

LEVEL 5 ADVENTURE MODULE

FIFTH EDITION FANTASY #17

SECRETS OF MISTCUTTER ISLE

BY RICK MAFFEI

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THE SECRETS OF MISTCUTTER ISLE

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THIS ONE IS FOR STEVE, VALUED FRIEND AND SKILLED DICE ROLLER.



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SECRETS OF MISTCUTTER ISLE

The *Secrets of Mistcutter Isle* is an adventure designed for use with the fifth edition of the first fantasy roleplaying game. It is intended for four to six characters of 5th to 6th level. A variety of charac-

ter classes is suggested for the exploration of the Isle and the kopru ruins. The adventure can be dropped into most coastal areas in a tropical locale.

BACKGROUND

A small island that is adjacent to the sea trade lanes but only rarely visited, Mistcutter Isle has been largely forgotten. Those with long memories may recall Mistcutter's reputation as a place of demonic worship in centuries past. Once it was the location of a temple inhabited by the dread kopru, aquatic beings that delighted in twisting the minds and breaking the wills of mortal men. In time, however, the surrounding human tribes rose in revolt against the cruel kopru, and their strongholds on Mistcutter and other islands were laid low. Now the kopru are all but extinct, and their horrid exploits have faded from the memory of most. (For additional information on the sinister kopru, the GM may wish to reference *Original Adventures Reincarnated* #2: *The Isle of Dread* by Goodman Games.)

In recent decades, Mistcutter sometimes served as a hideaway for pirates or sea-going folk looking to take advantage of the isle's ill reputation and privacy. Tales of hidden loot, murder, and pirate traps added to the Isle's mystique. Some small caches of booty were indeed found on the Isle, but most explorers coming to Mistcutter found nothing—just as some never returned at all. These days, sailors who know of the Isle generally assume that all treasure has been found, and the isle lacks other valuable resources. Mistcutter Isle has become a place that most sailors know but few visit.

ADVENTURE BACKSTORY

Following the widespread revolt against the kopru, the island temple—damaged but not destroyed—was left to crumble to ruin. Demoralized, the surviving kopru moved on, some to deeper waters and others to underground caves where their numbers dwindled further as they came into conflict with other races.

In recent months, an ambitious marine naga named Ser-

ket took up residence on the Isle and discovered the abandoned temple. Fascinated, the naga delved deeper until she reached the temple's inner sanctum. Serket deciphered inscriptions within the inner rooms that led her to believe that the structure could, when properly activated, serve as a beacon to lure kopru and other evil beings to the isle. Over several months, the creature continued to carefully study wall writings and other sigils within the temple and is now taking steps to restore the temple's central altar and summon back the kopru. The prideful naga expects to lead a new faction of kopru within the temple and hopes to gather other dread creatures to her banner until the surrounding isles fall under her sway. The actions of the naga have largely gone unnoticed, but several vessels have observed unusual violet illumination coming from Mistcutter Isle.

Serket has spent the last several weeks exploring and experimenting inside the forgotten shrine. She managed to trigger a low-level magical beacon—causing the strange purple lights observed by sailors—but she knows there are deeper secrets here, and she suspects that the shrine holds a way to both summon and possibly control enemy creatures in the area. At this point, however, Serket is at an impasse of sorts; she has already encountered more than one dangerous trap set by the kopru and is unwilling to risk her life further. Instead, she has repeatedly triggered the beacon in the hopes that intelligent beings—unwitting adventurers perhaps—might venture within the shrine and uncover what she seeks. She plans to lurk nearby, observing, and when the moment is right she can strike from concealment. Better to let others take the risks while she reaps the rewards.

The naga's suspicions are largely correct. If rituals in the temple's inner sanctum are continued to their proper conclusion, the temple will issue a powerful magical pulse that will attract other fell creatures. Once at the Isle, such a gathering of evil may well follow the naga's leadership.

ADVENTURE HOOKS

This adventure begins with the characters arriving at Mistcutter Isle. It is the responsibility of the GM to create a proper motivation for the characters to explore the Isle and make their way to the Inner Sanctum to shatter the altar.

- The characters are hired by a city on the mainland to explore the source of the mysterious lights seen over the Isle. Some of the city elders are familiar with the legends of the evil “fish men” said to have once controlled the Isle. They find the recent activity disconcerting and fear that seafaring merchants may begin avoiding the sea routes that come near the island.
- The characters are tasked by a wizard, one Mentura, to explore the Isle and seek out possible ruins and magic. The fascinated mage has learned of the kopru in her readings and desires a “first-hand look” (via the adventurers) to see if any powerful magic is there for the claiming. Mentura prefers to accompany the party, quietly observing events from the rear. She is intelligent and generous, but she is also not above being manipulative if she feels her goals are not being met. Mentura is also disciplined and a creature of iron-clad habit; at set times she eats, studies, meditates, etc., and even threat of attack does not easily cause her to break off mid-activity. Mentura believes that there may be underground ruins less subjected to the elements and pillaged over time; if the party rambles about the Isle’s hills or jungles overlong, she may direct them, at the GM’s discretion, to the sea caves (area C).
- A local navigators’ guild lacks accurate maps of the Isle’s borders and they are willing to reward the adventurers if they circumnavigate the place and provide a detailed sketch. Documentation on the Isle’s basic topography and flora will earn the party a hefty bonus payment.
- One of the characters stumbles across a mention of Mistcutter Isle in a book about pirates and seafaring brigands. It is rumored that one or more caches of unclaimed pirate loot reside somewhere on the Isle, possibly within sea caves.
- Shipwrecked! The adventuring party loses control of their vessel in a vicious nighttime storm and awake on an eastern beach of Mistcutter Isle, their ship aground. They must venture inland and seek wood and materials to repair the damage to their vessel.

RUNNING A SURVIVAL-THEMED ADVENTURE

If the GM should elect to go the shipwrecked route as an adventure hook, she should be aware that some modifications to the narrative structure of the adventure may be warranted. The player characters will likely be focused foremost on their immediate survival needs—food, water, shelter—after which they will likely seek egress from the Isle.

The GM should not impede their aims. Allow them to fish or gather food, build temporary shelter, and so forth, but meanwhile noticeable purple beams of light will emit from the Inner Sanctum (see area 1-14, Sea Caves map) with increasing frequency. Characters running aground on Mistcutter Isle find themselves thrown upon the southeastern beach (see area C, Mistcutter Isle map), with their damaged ship listing just offshore. It takes characters 3d4 days to repair their hull damage—plenty of time for the mysteries of the Isle to rear their heads. The characters will likely find the statue (see area 1-2) or sea cave entrances while gathering driftwood or food. If they do not, allow them to stumble across lesser kopru runes or other writings carved into stones on the Isle that hint at dark doings within the sea caves.

GENERAL FEATURES OF MISTCUTTER ISLE

Stretches of beach line the southern end of Mistcutter Isle, but the western, northern, and northeastern approaches are steep cliff walls rising from the ocean. As one gets nearer to the center of the Isle, the elevation increases and the sparse vegetation congregates in a profusion of thick jungle. The jungle is home to many creatures, especially snakes and birds of all colors. Toward the north the elevation is highest, where the jungle stubbornly climbs overgrown hills. To the south, constant tides have created water-filled hollows and deeper sea caves. The waters surrounding the Isle teem with fish, vibrant coral, morays, grouper, and many species of sharks and crustaceans.

Weather. Calm days are partly sunny and hot with a strong salty breeze. Weather patterns in the area of the Isle can be highly variable, however, and a balmy day can quickly give way to brief, lashing rainstorms.

The Isle experiences a semi-diurnal tide. Even during low tide, areas 1-6, 1-9, and 1-10 in the Sea Caves are flooded with water at least 10-feet deep as noted in the specific area descriptions. The remainder of the sea caves can be traversed on foot, but during high tide, area 1-5 and the nearby western spurs fill with water to a depth of 4 feet. Except where noted, there is no discernible current and the water surface is still. Beyond the three sea cave entry arches, the sand floor gradually gives way to uncovered stone.

Sound. Outside, the wind and surf are constant, broken up by the occasional bird cry and faraway guttural growls as one approaches the island.

Ill Events. The Isle is a cursed place. As the adventurers come to spend more time on Mistcutter Isle, odd events may occur. Every full day an adventurer is on the Isle, they may encounter something unusual, as indicated on the Odd Omens table below. In addition, the altar (in area 1-14C) begins shooting purple beams of light to the sky with increasing frequency, first 2 days after their arrival on the Isle, then daily after that. Characters studying the beam and the sky should be allowed to make a DC 14 Nature (Intelligence) check to determine the rough location of the beam's origin. (If successful the check will not necessarily reveal that the beam is originating from below ground, merely that it is coming from area C on the Isle.)

ODD OMENS

D%	Encounter
01-20	No event occurs
21-60	The character suffers poor sleep, filled with bad dreams. If the character makes a successful DC 15 Wisdom check, they recall that the dreams involved them being dragged against their will to an unusual altar somewhere underground. They are certain the altar is an evil thing and that it actually exists somewhere on the Isle.
61-80	While looking idly up at the clouds, the adventurer sees a rolling cloud shaped like a wave that, moving from east to west, seems and strike against another cloud shaped like a beach. The character has an odd certainty that this vision is related to a real place of importance.

81-95 During the night, the character sees an oddly shaped bolt of lightning strike down toward the southeastern tip on the Isle. If that character makes a successful DC 14 Nature (Intelligence) check, they can trace the bolt trajectory toward the fallen kopru statue (see area 1-2).

96-00 While exploring the Isle wilderness, the character stumbles across a large shard of pottery. Painted on the pottery are odd fish-like beings pulling a merman toward a cave opening half-filled with waves. (Note that this event only occurs once; if rolled a second time, no event occurs.)

Wandering Monsters. Every hour the adventurers spend in the wild there is a 15% chance of a wandering monster encounter. Parties taking a long rest should also make a single 20% check for wandering monsters. Not every wandering monster should be hostile; each encounter is left up to the GM's discretion.

HILLS (NORTHERN ISLE)

D%	Encounter
01-20	14 (4d6) kobolds
21-40	2 (1d4) harpies
41-60	1 (1d2) ankylosaurs
61-80	1 stegosaurus
81-90	7 (3d4) pteranodons
91-95	1 (1d2) troll
96-00	1 mantichore

JUNGLE (CENTRAL ISLE)

D%	Encounter
01-10	1 giant constrictor snake
11-20	1 giant boar
21-30	7 (2d6) gungra (see area B)
31-40	1 (1d2) ankylosaurs
41-50	2 (1d3) brontosaurus
51-60	1 (1d2) girallon
61-70	1 swarm of insects
71-75	1 giant poisonous snake
76-80	7 (3d4) giant wasps
81-85	1 shambling mound
86-90	1 (1d2) troll
91-95	1 hydra
96-98	Overgrown outpost (see details below)
99-00	1 couatl

Overgrown Outpost. The ruined remains of buildings are found nearly engulfed by jungle growth. At some point explorers from the mainland or sailors attempted to set up a base here, but the outpost was later abandoned for unknown reasons. The GM may wish to expand this into a mini-adventure or lair. Amid the rotting wood and fallen stones may be lost valuables.

OCEAN SURROUNDING THE ISLE

D%	Encounter
01-40	2 (1d3) bull sharks (see area 1-9)
41-60	5 (2d4) dolphins
61-80	7 (3d4) pteranodons
81-85	Sargassum (see details below)
86-90	2 (1d3) giant sea horses
91-95	the kronosaurus from area E (it can only be encountered once)
96-00	1 giant octopus

Sargassum. A large mass of seaweed and algae floats atop the ocean here. Small fish in the area are plentiful, and the GM may wish to add a monster or monsters lurking nearby, such as a kaelpie (see area D) or sea-dwelling humanoids (see Sargassum Inhabitants subtable).

SARGASSUM INHABITANTS SUBTABLE

D%	Encounter
01-40	1 merbeast
41-60	7 (3d4) merfolk
61-80	7 (2d6) sahuagin
81-95	1 kaelpie
96-00	1 slumbering dragon turtle enjoying the shade provided by the seaweed mass (if disturbed it angrily overturns all nearby boats and then retreats to the ocean depths)

BEGINNING THE ADVENTURE

The adventure begins as the characters approach Mistcutter Isle. Read or paraphrase the text below:

The days of travel have led you away from regular trade lanes to an area of ocean where only the infrequent, lonely island breaks up the vista of endless dark water. You no longer see dolphins, and even sea birds are a rare sight. Here the currents are stronger, and the wind is laced with a heady, somewhat bitter scent of brine. Ahead of you the ocean mists part to reveal a smallish, irregular island. A few tiny beaches ring the isle, but much of its periphery are steep cliff faces. Toward the center of the isle, sparse palm trees thicken to become a riot of jungle. This green inferno surrounds the flanks of angular, steep hills that seem to crash against one other, as if competing to reach for the sky.

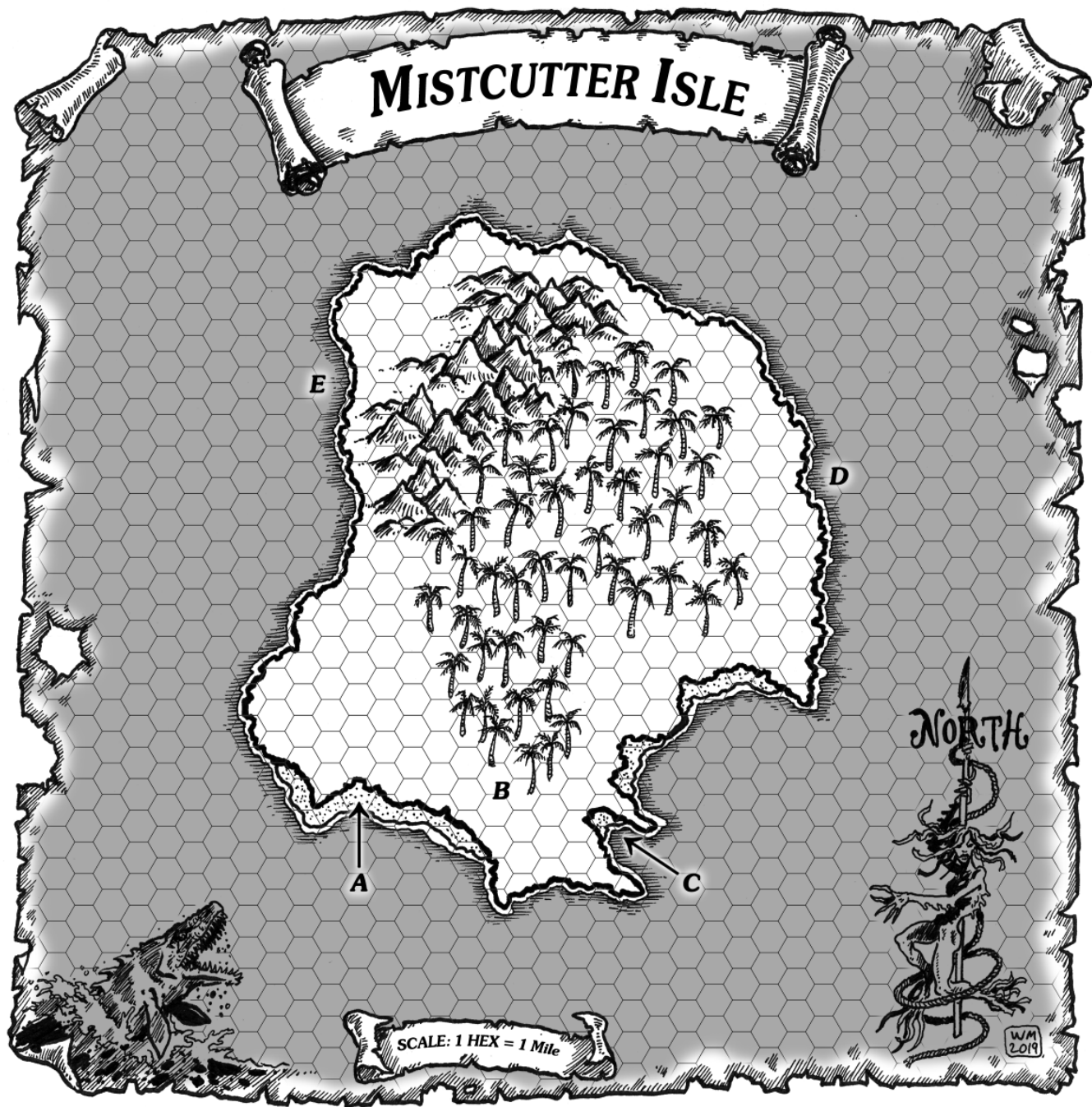
The PCs may begin by approaching the rocky beach in the southwest of Mistcutter Isle (area A). Please refer to the Mistcutter Isle map. If the characters instead approach the southeast or if they circumnavigate the entire Isle, allow them a DC 14 Wisdom (Perception) check to spot the fallen kopru statue sticking out of the shallow water in area 1-2 of the Sea Caves.

AREA A – ROCKY BEACH

Waves pound against the beach here with a steady rhythm. Near the water is a grayish line of many broken shells; higher up is coarse sand. In the distance, the cliff side is dotted with large openings.

Two mated allosauruses prowl the beach, seeking prey, and may be spotted by the characters before they land. Both are fully grown and nearly seventeen feet in height. They have hunted this area relentlessly over the last week, consumed or driven off larger prey, and have resorted to scavenging food. As a result, they are famished, ribs showing through their scaly skin, and fearlessly attack any creatures in sight. Extremely loud noises or showy displays of fire, such as those inherent in destructive spells, can drive the hungry pair away. If either witnesses its mate being slain, however, it will continue hostilities to death and gain advantage on its attack rolls.

The rocky sand here is deep and difficult terrain for combat purposes. The cliff openings, if investigated, lead to shallow but uninhabited caves. A search of the area will turn up the remains of past allosaurus meals but no treasure.



ALLOSAURUS (2)

Large beast, unaligned

AC: 13 (natural armor)

Hit Points: 51 (6d10 + 18)

Speed: 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills: Perception +5

Senses: passive Perception 15

Languages: –

Challenge: 2 (450 XP)

Pounce: If the allosaurus moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the allosaurus can make one bite attack against it as a bonus action.

ACTIONS

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Charging toward you is a bipedal dinosaur, its mouth agape and three-clawed hands straining to reach you. It sprints quickly and lightly for such a large beast, tail held high behind it for balance.

AREA B – HUNTING PARTY

This clearing shows signs of habitation. There are several piles of small bones—fish remains perhaps—on the sand, and a long, three-pronged spear leans against a nearby palm tree.

In the area is a hunting party of gungra, stout frog-people, who are preparing to seek prey after a brief rest. If encountered, they raise their spears menacingly but only attack first if they out-number the party. Although fairly hostile, their main mission today is to return to their clan with food, and their hunting thus far has been fruitless. Quick-thinking characters can placate the frogmen with food, provided they can communicate with the gungra gang in some fashion. The gungra have little information to share about the island and studiously avoid speaking about their clan though they are aware of the colossus in area B.

GUNGRA HUNTER (5)

Small humanoid, lawful evil

AC: 13 (natural armor)

Hit Points: 49 (9d6 + 18)

Speed: 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	15 (+2)	10 (+0)	15 (+2)	12 (+1)

Skills: Perception +4

Senses: passive Perception 14

Languages: Gungra

Challenge: 2 (450 XP)

Amphibious: The gungra can breathe air and water.

Poisonous Skin: Any creature that grapples the gungra or otherwise comes into direct contact with the gungra's skin must succeed on a DC 12 Constitution saving throw or take 2 (1d4) poison damage and develop extreme vertigo (treat as stunned) until the end of the gungra's next turn.

Standing Leap: The gungra's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Tri-headed Spear: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) piercing damage.

Dagger: *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Murmuring Croak (Recharge 5-6): Two gungra or more together begin croaking in unison, creating a bewildering cacophony to which other gungra are immune. Each creature that starts its turn within 20 feet that can hear their croaking must succeed on a DC 12 Wisdom saving throw. On a failure, the creature stands transfixed and can't take actions or reactions until the end of its next turn. (For this ability to be recharged, a minimum of two gungra must make the recharge roll.)

Short humanoids with frog-like features approach your position, leveling tri-tipped spears. They move rapidly forward, scrambling and leaping with surprising speed.

Treasure. Each hunter carries a gut pouch with 1d8

moss agates (worth 10 gp each), used by the gungra for trading.

Awarding Experience. If the adventurers parley with the gungra, award XP as if they had defeated the hunting party in battle.

AREA C – SEA CAVES

An enormous natural sea arch stretches toward the ocean here, the apparent result of waves wearing away the headland. In the waters at the bottom of the arch stands a massive statue of pitted grey stone. To the west, beyond the base of the arch, the entrances of one or possibly more sea caves can be observed.

Please see the **Sea Caves Encounter Areas** (areas 1-1 through 1-14) for detailed area-by-area descriptions.

AREA D – BIGHT

The coastline bends inward here, leading to a tiny bay. Near the center of the bay, a rock mound littered with seaweed juts from the water. Beyond this the waves lap against a high cliff wall.

The rock mound is roughly semicircular in shape and encircles a thick patch of floating seaweed. Mixed with the seaweed are two kaelpie sisters. These malicious creatures are protective of their bight and seek to strangle humanoids they encounter.

Treasure. The kaelpie sisters carry no treasure on their person (they have a stash of jewelry and colorful coral pieces secreted beneath a submerged rock elsewhere), but have a great love of shiny, pretty objects. If gemstones or pearls are tossed into the water, they break off their attack and dive to retrieve the pretty items. The kaelpies are also startled and driven off by lightning or thunder spells, though they return 1d3 hours after the disturbance ends.

Development. When first encountered, the kaelpies use their SEAWEED SHAPE ability to appear as larger-sized sea-going birds hopping about on the seaweed. They timidly twitch and peek about, drawing closer to the adventures as if looking for food. During this time, the kaelpies size up the adventures before striking out with their strands. If offered resistance, they promptly retreat to the water and attempt to drown as many opponents as possible using their DROWNING HYPNOSIS.

KAELPIE (2)

Medium plant, chaotic evil

AC: 13 (natural armor)

Hit Points: 52 (8d8 + 16)

Speed: 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	10 (+0)	12 (+1)	13 (+1)

Skills: Perception +3

Damage Resistances: bludgeoning, fire, piercing

Condition Immunities: blinded, deafened, exhaustion

Senses: blindsight 60 ft., passive Perception 13

Languages: Common, Sylvan

Challenge: 4 (1,100 XP)

Amphibious: The kaelpie can breathe air and water.

False Appearance: While the kaelpie remains motionless in its true form, it is indistinguishable from normal seaweed.

Seaweed Shape: The kaelpie can use its action to reshape its body into the form of a humanoid or beast that is Small, Medium, or Large. Its statistics are otherwise unchanged. The disguise is convincing, unless the kaelpie is in bright light or the viewer is within 30 feet of it, in which case the seams between the seaweed strands are visible. The kaelpie returns to its true form if takes a bonus action to do so or if it dies.

Shock Susceptibility: If the kaelpie takes lightning damage, it suffers several effects until the end of its next turn: its speed is halved, it takes a -2 penalty to Dexterity saving throws, and it can use either an action or a bonus action, not both.

ACTIONS

Multiattack: The kaelpie makes two strand attacks.

Flailing Strand: *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the kaelpie can't use its flailing strand attack on another target.

Strangle: A creature grappled by a flailing strand of the kaelpie must make a DC 12 Constitution saving throw or take 11 (2d8 + 2) bludgeoning damage at the start of each of the kaelpie's turns.

Drowning Hypnosis: The kaelpie chooses one humanoid it can see within 150 feet of it. If the target can see the kaelpie, the target must succeed on a DC 12 Wisdom saving throw or be magically charmed while the kaelpie maintains concentration, up to 10 minutes (as if concentrating on a spell).

The charmed target does not hold its breath underwater, but instead tries to breathe normally and immediately runs out of breath, unless it can breathe water. If the charmed target is more than 5 feet away from the kaelpie, the target must move on its turn toward the kaelpie by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks.

Before moving into damaging terrain, and whenever it takes damage from a source other than the kaelpie or drowning, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends.

A target that successfully saves is immune to this kaelpie's hypnosis attack for the next 24 hours.

A beguiling woman with green hair surfaces, silently beckoning the viewer with slender arms to come closer. Beneath the waterline, her waist appears wreathed in thick kelp.



AREA E – PROWLING KRONOSAURUS

On this side of the Isle, the water is choppy and whitecaps rapidly swirl and bob across the ocean surface. From above, sea birds dive into the water and emerge seconds later, tiny fish in their beaks. In the distance, shrouded by mist, is the island and its imposing cliffs.

Cruising below the waterline is a hungry kronosaurus. The dinosaur is both aggressive and voracious; an earlier meal of several sharks has barely taken the edge off its hunger, and it fearlessly attacks smaller boats or swimmers. It will not enter the shallows, preferring to remain in water that is at least 20 feet deep.

KRONOSAURUS

Large beast, unaligned

AC: 13 (natural armor)

Hit Points: 60 (8d10 + 16)

Speed: 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	2 (-4)	13 (+1)	5 (-3)

Skills: Perception +3

Senses: passive Perception 13

Languages: —

Challenge: 3 (700 XP)

Hold Breath: The kronosaurus can hold its breath for 30 minutes.

Waterborne Leap: The kronosaurus' high jump is up to 20 feet, with or without a running start.

ACTIONS

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage.

Ram (Recharge 5-6): *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be stunned until the end of the kronosaurus' next turn.

Appearing much like a short-necked pliosaur, this mottled dinosaur is built for speed, from its tampered flippers to its streamlined body. Its maw hangs open, revealing numerous jagged teeth.

SEA CAVES ENCOUNTER AREAS

AREA 1-1 – TIDAL POOLS

Seawater has gathered here to form a large but shallow tidal pool. Colorful fish dart here and there. Two large outcroppings of rock extend above the waterline. To the west, water swiftly rushes in and out of at least one cave opening. To the north, a long sea arch can be seen extending towards the ocean.

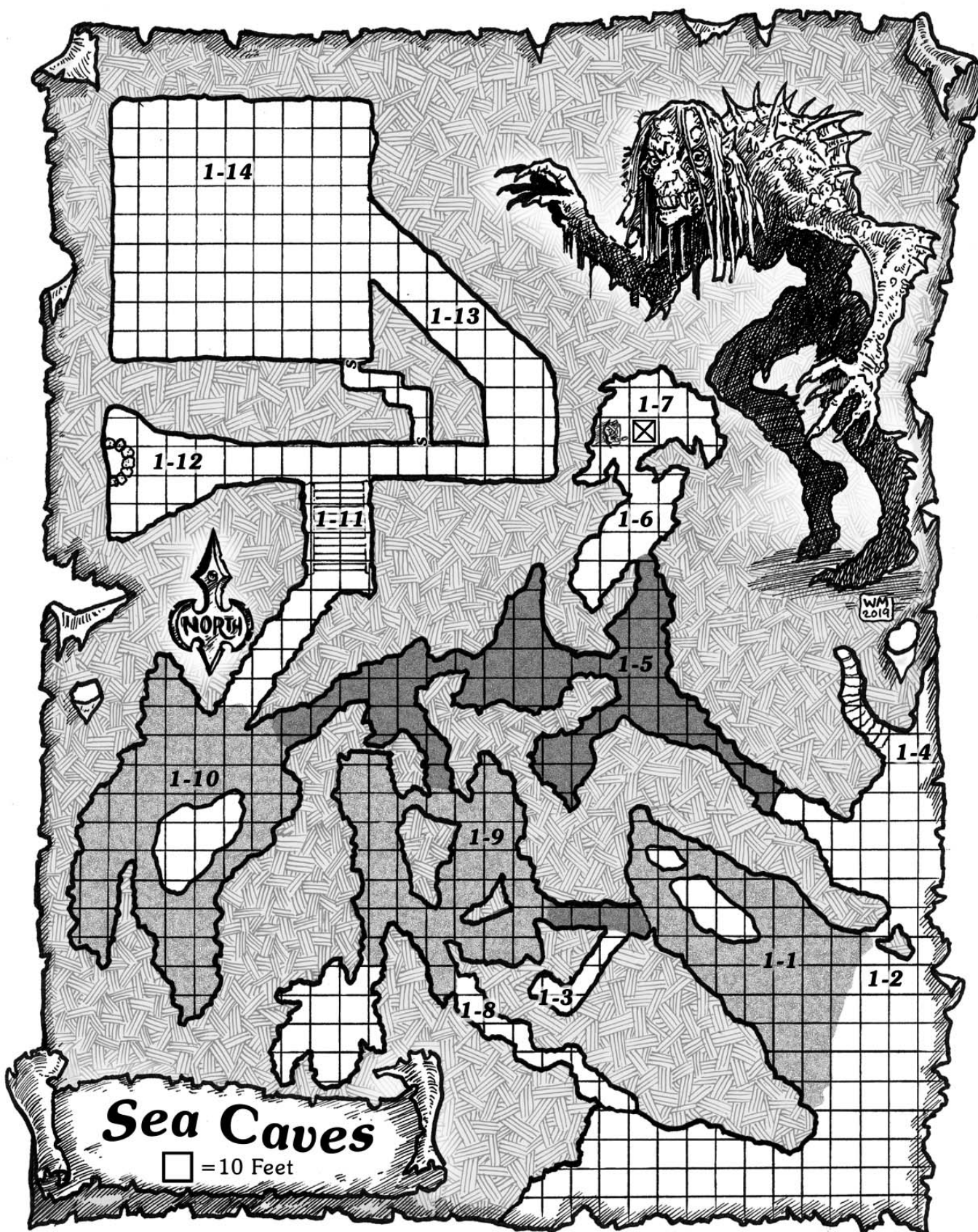
Nearest the rocks is a single cave opening that leads to area 1-3, but to the northeast and southwest of this area are two other easily accessible cave openings. If a character proceeds to the innermost tip of the area past the rock outcroppings, allow them a Perception check. A successful DC 12 Wisdom (Perception) check reveals a large submerged chunk of driftwood that bears the name *Wailing Witch*.



AREA 1-2 THE BROKEN COLOSSUS

An enormous natural sea arch stretches toward the ocean here, the apparent result of waves wearing away the headland. In the waters at the bottom of the arch stands a massive statue of pitted grey stone nearly eighteen feet in height but tilted at an angle. The lower portion of the statue is covered with barnacles, but the statue appears to depict a scaled being with a forked, fishlike tail. The figure reaches toward the sea menacingly with two clawed appendages. The head of the statue is missing, apparently broken away by the elements.

This statue once stood a full 25-feet tall and represented a kopru priest, but during the human revolt the statue's head was smashed to rubble and the rest of the statue was laboriously pushed off the arch to the sand below. Characters making a successful DC 15 Wisdom (Perception) check or DC 12 Intelligence (Investigation) check can deduce that the statue was pushed or fell from the arch some 120 feet above.



If the characters investigate the arch directly above (most easily accessed via the stairs in area 1-4) they find the huge square of stone that was the statue's original base (see area 1-4 for details).

AREA 1-3 – DEAD END

The narrowing passage rises slightly, makes a tight bend, and comes to an abrupt dead end. Set into the wall here is a jawless human skull with red gems in its eye sockets. In the wall below the skull are four seashells, each covered with a layer of dust. Scratched marks of some type are barely visible on the walls to the left and right.

Located in the dead end is a bit of booty tucked away many years ago by pirates who met their fate elsewhere and never returned. This treasure cache has nothing to do with the forgotten kopru shrine, and the pirates were fairly ignorant of the kopru legends. The pirates only knew that the isle had an ill reputation and was rarely visited—the perfect place to stash a bit of loot for safekeeping.

If wiped clean of dust, the seashells each bear a smear of paint: the first yellow, the second green, the third blue, the last brown. If the characters do not think to do this, a successful DC 10 Wisdom (Perception) check also indicates some color beneath the dust. If pushed inward or touched roughly, the shell depresses into the wall with an audible click.

The scratches are decipherable with a successful DC 12 Wisdom (Perception) check as narrow script. The writing to the left says:

Swim through the deep water to the sandy shore.

And the writing to the right says:

Climb a tree trunk to its leafy top and search no more.

The shells are painted clam shells that cap wall switches. Depressing the shell-buttons in the correct order, blue–yellow–brown–green, causes the two rubies (worth 500 gp each) to drop loose from the skull's sockets and also opens a hidden wall compartment below the skull. The correct color combination is hinted at in the writings—blue for water, yellow for sand, brown for the trunk of a palm tree, and green for the tree's fronds.

Treasure. Tucked inside the wall compartment is a battered wooden box. Inside the container, wrapped in a length of burlap, is a collection of stolen jewelry: a comb set with mother-of-pearl handles (worth 200 gp), a golden locket (worth 80 gp) that opens to reveal a one-dose packet of *dust of dryness*, a painted hand fan decorated with

glass crystals (worth 25 gp), a curved dagger with a pommel set with an amethyst (worth 300 for the dagger or 100 gp for the gem alone), a necklace of twisted silver chains (worth 150 gp), and a gold earring (worth 20 gp) set with a peculiar blue, spherical gem. The earring gem is a *ioun stone* (insight) which is fully functional if removed from the earring. Allow characters seeking to separate the gem a DC 12 Dexterity check to carefully pry it free; a failed check indicates that the gem is cracked and ruined in the process.

Trap. Depressing any four shells in any but the correct order triggers a cunning trap, dropping a heavy slab of stone from the ceiling above (marked as “a” on the area 1-3 close-up map). After the trap is triggered, the system resets, and a subsequent incorrect triggering drops a slab from the ceiling at the point marked “b”, followed by “c” on the third failure. Three more incorrect triggerings drop blocks from *all* the positions, but after six incorrect triggerings—if the characters are so foolish to persist that long—no blocks remain in the ceiling recesses, and the shell buttons may be pushed in any order without fear.

If the trap is triggered, all targets in the block area must make a DC 16 Dexterity saving throw. Failure indicates 14 (4d6) bludgeoning damage. Success on the saving throw indicates a glancing blow for 3 (1d6) bludgeoning damage.

Awarding Experience. If the characters decipher the puzzle, award the group 250 XP.

AREA 1-4 – NARROW STAIR

What at first appeared to be a fissure in the cliff-side reveals itself to be a narrow staircase. Steps hewn from the rock and partially covered with blown sand lead upwards.

The humanoid worshipers of the kopru chiseled out these steps decades ago. They are steep and lead to the overlook above. Although functional, the steps show signs of erosion and many years of exposure to the elements. The stairs lead up to an overlook, where the top of the sea arch and base of the fallen kopru statue (see area 1-2) may be reached.

Characters examining the walls and making a successful DC 16 Wisdom (Perception) check can discern the faint remnants of painted frescoes, long since blasted away by blowing sand and storm action. The primitive illustrations appear to depict humanoids carrying away other humanoids to be sacrificed at a rectangular altar before large and indistinct beings with fishlike tails—a sign of this isle's sinister past. Characters making a successful DC 10 Wis-

dom (Perception) check will also see more subtle carved details, such as fish-like humanoids crawling from the sea into dark openings, that indicate that the altar is likely somewhere underground and near a beach.

Characters climbing the stairs reach an area high above the seas caves and beach. Visible to the south (discernable without a Perception check) are two jagged tongues of rock that jut out over the sea; the southernmost is unremarkable, but the northernmost tongue bears an enormous stone square, approximately 6 feet to a side and three feet in height. This stone square is the original base of the fallen statue below (see area 1-2 for details). Read or paraphrase the following to the players:

You have reached a narrow finger of rock that juts out high above the sea below. Here the wind is strong and salt spray occasionally mists the area. Near the end of the cliff extension is a square stone of some sort, obviously not made by nature.

Nestled beneath one corner of the statue’s former base is a great coastal taipan, its brown scales making it almost indistinguishable from the nearby rock. This extremely venomous, territorial snake lunges at any character that draws near. If attacked in force, it beats a hasty retreat into the brush.

GREAT COASTAL TAIPAN

Medium beast, unaligned

AC: 15 (natural armor)

Hit Points: 75 (10d8 + 30)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	18 (+4)	16 (+3)	1 (-5)	10 (+0)	4 (-3)

Senses: blindsight 10 ft., passive Perception 10

Languages: –

Challenge: 5 (1,800 XP)

ACTIONS

Bite: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 +4) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Lunge (Recharge 4-6): The coastal taipan lunges forward with tremendous speed. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 30 (4d12 +4) piercing

damage, and the target must make a DC 14 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

A sudden sinuous movement betrays a great, ochre-colored snake with a pale head. The reptile has large eyes, with an intense orange-brown iris. Its tongue flickers out, testing the air, and then it slides toward you.

Treasure. Characters making a successful DC 12 Intelligence (Investigation) check or DC 14 Wisdom (Perception) check discover a secret repository in the former base of the statue. Inside the niche is a wand-length rod of black metal with a triangle at one end and a carved skull at the other. The triangular end of the device is inscribed with runes that glow with a faint bluish light. The rod is slightly cold to the touch and detects for magic (necrotic) if a *detect magic* spell or ability is employed. This item is a relic of kopru design, hereafter referred to as the *Cobalt Key*.

Awarding Experience. If the characters discover the *Cobalt Key*, award the group 500 XP. If the characters defeat the coastal taipan, divide 200 XP among them.

AREA 1-5 – GHASTLY GROTTO

The grotto ahead glows with a pale, blueish light. Against the walls of this ghastly place are bones or other remains in various states of decay as well as what look to be human skeletons. Someone or something has carefully arranged these remains here, placing skulls atop stalagmites, arranging smaller bones in circular patterns, and standing the skeletons erect. Some of the bones are yellowed and old, but others appear disturbingly recent.

This horrid grotto is the trophy room of a brine hag named Surlethra. She has dwelled here for many years, and when not stewing in her loneliness and hatred of other creatures, she carefully decorates the area, adding grim memento after grim memento. She takes pride in her accomplishments and kills, and barely a day passes in which she does not gaze upon the layers of accumulated evil here with pride.

Two of the skeletons are human and are still garbed in tattered clothes and leather armor—thieves that came seeking lost pirate treasure and found only death. One skeleton wears a usable, if rusty, shortsword and the other has a small emerald worth 850 gp, which can be found with a DC 14 Intelligence (Investigation) check, wedged in the sole of its left boot.

AREA 1-6 – BATHING CHAMBER

This cave is entirely flooded. Vestiges of daylight trickle into this place, illuminating the walls and ceiling with undulating patterns. The smell of decaying seaweed is strong here.

The water here is approximately 12 feet deep at low tide. A large patch of *tangle kelp* (see appendix A) grows here, hidden beneath the water. The entire cave floor is covered by the kelp, which grows upward to reach within several inches of the water's surface. Any characters attempting to walk or swim through the water are exposed to the hazardous kelp. Characters pulled beneath the surface are treated to a frightful sight—a score of entangled skeletons held beneath the water line—as well as another hidden guardian.

Lurking at the far end of this cave, submerged beneath the water, is a merbeast. This specimen is ugly even for one of his kind—an obese horror with distended features and hideously long claws. The merbeast is all too aware of the threat the tangle kelp here causes most air-breathing creatures, and it knows enough to hang back initially and let the strands of kelp do their work. The merbeast has dwelled here for some time, like the brine hag, and is unhampered by the tangle kelp.

The brine hag Surlethra (see area 1-7) sometimes comes here to soak in the water and relax. The hag and the merbeast have reached a comfortable arrangement—the merbeast serves as guardian of the hag's inner chambers and in turn is provided with occasional magical aid and corpses to feast upon after the hag has removed choice bits to decorate her parlor in area 1-5.

MERBEAST

Large monstrosity, chaotic evil

AC: 13 (natural armor)

Hit Points: 60 (8d10 + 16)

Speed: 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	8 (-1)	10 (+0)	8 (-2)

Skills: Perception +2

Senses: darkvision 60 ft., passive Perception 12

Languages: Abyssal, Aquan

Challenge: 3 (700 XP)

Always alert: A merbeast's well-placed eyes and keen senses render it immune to surprise.

Amphibious: The merbeast can breathe air and water.

ACTIONS

Multiattack. The merbeast may make two claw attacks, or one attack with a claw and one with its trident.

Claws: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Trident: *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

A guttural bellow heralds the arrival of a hulking form that emerges from under the water. Its basic shape is that of a merman, but its grey skin, clawed hands, and tooth-filled mouth imply something darker and more malign. A stench fills the air as the monster nears.

Treasure. Under the water and hidden by kelp is a long lost *mace of smiting*, which may be found if characters search down in the silt. Allow a DC 18 Wisdom (Perception) check to find it or a DC 8 Wisdom (Perception) check if a *detect magic* spell or similar ability is used to generalize its location.

Development. If the characters take the northern passage toward area 1-7 from this place, the path bends sharply upward and the tunnel floor is covered with hundreds of snail shells and bone fragments. Characters attempting to move silently here may do so via a successful DC 18 Dexterity (Stealth) check, otherwise many shells slide noisily downward, alerting the occupant of area 1-7 that company is approaching.

AREA 1-7 – TWISTED WEB

The walls of this irregular cave have been covered—purposefully, it would seem—with criss-crossing strands of kelp and long seaweed fronds. Much of the seaweed is rotting, and the stench here is nearly suffocating.

Near the western wall of the cave is a statue of a robed maiden brandishing a scepter, but it appears eroded and the face is marred. On longer inspection, other shapes and mounds can be glimpsed beneath the web of kelp. To the east, a skull seems to leer from a rock shelf.

This cave is home to the brine hag, Surlethra. She typically rests suspended above the floor in a web of kelp. Beneath the kelp are piles of rotting vegetation, bones, and a heap of driftwood that was arranged to serve as a chair. The hag found the statue interesting and had her merbeast servant drag it here from elsewhere on the Isle, but only after she scratched away the features of the maiden's face. A semi-circular area in front of the statue has been trapped: a layer of kelp has been carefully laid to cover a narrow pit. The pit is a mere 10 feet deep and its bottom sand covered, so no fall damage is taken by those dropping within, but at the bottom is a swarm of heart worms mixed in with the vegetation.

Covered Pit Trap. If the trap is triggered, a target in the 10-foot square in front of the statue must make a DC 14 Dexterity saving throw. Failure indicates that the target drops into the pit, taking no damage but landing on a seething swarm of heart grubs. Success on the saving throw avoids a fall into the pit and also reveals the pit opening.

Overwhelming Stench. The smell of rotting seaweed here is chokingly strong. When characters first enter this area, they must make a DC 12 Constitution saving throw. Those failing their save are poisoned until the start of their next turn. On a successful saving throw, the creature is immune to the ill effects of the smell.

BRINE HAG

Medium fey, chaotic evil

AC: 16 (natural armor)

Hit Points: 127 (15d8 + 60)

Speed: 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	16 (+3)	12 (+1)	16 (+3)

Skills: Deception +6, Stealth +4

Senses: darkvision 60 ft., passive Perception 11

Languages: Abyssal, Aquan, Common, Giant

Challenge: 5 (1,800 XP)

Amphibious: The brine hag can breathe air and water.

Innate Spellcasting: The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: detect magic, fog cloud, magic missile

2/day each: plane shift (self only), ray of enfeeblement, sleep, vampiric touch

ACTIONS

Claws: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Drowning Glare (Recharge 3-6): The hag targets one creature she can see within 30 feet of her. If the target can see the hag, it must succeed on a DC 14 Wisdom saving throw against this magic or begin drowning, even if on dry land. The drowning target is incapacitated and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the hag's turns or take 12 (2d8 + 3) psychic damage.

Illusory Appearance: The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

You are presented with a horrific visage: a greenish, spindly body speckled with warts and growths topped by a head with features so elongated and angular as to almost appear melted. Tiny amber eyes blaze with cunning inside deep, bony sockets. A tangle of kelp-like growths that may be hair complete the picture.

SWARM OF HEART GRUBS

Medium swarm of Tiny beasts, unaligned

AC: 8 (natural armor)

Hit Points: 27 (5d8+5)

Speed: 5 ft., climb 5 ft., swim 5 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	12 (+1)	1 (-5)	2 (-4)	1 (-5)

Damage Resistances: piercing

Condition Immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained

Senses: blindsight 10 ft., passive Perception 6

Languages: —

Challenge: 1/2 (100 XP)

Swarm: The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny grub. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites: *Melee Weapon Attack:* +3 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* The target is infested by 1d4 heart grubs. At the start of each of the target's turns, the target takes 3 (1d4) piercing damage per heart grub infesting it. In addition, the intense pain caused by heart grub infestation makes feats of concentration impossible, rendering the target creature incapable of casting spells and imposing disadvantage on all Intelligence-based skill checks while at least one grub remains in that individual's system. Applying fire to a grub bite wound before the end of the target's next turn deals 1 fire damage to the target and kills these heart grubs. (Characters making a successful DC 13 Nature [Intelligence] check recall this fire-based remedy.) After this time, these grubs are too far under the skin to be burned. If a target infested by heart grubs ends its turn with 0 hit points, it dies as the grubs burrow into its heart and kill it. Any effect that cures disease kills all heart grubs infesting the target.

A squirming mass is revealed on closer examination to be many pale grubs crawling over one another. Their segmented bodies twist and wriggle, seemingly blind and without direction.

Treasure. Secreted inside the skull is a black pearl worth 600 gp. Hidden in an old, unlocked chest beneath kelp in the southeast spur of the cave (discoverable via a successful DC 14 Investigation [Intelligence] check) is the hag's treasure: a fancy hand mirror carved with dolphins (worth 100 gp; the glass is shattered, as the hag could not bear her own ghastly countenance), 14 bars of silver (worth 100 gp each), and a *potion of longevity*. Also inside the chest, carefully wrapped in burlap, is a wand-length rod of black metal with a triangle at one end and a metal skull at the other. This device is a magical *Cobalt Key*, identical in all respects to the one located in the base of the statue in area 1-2. The inquisitive hag discovered the *Key* in the caves and once discovering it was magical, stashed it away for future study.

Development. If Surlethra hears intruders, she assumes her guardian (the merbeast in area 1-7) has been defeated and she assumes the illusionary form of a lithe female human garbed in dirty leather armor. She claims to be a seagoing explorer named Clarsai, but, if questioned for any length of time, she "lets slip" that she is actually a lone thief come to the Isle in search of pirate treasure rumored to be secreted in the sea caves. She claims to have narrowly slipped past the merbeast and found temporary refuge here. During conversation, she does her best to discern who the player characters are, where they are from, and what they want. If her disguise is penetrated or she feels overly threatened, she reverts to her true form.

Although thoroughly evil, Surlethra can be reasoned with and smart adventurers may achieve a parley. This grotto has become, in a way, the hag's prison—she cannot bear to leave her ghastly mementos for any length of time, but she longs for the company of anyone besides her guardian. Surlethra especially seeks news of the outside world. If the characters attempt a parley, allow a single character to make a DC 17 Charisma (Persuasion) check to determine whether a parley is reached. If the characters present the hag with an interesting gift of some value, such as a pearl or book, the character gains advantage on the check. If, however, any characters are present with a Charisma score of 16 or above, this angers the hag, and the check is instead made at disadvantage. (It is possible for the party to gain both modifiers, in which case they cancel each other out.)

If the parley is successful, Surlethra engages in conversation and allows the party to leave unhindered provided they chat for a while. She will not abide repeat visits, however, and any characters returning here after an initial parley are attacked. If the parley attempt fails, Surlethra will pretend to parley and then attack.

Characters securing a parley with the hag who ask about the island may make an additional DC 12 Charisma (Persuasion) check—a successful check indicates that she provides a bit of information about the isle’s dark past, and she can even warn the party that a trap stair lies deeper in the sea caves. She doesn’t recall specifics beyond the stair being trapped, however, and she cannot describe areas beyond area 1-10 as the guardian there has deterred her from venturing further.

Awarding Experience. If the characters successfully parley with the hag, award the group 1,800 XP.

AREA 1-8 – WINDING PASSAGE

This watery passage twists and turns but remains roughly level with soft sand covered by a few inches of water underfoot. The rough walls play host to a dancing lightshow created by sunlight filtering down the narrow passage—shadow and light combining to make a chiaroscuro-like effect.

Lurking within the passage are three umber slimes. Two lie underfoot and the third clings to the ceiling above. These oozes possess some telepathic ability, and once the first detects intruders—possible food—it immediately and silently shares that information with its brethren.

Every third melee round a strong wave sweeps through the area. During these rounds, all characters present must make a DC 12 Dexterity saving throw at the start of their turn or be knocked prone onto the barnacle-covered rocks and take 2 (1d4) points of slashing damage. Characters with a swim speed or who are water-walking by magical means are not affected by the current. The slimes are not adversely affected by the current.



UMBER SLIME (3)

Medium ooze, unaligned

AC: 9

Hit Points: 44 (8d8 + 8)

Speed: 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	12 (+1)	3 (-4)	6 (-2)	2 (-4)

Damage Resistances: acid, fire

Damage Immunities: lightning, slashing

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft., passive Perception 8

Languages: –

Challenge: 2 (450 XP)

Amorphous. The slime can move through a space as narrow as 1 inch wide without squeezing.

Amphibious: The slime can survive in air and water environments.

Spider Climb: The slime can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) bludgeoning damage plus 3 (1d6) acid damage.

REACTIONS

Split: When a slime that is Medium or larger is subjected to lightning or slashing damage, it splits into two new slimes if it has at least 10 hit points. Each new slime has hit points equal to half the original slime's, rounded down. New slimes are one size smaller than the original slime.

These earth-colored slimes move steadily forward, smoothly flowing over the sand and splitting and then rejoining around small outcroppings of rock.

AREA 1-9 – TIDAL CAVES

This passage leads to a series of flooded caves, and the floor ahead slopes down sharply into water where tiny fish flit around pale white anemones.

At high tide seawater rushes into this warren of caves, flooding them. By low tide, the water retreats from the nearby passages, but these caves remain flooded. Several large bull sharks followed the tide inward, seeking prey, and got inadvertently trapped. The skulking sharks aren't past taking a bite out of an easy meal if anything sizable enters the area.

BULL SHARK (4)

Large monstrosity, unaligned

AC: 13 (natural armor)

Hit Points: 45 (6d10 + 12)

Speed: 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	1 (-5)	10 (+0)	3 (-4)

Skills: Perception +2

Senses: blindsight 30 ft., passive Perception 12

Languages: –

Challenge: 2 (450 XP)

Blood Frenzy: The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing: The shark can breathe only underwater.

ACTIONS

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Head Butt: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or be stunned until the end of the shark's next turn.

Grey and white sharks with blunt snouts cruise the water here, their caudal fins trashing and breaking the surface infrequently.

AREA 1-10 – TRAPPED GUARDIAN

The passage opens into a large, high-ceilinged cave. There is a hint of movement from above—bats perhaps. Toward the center of the cave, a rocky outcropping juts up from the water like a small island.

The bats above—there are hundreds—are harmless. In this cave the water is deepest, ranging from a depth of 12 feet to approximately 20 feet in the cave's center. Beneath the water, in the area just south of the secret door, a sea tiger lurks. The creature has been imprisoned by the naga Serket. The creature bears the scars of previous battles, including marks on its flesh from a struggle with a giant squid many years ago—it is a tough survivor. The angry creature serves as the naga's captive guardian, and it vents its fury on any trespassers.

The sea tiger is bound by a long length of chain approximately 120 feet long, but it is really trapped here by fear. The naga repeatedly used its spells on the sea tiger, eventually gaining its obedience. The sea tiger can easily leap up on the room's center island to attack intruders. If badly wounded or angered enough, it is capable of breaking the chain—once the beast is sufficiently motivated, the GM should allow it a DC 18 Strength check to break its chain. Whatever occurs, the sea tiger fights to the death.

SEA TIGER

Large monstrosity, unaligned

AC: 15 (natural armor)

Hit Points: 90 (12d10 + 24)

Speed: 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills: Perception +4

Senses: passive Perception 14

Languages: –

Challenge: 5 (1,800 XP)

Amphibious: The sea tiger can breathe air or water.

Swimming leap: Given a 10-foot swimming start, the sea tiger can long jump out of or across the water up to 30 feet.

ACTIONS

Multiattack. The sea tiger may make two claw attacks and one bite attack, or one bite and one tail slap, per turn.

Bite: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claw: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Tail slap (Recharge 5-6): *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

This massive beast appears to be a marriage of feline and fish. Its cat-like head is surrounded by a mane of seaweed-colored hair. It snarls, revealing long canines, and leaps from the water with a powerful tail movement!

AREA 1-11 – THE ANCIENT STAIR

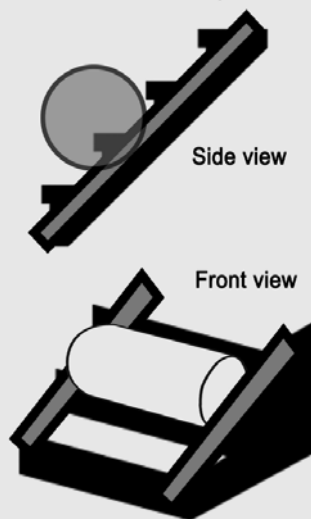
A wide stairway leads upwards here at a modest angle. The stairs are constructed of an odd blueish-grey rock covered with a mottled growth that resembles barnacles. The stairs reek of salt air and, although bone dry, the steps and overall passage evoke an alien, undersea feel. Above the steps to either side is a slanted railing of solid stone that is carved with images of squirming sea life and odd sigils in bas-relief.

The entire fourth step is a pressure plate that triggers a roller trap: a massive cylinder of solid stone drops from a hidden recess in the ceiling, smoothly falls onto the stair, and rolls down between the slanted side railings to crush any persons below.

Roller Trap. Characters who specifically examine the stair construction and make a successful DC 18 Intelligence (Investigation) check realize there is something odd about the side railings and notice the ramp-like design. If the trap is triggered, all unknowing targets in the stairs area must make a DC 17 Dexterity saving throw (characters that took note of the stair's ramp-like design gain advantage on this save). Failure indicates 21 (6d6) bludgeoning damage. Success indicates a glancing blow for 3 (1d6) bludgeoning damage. The roller, unless otherwise halted, will block the door at the bottom of the stairs and must be either rolled away or removed via magical means, such as a *stoneshape* spell. Up to four characters with a total combined Strength score of 50 or higher can work together to move the roller away from the door.

Development. In the hall north of the stair is a secret door. Characters searching the wall and making either a successful DC 14 Intelligence (Investigation) or DC

Area 1-11 Stair roller trap



16 Wisdom (Perception) check find a tiny lever at waist height. Pulling the level downward causes a door to descend, revealing a tight, humid, twisting passage that leads to area 1-14. The GM is advised to play up the players' paranoia here.

Awarding Experience. Divide 150 XP equally among the characters if they survive the stair trap, or 300 XP if they discover the trap and avoid or disarm it.

AREA 1-12 – OFFERING CHAMBER

The passage widens and terminates into a roughly triangular space. The dark stone of this area has been set with bands of greenish serpentine and the far wall is dominated by a mosaic that depicts humanoid shapes with fishlike tails, sharks, tentacled creatures, and star-shaped creatures swimming and intertwining. The huge mosaic is constructed from thousands of rock shards and shell pieces mounted on the walls and artfully arranged.

In front of the wall is a stone-circled well or cistern. Old, yellowed bones and broken pottery are heaped before the opening.

This area served as a minor offering chamber, and it was the deepest point within the site that human worshipers were permitted in the old days. Worshipers of the kopru would approach the well and deposit live animals or human remains as a greater offering, or they would lay small animals or pottery or jewelry beside the well as a lesser offering.

The well is deep and filled with salt water. If its depths are somehow plumbed, assorted gems and jewelry bits worth 1,350 gp are found at the well bottom approximately 90 feet beneath the water. Small tunnels at the well's base allow sea water to flow in, so permanently draining the well is a hopeless endeavor.

The well is home to an aqua weirdling, a former guardian of the well that has steadily grown more evil, infused with the tyranny and tragedy taking place in these halls. The weirdling attacks any intruders that come within its range, but it does not leave the well. The creature delights in drowning prey that come within its range.



AQUA WEIRDLING

Large elemental, neutral evil

AC: 14 (natural armor)

Hit Points: 85 (10d10 + 30)

Speed: 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances: fire; bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities: disease, poison

Condition Immunities: exhaustion, grappled, poisoned, restrained, prone, unconscious

Senses: blindsight 30 ft., passive Perception 10

Languages: –

Challenge: 4 (1,100 XP)

Invisible in Water: The aqua weirdling is invisible while fully immersed in water.

Water Bound: The aqua weirdling dies if it leaves the water to which it is bound or if that water is destroyed.

ACTIONS

Blinding Spray: The weirdling spits a spray of water in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw or be blinded until the end of the weirdling's next turn.

Constrict: *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 16 (3d8 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the aqua weirdling. Until this grapple ends, the target is restrained, the aqua weirdling tries to drown it, and the aqua weirdling can't constrict another target.

A snake-like creature, translucent and seemingly made of water, bursts up from the depths of the well. Its sap-phire eyes blaze with energy.

AREA 1-13 – CEREMONIAL HALLWAY

The passage turns sharply and widens ahead. The gray stone walls have been decorated with a profusion of colors and visages. The walls are painted, but thousands of rocks, coral chunks, and shells have been set into the stone for a textured effect. At the bottom of the wall, conches and large shells are used, and the shells and rock grow smaller moving up toward the ceiling. The frescoes depict humans and humanoids, including mermen and people with fish-like heads, working as slaves, constructing stone temples, moving stone blocks, marching in lines, and going to war with other humanoids. Down the hallway, the pictures depict those humanoids bowing before scaled, aquatic beings with circular mouths, clawed limbs, and a lower body that splits into three fins. As the hallway continues northwest, the illustrations become ever more grim, showing hulking, stone-like creatures lumbering to war and humans willingly offering themselves to a shadowy maw with grasping tentacles.

Two coral golems (see appendix A) rest in wall recesses to either side, appearing indistinguishable from the wall decoration. If intruders proceed more than halfway down the hall, the golems step from their wall niches and attack. The golems do everything in their power to prevent the “lesser beings” from moving further into the shrine, but they do not pursue characters fleeing past the top of the stair in area 1-11.

CORAL GOLEM

Large construct, unaligned

AC: 15 (natural armor)

Hit Points: 95 (10d10 + 40)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	6 (-2)

Damage Immunities: acid, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantine weapons

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: understands Common but can't speak

Challenge: 5 (1,800 XP)

False Appearance: While the golem remains motionless, it is indistinguishable from a normal outcropping of coral.

Immutable Form: The golem is immune to any spell or

effect that would alter its form.

Magic Resistance: The golem has advantage on saving throws against spells and other magical effects.

Regeneration: The golem regains 5 hit points at dawn each day if it has at least 1 hit point.

ACTIONS

Multiattack: The golem makes two slam attacks.

Slam: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage plus 9 (1d10 + 4) slashing damage.

This figure is hulking and broad-shouldered, seemingly as wide as it is tall. Its body is a patchwork of coral of all colors and textures, and its chest, back, and club-like arms bear many jagged and angular protrusions. From deep sockets, its amber eyes burn with purpose.

AREA 1-14 – INNER SANCTUM

The wide passage opens into a large, open courtyard. The sky is visible far overhead, and a breeze can be felt wafting through the area. The north, west, and east walls are lined with pilasters constructed of greenish stone. Vines and tendrils snake downward from above, reaching toward the floor. To the southwest, part of the wall has collapsed into a vast pile of rubble. There are several statues around the chamber's periphery here, all overgrown with vegetation.

Near the center of the chamber, stone steps lead upward to a raised platform. Surrounding the platform on all four sides are immense stone guardians.

A carved passage some 200 feet long links this area to the open air above. (From the island heights above, the passage down to the courtyard is hidden by foliage and enormous rocks and is not found unless the immediate area is carefully explored.) If the impassible rubble to the southeast is disturbed, all creatures within 5 feet of the rubble pile must succeed on a DC 15 Dexterity saving throw or take 2d6 damage as they are pelted with additional slabs of rock that slide loose from the upper wall.

If cleared of growth, the statues can be seen to represent a variety of races: human, merman, a shark-like humanoid, a fish-headed humanoid, goblin, and a froglike humanoid; all appear to be garbed as leaders and rulers, and yet all appear subservient, humbled, or afraid. If vines are cleared from any wall, it reveals painted scenes of fishlike beings dragging humans and the other races depicted in the statues before a rectangular box or altar of oddly banded appearance. The humanoids being dragged toward the box are clearly in terror.

Careful observation of the area, indicated by a successful DC 12 Perception (Wisdom) check, reveals a ragged hole in the upper part of the northern wall.

Serket lurks in a niche to the north (area 1-14A), accessed via the upper hole. Weeks of experimenting in this room have yielded some information, but have also made it clear to the marine naga that the room is filled with deadly traps. After nearly losing its tail to a blade trap, the naga nursed her wounds and settled on a better plan: luring others here.



(Detail Area 1-14)

A

Open to Sky

Area 1-14

Rubble

Rubble

Statue

Vines

=5 Feet

L

Dead End

(Detail Area 1-3)

 = 5 Feet

a

C

bWM
2015

AREA 1-14A – SERKET’S LAIR

A roughly circular section of wall near the top of a pilaster has been chipped away.

The entrance to this hollowed out area is approximately 12 feet above the floor. A short distance beyond the 3-foot diameter hole is a gloomy recess. The naga Serket rests in this dark niche, when she is not roaming the ruins. The naga viciously defends her territory.

MARINE NAGA

Large monstrosity, chaotic evil

AC: 16 (natural armor)

Hit Points: 75 (10d10 + 20)

Speed: 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	18 (+4)	16 (+3)	16 (+3)

Damage Immunities: poison

Condition Immunities: charmed, frightened, poisoned

Senses: darkvision 60 ft., passive Perception 13

Languages: Abyssal, Aquan, Common

Challenge: 9 (5,000 XP)

Amphibious: The marine naga breathes both air and water.

Rejuvenation: If she dies, the naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Spellcasting: The naga is a 10th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks), and she needs only verbal components to cast spells. She has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *ray of frost*

- 1st level (4 slots): *charm person*, *detect magic*, *sleep*
- 2nd level (3 slots): *cloud of daggers*, *detect thoughts*
- 3rd level (3 slots): *bestow curse*, *lightning bolt*
- 4th level (3 slots): *arcane eye*, *dimension door*
- 5th level (2 slots): *dominate person*

ACTIONS

Bite: *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, and the tar-

get must make a DC 14 Constitution saving throw, taking 36 (8d8) poison damage on a failed save, or half as much damage on a successful one.

Spit Poison: *Ranged Weapon Attack:* +8 to hit, range 15/30 ft., one creature. *Hit:* The target must make a DC 14 Constitution saving throw, taking 35 (8d8) poison damage on a failed save, or half as much damage on a successful one.

A large creature rears up before you, thick-bodied and scaled. The horror has arms but no legs; its body tapers into a snake-like tail. Its head is frilled and possesses fathomless black eyes that somehow appear dead and yet manage to hold malice at the same time.

Development. The naga attacks primarily with her spells, using her ability to charm and dominate to put her enemies in disarray. She uses *detect thoughts* the moment she is aware of intruders in an effort to discern their motives and possible tactics. *Charm person* or *dominate person* will be used next on any obvious spellcasters (as she respects magic and fears these individuals most), followed by a *sleep* as an opening salvo. She saves her *lightning bolt* for desperate situations but is loath to use it, as she fears it may damage the chamber. If extremely hard pressed, she retreats into the eastern spur of her niche, uses *minor illusion* to cover the way (which makes the niche appear shorter than it actually is) and lastly uses *cloud of daggers* to separate herself and intruders. She uses *dimension door* to escape if all else fails.

Treasure. Tucked inside a wall niche to the east is a battered metal coffer that holds two *potions of healing*, a *dagger of venom*, a *periapt of health*, and a *ring of water walking*. In the southwest spur of the area, partially buried and almost indistinguishable from the floor is a brown sack that holds five fine garnets (worth 200 gp each), which can be found with a successful DC 14 Wisdom (Perception) check.

AREA 1-14B – PLATFORM AND MONOLITHS

Steps, worn in the center as if from the passage of a great many feet over time lead upward to a raised platform. Surrounding the platform on all four sides are immense stone guardians, each some 10 feet in height. The statues vary somewhat, but each depicts a similar creature: a scaled being with a split tail, clawed arms that hold aloft a basin of some sort, and a rounded head with a round, lamprey-like mouth surrounded by feelers or small tentacles. The horrid creatures all face the center of the platform with a demeanor of supplication.

The platform is constructed of huge, square flagstones of an ugly greenish-grey stone. In the center of the platform is a pit, which descends into unknown darkness. A whitish power has been spread on the floor surrounding the platform.

The four large statues are constructed of an obsidian-like rock, but they are incredibly hard. They represent kopru overlords. Despite this, all four show damage, as if they were repeatedly struck with weapons or hard implements. The statues are harmless, though a cruel GM may lead the players to believe otherwise.

Pouring any type of liquid into the four basins the statues hold aloft activates the first stage of the magical beacon within this room. As this first stage activates, a panel on the chest of the darkest statue drops open to reveal a triangular recess that glows with a bluish light. At the same time, a narrow beam of purple light shines upward from the darkness of the pit; this is the same unusual light seen by sailors. (The naga figured out how to activate this stage, but she failed to notice the open statue panel.) As the purple light briefly illuminates the courtyard, all characters present will have a vision of four great kopru: two are bowed in apparent meditation, one stands looking up to the sky with an ornate, skull-headed staff held aloft, and one stands guarding a mound of jewelry and holds a staff with a triangular tip. Players recalling these visions later may be given some hints as the use of the *Cobalt Keys*. All too soon the vision and purple light fade. If nothing is inserted into the recess within 1 minute, the beam fades and the chest panel closes

If the skull end of a *Cobalt Key* (see areas 1-4 and 1-7) is inserted into this statue recess, the second stage of the magical beacon is activated. The beam shining upward intensifies, stays lit for more than an hour, and a dim ringing sound is heard from the depths of the pit. (If the party was shipwrecked on the island, the appearance of this larger beam will likely summon a rescue party in a few days.)

If characters examine the powder on the floor around the platform, a successful Investigation check (DC 12) determines that it is a thick covering of salt. The kopru carefully spread it around the platform many decades ago to prevent the red musk creeper (see area 1-14C) from growing beyond its pit.

Awarding Experience. If the characters deduce the function of the *Cobalt Key*, award the group 500 XP.

AREA 1-14C – THE PIT

A 50-foot-wide shaft descends into darkness. Its walls are covered with a profusion of twisted creepers, tiny leaves, and reddish flowers.

The shaft descends 100 feet downward and terminates in a square chamber littered with heaps of bones intermingled with vines. If characters descend into the darkness of the pit, the vines awaken when they are approximately 80 feet down. The lower shaft and pit bottom are home to a red musk creeper (see appendix A). The red musk creeper has an alien, animal-like intelligence and is surprisingly malevolent and manipulative. The kopru recognized the rare plant for what it was, and it has existed in this pit for two centuries. The creeper cares not a whit about the ruins—indeed it is largely unaware of them—its only goal is to implant victims with its seedlings and expand outside the Isle. It will use its mimicry to disorient, confuse, and sow dissension in the ranks of the adventurers before choosing the best moment to strike. These deceptions may include taking on the voice of one character to insult or command another, creating distracting sounds, repeating any secrets or confidences it has overheard, etc.

There are valuables here amid the ancient skeletons and vines; characters making a successful DC 14 Wisdom (Perception) check may roll on the following table.

Items may be found only once, until no items remain.

D4 Result

1	a brilliant white pearl (worth 300 gp)
2	a gold bracelet inscribed with interlocking geometric designs (worth 400 gp)
3	a silver statue of a dolphin (worth 100 gp)
4	a <i>pearl of power</i> inside a tiny leather pouch

In the dead center of the lower chamber, overgrown by creeper vines, is a colossal altar that seems to be fashioned entirely from the bones and teeth of an unknown, enormous sea creature tied and wrapped in spots with strips of scaly hide. The altar stinks of brine and is affixed to the floor. It bears no ornamentation, save for that of the criss-crossed bones from which it is constructed; it is utterly alien in appearance and proves disturbing on a near-subconscious level to humans that view it. If the altar is cleared of vegetation, a concave depression is discovered on one side of the altar; the skull end of either *Cobalt Key* fits into this hollow. Should a character actually insert the *Key* in this fashion, activating the final beacon stage, the altar flares with a brilliant bluish-purple light, and seconds later a bright but silent beam of violaceous light stabs up-

ward, knocking any creatures near the altar prone. The beam extends over a thousand feet into the sky and is noticeable for miles around, and the pulse is felt by all chaotic evil creatures within a 5-mile radius around the Isle. If holy water of any quantity is poured over the altar, or it is the subject of a *shatter* or *remove curse* or *hallow* spell, it shatters into small bone fragments and no longer functions.

There is a secret door to east that is only opened using the triangular end of the *Cobalt Key*. Beneath layers of vines and discoverable via a successful DC 12 Wisdom (Perception) check is a triangular keyhole that emits a very faint green glow. If the blue end of the *Cobalt Key* is inserted, the secret door silently opens. If the skull end of the *Cobalt Key* is brought close to the keyhole, the door remains closed and delivers a shock for 11 (3d6) necrotic damage to the key holder. Beyond the secret door, a smooth, narrow passage leads to area 1-14D.

Awarding Experience. If the characters use the *Cobalt Key*, award the group 250 XP. If the party destroys the bone altar, divide 1,000 XP among them. If the party defeats the red musk creeper, divide 3,900 XP among them.

AREA 1-14D – TREASURE CHAMBER

The cramped passage terminates in a round chamber. The chamber is claustrophobic, chilly, and here there is the unmistakable sensa-

tion of being watched. The walls and ceiling are set with many large, elongated skulls that are not readily identified. Heaped in the center of the chamber in a bowl-like depression are many pieces of jewelry, a staff, and other items.

This area is not trapped—the kopru considered the red creeper protection enough—but the GM should do their best to make the characters uncomfortable here. If the magical medallion is touched, the eyes of the kopru skulls blaze with an azure light and all present immediately have a vision of a tremendous tentacled shape that stirs from its slumber in the shadowy depths of the ocean elsewhere. The vision is cloudy, but there is a glimpse of many uncurling tentacles—ten or more—and a great, bulbous head ringed with a crown of horns. The vision and lights rapidly fade, leaving behind only questions...

Heaped in the shallow depression in the center of this area are the following items: a *medallion of thoughts*, a clay pot that holds 16 applications of *oil of sharpness*, a *staff of the python*, and a longsword with a blackened blade which is a *sword of life stealing*. These items are partially covered by many pieces of primitive jewelry: 900 gp worth of small, assorted gems may be salvaged from the trinkets.

If the party locates and destroys the bone altar, they earn the gratitude of the inhabitants of nearby towns—in particular the learned and older citizens who know of the

CONCLUDING THE ADVENTURE

I Isle's ill history.

Recurring Threats. If the brine hag Surlethra or the naga Serket survive, they remain a danger to the area. Surlethra is less dangerous, due to her secretive and more solitary ways, but she and her loyal merbeast companion will happily cause pain to any individuals they encounter. Serket, however, presents a far greater danger—given time, she will discover the secret to activating the shrine and will do her best to gather a small army of evil creatures willing to follow her command and terrorize the surrounding area. If the adventurers destroy the bone altar and Serket survives, she will certainly seek her revenge. The naga's spellcasting talent and ability to come back to life after

death can make her a dangerous, persistent enemy.

Yet another possible threat exists: if the party claimed the treasure secreted away in the depth of the well, they received a vision of a massive creature that exists somewhere deep beneath the ocean. Vague images of the creature begin to haunt the dreams of those that defiled the kopru treasure chamber. Miles away from the Isle, something ancient and evil that the kopru themselves worshiped as a god has begun to stir from its long slumber...

APPENDIX A: NEW MONSTERS

CORAL GOLEM

Large construct, unaligned

AC: 15 (natural armor)

Hit Points: 95 (10d10 + 40)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	6 (-2)

Damage Immunities: acid, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantite weapons

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: understands Common but can't speak

Challenge: 5 (1,800 XP)

False Appearance: While the golem remains motionless, it is indistinguishable from a normal outcropping of coral.

Immutable Form: The golem is immune to any spell or effect that would alter its form.

Magic Resistance: The golem has advantage on saving throws against spells and other magical effects.

Regeneration: The golem regains 5 hit points at dawn each day if it has at least 1 hit point.

ACTIONS

Multiattack: The golem makes two slam attacks.

Slam: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage plus 9 (1d10 + 4) slashing damage.

This figure is hulking and broad-shouldered, seemingly as wide as it is tall. Its body is a patchwork of coral of all colors and textures, and its chest, back, and club-like arms bear many jagged and angular protrusions. From deep sockets, its amber eyes burn with purpose.

RED MUSK CREEPER

Medium plant, neutral evil

AC: 7 (natural armor)

Hit Points: 109 (18d8 + 28)

Speed: 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	3 (-4)	14 (+2)	4 (-3)	10 (+0)	3 (-4)

Condition Immunities: blinded, charmed, deafened, exhaustion, prone

Senses: blindsight 30 ft., passive Perception 10

Languages: –

Challenge: 8 (3,900 XP)

False appearance: While the creeper remains motionless, it is indistinguishable from an ordinary flowering vine.

Mimicry: The creeper can crudely mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Regeneration: The creeper regains 10 hit points at the start of its turn. If the creeper takes fire or radiant damage, this trait doesn't function at the start of its next turn. The creeper dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack: The creeper may make four touch attacks per turn. If two or more attacks hit a Medium or smaller target, the target is grappled (escape DC 15) and the creeper uses its Implant reaction on it.

Touch: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Red Pollen (3/Day): The creeper's flowers release a strong pollen that targets all humanoids within 30 feet of it. Each target must succeed on a DC 13 Wisdom saving throw or be charmed by the creeper for 1 minute. A creature charmed in this way does nothing on its turn except move as close as it can to the creeper. A creature charmed by the creeper can repeat the saving throw at the end of each of its turns, ending the effect on itself on

a successful save.

REACTIONS

Implant: If the creeper grapples a target, the target is restrained until this grapple ends, and the target is implanted with 1d3 seedlings. The creeper can have only one creature grappled at a time. At the start of each of the target's turns, the target takes 1d6 piercing damage per seedling infesting it. Applying fire damage to the implant site before the end of the target's next turn deals 1 fire damage to the target and kills the seedling. After this time, the seedling is inside the body and cannot be burned. If a target implanted by seedlings ends its turn with 0 hit points, it dies as its brain becomes implanted. Any effect that cures disease will destroy all seedlings within a creature, as will a *greater restoration* spell.

Crimson flowers and small, spiked leaves decorate a profusion of twisted and branched plant growth. Its extensive vines quiver with a life of their own. As you near, the flowers vibrate and a low whisper fills the air.

TANGLE KELP (HAZARD)

Tangle kelp grows in salt-water environments in long weeds and closely resembles common forest kelp, but its strands are streaked with thin veins of phosphorescent purple. Typical patches of tangle kelp cover a 10- or 15-foot square, but enormous beds hundreds or even thousands of feet in diameter have been encountered farther from shore. It is unintelligent. The kelp is capable of ingesting decayed flesh, and it supplements its normal photosynthesis with additional nutrients gathered from animals it drowns with its long tendrils.

Any limbed creature that enters an area containing tangle kelp or starts its turn there must succeed on a DC 12 Dexterity saving throw or become *restrained* by the kelp. The kelp will then constrict as a reaction, pulling the creature downward one foot every round beginning at the start of the creature's next turn. A restrained creature may use an action to attempt an escape by succeeding on a successful DC 14 Strength (Athletics) or DC 16 Dexterity (Acrobatics) check.

Each 10-foot cube of tangle kelp has AC 8, 20 hit points, vulnerability to radiant damage, and immunity to bludgeoning, piercing, and poison damage.

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