presented in this chapter and chapter 2 should offer enough experience for the characters to gain at least one level, achieving a maximum of 7th level.

Arrival

Regardless of what the characters were previously doing, their arrival is the same. Read the following:

You're awake. Above, seagulls pass overhead, sailing through a blue sky unmarred by clouds. The sun's shining. Its rays grant you a sense of warmth and comfort, almost as if it were saying that you belong here. And then there's the sand. All around your head, hands, and feet, you feel soft, white sand.

Looking around, you see that you're on a beach. The gentle song of the ocean sloshing against the shoreline fills your ears. Opposite the crashing waves, a dense jungle stands; its canopy is so thick, it bathes its floor in certain darkness. Insects, frogs, and unseen animals cry out from within.

That's when it hits you—you don't remember how you got here. Nor do you know where "here" even is.

One minute, the characters were somewhere else entirely minding their own business. Next thing they know, they're on this island. They don't remember how they got to the island, either. No recollection of sailing on a boat, no memories of teleportation. They are just here.

Looking around, the characters discover that they are together, each of them waking to similar situations. If you're starting this adventure at the 5th level, this might be the first time the characters have ever met each other. And if you're continuing a campaign, the characters will likely be glad to see each other. Unfortunately, even their combined knowledge isn't enough to unlock the mystery as to how they arrived here.

Mystery Island Description

The island itself measures approximately 625 square miles, or 25 miles across. As a subtropical island, its temperatures range from cool at night, warm in the morning, and hot and humid throughout the remainder of the day.

The island itself has multiple types of terrain for the characters to navigate. Sandy beaches surround the majority of the island, occasionally broken up by rocky cliffs that stand 20-30 feet over the crashing waves. Dense jungles consume most of the island's interior. Two mountain ranges dominate the landscape, both visible from nearly all angles. The island's regular inhabitants have taken to calling the two mountain ranges the Eastern Range and the Hot Range. The Hot range gains its name from the awkwardly named volcano at its center, Mount Pew Pew Rocky Rock.

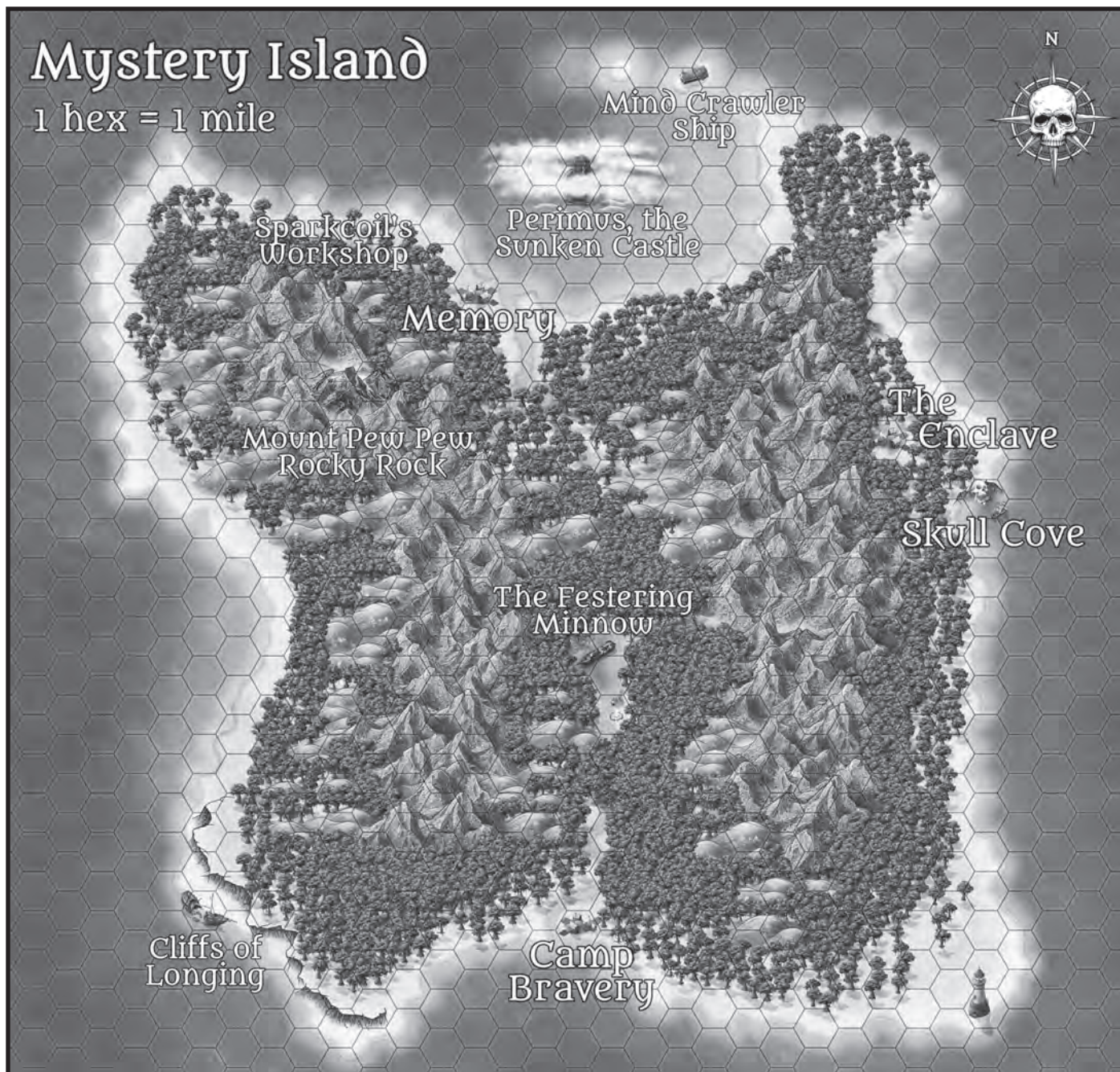
[*Editor's note: no amount of threats/bribes/cajoling could convince Dave to change the infantile name of this volcano*].

Settlements

There are four semi-permanent settlements on the island.

- The Enclave, a small village home to intelligent, talking animals, stands close to the easternmost coast of the island. It's featured in this adventure.
- Just a few miles from them on the coast proper live a band of sailors who call themselves the Lonely Bay Pirates. The pirates are featured in this adventure.
- At the north end of the island there is a village of mixed humanoids, all folks who found their way to the island one way or another. Named Memory, this settlement is detailed in Appendix A and can serve as quest givers for many of the quests in this adventure series.
- Finally, there is a camp of treasure hunters who operate from the center of the island; they've named their home Camp Bravery. Camp Bravery is featured in the adventure *Captain Grisly's Treasure Hunt*.





Magical Protections

Mystery Island is protected by ancient magic from an unknown source. You're free to come up with your own reasons for why Mystery Island won't allow its inhabitants to escape, but the adventure works best when it remains a mystery even to you. That way, anything can and will happen on the island.

An invisible barrier extends roughly

half a mile around the entirety of the island in all directions, including up and down. Similar to a *wall of force*, no creature or object can pass through this invisible barrier. Oddly, water and air seem to be the exception to this rule. Additionally, it prevents creatures from teleporting into the area or using portals, such as those created by the *gate* spell. The magical protection protects the area against

planar travel and prevents creatures from accessing the area by way of the Astral Plane, Ethereal Plane, Feywild, Shadowfell, or the *plane shift* spell.

Sound can't pass through the barrier at its edge. Sensors created by divination spells can't appear inside the warded area or pass through the barrier at its perimeter. Creatures and objects in the area can't be targeted

by divination spells. The barrier prevents creatures from passing through.

To those who view the island from outside this barrier, they see nothing more than ocean water. Furthermore, they're convinced to travel around the area as if affected by the *antipathy* spell. In fact, creatures who knew the island's inhabitants before they became trapped on the island eventually forget they ever knew the inhabitant. It's as if the island completely erases everyone on it from history.

Other locations

As the characters explore Mystery Island, they may come across map locations not featured in Awaken. You can either run the adventure listed below or create some of your own.

- The Cliffs of Longing are featured in the adventure of the same name (optimized for level 6).
- The Festering Minnow along with Camp Bravery is featured in Captain Grisly's Treasure Hunt (optimized for level 5).
- The Mind Crawler Ship is featured in the adventure Attack of the Mind Crawlers (optimized for level 9).
- Mount Pew Pew Rocky Rock, the volcano, is featured in the adventure Jungle Heat (optimized for level 5).
- Perimus, the Sunken Castle, is featured in the adventure Curse of the Sunken Castle (optimized for level 8).
- Sparkcoil's Workshop is featured in the adventure Warbis Sparkcoil's Incredible Mechagnome (optimized for level 7).



Living on the Island

When the characters arrive, they will only have the clothes on their back, their supplies, personal effects, and their weapons and armor. With ever changing weather conditions and dangers besetting them on all sides, they will need to establish a camp and begin to explore the island. This section offers rules alterations to the downtime rules featured in the Fifth Edition handbook for players. Just like in normal downtime, periods of downtime can vary in duration, but each downtime activity requires a certain number of days to complete before the character gains any benefit, and at least 8 hours of each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If the character has more than the minimum amount of days to spend, they can keep doing the same thing for a longer period of time, or switch to a new downtime activity. The rules for recuperating remain unchanged.

The players are free to suggest different downtime activities than those presented here. You're free to incorporate and create new downtime activities for the characters to partake as you see fit.

Crafting

Right away, the characters might realize that they need to create shelter and other amenities to help them survive their stay on the island. Using the downtime crafting rules, the characters can create many of the items listed on the Adventuring Gear table. Because certain resources won't be available to the characters, they can't make everything on the list.

Items that the characters aren't able to make include:

- Any item that costs 10 gp or includes specialty components that the characters aren't likely to find on the island. This includes but is not limited to most arcane foci, books, climber's kits, component pouches, ink, locks, magnifying

glasses, spellbooks, and spy glasses.

- Any items requiring alchemical concoctions such as acid and alchemist's fire.
- Items made of worked steel or iron such as ball bearings, caltrops, manacles, steel mirrors, etc.

At your discretion, the characters may be able to create simplified versions of these items that use the resources they have on hand. However, these items should always be less effective than their mainland counterparts. For example, caltrops made from wood and vines require a DC 10 Dexterity saving throw to avoid versus DC 15.

Below are a few items that the characters should consider making right away and their resource costs.

Shelter/Tents. With bad weather a constant threat on the island, the characters will need to create shelter for themselves. If they don't already have tents available, it takes approximately 4-5 hours for a character to gather enough resources to create a shelter (see Gathering Resources below) and an additional hour to assemble the structure.

Basic Weapons. The characters can create many of the simple weapons featured in the Fifth Edition handbook for players so long as the weapon doesn't incorporate iron or steel. Greatclubs, javelins, quarterstaves, and spears can be crafted without any penalty. The characters may create other simple weapons such as daggers, handaxes, and sickles, but these weapons are weaker than their steel counterparts. When a character makes an attack with a weapon that uses substitute parts and rolls a 20 on the attack roll, the weapon breaks.

Hunting Traps. Easier than searching through the jungle for game, hunting traps allow the characters to put their foraging skills on autopilot. A hunting trap requires a character to spend at most 4-5 hours finding components in the jungle with which to create the trap, then another hour assembling the trap.



Once the trap is created, each day, roll a d6. On a result of 4-6, the trap catches an animal. The animal provides enough food for 1 day's worth of rations. If the characters create multiple traps, they can potentially catch more animals, up to a maximum of 4 animals per day. Make a roll for each trap separately.

Gathering Resources

Before the characters can craft things, they will need to gather resources to do so. Using this altered version of the practicing a profession downtime activity, a character can spend 1 hour gathering resources from the surrounding area. Each hour spent doing this creates "1 gp" worth of resources which can only be used to craft objects. These resources include timber, palm fronds, vines from the forest floors, stone, detritus, and other useful items.

Characters who have proficiency in the following skills or tools double the value of resources that they find: Nature, Survival, carpenter's tools, weaver's tools, and woodcarver's tools. You might also allow characters of certain backgrounds, especially those related to living in the wild, to increase the value of the resources they find, but no more than 2 gp worth of resources per hour.

Hunting and Gathering

Unless the characters have a spellcaster who can create magical food substitutes handy, they will need to search the jungle for food. To hunt and forage, a character must spend

hours scouring the surrounding area. At the end of the hunt, they must make four different DC 12 ability checks. Those checks are: Intelligence (Nature), Wisdom (Perception), Wisdom (Survival), and an attack roll. If more than one person joins the hunting/foraging party, these checks can be divided evenly between the hunters and gatherers. Alternatively, one character can add a +1 bonus to each check for each person that joins them (your discretion). Refer to the Hunting and Gathering table to determine how much food the character finds based on the number of successes.

Hunting and Gathering.

Number of Successes	Result
0-1	The character fails to find food
2	The character finds 1 day's worth of rations
3	The character finds 1d4+1 day's worth of rations
4	The character finds 2d4+2 day's worth of rations

Because it rains so often on the island and there are so many readily available sources of water, the characters do not need to actively pursue potable water.

Researching

While the characters may not have access to a library, rumor mill, or other reliable source of information, they can spend time exploring the

island, learning a bit more about its nature, and finding out other odd things about it.

To start researching, a character must declare the intent of their research. You then determine whether the information is available with what few means they possess and how many days of downtime it will take. Simple things like "what's 1 mile beyond camp?" requires only 1 day of research. More complicated matters such as "what the hell was that monster that almost ate us?" may take up to 5 or more days. You decide. Once the character has spent the allotted amount of downtime doing research, have the character make an Intelligence (Investigation) check with a DC equal to 10 plus the minimum number of days they spent performing the research. The character gains a +1 bonus to the check for each day they spent beyond the minimum number of days performing the task (maximum bonus of +5). For example, a character who wants to learn more about the nature of the talking animals on the east side of the island may need to spend 5 days performing research, at the end of which they must make a DC 15 Intelligence (Investigation) check. The character opts to spend an additional 3 days learning about the animals. Thus, when they make their check they add +3 to the result.

Training

Although the characters won't have ready access to trainers, they do have each other. So long as one character possesses knowledge of using a tool set or a particular language, another character can learn from that character. There is no gold cost for learning this way, but the time it takes to earn the new language or tool is still 50 days. Furthermore, the instructor must spend half the required time teaching the character the tool or language.

Exploring the Island

Once the characters get themselves situated on the island, they will likely want to explore the area. While the researching downtime activity may reveal a little bit about what's going on, the best way for characters to learn more about the island is through empiricism. This section offers the rules for exploring the island.

Island Travel

On the map of Mystery Island on page 9, each hex measures 1 mile across. Characters moving at a normal pace can travel 1 hex per hour on foot through the hill, jungle, mountain, or swamp regions, and 2 hexes per hour on the coastal and grassland regions.

Characters can double their travel time by moving at a fast pace. Moving at a fast pace imposes a -5 penalty

onto their passive Wisdom (Perception) scores, making them more likely to miss clues and walk into an ambush.

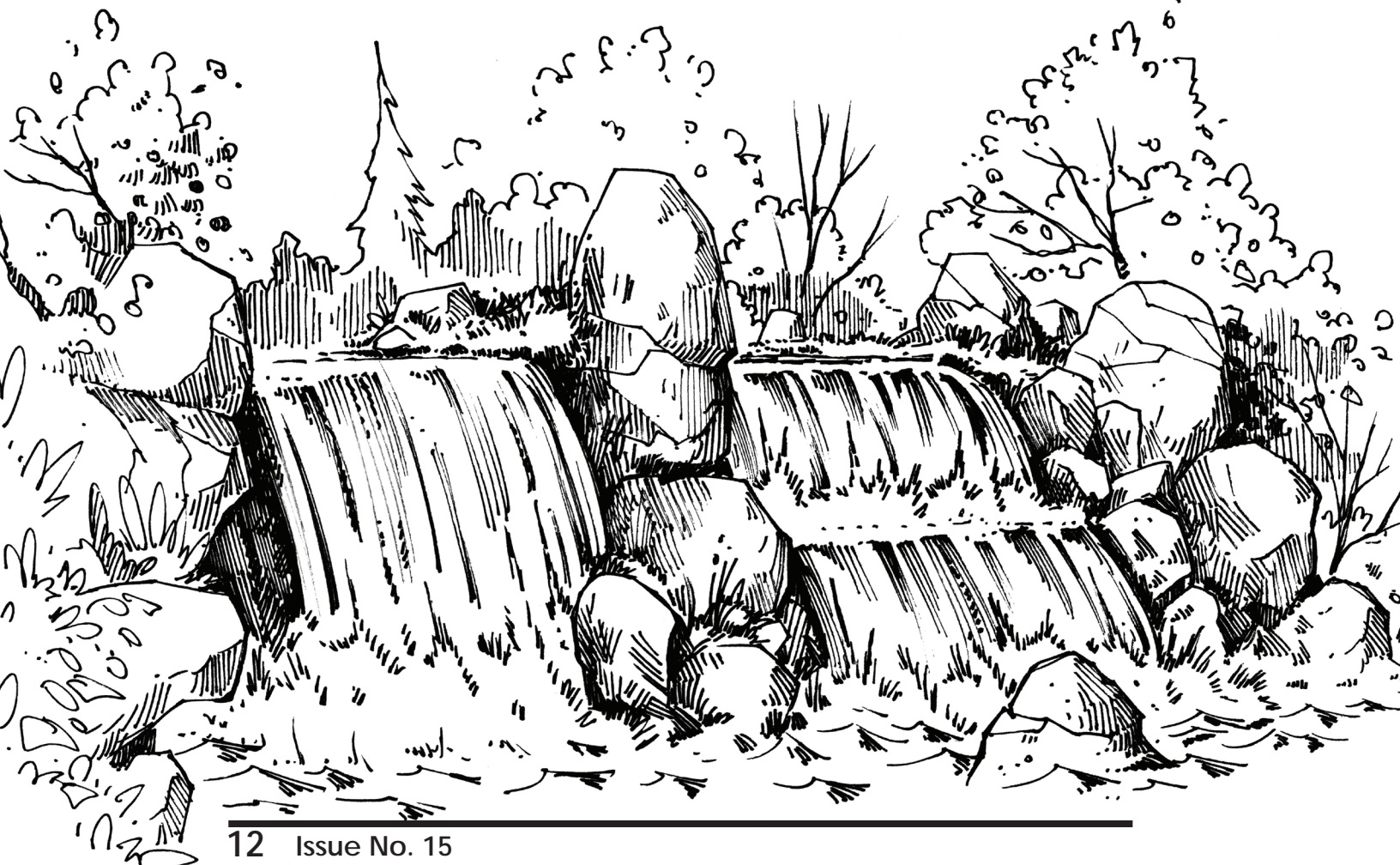
Likewise, the character can move at a slow pace. While this cuts their travel time in half, it does allow them to move about the island stealthily. This will help them avoid potential dangers such as deadly monsters and hazards.

Weather

It rains nearly every day on this subtropical island. Once every eight hours, roll a d6. On a result of 3-6, it begins to rain and continues to rain for the next six to eight hours. Outdoor areas are lightly obscured as it rains, and creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight.

Random Encounters

The jungle teems with dangerous wildlife and hazards. While exploring or camping in the wilderness, roll a d20 three times per day of game time, checking for encounters each morning, afternoon, and evening or night. An encounter occurs on a roll of 16 or higher. Roll percentile dice and check the Island Encounters table for the terrain appropriate to where the characters are. Creatures that are marked with an asterisk are listed in Appendix D. Random encounters aren't tailored to characters of a particular level. If the characters encounter hostile creatures beyond their ability to defeat, give them opportunities to run, hide, negotiate, or otherwise avoid certain death. You can also have other creatures arrive and provide distraction that the characters can use to make their escape. For example, the awakened tyrannosaurus rex, Esemeralda, may appear and save the characters—quite the twist!



Random Encounter Table.

Encounter	Coast	Grasslands	Forest	Hills	Mountain
1d6 + 1 ankhegs	—	01-08	01-03	01-07	01-05
1d8 + 1 apes	—	—	04-07	08-09	—
3d6 baboons	—	—	08-10	—	—
1 basilisk	—	09-11	11-12	10-14	06-09
berstuc*	—	—	13-15	—	—
1d4 boars	—	12-14	16-21	15-19	—
1d4 chuuls	01-03	—	—	—	—
1d4 constrictor snakes	—	—	22-26	—	—
1d6 crocodiles	—	—	27-29	—	—
1d6 + 2 flying snakes	—	15-19	—	—	—
1 ghost	04-06	20-22	30-31	20-21	10-11
1 giant ape	—	—	32	22-23	12-13
2d6 giant bats	—	—	33-34	24-26	14-18
2d6 giant centipedes	07-09	23-28	35-37	27-31	19-23
1 giant constrictor snake	—	—	38-39	—	—
2d6 giant crabs	10-12	—	—	—	—
1 giant crocodile	—	—	40	—	—
1d4 giant frogs	—	—	41-42	—	—
1 giant octopus	13-15	—	—	—	—
1d6 + 2 giant poisonous snakes	16-18	29-31	43-44	—	—
3d6 giant rats	—	32-37	44-46	32-35	24-28
2d4 giant sea horses	19-21	—	—	—	—
1 giant shark	22-24	—	—	—	—
2d6 giant spiders	—	—	47-49	36-40	19-33
3d6 giant wasps	—	38-42	50-52	41-45	34-38
1d4 hunter sharks	25-31	—	—	—	—
3d6 lizardfolk	—	—	53-55	—	—
1d4 merfolk	32-38	—	—	—	—
1 merrow	39-41	—	—	—	—
1 panther	—	43-48	56-61	46-50	39-43
2d6 pirates*	42-48	49-51	61-62	—	—
1 plesiosaurus	49-51	—	—	—	—
1d4 + 1 ratfolk*	52-54	52-56	63-65	51-55	44-49
1d8 + 2 reef sharks	55-64	—	—	—	—
1d4 + 2 sahuagin	65-67	—	—	—	—
1 shambling mound	—	57-59	66-67	—	—
3d6 skeletons	68-74	60-64	68-70	56-49	50-55
5d6 stirges	—	—	71-72	60-64	56-63
1d8 swarms of bats	—	—	73-74	65-69	64-71
1d8 swarms of insects	75-84	65-72	75-79	70-76	71-79
1d6 swarms of poisonous snakes	85-91	73-80	80-83	77-81	80-84
1d6 + 2 swarms of rats	—	81-86	84-86	82-86	85-92
2d6 tribal warriors led by 1 berserker	91-93	87-89	87-91	87-91	92-95
1d4 triceratops	—	90-92	—	—	—
1 tyrannosaurus rex	—	93-95	92-93	91-92	—
1d4 + 2 will o wisps	—	—	94-96	—	—
2d6 + 4 zombies	94-00	96-00	97-00	93-00	96-00

Chapter 2: The Animals of the Enclave

Seventy years ago, a band of explorers settled Mystery Island and built a small village in the forest on its eastern coast. One of the explorers, a druid named Daebalar Summercloud, discovered a blue-lit cavern north of the village. The cavern's walls were filled with agate, a gem commonly used in *awaken* spells. Instead of turning this treasure trove over to his colleagues, Summercloud used its magic to *awaken* animals on the island. One of the first animals gifted intelligence by Summercloud was a pink-crested cockatoo named Major Mitchell.

Eventually, the explorers vanished into the jungle..

Only Summercloud remained, content to stay with his awakened animal friends. Before he passed away from old age, Summercloud taught Major Mitchell the way of druidism. A wise and fastidious bird, Mitchell learned how to *awaken* animals himself. Following his master's lead, Mitchell continued to *awaken* animals on the island. In time, the former human village became known as the Enclave.

Running This Chapter

This chapter introduces the characters to some of the island's most important inhabitants, the animals of the Enclave. Gifted self-awareness, intelligence, and language by the Crystal Cavern, the awakened animals consider themselves the protectors of the island. So long as the characters do not pose a problem for the animals, the animals welcome them into their community.

Below are a series of scenes to help introduce the characters to the Animals of the Enclave, their current predicaments, and the major NPCs of this adventure. Feel free to change any of the scenes as befits the decisions of the players.

Character Advancement

Characters who successfully navigate their way through this chapter and the previous chapter should earn enough experience to gain one level, up to 7th level. Any additional levels that they gain must be done through one of the other quests included in this book or by completing another chapter in this quest path.

Scene 1 - Esmerelda and Georgie

At some point after the characters have had the opportunity to settle into their new reality, likely while exploring the island, a cry in the jungle disrupts their expedition.

“Help! Help! She’s going to eat me!” cries a small, squeaky voice from beyond the trees ahead of you.

If the characters investigate the cries for help, they discover an unusual sight:

An enormous lizard—easily twenty-feet tall—snaps its massive, fang-filled jaws at a small hole cut into the side of a rocky cliff. From within the hole, the small voice cries again, “Please! Help! She’s gone mad, I tell you!”

The lizard is an *awakened tyrannosaurus rex* named Esmerelda. She’s currently trying to eat an *awakened bat* named Georgie who’s trapped in the cave. Unless the characters have a way to see through the rock, they won’t know that Georgie is an awakened bat. Additionally, until Esmerelda speaks, it’s not immediately obvious that she’s an intelligent creature.

Once the characters attack Esmerelda she cries out, “Ow! What the hell!” and backs away from Georgie. Quickly, she tries to assess the situation and dissuade the characters from attacking her further. Meanwhile, Georgie uses the opportunity to escape from the cave. As he flies

away, he says, “Thank you!” to the characters.

Meet Esmerelda

So long as the characters stop attacking Esmerelda, she surrenders and speaks plainly.

The huge lizard sighs and growls. “Why did you let him escape? He’s a criminal and a traitor!”

Esmerelda is clearly irritated. She recently learned that Georgie is working alongside Captain Billy and her crew (see Chapter 4). Esmerelda did not wish to kill Georgie. She hoped to capture him in her jaws and bring him back to the Enclave to stand trial before the elders. Plain-spoken and brutally honest, Esmerelda shares all of this information with the characters.

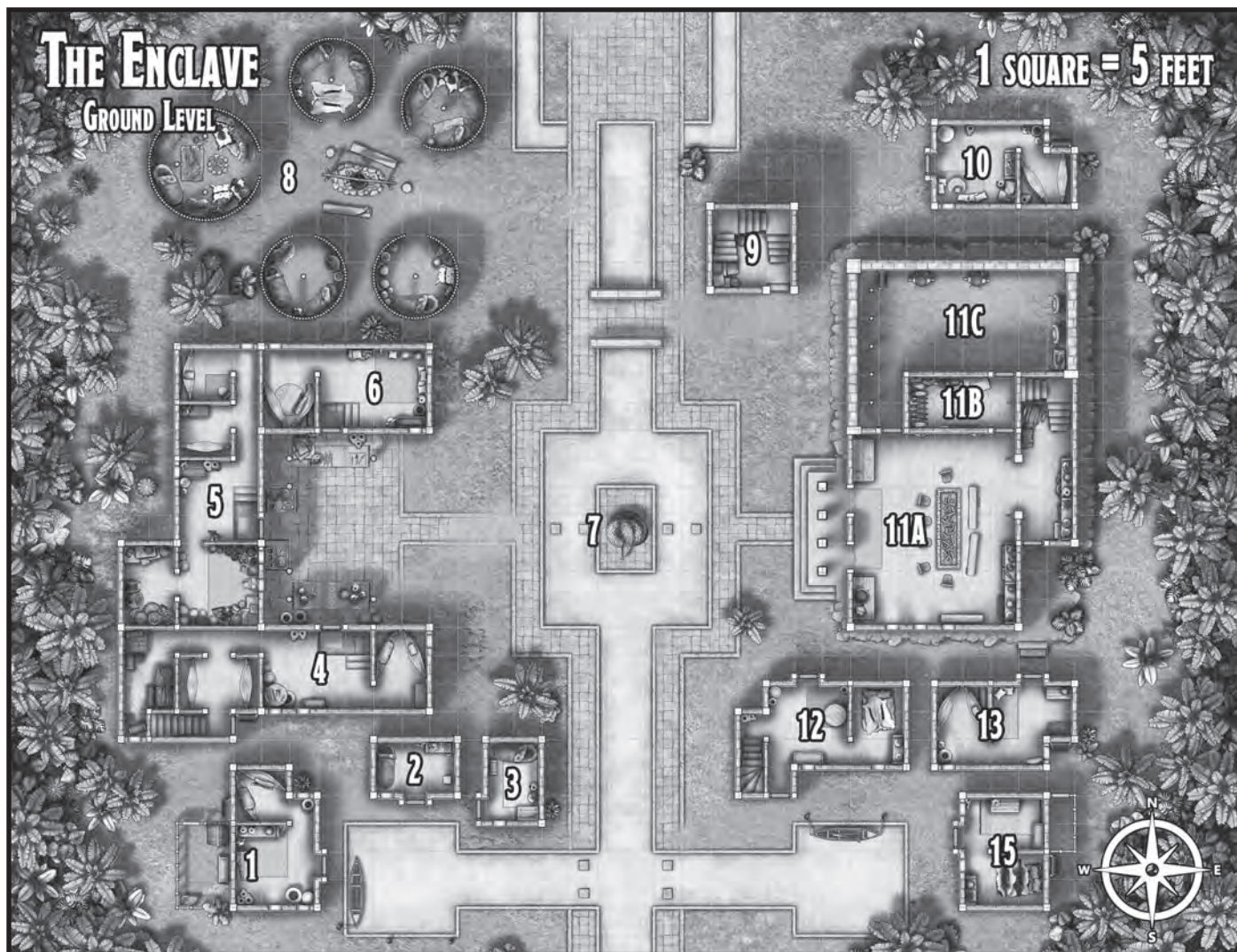
After she’s had a chance to calm down, she finally introduces herself.

“I’m sorry. I realize that you probably didn’t mean to interrupt. After all, I’m a tyrannosaurus rex, albeit a talking one. Very strange, right? Anyways, nice to meet you—I’m Esmerelda. And who might you all be?”

Although famously short-tempered, Esmerelda is very friendly for a terrifying beast. She freely answers any questions that the characters have regarding how she came to be, where she comes from, and why she wanted to stop Georgie. Throughout it all, she insists the characters travel with her to the Enclave where they can meet Major Mitchell.

“Look, I’m sure you have questions, especially since you’ve probably just learned that you’re permanently trapped on this island. But don’t worry—Major Mitchell will explain everything, I promise.”

From there, Esmerelda tells the characters to follow her back to her home, the Enclave.



Scene 2 - Welcome to the Enclave

It takes Esmerelda and the characters about two hours to reach the Enclave from where they met her in the forest. Esmerelda walks nearly as fast as she talks and will often forget that humanoids are relatively slower than she is. “Oops, sorry. I forget that I’m fast sometimes.”

Once they arrive:

The trees part to reveal an impressive collection of sandstone buildings flanking a clean-water canal. Right away, you notice something odd—while this village seemingly lacks humanoids, it doesn’t lack life. Dozens of animals move to and

fro around the buildings, roads, and grounds of the village. A pair of wolves roll a barrel into a building while an elephant lifts a lemur into the window of a nearby tower. At the edge of the water, a panther and a large constrictor snake speak to each other in Common. A pink-crested cockatoo leads a discussion in front of a class made up of mice, turtles, and monkeys.

This is the Enclave. Once the animals catch sight of the characters, they stop what they’re doing and gather around. Esmerelda ensures that the characters aren’t “one of them” (referring to Captain Bill and the other Lonely Bay Pirates).

Eventually, the pink-crested cockatoo, **Major Mitchell** (see Appendix D) flies over and lands in front of the characters.

A white-feathered bird with a pink crest flies over and lands on a branch a few feet from you. “Welcome to the Enclave, my friends,” says the bird. “I am Major Mitchell. How can we help you?”

Major Mitchell has served the Enclave as its leader since he was first awakened, nearly sixty years ago. Major Mitchell’s stats are included in Appendix D.

Likely, the characters will be interested in escaping the island. Major Mitchell carefully listens to their

story and troubles. Once they're done speaking, he lowers his head, saddened.

“Unfortunately, my friends, this island is protected by powerful magic put in place by a power mightier than even the world's greatest spellcasters. Seventy years ago, our master Daebalar Summercloud was like you—stranded on this island. He also could not escape.

“I understand that this is information that you probably do not want to hear, as I'm sure you all have lives outside of here to which you would like to return. Just know that we will do everything that we can to make your stay comfortable.”

True to his word, Major Mitchell offers a place for the characters to stay in the Enclave (**area 1**) plus any food supplies that they need.

Scene 3 - Life in the Enclave

If the characters choose to remain in the Enclave, this section offers an overview of the Enclave, its personalities, and a few side quests to get the characters involved in the animals of the Enclave's way of life.

General Features

Once home to islanders who mysteriously vanished before the arrival of the animals, the Enclave is a small village comprising sturdy mudbrick buildings and thatch-roof huts. Except for the guard tower and meeting hall, all of the village's buildings are residential homes that look as they did when humanoids lived there.

Awakened Animals. All of the animals of the Enclave are *awakened* creatures. Typically, only animals of Intelligence 3 or less can be awakened. However, the agate used to *awaken* the creatures on this island was especially potent, capable of awakening creatures with Intelligence scores of 6 or less. Unless stated otherwise, all of the Enclave's awakened creatures have Intelligence

scores of 10 and the ability to speak Common.

Important Locations in the Enclave

The following locations are keyed to the map of the Enclave on page 15.

1 - Empty House. This house once belonged to a family of awakened wild dogs who helped protect the Enclave. One of the dogs, a pup named Boulder, acted as Major Mitchell's apprentice. Sadly, the four dogs vanished mysteriously a year ago. Their home has remained empty since.

2 - Armando's Home. Armando, an *awakened constrictor snake*, lives in this small home. There are various holes dug into his walls through which he may slip out unnoticed. Armando is somewhat asocial and prefers to be left alone. Still, he loves the Enclave and protects it at all costs.

3 - Leonard's Home. The young *awakened lion*, Leonard, claims this home as his own. His door is usually open, even when he's out hunting. Leonard is talkative and prefaces many of his sentences with “back when I was in the pride.”

4 - Chimpanzee House. The Enclave's three awakened chimpanzees (all of whom are named Charlie) live in this home. Use the *awakened baboon* stat block for the Charlies. Blessed with fingers and thumbs, they act as the village's crafters. They're usually too busy for casual conversation but do enjoy the occasional prank. Joining the chimps is a cantankerous old *awakened baboon* named Glover.

5 - The Aviary. Six awakened toucans (*awakened ravens*) live here. The toucans serve as the Enclave's fruit and nut collectors. Their names are Bert, Chester, Diana, Lulu, Sammy, and Snowy.

6 - Terry's Home. Terry the tapir (an *awakened boar*) is the village's tastemaker. For many of the village's

inhabitants, her opinion means everything. Even Major Mitchell trusts her for her insight. Terry collects flotsam and jetsam and other lost items around the area.

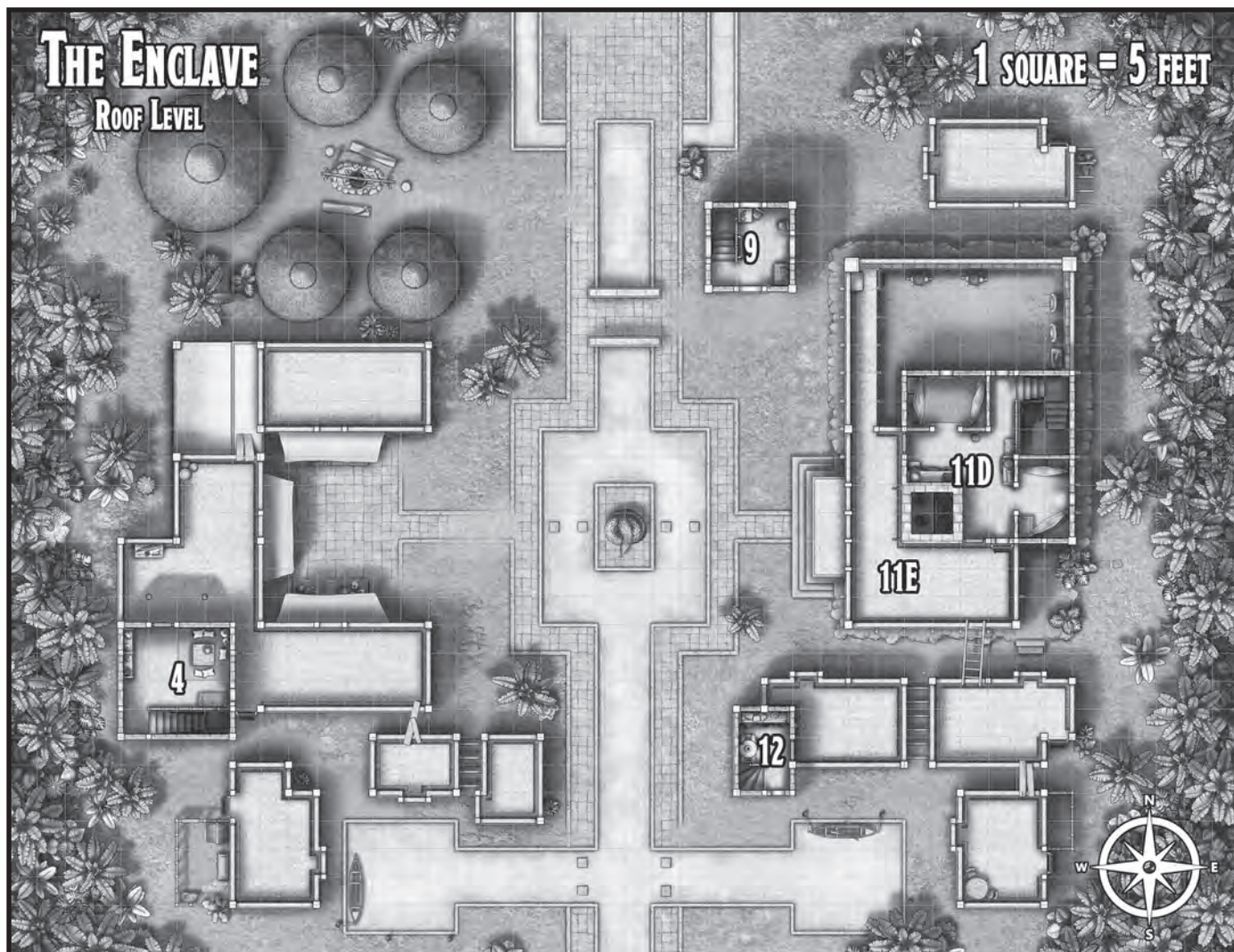
7 - The Council of Wise and Powerful Water Breathers. The Council of Wise and Powerful Waterbreathers (or “those bloody fish” as Zoot, the awakened crocodile, refers to them) congregate around the snake statue at the center of the village. Leading the council is a snaggle-toothed awakened piranha (an *awakened quipper*) named His Divine Eminence High Priest Erranorim the All-Seeing. He's joined by thirty other awakened fish (a **swarm of awakened quippers**) who hang on his every word. Of course, Erranorim is all scales, no teeth. For all his talk, he has no true power.

The *awakened crocodile* Zoot also lives near the center of the canal. He's frequently heard yelling at the fish to “stop their bloody yammering” while he tries to sleep at night.

8 - The Den. Ten *awakened wolves* call this section of the Enclave home. The wolves act as the Enclave's defenders and hunters. The wolves' leader, Ranger, lives in the largest hut at the west side of the Den. Ranger is wise enough to trust Major Mitchell's leadership. However, Ranger's son, Omen, believes that Major Mitchell isn't doing enough to ensure the continued survival of the Enclave.

9 - Watchtower. Twenty awakened bats (treat them as a **swarm of awakened bats**) live at the top of this watchtower. Day and night, the bats keep an eye on the Enclave. The bat Georgie once lived with the bats but has since been ousted from the tribe for acts of sedition.

10 - Rawlins' Home. An old, blind *awakened tiger* named Rawlins lives in this northernmost house. Because Rawlins' blindness comes from age and not an affliction, Major Mitchell is unable to cure the blindness with his magic. Rawlins rarely leaves his



home. Although he's not nearly as old as Major Mitchell—Rawlins is thirty years old, quite old for a large feline—Rawlins is one of the Enclave's most trusted members. Major Mitchell often turns to Rawlins for council.

11 - The Meeting House. The Enclave's six elders—Boulevard, Erranorim (in a glass bowl), Major Mitchell, Rawlins, Ranger, and Terry—meet in this large building to discuss matters important to the Enclave. Four *awakened bonobo* (see Appendix D) serve as the meeting house's inhouse guards and sleep upstairs. The meeting house also holds the Enclave's armory (**area 11b**) and training grounds (**area 11c**). The armory is always kept locked. Only the elders hold the keys.

12 - Major Mitchell's Home. The Enclave's wise leader and druid, Major Mitchell, lives in this quaint home, once the residence of his master, Daebalar Summercloud. Many of Summercloud's personal belongings remain, including Summercloud's yew wand.

A small bed once belonging to the wild dog pup, Boulder, still rests in the corner. Boulder was Major Mitchell's student.

13 - Ivan's Home. The *awakened brown bear* Ivan lives in this house. Ivan has permanent scars across his face and chest thanks to a fight with the xorn. Despite his frightening appearance the bear is playful and loves cracking jokes.

14 - Boulevard's Home. Considered by most of the Enclave to be their greatest warrior, the *awakened ape* Boulevard, lives in this house. Boulevard says little but does enjoy strumming a small harp he found in the jungle.

Additional Residents. Some of the animals of the Enclave are too large to live in the Enclave's houses. Others simply prefer to remain outdoors. The *awakened tyrannosaurus rex* Esmerelda has a small clearing she calls home a mile west of the Enclave. The *awakened elephant* family lives in another clearing to the east. The bull's name is Joseph, the cow's name is Elaine, and their calf is named Peanut. Finally, a dinner-knife-wielding *awakened crab* named Sir Jasper

the Bold works as the Enclave’s spy, keeping watch over the Lonely Bay pirates. Jasper’s “squire”, an awakened pelican (an *awakened eagle*) named Johnson, flies Jasper across the island in his beak. When Sir Jasper returns to the village, he lives under a bucket in Ivan’s home while Johnson sleeps atop the building.

A New Home

Major Mitchell shows the characters **area 1**, offering it to them as their home in the Enclave. The house once belonged to a family of wild dogs who served as the Enclave’s hunters. The dogs vanished a year ago, an event many of the animals still openly mourn.

The characters are free to make whatever changes that they feel are necessary to the house. As to be expected, many of the Enclave’s citizens view the characters as interlopers. It’s been a long time since humanoids lived among them.

Exploration, Status, and Downtime

With a place to call home, the characters have an opportunity to explore the island, take downtime actions, and make allies (or enemies) among the Enclave’s inhabitants. Below are details on how the characters can spend their time on the island.

Exploration. Mystery Island is filled with dangers, hazards, and intrigue. For additional adventures involving the island, check out the other adventures in the Mystery Island series. Each of these adventures offer opportunities for the characters to escape the island outside of the one presented in Chapter 4 of this adventure.

Refer to the Mystery Island map for additional spots the characters might explore. You are also free to add in additional adventures and side quests not found within this material.

Status. In this adventure, Status is an earned characteristic that influences social interactions with the animals of the Enclave. Characters use

Gaining and Losing Status Table.

Status	Action
+3	Save an animal from abduction
+2	Defeat a xorn (limit five times)
+1	Defeat a pirate or ratfolk (limit five times)
+1	Succeed on a Charisma (Deception, Persuasion, or Intimidation) check (limit once per skill)
+1	Succeed on an Intelligence (Arcana) check or any check using tool proficiency (limit once per skill)
-1	Attempt to browbeat or threaten any of the animals
-1	Entering another animal’s house without permission
-1	Failure to help the animals with their chores/defense for 1 week
-2	Associating with pirates or xorn
-2	Stealing from an animal
-3	Killing an animal for any reason
-5	Stealing agate from the crystal cavern
-5	Threatening or attacking any awakened animal
-6	Threatening or attacking any of the elders
-8	Threatening or attacking Major Mitchell

their Status to learn lore, earn goods, and convince the animals of the Enclave to trust their decisions. Each character has their own status score, although associating with characters whose Status scores are negative might affect the positive Status scores of other characters.

Characters gain Status through their actions; impressive actions garner greater influence among the animals. Likewise, a character can lose Status by acting contrary to the Enclave’s goals.

Starting Status. Every character’s starting status among the animals is equal to the character’s charisma modifier, adjusted as follows.

- If a character has the Fey Ancestry trait (elves, half-elves, etc.) or they possess the Speak with Small animals trait (such as gnomes), they add 1 to their starting status.
- If the character is a bard or druid capable of casting the spell *awaken*, they add 2 to their starting status.
- If the character travels with an animal companion or familiar, they add 1 to their starting status.

Gaining and Losing Status. Status is hard to gain but easy to

lose. The table below lists many of the opportunities in which a character can gain or lose Status among the animals of the Enclave. You can grant other Status awards or penalties as appropriate.

Charisma (Status) Checks. At various times in this adventure, there will be calls for Charisma (Status) checks. These checks work like normal skill checks, except characters making these rolls add their Status bonus (or penalty) to their Charisma modifier instead of their proficiency bonus.

Current Status and Animal Behavior. The character with the highest Status is always seen as the leader of the characters by the animals, even if they are not. However, the party’s overall Status defaults to the character whose status is the lowest. The table below summarizes how the characters are regarded (if at all) by the animals of the Enclave, depending on the status of the lowest-ranking party member with them during the time of interaction. Unless personally angered by the characters, Major Mitchell continues to treat them with respect.

Current Status and Animal Behavior.

Status	Behavior
0 or lower	Invisible. The characters are largely ignored by the animals of the Enclave. They may even have trouble finding food and drinking water.
1-10	Barely Acknowledged. The animals speak with the characters, but many of the animals treat the characters poorly. This is the animals' starting attitude.
11-15	Respected. The characters have earned the respect of most of the Enclave's animals. Some of the animals—particularly the oldest members—may still insult the characters openly.
16-20	Honored Guests. The characters have earned a valued spot among the animals of the Enclave. Even cranky old Glover thinks well of them.
21+	Community Elders. One of the characters is chosen to represent their interests among the elders. A character who holds this rank might even sway the interests of the entire community.

Downtime. While in the Enclave, characters can still spend their downtime as described in “Living on the Island” in Chapter 1. The following introduces variants that apply within the Enclave.

Crafting. The Charlies (see **area 4**) are the Enclave's foremost crafters. Of course, the demand for crafted goods usually exceeds their capability. Characters can spend downtime helping the chimpanzees build requested goods. For every day of downtime that the characters spend crafting, they can craft one or more items with a total market value not exceeding 5 gp. Because the chimpanzees lack ways to smelt iron and steel, they must rely on what the jungle offers them: reed, wood, wool, loose fabrics (from wrecked ships), and other knickknacks. Helping the chimpanzees increases the character's status among the animals of the Enclave at a rate of +1 status for every 25 gp worth of items crafted. Once the characters earn a total of +4 status for helping the Charlies, they can no longer gain status this way.

Profession. Although the characters can't earn gold practicing a profession, they can earn status by assisting the Enclave's animals with chores, tasks, and other “things-that-need-doin'”. A character gains +1 status for each week (5 workdays) they help the animals. Once the characters earn a total of +4 status for helping, they can no longer gain status this way.

Recuperating. The rules for recuperating are unchanged. So long as the characters have Status scores above 1, Major Mitchell will provide healing when needed.

Researching. Although many of the animals of the Enclave can speak Common, nearly all of them are illiterate, the obvious exception being Major Mitchell. Still, the characters can spend downtime gathering information about the island's locations and its inhabitants. A character must determine the information they wish to learn. Then, they must spend one week speaking with the Animals of the Enclave. At the end of the week, the character must make a Charisma (Status) check, then reference the Research Outcomes table below to determine what the character learned. Refer to the Background sections of the individual adventures if you need ideas for what the characters can learn.

Some topics might decrease a character's Status score, especially as it pertains to the Enclave's wellbeing. See the tables above for details.

Research Outcomes.

Check Total	Outcome
1-10	Nothing learned.
11-20	The character learns one piece of lore.
21-30	The character learns two pieces of lore.
31+	The character learns three pieces of lore.

Side Quests

The best and fastest way to earn status among the animals is to complete important tasks and side quests for the animals. Introduce as many or few of these side quests as you like. If you can't decide which side quest to choose, roll a d8.

1 - Find the Spyglass. One of the birds from **area 5** saw a spyglass while collecting fruit in the forest. Terry needs the spyglass to complete a project she's been working on for some time—a telescope for Major Mitchell. If the characters agree to help Terry, they must spend 1 full day (8 hours) searching for the spyglass in the forest near the mango trees. At the end of the day, one character must make a DC 20 Intelligence (Investigation) or Wisdom (Perception) check. If more than one character helps with the search, the character making the check does so with advantage. On a success, the character discovers the spyglass.

Completing this side quest earns each member of the search party +2 status.

2 - Recover Boulevard's Harp. The gorilla Boulevard (see **area 14**) had his harp stolen from him by an unawakened axe beak, a creature considerably faster than he and much larger than the other animals of the Enclave. Boulevard turns to the characters for help. If the characters agree to assist Boulevard, they must spend at least 1 hour hunting the axe beak. At the end of the hour, one character must make a DC 11 Wisdom (Survival) check. On a success, they track the **axe beak**. From there, they must devise a way to trap the creature and recover Boulevard's harp.

If the characters recover the harp without killing the axe beak, each character involved earns +1 Status.

3 - Check in on Jasper and Johnson. Sir Jasper the Bold and his squire Johnson (see Additional Residents above) were camped out near the Lonely Bay Pirate's hideout. However, the pair haven't been seen in a few days. Major Mitchell asks the characters to investigate what happened to Jasper. Mitchell warns the characters not to engage with the pirates; they should only observe and report. If the characters agree, he gives them directions to Jasper's lookout point near the pirate's beach.

Successfully completing this task without engaging the pirates earns each character involved +1 Status.

4 - Rescue Ivan. The lovable bear Ivan was captured by a gang of six ratfolk during one of his expeditions. The ratfolk demand that the animals of the Enclave work on their behalf and relinquish half of their agate reserves. Major Mitchell sends the characters along with Boulevard, Omen, and Leonard to reclaim Ivan. The **ratfolk** (see Appendix D) hide within the abandoned mine a mile

north of the village.

Successfully rescuing Ivan earns each character involved +3 Status.

5 - Slay the Berstuc. A year ago, the wild dog family that lived in **area 1** disappeared. While on a hunt, Ranger and his pack discovered items belonging to the dogs in a clearing not too far from the village. After speaking with the trees in the area, Major Mitchell learned that the dogs were slaughtered by a diabolical demon called a berstuc. Mitchell asks the characters to hunt the **berstuc[f]** (see Appendix D) and destroy it before it kills more members of the Enclave.

If the characters agree to hunt the berstuc demon, they have their work cut out for them. The berstuc is impossible to track thanks to its Twisted Path trait. The characters may have to travel and camp in the forest until the berstuc discovers them. If it seems like the characters are hunting the berstuc, have the berstuc make a Wisdom (Insight) check contested by the character whose passive Charisma (Deception) score is the lowest.

Successfully slaying the berstuc earns each character +5 Status in the community.

6 - Discover the Fate of Georgie.

So long as Georgie escaped during the first scene of this chapter, the awakened bats in **area 9** ask the characters to find Georgie, if only to know what happened to them. They suggest that the characters inspect the Lonely Bay Pirates' hideout. If Esmerelda survived the encounter with the party, she told everyone that Georgie was working alongside the pirates as a spy. See Chapter 4 for details.

If the characters discover what happened to Georgie and report back to the bats, they each earn +1 Status.

7 - Investigate Mount Pew Pew Rocky Rock. Major Mitchell worries that Mount Pew Pew Rocky Rock, the active volcano at the western end of the island, might soon erupt. He asks the characters to travel to that end of the island and use any means that they have available to determine the volcano's status. Clerics with the *divination* spell can ask their gods if the volcano is near erupting. Failing this, they may have to travel to the mountain itself and speak with the earth and fire elementals that inhabit the area. See the adventure *Jungle Heat* for details.

If the characters learn the volcano's current status and return with the information, they receive +2 Status among the animals of the Enclave.

8 - Seek Help from Camp Bravery. With the looming threat of the Lonely Bay Pirates and xorn, the Enclave's elders hope that the characters can convince the humanoids living in the valley to join their efforts in protecting the Crystal Cavern. Major Mitchell asks the characters to travel to Camp Bravery and speak with its leaders. See the adventure *Captain Grisly's Treasure Hunt* for details.

If the characters agree and travel to Camp Bravery, they each receive +1 Status with the animals, even if they aren't successful. However, if they successfully gain the help of Bravery's humanoids, they receive an additional +2 Status.



Scene 4 - The Crystal Cave

Major Mitchell and the other animals of the Enclave harbor a great secret. Three miles northwest of the Enclave, in a small cavern tucked into the foothills of the island's easternmost range, rests the source of the animals' awakened nature: the Crystal Cave.

The crystal cavern's walls glitter with blue agate. The agate here is particularly potent, too, amplifying the effects of spells when used as components. When used with the *awaken* spell, it allows animals with Intelligence scores of 6 or less to gain sentience, instead of just those with 3 or less. And *stones of good luck* developed from the agate grant +2 bonus to ability checks and saving throws instead of +1 (treat such items as rare instead of uncommon).

For decades, Major Mitchell and the animals have protected the agate from those who'd strip it bare of its wealth. A powerful druid, Major Mitchell regularly uses the agate to *awaken* new animals through an event known as the Awakening Ceremony.

The Awakening Ceremony

If the characters earn the trust of the animals and secure a group Status score of 11 or better, they're invited to a special event: The Awakening Ceremony. Earlier that day, the wolves rescued a mundane frog from being killed by a poisonous snake. Within this frog, Ranger felt a kinship. The other elders felt it, too.

The wolves usher the characters to The Crystal Cave where all the other animals gather.

This small, dark cavern glows with blue light cast by fantastic gems embedded in its walls. Every member of the Enclave is in attendance, including all seven of the Enclave's elders. One of the chimpanzees places a small, covered basket at the center of the cavern's floor, then removes its lid. A small frog inside the basket croaks and

blinks.

The cockatoo leader of the Enclave, Major Mitchell, flutters over to the frog's basket.

"Hello there, friend," he says peering down at the confused-looking frog.

Major Mitchell casts his head back up and addresses every creature in the cavern.

"My friends, welcome. Elder Ranger has nominated this frog to become the newest member of the Enclave. The other Elders and I agreed to Ranger's nomination. We now ask all of you here, within this sacred space, if you object to our recommendation. Speak now, or forever hold your peace."

Major Mitchell waits a minute for the animals of the Enclave to object. If the party has a Status score of 16 or better, they, too, may object. Otherwise, they're ignored. None of the other animals object.

If the characters do not object, Major Mitchell continues the ceremony.

"Then with the power invested in me by the spirits of this island, I award you, dear frog, the gift of greater intelligence. Awaken!"

Major Mitchell casts the spell and immediately the frog begins to speak. She declares that she's quite excited to suddenly understand the world in which she lives but is quite confused. Laughing, Major Mitchell awards her a name: Monica. The other animals cheer her newfound sentience—"Three cheers for Monica!"

After all of the animals take the time to introduce themselves to Monica, they turn to leave.

Xorn Attack

As soon as the animals and characters leave the cavern, they're surprised by six **xorn** who emerge from the ground in front of the cavern. Gibjim, the xorn's purple-spotted leader, leads the raid; Gibjim is a **xorn** with 98 hit points. In Terran, Gibjim com-

mands the other xorn to take one or more of the animals prisoner. As soon as a xorn grabs one of the animals, it phases into the ground, taking the animal along with it.

The xorn continue to fight until they've captured at least three animals or one of them is seriously injured or killed. Before Gibjim flees, he tells Major Mitchell, in broken Common, "Gib gems! Xorn no food have. Xorn die when no food have. Xorn until animals gib gems, friends xorn keep!"

The Crystal Cavern is protected by a permanent *forbiddance* spell that prevents the xorn (and other elementals) from entering the cavern and eating its valuable agate. Having already exhausted the rest of the island's natural gem supply, the Crystal Cavern's agates are all the desperate xorn have left.

The Xorn Problem

Even if the characters weren't present for the xorn attack, they learn about it from the other animals. Major Mitchell knows that the xorn live in a series of caverns below the island. And even if the animals free their friends from the xorn, the xorn won't stop attacking them—and likely, they will become more desperate. Major Mitchell knows that the xorn are starving but refuses to relinquish any of the Crystal Cavern's lode. In his eyes, losing the agate means losing the Enclave.

Finally, Major Mitchell asks the characters to seek the xorn in their caverns, save any animals who were captured during the Awakening Ceremony, and destroy the xorn once and for all. If the characters agree, Major Mitchell shares the three known entrances into the xorn's tunnels.

Chapter 3: The Xorn

Customarily, an elemental's destruction on the material plane will return it to its home domain. This is not the case with the island. A planar outsider who dies on Mystery Island is permanently slain. This is the problem that a gang of xorn from the Elemental Plane of Earth now face.

Since becoming stuck, the xorn made the best of their difficult situation. Unfortunately, the island lacks the bountiful resources of the Elemental Plane of Earth. Both gems and precious metals are in relatively low supply on the island, and since this is the xorn's primary food source, they're starting to run low on supplies.

The xorn discovered the Crystal Cavern and its massive supply of banded agate. The *forbiddance* spell cast on the Cavern prevents them from entering. Starving and desperate, the traditionally peaceful creatures have had to resort to violence in order to save themselves from death.

Most of the animals of the Enclave are not aware that the xorn need the agate to survive. They believe that the xorn are nothing more than mindless elementals hell-bent on ruining their way of life. Major Mitchell's, the Enclave's leader, understands the xorn's plight—and he doesn't care. Mitchell will not surrender even one bit of the agate supply to the xorn or

anyone else who'd hope to take it from the animals.

Running This Chapter

After the xorn attack and potentially capture animals of the Enclave, Major Mitchell asks the characters to enter their lair and deal with the issue.

Mitchell points to three entrances to the xorn's mine: an entrance through an abandoned mine, a pit through which a large waterfall pours, and a cavern cut into the nearby hillside.

Character Advancement

Characters who accept this quest should be at least level 6 before they descend into the xorn's tunnels. Even then, some of the challenges therein might be beyond the characters' level, especially if they choose to shoot first and ask questions later.

Characters who successfully navigate the dangers of the xorn caverns and defeat the xorn—or negotiate a peace treaty—should earn enough experience to reach the next available level, up to 10th level.

The Xorn Caverns

The xorn caverns descend nearly a half-mile below the island's surface. The map on page 23 shows a vertical cut-away version of the map, with each square 30 feet. Thus, the party will have to navigate through a series of deadly pitfalls to reach the xorn lair.

General Features

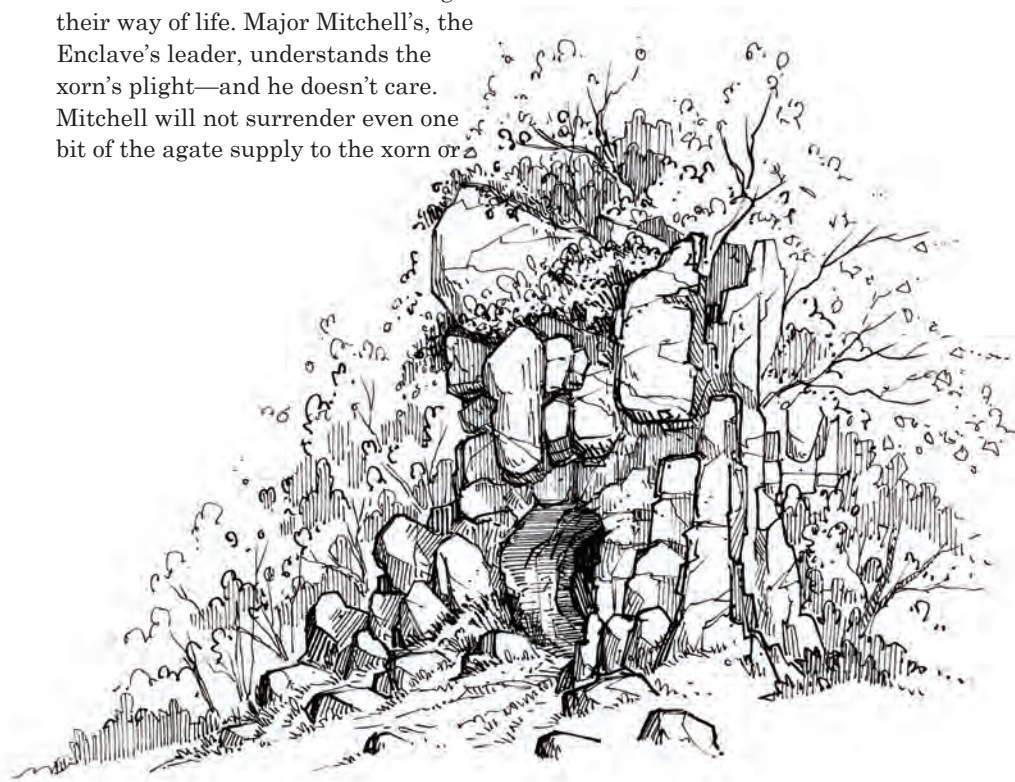
Unless stated otherwise, the xorn caverns have the following features:

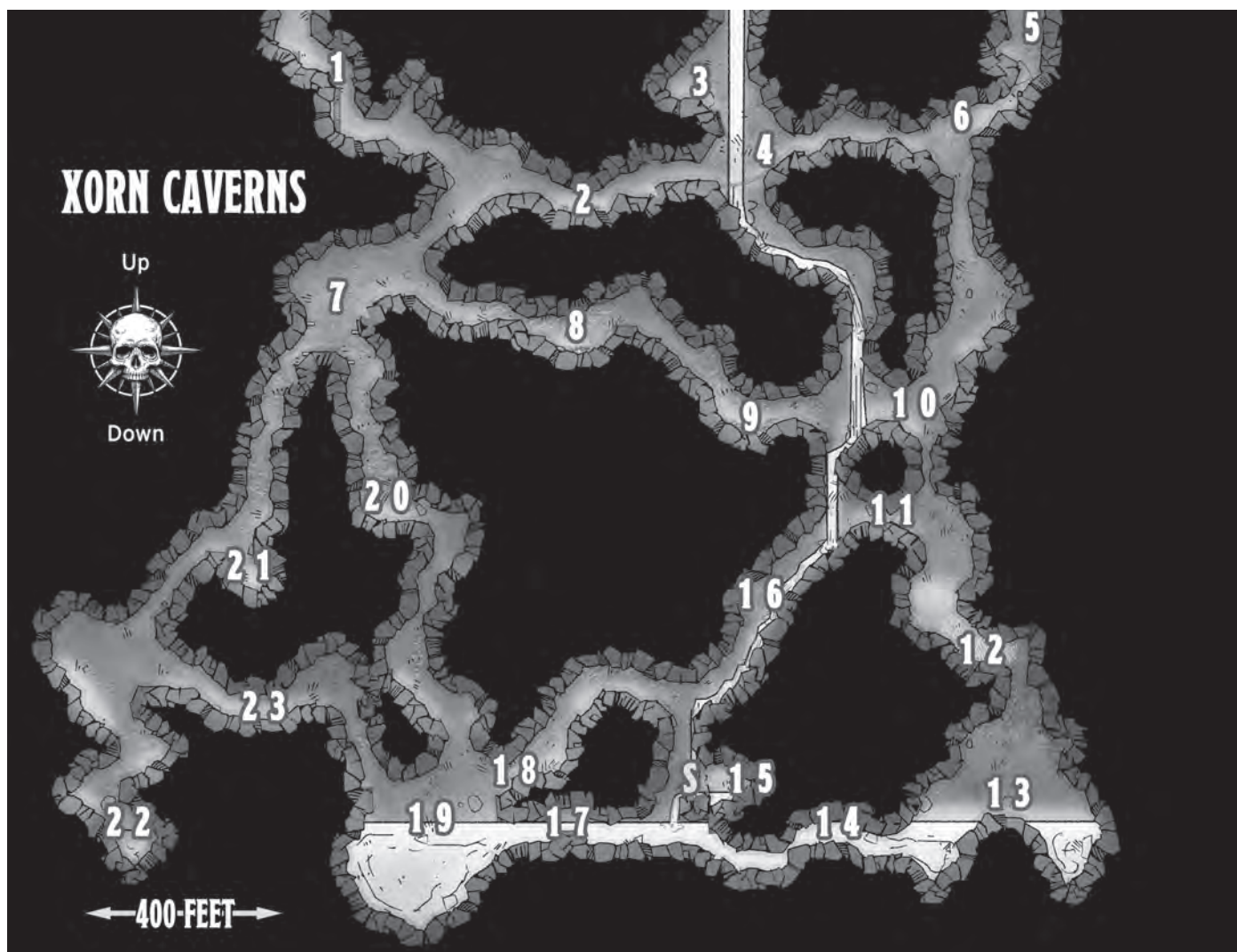
Natural Caverns. All of the caverns are made from stone shaped by natural processes. Thus, the xorn can use their Earth Glide feature to move freely throughout the complex.

Vertical Shafts. The majority of these caverns are organized by vertical shafts. Climbing down these shafts without magic or another aid is a grueling task. A creature that lacks a climbing speed that ascends or descends a shaft without aid must make a successful DC 12 Strength (Athletics) check for every 15 feet moved. Failing this check by 5 or more causes the creature to fall, suffering 3 (1d6) bludgeoning damage for every 10 feet it falls (to a maximum of 20d6).

Waterfall. A huge waterfall cuts through the center of the xorn's caverns. While breathtaking to look upon, it does create a few hazards with which the characters will need to contend. First, the sound it makes as it crashes into the caverns is deafening. All Wisdom (Perception) checks made to hear in this part of the cavern are made with disadvantage. Additionally, scaling the walls in this part of the cavern is much more difficult; Strength (Athletics) checks made to climb up or down the slippery rock surrounding it have a DC of 17.

Subterranean Lake. At the caverns' deepest point, a lake of cold, brown water covers the majority of the areas. The water lightly obscures everything, making it difficult for creatures that lack blindsight to swim through, even with a source of nonmagical light. Because these areas may require extended periods of





swimming under the surface, be sure to review the rules for holding one's breath as well as underwater combat before running encounters in these areas.

Cavern Dimensions. The map on page 23 shows the height of the cavern's ceilings as well as the chambers' width west to east. A cavern's width north to south is between 50 and 85 feet. The provided location maps show accurate representations of the keyed location's top-down dimensions.

Light. With the exception of the caverns closest to the entrance, the caverns lack light, natural or otherwise. The text blocks assume that the characters have darkvision or their own sources of light.

Xorn Encounters. Every hour that the characters spend in the xorn caverns, roll a d20. On a result of 18 or higher, the characters encounter $1d4 + 1$ xorn. If the xorn saw the characters at the Awakening Ceremony, they assume that the characters are agents of the animals and attack. Otherwise, they cautiously approach the characters. With the exception of Gibjim, none of the xorn speak Common, only Terran. Hungry and frustrated, it takes very little to enrage the xorn.

Keyed Locations

Certain locations on the map have encounters and events that happen within certain chambers and tunnels of these caverns. The provided maps

are top-down versus vertical like the main map.

X1 - Cliffs and Ladders. A hole cut into the hills near the Enclave offers the westernmost entry point to the Xorn caverns. After descending the 120-foot shaft from the surface, a series of three ledges presents an additional obstacle. The westernmost ledge descends 40 feet, the central ledge descends 130 feet, and the easternmost ledge descends another 40 feet. Each ledge has a ladder that runs the full height.

Hazard: Rickety Ladders. The three ladders are poorly designed. When a creature weighing 100 pounds or more starts its turn on one of these ladders, roll a d6. On a

result of 6, part of the ladder breaks. The creature must succeed on a DC 12 Dexterity saving throw to prevent itself from falling.

Encounter: Ratfolk. Four **ratfolk mercenaries** (see Appendix D) hide throughout this cavern, protecting the entrance. They work for the xorn, so if they suspect that the characters are there to cause trouble, they attack.

Treasure: Ratfolk Goods. If the characters kill the ratfolk, they find a sack on one of them that contains goods they've secured for their xorn allies. The sack contains 100 pp, a golden idol worth 250 gp, and six hunks of amber, each one worth 100 gp.

X2 - Lost Ruins. The stalactite-stricken ceilings of this chamber soar 30 feet above its floors. Tumble-down walls crowd the space, signs that a humanoid civilization once inhabited this section of the caverns. Loud snoring coming from one of the demolished buildings rocks the whole cavern.

A closer look reveals black char and ash marring the ruins' walls and floors.

Dead Xorn. The bodies of two dead xorn lie in the middle of the western most building. They were burned to death by the young red dragon (see below) after they tried to steal some of its hoard.

Encounter: Young Red Dragon. A **young red dragon** named Alrycryd rests in this chamber, specifically within the ruins of the centermost building (**area X2b**). Alrycryd is a heavy sleeper—to sneak past the dragon without waking it, the characters must succeed on a group DC 13 Dexterity (Stealth) check. If the characters wake the dragon, it does not react kindly to intruders, paranoid that they may be here to steal the treasure pile upon which he sleeps. Should the characters make the poor choice of instigating a fight, Alrycryd is petty enough to chase them throughout the entirety of the caverns until he tires or they do.

Encounter: Ratfolk. A pair of **ratfolk mercenaries** (see Appendix D) hide in the building directly across from Alrycryd's lair. They're plotting to steal treasure from the dragon's pile.

Treasure: Alrycryd's Hoard. The young red dragon rests atop 10,000 sp, 2,000 gp, and 100 pp. There are also thirteen gems worth a total of 650 gp altogether. Finally, the hoard holds a *+1 light hammer* and a *necklace of adaptation*.

X3 - Ledge. This pocket cavern overlooks the massive waterfall at the center of this chain of caverns.

Entrance. The central entrance to the caverns opens up here, along the path of the waterfall. See the general features for details on the waterfall.

Encounter: Xorn. A single **xorn** scrounges around this cavern looking for loose gems and precious metals. Alone, it flees as soon as it's spotted.

X4 - Rope Bridge. An 80-foot-deep gorge divides the western and eastern portions of the caverns. A ramshackle bridge of rope and slick timbers provide a way across.

Waterfall. See the general features for details on the waterfall and the

hazards it creates.

Hazard: Rope Bridge. The bridge itself is sturdier than it looks, but it's slick. A creature who takes the Dash action while standing on the bridge must make a DC 15 Dexterity (Acrobatics) check. On a successful check, they move without any issue. On a failure, they slip and fall prone. Failing this check by 5 or more causes the creature to fall off the bridge onto the rocks 80 feet below.

Encounter: Xorn. The moment the characters start to cross the bridge, two **xorn** appear, one on either side of the bridge. The xorn challenge the characters in Terran, asking them their intentions. If the characters fail to respond in a language that the xorn understand or threaten the xorn, the xorn slash the bridge's ropes with their claws. Characters at the center of the bridge fall, no save allowed. Characters within 10 feet of the bridge's edge can try to catch themselves on the gorge's edges with a successful DC 15 Dexterity saving throw. Because of their Earth Glide ability, the xorn do not take falling damage when they hit the rocks below—instead, they dive into it like it's water.



X5 - Mine Shaft. The third way into the xorn's caverns involves entering through a fissure in western side of this old mine.

The Old Elevator (X5a). This old service elevator grants access to the mine from the topside. Unfortunately, it's seen better days. If more than 300 pounds of weight are put into the elevator, its ropes snap sending the car crashing 100 feet down. Any creature inside the elevator when this happens must make a DC 15 Constitution saving throw. A creature takes 10 (3d6) bludgeoning damage plus 10 (3d6) piercing damage on a failed saving throw, or half as much on a successful one. If the characters inspect the rigging before they set foot in the elevator, they can determine the poor state of the elevator with a successful DC 10 Intelligence (Investigation) check. Before or after it tumbles, the characters can climb up and down the elevator shaft with successful DC 12 Strength (Athletics) checks.

Manager's Workroom (X5b). This refectory/office served as a place for the mine's employees to gather. Moldy, yellowing blueprints detailing the mine litter the tables. Beyond that, there's nothing of interest here.

Reservoir (X5c). A small pool of clear water hugs an alcove against the southern wall. The body of an

adventurer slain by the xorn lies at the bottom of this pool. The adventurer carries a pack, within which the characters will find 200 sp and 70 gp.

Labyrinthine Path (X5d). This winding series of passageways is bedecked on all sides by 30-foot-deep pits. A single **xorn** sniffs around the bottom of these pits looking for gems. It attacks if it feels threatened but flees when its hit points are reduced to half or fewer.

Entrance to the Caverns (X5e). Two **xorn** stand next to a gaping hole at the south end of this part of the cavern. If the xorn recognize that the characters were sent by the animals of the Enclave, they attack, but won't fight until destroyed.

The 120-foot-deep hole leads down to **area X6**.

X6 - Gorge. A 450-foot-deep, 35-foot-wide crevasse divides this large cavern. An old bridge that once spanned the area lies in tatters at either end of the gorge.

The characters can shimmy along the walls to the north and south of the gorge; doing so requires successful DC 10 Strength (Athletics) checks for every 15 feet they climb. If the check fails by 5 or more, the character falls into the gorge. While climbing, the characters have disadvantage on

attack rolls as well as Strength and Dexterity checks and saving throws, plus attack rolls made against them are made with advantage. If a character takes damage climbing along the walls, they must make a DC 10 Dexterity saving throw or fall into the gorge.

Encounter: Xorn. A single **xorn** can be found here, gliding through the stone at the north end of the cavern. The xorn can trap its legs within the stone, which allows it to make attacks almost as if the wall was solid ground.

Hostage. If the xorn captured two or more animals from the Enclave, this xorn is carrying one of those creatures. It uses the hostage as leverage, threatening to drop it into the gorge. If the xorn only captured only one animal (or none), this xorn is not carrying a hostage, and simply attacks.

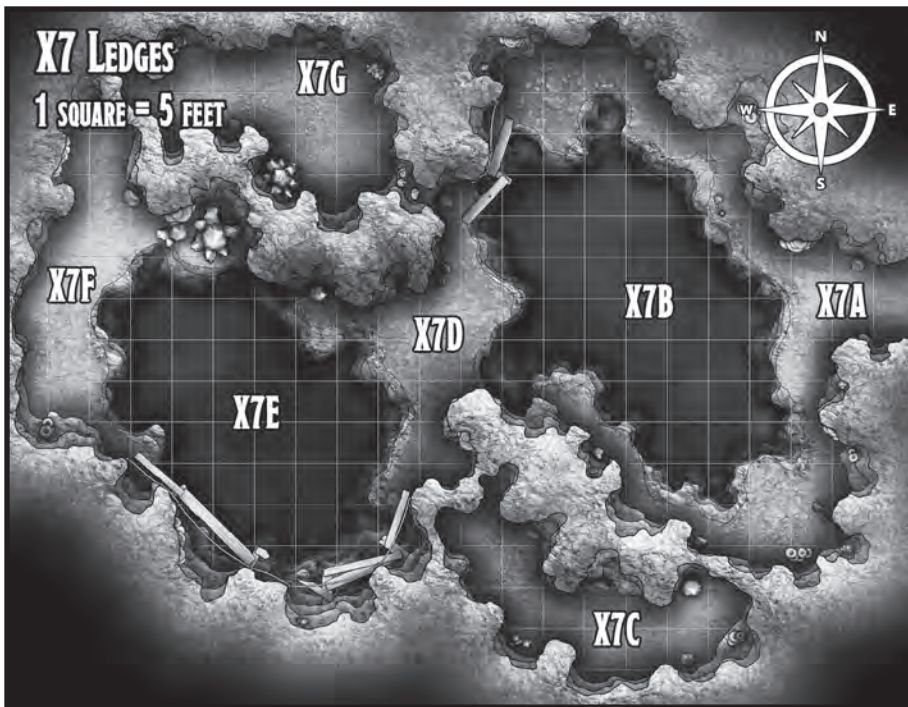
X7 - Ledges. This cavern is dominated by two large pits; both appear to be impossibly deep. Ramshackle scaffolding offers narrow access between the pits and the distant ledges. Glittering pink and purple gems decorate its walls.

Tricky Footing. The easternmost pit (**X7b**) drops 360 feet down to **area 20**. The westernmost pit (**X7e**) drops 480 feet down into the pit at **area 21**. The rocky ledge sandwiched between the two pits (**X7d**) is a full 60 feet lower than **area X7a**. Finally, the ledge at the far end of the cavern (**X7f**) is roughly parallel to **area X7a**.

Scaffolding. Shoddy scaffolding hugs the cavern's walls. A creature can move across the scaffolding without any issue. However, their footing is trepidatious. If a character takes damage while moving across the scaffolding, they must make a DC 10 Dexterity saving throw. On a failed saving throw, the character falls prone in their space. If the check fails by 5 or more, they tumble into the nearest gorge.

Encounter: Ratfolk. Two **ratfolk mercenaries** (see Appendix D), allies of the xorn, hide in this cavern.





One watches from the small opening in the wall in **area X7g**, while the other keeps watch in **area X7c**. The two ratfolk prefer to wait to see what the characters do before they make a move. If the characters get into a confrontation with the ruby oozes (see below), they use the distraction to surprise the characters.

Encounter: Ruby Oozes. The large gems in the walls aren't rubies—after all, the xorn would have eaten them. They are actually **ruby oozes** (see Appendix D), four in all. These oozes remain motionless until a creature comes within 5 feet of it. The ratfolk hiding in the tunnels know better than to come close to the oozes.

X8 - Boneyard. Hundreds of bones—small, large, and everything in between—bestrew this cavern. Pink-capped mushrooms join the bones, sprouting up in various locations.

This cavern was once home to dangerous creatures that died years ago.

Hazard: Pink Caps. The mushrooms are pink caps, a fungus that grows only underground. Any time a creature comes within 5 feet of the mushroom, the mushroom releases

spores into the air. Each target must make a DC 13 Constitution saving throw or take 6 (1d12) poison damage and become poisoned for 1 hour. While poisoned, the target is incapacitated.

X9 - Mushroom Grotto. The cavern's air is thick with spores.

Hazard: Spores. The first time a creature enters this area and each time it starts its turn in this area, it must make a DC 13 Constitution saving throw. On a failed saving throw, the target is poisoned for 1 minute after they leave the area. Each time a target that's been poisoned by the spores fails another saving throw to avoid the spores, they gain one level of exhaustion.

Encounter: Xorn. Three **xorn** are searching the walls of this cavern for gems. The xorn fight until their hit points are reduced by half or they get the poisoned condition from the mushrooms.

X10 - Upper Passage. This pass is sandwiched between two huge pits. The roar of the waterfall separating this area from **area 9** drowns out nearly everything. The caved-in

skulls of humanoids and giants decorate the various nooks and crannies of the area. Everything here smells like body odor.

Encounter: Cave Giant. A one-armed **cave giant** named Sutrac (see Appendix D) claims this cavern as his own. Sutrac spends most of his days napping beside the bones of his dead mate who was killed by a cave dragon over a year ago. So long as the characters don't disturb him, Sutrac lets them pass without issue—his days of brutality are behind him. He can also be coaxed to give directions to the xorn's lair with a successful DC 11 Wisdom (Persuasion) check.

Due to his missing arm, Sutrac can only make one attack with his handaxe each turn instead of two and he can't carry anything in two hands. Because of this, his Challenge Rating is 9 (5,000 XP).

X11 - Lower Passage. Like **area 10**, this lower passage is stuck between two sheer drops, the sound of the waterfall to the west drowning out nearly all sound.

Trap: Brittle Ledges. The xorn trapped the ledge at the far eastern side of the cavern so that it collapses whenever a creature weighing 50 pounds or more sets foot onto it. A target caught under a collapsing edge must succeed on a DC 15 Dexterity saving throw to prevent falling almost 400 feet down into **area 12**. Fortunately (or unfortunately) they won't hit the rocks below, but instead, get caught in the pervasive spiderwebs in that area. Spotting the weak ledge requires a successful DC 15 Intelligence (Investigation) check made in the area around it.

X12 - Webs. Not only do the webs cover the entirety of **area 12**, but they also choke the vertical shaft at the western end for approximately 120 feet. Creatures entering **area 12** from this direction will not only have to make the normal checks for climbing down into this cavern but must also contend with the seemingly endless blanket of webbing.

Hazard Webs. A creature entering a webbed area for the first time on a turn or starting its turn there must succeed on a DC 12 Dexterity saving throw or become restrained by the webs. This check is made with disadvantage if the creature is climbing down the cavern walls unless the creature possesses a climbing speed. A restrained creature can use its action to try to escape, doing so with a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check. Of course, there's always the possibility that the target becomes trapped high above the cavern floor; breaking free of the webs could result in a long, hard fall to the ground.

Encounter: Giant Spiders. This entire section of the xorn's caverns is infested with giant spiders. The first time the characters enter the area and every 10 minutes they remain, roll a d6. On a result of 5 or 6, 2d6 **giant spiders** appear. Feel free to handwave the total number of spiders that lurk in this area. There's probably far too many for the characters to handle. However, if you wish to limit the number of encounters that the characters experience, each time the characters encounter and fight spiders, roll a d20 and add the number of giant spiders that they've killed in combat. If the number roll is 25 or higher, no more giant spiders attack for the next 24 hours.

Treasure: Victims. Like the spiders, the number of victims that decorate this cavern seems innumerable. After the characters spend 10 minutes or longer in the caverns, roll another d6. On a result of 6, they discover a corpse, a stuck bag, or a glittering magic item stuck in the webs. Roll a d20 and refer to the "Spider

Spider Treasure.

d20	Treasure
1-10	A bag containing 10d6 gp
11-14	Jewelry worth 100 gp
15-17	Jewelry worth 250 gp
18-19	2d4 gems, each worth 50 gp
20	An uncommon magic item

Treasure" table below to determine the nature of the treasure.

X13 - The Island. This colossal chamber boasts 270-foot-high ceilings. Cold, brown water consumes the majority of the floor. Although it's impossible to tell from the surface, the water is 120-feet-deep at its deepest point. All manner of strange, blind fish and other subterranean aquatic creatures swim in this pool; fortunately, none of them are aggressive.

The only other feature of note in this cavern is the island at its center.

The entrance to **area X14** is not obvious from the surface.

X14 - Submerged Tunnel East. This dark tunnel is completely submerged.

Encounter: Swimming Xorn. A **xorn** swims through this area. Despite its awkward shape, it's decent at swimming, shifting its prism-shaped body like a propeller to move through the water. The xorn is searching for gems and has actually managed to find a few.

Treasure: Xorn's Gullet. The xorn is carrying a small number of gems in two of its three claws. Altogether the gems are worth 50 gp.

X15 - Secret Cavern. Finding this cavern requires a character to succeed on a DC 18 Wisdom (Perception) check made near the waterfall at its western side.

Encounter: Pechs. Three **pechs** (see Appendix D) use this cavern to separate themselves from the dangers of the caverns. The pechs are allies with the xorn and understand their plight. Good creatures, the pechs will encourage the characters to join them to rest. If the characters agree, they share their story.

Like the xorn, the pechs traveled to the material plane to escape the persecution of evil earth djinnis. Unfortunately, what first seemed like freedom turned out to be just another prison. While the pechs do not require air, food, drink or sleep to survive, the xorn have no such advantages.

Without a steady supply of gems and valuable metals to consume, the xorn have started to die. And since the island does not allow for interplanar travel, the xorn do not return to their plane when they die; they simply wither and fade as flesh-and-blood creatures do.

The pechs encourage the characters to work out an agreement with the xorn. They understand the xorn may seem strange to humanoids but assure them that they only want what is best for their people. The pechs know where the xorn lair is and are even willing to travel with the characters there and act as ambassadors and translators.

Treasure: Pech Axe. The leader of the pechs wields a glimmering pickaxe that it found within the caverns. The axe is decorated with gnomish runes. The pickaxe counts as a +2 *war pick* which allows a creature holding it to speak and understand Gnomish and Terran.

X16 - Downstream. Water from the towering falls to the east slams into the rocky surface and roars down this 400-foot slope until crashing into the pools far below. While the majority of this rapid waterway offers very little footing for travelers, it does widen enough at its middle to allow hikers reprieve from its inherent danger.

Hazard: Rushing Water. The water here is extraordinarily fast and difficult to traverse. Strength checks made to climb and swim in this area are made with disadvantage. A creature who involuntarily falls into the water or starts its turn in the water must make a DC 20 Strength saving throw or become restrained by the current. A restrained creature moves 60 feet downslope (west) at the end of each of their turns and must make another DC 20 Strength saving throw, taking 5 (2d4) bludgeoning damage on a failed saving throw or half as much damage on a successful one. If the character fails to catch themselves before reaching the vertical shaft approximately 200 feet from

this cavern, they fall the full 180+ feet down to the lip of the waterfall near the secret cavern (**area X15**), taking 70 (20d6) bludgeoning damage from the fall.

Encounter: Ropers. Two **ropers** flank the waterway here. Most days, the pair catch small animals caught in the fast-moving falls, but they're more than happy to pluck an unlucky adventurer or two out of the water.

X17 - Submerged Tunnel West. Most of this tunnel is completely submerged. However, there is a small pocket of air through which air-breathing creatures can take a moment to catch their breath (**X17a** and **b**).

Encounter: Pechs. Two **pechs** (see Appendix D) are swimming in this cavern, looking for gems to feed their xorn allies. The pechs are good-aligned creatures who will try to help the characters. Of course, their off-putting appearance might challenge the characters' fight or flight response.

See **area 15** for details regarding the pechs and their relationship with the xorn.

X18 - The Leap. As the characters approach this area, they can hear the low moans of the cloakers that haunt the stalactite strewn ceilings above.

It's a dead end! Or so it seems. The passageway through the caverns terminates at this cliff face that overlooks a huge pool of water 75 feet below.

Encounter: Cloakers. Three **cloakers** lurk above the cliff. Recognizing their strength relative to that of the adventuring party, they gleefully attack, anxious to have a humanoid snack so far below the surface.

Leaping from the Cliff. The characters should realize pretty quickly that fighting three cloakers is folly. Their best recourse is to leap from the cliff where the cloakers won't follow them. Leaping from the cliff requires a character to make two ability checks. First, a character makes a DC 5 Wisdom saving throw. On a failed save, the character is frightened of the cliff until the start of its next turn. A character who succeeds on their saving throw cannot be frightened by leaping from great heights for 24 hours. After the character over-

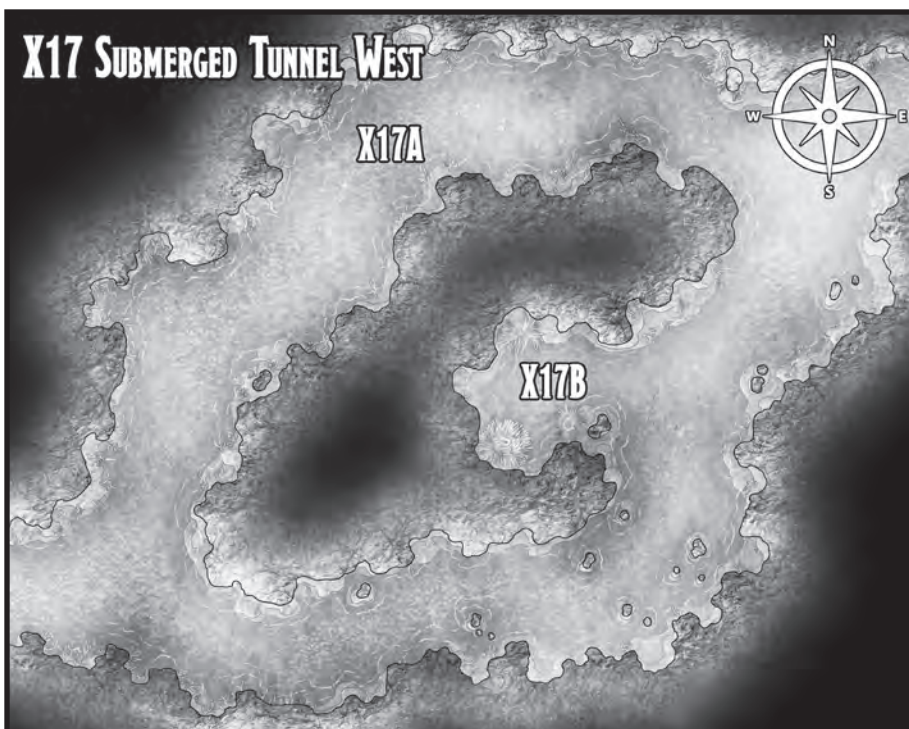
comes their fear, they must make a DC 10 Strength (Athletics or Acrobatics) check (the player's choice). If the check fails, the character falls awkwardly into the pool below and takes 10 (3d6) bludgeoning damage as a result. If the check succeeds, the character successfully leaps from the cliff and dives into the water below without taking damage. Characters who leap into the pool find themselves at the easternmost end of **area 19**.

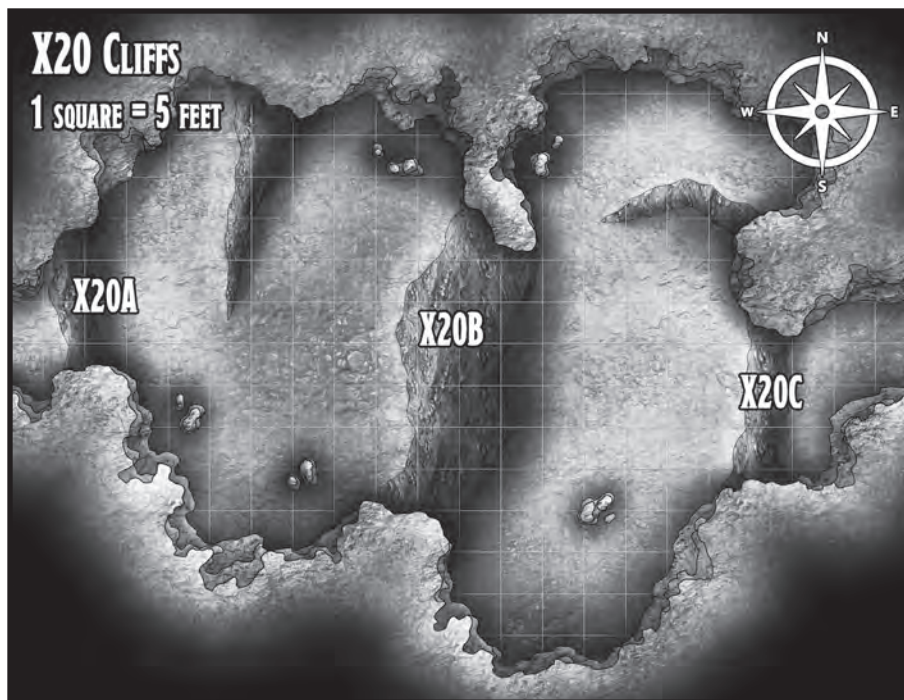
X19 - The Depths. Unlike the other sub-maps in this part of the adventure, this area's dimensions are 220 feet wide north to south and 170 feet wide east to west. The water is over 200 feet deep at its deepest point. Beyond strange, eyeless fish and bizarre nonaggressive oozes that emit bright light in a 1-foot radius, there are no creatures here that hope to attack the party.

Treasure Island. A tall spire of rocks rises from the pool (**area X19b**), offering a spot to recover from the pool's cold water. The skeleton of a gnome rests on the island. They're still clutching a *bag of holding*. The bag contains ten gems worth 50 gp each, a *spell scroll of light* and two *potions of healing*.

X20 - Cliffs. Three rough-looking walls divide this cavern into four parts. The westernmost cliff (**X20a**) is 150 feet tall, the central cliff is 160 feet tall, and the easternmost cliff is 150 feet tall.

Encounter: Xorn. Two **xorn** hide in the walls and floors of this area. If they sense the characters via their tremorsense and believe that the characters are a threat, they wait until the characters are in precarious positions—such as in the middle of climbing down one of the walls—and shove them from their position on the wall. If the character isn't tethered to the wall or some other form of support and they fail their shove contest with the xorn, they fall to the rocks below, taking 3 (1d6) bludgeoning damage for every 10 feet they fall.





X21 - Pit. This 8-foot-deep pit is filled with animal and humanoid bones plus other random bits of garbage.

Confusion Gas. An invisible gas fills the entirety of this pit. A creature that starts their turn in the pit must make a DC 10 Constitution saving throw or become poisoned until the start of its next turn. While poisoned in this way, the affected target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior for that turn.

X22 - Mud Pit. A 40-foot-deep pit of stinking, brown mud fills most of this cavern.

Hazard: Mud. When a creature enters an area with the mud, it sinks 1d4 + 1 feet into it and becomes restrained. At the start of each of the creature's turns, it sinks another 1d4 feet. As long as the creature isn't completely submerged in the mud, it can escape by using its action and succeeding on a Strength check.

Confusion Gas.

d6	Effect
1	Uses all its movement to move in a random direction. No action this turn.
2-6	The creature doesn't move or take actions this turn.

The DC is 5 plus the number of feet the creature has sunk into the mud. A creature that is completely submerged in mud can't breathe.

A creature can pull another creature within its reach out of the mud pit by using its action, no check required.

Creatures with the Earth Glide trait can move through the mud without any issue.

X23 - Xorn Tunnel. Although the xorn can rest anywhere, they've chosen this deep cavern as their lair. When the characters first arrive here, there are five **xorn** here. Two of the xorn are suffering from two levels of exhaustion due to starvation. They appear white and sickly. Every 10 minutes the characters remain, roll a d6. On a result of 6, 1d4 more xorn appear.

Any animals or allies captured during the xorn's assault on the Enclave that weren't already accounted for are kept in this cavern. The xorn have been taking care of them,

feeding them edible mushrooms and giving them clean drinking water from nearby springs.

The xorn's leader Gibjim is quick to arms, but also willing to listen to reason. Gibjim speaks broken Common but prefers to converse in Terran. Gibjim will explain what's happened to the xorn and how they're starving. If the characters refuse to listen to Gibjim, one of the animal captives will speak on his behalf, commiserating with the xorn.

Gibjim believes that the enchanted agate in the cavern should have enough inherent earth magic to feed himself and the other xorn for decades—and that's with only half the supply. Gibjim begs the characters to convince Major Mitchell to spare the agate so that his people can live.[b]

If the characters agree to help the xorn, the xorn use their Earth Glide ability to help the characters reach the surface level without having to climb all the way back.

If forced to fight, the xorn do so recklessly; they make melee attack rolls at advantage and attack rolls made against them are also at advantage. Knowing they're out of options, they thrash and bite until they've won or they're dead.

The island has an active volcano. Many gems and elemental minerals are found in igneous rock (obsidian, sodalite minerals (forms lapis lazuli), alabaster, fire agate, fluorite, peridot, onyx, gold, hematite, amethyst, citrine, garnets, moonstone, apatite, diamond, spinel, beryl, tanzanite, tourmaline, topaz, zircon).

Perhaps the characters (or the Pech) can encourage the xorn to make the underground trek to the igneous rock formations in and around the volcano, which could probably supply them with food indefinitely. Perhaps the characters could promise to lead them if the xorn were too weak from hunger to safely travel that distance.

The characters then have another way to solve the problems for both the awakened animals and the xorn.

Chapter 4: Lonely Bay Pirates

Five years ago, a band of pirates aboard a ship named the Leviathan stumbled across Mystery Island. Not on any maps in their possession, the pirates saw the island as an opportunity to find adventure and, quite possibly, treasure. Unfortunately, all they discovered was a dangerous, aggressive island from which they could not escape. Since that time, they've made the best of their situation. In the small bay where the Leviathan stays anchored, they've built a fortress in the nearby cliff face. Leading the pirates is a gnomish explorer named Wilhemina "Bill" Hardy. Bill used to go by the name Dead Eye Dolly when she sailed the seas, but life on the island has calmed her somewhat.

The pirates have successfully explored the majority of the island and possess maps to many of its unusual locations. Bill keeps most of them in her office. About ten miles off the coast of the island just before The Wall, the pirates discovered a huge, magical whirlpool. Using divination spells, Hardy discovered that the pool magically transports creatures and objects to a similar whirlpool just outside of The Wall. The only trouble is that the whirlpool crushes nearly anything that goes through it.

Recently, Bill's nephew, a gnome tinkerer named Zap, ran a few tests using bits of the magical agate found in the nearby forest. Zap's experiments revealed that with enough agate placed into the Leviathan's arcane engines, it will actually alter probability in the ship's favor. This could potentially allow the ship to pass into the whirlpool without being destroyed.

Bill knows all about the agate supply at The Enclave. Zap believes that if at least half of the agate stored in the cavern is placed into the Leviathan's engine, they can escape the island and go back to their lives as bucca-

neers. Of course, the only trouble is convincing The Enclave's stubborn leader, Major Mitchell, to part with his supply.

Running This Chapter

When and where the characters first meet the Lonely Bay Pirates is up to you. You might introduce them shortly after the characters meet the bat, Georgie. Georgie is an ally of the pirates. Or you may introduce them as part of the side quest that asks the characters to check in on Jasper and Johnson (see Chapter 2). Either way, the pirates are an important part of the overarching plot as they possess one of the few ways for the characters to escape the island.

Character Advancement

This portion of the adventure involves very little fighting (or should at least), so the party can be of any level. Depending on how successful the characters are in finding a solution to unite the pirates' and the awakened animals' interests, you may reward a level of experience, but no higher than 10th level.

Lonely Bay

Lonely Bay is divided into two distinct areas where the pirates operate. At the northeastern side of the bay, the pirates live within a series of caverns carved into the face of the mountain. They call this hideout Skull Cove. The other area of importance to the pirates is onboard the Leviathan itself, which remains anchored roughly 200 feet from Skull Cove. Both locations are detailed below.

Pirates. Unless stated otherwise, all of the pirates in Skull Cove use the **pirate** stat block (see Appendix D) and are lawful neutral humans. **Pirate officers** also use the **pirate** stat block but have 36 hp and proficiency in Wisdom saving throws (+3).

Skull Cove

The pirates spent the first two years of their time on the island building this elaborate hideout in the bay's northern cliffside. The cove itself is only accessible via boat; there are no other egresses beyond climbing in through one of the eye-socket windows on the upper level.

General Features

The entirety of the cove is built from wooden planks pulled from the surrounding forest. Ceilings in all the chambers are 10 feet high. Candles and lanterns illuminate the entire area, even during the day. Doors are made from solid wood and usually kept unlocked. Even still, they all possess simple rotating locks for the sake of privacy. A locked door can't be picked but can be shoved open with a successful DC 13 Strength (Athletics) check.

Keyed Locations

The locations below are keyed to the map of Skull Cove on pages 31 and 33.

1 - Docks. The only proper access to Skull Cove exists here at its docks. Rowboats equipped with simple sails allow the pirates to travel back and forth between the Leviathan and the beaches to the south.

Encounter: Pirates. During the day, there are usually 1d6 + 1 **pirates** working here. At night, 1d4 **pirates** keep watch over the cove. If a fight breaks out here, there's a chance that Georgie (**area 2**) will intervene.

2 - Landing. The north end of the cove's docks work as the entrance to the cove proper (**area 2a**), a storage area for potable water and edible goods (**2b**), and a place for the hard-working pirates to crash (**3c**). The staircase here leads up to **area 3**.

Encounter: Georgie. After Georgie the *awakened bat* (see Chapter 2) flees the Enclave, he sets up a home among the rafters of this area. If Georgie recognizes the characters, he immediately tries to ingratiate



himself with them, explaining that he hopes they work with Captain Bill to escape from the island. Georgie knows that it will take a lot of convincing to bring Major Mitchell around to relinquishing the animals' agate supply.

3 - Bar and Commons. The majority of the upper level is dominated by a bar. The bar serves primarily rum made from high-sugar-bearing plants on the island, vodka distilled from wild potatoes grown nearby, and even homemade beer. There's

plenty of seating all around, with private rooms to the westernmost and easternmost sections of the level (**area 3b** and **3d** respectively). A pair of windows (**area 3b**)—or eye sockets, as it were—grant a view of the bay beyond.

Encounter: Pirates. During the morning and afternoon, $1d4 + 2$ pirates can be found here, including one who serves behind the bar. In the evening, the place is packed, with $3d10$ pirates here. There's even a twenty-five percent chance that Captain Bill is among them. During the dead of night, the place is empty save for a few unconscious pirates who had too much to drink earlier that evening.

Treasure: Big Sally. Nearly every table in the place has a slot to hide a knife or similar small weapon. The bartenders go a step further—they've hidden a huge bulette gun behind the bar. Nicknamed Big Sally, this Anorian bulette gun has a range of 50/150 ft. and deals piercing damage equal to $4d8$ plus the attacker's Dexterity modifier. After the attacker fires a shot, the attacker must reload the weapon before they fire again, using their action or bonus action to do so. In campaign settings that lack guns, feel free to replace this weapon with a magic weapon or similar valuable device.

4 - Bill's Office. Captain Bill uses this office for coffee and contemplation. If the characters haven't encountered her anywhere else yet, there's a twenty-five percent chance that she's here. See Appendix D for her stats.

Treasure: Maps. Bill keeps a box filled with hand-drawn maps of the island. The maps detail all of the locations featured in the Mystery Island adventure series.

Secret Doors. There are two secret doors in this room, one in the eastern wall and one in the western wall. Finding either door requires a successful DC 15 Wisdom (Perception) check. Bill keeps these doors locked with *arcane lock* spells. Picking a lock

requires a successful DC 23 Dexterity check using proficiency in thieves' tools. Breaking a door down requires a successful DC 25 Strength (Athletics) check. All of the pirates know about her secret doors but pretend that they don't exist out of respect for the captain.

5 - Bill's Treasure Hoard. Bill keeps all her treasure stash in this room. The stash includes 5,000 sp, 10,000 gp, 1,000 pp, eighteen gems each one worth 100 gp, a pair of *winged boots* and a *necklace of adaptation*.

6 - Bill's Armory. Two large chests dominate this hidden room. Each chest contains Bill's weapons and armor, which includes: *+1 breastplate armor*, a heavy crossbow with 300 bolts, a *+1 scimitar* named *Plunder* (whenever it hits a target, the sword's pommel growls "Arrr!"), and an explorer's pack containing double the amount of rations.

The trapdoor at the northwestern side of this room leads down to **area 7**.

7 - Bill's Bed Chambers. Captain Bill uses this comfortable room to get away from the rest of the crew. There is a small table here that details the Enclave and the location of the Crystal Cavern. There is also a small notebook where she's taken notes on Zap's experiments concerning the agate. The words "Zebra Powder" have been written on the cover.

A character who spends at least 10 minutes reading through the book and succeeds on a DC 8 Intelligence check learns about the magical whirlpool and how it offers a way off the island. Further reading reveals that only the agate in the Crystal Cavern can alter the laws of probability enough to allow a seafaring vessel to escape through the whirlpool unscathed.

If the characters haven't encountered Captain Bill anywhere else yet, there is a twenty-five percent chance that she is here. See Appendix D for



Captain Bill's statistics.

The ladder against the northern wall leads up to **area 6**.

Treasure: Bills' Valuables. An arcane locked chest stands next to Bill's bed. The chest requires a successful DC 25 Dexterity check using proficiency in thieves' tools to un-

lock. Inside, Bill keeps an old, folded wedding gown, and a large, diamond engagement ring worth 1,000 gp. She also keeps a *spell scroll* of *sequester* and two more scrolls of *arcane lock* here.

8 - Gallery. Captain Bill has a secret love for esoterica. Knickknacks

she's picked up while exploring the island are kept on display in this room. Although the pirates know this room exists, they don't know what's kept here. There is a wooden platform against the northern wall upon which thaumaturgic symbols have been drawn. Above the platform, enchanted manacles dangle. A *detect magic* spell cast here reveals the presence of both abjuration and transmutation magic.

Encounter: Zebra Powder. If a creature speaks the phrase Zebra Powder in this area, a *sequestered bone devil* appears on the platform with its hands in the shackles. The shackles restrain and incapacitate the devil and force it to only speak the truth (as per the *zone of truth* spell). Only Bill knows the phrase to unlock the shackles, but a divination spell such as *legend lore* or *divination* will reveal that the phrase "Pile of Dogs" unlocks them. Otherwise, a creature must succeed on a DC 20 Dexterity check using proficiency in thieves' tools to unlock the shackles. Celestials, elementals, fey, and fiends have disadvantage on the check. The shackles have AC 20, 20 hp each, and immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks, as well as immunity to poison and psychic damage.

This bone devil was summoned by Captain Bill in the hopes that it would reveal secrets of the island. However, the bone devil found itself just as trapped and confounded as the pirates.

The devil wishes to escape its shackles and free itself from this chamber and will promise anything to get what it wants. If the characters make the mistake of freeing it, it immediately slaughters any creature it can get its hands on—that failed to bake its own personal safety in a deal, of course—and then seeks Captain Bill. Like every other creature on the island, the devil's destruction does not result in its return to its home plane. Realizing this, the devil focuses on self-preser-

vation when its hit points are reduced to half or fewer and flees via flight. So long as the bone devil is still wearing its shackles and standing on the platform, speaking the phrase "zebra powder" sequesters it once again.

Escape Hatch. The hatch set into the floor of this chamber offers a short ladder down to the water that sloshes below the floors of the cove's ground level. Captain Bill tethered a small rowboat with a go-bag (an explorer's pack stuffed with 20 days of rations) to the nearby wall.

9 - Clifftop. The top of skull cove offers a breathtaking view of the Lonely Bay and the anchored Leviathan.

The Leviathan

The pirates' arcane ship, the Leviathan, is anchored roughly 200 feet from Skull Cove. This impressive sailing ship uses both sails and a magically-enchanted engine to traverse the waters. It also serves as the pirates' second base-of-operations. The gnome tinkerer Zap works from this ship.

General Features

The ceilings in the lower deck, holds, and cabins are 8 feet high with 6-foot-high doorways. All of the doors are made of wood and have AC 15, 18 hit points, and immunity to poison and psychic damage. A lock can be picked with a successful DC 15 Dexterity check made using thieves' tools, or

the door can be forced open with a successful DC 20 Strength (Athletics) check. Hanging lanterns cast bright light throughout the ship day and night; they all use continual flame and do not require oil.

Pirate Locations. The table below lists the ship's pirates and their starting locations. As a lively ship, though, they can easily be anywhere that they need to be, especially if combat breaks out on the ship.

Keyed Locations

The following locations are keyed to the map of the Leviathan on page 34.

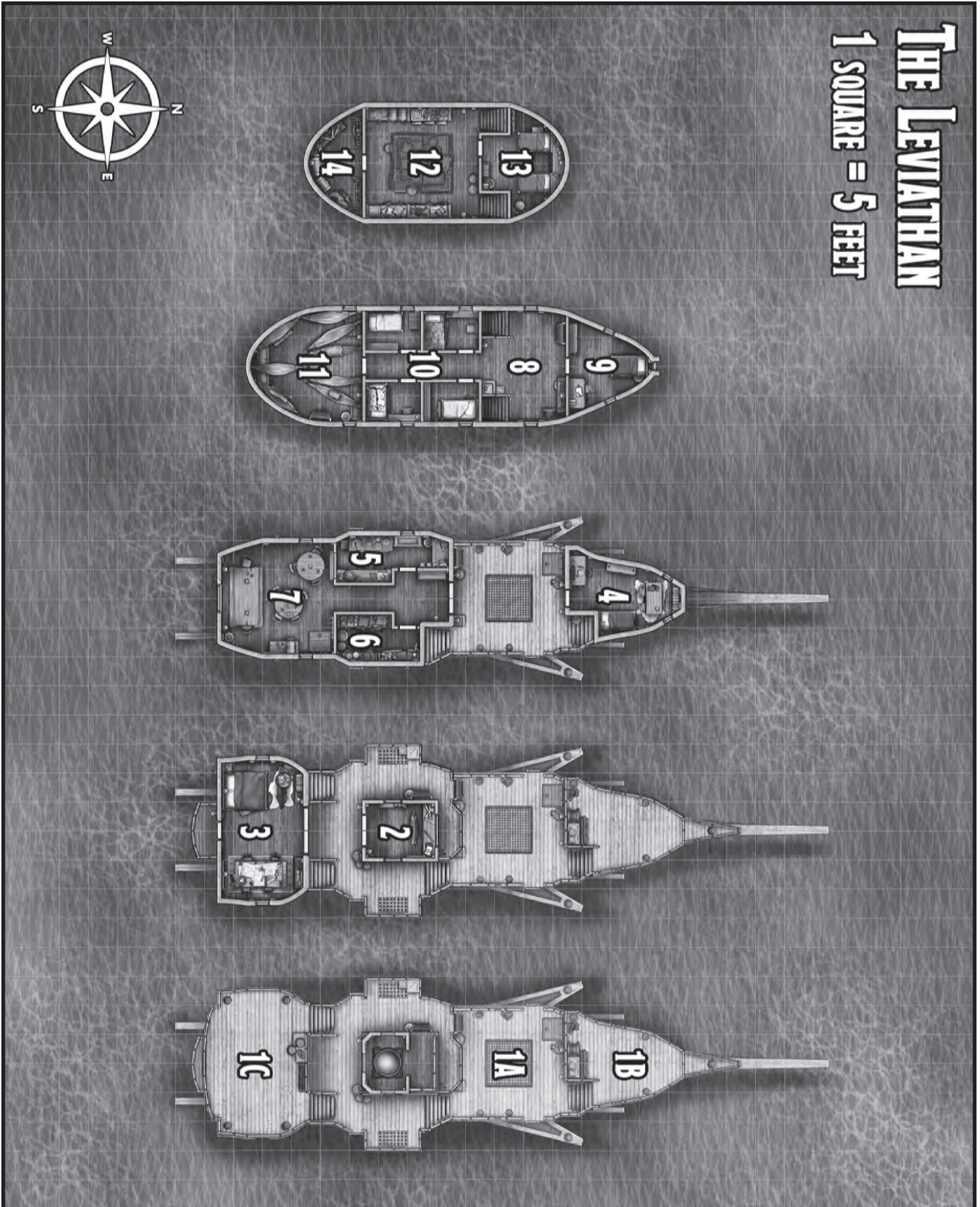
1 - Main Deck. During most hours, there are five **pirates** working here overseen by one **pirate officer**. At night, there's always two **pirates** stationed here as guards.

The forecabin (**area 1b**) is equipped with a ballista to drive off any potential threats. The ballista is a Large object with AC 15, 50 hp, and immunity to poison and psychic damage. It takes three actions to load, aim, and fire the ballista (range 120/480 ft., one target.) On a hit, the ballista deals 3d10 piercing damage.

The quarterdeck (**area 1c**) is equipped with harpoon posts. Treat the harpoons as javelins, except an attacker can double their proficiency bonus on the attack roll when they fire a harpoon from one of the posts (+7 for the pirates).

Pirate Locations.

Area	Day	Night
1	5 pirates led by 1 pirate officer	2 pirates
3	Zap (See Appendix D)	Zap (See Appendix D)
4	—	"Jolly" Roger (veteran)
7	2 pirates	4 pirates
8	1 pirate	—
9	—	1 pirate officer
10	—	1 pirate officer per room
11	—	3 pirates
12	4 pirates led by 1 pirate officer	—
13	—	2 pirates



2 - Wheel Room. The ship's wheel stands tall in this room. Drawings of a magical device hang from the walls. A character with proficiency in Arcana who reviews the drawings recognizes that the drawings depict a device that would empower the ship with the probability-altering powers of agate, essentially turning the entire vessel into one giant *luck stone*.

3 - Captain's Quarters. Once upon a time, this was Captain Bill's room. It now serves as Zap's room and study, who is almost always found here (see Appendix D for Zap's stats). Zap is always friendly, even if it seems like the characters are intruders on the ship. He gladly explains the discovery of the magical whirlpool and how the agate supply protected by the animals can help the Leviathan—and potentially the characters—escape from the island.

Treasure: Zap's Supplies. A thorough search of the room turns up a small pouch containing 50 gp, a set of alchemist's supplies, two *potions of keen intellect* (see Appendix C), the contents of a scholar's pack (minus food and water), and a spellbook that contains all the spells Zap has prepared plus all of the 1st- and 2nd-level divination spells from the Fifth Edition handbook for players.

4 - Roger's Quarters. "Jolly" Roger Reynolds (lawful good male half-elf **veteran**) is the Leviathan's quartermaster. During the day, he's usually found working topside, helping the other pirates finish their chores, but during the evenings and night, he's here resting.

Beyond a half-finished bottle of 30-year bourbon, there's nothing else of value here.

5 - Galley. The pirates who live on the ship prepare their own meals here. There used to be a dedicated cook that worked the galley, but the cook was eaten by a shark two years ago.

Treasure: Gold Spatula. The old cook's favorite spatula was cast in



gold and hung on the northern wall in commemoration. It's worth 10 gp.

6 - Pantry. Dried goods, preserves, and other foodstuffs clutter the shelves of this cramped pantry.

7 - Common Area. This is where most of the ship's pirates relax between shifts. During the day, there's two **pirates** here, eating a meal before they get back to work. At night, there's three **pirates** here.

8 - Lower Deck. During the day, there's one **pirate officer** here. At night, this area's empty.

9 - Officer's Room. At night, one of the ship's **pirate officers** uses this room. They aren't here during the day.

10 - Crew Quarters. Privileged pirates use these rooms as their own private quarters. During the day, the rooms are empty and usually kept locked. At night, there is a sleeping **pirate officer** in each one.

Treasure: Booty. A thorough search of each room reveals the pirate's personal stash, consisting of 1d4 - 1 gp.

11 - Barracks. The few pirates not so privileged to get their own quarters share this cramped space. During the

day, this area is usually empty. At night, there's three **pirates** sleeping here.

12 - Hold. Before the Leviathan got stuck on the island, it was transporting 50 tons of rat poison which they hoped to deliver to a rat-infested city. Of course, they never reached their final destination. The rat poison continues to sit under netting in the ship's hold.

During the day, four **pirates** work here. The room is empty at night.

13 - Bunks. A pair of beds fill the majority of this room's space at the rear of the hold. During the day, this room is empty. At night, there are two sleeping **pirates** here.

14 - Armory. The door to this room is locked. Captain Bill, Zap, Jolly Roger, and all of the pirate officers possess keys.

All of the pirates' weapons are stored here. It contains the following weapons:

- Three light crossbows
- Five hundred crossbow bolts
- Twelve scimitars
- Ten hand axes
- Four shields
- Four suits of padded leather armor

Chapter 5: The Dilemma

The Crystal Cavern's value can't be understated. Three separate factions vie for control of the valuable agate within. The animals of the Enclave have claimed it as their own for the last five decades. Major Mitchell believes that it's their duty to protect the agate and under no circumstances should they share it with people from the outside world.

Far below the island, the xorn are dying, driven to starvation by their inability to escape the island. The xorn leader, Gibjim, theorizes that the magical properties of the agate will be enough to sustain his people for years.

Finally, Captain Bill and the crew of the Leviathan need the agate to power a probability-altering device that will allow them to escape.

Running This Chapter

Once the characters have a chance to meet members of the three factions and learn their personal dilemmas and how it relates to the cavern's agate supply, they will have to decide which faction is most deserving of the magic gems.

While this chapter is meant to be a little "looser", woven into the other parts of the story where you see fit, it does offer details and scene ideas to further elevate the moral quandary at the heart of this adventure.

There is no one simple solution for dealing with the three factions. In

the end, one or more of the factions are likely to lose their claim to the agate. The characters decide who that faction is.

Character Advancement

Since there isn't a lot of "adventuring" in this part of the story per se, feel free to reward the characters with a level if they come up with an effective solution to satisfy at least one of the parties involved—and especially award them experience if they come up with a creative solution to solve the problems of all three factions.

Supporting the Animals

If the characters decide to support the animals, this immediately elevates their status to 11 if it's not already higher. Below are a few scenes detailing interactions between the animals of the Enclave and the other two factions. You are free to edit these scenes as you see fit.

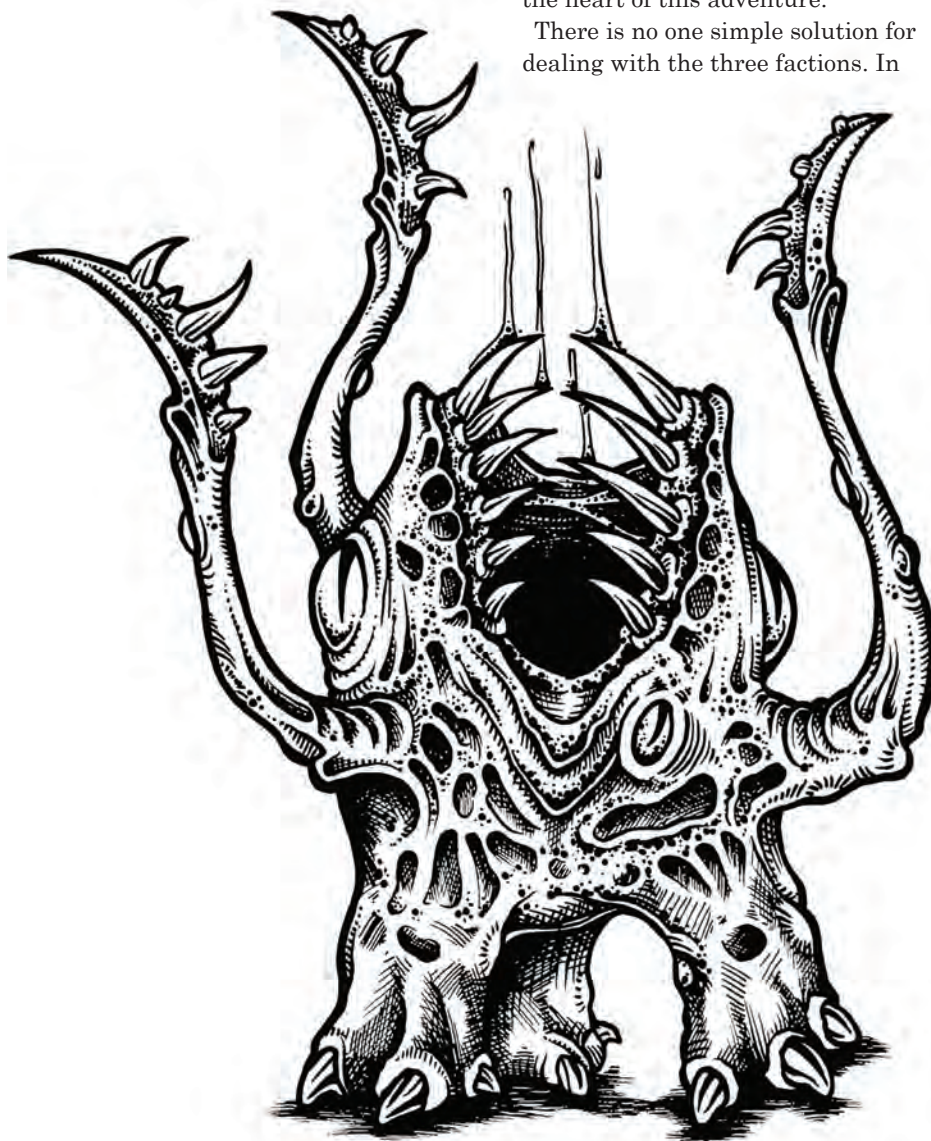
Xorn Scene 1 - One Last Plea

At one point or another, the leader of the xorn, Gibjim, surfaces and approaches the animals and characters. He carries the body of one of his fellow xorn, starved to death. Gibjim makes one last plea to Major Mitchell. Unless convinced otherwise by the party, Mitchell still refuses to help.

Xorn Scene 2 - Red Dragon

So long as Gibjim or at least one of the **xorn** are still alive and Alrycryd, the **young red dragon in area X2b** is still alive, the xorn cut a deal with the dragon—Alrycryd can have half of the agate supply if it helps claim it. Unlike the xorn, Alrycryd can enter the cavern and take the supply without issue.

Alrycryd's assault begins at night, the dragon laying waste to the large swaths of the Enclave with its breath weapon. Meanwhile, the xorn sneak into the home of Major Mitchell and take him hostage. If they are still present, the characters must battle all of the remaining xorn—ten of them—plus the dragon. The xorn



don't wish to kill anyone.

The xorn only want Mitchell to surrender the cavern. Mitchell refuses to the end, using his spells to fight the xorn. Unless the characters intervene, Mitchell is killed by the xorn.

If Alrycryd survives the assault, the dragon claims the cavern as its own and refuses to surrender the agate. Knowing that the xorn can't enter the cavern due to its *forbiddance* spells, it taunts them from outside.

Pirates Scene 1 - Mutiny on the Leviathan

Shortly after the characters meet the pirates, "Jolly" Roger, Captain Bill's first quartermaster, starts a mutiny with the pirates of the Leviathan. Frustrated that Hardy hasn't made any moves to overthrow the animals of the Enclave and seize the agate there, they decide to take matters into their own hands. Zap is still on-board the ship during the mutiny and becomes their de facto hostage.

If the characters have a good relationship with Hardy, Hardy asks the characters to help her take back control of the ship. She asks that the characters not use deadly force as the pirates are not just her crew, but her allies—even if they don't agree with her methods.

Pirates Scene 2 - Assault on the Enclave

If the characters fail to stop the mutiny, Roger leads the mutineering pirates on an assault of the Enclave. The pirates and the animals are somewhat evenly matched. After both sides suffer serious casualties, the pirates surrender. Frustrated by their invasion, Major Mitchell imprisons Roger and the pirates in an earthen hole dug on the Enclave's grounds. He then holds an emergency meeting with elders. Unless the characters use their status to convince Mitchell and the others that the pirates should be found not guilty, Mitchell sentences the pirates to death at the hands of the carnivorous animals of the Enclave.

Pirates Scene 3 - Poison Waters

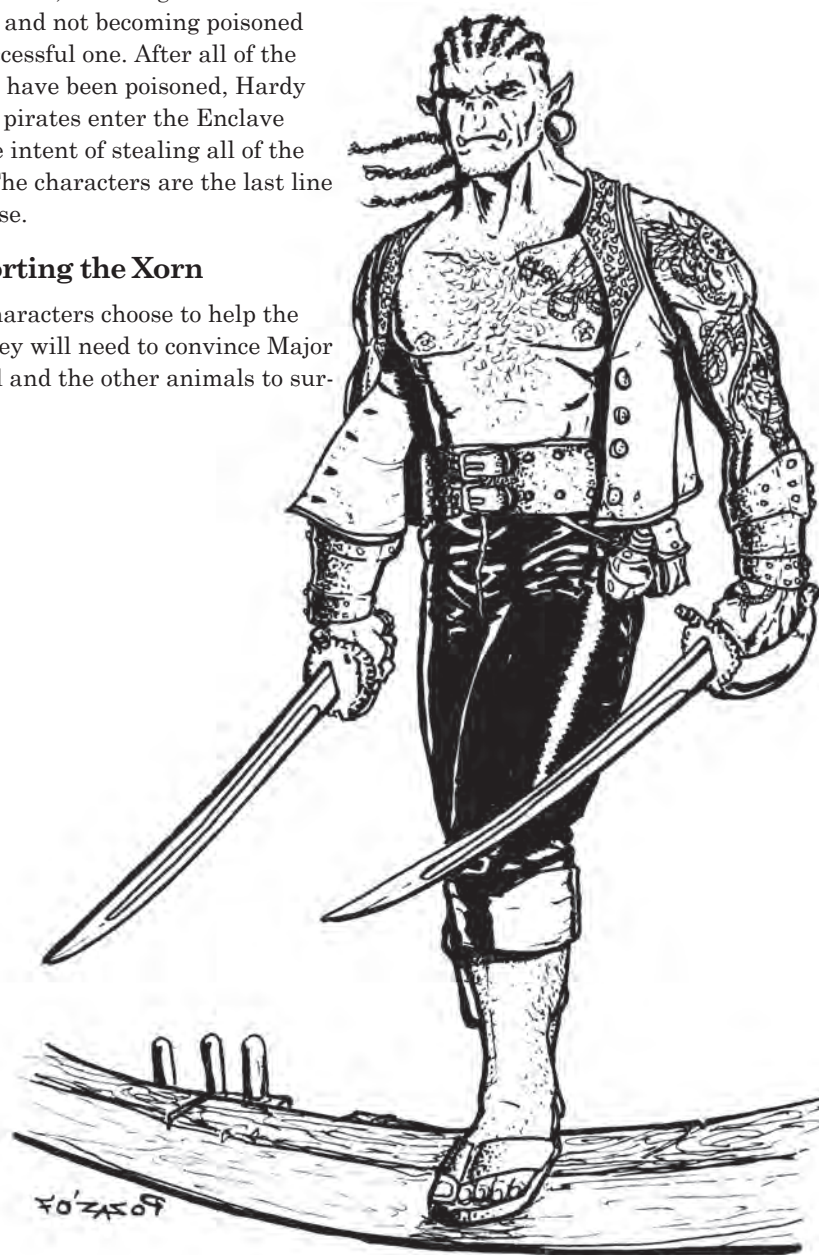
After she learns about the death of the mutineers, Captain Bill swears vengeance against the animals of the Enclave. Six of her best trained pirates sneak into the Enclave and pour poison into the animals' water supply. The next morning, every animal in the Enclave is poisoned. If the characters have been drinking from the water supply, they will all need to make DC 12 Constitution saving throws, taking 3 (1d6) poison damage and becoming poisoned on a failed saving throw, or taking half as much damage and not becoming poisoned on a successful one. After all of the animals have been poisoned, Hardy and her pirates enter the Enclave with the intent of stealing all of the agate. The characters are the last line of defense.

Supporting the Xorn

If the characters choose to help the xorn, they will need to convince Major Mitchell and the other animals to sur-

render half the agate supply. Mitchell stubbornly refuses to share even one bit of the agate to the xorn; the cockatoo sees the xorn as primitive and monstrous. No amount of nonmagical coaxing can change his mind. Even if the characters convince the other elders to surrender some of the agate, Mitchell overrides the others.

If the characters lack the appropriate status to sway decisions, their support of the xorn might cause them to be ejected from the Enclave altogether.



The Deal

Gibjim and the xorn make a deal with the characters: they will surrender half the agate supply to the characters if they help them claim the caverns. If the characters have already met the pirates, they might see the value in this arrangement. After all, the pirates need the agate to escape through the magic whirlpool.

Gibjim suggests that they dispel the *forbiddance* spell protecting the cavern. This ensures that the xorn can sneak into the cavern and remove the agate. If the characters don't have the means to *dispel magic*, Gibjim grants them an ancient, dwarven scroll of *dispel magic* that he and the other xorn recovered from the caverns.

How and when the characters perform the raid on the caverns is ultimately their choice. Naturally, there's a chance that the animals are anticipating such an attack on the caverns. The characters will have to decide how they handle the creatures. If Major Mitchell catches wind that the characters are helping the xorn and the characters have done little to earn Mitchell's favor, the bird attacks with intent to kill.

Xorn are neutral creatures. Whether or not they actually live up to their

agreement is ultimately up to you. It's possible that once they get ahold of the agate, they decide to keep it all to themselves.

Supporting the Pirates

The pirates offer the characters the only real solution for escaping the island. Although there's a few peculiarities with them—such as Captain Bill's proclivity for the dark side of the arcane arts—overall, the group is friendly and willing to work alongside the characters.

Like the xorn, the pirates need approximately half of the agate supply to power the Leviathan in order to escape through the whirlpool without being crushed.

The situation here is similar to the xorn's. Major Mitchell still refuses to surrender the agate supply. However, he's less aggressive than he would be if the characters supported the xorn. Mitchell understands that the characters want to escape. And while he won't give in, he won't punish them for going against his wishes.

With the characters helping the pirates, Captain Bill stops waffling and decides to approach the animals with greater aggression. Although she doesn't wish to shed blood, she

recognizes that the pirates want to escape the island and return to their normal lives.

Unlike the xorn who might decide they want to eat all of the agate, Captain Bill is true to her word. As soon as the characters help the Lonely Bay Pirates secure the agate, she leaves half for the animals (or xorn, as it were).

Scene 1 - Vengeance

Once the pirates get a hold of the agate, it takes Zap two weeks to imbue the Leviathan with its power. During that time, the Leviathan and Skull Cove might come under attack from the xorn, the animals, or both.

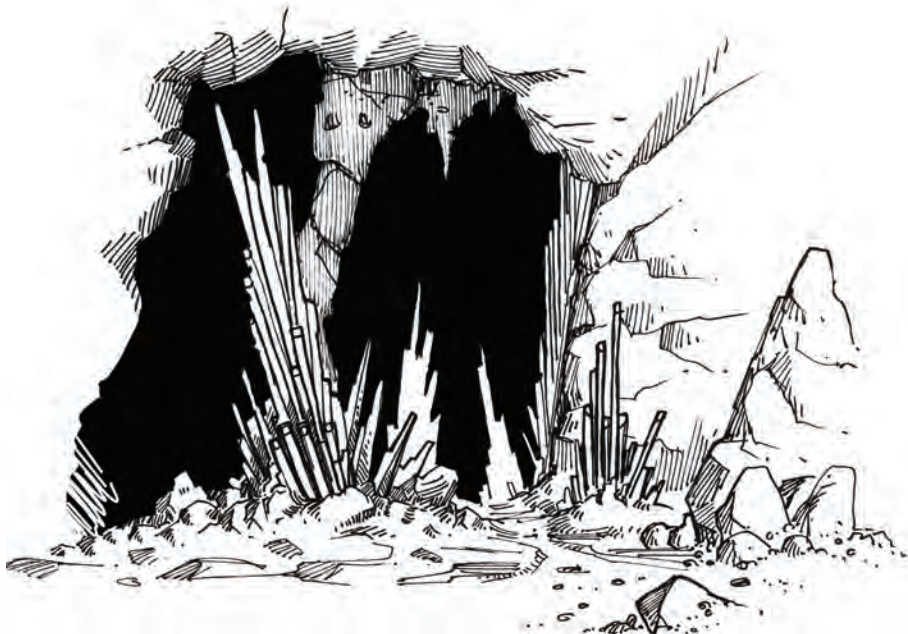
The tactics that these factions use are similar to those described in the other sections, including the xorn's usage of the young red dragon, Alrycryd. The characters will need to protect the Leviathan and its crew from the wrath of the Alrycryd and the xorn. Recognizing that the ship offers no true value to the dragon or the xorn, Alrycryd tries to completely destroy it with its breath. Statistics for the Leviathan are included in Appendix D. Moreover, the Leviathan likely won't have the same abjurations protecting it from the xorn as the cavern.

The animals use stealth to fight the pirates, preferring to take out high-profile targets first, especially Zap who is the only one who has the means to operate the ships.

Scene 2 - The Whirlpool

If the characters manage to keep both the Leviathan and Zap safe from the assaults of the animals and the xorn, Zap can complete the project without any further issue. It takes another few days for the Lonely Bay Pirates to bring all their gear back to the ship. A few of the pirates decide to stay behind, preferring life on the island over that of the seas.

The Leviathan then sails out to the whirlpool. Zap powers up the probability-altering engine which casts the entire ship in a warm, pink glow.



The journey through the Whirlpool is a tumultuous one. While there are plenty of hooks, handles, and ropes for the characters to support themselves, they will still need to make a series of ability checks to avoid taking considerable damage, or worse, falling overboard.

Have each character make a series of saving throws. The number of saving throws and the order in which they should be made are listed on the Whirlpool Travel Saving Throws table below. If a character succeeds on three saving throws before they fail four saving throws, they make it through the whirlpool without any issue. However, if a character fails four saving throws before they succeed on three saving throws, they suffer consequences. The consequences they suffer depends on the fourth saving throw they fail. Refer to the Whirlpool Travel Dangers table below to determine what happens to them.

Concluding the Adventure

There are no easy choices in this adventure. Ultimately, one or more of the factions—or possibly even the characters—will turn up empty-handed.

If the animals lose control of all of the agate, they will no longer be able to awaken new animals. In time, their presence on the island fades. Eventually, the forest reclaims the Enclave. Through the creepers and collapsing walls, very few hints remain that talking animals once lived among the buildings.

Should the xorn fail to seize the agate, it only takes a few months for the rest of their number to perish from starvation. Gibjim is the last to die. The elementals' leader continues to curse the animals to the bitter end.

If the pirates are unable to secure the agate and discover that they're unable to escape the island, they eventually surrender to their fate as permanent maroons. In time, they decide to join forces with other factions on the island and build a new civilization. Ω



Whirlpool Travel Saving Throws.

Order	Saving Throw
1st	As the ship enters the whirlpool, each character must secure themselves or risk being thrown around the interior of the ship. Each character must make a DC 15 Strength saving throw.
2nd	The ship tips vertically, diving into the whirlpool. Each character must make a DC 15 Dexterity saving throw.
3rd	The Leviathan starts to spin in place as it sinks into the magical portal. Each character must make a DC 15 Constitution saving throw.
4th	After the ship sinks into the whirlpool, it travels through realms outside of space and time. Vivid colors flash before the characters' eyes. Each character must make a DC 15 Wisdom saving throw.
5th	As the ship draws closer to the other end of the portal, it begins to shift in and out of reality. Each character must make a DC 15 Charisma saving throw.
6th	The ship starts to climb back out of the portal, but the instability violently shakes the ship. Each character must make a DC 15 Strength saving throw.
7th	Finally, the ship reemerges from the portal, bursting through the psychic force field that protects the material plane from rogue psychic waves. Each character must make a DC 15 Intelligence saving throw.

Whirlpool Travel Dangers.

Failed Save	Outcome
4th	The character is mesmerized by the flashing lights and driven mad. The character leaps overboard while the ship is between planes and vanishes into the multiverse. Whether or not they are still alive is up to you.
5th	The stress of traveling between dimensions tears the character apart. The character takes 44 (8d10) force damage. If this reduces the character's hit points to 0, they are completely annihilated. Only a <i>wish</i> spell can bring them back.
6th	As the ship pushes out of the exit portal, the character is slammed against the walls, floors, and ceilings. The character takes 13 (3d8) bludgeoning damage plus 13 (3d8) piercing damage as a result.
7th	Psychic assault punishes the character's feeble consciousness; the character takes 14 (4d6) psychic damage.



CAPTAIN GRISLY'S TREASURE HUNT

An adventure for level 5 characters

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Captain Grisly's Treasure Hunt is a Fifth Edition adventure for three to six 5th- to 6th-level characters, optimized for a party of four 5th-level characters. This adventure is set on the mysterious Mystery Island, Isle of Oddities, but can be placed into any campaign with dangerous jungle environments.

The infamous Captain Grisly, a fearsome pirate, is said to have buried his treasure on Mystery Island. Rumor has it that the map to his treasure can be found on the island within the wreck of his ship, etched directly onto the shell of his beloved pet: a menacing caustic snail which still roams the wreck in search of its master. What are the characters willing to risk for the chance at fabulous fortune? Can they brave the horrors of the shipwreck to recover the map? And once they have the map, where will their search take them next?

Adventure Background

Captain Grisly had long promised to conquer Mystery Island, and become the ruler of the strange island. After a lifetime of raiding and pillaging, Grisly was one of the first to seek to map the shores of the mysterious island, and whether or not he completed this task depends on which version of the story is being told. Home to strange magical phenomena, bloodthirsty orcs, and threatening megafauna, Mystery Island has thus far resisted the attempts of outsiders to become too familiar with its geography. Most commonly, the story goes that Grisly chose Mystery Island as the place where he would bury his treasure, knowing that such a mystifying and dangerous place would deter petty looters. Once the treasure was in the ground, Grisly etched a map to its location directly into the shell of his beloved pet, a caustic snail named Speedy. Having settled his wealth, the captain set off with his crew in their ship, *The Festering Minnow*, up the Twisted Channel, which bisects

the island, in order to explore its innards. Exactly what happened next is subject to debate, but what is known is that *The Festering Minnow* lies wrecked in the morass surrounding Lake Dread. Some say it was torn apart by a terrible hydra lurking in the lake, while others speculate that the orcs within the jungle overpowered the crew before eating them alive. The latter version of the story approaches the truth, as *The Festering Minnow* ran aground, and it took months for the crew to perish as they were surrounded by feral orcs who picked off and slaughtered any crew member who dared venture off the ship. The only survivor of the expedition was Speedy, the caustic snail etched with Grisly's treasure map, that remains on the wreck to this day.

Years later, an intrepid group of explorers from the mainland established a basecamp on the south shore of Mystery Island named Camp Bravery. Treasure hunters, adventurers, thrill junkies, and those with a death wish have come to the island to find what they seek. One such treasure hunter, a man named Silas, has ventured into Mystery Island's jungles and has seen the wreck of *The Festering Minnow*. He has also seen that it is infested with the undead. Unable to recover Grisly's map from the wreck alone, he has returned to Camp Bravery to find adventurers willing to explore the wreck with him to recover the map to Grisly's treasure. Though he will tell any adventurers that he'll likely need them to recover the treasure itself and is more than willing to split anything found, he plans to betray the party once the map is recovered and flee into the jungle on his own.

Adventure Hook

While at Camp Bravery, the characters are approached by Silas (LE male human **assassin**), a bald, clean-shaven man who looks to be in his mid-thirties. Silas wears a sleeveless canvas shirt that displays his

muscled arms and a wide-brimmed leather hat that protects him from the sun. He speaks captivantly, with a smooth, deep voice and a charming smile. He says:

“Hey, partners. Well, potential partners. My name's Silas. I've stumbled onto something quite lucrative that I can't pull off by myself, so I need to cut someone in. You folks look quite capable. You're obviously experienced. You give me a good feeling in my gut. Interested in potentially making a whole mess of money? It's not gonna be easy.”

If the characters express interest, Silas explains that he's found *The Festering Minnow*, fabled ship of Captain Grisly. He relays the information provided in the first paragraph of the “Background” section if the characters are not already familiar. He says that the wreck is inhabited, probably by the undead remains of the crew, and that he needs help clearing it out. Depending on the preferences of the characters, he is willing to either purchase the treasure map from them for a price of 500 gp, or have them travel with him to find the treasure itself, which they can split equally amongst themselves. Silas makes every effort to be open and friendly, as he seeks to build a relationship with the party that he can eventually exploit. He is extremely hesitant, however, to reveal any information about the wreck's location so as to deter the party from attempting to find it with-



out him. Silas would instead prefer to lead the party directly to the wreck himself, and this is a conundrum that he freely explains. “I can't give everything away to you, can I?” he says. A character who makes a successful DC 16 Charisma (Persuasion) check will convince Silas to divulge only that the wreck lies “somewhere near the south shore of Lake Dread.”

Roleplaying Silas. If the party has agreed to work with Silas, he will accompany them through the jungle and their investigation of the wreck of *The Festering Minnow*. Silas oozes charisma and will do everything he can to make sure he is liked and trusted by the party. He tells them about his own backstory, many parts of which are entirely fabricated—as the eldest son to an esteemed noble, he ran away from home to avoid responsibility and live a life of adventure, preferring to make a name and fortune for himself, rather than inherit both from his father. He will relay interesting and funny anecdotes, such as the time he fought off a shark with his own bare hands, or the time he soiled himself in front of a packed tavern after eating some bad stew. He will take every opportunity to ask the characters about their own backstories and their interests, such as where they're from, what brought them to Mystery Island, and what they'd like to do with their money once they become fabulously rich. He shares his vulnerabilities with the characters if given the opportunity to do so in order to further build trust.

Silas is an **assassin**, but when fighting alongside the characters, he makes sure to pull his punches so as not to appear too capable and potentially threatening. To this end, he will not apply poison damage to his shortsword or use his Sneak Attack, and will routinely allow the party to take the spotlight in any combat encounters. Silas wears a *ring of misty step* (see Appendix C), though he does not use it until the right opportunity to betray the characters.

Part 1: The Wreck

Whether the characters have decided to find the wreck of *The Festering Minnow* with or without Silas, the next stage of their quest will take them into the sweltering jungles that cover most of the island and surround Lake Dread. The southern shore of the lake is about a day's trek north from Camp Bravery, though the exact location of the wreck is unknown. Once the party is within a half-mile of the lake, they must make three successful DC 15 Wisdom (Survival) checks to locate the wreck; searching through the jungle for debris, clearing sightlines, and ensuring that they don't pass over sections of the shoreline tangled with vegetation that may hide *The Festering Minnow*. The party can make these checks once for every hour spent searching the shore of the lake. If Silas is traveling with the party, all Survival checks made to find the ship are done with advantage. Upon each failed Survival check, the party will stumble into an Mystery Island jungle encounter from the following list:

Encounter: Decorative Bones. The party stumbles upon sun-bleached humanoid bones that have been strung up in the surrounding trees in a decorative, but threatening fashion. The display's centerpiece is a human skull wreathed in palm fronds that hangs from an overreaching branch at about eye level. When a creature comes within 5 feet of the skull, it utters the words "no escape" in Orcish through the use of the *magic mouth* spell. Created from the remains of *The Festering Minnow's* crew, the display was arranged by the orc tribe within the jungle whose enchanters routinely prepare such warnings to deter interlopers.

Encounter: Cart Snakes. A rotting wooden cart lies abandoned and overturned in the dirt. Old scraps of torn clothing and a single leather boot can be seen nearby. Any creature that comes within 5 feet of the cart angers



the two **swarms of poisonous snakes** lurking within it, which attack the party and flee when reduced to half their hit points or fewer.

Encounter: Hungry Manticores. A pack of three **manticores** flying above the canopy overhead spot the party below and decide they may make for a tasty meal. One of the manticores is heavily scarred and has the remnants of a stone-tipped arrow lodged in an old wound. The manticores flee if reduced to half their hit points or fewer.

Encounter: Pestering Familiar. A brightly-colored parrot approaches the party and, if permitted, follows the party for the next hour. Every few minutes, the parrot will squawk "death," "fear," "trespasser," and "bones" at the party. The parrot is the familiar of an orcish enchanter living within the jungle.

Encounter: Orc Scouting Party. An orc scouting party of four **orcs**, one orc **veteran**, and an orc enchanter (**priest**) is prowling the jungle around Lake Dread for suspected interlopers. If the party fails their Survival check by 5 or more, the orcs are able to catch the party by surprise. They engage the party by firing a volley of arrows from a safe distance before immediately retreating back into the jungle. The orcs have no desire for a direct engagement: their plan is to eventually ambush the party with larger numbers at a later time. If the characters attempt to capture and interrogate an orc, they

receive only Orcish insults in return.

After the list of encounters has been exhausted or the party has made three successful DC 15 Wisdom (Survival) checks, they will finally locate the wreck of *The Festering Minnow*.

The Festering Minnow

The Festering Minnow is a moderately-sized sailing ship that remains mostly intact save for a breach in its hull on the starboard side. It lies listing upon the shore of Lake Dread.

General Features

Unless otherwise stated, its features are described as follows:

Ceilings. The ceilings in the lower deck, holds, and cabins are 8 feet high with 6-foot-high doorways.

Doors. The ship's doors are made of wood and have AC 15, 18 hit points, and immunity to poison and psychic damage. A locked door can be picked with a successful DC 12 Dexterity check using thieves' tools, or the door can be forced open with a successful DC 18 Strength (Athletics) check.

Footlockers. Footlockers and lockboxes on the ship are iron and have AC 19, 18 hit points, and immunity to poison and psychic damage. If locked, they can be picked with a successful DC 15 Dexterity check using thieves' tools.

Rigging. Rigging on the deck and above can be climbed without an ability check. Rigging draped over the sides of the ship can be climbed with a successful DC 10 (Strength) Athlet-

ics check due to it being wet, slimy, and slippery.

Sails. The ship has a single 80-foot-tall mast that holds a wet and torn sail. The lower deck is fitted with oars for rowing.

List. The ship is pushed up against the rubble of the beach and lists at a slight angle. For this reason, the decks of the ship are considered difficult terrain.

When the characters find the wreck of *The Festering Minnow*, read aloud:

Partly hidden among the encroaching vegetation is the wreck of a sailing ship listing towards its starboard side upon the shore of the lake. A single damaged sail lies tangled around its mast. The hull is encrusted with barnacles. A splintered figurehead depicting a fish, likely a minnow, points to the west.

The characters will likely approach the ship from its port side. The ship can be boarded by climbing the rigging onto the main deck or by finding and entering the hole in the starboard side of the hull, which lies half-submerged in the water of the lake.

1. Main Deck and Quarterdeck

A cracked and broken 3-foot-high railing runs around the perimeter of the deck. To the east, stairs rise to the steering wheel atop the quarterdeck. A closed, 15-foot-square iron grated hatch, as well as two sets of stairs near the mast, provide access to the lower deck. A mostly skeletal humanoid corpse dressed in tattered clothing has been bound to the mast and looks over the deck, 15 feet high in the air. A seagull is perched upon its skull and pecks at one of the eye sockets.

Three doors provide access to the areas beneath the quarterdeck. The deck itself is littered with wet vegetation and old bones picked clean. The seagull perched on the skeleton flies away if disturbed. The corpse

was strung up by the orcs, who left it there as a warning to other trespassers.

Encounter: Iron Hatch. The iron hatch that leads to the deck below is worn and rusted, making it difficult to pry open and requiring a successful DC 10 Strength (Athletics) check. If opened, it creaks loudly, startling a group of eight **stirges** perched on the ceiling of the deck below, which fly out through the hatch and attack anyone on deck. They fight until they are destroyed.

2. First Mate's Quarters

The door to this room is locked. Characters with a passive Perception score of 12 or higher notice splinters in the door, as if it was struck by a blunt object multiple times. If the characters make their way inside, read aloud:

A bed, dresser, and desk line the walls of this room. A skeletal corpse is slumped against the side of the bed and is surrounded by dozens of empty liquor bottles. Numerous tally marks are etched into the west wall.

The corpse belongs to the first mate, who locked himself in his cabin with a hoard of the liquor remaining on the ship and gradually drank himself to death. A character who counts the tallies etched into the wall finds a total of thirty-nine. Other crew members made an initial attempt to break down the door, but were unsuccessful and succumbed to infighting.

3. Navigator's Quarters

A bed, desk, and dresser are in this otherwise empty room. Characters who search the desk find a set of navigator's tools and a mostly incomplete map of Mystery Island rolled up and tucked into one of the drawers.

4. Captain's Quarters

Characters with a passive Perception of 12 or higher can hear shuffling sounds coming from beyond the door to this room. If the door is opened, read aloud:

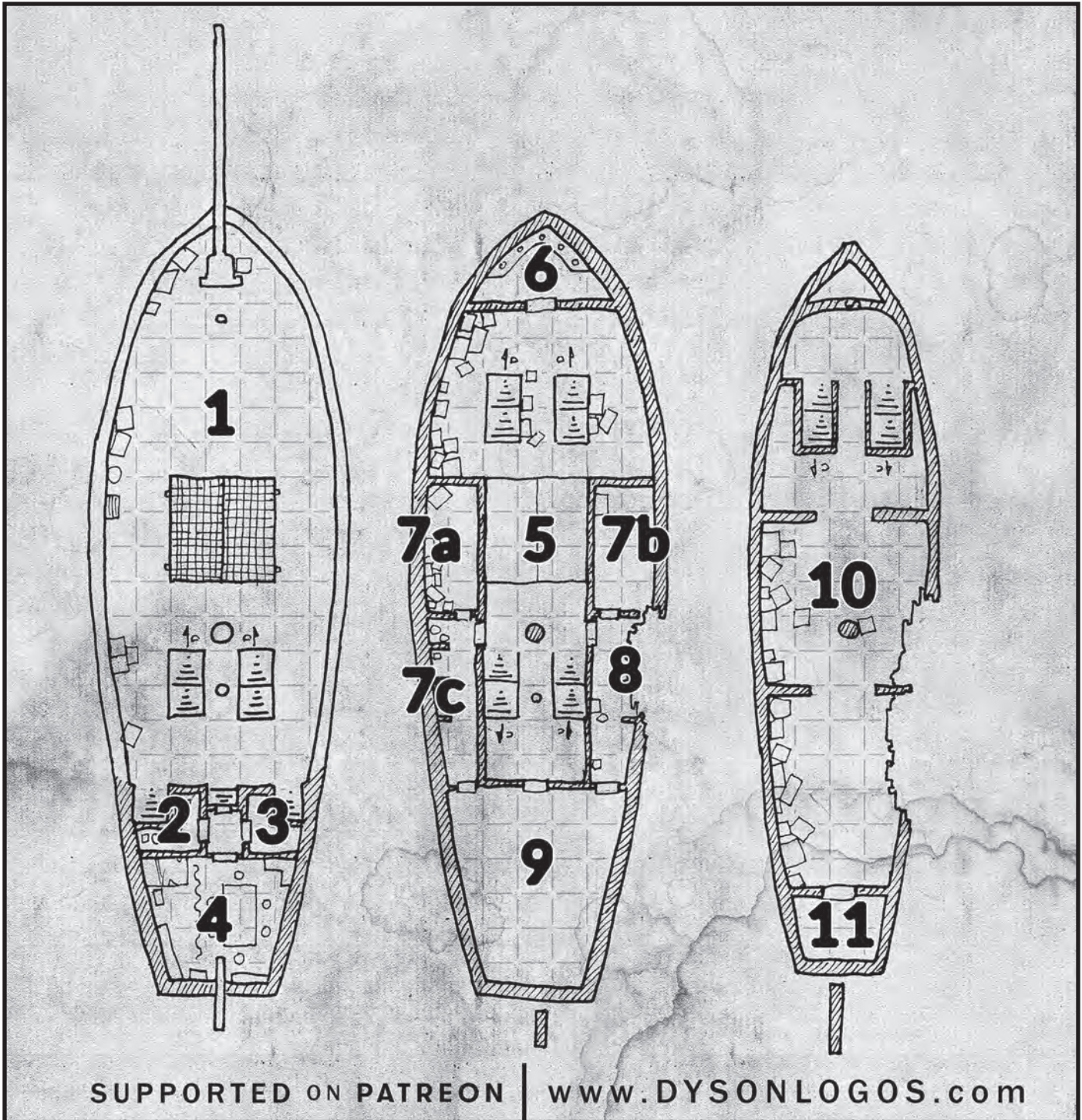
A moldy, half-drawn curtain divides this room vertically into two sections: one with a bed, an end table, and a lockbox, and another with a larger table surrounded by six stools. Shelves half-filled with books line the walls. Poking its head out from under the table is a goblin wearing an oversized brimmed hat and cloth shirt. Startled, it draws a small dagger and shouts "Get back!"

Encounter: Reegs the Goblin. The creature under the table is named Reegs, a solitary **goblin** who scrounges the Isle of Mystery Island to make a living. Reegs speaks broken Common after many years of encounters with explorers. Despite the weapon he brandishes, Reegs wants no part of a fight and seeks only to protect his own wellbeing. He is currently scavenging the wreck for any leftover rations or liquor. If given something to eat or drink, Reegs can share the following information with the party:

- Reegs heard of the wreck from other explorers looking for Grisly's treasure. He searched for it in hope of finding food or drink.
- Undead lurk in the lower deck of the wreck.
- The orcs of the jungle should be feared for their use of enchantment and illusion magic.

Reegs finds the extended presence of others annoying and disorienting. While he may accompany the party for a short time depending on the circumstances, he will set off on his own once again before long.

Treasure: Lockbox. The lock box next to the captain's bed is locked. Inside is a leather pouch containing 75 gp worth of gems as well as a few paintbrushes, ink bottles, and a painted sketch on parchment of a young girl. Also inside the lockbox is the key to the ship's armory (**area 11**).



5. Lower Deck

Numerous skeletal corpses are scattered about the lower deck. Discarded liquor bottles and empty barrels lie amidst the bodies. Multiple doors exit the north, east, west, and south.

Encounter: Ghosts and Stirges. Three **ghosts** lurk behind some empty barrels near the port side of the ship and attack any characters that venture into the lower deck. They fight until they are destroyed. If the **stirges** that lurk under the iron hatch (**area 1**) have not already been

disturbed by an opening of the hatch, they join the fray and attack the characters.

Bodies. There are seven corpses in total lying in this area of the lower deck, victims of gradual starvation after the ship's rations were depleted. A DC 10 Wisdom (Medicine) check on

the bodies finds no obvious signs of physical trauma.

6. Privy

When the characters enter this room, read aloud:

A humanoid figure dressed in sailor's clothing leans over a bench in the north corner of this room, which looks to be a privy. "I'm so hungry..." the figure moans. "I need to eat something..."

Ghostly Apparition. The figure is the ghostly apparition of one of *The Festering Minnow's* crew who succumbed to starvation. It appears as a flesh-and-blood man, with frazzled curls of brown hair and a rugged face. If given the chance, it turns towards the characters and begs for food. After a few moments, or if attacked or given food, it lets out a panicked scream and abruptly disappears.

7a, b, c. Crew Bunks

Multiple hammocks are strung up on the walls of each of these rooms, which serve as crew bunks. Some of the hammocks are filled with skeletal corpses. One of the corpses clutches a leather-bound journal to its chest.

Journal. The journal contains the writings of one sailor who documented the fate of *The Festering Minnow's* crew. Characters who take some time to read the journal can learn the following information:

- After the ship ran ashore, they were soon surrounded by ferocious-looking orcs who greatly outnumbered their crew.
- The orcs never approached the ship and instead remained lurking among the trees.
- The crew sent scouting parties to find help and food. Each time, the heads of the men sent off the ship would be mounted on pikes in front of the ship within forty-eight hours.
- The men survived as long as they could on their existing rations and alcohol. Some succumbed to infighting, but most to starvation.

- Captain Grisly spent most of his time in the hold lamenting his worries to Speedy, his pet snail. The crew largely blames him for the *Minnow's* fate.

8. Dispensary

Two cabinets in this room have been knocked over, spilling their contents onto the floor alongside an overturned table and two stools. A chunk of the deck along the starboard side of the ship has been ripped away, leaving a gaping hole to the hold below.

The hole in the deck within this room provides access to the hold of the ship. Characters looking through the hole can see that an outcropping of rock has torn through the hull of the ship, flooding the hold with water from the lake.

The cabinets in this room once held medical supplies such as herbs, gauze, and potent alcohol, but they have been entirely pillaged of any of their useful materials. Any remaining supplies are wet and damaged.



9. Supplies

Numerous barrels sit in a loose pile in the middle of this room. Tools hang on the walls.

The barrels contain supplies such as tar, rope, extra lumber, fabrics, and other materials necessary to maintain the ship.

10. Hold

The hole ripped into the starboard side of the hull has flooded the hold with roughly a foot of murky water. An acrid, acidic stench fills the air. The form of a hulking snail, its shell at least five feet in height and just as wide, moves slowly through the water.

Encounter: Speedy the Caustic Snail. The creature in the hold is Speedy, the **caustic snail** (see Appendix D) pet of Captain Grisly. Engraved on its shell is the map to Grisly's buried treasure. The snail is fiercely defensive of its territory and is accompanied by the spirit of Captain Grisly, a **wraith**. If any creature comes within 15 feet of the snail, it attacks, aided by the spirit of Captain Grisly, who manifests out of thin air and menacingly whispers, "you will not take us... you will not harm him... this island is mine..." Grisly and the snail fight until they are destroyed.

Silas's Betrayal. The treasure map has been etched into a roughly 2-foot-by-2-foot portion of Speedy's shell. Once this portion of the shell has been broken off, Silas plans to take it for himself and flee from the characters. Below is an outline of the actions Silas will take depending on the circumstances:

- Silas will immediately move towards the snail to break off the piece with the treasure map.
- If the party insists they do this themselves, he waits for an opportunity in the moments after the map has been removed to attack the character holding the map by surprise using his Assassinate ability.
- Silas attempts to wrestle the map from the character he attacked.
- Once Silas has the map in his possession, he uses his equipped *ring of misty step* (see Appendix C) to flee the wreck as quickly as possible and lose the characters as he makes his way to his distant campsite in the jungle.

Silas's Betrayal: Making a Copy.

If the party decides to restrain or incapacitate Speedy instead of killing him, they may decide to make their own copy of the map without removing his shell. This is disastrous for Silas; he did not expect that the party would care for the wellbeing of such a foul beast. If the party begins to do this, Silas panics and attempts to attack the most vulnerable character in the party by surprise. He intends to defeat the party or intimidate them into surrendering the map to him. Silas is prepared to murder the entire party if he is able to, though he uses his *ring of misty step* (see Appendix C) to flee the ship if reduced to one-quarter of his hit points or fewer.

11. Armory

The door to this room is locked. Inside are a few crates of weapons and armor. If the characters search the crates, they can find:

- three shortswords
- one set of studded leather armor
- three shortbows
- one set of leather armor
- fifteen throwing axes

Pursuing Silas

If Silas manages to escape the wreck ahead of the characters using his *ring of misty step* (see Appendix C), the party may wish to pursue him whether he has the map in his possession or not. If they do, assume that Silas has gained at least 30 feet of distance from the characters through the use of his ring. The party will have to pursue Silas off of the wreck and potentially into the jungle. Refer to the rules on Chases in Chapter 8 of the *DMG* to adjudicate this encounter.

Encounter: Escape! It is possible that Silas will successfully evade the party and disappear into the jungle with the map, leaving the party at a temporary standstill. In this case, the party may track Silas into the jungle to discover his location. A character can follow Silas's tracks back to his jungle campsite with two successful

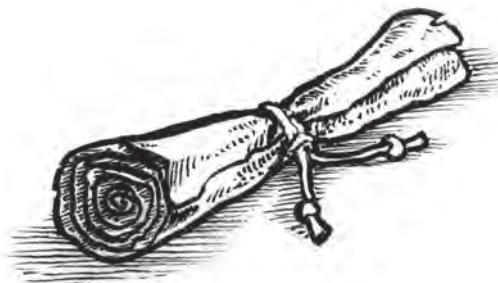
DC 15 Wisdom (Survival) checks. Failed checks may result in jungle encounters at GM discretion. If the party reaches Silas' tent, read aloud:

A canvas tent, an unlit campfire, and a package suspended from an overhanging branch can be seen through the foliage of the jungle. The tracks appear to end here.

As the party approaches the campsite, Silas will be in his tent, studying the map if it is in his possession. If confronted by the party, Silas would prefer to bargain with the characters rather than flee deeper into the jungle beyond his camp. He offers them 500 gp in exchange for his life, which he promises that he has stored at another location near Camp Bravery. Whether or not he is telling the truth is left to the GM's discretion.

Part 1 Aftermath

If the characters successfully acquired the map, either by taking apart the shell itself or by making a copy, they are free to follow its instructions towards Captain Grisly's treasure. Depending on how the party dealt with Silas, he may or may not still be alive. If the party agreed to let Silas live despite his betrayal, he bothers the party no further, knowing that he was lucky to escape them with his life and that they are too much of a match for him. If Silas has promised the party gold to compensate for his wrongdoing, he tells the party they can escort him back to Camp Bravery where he will recover the funds. Whether Silas has the funds to recover or simply tries to make a break for it and escape is left to GM discretion.



Part 2: The Map

After getting their hands on the treasure map of the infamous Captain Grisly, the party must follow its instructions to locate the pirate's fortune. The adventurers can use it to find Bear's Head Cave, but once there, they'll have to pry the treasure away from the sahuagin that beat them to it.

Using the Map. The party can follow the map's directions through the jungle to each landmark by making a successful DC 12 Wisdom (Survival) check. A failed check results in one hour of wasted time as the party gets lost. A failed check of 5 or more results in each party member having to succeed on a DC 10 Constitution saving throw or suffer one level of exhaustion. At your discretion, getting lost may trigger appropriate wilderness encounters.

The Rope Bridge

The map directs the party to first travel ten miles east from the shores of Lake Dread until they reach the rope bridge, which they must cross. When the party approaches the bridge, read aloud:

The thick foliage of the jungle stops abruptly at the edge of a steep gorge. A rickety rope bridge spans the roughly 80-foot distance between each end of the gorge. It sways softly in the wind.

Encounter: Wrathbone Orcs. A group of Wrathbone orcs lurk in the jungle on both ends of the gorge, waiting to ambush the characters when they attempt to cross. A character who makes a successful DC 18 Wisdom (Perception) check while approaching the bridge spots fleeting, subtle movement within the brush on the near end of the gorge. There are eight **orcs**, two **orc veterans**, and one **orc priest** in total. Five orcs, an **orc veteran**, and the **orc priest** hide at the far end of the gorge. The remaining



three orcs and orc veteran hide on the near end of the gorge. The orcs plan to wait for the party to reach the half-way point of the bridge, at which time they will attempt to attack with surprise by firing volleys of arrows while the orc veterans hold either end of the bridge as chokepoints. The orcs will not destroy the bridge, as they use it themselves for passage through the jungle. If the characters successfully spot the ambush before they cross the bridge, the orcs immediately attempt to scatter into the jungle.

Falling From the Bridge. If a creature falls from the bridge, they tumble 120 feet into the brush of the gorge below, taking 42 (12d6) bludgeoning damage and landing prone.

The Giant's Skull

After crossing the rope bridge, the map next directs the characters an additional seven miles southeast towards a painted skull. When the characters reach the landmark, read aloud:

The skull of a giant rests in the middle of a small clearing. Smoke rises lazily from an opening in

its cranium. The eye sockets are draped with fabric curtains. The hide of a small animal is tanning on a rack stuck into the dirt nearby. The smell of herbal tea carries on the air.

Erni the Gnome Hermit. A gnome hermit named Erni (CG male gnome **bandit captain**) lives inside the skull. If given the opportunity, he will converse freely with the characters and invite them to share a cup of tea herbal with him. Erni is 430 years old and has lived on the island for the last 140 years. He has big ears, a smile that is missing a few teeth, and a mess of dirty blond hair. He speaks with enthusiasm, often losing his train of thought on frequent digressions of conversation. If the characters agree to have tea with him and mention the name Grisly, Erni will excitedly explain that he and Grisly met long ago on the island and became friendly acquaintances, though Erni has not heard from him in years now. If the characters show Erni the map or explain their quest, he warns them about the elementals that lurk

in the mud pits and tells them to be on their guard should they have to traverse them. Characters that drink a cup of Erni's herbal tea are enriched by its healing properties and are granted 10 temporary hit points for a period of 48 hours.

The Mud Pits

After reaching the skull, the map next directs the characters eight miles directly south towards the mud pits. The mud pits are an approximately mile-long strip of land running east-west where underground hot springs and a swamp-like environment have created numerous pools of near-boiling hot mud. When the characters reach the mud pits, read aloud:

The surrounding air rises slightly in temperature as the terrain under your feet begins to grow swampy. Before you, the ground is speckled with countless pits of boiling mud, some as small as puddles and others as large as ponds, which bubble and spray upwards intermittently.

The party can navigate through the mud pits by traversing over the uneven ground that surrounds and runs through them. The party can attempt to go around the mud pits, though due to the difficult terrain and size of the geography, this can delay them by up to four hours.

Encounter: Mud Elementals. If the party decides to travel through the mud pits, they will have to contend with the mud elementals that lurk in the area. If the party has been tipped off about the elementals by Erni, they can make a successful DC 13 Wisdom (Perception) check while travelling through the mud pits to notice irregular movements within certain pits, and avoid those pits accordingly. If the party is unaware of the elementals, they risk being attacked by surprise by two of the mud elementals (**earth elementals**) that lurk in the pits. The elementals fight until they are destroyed.

Bear's Head Cave

After navigating through the mud pits, the map next directs the characters to its final location: nine miles southeast towards a cave entrance that resembles a bear's head on the coastline. When the characters approach the cave, read aloud:

The smell of seawater is carried on the air as the coastline comes into view. A single tree grows atop a small hillock not far in the distance. A cave mouth at the base of the hillock gives the appearance of a bear's head in profile.

General Features

Bear's Head Cave is a naturally occurring cave that was expanded upon by the sahuagin after they found Grisly's treasure. The caverns and tunnels have rough, 20-foot-high ceilings covered in mildew. The floors are somewhat uneven but not rough enough to be difficult terrain. The cave is lit by torches mounted in sconces on the walls. An underground river runs north-south through the cave and connects to the shoreline.

Sahuagin Variants

Certain sahuagin within Bear's Head Cave use a different base stat block than the regular **sahuagin**, such as **veteran** or **gladiator** stat blocks. In these cases, apply the following sahuagin template statistics to the aforementioned stat blocks when they are referenced:

- They have a swim speed of 40 ft.
- **New Feature: Blood Frenzy.** The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.
- **New Feature: Limited Amphibiousness.** The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.
- **New Feature: Shark Telepathy.** The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

1. Cave Entrance

The mouth of the cave is 4 feet high, requiring Medium creatures to crouch through it. When the characters enter the cave, read aloud:

The mouth of the cave almost immediately gives way to a steep, 3-foot decline that opens into a larger cavern that quickly branches off into two passages to the north and east. The flicker of torchlight bounces off the surrounding stone and reveals the painted icon of a snarling shark on the cavern's west wall. The sounds of conversation in a wet, slurping language can be heard echoing from the east passage.

The sounds of conversation from the east passage come from sahuagin speaking to each other in their native tongue. If the characters make too much noise on their way into the cave, these sahuagin may notice and investigate (see **area 2**). The shark on the wall was painted by the sahuagin and depicts their primary deity.

2. Armory

Weapon racks line the natural rock walls of this room and hold numerous spears, tridents, swords, and bucklers. A natural trench, approximately 5 feet wide and 7 feet deep, runs north-south in the east end of the cavern. The sound of flowing water can be heard to the east.

Encounter: Sahuagin. Four **sahuagin** and two sahuagin battle-masters (treat as sahuagin **veterans**, see Sahuagin Features) are in this chamber discussing a planned expedition into the jungle. If they are alerted to noise in the entry cavern, two sahuagin head over to investigate, but are quickly joined by the others if any combat breaks out. When the sahuagin's numbers are reduced by half, two of them attempt to swim across the river to warn the other sahuagin in the ritual chamber (**area 6**).

3. Dumping Ground

The north passageway extends towards a trench along the east wall before continuing to bend towards the east. The trench is approximately 10 feet wide and 6 feet deep. Piled into the trench are multiple seal carcasses stripped mostly to the bone as well as the body of a humanoid, still clothed and badly decomposed.

Treasure: Unfortunate Adventurer. The sahuagin use this trench to dump seal carcasses after they've finished stripping them for food and materials. The adventurer was ambushed by the sahuagin near the coast and was torn mostly to shreds, leaving few identifiable features remaining. Though the sahuagin searched the corpse, they made an oversight: the corpse wears a *ring of animal influence* around one of its pinky toes.

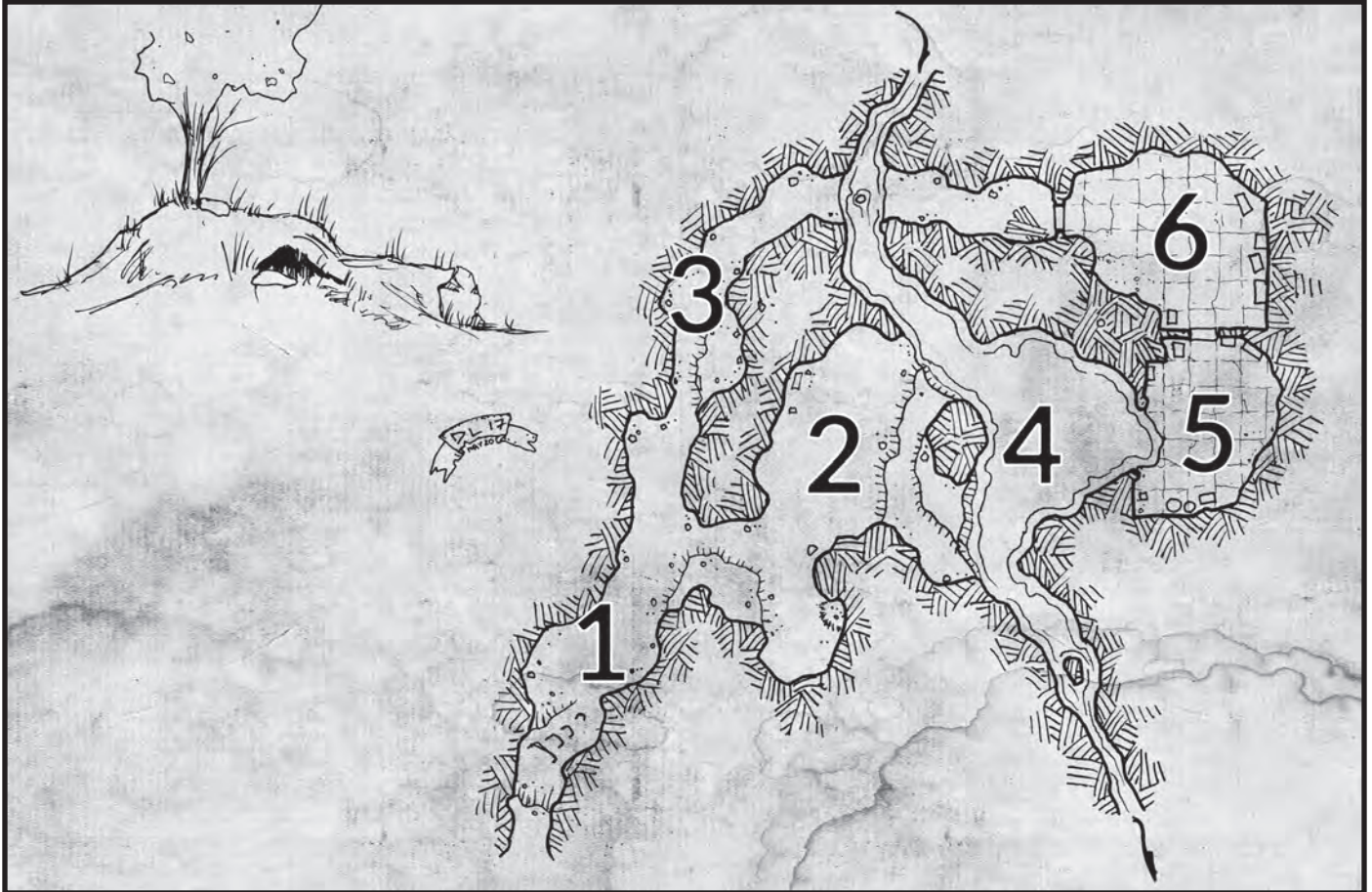
4. Infested Waters

A pool of water roughly 40 feet across lies between the north and south ends of the river within the cave, which extend into darkness. A light current carries the water southwards.

Encounter: Swimming Sharks. Characters standing on the western edge of the pool (**area 2**) can see into the room on its eastern edge (**area 5**). Characters who make a successful DC 12 Wisdom (Perception) check of the pool can see the faint silhouettes of two sharks swimming about in the water. The two **hunter sharks** attack any non-sahuagin creatures that enter the pool. They fight until reduced to one quarter of their hit points or fewer, at which point they flee down river. The party can distract the sharks away from the pool by dropping food or a carcass into the water.

5. Shrine

Atop a stone altar against the east wall of this room lies the disemboweled carcass of a shark. Piles of gold and gems glint in the torchlight, arranged loosely at the base of the al-



tar. A chest rests near the south wall of the room, its lid popped open. A closed door leads north.

If the sahuagin in the ritual chamber (area 6) have not already been alerted, characters with a passive Perception of 12 or higher can hear foreign chanting coming from beyond the north door.

The sahuagin found Grisly's treasure buried in this room and used it to adorn an altar to their god. The chest in the room is filled with shark viscera.

Treasure: Grisly's Loot. The treasure in this room represents most of Grisly's wealth. In total, there are 793 gp worth of gold, gems, and small art pieces arranged around the altar.

6. Ritual Chamber

Viscera has been arranged around this room in a circular pattern on

the floor. In the middle of the circle rests a golden shark idol, covered in blood and seaweed. The walls are painted with dozens of strange looking symbols and sigils.

Encounter: Sahuagin Ritualists.

If they have not already been alerted to trouble elsewhere in the cave, four **sahuagin**, a sahuagin battlemaster (treat as a sahuagin **veteran**, see Sahuagin Features), and a sahuagin champion (treat as a sahuagin **gladiator**, see Sahuagin Features) are in this chamber, arranged in a circular formation around the shark idol and chanting in unison in worship to their shark deity with the purpose of receiving his blessing. The sahuagin are fiercely defensive of the idol and fight to the death.

Doors in this room exit to the west and south. A character who makes a successful DC 15 Wisdom (Reli-

gion) or Intelligence (Arcana) check can discern that the symbols on the room's walls are divinatory in nature and refer to the shark deity of the sahuagin.

Treasure: Shark Idol. The shark idol in the middle of the ritual chamber weighs 40 pounds and is worth 450 gp.

Concluding the Adventure

Once the party has recovered Grisly's treasure, they may face the difficult task of hauling it back through the jungle to safety, depending on their situation. Other explorers on the island may hear about their haul and try to steal from or ingratiate themselves towards the party in order to get access to it. After finding their shrine and ritual chamber desecrated, the sahuagin may attempt to exact revenge on the party. Ω



JUNGLE HEAT

An adventure for level 5 characters

Written by **Benjamin Palmer**
Cartography by **Benjamin Palmer**
Art by **Matias Lazaro** and **Andrew Krahnke**

Jungle Heat is a Fifth Edition adventure intended for four characters with an average party level (APL) of 5. Characters who complete this adventure should earn enough experience to reach halfway to 7th level.

A famed explorer sought out a lost island, and now the characters must go rescue him. This campaign takes place in Arden, although it can be set in your own world. It works best on an island with a prominent volcano and lush jungle. Any party composition should be able to finish the adventure with intelligent play.

Adventure Background

The famed gnomish explorer, Dr. Elias Kracket, and his trusty sidekick, Short Crank, recently discovered a map that supposedly led to a long-lost island far out at sea. Eager to map this unclaimed land, they chartered a boat and set sail for the distant horizon. As they neared their destination, a sudden storm surrounded them, battering their ship and forcing it aground. With no way off the island and a mysterious jungle before them, they set out to do what they do best... explore! Eventually, they set up a camp near a river and slowly began to fortify it against the deadly local flora and fauna. The jungle here contains everything from giant snakes to long-lost dinosaurs! One night, when the sun had set and the moon was dark, a group of men approached the camp. Their skin was pale as snow, and they painted their faces in terrifying visages. These men exist solely to provide sacrifices to their dark god. They attacked the camp and dragged off some of the ship's crew who now served as Kracket's personal guard. The kidnapped men's screams could be heard until dawn. Now, Dr. Kracket and his team are counting the hours until nightfall, when the painted men will return. Unless they receive reinforcements, their fate might be sealed.

Adventure Summary

This adventure will see our heroes traverse the jungle from the shores of the lost island to Dr. Kracket's campsite deep in the island's interior, defend it from tribal warriors, and then pursue them into the wilderness in search of a kidnapped companion. This chase will take them through long-forgotten ruins, across a scorched landscape, and into the bowels of a volcanic ruin where they'll come face to face with a demigod.

Adventure Hooks

An Old Friend. The characters received word that their acquaintance famed gnomish explorer Dr. Kracket had gone missing somewhere in the southern seas. Worried about what he might have gotten himself up to, they chartered a boat and headed after him. Alas, their ship suffered the same fate as the good doctor's and now they're stranded on the island too!

A Worried Patron. The characters were contacted by the patron of Dr. Kracket. He's worried about the good doctor and wishes to hire the characters to go searching for him. Under his direction, they charter a boat and follow the doctor's trail. Alas, their ship suffered the same fate as the good doctor's and now they're stranded on the island too!

Legends Abound. The characters heard tales of a lost island deep in the southern seas. Eager to seek it out, they went to find the legendary Dr. Kracket to see what information he might be able to offer only to find out he'd already set out in search of it himself! So, they chartered a boat and set off after him. Alas, their ship suffered the same fate as the good doctor's and now they're stranded on the island too!

Chapter 1: They Come at Night

The characters find themselves stranded on the same beach where Dr. Kracket and his companions were. They must trek through the jungle, avoid natural hazards, and resolve a conflict with some island natives before arriving at the camp. Once there, they need to prepare the camp for an attack from the natives that Dr. Kracket believes is coming later that night. Finally, they'll need to fend off warriors attacking the camp.

Stranded on the Beach

The characters find themselves washed ashore on the beaches of the lost island early in the morning. Their ship, the *S.S. Krakenguard*, which transported them this far, lies battered and broken across the shore. Nearby, the destroyed hull of Dr. Kracket's ship, *The S.S. Seamore* can be seen. If they search the ships, no survivors can be located, however, they can find the following.

- A week's worth of rations
- An explorer's kit
- Six torches
- Two vials of antitoxin
- Three *potions of healing*

If they search for traces of Dr. Kracket, they can locate his tracks with a DC 14 Wisdom (Perception) check.

Traversing the Jungle

As the characters make their way through the jungle, they have three random encounters. Roll on the table below three times ignoring repeat results.

Jungle Temple

Cutting their way through the jungle, the characters emerge into the ruins of an ancient temple. Overgrown, the light of the sun barely shines through the cracks in the roof to illuminate the altar in the center of the room. A large statue of a two-headed deity can be seen atop it. A successful DC 18 Intelligence (Religion) check reveals that this entity is Fusilis Caedos, the fiery demigod of death and sacrifice.

Encounter: Tribal Warriors. Four tribal warriors and a gladiator are present in the temple worshipping the statue. They attack the characters, shouting at them in Abyssal that they're trespassers. The combatants fight to the death to defend their holy site.

Treasure: Holy Items. Other than their gear and weapons, the gladiator possesses an ornate wooden spear with gold inlay and an obsidian head worth 50 gp.

Tracks. Once the characters have dealt with the warriors, they can find tracks leading out of the temple with a DC 14 group Wisdom (Perception) check. On a failure, they stumble through the jungle in the general direction of the camp and each character suffers a level of exhaustion.

1d6	Encounter
1	A small pack of six boars and a giant boar charges the characters.
2	The characters encounter a 20-foot-tall cliff. They must succeed on a DC 14 Strength (Athletics) check or suffer 7 (2d6) bludgeoning damage from a fall.
3	The characters encounter a raging river. They must succeed on a DC 14 Strength (Athletics) check or suffer one level of exhaustion as they fight the current.
4	The characters enter a particularly dense section of the jungle. They must succeed a DC 14 Wisdom (Survival) or else they get lost in the overgrowth, suffering a level of exhaustion. Roll on the table again ignoring this result.
5	While moving through a swamp, two giant constrictor snakes surprise the characters.
6	Entering a clearing, the characters find themselves in a triceratops' nest. It turns and charges the characters!

Arriving at the Camp

Emerging from the temple, the path leads towards a river and the camp of Dr. Elias Kracket, famed gnomish explorer (uses the **commoner** stat block). Along with half a dozen or so **sailors** (uses the **commoner** stat block with proficiency in Athletics and Perception) and his automaton sidekick **Short Crank** (treat as **commoner**, except his type is construct), Dr. Kracket has built a solid camp with reasonable defenses. He greets the characters when they arrive.

“Ah! Greetings fellow explorers! I see you’ve found yourself on this lost island as well. Let me guess... shipwrecked on the rocks? Damnable storms seem designed to keep folks from leaving. I’m glad you’re here though. We’ve got a problem that you might be able to help with. There’s a local tribe of warriors that live in the labyrinthian caves nearby. They fear the light of the sun and the glow of the moon, so they only come out when the sky is dark. A few nights ago, when the clouds obscured the full moon, they raided our camp and carried off a few of my fellow compatriots. Judging by the sky above, they’ll be returning tonight. We’ll need to prepare if we hope to survive.

Dr. Kracket explains that in order to fend off the warriors they’ll need to perform the following tasks before nightfall:

- There’s a tyrannosaurus rex roaming the jungles nearby. The doctor is afraid that the sound of combat might attract it. The characters need to find it and kill it, or at least drive it away.
- The warriors are fearful of the light of the sun but embrace the power of fire. They burned down part of the camp the last time they attacked. There’s an herb that grows in a cave nearby that can be turned into a fireproof paste. The characters need to gather enough of the herb

to fireproof the camp against fire attacks.

- In order to prepare against the hordes of warriors the tribe might send, the doctor wants to lay down some traps along the main path that leads from their cave system to the camp. The characters will need to head out that way, set the traps, and then return to camp.

The characters can perform these tasks in whatever order they want.

Hunting an Apex Predator

The journey to the tyrannosaurus rex’s hunting grounds takes the characters through some dense jungle and requires a DC 12 Wisdom (Survival) check. On a success, the characters are able to surprise the tyrannosaurus rex. On a failure, the characters are surprised by the tyrannosaurus rex as they burst into its hunting ground. The tyrannosaurus rex only has one eye; the other was lost in a battle long ago. As such, it makes its attack rolls at disadvantage. In order to put Dr. Kracket’s worries to rest, the characters must either drive the creature away, deeper into the jungle, or kill it.

Encounter: Apex Predator. The **tyrannosaurus rex** fights on instinct and fails to utilize any sort of tactics. If reduced to 34 hp or less, it flees into the jungle.

Treasure: Meal Remains. In the nest is the corpse of an adventurer that’s been badly mutilated. Buried in the viscera is a +1 *spear* and a partly dented set of *adamantine half-plate*.

Searching for Herbs

The herbs Dr. Kracket needs to fireproof his tents and palisade can be found in a cave to the south of the camp. It takes a character five rounds to harvest enough herbs to fireproof the camp.

Encounter: Snakes! The cave itself is infested by four sleeping **giant constrictor snakes**. The snakes are currently wrapped around rock formations within the cave. If the

characters enter quietly, have them make a group Dexterity (Stealth) check opposed by the snakes’ passive Perception scores. If the snakes detect the characters, they uncurl from the rocks and become hostile. The snakes won’t chase the characters if they flee outside the cave.

Trapping the Path

The path to the warriors’ cave system runs north of the camp across a small river. The characters need to place six traps across the bridge that spans it in order to thin out their ranks when they attack that night. Each trap weighs 25 pounds and takes an action to set up. The bridge is important as it’s the only way across the river for miles on either side and must be kept intact. Dr. Kracket would make this clear to the characters prior to giving them the traps.

Encounter: Skittering Hunters. There are three **giant scorpions** on the far side of the bridge. When the characters approach, the scorpions take up a defensive posture. If any of the characters get within 15 feet of a scorpion, it attacks.

Prepare the Camp

Once the characters have completed Dr. Kracket’s requests and return to the camp, he requests they assist him with preparing the camp for the attack. He needs them to do the following:

- Create the fireproof paste and apply it to the tents and palisade. It requires a successful DC 14 Intelligence (Nature) check to create and apply. On a failure, the warriors’ initial volley of flaming spears set fire to any obstacles the characters place and burn them down in 1d4 rounds.
- Setup wooden barricades to slow down the warriors. With a successful DC 14 Wisdom (Survival) check, the characters can place four 5-foot-by-10-foot-wooden barricades in the camp that act as difficult terrain. With a failure, they can place two.

- Sharpen sticks to act as spears to bury in the openings between the palisades. With a successful DC 14 Wisdom (Survival) check, the characters can place four 5-foot-by-5-foot-spiked obstacles in the camp that inflict 1d4 piercing damage to anyone who enters those squares (willingly or otherwise). With a failure, they can place two.

Regardless of how the above actions go, Dr. Kracket advises the characters to take a rest once the day grows late, as they will need their strength for the impending attack. If the characters have not already taken a long rest during this adventure, they can take one now, otherwise, they only have time for a short rest.

They Come at Night

When night falls, the sounds of the jungle fill the air. Eventually, these sounds are drowned out by the war cries of the warriors as they approach the camp.

Encounter: Pale Warriors. Their attack begins with a volley of flaming spears. Any creature not under full cover must make a DC 12 Dexterity saving throw. A character takes 3 (1d6) piercing damage plus 2 (1d4) fire damage on a failure, and avoids all damage on a success. If the characters didn't collect the herbs during the day, the tents catch fire. A creature that starts its turn inside a burning tent or within 5 feet of it, takes 3 (1d6) fire damage.

Once this is done, the warriors appear and attack. There is one **gladiator**, a **triceratops**, and three **tribal warriors** (regardless of whether the character set the traps). They charge into the camp and fight to the death. If the characters didn't deal with the **tyrannosaurus rex** before, it appears at the beginning of the third round, randomly attacking the closest target. As before, it flees if reduced to fewer than 34 hit points.

Each time a tribal warrior dies, a new **tribal warrior** appears from the jungle to the north one round later on



the same initiative count, until the gladiator and triceratops die.

Concluding the Chapter

With the tribal warriors defeated, their leader slain, and the triceratops killed, the camp is safe for now. Unfortunately, it's at this moment that Dr. Kracket realizes his trusty sidekick, Short Crank, has been kidnapped! During the battle, some of the warriors must've made off with him while the characters were preoccupied. If they've taken him, it means they plan on sacrificing him during the next new moon which is only a few days away. Unless the characters can reach the warriors' volcano stronghold and rescue him, his fate is sealed!

Chapter 2: Into the Wild

As the party drove off the attacking tribesmen, the last of the fleeing warriors managed to grab poor Short Crank, Dr. Kracket's assistant, and drag him off into the jungle. Fearing for the life of his dear friend, Dr. Kracket implores our heroes to track them down and save Short Crank from an untimely death. The characters will need to interrogate a captive warrior, discern the location of the warrior's stronghold, and then trek through the jungle, a cave system, and an abandoned underground temple to reach it.

Interrogation

The characters are presented with a restrained **tribal warrior** named Ughoz. He is unconscious and stable at 0 hp. He only speaks Abyssal, but the good Dr. Kracket can translate if none of the characters speak it. He resists any attempts to gather information from him, however, a DC 14 Charisma (Deception), Charisma (Intimidation), or Charisma (Persuasion) can convince him to tell them the following:

- The tribe worships Fusilis Caedos, the fiery demi-god of death and sacrifice.
- They believe the sun and moon to be rival deities of Fusilis Caedos, so they hide from them whenever they're in the sky, so they won't lead them back to their god.
- Their stronghold is in an ancient ruin nestled against the base of a volcano.
- The path there is through the jungle, into a cave system, and finally out via an old, buried temple.

Once the characters have gathered the above information, Dr. Kracket pulls them aside.

"All right, looks like we've gotten all we can out of him. As much as I hate to say it, we'll have to wait until first light to go after them. The jungle is virtually impossible

to navigate at night, even for those with the appropriate eyes. Based on what he told us, I think I can map out the first leg of the journey.”

After a few minutes, Dr. Krocket gives the characters a map of the surrounding area with a path to the cave system’s entrance. If none of them speak Abyssal, he also provides them with a journal that will allow them to translate any writing they come across in Abyssal to Common.

The Wilds

As the characters make their way through the jungle, they must deal with the following:

Rotting Bridge: The characters find themselves faced with an 80-foot-deep chasm with a rotting wooden rope bridge crossing it. The bridge is very unstable and each time a character attempts to cross it roll 1d8. On a roll of 1 or 2, one of the planks breaks and the character must make a DC 14 Dexterity saving throw, falling to the bottom of the chasm, taking 28 (8d6) bludgeoning damage, and falling prone on a failure, or taking no damage and not falling prone on a success.

If a character wishes to climb up or down the sides of the chasm they can do so by succeeding on a DC 12 Strength (Athletics) check for each 20 feet that they climb. On a failure, they fall the remaining distance. If a creature utilizes climbing gear or ropes to make the ascent or descent, they get advantage on the roll.

Raging River: En route to the cave system, the characters come across a river that needs crossing. Each of them must make a DC 12 Strength (Athletics) check. On a successful check, a character makes it across the river safely. On a failed check, a character is dragged underwater and begins drowning. Each round, a drowning character must make a DC 12 Constitution saving throw. On a failure, the character remains underwater, still drowning. On a

success, a character surfaces, is no longer drowning, and can attempt the check to cross again on their next turn. Once successfully completing the Strength (Athletics) check, the character may then move freely in the river, albeit at half speed.

Encounter: Giant Snake. There is a **giant constrictor snake** hidden under the water. It attacks the first person to fail their Strength (Athletics) check and tries to constrict them underwater.

Jagged Cliffside. The characters find the entrance to the cave system is embedded in a cliff face approximately 60 feet up. Scaling it requires succeeding on a DC 12 Strength (Athletics) check for every 20 feet they climb. On a failure, they fall to the ground taking 1d6 bludgeoning damage for every 10 feet that they fall, and they land prone.

Cave System

The cave system is a mess of tunnels, most of which have collapsed or been blocked off. There are three large chambers each of which is home to a different creature or creatures. The caves have the following features unless otherwise noted.

Floors. The floors are made of loose dirt. Bones litter the tunnels.

Walls and Ceiling. The walls and ceiling are made of hard rock and the ceiling is 20 feet high. Due to this, sound echoes throughout the caves causing Dexterity (Stealth) checks to be made at disadvantage.

Lighting. There is no light inside the caves beyond the entrance.

The following locations will be encountered in the listed order.

1. First Chamber

This chamber shows signs of burrowing animals. Numerous small holes litter the ground and any creature that moves faster than half speed must make a DC 12 Dexterity saving throw, falling prone on a failure.

Encounter: Grick. There are three **gricks** present in this chamber. Each

is currently burrowed beneath the ground. When the characters enter the chamber, the gricks surface and attack.

2. Second Chamber

This chamber is dominated by a large stalagmite in the center of the room.

Encounter: Roper. The stalagmite is actually a **roper**. As soon as the characters get within range, it lashes out and tries to pull them in so it can bite them, likely surprising the party..

3. Third Chamber

Much like the first chamber, this one shows signs of a burrowing animal, albeit a much larger one. The loose dirt sits in piles of various sizes throughout the chamber. At the southern end of the chamber is a collapsed wall revealing two ancient wooden doors. They are unlocked and lead to the underground temple.

Encounter: Bulette. A **bulette** has made its home here. It’s currently sleeping in the center of the room. If disturbed, it leaps on the characters and tries to eat them. It will not pursue the characters if they flee into the underground temple.

Underground Temple

This is an ancient temple to Fusilis Caedos. It has been mostly abandoned for centuries since the tribal warriors moved their stronghold to the volcano. Now a medusa has taken up residence here and currently holds the key to the door the characters need to pass through to reach the surface and continue to track down Short Crank. The entire complex has the following features unless otherwise noted.

Floors. The floors are made of cracked tiled stone. Broken stone body parts litter the floor.

Walls and Ceiling. The walls and ceiling are made of cobblestone. The ceiling is 10 feet high.

Lighting. There is no light inside the temple.

The following locations are keyed to the map of the abandoned temple on page 56.

1. Outer Foyer

This chamber contains assorted skeletal remains. Investigating the remains and succeeding on a DC 12 Wisdom (Medicine) check reveals corrosion on the bones consistent with acid or poison.

Trap: Locked Doors. The door to the north is locked. It requires two keys, one from **area 2** and one from **area 3**. The locks are complex, and each requires a DC 20 Dexterity check with thieves' tools by someone proficient with them to pick. The locks are also trapped to prevent lockpicking. The trap can be spotted with a DC 18 Wisdom (Perception) check and disarmed with a DC 18 Dexterity (Sleight of Hand) check. Failing to disarm the trap or failing the roll to pick it sets off the trap. The would-be lockpicker must make a DC 16 Dexterity saving throw, taking 11 (2d10) acid damage and 11 (2d10) poison damage on a failure and half as much on a successful save as poisonous gas and acid sprays out on them. The trap resets immediately after being set off. Using the keys to open the door automatically disarms the trap.

2. Western Keyroom

The floor of this room is set 5 feet lower than the threshold of the door. A statue stands at the western edge of the room. It holds one of the keys needed for the northern door in **area 1**. The key weighs 11 pounds.

Encounter: Snakes! There are three **swarms of poisonous snakes** in this room. They attack instinctively and lack any sense of self-preservation.

2. Eastern Keyroom

The floor of this room is set 5 feet lower than the threshold of the door. A statue stands at the eastern edge of the room. It holds one of the keys needed for the northern door in **area 1**. The key weighs 11 pounds.

Encounter: Snakes! There are three **swarms of poisonous snakes** in this room. They attack instinctively and lack any sense of self-preservation.

4. Inner Foyer

This chamber contains doors in each of the four cardinal directions. The ones to the east and west are unlocked, while the one to the north is locked. The northern door is quite ornate and has a painting on it depicting people climbing up towards the sun. The lock on this door cannot be picked and requires the key from **area 9**.

5. Western Puzzle Room

The western door to this small chamber is emblazoned with three stone circles set inside one another. Written in Abyssal beneath it is the following:

As the sun rises and falls, the beasts of the land and sky bow down, and the worthy march towards the light.

Hand the players Puzzle Handout A (See Appendix E). The solution is to turn the outer ring so that the sun is on the left, the middle ring so that the men are on the right, and the inner ring so that the birds are on the bottom. Once all three symbols are in the right position, the door slides up.

6. Eastern Puzzle Room

The eastern door to this small chamber is emblazoned with three stone circles set inside one another. Written in Abyssal beneath it is the following:

As the sun rises and falls, the beasts of the land and sky bow down, and the worthy march towards the light.

Hand the players Puzzle Handout A (See Appendix E). The solution is to turn the outer ring so that the sun is on the left, the middle ring so that the men are on the right, and the inner ring so that the birds are on the bottom. Once all three symbols are in the

right position, the door slides up.

7. Western Hallway

The floor of this room is set 5 feet lower than the threshold of the door. There is a door on the eastern and southern walls. The door on the eastern wall is locked. It can be picked with a successful DC 18 Dexterity check with thieves' tools by someone proficient with them or by finding the key on the floor with a DC 18 Wisdom (Perception) check.

Encounter: Snakes Again! There are three **swarms of poisonous snakes** in this room. They attack instinctively and lack any sense of self-preservation.

8. Eastern Hallway

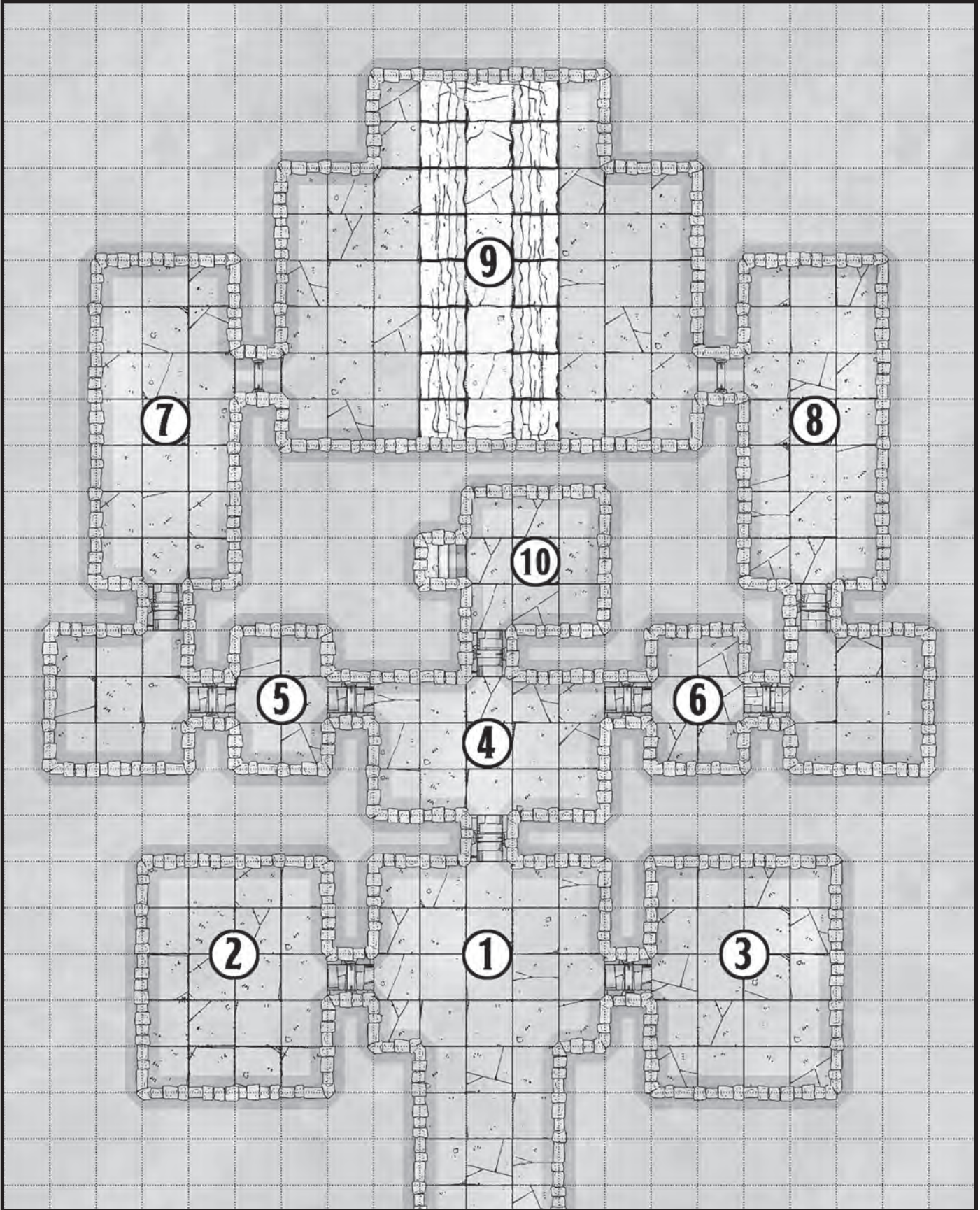
The floor of this room is set 5 feet lower than the threshold of the door. There is a door on the western and southern walls. The door on the western wall is locked. It can be picked with a successful DC 18 Dexterity check with thieves' tools by someone proficient with them or by finding the key on the floor with a DC 18 Wisdom (Perception) check.

Encounter: Snakes Again! There are three **swarms of poisonous snakes** in this room. They attack instinctively and lack any sense of self-preservation.

9. Flooded Chamber

Water has flooded the center of this chamber. It's 5 feet deep and difficult terrain for any creature without a swim speed. Numerous petrified tribal warriors are scattered about the room.

Encounter: Medusa. A **medusa** has taken up residence in this chamber. It arrived after the tribal warriors abandoned the temple and has since terrorized them every time they've passed through. They have one key that opens the door to **area 10** and she has another. She's intelligent and fights as such, trying to use her Petrifying Gaze as much as possible. She prefers to fight in melee against lightly-armored targets



and at range against more heavily armored ones. This is her lair which she defends to the death.

10. Exit Chamber

Once the door to this area is unlocked, it slides down to reveal a small 15-foot-by-15-foot room with a set of stairs on the western wall. The stairs lead up to the surface.

Concluding the Chapter

Once the characters defeat the medusa and ascend the stairs, they find themselves in a small cave on a cliffside. As they look out over the valley below, they see a land scorched by fire and covered in a thick smoky haze. Ahead, a large volcano looms ominously. Peering down, they see a long, winding path leading directly towards the fiery mountain.

Chapter 3: The Belly of the Beast

Having escaped the bowels of the caves and the abandoned temple, our heroes find themselves on a cliff overlooking a scorched valley and an ominous volcano. With no other options but to forge a path forward, they must make their way down the mountainside, through the burnt valley, and into the depths of a ruined fortress embedded in the volcano's side. There, they'll confront the twin-headed deity, Fusilis Caedos, and its followers and rescue poor Short Crank from a fiery death!

The Descent

In order to reach the fiery keep, the characters must first descend the cliff face and reach the ground below. They have a few options for how to do this.

- They can locate a steep 5-foot-wide path that snakes its way down the mountain with a DC 16 Wisdom (Perception) check. Traversing this path is difficult and time-consuming. Roll 1d6 for each character. On a roll of a 1 or 2, they lose their footing and must make a DC 14

Strength saving throw, falling 50 feet to the ground below taking 17 (5d6) bludgeoning damage and landing prone at the base of the cliff on a failure.

- They can attempt to rappel down the cliff face using climbing gear (rope, pitons, etc.). This requires each character to make a DC 14 Strength (Athletics) check to lower themselves down safely. On a failure, they fall 30 feet to the ground below taking 10 (3d6) bludgeoning damage and landing prone.
- They can attempt to find another cave or tunnel linking the top of the cliff with the bottom. This requires the characters to make a DC 16 Wisdom (Survival) check to locate a small tunnel system that winds its way through the mountain and down to the base of the cliff.

Once the characters have finished their descent, they'll find themselves on the scorched ground with a path leading forwards towards the volcano. On either side of the path, a forest of dead and burnt trees stands silent.

The Journey

The path to the volcano winds and twists its way through the dead forest. As the characters make their way along it, they'll have the following encounters.

Travelling Patrol

The characters crest a hill and see a small patrol of warriors below them. They can attempt to hide from them as they pass or engage them in combat.

Encounter: Patrol. There are four neutral evil **tribal warriors** and a neutral evil **gladiator** making their way up the path towards the characters. They're actively patrolling so they make Wisdom (Perception) checks opposed by the characters' Dexterity (Stealth) checks. If they notice the characters, the warriors and gladiator fight until the gladiator falls at which point they flee into the jungle. If any of them are captured,

they can relay the same information that Ughoz had at the beginning of chapter 2.

River of Lava

The characters enter a valley bisected by a flowing river of lava. There is no bridge; however, assorted stone outcroppings do form a makeshift path across. A creature attempting to cross the river of lava by wading through it takes 55 (10d10) fire damage at the start of each of its turns. If they try to cross via the stone path, have them make DC 10 Strength (Athletics) or Dexterity (Acrobatics) checks. On a failure, they fall into the lava and take 55 (10d10) fire damage. If the characters take an absurdly long time debating how to cross, have them make DC 10 Constitution saving throws to resist the effects of the intense heat. On a failure, they gain a level of exhaustion.

Maze of Canyons

Once past the lava river, the characters descend into a series of canyons formed by past eruptions disrupting the landscape. The canyons form a maze of sorts, the walls of which are over 50 feet tall and sheer making them virtually impossible to scale. Navigating the maze requires a DC 20 Wisdom (Survival) check. Success means they can navigate the maze-like structure of the canyons and reach the other side. On a failure, they alert three minotaurs who have taken up residence in the canyons.

Encounter: Minotaurs. The three **minotaurs** fight savagely and to the death. Once defeated, the characters can find the exit to the canyons with a DC 14 Wisdom (Survival) check. On a failure, it takes them longer to reach it and they all gain a level of exhaustion.

Treasure: Axe. One of the minotaurs has a *vicious greataxe*. The other two have assorted baubles and trinkets worth 100 gp each.

Plains of Ash

Once free of the maze of canyons, the

characters find themselves crossing a grasslands-like plain covered in a sea of black reeds 4 feet tall. As they cross, they unwittingly cross paths with a salamander.

Encounter: Salamander. The **salamander** is lying in wait in the reeds. It wants to ambush any creature or creatures that pass by. If the characters fail to notice it, it surprises them. Otherwise, it attacks as soon as it's detected. The creature fights to the death. Once the characters deal with the salamander, they can finish crossing the plains and arrive at the outside of the ruined keep at the base of the volcano.

The Keep

The outer door to the keep is made of obsidian and stands 40 feet tall. It requires a combined Strength of 30 to be opened. Once opened, the characters find themselves at the top of a stairwell that goes deep into the mountainside. The keep itself has the following features unless specified otherwise.

Walls and Ceiling. The walls and ceiling are made of worked stone and the ceilings are 10 feet tall.

Floors. The floors are made of cracked tile and rough-hewn stone.

Lighting. The entire complex is filled with dim light coming from cracks in the floor that radiate light and heat from deep underground.

Unusual Features. The keep is absurdly hot. When the characters enter it, they must succeed on a DC 14 Constitution saving throw or else gain a level of exhaustion. Anyone wearing heavy armor makes this save at disadvantage. Characters with fire resistance or immunity automatically succeed.

The following locations are keyed to the map of the volcano stronghold.

1. Entrance

The stairs to the surface end at this small room. Looking about, the characters see mosaics depicting a twin-headed entity. A DC 18 Intel-

ligence (Religion) check reveals that this entity is Fusilis Caedos, the fiery demi-god of death and sacrifice.

Trap: Ballista. There is a ballista in **area 2** that is set to fire on anyone who enters the hallway beyond **area 1**. It's triggered by a pressure plate 10 feet into the hallway that can be noticed with a DC 16 Wisdom (Perception) check and disarmed with a DC 16 Dexterity (Sleight of Hand) check. If triggered, have anyone in line with the ballista make a DC 16 Dexterity saving throw, taking 22 (4d10) piercing damage on a failure and half as much on a success.

2. Ballista Chamber

This small room contains a massive ballista currently pointed at a hole in the wall to the west. A barrel containing appropriately sized bolts sits in the corner. A series of gears and pulleys connect the ballista to its triggering mechanism in the hallway. It can be disabled with a DC 12 Dexterity (Sleight of Hand) check or by just hitting the thing repeatedly.

3. Southern Snake Chamber

This large room contains a pit that is 15 feet deep. A ladder rests against the north side. In the pit, the bodies of various humanoids can be seen. All are charred beyond recognition. This is where the warriors dispose of sacrifices to their dark god once it's done with them.

Encounter: Lava Snakes. There are four **swarms of lava snakes** in the pit hidden beneath the bodies. They use the stat block for **swarms of poisonous snakes** except they're immune to fire, vulnerable to cold, and their bite deals fire damage instead of poison damage if the target fails its Constitution saving throw. If anyone enters the pit, the snakes immediately attack.

Treasure: Ring of Spell Storing

There is a *ring of spell storing* on one of the corpses. It can be located with a DC 18 Intelligence (Investigation) check as it's pretty well buried. It's currently empty, its original owner

having spent all the stored spells fighting with the tribal warriors.

4. Northern Snake Chamber

This large room contains a pit that is 15 feet deep. A ladder rests against the south side. In the pit, the bodies of various humanoids can be seen. All are charred beyond recognition. This is where the warriors dispose of sacrifices to their dark god once it's done with them.

Encounter: Lava Snakes. There are four **swarms of lava snakes** in the pit hidden beneath the bodies. They use the stat block for **swarms of poisonous snakes** except they're immune to fire, vulnerable to cold, and their bite deals fire damage instead of poison damage if the target fails its Constitution saving throw. If anyone enters the pit, the snakes immediately attack.

Treasure: Cursed Axe There is a *berserker battleaxe* embedded in one of the corpses. It can be located with a DC 14 Intelligence (Investigation) check. The tribal warriors, upon learning it was cursed, cast it into the pit to dispose of it.

5. Tombs of the Fallen

These chambers are where the warriors bury their most honored dead. Currently, there are eight spirits haunting this area. They ignore the characters unless they disturb the bodies within the sarcophagi.

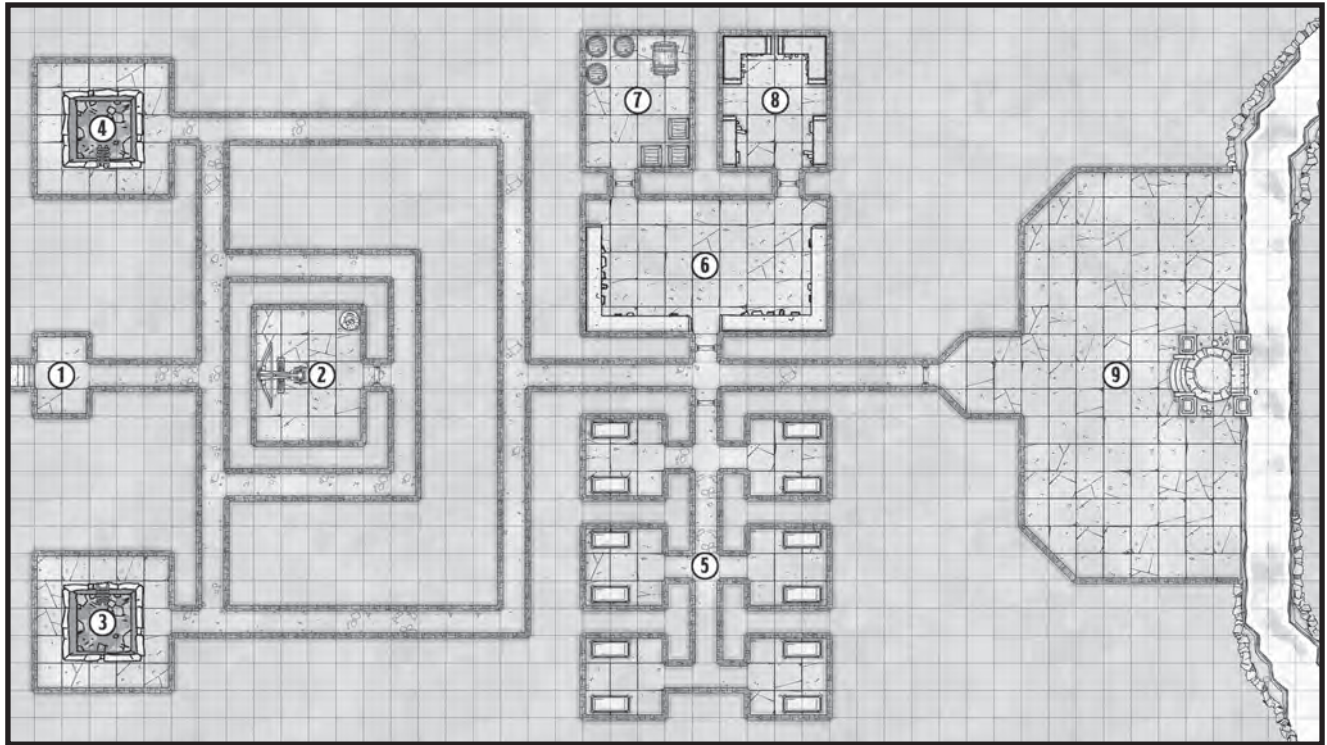
Encounter: Spirits of the Dead.

The **tribal spirits** use the stat block for **tribal warriors** except they're immune to damage from non-magical attacks and their type is undead. They fight to defend their corpses, but they will not venture out of this area to chase the characters.

Treasure: Baubles of the Dead.

There are a total of twelve sarcophagi in this area. Each contains the following:

- 60 pp
- 220 gp
- 1,700 sp
- A death shroud worth 1,000 gp
- A tribal headdress worth 250 gp



6. Library

This room is lined with shelves containing numerous scrolls and parchments depicting the history of the tribe and their worship of their dark god. The room is currently occupied by a scholar and his bodyguard.

Encounter: Brains and Brawn. There is a **mage** and a **gladiator** present in this room. The mage is currently studying the scrolls while the gladiator stands guard by the door. Once disturbed, they both fight to the death to defend this holy place.

7. Storage

Filled to the brim with assorted crates and barrels, this room contains various supplies needed for rituals in the main worship chamber. Anyone who searches the room finds enough supplies to sustain their adventuring group for two weeks.

8. Hall of Forbidden Knowledge

The door to this room is made of heavy stone and is reinforced with metal straps. It's currently locked and requires a DC 20 Dexterity (Sleight of Hand) check to open. Inside, there

are shelves containing scrolls and parchments deemed too controversial for the main library.

Treasure: Book of Magic. If a character investigates the northwest bookshelf and succeeds on a DC 20 Intelligence (Investigation) check, they find a hidden compartment in the back of the bookshelf. It contains the *spellbook of endless knowledge* (see Appendix C).

9. Hall of Worship

This massive chamber is dominated by a large altar in the center and a river of lava flowing through it. Tied to the altar is Dr. Kracket's trusty assistant, Short Crank. As the characters approach the altar, a massive eruption of lava from the river launches up and lands in front of it. It assumes the form of a huge fire creature with two heads and attacks.

Encounter: Fusilis Caedos. The being is named **Fusilis Caedos** (see Appendix D), the demigod of death and sacrifice. It speaks Abyssal, shouting out challenges and threats via telepathy to those engaged in combat with it. It targets whoever

present themselves to it directly, only changing targets if it feels threatened by another character. Fusilis Caedos will fight to the death. When defeated, it dissolves into a pool of bubbling slime that slinks back into the river of lava.

Concluding the Adventure

Once Fusilis Caedos has been defeated, Short Crank cries out begging the characters to set him free. If they do, he thanks them profusely before asking them to escort him back to his camp where his boss will surely repay them for their kindness. It takes a few days to reach the camp. Upon arriving, Short Crank's boss, Dr. Kracket, tearfully thanks the characters for saving his comrade. He then offers them a prize unlike any they've seen before... a dinosaur egg. Dr. Kracket explains that an egg such as this would be worth upwards of 10,000 gp once they return to civilization. He also offers his camp to them as a base of operations while on the island. Now that the tribal warriors have been dealt with, it should be a safe place to rest. Ω



CLIFFS OF LONGING

An adventure for level 6 characters

Written by **Ty Christensen**
Cartography by **Dyson Logos**
Art by **Matias Lazaro, Maciej Zagorski, and William McAusland**

Cliffs of Longing is designed for three to seven 5th-7th-level characters and is optimized for four characters with an average party level (APL) of 6. Characters who complete this adventure should earn enough experience to reach halfway to level 7.

The party must combat a nefarious coven of sea hags to prevent them from terrorizing the island in their newly-raised ghost ship. Thanks to the hags' necromancy, even the jungles around the cliffs are perilous hunting grounds of the ever-hungry undead. Then, they'll have to go up against a myriad of servants, thralls, pets, and many crafty traps before they can face the coven itself.

This adventure is setting-agnostic and can easily be adapted to any tropical island or coastal cliff area, but it best fits on Mystery Island. This adventure is most suited for parties that have the means to combat undead spirits, petrification and charm effects, and desperate, crafty hags.

Adventure Background

In years past, the Cliffs of Longing were utilized by the notorious Captain Fogbeard and his band of vicious pirates as a base of operations. Though no one is quite certain of the exact cause, the Captain and his crew ran their ship *Vigilant* aground against the very cliffs they called home. After several years, the Icklan Coven of sea hags moved in. For a time, they enjoyed their island home and made occasional ventures to spread their plots—until the island became cloaked in a magical storm that left them unable to leave. Now, desperate to escape their confines, the hags have enacted a plan to raise the *Vigilant* as a ghost ship and enslave her fallen crew to man it.

In service to this plan, the hags have bargained with a nest of harpies to help lure islanders to the cliffs with their music. The hags intend to use these individuals as sacrifices to raise the *Vigilant's* spectral form, and

then bind their spirits to the ship as additional crew members for the dead pirates they have been raising. Only semi-aware that their ethereal forms are being tortured and will soon be enslaved, Captain Fogbeard and his remaining ghost pirates desperately and violently ward off travelers in the southwestern jungles.

Adventure Hooks

Consider including one of the following scenarios to introduce your players to the Cliffs of Longing.

Best Laid Escape Plans. While exploring the island, the party hears rumors about other castaways gone missing while visiting the southwestern jungles. Their friends and loved ones are terrified of what might have transpired and beg that the adventurers investigate.

Haunting Melodies. As they traverse the island's jungle, a faint melodic singing carries upon the breeze and into their ears. What individual on this forsaken island would be singing so beautifully? Perhaps the party should get a closer look.

Pirates Ahoy. Various hints and whispers among the islanders suggest that the cliffs on the southwestern corner of the isle hide an old pirate's treasure trove. In addition, any practical resources from the shipwreck rumored to be there could prove useful.

Traveling to the Cliffs

As the party approaches the southwestern jungles of the island, the following events should occur as the ghost pirates try to prevent them from reaching the cliffs. Choose the order of the pirate encounters that best fits the party's progress. As they get closer, the harpies' singing grows louder and the party will eventually need to make saving throws against their Luring Song (see "Humanoid Corral").

Booby-Traps

To protect their bountiful booty and hideout from the island's dinosaurs and would-be thieves, the swashbucklers under Captain Fogbeard laid numerous magical traps across the jungle floor. Over the years, the area has become more sparsely populated as local fauna besides birds and insects try to avoid the dangerous traps. A successful Intelligence (Nature) check discerns that the wildlife is avoiding the region due to some sort of threat on the ground.

For each hour of travel at a normal pace in the southwestern jungle, roll a d20 for each character. Traveling at a slow rate gives each creature advantage on the roll, and a fast pace incurs disadvantage. On a 3 or below, the character steps on a trap. Each creature in a 5-foot radius must make a

DC 17 Dexterity saving throw, taking 21 (6d6) thunder damage on a failed save, or half as much on a successful one. Creatures with passive Wisdom (Perception) checks of 13 or higher have advantage on this saving throw. For especially skilled or powerful parties, consider marking locations during combat with the ghost pirates as additional trap locations.

Ghost Pirates

As they traverse the jungle, read the following text:

The jungle is perpetually hot and humid, full of life, but the weather seems to turn and a strangely frigid breeze whispers in. As a thick mist begins to form and flow across the ground, ethereal blue-green sailors appear, ready to attack!

Encounter: Desperate Pirates.

Two **ghosts** attack the party with reckless abandon. While fighting, the only noise evident from the spectral pirates is a throaty, gurgling moan as their drowned lungs fail to properly convey sound. With extremely limited communication skills and very little control over their abilities, the pirates have little recourse besides slaughter and welcome the sweet return to their eternal slumber. All that matters to them is preventing more victims from falling into the hands of the coven.



Treasure: Favorite Cloak. Upon releasing the pirates from their tortured half-life, one pirate's spectral cloak drops and materializes as a fully physical *forecaster's cloak* (see Appendix C).

Ghost Pirate Captain

At some point, likely after the release of the pirates under his command, Captain Fogbeard himself will appear, bringing all his might to bear in an attempt to halt the party's progression.

Encounter: Captain Fogbeard. The ghost pirate **Captain Fogbeard** (see Appendix D) attacks from behind, shifting from the Ethereal Plane in an attempt to surprise one of the party members. He focuses his efforts on the individuals who show signs of magical prowess. Like his crew, only wet burbles and grunts accompany his onslaught.

Treasure: Fogbeard's Outfit. Upon returning to the beyond, Captain Fogbeard's spirit drops his *mistwalker armor* (see Appendix C), the anchor used by the hags to bring him back.

Parrots and Monkeys

When the Icklan Coven first attempted to bring back the spirits of the *Vigilant's* crew, they decided to start small. Their raising of the ship's

beloved pet monkeys Shriek and Hum, along with the parrots Charreuse and Vermilion, was a horrible, horrible mistake. The remains of the pets fused together through the necromantic power and grew dramatically, creating two monstrous skeletal beasts wreathed in black energy.

Enthralled by their revolting form but with little control over their actions, the coven reluctantly left the beasts to roam the jungle. With only their ties to the *Vigilant* and its spectral crew, the tortured creatures stalk the jungles causing wanton chaos and destruction.

The soft dirt and vegetation of the jungle floor begin to rustle, disturbed by the approaching footfalls of two fast-approaching forms, pinpricks of violet energy in their eye sockets alight with reckless abandon.

Encounter: Anguished Horrors. The two **skeletal amalgamations** attack (see Appendix D). They fight with complete disregard for their own safety, fueled by their anguish and torturous existence.

Humanoid Corral

After the jungle encounters, the party finds a small, secluded grove a short distance from the cliffs. Once they

progress beyond this area, they'll be susceptible to the song of the harpies, which will use their Luring Song to lead them into the trap as per their agreement with the coven. If they manage to avoid the trap, the harpies gleefully lure their prey over the edge of the cliffs to **area 8**, revealing their nest and the oceanside entrance to the Lair of Longing. Creatures charmed by the harpies and their song make ability checks around the cliff with disadvantage.

Trap: Concealed Pit. Near the edge of the cliffside is a large pressure-sensitive pit trap that leads 80 feet down, directly into **area 1**. When triggered, cleverly disguised ground cover in a 10-foot radius falls away and any characters in the radius fall 80 feet. It is possible that either charmed characters will be led into this trap, or characters investigating the area might trigger the trap. The coven magically warded the trap to avoid killing their captives. Creatures will take 28 (8d6) nonlethal bludgeoning damage from the fall, and are knocked unconscious if the fall reduces their hit points to 0.

A successful DC 18 Wisdom (Perception) or Intelligence (Investigation) check will reveal the position of the trap before it is triggered. Any weight or force greater than 100 pounds can be used to safely trigger the trap.



Lair of Longing

The Lair of Longing is a small grotto at the base of the island's southwestern cliffs. There, a coven of sea hags is sacrificing and pressing both the living and the dead into service as they prepare to raise a ghost ship from the nearby wreckage. In addition to various protective measures, the hags have enlisted harpies to lure islanders into a trap atop the cliff for their use.

General Features

If the harpies in **area 8** are still alive, their song echoes through the entire lair but has no magical effect due to magical wards placed by the coven. All Wisdom (Perception) checks based on hearing are made with disadvantage within the lair.

Unless noted otherwise, areas of the Lair of Longing have the following features.

Ceilings. The 10-foot-tall ceilings are rough-hewn stone with some hanging stalactites in undisturbed areas unless otherwise noted.

Floors and Walls. The walls and floors are made from limestone and loose sand.

Doors. The few doors in the lair are made from driftwood with rusty iron hinges. They have an AC of 13 and 10 hp. Locked doors require a DC 18 Dexterity check by someone proficient with thieves' tools to open. A stuck door can be opened with a successful DC 11 Strength check.

Climate. The lair is warm and humid, completely permeated by the strong scent of the ocean's brine.

Illumination. Unless otherwise indicated, areas within the lair that are not open to the elements are pitch black, as there are no natural light sources.

Eclectic Hags. The Icklan Coven has acquired a vast collection of random junk and detritus. Unless otherwise noted, the floor is considered difficult terrain, and dashing through the debris deals 1 piercing damage for every 5 feet of movement used.

Keyed Locations

The following locations are keyed locations on the map of the Lair of Longing on page 64.

1. Thrall Storage

This room has an open archway to the south leading to **area 2** and doors on the east and west sides. The western door leads to a closet with a small peephole viewing **area 5**, and the eastern door leads to **area 4** and is locked. In the northernmost corner of the room, a single, exquisitely carved statue of a sailor faces the north wall.

Encounter: Violent Innocents.

There are eight **thugs** charmed by the coven within this room. They are initially indifferent to the party if the party enters the room via the trap directly above them. If the characters begin poking around the room or speak aloud, the thugs attack. It is plainly evident that they are not in control of their faculties and are missing islanders being held as prisoners. If knocked unconscious and then revived, the charm is broken, and they return to their true selves. Surviving thralls can inform the party of the basic layout of the lair, and that the statue to the north is a petrified innocent who saw a basilisk.

Secret Door. The secret door to **area 7** can be discovered with a DC 18 Intelligence (Investigation) check. If the party was informed about the petrified sailor, they make this check with advantage, as his stone hand is pointed roughly towards the lever to his left that opens the limestone door ahead of him.

2. Main Quarters

This somewhat sprawling room is the main lounge for the coven, with numerous ugly couches and cushions thrown about haphazardly.

Trick: Dying Plant. Remarkable for being the only plant within the room, a small flower in the corner barely hangs on to life. It gives off a blatantly obvious magical abjuration aura and a wispy purple glow, but

with an indeterminate purpose. If a creature touches the flower, it casts the *geas* spell (save DC 18) on the individual, commanding them to protect, not harm, the coven's members.

3. Storage Closet

Trap: Good Luck Charms.

Opening this unlocked door activates a magical ward. A creature with a passive Wisdom (Perception) of 16 or higher can tell that this door being unlocked is indicative of danger. Any creature other than a hag that opens the door while standing directly in front of it must make a DC 18 Intelligence saving throw. The creature takes 44 (8d10) psychic damage on a failed save. The room is full of random sharp-edged junk like mirror shards.

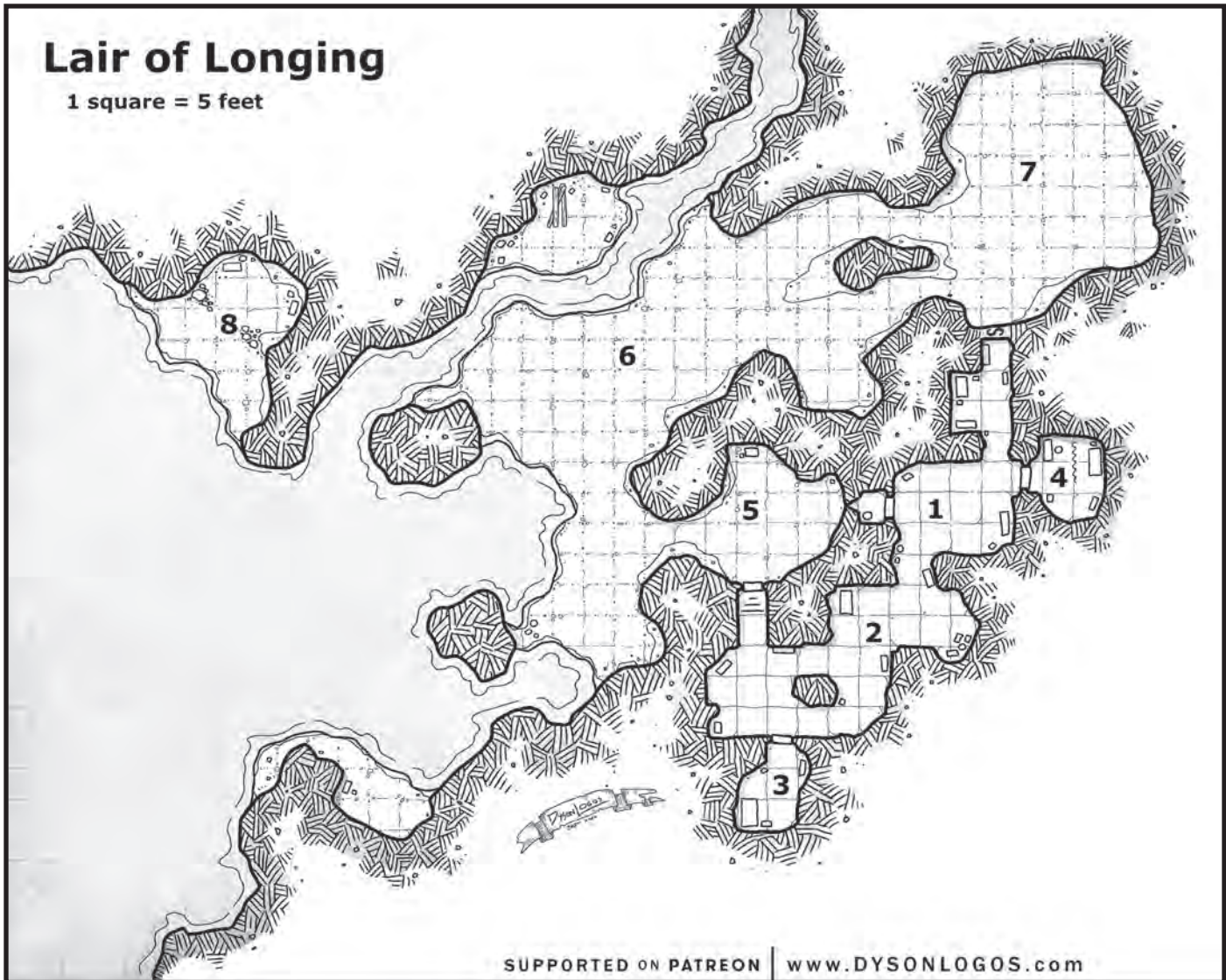
Treasure: Salvage. A small, unlocked chest with 4 gold bars worth 50 gp each lies hidden among the jagged splinters, requiring a successful DC 18 Intelligence (Investigation) check to find.

4. Cauldron of Eyes

Opening the locked door to this room reveals a small closet-like chamber with a cauldron of swirling, glowing blue liquid.

A beaten-up cauldron lies surrounded by broken tools, instruments, and other implements. The shimmering azure brew gently swirls of its own accord, smooth except for a number of differently sized and colored eyeballs. It seems to call, wanting attention, to be gazed upon.

If a creature touches the cauldron or its brew, it begins to spin faster, and the creature in question goes still as its eyes turn milky white. The creature hears in its mind, "What do you want to know, to see, upon this island?" The creature can use the cauldron to cast *augury*, or *legend lore*, but only targeting the island, the coven, the *Vigilant*, or its captain. Once either spell has been cast, the



item loses its magic permanently and is simply an empty black cauldron.

5. Detritus Room

This room leads to **area 6** via an open archway to the west (allowing daylight to spill into the room), and to **area 2** via a door to the south. Mostly empty, this room is only notable due to the elaborate and intricately-woven rug in the center of the room and its ceiling sloping to the southwest.

Trap: Junk. Stepping on the rug activates a *glyph of warding* with the *disintegrate* spell (save DC 19). The hags know to avoid it, but their enthralled servants and other allies do not.

6. Ritualistic Shipwrights

This large, open-air cavern with a 60-foot-high ceiling opens to the sea in the southwest and leads to **area 7** to the northeast. Here, the Icklan Coven and their manticores allies are performing the ritual to raise the *Vigilant* as a ghost ship and permanently enslave the ghost pirates as its crew. When they become aware of the adventurers, the coven redoubles their efforts as the *Vigilant's* spectral form begins to materialize just off the shore.

Three horrendously ugly and slimy creatures, along with two vicious winged monstrosities, encircle

a large, green-flamed bonfire. The hags are chanting, and low gurgling moans of drowned sailors ebb and flow like the tides. Just offshore, the image of a ship is blinking back and forth into and out of existence.

Encounter: Desperate Hags.

Three **sea hags** and two **manticores** attack immediately. The manticores were promised immortality by the hags, and thus fight to the death with full faith that they will be resurrected. If the four **basilisks** in **area 7** have not already been defeated, the hags will telepathically call for them on the first round of combat, and they arrive two rounds later. The coven

will complete their ritual on the second round of combat on Initiative Count 20, and once one of the hags falls below 10 hit points, the hags' *contingency* spells activate, causing them to *teleport* onto the newly risen *Vigilant*.

7. Basilisk Pen

This large, pitch black, and sound-proofed cavern holds the coven's four tame basilisks, tasked with guarding the pirate's plundered treasure. Petrified flesh is scattered in chunks across the sandy ground, making it difficult terrain.

Encounter: Basilisk Herd. Four basilisks attack anyone that enters except the coven, having been trained to protect their pen. Any noise in this area does not alert the creatures in **area 1** or **6**, as it's magically sound-proofed with a permanent *private sanctum* spell.

Treasure: Pirate Plunder. A chest shallowly buried in the sand contains *hour and minute* (see Appendix C), four bottles of ale, three bottles of wine, 327 cp, 7,994 sp, 1,703 gp, 108 pp, and twelve gems worth 100 gp each (three pearls, three chrysoberyls, two amethysts, one tourmaline, one garnet, one jade, and one spinel).

8. Nest of Harpies

Encounter: Starving Harpies. There are 8 hungry **harpies** in their

The Icklan Coven

The sea hags of the Icklan Coven are named Madame Myrtle, Lady Lualla, and Grandmother Gertuvia. If you'd like to distinguish them further in combat, give Gertuvia a maximum hit point total of 77, and Madame Myrtle a maximum hit point total of 38.

nest, surviving off the scraps of the basilisks and manticores and the humanoids unlucky enough to follow their song over the cliff's edge. The Icklan Coven has an ongoing deal with them to attract islanders and draw attention away from the lair itself. They attack as soon as they sense movement.

Treasure: Building the Nest.

Three fine silk outfits worth 200 gp each are intact but woven into the harpies' nest, requiring a successful DC 15 Intelligence (Investigation) check to find among the other materials.

Concluding the Adventure

After confronting the Icklan Coven and their forces, the party learns that the *Vigilant* rose and her crew was bound unto it. Unless the party has dispatched the hags, the coven retains command of the vessel, which they will use to terrorize the island as they strive to find a way through the

magical storm. If the party manages to wrest control of the vessel (at your discretion, this could require them to clear the entire ship like a dungeon and confront a newly-empowered coven), the ghost ship *Vigilant* may become a valuable resource for navigating around the island quickly until they can find a way to escape. In either case, the adventurers can make their way (with any surviving prisoners in tow) out of the lair and up the cliffside in some fashion, to continue their various quests.

Hook Resolutions

Best Laid Escape Plans. Having found and possibly rescued a number of islanders, the party can now bring the individuals back to their loved ones. The survivors are immensely grateful and prepare a meager but welcome island feast in their honor.

Haunting Melodies. After discovering the Lair of Longing and its resident hags and harpies, along with potential treasure and history about the island, the party members are now that much stronger and wiser.

Pirates Ahoy. The party successfully found and looted the treasure of the dread Captain Fogbeard and may have also uncovered information about other locations on the island with valuable resources. Ω





WARBIS SPARKCOIL'S INCREDIBLE MECHA-GNOME

An adventure for level 7 characters

Written by **John K. Webb**
Cartography by **Tom Cartos** and **Dave Hamrick**
Art by **Matias Lazaro** and **Fat Goblin Games**

Warbis Sparkcoil's Incredible Mecha-Gnome is a Fifth Edition adventure designed for three to five 6th to 8th-level characters and is optimized for four characters with an average party level (APL) of 7.

This adventure takes place on Mystery Island but can easily be placed in any campaign setting that has gnomes, workshops, and big robots.

The characters must infiltrate the laboratory of a dastardly gnome called Warbis Sparkcoil before he can complete his masterpiece—the Mecha-Gnome—or, failing that, enter the machine itself and take it down from the inside.

Adventure Background

Warbis Sparkcoil is your average deep gnome: he enjoys long walks in the dark, tinkering with small magical constructs, and, of course, building terrifying weapons of mass destruction in his secret laboratory.

His latest creation, the Mecha-Gnome, is nearly complete. Once operational, Warbis plans to rid Mystery Island of its giant monsters, thereby establishing himself as its sole ruler. The resulting cataclysm from this titanic struggle would certainly destroy all life on the island, so it falls to a band of adventurers to infiltrate Warbis' lab and undo his creations.

Adventure Hooks

The following plot hooks provide some possible ways for the characters to get involved in the adventure.

Gnomish Intelligence. An intelligence agency hires the characters to infiltrate Warbis' laboratory to figure out what he's building in there—and, if necessary, destroy it. The reward for performing this job is 1000 gp.

Wanted: Warbis Sparkcoil! Flyers around town are requesting brave adventurers apprehend Warbis Sparkcoil—dead or alive! Payment upon delivery is 1000 gp.

Won't Someone Think of the (Monster) Children? A concerned ex-employee of Warbis approaches the characters and begs them to stop Warbis from completing his Mecha-Gnome, so that the natural monsters on Mystery Island aren't exterminated. They'll pay the characters 1000 gp.

Sparkcoil's Workshop

Sparkcoil's laboratory is located in an underground bunker on Mystery Island. Because it is hidden underground, the only way to enter the facility is via an abandoned mineshaft. Once inside, the characters will have to contend with Sparkcoil's creations: mechanical, biological, and everything in between.

General Features

Size and Dimensions. Treat the ceilings within each area of the laboratory as being 10 feet high. If you are using the maps provided, treat each square as being 5 feet.

Illumination. Sparkcoil's laboratory is magically lit by light that we in the modern world would call fluorescent. Therefore, treat each area as having bright light unless specified otherwise.

Locked Doors. All doors in the laboratory are considered magically locked and can only be opened by succeeding on a DC 20 Dexterity check using thieves' tools. Alternatively, a character may attempt to force a locked door open by performing a DC 25 Strength (Athletics) check. Doors controlled by the lever system in **area 5** can only be opened by moving the levers; any other mundane or magical attempts to open them fail.

Areas of the Laboratory

The following locations are keyed to the map of the Workshop on the following pages.

1 - Entrance

An abandoned mineshaft leads to the center of the first floor of the facility.

The area is empty. Any character with a passive Perception score of 10 or higher can hear faint rustling sounds emanating from the study room (**area 2**).

The shaft leads to a weak section of drywall separating this area from **area 2**. The drywall can be broken with weapons or tools over the course of 10 minutes.

2 - Study Room

This area contains Sparkcoil's library (many of the books are written by him and his team of scientists). Four tables comprise the library's seating. Atop one of the tables is a book: its pages are being ruffled back and forth by some unseen force, producing a loud rustling sound.

Encounter: Flying Books and Rug. Unbeknownst to the characters, Sparkcoil's library is protected by six **enchanted books** (treat them as **flying swords**, except their longsword attack becomes an unarmed strike that deals bludgeoning damage) in the library, one of which is flipping through its own pages on the table. If any creature touches a book in the library without speaking the command word to deactivate the enchanted books' attack response, the books attack all creatures in the library. Additionally, a **rug of smothering** on the floor will attack the characters once they are distracted by the books.

Treasure: Rare Tomes. Any character with proficiency in Arcana or History that inspects the area will find five rare books about constructs. Each book weighs two pounds and is worth 50 gp to antiquarians, or 50 sp to common merchants.

Locked Door: East. The door separating **areas 2** and **3** is magically locked and can be opened by speaking a command word. Alternatively, a character may pick the lock by performing a DC 20 Dexterity check using thieves' tools or break the door down with a successful DC 25 Strength (Athletics) check.

3 - The Observatory

Like the study room, the walls of this area are lined with bookshelves. An orrery of the planet's solar system sits at the center of the room. Tucked away in an alcove to the south is a microscope on top of a round table.

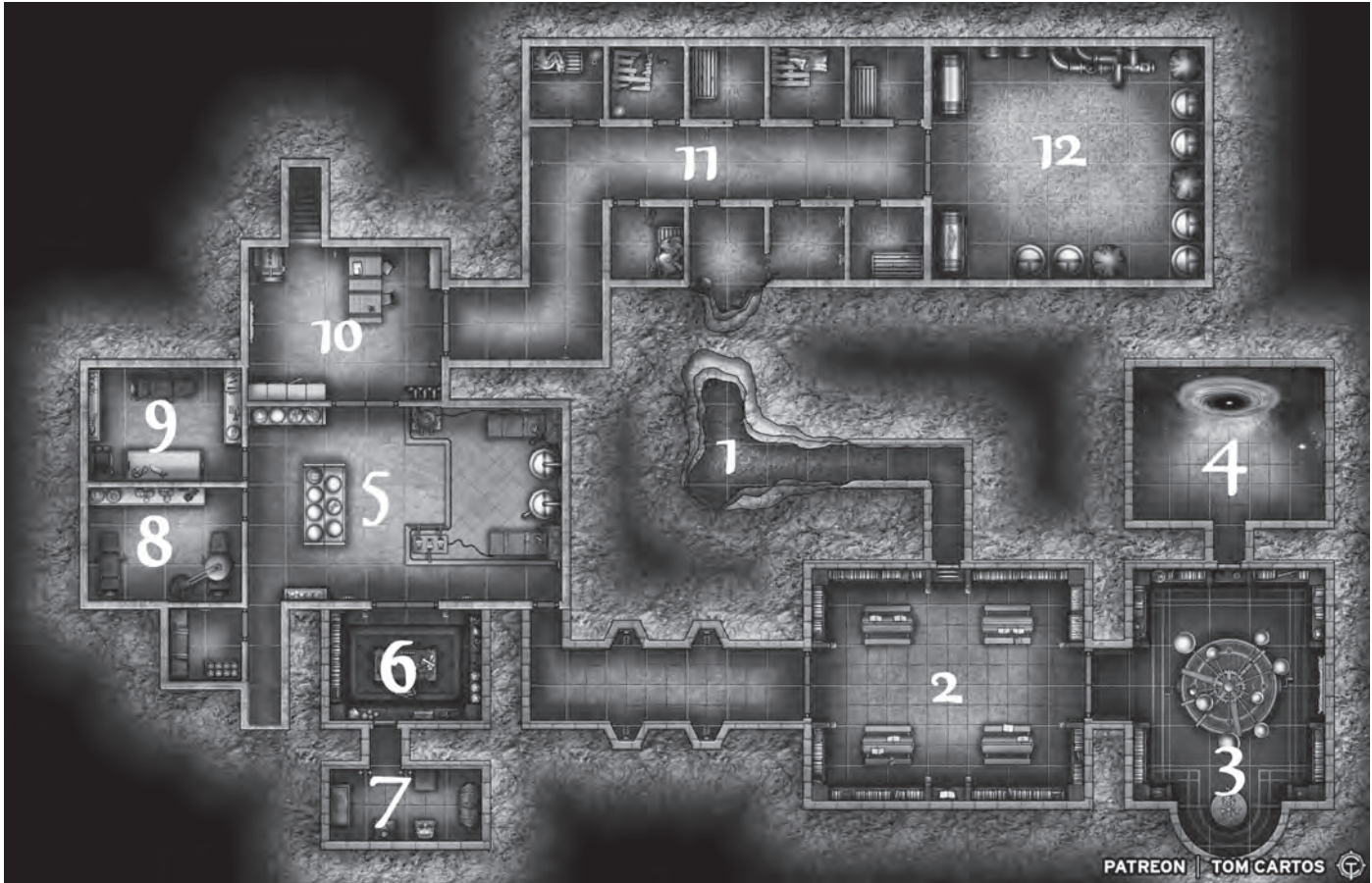
Along the wall separating **areas 3** and **4** is a window, allowing characters to see between the two areas.

Size and Dimensions. The ceiling slopes upward and flattens out at 15 feet.

Solar System Orrery. Sparkcoil's diorama of the solar system towers 10 feet high and consists of seven orbs of varying size attached to arms of iron. The planet models are orbiting a central sphere—the sun—at different speeds.

Secret: Sparkcoil's Algorithm. A round table is nestled in the southern corner of the room. Atop the table is a microscope and thirty pages of mathematical equations. Each longform equation corresponds to one of the seven planet models on the orrery, but changing the equation of one planet also changes the orbits of the other six. Any character with an Intelligence score of at least 18 or proficiency in Arcana recognizes Sparkcoil's goal: the theoretical alignment of the planets. According to Sparkcoil's notes, the successful equation could open a portal to another dimension—and the infrastructure for such a portal just so happens to be in the next room (**area 4**). Solving Sparkcoil's equation requires the following:

- An Intelligence score of 18 or proficiency in Arcana.
- Extensive study of Sparkcoil's notes: for every week of study, have the character make a DC 20 Intelligence (Arcana) check. On a failure, reduce the difficulty by 5 and have the character repeat the check after another week of study (reset the DC to 20 after a success). Once the character has succeeded on three separate Intelligence (Arcana) checks, they successfully



solve Sparkcoil's algorithm. Once solved, the planets in the orrery align, the door to **area 4** unlocks, and a dimensional portal to a dimension of the GM's choice appears.

Treasure: Rare Tomes. Any character with proficiency in Arcana or History that inspects the area will find five rare books. Each book weighs two pounds and is worth 50 gp to antiquarians, or 50 sp to common merchants.

Locked Door: North. The door separating **areas 3** and **4** is magically locked and can only be opened by finishing Sparkcoil's algorithm and aligning the planets on the orrery.

4 - Portal Room

Two arches of iron form the scaffold for a theoretical portal. The structure is 10 feet high. Aside from that, the area is empty.

Size and Dimensions. The ceiling slopes upward and flattens out at 15 feet.

Treasure: Well of Many Worlds.

Once a character has solved Sparkcoil's algorithm (see **area 3**), a *well of many worlds* appears between the iron arches.

5 - Common Room

West of **area 2** (the study room) lies the facility's common room, where Sparkcoil and his henchmen congregate. Two medical rooms (**areas 8** and **9**) are on the west side of this area, behind locked doors, while Sparkcoil's office and storage room (**areas 6** and **7**) are to the south. Finally, **areas 10**, **11**, and **12** are to the north.

Scratching Sounds. Any character in the area with a passive Perception score of 12 or higher can clearly hear the crazed **mage** in **area 8** scratching at the door.

Levers. Three levers are attached to some kind of mechanism on the floor, each corresponding to a set of rooms. The central lever is currently flipped

up, while the right and left levers are flipped down. Depending on which lever is flipped up, a different set of doors are unlocked (only one lever can be flipped up at a time):

- Right: The door to **area 10** is unlocked.
- Central: The door to **area 6** is unlocked.
- Left: The doors to **areas 8** and **9** are unlocked.

Lurking Assassin. The assassin in **area 6**, upon hearing the characters, will attempt to hide in **area 7**, locking the door behind him.

6 - Sparkcoil's Office

Sparkcoil's office is meticulously organized: his books are organized alphabetically on their shelves, and several neat piles of paper are stacked on his desk. A small wooden door is on the area's south wall.

Obstacle: Locked Door. If the gnome assassin in this area senses the characters trying to enter the

room, he will attempt to run into **area 7** and lock the door behind him.

Treasure: Safe. A search of the area will reveal a locked steel safe below Sparkcoil's desk. The safe contains 10 pp, a small windup toy (25 gp, but priceless to Sparkcoil), and assorted small gems weighing 10 pounds and worth 100 gp. The safe can be opened with a DC 15 Dexterity check using thieves' tools and a DC 15 Intelligence (Arcana) check, or simply opened by finding the key on the assassin's body in **area 7**.

7 - Storage Room

There is no light in this area.

Encounter: Gnome Assassin. If the characters force their way into this area, Dorver (male NE gnome assassin with darkvision out to 60 feet and advantage on Intelligence, Wisdom, and Charisma saving throws against magic) will attempt to ambush the most vulnerable member in the party. This assassin will not fight to the death. If he takes damage in excess of half his hit points, he will attempt to parlay for his freedom by offering the characters the key to Sparkcoil's safe, and/or information on how to open the locked door in **area 10**.

8 - Medical Unit A

This small area is covered in blood and viscera. Pieces of a dead gnome scientist lie on the floor.

Encounter: Crazy Mage. A female N human **mage**—a victim of Sparkcoil's biological experimentation methods—is trapped in this area. She is dressed in rags and covered in filth. Additionally, her fingertips are bloodied from scratching at the door. Upon encountering the characters, the mage will cower in the corner of the room. If the characters get too close (within 5 feet) however, the mage will animate the nearby scalpel (treat it as a **flying sword**) and attack with punches, bites, and spells.

A character may attempt to calm the mage down through dialogue by

succeeding on a DC 15 Charisma (Medicine) check. If combat breaks out however, the mage will remain hostile unless incapacitated through the use of a *sleep* or *calm emotions* spell or a similar effect. If the mage is calmed, she can tell the characters how to open the locked door in **area 10**.

9 - Medical Unit B

This small area is pristine. Aside from the medical bed, the room is empty.

Treasure: Medical Supplies.

A locked cabinet on the north wall contains rare medical supplies (herbs, tools, etc.). The cabinet's lock can be picked with a successful DC 15 Dexterity check using thieves' tools, or simply smashed open. Smashing the cabinet damages some of the supplies, reducing their value by half. Any character with proficiency in Medicine recognizes the supplies as being worth 100 gp.

10 - Guard Station

This area was once overseen by a physical guard but has since been abandoned. A reinforced locked door on the north wall leads downstairs, and a hallway is visible to the east.

Encounter: Mechanized Defenses. Upon entering the area, its automated defenses come online: a **big-rolly** (treat it as a **giant ape**, except its type is construct and it has the appearance of a ball-like machine) and two **rolly-units** (treat them as **steam mephits**, except their type is construct and they have the appearance of ball-like machines) emerge from their wall sockets and attack the first non-mechanical creature they encounter.

Obstacle: Locked Door. The door on the north wall is locked. The door will automatically open if the power is ever severed in **area 12**; the assassin in **area 6**, the mage in **area 8**, or one of the prisoners in **area 11** knows this.

11 - Holding Cells

There is no light in this area.

Along this hallway are nine holding cells made of iron. The cells are filthy; there is a foul stench lingering in the area. While all of the cells are locked, five of them are empty, and one of them contains a dead human body. The other three cells contain a mute, traumatized human, a nervous gnome, and an emaciated orc (non-combatants). All three humanoids have visible scars from experimentation.

Obstacle: Locked Door. The cell doors are locked.

Information. One of the prisoners in this area knows how to access the locked door in **area 10** and tries to bargain with the characters for their freedom.

12 - Stasis Room

This area is lit by a sickly green glow, emanating from the stasis tanks. Aside from the four stasis tanks, this area is empty. A large machine thrums against the east wall.

Stasis Tanks. Three of the stasis tanks are empty. The remaining stasis tank contains a human **mage**. Opening the tank or severing power to the floor will kill this creature.

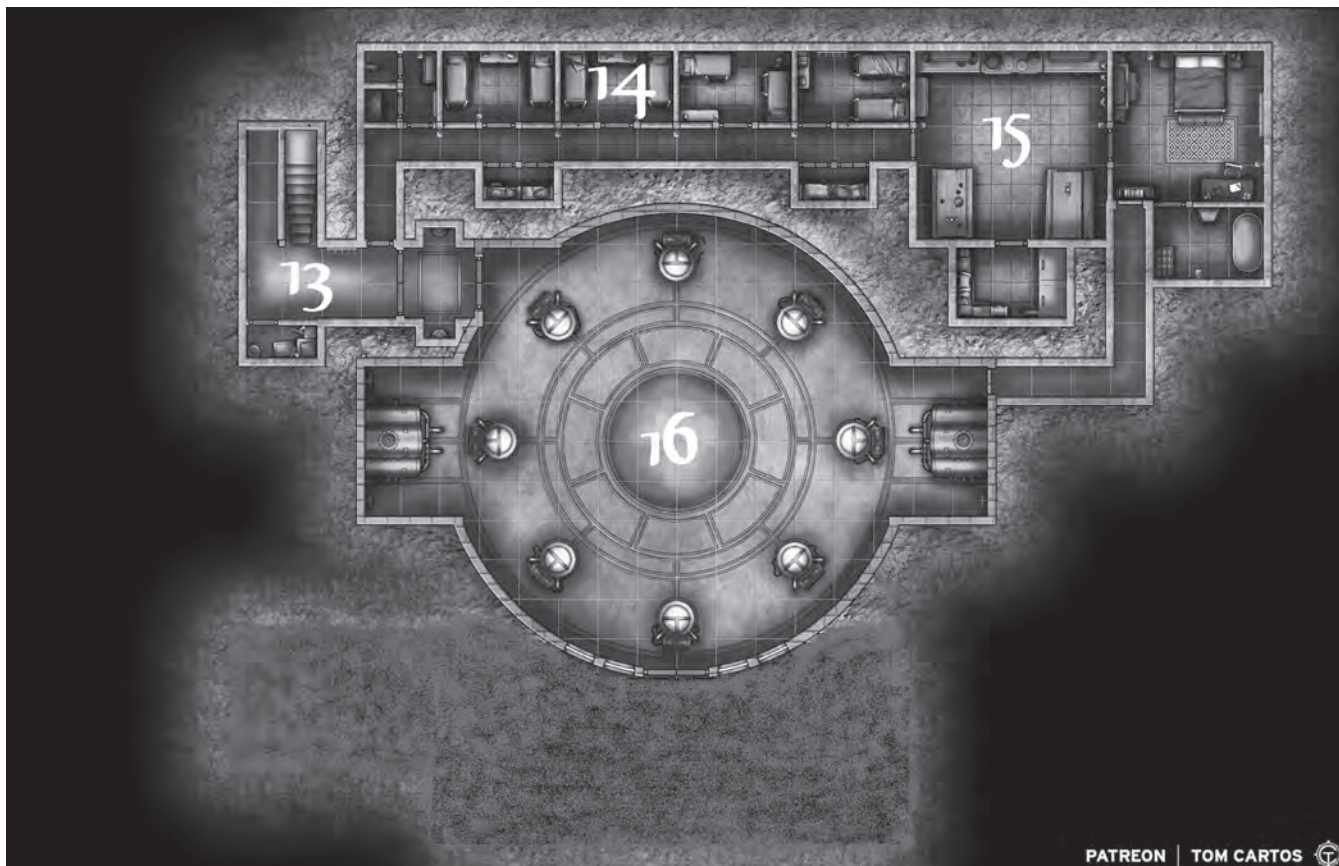
Encounter: Rolly-Units. If the characters attempt to damage or disable any of the machinery in this area, six **rolly-units** (treat them as **steam mephits**, except their type is construct and they have the appearance of ball-like machines) activate from their wall sockets and attack the characters.

13 - Lower-Level Entrance

This area is empty.

Any character with a passive Perception score of 12 or more can hear the whistle of steam coming from **area 16**, as well as the chatter of gnome scientists at work.

Obstacle: Locked Decontamination Zone. A locked door to the east leads to a small decontamination room, with another locked door on its



PATREON | TOM CARTOS

east side. These doors can be picked open by performing a DC 20 Dexterity check using thieves' tools, or bashed open by succeeding on a DC 25 Strength (Athletics) check. Alternatively, the characters can use Sparkcoil's keycard, located in **area 15**.

14 - Living Quarters

Along this hallway are five small bunk rooms that comprise the workshop's living quarters. The doors to these rooms are closed but not locked. Three of the rooms are uninhabited, but two of them contain sleeping gnome scientists (treat them as NE gnome **commoners** with Arcana +2 and History +2).

Any character with a passive Perception of 12 or more can smell smoke and burning food coming from **area 15**.

Treasure: Bunk Lockers. Each bunk room contains a shared locker, and each locker can contain one or more of the following:

- 33 sp
- A gnome-sized pair of wool gloves (10 cp)
- A super-secret diary written in Undercommon (0 cp)
- A hand mirror inset with small gems (25 gp)
- 1 pp
- A smelly pile of laundry (5 cp)
- A ping-pong paddle (10 sp)

15 - Kitchen/Sparkcoil's Bedroom

This area description covers both the common kitchen and Sparkcoil's personal bedroom, which is adjacent to the kitchen's east wall. Some kind of dish has been left to burn on the stove, filling the area with smoke.

Obstacle: Malfunctioning Big-Rolly. As the characters enter the area, they see a **big-rolly** (treat it as a **giant ape**, except its type is construct and it has the appearance of a ball-like machine) with a gnome chef (**commoner**) in one of its metal

claws. The gnome begs the characters for help, as the big-rolly's friend-or-foe identifier is malfunctioning. If saved, the gnome thanks the characters and tells them about Sparkcoil's secret passageway (see below). Alternatively, the big-rolly can accompany the characters until destroyed, at the expense of the gnome's life.

Discovery: Keycard. A careful search of Sparkcoil's bedroom turns up a keycard inside his desk.

Secret: Passageway. A bookshelf on the south wall is hiding a secret passageway that leads to the east side of **area 16**.

16 - Mecha-Gnome Staging Area

This area contains Sparkcoil's fearsome Mecha-Gnome. The mech is currently in "dry dock," otherwise known as a 100-foot-deep hole. Metal scaffolding surrounds the mech.

Warbis Sparkcoil is currently inside the Mecha-Gnome. Once fighting breaks out in this area, he will in-

struct his crew to march the machine outside—utterly obliterating **area 16** in the process.

Encounter: Sparkcoil’s Lieutenants. This area is guarded by a gnome **mage** and a gnome **priest**. They are overseeing the four gnome scientists (NE **commoners** with Arcana +2 and History +2) in the area, who will flee once the characters are engaged. These two lieutenants are among Sparkcoil’s most loyal and will fight to the death.

Development: Sparkcoil Escapes. At the beginning of the third round of combat, Sparkcoil will give the order to depart the laboratory aboard the Mecha-Gnome. As the machine leaves, it destroys the facility: each creature in the area must make a DC 15 Dexterity saving throw, taking 13 (2d12) bludgeoning damage on a failure, or half as much on a success. Any gnome scientist still alive in the area is automatically killed. If Sparkcoil’s lieutenants are still alive, they will keep on fighting to prevent the players from pursuing the battlemech.

Aftermath

If Sparkcoil escapes with the Mecha-Gnome, the characters are free to scour the remnants of the workshop for items or creatures they may have missed. Their employers will pay them for a job well done and offer the follow-up quest of infiltrating the Mecha-Gnome itself.



The Mecha-Gnome

The titanic construct known as the Mecha-Gnome is several stories tall and virtually invincible against conventional weapons of war. While a frontal assault would assuredly end in defeat, the construct is vulnerable to a covert strike force: gnome-sized hatches on either ankle are the only way to penetrate the machine. Once inside, this strike force must ascend the construct and access its control center, located in the head.

General Features

Size and Dimensions. The ceilings within each area of the Mecha-Gnome are 10 feet high. If you are using the maps provided, each square is 5 feet.

Illumination. Sparkcoil’s Mecha-Gnome is magically lit by light that we in the modern world would call fluorescent. Therefore, treat each area as having bright light unless specified otherwise.

Hazard: Difficult Footing. Because the mecha-gnome is in motion, until the characters reach **area 6** (the “hip section”), they must succeed on a DC 13 Dexterity (Athletics) check whenever they move more than 10 feet at the start of each of their turns or fall prone. Falling on an incline (such as stairs) causes the character to take 4 (1d8) bludgeoning damage.

Obstacle: Steam. Unless specified otherwise, treat each area of the mecha-gnome as having a lingering steam cloud. The steam cloud reduces the vision of all non-construct characters to 5 feet. The steam cloud persists until the controls in the pump rooms (**areas 4, 5, and 6**) are disabled.

Sabotaging the Mecha-Gnome. Most areas contain mechanisms that power or control the Mecha-Gnome. Characters with proficiency in tinker’s tools can use their action to make a DC 15 Intelligence check and disable an area’s machinery. Alternatively, characters can spend one minute to destroy the machinery by force.

Areas of the Mecha-Gnome

The following locations are keyed to the map of the Mecha-Gnome on page 72.

1 - Right Foot

Characters can enter the Mecha-Gnome via either the right foot or the left foot (**area 2**). Aside from a thin spiral staircase of corrugated iron leading up to the left side of the lower steamworks (**area 3**), this room is empty.

2 - Left Foot

Characters can enter the Mecha-Gnome via either the right foot (**area 1**) or the left foot. Aside from a thin spiral staircase of corrugated iron leading up to the right side of the lower steamworks (**area 3**), this room is empty.

3 - Lower Steamworks

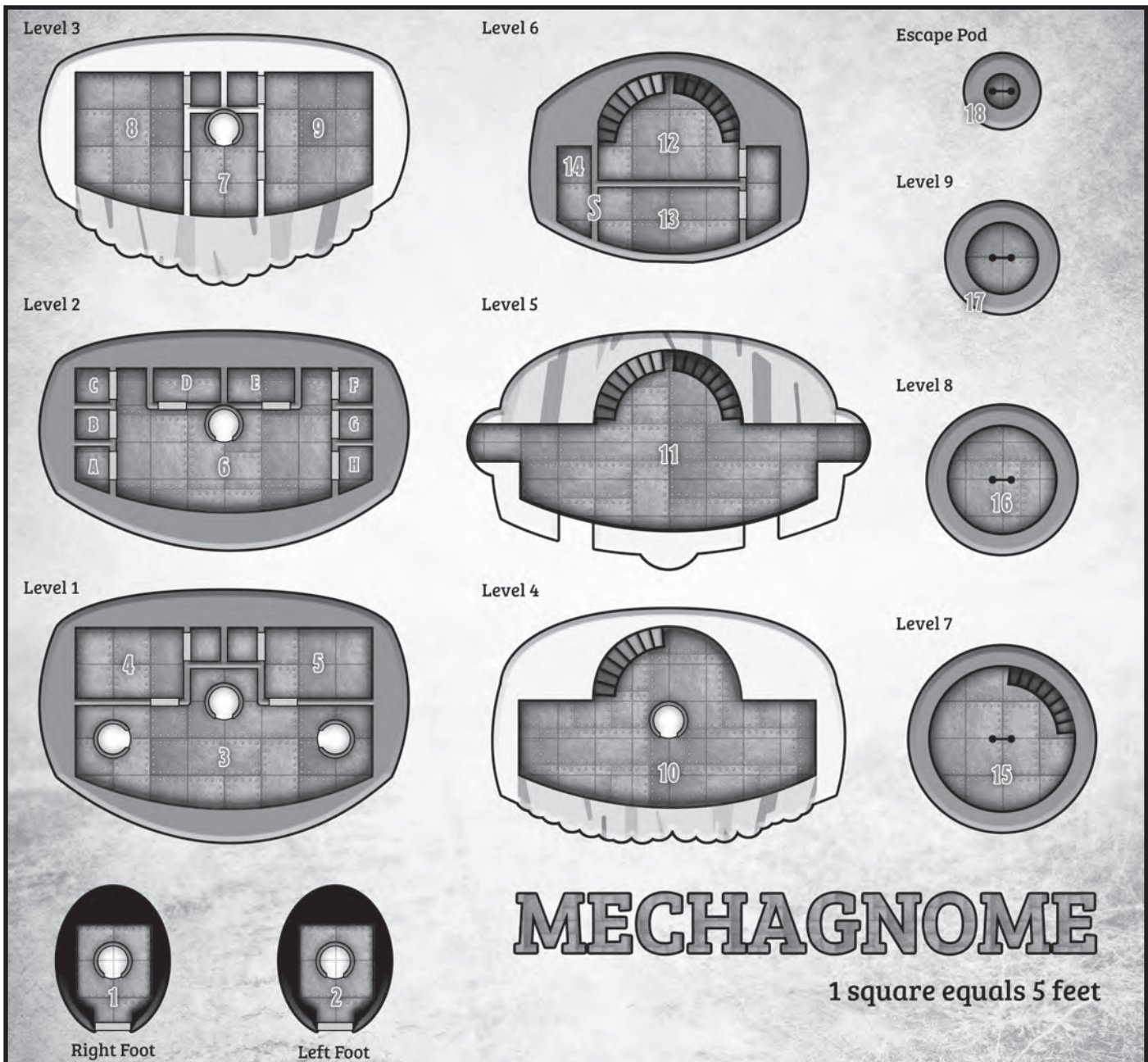
This area is filled with complex machinery responsible for generating power to the Mecha-Gnome’s propulsion system. Characters in this area can clearly hear the pistons in **areas 4 and 5**, as well as the occasional whistle of excess steam as it’s released from the system.

Encounter: Rolly-Units. If a creature attempts to damage or disable any of the machinery in this area or **areas 4 and 5**, six **rolly-units** (treat them as **steam mephits**, except their type is construct and they have the appearance of ball-like machines) activate from their wall sockets and attack the characters. Repeat this encounter up to three times (once per area).

4 - Pump Room A

The walls of this area are lined with massive iron pistons.

Hazard: Loud Sounds. Non-construct creatures who linger for more than a minute in this area begin to bleed from their ears and become deafened until they spend an hour away from the area or the condition is cured by a *lesser restoration* spell or similar effect. Additionally, they take



9 (2d8) thunder damage when they become deafened.

5 - Pump Room B

The walls of this area are lined with massive iron pistons.

Hazard: Loud Sounds. Non-construct creatures who linger for more than a minute in this area begin to bleed from their ears and become deafened until they spend an hour away from the area or the condition is cured by a *lesser restoration* spell or

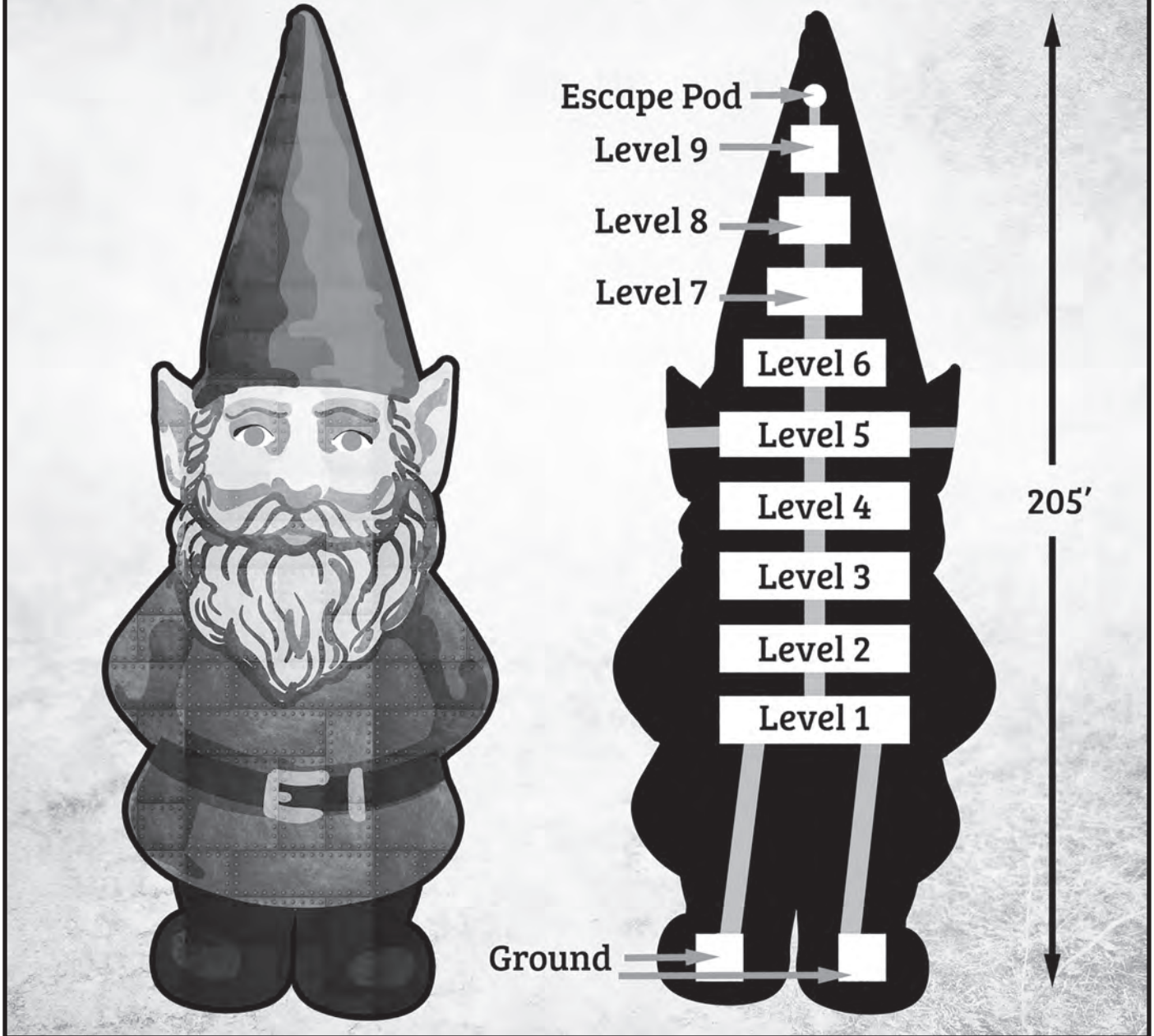
similar effect. Additionally, they take 9 (2d8) thunder damage when they become deafened.

6 - Upper Steamworks

This area is filled with complex machinery responsible for generating power to the Mecha-Gnome's propulsion system. Characters in this area can clearly hear the pistons in **areas 6A - 6H**, as well as the occasional whistle of excess steam as it's released from the system.

Encounter: Big-Rolly. If the characters attempt to damage or disable any of the machinery in this area or **areas 6A - 6H**, one **big-rolly** (treat it as a **giant ape**, except its type is construct and it has the appearance of a ball-like machine) and two **rolly-units** (treat them as **steam mephits**, except their type is construct and they have the appearance of ball-like machines) activate from their wall sockets and attack the character.

MECHAGNOME



Hazard: Loud Sounds. Non-construct creatures who linger for more than a minute in this area begin to bleed from their ears and become deafened until they spend an hour away from the area or the condition is cured by a *lesser restoration* spell or

similar effect. Additionally, they take 9 (2d8) thunder damage when they become deafened.

7 - Lower Jaw

This area is empty.

Development: Investigation. If the

characters successfully disabled any of the machinery in the steamworks, the two gnome assassins in **areas 8 and 9** move toward the central staircase to investigate; they will attempt to remain hidden and strike the most vulnerable character first.

8 - Laser Generator A

This area is the control center for the Mecha-Gnome’s right laser turret.

Three gnome scientists (NE **commoners** with Arcana +2 and History +2) are currently seated in spherical booths, from where they direct the mech’s laser fire. If fighting breaks out in this area, they will cower in their booths and plead for mercy once combat is over.

Encounter: Assassin Lieutenant. Helix, one of Sparkcoil’s lieutenants (NE female gnome **assassin** with darkvision out to 60 feet and advantage on Intelligence, Wisdom, and Charisma saving throws against magic) is overseeing the civilian scientists in this area. This assassin will not fight to the death. Rather, she will attempt to parlay with the characters if she is reduced to below one quarter of her maximum hit points.

9 - Laser Generator B

This area is the control center for the Mecha-Gnome’s left laser turret. Three gnome scientists (NE **commoners** with Arcana +2 and History +2) are currently seated in spherical booths, from where they direct the mech’s laser fire. If fighting breaks out in this area, they will cower in their booths and plead for mercy once combat is over.

Encounter: Assassin Lieutenant. Galp, one of Sparkcoil’s lieutenants (NE male gnome **assassin** with darkvision out to 60 feet and advantage on Intelligence, Wisdom, and Charisma saving throws against magic) is overseeing the civilian scientists in this area. This assassin will not fight to the death. Rather, he will attempt to parlay with the characters if he is reduced to below one quarter of his maximum hit points.

10 - The Mouth

This area serves as the Mecha-Gnome’s relaxation room: several gnome-sized round tables are bolted to the floor, with various games left out for the scientists’ enjoyment. This

area is also soundproofed, though the vibration of the machines below still resonates in the flooring.

Development: Card Game. Four gnome scientists (NE **commoners** with Arcana +2 and History +2) are currently playing a card game. All four are drunk and smoking cigars. Upon seeing the characters, they will greet them heartily and invite them to the card table, believing them to be fellow employees. If the characters linger too long, however, one of the gnomes will realize their error, panic, and attempt to run 20 feet to the right edge of the room and push a button to activate the neural gas trap.

Trap: Neural Gas. A large, red emergency button is built into the right wall of the area. When pressed, thick steel cylinders will descend around the staircases, making them inaccessible. After the steel cylinders descend, a deadly gas will begin to fill the room: for every 5 minutes of continuous exposure, a creature must make a DC 15 Constitution saving throw, taking 9 (2d8) poison damage on a failure, or half as much on a success. In addition, the creature suffers a random effect on the Neural Gas table below. The effect lasts until the creature spends an hour away from the neural gas or is subjected to a spell or effect that ends the poisoned condition. A creature only suffers from one effect on the table. The gnomes working within the Mecha-Gnome have been immunized against the gas.

Neural Gas.

d4	Effect
1	You forget how to speak.
2	Your arms fall limp at your side.
3	You can only walk backward.
4	Your legs stop working: you are forced to crawl, and your speed becomes 5 feet.

To escape the room, the steel cylinders must be forcibly lifted by succeeding on a DC 17 Strength (Athletics) check by one or more creatures with a combined Strength score of 25

and prevented from falling once more by placing an object underneath (such as a chair).

11 - Viewing Room

This area has similar trappings to that of **area 10**, minus the actual trap. Additionally, a large window provides characters on this floor a view outside.

Aside from that, this area is empty.

12 - Control Room North

Like the laser generator rooms (**areas 8 and 9**), the Mecha-Gnome’s control rooms are divided into separate halves. Also present in this area is a similar spherical booth, wherein a gnome scientist directs the Mecha-Gnome’s right leg. Two other gnome scientists are diligently working at their stations.

Encounter: Gnome Mage. Rustreach, one of Sparkcoil’s lieutenants (female NE gnome **mage** with darkvision out to 60 feet and advantage on Intelligence, Wisdom, and Charisma saving throws against magic), is overseeing the scientists in this area. Once she is reduced to below one quarter of her maximum hit points, she will surrender and beg for her life.

Development: Mecha-Standstill. If the characters successfully sabotaged the steamworks (**areas 3 to 6**), then this area will be empty: the mage and scientists in this area will be conferring with their colleague in **area 13**.

13 - Control Room South

Like the laser generator rooms (**areas 8 and 9**), the Mecha-Gnome’s control rooms are divided into separate halves. Also present in this area is a similar spherical booth, wherein a gnome scientist directs the Mecha-Gnome’s left leg. One other gnome scientist is diligently working at a station.

Encounter: Warbis Sparkcoil. Warbis Sparkcoil (male NE gnome **mage** with darkvision out to 60 feet and advantage on Intelligence,

Wisdom, and Charisma saving throws against magic) is overseeing the scientists in this area. Once engaged, Sparkcoil will animate two metal pipes (treat them as **flying swords**, except their damage type is bludgeoning). Warbis Sparkcoil is wearing a *belt of giant strength (hill giant)*. After the first round of combat, Warbis will begin a fighting retreat toward the escape pod (**area 18**).

Development: Mecha-Standstill. If the characters successfully sabotaged the steamworks (**areas 3 to 6**), then this area also contains the mage and scientists from **area 12**.

14 - Armory

This small area is empty. It's apparent that the walls once held weapons, but they're currently in use throughout the Mecha-Gnome.

Treasure: Chime of Opening. Any character that succeeds on a DC 15 Perception (Wisdom) check discovers a *chime of opening* mixed in with a pile of unassuming metal rods.

15 - Escape Level A

At the center of this area is a manual elevator large enough for one medium-sized humanoid creature. To operate the elevator, the creature

must stand on the wooden board and continuously pull a cord by performing a DC 10 Strength check for every 5 feet of upward movement (two checks per area).

If a creature wishes to climb the cord barehanded, have them perform a DC 15 Strength check for every 5 feet of upward movement.

If a creature wishes to force the elevator back down (as if to stop someone from ascending to the escape pod), then have them and the occupant perform opposed Strength checks. If the occupant loses this check, they fall 5 feet. If this would result in the occupant hitting the floor, then they are dislodged from the elevator and are knocked prone.

16 - Escape Level B

Aside from the elevator mechanism described in **area 15**, this area is empty.

17 - Escape Level C

Aside from the elevator mechanism described in **area 15**, this area is empty.

18 - Escape Pod

The elevator mechanism terminates in this area. This area is large enough

for one medium-sized humanoid creature.

Once the hatch is closed, it cannot be opened from the outside.

If Warbis Sparkcoil reaches this area, he will close the hatch and push the big red button located in the ceiling. If this happens, this area physically detaches itself from the Mecha-Gnome and is propelled 5,000 feet to the west, then parachutes an additional 5,000 feet as it falls.

Concluding the Adventure: Fate of the Mecha-Gnome

Once the Mecha-Gnome is taken, its ultimate fate is left up to the characters and their employer. They can certainly scuttle the machine, but they can also sell it to the highest bidder. If they simply disabled the mechanisms, it will be worth more to a prospective buyer than if they destroyed them.

If Sparkcoil was captured alive, he can be of help in repairing the Mecha-Gnome but will try to take it back if an opportunity presents itself. If he escaped, he may come back later with a new invention, or try to reclaim the Mecha-Gnome if it is still functional. Ω





CURSE OF THE SUNKEN CASTLE

An adventure for level 8 characters

Written by **Torchlight Press**
Cartography by **Dyson Logos**
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William McAusland, and Walnut Bird

Curse of the Sunken Castle is a Fifth Edition adventure for 3 to 7 characters of 7th to 8th level. The adventure is optimized for five characters with an average party level (APL) of 8, though characters of 7th level can survive this adventure if they are extremely cautious and rest between encounters.

The characters are asked by a local mage to track down a group of explorers that have gone missing on a recent expedition. This adventure begins on a remote island detailed in DMDave's *Mystery Island*. The characters and NPCs are incapable of escaping from the island; however, this adventure could be transplanted to any coastal region.

Adventure Background

Before running your first game session in the sunken castle, be sure to review the contents of "Perimus, the Sunken Castle" on page 78.

Character Advancement

Ideally, the characters are at least 8th level when they first arrive at Perimus, the Sunken Castle. If the characters complete either of the following objectives, they advance in level:

- Defeat The Conductor, The Devout, and The Craftsman.
- Break the curse corrupting the castle by completing the ritual in the Beacon Control Station.

Adventure Hook

Pandora Blair is an academic (human female **mage**) who's been trapped on the island for several years. She's been observing the unusual magical activity surrounding the island, trying to find a way to escape. She recently sent a research party to an anomaly in the northern bay. They have been gone for over a week.

After the characters reach 8th level, Pandora tracks down the characters and approaches them from twenty feet in the air atop a *broom of flying*. She lands and says:

“I need your help. My crew sailed out to a castle that simply appeared in the northern bay, and they haven’t returned. There were five of them, and it’s been nearly a week since they left. You seem to be the most capable people on this island. Can you help?”

If characters want to hear more or leave an opening for Pandora to keep talking, she adds:

“The castle in the northern bay is radiating wild conjuration and necrotic magic. It’s clearly not from this island, but I suspect it may provide valuable information about our entrapment here. If nothing else, it might contain supplies to make surviving here easier.”

When the characters are ready, they must make their way to the castle.

Reaching the Castle

Pandora has attempted to fly into the storm, but traversing it without the heft and anchoring provided by the boat proved exceedingly dangerous. Therefore, she advises that the characters use a boat and can provide them with a makeshift sailing boat. If the party takes her up on the offer, Pandora leads them to a boat that she’s anchored on the shore of the northern bay. Before the characters can use the boat, Pandora dispels *glyph of warding* cast on the steering wheel and the capstan (which is used to raise the anchor).

It takes an hour to sail from the shore to the edge of the storm by boat, or an hour and a half to reach by walking, swimming, or flying. From there, the characters will have to spend two hours trying to push through the storm to reach the castle. When the characters reach the edge of the storm, read the following:

A massive storm wall rises into the sky above, blotting out the sun and turning day to night. Violent winds whip the seawater at the

base of the storm into a fury, a sign of the tempest that lurks further in.

After entering the storm, the tumultuous waves, heavy rain, and strong winds inflict the following effects:

- Dexterity checks and saving throws, and Wisdom (Perception) checks that rely on hearing or sight, are made at disadvantage.
- Unprotected flames that are torch-sized or smaller are extinguished.
- Ranged weapon attack rolls are made at disadvantage.

To traverse the storm, the characters will make skill checks from either the “Walking, Swimming, or Flying” or “Sailing Through the Storm” sections below.

After each check is resolved, roll a d20 and consult the Chaos Storm Hazards table.

Walking, Swimming, or Flying Through the Storm

The characters must succeed on three Strength (Athletics) checks. The DC begins at 15. On a success, the characters progress, and the DC increases by 5. Any character that fails takes 7 (2d6) bludgeoning damage from the physical forces of the storm. A charac-

ter that fails by 5 or more must succeed on a DC 13 Constitution saving throw or be knocked unconscious (see “Falling into the Water” below).

Sailing Through the Storm

The sailing boat is outfitted with enough ropes for each character to secure themselves to the boat. To traverse the storm, the characters must make three group checks. For each group check, the characters must take one of the following actions:

- **Hide.** A character that hides counts as a failure for the group check; however, they are protected from the chaos storm hazards.
- **Steer the Ship.** The character must succeed on a DC 15 Wisdom (Survival) check to steer the ship. A character with proficiency in water vehicles can use it in place of Survival. A character proficient in Athletics, Perception, or Survival or proficient with water vehicles can provide help.
- **Secure the Ropes.** The character must succeed on a DC 15 Strength (Sleight of Hand) check. A character with proficiency in water vehicles can use it in place of Sleight of Hand.

Chaos Storm Hazards.

d20	Chaos Storm Hazards
1 - 5	No hazard.
6 - 15	Inclement Weather. A huge wave, a surge of wind, or violent undersea current slams into the characters. Each creature must succeed on a DC 15 Strength saving throw or take 7 (2d6) bludgeoning damage. On a failure by 5 or more, if the creature is not secured by a rope, they are thrown 30 feet in a random direction.
16 - 17	Thunder Strike. Each character must succeed on a DC 15 Constitution saving throw or become deafened for 30 minutes.
18 - 19	Conjuration Surge. A surge of conjuration magic summons a killer whale 30 feet above the ship. It crashes into the water, clipping the side of the ship. Each character on the ship must succeed on a DC 13 Dexterity saving throw to avoid being crushed or take 22 (4d10) bludgeoning damage.
20	Necrotic Surge. A surge of necrotic magic ripples through the water and across the boat. Each creature must succeed on a DC 15 Constitution saving throw, taking 11 (2d10) necrotic damage on a failure or half as much damage on a success. On a failure by 5 or more, the character takes one level of exhaustion.

- **Man the Oars.** The character must succeed on a DC 15 Strength (Athletics) check. A character with proficiency in water vehicles can use it in place of Athletics. To determine success, if at least half the group succeeds, the whole group succeeds.

Falling into the Water

A character that falls into the water can attempt to avoid drowning by using an action to make a DC 15 Constitution (Athletics) check. Characters who can breathe water succeed automatically, and unconscious characters fail automatically. On a failure, the character begins choking on water and can survive for a number of rounds equal to their Constitution modifier (minimum of 1 round). At the start of their next turn, they drop to 0 hit points and are dying, and they can't regain hit points or be stabilized until they can breathe again. At the GM's discretion, a character that dies may instead wake up eight hours later on the island shores at 1 hit point and four levels of exhaustion.

A character can use their reaction to jump overboard after a character that has fallen in the water. Otherwise, a character can attempt to spot a creature that has fallen overboard by using an action or reaction to make a DC 20 Wisdom (Perception) check. Characters have two rounds to reach an overboard character before they are beyond the line of sight. A character that is not tethered to the boat in some way (such as by rope) is at risk of drowning in the water as well.

Breaching the Castle

After the characters reach the eye of the storm, read the following:

Crossing into the eye of the storm, winds from all directions create unpredictable waves that tower as tall as fifty feet. Rising above the waves is a massive, sprawling stone structure standing in defiance of the storm.

Once the characters reach the castle, they will need to find an entrance. The castle's drainage pipes let out 30 feet above the sea, at roughly the same height as a boat's mast. A character attempting to jump from the mast to a drainage pipe without the aid of climbing gear or magic must succeed on a DC 15 Dexterity (Acrobatics) check or plummet to the deck of the ship and take 10 (3d6) bludgeoning damage.

Characters may attempt to ascend further up the castle. Regardless of the method being used to ascend, going to the second floor requires a successful DC 15 Strength (Athletics) check to avoid being blown away by the storm winds. The DC increases by 5 for each additional floor beyond the first.

If the characters enter through the drainage pipes, begin in **area 1**. Otherwise, pick a random location on the floor that the characters enter.

If the characters used Pandora's sailing boat, ten minutes after the characters enter the castle, their ship is smashed to pieces against the side of the castle by the storm.

Perimus, the Sunken Castle

Perimus, otherwise known as the sunken castle, is a massive structure haunted by aberrations that were once humanoid researchers.

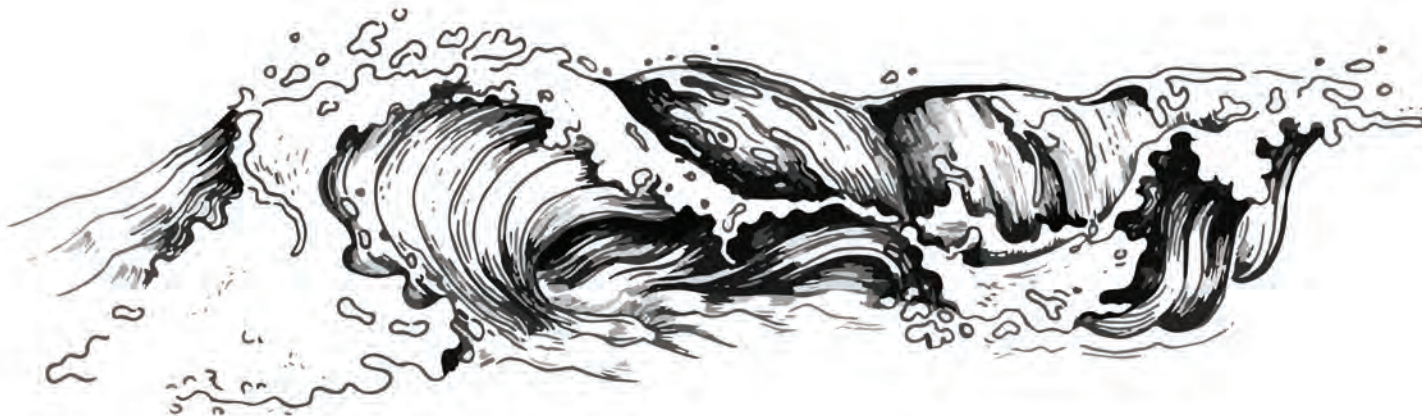
Decades ago, Perimus was subject to a burst of wild magic that tore the castle from its original location and deposited it atop a rocky outcrop in the sea. The surviving inhabitants did their best to adapt to the castle, but lingering magic from the planar shift wrought horrific changes on their bodies, eventually claiming their lives.

General Features

Doors. Most of the doors in the castle are plain wooden doors with AC 15, 4 hit points, and immunity to psychic and poison damage. A door can be forced open with a successful DC 15 Strength (Athletics) check. A creature that is proficient with thieves' tools can pick a locked door with a successful DC 13 Dexterity check.

Adamantine Doors. Adamantine doors have AC 23, 18 hit points, a damage threshold of 5, and immunity to psychic and poison damage. An adamantine door can be forced open with a successful DC 25 Strength (Athletics) check. A creature that is proficient with thieves' tools can pick a locked adamantine door with a successful DC 20 Dexterity check.

Aberrant Curse. Any humanoid that is killed in the castle slowly becomes an aberration. Unless *gentle repose* is cast, a dead humanoid's body is twisted into an unrecognizable mass of flesh after 12 hours. The



curse afflicting the body cannot be removed without *wish*, *true resurrection*, or similar spells. After another 12 hours, there is a 20 percent chance that the body forms into a **gibbering moulder** and a 10 percent chance that they become a **flesh golem**.

Missing Crew. A summary of the whereabouts of the missing crew:

- Ishmoz (male human) died at sea.
- Purban (male human) died at sea.
- Hedley (male human) is in the dungeon, **area 3**.
- Bran (male dwarf) is in the workshops, **area 7**.
- Senga (female human) is in the music hall, **area 9**.
- Ostara (female half-orc) is in the library, **area 16**.

Wandering Monsters

While many of the castle’s halls are vacant, the castle is inhabited by a variety of dangerous creatures. Characters may encounter aberrations, undead, golems, monstrosities, and oozes as they explore. After each hour, the characters spend exploring the castle, or each time the characters conduct a thorough search of an unnumbered area on the map, roll percentile dice and consult the Perimus Encounters table to determine if the party has a random encounter.

Exploring the Castle

As the characters explore the castle, call the players’ attention to any numbered locations on their current floor or any adjacent floors; these areas are the most intact, and signage throughout the castle offers directions. Unless the players say otherwise, assume that the characters explore at a cautious rate of 100 feet every 5 minutes. Each location is approximately 600 feet apart, or 30 minutes at a cautious pace.

Searching an unnumbered location takes 30 minutes and requires a check for random encounters. Roll once on the Perimus Treasures table to determine if the characters find anything of value in the location.

Perimus Encounters.

d100	Encounter
01 - 50	No Encounter
51 - 60	One black pudding for every two characters
61 - 65	One gibbering moulder for each character
66 - 70	Two flesh golems
71 - 75	One ghost and one will-o'-wisp for every two characters
76 - 80	One roper for every two characters
81 - 85	One invisible stalker quietly follows the characters and waits for an opportunity to strike
86 - 90	One chuul for every two characters
91 - 00	One wraith for every two characters

Perimus Treasure.

d20	Treasure
1 - 10	No Treasure
11 - 12	5 (2d4) 25 gp pieces of jewelry
13 - 14	5 (2d4) 50 gp historical artifacts
15	A <i>spell scroll</i> of <i>grease</i> (or another <i>spell scroll</i> containing a 1st level spell of your choice)
16 - 20	An intact book, scroll, or etching written in Common that reveals one piece of Perimus Lore (determined by rolling a d20 and consulting the Perimus Lore table below)

Perimus Lore.

d8	Lore
1	The castle was once the seat of power of a powerful group of mages.
2	Few, if any, people lived outside of the castle. It was built to provide for most people’s needs.
3	At least one generation of children grew up inside the castle, never knowing life outside its walls.
4	Many of the inhabitants were taught to use basic cantrips such as <i>light</i> and <i>prestidigitation</i> .
5	The castle’s mages were experimenting with conjuration and necromancy magic.
6	The walls and floors of the castle bear scars of teleportation and necromantic magic gone awry.
7	After the castle was stranded, the dead began to rise as mangled aberrations.
8	In the chaos after the castle was stranded, several cults formed. Out of them, a cult worshipping ocean crustaceans became the most dominant.

Perimus Lore

As the characters explore Perimus, they piece together a picture of what life was like in the castle. Whenever a location instructs you to reveal some piece of Perimus lore, roll a d8 and refer to the Perimus Lore table. If you

get a result that’s come up before, roll again or choose a different result.

The Accursed of Perimus

When the characters reach the third floor where hydroponics is located, they are assaulted with a piercing

sensation of being watched as **The Mentor** (see Appendix D) becomes aware of their presence. The Mentor was a human before the castle's curse turned it into a powerful aberration. Now, it holds dominion over the entire castle, wandering its halls, and turning creatures it finds into **flesh golems**. The Mentor is accompanied by three **shadows** that remain within 15 feet of it at all times.

For every hour that passes, there is a 20 percent chance that The Mentor catches up with the characters. Only characters that flee the castle are spared its corrupting touch.

Perimus, the Sunken Castle Locations

The following locations are keyed to the map of Perimus, the Sunken Castle.

Floor 1

1 - Sewers. Characters can enter the castle through several drainage pipes spilling refuse out into the sea. As the characters begin exploring this floor, read the following:

Seawater and refuse wash out of the large, 15-foot-wide pipes leading into the castle. The pipes converge in an expansive maze of 30-foot-tall corridors with arched ceilings. Bioluminescent algae cast an eerie green glow on the walls and the sounds of sloshing water echo throughout the underbelly of the castle.

Maze. The sewers are a corroded maze of outlets into the sea, winding tunnels, and collapsed debris. Finding a path out requires a DC 20 Wisdom (Survival) check. On a success, the characters identify two possible routes out: they can either follow intermittent floating flesh to **area 2** or chunks of ice to **area 4**. On a failure, an hour passes, and the tide continues to rise (see Hazard: Tides below) before they may attempt another check.

Hazard: Tides. When the characters enter, the water is 2 feet deep. Every twelve hours, high tide submerges the sewers in 12 feet of water. In the six hours preceding high tide, the water levels rise 2 feet per hour, and in the following six hours, it recedes 2 feet per hour. Characters that are shorter than the water and do not have a swim speed must succeed on a DC 13 Constitution saving throw at the end of each hour spent swimming, taking one level of exhaustion on a failure.

Encounter: Fish Food. At the end of each hour spent in the sewers, there is a 20 percent chance that the characters encounter a **swarm of quippers** eating a partially-dissolved mass of flesh covered in mouths (a dead **gibbering moulder**). The swarm disperses when the characters approach. The mass of flesh is wearing a tattered, corroded chain shirt.

2 - Mortuary. Approaching through the sewers, the tunnels lead to a large stone double-door with rusted metal ornamentations. Every few minutes, partially-dissolved chunks of gibbering moulder flesh extrude from a 2-foot-wide disposal chute to the side of the door. Nearby, a spiral ramp leads to the floor above (**area 3**).

Decorated Doors. The ornate double-doors are 6 feet thick and weigh 400 lbs. The hinges on the other side of the doors are jammed. Opening the doors with physical force requires 30 minutes and a successful DC 20 Strength (Athletics) check. If a character is on the inside of the door, they can break the hinges, reducing the DC to force the door open by 5. A character that investigates the metal ornaments and succeeds on a DC 18 Intelligence (History) check recalls that the metal ornaments bear the iconography of an ancient god of the dead.

Disposal Chute. A creature that is Small or smaller can enter the mortuary through the disposal chute. The chute connects to a drainage

channel that's dribbling diluted acid and chunks of flesh.

Once inside, the characters can traverse the mortuary. Read the following:

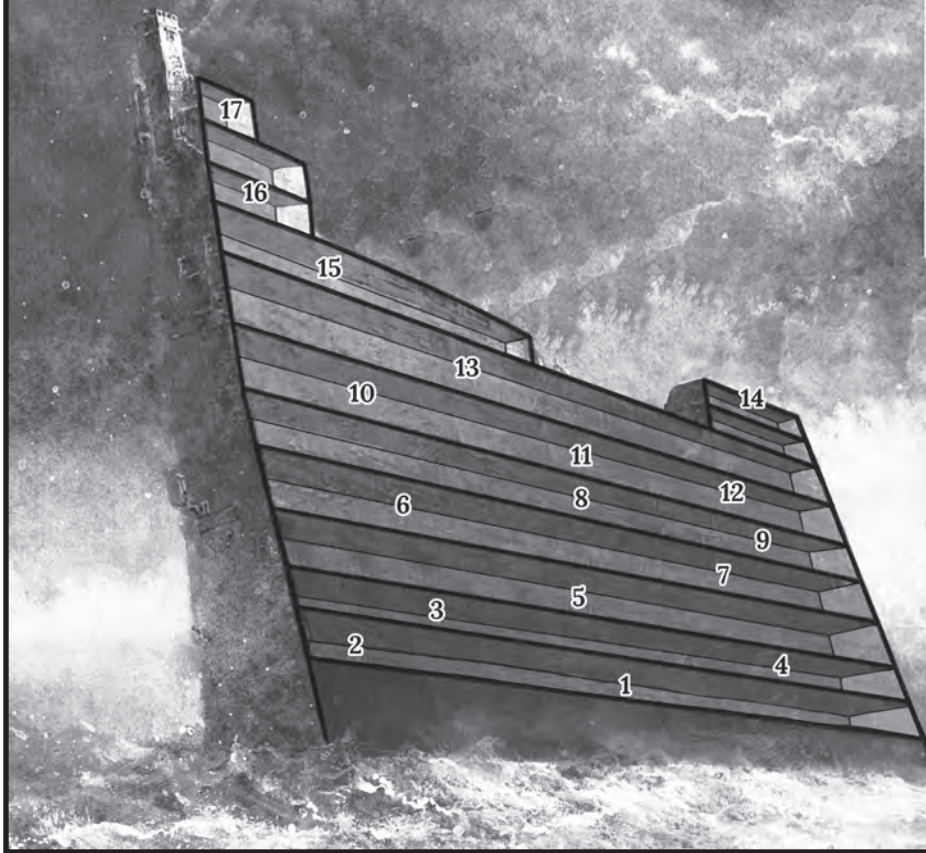
The large stone doors open to an elongated lobby flanked by shrines to a variety of gods. A drainage channel runs down the right-hand side of the room. The broken remains of a desk sit at the far end of the hall in front of a closed door. A piece of wood dangling from a rope over the desk reads "Reduce, Reuse, Recycle" in Common.

If the characters proceed through the door at the far side of the room, they enter the preparation room. There are some stacks of wood for constructing coffins discarded in a corner. The bulk of the room is filled with makeshift wooden cylinders being spun by a lanky, shriveled humanoid. Nearby, another shriveled creature is chopping up mounds of mouth-covered flesh.

Encounter: Mortician. There are two shriveled creatures (treat as **flesh golems**) in the preparation room. The creatures have been twisted and corrupted by latent necrotic magic. When disrupted, they attempt to knock any creatures that enter the room unconscious and put them in the tanks (see Hazard: Compost Tanks).

Hazard: Compost Tanks. There are ten compost tanks in the room, half of which contain the dissolving bodies of gibbering moulder. These wooden tanks are filled with an acid bath used to dissolve bodies. Magical runes carved into the wood replenish the solution in perpetuity. A creature that enters the tank takes 11 (2d10) acid damage when it enters the tank and at the start of each of its turns. 5d10 days after a creature is killed by the solution, their body is liquified and transported to hydroponics (**area 4**) to serve as nutrients.

Perimus, the Sunken Castle



Floor 1 1. Sewers 2. Mortuary	Floor 6 10. Living Quarters 11. Coral Temple 12. Hall of Preservation
Floor 2 3. Dungeon 4. Iceworks	Floor 7 13. Guard Command Post
Floor 3 5. Hydroponics	Floor 8 - East Wing 14. Observatory
Floor 4 6. Cistern 7. Workshops	Floor 8 - West Wing 15. Library
Floor 5 8. Market 9. Music Hall	Floor 9 16. Research Labs
	Floor 10 17. Beacon Control Station

Floor 2

3 - Dungeon. A reinforced wooden door lays smashed on the ground in front of the entrance to the dungeon. Characters that proceed through the doorway enter a mostly abandoned maze of cell-lined halls.

Cell Doors. All of the iron grate cell doors have *arcane lock* cast on them. Each cell has a unique password known by the ghost jailer (see Ghost Jailer below). Many of the cells contain soggy, decomposing bodies or **gibbering mousers** wearing the tattered remains of dull gray uniforms.

Encounter: Ghost Jailer. If the characters spend at least 30 minutes searching the dungeon, they find

a cell being guarded by a sleeping **ghost** wearing plain leather armor and wielding a shortsword. A successful DC 11 Dexterity (Stealth) check is required to sneak up to the jailer without it waking up and a successful DC 20 Dexterity (Sleight of Hand) check is required to swipe the cell keys from it. If the jailer is alerted, it demands that the characters stay at least 40 feet away and responds to aggression by possessing and imprisoning the characters in open cells. If the characters behave, the jailer can be convinced to trade its prisoner for another living creature with a DC 13 Charisma (Persuasion) check.

Lost Explorer: Hedley. Hedley is a scrawny human man (CN **commoner**) with patchy blonde stubble.

He is currently huddled in the far corner of the damp cell that the ghost is guarding, wearing leather armor a few sizes too big for him. Hedley is shell-shocked from his experiences on the castle. The characters can get him to focus and relax with a successful DC 15 Charisma (Persuasion) check. On a success, Hedley can provide the following information:

- Two members of the crew, Ishmoz and Purban, died at sea.
- The remaining five members of the crew barely made it aboard the castle before their ship was smashed to pieces.
- Hedley got separated from the others in the sewers and stumbled his way into the dungeon, where the ghost possessed and jailed him.

4 - Iceworks. After the castle was plane-shifted to sea, this wing of the castle was adapted into a workshop for collecting, freezing, and then melting water to desalinate it. Lanterns containing blue mold draw in the heat of anything in the area, turning the ward frigid.

Hazard: Overgrown Lanterns.

Due to neglect, many of the lanterns that once safely contained blue mold have been overgrown and broken. Traversing through this ward of the castle subjects creatures to the effects of blue mold (see “Blue Mold” below).

Icemaker. If the characters spend at least 30 minutes exploring the iceworks ward, they find a circular chamber with several cube-shaped stone casts coated in blue mold. Water coming from drainage outlets in the ceiling drips into the casts, which begins to freeze as the blue mold withdraws the heat from the water. Many of the casts are overflowing, coating the room in ice.

Blue Mold. Blue mold feeds on warmth, drawing heat from anything nearby. A patch of blue mold typically covers a 5-foot square, but with enough fuel, it can expand to cover sprawling areas. The temperature around blue mold is always frigid.

When a creature moves within 5 feet of the mold for the first time on its turn or starts its turn there, it must make a DC 12 Constitution saving throw, taking 11 (2d10) cold damage on a failed save, or half as much on a successful one.

Blue mold is immune to fire, and any source of fire brought within 5 feet of a patch causes it to instantly expand up to 10 feet outward in the direction of the fire. A patch of blue mold exposed to an effect that deals cold damage is instantly destroyed.

Floor 3

5 - Hydroponics.

The halls of the hydroponics ward are filled with rows of green, lively plants growing in water basins. The plants grow in stark contrast to the decaying castle around them.

Starchild. Characters that spend at least 10 minutes exploring the hydroponics are greeted by a charitable and enigmatic young fey woman (**Starchild**, see Appendix D) that goes by the name Starchild. She has light blue skin, glowing eyes, and short ethereal antlers sprouting from her forehead. She’s been tending to the plants in the years since the castle’s descent into madness.

Starchild avoids conflict with the characters and is willing to help them survive the horrors of the castle, however, convincing her to leave the plants behind to wither requires a successful DC 17 Charisma (Persuasion) check. She responds to attempts at intimidation or deception by revoking any offers of aid and demanding that the characters leave. If aggrieved, she will only relent if the characters apologize and succeed on a DC 20 Charisma (Persuasion) check.

She can provide the characters with the following information:

- She’s protected the hydroponics ward from The Mentor’s attention. Creatures of her choice in the hydroponics ward can’t be detected or seen by The Mentor.
- She can inform the characters about the aberrant curse (see “General Features”) that afflicts dead humanoids in the castle.
- She’s aware of three humanoids that passed through to the upper floors. They seemed determined to find magical resources in the castle.

Floor 4

6 - Cistern. Desalinated water from the iceworks center is stored here, in the cistern. The water dried up, leaving behind empty reservoirs caulked with wax, sand, and hair. The walls and arched ceilings are decorated with extensive illustrations of god-like crab figures. In the dark corners of the cistern, there are skeletal remains shed by gibbering mouthers.

Skeletal Remains. A character that succeeds on a DC 13 Wisdom (Medicine) check can determine that many of the skeletons in this chamber died fighting one another, likely over the last drops of desalinated water.

Rowboats. For every 10 minutes that the characters spend exploring the cistern, they find one rowboat that can fit up to three medium creatures. There is a 50 percent chance that the characters encounter creatures from the Perimus Encounters table (see “Wandering Monsters”)

7 - Workshops.

The bleak halls of the castle give way to a series of rooms with workbenches, ash-covered forges, weaving looms, and other tools of creation.

Engineer’s Shop. A powerful thumping reverberates through the floors of this area. If the characters spend at least 30 minutes searching this area, they discover a cluttered old metalworking shop with a strange crab-shaped contraption hung up in a network of chains and pulleys. When a creature enters the shop, the face of a scared man creeps up from inside the crab-machine’s cockpit (see “Lost Explorer: Bran” below). The man pops the machine’s hatch and whispers that the characters need to hide before the big monster comes back.

To convince the man that the area is safe, a character must succeed on a DC 16 Charisma (Persuasion or Deception) check. On a success, the man tries to climb down, but gets tripped up and makes an extreme-



ly loud crashing sound as he falls through metal chains and knocks over a table. When this occurs, a thumping vibration in the ground begins moving toward the sound. Give the players one round to prepare for an encounter with The Craftsman (see Encounter: The Craftsman below).

Encounter: The Craftsman. The **Craftsman** (see Appendix D) is a massive, muscular man with pock-marked skin and a metallic head that was corrupted by the aberrant curse.

Lost Explorer: Bran. Bran (NG dwarven male **thug** with Athletics +6) is unusually muscular: almost every single one of his veins is visible when he is not flexing. His shirt and pants are short and undersized. He is bald-headed but has large white tufts of hair around his ears. Despite his strength, Bran is a timid himbo.

Treasure: Apparatus of the Crab. The apparatus hung up on chains is inoperable. However, if the characters spend 5 minutes and succeed on a DC 13 Intelligence (Investigation) check, they can find a hidden backroom containing enough *apparatus of the crab* machines to fit the entire party and the four surviving explorers, but the machines are made from scraps and fall apart after 10 hours of use. There are detailed notes written in Common that provide the following information:

- The bulk of the notes detail instructions on how to operate the crab-like machines. The characters understand all of the mechanisms detailed in the *apparatus of the crab* item description.
- In the notes' margins there are increasingly frustrated ravings about a crab-worshipping cult and the mad priest that leads them. The scribbles indicate that the priest and their goons were forcing the craftsman to build machines for them by threat of violence.



Floor 5

8 - Market.

A market winds through this ward of the castle. Some tarp-covered shops are set out in open floor space; however, most shops are built into recesses in the walls.

The market is filled with dozens of half-formed **gibbering moulthers** wandering aimlessly. The gibbering moulthers have not fully lost their humanoid impulses and as such don't outright attack the characters. However, their gibbering does make it difficult to traverse the area. Characters that travel through the market take four times longer than normal and must succeed on a DC 11 Wisdom saving throw or gain the following form of short-term madness: the character begins babbling and is incapable of normal speech or spellcasting.

9 - Music Hall.

Off-key piano notes reverberate through this expansive, decadent series of chambers decorated with red velvet carpets and drapes.

Encounter: The Conductor. In the heart of the music hall is a large stage fit with a piano being played by a **flesh golem**. Four pacified **gibbering moulthers** are playing wind instruments in the orchestra pit, led by a faceless boney figure coiled in brass pipes (**the Conductor**, see Appendix D). Seated among the aberrations is a human woman.

Lost Explorer: Senga. Senga is a human woman (CG **scout**) with a dry personality that lights up when she's sharing music with others. Her skin is marred by burns. She wears faded leather armor and keeps her brown hair in a short pixie cut. Her green eyes dart around the room active-



ly observing anyone and anything. Senga is trapped in the Conductor's charm and cannot willingly leave the orchestra. She is currently playing flute in the Conductor's orchestra.

Creatures that enter the hall must succeed on a DC 15 Wisdom saving throw or become charmed by the Conductor for 1 hour and be magically compelled to join the orchestra. Charmed creatures can repeat this saving throw at the end of each hour or if they take damage. The Conductor takes notice of any creatures proficient in Performance or proficient with an instrument and instructs them to perform a solo. To perform the solo, a character must succeed on a DC 13 Charisma (Performance) check. On a success, the Conductor splits the gibbering moulder orchestra into two groups, assigns one group to the characters that succeeded on their solos, and prepares to play the piano with one of the groups (see Battle of Bands below). On a failure, a creature is shoved away by two of the gibbering moulthers. If all of the characters fail, the Conductor attacks them in a fit of rage. Neither the Conductor nor the gibbering moulthers will follow the characters out of the music hall.

Battle of Bands. To resolve the battle of bands, the characters must make a series of checks contested by the Conductor. The characters make three group checks: Charisma (Performance), Dexterity (Sleight of Hand), and Wisdom (Insight). If desired, a character can replace one of these skill checks with a Charisma check using an instrument that they are proficient with. After each check, the creatures on the side that lost the contest take 16 (3d10) psychic damage. If a creature fails the contest by 5 or more, they have disadvantage on their next check.

If the characters succeed on at least two out of the three contested performance checks, the Conductor is incapacitated in awe for 1 minute. All creatures that it had charmed are no longer charmed. The gibbering moulthers bumble around the chamber aimlessly. Senga, if she is still present, snaps out of the Conductor's charm and encourages the characters to run.

If the characters lose the battle, the Conductor attacks them in a fit of rage. Neither the Conductor nor the gibbering moulthers will follow the characters out of the music hall.

Floor 6

10 - Living Quarters.

A sing-song tune echoes through the empty halls of the living quarters. Many of the rooms have overturned beds, broken dressers, and scattered personal belongings.

Encounter: Dancing Child. If the characters spend at least 30 minutes exploring this area, they encounter the dancing child:

At the far end of a dark hall marked by rotting wood and peeled wallpaper, a child making a sing-song tune steps out from around the corner. Her featureless face stares out for a moment before three more faceless children step out around it. Together, the four clasp hands and begin dancing down the hall, singing in Abyssal.

The small, featureless child is looking for somebody to dance with. The child is a **cloaker** with the following changes:

- **New Feature: Shroud of Darkness.** Non-magical bright light within 30 feet of the child becomes dim light.

The child prefers to walk and uses her Phantasms feature to create illusory clones to dance with. She sings "ring around the rosie, a pocket full of posies" in Abyssal as she moves toward the characters. The child doesn't attack for as long as at least one creature dances with her. If provoked, the child relies on hit and run tactics to wear the characters down.

11 - Coral Temple. An otherwise unassuming temple nestled in the heart of the castle is smeared with paint depicting a colossal crab rising out of the sea and carrying the sea-bound castle to safety.

Characters that proceed into the temple are greeted by a creature casting the *gate* spell with a *spell scroll*:

Inside, the walls and floors are covered in poorly-illustrated mu-

rals depicting a crustacean savior. At the front of the room, a tall skeletal figure with a featureless bulbous head is reading over the soiled fragments of a scroll. The creature lifts its head from the page, its bones creaking with effort, and raises both of its arms. A 20-foot-wide, 20-foot-tall shimmering blue portal opens in the space above the creature to a place deep under the ocean. Water pours out as a gargantuan crab is pulled through the gate and thrown onto the floor of the temple. The floor begins buckling under the crab's weight. Overhead, the portal closes.

Encounter: The Devout and the Crab. The lanky, faceless creature is **The Devout** (see Appendix D), the priest that led the crab-worshipping cult that fomented in the castle. The Devout's goal is to protect the crab. If the colossal crab escapes the castle, The Devout blames the characters and lashes out at them.

The **colossal crab** (see Appendix D), however, is confused and disoriented. It fixates on smashing through the castle walls to escape as quickly as possible. On its turn, it spends its action attacking the walls. At the end of each of the crab's turns, roll on the Near Miss table. After it attacks the walls for 3 rounds, it breaks through and scuttles over the edge, dropping into the sea below. The descent to the sea is 60 feet.

Near Miss.

d6	Event
1-2	Flying Debris. Each creature within 30 feet of the crab must make a DC 14 Dexterity saving throw, taking 14 (4d6) bludgeoning damage and falling prone on a failure. A creature that succeeds on this saving throw takes half as much damage and does not fall prone.
3-4	Close Call. A character you choose within 10 feet of the crab must make a successful DC 14 Dexterity saving throw to dodge a stray attack from the crab as it attacks the castle walls. On a failed save, the creature takes 14 (4d6) bludgeoning damage.
5-6	Fallen Crabs. 2 (1d4) giant crabs fall off of the colossal crab as it violently attacks the walls. These crabs scatter and lash out at nearby creatures, acting immediately after the colossal crab's turn.

12 - Hall of Preservation.

A chipped stone veneer plastered over the wooden walls of the castle marks the halls leading up to the Hall of Preservation, a museum of non-magical artifacts that the mages of Perimus have collected.

Foyer Exhibits. The foyer's focal exhibit is a **zombie** capable of speech due to a complex set of airbags and pipes installed in its chest cavity. The zombie can engage in simple conversations, but it has a poor grasp on the passage of time. It waits patiently for creatures to step up to the iron cage that it's sealed in to talk to it, and otherwise waves politely to creatures that look nervous.

A sign in front of the zombie reads: "Behold, the fruits of your labor, dear citizens! Product of the Perimus Research Labs."

Main Exhibit. The main exhibit of the hall of preservation is a **mummy lord** that is under the effects of an *imprisonment* (slumber) spell. When the characters go to the main exhibit, read the following:

Standing atop a round pedestal is a linen-wrapped creature adorned in gem-encrusted jewelry with its arms thrust out threateningly. Sand swirls slowly around the creature on display.

A sign in front of the exhibit reads "Anuke, empress of Heloni, was a

powerful woman raised from the dead by the priests of her empire. As a nearly immortal being, Anuke has long-since outlived her empire and its people. Credit to Inorim for donating this invaluable specimen to the people of Perimus."

A creature that investigates the exhibit and succeeds on a DC 13 Intelligence (Medicine) check notices that the mummy is still alive, simply asleep. A character that succeeds on a DC 19 Intelligence (Arcana) check understands that the mummy lord is under the effects of *imprisonment*.

Floor 7

13 - Guard Command Post.

The halls surrounding the barracks and guard stations in this area of the castle are littered with the skeletal remains of armored guards and armed civilians.

Downfall of the Guard. A character that succeeds on a DC 10 Wisdom (Medicine or Survival) check determines that the armed civilians were attempting to push through the guard.

Command Post. Characters that spend 30 minutes searching the command post discover a large briefing room with four *crystal balls* (see below). There are two **flesh golems** for every three characters idling in this room, each wearing the tattered remains of scale armor.

Command Post: Crystal Balls. Of the four *crystal balls*, three are typical *crystal balls* and one is a *crystal ball of mind reading*. Each of the *crystal balls* has a powerful enchantment placed on them to prevent theft. If a *crystal ball* is removed from the command post, it ceases to function and blinks bright red from inside. In addition to the normal rules of *scrying*, the *crystal balls* can be used to view each of the areas prior to this one and the exterior of the armory (see Armory below).



Armory. Characters that spend an additional 30 minutes searching the command post discover the armory. The armory is locked behind an adamantine door with several dents beaten into it. Several skeletons litter the floor around the door.

Inside of the armory is a grim scene:

A table and several cabinets are shoved against the adamantine door. Beyond the barricade, a single human skeleton lays propped against the north wall hiding beneath a shield.

Treasure. The skeleton is hiding beneath an *animated shield* and holding an arcane focus. Additionally, there is one suit of plate armor, ten suits of scale armor, fifty scimitars, twenty shortbows, and fifty quivers containing twenty arrows each.

Floor 8: East Wing

14 - Observatory.

Situated on the uppermost floor of the eastern edge of the castle, this area features a plethora of panoramic windows that have been shattered by the storm. Frigid rain

and wind pelt every inch of the space. The rain-soaked wood floors sag and creak beneath the slightest weight.

Vantage Point. From atop the castle, characters can see several hundred feet out into the storm. If the colossal crab escaped the coral temple (**area 11**), any character that looks out at the sea notices a large circular disk treading through the water. A character that succeeds on a DC 10 Wisdom (Survival) check deduces that the disk is the colossal crab and notes that its current path puts it at risk of running through a small hamlet, the village of Memory, on the island's shore.

Hazard: Soaking Rain. Characters that spend at least 30 minutes in this area become soaked by the frigid rain. Each additional minute that the characters remain in the observatory requires the characters to succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures that are naturally adapted to living in ice-cold water or frigid environments.

Floor 8: West Wing

15 - Library.

The chambers of this expansive ward are lined with reams of books and scrolls, many of which have decayed beyond recognition.

Lost Explorer: Ostara. Characters that enter the library discover three dead gibbering mouters and Ostara, a dark-skinned female half-orc (CN **mage** with *mage armor* cast upon herself and one 3rd-level spell slot remaining) draped in fineries. She is haphazardly searching through the library's shelves, throwing ruined books aside. She is impulsive, with half-smiles and amber eyes that beguile others. She is relieved to be interrupted by creatures that aren't aberrations, and happily answers any questions that the characters ask to the best of her ability. She can provide three pieces of lore from the Perimus Lore table that the characters have not already learned. In addition, she can share the following information:

- The castle's mages were attempting to teleport the entire castle, but the

attempt went askew and suffused the entire castle in a volatile mixture of conjuration and necromantic magic.

- The latent conjuration magic is responsible for the massive storm surrounding the castle.
- The latent necromantic magic is responsible for the curse that turns the dead into aberrations.
- Ostara found designs indicating that after the castle was stranded, they began building a magical beacon designed to negate the latent magics surrounding the castle. Ostara believes that the beacon was nearly complete before the last survivors died.

Ostara is convinced that they can repair the magical beacon and that her crew's sacrifices to reach this point don't have to be in vain. If the characters do not want to pursue this course of action, she can be convinced by another scholar to abandon the plan with a successful DC 30 Intelligence (Persuasion) check. Each lost explorer that the characters have kept alive decreases the DC by 3. On a failure, she insists on following through with her plan to fix the castle with or without the characters.

If Ostara goes to repair the magical beacon alone, she is killed by aberrations and turned into a **flesh golem** by the curse. The castle remains standing, a testament to the dangers of magic and the hubris of mages.

Floor 9

16 - Research Labs.

The plain wooden doors and floors of the castle give way to adamantite-plated doors, floors, and walls. Many of the doors are either left ajar or broken off their hinges.

The research labs were once used to run a wide variety of magical experiments, analyze results, and share information.

Undead Servants. Characters that spend 15 minutes exploring the

research labs stumble across a series of rooms dedicated to the creation of pacified undead capable of speech. There are seven **zombies** stuck in metal cages. In one of the rooms, a **zombie** is loose, walking on a large treadmill, its legs reduced to stubs from years of unrelenting labor. The zombies understand Common and are capable of speaking about simple concepts.

Teleportation Experiments.

Characters that spend a total of 30 minutes exploring the research labs discover a large room with glass walls peering into smaller adjoined rooms with a variety of objects placed inside of them.

Beacon Prototype. Characters that spend an hour exploring the research labs find a large room with several desks pushed together in the center.

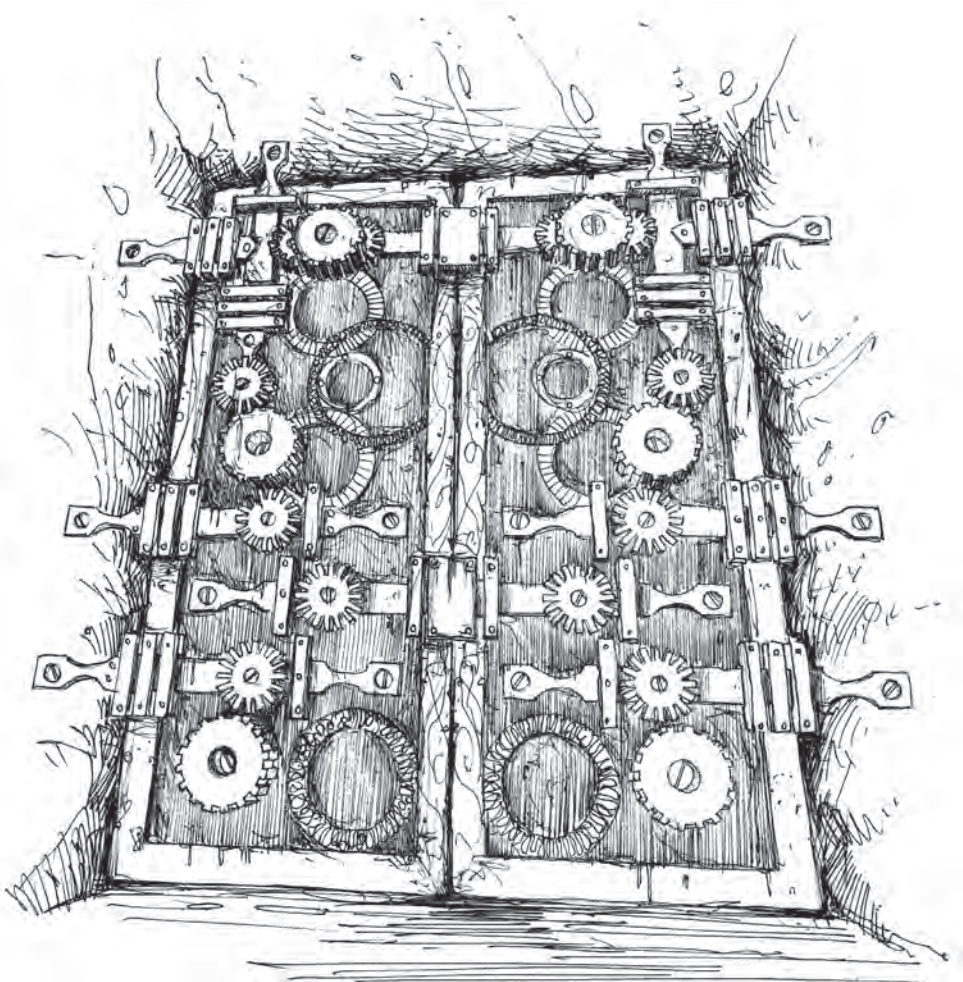
Faded notes are scattered across the tables and on the floor. Set out on the center of the table are several crystal rods of various widths, lengths, and colors.

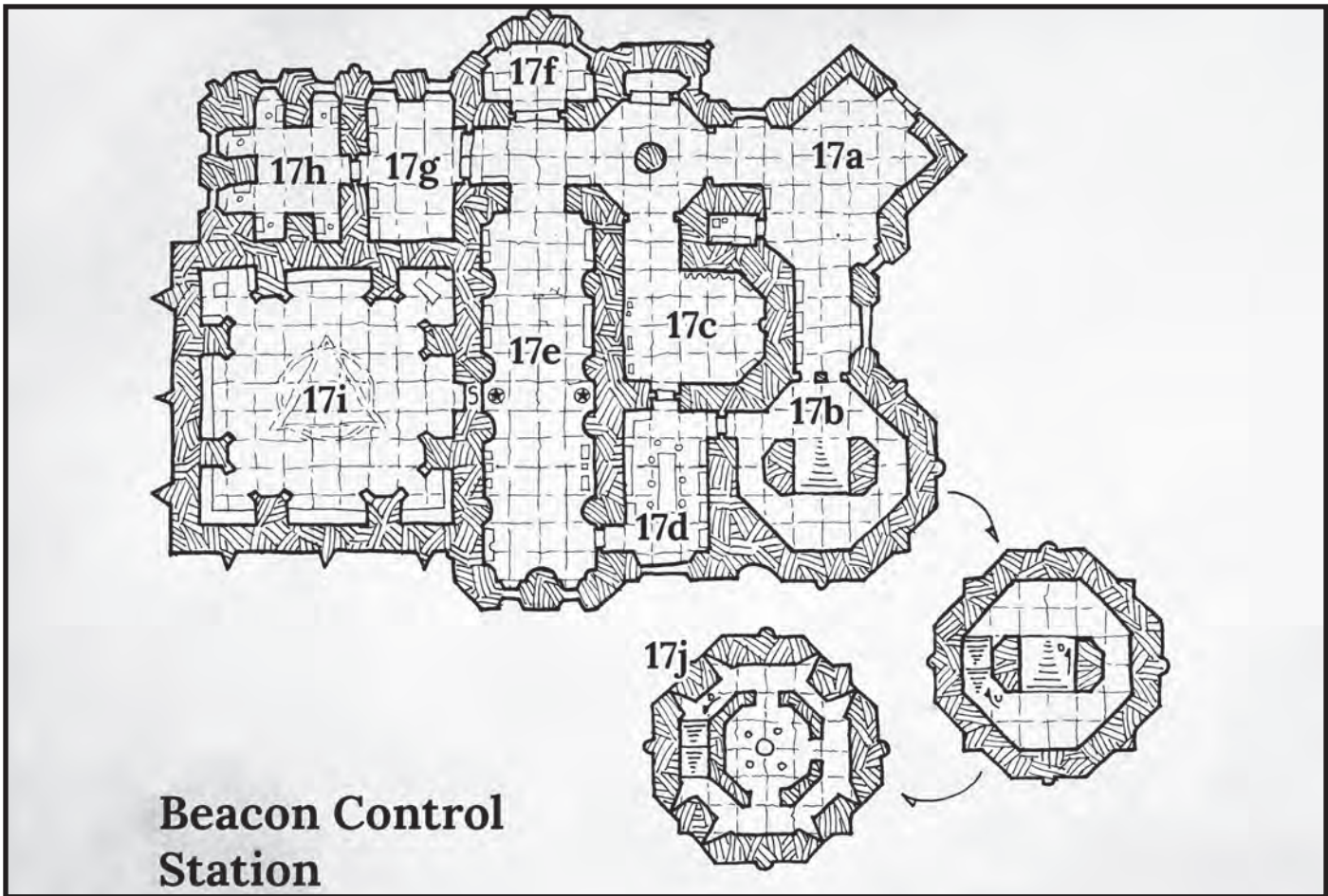
Beacon Prototype: Crystal Rods.

A character that investigates the crystal rods and succeeds on a DC 14 Intelligence (Arcana) check recognizes the crystal rods as magic catalysts used to amplify the magical potency of specific rituals; cultivating the appropriate rod for a ritual is an extremely time-intensive task due to the trial-and-error process required.

Beacon Prototype: Notes.

A character that investigates the faded notes and succeeds on a DC 17 Intelligence (Arcana) check can piece together that the notes detail research into a ritual designed to diffuse latent magical energy in a surrounding area.





Beacon Control Station

Floor 10: Beacon Control Station (areas 17a-17j)

The beacon control station is situated at the highest point of the castle.

The station, the interior of which is shown in the Beacon Control Station map, has the following recurring features:

Ceilings. The ceilings are 12 feet high.

Walls and Floors. The walls and floors are made of wood with a stone veneer.

Doors. Doors are made of steel-reinforced wood. They have AC 20 and 18 hit points. A locked door can be opened by succeeding on a DC 20 Strength (Athletics) check. A creature that is proficient with thieves' tools can pick a locked door with a successful DC 18 Dexterity check.

Lighting. The interior is dimly lit by sunlight shining through the eye of the storm overhead.

17a - Foyer. There are several suits of armor in the foyer and the adjoining halls, each wearing blue cloaks.

Encounter: Animated Armor.

There is one **animated armor** for each character in the party. Each animated armor is wearing a blue cloak, which are **rugs of smothering**.

When the characters enter this room, the animated armors guide the characters to the waiting room (**area 17c**), where they expect the characters to wait until their appointment time. As the original occupants of the castle are all dead and there is no appointment, the characters are tasked with waiting indefinitely. If the characters refuse to wait, the animated armors and their cloaks treat them as intruders and attack.

When the characters reach the waiting room, one of the armors begins emanating a cheerful tune

played on a viola. After 30 minutes, a pre-recorded message plays from one of the animated armors, announcing the following: "Thank you for waiting patiently. Somebody will see you shortly. In the meantime, if you must relieve yourself, ask the guards to see you to the washrooms."

A character that wants to convince an animated armor that it needs to go to the washroom must make a DC 13 Constitution (Performance) check. On a success, one of the animated armors escorts the character to the communal bathroom (**area 17h**).

17b - Stairs. A 10-foot-wide set of ornate stairs ascends upwards into a tower. These stairs lead up two flights to the beacon (**area 17j**).

17c - Waiting Room. This mundane room has a few seats. There is nothing else of value.

17d - Meeting Room. This room features an elongated desk with ten stools knocked over around it. There are empty, broken glass cabinets along the walls.

17e - Grand Hall. This wide hall features several smashed cabinets and two stone busts tucked into alcoves.

Secret Lever. A character that investigates the hall and makes a successful DC 14 Intelligence (Investigation) check discovers that the eastern statue's nose can be turned upside down. When turned, a portal shimmers into existence in front of the statue, connecting the hall to **area 17i** where an arcane sigil is laid out on the floor.

17f - Overlook. This small room boasts an unparalleled view of the length of the castle, looking out toward the observatory (**area 13** of Perimus, the Sunken Castle).

17g - Storage. The room is bare except for four wooden cabinets.

Treasure: Cabinets. Three of the cabinets are locked. One of them contains 5 (2d4) gems worth 50 gp each.

17h - Communal Bathroom. This room features six doorless alcoves. Inside of each alcove is a toilet, respectfully facing toward a wall. Black ichor bubbles quietly in the toilets and coats the floor.

Encounter: Black Pudding. There is one **black pudding** for every two characters in the party. When a creature reaches the center of the room, the black puddings squeeze through the seams of the floor, surrounding the creature.

17i - Arcane Sigil. A large, faded arcane sigil is painted on the floor of this room.

Repairing the Sigil. To repair the sigil, a character proficient in Arcana must succeed on a DC 20 Intelligence (Arcana) check. The DC is reduced by 5 if they received the beacon's design plans from Ostara in the library (**area 16**).

Spare Crystal Rods. Set against the northern wall are five crystal rods. Each rod is 10 feet tall and weighs 40 pounds. These rods can be used in the beacon (**area 17j**).

17j - Beacon. The beacon is a set of four metal rods surrounding one large crystal rod that extends 30 feet into the air.

Inspecting the Beacon. A character that inspects the beacon and succeeds on a DC 14 Intelligence (Investigation) check identifies hairline fractures running through the length of the crystal rod, damaging its structural integrity. Characters proficient with jeweler's tools have advantage on this check.

Activating the Beacon. To activate the beacon, a creature that can cast spells must spend 1 hour attuning the beacon and then make an Intelligence (Arcana) check. The DC starts at 25. Repairing the arcane sigil in **area 17i** reduces the DC by 5. Using a new crystal rod from **area 17i** reduces the DC by an additional 5. Ostara or Starchild can perform this task if nobody else is willing or capable. On a success, read the following:

The beacon bursts alive with swirling white light that pierces the sky. The latent magic in the storm begins pouring into the beacon's light from above, breaking the clouds apart. Meanwhile, black wisps rise from the castle's floor and pour into the beacon. The latent magic energy pouring into the beacon moves quicker and quicker until there's nothing left. The beacon's light snaps out of existence. Looking out over the horizon, the skies are finally clear.

All of the aberrations within the castle become incapacitated, and then wither and die over the next 2d4 weeks.

On a failure, the beacon shatters and, instead of drawing in the latent energy outside, it draws on the attuned character's magic. The attuned

character takes 17 (5d6) psychic damage, and their intelligence score is reduced by 1d4. The character dies if this reduces their Intelligence score to 0. Otherwise, the reduction lasts until *greater restoration* or a similar spell is cast on the character. Characters can retrieve another crystal rod from **area 17i** to try again.

Leaving the Castle

The Storm Remains. If the characters do not dispel the storm, they will have to traverse out of the castle through all of its inhabitants and travel through the storm again to get back to the island. Characters that find the *apparatus of the crab* machines in the workshops (**area 7**) can use these to safely traverse through the storm.

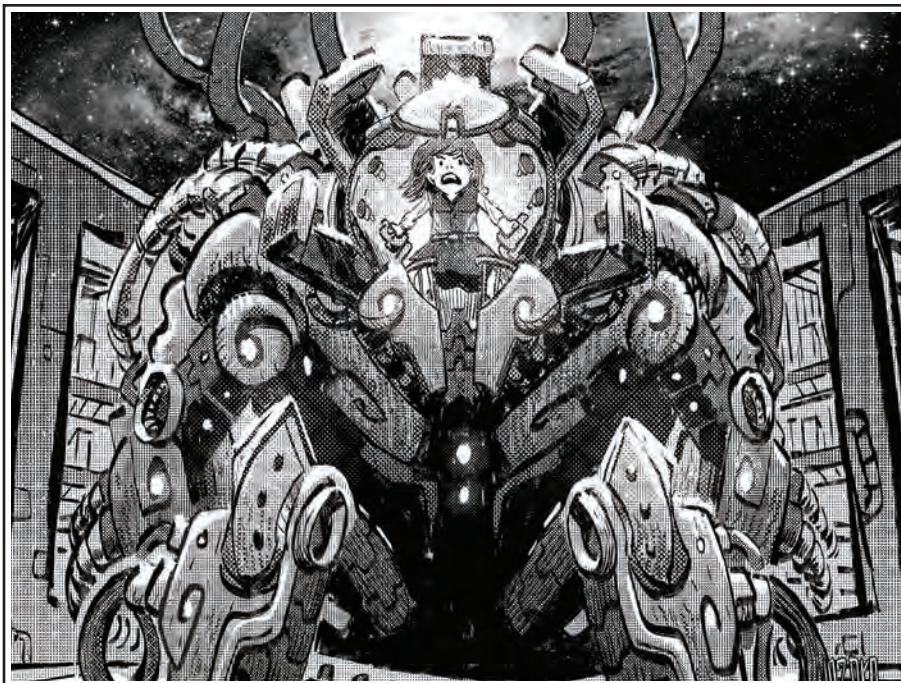
The Storm is Dispelled. If the characters dispel the storm, the aberrations of the castle no longer pose a threat, and they can use either the rowboats found in the cistern (**area 6**) or the *apparatus of the crab* machines found in the workshops (**area 7**) to get back to the island safely.

Concluding the Adventure

In anticipation of the characters' return, Pandora has set up a small campground with medical supplies and rations on the shore. She can heal each character for 12 (1d6 + 9) hit points and reduce exhaustion by one level.

Recovered Explorers. If the characters recovered any explorers alive, Pandora runs up and hugs the recovered explorers exuberantly. She thanks the characters for their help and offers to provide aid any way she can. She is willing to share spells from her spellbook.

Colossal Crab. If the colossal crab from the coral temple (**area 11**) escaped into the sea, Pandora reports that she saw a massive crab skittering inland. She expresses concern that the crab may be territorial and put the nearby settlements in danger. Ω



ATTACK OF THE MIND CRAWLERS

An adventure for level 9 characters

Written by **Thomas Johnson**
Cartography by **Thomas Johnson** and **Dyson Logos**
Art by **Matias Lazaro**

Attack of the Mind Crawlers: The Gnome Initiative is a Fifth Edition adventure intended for three to six characters of 8th to 10th level and is optimized for a party of four characters with an average party level (APL) of 9. Characters who complete this adventure will earn enough experience to reach one-third of the way to 10th level.

A mysterious island has trapped our brave adventurers, and they are searching for a way to escape. They stumble across a secret gnome facility that mind-controlling aliens are attacking. This adventure can be adapted to fit any campaign with a jungle island and a small island off its coast.

Adventure Background

A mysterious island is traveling between the planes of existence and collecting creatures and people who find themselves trapped and unable to escape. With no way to escape, many of the island's inhabitants attempt to dominate the rest of the creatures and people stuck there. Some try to make the best of their situation and build shelters, while others seek to understand the island's nature and find a way back to their proper homes.

One such group calls itself the G.H.A.R.M.A. Initiative—Gnomes for Home And Restoration of Magical Apparatus. A band of brilliant gnome engineers, the Initiative has built multiple facilities around the northern part of the island to study its ability to phase between the planes in hopes of controlling it. They have developed a machine that taps into the island's power and are close to creating a working portal.

They recently determined that one of the small islands off the northern coast is not, in fact, an island at all—it's a derelict spacecraft that has been crashed there for decades. After bringing some samples back to their jungle facility for study, the gnomes

made a shocking discovery; the ship belonged to a species of mind-controlling beings that burrow into their victim's minds and take control of their bodies—and they are still alive.

About the Mind Crawlers

The Mind Crawlers are a species of worm-like creatures with powerful psychic abilities. They start their lives as minute tadpoles until matched with a host body. These hosts take many forms as all that a Mind Crawler needs is a living mind. The tadpole worms itself into the victim's brain and connects with it to gain control over its nervous system. The Mind Crawler then wipes away the host's personality and takes over its memories and abilities.

A ship containing a Mind Crawler Queen and its entourage crashed on the island almost a century ago. The host bodies they inhabited were killed or too severely injured to leave their ship, forcing them to bide their time until the Initiative stumbled upon them. They've now wormed their way into the brains of most of the Initiative members and taken them over. The facility is in a lockdown state initiated by the head engineer who barricaded herself in the control room.

About the G.H.A.R.M.A. Initiative

This band of gnomes found themselves on the island after crashing here on their airship over a decade ago. For years, every attempt they've made to leave the island has cost them lives, but it only hardened their resolve to get back home. They've built multiple hidden facilities across the island to conduct their experiments in peace from the isle's randomness. Tapping into the island's core, they've managed to create a machine that can mimic its planar travel ability to create temporal portals, but they haven't been able to stabilize it yet.

Tristina Pebblebottom is the initiative leader and head engineer. She led

the team that cracked into the Mind Crawler ship and brought the samples back to the facility she now finds herself trapped within. Her husband, Valenzetti Pebblebottom, was taken over by a Mind Crawler and was the only one to escape the facility before Tristina initiated the lockdown. She is now working to figure out a way to save her people from the parasites.

Adventure Hooks

Here are a few ways to get the adventurers involved in this story:

Mystery Island. Continuing their adventures while stuck on Mystery Island, the adventurers stumble across a gnome frantically banging at a metal bunker door deep in the jungle. He says his name is Valenzetti Pebblebottom, and he needs their help rescuing his people from the head engineer who's gone insane.

Malfunctioning Portal. The adventurers are having a pleasant stroll through the countryside when all of a sudden they find themselves surrounded by flashes of light and crackling energy. They find themselves assaulted by the sights, sounds, and smells of a deep tropical forest and a string of curses coming from a small gnome standing next to a large metal bunker door. He introduces himself as Valenzetti Pebblebottom and begs their forgiveness for the rude summons—he needs help rescuing his people, and the adventurers are his only hope.

The Gertrudius Quadrilateral. Legend tells of a mysterious island that no one has ever returned from, hidden deep in the mysterious Gertrudius Quadrilateral. Hundreds of ships have entered from both sea and air, but none have made their way home. The League of Explorers (a vastly wealthy guild of explorers) wishes to hire an adventuring party that is powerful enough to take on any threat, find the island, and do what no one else has done before—return home safely. After accepting an extravagant reward offer, the party

enters the Quadrilateral and finds themselves on the mysterious jungle island's sandy shore. But before they can even strike camp, they hear a loud banging and a string of curses coming from the nearby treeline. There they find a gnome beating on (and swearing at) a metal bunker door. Seeing the adventurers, he quickly begs them for their help and promises to tell them of a way off the island.

Part 1: The G.H.A.R.M.A. Facility

The underground facility of the Initiative is heavily fortified and has only a single way in or out. The initiative uses the facility to conduct their experiments on plant and animal life and provide shelter from the less hospitable island inhabitants. Multiple laboratories dedicated to different fields of study fill the complex from front to back.

The facility is currently in a state of lockdown initiated by the head engineer to trap the mind-controlled gnomes safely inside. One—Valenzetti Pebblebottom—was able to escape but lacks the strength to fight through the facility's automated defenses to break out the rest. The mind-controlled gnome now sits outside the entrance, raging against his new host body's weakness.

General Features

These general features are prominent throughout unless otherwise noted in the area description:

Ceilings, Floors, and Walls. The ceiling, floors, and walls are all smooth and clear of obstruction. Ceilings are 10 feet high throughout unless otherwise noted.

Doors. All of the facility's intact doors are made of iron with hinges inserted into the iron door frames. They each have AC 25, 20 hit points, and are immune to poison and psychic damage. The locks on these doors cannot be picked, and only pressing the properly attuned amulet to a

small crystal panel inset next to the door opens them.

Lighting. The entire facility is well lit by glass globes along the walls enchanted with **continual flame** spells inside them.

Climate. The facility is powered through a combination of magic and steam from a natural hot spring the gnomes have tapped. This steam causes the entire facility to be even muggier than the jungle outside. For every hour spent within this environment, each creature must succeed a DC 13 Constitution saving throw or gain 1 level of exhaustion. Creatures with resistance or immunity to fire damage automatically succeed on the saving throw. A long rest outside of the facility removes all levels of exhaustion acquired in this way.

Clockwork Building. The facility walls are sheathed in riveted iron plating with cut-outs revealing giant gears at work within them. Pipes run the ceiling's length carrying liquids and steam of all sorts; oddly-colored condensation drips from them.

Mechanical Guardians

Within the facility are magic-powered clockwork guardians. These mechanical versions use the stat block of the non-mechanical creature noted in the description with the following changes: Its type becomes Construct. It understands the languages of its creator but can't speak. It gains immunity to poison and psychic damage. It gains immunity to the charmed, exhaustion, frightened, paralyzed, petrified, and poisoned conditions.

The Bunker Door

Whichever way the adventurers got onto the island and managed to meet Valenzetti (see "Adventure Hooks"), they find themselves at the G.H.A.R.M.A. facility entrance with the mind-controlled Valenzetti Pebblebottom (LE male gnome **mind crawler veteran**, see Appendix D). He will impart the following information but will grow increasingly

impatient the more the party delays entering the facility:

- A mind-controlling creature has infected the head engineer, and it's locked down the facility.
- The facility's mechanical defenses are targeting the gnomes trapped inside.
- They have a machine that creates portals to other planes, and it is the only way to get off the island.
- He can get the party inside but is "injured" and cannot go with them.
- He draws a rough map of the facility to give to them, pointing out the central control room.

Once the party is ready to move forward, Valenzetti will walk to the side of the bunker door and hold a rectangular amulet he wears around his neck to a small crystal panel. The door opens with a whirl of machinery, and a flight of stairs leads down into the facility.

Keyed Locations

The following descriptions correspond to the provided map of the G.H.A.R.M.A. Facility on page 93.

1 - Entrance

A long flight of steps leads down from the bunker entrance into the facility. Large square iron panels cover the walls and steam spurts from pipes that line the ceiling's edges. A metal box with a small panel on the western wall sits open with a thick metal wire dangling from it to the floor with tiny sparks shooting from the end.

Hazard: Electrified Wire. The wire from the wall panel has an electrical current running through it. Anyone touching it takes 9 (2d8) lightning damage. Someone must reconnect the wire to the slot inside the wall panel to automatically unlock the door to the Decontamination Room (**area 3**).

2 - Guard Room

Twin rows of upright stone and glass pillars stand in the center of this otherwise empty chamber. Half of the pillars appear to be heavily damaged

by a portion of the ceiling collapsing; bits of stone rubble and metal panels have completely crushed two of them. Large suits of spiked plate armor stand upright in the undamaged ones.

Encounter: Mechanical Knights. There are three **mechanical knights** (see "Mechanical Guardians"). The Initiative built these clockwork and magic-powered constructs as the first line of defense for the facility.

3 - Decontamination Room

The door to this room from **area 1** is locked (see "General Features") and opens by fixing the Electrified Wire in that area. Metal piping converges on the ceiling into spouts that sit above twin rows of upright hollow stone pillars, partially closed off by ragged curtains.

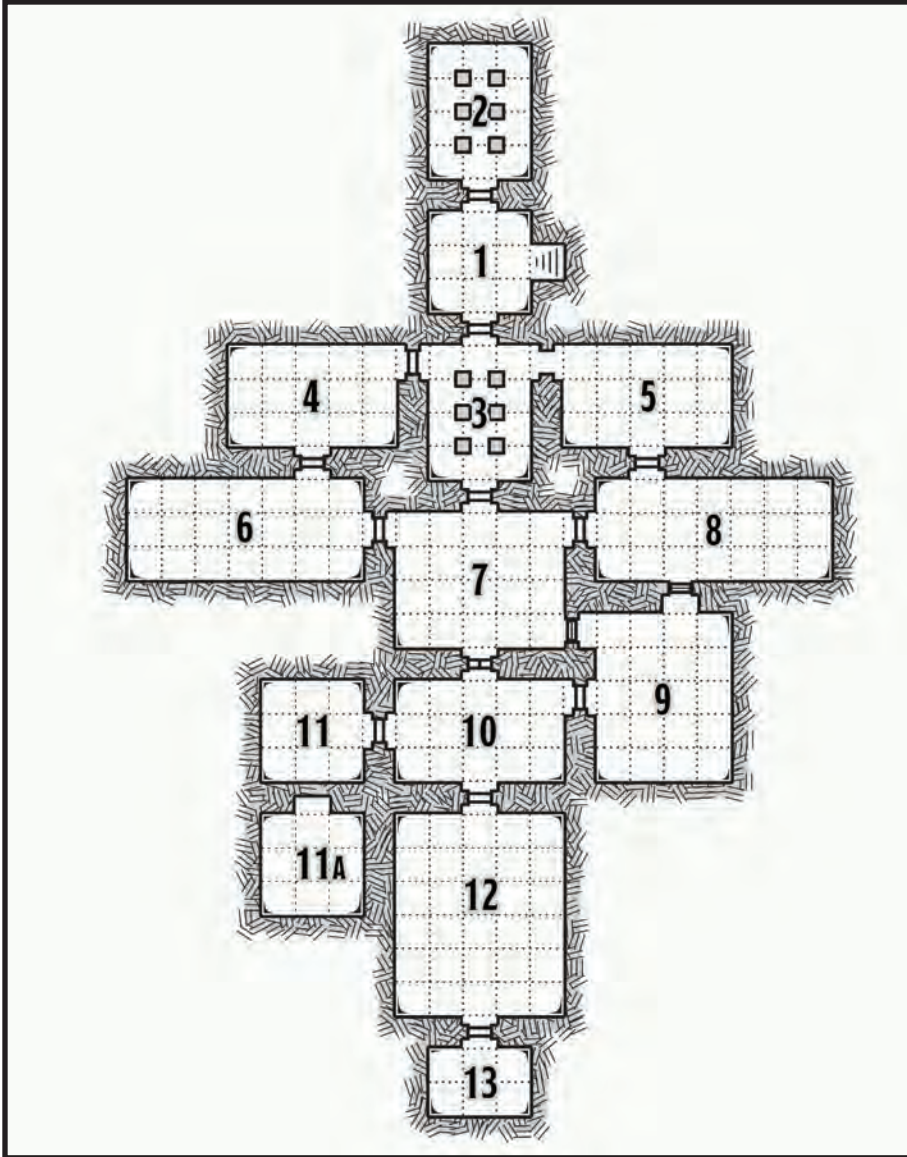
Hazard: Acid Showers. Each of the stone pillars has a copper pipe leading up to the ceiling with a small iron handle that can be twisted up and down. If anyone standing in a pillar turns the handle, they must make a DC 15 Dexterity saving throw and take 14 (4d6) acid damage on a failed save or half as much damage on a successful one.

4 - Storage

The door to this room from **area 3** is locked (see "General Features"), and the amulet found in **area 8** will open it. Bits and pieces of shattered crates and containers lie strewn across the floor of this chamber. Intermixed with the debris is a cluster of broken and bloodied gnome bodies.

Encounter: Mechanical Guards. There are two **mechanical knights** and a **mechanical gladiator** in this room (see "Mechanical Guardians" for both).

Treasure: Gems and Key Amulet. Searching the gnomes' bodies will uncover a pouch filled with ten emeralds (25 gp each) and a small silver amulet that is magically attuned to open the door from **area 8** into **area 9**.



5 - Forge

A large pool of bubbling acid covers this room's floor as indicated on the map; a burst pipe in the ceiling feeds into it. A large, cold forge covers the eastern wall, and smith tools hang from racks on the walls. Bits and pieces of mechanical parts, gears, and large iron panels lay scattered across the room—most of them half-eaten by the acid. The corpse of a gnome lays half-melted across a large anvil in the middle of the pool of acid.

Hazard: Acid Pool. Any creature that walks through the shin-high pool takes 22 (4d10) acid damage per 5

feet traveled as noted on the area's map.

Treasure: Key Amulet & Hammer. A thorough search of the tools and a successful DC 15 Intelligence (Investigation) check will uncover an engraved magical hammer (has the same properties as a *mace of smiting*). There is a small silver amulet on the gnome's corpse that is magically attuned to open the door from **area 5** into **area 8**.

6 - Kitchen and D-Fac

The doors to this room are locked (see "General Features") and attuned to

the amulet found in **area 8**. Large wooden tables sit on their edges to form a protective barricade at the western end of the room. A group of gnomes armed with clubs made from broken chair legs and other mismatched arms huddle behind the flimsy protection.

Gnome Engineers. There are half a dozen gnome engineers (**mind crawler gnomes**, see Appendix D) hiding in this room. If the party frees them before learning the truth, the gnomes thank them profusely for the rescue and encourage them to seek Tristina Pebblebottom, the head engineer. They quickly make their way out of the facility and to the jungle's safety to meet with Valenzetti. If confronted after the party learns their true nature, they will fight to the death.

7 - Greenhouse

All doors in this room are locked (see "General Features"), and the western door is attuned to the amulet found in **area 8**; all the others are attuned to the amulet found in **area 9**. Rows of tables line the walls of this muggy room, topped with grow boxes filled with soil and exotic plants. A light mist fills the air from water sprayed through small holes in the pipes that stretch across the ceiling. The plant life has grown wild here, and it resembles the jungle outside more than the greenhouse it is supposed to be.

Exotic Plants. A creature can identify the various exotic plants with a successful DC 15 Intelligence (Nature) check and will find a bush with berries that will heal 14 (4d4+4) hit points when eaten. A creature can only benefit from this healing properly once in a 24-hour period, and there are enough berries for 3 uses. On a failure, a creature finds a bush with berries they believe to be beneficial in this way, but anyone eating the berries must make a DC 15 Constitution saving throw, taking 14 (4d4 + 4) poison damage on a failed save or half as much damage on a successful one.

8 - Petrification Lab

The doors to this room are locked (see “General Features”), with the northern door attuned to the amulet found in **area 5**, the western door to the amulet found in **area 9**, and the southern door to the amulet found in this room. Shattered glass and debris are scattered across the floor, mixed with ripped pages and puddles of unknown liquids. Broken statues of gnomes in different positions sit on chairs or lie shattered on the ground, all sharing horrified expressions carved on their faces. Racks of cages filled with the stone figures of various animals line the walls, and the smell of animal refuse lies thick in the air.

Encounter: Cock and Bull. There is a **gorgon** and a **cockatrice** rampaging in the room. In the chaos of the mind crawler’s takeover, the gnome scientists made an error, and the two beasts escaped but became trapped during the lockdown. In their blind rage at being trapped, they lash out at the adventurers.

Treasure: Scroll, Notes, and Amulet. An active search of the paperwork scattered on the floor and a successful DC 15 Intelligence (Investigation) check will uncover a *spell scroll of greater restoration* and some heavily damaged but legible notes regarding studying the mind-crawler specimen. They read as follows:

- “The worm-like specimens brought from the ship seem to have a much more robust physiology than initially believed.”
- “They’re not entirely deceased! We’ve managed to elicit brain function through the use of ... <illegible>... and they’re responding! We believe they may be sentient...” A small silver amulet attuned to the following doors lies around a gnome statues’ neck: all doors in **areas 4 and 6**, and the southern door in **area 8**.

Stone Gnomes. Only one petrified gnome is capable of being rescued with a *greater restoration* spell. Her name is Carza Sparklefeast (NG

female gnome **priest**), and the last thing she remembers is an announcement going out that a lockdown was commencing, and the next thing she knew, the gorgon was free. If she is freed before the party learns the truth about the mind crawlers, she will eagerly leave the facility to meet up with the other gnomes, only to be captured and made into a host. If she is freed after they learn the truth, she will try to help the party in any way she can.

Roleplaying Carza Sparklefeast. More stoic than is typical in a gnome, Carza is a cheerful and determined young woman who is a devotee of Hephaestus, the god of smithing and artisans. Part of her faith is to work towards creating masterpiece inventions in the name of her god. She is not fond of combat and avoids it at all costs; she will not travel with the party to hunt the mind crawlers but will instead want to secure the facility against their return.

9 - Living Quarters

The doors to this room are locked (see “General Features”), with the northern door attuned to the amulet found in **area 8** and all others attuned to the amulet found here. Anyone listening at any door to this room can hear the golem inside pacing back and forth, crashing into things.

The broken remains of bunk beds, chests, and wardrobes lay scattered on the ground and crushed underneath the hulking feet of a large golem pacing this room. Many of the *continual flame* sconces on the walls have been shattered and leave the room dimly lit. The crushed bodies of gnomes lay intermingled with the remains of the furniture.

Encounter: Stone Guardian. A **stone golem** was activated to defend the facility and was trapped here during the lockdown. It laid waste to the mind-controlled gnomes here and is now decorated with their blood.

Treasure: Coins & Key Amulet. A careful search of the room uncovers

a small silver amulet attuned to the doors in **areas 7, 8, 10**, and here. A collection of coins, jewelry, and valuables can be collected from the remains of the gnomes and their personal effects: a small silver ring inset with a ruby (400 gp), a golden chain necklace (12 gp), a bronze statue of a tiger inlaid with ebony stripes (70 gp), 326 gp, 457 sp, and 298 cp.

10 - Engine Room

The doors to this room are locked (see “General Features”) and are attuned to the amulet found in **area 9**. Large iron gears spin in the walls and spaces in the floor and ceiling, being pushed and pulled by whatever power is operating the facility. Steam hisses from open vents, and a deep thrumming rumbles through the floor.

Gnome Engineers. There is a trio of gnome engineers (**mind crawler gnomes**, see Appendix D) hiding in this room. If the party frees them before learning the truth, the gnomes thank them profusely for the rescue and encourage them to seek Tristina Pebblebottom, the head engineer. They quickly make their way out of the facility and to the jungle’s safety to meet with Valenzetti. If confronted after the party learns their true nature, they will fight to the death.

11 - Head Engineer’s Office

The door to this room is locked (see “General Features”) and attuned to the amulet found in **area 9**. Schematics and plans of all types lie scattered across a large desk, held down by thick tomes. Papers lay haphazardly thrown onto every surface of every shelf and table in this room. A large chalkboard sits on the wall behind the desk, covered in equations and mathematical theories.

Mathematics. Anyone who attempts to decipher the mathematics on the chalkboard and succeeds on a DC 20 Intelligence (Arcana) check will uncover that they relate to calculating locations between points during planar travel. A pattern of

numbers keeps repeating throughout the algorithms: “4, 8, 15, 16, 23, and 42.”

Secret Door. Anyone actively searching who succeeds on a DC 15 Intelligence (Investigation) check will find the hidden latch that swings open the bookcase leading to **area 11a**.

11a - Numbers Room. Smooth iron panels cover every surface of this otherwise empty room. A single sconce enchanted with a *continual flame* spell sits above a small metal box that protrudes from the otherwise smooth southern wall. The protrusion consists of two rows of numbered dials, a red button, and a slot; the top row of dials seems to be counting down, a loud click accompanying every shift of the numbers.

The Numbers Game. Regardless of when the adventurers enter the room, there are exactly five minutes left on the countdown dial. If no one enters anything into the second row of dials, the color of the *continual flame* sconce turns red once a minute remains, and the floor of the room begins to vibrate slightly. Once the dial reaches the last ten seconds, the sconce starts to flash on and off, and the rumbling increases. If nothing is entered and the dial reaches 0, the light turns off for a few seconds before flicking back on to its standard color, and all rumbling ceases—the machine is now inert and will not function at all.

Entering the numbers “4, 8, 15, 16, 23, and 42” and pressing the button before the countdown reaches 0 will result in the sconce flashing a bright blue color and all of the dials starting to spin rapidly. If it was not already rumbling, the room begins to shake for a brief moment. The room settles down, all of the dials then reset to 0, the sconce returns to its standard color, and a single random card from a *deck of many things* (22-card version) slips out of the slot, dealt to the one who entered the numbers. Redraws are not possible, and the machine is now inert and will not function again.

12 - Planar Lab

The northern door to this room is locked (see “General Features”) and attuned to the amulet found in **area 9**.

Once the adventurers reach this chamber, read the following aloud:

The iron door swings open into a scene of wonder—the floor and ceiling of the underground complex disappear, replaced by a swirling vortex of stars and space, enclosed within thirty-foot-high clockwork walls.

Standing in the center of this spiraling display of light is a giant mechanical monstrosity. A gnome woman is furiously climbing into a seat at the top. “You’ll never take me alive, you parasites!” she bellows as the machine closes around her and whirls to life with a clanking of gears and flashing lights.

Encounter: The Head Engineer.

Tristina Pebblebottom (LN female gnome **mage** with darkvision out to 60 feet, speed of 25 feet, and advantage on all Intelligence, Wisdom, and Charisma saving throws against magic) is riding in a **Gnome BattleMech** (see Appendix D). She does not have any remaining spell slots to use for the day. Once the BattleMech is defeated, unless the adventurers succeed a DC 18 Charisma (Persuasion) check, she will fight to the death. If they convince her that they are not controlled by parasites, she angrily tells them the truth of the situation (as outlined in the journal found in **area 13**) and implores them to go to the derelict mind crawler ship, help rescue her people, and stop them from using the stolen portal machine. She refuses to discuss any of the work they have been doing (including the numbers machine in **area 11a**) and pushes the party to make haste before it is too late.

Treasure: Power Gem. Two red corundum *elemental gems* are in the BattleMech remains. If Tristina is

still alive, she will pull them out of the BattleMech and give them to the party to assist them once they promise to help.

13 - Control Room

If Tristina is alive, she will not allow the party to enter this room. This tiny chamber holds a collection of levers, buttons, dials, and colorful crystal screens along every surface of the walls. Lights flash from colored crystal gems, and the floor vibrates with the faint hum of what must be a massive machine below. A small desk sits against one wall filled with papers and an open leather-bound journal.

The Truth. The journal belongs to Tristina Pebblebottom and tells the story of how the gnomes first came to be on the island, their mission to tap into its teleportation ability to get back home, the discovery of the mind crawler ship and its location, and the subsequent siege as the mind crawlers took over the facility and stole the prototype planar travel machine.

Part 1 Aftermath

After defeating Tristina and learning the truth about the mind crawler’s domination of the Initiative gnomes, the adventurers must decide if they wish to pursue them to their ship or not. If they choose to follow them, they will find brutal battles with all sorts of creatures as they fight through the massive ship to reach the Queen and the gnome portal machine.

If the adventurers failed to defeat Tristina or decide not to follow the mind-controlled gnomes to the ship, the mind crawlers use the gnome device to summon monstrosities as their new hosts. Eventually, they successfully resurrect their ship. Its planar skimming ability allows it to escape the island and the reign of terror of the once-forgotten Mind Crawlers begins anew across the galaxies. They reap through planets and leave trillions of dead in their wake as they exterminate species after species.

Part 2: Intergalactic Worms

A ship containing a Mind Crawler Queen and its entourage crashed on the island almost a century ago. The host bodies they inhabited were killed or too severely injured to leave their ship, forcing them to bide their time until a band of gnome engineers stumbled upon them. They've now taken over most of the Initiative members, worming into their brains and taking them over. They've escaped the gnome facility and stole their portal device in hopes of summoning a new host body for their Queen.

The Mind Crawler Ship

Once a powerful living warship that sailed through the planes, the mind crawler ship is now a corpse after crashing into the water near the mysterious island over a century ago. Most of the mind crawler hosts inside the vessel were killed on impact, but a few tadpoles survived in stasis along with their queen and could do nothing but wait for a long time.

Completely overgrown with vegetation after all these decades, the ship resembles a small island just off the big island's coast, replete with a small copse of trees and other vegetation. It is now undergoing repairs in an attempt to revitalize it and raise it from the dead. The mind crawlers are currently using the stolen portal device to create rifts that summon creatures from different planes, including a deadly new host for their queen: a Rakshasa.

General Features

These general features are prominent throughout the ship unless otherwise noted in the area description:

Ceilings, Floors, and Walls. The ship's interior is made of a hard, chitin-like material, while the floors are metal tiles that seamlessly connect with the walls. The ceilings are 12 feet high throughout and have collapsed in some places with fallen rubble creating difficult terrain.

Doors. All of the ship's doors are made of slightly iridescent chitin with steel-like sinew hinges inserted into the doorways. They each have AC 20, 20 hit points, and are immune to poison and psychic damage.

Lighting. The ship is pitch black except where noted in the descriptions. The listed descriptions assume the adventurers have a source of light or assisted vision.

Alien Ship. The ship is part dead organic matter and part advanced machine—a horrifying blend of both. Thick cables that run across the floors and ceiling appear to pulse with life as the mind crawlers attempt to resuscitate their ship in the engine room. Skittering noises randomly come from the walls, and a thick, gurgling noise occasionally sweeps through the ship.

The Ship Entrance

After following the directions laid out by Tristina (or her journal), the adventures travel through the jungle to the island's northern coast. A small chunk of land sits just a few hundred feet off the coast, covered in the same lush vegetation as the main island. They quickly find the scattered remains of the G.H.A.R.M.A. excavation camp on the isle along with the gaping hole in the ground that leads down into the mind crawler ship. Fresh tracks and new rope ladders hint that the mind-controlled gnomes from the facility have arrived here first.

Keyed Locations

The following descriptions correspond to the provided map of the mind crawler ship:

1 - Entry Point

The excavation hole leads down into a partially collapsed, pitch-black corridor. There are a few digging tools propped against the walls, evidence of the original G.H.A.R.M.A. excavation. The smooth yet rippling material of the walls slightly shimmer and

thick, cord-like tendrils snake across the ceiling and floor. A quiet hissing sound comes from the darkness ahead, and somewhere in the distance, screaming echoes faintly down the hall.

2 - Outer Corridor

The central corridor circles the entirety of the ship, linking to every room and passage. Parts of the ceiling have collapsed in many places, making the entirety of the route difficult terrain. Complete cave-ins block off parts of the corridor, and scattered throughout are pools of acid that will cause 14 (4d6) acid damage to anyone who steps or falls into them.

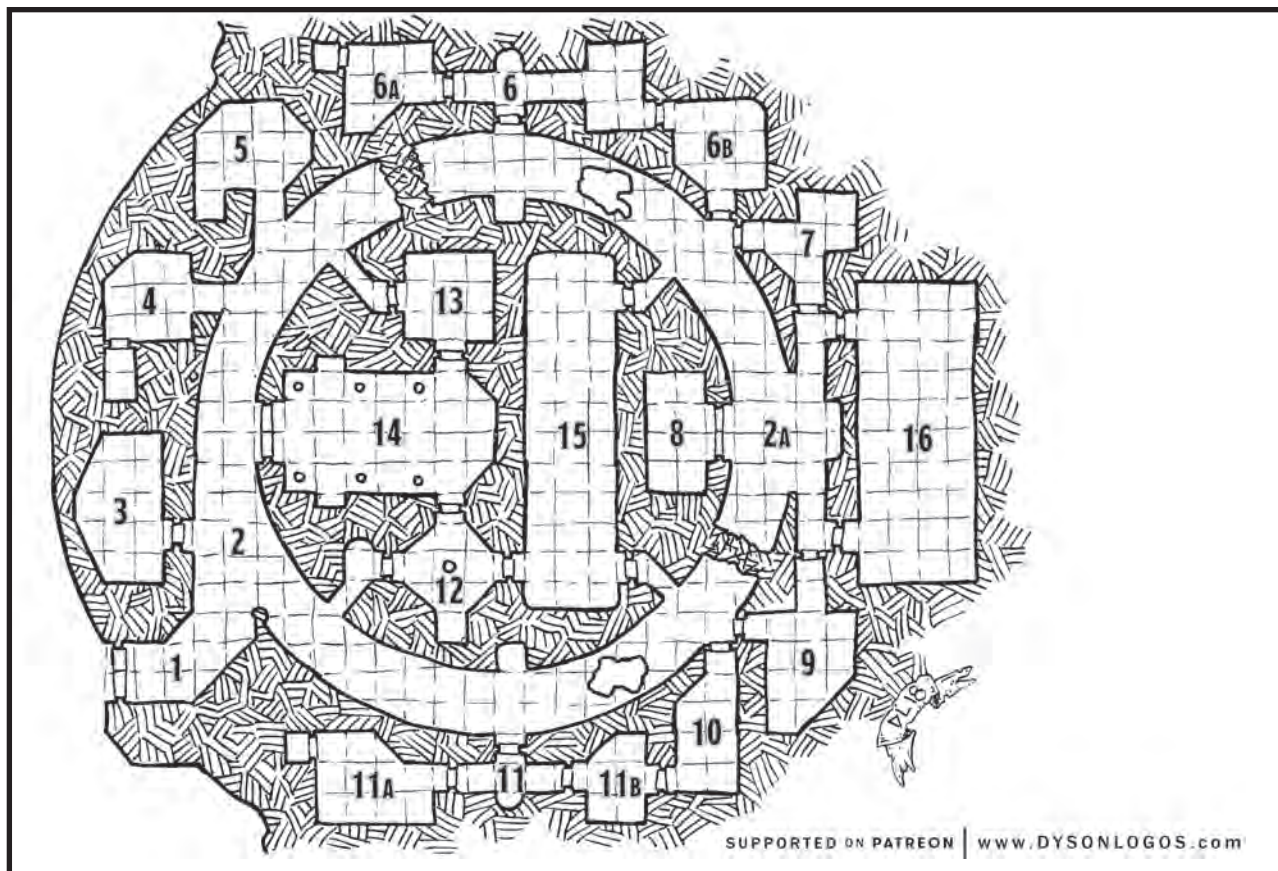
2a - Bridge Entrance. A thick barrier of crackling lightning-like energy fills the entire hallway leading to the entrances to **area 16**. When a creature enters the energy field or starts its turn there, it is pushed back 5 feet and it must make a DC 15 Intelligence saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one. The doorways to **areas 7, 9, and 16** are completely blocked. This barrier can be removed by shutting down the security panel in **area 12**.

3 - Storage Room

Rusted metal crates and cracked containers lay pushed against the walls of this room. Tools of all sorts sit in open wooden boxes that are falling apart.

Trap: Collapsing Ceiling. The ceiling in the center room is on the verge of collapse, and an adventurer notices the bulge waiting to drop with a successful DC 15 Wisdom (Perception) check. Anyone stepping below the bulge will cause enough vibrations for the roof to collapse. They must make a DC 18 Dexterity saving throw and take 11 (2d10) bludgeoning damage on a failed save or half as much on a successful one.

Treasure: Platinum Bars. There is a metal container holding a strangely carved platinum rod worth 500 gp.



4 - Living Quarters

Large iron shelves jut from the walls as if they were bone poking through flesh with newer blankets and a stuffed pillow sitting on top of them as if just placed there. A small door opens to a tiny lavatory.

Valenzetti Pebblebottom. The mind crawler-controlled gnome the party met at the G.H.A.R.M.A facility named Valenzetti Pebblebottom (CN male gnome **mind crawler veteran**, see Appendix D) is hiding in the lavatory. He will use his mind-reading abilities to befriend the party and convince them that the mind crawler left him for some reason. He knows that some hosts can reject the parasites, and he will take the party to **area 13** to prove it. He begs them to let him escape safely, but if allowed to, he will run to the nearest group (**area 5** or **14**) to warn them of the party's presence, joining them in an attack.

5 - Brig

Short stone benches line the walls, and rusted manacles dangle from hooks in the ceiling. Spatters of fresh blood decorate the walls, dripping down to reconnect with the battered bodies of the corpses lining the outside edges of the room. Grunts and exclamations of pain mixed with hoarse laughter echo out down the corridor.

Encounter: Fresh Fighters. Two dragonborn **mind crawler gladiators** (see Appendix D) are here fighting for fun after killing off a couple of unviable hosts. They're reveling in their new hosts' power.

6 - Starboard Hall

Deep, intricate gold-filled engravings cover this hallway's walls into a small room to the east. An onyx statue of a hooded figure sits in a niche, clawed hands folded as if in prayer.

Treasure: Gold Inlay & Statue. Someone can spend 1 hour prying the

ten pounds of gold worth 500 gp from the engravings in the walls. The onyx statue weighs two hundred pounds and is worth 1,000 gp to a collector.

6a - Disposal Chamber. This room's southern wall is partially collapsed, and the rubble spills into a sunken tub in the center of the floor. A door in the northwest corner opens into a small room filled with broken pottery and rusted iron ceremonial implements.

A slightly coagulated dark goo fills the tub with bits of bone, flesh, and fur suspended in it while a gnome prods at a corpse, pushing it in.

Encounter: Disposal Ooze. When a host dies, the mind crawlers bring the body to the **black pudding** here that dissolves it for them. The mind crawlers eventually dilute the ooze down and use it, in turn, to feed their tadpoles, completing the cycle. A G.H.A.R.M.A. gnome named Satina Toggletrick (LN female gnome **mind crawler veteran**, see Appendix D) is

here providing a fresh human corpse to the ooze.

Treasure: Unlucky stone. Searching the corpse uncovers a *stone of good luck* (*luckstone*).

6b - Extraction Room. A small stone table sits in the center of the room with surgical instruments covered in fresh blood. A bucket filled with bloody rags sits on the floor next to a pile of discarded clothing.

7 - Meeting Room

Collapsed walls cover the large stone table in the room's center with rubble and debris, and crumbling bookshelves sit askew from the rocks and dirt that have fallen inward. A few books and papers lay scattered across the room.

Ancient Tomes. Most of the papers and books in this room are destroyed beyond repair, but someone spending an hour and succeeding a DC 18 Intelligence check will determine the following pieces of information:

- The Mind Crawlers refer to their species as "Dhamhier."
- The ship can skim through planar rifts.
- This ship held royalty of some sort.
- Certain types of blood cause a host to reject a Mind Crawler tadpole and are toxic to them when ingested by an established host.

8 - Engine Room

The cables from the rest of the ship converge into more extensive lines that end in the hardened, dried husk that was once the ship's brain. The vessel has been dead for decades, but the Mind Crawlers are attempting to resurrect it.

Encounter: Boatswain. A **mind crawler half-red dragon veteran** and a human **mind crawler knight** (see Appendix D) are here setting up equipment to be used in attempting to resurrect the ship.

Security Gem. A triangular orange gemstone is in a pouch at the waist of the veteran. This gem is the control key to the security panel in **area 12**.

9 - Meeting Room

This room is a tangle of wires, chunks of metal, and collapsed rubble that has fallen through the ceiling. Anyone climbing through the room must succeed a DC 18 Dexterity check or take 10 (3d6) piercing damage from the sharp metal in the rubble. Small-sized creatures have advantage, and Tiny-sized creatures succeed this check automatically.

10 - Lavatory

The stench of excrement fills this chamber. Open-air toilets line the walls, and fresh refuse fills the containers beneath them.

11 - Port Hall

Deep gouges mar intricate engravings that cover the walls of this hallway. A few flecks of gold that once filled them sparkle when light hits them. The remains of an onyx statue sit crumbled in a niche in the cracked wall.

11a - Chapel. Metal benches jut from this room's walls, lining the exterior and facing a small pit in the center. Nothing but spiderwebs and dust fill the closet in the northwest corner.

Encounter: Knights of the Pit. There is an elven **mind crawler knight** and a half-orc **mind crawler gladiator** (see Appendix D for both) meditating together on the benches here. The knight is wearing a suit of *demon armor*.

11b - Cleansing Room. Cables and piping on the ceiling of this room creak and groan under the stress of pressure. Rusted sections of the pipes have burst, spraying acid in a fine mist that will cause 14 (4d6) acid damage to anyone who traverses the room.

12 - Security Room

Thick orange crystalline sap has hardened on the walls of this room and gathers into an overflowing pedestal. The gelatinous mass is almost wholly solidified and smells of rotten and decayed meat. The pedestal has a

large, empty triangular slot set in the front lip.

Security Matrix. Anyone touching the orange goo in the pedestal without first setting the security gem found in **area 8** into the slot must make a DC 18 Intelligence saving throw and take 21 (6d6) psychic damage on a failure, or half as much damage on a successful save. If the gem is placed before touching the goo, a character can telepathically interact with the security matrix safely. They can shut down the psychic barrier in **area 2a** and unlock the doors to **area 16**. The character also learns that the ship was once a living creature and they are essentially tapping into its nervous system.

13 - Host Transfer Room

Stacks of bodies of a cat-like humanoid species are shoved into the corners of the room. Each of them has a particular injury—their throats are slit, and they've been drained of blood. The entire room seems devoid of a single drop of blood, despite the number of corpses here.

Mind Crawler Cure. The blood of this species is poison to mind crawlers. A vial of this blood will heal the imbiber for 14 (4d4 + 4) hit points, and if infected with a mind crawler, it will become poisoned and quickly die, causing intense pain to the host and freeing it from the mind crawler's control. Once cured, the host will be unconscious for 24 hours while their mind heals, and the blood breaks down the mind crawlers form to eventually be vomited up as black and green goo from the host upon awakening.

Treasure: Healing Blood. One of the bodies was not fully drained and is noticed with a successful DC 15 Wisdom (Perception) check. There is enough blood left to make ten vials of the mind crawler cure.

14 - Birthing Chamber

Rows of upright rusted canisters sit in rows lining the walls of this chamber. Two of the six canisters hold a

manacled figure trapped inside—both screaming in agony as a mind crawler takes over their minds.

Encounter: Nurse Knights. There are four human **mind crawler knights** (see Appendix D) tending to the canisters. The two figures in the canisters are a human **mind crawler veteran** and an elven **mind crawler knight**, both without weapons or armor, and they cannot escape the canisters without help.

15 - Sleeping Quarters

Rows of rusted metal bunk beds march up and down the sides of this elongated chamber. Metal wardrobes lean against the walls, and deteriorated footlockers hide under each bed. Moldy blankets and pillows are strewn about the room, still lying where they landed when the ship crashed over a century ago.

Personal Effects. Tucked into the footlockers and wardrobes are small personal trinkets of the ship's former crew members. There are locketts filled with small paintings of loved ones, letters sent between lovers, journals, and other items that show a different side to the mind crawlers—they are more than just mindless parasites.

Hellin Tamblebum. A gnome named Hellin Tamblebum (NG female gnome **mind crawler veteran** see Appendix D) is hiding in a wardrobe. She will use her mind-reading abilities to befriend the party and convince them that the mind crawler didn't take her for some reason. She knows that some hosts can reject the parasites, and she promises to take the party to **area 13** to show them and prove it, but leads them into an ambush in **areas 8** or **14**, joining the mind crawlers there in an attack on the party.

16 - The Bridge

The doors to this area will only open via the security control matrix in **area 12**. Wall-mounted crystalline globes brightly light this room with *continual flames* spells cast on them.

Once the party reaches this room, read the following aloud:

A swirling portal opens into an endless black void filled with points of light and shifting colors. Faint screaming as if from a thousand souls in agony emanates from deep within it.

Before the portal on a throne made from the skulls of a hundred different species is a tall, pale-skinned being with elongated appendages. Devoid of hair and sexless in features, the being is dressed in flowing silvery robes and holds itself in a regal manner as it peers over its abnormally long, steepled fingers.

Its voice slips into your minds with the ease of a sword entering its sheath, its cold anger washing over you like a bucket of ice: "Why are you here? Why do you hunt my children? I can hear their screams still; their blood still stains your hands. Why do you seek this genocide of my people?"

Encounter: Mind Crawler Queen. The Mind Crawler Queen is named Lihlos. It has taken over the body of a **mind crawler rakshasa** (see Appendix D) that the irreparably damaged gnomish portal device summoned, and is using its *disguise self*, *minor illusion*, and *major illusion* spells to create the illusion of its appearance, the throne, and the void to intimidate the party. The Queen is immune to the mind crawler cure found in **area 13**.

Queen Tactics. While it has a disdain for the adventurers, it recognizes that survival is more important than winning a battle at the moment. It will attempt to convince the party to leave in peace using its *suggestion* spell and using the argument that its species has a right to live just like any other—even though it believes this to be untrue for non-mind crawlers. It will use its *charm person* and *dominate person* spells if it sees the argument is not going its way. While it will defend itself, it focuses on

survival and attempts to escape with *invisibility* if it loses the upper hand.

Treasure: Past Life. The rakshasa has a satchel containing documents about its life in a city called Haven located in a nation called the Free-lands and a small metal cube that is an *instant fortress* activated by the command word, "Bigglesworth." It was living as a wealthy merchant with ties to a cabal of necromancers called the Brotherhood of the Black Skull. The documents also give access to a bank account worth 4,000 gp.

Concluding the Adventure

If the adventurers manage to defeat the Mind Crawler Queen, they will have killed off the last known remnants of an entire species—albeit one that was bent on intergalactic domination and extermination of all other species. Unfortunately, the gnome portal device was destroyed from overuse by the mind crawlers and is no longer operable. It can be discerned that it could not be used to leave the island anyway because it only opened one-way portals that pulled creatures to its location.

If the adventurers managed to use the cure on the infected (see Mind Crawler Cure in **area 13**), once they awaken:

- The G.H.A.R.M.A. gnomes will lead the party back to their jungle facility to meet with their head engineer (if she is still alive from Part 1 of the series).
- All other cured victims will awaken confused, upset, and wholly unnerved at the situation they find themselves in. They immediately run into the jungle to escape.

If the adventurers fail to defeat the Queen or its children, the Mind Crawlers eventually successfully resurrect their ship. Its planar skimming ability allows it to escape the island and the reign of terror of the once-forgotten Mind Crawlers begins anew across the galaxies. They reap through planets and leave trillions of dead in their wake as they exterminate species after species. Ω

APPENDIX A

CYCLOPÆDIA

Written by **Dave Hamrick**
Cartography by **Dave Hamrick**
Art by **Maciej Zagorski**

The Village of Memory

Many of the people who find their way onto the island eventually discover the existence of the village of Memory. Located at the north end of the island, Memory works as another starting point for the adventurers if you choose not to use one of the other quest locations in this adventure path, or you want to run more campaigns from this location. Details of this village are intentionally left vague so you can fill it with as much detail as you like as befits your campaign.

Memory Basics

- **Population.** 150 citizens (42% human, 16% dwarf, 10% halfling, 32% other)
- **Leader.** Hehnir Zehra (LG female half-elf **veteran**) acts as Memory's elected leader. While friendly, most of the people of Memory find her to be somewhat doltish and ineffective. She's missing three fingers on her left hand which has earned her more than a few loathsome nicknames.
- **Defense.** Almost everyone who lives in Memory is a capable fighter or spellcaster. The village can mus-

ter up to 75 soldiers (**guards**) and 6 **veterans**.

- **Commerce.** Like many of the other communities on the island, Memory's citizens take a communal approach to trade. All citizens of Memory are given enough food and water to survive. Beyond the basics, the citizens must offer at least 8 hours of work per day crafting, researching, or performing manual labor. Performing these tasks grants the characters "1 gp" worth of labor credits which can be used to purchase supplies from the trade shop (see below).
- **Organizations.** Although small, Memory isn't without its guilds and organizations. The Fishmongers of Memory supply the majority of Memory's meat in the form of fish, crabs, and other seafood. The Farmers' Guild tends to the fields and supplies fresh vegetables. The Defenders of Memory are the best trained members of the militia who pledge their support directly to Hehnir. Despite the visible lines these guilds create, they still work well together. Issues that arise between the organizations are often meted out among themselves.

Locations in Memory

While the majority of Memory's buildings serve as residential homes for the village's inhabitants, below are a few locations that serve the community as a whole. These locations are keyed to the map of Memory on the following page.

1 - The Hostel. *Hostel and inn*

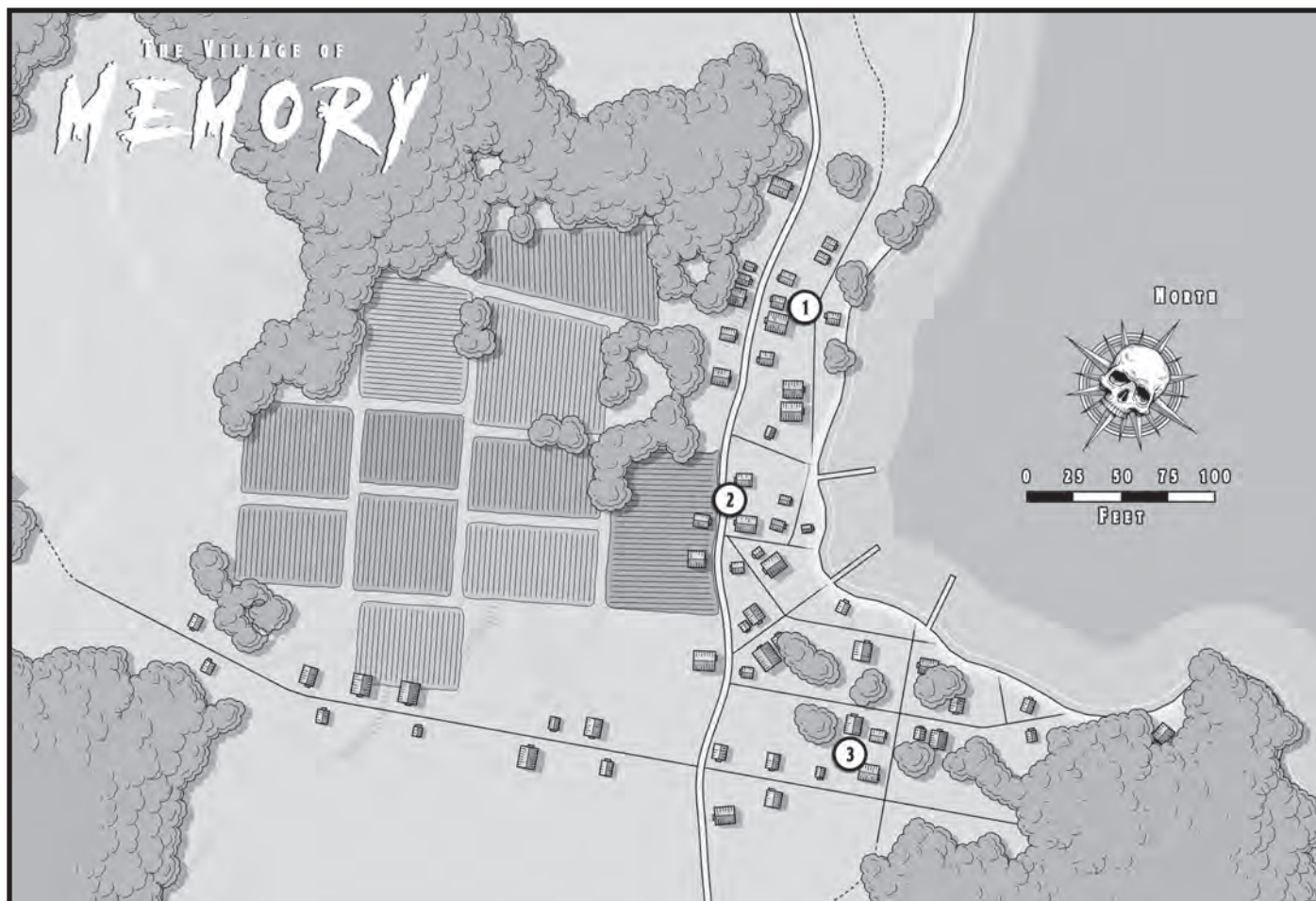
Newcomers to Memory who don't strike the villagers as a threat are offered a spot at the Hostel. The Hostel offers a collection of twenty beds each with its own footlocker. With the exception of those unable to provide manual labor to the village, the Hostel requires that all temporary residents find, build, or trade for their own place to live in the village within thirty days of arrival.

The Hostel is managed by a neutral good gray-haired dwarf **priest** named Reg. At any given time there are 1d6 other newcomers at the Hostel, most of whom are new arrivals to the island.

2 - The Supper House. *Town hall and communal dining area*

The Supper House is a large, open-air building that serves breakfast, lunch, and dinner for citizens of Mem-





ory. During these feasts, the leaders of the community address the citizens with any special announcements that they have to share. They also bring up any current issues or hazards the community may face. Any issues that require more consideration are put to a vote. All of the diners have until the meal ends to cast their vote in a large, black vase called the Voting Jar. All issues require a two-thirds majority vote in order to pass one way or the other. Votes that fail to meet this minimum are considered a tie, in which case Hehnir Zehra decides which way the vote swings.

Those who help catch and grow food and prepare the meals for Supper Hall are among the most respected citizens of Memory. The head chef is a violet-skinned, neutral-aligned female **kobold** named Mac. Mac wears small gold spectacles which she frequently

pushes up her nose when she speaks. The spectacles lack lenses—Mac just thinks they make her look smart.

Mac keeps a small nest of her eggs under one of the tables in the open-air kitchen. The warmth from her hearths keep the eggs incubated while she toils.

3 - The Trading Post. *Trading post and general store*

While food, water, and basic shelter are provided to the citizens of Memory, the Trading Post offers goods and services beyond the basics. The trading post uses a trade system based on labor credits. The citizens of Memory earn 1 labor credit per day performing downtime tasks similar to the ones described earlier in the chapter.

The Trading Post offers all of the items listed in the Fifth Edition handbook for player's adventuring gear, weapons, and armor using the

same rules as detailed on page 10. Because the community has a wider variety of people arriving, searching, and exploring the island, there may also be a few "rare" items on offer in the trading post such as alchemical compounds, steel weapons, and expensive items. The trading price for these items will be much higher, anywhere from 2 to 3 times their normal cost. For the purpose of trades here, 1 labor credit is worth 1 gp in trade value.

The Trading Post is managed by a lawful neutral female half-orc **mage** named Woz. Woz oversees all trades and hates swindlers, cheats, and those who don't carry through on their promises. A saying around Memory goes, "I fear the law. But I fear Woz more." Ω

APPENDIX B

OPTIONS

Written by **Dave Hamrick**
Art by **Maciej Zagorski**

Sorcerous Origin: Homeland Witch

At 1st level, a sorcerer gains the sorcerous origin feature. The following Homeland Witch option is available to a sorcerer, in addition to those normally offered.

Homeland Witch

Witches comprise an elite sisterhood of spellcasters who draw power from their homeland. Within their borders, their powers are greater than other spellcasters of their level. In their society, homeland witches occupy the place reserved for powerful clerics in most cultures. They heal the sick and wounded, care for the souls of their followers, recruit champions from other planes, and raise the dead.

Homeland Attunement. At 1st level, you must choose your homeland. Your homeland is a nation or region no larger than 250,000 square miles. You don't need to have been born in the nation to claim it as your homeland, but should have lived at least half your life there. While in your homeland, whenever you cast a spell of 1st level or higher that restores hit points to a creature, the creature regains additional hit points equal to the spell's level. Also, whenever you cast a spell of 1st level or higher that deals damage to a creature, the spell deals additional damage equal to the spell's level.

Witchcraft. Starting at 1st level, you can choose from an expanded list

Wildlands Witch Features.

Sorcerer Level	Feature
1st	Homeland Attunement, Witchcraft
6th	Frightful Presence, Place Magic
14th	Quickened Enchantments
18th	Circle Leader

of spells when you learn a sorcerer spell. The following spells are added to the sorcerer spell list for you.

Spell Level	Spells
1st	<i>cure wounds, entangle</i>
2nd	<i>lesser restoration, moonbeam</i>
3rd	<i>call lightning, revivify</i>
4th	<i>freedom of movement, locate creature</i>
5th	<i>commune with nature, raise dead</i>

Frightful Presence. At 6th level, your presence alone is enough to strike terror in the hearts of your foes. As an action, you can spend 3 sorcery points to force each creature of your choice within 30 feet of you that can see you to make a Wisdom saving throw. On a failed saving throw, the creature is frightened of you for 1 minute. The creature can repeat its saving throw at the end of its turn, ending the effect on itself with a success.

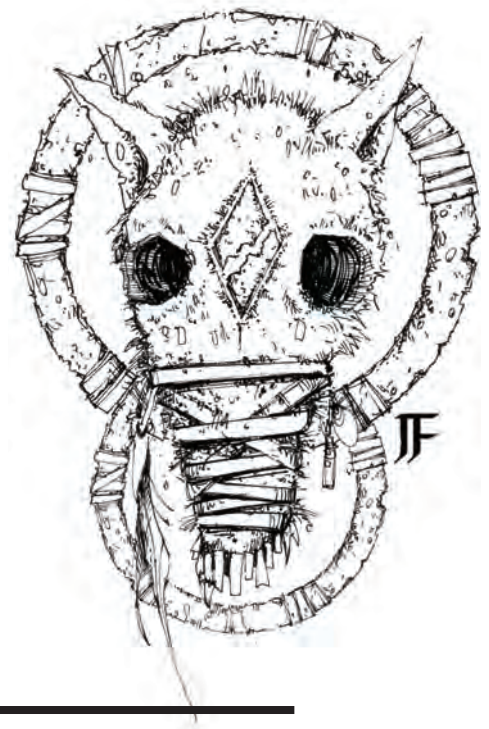
Place Magic. Also at 6th level, whenever you finish a short rest in your homeland, you regain a number of sorcery points equal to half your sorcerer level (rounded down). Once you use this feature, you can't use it again until you complete a long rest.

Quickened Enchantments. Starting at 14th level, when you cast an enchantment spell, you can spend 1 sorcery point to change the spell's casting time to 1 bonus action for this casting.

Circle Leader. At 18th level, whenever a friendly spellcaster casts a spell of 5th level or lower within 60 feet of you, you can use your reaction to immediately cast the same spell. You do not need to know the spell in order to cast it, but you must expend a spell slot of the appropriate level and spend 1 sorcery point per level of spell cast to do so.

Variant: Witch Masks

Some witches wear special masks which act both as a means to hide their faces as well as a conduit for their power. Using this variant, you start with a witch mask which is a common magic item. While wearing the mask, the mask acts as your arcane focus and you gain a +2 bonus to Charisma ability checks made to interact with humanoids. If you lose your mask or it's destroyed, you can replace the mask by performing an 8-hour ritual to imbue a mask costing no less than 100 gp with power. Ω



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APPENDIX C

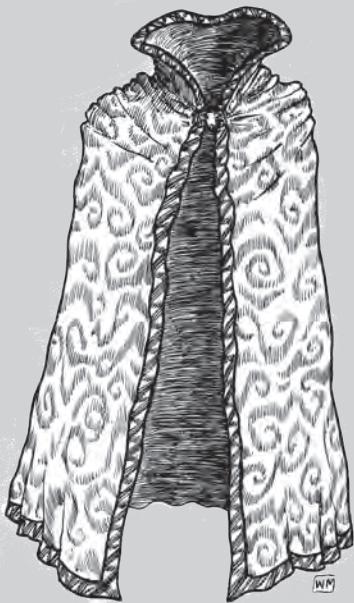
GRIMOIRE

Written by The Griffon's Saddlebag, Alexander LeFort, Dave Hamrick, and Benjamin Palmer
Art by William McAusland and Maciej Zagorski

Forecaster's Cloak

Wondrous item, common

This warm, fur-lined cloak creates illusory representations of the impending weather. While wearing this cloak, you can use an action to open it and speak its command word to create a harmless, sensory effect within the cloak that represents what the weather will be at your location for the next 8 hours. This effect persists for 1 minute or until you close the cloak.



Hour and Minute

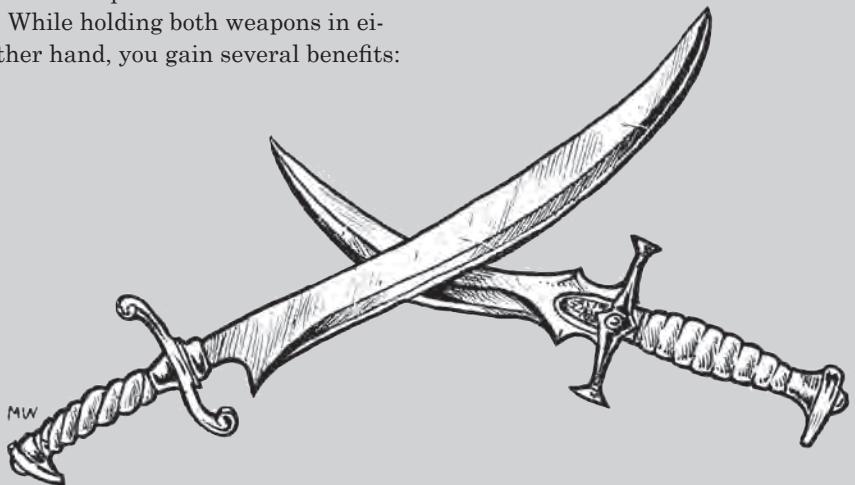
Weapon (a dagger and shortsword), very rare (requires attunement)

These two magical weapons are bound by a powerful force. Despite there being two weapons, you only need to attune to one of them to use their properties. While holding one of the weapons, you can use an action to determine the distance and direction of the other paired weapon as long as you're on the same plane of existence.

If you attune to one of the weapons while another creature is attuned to the other, you are each aware of the other creature's attunement and must make an Intelligence (Arcana) check contested by the other creature's Intelligence (Arcana) check. The creature that wins the contest remains attuned to the item, and for the next 24 hours, its attunement cannot be broken by another creature attempting to attune to the other weapon. The creature that loses the contest is no longer attuned to the weapon.

While holding both weapons in either hand, you gain several benefits:

- You gain a +1 bonus to attack and damage rolls made with these magic weapons.
- Your perception of time is slightly quickened: allowing you to dodge attacks that would have normally hit you. You gain a +1 bonus to AC.
- When you roll a 20 on an attack roll using Hour (the dagger) against a creature, that creature is under the effects of the *slow* spell until the end of your next turn.
- When you roll a 20 on an attack roll using Minute (the shortsword), you're under the effects of the *haste* spell until the start of your next turn. When the effect ends, you don't suffer the normal effects of the spell ending.
- In addition, you can use an action to lay the two weapons down on the ground. When you do, they magically point north before spinning around to align and tell the current time. When they do, 12:00 is always facing north.



Mistwalker Armor

Armor (leather), rare (requires attunement)

This dark leather armor releases thin wisps of fog from its seams. While wearing this armor, you can use an action to cast the *fog cloud* spell (2nd-level version) from it. Once this property of the armor has been used, it can't be used again until the next dawn.

In addition, fog doesn't obscure your vision, and while you're in opaque fog, you can use your movement to teleport to an unoccupied space that you can see in the fog. Doing so costs an amount of movement equal to the distance you teleport.

Potion of Keen Intellect

Potion, rare

For 1 hour after drinking this potion, you have advantage on Intelligence ability checks. The potion is light red and fizzes when shaken.

**Ring of Misty Step**

Ring, rare (requires attunement)

This ring holds 2 charges. The wearer can expend 1 of the charges to cast *misty step*, requiring no components. The ring regains all lost charges at dawn.

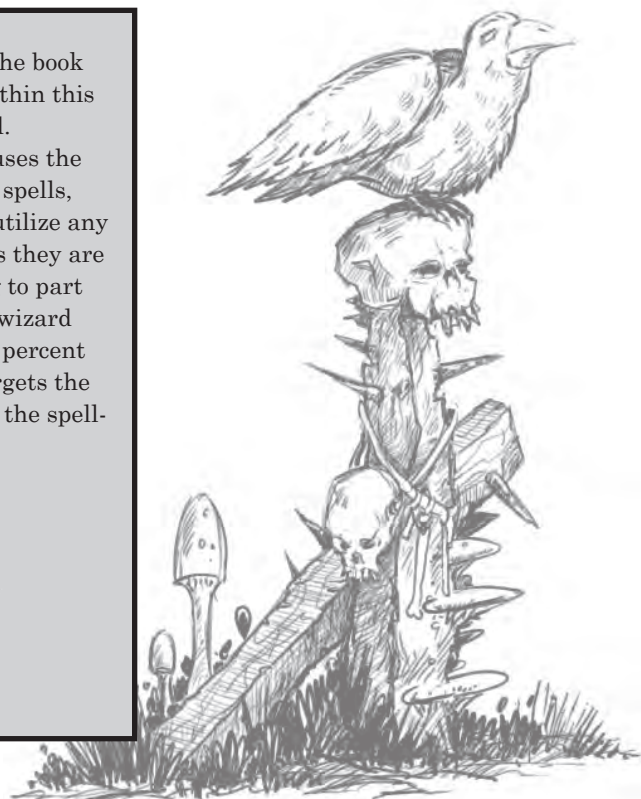
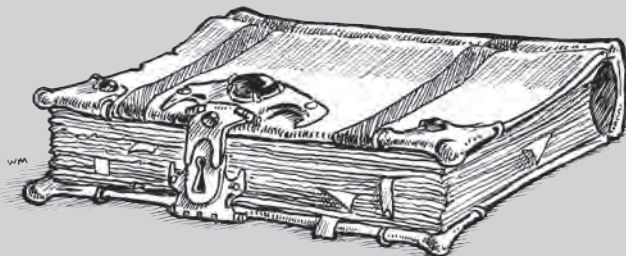
**Spellbook of Endless Knowledge**

Wondrous item, very rare

This ordinary-looking spellbook is wrapped in blue leather and sealed by a golden clasp in the shape of a human head. If a non-wizard looks at it, it appears to be full of incomprehensible gibberish. If a wizard looks at it, however, they see that the book contains every wizard spell the wizard would be able to cast at their current level. As they grow as

a wizard, the contents of the book grow with them. Spells within this spellbook cannot be copied.

Cursed: Once a wizard uses the spellbook to prepare their spells, the wizard can no longer utilize any other spellbook. As long as they are cursed, they are unwilling to part with it and each time the wizard casts a spell, there is a 10 percent chance that the wizard forgets the spell and it vanishes from the spellbook forever.



APPENDIX D

BESTIARY

Written by Dave Harmick, Benjamin Palmer, Torchlight Press, Alexander LeFort, Thomas Johnson, and John K. Webb
 Art by Matias Lazaro, Stinky Goblin, Daniel F. Walthall, Rick Hershey, William McAusland, Maciej Zagorski, Thomas Denmark, and Bodie Hartley

BERSTUC <i>Large fiend (demon), chaotic evil</i>					
Armor Class 18 (natural armor) Hit Points 157 (15d10 + 75) Speed 40 ft., burrow 20 ft.					
STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	12 (+1)	14 (+2)	19 (+4)
Saving Throws Str +10, Wis +6, Cha +8 Skills Deception +8, Nature +10, Stealth +4 (+8 in forest terrain), Survival +6 Damage Resistances acid, fire; bludgeoning, piercing, and slashing from nonmagical weapons Damage Immunities lightning, poison Condition Immunities poisoned Senses darkvision 120 ft., passive Perception 12 Languages Abyssal, Common, Sylvan, telepathy 120 ft. Challenge 11 (7,200 XP)					
False Pretence. The berstuc counts as a fey for purposes of spells and magical effects that detect otherworldly creatures. Beasts and plants are comfortable around the berstuc and will not attack it unless ordered to or provoked. Magic Resistance. The berstuc has advantage on saving throws against spells and other magical effects. Twisted Path. The berstuc leaves no path through natural terrain and can't be tracked by non-magical means. Creatures that travel with it can't retrace their own trails, and they become hopelessly lost after 1 hour of travel. Creatures led astray by a berstuc have disadvantage on attempts to discern their location or to navigate for 24 hours.					
ACTIONS					
Multiattack. The berstuc makes three slam attacks and Absorbs once. Slam. <i>Melee Weapon Attack:</i> +10 to hit, reach 5 ft., one target. <i>Hit:</i> 14 (2d8 + 5) bludgeoning damage, and if the target is a creature, it is grappled (escape DC 16). Absorb. The berstuc draws a Medium or smaller creature it has grappled into its body. An absorbed creature is no longer grappled but is blinded and restrained, has total cover from attacks and other effects from outside the berstuc, and takes 14 (2d8 + 5) piercing damage plus 27 (5d10) poison damage at the start of each of the berstuc's turns. The berstuc can hold one absorbed creature at a time. If the berstuc takes 20 damage or more on a single turn from a creature inside it, the berstuc must succeed on a DC 17 Constitution saving throw or expel the absorbed creature, which falls prone within 5 feet of the berstuc. If the berstuc dies, an absorbed creature is no longer restrained and can escape from the corpse by using 5 feet of movement, exiting prone.					

BONOBO <i>Tiny beast, unaligned</i>			
Armor Class 12 Hit Points 2 (1d4) Speed 30 ft., climb 30 ft.			
STR	4 (-3)	INT	3 (-4)
DEX	14 (+2)	WIS	12 (+1)
CON	11 (+0)	CHA	5 (-3)
Senses passive Perception 11 Languages — Challenge 0 (10 XP)			
Pack Tactics. The bonobo has advantage on an attack roll against a creature if at least one of the bonobo's allies is within 5 feet of the creature and the ally isn't incapacitated.			
ACTIONS			
Bite. <i>Melee Weapon Attack:</i> +0 to hit, reach 5 ft., one target. <i>Hit:</i> 1 piercing damage.			

Captain Fogbeard

The fallen leader of the Vigilant, Captain Fogbeard, was a notorious pirate in life known for both his bushy white-gray beard and his supernaturally lucky penchant for attacking his foes during unusual bouts of fog. Known across the seas as terrible

forces to be reckoned with, a ghost pirate captain commands their crew and ghost ship as they continue their life's work in undeath. With a ravenous hunger for plunder and treasure, areas frequented by ghost ships are marked upon naval charts as impossible to navigate to all but the most foolhardy of sailors.



CAPTAIN BILL <i>Small humanoid (gnome), neutral</i>					
Armor Class 17 (+1 breastplate) Hit Points 55 (10d6 + 20) Speed 25 ft.					
STR	10 (+0)	INT	13 (+1)		
DEX	17 (+3)	WIS	14 (+2)		
CON	14 (+2)	CHA	14 (+2)		
Saving Throws Dex +5, Int +3 Skills Arcana +5, Insight +4, Perception +4, Religion +3, Sleight of Hand +7 Senses darkvision 60 ft. Passive Perception 14 Languages Common, Gnomish, Infernal Challenge 4 (1,100 XP)					
Gnome Cunning. Captain Bill has advantage on Intelligence, Wisdom, and Charisma saving throws against spells and magical effects. Sea Legs. Captain Bill has advantage on Strength saving throws against effects that would knock her prone. Sneak Attack. Once per turn, Bill deals an extra 17 (5d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Bill that isn't incapacitated and Bill doesn't have disadvantage on the attack roll. Speak with Small Beasts. Through sounds and gestures, Captain Bill can communicate simple ideas with Small or smaller beasts. Spellcasting. Bill is a 10th-level spellcaster. Intelligence is her spellcasting ability (spell save DC 11, +3 to hit with spell attacks). Bill has the following wizard spells prepared: At Will: <i>dancing lights, fire bolt, mage hand, minor illusion, prestidigitation</i> 1st Level (4 slots): <i>charm person, sleep, silent image</i> 2nd Level (3 slots): <i>invisibility, mirror image, suggestion, web</i>					
ACTIONS					
Plunder (+1 Scimitar). <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d6 + 4) slashing damage. Fire Bolt (Cantrip). <i>Ranged Spell Attack:</i> +3 to hit, range 120 ft., one target. <i>Hit:</i> 9 (2d10) fire damage.					
REACTIONS					
Uncanny Dodge. When an attack that Bill can see hits her with an attack, the damage is reduced by half.					

CAPTAIN FOGBEARD <i>Medium undead, chaotic evil</i>					
Armor Class 12 (<i>mistwalker armor</i>) Hit Points 81 (18d8) Speed 0 ft., fly 40 ft. (hover)					
STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	12 (+1)	16 (+3)	20 (+5)
Saving Throws Dex +5, Int +5, Wis +7 Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities cold, necrotic, poison Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained Senses darkvision 60 ft., passive Perception 13 Languages Common, Dwarvish Challenge 9 (5,000 XP)					
Ethereal Sight. Captain Fogbeard can see 60 ft. into the Ethereal Plane when he is on the Material Plane, and vice versa. Fog's Ally. Captain Fogbeard can see through both magical and mundane fog without any impediment to his vision. Incorporeal Nature. Captain Fogbeard can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object. Legendary Resistance (3/Day). If Captain Fogbeard fails a saving throw, he can choose to succeed instead. Special Equipment. Captain Fogbeard is wearing <i>mistwalker armor</i> .					
ACTIONS					
Multiattack. Captain Fogbeard makes two attacks with his Brine Fist. Brine Fist. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (1d10 + 3) bludgeoning damage plus 22 (4d10) force damage, and if the target is a creature, it must succeed on a DC 16 Constitution saving throw or suffer one level of exhaustion. Etherealness. Captain Fogbeard enters the Ethereal Plane from the Material Plane, or vice versa. He is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet he can't affect or be affected by anything on the other plane. Horrifying Visage. Each non-undead creature within 60 ft. of Captain Fogbeard that can see him must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Captain Fogbeard's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a <i>greater restoration</i> spell, but only within 24 hours of it occurring. Possession (Recharge 6). One humanoid that Captain Fogbeard can see within 5 feet of it must succeed on a DC 17 Charisma saving throw or be possessed by Captain Fogbeard; Captain Fogbeard then disappears, and the target is incapacitated and loses control of its body. Captain Fogbeard now controls the body but doesn't deprive the target of awareness. Fogbeard can't be targeted by any attack, spell, or other effect, except ones that turn undead, and he retains his alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. He otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, Captain Fogbeard ends it as a bonus action, or Captain Fogbeard is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, Fogbeard reappears in an unoccupied space within 5 feet of the body. The target is immune to Captain Fogbeard's Possession for 24 hours after succeeding on the saving throw or after the possession ends.					
LEGENDARY ACTIONS					
The Captain Fogbeard can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Captain Fogbeard regains spent legendary actions at the start of its turn. Move. Captain Fogbeard moves up to his speed without provoking attacks of opportunity. Brine Fist (Costs 2 Actions). Captain Fogbeard makes an attack with his Brine Fist. Summon Undead (Costs 3 Actions). Up to three skeletons or zombies appear in unoccupied spaces within 30 feet of Captain Fogbeard and remain until destroyed. Undead summoned in this way roll initiative and act in the next available turn. Captain Fogbeard can have up to three undead summoned by this ability at a time.					

Caustic Snail

A caustic snail is a hulking beast, its shell at least five feet in height and just as wide. It is coated in acidic secretions that protect it from predators as much as the shell does, and when cornered, it can spit the acid at an opponent. Though solitary creatures by nature, they can be tamed and are fiercely loyal to their master, even beyond death.

CAUSTIC SNAIL <i>Medium beast, neutral</i>			
Armor Class 16 (natural armor) Hit Points 57 (6d8 + 30) Speed 15 ft.			
STR	17 (+3)	INT	3 (-4)
DEX	5 (-3)	WIS	10 (+0)
CON	20 (+5)	CHA	5 (-3)
Damage Immunities fire, poison Condition Immunities poisoned Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10 Languages — Challenge 3 (700 XP)			
Caustic Shell. The snail's shell constantly secretes an acidic fluid that patters outwards when the snail is attacked. Creatures who hit the snail with a melee attack must make a DC 13 Dexterity saving throw, taking 5 (1d10) acid damage on a failed save, or half that amount on a successful one.			
ACTIONS			
Multiattack. The caustic snail makes two bite attacks. Bite. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 10 (2d6 + 3) poison damage. The target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn. Acid Belch (Recharge 5-6). The snail belches acid in a 20-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 16 (3d10) acid damage on a failed save, or half as much damage on a successful one.			
REACTIONS			
Withdraw. The snail adds 3 to its AC against one melee attack that would hit it. To do so, the snail must see the attacker.			

Cave Giant

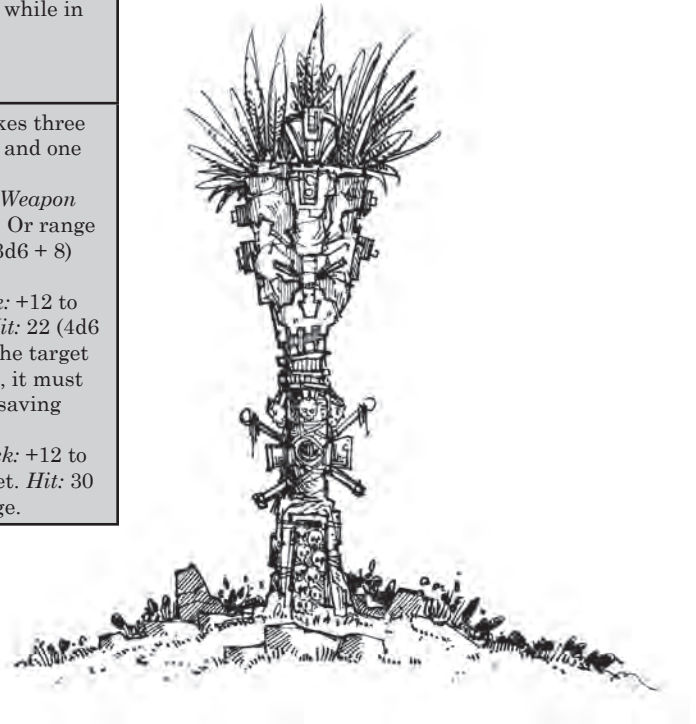
This towering hulk stinks of rot and smoke. Its already pale skin is smeared with white ash and daubed with crude designs in old blood. The foul, untanned hide of a Cave Bear serves as its loincloth. Hunched and long-armed, the giant carries two stone-headed axes, and two massive tusks jut up from its protruding jaw.

CAVE GIANT <i>Huge giant, chaotic evil</i>			
Armor Class 16 (natural armor) Hit Points 200 (16d12 + 96) Speed 40 ft.			
STR	27 (+8)	INT	8 (-1)
DEX	10 (+0)	WIS	13 (+1)
CON	22 (+6)	CHA	6 (-2)
Saving Throws Dex +4, Con +10, Wis +5 Skills Athletics +12, Perception +5, Survival +5 Senses darkvision 120 ft., passive Perception 15 Languages Giant Challenge 10 (5,900 XP)			
Sunlight Petrification. If the giant starts its turn in sunlight, it takes 20 radiant damage. While in sunlight, it moves at half speed and has disadvantage on attack rolls and ability checks. If the giant is reduced to 0 hp while in sunlight, it is petrified.			
ACTIONS			
Multiattack. The giant makes three attacks: two with its handaxe and one with its tusks. Handaxe. <i>Melee or Ranged Weapon Attack:</i> +12 to hit, reach 10 ft. Or range 20/60 ft., one target. <i>Hit:</i> 18 (3d6 + 8) slashing damage. Tusks. <i>Melee Weapon Attack:</i> +12 to hit, reach 10 ft., one target. <i>Hit:</i> 22 (4d6 + 8) slashing damage, and if the target is a Large or smaller creature, it must succeed on a DC 20 Strength saving throw or be knocked prone. Rock. <i>Ranged Weapon Attack:</i> +12 to hit, range 60/240 ft., one target. <i>Hit:</i> 30 (4d10 + 8) bludgeoning damage.			

Cave Giants are primitive brutes who keep a tribal society built around grisly shamanistic beliefs. They are exclusively carnivores and prefer the flesh of Humanoids and other Giants above all others. While they can subsist on animal flesh, they consider it disgusting and bad luck, to be undertaken only if absolutely necessary for Survival.

Dwellers in the Deep. Cave Giants shun sunlight and fear its touch. The sun's glare slowly turns cave Giants to stone. They lurk in tunnels and caves beneath the earth and deep in the hearts of mountains. The brutes make forays into the lands of surface-dwellers that extend beneath the surface, such as dwarven strongholds, in search of meat and sacrifices.

Brutish and Primal. Cave Giants are deeply superstitious and see their shamans as messengers and tools of the spirits. Thus, a charismatic shaman will dominate any given group of cave Giants. The Giants believe that eating another creature allows them to consume its spirit as well as its flesh and seek to devour as many sentient creatures as possible, especially spellcasters whose power they believe they can steal.



Colossal Crab

The colossal crab is a monstrous crustacean from the depths of the elemental plane of water. It is territorial and highly aggressive.

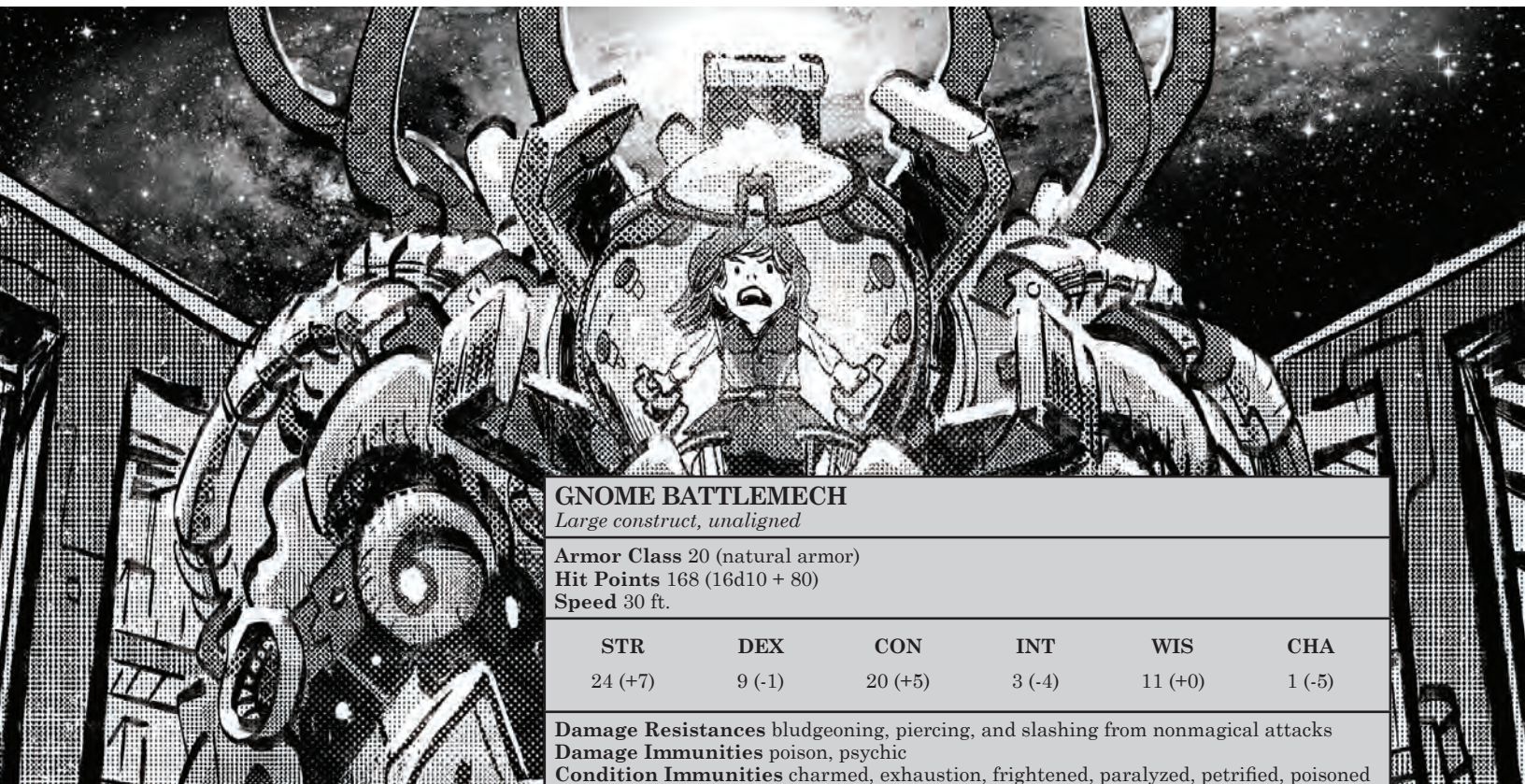


COLOSSAL CRAB <i>Gargantuan monstrosity, chaotic neutral</i>					
Armor Class 18 (natural armor) Hit Points 233 (15d20 + 75) Speed 50 ft., burrow 25 ft., swim 50 ft.					
STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	20 (+5)	1 (-5)	9 (-1)	3 (-4)
Saving Throws Str +10, Dex +7, Con +10 Skills Stealth +7 Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Condition Immunities charmed, frightened, paralyzed Senses blindsight 60 ft., passive Perception 9 Languages — Challenge 15 (13,000 XP)					
<i>Amphibious.</i> The crab can breathe air and water. <i>Freedom of Movement.</i> The crab ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled. <i>Siege Monster.</i> The crab deals double damage to objects and structures.					
ACTIONS					
<i>Multiattack.</i> The crab makes two claw attacks. <i>Claw. Melee Weapon Attack:</i> +10 to hit, reach 20 ft., one target. <i>Hit:</i> 27 (4d10 + 5) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the creature is restrained. The crab has two claws, each of which can grapple one target. <i>Fling.</i> One Large or smaller object held or creature grappled by the crab is thrown up to 50 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 14 Dexterity saving throw or take the same damage and be knocked prone.					
LEGENDARY ACTIONS					
The Colossal Crab can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Colossal Crab regains spent legendary actions at the start of its turn. <i>Detect.</i> The crab makes a Wisdom (Perception) check. <i>Skitter.</i> The crab moves up to half its speed. <i>Claw Attack or Fling.</i> The crab makes one claw attack or uses its fling.					

Fusilis Caedos

Fusilis Caedos is a demigod of death and sacrifice. Born from the Abyss, it assumes the form of a huge fire creature with two heads. Finding its way to the Real through volcanoes and underground lava rivers, it seeks to amass followers that will bring it ever more sacrifices until its power grows big enough that it destroys everything around it, devouring even its most loyal followers.

FUSILIS CAEDOS <i>Huge fiend, chaotic evil</i>					
Armor Class 13 Hit Points 228 (24d12 + 72) Speed 50 ft.					
STR	10 (+0)	INT	12 (+1)	DEX	17 (+3)
DEX	17 (+3)	WIS	10 (+0)	CON	16 (+3)
CON	16 (+3)	CHA	16 (+3)		
Skills Perception +3 Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities fire, poison Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses truesight 60 ft., passive Perception 13 Languages Abyssal, telepathy 120 ft. Challenge 8 (3,900 XP)					
<i>Fire Form.</i> Fusilis Caedos can move through a space as narrow as 1 inch wide without squeezing. A creature that touches Fusilis Caedos or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, Fusilis Caedos can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns. <i>Illumination.</i> Fusilis Caedos sheds bright light in a 30-foot radius and dim light in an additional 30 feet. <i>Water Susceptibility.</i> For every 5 feet Fusilis Caedos moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.					
ACTIONS					
<i>Multiattack.</i> Fusilis Caedos makes two touch attacks and one hurl flame attack. <i>Touch. Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns. <i>Hurl Flame. Ranged Spell Attack:</i> +6 to hit, range 60 ft., one target. <i>Hit:</i> 10 (3d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.					

**GNOME BATTLEMECH***Large construct, unaligned***Armor Class** 20 (natural armor)**Hit Points** 168 (16d10 + 80)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks**Damage Immunities** poison, psychic**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned**Senses** darkvision 120 ft., passive Perception 10**Languages** understands the languages of its creator but can't speak, telepathy 120 ft.**Challenge** 13 (10,000 XP)

Lightning Absorption. Whenever the Battlemech is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Immutable Form. The Battlemech is immune to any spell or effect that would alter its form.

Magic Resistance. The Battlemech has advantage on saving throws against spells and other magical effects.

Magical Weapons. The Battlemech's weapon attacks are magical.

ACTIONS

Multiattack. The Battlemech makes two slam attacks.

Slam. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Elemental Cannon (Recharge 5-6). The Battlemech makes one of the following attacks:

1. Exhale poisonous gas in a 15-foot-radius centered on itself. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

2. Fire a fireball at a point in space within 60 feet of it that it can see. Each creature in a 20-foot-radius sphere centered on that point must make a DC 15 Dexterity saving throw. A target takes 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

3. Fire chunks of ice in a 20-foot-cone. Each creature in that area must make a DC 15 Dexterity saving throw. A creature takes 18 (4d8) bludgeoning damage and 21 (6d6) cold damage on a failed save, or half as much damage on a successful one.

4. Fire a bolt of lightning that arcs toward a target it can see within 60 feet of it. Three bolts then leap from that target to as many as three other targets, each of which must be within 20 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts. A target must make a DC 15 Dexterity saving throw. The target takes 45 (10d8) lightning damage on a failed save, or half as much damage on a successful one.

Gnome BattleMech

Built as battle armor to protect the secret underground cities of the gnomish kingdoms, Gnome Battlemechs are powerhouse constructs that can decimate entire armies. Massive giants made from rare metals and etched with magic runes, the BattleMechs are extremely expensive and time-consuming to produce. Each one is intrinsically connected to its pilot and can only be operated by the engineer who built it or by someone they attune to its telepathic connection.

Elemental Powers. Using a combination of magic and science, the BattleMechs are able to emulate powerful spell effects by tapping into their magic-infused power cores through their elemental cannons.

Indestructible. Because of the magical nature of the forging techniques used in creating the metal armor for the BattleMech, it is almost impervious to both normal and magical attacks.

Mecha-gnome

The titanic construct known as the mecha-gnome is several stories tall and virtually invincible against conventional weapons of war. While a frontal assault would assuredly end in defeat, the construct is vulnerable to a covert strike force: human-sized hatches at the front of each foot are the only way to enter the vehicle. Once inside, this strike force must ascend the construct and access its control center, located in the head.



MECHA-GNOME <i>Gargantuan vehicle (35 ft. by 50 ft. by 205 ft.).</i>					
Creature Capacity 20 crew, 60 passengers Cargo Capacity 200 tons Travel Pace 3 miles per hour (72 miles per day) Speed (walking) 30 ft.					
STR	DEX	CON	INT	WIS	CHA
29 (+9)	9 (-1)	28 (+9)	0 (0)	0 (0)	0 (0)
Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious					
Fire Absorption. Whenever one of the mecha-gnome's components is subjected to fire damage, it takes not damage and instead regains a number of hit points equal to the fire damage dealt. Magic Resistance. The mecha-gnome has advantage on saving throws against spells and magical effects.					
HIT LOCATIONS					
HULL Armor Class 20 Hit Points 500 Damage Threshold 25					
CONTROL: HELM Armor Class 25 Hit Points 200 Damage Threshold 10 The helm can be attacked only if the hull has taken 250 or more damage. If the helm is destroyed, the mecha-gnome can't move.					
MOVEMENT: FEET Armor Class 12 - Hit Points 100; -5 ft. speed per 50 damage taken					
WEAPON: EYE LASER (2) Armor Class 16 Hit Points 75					
WEAPON: POISON GAS JAW Armor Class 20 Hit Points 100					
ACTIONS					
On its turn, the mecha-gnome can take 2 actions, choosing from the options below. It can take only 1 actions if it has fewer than ten crew. It can't take these actions if it has fewer than three crew. Fire Eye Lasers. The mecha-gnome can fire its eye lasers. Fire Poison Gas Cloud (Costs 2 Actions; 1/Day). The mecha-gnome can exhale its poison cloud. Move. The mecha-gnome can use its helm to move with its feet. Move up to the speed of the mecha-gnome's feet, with one 90-degree turn.					
ATTACKS					
Eye Laser. Ranged Weapon Attack: +7 to hit, range 400/1,600 ft., one target. Hit: 36 (8d8) force damage. Poison Gas Cloud. Magical Attack: The mecha-gnome creates a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point of its choice within 500 feet of it. The fog spreads around corners. It lasts for 1 minute or until a strong wind disperses the fog. Its area is heavily obscured. When a creature enters the poison's area for the first time on a turn or starts its turn there, that creature must make a DC 15 Constitution saving throw. The creature takes 22 (5d8) poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe. The fog moves 10 feet away from the mecha-gnome at the start of each of its turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.					

Mind Crawlers

Mind Crawler tadpoles are tiny, worm-like creatures that can survive even the most intense interplanar radiation as they travel from plane to plane, dominating entire planets—but can be crushed under heel while still a tadpole. They excrete a liquid that sedates any Medium or smaller humanoid that allows it to safely crawl inside its victim’s head and attach itself to the brain stem. Once in control, the mind crawler takes over the nervous system and uses both the host’s memories and its latent psychic powers to take over the host’s life. They seek to dominate all other species and consider any other lifeforms beneath them; they slowly spread like a plague until they have decimated a planet before moving on to the next.

Mind Crawler Template. Mind crawlers use the stat block of their host with the following changes:

- Its type becomes aberration.
- Its Intelligence score becomes 15 (+2) and its Wisdom score becomes 13 (+1) unless its original score is higher.
- It gains resistance to psychic damage.
- It gains darkvision out to 60 feet unless its original range was greater.
- It knows Primordial and gains telepathy of 30 feet.
- It gains immunity to the charmed condition.
- It gains the following traits:
 - Ambusher.** The Mind Crawler has advantage on attack rolls against any creature it has surprised.
 - Surprise Attack.** If the Mind Crawler surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.
 - Read Thoughts.** The Mind Crawler magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the Mind Crawler can continue reading its thoughts, as long as the Mind Crawler’s concentration isn’t broken (as if concentrating on a spell). While reading the target’s mind, the Mind Crawler has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the Mind Crawler can continue reading its thoughts, as long as the Mind Crawler’s concentration isn’t broken (as if concentrating on a spell). While reading the target’s mind, the Mind Crawler has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

MIND CRAWLER GNOME <i>Small aberration, unaligned</i>			
Armor Class 14 Hit Points 52 (8d8 + 16) Speed 30 ft.			
STR	11 (+0)	INT	11 (+0)
DEX	18 (+4)	WIS	12 (+1)
CON	14 (+2)	CHA	14 (+2)
Skills Deception +6, Insight +3 Damage Resistances psychic Condition Immunities charmed Senses darkvision 60 ft., passive perception 11 Languages Common, Primordial, telepathy 30 ft. Challenge 3 (700 XP)			
ACTIONS			
Multiattack. The Mind Crawler makes two melee attacks. Slam. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d6 + 4) bludgeoning damage. Read Thoughts. The Mind Crawler magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the Mind Crawler can continue reading its thoughts, as long as the Mind Crawler’s concentration isn’t broken (as if concentrating on a spell). While reading the target’s mind, the Mind Crawler has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.			

Pech

Natives to the Elemental Plane of Earth, the stalwart and humble pech often cross to The Material Plane to escape threats in their Homeland, seek valuable gems and ore, or serve masters in the formation of great stone creations. They also trade with topsiders to obtain new stoneworking Equipment, and they have a strong affinity for the ale that they cannot brew themselves.

PECH <i>Small elemental (pech), neutral good</i>			
Armor Class 15 (natural armor) Hit Points 33 (6d6 + 12) Speed 20 ft., climb 10 ft.			
STR	16 (+3)	INT	11 (+0)
DEX	11 (+0)	WIS	13 (+1)
CON	14 (+2)	CHA	11 (+0)
Skills Athletics +5, Perception +3 Damage Immunities poison Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 120 ft., passive Perception 13 Languages Common, Undercommon, Terran Challenge 2 (450 XP)			
Light Sensitivity. While in bright light, the pech has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. One with the Stone (Recharges after a Short or Long Rest). As a bonus action, the pech can draw on the power of unworked stone, as long as it is contact with stone. Until the end of the pech’s next turn, it gains resistance to piercing and slashing damage.			
ACTIONS			
Multiattack. The pech makes two attacks: one with its pick and one with its hammer. If the pech hits the same target with both attacks, the target must succeed on a DC 11 Constitution saving throw or be incapacitated until the start of its next turn. Pick. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d8 + 3) piercing damage. Hammer. <i>Melee or Ranged Weapon Attack:</i> +5 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 6 (1d6 + 3) bludgeoning damage.			

Carved from Stone. Pech are small in size, slightly taller and broader than Deep Gnomes. Their long arms and legs are made of knotted muscles that appear chiseled from stone. Slate grey eyes bulge from their angular heads. They rarely have hair on their heads or bodies, and those that do sprout hair grow it in thick strands as sharp and rigid as a metal brush. A pech's fingers and toes are long and thin and topped with long, sharp nails as hard as stone. These nails allow them to climb sheer rock walls, Acting as pitons.

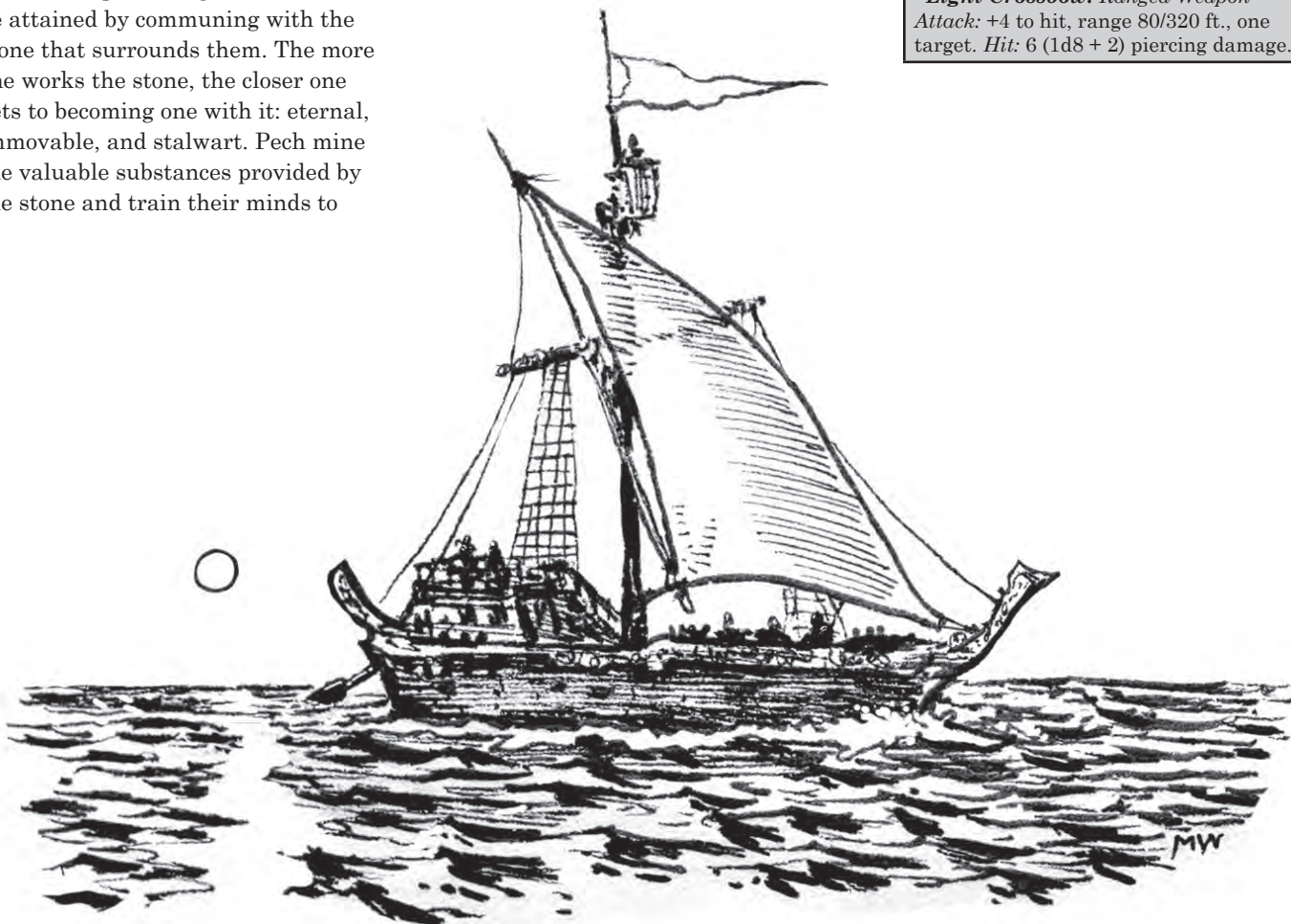
One with the Stone. Pech are born to work stone, to live their lives with a pickaxe in one hand and a Hammer in the other, and to die with the understanding that their spirits will merge with the stone for eternity, forever surrounding their progeny. Pech society is built around the notion that pure enlightenment can be attained by communing with the stone that surrounds them. The more one works the stone, the closer one gets to becoming one with it: eternal, immovable, and stalwart. Pech mine the valuable substances provided by the stone and train their minds to

harmonize with the rock. Those that Master certain Techniques become stonemasters, who often lead a clan of pech. Truly talented and dedicated stonemasters that reach a higher level of enlightenment with the stone might become lithlords, who Travel from clan to clan and teach the young pech the way of the stone.

Servants of the Giants. The pech sometimes come to the surface world to act as servants of the Stone Giants. Pech transport bring enormous stone monoliths to the heathers and moors of otherwise stone-free land, which the Stone Giants can then use for their strange, mystical ceremonies. Decades later, Humans walking through the flat fields can only wonder how these huge stone monoliths seemingly appeared out of nowhere.

Elemental Nature. A pech doesn't require air, food, drink, or sleep.

PIRATE <i>Medium humanoid (any), any non-lawful alignment</i>			
Armor Class 12 Hit Points 32 (5d8 + 10) Speed 30 ft.			
STR	14 (+2)	INT	10 (+0)
DEX	14 (+2)	WIS	12 (+1)
CON	14 (+2)	CHA	10 (+0)
Saving Throws Con +3 Skills Athletics +4, Intimidation +2 Senses passive Perception 11 Languages any one language (usually Common) Challenge 1/2 (100 XP)			
Sea Legs. The pirate has advantage on Strength saving throws against effects that would knock it prone.			
ACTIONS			
Multiattack. The pirate makes two scimitar attacks.			
Scimitar. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d6 + 2) slashing damage.			
Light Crossbow. <i>Ranged Weapon Attack:</i> +4 to hit, range 80/320 ft., one target. <i>Hit:</i> 6 (1d8 + 2) piercing damage.			



Ratfolk Mercenary

With filthy tunics and well-kept leathers, ratfolk slink through fights, always looking to flank, turn, or strike from behind. Their ability to work in large groups leads dwarves to despise them as a “lowly swarm of gutter-snipes”—but they are effective.

Ratfolk survive by their wits and bargains. They are notorious for their willingness to work as mercenaries in large dungeon complexes and to strike pacts with far greater powers than themselves. Ratfolk mercenaries often work in tandem with warlocks acting as captains or sergeants for their employers.

Mercenary Flexibility. Ratfolk mercenaries can be bribed and cor-

rupted with a large enough payment, but they like to say that they “stay bought until payday comes.” Usually their loyalty is strong until matters turn against their current master—in some cases they have been known to offer their services to a foe mid-fight!

Night and Tunnel Specialists.

Ratfolk mercenaries excel at work in dark, tight quarters, against cavern monsters, and in old dwarven holds. They also enjoy city kidnappings, guarding towers or dungeons, or silent moonlight scouting in hills or forests. They prefer to avoid working in full sun on open fields, though they are professional enough that they can create an effective ambush on riverbanks, in forest shadow, or elsewhere.



RATFOLK MERCENARY

Small humanoid (ratfolk), neutral

Armor Class 15 (leather armor)

Hit Points 45 (13d6)

Speed 25 ft., swim 10 ft.

STR 7 (-2) **INT** 14 (+2)

DEX 18 (+4) **WIS** 10 (+0)

CON 11 (+0) **CHA** 10 (+0)

Saving Throws Dex +6, Int +4

Skills Acrobatics +8, Deception +2, Intimidation +2, Perception +2, Stealth +8
Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 2 (450 XP)

Chopper Squad. The ratfolk mercenary’s melee weapon attacks deal one extra die of damage if at least one of the mercenary’s allies is within 5 feet of the creature and the ally isn’t incapacitated.

Nimbleness. The ratfolk mercenary can move through the space of any Medium or larger creature.

Pack Tactics. The ratfolk has advantage on attack rolls against a creature if at least one of the ratfolk’s allies is within 5 feet of the creature and the ally isn’t incapacitated.

Packing Heat. If the ratfolk mercenary moves at least 10 feet straight toward a target and then hits it with a shortsword attack on the same turn, the mercenary can make one dart attack against another target within 20 feet as a bonus action without disadvantage.

ACTIONS

Multiattack. The ratfolk mercenary makes two attacks with its shortsword or dart. If both shortsword attacks hit the same target, the ratfolk mercenary can use its bonus action to automatically deal an extra 4 (1d8) piercing damage as it bites the target.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Dart. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

REACTIONS

Guard the Big Cheese. When a creature makes an attack against the ratfolk mercenary’s current employer, the mercenary grants a +2 bonus to the employer’s AC if the mercenary is within 5 feet of the employer.

Ruby Ooze

The rough stone wall reveals a vein of blood-red gemstone running through it.

Miners' Menace. The ruby ooze has simple tricks, but they work well where humanoids are concerned. Ruby oozes hunt by packing themselves into crevasses in walls and surfaces near areas of high traffic, which has led to many costly battles inside mineshafts. **Treasure Stalker.** Ruby oozes are known to take on a semi-solid form that strongly resembles a pile of cut stones. As soon as something warm and moving comes within reach, the ruby ooze lunges with its pseudopods. When confronted with strong and resisting prey, the ruby ooze launches some of its own protoplasm at the creature. This substance hardens the flesh it touches into a ruby-like stone, slowing and harming the creature enough for the ruby ooze to devour what flesh remains. When its prey is immobilized by its acid, the ruby ooze covers the body entirely and dissolves it down to the odd tooth or bit of ruby-colored bone. **Hoard Bane.** The creatures have been employed by those wishing to protect hoards of wealth, but the number of substances the ooze can dissolve makes this an infrequent method of security. ***Ooze Nature.** A ruby ooze doesn't require sleep.

RUBY OOZE

Medium ooze, unaligned

Armor Class 9
Hit Points 93 (11d8 + 44)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	18 (+4)	2 (-4)	6 (-2)	1 (-5)

Damage Vulnerabilities lightning
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities acid, fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 6 (2,300 XP)

Ambusher. The ooze has advantage on attack rolls against any creature it has surprised.

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 7 (2d6) acid damage. Any nonmagical weapon made of metal or wood that hits the ooze is coated in a corrosive red slime. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the ooze is destroyed after dealing damage. The ooze can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from a pile of rubies.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The ruby ooze makes two pseudopod attacks.

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 14 (4d6) acid damage.

Acid Spray (Recharge 5-6). The ooze sprays its bright red protoplasm in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw. On a failure, the creature takes 21 (6d6) acid damage and is restrained as its flesh begins to turn into a translucent, ruby-like stone. On a success, the creature takes half as much damage and isn't restrained. The restrained creature must make a DC 15 Constitution saving throw at the end of its next turn, taking 21 (6d6) acid damage and becoming petrified on a failure or ending the effect on a success.



Skeletal Amalgamation

A skeletal amalgamation is an unlucky result of necromancers raising multiple beasts simultaneously. Only the most powerful necromancers can assert control over these undead, which means that most of them run amok and cause rampant mayhem. Strengths and weaknesses can differ based on the animals used, in this case parrots and monkeys grant the amalgamations flight, strength, and other abilities.

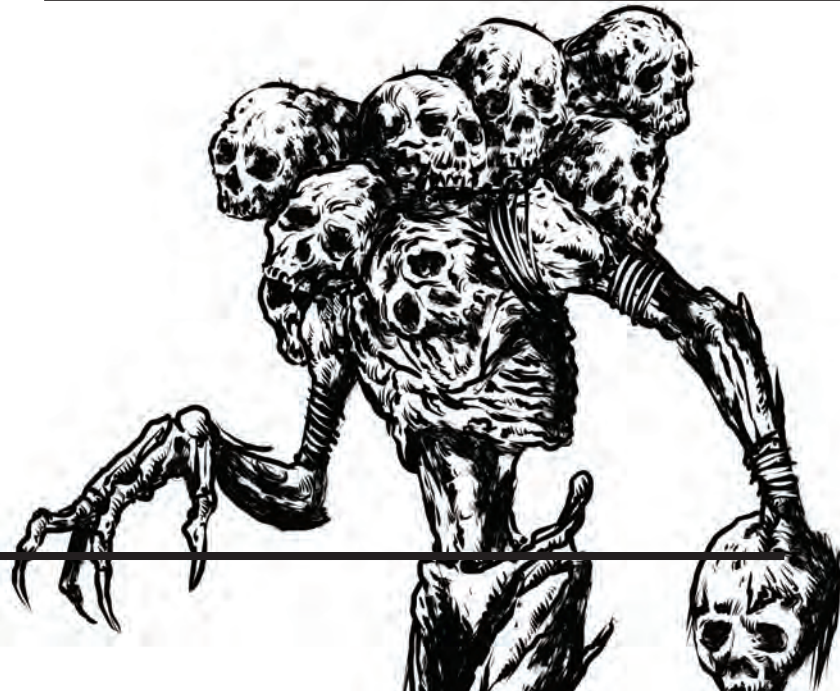
<p>SKELETAL AMALGAMATION (AVIAN/PRIMATE) <i>Large undead, unaligned</i></p>			
<p>Armor Class 13 Hit Points 147 (14d10 + 70) Speed 40 ft., fly 20 ft.</p>			
STR	17 (+3)	INT	6 (-2)
DEX	16 (+3)	WIS	17 (+3)
CON	20 (+5)	CHA	8 (-1)
<p>Skills Athletics +6 Damage Resistances acid, cold, fire, lightning, thunder; piercing and slashing from nonmagical attacks Damage Immunities necrotic, poison Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned, unconscious Senses darkvision 60 ft., passive Perception 13 Languages Common Challenge 5 (1,800 XP)</p>			
<p>Mimicry. The skeletal amalgamation can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 16 Wisdom (Insight) check. Two Heads. The skeletal amalgamation has advantage on Wisdom (Perception) checks.</p>			
<p>ACTIONS</p>			
<p>Multiattack. The skeletal amalgamation uses its Mockery and makes two attacks with its fists. Fists. <i>Melee Weapon Attack:</i> +6 to hit, reach 10 ft., one target. <i>Hit:</i> 19 (3d10 + 3) bludgeoning damage. Mockery. The amalgamation taunts its prey with vicious sailors' insults and curses. One creature within 60 feet that can hear the skeletal amalgamation must make a DC 16 Wisdom saving throw or have disadvantage on the next attack roll it makes before the end of its next turn.</p>			

Starchild

Starchild is a youthful fey woman with light blue skin, glowing eyes, and short ethereal antlers sprouting

from her forehead. Charitable as she is enigmatic, she often finds herself helping desperate people in unusual places.

<p>STARCHILD <i>Medium fey, chaotic good</i></p>					
<p>Armor Class 17 (natural armor) Hit Points 147 (14d8 + 84) Speed 30 ft.</p>					
STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	15 (+2)	16 (+3)	20 (+5)
<p>Saving Throws Dex +6, Wis +7, Cha +9 Damage Immunities lightning, thunder Senses darkvision 120 ft., passive Perception 13 Languages Common, Sylvan Challenge 11 (7,200 XP)</p>					
<p>Magic Resistance. Starchild has advantage on saving throws against spells and other magical effects. Speak with Beasts and Plants. Starchild can communicate with beasts and plants as if they shared a language. Innate Spellcasting. Starchild's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She can innately cast the following spells, requiring no material components: <i>At Will:</i> <i>detect evil and good, detect magic, druidcraft</i> <i>3/day each:</i> <i>create food and water (can create wine instead of water), plant growth, tongues, wind walk</i> <i>1/day each:</i> <i>creation, invisibility, nondetection, plane shift</i></p>					
<p>ACTIONS</p>					
<p>Multiattack. Starchild makes three quarterstaff attacks. Quarterstaff. <i>Melee Weapon Attack:</i> +9 to hit, reach 5 ft., one target. <i>Hit:</i> 9 (1d8 + 5) magical bludgeoning damage plus 3 (1d6) lightning or thunder damage (Starchild's choice). Create Whirlwind. A 5-foot-radius, 30-foot-tall cylinder of swirling air magically forms on a point Starchild can see within 120 feet of her. The whirlwind lasts as long as Starchild maintains concentration (as if concentrating on a spell). Any creature but Starchild that enters the whirlwind must succeed on a DC 18 Strength saving throw or be restrained by it. Starchild can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if Starchild loses sight of it. A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 18 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.</p>					



The Conductor

In life, The Conductor was a human maestro that metamorphosed into an

aberration by a curse. It retained its former intense devotion to orchestral performance, which manifests as pow-

erful magic it can inflict by waving its batons.

Unmade Nature. The Conductor does not require air, food, or sleep.

THE CONDUCTOR					
<i>Large aberration, lawful evil</i>					
Armor Class 17 (natural armor)					
Hit Points 104 (11d10 + 44)					
Speed 10 ft.					
STR	10 (+0)	INT	14 (+2)		
DEX	14 (+2)	WIS	15 (+2)		
CON	18 (+4)	CHA	18 (+4)		
Saving Throws Int +5, Wis +5, Cha +7					
Skills Perception +8					
Senses blindsight 120 ft., passive Perception 17					
Languages Deep Speech, telepathy 120 ft.					
Challenge 8 (3,900 XP)					
Magic Resistance. The Conductor has advantage on saving throws against spells and other magical effects.					
Non-Euclidean Movement. As a bonus action, the Conductor can teleport up to 30 feet to an unoccupied space it can see.					
ACTIONS					
Orchestral Command. The Conductor performs two random baton patterns, choosing one or two targets it can see within 60 feet of it:					
1. Holding Pattern. The targeted creature must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.					
2. Thrust. If the target is a creature, it must succeed on a DC 15 Strength saving throw or the Conductor moves it up to 30 feet in any direction. It is restrained by the Conductor's telekinetic grip until the start of the Conductor's next turn or until the Conductor is incapacitated.					
3. Slow Dance. The targeted creature must succeed on a DC 15 Wisdom saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.					
4. Death March. The targeted creature must succeed on a DC 15 Wisdom saving throw or take 36 (8d8) necrotic damage. The target dies if this damage reduces it to 0 hit points.					



The Craftsman

In life, Perimus' master fabricator was a large human male who perished in his workshop while building submersible machines. Cursed upon his death to become an aberration, the metal object that crushed his skull was permanently fused into its new form, the Craftsman.

Unmade Nature. The Craftsman does not require air, food, drink, or sleep.

THE CRAFTSMAN					
<i>Large aberration, lawful evil</i>					
Armor Class 14 (natural armor)					
Hit Points 133 (14d10 + 56)					
Speed 20 ft.					
STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)
Damage Immunities acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite					
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned					
Senses blindsight 20 ft., passive Perception 9					
Languages Deep Speech					
Challenge 9 (5,000 XP)					
Acid Absorption. Whenever the Craftsman is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.					
Berserk. Whenever the Craftsman starts its turn with 60 hit points or fewer, roll a d6. On a 6, the Craftsman goes berserk. On each of its turns while berserk, the Craftsman attacks the nearest creature it can see. If no creature is near enough to move to and attack, the Craftsman attacks an object, with preference for an object smaller than itself. Once the Craftsman goes berserk, it continues to do so until it is destroyed or regains all its hit points.					
Immutable Form. The Craftsman is immune to any spell or effect that would alter its form.					
Magic Resistance. The Craftsman has advantage on saving throws against spells and other magical effects.					
Magic Weapons. The Craftsman's weapon attacks are magical.					
Non-Euclidean Movement. As a bonus action on its turn, the Craftsman can teleport up to 30 feet to an unoccupied space it can see.					
ACTIONS					
Multiattack. The Craftsman makes two slam attacks.					
Slam. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the <i>greater restoration</i> spell or other magic.					
Haste (Recharge 5-6). Until the end of its next turn, the Craftsman magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.					

The Devout

The Devout was a human woman that led a group of desperate people to worship a god-crustacean on the promise that it would free them from the Sunken Castle. In death, her intensity fed her transformation into an aberration.

Unmade Nature. The Devout does not require air, food, or sleep.

THE DEVOUT <i>Large aberration, lawful evil</i>			
Armor Class 16 (natural armor) Hit Points 75 (10d10 + 20) Speed 10 ft.			
STR	16 (+3)	INT	16 (+3)
DEX	17 (+3)	WIS	15 (+2)
CON	14 (+2)	CHA	18 (+4)
Saving Throws Dex +6, Con +5, Wis +5, Cha +6 Skills History +6, Perception +5 Senses blindsight 120 ft., passive Perception 15 Languages Deep Speech, telepathy 120 ft. Challenge 9 (5,000 XP)			
Non-Euclidean Movement. As a bonus action on its turn, the Devout can teleport up to 30 feet to an unoccupied space it can see.			
Spellcasting. The Devout is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following wizard spells prepared: Cantrips (at will): <i>mage hand, minor illusion, ray of frost</i> 1st Level (4 slots): <i>charm person, detect magic, sleep</i> 2nd Level (3 slots): <i>detect thoughts, hold person</i> 3rd Level (3 slots): <i>lightning bolt, water breathing</i> 4th Level (3 slots): <i>blight, dimension door</i> 5th Level (2 slots): <i>dominate person</i>			
ACTIONS			
Psychic Blast. Ranged Spell Attack: +6 to hit, range 60 ft., one creature. Hit: 7 (1d6 + 4) force damage, and the target must make a DC 14 Constitution saving throw, taking 31 (7d8) psychic damage on a failed save, or half as much damage on a successful one.			



The Mentor

The Mentor is an amalgamation of wizards and scholars that died and reformed into an aberrant horror. The Mentor stands at an imposing nine feet, five inches tall. Loose flesh drapes over its faceless, compound head, supported by a thick conjoined neck and six skeletal bodies.

Unmade Nature. The Mentor does not require air, food, drink, or sleep.

Domain. The Mentor wields violent control over the Sunken Castle. It

stalks the halls in search of creatures that need to be removed from the castle and spellcasters that it can absorb into its form.

Tactics. Its Detect Sentience feature allows it to track down creatures from afar, long before its targets are aware of the impending attack. When it gets closer, it uses its telepathy to probe for spellcasters, offering them untold knowledge and power in a bid to buy time to get close enough to strike. If possible, it will use its telep-

athy to bait creatures into isolating themselves.

The Mentor is functionally immortal within the confines of the castle for as long as the curse creating aberrations is active, however it does not enjoy the pain of death and avoids taking unnecessary attacks. Ω

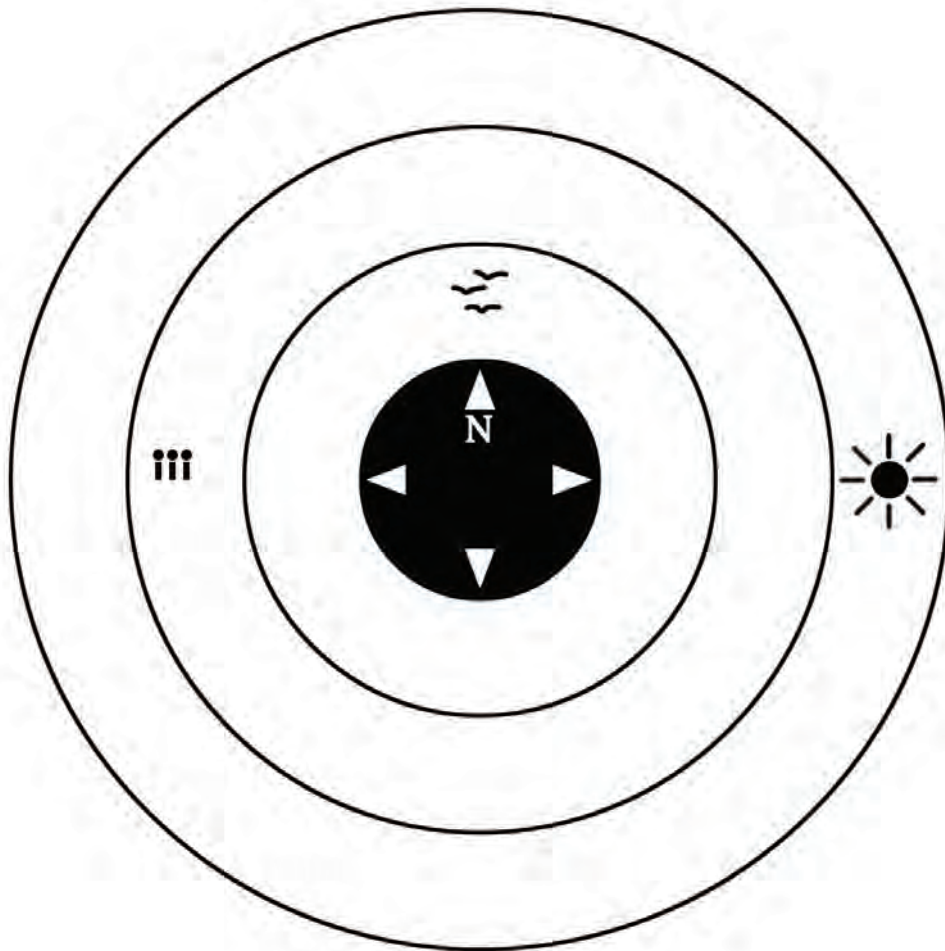
THE MENTOR <i>Large aberration, lawful evil</i>					
Armor Class 17 (natural armor) Hit Points 135 (18d10 + 36) Speed 10 ft.					
STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	15 (+2)	18 (+4)	15 (+2)	18 (+4)
Saving Throws Con +6, Int +8, Wis +6 Skills History +12, Perception +10 Senses blindsight 120 ft., passive Perception 20 Languages Deep Speech, telepathy 120 ft. Challenge 10 (5,900 XP)					
Compound Head. The Mentor has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious. Detect Sentience. The Mentor can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a <i>mind blank</i> spell. Non-Euclidean Movement. As a bonus action on its turn, the Mentor can teleport up to 30 feet to an unoccupied space it can see. Rejuvenation. If it dies, the Mentor returns to life in 5 (2d4) hours and regains all of its hit points. Only a <i>wish</i> spell can prevent this trait from functioning.					
ACTIONS					
Multiattack. The Mentor makes three slam attacks. Slam. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. <i>Hit:</i> 15 (3d6 + 5) bludgeoning damage, and if the target is a Huge or smaller creature, it is grappled (escape DC 15). Enslave (3/Day). The Mentor targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the Mentor until the Mentor dies or until it is on a different plane of existence from the target. The charmed target is under the Mentor's control and can't take reactions, and the Mentor and the target can communicate with each other over any distance. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the Mentor.					
LEGENDARY ACTIONS					
The The Mentor can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The The Mentor regains spent legendary actions at the start of its turn. Slam. The Mentor makes one slam attack. Psychic Drain (Costs 2 Actions). One creature charmed by the Mentor takes 10 (3d6) psychic damage, and the Mentor regains hit points equal to the damage the creature takes.					

ZAP <i>Small humanoid (gnome), neutral good</i>	
Armor Class 12 (15 with mage armor) Hit Points 17 (5d8) Speed 25 ft.	
STR	8 (-1) INT 17 (+3)
DEX	14 (+2) WIS 14 (+2)
CON	11 (+0) CHA 11 (+0)
Saving Throws Int +5, Wis +4 Skills Arcana +5, History +5 Senses darkvision 60 ft., passive Perception 12 Languages Common, Gnomish Challenge 3 (700 XP)	
Gnome Cunning. Zap has advantage on Intelligence, Wisdom, and Charisma saving throws against spells and magical effects. Sea Legs. Zap has advantage on Strength saving throws against effects that would knock her prone. Speak with Small Beasts. Through sounds and gestures, Zap can communicate simple ideas with Small or smaller beasts. Spellcasting. Zap is a 5th-level spellcaster. Intelligence is his spellcasting ability (spell save DC 13, +5 to hit with spell attacks). Zap has the following wizard spells prepared: At Will: <i>mage hand, mending, minor illusion, shocking grasp</i> 1st Level (4 slots): <i>expeditious retreat, floating disk, mage armor, magic missile, shield</i> 2nd Level (3 slots): <i>invisibility, mirror image</i> 3rd Level (2 slots): <i>lightning bolt</i>	
ACTIONS	
Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 4 (1d4 + 2) piercing damage.	

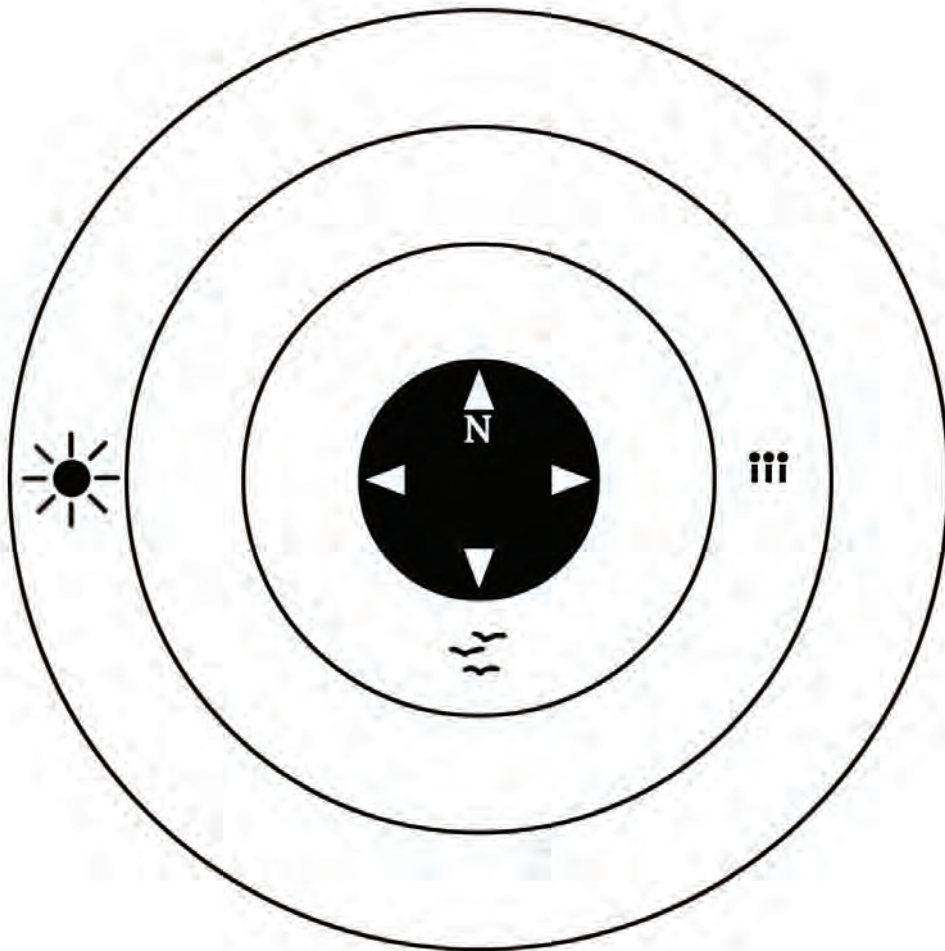




Jungle Heat Puzzle Start State



Jungle Heat Puzzle Solution



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DUNGEONS & DRAGONS 5E SRD v5.1

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