

DUNGEON CRAWL CLASSICS



ISLE OF THE SEA DRAKE

BY ADRIAN POMMIER
AN ADVENTURE FOR CHARACTER LEVEL 1





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AN ADVENTURE FOR CHARACTER LEVELS 1-3

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For Uncle Jerry, who taught me about the octopus in the cave.

INTRODUCTION

Remember the golden days of role-playing, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Well, those days are back. *Dungeon Crawl Classics* feature bloody combat and intriguing dungeons. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know must be there somewhere.

Isle of the Sea-Drake is designed for five characters of 1st level. While the characters can be of any basic character class, a well-balanced party able to pass skill tests involving Endurance, Nature, and Stealth has the best odds of exploring the islands and foiling Ulars Bhet. See the “Scaling Information” section for ways to tailor this adventure to your group’s unique style of play.

Included in the adventure is a double-sided poster map of the island. One side of the poster map has been left partially blank for the players to fill out as their characters explore the island. The other side is filled out for the GM’s reference.

ADVENTURE SUMMARY

The heroes have been hired by a merchant cartel to join an expedition investigating a rash of missing ships. After their vessel is destroyed by a “sea-drake,” the party is marooned on a pair of small tropical islands. There they encounter natives both hostile and friendly, reanimated corpses, gold-crazed pirates, and the “sea-drake,” an elasmosaurus controlled by a coral crown that grows into its wielder’s skull.

If the party is lucky, bold, and clever, they’ll survive with a small fortune, a chunk of starmetal, a grateful merchant cartel, a pirate ship, and a crew. If they fail, however, a piratical magician commands the sea-lanes with his dinosaur thralls!

GAMEMASTER’S SECTION

ENCOUNTER TABLE

To help the GM prepare, we have included a quick reference table showing all encounters at a glance (see page 4). *Loc* — the location number keyed to the map for the encounter. *Pg* — the module page number that the encounter can be found on. *Type* — this indicates if the encounter is a combat (C), disease (D), hazard (H), puzzle (P), or trap (T). *Encounter* — the key monsters, traps, or NPCs that can be found in the encounter. Names in italics are classed NPCs. *EL* — the encounter level.

SCALING INFORMATION

Isle of the Sea-Drake is designed for 5 characters of 1st level. By the time the party reaches Comiqui (encounter areas C), it is assumed they will be 2nd level, and by the time they reach the Shattered Temple (encounter areas 1), it is assumed they will be 3rd level. The module, however, can be easily modified for parties of different sizes or levels. When adjusting the module to suit your game, consider the following suggestions:

Weaker parties (4 or fewer characters): Remove one additional un-named creature from each encounter, and downgrade solo creatures to elites. Additionally, the heroes could enlist the aid of three NPCs (Snake-Sister, Jaguar-Son, and Hargul Wavebrow).

Stronger parties (6 or more characters, or higher than 2nd level): For parties of six characters, add one additional un-named creature to each encounter, or double the number of Mins. For parties of seven characters, add one additional creature and double the number of Mins, or add two additional creatures. For parties of 2nd level characters, make all Ctls elite.

GETTING THE PLAYERS INVOLVED

The adventure begins with the characters stranded on Coyoli, the Island of the Living. As the adventure is likely the heroes’ first, the hook should be tailored to the PCs’ backstories. Devise an appropriate plot hook or adapt one of the following to get the characters started:

- The party could be part of an official naval investigation if the GM wishes to introduce elements of the government or military into their campaign. Alternately, they could be part of a holy mission bringing Northern faith to the islanders, a tradesman’s crew seeking exotic goods, or treasure-seekers that have heard the same legends as Ulars Bhet. Regardless, once the heroes are ashore, the sea-drake either drives off or sinks their ship.
- The heroes could be Coyomi villagers with character classes. The Comiquin, a perennial threat, have strange new allies. Someone must fight back against them! In this scenario, the party either begins the adventure in the village, area A–5, or in the prison-caves, area A–3.
- The party could have booked passage to the colonies on the *Even Keel*. After it is attacked by the “sea-drake,” they somehow survive and wash ashore. The game begins as the party regains consciousness in area A–1.
- The heroes wound up on the losing side of a pirate mutiny. They were marooned on Coyomi with sparse supplies. Three days after being dropped off, the heroes awoke to find goods dotting the shore of their new home. Investigating the goods leads to the encounter at area A–1. For added dramatic tension, the *Even Keel* could be a frigate ordered to hunt pirates, potentially pitting the party against both the doomed ship’s crew and Bhet’s pirates.

BACKGROUND STORY

Two hundred seventy years ago, a tribe of islanders came into contact with a group of kapoacanth. Believing them to be devils, the islanders worshipped the aquatic gargoyles, which the latter found to their liking. In return, they taught the islanders how to work stone much as they do in their underwater cities. Playing up their diabolic role, the amoral kapoacanth demanded a temple and sacrifices, and both peoples perversely thrived. At the height of the union, the



kapoacanth gave the islanders the *coral crown* and taught them the ritual to unlock its powers to command various aquatic creatures, the largest of which was an elasmosaurus, which the natives thought of as a “sea-drake.” With the dinosaur doing their bidding, the islanders became feared far and wide.

Until, that is, a pair of large meteorites destroyed their civilization. The smaller of the two, containing a thumb-sized portion of adamantite, smashed into their temple, destroying it and slaying the entire devil-priesthood. The second, larger one, struck offshore, and raised a great tsunami that flooded the island and wrecked the stone city.

Those islanders that survived believed the gods had punished them. Most of them cursed their previous behavior and fled to a nearby island. Others remained and tried to recover the past glory of the former age. Today, they are the Coyomi and Comiqui, respectively, and bitter enemies. The Comiqui tend to paint their faces like skulls and bear many scars, while the Coyomi prefer ornate tattoos of natural animals.

This story is told from the Coyomi point of view in Appendix B.

THE MAGICIAN’S TALE

Three years ago, the foreign magician Ulars Bhet came to the colony of Voltigeur seeking the mystic secrets of the natives. His thirst for knowledge was stronger than his sense of right and wrong, and his raids on indigenous temples and villages often ended in torture and flame. These actions upset the fragile peace the colony enjoyed with its allied neighbors, and Bhet was declared an outlaw; he and his men were forced to flee Voltigeur in his ship, the *Raptor*.

Bhet’s flight, however, was not random. He had discovered legends of an island-dwelling tribe who dealt with “deep-devils” and commanded a “sea-drake.” One such legend, depicted on a mystic’s wall, even showed what translated to navigational directions for reaching this island. Bhet followed these directions when he left Voltigeur, and arrived at Comiqui.

He struck an accord with Imocotzi, high priest of the surviving Comiquin, receiving permission to take the forbidden mountain path to the Shattered Temple in return for help raiding the Coyomi for food and bodies to serve on the corpse plantation.

Beneath the temple, Bhet found Nomualket, a kapoacanth, and the *coral crown*. The aquatic gargoyles had suffered even worse than the islanders in the cataclysm; Nomualket, who had taken shelter in the grotto, was the last. Bhet seized both the creature and the artifact, and has since vainly attempted to coerce the secret ritual of activating the *crown* from Nomualket.

Meanwhile, he moved the *Raptor* into the hidden grotto beneath the shattered temple and commands an elasmosaurus through the kapoacanth. The beast destroys passing ships while the magician’s men comb the beaches for washed up valuables and survivors. Once Bhet breaks Nomualket’s will, he plans to ravage the seas with a pod of dinosaurs at his command.

RETURN OF THE SEA-DRAKE

The docks of Voltigeur are awash in rumors of a sea-monster attacking the shipping lanes between the North and the colonies. One particular merchant cartel, the Two Shores Trading House, has been struck particularly hard. They link the rumors to a popular legend about a pair of insignificant islands near the trade routes...legends that claim the inhabitants of the islands could control “sea-drakes.” The Two Shores Trading House has hired a ship and a party of adventurers (our heroes) to investigate the islands.

The night prior to the start of the adventure, the *Even Keel*, a transport full of colonists bound for Voltigeur, was attacked. As the party arrives, the pirates are still in the process of looting the ship’s remains and rounding up any survivors.

INTERROGATION

The heroes will likely seek to get to the bottom of what is happening on these two islands. The paragraphs below contain the information common to various inhabitants of the islands. Each successive group has the knowledge of the previous group (for example, the Comiquin know everything the Coyomi know, plus extra).

- Coyomi villagers know that bad outlanders and the Comiqui have an alliance, and they attacked the village two weeks ago. The men were taken somewhere, and the women were forced to work. There is a dog-head outlander in the village now. According to legend, only the devil-priests could control the sea-drake.
- Comiqui villagers know the outlanders arrived about two months ago and struck a deal with Imocotzi to climb the sacred trail from the city, which is the only way to enter the devil-temple. The outlander chief must have the *coral crown* because he commands the sea-drake. The chief also has a “great catamaran” hidden somewhere that carries many dozens of warriors. The Comiquin do not like the outlanders, and are jealous of the outlander chief using the *crown*.
- Bhet’s corsairs know their boss is a fearsome magician who has captured some horned creature that commands the sea-drake. The *Raptor*’s navigational charts were lost in an early fight against the natives. Marooned sailors are sold as slaves back in the mainland; they are kept at the temple ruin. The pirates scavenge the shores after the captain orders the sea-drake to sink a ship; there might still be booty on the beaches or the coral reef. The pirates discuss their officers (Golo, Kravl, Inknose, Nas’el, and Lerrt), giving their duties, some abilities, and location.
- Nothing can make a pirate reveal the location of the *Raptor*, nor will they discuss Ulars Bhet except to name him fearfully. Any hero hearing that name can make a DC 10 Streetwise check to remember wanted posters advertising a hefty reward for his capture and return to the authorities.



EXPLORING ON THE ISLANDS

This module features outdoor settings and travel across wild places. Appendix C of this module discusses the terrain and the skill test necessary to explore Coyomi and Comiqui. GMs can easily reproduce Appendix C as a handy, mid-game reference.

As the party travels, they may have random encounters as a result of failing the skill test. Random encounters are addressed in Appendix D.

Rather than map every 5-foot square of the island, it has been broken into mile-wide hexes. Each outdoor encounter is keyed to coordinates on the map. Whenever the party enters the referenced hex, they automatically trigger that encounter unless it specifically says otherwise. For random encounters, five bonus maps (of swamp, jungle, and hill terrain) have been provided; GMs can set the random encounter in the map of their choice or draw their own.

Location	Pg	Type	Encounter	EL
A-1	5	C	Comiqui hunter, human Comiqui devout, human Comiqui brave, human <i>Bos'n Golo</i> , tiefling	1
A-2	8	D/C	Shivers (disease) Two flitting drakes Eight flitting drake hatchlings	1
A-3	9	C/H	Two goblin rigging rats Three goblin boarders Waste trench hazard	2
A-4	10	C	<i>Inknose</i> , goblin elite Leaping spider Three goblin swabbies	1
A-5	12	C	<i>Quartermaster Kravl</i> , gnoll Six Comiqui villagers, human Two rotspitter corpses	3
B-1	14	C/H	Three zombie Two buried zombie hazards	2
B-3	15	C	Four tropical sharks	1
C-2	17	C	<i>Temoa</i> , human Two griffons Comiqui hunter, human Two Comiqui villagers, human	3
C-4	18	C	<i>Amiquitli</i> , solo	3
C-5	20	C/H	Two quicksilt pit hazards Vine lord Two clay watchmen	2
C-6	22	C	Four zombie composters Charnel hound <i>Mictotl</i> , human	2
C-7b	24	C	Three skeletal leopards Burning ape	2
C-7c	25	C/T	Four skeletal braves Two filth spewer traps Two rot spike traps <i>Imocotzi</i> , human	3
I-1	27	C	Two goblin rigging rats Two hobgoblin reavers <i>Navigator Nas'el</i> , imp	3
I-4	29	C	Two kitvel baboons	4
2-2	32	C	<i>Ulars Bhet</i> , human solo	0 or 6
2-4		C	<i>Nomualket</i> , kapoacanth Finned behemoth	6
OR		C	Four ballista crew, human Two sea dogs, human <i>First Mate Lerrt</i> , gnoll Two hobgoblin reavers	6

Unless otherwise noted, there are no artificial light sources anywhere on Coyomi. Weather was intentionally omitted from area descriptions; the GM can use weather as he or she sees fit.

PLAYER BEGINNING

The adventure begins with the heroes being marooned on Coyomi. Start the adventure by reading the following and give the party **Handout A**:

Something has been stalking the sea-lanes between the Imperial colony of Voltigeur and the continents of the Northlands. More ships have been presumed lost at sea than can be accounted for by pirates or freak weather, and rumors speak of great beasts stalking the trade routes.

The Two Shores Trading House has been struck particularly hard, and has hired you to investigate these rumors. Aboard a small vessel, the Dart, you have journeyed to a pair of small islands north of Voltigeur, where local legend claims the indigenous tribes once commanded "sea-drakes."

Your ship scouted the shores of both islands, and you found a great deal of wreckage washed up on the shore of the smaller one. Climbing into a dingy, a crewman rowed your company to the shore, and then went back to the Dart to fetch the marines who will accompany you.

ENCOUNTER AREA A ISLAND OF THE LIVING

Coyomi, the Island of the Living, is the smaller of a pair of islands several miles northwest of Voltigeur. It has one settlement, the Coyomi village (area A-5).

A-1

On a Strange Shore (EL 1) (Map Y28; beach)

As the game begins, read or paraphrase the following:

The tropical sun hammers down, making your armor uncomfortable to wear. The unceasing crash and splash of the waves hitting the beach is broken only by the far-off cry of some unlikely-colored bird and shouts from the crew of the Dart some hundred yards offshore. The shoreline extends in either direction as far as you can see. Inland, you see the beginning of a thick jungle: sparse trees that quickly grow closer together to become an emerald canopy.

Strewn about the shore are pieces of smashed timber, scraps of stained tarp, and other assorted wreckage of a ship.

When the sea-drake attacks the dingy, read or paraphrase the following and see below:

From behind you comes the sound of men shouting. Turning, you see the sailor that dropped you off on the island rowing at full tilt toward your shore. The men on the Dart are shouting to him to row faster.

Suddenly, something hits the dingy from beneath, and it splinters around the poor sailor. He screams, and then sinks below the waves. You catch a glimpse of a pale aqua... something...but the sailor does not resurface.

When the sea-drake attacks the Dart, read or paraphrase the following and see below:

A WORD ON NAMES

The names "Voltigeur," "the North," and "Xulmec" used throughout this adventure refer specifically to places and people found in *DCC #35: Gazetteer of the Known Realms*.

To relate these fantasy terms to real-world parallels for those unfamiliar with *DCC #35*, "the North" refers to a quasi-European landmass northeast of the islands of Coyomi and Comiqui. Across a great ocean is a "New World" inhabited by the indigenous Xulmec people (of which the Coyomi and Comiqui are part), an amalgam of ancient Mayan, Aztec, and Incan cultures. These people speak Xulmec, not Common. Voltigeur is the largest of the crown colonies established by an empire of the North in this exotic land.

The GM, of course, can and should tailor this adventure to fit his or her own campaign.

Amid the cries of the men on the Dart, you hear a loud crack, as if the vessel had run aground on a reef. The crew gets tossed, some to the deck and a few over the gunwales and into the drink. You see one man fall from the rigging.

The sound is repeated, and then again. The ship begins to list to the starboard side and men jump overboard. With a fourth crack, the Dart begins to break up. A large fin, pale aqua and about the size of the dingy, breaks the surface for a moment and then dives.

The unmistakable triangles of shark fins begin to converge on the wreck of the Dart.

When Golo's party appears, read or paraphrase the following:

In the distance you hear a whoop, and see four shapes racing toward you from the jungle. Three appear to be Xulmec natives: one in armor of thick cotton and carrying a bow, another wears heavier armor made from the azure shells of oversize crabs and carries a huge club, and the third is a quarterstaff-wielding woman in a cloak of eagle feathers. All three natives have their faces painted like skulls.

The fourth creature appears to be a human, but even at this distance you spy a pair of curled horns protruding from his forehead. He is dressed in a breastplate of boiled leather over weathered sailor's garb, his pantaloons stained by wine and blood. Sneering, he moves to draw his longsword!

Development: The above sequences of read-aloud text do not occur at set times; rather, the GM should feel free to trigger the next event whenever the pacing of his or her adventure requires it. If the party spends too much time examining the shore, trigger the attack on the dingy. If they seem too intent on saving the crew of the Dart, trigger Golo's attack.

In any case, the events occur in the order they are arranged above.

Anyone who saw the sea-drake can make a DC 15 Nature check to identify it as a finned behemoth (as well as other information earned from a monster knowledge check).

Flotsam and Jetsam: Among the broken timbers and tattered ropes scattered on the beach is a small coffer containing 100 sp, a total of 70 gp scattered about, and a *potion of healing* stuffed into a filthy sock. The coffer, and some of the other junk, is marked as belonging to a ship called the *Even Keel*.

Scavengers: Bhet's lookouts noticed the *Dart* as it scouted the islands, and several teams are scattered on the shores of Coyomi and Comiqui hoping to repel any invaders. At some point (determined by the GM), after the sea-drake sinks the dingy, and before the party leaves the beach, Golo's team emerges from the jungle to the north of the party's position.

If the party searches Golo, give them **Handout B**. These are notes on speaking Xulmec, given to Golo by Ulars so he can command the Cominquin braves.

The Watcher: With a DC 15 Perception check, a hero can notice a young human native woman dressed in cotton robes watching the fight from the tree line a few yards east of where Golo and his war party emerged. This is Zochi, a 20-year-old Coyomi villager who followed Golo into the jungle to learn where the men are being held (her husband is one of those in area A-3). If she notices anyone approaching her position, she flees into the jungle, believing the heroes are more pirates. She heads for area A-5.

MAJOR QUEST ON THE JOB (LEVEL 1, XP 500)

The party has been hired to figure out what's behind the attacks on trading vessels and, if possible, put an end to it. In order to do this, they must:

- Capture or destroy the *coral crown* (area 2-3).
- Capture or kill Ulars Bhet (area 1-4 or 2-2).
- Interrogate at least one pirate (various).

In addition, the heroes will earn a bounty of 5 gp apiece for every pirate they capture (not kill), with an additional 100 gp apiece if they capture (not kill) Ulars Bhet, who is wanted for questioning by the authorities and to stand trial. At the GM's discretion, Bhet can escape after being turned over to the authorities.

The actual reward paid by the Two Shores Trading House is left for the GM to decide, but it should be appropriate to the party.

If the party gives chase immediately, the GM should have Zochi – terrified out of her mind – trip and fall. If cornered, she surrenders. Like all Coyomi women, Zochi has several tattoos; hers are of orchids.

The only words of Common she speaks are “no hurt,” “please,” and “wise.” If the party can understand her, she tells them what all natives know (see Interrogation).

Zochi (human), NPC Level 2 Min.

Where from Here?: If the party missed Zochi, they may be a bit overwhelmed at being stranded on Coyomi. One obvious move would be to follow the tracks left by Golo's party. If they decide to follow these tracks, grant them a +2 bonus to each of the rolls in the Explore the Islands skill test (Appendix D).

Golo's tracks eventually lead back to the Coyomi village (A-5). The tracks can take any route the GM wishes, but they should circumvent hills. However, the first time the party fails an Explore the Islands skill test, they lose the trail!

The party may try to use the *Animal Messenger* ritual to summon help; they would know from their sea voyage, however, that it's probably beyond the range of the tasked animal, and even then, there's no guarantee it survives to deliver its message.

Doing Nothing: Similarly, the party may try to camp on the beach and refuse to enter the jungle. If that occurs, have Snake-Sister – having spoken to Zochi – sneak away from the village and approach them, begging for help.

If they refuse, the party should probably revise their definition of the term “hero.” A response to such callousness could be to have Snake-Sister caught re-entering the village without the party and reveal their location to Kravl. Bhet would send wave after wave of his crew at the party, eventually deploying himself and the *Raptor*.

If the party survives the onslaught, even if they capture the ship, Nomualket escapes with the *coral crown*, and sea-drake attacks become more ferocious and frequent as the kapoacanth takes bloody revenge on the drylanders who tortured him.

Terrain: The heroes begin positioned along the shoreline. Golo's party enters the map from the northwest corner. Zochi is in the trees in the northeast corner.

Squares with wreckage and water squares are considered rough terrain. Trees provide cover. It costs 1 extra square of movement to cross an elevation line.

Tactics: The brave and Golo engage in melee, with the tiefling trying to stay between the party and the devout. The hunter stays at maximum range allowed by his bow's first range increment. The devout tries to stay in the middle of his allies, and does his boosting thing early (and often, if necessary). The brave goes after the biggest hero he can see to prove his worth.



Comiqui Hunter

Medium natural humanoid (human)

Level 1 Art XP 100

Init +3 Senses Perception +1
 HP 25 Bloodied 12;
 AC 13 Fort 13, Ref 14, Will 13
 Spd 6

↑ Spear (standard; at-will) ♦ Weapon: +7 vs.AC; 1d8+1 damage.

↑ Shortbow (standard; at-will) ♦ Weapon: Range 15/30; +9 vs.AC; 1d8+3 damage.

↑ Double Strike (standard; encounter) ♦ Weapon: The Comiqui hunter makes two shortbow attacks on the same target. If both attacks hit, the Comiqui hunter deals an additional 1d6 damage.

Align Evil Lang Xulmec
 Skills Nature +5, Stealth +8

Str 13 (+1) Dex 17 (+3) Wis 11 (+0)
 Con 14 (+2) Int 10 (+0) Cha 12 (+1)

Possessions cloth armor, shortbow, spear

Comiqui Devout

Medium natural humanoid (human)

Level 1 Ctl XP 100

Init +1 Senses Perception +3
 HP 30 Bloodied 15
 AC 15 Fort 12, Ref 11, Will 13
 Spd 6

↑ Quarterstaff (standard; at-will) ♦ Weapon: +6 vs.AC; 1d8+1 damage.

↑ Faith Lance (standard; at-will) ♦ Divine, Holy, Item: Ranged 5; +5 vs. Ref; 1d8+3 holy damage, and one ally within sight gains a +2 power bonus on his or her next attack against the target.

Align Evil Lang Xulmec
 Skills Heal +8, Religion +5

Str 13 (+1) Dex 12 (+1) Wis 16 (+3)
 Con 14 (+2) Int 11 (+0) Cha 10 (+0)

Possessions cloth armor, quarterstaff

Comiqui Brave

Medium natural humanoid (human)

Level 1 Brt XP 100

Init +1 Senses Perception +1
 HP 34 Bloodied 17
 AC 16 Fort 14, Ref 13, Will 12
 Spd 6

↑ Greatclub (standard; at-will) ♦ Weapon: +4 vs.AC; 2d4+3 damage.

↑ Sweeping Strike (standard; encounter) ♦ Weapon: +4 vs.AC; 1d8+3 damage, and the target is knocked prone.

Align Evil Lang Xulmec
 Skills Athletics +8, Intimidate +5

Str 16 (+3) Dex 13 (+1) Wis 12 (+1)
 Con 14 (+2) Int 10 (+0) Cha 11 (+0)

Possessions hide armor, greatclub

Bos'n Golo, Tiefling Fighter

Medium natural humanoid (tiefling)

Level 2 Sld XP 125

Init +2 Senses Perception +1
 low-light vision
 HP 38 Bloodied 19
 see also *boundless endurance*
 Fort 17, Ref 14, Will 13

AC 15
 Resist fire 7
 Spd 6

↑ +1 duelist longsword (standard; at-will) ♦ Weapon: +9 vs.AC (+10 against a bruised target); 1d8+5 damage (crit 1d6+13).

↑ Sure Strike (standard; at-will) ♦ Martial, Weapon: +11 vs.AC (+12 against a Bloodied target); 1d8 damage.

↑ Passing Attack (standard; encounter) ♦ Martial, Weapon: +9 vs.AC (+10 against a bruised target); 1d8+5 damage, and Golo can shift 1 square for an immediate secondary attack against another target. Secondary Attack: +11 vs.AC (+12 against a bruised target); 1d8+5 damage.

↑ Comeback Strike: (standard; daily) ♦ Healing, Martial, Reliable, Weapon: +9 vs.AC (+10 against a Bloodied target); 2d8+5 damage, and Golo regains 9 hit points. Duelist's Blade (minor; daily): Golo has CA against the next creature he attacks, and deals an additional 1d6 damage.

Infernal Wrath (minor; encounter) Golo gains a +1 power bonus to his next attack roll against an enemy that hit him since his last turn. If the attack hits and deals damage, Golo deals an extra 1 damage.

Boundless Endurance (minor; daily, when bruised) ♦ Healing, Martial, Stance: Golo gains regeneration 4 when bruised.

Combat Challenge: Every time Golo attacks an enemy, whether that attack hits or misses, he can mark that target. The mark lasts until the end of the Golo's next turn. In addition, whenever an adjacent enemy shifts, Golo makes a melee basic attack against that enemy (as an immediate interrupt).

Align Chaotic evil Lang Common
 Skills Athletics +9, Bluff +4, Stealth +4, Streetwise +7
 Str 16 (+4) Dex 13 (+2) Wis 11 (+1)
 Con 14 (+3) Int 14 (+3) Cha 13 (+2)

Possessions +1 duelist's longsword, leather armor, 30 gp

SYMBOLOLOGY

Not sure what the symbols in the stat blocks mean? Visit the page for this product at www.goodman-games.com for a legend.



A-2

Fallen Tree (EL 1) (Map S29; jungle)

As the party approaches this area, read or paraphrase the following:

A large tree, reeking of rot, has fallen across the jungle path. It does not seem to be intentionally placed as a roadblock, and would be simple to walk around. A human leg bone, picked clean by jungle vermin, protrudes from underneath the fallen tree.

When the drakes appear, read or paraphrase the following:

Suddenly, several pearly white reptiles scamper out of the rotten tree's mass. Each is about as long as a human's forearm, with two wings, four legs, and two horns emerging from the back of its head. As one, they roar at you, and let out a low, droning growl.

When the party unearths the dead villager, read or paraphrase the following:

It appears a native was trying to climb the tree when it fell. Underneath the grisly bones and putrid plant matter, you make out the glimmer of coin.

Development: One of the Comiquin working for Bhet took some wealth for himself. He tried to hide it in a hollow atop a rotten tree four days ago, but it collapsed, crushing him instantly. The fallen tree is now home to a large nest of lizards.

Treasure: The villager had stolen 80 gp and a garnet gem (100 gp) from the corsairs. His personal gear consisted of a club and a shortbow with 8 arrows. Anyone handling any of these items is attacked by the shivers disease. Merely rinsing the items with clean water is sufficient to make them safe to handle.

Tactics: The drakes fight until the adults are slain, at which time, the hatchlings flee.

Flitting Drake (2)

Small natural beast (reptile)

Level 1 Skr

XP 100

Init +6

Senses Perception +3

HP 29

Bloodied 14

AC 16

Fort 11, Ref 14, Will 13

Spd 4, fly 8 (hover), see also flyby attack

↑ Bite (standard; at-will): +6 vs. AC; 1d6+4 damage.

↑ Snatch (standard; at-will): +4 vs. Ref; 1 damage, and the drake steals a small object from the target.

↑ Flyby Attack (standard; at-will): The drake flies up to 8 squares and makes one melee basic attack at any point during that movement. The drake doesn't provoke opportunity attacks when moving away from the target of the attack.

Align Unaligned

Lang —

Str 11 (+0)

Dex 18 (+4)

Wis 16 (+3)

Con 13 (+1)

Int 3 (-4)

Cha 11 (+0)

Flitting Drake Hatchling (8)

Small natural beast (reptile)

Level 1 Min

XP 25

Init +4

Senses Perception +3

HP 1 (a missed attack never damages a flitting drake hatchling)

AC 16

Fort 11, Ref 14, Will 13

Spd 4, fly 8 (hover)

↑ Bite (standard; at-will) +6 vs. AC; 3 damage.

Align Unaligned

Lang —

Str 11 (+0)

Dex 18 (+4)

Wis 16 (+3)

Con 13 (+1)

Int 3 (-4)

Cha 11 (+0)

MAJOR QUEST ESCAPE THE ISLANDS (LEVEL 3, XP 750)

The party has been marooned on the islands, with no help coming for quite some time. In order to do this effectively, they'll have to do all the following:

- Find a seaworthy ship (area 2-3).
- Gather a crew of at least ten, either pirates or sailors (either 1-2 or 2-3).
- Find some navigational charts (area B-2).
- Locate a navigator (Hopelessly Lost! or 1-1).

Without all these components, the heroes are stuck on the islands for a while.

SHIVERS

LEVEL 1 DISEASE

Attack +4 vs. Fort

Endurance: DC 15 improve, DC 11 maintain.



The target is cured.	Initial Effect Target loses one minor action per round (may still substitute a move action for a minor)	The target is slowed.	Final State Target is immobilized.
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A-3

Male Pens (EL 2) (Map O30; hill)

The party can only trigger this encounter if they have been given directions to the cave by Snake-Sister. As the party approaches this area, read or paraphrase the following:

This cave looks like any of the countless others you've seen on this island. A slight rise leads up to its mouth, and several trees grow nearby. A trench has been dug in front of the cave mouth.

When the party sees Jaguar-Son, read or paraphrase the following:

This native man is physically larger than the others, with powerful arms and a thick, muscled chest. His arms are tattooed to be the outstretched paws of a jaguar.

Development: This is where fourteen Coyomi men are being kept. There are three boarders and two rigging rats on duty at all times; the boarders and one rigging rat are usually at the guard post and the other rigging rat is usually about 15 feet up one of the trees (GM's choice).

The men are allowed out only to use the five-foot deep trench as a waste dump (yes, that kind of waste). They are kept in one branch, sealed in by stacked rubble, while the guards use the other branch as their barracks.

At the GM's discretion, when the party arrives, one of the villagers could be at the pit. Captives are always accompanied by a boarder, so this would split their forces; otherwise, the goblins are always considered to be hiding (use their passive Stealth ability).

The Trench: The waste trench is three feet deep and considered difficult terrain. Creatures in the trench gain cover (but not from the hidden rigging rat), but have to contend with the smell.



Waste Trench

Level 1 Obs XP 100

Perception DC 5: The character notices the horrific smell coming from the trench.

Trigger: When a hero passes through, or begins his turn in the trench.

Stench Cloud aurora 1

Target: Creature passing through (or in) the trench

Attack +4 vs. Fort

Hit: Target is dazed (save ends).

COUNTERMEASURES

- A character who makes a successful Athletics check (DC 6 or DC 11 without a running start) can jump over the trench.

Tactics: At the beginning of combat, the boarders call out to their companions for help. They use their javelins and *mobile ranged attack* ability to pop out of cover, attack the party, and then duck back into cover. Meanwhile, the hidden rigging rat (who has concealment from the branches of the tree) snipes the heroes while remaining hidden.

All boarders try to assist each other, flanking if possible, and try to engage one hero at a time, using the cover provided by the rubble at the guard station. They withdraw back into the “barracks” if necessary. The second rigging rat hangs back in the cave; both of them prefer lightly armored targets.

Goblin Boarder (3)

Small natural humanoid (goblin)

Level 1 Skr XP 100

Init +5 Senses Perception +1
low-light vision

HP 29 Bloodied 14
AC 17 Fort 13, Ref 15, Will 12

Spd 6, see also *mobile ranged attack* and *goblin tactics*

↑ Spear (standard; at-will) ♦ Weapon +6 vs. AC; 1d8+2 damage.

↑ Javelin (standard; at-will) ♦ Weapon Ranged 10/20; +6 vs. AC; 1d6+2 damage.

↑ *Mobile Ranged Attack* (standard; at-will): The goblin boarder can move up to half speed; at any point during that movement, it may make one ranged attack without provoking an opportunity attack.

Great Position: If, on its turn, the goblin boarder ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of its next turn.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will): The goblin boarder shifts one square.

Align Chaotic Evil Lang Common, Goblin
Skills Stealth +10, Thievery +10

Str 14 (+2) Dex 17 (+3) Wis 12 (+1)
Con 13 (+1) Int 8 (–1) Cha 8 (–1)

Possessions leather armor, spear, 5 javelins in sheaf

Goblin Rigging Rat (2)

Small natural humanoid (goblin)

Level 2 Art XP 125

Init +5 Senses Perception +2
low-light vision

HP 31 Bloodied 15

AC 16 Fort 12, Ref 14, Will 11

Spd 6, see also *goblin tactics*

↑ Short Sword (standard; at-will) ♦ Weapon: +6 vs. AC; 1d6+2 damage.

↑ Hand Crossbow (standard; at-will) ♦ Weapon: Ranged 10/20; +9 vs. AC; 1d6+4 damage.

Sniper: When a goblin rigging rat makes a ranged attack from hiding and misses, it is still considered hiding.

CA: A goblin rigging rat deals an extra 1d6 damage against any foe it has CA against.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will): The goblin rigging rat shifts one square.

Align Chaotic Evil Lang Common, Goblin
Skills Stealth +12, Thievery +12

Str 14 (+3) Dex 18 (+5) Wis 13 (+2)
Con 13 (+2) Int 8 (+0) Cha 8 (+0)

Possessions leather armor, short sword, hand crossbow with 20 bolts

Coyomi Villager (human), NPC Level 2 Min

Jaguar-Son (human), NPC Level 2 Sld; Bloodhunt, Sure Strike, Passing Attack.

A–4

The Hidden Catamaran (EL 1) (Map I28; hill)

Each time the party enters this hex, allow them a DC 25 Perception check to find the cave entrance. Alternately, if they have information from Snake-Sister, they can find it automatically. After the party locates the cave mouth, read or paraphrase the following:

A pile of stacked palm fronds catches your eye. You see that it obscures what seems to be the entrance of a cave.

Development: This small cave is where the corsairs hid the last catamaran of the Coyoli.

Inknose, the *Raptor*’s deck mage, volunteered to watch over the catamaran because it gives him time to study his rituals. Not one to risk such a valuable resource, Ulars sent a trio of goblin swabbies to guard him. The wizard had little opportunity to study in between the dicing and arguing of his fellows, but then he managed to capture a leaping spider, and he holds threat of it over the swabbies... literally! It’s kept inside a crate tied to the ceiling about 15 feet above the entrance to the cave.

Tactics: Inknose is likely going to become aware of the party as soon as they start clearing away the cave’s covering. Thus alerted, he readies an action (Trigger: cave opening is revealed; Action: use a *mage hand* cantrip (not listed) to open the crate, releasing the spider).

Inknose is a coward. He fires at the party with *ray of frost*, but as soon as a beefy-looking warrior appears, he tries *ray of enfeeblement*. As soon as any heroes are in melee with him, he uses his staff's ability in conjunction with a *ray of frost*. The first time he's targeted with an attack, he uses staff of defense; the second time, he uses *shield*. He tries to save *sleep* to use on the spider after the fight, but if it dies or he's bruised, he tries to save himself. If reduced to 5 hp or less, he surrenders (see Interrogation).

The swabbies, however, gleefully leap into battle. They're bored and ready to vent some frustration at not being allowed to gamble. Swabbies fight to the death.

The spider prefers to attack the largest foe possible, or the one with the least armor if many are present. At the beginning of combat, it uses *death from above* to target its chosen prey. The spider fights until it has fewer than 10 hp, then flees using *prodigious leap*.

Leaping Spider

Medium natural beast (spider)

Level 4 Skr

XP 175

Init +8

Senses Perception +9
tremorsense 5

HP 55

Bloodied 27

AC 20

Fort 17, Ref 18, Will 16

Resist 5 poison

Spd 6, climb 6 (spider climb), see also *prodigious leap*

↑ Bite (standard; at-will) ♦ Poison: +6 vs. AC; 2d6+3 damage, and the target takes persistent 5 poison damage and is slowed (save ends both).

↑ death from above (standard; at-will): The spider shifts 6 squares and makes a bite attack, dealing an extra 1d6 damage and knocking the target prone.

prodigious leap (move; encounter): The spider shifts 10 squares.

Soft Fall: The spider ignores the first 30 feet when determining damage from a fall.

Align Unaligned

Lang —

Skills Athletics +10 (+20 when jumping), Stealth +11

Str 17 (+5)

Dex 18 (+6)

Wis 14 (+4)

Con 15 (+4)

Int 1 (−3)

Cha 8 (+1)



Goblin Swabbie (3)

Small natural humanoid

Level 2 Min

XP 31

Init +4

Senses Perception +2, low-light vision

HP 1 (a missed attack never damages a goblin swabbie)

AC 17

Fort 13, Ref 15, Will 12

Spd 6, see also *goblin tactics*

↑ Short Sword (standard; at-will): +6 vs. AC; 4 damage (5 damage if goblin swabbie has CA vs. target).

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will): The goblin swabbie shifts 1 square.

Align Evil

Lang Common, Goblin

Skills Stealth +6, Thievery +6

Str 14 (+3)

Dex 17 (+4)

Wis 12 (+2)

Con 13 (+2)

Int 8 (+0)

Cha 8 (+0)

Possessions leather armor, short sword, loaded dice, 40gp

Inknose, Goblin Wizard

Small natural humanoid

Level 2 Elite Art

XP 250

Init +5

Senses Perception +2
low-light vision

HP 62

Bloodied 31

AC 19

Fort 15, Ref 16, Will 17

Saving Throws +2

Spd 6, see also *goblin tactics*

APs 1

↑ staff of winter (standard; at-will): +4 vs. AC; 1d8+1 damage (crit 1d6+9 cold damage)

↑ Ray of Frost (standard; at-will) ♦ Arcane, Cold, Item: Ranged 10; +5 vs. Fort; 1d6+4 cold damage, target slowed until end of Inknose's next turn.

↑ Ray of Enfeeblement (standard; encounter) ♦ Arcane, Item, Necro: Ranged 10; +5 vs. Fort; 1d10+4 necro damage, target is weakened until end of Inknose's next turn.

🔥 Sleep (standard; daily) ♦ Arcane, Item, Sleep: Area burst 2 within 20 squares; +5 vs. Will. Hit: Target is slowed (save ends). If target fails first save, it becomes unconscious (save ends). Miss: Target is slowed (save ends).

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will): Inknose shifts 1 square.

Shield (immediate interrupt, when hit by an attack; encounter) ♦ Arcane, Force; Inknose gains +4 power bonus to AC and Reflex defenses until the end of his next turn.

Staff of defense (immediate interrupt when attacked; encounter); Inknose gains +1 defense against one attack. staff of winter (free; daily); after using *ray of frost*, all enemies within 3 squares of Inknose are immobilized (save ends).

Align Evil

Lang Common, Goblin

Skills Arcana +8, Insight +7, Stealth +12, Thievery +12

Str 8 (+0)

Dex 18 (+5)

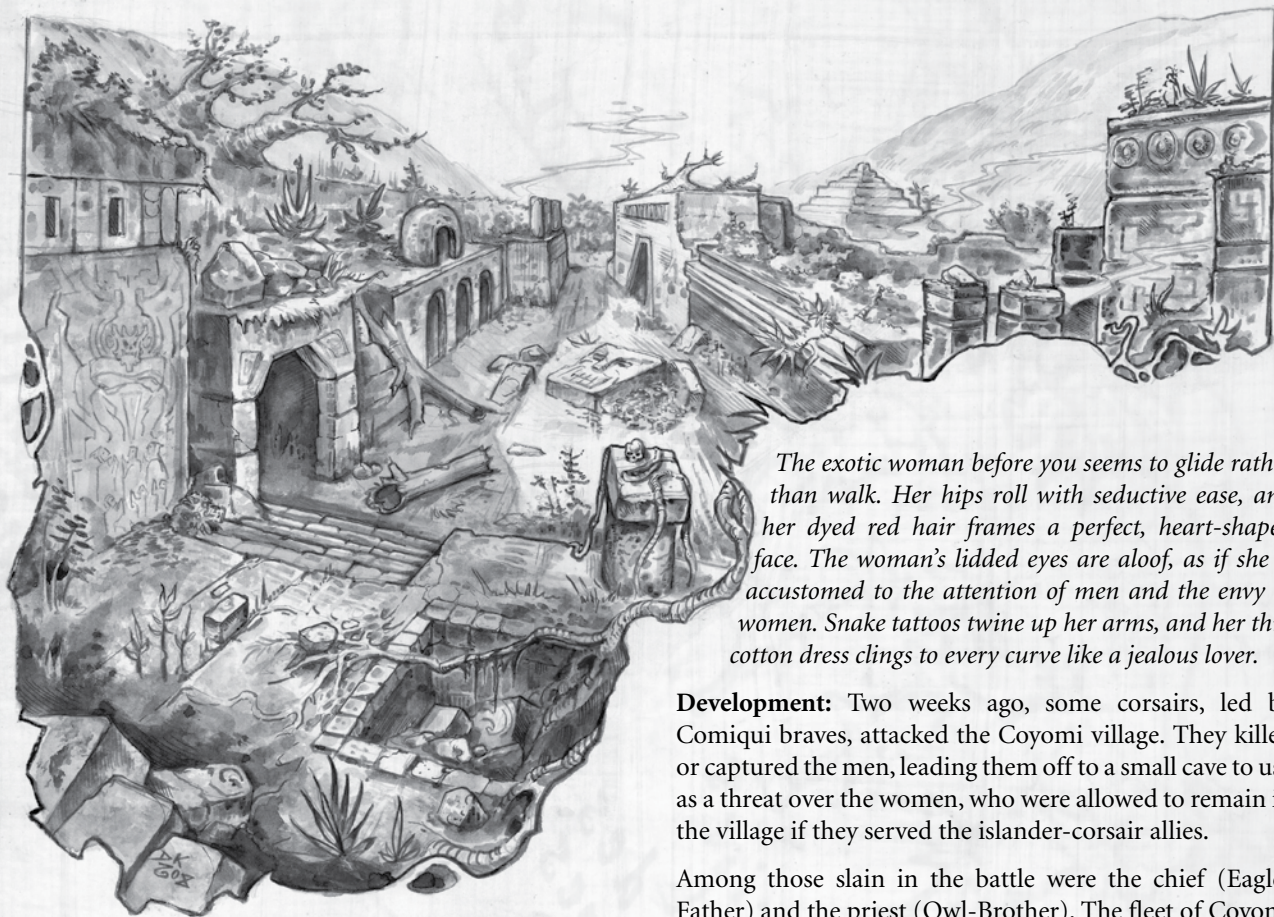
Wis 13 (+2)

Con 13 (+2)

Int 14 (+3)

Cha 8 (+0)

Possessions clothes, staff of winter +1, amber gem (100gp)



A-5

Coyomi Village (EL 3) (Map P29; jungle)

As the party approaches this area, read or paraphrase the following:

The jungle thins out considerably up ahead, and through the trees you spy several thatch huts crowded around a packed-earth clearing. Native women clad in white cotton dresses, heads downcast, repair what looks like fire damage to several huts and stoke a central cook fire. All women are tattooed, the ornate body art depicting butterflies, serpents, and fish, among others.

One particularly large hut in the center of the cluster has two rotting corpses standing in front of it. The bodies, clearly dead from the gruesome wounds and discolored flesh, nonetheless stumble aimlessly. You see that the zombies have been blindfolded, and their waists are tied by short ropes to stout stakes.

You see no men or children.

When Kravl appears, read or paraphrase the following:

Emerging from the largest huts is a massive, hyena-faced creature. Its body is covered in matted brown fur with black splotches on its back and legs. It wears a fine chain shirt, and looks quite comfortable with the heavy spear resting on its right shoulder. The beast-man is accompanied by an islander like those you saw before, his face painted like a skull.

When the party sees the Snake-Sister, give them **Handout C**, and read or paraphrase the following:

The exotic woman before you seems to glide rather than walk. Her hips roll with seductive ease, and her dyed red hair frames a perfect, heart-shaped face. The woman's lidded eyes are aloof, as if she is accustomed to the attention of men and the envy of women. Snake tattoos twine up her arms, and her thin cotton dress clings to every curve like a jealous lover.

Development: Two weeks ago, some corsairs, led by Comiqui braves, attacked the Coyomi village. They killed or captured the men, leading them off to a small cave to use as a threat over the women, who were allowed to remain in the village if they served the islander-corsair allies.

Among those slain in the battle were the chief (Eagle-Father) and the priest (Owl-Brother). The fleet of Coyomi catamarans was destroyed so no one could escape to the mainland, but a single boat was left intact so the corsairs could cross between islands. It was hidden, but the Snake-Sister, who routinely uses the Comprehend Languages ritual, overheard its location.

Captive Villagers: Bhet ordered Kravl to watch over the women because he would not be attracted to them. Intensely bored with his charge, he is itching for a fight. As soon as Kravl hears any commotion in the village (like women fleeing the party), the gnoll emerges from his hut.

The villagers believe the heroes to be outland raiders. Even if a fight breaks out, they consider it an internal power struggle. The women avoid eye contact with any of the heroes and seek to flee from them. They will not help the party attack the corsairs or Comiquin. If the party attempts to communicate that they are not pirates, the women take them to see Snake-Sister.

If the party questions Snake-Sister, she can tell them the Legend of Devil-Temple (see Appendix B, also see Interrogation, above). If the party asks how to get to the large island, she offers a trade (see sidebar). The Snake-Sister won't fight against the corsairs directly, but she aids the party with information. After they kill Kravl, she tells the party how to find the pool in area C-3. She then kisses each party member on the mouth, and instructs him or her to do the same when they meet her "guardian spirit."

Tactics: Kravl wields his spear with two hands. The gnoll tries to target the physically largest or best-armored hero, believing that their death cows the others. When possible, he knocks heroes into the firepit (1d4 persistent fire damage).

Five of the Comiqui villagers are in nearby huts at the start of the encounter. When they hear combat, they emerge and join the fight, coming from all directions. The sixth villager is Kravl's lackey; he exits the big hut at the start of battle and removes the blindfolds from the rotsplitter corpses (a minor action to do each) before joining the fight. This villager tries to fight alongside Kravl.

The rotsplitter corpses, once unblindfolded, fire at any non-natives, including Kravl! Roll randomly among all possible targets.

Comiqui Villager (6)

Medium natural humanoid (human)

Level 2 Min XP 31

Init +0 Senses Perception +0

HP 1 (a missed attack never damages a Comiqui villager)

AC 15 Fort 13, Ref 11, Will 1
see also *mob rule*

Spd 6

↑ Club (standard; at-will) ♦ Weapon: +6 vs.AC; 4 damage.

Mob Rule: The villagers gain a +2 power bonus to all defenses while at least two other villagers are within 5 squares.

Align Evil	Lang Xulmec	
Str 14 (+3)	Dex 10 (+1)	Wis 10 (+1)
Con 12 (+2)	Int 9 (+0)	Cha 11 (+1)
Possessions club		

Rotsplitter Corpse (2)

Medium natural animate (undead)

Level 4 Art XP 175

Init +3 Senses Perception +3
darkvision

Grave Stench aura 1;
living enemies in the aura take a -5 penalty to attack rolls

HP 46 Bloodied 23

see also *death burst*

AC 17 Fort 16, Ref 14, Will 14

Immune disease, poison

Resist 10 necro

Vulnerable 5 holy

Spd 4

↑ Slam (standard; at-will): +8 vs.AC; 1d6+3 damage.

↑ Mote of Corruption (standard; at-will) ♦ Necro: Ranged 10; +7 vs. Ref; 2d6+3 necro damage, and target is weakened (save ends).

↑ Death Burst (when reduced to 0 hp) ♦ Necro: Close burst 1; +7 vs. Fort; 2d6+3 necro damage

Align Unaligned	Lang —	
Str 16 (+5)	Dex 13 (+3)	Wis 12 (+3)
Con 16 (+5)	Int 4 (-1)	Cha 3 (-2)

Kravl

Medium natural humanoid (gnoll)

Level 6 Brt

XP 250

Init +5

Senses Perception +7, low-

light vision

HP 84

Bloodied 42

AC 18

Fort 18, Ref 15, Will 15

Spd 7

↑ Spear (standard; at-will) ♦ Weapon: +10 vs.AC; 1d8+6 damage, or 1d8+8 while bruised see also quick bite and pack attack.

↑ Quick Bite (free, when Kravl hits a Bloodied enemy with a melee attack; at-will): +7 vs.AC; 1d6+2 damage, or 1d6+4 while Bloodied.

Pack Attack: Kravl deals an extra 5 damage on melee attacks against an enemy that has two or more of his allies adjacent to it.

Ironskin Belt (minor; daily): Kravl gains resist 5 to all weapon damage until the end of his next turn.

Align Chaotic Evil Lang Abyssal, Common
Skills Intimidate +8, Stealth +10

Str 20 (+8)

Dex 14 (+5)

Wis 14 (+5)

Con 14 (+5)

Int 9 (+2)

Cha 7 (+1)

Possessions leather armor, light shield, spear, *ironskin belt*

Coyomi Villager (human), NPC Level 2 Min

Snake-Sister (human), NPC Level 1 Elite Ctl;

Thunderwave, Chill Strike; Rituals: Comprehend

Languages, Floating Disc.

MINOR QUEST RESCUING THE MEN (LEVEL 1; 100 XP)

At some point, the party is going to want to get to the larger island. Snake-Sister tells them the land bridge is dangerous, and offers the location of the last catamaran (A-4) if the heroes go to rescue the village's men. Satisfying this subquest involves returning Jaguar-Son and at least eight Coyomi villagers from area A-3 to the village.

Once the villagers are returned, Snake-Sister tells the heroes how to find area A-4. If the party wishes, they may take along a villager as a guide, meaning they no longer need Explore the Islands skill tests while they're on Coyomi. If the party is going to be staying in the village a while, Snake-Sister offers to let them copy her rituals. She also sells the reagents needed to cast the rituals. Finally, if Jaguar-Son is saved, he tells the party there is friction between the Comiqui and the outlanders, and it is possible old Imocotzi may betray the pirates.

Snake-Sister and Jaguar-Son only join the party to replace a dead PC. In this case, they can also act as a guide.

MINOR QUESTS

HELPING THE COYOMI

For as long as they can remember, the Coyomi have been preyed upon by their neighbors. Perhaps the heroes can help them. The GM can introduce these side-quests as he or she sees fit, depending on how the party treats the Coyomi.

Fearing the Sky (Level 1; 100 XP)

"The Shell-blower keeps us in fear of the sky with his eagle-cats. Many brave men have been fed to them. He keeps the beasts at the 'stone tree' that overlooks the totem poles. If they were dead, we could embrace the Great God of Thunder again."

To complete this quest, the heroes should kill the Shell-blower and return his horn to the village.

Where the Dead Things Grow (Level 2; 125 XP)

"The Comiquín are many, but not as many as they would like, so they grow the dead to work for them. In the hills north of the swamp is a farm where dead men grow food and more dead men. Owl-Brother, our holy man, wanted to wash that place clean, but he died and was made to work there instead. If the farm was pure, no more dead men could rise."

To complete this quest, the heroes should kill one of the zombie composters in area C-6 – actually Owl-Brother reanimated – and dump the contents of his vial on the corrupted field.

The Thirsty Grandmother (Level 2; 125 XP)

"Before the gods brought low the stone city, terrible things happened there. Even so, there was one who stirred the evil priests to wrath: the Thirsty Grandmother.

An ancient woman, she opened the veins of infants to lick their salt. So much did she hunger for the salt, she attacked a sea-devil and licked his wounds.

She was brought to the priests, who cursed her to live on nothing but salt, and Thirsty Grandmother was sent to a barren island with nothing to eat or drink but seawater. Strong braves and sharks kept her on the island, and she had no tools to fish with, so she gnawed her wrists open and drank of herself.

She was buried on her island ...but she was not dead. And she still thirsts for all our salt, and one day she will come to drink it."

To complete this minor quest, the party must restore Amiquitli and kill her (see area C-4).

ENCOUNTER AREA B THE OCEAN BLUE

At some point in their adventure, the party is going to have to cross from Coyomi to Comiqui. There are four likely methods: using a catamaran, taking the land bridge, swimming, or building their own raft.

If the party rescued the village men, one of them gladly pilots a four-man catamaran for them. Alternately, the heroes can make a sequence of three DC 5 Dexterity checks to cross. Failure indicates the boat overturns, dumping the party in the water.

If the party tries to build their own raft, they need to make a successful DC 15 Wisdom check. The party cannot take 10 on this check. If the check fails, it is obviously not seaworthy. Each 5-foot section of the raft can be attacked separately and has the below stats:

Homemade Raft: Strength DC 25 to break.

The simplest (but not best) solution is to swim across the normally calm (DC 10 Athletics) water. The shortest distance between the islands, however, is still about 5 miles, or 5280 squares, requiring 880 Athletics checks, taking 88 minutes, therefore requiring a DC 15 Endurance check (all of this assuming the water remains calm and the swimmer is not attacked).

Area B-1

The Tidal Bridge (EL 2) (Map O21; tidal)

As the party approaches the tidal bridge, read or paraphrase the following:

At high tide, there is naught but ocean between the islands except open water. At low tide, however, a narrow strip of land connects the smaller island to the larger like an umbilical. It is a journey of over a hundred and twenty yards, but it could be the easiest way to get across.

When the zombies attack, read or paraphrase the following:

A gruesome shape rises from the muck of the tidal bridge. The body of one of the islanders, clearly dead, nonetheless lurches to its feet. As it does, it gives a low, gurgling moan as black water pours out of its mouth.

Development: Zombies released by Imocotzi often cross to the Island of the Living using the tidal bridge. Of these, more than a few get mired in the shifting soil and sediment. When they get stuck, the mindless zombies lose their impetus to keep moving unless attracted to food. At present, three zombies are slightly stuck, and two are buried almost up to their heads. All zombies are covered in muck at the start of the encounter.

Whenever a living creature gets within 30 feet of the zombies, the unburied zombies stand upright.

Spotting an unburied zombie before it gets up requires a DC 5 Perception check. Note that an immobile zombie looks like a corpse.

Note that the entire tidal bridge is considered difficult terrain while it is above water level.

The Buried Dead: The zombies buried in the muck are essentially “normal” zombies...they just can’t get at the party, so they are treated as hazards. They cannot move or attack adjacent squares, but should a PC occupy an adjacent square, that zombie may use its zombie snatch ability as if the hazard wasn’t buried.

⚠ Buried Zombie

Level 2 Obs **XP 125**

Perception: DC 25 notices the zombie’s head and shoulders poking out of the muck

Religion: DC 15 recognizes the creature as a zombie

Trigger: A living creature that passes through, or begins its turn in a buried zombie’s square is attacked

Standard **Melee**

Target: The creature in the zombie’s square.

Attack: +4 vs.AC

Hit: 2d6+2 damage and falls prone.

COUNTERMEASURES

- A character can make a DC 15 (or 25 without a running start) Athletics check to leap over the zombie without provoking an attack
- Killing the zombie removes the hazard.

Tactics: Each of the unburied zombies can take a move action (that provokes an attack of opportunity) to free themselves enough to move after food. All zombies attack the closest target, and fight until destroyed.

Zombie (3)

Medium natural animate (undead)

Level 2 Brt **XP 125**

Init –1 **Senses** Perception +0

darkvision

HP 40 **Bloodied** 20

see also *zombie weakness*

AC 13 **Fort** 13, **Ref** 9, **Will** 10

Immune disease, poison

Resist 10 necro

Vulnerable 5 holy

Spd 4

↑ **Slam** (standard; at-will): +6 vs.AC; 2d6+2 damage.

↑ **Zombie Snatch** (standard; at-will): +4 vs. Ref; the target is grabbed (until escape). Checks made to escape take –5 penalty.

Zombie Weakness: Any critical hit to the zombie reduces it to 0 hp instantly.

Align Unaligned **Lang** –

Str 14 (+3) **Dex** 6 (–1) **Wis** 8 (+0)

Con 10 (+1) **Int** 1 (–4) **Cha** 3 (–3)

Area B–2

The Coral Reef (Map AC20; reef)

As the party approaches this area, read or paraphrase the following:

The reef ahead is a kaleidoscope of azures, pinks, and yellows. The water is so clear you can make out small shoals of fish darting amongst waving fronds of strange tropical seaweed. Bits of wooden planks and other detritus carried by the waves make dull clacking sounds as they bounce off the coral.

Development: Some of the wreckage of the *Even Keel*, including a small chest, has washed up on this reef. The corsairs are aware this often happens, but haven’t salvaged the reef yet.

This particular item was the personal chest (Thievery DC 20 to open) of the *Even Keel*’s chaplain, a dedicant of Elyr who was lost in the attack; it contains two *potions of healing*, a *symbol of life* +1, and 100 gp. Trapped beneath the chest is a watertight scrollcase containing a copy of Hargul Wavebrow’s navigational charts.

Area B–3

Blood in the Water (EL 1)

This encounter does not have a keyed location, but it occurs the first time the party is 8+ squares from shore swimming, or in a raft of their own manufacture.

As the first shark draws near, read or paraphrase the following:

Up ahead you see a steel-grey fin breaking the water. A sleek, deadly shape cruises toward you.

Development: The shark may not attack outright. If the heroes do not attack it, and there are no damaged creatures in the water, it merely swims by, staying about 1 square away.

If the party attacks it, or if a creature in the water has taken any damage, it attacks.

Combat has a chance of attracting a shark. Starting on the first round a living creature takes damage in this encounter, there is a cumulative 30% chance that a nearby shark catches the scent of blood and comes to investigate (check at the end of each round, roll the sharks’ initiative, and insert them into the next round). After the first shark shows up, reset the 30% chance for another shark to appear. This continues until a total of four tropical sharks arrive.

Treasure: Strange things sometimes end up in a shark’s belly. If the heroes think to gut them, they’ll find 50 gp and 100 sp (regardless of the number slain).

Tactics: A shark initially attacks – in order of preference – a bruised opponent or whichever living creature is the most damaged (has lost the total greatest hp), even if it is another shark. If it is attacked, it defends itself.

Undamaged sharks use swim-by attack to weaken their chosen prey until it is bruised, then stop and stay near that foe lest another shark claim the kill.

Tropical Shark (4)

Medium natural beast (aquatic)

Level 4 Skr

XP 175

Init +6

Senses Perception +9
low-light vision

HP 55

Bloodied 27

AC 18

Fort 17, Ref 16, Will 15

Spd 0, swim 8

↑ Bite (standard; at-will): +9 vs. AC; 1d10+4 damage.

↑ Swim-by Attack (standard; at-will): The shark swims up to 8 squares and makes one melee basic attack at any point during that movement. The shark doesn't provoke opportunity attacks when moving away from the target of the attack.

Blood Frenzy: A tropical shark gains +1 bonus to attack rolls and a +2 bonus to damage rolls against bruised enemies.

Align Unaligned

Lang —

Str 18 (+6)

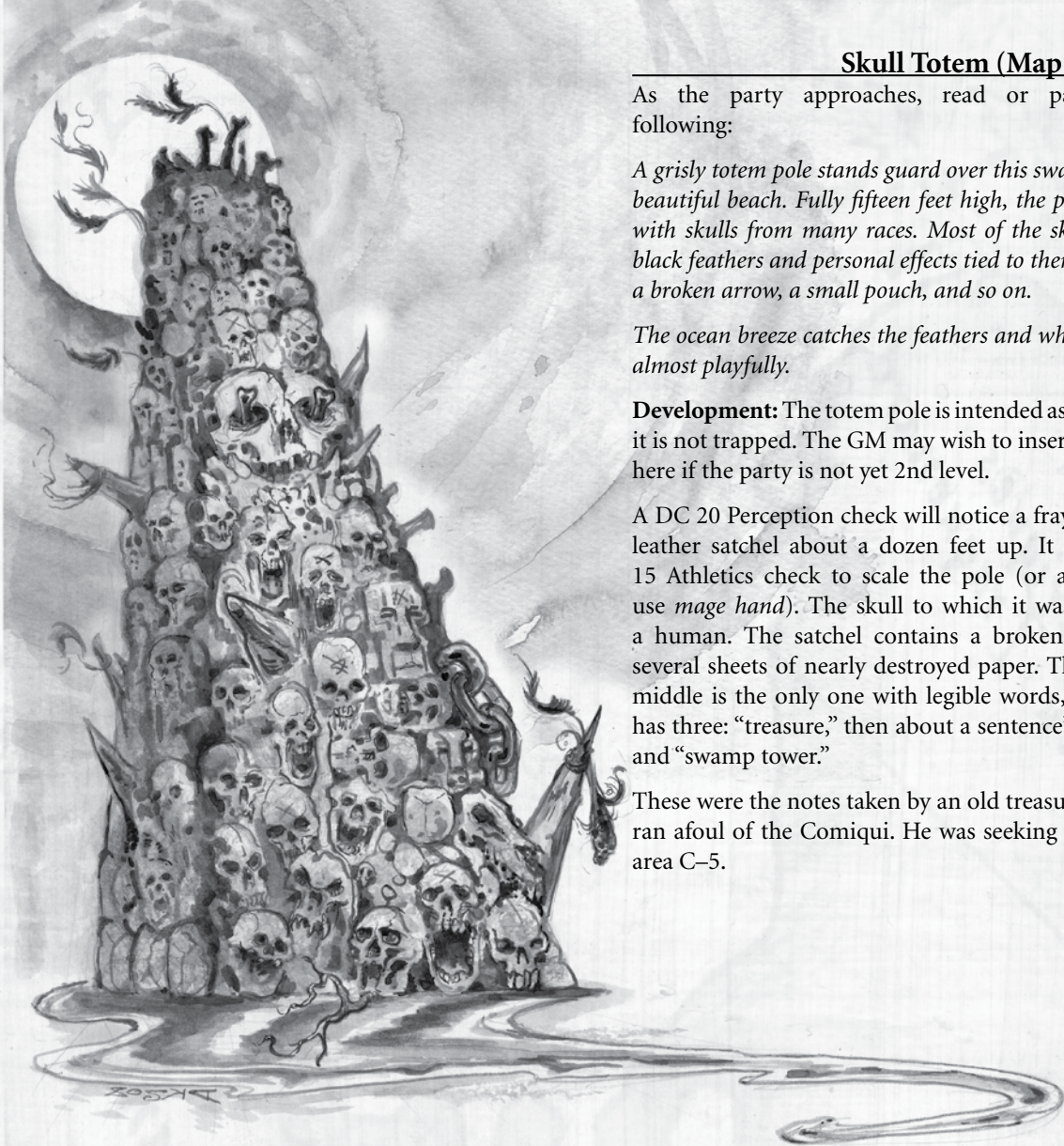
Dex 15 (+4)

Wis 15 (+4)

Con 15 (+4)

Int 2 (–2)

Cha 6 (+0)



ENCOUNTER AREA C THE ISLAND OF THE DEAD

The larger of the two islands, Comiqui has several unique features, such as the ruins of the old city, the zombie plantation, and the Shattered Temple. Comiqui is wilder than Coyomi, more sparsely settled, and the encounters are more dangerous.

By the time the party reaches Comiqui, they should be level 2.

If the shell-blower at the watch tower (area C–2) sounds the alarm, it changes how random encounters are determined. See Appendix D.

The island of Comiqui follows the same terrain rules as Coyomi. Unless otherwise noted, there are no artificial light sources on Comiqui.

All structures in the dead city have the following stats:

Stone Wall: Athletics DC 15 to climb; 2 feet thick.

C–1

Skull Totem (Map P19; beach)

As the party approaches, read or paraphrase the following:

A grisly totem pole stands guard over this swath of otherwise beautiful beach. Fully fifteen feet high, the pole is festooned with skulls from many races. Most of the skulls have long, black feathers and personal effects tied to them: an iron fork, a broken arrow, a small pouch, and so on.

The ocean breeze catches the feathers and whips them about almost playfully.

Development: The totem pole is intended as a warning, but it is not trapped. The GM may wish to insert an encounter here if the party is not yet 2nd level.

A DC 20 Perception check will notice a frayed and beaten leather satchel about a dozen feet up. It requires a DC 15 Athletics check to scale the pole (or a wizard could use *mage hand*). The skull to which it was attached was a human. The satchel contains a broken monocle and several sheets of nearly destroyed paper. The sheet in the middle is the only one with legible words, and that only has three: “treasure,” then about a sentence’s worth of rot, and “swamp tower.”

These were the notes taken by an old treasure-hunter who ran afoul of the Comiqui. He was seeking the treasure in area C–5.



C-2

The Watch Tower (EL 3) (Map R16; hill)

The first time the party becomes aware of this area is likely when the shell-blower sounds an alarm. When the party can see the tower, read or paraphrase the following:

Off in the distance, a blocky tower straddles a high hill. You catch sight of a very large shape – like a winged lion, circling high above it.

As the party approaches the tower, read or paraphrase the following:

This small tower, about forty feet tall and twenty-five wide, totters slightly to the west. It looks ancient, but there are signs that restoration work has recently begun.

When the party sees the shell-blower, read or paraphrase the following:

An older, war-painted human male shouts at you as you surmount the tower. Dressed in beasthide armor decorated with shimmering black feathers, he gesticulates with an obsidian axe. Around his neck hangs a beautiful conch shell.

From overhead, a griffon cries out and swoops by. The axe-wielder gives a similar cry in return.

The tower's top is bare except for four wooden cages, all of them flung open and draped in a thick, black cloth.

Development: Shell-blower concentrates his gaze on the far horizon and is considered distracted when trying to notice creatures within 30 feet of the tower. The griffon is not trained to guard, so it does not alert its master if it detects the party.

Shell-blower effortlessly spots a party traveling upon the southeast beach of Comiqui. If the party is in other terrain, he needs to make a DC 25 (jungle) or DC 20 (hills) Perception check to see the party. After sighting the party, the shell-blower relays their location to his tribesmen using a complex series of blasts from his conch.

Shell-blower has raised these griffons, and uses them to keep the Coyomi cowed. Killing him and taking the conch to the Coyomi village completes a minor quest (see area A-5).

Leaning Tower: As noted, the tower is not well-made; rather, it once was and the repairs have been shoddy. A DC 18 Wisdom check would realize that it could fall at any time.

In fact, rooftop combat starts a collapse over a series of rounds. It begins in 8 rounds, minus 1 round for each combatant standing on the roof. On the round before it begins to collapse, it creaks and totters further to the west. Stop the countdown if combat stops before the tower falls, but resume it if a new fight breaks out.

Starting on the round it collapses, remove the western-most 10 feet of the tower as it slides to the ground. Each additional round, the collapse removes another 10 feet until there is none left. Creatures take 1d10 falling damage for every 10 feet fallen. The tower's collapse does not stop the fight.

It takes a DC 15 Athletics check to scale the tower without using the ladder. Anyone climbing the western face of the tower, however, begins or restarts the collapse countdown once they get halfway up.

Reinforcements: Once Shell-blower summons help (see Tactics), there is a 30% cumulative chance that reinforcements will arrive (check at the end of each round, roll their initiative, and insert them into the next round). After the first wave (another griffon) shows up, reset the 30% chance for the second wave (a Comiqui hunter and two villagers) to appear. Regardless of the percentile dice, the next wave arrives if the heroes manage to slay all current enemies.

Tactics: Shell-blower sounds his horn to summon help as soon as he becomes aware of the party. While they are on the ground or climbing the ladder, he hurls javelins at them. When they're within 15 feet of the top, he readies an action (trigger: hero reaches the top; action: bull rush them off). When this action triggers, the target is on top of the tower in a space adjacent to the ladder. If the bull rush fails, in subsequent rounds of combat he attacks with his handaxe.

Once he's bruised, after he takes his battle fury attack and if reinforcements have not yet arrived, he starts using total defense, trusting on his allies to arrive in time to help him out.

Once ordered to attack, griffons target heroes on the ground. They will not land on the tower roof if Shell-blower is alive, but if he falls, they'll attack heroes up there.

The Comiqui hunter and villagers emerge from the jungle from whichever direction the GM likes. They first harass heroes on the ground, and then the villagers climb the ladder to help Shell-blower while the archer covers them.

Comiqui Villager (2)

Medium natural humanoid (human)

Level 2 Min

XP 31

Init +0

Senses Perception +0

HP 1 (a missed attack never damages a Comiqui villager)

AC 15

Fort 13, Ref 11, Will 11
see also *mob rule*

Spd 6

↑ Club (standard; at-will) ♦ Weapon: +6 vs. AC; 4 damage.

Mob Rule: The villagers gain a +2 power bonus to all defenses while at least two other villagers are within 5 squares.

Align Evil

Lang Xulmec

Str 14 (+3)

Dex 10 (+1)

Wis 10 (+1)

Con 12 (+2)

Int 9 (+0)

Cha 11 (+1)

Possessions club

Comiqui Hunter

Medium natural humanoid (human)

Level 1 Art

XP 100

Init +3

Senses Perception +1

HP 25

Bloodied 12

AC 13

Fort 13, Ref 14, Will 13

Spd 6

↑ Spear (standard; at-will) ♦ Weapon: +7 vs.AC; 1d8+1 damage.

↑ Shortbow (standard; at-will) ♦ Weapon: Range 15/30; +9 vs.AC; 1d8+3 damage.

↑ Double Strike (standard; encounter) ♦ Weapon: The Comiqui hunter makes two shortbow attacks on the same target. If both attacks hit, the Comiqui hunter deals an additional 1d6 damage.

Align Evil

Lang Xulmec

Skills Nature +5, Stealth +8

Str 13 (+1)

Dex 17 (+3)

Wis 11 (+0),

Con 14 (+2)

Int 10 (+0)

Cha 12 (+1)

Possessions cloth armor, shortbow, spear

Griffon (2)

Medium natural beast (mount)

Level 5 Brt

XP 200

Init +5

Senses Perception +8

HP 78

Bloodied 39

see also *blood frenzy*

AC 16

Fort 17, Ref 14, Will 13

Spd 6, fly 10, overland flight 15

↑ Claws (standard; at-will): +8 vs.AC; 2d6+7 damage.

Blood Frenzy (only while Bloodied): The griffon can take an extra move action each turn. It also gains a +2 bonus to attack rolls and takes a -2 penalty to all defenses.

Thunder Charge (standard, while flying; at-will): When the griffon charges, it gains a +4 bonus to its attack roll instead of the normal +1 bonus.

Align Unaligned

Lang —

Str 20 (+7)

Dex 16 (+5)

Wis 12 (+3)

Con 18 (+6)

Int 2 (-2)

Cha 6 (+0)

Shell-Blower

Medium natural humanoid (human)

Level 5 Brt

XP 200

Init +3

Senses Perception +2

HP 76

Bloodied 38

see also *battle fury*

AC 16

Fort 18, Ref 16, Will 16

Spd 7

↑ Handaxe (standard; at-will) ♦ Weapon: +7 vs.AC; 1d6+3 damage.

↑ Javelin (standard; at-will) ♦ Weapon: Ranged 10/20; +5 vs.AC; 1d6+3 damage.

Battle Fury (free, when bruised; encounter): The shell-blower makes a melee basic attack with a +4 bonus to the attack roll and deals an extra 1d6 damage.

Darkfeather Armor (immediate interrupt, first time attacked; encounter): The shell-blower gains a +2 item bonus to AC.

Align Evil

Lang Xulmec

Skills Athletics +10, Endurance +10

Str 17 (+5)

Dex 13 (+3)

Wis 11 (+2)

Con 16 (+5)

Int 10 (+2)

Cha 12 (+3)

Possessions *darkfeather hide armor* +1 (treat as *darkleaf armor*), handaxe

C-3

The Pool of Life (Map Y14; jungle)

Every time the party enters this hex, they are allowed a DC 25 Perception check to find the spring. Alternately, if they have information from Snake-Sister, they can find it automatically. When the party locates the spring, read or paraphrase the following:

Through the densely packed trees, you spy a glimmer...light reflected off water.

If the party investigates, read or paraphrase the following:

Brushing aside the undergrowth, you find a clearing a few paces wide. In the center is a depression filled with a clear pool. At the edge of the pool is a vine-covered statue of a snake undergoing the process of shedding its skin.

Development: This pool is an untainted oasis on Comiqui, and a holy site to the Coyomi villagers who pilgrimage here; the entire area radiates primal magic. If the party rests here, any HP surges they expend heal an additional +1d4 hp. This place is safe to camp at or gain levels.

The water is pure, clean, and refreshing. A party member who kisses the snake statue on its mouth feels both a sense of renewal and a slight thirst. Any hero who subsequently drinks from the pool gains the below benefits:

- The first time in a 24-hour period, the hero gains a +2 bonus to Fort for the next hour. The character also regains two expended HP surges, up to the character's maximum surges.
- Characters drinking a second time from the pool regain one additional HP surge. No more than three HP surges may be replenished in a 24-hour period.

Water taken from this area is immediately rendered nonmagical.

C-4

The Thirsty Grandmother (EL 5) (Map AE4; beach)

When the party approaches this area, read or paraphrase the following:

Across the tidal land bridge is a small spit of sandy island, almost completely barren except for a pile of stones about four feet high. No plants grow here, and you spy no tracks in the sand.

When Amiquitli manifests in her incorporeal form, read or paraphrase the following:

Suddenly, a ghostly image swirls to existence before you. It is a wizened old native woman, her back bent and her hair stringy and sparse with age. With a nearly claw-like hand, she gestures toward you and mumbles something in the language of the natives, her voice creaking and piteous. Agitatedly, she points first to the pile of rocks, then to the island you came from. She weeps as she continues, and makes a motion toward her throat.

When Amiquitli appears in her physical form, read or paraphrase the following:

The ground where the bones were buried explodes upward, and a dark form leaps out, landing with the predatory grace of a panther. It is the ghostly old woman, her body transformed to something bestial and hungry. Her limbs are wiry but strong like steel, and her nails and fangs glitter darkly like forged night in the unholy green light cast off by her eyes and four whip-like tongues. The creature's legs bow outward, ending in the reptile feet of a bird of prey.

Development: For the backstory on this area, see area A-5 for the legend of the Thirsty Grandmother. The incorporeal spirit of Amiquitli lingers on this island, pining to quell her unending thirst.

Dupes: Amiquitli tries to Bluff the party into unearthing her bones (about three feet down at the base of the piled stones), transporting them to the main island, and reburying her. Her spirit cannot move more than 20 feet from where her bones lie.

The Thirsty Grandmother speaks only Xulmec, but if the party can't speak that language through skill or magical means, she pantomimes as best she can. Throughout, she plays up her piteous condition, advanced years, and the cruelty of the big island natives (which the party should be inclined to believe, given their conflict with the Comiqui).

If she successfully persuades the heroes to unearth her bones, her spirit sinks into the ground. A few seconds later, she bursts from the ground as a feral-looking version of her incorporeal self, ready to feast on fresh blood!



Tactics: Amiquitli has one thing on her mind after so long an incorporeal, thirsting spirit, and that's blood! In her gluttonous fervor, at the first opportunity, she uses two of her hungry tongues on a single opponent (ideally the largest she can reach) and drinks deep (even if she isn't damaged already).

Once her immediate thirst is slaked, she starts fighting with more cunning. She tries to keep one hero tied up in three tongues, leaving one free to take advantage of her reach, hoping the hero's allies will rush in to save him. Each round she "sips" from the grabbed victim as a minor action, attacks that same victim with her claws as a standard action, and keeps her move action flexible to either attack again with hungry tongues (if the hero escapes) or move around to keep from getting surrounded.

If Amiquitli ever takes more than 20 points of holy damage in a single hit, she releases any grabbed foes in shock and pain (as an immediate reaction), and on her next initiative switches her attacks to that hero (as above).

If Amiquitli is reduced to 20 hp or fewer, she flees combat, still giddy at being flesh again. If the GM desires, the Thirsty Grandmother can attack the heroes at a later time, or merely become a new bogeyman tale for the islanders.

Amiquitli

Medium shadow humanoid (undead)

Level 3 Solo Ctl

XP 750

Init +3

Senses Perception +5
darkvision

HP 184

Bloodied 92

AC 21

Fort 19, Ref 17, Will 14

Immune disease, poison

Resist 10 necro

Vulnerable 5 holy

Saving Throws +5

Spd 6

APs 2

↑ Claw (standard; at-will): +8 vs.AC; 1d8+4 damage.

↑ Toothed Tongue (standard; at-will) ♦ Necro: Reach 2; +8 vs.AC; 1d6+4 damage, and the target is grabbed (until escape).

↑ Tooth and Claw: Amiquitli can make a claw and a toothed tongue attack in the same round.

↑ Drink Salt (minor; at-will) ♦ Healing, Necro: Amiquitli deals 1d6+2 points of necro damage to a grabbed target. She gains temporary hit points equal to the amount of necro damage dealt to the target.

※ Hungry Tongues (standard; refresh 5,6): close burst 2; +7 vs.AC; 1d6+4 damage, and the target is grabbed (until escape). Amiquitli can grab up to three targets with hungry tongues.

Feeding Ward: Amiquitli gains a +2 bonus to all defenses while she is grabbing one or more foes.

Align Evil

Lang Common

Skills Bluff +8

Str 19 (+5)

Dex 14 (+3)

Wis 9 (+0)

Con 14 (+3)

Int 12 (+3)

Cha 14 (+1)

C-5

Flickering Tower (EL 2) (Map V8; swamp)

When the party approaches this area, read or paraphrase the following:

A solitary tower stands in a hollow of the swamp, crusted with vines and the filth of the ages. From an open doorway in its base, you see a flicker of light.

When the party can see inside the tower, read or paraphrase the following (especially filling in the appropriate weapon):

The source of the flickering becomes clear as you get closer to the tower. A weapon, burning as if freshly doused in oil and lit, lies on the floor just inside the entryway. It was apparently last used to kill someone a long time ago because it's still imbedded in a skeleton, also lying on the floor.

The ground floor of the tower is also the only floor. A set of spiral stairs that used to lead upward is now choked with rubble, as is most of the entrance. The walls are bare, although discolorations here and there could have once been paint, or maybe just mildew.

Development: Before the inundation that destroyed the original island civilization, a small village thrived in this valley. The village is gone, but the tower that watched over it remains. The Comiqui avoid the site now because they fear the flickering light...and what guards it.

Hazardous Approach: Two large quicksilt pits (like quicksand, but in a swamp) lie between the party and the entrance to the tower where burns the lantern. Each one is 2x2 squares large.

Although not particularly dangerous to a party of adventurers, they are good for splitting the party and distracting them from the real threats.

⚠ Quicksilt Pit (2)

Level 1 Obs

XP 100

Nature DC 23: Character notices that the ground ahead is quicksilt.

Trigger: The hazard attacks immediately when a character enters one of its four squares.

Immediate Reaction

Melee

Target: Creature in trigger square.

Attack: +4 vs. Ref

Hit: Target falls into pit, sinks 1 square down, sinking targets grant CA. **Miss:** Target returns to last square it occupied and its move action ends immediately; **Effect:** Entire pit becomes plain to see.

Sustain Standard: Atk +4 vs. Fort; target sinks 1 square to a maximum depth of 3 squares, targets in over their head begin to suffocate.

COUNTERMEASURES

- A character in the pit can rise 1 square as a move action by making a special escape attempt, using their Athletics (only) vs. Fort 13.
- A character adjacent to the pit using a long item (like a ten-foot pole, rope, polearm haft, or snake) to help the target escape grants the target a +2 bonus to their escape attempt.
- A character with a rope around their body can easily dive in and retrieve a drowning target.

Spectators and Guardians: The party's passage through the swamp has drawn the notice of a vine lord. On the round after the quicksilt is discovered, it enters the map from the rear of the party, hiding behind trees. If a hero is in the hazard, it springs to attack. Otherwise, if undetected, it bides its time until the party starts to enter the tower.

Unknown to either the vine lord or the party, a pair of clay watchmen are still on guard duty in the tower, and do not appreciate the intrusion of the heroes (or the evil plant).

Treasure: Just inside the tower's door is a *flaming weapon* +1; the GM should choose a weapon appropriate for the party's needs. Wedged against the back wall is a stone chest with a crude lock (Thievery DC 15, the key is long lost), but finding it requires clearing some rubble and a DC 15 Perception check. Inside is a *potion of healing* (still good) and 20 tiny nuggets of gold, each about the proper weight for a coin.

Tactics: When the vine lord attacks, it begins by charging. It either aims for the hero trying to rescue a comrade in the pit or the greatest mass of heroes, in that order. Regardless, it uses entangling vines right away so as to sow panic in its enemies. Cackling in the elven language, it follows up with claw attacks against any heroes attempting to free their friends, or the closest (in that order). The vine lord's agenda here is to cause suffering; if reduced to fewer than 10 hp, it flees, taking advantage of its *swamp tread* ability. The plant derives no joy from the suffering of constructs, and so ignores the clay watchmen unless they attack it.

The clay watchmen emerge from their roost above the inside of the doorway if they hear combat outside or if someone enters (or reaches inside) the tower. When they enter combat, they drop to the floor and use the doorway for cover, one on either side. They both use *mind touch* against the creature closest to the door, doubling their chances of being invisible to their foe.

In subsequent rounds, if it seems their quarry is dazed, they'll enter melee and start biting. They always adjust their targets to the creature closest to the door, however, but won't pursue fleeing creatures beyond 2 squares past the door. They are aware of the quicksilt pits and fly over them. If attacked, they are equally likely to redirect the attack to another hero or the vine lord. The constructs fight to the death.

Clay Watchman (3)

Small natural animate (construct, homunculus)

Level 2 Lrk

XP 125

Init +7

Senses Perception +6
darkvision

HP 31

Bloodied 15

AC 16

Fort 13, Ref 14, Will 15

Immune disease, poison

Spd 6, fly 3 (clumsy)

↑ Bite (standard; at-will) ♦ Poison: +3 vs.AC; 1d6 damage, and the creature makes a secondary attack vs. the same target. Secondary Attack: +2 vs. Fort; target is slowed (save ends). See also guard object.

↑ Mind Touch (standard; at-will) ♦ Psychic: Ranged 10; +5 vs. Ref; 1d6+3 psychic damage, and the target is dazed (save ends).

Guard Object: This creature gains a +4 bonus to attack rolls against targets adjacent to the doorway.

Limited Invisibility ♦ **Illusion:** This creature is invisible to dazed creatures.

Redirect (immediate interrupt, when targeted by melee or ranged attack; at-will): This creature attacks the attacker; +4 vs. Will; the triggering attack targets a creature adjacent to this construct instead (chosen by the clay watchmen).

Align Unaligned

Lang —

Skills Stealth +8

Str 10 (+1)

Dex 15 (+3)

Int 10 (+1)

Con 13 (+2)

Wis 10 (+1)

Cha 16 (+4)

Vine Lord

Medium natural humanoid (plant)

Level 5 Ctl

XP 200

Init +7

Senses Perception +9
blindsight 10

HP 67

Bloodied 33

AC 19

Fort 17, Ref 18, Will 15

Spd 6 (forest walk, swamp tread), swim 6

↑ Claw (standard; at-will): +8 vs.AC; 1d8+4 damage.

✱ **Entangling Vines** (standard; encounter): Close burst 5; targets enemies; +10 vs. Ref; target is restrained and takes persistent 10 damage (save ends both).

Malleability: This creature can compress its body enough to squeeze through a 1-inch wide crack. Cracks and other opening more than 1-inch wide do not slow this creature at all.

Align Evil

Lang Common, Elven

Skills Stealth +12

Str 18 (+6)

Dex 21 (+7)

Wis 14 (+4)

Con 19 (+6)

Int 9 (+1)

Cha 10 (+2)

C-6

Corpse Plantation (EL 2) (Map R9; hill)

When the party approaches this area, read or paraphrase the following:

You have been climbing for a while, ascending into the foothills of the mountains to the north, and the jungle has thinned.

At the summit of a nearby plateau, you spy a terraced, cultivated field worked by three creatures, possibly more villagers. From this vantage you can also see a necklace of three marshy lakes, barely distinguishable from the fens they border. A stone tower stands next to the largest lake, about four miles south.

When the party reaches the labor team, read or paraphrase the following:

Beans, corn, and squash grow on this terraced field overlooking the marshland to the south. They are laid out in an orderly grid, intermingled with some other crop, protected from the elements by sackcloth bags.

Five villagers cultivate the field. All are draped in itchy looking cotton robes soiled by the land, but the four clumsily hauling sacks of beans wear masks of gray clay painted to resemble skulls. The fifth appears to be an overseer; instead of a mask, he has an ornate headdress of gold inlaid with onyx and festooned with black feathers, but his face is similarly painted. Two rotted dog corpses lie nearby, possibly for use as compost.

Despite the common agricultural industry at work here, you have an uneasy sense about this place. It's like that queasiness you feel after eating something overly greasy...but in your mind instead of your stomach.

If the party empties Owl-Brother's quartz vial on the ground, read or paraphrase the following:

As soon as the rainbow-colored liquid leaves the quartz container, the queasiness in your mind lets up. Even before it hits the ground, you feel a cool, refreshing breeze stir, blowing from somewhere in the southeast. As the fluid strikes the corrupted earth, the sackcloth bags in the field lurch violently, and then grow still. A thin white smoke seeps through the bags.

If the party checks, the pulverized onyx on each buried body is gone.

Development: This is the only functioning zombie plantation left to the Comiquín. In old days, they had several, but old Imocotzi can only create so many undead, and those they have keep getting destroyed or wandering off. The jealous old man could pass on his secrets, but rightly fears that if he did, he would become disposable to his own people.

Corpses are planted feet-down in the earth next to the corn, beans, and squash, and after the old priest conducts a dreadful ritual, they also "grow," rising again as undead. The twenty sackcloth bags in the field cover the heads of the corpses.

If the heroes spoke to the Coyomi villagers (area A-5), they probably know what this is. In any case, it requires a mere DC 10 Perception check to spot the rotted hands and flayed feet of the zombies. Alternately, a DC 15 Religion check would recognize that some cultures bury their dead in the fields where they grow food.

The overseer and zombies are distracted by their work, but they are not blind. There is a good chance the party was spotted a long time ago, but the overseer would not have rushed to raise an alarm.

If the overseer notices the heroes approaching, he will shout at them (in Xulmec) to leave. If they persist, combat ensues.

Remains: Each of the bodies buried in the field have pulverized onyx in their mouth, eyes, and ears, and over their heart. A DC 20 Religion check would recognize this as part of an unholy reanimation ritual.

More interestingly, one of the zombie composters (the one who drags the sack, see below) is actually the reanimated remains of Owl-Brother from Coyomi village (A-5). If the party searches the bodies, they'll notice that this zombie has a tattoo of a white owl on his brow and another of white wings on his back. In a pouch still tied to his waist is a crude, transparent quartz vial sealed with wax. Visible inside is a rainbow-hued fluid.

If the party spoke to the Coyomi villagers, they may have the Where the Dead Things Grow minor quest.

Treasure: The overseer's mask is a work of art, worth 250 gp. One of the corpses in the field is that of a pirate, who died with 10 gp stuffed in a pocket.

Tactics: The zombies obey the bearer of the headdress, in this case the overseer. A clever party could seize it and turn the zombies against the Comiqui. Commanding undead to do anything other than destroy themselves is an evil act, however.

The zombies mindlessly surge forward and attack whichever party member they can reach first; one will keep dragging a sack of beans, so reduce his speed by 1.

One of the dead dogs is actually a charnel hound (the other is just a dead dog). It starts the fight prone, but gets up and moves to defend the overseer, also obeying the headdress.

The overseer blasts at the party with *deathlight*, and keeps backing away from combat if any hero gets too close. As soon as the charnel hound is destroyed, the overseer uses *death grows* to bring it back (so it will get a second *death jaws* attack).

As the fight continues, however, more composters will rise. The round after the first composter is destroyed, two of the sacks stir as zombies pull themselves from the grave (as a move action). The GM can make these undead rise from anywhere on the field he or she wishes.

The overseer fights to his death...he figures he'll get planted sooner or later.

Zombie Composter (4)

Medium natural animate (undead)

Level 3 Min

XP 38

Init -2

Senses Perception -1
darkvision

HP 1 (a missed attack never damages a minion)

AC 13

Fort 13, Ref 9, Will 10

Immune disease, poison

Spd 4

↑ Slam (standard; at-will): +6 vs.AC; 5 damage.

Align Unaligned

Lang —

Str 14 (+3)

Dex 6 (-1)

Wis 8 (+0)

Con 10 (+1)

Int 1 (-4)

Cha 3 (-3)

Charnel Hound

Medium natural animate (undead)

Level 3 Brt

XP 150

Init +2

Senses Perception +1

darkvision

HP 54

Bloodied 27

see also death jaws,
and zombie weakness

AC 14

Fort 14, Ref 12, Will 11

Immune disease, poison

Resist 10 necro

Vulnerable 5 holy

Spd 8

↑ Bite (standard; at-will) ♦ Necro: +7 vs.AC; 1d6+3 damage, and the target takes persistent 5 necro damage (save ends) and is knocked prone if it is Medium or smaller.

↑ Death Jaws (when reduced to 0 hp) ♦ Necro: This creature makes a bite attack against a target within its reach.

Zombie Weakness: Any critical hit to this creature reduces it to 0 hp instantly.

Align Unaligned

Lang —

Str 16 (+4)

Dex 13 (+2)

Wis 10 (+1)

Con 14 (+3)

Int 1 (-4)

Cha 3 (-3)

Comiqui Overseer

Medium natural humanoid (human)

Level 4 Ctl (Leader)

XP 175

Init +4

Senses Perception +5

HP 52

Bloodied 26

AC 18

Fort 15, Ref 16, Will 17

Spd 6

↑ Spear (standard; at-will): ♦ Weapon: +9 vs.AC; 1d8 damage.

↑ Deathlight (standard; at-will) ♦ Necro: Ranged 20; +8 vs. Ref; 1d6+3 necro damage, and the target loses a HP surge.

↑ Last Rites (standard; refresh 5, 6) ♦ Necro: +8 vs. Ref; 3d6+4 necro damage; with a touch, the overseer curses a foe. If this reduces the target to 0 hp or less, all

undead within 3 squares may make a single basic attack as an immediate interrupt, then shift 1 square.

↑ Death Grows (minor; encounter) ♦ Healing, Necro: Ranged 10; affects a destroyed undead creature of 6th level or lower. The creature stands as a free action with a number of hp equal to half its Bloodied value. Does not work on Mins.

Align Evil

Lang Xulmec

Skills Arcana +8, Religion +8

Str 10 (+2)

Dex 14 (+4)

Wis 17 (+5)

Con 12 (+3)

Int 12 (+3)

Cha 18 (+6)

Possessions cloth armor, spear

C-7

The Dead City (Map H11 and I11; see below)

There are two map hexes with this key. When the party can see the dead city, read or paraphrase the following:

Sprawled in a narrow valley is a city half-devoured by the jungle. The pale stones of ruined buildings dot the valley floor as if they were the scattered, broken bones of this civilization. Clearly, however, this place is not abandoned. Smoke lazily crawls up to the sky from maybe a dozen huts mixed in with the stonework.

The city was built on a slope, affording you a view of the northern edge of the ruins, where you spy a spacious plaza that seems better-preserved than the rest of the city...which isn't saying much.

Development: This ancient city was once quite advanced by Xulmec standards, but depraved. Now the only few Comiquin remaining and their undead servants inhabit it. All inhabited areas (some C-7b and C-7c) are well-lit at night.

Rather than have the party explore every ruined building, it is assumed that the GM will narrate and gloss over the party's passage through the dead city, thusly:

The city has an oppressive air of age and dark history. Every building, though crumbling, bears grim artistry of one kind or another. The broad avenues, slowly succumbing to the relentless jungle, echo your steps strangely off the still stone. Birds do not call out from the sagging rooftops, nor do you hear the cry of children, though you know some of these hovels are inhabited.

Instead, you can almost hear the impotent fury of decrepitude, as if the stones themselves are outraged at their disrepair.

Whatever this place once was, it is surely cursed by the gods now.

If a hero investigates any of the buildings, read or paraphrase the following:

Despite their state, several of the structures look more-or-less intact. Along many of them, you see ornate friezes depicting human forms cavorting with misshapen creatures of horrible aspect...gangly humanoid bodies with horns and webbed hands and feet. The humans and devil-creatures are shown atop a large ziggurat, casting children into flaming braziers and performing other abominable acts. Some of the humans,

the tallest, are wearing crowns made of coral.

A DC 15 Arcana check identifies the “devils” in the friezes as kapoacincts, an aquatic type of gargyle.

There are three sub-encounters for the dead city: entering an occupied dwelling, getting attacked by skeletal guardians, or encountering Imocotzi at the Major Plaza. Each is addressed below.

C-7a

Dead City: Dwellings

Occupied buildings are lit from inside by a small campfire. All buildings are 10 feet high, and most have gaps in the ceilings or walls. If the party enters a building, read or paraphrase the following:

This structure, like so many others, is in severe disrepair; it almost seems held upright only by the jungle vines growing along its exterior. The interior shows signs of more recent habitation, however. The ceiling is stained by cook-fire soot, and household items, such as pottery and half-made clothing, are scattered about.

Development: Any given building has a 10% chance of being inhabited by 2–5 Comiquín civilians of various gender and age groups. These are the non-warriors: the elderly, the sick, and children. They do not attack the heroes, but neither do they help them if confronted. If asked any question, they will mutely point toward the major plaza (area C-7c).

Slaughtering noncombatants is not worth an EL. Hero.

Comiqui civilians (human), NPC Level 1 Mins.

C-7b

Dead City: Avenues (EL 2)

When the GM has the leopard skeletons appear, read or paraphrase the following:

From ahead, you hear a dry rattling, as if from a child's crib-toy. Around a ruined corner lopes a feline shape, with savage teeth and an easy grace. This leopard, however, is long dead...you can see the forest floor through its vacant ribcage. It voicelessly snarls at you and leaps to attack.

When the GM has the ape skeleton appear, read or paraphrase the following:

A blackened skeleton, in the shape of an ape, leaps atop the nearby debris. Orange flames whip about its body, as the creature draws back a clawed hand. Clutched within, you see a fiery orb.

Development: Imocotzi uses these undead animals to patrol his city. They attack anyone not traveling with a Comiquín.

The GM is encouraged to insert this encounter whenever he feels is appropriate to the pacing of the game. This encounter can occur anywhere in the streets.

Tactics: The leopard skeletons stalk the party. When they attack, two spring at the rear of the party. One round later, another attacks the front of the party.

The sound of combat draws the skeletal ape into the fight; it arrives at the beginning of round three.

Skeletal Leopard

Medium natural animate (undead)

Level 3 Sld

XP 150

Init +6

Senses Perception +3
darkvision

HP 45

Bloodied 22

AC 18

Fort 15, Ref 16, Will 15

Immune disease, poison

Resist 10 necro

Vulnerable 5 holy

Spd 6

↑ Claw (standard; at-will): +10 vs. AC; 2d4+2, and the target is marked until the end of the skeleton's next turn.

Speed of the Dead: When making an opportunity attack, the skeletal leopard gains a +2 bonus to the attack and deals +1d6 damage.

Align Unaligned

Lang —

Str 15 (+3)

Dex 17 (+4)

Wis 14 (+3)

Con 13 (+2)

Int 3 (–3)

Cha 3 (–3)

Burning Ape

Medium natural animate (undead)

Level 5 Art

XP 200

Init +6

Senses Perception +4
darkvision

Burning Aurora (Fire)

aurora 1; any creature that starts its turn in the aurora takes 5 fire damage

Bloodied 26

Fort 15, Ref 18, Will 16

HP 53

AC 19

Immune disease, poison

Resist 10 fire, 10 necro

Vulnerable 5 holy

Spd 6

↑ Burning Claw (standard; at-will) ♦ Fire: +8 vs. AC; 1d4+1 damage, and persistent 5 fire damage (save ends).

↑ Flame Ball (standard; at-will) ♦ Fire: Ranged 10; +8 vs. Ref; 2d4+4 fire damage, persistent 5 fire damage (save ends).

Align Unaligned

Lang —

Str 13 (+3)

Dex 18 (+6)

Wis 15 (+4)

Con 17 (+5)

Int 4 (–1)

Cha 6 (+0)





C-7c

Dead City: Major Plaza (EL 3)

As the party approaches this area, call for DC 15 Perception checks to hear a tapping sound. When the party enters this area, read or paraphrase the following (during night-time, there is a torch on a stand next to Imocotzi):

The city's vacant streets empty here into a broad plaza. One large building has collapsed, sealing off a side street, and all the others have either collapsed upon themselves or look as if they are about to do so.

At the north end of the plaza are two columns flanking a road that seems to lead north, out of the city and into the hills. The artwork carved into its sides has been marred by age, but each column is crowned by a grotesque, bestial face with a pointed nose, horns, and a leering tongue...the ubiquitous imagery of the "deep-devils."

A large pool dominates the plaza's center. Ocean fish swim sluggishly through the unclean water, slime crusts its surface and drips down the sides of the pool's wall like blood from a wound.

The corpses of several native villagers are piled around the pool, like a kind of defensive wall. Some seem fresh but most are long dead, almost skeletonized.

In the center of the pool is a small pedestal topped by a large chunk of onyx. An old man hunches over the mineral, tapping at it with a stone hammer and chisel. His features are shrouded by the cowl of his eagle-feather cape, but you faintly hear him murmuring to himself.

When the party gets a better look at Imocotzi, read or paraphrase the following:

The older native looks up. He would be handsome were it not for the long, straight, weeping scars carved around his eyes like a horrid sunburst. He is clad in the thick cotton armor of the islanders and wears an elaborate cape made of black feathers and animal skulls. His hands are stained black by some dye, and his armor is splattered with dark splotches, perhaps mud or dried blood.

He shouts to you in a thick accent, "Temple not for you! Many farlanders already, take our deep-devil! Go away!"

Development: The evil shaman is chipping away at more onyx, which is used in his undead creation ritual. He is distracted, and may not notice the party. Lurking in the surrounding buildings is his bodyguard of four skeleton braves, who are not so distracted.

Imocotzi barely speaks Common, and is equal parts paranoid and delusional. He believes he is the most important person in the world, and that everyone wants to kill him because of it. Any negotiation with Imocotzi is doomed to fail, but he keeps repeating: "Farlanders won't give our god back!"

As soon as a hero gets within 4 squares of him, or there is a lull in conversation, Imocotzi attacks, figuring the party was about to do the same.

Familiar Faces: If the party had a memorable battle against any pirates or villagers since arriving, the GM should place their bodies here in preparation to becoming more of Imocotzi's undead.

The Old Man's Trap: Imocotzi chose this fountain with a purpose. When he heard the invading outlanders were nearing his city, he moved here. In old times, this plaza was the way to defend the path to the devil-temple, and today it serves that purpose again through a variety of still-functioning traps. Imocotzi can control these traps via a control panel near the fountain.

⚠ Filth Spewer (coded 1 on map)

Level 3 Bls **XP 150**

Perception DC 25: The character notices the controls and the five total spigots.

Trigger: When Imocotzi activates the trap.

Standard Action Ranged 5

Target: Each of the six spigots attack one intruder.

Attack: +6 vs.AC

Hit: 2d8+3 necro damage.

COUNTERMEASURES

- A character adjacent to the fountain can attack a spigot (AC 16, other 13; hp 38), destroying it.
- A character can engage in a skill test to deactivate the control panel. DC 20 Thievery; (6 successes before 3 failures). Success disables the trap, failure causes it to explode (close blast 3, 2d6+3 necro damage to all in blast) and trap remains active.
- The trap functions for 10 rounds, then it cannot reset for 24 hours.

⚠ Rot Spike (coded 2 on map)

Level 2 Obs **XP 125**

Perception DC 20: The character notices the five trigger squares

Perception DC 25: The character notices the controls at the fountain.

Trigger: When Imocotzi activates the trap.

Opportunity Action Melee

Target: All creatures in burst.

Attack: Close Burst 3; +8 vs.AC

Hit: 1d8+3 damage.

COUNTERMEASURES

- A character adjacent to the control panel can disable one of the traps with a DC 20 Thievery check.
- A successful Athletics check (DC 6, or DC 11 without a running start) leaps a pressure plate.
- An adjacent character can disable a trigger plate with a DC 25 Thievery check.
- A DC 20 Dungeoneering check grants the party a +2 bonus to Thievery checks to delay or disable the trap.
- A character can ready an action to attack the spears (AC 13, others 10; hp 10). When the spears in one square are destroyed, that trigger plate becomes useless.

- A character can attack a trigger plate or the panel (both are AC 12, others 10, hp 30, resist 5 all). Destroying the trigger plate renders it useless, and destroying the panel shuts down one of these traps.

Tactics: As soon as battle breaks out, Imocotzi activates a filth spewer and calls for the skeletons. He saves the other filth spewer for when the party gets closer to him. He does not ready actions to activate traps, but always seizes an opportunity to trigger a rot spike trap beneath a hero.

When not activating traps, he blasts the party with *faithlance*, giving the bonus to whichever skeleton is closest to him. As soon as a hero gets into melee with him, he uses *shield of faith*, and then targets the toughest-looking hero with *cause fear* or *rune of peace*.

The skeletons surge forward to attack the party. They try to bar them from reaching Imocotzi and fight to their destruction. He saves his second wind and HP surge for when he is bruised.

The wall of corpses provides Imocotzi with cover. There is nothing unusual about the saltwater pool other than its nasty condition.

Imocotzi fights to the death.

The skeletons make a beeline for the mad priest first, then move to attack the party. They can come from whichever direction the GM wishes. Essentially mindless, they do not seek to avoid rot spike squares, and Imocotzi does not mind catching them in a trap if he also gets a hero.

Skeletal Brave (4)

Medium natural animate (undead)

Level 1 Min

XP 25

Init +3

Senses Perception +2
darkvision

HP 1 (a missed attack never damages a skeletal brave)

AC 16

Fort 13, Ref 14, Will 13

Immune disease, poison

Spd 6

↑ Club (standard; at-will) ♦ Weapon: +5 vs. AC; 4 damage.

Align Evil

Lang —

Str 15 (+2)

Dex 17 (+3)

Wis 14 (+2)

Con 13 (+1)

Int 3 (−4)

Cha 3 (−4)

Possessions heavy shield, club

Imocotzi, Human Cleric

Medium natural humanoid

Level 5 Ctl (Leader)

XP 200

Init +3

Senses Perception +6

HP 62

Bloodied 31

AC 16

Fort 15, Ref 14, Will 19

Spd 5

↑ Mace (standard; at-will) ♦ Weapon: +5 vs. AC; 1d8+3

↑ Rune of Peace (standard; daily) ♦ Charm, Divine, Weapon: +5 vs. Will; 1d8+3 damage, and the target cannot attack (save ends). Miss: The target cannot attack until the end of Imocotzi's next turn.

↑ Faithlance (standard; at-will) ♦ Divine, Holy, Item: Ranged 5; +7 vs. Reflex; 1d8+5 damage, and one ally gains a +2 power bonus to his next attack against the target.

↑ Cause Fear (standard; encounter) ♦ Divine, Fear, Item: Ranged 10; +7 vs. Will; the target moves its speed +1 away from Imocotzi. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

Divine Fortune (free; encounter) ♦ Divine: Imocotzi earns a +1 bonus on his next attack roll or save before the end of his next turn.

Shield of Faith (standard; daily) ♦ Divine: Close burst 5; targets allies Imocotzi and all allies within range gain a +2 power bonus to AC until the end of the encounter.

Healing Word (minor; 2/encounter) ♦ Divine, Healing: Close burst 5; Imocotzi and one ally can spend a HP surge and regain +1d6 hp

Activate Trap Control (move; at-will): By using the control panel in the middle of the fountain, Imocotzi can activate the filth spewers and/or the rot spikes. Once activated, a filth spewer runs for 10 rounds, and each trap has three spigots (for six total). The rot spikes must be activated (triggered) each time they are to be used. Squares marked "1" all trigger as one trap, and squares marked "2" do likewise.

Align Evil

Lang Common, Xulmec

Skills Diplomacy +8, Religion +7

Str 14 (+4)

Dex 12 (+3)

Wis 18 (+6)

Con 14 (+4)

Int 11 (+2)

Cha 12 (+3)

Possessions thick cotton armor (acts as leather armor), mace



C-8

Archway Path (Map G11; hill)

If the party stumbles into this hex by accident, it requires a DC 25 Perception check to notice the path as it winds between the hills (increase the DC by +10 at night). When they spot the path, or if the party is following the trail started in area C-8c, read or paraphrase the following:

Beyond the city is a narrow rift in the hillside that was apparently turned into a kind of ceremonial path long ago. The path slowly ascends into the hills. At fifteen-foot intervals is a pair of pillars, each ten feet high and decorated with vulgar figures dancing or engaging in unwholesome acts. The path is only on average fifteen feet wide, and the sheer cliff walls of the rift are on average about twenty feet tall. In several places, trees grow out of the cliff over the path, making a natural canopy.

Development: Although the setting would be fine for an ambush, this path is safe. The party does not need to pass the Explore the Islands skill test to travel along this path, which leads to Area 1-1.

The sheer cliff walls require a DC 20 Athletics check to scale. Climbing the walls puts the party off the path (and needing to pass the Explore the Islands skill test). The path ascends slightly for its entire length.

If the party is significantly far from 3rd level by this point, the GM may wish to insert an encounter here.

ENCOUNTER AREA 1

THE SHATTERED TEMPLE

North of the ruined city stands the Shattered Temple, split down the middle by a falling hunk of starmetal.

Area 1-1

Temple Summit (EL 3) (Map F10; hill)

If the party stumbles into this hex by accident, it requires a DC 25 Perception check made in this hex during daylight hours to notice the temple. If the party is following the archway path (C-8), this encounter is triggered automatically.

As the party approaches, give them **Handout D** and read or paraphrase the following:

The trail finally levels out at the flattened summit of the hill.

A shattered ziggurat temple squats atop this plateau; the upper levels split open and crushed as if by a great fist from above. Chunks of stone debris, some as big as a horse, are scattered along the southwest and northeast sides of the ruin. Each tier of the temple is about five feet high, and parts of it stand about thirty feet high now.

The path you've followed leads directly to the temple. Three pairs of imposing, giant warrior-statues stand silent guard over the overgrown path. One, the farthest on the right-hand side, has been toppled, apparently by flying debris from whatever struck the temple.

To the left you spy a pair of crumbling buildings. They are barely upright, unroofed bare walls with prodigious gaps in places. They do not look sturdy at all.

Despite the decrepitude of the site, you see a stoked firepit just off the far end of the trail, across from the toppled statue.

If the party investigates the collapsed buildings, read or paraphrase the following:

Smaller outbuildings are set to the side of the main ziggurat. Perhaps they were once priest's quarters, holding cells for sacrificial victims, or even granaries for times of famine. Any exterior markings that may have offered a clue to their purpose have long since eroded away, and the few sagging, still-intact walls don't look safe.

If the party opens a secret door, read or paraphrase the following:

Shifting aside the stonework, you see a hidden shaft descending into the mountain. The circular lip is ringed by pictograms of horned creatures rising from the ocean and priests chanting atop a ziggurat. A rope ladder, looking quite recent, is anchored to the shaft wall with iron pitons.

Development: Once the focus of the ancient island civilization, this temple was struck by a small shard of starmetal adamantite, destroying it and slaying the entire high priesthood.

The site was considered cursed by the Comiquín and never restored. Ulars Bhet, after receiving the blessing of Imocotzi, searched the site and found the tunnels leading into the grotto beneath the temple, now his base. He keeps a guard here to fend off beasts and curious villagers.

The pirates, however, are bored with guard duty, and sneak off to hide and catch some rest. None saw the party approach, so this encounter begins with Perception checks. All corsairs have cover from the party, and are considered to be hiding but listening.

It requires a DC 10 Athletics check to ascend to the next level of the ziggurat. All squares with rubble are considered rough terrain.

The Buildings: The three buildings once belonged to lesser priests and served as storage. Building A contains nothing of interest, but buildings B and C have a secret door in the floor (Perception DC 18).

The secret trapdoor in building B opens a fifteen-foot-deep shaft with a rope ladder and a short tunnel ending in area 1-2. The one in building C opens a forty-foot-deep shaft with a rope ladder ending in area 1-3. Using either rope ladder requires a DC 5 Athletics check.

Tactics: All pirates begin the encounter prone but reasonably alert. As soon as the heroes are detected, an alarm is raised and battle joined. The reavers make targets of themselves, standing side by side with their backs to (or if necessary, against) the ziggurat.

The rigging rats fire on the party from the cover provided in the ruined building. If they are attacked in melee, they try to flee toward the reavers.

Nas'el vanishes as soon as the alarm is raised. He approaches the party around the back of the fallen statue,

keeping behind cover as much as possible. When he gets close enough to strike, he uses his tail sting on any bruised heroes, or failing that, he attacks a hero in melee with the reavers. After each attack, he falls back, subsequently turns invisible, and repositions for another tail sting. If wizards or warlocks are making a lot of trouble for the reavers, Nas'el attacks them instead.

The goblinoids fight to the death, but Nas'el flees if reduced to 10 or fewer hp, using his *vanish* ability to escape safely. If the GM desires, Nas'el can return at some later point in the adventure...probably stinging at the worst possible moment!

Goblin Rigging Rat (2)

Small natural humanoid (goblin)

Level 2 Art

XP 125

Init +5

Senses Perception +2
low-light vision

HP 31

Bloodied 15

AC 16

Fort 12, Ref 14, Will 11

Spd 6, see also *goblin tactics*

↑ Short Sword (standard; at-will) ♦ Weapon: +6 vs.AC; 1d6+2 damage.

↑ Hand Crossbow (standard; at-will) ♦ Weapon: Ranged 10/20; +9 vs.AC; 1d6+4 damage.

Sniper: When a goblin rigging rat makes a ranged attack from hiding and misses, it is still considered hiding.

CA: A goblin rigging rat deals an extra 1d6 damage against any foe it has CA against.

Goblin Tactics (immediate reaction, when missed by a melee attack; at-will): The goblin rigging rat shifts one square.

Align Chaotic Evil Lang Common, Goblin

Skills Stealth +12, Thievery +12

Str 14 (+3)

Dex 18 (+5)

Wis 13 (+2)

Con 13 (+2)

Int 8 (+0)

Cha 8 (+0)

Possessions leather armor, short sword, hand crossbow with 20 bolts



Hobgoblin Reaver (2)

Medium natural humanoid

Level 3 Sld

XP 150

Init +7

Senses Perception +3
low-light vision

HP 47

Bloodied 23

AC 17 (19 with *back to back*)

Fort 18, Ref 18, Will 16

Spd 6

↑ Scimitar (standard; at-will) ♦ Weapon: +7 vs.AC; 1d8+4 damage, the target is marked and slowed until the end of the reaver's next turn (crit 1d8+12 damage)

↑ Shifting Deck Strike (standard; at-will) ♦ Weapon: Requires scimitar; +7 vs.AC; 1d8+4 damage, and the reaver shifts 1 square provided it ends adjacent to another reaver

Hobgoblin Resilience (immediate reaction, when the reaver suffers an effect a save ends; encounter): The reaver rolls a save against the effect.

Back to Back: The reaver gains a +2 to AC while at least one other reaver is adjacent to it.

Align Evil

Lang Common, Goblin

Str 19 (+5)

Dex 14 (+3)

Wis 14 (+3)

Con 15 (+3)

Int 11 (+1)

Cha 10 (+1)

Possessions leather armor, heavy shield, scimitar

Nas'el the Navigator (imp)

Tiny immortal humanoid (devil)

Level 3 Lrk

XP 150

Init +8

Senses Perception +8
darkvision

HP 40

Bloodied 20

AC 17

Fort 15, Ref 15, Will 15

Spd 4, fly 6 (hover)

↑ Bite (standard; at-will): +7 vs.AC; 1d6+1 damage.

↑ Tail Sting (standard; refreshes when Nas'el uses *vanish*) ♦ Poison: +8 vs.AC; 1d8+3 damage, and Nas'el makes a secondary attack vs. the same target.

Secondary Attack: +5 vs. Fort; target takes persistent 5 poison damage and -2 to Will (save ends both).

Vanish (standard; at-will) ♦ Illusion: Nas'el becomes invisible until the end of his next turn or until he attacks.

Align Evil

Lang Common, Supernal

Str 12 (+2)

Dex 17 (+4)

Wis 14 (+3)

Con 16 (+4)

Int 16 (+4)

Cha 16 (+4)



Area 1–2 The Castaways

When the party can see onto the plateau, read or paraphrase the following:

Several human men, all looking beaten and weary, are laying on a outcropping of stone about twenty feet beneath the summit plateau. They are sheltered by a makeshift pavilion crafted from a torn sail, and each has his hands and feet bound with rope. It is obvious that if these men are left unattended, they will die from exposure before too much longer.

Development: These ten crewmen washed ashore after the *Even Keel* was attacked and were captured by the Comiquin.

These sailors are too weak to join the party, and they aren't much use in combat. They don't know their captors' plans, but remember that a "sea dragon" attacked their ship. The pirates claim their leader, a magician named Ulars Bhet, commands the beast because he captured one of the "deep-devils" the natives worship. They also speak with envy of his ship, the *Raptor*, and bemoan that they will have to wait for a long time before being rescued...if they ever are.

Additionally, if the party has not yet met Hargul Wavebrow (special random encounter), one of the men claims that he saw the *Even Keel's* dwarven navigator hiding near a "grisly pole with skulls all over 'em." This is a reference to area C–1. If the party goes there, they will find Hargul nearby (see *Hopelessly Lost!* special encounter). If the party has met the dwarf, the sailors will be glad their shipmate is alive.

Even Keel **Crewmen** (humans) (10);
NPC Level 2 Mins.

Area 1–3 Basement Entrance

When the party enters the tunnels, read or paraphrase the following:

This round chamber is carved from the rock of the temple hill. Its walls are spider-webbed by fissures, especially along the eastern wall. Some lanterns are placed on the floor here; one is lit and burning faintly. They are of obviously modern manufacture.

A tunnel mouth opens on the east wall, but is blocked by rubble from a partial cave-in. Another tunnel runs to the north, and slopes downward slightly.

Development: The pirates strung this rope ladder to help them climb the forty-foot shaft. There are four oil lanterns total in this area. Each is completely filled with oil except the lit one, which is half-filled.

Excavation: The short tunnel to the east requires 1 minute of work for two men to clear a 5-foot-square in the first 20 feet of the tunnel (unearthing area 1–4). The remainder of the tunnel is more heavily damaged, and requires 10 minutes for two men to clear a 5-foot-square.

The tunnel terminates in the bottom tier of the ziggurat. About ten squares in, a DC 20 Dungeoneering check will

determine that square to be the epicenter of whatever struck the ziggurat. About 10 feet below that square is a thumb-sized chunk of starmetal. This is sufficient to make a spearhead, dagger, sickle blade, or some similar weapon, and is worth about 1,500 gp.

Area 1–4 Antechamber (EL 4)

As the party approaches, check the party's passive Perception against the Stealth of the baboons. When the party enters this area, read or paraphrase the following:

Just after the tunnel jogs to the east, it opens into a rounded, rectangular chamber. The walls were once decorated with colorful mosaics depicting the atrocities of the temple priests and their deep-devil mentors, but – thankfully – most of the artwork has crumbled...just enough is left to fire your revulsion.

A low campfire burns in the center of the room, flanked by a pair of empty bedrolls. A plain bronze door is set in the north wall.

When the party notices the baboons, read or paraphrase the following:

Two large, monkey-like creatures are lurking under the overhang. They have canine snouts, powerful jaws, thick, brownish fur, and bare hindquarters. Upon seeing you, they each give a short, shrill scream, displaying impressive fangs.

When Ulars Bhet appears, read or paraphrase the following:

A loud "click" comes from the bronze door, which is thrown open.

"By all the Hells what is going on here?" roars the lean-muscled, tall man standing in the doorway. His head and eyebrows are shaved, and every visible inch of his dusky flesh is tattooed with tiny writing in a language you don't immediately recognize. He wears a white vest, and his ears are festooned with iron rings. A bandolier studded with wands crosses his chest.

"You'll regret crossing Ulars Bhet, dogs!" he snarls as he reaches for a wand.

When Nomuarket breaks free, read or paraphrase the following:

Suddenly, from the room beyond the bronze door, you hear an immense crash, like a window breaking, and the rush of water. Immediately afterward, a flood of dirty brown water races out the door.

Snarling, the man called Ulars Bhet turns away. "Hellfire! We'll finish this later!"

Development: Bhet stations pirates here when the baboons are needed elsewhere, but the beasts are on guard duty at present.

The plain bronze door is locked (Thievery DC 20; Bhet has the key). Immediately after the second round of fighting, Bhet opens the door and joins in...briefly. Immediately

before Bhet's second initiative in the combat, Nomuallket breaks free from his tank and flees down the secret passage. Bhet slams the door shut, locks it, and gives chase.

Anyone seeing Bhet is allowed a DC 15 Streetwise check to recognize him from wanted posters; a tidy sum of gold is offered if he can be captured and delivered to the authorities.

Bronze Door: Strength DC 18 to break.

Tactics: The baboons attack as soon as they are attacked or another creature comes within 2 squares of the door. They always target whoever is closest to the door, ganging up on that hero and flanking. If necessary, the baboons use Athletics to scale the walls and maneuver.

If they are ever in melee with more than one hero, they use baboon frenzy.

They fight to the death, and give chase as far as area 1–3 or area 1–7.

Bhet remains in the doorway and won't leave it, keeping the party from ganging up on him. The only round he's present in the fight he uses his encounter power.

If Bhet is somehow forced into a fight, he consistently tries to get away to chase Nomuallket. If he's trapped, paraphrase his argument from area 2–2 to convince the party to chase

after the kapoacanth. He uses his Bluff skill to convince them that the aquatic gargoyle is the greater threat, and emphasizes that his ship is the only way off the island.

Kitvel Baboon (2)

Medium natural beast

Level 5 Elite Brt

XP 400

Init +4

Senses Perception +5
low-light vision

HP 150

Bloodied 75

see also *bounding pounce*

AC 19

Fort 21, Ref 18, Will 16

Saving Throws +2

Spd 8, climb 5

AP 1

↑ **Bite** (standard; at-will): +9 vs.AC; 1d10+5 damage.

↑ **Bounding Pounce** (standard; encounter): The Kitvel baboon shifts 8 squares and makes a bite attack. If the attack hits, the target is knocked prone.

↑ **Baboon Frenzy** (standard; refreshes when first bruised): Close burst 1; targets enemies +7 vs.AC; 1d10+5 damage.

Align Unaligned

Lang —

Skill Athletics +12

Str 20 (+7)

Dex 13 (+3)

Wis 14 (+5)

Con 15 (+5)

Int 2 (–2)

Cha 12 (+4)



Area 1–5

Bhet's Quarters

When the party enters this area, read or paraphrase the following:

This room is a strange mix of ancient islander architecture and modern comforts. A full bed rests in one corner, complete with a nearby bedpan, writing table, and small personal firepit, stoked with warm coals. A large trunk is near the far wall.

The remains of a large glass tank stand near the door. The whole floor is covered in broken glass and flooded with dirty brown water, ruining an embroidered rug.

If Nomualket hasn't broken out of the tank yet, substitute this paragraph for the second one above:

The room is made even cozier by a large, embroidered carpet. A large glass tank stands near the door. It is filled with dirty brown water, but you see a horrid shape floating inside. The creature is humanoid, but it has elongated limbs, webbed fingers and toes, and a pair of dorsal horns. A crude, but strangely hypnotic helmet or headpiece made of coral rests on the creature's head. It seems to grow directly from its skull. The beast treads water slowly, its yellow eyes watching you.

Development: Bhet commandeered this room when the pirates seized the temple. The tank was where he kept Nomualket until the kapoacanth seized the distraction provided by the party and escaped.

If the tank is broken, the floor is covered in broken glass and considered difficult terrain (costs +1 square). A bit of work dries out the rug, which is worth 300 gp and weighs 23 pounds. The long chest is locked (Thievery DC 20), but contains only clothing, some of it quite nice (one set of courtier's clothing without jewelry). In a false bottom (Perception DC 20), Bhet has hidden a pair of well-cut emeralds (1,000 gp each) and a *potion of healing*.

If Nomualket hasn't escaped yet, he watches the party until they are positioned in such a way that he can break the glass (a standard action) and move to the secret door in one round without running into them. He then opens the door and flees to area 2–3. It otherwise requires a DC 25 Perception check to locate the secret door. Nomualket can be identified as a kapoacanth with a DC 15 Arcana check.

On the writing table are several sheets of paper. Most are blank, but one shows Bhet's notes on the coral crown (give the party **Handout E**). He's been busy studying the crown and trying to invent a ritual that will circumvent its detrimental effects. The ritual is half-finished, and would be beyond the ability of the party to complete.

If any islanders accompany the party and the kapoacanth is present, they recognize Nomualket as a "deep-devil." Any Comiquin demands he be freed, and any Coyomi makes a sign against evil and warns the party about the "devil."

IF THEY GET AWAY

If either Ulars Bhet or Nomualket gets away from the party, the group hears a deep rumbling that lasts about a minute, then pauses, and then another that lasts about a minute. This noise is from the bad guys using the rotating room (area 2–1) to reach the grotto (area 2–4).

If both Bhet and Nomualket escape the party, they both take the same trip through area 2–1...fighting the whole way.

IF THE PARTY GIVES CHASE

If the party keeps up with either Bhet or Nomualket, feel free to throw some random pirates at them to slow them down, along with a bellowed, "GET THEM!" Use pirate stats from anywhere in the module to buy the bad guys time.

ENCOUNTER AREA 2

DEVIL-MOUNTAIN CAVES

Beneath the Shattered Temple, a tunnel leads into a cave system and grotto that opens to the ocean. This is where Ulars Bhet hid his ship, the *Raptor*, and where the sea-drake is kept.

At this point of the game, the party should be chasing either Ulars Bhet or Nomualket, and they should have already heard area 2–1 get triggered once.

All areas are unlit unless otherwise indicated. All surfaces require a DC 18 Acrobatics check to scale.

Area 2–1

Turn to the End

As the party enters the tunnels, read or paraphrase the following:

Beyond the secret door you discover a roughly carved tunnel. It slopes sharply downward into darkness.

When the party enters area 2–1, read or paraphrase the following; if Bhet and Nomualket took the same trip, add splashed blood from a fight to the description:

The tunnel ends in a large, round, finished room, about twenty-five feet across. In the center of the room is a large lever made of petrified wood, and standing at attention along the walls are dozens of small, clay statues of islander warriors, much like the larger, stone statues you saw outside the shattered temple.

After the switch is activated:

You hear the clacking of unseen counterweights pulling on ancient cogs. Then, with a familiar grind of stone on stone, the room begins to rotate in position, the doorway sliding across the wall.

Development: These statues are a type of guardian to defend the "sacred" grotto of the ancients, where they first met the kapoacanth. They are, however, completely harmless.

Pulling the lever causes the room to rotate in position, until the opening is flush with the tunnel on the east side of the room.

It takes one minute for the room to complete a half-rotation and open the passage to the east. It remains open for thirty seconds, and then the lever resets itself and rotates back to the west, again taking one minute to reach its starting position. Once started, the rotation cannot be stopped, and the lever cannot be budged.

There is a lever in the wall on the east side of the tunnel that can call the rotating room so creatures coming out of the grotto can enter the temple.

Reality Check: At this point the party should be at least 3rd level...the last fight(s) can be punishing if the party isn't ready. There are ample opportunities to gain levels in the module, but if the group somehow missed them, the GM should consider changing the final encounter.

The sea-drake (actually a finned behemoth...an elasmosaur-like creature) could be unable to attack the party directly, but could destroy the piers in area 2-3, accidentally lighting the barrels of oil...it's cinematic, but not terribly dangerous thanks to the ample water around. The pirates could not be in the fight...the party could run into them running the *other* way as they race toward area 2-3. Finally, Nomualket could recognize the party as enemies of his enemy, and quietly offer a truce if they let him sink the *Raptor*.



Area 2-2

The Clock Starts (EL 0 or 6)

As the party approaches this bend in the tunnel, read or paraphrase the following:

Suddenly a great roar reverberates up the tunnel, and you hear a familiar sound: the crash of splintering wood and voices raised in alarm.

If Bhet got away from the party, insert the following text as well; otherwise, skip it:

Then you hear a slight groan ahead of you. Rounding the bend, you see the man called Ulars Bhet standing in a pool of blood, leaning heavily against the wall. His white vest is stained crimson, and his dusky skin is pale. Deep claw marks ruin his face, chest, and arms.

He coughs feebly, "Damn you. I almost had the secret of the crown. The sea-drake was almost mine."

Another roar nearly deafens you.

"That bastard kapoacanth is going to have his pet sink my Raptor. If you don't stop him, no one gets off this island."

Development: Bhet is bluffing, but not by much. He isn't hurt as bad as he is letting on, but he is in pain. He's also figured out he can't stop both Nomualket and the sea-drake, so he's decided to get the party to do it for him.

Detecting Bhet's ruse requires an Insight check opposed by the pirate captain's Bluff check, and he gets a +2 circumstance modifier to his Bluff check because he actually is pretty wounded.

He refuses healing, insisting there's no time, and he also won't be beholden to the party. Similarly, he won't accompany the heroes, claiming he knows when he's met his match. Bhet is right; the party doesn't have long to deal with Nomualket (see sidebar).

If the party goes after Nomualket, he offers two pieces of advice: be wary when he appears to be made of stone, and do not put on the coral crown.

If the party leaves Bhet alone, he leaves, stopping to retrieve his emeralds and *healing potion* in area 1-5 if they're still there.

Tactics: Bhet starts this encounter bruised. If a fight breaks out, he curses ("Hellfire!"), casts *invisibility* (remember that it lasts two rounds thanks to his orb), and tries to escape, burning his AP if necessary to either run or seal his escape route behind him with multiple *clouds of daggers*. He flees toward the temple...he's a big believer in living to fight another day.

If trapped, the pirate captain uses *shock sphere* and *fire shroud* in rapid succession to get the party to back off, and drops *clouds of daggers* to keep from getting surrounded.

If left with no other options and if reduced to 30 hp or less, he will surrender. If this happens and the heroes enter area 2-3 with Bhet in tow, the pirates don't attack instantly, waiting to see what Bhet tells them to do. He is a canny, desperate man, and not above throwing away the lives of

his minions if it means he can escape in the confusion (it would be a new encounter, for example, and many of his abilities would refresh).

Ulars Bhet, Human Wizard

Medium natural humanoid

Level 6 Solo Art XP 1,250

Init +5 Senses Perception +5
 HP 216 Bloodied 108
 AC 22 Fort 17, Ref 22, Will 22
 Saving Throws +5
 Spd 6 AP 2

↑ Dagger (standard; at-will) ♦ Weapon +6 vs.AC; 1d4+3 damage

☼ Cloud of Daggers (standard; at-will) ♦ Arcane, Force, Implement: One square within 10 squares; +10 vs. Ref; 1d8+7 force damage

☼ Shock Sphere (standard; at will) ♦ Arcane, Implement, Lightning: Area burst 2 within 10 squares; +10 vs. Ref; 2d6+7 lightning damage

☼ Fire Shroud (standard; encounter) ♦ Arcane, Fire, Implement: Close burst 3; +10 vs. Fort; 1d8+7 fire damage, and persistent 5 fire damage (save ends).

☼ Fireball (standard; daily) ♦ Arcane, Fire, Implement: Area burst 3 within 20; +10 vs. Ref 3d6+7; fire damage. Invisibility (standard; daily): Ranged 5; Ulars can become invisible until the end of his next turn. If he attacks, he becomes visible.

Orb of Inevitable Continuance (minor; daily) One of Bhet's powers that is due to expire at the end of this turn instead lasts until the end of his next turn

Orb of Imposition (free; encounter) Bhet can delay the end of a *cloud of daggers* effect from the end of his current turn to the end of his next turn.

Align Evil Lang Common, Draconic

Skill Arcana +12, Bluff +8, Insight +10

Str 10 (+3) Dex 14 (+5) Wis 14 (+5)

Con 12 (+4) Int 19 (+7) Cha 11 (+3)

Possessions dagger, orb of inevitable continuance +1

Area 2–3

The Grotto (EL 5)

As the party enters the grotto, read or paraphrase the following:

You've entered a large underground grotto. You see a half-submerged cave mouth to the northeast, and open sea beyond that. What draws your eyes, however, is the great, pale aqua beast thrashing in the water...the same that sunk the Dart. On closer inspection, you see that this behemoth has darker blue splotches along its back, which sports a sail-like ridge. All told this lizard is perhaps 45 feet long, most of it a slender, almost serpentine neck. Its hide is riddled with crossbow bolts.

Firing on this sea-drake is a ragged band of humans and hobgoblins. They are clustered along a stone pier shouting their terror to each other. Four upright torches burn along the pier, and human sailors use the light to fire ballistae at the sea-drake.

The sea-drake is not attacking them, however, instead dismantling a two-masted ship – a sleek caravel anchored in the grotto – with slams from its head. In short order, it will succeed in sinking the boat, much as it sank the vessel that brought you to these islands, the Dart.

Development: This grotto was missed by the crew of the *Dart* on their initial survey of the islands. This is the final encounter of the module, and it can go several different ways (see sidebar).

The Battle: Rather than roll for each participant, the author recommends abstracting part of this fight. Each round of combat, each member of the pirate crew firing on the sea-drake (properly known as a finned behemoth) inflicts 1 point of damage to the dinosaur. Similarly, the dinosaur inflicts another round of damage to the *Raptor* (as stated in area 2–2, from the first roar, the elasmosaurus scuttles the *Raptor* in 20 rounds).

The party can affect this battle in several ways. Parties may think of methods to fight this battle not listed below; the GM should reward creativity:

Inspire the Crew – The crew is shaken by the sight of the sea-drake turning on them and by the absence of their captain. A hero can inspire them as a minor action by making a DC 15 Intimidate or Diplomacy check. Success means the crew doubles the damage they inflict each round. The GM should feel free to assign a two-point penalty/bonus to the check based on good role-playing.

Fire – Several of the barrels stacked on the pier are clearly marked as containing oil. Breaking open four barrels (standard action requiring a DC 10 Strength check, crowbar grants a +2 bonus) and dumping them or their contents into the grotto (standard action), and then lighting the slick on fire (move action, perhaps using the four torches on the pier) ignites the grotto; any creature in the grotto takes persistent 5 fire damage. After the sea-drake has taken 20 points of fire damage (only counting damage from this source), the hold of the *coral crown* is broken. The *Raptor* will be scorched, but saved.

Kill Nomuallket – The kapoacanth is hiding at the location marked X on the map. It decided not to jump into the water so it could attack the crew if any proved particularly capable, but it hasn't had to worry about that until the party arrived. If the party can locate and kill the gargoyle, the finned behemoth merely leaves; it has no inherent desire to attack a boat. Additionally, Nomuallket has to concentrate to control the sea-drake, so he loses a minor action every round he's in combat. If he can be forced to use that minor action, for that round the drake does nothing, buying the party some time.

Kill the Finned Behemoth – Although weakened and not able to submerge, the dinosaur is dangerous and in its element. Still, the party could attempt to kill it. If Nomuallket sees that the dinosaur is weakened (at 30 or fewer hp), it orders the sea-drake to attack the party instead of the boat (pausing the countdown until the *Raptor* is destroyed).



Pirate Tactics: If the party makes some sign that they're here to help, the pirate crew concentrates on saving their ship; otherwise – effectively helpless against the beast and without real leadership – they concentrate on the enemy they can fight...the heroes.

The hobgoblin reavers and the sea dogs lead the attack. The reavers fight side by side, and try to stay that way with *shifting deck strike*. The sea dogs form up behind them, relying on the reach of the boat hooks to strike the party, concentrating on defending the reavers while stalling heroes that try to slip past them with *think again!* These four pirates try to keep the party in the cave and off the pier itself.

The gnollish first mate wades into that scrum, trying to pick off heroes attacking the sea dogs. As soon as a hero is bruised, the first mate moves in close to get his extra bite attack. He tries to finish off heroes wounded by the other four pirates.

Both two-man ballista crews stay with their weapons, firing on the party and switching between crossbow and ballista fire while they reload the ballista (the action of reloading and aiming the ballista has been abstracted into a refresh ability). They try to stem the forward advance of the party under withering, heavy fire.

All pirates but the ballista crews fight to the death; the ballista crews jump in the grotto and swim for the opening...they'll take their chances with the sea-drake rather than face the party.

Crown Tactics: By the time the party arrives, the finned behemoth has 100 hp left. The grotto is too shallow for it to submerge completely, so it is always at least partially visible. Left alone, it attacks the *Raptor* with its bite attack, alternating in its tail sweep when possible (the actual attack and damage of this exchange has been abstracted into a timer-like countdown of rounds). If ordered after the party, it swims to the pier and opens with its tail sweep. The sea-drake always uses its tail snap on the first creature to get up from prone, and between refreshes on the tail sweep it simply bites. It fights to the death as long as Nomualket controls it. If Nomualket is slain, the sea-drake fights for another 1d4 rounds, then simply leaves.

Nomualket ignores the party unless they attack the drake or him. When he enters the fight, he selects a single target, preferably someone in the back of the party, and concentrates on them. Nomualket maneuvers to try to keep a retreat into the grotto open. If he is reduced to 15 hp, he assumes stone form and regenerates until he is just over bruised. At that point, if the fight is still raging, he rejoins the fun. Otherwise, he waits until at least two heroes are adjacent to him or he's reduced to 10 hp. At that point, he uses *sudden violence* to get the jump on the party. Nomualket fights to the death.

WHAT ABOUT THE PIRATES?

Ultimately, this is up to the party. The pirates are not good people, and certainly not trustworthy. They won't sheepishly go to justice for their crimes, and their gratitude to the party for saving their ship quickly fades. At the first sign of trouble, the entire crew jumps the party.

They can be won over, however, especially if the party emphasizes either that they slew Bhet or that their captain abandoned them...this could work much like the Interrogate the Captive skill test. While few of the crew would change alignment, a truce could be struck long enough to escape the island.

WHAT IF THE PARTY SIDES WITH NOMUALKET?

If the party attacks the crew of the *Raptor*, Nomualket has the finned behemoth finish its job and then pick off the last of the pirates. Then he reveals himself to the party and orders them to leave.

Nomualket is dumb and evil, and very, very distrustful of humans thanks to his treatment by Bhet. It is entirely likely any conversation with the bellicose kapoacinth ends in combat.

If the party leaves, however, Nomualket departs with the sea-drake and the *crown*.

Ballista Crew (4)

Medium natural humanoid (human)

Level 2 Art

XP 125

Init +4

Senses Perception +1

HP 31

Bloodied 15

AC 15

Fort 13, Ref 15, Will 13

Spd 6

↑ Dagger (standard; at-will) ♦ Weapon: +7 vs.AC; 1d4+1 damage.

↑ Crossbow (standard; at-will) ♦ Weapon: Range 15/30; +9 vs.AC; 1d8+3 damage.

↑ Fire Ballista! (standard; refresh 5, 6) ♦ Weapon: Range 20/40; +9 vs.AC; 2d10+3 damage; must be adjacent to another ballista crewmember, and at the ballista to use.

Align Evil

Lang Common

Skills Athletics +7

Str 12 (+2)

Dex 17 (+4)

Wis 11 (+1)

Con 13 (+2)

Int 10 (+1)

Cha 12 (+2)

Possessions leather armor, dagger

Sea Dog (2)

Medium natural humanoid (human)

Level 3 Sld

XP 150

Init +5

Senses Perception +6

HP 47

Bloodied 23

AC 14

Fort 16, Ref 15, Will 14

Spd 6

↑ Boat Hook (standard; at-will) ♦ Weapon: Reach 2; +10 vs.AC; 1d6+3 damage.

↑ Crossbow (standard; at-will) ♦ Weapon: Range 15/30; +8 vs.AC; 1d8+2 damage.

↑ Powerful Strike (standard; refresh 5, 6) ♦ Weapon: Requires boat hook Reach 2; +10 vs.AC; 1d6+7 damage, and target is knocked prone.

↑ Think Again! (immediate reaction, when a foe moves or shifts within reach; at-will) ♦ Weapon: Requires boat hook; Reach 2; +8 vs. Fort; with a forceful blow of the boat hook's haft, the sea dog arrests his foe's movement; target ends its movement, losing its action (although it can take another action to continue moving).

Align Evil

Lang Common

Skills Athletics +9

Str 16 (+4)

Dex 14 (+3)

Wis 11 (+1)

Con 15 (+2)

Int 10 (+1)

Cha 12 (+2)

Possessions leather armor, boat hook, crossbow, case with 10 bolts

Gnoll First Mate

Medium natural humanoid (gnoll)

Level 6 Brt

XP 250

Init +5

Senses Perception +7, low-light vision

HP 84

Bloodied 42

AC 18

Fort 18, Ref 15, Will 15

Spd 7

↑ Spear (standard; at-will) ♦ Weapon: +10 vs.AC; 1d8+6 damage, or 1d8+8 while bruised see also *quick bite* and *pack attack*.

↑ Quick Bite (free, when the gnoll first mate hits a Bloodied enemy with a melee attack; at-will): +7 vs.AC; 1d6+2 damage, or 1d6+4 while Bloodied.

Pack Attack: The gnoll first mate deals an extra 5 damage on melee attacks against an enemy that has two or more of his allies adjacent to it.

Align Chaotic Evil

Lang Abyssal, Common

Skills Intimidate +8, Stealth +10

Str 20 (+8)

Dex 14 (+5)

Wis 14 (+5)

Con 14 (+5)

Int 9 (+2)

Cha 7 (+1)

Possessions leather armor, light shield, spear

Hobgoblin Reaver (2)

Medium natural humanoid

Level 3 Sld

XP 150

Init +7

Senses Perception +3 low-light vision

HP 47

Bloodied 23

AC 17 (19 with *back to back*)

Fort 18, Ref 18, Will 16

Spd 6

↑ Scimitar (standard; at-will) ♦ Weapon: +7 vs.AC; 1d8+4 damage, the target is marked and slowed until the end of the reaver's next turn (crit 1d8+12 damage)

↑ Shifting Deck Strike (standard; at-will) ♦ Weapon: Requires scimitar; +7 vs.AC; 1d8+4 damage, and the reaver shifts 1 square provided it ends adjacent to another reaver

Hobgoblin Resilience (immediate reaction, when the reaver suffers an effect a save ends; encounter): The reaver rolls a save against the effect.

Back to Back: The reaver gains a +2 to AC while at least one other reaver is adjacent to it.

Align Evil

Lang Common, Goblin

Str 19 (+5)

Dex 14 (+3)

Wis 14 (+3)

Con 15 (+3)

Int 11 (+1)

Cha 10 (+1)

Possessions leather armor, heavy shield, scimitar

Nomualket, Kapoacinth

Medium elemental humanoid (aquatic, earth)

Level 8 Lrk

XP 350

Init +11

Senses Perception +12,

darkvision

HP 71

Bloodied 35

AC 24

Fort 20, Ref 18, Will 18

Spd 6, swim 6

↑ Claw (standard; at-will): +13 vs.AC; 2d6+5 damage.

Stone Form: Nomualket becomes a statue and gains resist all 25, regeneration 3, and tremorsense 10 (losing all other senses). Nomualket can take no action in stone form aside from leaving stone form as a minor action.

↑ Sudden Violence (immediate interrupt, shifting from stone form; standard): When Nomualket leaves stone form, he gets a melee basic attack against all adjacent enemies and shifts 3.

Control Finned Behemoth: Nomualket loses a minor action each round to maintain his control over the beast.

Align Evil

Lang Primordial

Skills Stealth +12

Str 21 (+9)

Dex 17 (+7)

Wis 17 (+7)

Con 17 (+7)

Int 5 (+1)

Cha 17 (+7)

Finned Behemoth

Huge natural beast (aquatic, reptile)

Level 10 Brt

XP 500

Init +7

Senses Perception +8

low-light vision

HP 100 (130 max)

Bloodied 65

AC 24

Fort 22, Ref 19, Will 20

Spd 2, swim 8

↑ Bite (standard; at-will): Reach 3; +13 vs.AC; 3d6+6 damage, and target is weakened (save ends).

↑ Tail Snap (immediate reaction, when a foe in reach gets up from prone; at-will): Reach 3; +13 vs.AC; 2d6+6 damage and foe is pushed 3 squares.

※ Tail Sweep (standard; refresh 4, 5, 6): Close Burst 3; +11 vs. Ref; 4d8+6 damage, and the target is knocked prone if it is Medium size or smaller.

Align Unaligned

Lang —

Str 22 (+11)

Dex 15 (+7)

Wis 17 (+8)

Con 20 (+10)

Int 2 (+1)

Cha 8 (+4)

**THUS THE HEROES
ESCAPE THE ISLE OF THE SEA-DRAKE!**

FURTHER ADVENTURES

This scenario can springboard into other adventures.

- The four copper sheets in area I–4 create a map. This can lead to the ruined kapoacinth city, the island where the ancients found the first elasmosaurus nest, the island where the ancients originally came from, or some other exotic location the GM wishes to introduce into his or her campaign.
- Either Ulars Bhet or Nomualket may elude the party. The kapoacinth retains the *coral crown* (and therefore a threat would remain to shipping), and Ulars Bhet could be a capable recurring villain, angry with the heroes who stole his ship.
- Once the heroes are the saviors of the Coyomi village, Snake-Sister can trust them with a deep secret concerning the Pool of Life, and the location of another island where its counterpart, the Tree of Death, is said to be found...
- Once the party returns to civilization, the Two Shores Trading House may have other paying jobs for them. For example, there is said to be a flower in the deep jungle that has the power to restore life. Finding it could be a grand adventure.
- The satchel and broken monocle in area C–I could belong to a famous treasure hunter. When the party returns to civilization, his estate (managed by a younger brother) contacts the party to complete some of the dead adventurer's commissions.
- By adventure's end, the heroes have had contact with an ancient island civilization, making them hands-on authorities on the matter...and perfect members of the gnomish scholar Finglegut Applesmith's latest expedition to locate the Isle of Screaming Mist.



APPENDIX A NEW MONSTERS

KITVEL BABOONS

Monstrous primates, kitvel baboons are vicious and territorial predators.

Description

A Kitvel baboon has a long dog-like muzzle, close-set eyes and powerful jaws. Thick fur covers its entire body, save the muzzle and rough spots around the base of its short tail.

Kitvel Baboon

Medium natural beast

Level 5 Elite Brt XP 400

Init +4 **Senses** Perception +5
low-light vision
HP 150 **Bloodied 75**
see also *bounding pounce*
AC 19 **Fort 21, Ref 18, Will 16**

Saving Throws +2

Spd 8, climb 5 AP 1

↑ **Bite** (standard; at-will): +9 vs.AC; 1d10+5 damage.

↑ **Bounding Pounce** (standard; encounter): The Kitvel baboon shifts 8 squares and makes a bite attack. If the attack hits, the target is knocked prone.

↑ **Baboon Frenzy** (standard; refreshes when first bruised): Close burst 1; targets enemies +7 vs.AC; 1d10+5 damage.

Align Unaligned **Lang —**

Skill Athletics +12

Str 20 (+7) **Dex 13 (+3)** **Wis 14 (+5)**
Con 15 (+5) **Int 2 (-2)** **Cha 12 (+4)**

Kitvel Baboon Tactics

Kitvel baboons attack any creature they perceive as threats, as soon as that creature enters their territory. They often use their climbing ability to maneuver through the tactical space.

Kitvel Baboon Lore

- **Nature DC 15:** Baboons generally live dense forests and jungles. Kitvel baboons often raid farms and human dwellings, preying on goats and sheep. They compete with leopards for territory and hunting ground, and battles between the two species frequently erupt.
- **Nature DC 20:** Kitvel baboons prefer to surround a single target, knock it to the ground, and tear its flesh apart with powerful bite attacks. They are known to enter a form of battle rage.

TROPICAL SHARK

Tropical sharks are large predatory fish that are found in warm coastal waters.

Description

Tropical sharks are gray in color and can grow to about 10 feet long (although they only occupy about 1 square of effective space). Their favored food is crabs and fish, but they'll eat anything that catches their fancy...even other sharks.

Tropical Shark

Medium natural beast (aquatic)

Level 4 Skr

XP 175

Init +6

Senses Perception +9
low-light vision

HP 55

Bloodied 27

AC 18

Fort 17, Ref 16, Will 15

Spd 0, swim 8

↑ **Bite** (standard; at-will): +9 vs.AC; 1d10+4 damage.

↑ **Swim-by Attack** (standard; at-will): The shark swims up to 8 squares and makes one melee basic attack at any point during that movement. The shark doesn't provoke opportunity attacks when moving away from the target of the attack.

Blood Frenzy: A tropical shark gains +1 bonus to attack rolls and a +2 bonus to damage rolls against bruised enemies.

Align Unaligned

Lang —

Str 18 (+6)

Dex 15 (+4)

Wis 15 (+4)

Con 15 (+4)

Int 2 (-2)

Cha 6 (+0)

Tropical Shark Tactics

These sharks use hit-and-run tactics, but tend to operate singly. A shark wears an opponent down with swim-by attack until it is bruised, and then moves in for the kill.

Tropical Shark Lore

- **Nature DC 10:** These sharks eat anything, even items that are not food, but they favor crabs and fish.
- **Nature DC 12:** Tropical sharks do not use pack tactics, but tend to mass around weakened prey and tear it apart, every shark for itself.
- **Nature DC 15:** These sharks are adept at taking nibbles out of prey while swimming by.



APPENDIX B LEGEND OF THE DEVIL-TEMPLE

This is the tale as told by the Coyomi people. The heroes may hear it from the Snake-Sister.

Many generations ago, there lived on the larger island a village of twisted men, our ancestors. These men learned the secret of stoneworking from devils that dwelt below the waves. These men commanded a sea-drake with a crown made of coral. With this knowledge, they built houses of stone, a mighty kingdom, and a great temple to honor the deep-devils. These men and devils mocked the gods with their stone house beneath the sky and above the sea, until the gods grew angered at their impiety. Eventually, the Great God of Thunder smote the temple with a terrible shout, cracking it in half and burning the devils with sky-fire. Also, the Great Goddess of the Sea threw wide her arms, and the ocean flooded the stone village with such force that the walls tumbled, crushing those who did not drown.

Those that survived knew that the gods had punished the audacity of daring to build in stone and the foolishness of worshipping devils, so they vowed to do neither again. They fled the larger island, cursing it as Comiqui, or the Island of the Dead. In their catamarans, they came to the smaller island, naming it Coyoli, or Island of the Living. They raised a new village of reed and wood and lived as men should.

But some men remained on Comiqui, and kept with the ungodly practices of old. They are our enemies, seizing our people and making them corpse-slaves. So we wait for the gods to finish punishment and destroy the last of the Comiquin.

APPENDIX C TRAVEL...

Each hex on the map is one of seven terrain types; this is not to say they are homogenous, merely that type of terrain is prevalent in that area.

If the party begins travel in or enters an unexplored hex that isn't a beach hex, they must pass a skill test. Success indicates they travel for five hours in their intended direction. Once a party has successfully passed through a hex, they need not make a skill test in that hex again (it is "explored").

Jungle and swamps reduce speed to three-quarters, while hills and coral reduce speed to one-half, and beaches are normal terrain. If the party has a guide (area A-5 and C-8d), they treat terrain as one category easier (swamps and jungle become normal terrain, for example).

This means a party moving through extensive difficult terrain at a speed of 5 can cover 9 hexes with one skill test; the same party moving at a speed of 6 can cover 11 hexes.

Skill test (Explore the Islands): Level 1 (100 XP); 4 successes before 2 failures; Endurance, Nature, Perception, Stealth.

Endurance (DC 15): At least one hero must make an Endurance check to avoid succumbing to the oppressive heat and stinging insects of the tropical islands. A failed check means each hero loses one HP surge in addition to counting as a failure.

Nature (DC 15): The hero leading the party must make a Nature check to keep his or her bearings and avoid natural hazards. A failed check means each hero loses a HP surge and counts as a failure.

Perception (DC 15): A hero notices a short game trail, a set of humanoid tracks, or a relatively clear patch of ground. This does not count as a success or failure, but adds +2 to or subtracts -2 from the next hero's Endurance, Nature, or Stealth check.

Stealth (DC 15): At least one hero must make a Stealth check to avoid drawing the attention of wild beasts.

Failure: The party is lost. They make no progress for the time spent traveling (going in circles) and have a random encounter. If they fail the challenge twice in a row, it instead triggers the Hopelessly Lost! encounter.

...and Terrain

For tactical movement, all terrain except beach is considered predominantly difficult terrain. Here are additional notes:

Beach hexes features soft, wet sand; they are considered soft terrain for using Perception to follow tracks.

Jungle hexes are usually packed with vines, foliage, undergrowth, and trees. All jungle hexes are obscuring terrain, and those not bordering a beach hex are also difficult terrain.

Tidal hexes are covered in mud and standing pools. They are covered in about five feet of ocean water from about 6 am until about noon, and from about 6 pm until about midnight.

Water hexes are either lakes or open ocean. Water conditions depend on weather (and therefore the GM's whim), but they are normally calm water (DC 10 Athletics to swim).



APPENDIX D RANDOM ENCOUNTERS

Failing an Explore the Islands skill test triggers random encounters. GMs can create their own, or roll on (or select from) the tables. Encounter details are listed alphabetically, below.

If the party is 1st level, roll a d6; otherwise, roll a d8. Add +2 for every level the heroes have gained (example: for a 3rd-level party, add +4 to this roll.) Encounters with an asterisk can only occur once if they destroy the zombie or feychild flitting drake; treat the roll as the next lower encounter.

If the horn-blower in area C-2 spots the party, all random encounters are either Comiqui Warband or Joint Pressgang for 12 hours afterward.

1d6/1d8 Random Encounters

1-2	Tricks and Traps I
3	Tricks and Traps II
4	The Fur Flies
5	The Silent Servants
6	Monarch of the Jungle*
7-9	Comiqui Warband
10	The Big Dead*
11	Stalked!
12	Feeding
Special	Hopelessly Lost!

The entries for random encounters are presented below in alphabetical order according to the encounter title.

The Big Dead (EL 2)

The biggest, baddest zombie on the islands has decided to pay the party a visit...with his fists!

Tough Zombie

Medium natural animate (undead)

Level 2 Solo Brt **XP 625**

Init -1	Senses Perception +0 darkvision
HP 136	Bloodied 68
AC 15	Fort 15, Ref 11, Will 10
Immune disease, poison	
Resist 10 necro	
Vulnerable 5 holy	
Saving Throws +5	
Spd 4	APs 2

↑ Slam (standard; at-will): +6 vs.AC; 2d6+2 damage, and the target is dazed (save ends).

↑ Zombie Snatch (standard; at-will): +4 vs. Ref; the target is grabbed (until escape). Checks made to escape take -5 penalty.

↑ Smackback (special immediate reaction; being struck in melee; at-will): The tough zombie can make a slam attack in reaction to being struck in melee. It can do this twice per combat round.

↑ Smackdown: When making a slam attack against a dazed foe, the tough zombie deals +1d6 damage, and the foe is knocked prone.

Align Unaligned	Lang —	
Str 14 (+3)	Dex 6 (-1)	Wis 8 (+0)
Con 20 (+6)	Int 1 (-4)	Cha 3 (-3)

Comiqui Warband (EL 1)

A party of Comiquín hunts for trophies in the jungle. The heads of the heroes would look nice on their belts!

Comiqui Brave (2)

Medium natural humanoid (human)

Level 1 Brt

XP 100

Init +1	Senses Perception +1
HP 34	Bloodied 17
AC 16	Fort 14, Ref 13, Will 12
Spd 6	

↑ Greatclub (standard; at-will) ♦ Weapon: +4 vs.AC; 2d4+3 damage.

↑ Sweeping Strike (standard; encounter) ♦ Weapon: +4 vs.AC; 1d8+3 damage, and the target is knocked prone.

Align Evil	Lang Xulmec	
Skills Athletics +8, Intimidate +5		
Str 16 (+3)	Dex 13 (+1)	Wis 12 (+1)
Con 14 (+2)	Int 10 (+0)	Cha 11 (+0)
Possessions hide armor, greatclub		

Comiqui Devout

Medium natural humanoid (human)

Level 1 Ctl

XP 100

Init +1	Senses Perception +3
HP 30	Bloodied 15
AC 15	Fort 12, Ref 11, Will 13
Spd 6	

↑ Quarterstaff (standard; at-will) ♦ Weapon: +6 vs.AC; 1d8+1 damage.

↑ Faith Lance (standard; at-will) ♦ Divine, Holy, Item: Ranged 5; +5 vs. Ref; 1d8+3 holy damage, and one ally within sight gains a +2 power bonus on his or her next attack against the target.

Align Evil	Lang Xulmec	
Skills Heal +8, Religion +5		
Str 13 (+1)	Dex 12 (+1)	Wis 16 (+3)
Con 14 (+2)	Int 11 (+0)	Cha 10 (+0)
Possessions cloth armor, quarterstaff		

Comiqui Hunter

Medium natural humanoid (human)

Level 1 Art

XP 100

Init +3	Senses Perception +1
HP 25	Bloodied 12;
AC 13	Fort 13, Ref 14, Will 13
Spd 6	

↑ Spear (standard; at-will) ♦ Weapon: +7 vs.AC; 1d8+1 damage.

↑ Shortbow (standard; at-will) ♦ Weapon: Range 15/30; +9 vs.AC; 1d8+3 damage.

↑ Double Strike (standard; encounter) ♦ Weapon: The Comiqui hunter makes two shortbow attacks on the same target. If both attacks hit, the Comiqui hunter deals an additional 1d6 damage.

Align Evil Lang Xulmec

Skills Nature +5, Stealth +8

Str 13 (+1) Dex 17 (+3) Wis 11 (+0)

Con 14 (+2) Int 10 (+0) Cha 12 (+1)

Possessions cloth armor, shortbow, spear

The Fur Flies (EL 1)

As the party explores, they draw the attention of a nearby, very large den of rats.

Elite Dire Rat

Medium natural beast

Level 1 Brt XP 200

Init +2 Senses Perception +5
low-light vision

HP 76 Bloodied 38

AC 17 Fort 17, Ref 15, Will 11

Immune filth fever

Saving Throws +2

Spd 6, climb 3 APs 1

↑ Bite (standard; at-will) ♦ Disease: +4 vs.AC; 1d6+2 damage, plus filth fever.

Align Unaligned Lang —

Skills Stealth +7

Str 14 (+2) Dex 15 (+2) Wis 10 (+0)

Con 18 (+4) Int 3 (–4) Cha 6 (–2)

Giant Rat (8)

Small natural beast

Level 1 Min XP 25

Init +3 Senses Perception +5
low-light vision

HP 1 (a missed attack never damages a giant rat)

AC 15

Fort 13, Ref 15, Will 12

Spd 6, climb 3

↑ Bite (standard; at-will): +6 vs.AC; 3 damage.

Align Unaligned

Lang —

Str 12 (+1)

Dex 17 (+3)

Wis 10 (+0)

Con 12 (+1)

Int 2 (–4)

Cha 6 (–2)

Rat Swarm

Medium natural beast (swarm)

Level 2 Skr

XP 125

Init +6

Senses Perception +6

low-light vision

Swarm Attack aurora 1; the rat swarm makes a basic attack as a free action against each enemy that begins its turn in the aurora

Bloodied 18

Fort 12, Ref 14, Will 11

HP 36

AC 15

Resist half damage from melee and ranged attack

Vulnerable 5 against close and area attacks

Spd 4, climb 2

↑ Swarm of Teeth (standard; at-will): +6 vs.AC; 1d6+3 damage, and persistent 3 damage (save ends).

Align Unaligned

Lang —

Str 12 (+2)

Dex 17 (+4)

Wis 10 (+1)

Con 12 (+2)

Int 2 (–3)

Cha 9 (+0)

Hopelessly Lost! (EL 2)

This encounter only occurs if the party fails two consecutive Explore the Islands skill tests, and only once. After wandering in circles, they stumble upon several Comiquin dragging off a marooned dwarf...Hargul Wavebrow, the navigator of the *Even Keel*. Use the stats from the Comiqui War Party encounter. The dwarf is tied by thick vines and being dragged between the two braves (he is bruised at the start of this encounter).

After being rescued, he tells the party that most of his shipmates were captured by the pirates to be sold as slaves on the mainland, and that there is a village of friendly natives on the smaller island. He asks if the heroes have a ship, so as to escape the island, and comments that a ship

FILTH FEVER

LEVEL 3 DISEASE

Endurance stable DC 16, improve DC 21

The target is cured.	Initial Effect The target loses 1 HP surge.	The target takes a –2 penalty to AC, Fortitude defense, and Reflex defense.	Final State The target takes a –2 penalty to AC, Fortitude defense, and Reflex defense. The target loses all HP surges and cannot regain hit points.
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would be worthless without navigational charts in any case (his were lost, but washed up in area B-2). Finally, he's grown familiar with the islands since his ship was destroyed by the sea-drake; he fills out their map (take Handout A, give the party Handout F), which adds +6 to Nature checks made to complete the Explore the Islands skill test.

Hargul would join the party if asked, but otherwise heads to the Coyomi village (only appearing there after the heroes liberate it). His gear is carried by the Comiqui devout.

Hargul Wavebrow (dwarven navigator); NPC
Art 4; Aimed Shot.

Monarch of the Jungle (EL 1)

The party has run afoul of the strangest flitting drake for miles! It snatches food pouches first, but after that goes for scroll cases, books, and other items. The scales of this drake are similar to a monarch butterfly, but metallic.

Feychild Flitting Drake

Small natural beast (fey, reptile)

Level 1 Solo Skr XP 500

Init +6 **Senses** Perception +3
HP 87 **Bloodied** 43
AC 19 **Fort** 11, **Ref** 18, **Will** 17

Saves Throws +5

Spd 4, fly 8 (hover), see also *flyby attack*
APs 2

↑ Bite (standard; at-will) +6 vs. AC; 1d6+4 damage.

↑ Snatch (standard; at-will) +4 vs. Ref; 1 damage, and the drake steals a small item from the target.

↑ Darting Bite (standard; at-will): The drake makes two bite attacks.

↑ Flyby Attack (standard; at-will): The drake flies up to 8 squares and makes one melee basic attack at any point. It doesn't provoke opportunity attacks when moving away from the target of the attack.

↑ Parting Shot (immediate interrupt; at-will): When an enemy shifts, slides, or is pulled from an adjacent square, the drake gets an immediate basic attack.

↑ Undeniable Beauty (immediate interrupt, when drake is targeted by melee attack; at will): +3 vs. Will; against attacker; attacker must target a different creature or end its attack.

↑ Lure of the Wild (standard; refresh 5, 6): Ranged 10; +3 vs. Will; The target is pulled 5 squares and is dazed (save ends).

Step Through the Mists (move; at-will): The drake teleports up to 3 squares.

Align Unaligned	Lang —	
Str 11 (+0)	Dex 18 (+4)	Wis 16 (+3)
Con 13 (+1)	Int 3 (-4)	Cha 11 (+0)

The Silent Servants (EL 1)

Sometimes the Comiqui lose control (or track of) their undead slaves. While on their own, they usually develop unusual abilities and end up drifting together. As a band, they wander about, slaying anything they can catch...like heroes!

Rotspitter Corpse (2)

Medium natural animate (undead)

Level 4 Art

XP 175

Init +3

Senses Perception +3
darkvision

Grave Stench **aurora 1**;
living enemies in the aurora
take a -5 penalty to
attack rolls

HP 46

Bloodied 23

see also *death burst*

AC 17

Fort 16, **Ref** 14, **Will** 14

Immune disease, poison

Resist 10 necro

Vulnerable 5 holy

Spd 4

↑ Slam (standard; at-will): +8 vs. AC; 1d6+3 damage.

↑ Mote of Corruption (standard; at-will) ♦ Necro:
Ranged 10; +7 vs. Ref; 2d6+3 necro damage, and target
is weakened (save ends).

↑ Death Burst (when reduced to 0 hp) ♦ Necro: Close
burst 1; +7 vs. Fort; 2d6+3 necro damage

Align Unaligned

Lang —

Str 16 (+5)

Dex 13 (+3)

Wis 12 (+3)

Con 16 (+5)

Int 4 (-1)

Cha 3 (-2)

Zombie (3)

Medium natural animate (undead)

Level 2 Brt

XP 125

Init -1

Senses Perception +0
darkvision

HP 40

Bloodied 20

see also *zombie weakness*

AC 13

Fort 13, **Ref** 9, **Will** 10

Immune disease, poison

Resist 10 necro

Vulnerable 5 holy

Spd 4

↑ Slam (standard; at-will): +6 vs. AC; 2d6+2 damage.

↑ Zombie Snatch (standard; at-will): +4 vs. Ref; the
target is grabbed (until escape). Checks made to escape
take -5 penalty.

Zombie Weakness: Any critical hit to the zombie
reduces it to 0 hp instantly.

Align Unaligned

Lang—

Str 14 (+3)

Dex 6 (-1)

Wis 8 (+0)

Con 10 (+1)

Int 1 (-4)

Cha 3 (-3)

Zombie Composter (4)

Medium natural animate (undead)

Level 3 Min

XP 38

Init -2

Senses Perception -1
darkvision

HP 1 (a missed attack never damages a minion)

AC 13

Fort 13, Ref 9, Will 10

Immune disease, poison

Spd 4

↑ Slam (standard; at-will): +6 vs.AC; 5 damage.

Align Unaligned

Lang —

Str 14 (+3)

Dex 6 (-1)

Wis 8 (+0)

Con 10 (+1)

Int 1 (-4)

Cha 3 (-3)

Stalked! (EL 3)

A Comiqui veteran hunter and a pair of trained fey panthers have found the party's trail and are hunting them. They don't attack the party if they are mobile, but trail them until a hero is alone or until the party stops for a rest. Be sure to use the passive Perception of the party members to possibly prevent this ambush!

Fey Panther (2)

Medium fey beast

Level 4 Skr

XP 175

Init +8

Senses Perception +8, low-light vision

HP 54

Bloodied 27

AC 18

Fort 16, Ref 18, Will 15

Spd 8, see also *fey step*

↑ Bite (standard; at-will): +9 vs.AC; 1d6+4 damage, and the panther shifts 1 square.

Charging Pounce: When the fey panther charges, it deals an extra 1d6 damage and knocks the target prone.

Fey Step (move; encounter) ♦ Teleportation: The panther can teleport 5 squares.

Align Unaligned

Lang —

Skills Stealth +11

Str 14 (+4)

Dex 18 (+6)

Wis 13 (+3)

Con 14 (+4)

Int 2 (-2)

Cha 11 (+2)

Comiqui Veteran Hunter

Medium natural humanoid

Level 5 Elite Art

XP 100

Init +4

Senses Perception +8

HP 100

Bloodied 50

AC 19

Fort 18, Ref 19, Will 15

Saving Throws +2

Spd 6

AP 1

↑ Spear (standard; at-will) ♦ Weapon: +10 vs.AC; 1d8+2 damage.

↑ Shortbow (standard; at-will) ♦ Weapon: Range 15/30; +12 vs.AC; 1d8+4 damage.

- Careful Strike (standard; at will) ♦ Weapon: Requires shortbow; +14 vs.AC; 1d8 damage.

- Double Strike (standard; encounter) ♦ Weapon: The Comiqui hunter makes two shortbow attacks on the same target. If both attacks hit, the Comiqui hunter deals an additional 1d6 damage.

Align Evil

Lang Xulmec

Skills Stealth +11

Str 14 (+4)

Dex 18 (+6)

Wis 12 (+3)

Con 14 (+4)

Int 10 (+2)

Cha 11 (+2)

Possessions leather armor, spear, shortbow, 20 arrows

Tricks and Traps I (EL 1)

As the party travels, the hero with the lowest Ref (or, if tied, fewest hit points) steps into a sling noose trap intended to capture small game. Unknown to the party, a pit trap (designed for catching larger game or zombies) is also nearby. A pair of fangdrake swarms, attracted to the noise, shows up for a quick meal.

Sling Noose Trap

Level 1 Wrd

XP 100

Perception DC 12: The character notices coiled rope.

DC 15: The character spots the noose.

Trigger: The trap attacks immediately when a character enters the square containing the noose. It must be reset before it functions again.

Immediate Reaction

Melee Grab

Target: Creature in trigger square.

Attack: +4 vs. Ref

Hit: Target is immobilized, suspended upside-down 10 feet in the air, and loses a HP surge.

COUNTERMEASURES

- A character who makes a successful Athletics check (DC 5 or DC 10 without a running start) can jump over the noose.
- An adjacent character can trigger the trap with a DC 14 Thievery check (standard action).
- An adjacent character can destroy the trap by cutting the rope

Camouflaged Pit Trap

Level 1 Wrd

XP 100

Perception DC 23: The character notices the false ground cover.

Trigger: The trap attacks immediately when a character enters one of the four squares containing the trap. It must be repaired to reset.

Immediate Reaction

Melee

Target: Creature in trigger square.

Attack +4 vs. Ref

Hit: Target falls into pit, takes 1d10 damage, and falls prone. Miss: Target returns to last square it occupied and its move action ends immediately; Effect: The timber lattice collapses and the pit is no longer hidden.

COUNTERMEASURES

- A character who makes a successful Athletics check (DC 10 or DC 20 without a running start) can jump over the trapped squares.
- An adjacent character can delay the trap with a DC 20 Thievery check (standard action). The timbers become safe to cross while delayed.
- An adjacent character can safely trigger the trap with a DC 20 Thievery check (standard action).
- A character can climb out of the pit with a successful DC 24 Athletics check.

Fangdrake Swarm (2)

Medium natural beast (swarm)

Level 2 Sld

XP 125

Init +7

Senses Perception +7

Swarm Attack aurora 1; the fangdrake swarm makes a basic attack as a free action against each enemy that beings its turn in the aurora

HP 38

Bloodied 19

AC 18

Fort 15, Ref 17, Will 14

Immune fear

Resist half damage from melee and ranged attacks

Vulnerable 5 against close and area attacks

Spd 7

↑ Swarm of Fangs (standard; at-will): +8 vs.AC; 1d10+4 damage, or 2d10+4 against a prone target.

↑ Pull Down (minor; at will): +7 vs. Fort; the target is knocked prone.

Align Unaligned

Lang —

Str 15 (+3)

Dex 18 (+5)

Wis 12 (+2)

Con 14 (+3)

Int 2 (-3)

Cha 10 (+1)

Tricks and Traps II (EL 1)

As the party explores, the hero leading the way falls into the first of a pair of Coyomi pit traps (see above). The other pit trap remains undetected. Unfortunately for the party, a weakened crimson spider swarm is also in the area!

Crimson Spider Swarm

Medium natural beast

Level 7 Sld

XP 300

Init +12

Senses Perception +6
tremorsense 5

Swarm Attack aurora 1;

makes a basic attack as a free action against each enemy that beings its turn in the aurora; enemies that enter or start their turn in aurora are slowed by webbing (save ends)

HP 80

Bloodied 40

AC 21

Fort 16, Ref 20, Will 16

Resist half damage from melee and ranged attacks

Vulnerable 10 against close and area attacks

Spd 4, climb 4 (spider climb)

↑ Swarm of Fangs (standard; at-will) ♦ Poison: +10 vs. Ref; 2d6+2 damage, plus persistent 5 poison damage (save ends).

Align Unaligned

Lang —

Str 14 (+5)

Dex 24 (+10)

Wis 16 (+6)

Con 16 (+6)

Int 1 (-2)

Cha 8 (+2)



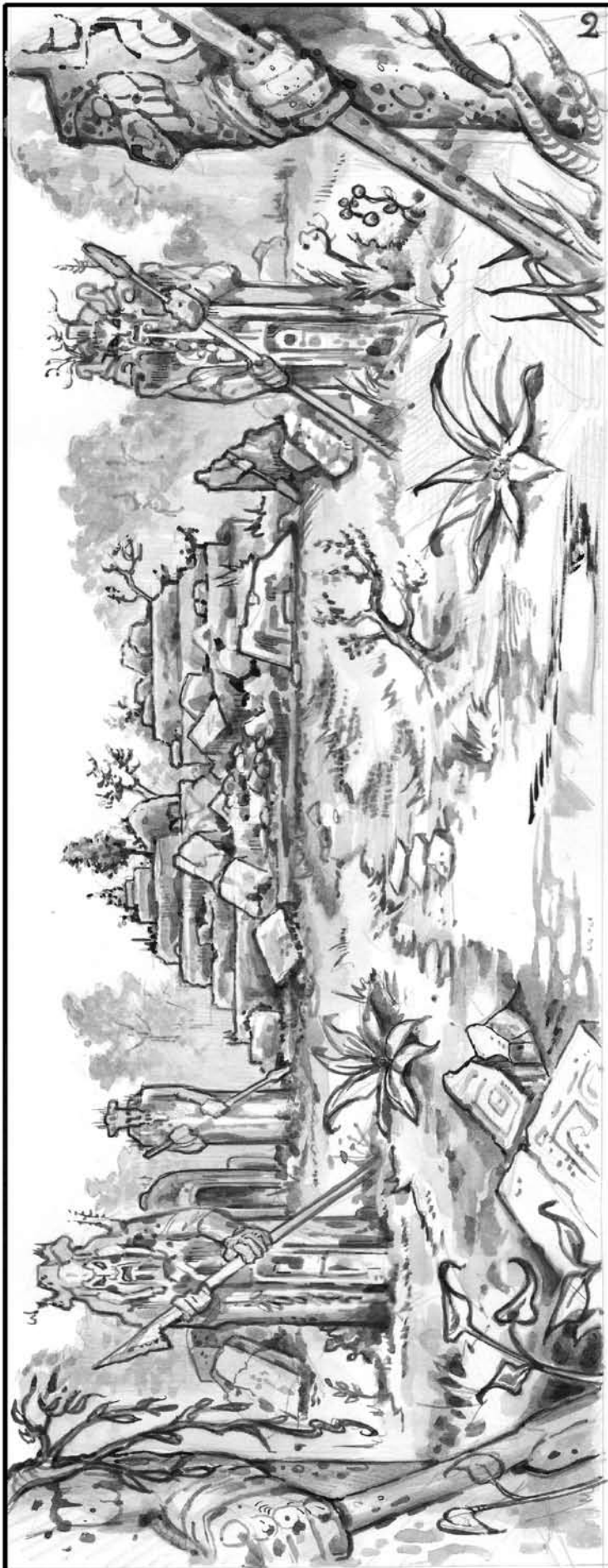
HANDOUT A

Attack - Cocotona Follow - Nokuan Stop - Nican Village - Altapell
Enemy - Nahualli Friend - Calpelli Danger - Imacaci Kill - Mictia
Chief - Taktoqinlli Warrior - Amimi Priest - Flamatiini Release - Maguitia

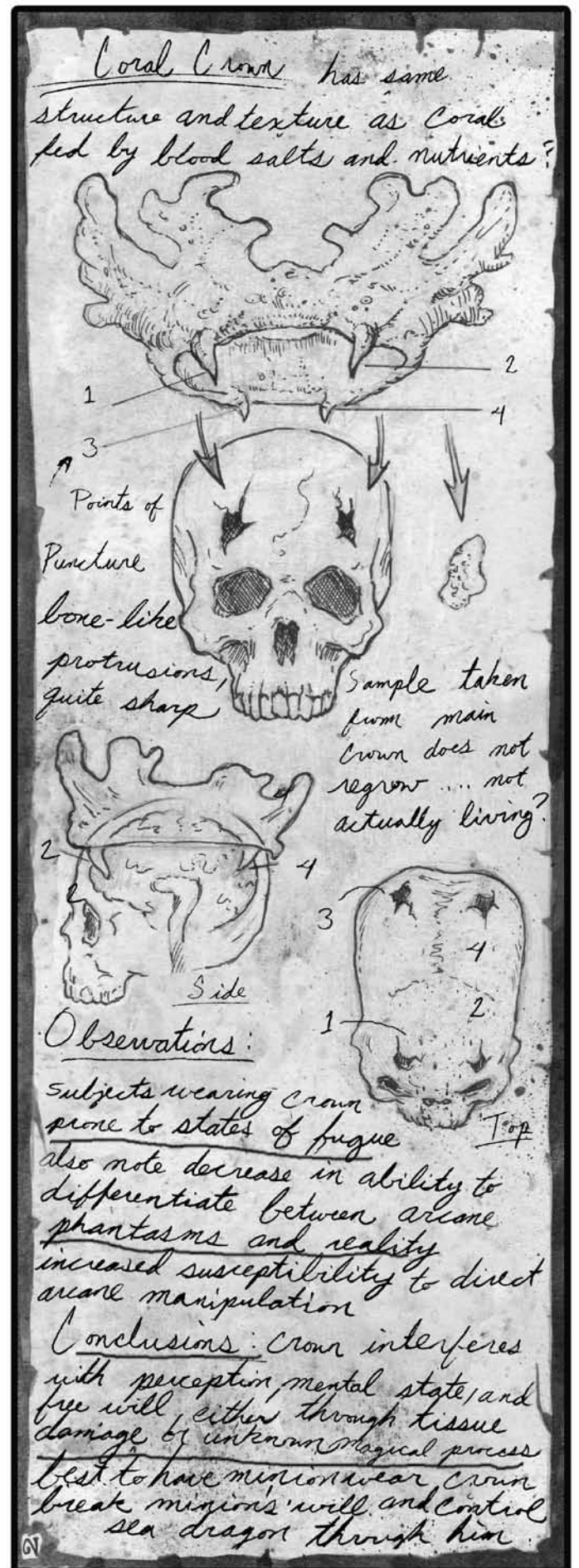
HANDOUT B



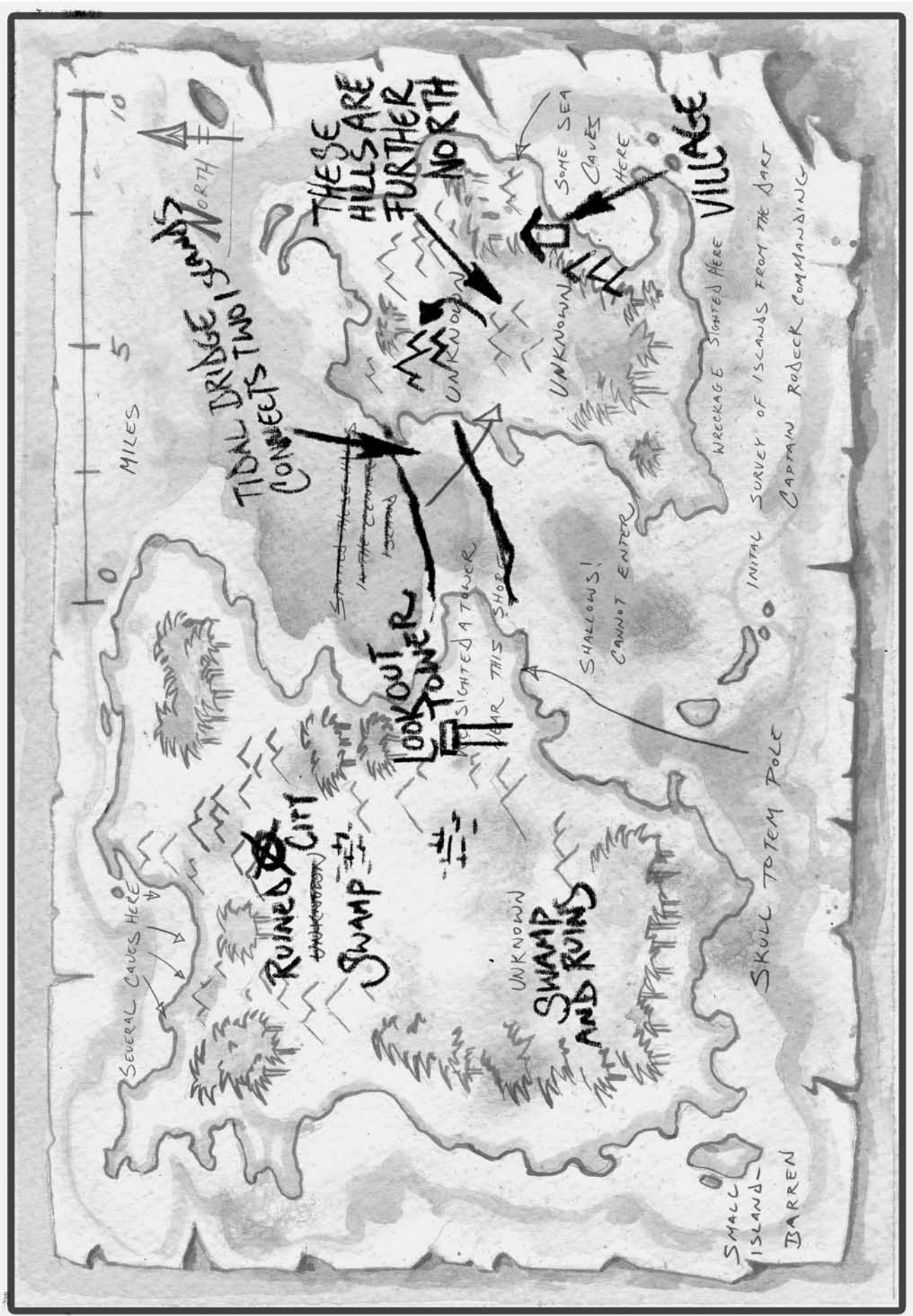
HANDOUT C



HANDOUT D

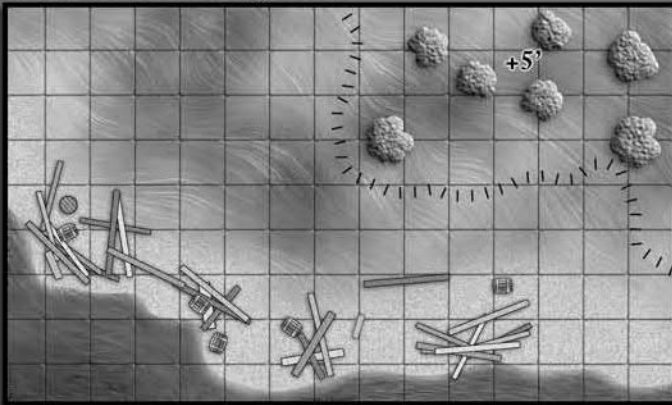


HANDOUT E

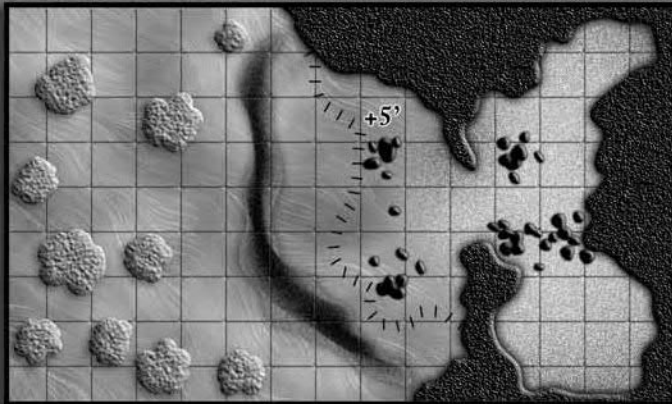


HANDOUT F

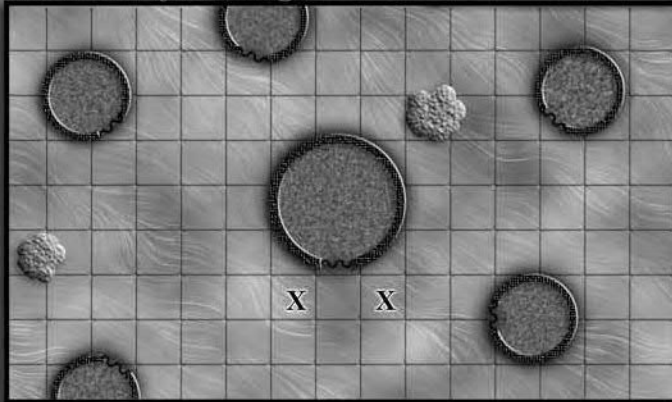
Area A-1 On a Strange Shore



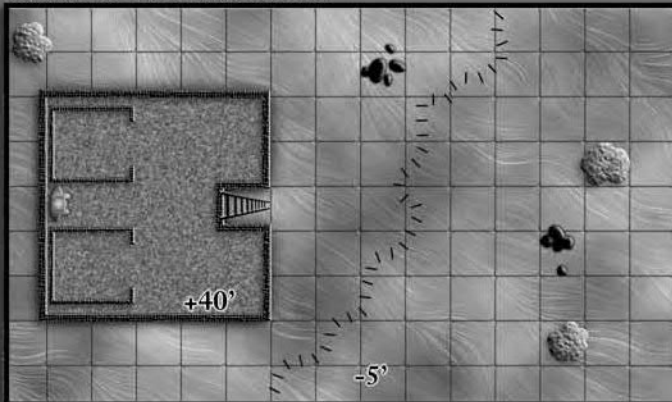
Area A-3 Male Pens



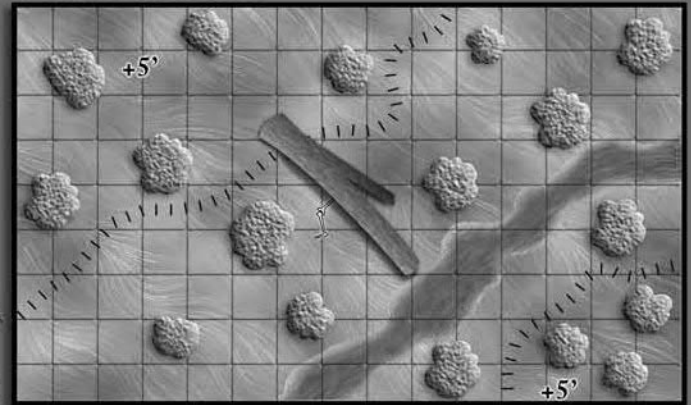
Area A-5 Coyomi Village



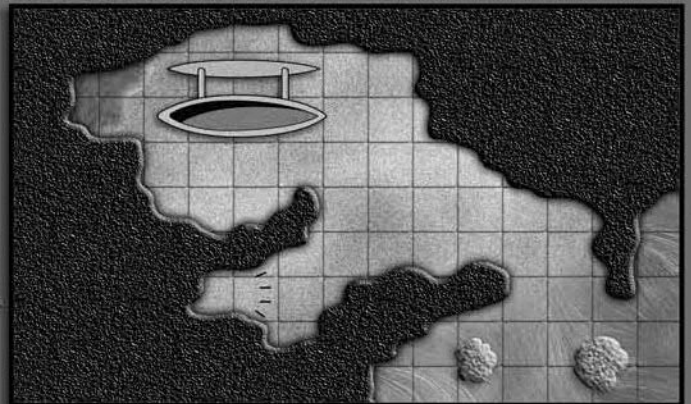
Area C-2 The Watch Tower



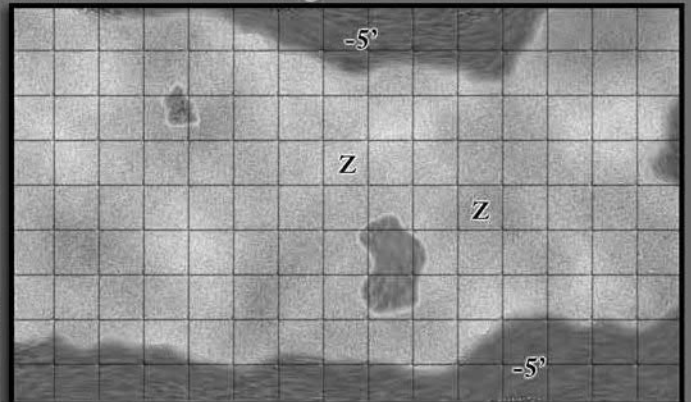
Area A-2 Fallen Tree



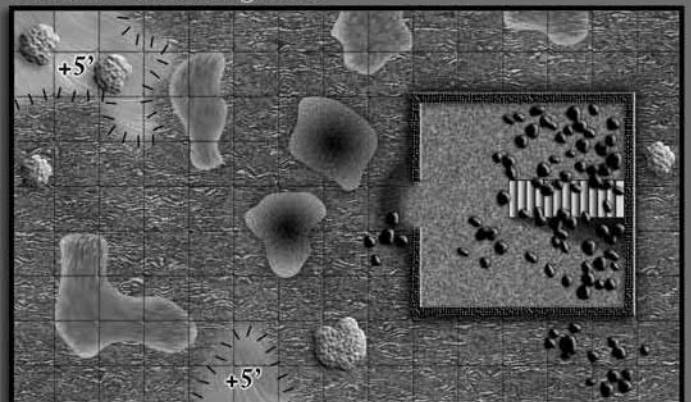
Area A-4 The Hidden Catamaran



Area B-1 The Tidal Bridge



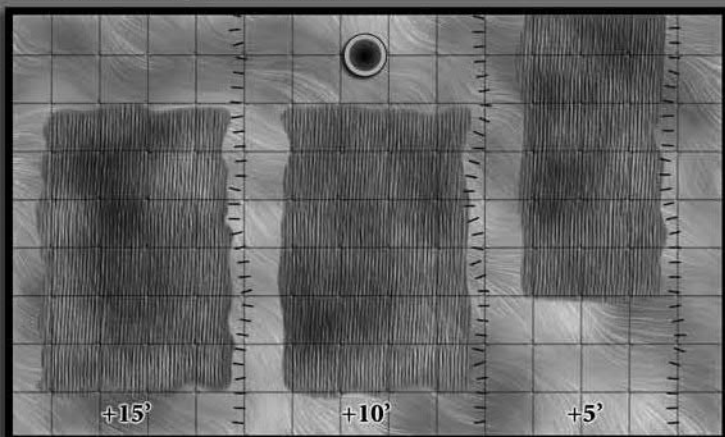
Area C-5 Flickering Tower



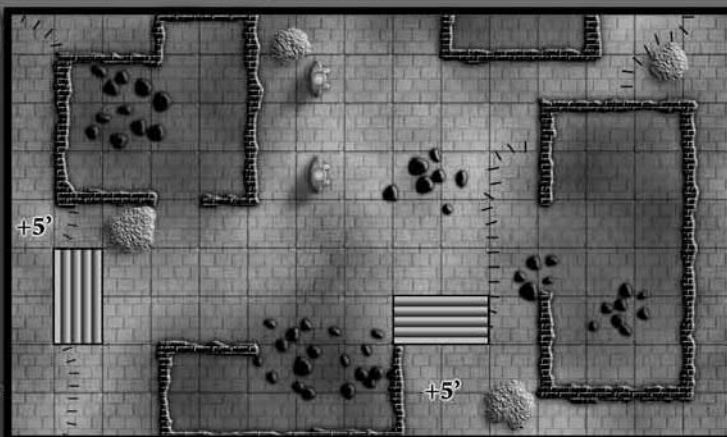
□ = 5 ft.

Note: All unmarked elevations are 0'

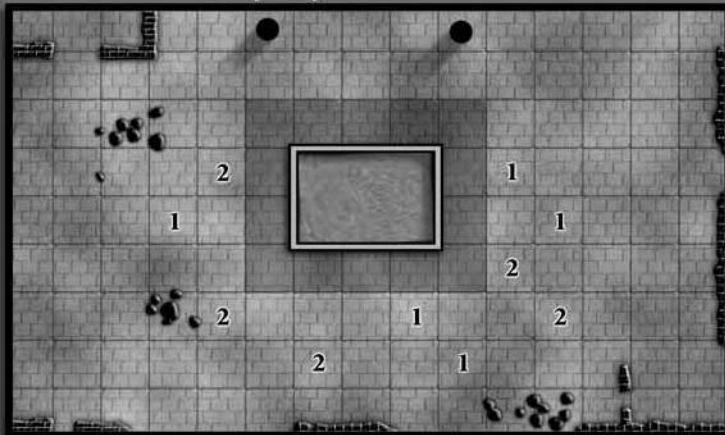
Area C-6 Corpse Plantation



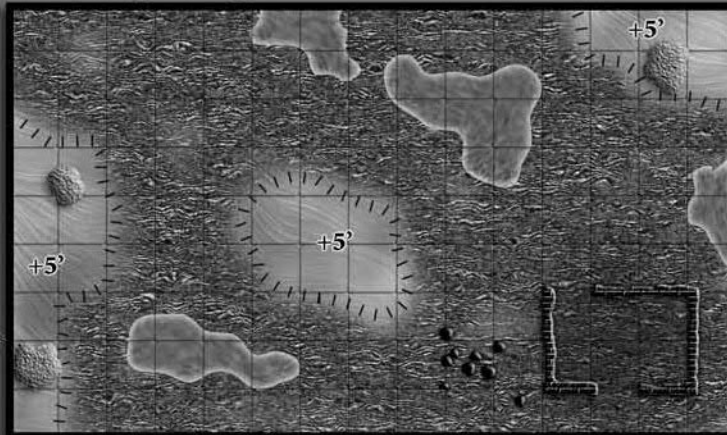
Area C-7B Dead City: Avenues



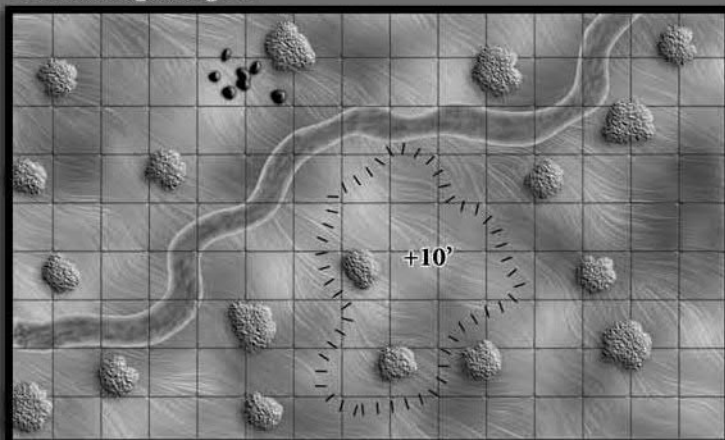
Area C-7C Dead City: Major Plaza



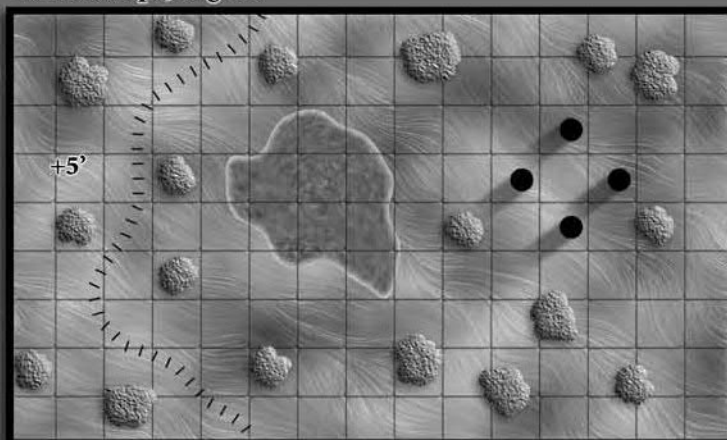
Bonus Map: Swamp



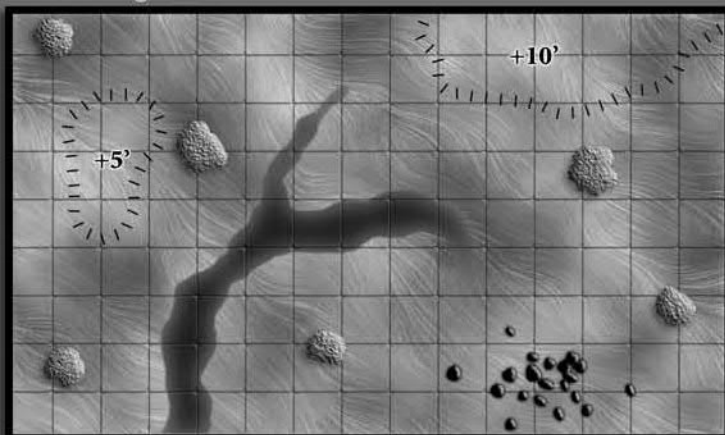
Bonus Map: Jungle 1



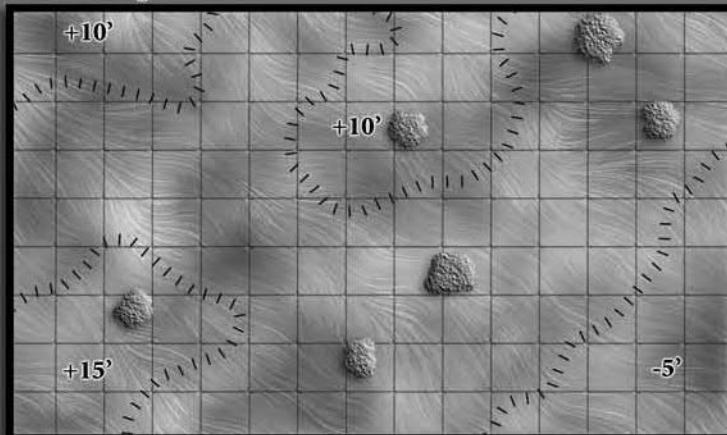
Bonus Map: Jungle 2



Bonus Map: Hills 1



Bonus Map: Hills 2

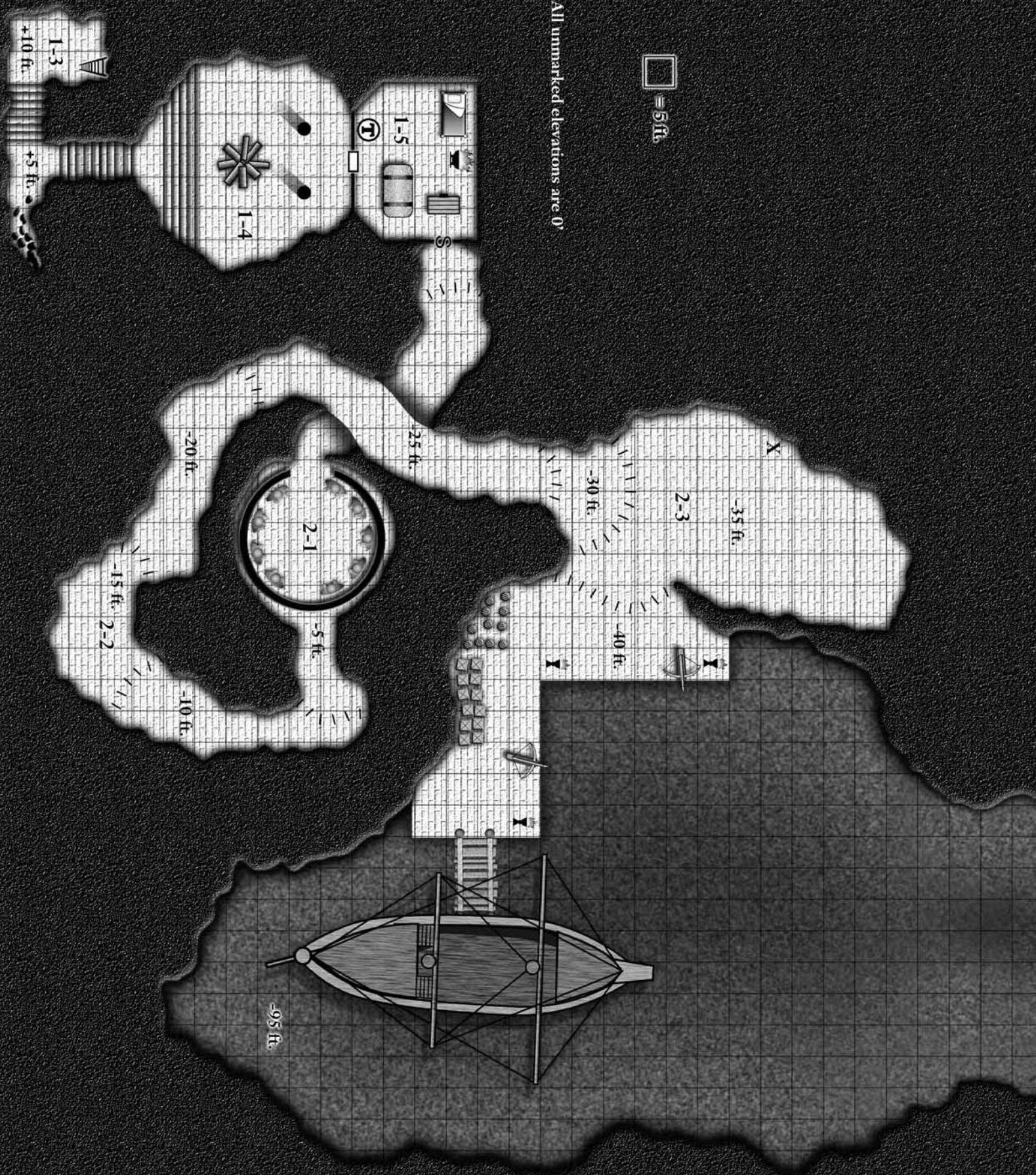


 = 5 ft.

Note: All unmarked elevations are 0'

□ = 5 ft.

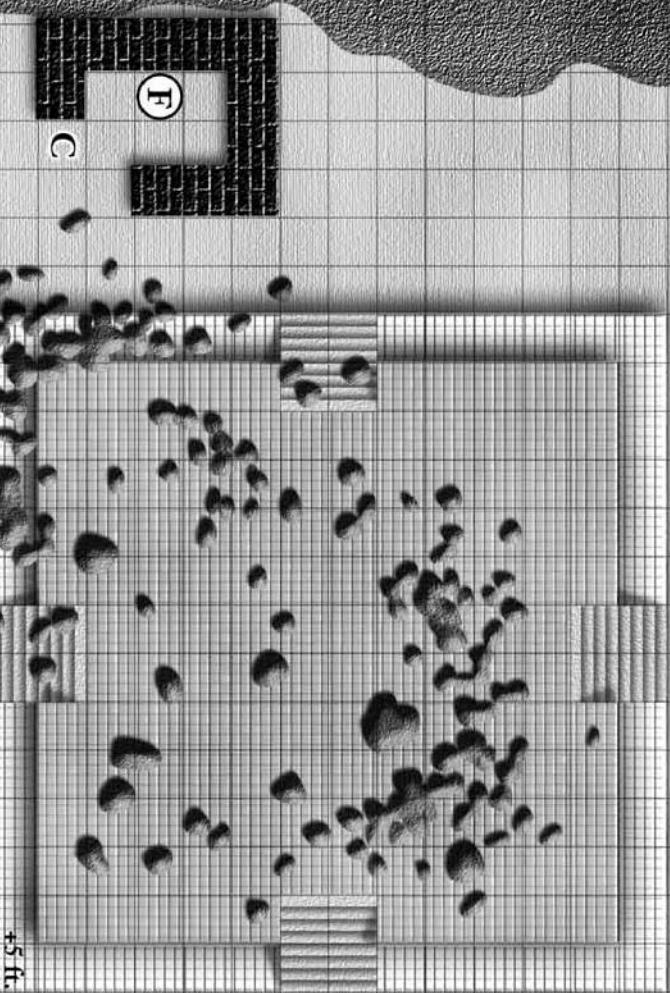
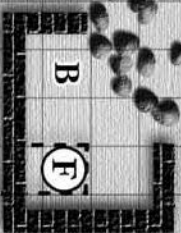
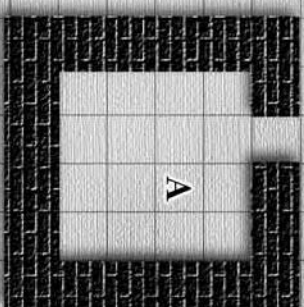
Note: All unmarked elevations are 0'





■ = 5 ft.

I-1



C

F

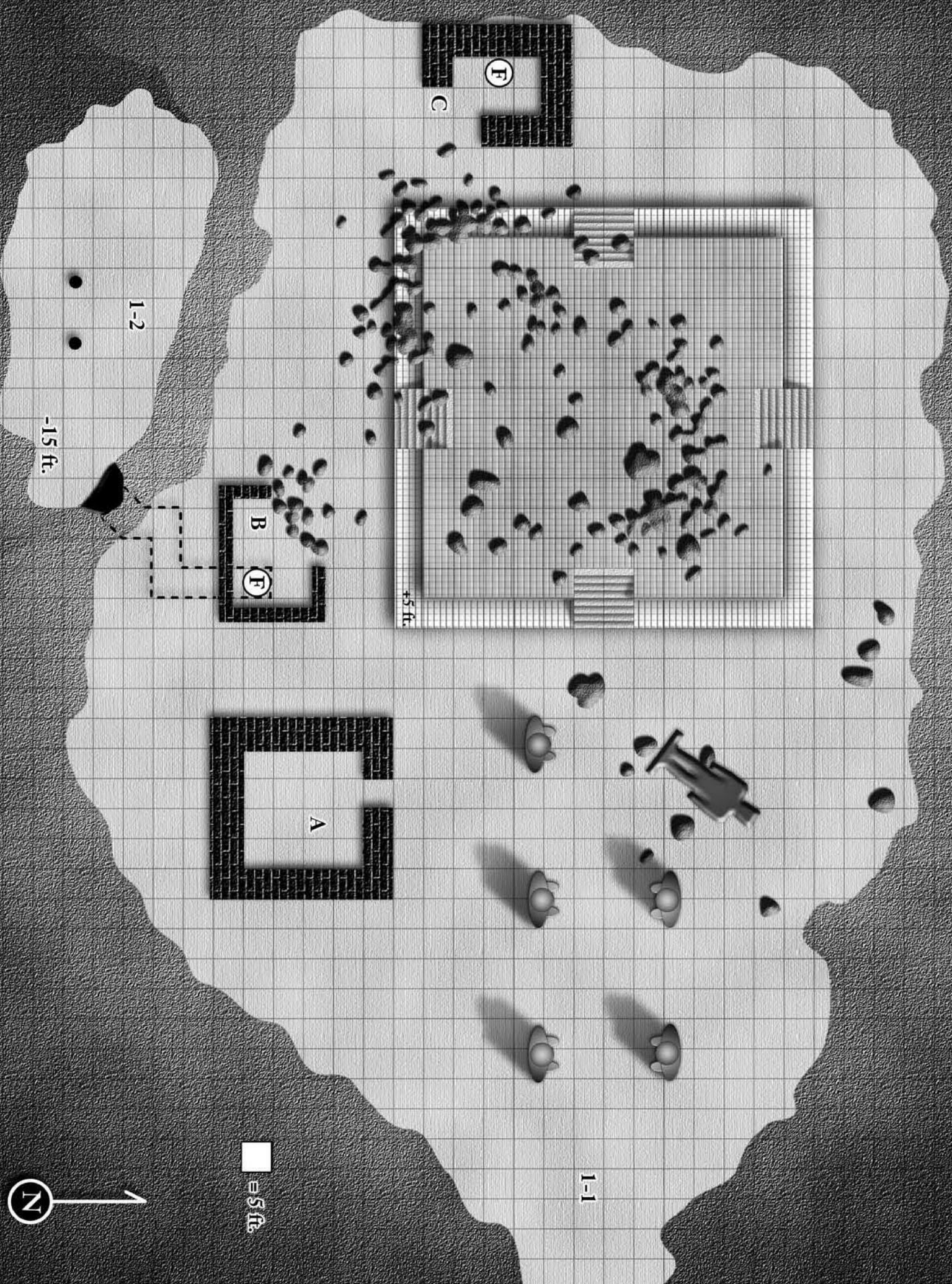
B

F

A

I-2

-15 ft.





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