

FOUR ISLANDS

This pdf features four relatively simple scenarios. If the party is clever and lucky, they can be handled in a session or two, though an unprepared party could easily stumble on one, be driven back, and then head back for revenge after careful preparation, in which case they could take four or five sessions.

The islands here aren't large or complex. The geography of hex map in the first adventure—The Isle of Massive Crustaceans—can be re-used for the other adventures if need be, simply replace Aqvist's palace with the lava trolls' fortress, Spawn King's Palace, etc. In these adventure, the journey is less important than what happens when the party gets there.

The Isle of Massive Crustaceans sees the party square off against a sorcerer-tyrant and his monstrous pets in a tropical setting, near Cesaire in Cube World, near Madagascar in LotFP.

The Isle of the Lava Trolls is a volcanic island-fortress north of Nephilidia or Iceland

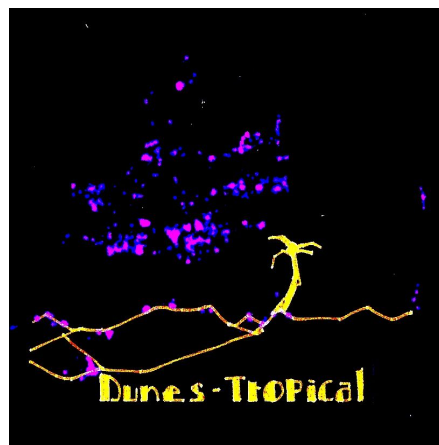
The Isle of Fifty Fingers allows the party to take control of a small skirmish force for a mini-wargame in the Peacock Isles/India.

The Isle of the Spawn King places the titular ruler in the center of a ring of horrible mutant slaves bent on making the party join them, on an island deep within Spawn Lake in Broceliande--or in Siberia.

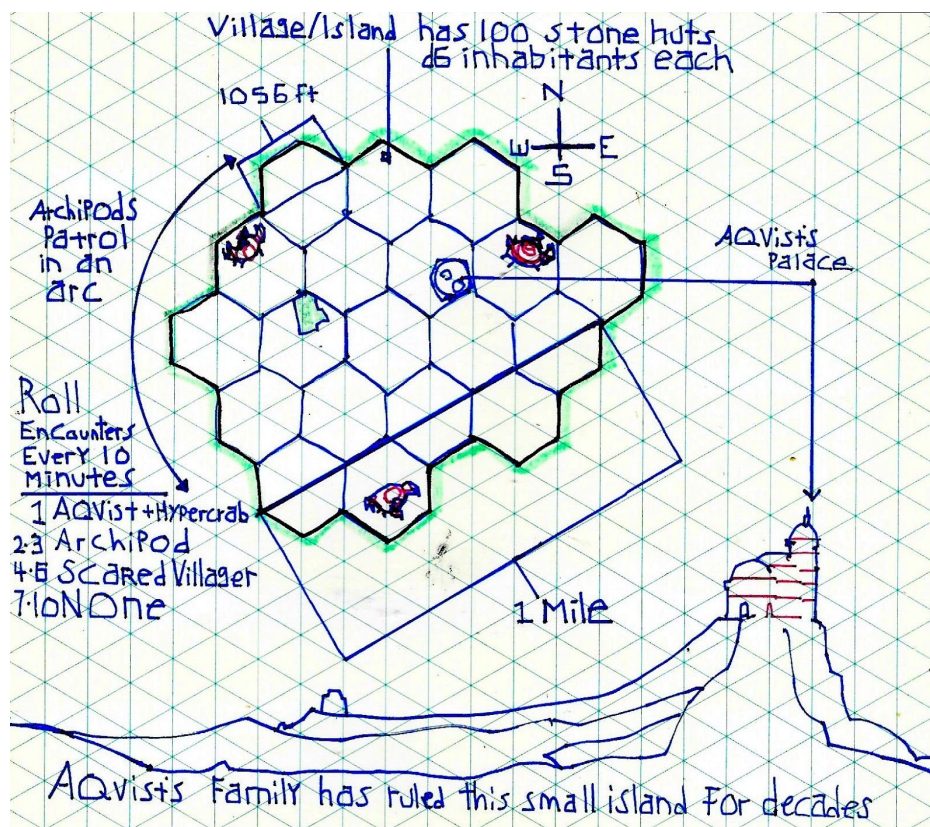
As usual, these adventures are taken straight from my DM's notebook, I've added a few notes to make clear anything that's obscure or hard to read. It's designed to be read as a set of two-page spreads.

So far, this is my twelfth Cube World pdf and nobody has complained that there was anything they couldn't understand, but if you do need to know something I haven't clarified, let me know.





The Environs



The Isle



The Villagers

(They speak their own language)

3 Archipods
Guard the
approaches
to
the
island

they are fueled by
the eyes of dead Men

HP. 16 H.P. 80
Speed: 120
Morale: 9
Attack: 2 attacks
d20 h.p.
claw

40'



The Archipod

H.D. 13
H.P. 65

4 attacks
Per
Round:

+7 pinch
d6 h.p.

20'

B.O.H.:

SPEED: 120

MORALE: 8



H.D. 7

H.P. 35

Attack:

+2 to hit

d8 h.p.

50000

2 Kicks
d8 h.p.

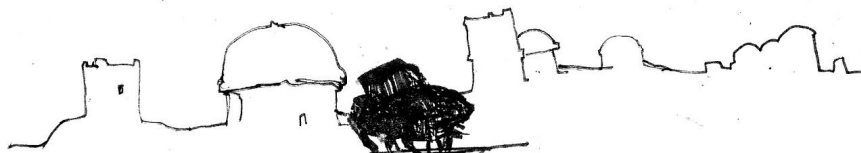
Amphibious

+7 pinch
d12 h.p.



Spells: Protection from Normal Weapons, Dispel Magic, Slow,
Phantasmal Force, Web, Wall of Fog, Sleep, Magic Missile x3

Carries: 2000 S.P., Tattoo (as scroll) of Charm Monster on inner thigh



Aqvist and the Hypercrab

Note that this was originally written for LotFP so read gp for sp. Also: tattoo is used "as scroll" not "asscroll".

**LAVA
Trolls:**
(30' tall)

HD: 12 HP: 60 speed: 10' 17

Morale: 10

Attacks: (2 per rnd) +6 to hit d8 hp or knock prone (hammer)

Defense: Regenerate 4/rnd So long as anyone can see or hear it. Immune to heat.

Special: Belly turns things to gold
Each has A Special ability

Ugo

• Touch causes
Hunger d10 rnds
• 1600 S.P. worth of
gold in belly

Vicri

• Touch causes
drunkenness d10 rnds
• 2300 S.P. of gold
in belly

Skalt

• Touch causes
THIRST
d10 rnds
• 2100 S.P. gold
in belly

New Trolls emerge and fight
every 3 rounds from here
if the trolls here are hurt.

The black and **HATCHED**
dregs are safe to walk on
the rest causes lava damage.

Summoning Circles
15 to summon
Domination roll

McGuffin

150'
drop

Lava splash: d6 hp
Fall in lava: 3d6 hp/rnd

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17

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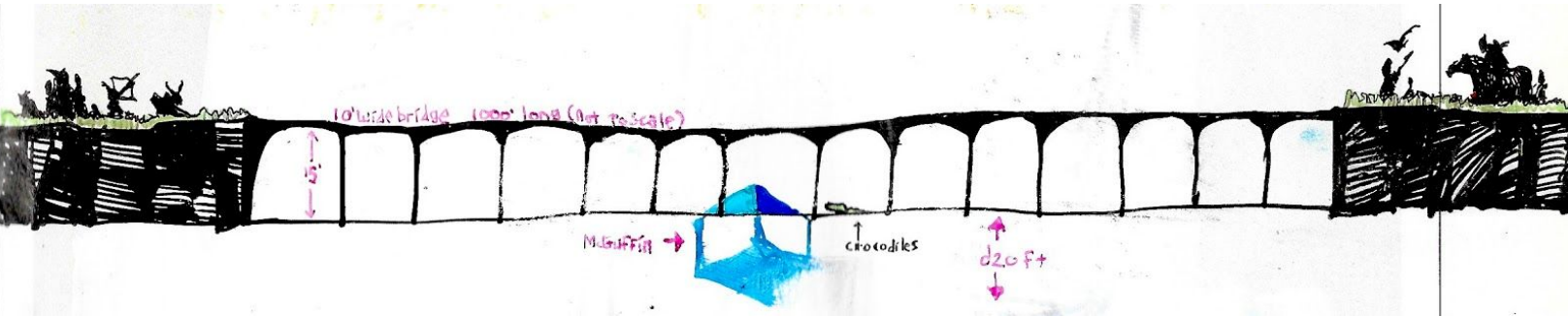
New Trolls emerge and fight every 3 rounds from here if the trolls here are hurt.



Lava splash: d6 hp
Fall in lava: 3d6 hp/Rnd

ISLE OF FIFTY FINGERS

Word that a (place your inconveniently heavy magical mcguffin here) has been discovered on a tiny rock outcrop near the midway point of a 1000-foot stone bridge on the Isle of Fifty Fingers in the Peacock Isles has reached a pair of rival sorcerers almost simultaneously. When the PCs arrive, these rivals are already encamped on opposite ends of the long bridge, each man with his retinue, each staring down the 1000' wide stone-spanned gap at an opposing cliff across a shallow, crocodile-infested bay. Eager for any advantage that will allow them to procure the powerful mcguffin without harm to it or to themselves, either sorcerer will leap at the chance to hire the PCs on to their side if only to tip the balance ever so slightly—especially if they can keep the new addition to their forces a secret. Time is of essence so fees will be exorbitant—1000gp per party member or more. Both men are also likely to ask the party for their suggestions as to the best way to deploy their forces if the PCs evince any knowledge of things military.



On The Western Cliff

Ramanan of the Third Hand 10th level sorcerer—One extra arm beneath his cloak

HD 10 HP 30 Speed 120' Armor 12 Morale 11 Attack two attacks/rnd +1 Short sword d6hp **Spells:** *Wall of Iron, Interposing Hand, Confusion, Speak With Plants, Protection from Normal Missiles, Gust of Wind, Dispel Magic, Web x 3, Change Self, Faerie Fire x 2, Shield, Magic Missile*

Machali, Malkha, Munna—Three trained bengal tigers

HD 6 HP 24 Speed 150' Armor 16 Morale 10 (6 vs fire) Attack 3 attacks: 2 claws +6 to hit, d4+1hp and a bite +6 to hit, d10hp. If the first two claws hit the same target, the tiger may make two additional claw attacks in the same round on that target. This is awful.

Six archers

HD 2 HP 8 Speed 120' Armor 15 (leather + dex) Morale 8 Attack +4 short bows d6p, +3 short swords d6hp

10 swordsman

HD 2 HP 10 Speed 120' Armor 16 (chain) Morale 9 Attack +4 longswords d8hp

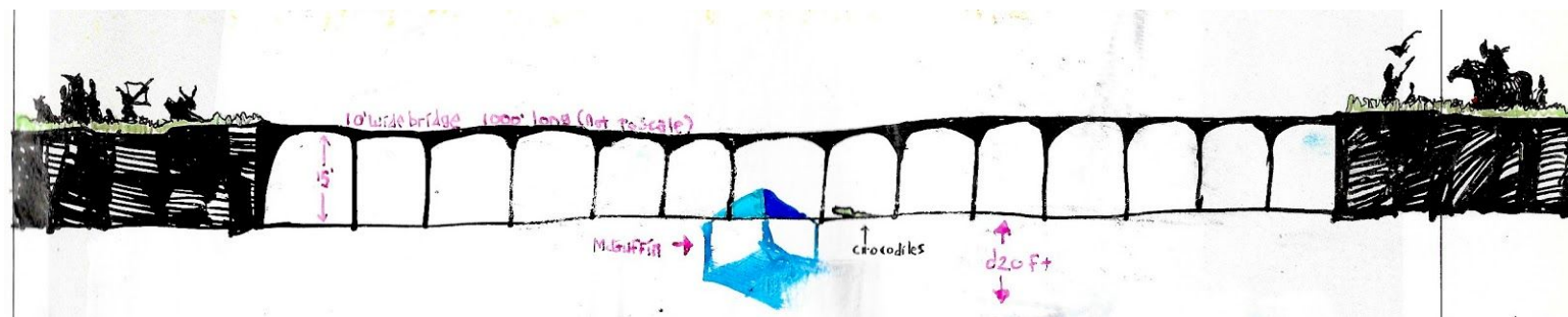
Two thuggee cultists—Will not kill women or brahmins (indian clerics)

HD 3 HP 8 Speed 120' Armor 16 (leather+dex) Morale 9 Attack +1 garotte for d6hp (only used as a sneak attack) +1 dagger d4hp

Skills Climb 4, Sneak Attack 3, Stealth 5

Caressing demon A hunched, spindly crawling thing,

HD 5 HP 25 Speed 120' Armor 17 Morale 12 Attack +5 save vs spell or be erotically enthralled with the first noun (proper or otherwise) in the game the player (player, not character) mentions **Defense** Demons don't need to breathe or digest, don't age, and are immune to poison, etc. and cannot be mentally controlled with magic. Animals will avoid the demon. Holy water does d6hp. Only weapons coated in holy water, the blood of another demon, blessed by a cleric (or wielded by a blessed individual) can harm these demons. **Special** The demon is bound to obey Ramanan so long as the sorcerer possesses his third hand



On The Eastern Cliff

Flame-eyed Kamal 11th level sorcerer

HD 11 HP 27 Speed 120' Armor 12 Morale 11 Attack +1 Short sword d6hp **Spells:** *Move Earth, Transmute Rock to Mud, Stone Shape, Hallucinatory Terrain, Plant Growth, Wall of Fire, Gust of Wind, Water Breathing, Dispel Magic, Web, Wall of Fog, Stinking Cloud, Mirror Image, Spider Climb, Sleepx3, Shield*

Jatayu, a golden eagle Kamal's familiar, 6-foot wingspan

HD 2 HP 12 Speed 240' (flying) Armor 15 (dex) Morale 11 Attack +4 claw d4hp **Special** Kamal can control Jatayu—he cannot see through the bird's eyes but *can* cast spells through him

Raghubir the Claw jemadar (leader) of Kamal's troops 10th level fighter, rides a black horse

HD 10 HP 50 Speed 120' Armor 16 (Chain) Morale 11 Attack +10 war axe d8, dagger d4, chakram +12 to hit d6 +10 in melee (limit 5)*

12 Mercenaries

HD 3 HP 15 Speed 120' Armor 16 (Chain) Morale 9 Attack +4 war axe d8, dagger d4, chakram +6 to hit d6hp thrown +4 in melee (limit 5)

4 Archers

HD 2 HP 8 Speed 120' Armor 15 (leather + dex) Morale 8 Attack +4 short bows d6p, +3 short swords d6hp

2 Mounted bodyguards on horses

HD 4 HP 20 Speed 120' Armor 16 (Chain) Morale 9 Attack +5 war axe d8, dagger d4, chakram +7 to hit d6hp +5 in melee (limit 5)

3 Horses

HD 3 HP 9 Speed 240' Armor 15 Morale 8 Attacks (3 attacks per round) Hoof: +3 to hit d6hp (only two hoofs per round) Bite: +3 to hit d4hp

*The chakram is the traditional indian ring-shaped, sharpened disk. While harder to carry than arrows (these troops carry only 5 disks each) penetration is similar and the wider edged surface and indifference to wind gives a +2 to hit when thrown. They can be purchased for 20sp each in southern Asia, though a PC who acquires them will have to then level up once afterwards before learning to use them effectively.

The Environment

Treat the area around the capsule as roughly symmetrical. The bay is 2d20 feet deep at any given point and the cliffs and 10' wide bridge rise 15' above the water's surface. The rocky islet where the capsule rest is near the center of the bridge, 10' from where the central piers hit the water.

If someone falls in the water, roll each round: 1-3 No encounter 4-6 Crocodile

Saltwater crocodile

HD 3 HP 13 Speed 120' (swimming or on land) Armor 15 Morale 7 Attacks 2 attacks Bite 2d4 Claw d12

ISLE OF THE SPAWN KING

The eldritch artifact possessed by the Spawn King causes mutations all over the island. Although he rules the isle without mercy, the mutant tribes war endlessly and without mercy. His palace lies, undisturbed, underground and beneath this chaos.

MUTANT TRIBE GENERATOR

Base Species d100

1-2 Antelope/gazelle	35-36 Falcon/Hawk	69-70 Manta
3-4 Bat	37-38 Firefly	71-72 Mantis
5-6 Beetle	39-40 Fish	73-74 Octopus/Squid
7-8 Boar/pig	41-42 Fly	75-76 Panther
9-10 Butterfly/Moth	43-44 Fox	77-78 Rat
11-12 Cat	45-46 Frilled lizard	79-80 Scorpion
13-14 Centipede	47-48 Frog/Toad	81-82 Salamander
15-16 Cobra	49-50 Hammerhead	83-84 Serpent
17-18 Chameleon	51-52 Horse/Zebra	85-86 Shark
19-20 Cheetah	53-54 Hyena	87-88 Slug/Snail
21-22 Crane/Swan	55-56 Iguana	89-90 Spider
23-24 Crocodile	57-58 Jackal	91-92 Stag
25-26 Crow/Raven	59-60 Leech/Maggot	93-94 Tiger
27-28 Dog/Wolf	61-62 Leopard/Jaguar	95-96 Turtle
29-30 Goat	63-64 Lion	97-98 Vulture
31-32 Eel	65-66 Lizard/Thorny devil	99-00 Water buffalo
33-34 Elephant	67-68 Lynx	

Organization

- 1 Lead by a single wizard/shaman/witch
- 2 Magocracy--lead by d4+2 wizards, shamen, witches, etc.
- 3 d4+1 leaders with d6 more HD than the rest
- 4 A single leader with d8 more HD than the rest
- 5 Obey the whisperings of a bizarre idol
- 6 Lead by a human
- 7 Lead by a wizardy/witchy human
- 8 "Lead" by a member of a non- or animal-intelligence species (giant ape, frogemoth, yellow mold, etc.) whose wishes are interpreted by a priest or witch
- 9 Lead by a hyperintelligent member of a usually non- or animal-intelligent species roll above again
- 10 Lead by d4+1 members of an upper caste--roll on "Aspect" table above to determine the characteristics of this caste
- 11 Lead by d4+1 of the crippled or teratofomed (a bloated queen, sacred paraplegiac, etc)
- 12 Lead by the withered and old. d4+1 wiser and weaker than the rest
- 13 Multi-tiered organization: roll d12 on this table twice--the first roll outranks the second
- 14 Multi-tiered organization: roll d12 on this table thrice--the first roll outranks the second and the second outranks the third

Unusual Tactics (d8)

- 1 Small attack animals (dogs, boars, lizards, etc.)
- 2 Swarm bombs (jars of bees, wasps, poison snakes, etc.)
- 3 Allied with local human bandits or insurgents
- 4 Hallucinogens on weapons confuse foes & hide their existence
- 5 Extensive traps
- 6 Barbed nets
- 7 Cavalry (on horses or...something else)
- 8 Inconspicuous stealth raids

15 Symbiotic unimind

- 16 Complex: Roll d12 on this table for the supreme leader, roll d10 for the "bodyguard" class, roll d12 on this table for the advisors
- 17 25% are berserk warrior-types 2hd more than the rest and +2 damage. 2 handed weapons, maybe.
- 18 Sophisticated: as 17 plus roll d12 on this table
- 19 Sophisticated: as 17 and 13
- 20 Sophisticated: as 17 and 14

Unusual aspect d12, roll more than once if you like

- 1 Highly sophisticated--tailored clothes, etc
- 2 Clones or identical twins
- 3 Depraved capsule cult
- 4 Slavers
- 5 Friendly
- 6 Enslaved
- 7 Giant
- 8 Enlightened
- 9 Ragged, diseased
- 10 Sexualized
- 11 Dwarf-sized
- 12 Misshapen

Morphology d10

- 1 Passably human but w/subtle animal features (tail, ears etc) 1hd average
- 2-8 Animal head, humanoid body 2hd average
- 9 Centauroid, human upper body 4hd average
- 10 Centauroid, human upper body, animal head 5hd average

Mutations

HD: 3
H.P. 15
Attack: +3 to hit

Mutant Slaves
HD: 3
HP: 15
AC: 13
Morale: 8
Atk: +3 to hit
D6hp

special: each mutant has at least one additional Mutation depending on location
They mutate each round

Mutations 1-20

1. Sharp Fangs
2. Elongated form
3. super fat
4. lose a facial feature
5. gain a facial feature
6. lose a limb
7. Gain a limb
8. Tail
9. Tusks
10. Horns

11. Conjoined Twin
12. Shell
13. eyestalks
14. Frog tongue
15. Pincer

16. Mouth in new place
17. Eye in new place
18. Skin changes color
19. Wings
20. Roll Twice

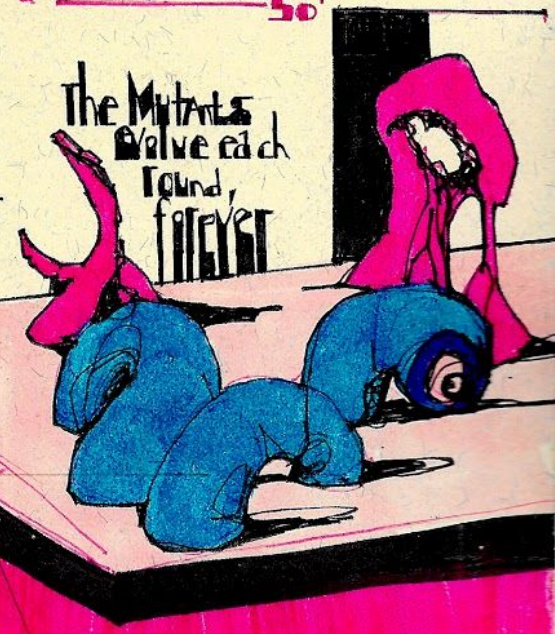
Spawn King

HD: 8
H.P. 40
Speed: 120'
Morale: 11
Attack: +1 to hit
Knifed
Special: Controls all mutants

The spawn King dwells deep beneath the earth with his mutant slaves
Non-slaves do not have to obey spawn King but pits cause one mutation per round of immersion
5 mutations = slave

Mutant Slaves can't leave the pits but will try to drag party members in

6 mutants tough causes confusion	5 mutants spit acid for abhp.
8 mutants 2 attacks/round	3 mutants +5 to grapple
1 mutant cast sleep 1/day	3 mutants +5 to grapple
5 mutants bite: d4 + save vs poison For D12 more	5 mutants each can charm once/day

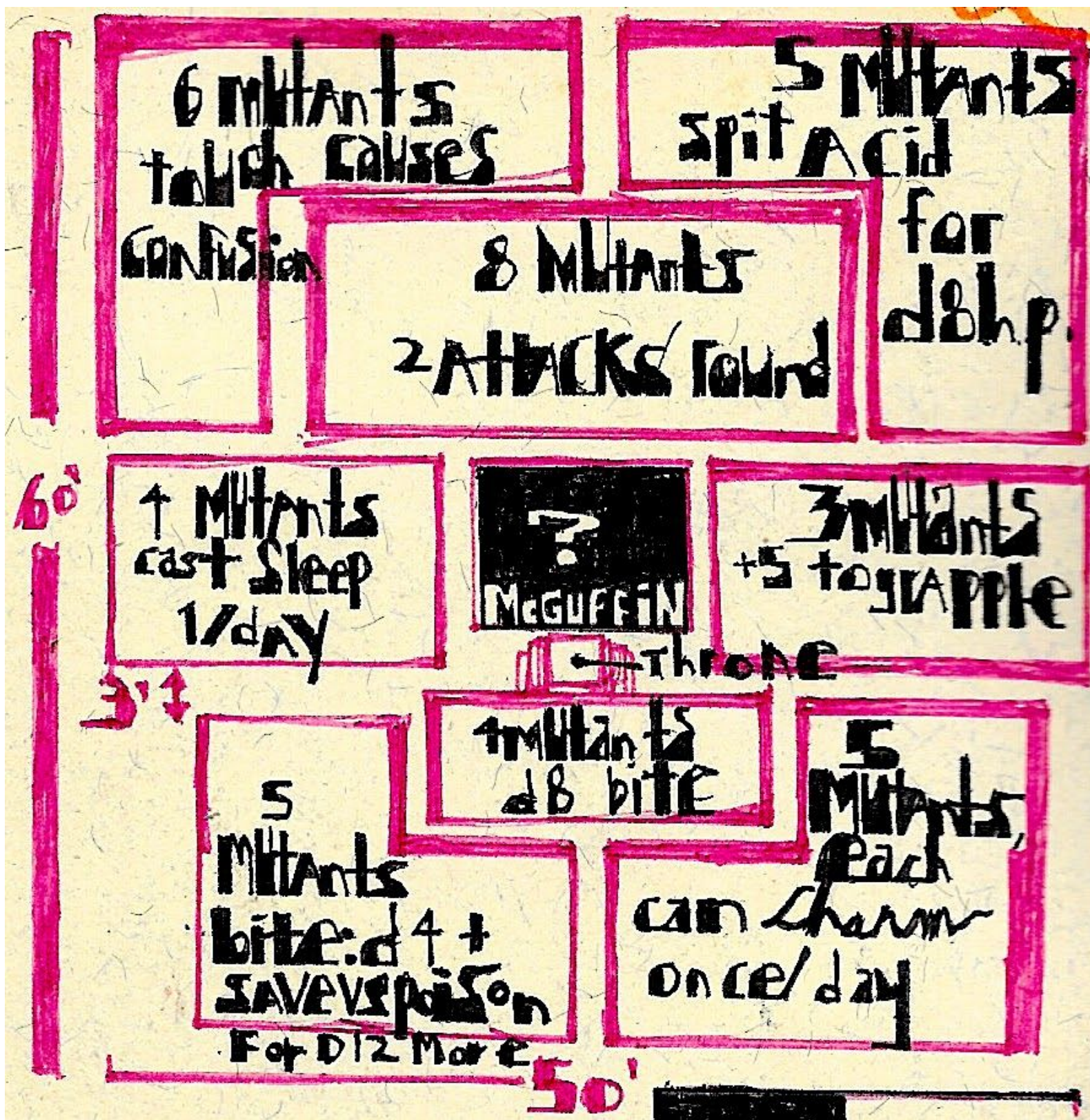


The Mutants
Evolve each
round
forever



In case it's hard to read:

- Mutant slaves mutate each round
- They can't leave the pits but will try to drag the PCs in
- The pits cause one mutation per round
- Once a creature has mutated 5 times, the Spawn King can control it
- And here's the map of the throne and the pools surrounding it close up...



Mutations

HD: 3 Speed 13
H.P. 15 Morale: 8
Attack: +3 to hit

Mutant Slaves
HD: 3
HP: 15
AC: 13
Morale: 8
Atk: +3 to hit
6hp D6hp

Special: each Mutant has at least one additional Mutation depending on location
They mutate each round

Mutations 1-20

1. Sharp Fangs
2. Elongated form
3. Super Fat
4. lose a facial feature
5. gain a facial Feature
6. lose a limb
7. Gain a limb
8. Tail
9. Tusks
10. Horns

11. Conjoined Twin
12. Shell
13. eyestalks
14. Frog tongue
15. Pincer

16. Mouth in new place
17. Eye in new place
18. Skin changes color
19. Wings
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H.P. 10
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5 mutations = slave

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5 mutants spit Acid for 1d6hp

8 Mutants 2 Attacks/round

1 mutant can't sleep 1/day

3 mutants +5 to grapple

1 mutant 2d8 bite

5 mutants each can charm once/day

5 mutants bite: d4 + SAVE OR POISON For D12 More

3 mutants cast Sleep 1/day

1 mutant 2d8 bite

3 mutants +5 to grapple

Mutant Slaves can't leave the pits but will try to drag party members in

The Mutants evolve each round, forever

