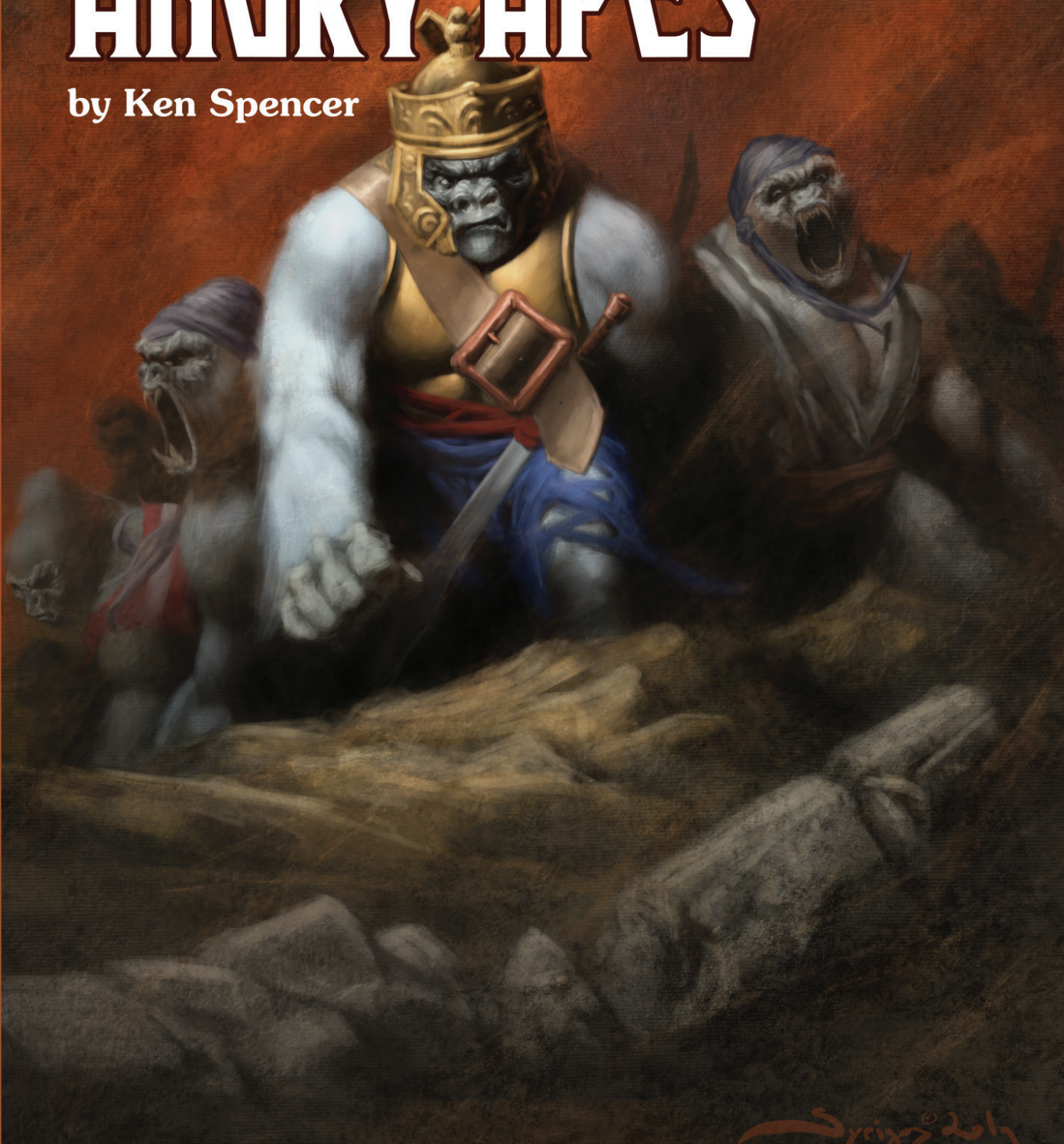




FROG GOD GAMES ADVENTURES

ISLE OF THE ANGRY APES

by Ken Spencer



5TH EDITION
COMPATIBLE

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ISLE OF THE ANGRY APES

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ISLE OF THE ANGRY APES

Isle of the Angry Apes is an adventure for 2–6 Tier 2 characters. While a good mix of character types is always a positive, parties that have arcane- and wilderness-focused characters will do better. This adventure takes place in and around the Cymu Islands, part of **Frog God Games’** Lost Lands setting, but it can be set in a different campaign world provided you have a set of isolated islands not far from a major sea trade route.

ADVENTURE BACKGROUND

Smoking Island was nearly destroyed centuries ago, or perhaps centuries from now, when King Chalou IX, last of the high kings of Minara, slew the Sleeping Fire, a powerful being that resided in the Smoking Mountain that gave the island its name. Yet the Sleeping Fire could not be slain for it was a being of deific proportions. This paradox tore the island into three parts, with each one residing in a different time period although they were still spatially congruent. The Sleeping Fire is alive, it is dying, and it is already dead.

For the most part, the inhabitants of Smoking Island do not know that they are part of this temporally tri-partite system. Visitors arrive at one point in time, seemingly at random, and depart back into their own time. Multiple visits might bring travelers to different eras of the Smoking Mountain, or sometimes not.

Recently, the Sleeping Fire, while it was or will be alive, began a centuries’ long attempt to extricate itself from this trap. Manipulating the magma flow deep beneath the Cymu Islands, the Sleeping Fire caused an eruption just off the southern end of Smoking Island. This eruption spewed magma into the sea to form a small island with a small volcano at its heart. Through this connection outside the temporal rift, the Sleeping Fire hopes to escape into the wider world and find a new home.

At approximately the same time — or perhaps centuries before or after — this new island began to form, two Northlander longships arrived at Smoking Island to explore and pillage. They arrived during the era of the Three Kings just before the island unified and the first high king took his throne. They fought the gray apes of the island — and lost. A band of gray apes claimed the Northlanders’ beached longships, armor, and weapons and set off to raid the islands they could see from the rocky summit of Smoking Mountain.

By the fell and twisted hand of fate, the gray apes left Smoking Island and arrived in the here and now, only to discover they were cut off from their own time. After settling on the young island the Sleeping Fire is building, these gray apes began raiding nearby shipping lanes, building a pirate kingdom of sorts on the rocky slopes of Young Island.

Surviving on Young Island is not an easy feat. There are only a few patches of arable soil, and even those are so scant that only one or two crops can be taken out of them. Earthquakes are frequent, as are minor eruptions, sulfur plumes, and sudden geysers. As only so much can be gleaned from the sea or by raiding, the gray apes of Young Island faced a choice of a slow death or trying to conquer new lands.

The Sleeping Fire offered a third option. It came to Talkithis, the self-proclaimed pirate king, in a series of dreams. The deific entity offered power and wealth, everything the former soldier wanted. It would protect the gray apes from the dangers of the island, give them the might they needed to face any invader, send visions of ships that were rich in needed supplies and treasure, and more, much more. The Sleeping Fire promised Talkithis a grand empire on an island that would grow, eternal life for the aging soldier, and a future that held more than the scant pickings before him.

All it wanted were sacrifices. The Sleeping Fire needed souls to consume so it could escape the prison that Smoking Island had, or would, become. It also wasn’t picky about where those souls came

from. After all, the gray apes were already taking prisoners and working them as slaves, what were a few extra tossed into the fires?

For his part, Talkithis told himself he was doing it to save his warriors. The slaves were worked nearly to death building a temple befitting a being of Sleeping Fire’s grandeur. When the last stone was laid, the slaves were tossed into the crevice that led to the heart of the island — into the Sleeping Fire’s open maw.

But more souls are needed, and the Sleeping Fire’s hunger is rivaled only by that of the pirate king.

INVOLVING THE CHARACTERS

You can involve the characters in the *Isle of the Angry Apes* in several ways. Choose one of the ideas listed below or develop a hook on your own:

- Several ships have gone missing in the waters of the Great Ocean near the Cymu Islands, some even vanishing as far away as the Straits of Half and the Norwold Gulf. Most of these ships had sailed from Cymilard and Pelshtaria, but a few were Northlander vessels or from lands farther afield. A merchant house or guild, a relative of a missing sailor, or a nation looking to solve the problem might hire the characters to investigate.
- The characters might be Northlanders or other sea rovers who stumble upon Young Island or the gray ape pirates operating from it.
- The lizardfolk of Big Bay Island have suffered from the depredations of the gray apes, but they have little power to do much about it. They approach characters who are putting into Big Bay during a whaling expedition and offer a reward if they drive away the gray apes on Young Island.
- An arcane or religious character receives a vision of Young Island forming and feels a sense of foreboding should the Sleeping Fire be released into the world.
- A gray ape pirate decides that turning away from their king to become demon-worshipping pirates is wrong, and escaped in a small boat to seek help.
- Likewise, one of the captives held on the island escapes and brings word to the characters.

BACKGROUND FOR THE CHARACTERS

Characters can learn the following by referencing dusty old tomes, recalling lore gained during apprenticeships and other backgrounds, or as rumors picked up dockside. Some of it can be given to the characters hired to investigate the missing ships.

- Whalers use the unpopulated Cymu Islands as way stops, though none has built a permanent settlement there.
- Conflicting accounts rise about Smoking Island. Some say it is a wild and savage land, an island divided into three warring kingdoms. Others claim it is a well-organized land under the rule of wise high kings.
- Survivors of pirate attacks near the Cymu Islands claim they were attacked by large, hairy apes wearing the garb of Northlanders, Brounthians, and others. The ships approached rapidly, and the apes attacked with great fury. Longships and cogs were in the attacking fleet.
- The pirates took captives, but were far more interested in food and lumber than gold or silver, though they certainly took that as well.
- Some dusty books mention that Smoking Mountain in the Cymu Islands is home to a near god-like elemental being known as the Sleeping Fire.
- Ancient lore speaks of the Sleeping Fire and its death at the hands of a great hero of the gray apes.

GETTING TO YOUNG ISLAND

Young Island is located in the Cymu Islands in the Great Ocean Úthaf, just 20 miles southwest of Smoking Island. It is a tragedy that the gray apes cannot return to their home island in their own time, yet every day they see the gray-black plume of smoke rising from Smoking Mountain. Characters could be coming from anywhere in the Lost Lands (or your own campaign world), so use whatever random encounters you want to spice up the trip to Young Island. Additionally, the following encounters can occur during the journey.

GIANT SHARK

A **giant shark** is spotted off the starboard amidships and comes charging at the characters' vessel. The giant shark is too dumb to know it might be outclassed by an armed and ready ship, and makes several attack runs before committing itself to battle. It fights until reduced to half its hit points and then dives deep to escape.

GRAY APE SHIP

A longship sighted in the distance begins to pursue the characters' ship. The gray apes are cunning foes and wait until they have some sort of advantage such as the cover of darkness or rain, an accident on their prey's ship, or a fairer wind. They leave the area for better pickings if it looks as if they are overmatched. They are not interested in a long fight at sea and flee if reduced to fewer than half their number. On the ship are 15 **gray ape legionnaires** (see **Appendix A**) and a **gray ape decurion** (see **Appendix A**).

SURVIVORS

A lone boat adrift on with the waves holds three survivors of a gray ape attack. Lacking supplies and with no means to navigate, they have spent the past five days at sea and are in a terrible state. If they are brought on board and given some food and water, they reveal what they know. They were on the *Gull's Wings*, a merchant ship out of Abernord bringing a load of wool back from Irith Kel. The gray apes climbed aboard in the night and murdered the crew. The survivors last saw the gray ape crew sailing the *Gull's Wings* north.

WHALERS

A Northlander knorr is spotted hunting whales. They hail the characters' ship and come alongside. It is the *Donar's Harpoon* out of Halfstead, and they already have a large load of rendered whale oil. Captain Runa the Witch-Eyed tells characters that they have been to the Cymu Islands and that all is in chaos. Several gray apes have been raiding the islands and even attacking whaling ships. The pirates are sailing stolen Northlander longships and fight with skill and daring. Captain Jarl and her crew fought off a small raiding party on Big Bay Island and barely managed to escape, leaving a small fortune in whale ivory and oil behind.

YOUNG ISLAND

Young Island is small, only three miles long and a mile wide, not much more than a rocky promontory. However, the presence of the Sleeping Fire's tendrils has warped the landscape of the island and even the way time and distance play together. Most of the island is a steep-sided volcano that actively spews ash and smoke into the sky and frequently erupts.



YOUNG ISLAND

1 Square - 500 Yards



YOUNG ISLAND INTERIOR RANDOM ENCOUNTERS

1d12	Encounter
1	Escaped slaves
2	Geyser, lava
3	Geyser, steam
4	Ifri the fire nymph
5	Lava bomb
6	Lava children hunting band
7	Mephit swarm
8	Obsidian elemental
9	Reality shifts
10	Rebels
11	Quake
12	Sulfur cloud

Escaped slaves. A band of 1d6 slaves (treat as **commoners**) escaped the pirate fortress and are trying to make their way across the inland of the island. They have heard of a jungle refuge, but none of them knows if it is just rumor or an actual place. They are fearful of being discovered, but if they see anyone other than a gray ape, they run toward them and beg to be rescued.

A squad of gray apes is pursuing the escaped slaves. The decurion and 4 legionnaires are a mile behind the slaves and gaining. They increase the speed of their pursuit, fast marching if needed, should they spot intruders. Keep in mind that the terrain is broken, uncertain, and sometimes changing. Plenty of places to hide exist, but so do tall bare razorback ridges from which to be spotted. Large pans of cooled lava and fields of obsidian make a lot of noise when crossed.

Geyser, lava. Worse than a steam geyser, a lava geyser erupts right in front of the characters. It can be avoided with a successful DC 13 Dexterity saving throw. If caught, characters suffer 7 (2d6) fire damage, and an additional 7 (2d6) fire damage at the start of their turns until the lava cools or is scraped away. It takes an action with something fire resistant to scrape off the lava, or at least 2 gallons of water to cool it.

Geyser, steam. The ground splits open and steam spews out. A successful DC 13 Dexterity saving throw allows a character to jump clear; failure means they suffer 9 (2d8) fire damage from the scalding hot water vapor.

Ifri the fire nymph. Ifri (**fire nymph**, see **Appendix A**) is encountered wandering the rocky inland of Young Island and would love to make some new friends and talk. However, she is terribly awkward and comes running at the party screaming in

Ignan for them to stop. See **Ifri's Lair** below. She knows that the Sleeping Fire is stirring and would like someone to stop it.

Lava Bomb: An eruption sends flaming balls of lava high into the air to arc down toward the characters. The lava bombs can be avoided with a successful DC 13 Dexterity save; those caught in a lava bomb suffer 9 (2d8) fire and 9 (2d8) bludgeoning damage and are knocked prone.

Lava Children Hunting Band: A party of 1d6 + 1 **lava children** (see **Appendix A**) are hunting other elemental creatures but are willing to add some mortal meat to the pot.

Mephit Swarm: A swarm of 4 **magma mephits** and 4 **steam mephits** — wicked elemental pests — swoops down on the party.

Obsidian Elemental: Sucked out of its home plane by the actions of the Sleeping Fire, this **obsidian elemental** (see **Appendix A**) wants nothing more than to find a portal home. It is angry at being trapped on a volcano surrounded by the ocean and lashes out at anyone that annoys it. Otherwise, it keeps to itself. If characters approach in a friendly and polite manner, they can speak with it. It tells its tale and complains about the Sleeping Fire and that entity's attempt to leave the trap it made for itself on Smoking Island.

Quake: The ground shakes, and rocks tumble down the slopes. Fissures open and spread, sudden sinkholes form, and the land itself heaves up and down like the sea that surrounds the island. Every character must succeed at a DC 13 Dexterity save or be struck by falling rocks or fall into a chasm or sinkhole, suffering 9 (2d8) bludgeoning damage.

Reality shifts. A bubble of reality changes around the characters. Distances elongate and shorten, day and night become indistinguishable as the world is suffused with a reddish glare, and the temperature goes up. The world inside the bubble is merging with the Plane of Fire: lakes of lava sprout up and then disappear, smoke billows in from unseen sources, and the laughter of efreeti can be heard in the distance. The reality shift lasts for 1d4 hours; afterward, the heat and stress cause a level of exhaustion.

Rebels. A band of 1d2 **gray ape legionnaires** (see **Appendix A**) and 1d6 slaves (treat as **commoners**) are nearby. These rebels are leery of any strangers on the island and attempt to hide and observe the characters. If approached, they flee toward the jungle. Characters can communicate with them, but they'll first need to overcome the rebels' paranoia.

Sulfur Cloud: The volcano emits a cloud of deadly gas, most likely sulfur but other gases are possible. The gas is a yellowish cloud that rolls down the slope toward the characters. It can be avoided with a quick sprint, which in the heat inflicts a level of exhaustion. If it is not avoided, the gas cloud envelops the characters, and all must succeed at a DC 13 Constitution save or suffer 9 (2d8) poison damage and gain the poisoned condition until they take a long rest.

The flat-bottomed bowl of land that the gray ape pirates occupy is one of the few safe and stable parts of the island; the rest is a hellish landscape that wavers between this reality and the elemental, or even quasi-elemental, planes.

The lone beach is a small stretch of black sand on the northeastern edge of Young Island. One trail leads inland from the beach. The rest of the coast does not offer any safe landing spots, though a determined captain could get close enough to allow characters to swim ashore. It should be noted that any vessels left unattended at anchor off Young Island might become the gray apes' next prey, or fall victim to one of the nasty creatures living in the waters off the Cymu Islands.

The gray ape pirates guard the one easy approach to the beach. Characters most likely need to find an alternate way onto the island,

sneak past the guards at the beach and on to the sole trail inland, or stage a frontal assault.

Aside from the pirate fortress, two other stable areas are on the island. Several springs converge near the southern coast and cut a narrow valley. This valley is filled with plant life that forms a small jungle that is home to only a few birds and insects. An incursion of creatures tied to the elemental plane of water created a bubble of land on the northern coast that has so far resisted the elemental forces of the Sleeping Fire. Only mortal followers of the great water elemental powers have set foot on the island, but in time, a more forceful presence might be needed.



THE ISLAND'S INTERIOR

The barren interior of Young Island is rocky, riven with chasms, and subject to geysers and minor eruptions. The heat and sulfuric smell are oppressive. Every hour spent traveling here causes a level of exhaustion. The Sleeping Fire is actively trying to move its essence to the island, and this causes the island to suffer constant upheavals and attracts elemental creatures. Furthermore, the presence of the Sleeping Fire and its proximity to Smoking Island have warped the temporal and spatial aspects of the island. Distances distort, making some journeys a short walk, while others require days of marching toward a horizon that never gets any closer.

From end to end Young Island is only three miles long, but the warping effect makes this a random distance. Any trip across the island takes a random amount of time; roll 10d10, this is how many hours it takes to cross that portion of the island. If the party stops to rest, roll again for their next day's journey. A trip across Young Island, outside of the pirates' lair, beach, and the small trail that connects the two, can turn into a nearly endless, wandering march.

The pirate fortress is built on one of the few level and safe parts of the island; other small areas of relative safety can be found, but they are difficult to spot (a successful DC 15 Wisdom [Perception

or Survival] check reveals one). Characters can stop to rest in one of these areas of relative calm. However, there is no safe water and certainly no source of food on the island outside of the pirate fortress. Check every five hours for a random encounter (1–4 on a d6) and roll on the table above to generate a random encounter. Many of these are easy to avoid, but they can interrupt long rests and deny the characters time to recover from previous encounters.

STRANGE TERRAIN

The land of Young Island is experiencing a range of arcane disturbances. The presence of the Sleeping Fire has caused odd terrains to appear which, adding to the newness of Young Island, creates a bizarre patchwork of land. These terrains can be found anywhere in the interior and sometimes move about. You can place them on the map, have them suddenly appear beneath the characters' feet (within reason, the lava pits will just kill them), or leave them lurking on the horizon. When the characters enter or explore a square, roll 1d10 for each area the characters cross to determine its composition. As the interior is under the shifting effects of the Sleeping Fire, an area might have a different terrain the next time it is entered.

ODD TERRAIN

1d12	Terrain
1	Ash Plain
2	Basalt pillars
3	Burning pebble field
4	Cooled lava plain
5	Cracked lava dome
6	Flame grass prairie
7	Lake of fire
8	Lava pits
9	Obsidian field
10	Ridge line
11	Slope
12	Sulfur lake

Ash plain. A thick layer of ash covers the ground. Each step sends up choking clouds of acrid dust, much of it laced with toxic minerals. Anyone crossing the area must succeed at a DC 11 Constitution save or be poisoned for 1 hour.

Basalt pillars. Pillars of basalt fill this area. These columns of black rock reach from a few feet to a hundred feet tall and are five to 10 feet apart. They form small canyons and passes that twist and turn, making navigation difficult. Passing through the area requires a successful DC 15 Wisdom (Survival) check; failure means the character exits the area at a random edge.

Burning pebble field. From a distance, this area appears to be filled with small, irregularly-shaped rocks. These pebbles ignite with the barest friction. Anyone crossing the area must succeed at a DC 13 Dexterity saving throw or their feet burn, taking 3 (1d6) fire damage and their speed is reduced by 50% until they take a long rest.

Cooled lava plain. A large lava flow inundated this area and cooled, leaving behind a hard plain of black rock. The footing is treacherous but passable. Movement rates are normal through this area.

Cracked lava dome. A large bubble of lava has cooled and partially collapsed. Shelter can be found here, but little else.

Flame grass prairie. A native of the Plane of Fire, flame grass is a reddish-tinted plant whose seedpods are small flames. They look like a field of torches from a distance; up close, one can see the individual flaming seedpods. This area is filled with these plants from beyond our reality. Anyone crossing runs the risk that a seedpod bursts and flings flaming seeds around the area. A character crossing the area must succeed at a DC 15 Dexterity saving throw or suffer 9 (2d8) fire damage.

Lake of fire. Raw fire fills this area for as far as the eye can see. These flames from the plane of fire are almost like a liquid; they can even be scooped up in a flameproof container.

Lava pits. The area is largely a flat plain of rock intermixed with deep pits of boiling lava. The lava sputters and spurts, sending sparks, droplets, and even small goutts into the air. Crossing the area safely requires a successful DC 13 Dexterity saving throw or the character suffers 7 (2d6) fire damage.

Obsidian field. Shattered fragments of obsidian fill this area, making travel treacherous and loud. Every step is on razor-sharp glass that shifts and cuts, and also tinkles and clatters. Along the higher parts, a misstep causes a small cascade of noisy black glass to flow down the slope. Anyone wearing sturdy footwear can make it through with only mild scratches, but the noise attracts attention and causes an immediate random encounter. Leather or other soft footwear is ruined. The entire area is considered difficult terrain.

Ridge line. A random edge of this area has a steep-sided ridge of rock. The top is clear and can be used as an easy means of travel, but the slopes are steep and covered with loose rock. Roll again to see what other terrain type is in the area. If you roll ridge again, a second edge has a ridge and the rest is a flat plain of broken rock that is difficult terrain.

Slope. A random edge of this area slopes (1–3 up, 4–6 down) dramatically, blocking travel in that direction. Roll again to determine what other terrain is found here. If you roll slope again, the area is a plain of broken stone that hampers movement as difficult terrain.

Sulfur lake. A lake of liquid sulfur blocks travel through the area. Not only is this impassable, it also puts forth a foul stench. Anyone who approaches the lake must succeed at a DC 13 Constitution saving throw or be poisoned for 1 hour.

LOCATIONS ON YOUNG ISLAND

Young Island is not large, but the reality warping allows for a greater number of locations than one would expect. Do to the mercurial nature of the island, any location not labeled on the map might appear in any square near where its description places it. Your whim, have fun.

ALURIAN'S INCURSION

The presence of the Sleeping Fire on Young Island has not gone unnoticed. The sea once claimed this part of the world, and the sea wants it back. The Sleeping Fire is not the only primordial near-divinity in the world; others exist with different agendas. One of these, the Deepening Rift, is as tied to elemental water as the Sleeping Fire is to fire. The movements of these entities and their followers are glacial, but some time ago the Deepening Rift became aware of Young Island's birth from the sea. The entity sent a party to investigate.

Alurian, a **merfolk** worshipper of the Deepening Rift, is the leader of the party. She is accompanied by 8 **merfolk** and their mounts (9 **giant sea horses**). They used Alurian's command over wind and waves to carve out an underwater cave on the north coast of Young Island and are busy enlarging it and bringing in reinforcements. So far, the cavern has only a single 20-foot-diameter chamber but the next set of reinforcements are due on the coming new moon and will bring tools to create two more chambers.

Alurian and her forces have not yet explored the island's interior. Such an excursion would give away their involvement and be largely pointless. The dangers of the interior hold are particularly dangerous to them, and their slow speed on land makes any such trek doubly hazardous. They have fully explored the coast of the island and even swam up into the artificial lagoon of the gray apes. Alurian knows about the entrance to an underwater passage that leads inland, but she has no idea what is beyond a thick plug of rock only a few hundred feet into the tunnel. If the characters approach the island by boat, Alurian certainly knows about it within a few hours.

Alurian is no fool and won't waste her life or that of her followers. The cult of the Deepening Rift is a patient one; even if it takes years, they will gather their forces and recruit land-based allies so they can continue their mission. Should the characters discover her and meet on friendly terms, she offers what help and advice she can, keeping in mind that she will not go more than a half-mile inland.

If the characters prove capable and trustworthy, perhaps by ridding the world of the gray apes and their cult, Alurian details a dangerous scheme to drive away the Sleeping Fire. She can send word to her allies deep in the sea to forge a sphere of elemental water, a pearl nearly three feet in diameter. If this is deposited into the Sleeping Fire's resting place, it causes the fire being to flee and not be able to return to Young Island.

BEACH

This 300-hundred-foot-long beach runs along the only safe landing point on the island. It is partially enclosed by anchored ships the gray

apes captured. Two longships are drawn up on the beach, and a small shack and a tent sit nearby. The beach is detailed under **Outer Lagoon**.

CENTRAL VOLCANO

A steep-sided volcano rises in the center of the island, with smoke and flame billowing from its open mouth. The terrain is even more mercurial than the rest of the island, and every area changes configuration on the hour. All areas adjacent to the volcano slope toward its peak, though the changing nature of the island might cause some odd chasms to appear.

The Sleeping Fire dwells in the central volcano, where it rages and boils, sending out earthquakes, eruptions, and geysers. Two routes lead into the inner portion of the volcano where the Sleeping Fire waits. The gray apes constructed a temple over a rift that leads down to the Sleeping Fire. They send most of their sacrifices through this rift. A second tunnel is at the base of the volcano and leads into the Court of the Sleeping Fire (detailed below).

IFRI'S LAIR

Ifri the **fire nymph** (see **Appendix A**) has made her home in this small cave cut into the volcanic rock of Young Island. She has a few personal belongings, but mostly she spends her time bathing in the lava flows or basking in the heat coming from vents and geysers. She has explored much of Young Island and is aware of the other inhabitants.

Ifri developed a fascination with “fleshy things” and spent some time watching the gray apes in their fortress. She is shy and awkward, but wants to make friends. She happily guides her new friends through the dangers of Young Island (though it should be noted that she is ignorant of what harms “fleshy things”) and knows a secret path that leads to the pirate fortress. The path arrives on the south side of the fortress near the guard tower.

Recently she became aware of the Sleeping Fire and that the gray apes make sacrifices to it. While this doesn't much concern her, she is somewhat appalled that the Sleeping Fire is seeking to build some sort of empire in the mortal world. It might threaten many of the things she has come to this plane to discover! Toward that end, she helps in efforts to destroy or stop the Sleeping Fire. If needed, she suggests that the party just put it out.

INLAND TRAIL

This trail begins at the beach and winds its way inland past the pirates' fortress and on to the temple of the Sleeping Fire. It is steep and narrow, and parts can be observed from Watchtowers **B** and **C**.

LOWER CLIFFS

The cliffs on the west side of Young Island are only 100 feet high — low enough to be climbed by someone willing to take the risk. The rest of the island has cliffs towering to 300 to 500 feet, far more than a safe climb would permit. The problem is that those cliffs are buffeted by wind and waves coming off the expanse of ocean between the Cymu Islands and the mainland. Holding a ship in place while people try to climb the cliff is not easy, but can be done with a successful DC 15 Intelligence check. To climb the low cliffs requires a successful DC 18 Strength (Athletics) check, with failure by 10 or more resulting in a plunge into the waters below. Anyone who goes into the water at the base of the cliff suffers 16 (3d10) bludgeoning damage from the fall, and an additional 11 (2d10) bludgeoning damage at the end of any turn they remain in the water. The climb is arduous, and anyone completing it gains a level of exhaustion.

JUNGLE

Young Island does not support much life, but one small rift near the southern cliffs is filled with soil, bird droppings, and seeds. The result is a small bit of jungle that clings precariously to the steep ravine. Several small springs of clear water rise up at the northern end and cool enough as they flow south to feed the nascent jungle. These combine as they reach the cliff edge to form a stream large enough to be called a creek, which then plummets off the cliffs hundreds of feet to the sea below.

WATERFALL

A stream exits the island through a trough it has cut through the cliffs. While not a slope one could walk up, the stout vines of the jungle found some purchase here and provide a precarious route to the interior. It requires three successful DC 16 Strength (Athletics) checks to climb up the vines. A failed check results in a slip and the character suffers some scrapes and bruises before stopping the slide. Two failed consecutive checks causes a more dangerous fall, with the characters suffering 10 (3d6) bludgeoning damage before catching themselves. Three consecutive failures causes a possibly terminal fall to the ocean below for 21 (6d6) bludgeoning damage, and the character is tossed into the waves at the bottom of the cliff.

The path is slippery, narrow, and treacherous. Seabirds frequent the surrounding cliffs and add their own special slickness to the climb, as well as a noisy cloud of squawking and flapping distractions. The real danger is a pair of mated **wyverns** that have set up their nest about halfway up the cliff at the mouth of a lava tube. They investigate any large disturbance, with one coming out to see to matters while the other remains inside preparing to lay eggs.

REBEL CAMP

Not all of the gray apes under the command of Talkithis wanted to become pirates. Others refused to join in the worship of the Sleeping Fire. Most of the rebels were mercilessly slain, with a few being sacrificed at the temple. A small handful under the command of a Decurion have found refuge in the small patch of jungle. Their camp is a crude affair, and the jungle provides little for them to eat besides birds' eggs. The grasses and shrubs that make up the foliage make for poor firewood and worse tools. Even so, they have persevered.

Decurion Althilsis (**gray ape decurion**, see **Appendix A**) leads the rebels. Their lot in life is a poor one, and their plans consist of vague schemes to kill or discredit their former commander, die in one glorious charge, or wither away in their refuge. A group of escaped slaves joined them, but these added more mouths to feed without increasing their odds in a fight. In total, the rebels include Althilsis, 5 **gray ape legionnaires** (see **Appendix A**), and 6 slaves (treat as **commoners**). The gray apes are armed and armored as their kin in the pirate fortress, but the slaves have only crude clubs or staves.

If encountered, the gray apes are leery of outsiders, but the slaves welcome the chance of rescue. While their former masters are morally outraged by what the Pirate King has been doing, the slaves are far more interested in getting off this rock and going home. However, they are willing to aid in rescuing the other slaves and putting an end to the threat of the Sleeping Fire. The slaves translate for the gray apes, who do not speak more than a few words of Common.

The rebel gray apes are happy to aid — even spearhead — an assault on the temple of the Sleeping Fire or the pirate fortress (the slaves would be of little consequence and likely get in the way). They provide detailed knowledge of the pirate fortress and the upper levels of the temple, but none were invited into the lower chambers of the deeper mysteries.

LAVA CHILDREN VILLAGE

Three stone huts house a small tribe of 3d8+4 **lava children** (see **Appendix A**). They are ambitious hunters and more than willing to make a meal of any creature they come across. The lava children are somewhat aware of the Sleeping Fire and worship it in a crude way, something that the Sleeping Fire approves of and seeks to encourage. While they have not yet explored the temple that the gray apes built, they constructed their own crude shrine in the middle of their village.

PIRATE FORTRESS

The gray apes operate this area of relative calm. The fortress is detailed below.

TEMPLE OF THE SLEEPING FIRE

This loathsome site of the sacrifice of intelligent beings is covered below.

WATCHTOWERS A, B, AND C

Three watchtowers stand on rocky promontories and overlook the inhabited parts of Young Island. The towers are 15 feet tall, have thatched roofs, and are manned by 2 **gray ape legionnaires** (see **Appendix A**). There is little to see and rarely any need to keep a watch; thus, there is a 50% chance that the guards stationed at any of the towers are not paying attention. Instead, they are talking, gambling, or sleeping.

COURT OF THE SLEEPING FIRE

A few mortal attendants and worshippers serve the Sleeping Fire, but they are not truly welcome in his inner court. Instead, the Sleeping Fire surrounds itself with other beings much like itself, creatures of living flame whose spirits are immortal or nearly so. The inner court of the Sleeping Fire is made up of the entity's closest attendants and includes azers, elementals, magmin, salamanders, and even an efreeti.

The court is overseen by the efreeti Khayin. Like most of his kind, he is untrustworthy and duplicitous. Khayin's service to the Sleeping Fire is not his only allegiance, however, and he is playing a long game on behalf of other unseen masters. In fact, he is playing so many sides against one another that he isn't even sure now whom he is serving and whom he is betraying. The consensus of these agendas is that the Sleeping Fire is betting too big and far too bold. Toward that end, Khayin betrays the Sleeping Fire at a crucial moment. He resists any intrusion into the Sleeping Fire's court, however, but not to his fullest measure. If the intruders seriously threaten Khayin's welfare or look as if they might be able to harm the Sleeping Fire, the efreeti dramatically "perishes." That is, he feigns his demise and uses his amulet to return to the Plane of Fire.

The air in the court is hot and tainted. Any creature not immune to fire who spends more than an hour in the court must succeed at a DC 13 Constitution saving throw or gain a level of exhaustion and also be poisoned until they spend an hour in clean, cool air. Those who succeed at the save gain a level of exhaustion. Repeat the saving throw at the end of every hour spent in the court.

C-1. ENTRANCE

The entrance to the court is an undecorated opening near the base of the central volcano. Other than a steady stream of hot gas that billows

out, nothing clearly points to this entry being anything other than another of the many cave openings into the volcano. Once through the entrance, however, characters find a long tunnel that winds through the rock to the bridge of fire (**Area C-2**).

C-2. BRIDGE OF FIRE

The entrance tunnel opens into a massive, lava-filled cavern hundreds of feet high and nearly a half-mile wide. A high, arched stone bridge crosses the cavern to another tunnel on the far side, a distance of only 100 feet. The bridge is narrow, only two feet wide, and weakened by the heat from the lava below. Crossing it is hazardous and requires a successful DC 13 Dexterity (Acrobatic) check. Failure means the character slips off the bridge but catches the edge before plummeting into the lava below. Trapped with only a fragile and precarious handhold above certain death, the character must have assistance to regain his or her footing on the bridge. Characters can hold on for a number of rounds equal to their Strength modifier (minimum one).

The tunnel beyond leads to the salamander spawning pools (**Area C-3**).

C-3. SALAMANDER SPAWNING POOLS

This long, low-ceilinged (only eight feet high) chamber stretches for a hundred feet into the volcano and nearly 300 feet to either side. It is a maze of pillars of dense rock and open pits that lead to a roiling inferno below. Some of these pits open onto boiling pools of caustic water and emit constant plumes of steam. The large chamber below is the spawning ground of salamanders that serve as mounts for the army that the Sleeping Fire hopes to one day deploy. For now, the salamanders lounge in the fire and steam baths, where they mate, lay eggs in beaches of ash, and in general laze about like hot-blooded fire creatures.

The salamanders do not like to be disturbed. The cavern is difficult to negotiate, forcing characters to find a path between the pillars that avoids the steam vents and open pits to the lake of lava below. Doing so without alerting the salamanders requires a group DC 15 Dexterity (Stealth) check. If this check fails, 1d4 **salamanders** crawl up the rocks to see what is going on. The immediately attack intruders.

Two tunnels are at the far end of this cavern. The tunnel on the left leads to a colony of magmin (**Area C-4**), while the right leads tunnel leads to the Sleeping Fire's inner court (**Area C-5**). Great amounts of heat can be detected from both tunnels, but a dull roar echoes down the righthand path.

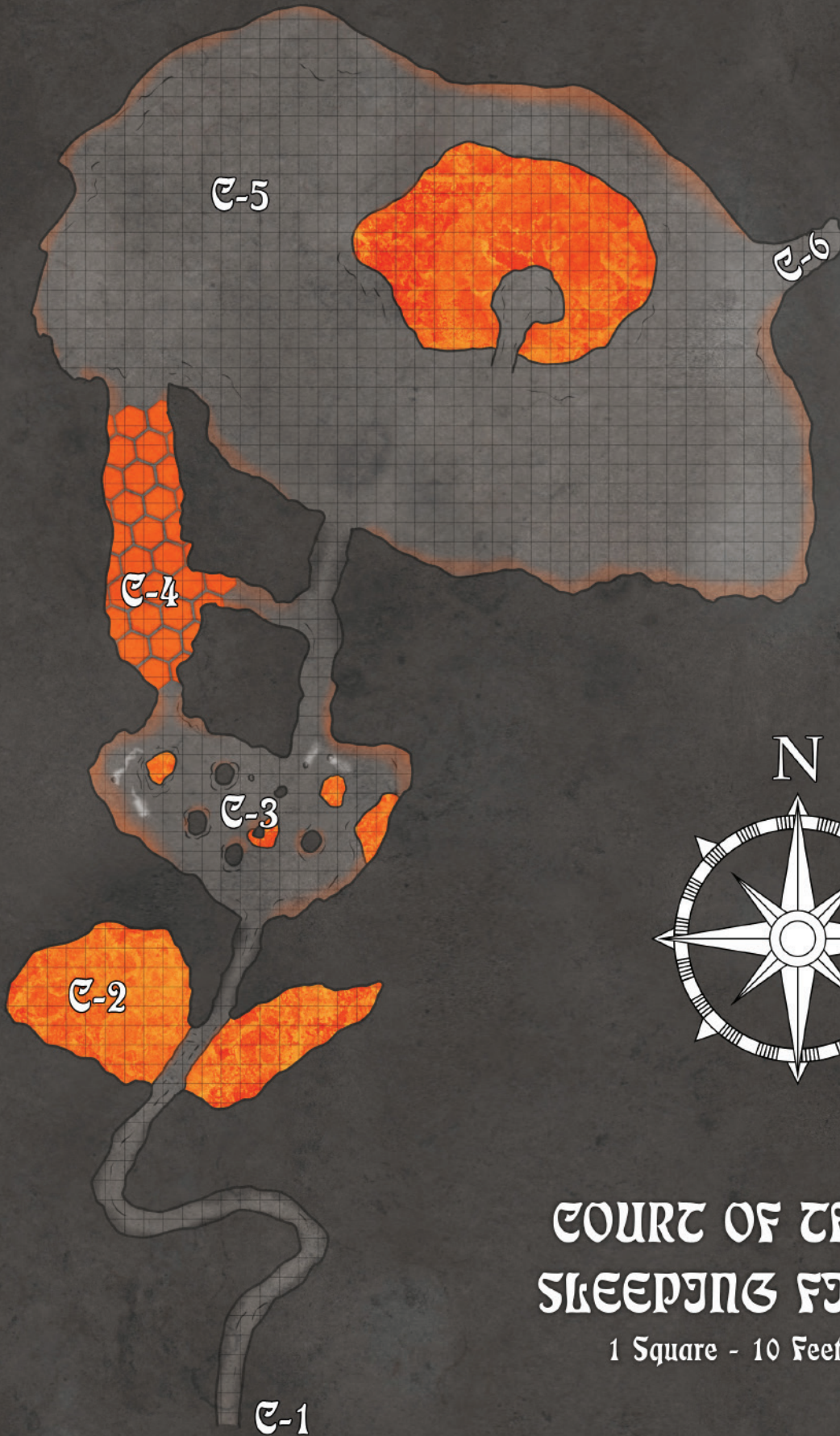
C-4. MAGMIN COLONY

The left-hand tunnel from the salamander spawning pools (**Area C-3**) leads to a honeycombed cavern a mile long and a half-mile wide. A small colony of 10 **magmin** resides in this chamber and is busy remaking it to suit their needs. The center of the cavern has a small shrine to the Sleeping Fire, their patron and master, but that entity seems to care little for their supplications. Perhaps if they were to hunt down some flesh-and-blood creatures to sacrifice, the Sleeping Fire would hear their pleas.

C-5. INNER COURT

The inner court of the Sleeping Fire is barely a decade old. A massive lake of living fire that flows in its liquid state like a living thing is at the bottom of the open cone of the volcano. The Sleeping Fire is not yet powerful enough to attract a large number of followers from the Plane of Fire, and its mortal followers do not yet have sufficient numbers to do anything more than build their shabby temple on the surface.

This court is not much more than a stone-lined platform a meager 30 feet wide by 30 feet across that extends out over the Sleeping



COURT OF THE SLEEPING FIRE

1 Square - 10 Feet

Fire. It is guarded by a pair of **azer** who are not actual followers but mercenaries Khayin hired on behalf of the Sleeping Fire. They stand guard here at all times, cycling out for a different pair every five years or so. Khayin is usually found in a small chamber (**Area C-6**) just off the inner court. The guards stop anyone who approaches down the righthand tunnel from the salamander spawning pools (**Area C-3**). They attack if treated rudely or if intruders try to pass. Khayin floats in at the sound of any fighting.

C-6. KHAYIN'S CHAMBER

Khayin the **efreeti** hates this room, but he hates it less than he does the inner court. Dealing with the Sleeping Fire can be challenging, as the near-divine entity is pompous and, well, hot-tempered. This small room is the only part of the court that is truly finished, not just raw stone like the rest of the caverns. The walls are smooth, the floor is covered in thick carpets of asbestos woven with intricate geometric patterns, and a small brass jug of water hangs from a tripod in the center of the chamber. Khayin enjoys a good brew of coffee most days. A brass chest sits against one wall (locked, can be picked using thieves' tools and a DC 18 Dexterity check). Inside the chest is a zebra-patterned wooden case containing three rubies (1,000 gp each), a gold and silver dagger (150 gp), and a silk pouch containing three large diamonds (5,000 gp each). Khayin's real treasure is on his home plane; this is just traveling cash. Khayin owns an *amulet of return* (see **Appendix B: New Magic Item**) and wears it at all times.

TEMPLE OF THE SLEEPING FIRE

Tucked into one of the many clefts in Young Mountain's central volcano, the temple of the Sleeping Fire was built by slave labor under direction of the gray apes. It thus reflects the design style of the gray apes of Smoking Island's later years, but the workmanship is a heterogeneous mix of half a dozen human, dwarven, elven, and even the lizardfolk cultures of Big Bay Island. The result is an odd-looking temple of consistent design but inconsistent construction.

From the outside, the temple is a 200-foot-long-by-60-foot-wide rectangle. A sharply-peaked roof sits upon stout columns. The back end of the temple abuts the slope of the volcano, with the entrance in the open end to the south. Six sets of stone steps lead up to a small portico, above which is a triptych showing a world being consumed by flames. This motif is repeated in a frieze running around the roof just below the eaves. The carvings are rather crude, but a singular image of a gray ape upon a throne looking upon the conflagration can be made out.

T-1. THE PORTICO

This small area is enclosed by the temple's colonnade. Three **gray ape legionnaires** (see **Appendix A**) are on duty here at any time, a posting that tends to be given to those who have annoyed the pirate king in some way. Two slaves are assigned to see to the legionaries' needs. The guards are usually not alert as they do not expect any threats this far inland, and besides, other things are guarding the more sacred temple precincts below. If attacked, one of the gray apes blows the large horn that hangs in the vestibule (**Area T-2**).

T-2. VESTIBULE

A small room beyond the last two columns is adorned with red tiles and frescoes depicting the Smoking Mountain during the gray apes' home era. Hooks on the walls hold red and yellow robes, as well as a few trinkets that the gray apes feel represent fire of some kind. This includes rings (100 gp total), necklaces (150 gp total), earrings (75 gp

total), three headdresses made of gold (200 gp each), 12 small rubies (50 gp each), and red bird feathers. A single open doorway leads into the sanctuary. A shell from a giant conch (300 gp) hangs from a peg on the lintel of this doorway. This rare find can be blown to produce a sound that echoes across the interior and can be heard from as far away as the pirate fortress.

The legionnaires on guard sleep here. They also tend to spend an inordinate amount of time here when they should be at their post on the portico (**Area T-1**). Their bedrolls and assorted gear are found in this room. The slaves sleep on the steps.

T-3. SANCTUARY

The worship of the Sleeping Fire is a new thing, and the gray apes are still trying to figure out their theology and practices. This long room fills most of the interior of the temple. The walls are covered in crude frescoes that depict the wonderful paradise the gray apes expect one day to rule over when the Sleeping Fire grants its boons. A cleft in the tiled floor at the far northern end of the sanctuary leads down to the heart of the Sleeping Fire.

This crack constantly vents flammable gas. Normally, this gas is lit by a bronze lantern hanging over the crack. This is done a few times a day to keep the chamber free of the dangerous gas. The guards are supposed to maintain this lantern, but more often than not the slaves are given the task, and it often goes undone. If the lantern is allowed to go out (50% chance of this when the characters enter), the gas begins to fill the sanctuary. If this happens, it produces a lethal zone where no one can breathe. Anyone who ends their turn inside the sanctuary at this time must make a DC 15 Constitution saving throw. Those failing take 13 (3d8) poison damage and are poisoned until they spend an hour in clean air while those succeeding take half this damage and are not poisoned. The sanctuary fills with flammable gas in four hours if the flame is put out, and the vestibule (**Area T-2**) then fills up in another hour. The gas is also flammable; it would be best not to expose it to any open flames. More than a few slaves have found this out the hard way when they were sent to re-ignite the lantern.

T-4. STAIRS

An open doorway at the back of the temple leads to a set of stairs going down to the grotto of flame (**Area T-5**).

T-5. GROTTO OF FLAME

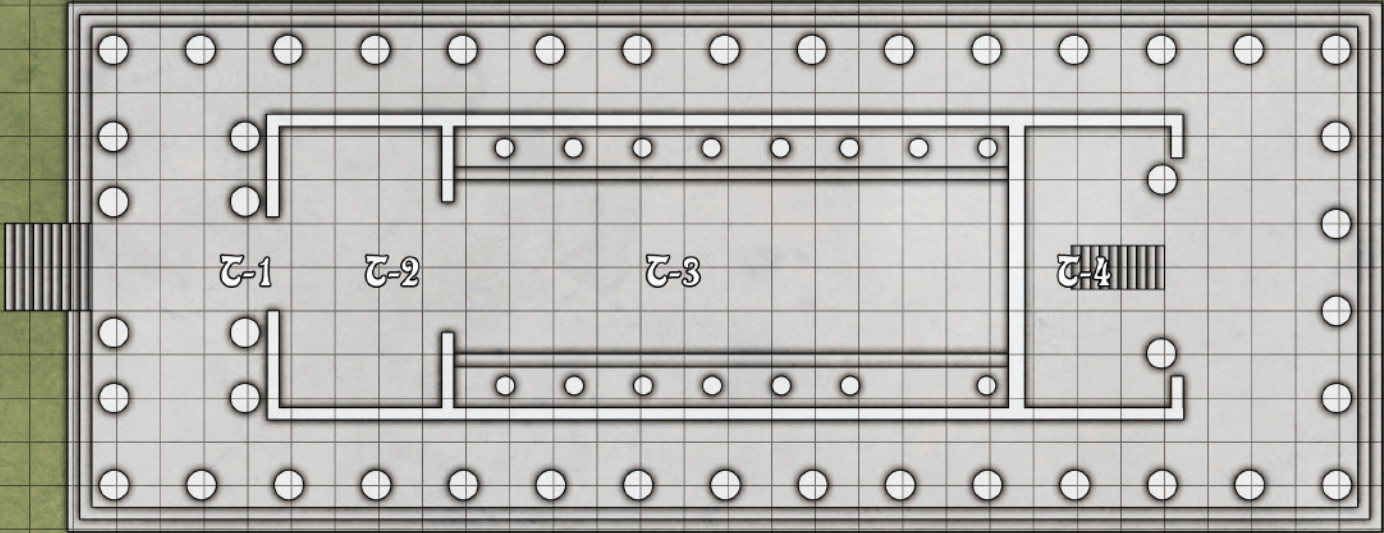
The stairs (**Area T-4**) end at a small overhang above a large underground grotto. A river of lava flows from the north wall and forms a bubbling pool in the middle. The air reeks of sulfur and shimmers in the heat. A small path leads from the overhang down into the grotto, around the pool of lava, and toward the exit leading to the First Circle of Holies (**Area T-6**). Two **salamanders** bask in the pool of lava and take a keen interest in any intruders. They know the gray apes and let them pass, but any other creature is challenged. Creatures that appear to be fire-aligned, such as lava children or elementals, are watched but allowed to pass.

T-6. FIRST CIRCLE OF THE HOLIES

Drawing on the mysterious cults of their people, the gray apes have set up three levels of initiation for their new worship of the Sleeping Fire. The chamber for the First Circle of the Holies is a roughhewn natural cavern whose walls are covered in large bloody handprints. The initiates are brought here to make their first sacrifice, that of themselves.

The center of the room has a deep fire pit covered with a metal grate. A small altar next to it holds a silver dagger set with a large

TEMPLE OF THE SLEEPING FIRE



1 Square - 10 Feet



smoky ruby in the pommel (250 gp). A large brass urn filled with dried leaves is on the opposite side of the grate.

Before the ceremony of initiation, a fire is lit in the sanctuary above and carried down to the fire pit in the center of this room. The leaves are thrown onto the grate to create an acrid smoke that fills the room. Anyone ending their turn within the smoke must succeed at a DC 13 Wisdom saving throw or suffer the effects of a *confusion* spell until they leave the smoke and for 1d6 rounds afterward. Initiates pray before the altar. At the height of the ceremony, they slash open the palms of their hands and let their blood drip onto the hot grate. If the blood sizzles and pops, the initiate is acceptable to the Sleeping Fire. If the blood is not received, it instead simply runs off, or so the gray apes believe. An acceptable initiate marks the wall of the cave with his or her bloody hand.

Lotharis, a **gray ape decurion** (see **Appendix A**), has become something of a caretaker for the temple. He spends most of his days in this room meditating on the true meaning of the Sleeping Fire's wisdom while inhaling the hallucinatory smoke. If he hears intruders (fighting in a neighboring chamber, for example), he throws a double handful of leaves onto the grate and exits toward the Second Circle of Holies (**Area T-7**). As the room fills with smoke, he waits around the corner to ambush anyone who enters. Many weeks of imbibing the smoke has made Lotharis somewhat resistant to it, and he does not need to make a saving throw to avoid its effects. If he is at risk of losing a fight, Lotharis retreats to **Area T-7** and uses the magic stone there to summon a fire elemental to aid him. If the intruders continue to press him, he falls back to the Inner Circle of Holies (**Area T-8**) and attempts to lure the intruders into the pit.

T-7. SECOND CIRCLE OF THE HOLIES

Those who pass their initiation tests and prove themselves worthy in the eyes of the Sleeping Fire advance to the Second Circle of the Holies. This roughhewn chamber is draped in rich tapestries taken from ships looted by the pirates, but months of exposure to the foul air in the caverns ruined them. Those advancing to the Second Circle must prove their courage by facing a foe of the Sleeping Fire in single combat. Only by defeating this foe can they hope to proceed to the third Inner Circle of the Holies.

The center of this room is a deep, steep-sided bowl. An enchanted stone is at the bottom of the bowl. When given a command (as an action), the stone summons a **fire elemental** and binds it to the will of the summoner until the next sunrise or sunset. The stone can be used once and must receive the life's blood of a living creature before it can be used again. The stone is part of the floor and cannot be removed without damaging it and causing it to lose its magic. Only Talkithis and his decurions know the command word.

T-8. INNER CIRCLE OF THE HOLIES

The final advancement, so far, in the young worship of the Sleeping Fire is the entrance to the Inner Circle of the Holies. Only Talkithis and his most loyal decurions have progressed to this point. Those inducted into the Inner Circle of the Holies are promised great wealth and power, as well as flesh that will not burn.

In this room, greater sacrifices to the Sleeping Fire are made. While the sanctuary above sees sacrifices, those are communal affairs. Here, the sacrifices are reserved for only the most faithful, to be viewed and enacted by those who have proven themselves loyal, brave, and wise. The chamber is bowl-shaped with stone steps leading down to a pit of ash. The faithful remove their clothing and leave them in the First Circle of Holies (**Area T-6**), before they then proceed to this chamber while chanting paeans to their deific patron. They carry a sacrifice — a living, intelligent creature of some power, or at least of the greatest status they can find.

The gray apes unbind their captive and battle it, breaking its bones with their bare hands so that it cannot escape. Once subdued, Talkithis

or one of his inner circle utters a prayer to the Sleeping Fire and the roof of the cavern opens above the pit. Lava pours out, burning the victim to ash while washing harmlessly over the faithful. It should be noted that Lotharis knows the prayer and can utter it as an action.

The lava does not harm Lotharis, as he and his fellow gray ape devotees are immune to fire, but it does burn or melt his armor. Anyone caught in the bowl when the lava flows down must succeed at a DC 18 Dexterity saving throw or be caught in the lava and die in mere moments. Those who make the save suffer 23 (5d8) fire damage from the heat and end up outside of the bowl. Just being near such a large pool of lava is dangerous; any creature that ends its turn in the room must succeed at a DC 15 Constitution saving throw or suffer 7 (2d6) fire damage and be poisoned for one hour. Furthermore, any creature that ends its turn adjacent to the lava-filled bowl must make a DC 15 Dexterity saving throw. Those failing are splashed by the lava and take 13 (3d8) fire damage, while those succeeding take half this amount. The lava seems almost alive and gleeful at the prospect of landing on a living creature.

T-9. TREASURY

A small chamber carved from the rock is just past the Inner Circle of the Holies (**Area T-8**). The gray apes have not accumulated a lot of treasure for their temple; most of their ill-gotten gains adorn their fortress or have already been consumed. The treasury does have a few nice things in it, none of which is specifically made for the temple. The Sleeping Fire cares little for these things but does recognize that mortals do. Toward that end, it communicated to Talkithis the location of several rich mineral and gem deposits on the island, but the gray apes have not had the opportunity to go after them.

The treasures — all of which belong to some rich or powerful person who wants them back — are:

HOW TO STOP THE SLEEPING FIRE

To put it simply, there is no way to kill the Sleeping Fire; there isn't even a means to challenge it. But stopping its plans does not require killing it. Three ways exist to stop the Sleeping Fire from completing its plan to escape the prison of Smoking Island.

By far the easiest plan, though it is far from easy, is to destroy the cult Talkithis started. To do this, the characters must break up the pirate ring and track down and kill all of the gray apes that worship the Sleeping Fire. The characters must also destroy the temple. This might be even harder than it seems, for there is no true way outside of powerful magic to determine which of Talkithis' followers are loyal worshippers and which are just along for the spoils and riches.

A more difficult plan would be to drive the Sleeping Fire away. This can be done by destroying the basalt chunk that blocks the passage (**Area T-10**). Learning about this might take some exploration or a meeting with Alurian (or one of her followers) on the north coast. Ifri certainly knows about it, but getting information out of her might be trying. The alchemical powder in the pirate fortress should suffice, but if it is used for something else, not discovered, or wasted, the characters need to be creative.

A third way is Alurian's plan to forge a giant pearl of elemental water and deposit in the Inner Circle of the Holies. This only works if the cult is weakened enough that they won't just remove it.

- Large golden shield with embossed doves carrying a wreath (400 gp).
- Silver 10-piece candelabra with ruby accents (1,200 gp).
- Ten golden griffin heads with ruby eyes (150 gp each).
- Long golden chain with starburst pendant with a large ruby in the center (4,500 gp). * Two stone tablets of basalt; carved into each are several sentences in the Primordial language that describe where on the island a wealth of diamonds and rubies can be found.

T-10. THE BLOCKED CHANNEL

This magma tube veers off from the treasury (**Area T-9**) in a U-shape from the volcano and toward the southern coast of Young Island. It winds down through the ground more than a dozen miles before coming to an abrupt end at a basalt plug. This magma tube, formed by the natural flow and eruption of magma from the heart of Young Island, breaches the seamount the island sits upon deep under the surface of the ocean. The Sleeping Fire is unaware of this vulnerability, though natural flows of magma caused a large formation of basalt to block the tunnel.

The sounds of the sea can be heard just beyond the basalt block. The block itself is thick and made of hard rock, so breaking it is difficult. The block has 27 (5d10) hit points per five-foot section, a damage threshold of 5, and is resistant to bludgeoning, slashing, and piercing damage from nonmagical attacks. Ten five-foot sections must be destroyed to let in the ocean. The ocean is as hungry as the Sleeping Fire, and such an influx gives it a chance to come in and quench the flames. This does not kill the Sleeping Fire — such an entity cannot truly die — but it stops its plans for Young Island, at least for some time.

THE PIRATE FORTRESS OF THE GRAY APES

The gray apes built a small encampment in one of the island's few level and calm spots. They are in the process of turning it into a fortress, though so far they have constructed only a few crude dwellings and watchtowers. Their grand ambitions are hampered by a lack of stonecutting tools and knowledge; the gray apes were soldiers, not craftsmen, before turning to a life of piracy.

The fortress sits in the bottom of a shallow, dish-shaped hollow ringed by jagged slopes. The only easy entrance is by the inland trail that leads to the island's only beach. The ground has been pounded by many feet and is far smoother than the rest of the island. The slopes are covered in rocky scree, which makes any attempt to stealthily move down them difficult. Dexterity (Stealth) checks made while moving through this area have disadvantage.

Aside from their fortress headquarters, the gray apes constructed three watchtowers to spot anyone approaching up the beach or from the sea, as well as an artificial lagoon just off the black sand beach at the north end of the island. A crude trail that winds its way through the harsh terrain connects these areas.

THE OUTER LAGOON

The gray apes constructed an artificial lagoon on the north side of the island. Protected to the east by an arm of the island, the lagoon is safe from heavy ocean waves and strong winds. Captured ships anchored to the rapidly-shelving sea floor prevent ships from easily entering the lagoon and approaching the only landing spot on Young Island. The anchored ships are not well maintained, but they have not been here long enough to become unseaworthy. Their rigging is furled, and their hulls have thick coatings of seaweed and barnacles growing on them. It takes hours of skilled work to rig the ships, and

even then, the hull growths reduce their speed by half. Wood-boring beetle worms have begun their work on the hulls, as well, and although not yet compromised, these ships have half their normal hull points.

The thick cables binding the ships together can be cut (AC 12, 55 [10d10] hp, vulnerable to fire, resistant to piercing, radiant, and thunder damage, immune to bludgeoning damage). Five characters working together can raise the anchor chains (it takes 5 rounds of work by at most five characters applying 40 points of Strength score to the task, a successful DC 15 Strength (Athletics) check by any person reduces the time by 1 round). The anchor chains can be cut, but they are made of strong iron (AC 16, 28 [5d10] hp, resistant to slashing and piercing damage, immune to bludgeoning damage).

OL-1. NORN'S SKEIN

This drakkar longship was taken from Jarl Kjallak Bjaklison when the gray apes fell upon him off Big Bay Island. The fight was short and sharp, but the fury of the gray apes' attack overwhelmed the Northmen. Lacking the crew to fill three fighting longships, the gray apes anchored the longship as part of their artificial lagoon. The sails, rigging, and oars were taken ashore and stored in the fortress of Ape Town (**Area AT-9**). The gray apes hope to use the longship one day, so they have kept the *Norn's Skein* in better condition than the other ships (it does not suffer any penalty to speed or hull points).

OL-2. QUEEN'S EYES

A Brounthian caravel out of Cymilspport, the *Queen's Eye* was carrying a load of furs and amber from Estenfirnd when the gray apes took it. The crew was taken prisoner after putting up only a token resistance and most have been taken to the slave pen (**Area AT-4**). The ship's sails and rigging were taken down and stored in the large hold below decks. Little of value remains on the ship other than its fittings; the gray apes took the furs for their own use and found the amber to be pretty, but ultimately useless. A ship's log in the captain's cabin details the voyage and lists 50,000 gp worth of collected amber, as well as 10,000 gp worth of ivory.

OL-3. DRAGON'S BANE

This oddly-named knorr (Northlander merchant ship) put into Big Bay to scrape its hull and render the tons of blubber it had collected. The longships of the gray apes rounded the point and captured the ship without a fight. The crew of the *Dragon's Bane* is still stranded on the beach of Big Bay, shivering in the rain and living in fear of the lizardfolk and monsters of the island. *Dragon's Bane* is slower than the drakkar the gray apes use for their raids, so they tied the ship into the artificial lagoon. Its sails and rigging are in Ape Town (**Area AT-9**), but the oars are still on board under the benches.

OL-4. MIDNIGHT RUNNER

Originally out of Endhome in the Borderlands, the *Midnight Runner* is a small caravel walking the line between a wide-bottomed vessel designed for cargo capacity and a narrow-beamed ship built for speed. A smugglers' ship, the vessel ran goods into ports around the Sinnar Ocean and even along the north coasts of Pelshtaria and the Caliphate. Its small crew fought to the death. The gray apes tossed their bloody bodies overboard and took the ship home to become part of their artificial lagoon. The hold's silks and fine wines were taken to Ape Town. A small chest hidden in the captain's cabin contains 5,000 gp in mixed gems and semi-precious stones. It can be spotted with a successful DC 13 Wisdom (Perception) check. It is locked and can be picked with thieves' tools and a DC 15 Dexterity check. A



OUTER LAZOOON

1 Square - 10 Feet



logbook written in code lists the various ports the ship snuck into, as well as the names of nobles and merchants from Ceaster Pool to Turkad who readily accept smuggled and stolen goods. The code can be deciphered with a successful DC 13 Intelligence check. The ship's riggings are stowed belowdecks in the hold, but the sails are now part of Ape Town.

The gray apes avoid the *Midnight Runner*, though none admits that they actively do so. During the attack, four of the crew fled down a hidden hatch into the ship's bilge. The gray apes never found the entrance to this smuggling compartment, and the four crewmembers were safe, at least for the moment. Unfortunately for them, the gray apes moved the cargo around while looting the ship and covered the hidden hatch. The four died trapped in the dark, inundated by foul waters, and at the mercy of a small horde of rats. Their spirits did not pass on to their final reward, however, and instead remain trapped on the ship. These doomed souls cannot leave the ship, but at night they roam about causing all manner of spooky sounds and lights. The *Midnight Runner's* second mate, Tassion, reanimated as a **wraith**. Gallith, the ship's cook, roams most nights as a **ghost**. The twin cabin boys Sarath and Surath are mere **specters**.

Any who board the ship at night bring the spirits down upon them. They are angry, but also deeply embarrassed by their cowardice and greatly disturbed by the horror of their deaths. Tassion is the leader of the group, and he desires nothing more than revenge. The others want to be released from undeath, but cannot simply lie down and let fate overtake them. They can be bargained with, and Tassion forces his fellow spirits to enact any plan to which he agrees. If brought to the characters' cause, they can work the ship, their spectral forms interacting with their cursed floating home as if they were corporeal creatures (when they want, however, they can still pass through the floors and bulkheads). If given a good plan for revenge on the gray apes, they even sacrifice their ship. The four spirits can be laid to rest if their remains are recovered and buried, the ship is destroyed, or if they get revenge on the gray apes.

OL-5. FORTUNE'S FOLLY

This large caravel was the prize capture by the gray apes. Carrying grain, salted cod, and other foodstuffs from Vöss in Estenfirð to Irith Kel, the ship was waylaid in the Straits of Half. Its crew surrendered readily and now serve as slaves to the gray apes (**Area AT-4**). The hold has been emptied and the food distributed among the residents of Ape Town. Little of value remains in the ship; its rigging was taken to make the cables that tie together the ships of the artificial lagoon. Its sails are now part of Ape Town.

OL-6. REVENGE

Originally named the *Wurm's Breath* by Jarl Olaf Bjornson, the gray apes renamed this ship *Revenge* in their native tongue of Althindu. It is drawn up onto the beach with its anchor well-placed in the volcanic sands. The anchor can be pulled out with a DC 18 Strength (Athletics) check or dug out with an hour of hard work. The ship's sail, rigging, and oars are kept in the guard shack (**Area OL-8**).

OL-7. FANGS

Smaller than the *Revenge*, the captured drakkar longship *Fangs* was the second of Jarl Olaf Bjornson's ships. It has also been drawn up and anchored on the volcanic sands of Young Island's only beach. Its anchor is well-placed in the volcanic sands and can be pulled out with a DC 18 Strength (Athletics) check or dug out with an hour of hard work. The ship's sail, rigging, and oars are kept in the guard shack (**Area OL-8**).

OL-8. GUARD SHACK

Constructed from driftwood and lumber taken from captured ships, the guard shack is a rather ramshackle affair. The roof is made from stitched-together sails and billows in the wind. A small smoke hole is cut in the center, and the sail is rigged to remain taut as well as control the entrance of air through the smoke hole. The walls are thin but well-chinked in order to block the wind. A single doorway in the north end of the shack is blocked by a large hide pegged in place and tied off from the inside. The shack has no windows.

The building's interior is divided into two sections by a hanging piece of sail: a guardroom at the north end and a larger storage area behind. The guardroom has a small fireplace in the middle, a few shelves, and two low benches to rest on. The storeroom holds the rigging, sails, and oars for the gray apes' two captured drakkars, as well as other nautical gear.

Six fully armed and armored **gray ape legionnaires** and a **gray ape decurion** (see **Appendix A** for both) are on watch here at all times. Two remain in the guard shack, usually playing dice on the floor or resting on the benches. Two are stationed outside the shack to keep watch, and another pair walks the beach between *Fortune's Folly* (**Area OL-5**) and *Norn's Skein* (**Area OL-1**). Due to their darkvision, the gray apes do not light a fire outside at night or carry torches.

OL-9. VOLCANIC BEACH

This narrow beach is made from black volcanic sand. It is still fairly new as far as volcanic sand goes, and pieces of harder rock, shards of obsidian, and other sharp pieces stick out. Don't walk on it barefoot.

OL-10. INLAND TRAIL

The inland trail starts at the guard shack (**Area OL-8**) and continues up to Ape Town in the mountains of Young Island. It is only a few years old, but the gray apes took care to make it wide, level, and covered in gravel — or at least their slaves did. Where the trail steepens, stairs were added, and wooden bridges span large gaps.

OL-11. SLAVE TENT

Ten slaves (**commoners** with half hit points and two levels of exhaustion) are crowded into this small tent. They are allowed a fire pit, crude bedding, and tools needed to perform their tasks, but little else. The gray apes keep them in line through starvation, snarling intimidation, and frequent beatings. These slaves are skilled carpenters and mariners who rig the longships and perform whatever maintenance is needed on the gray apes' fighting ships and the vessels forming the artificial lagoon. When not called upon to tend the ships, they serve the guards, cook food, polish armor, and perform other tasks. They spend their free time fishing in the lagoon, though they are allowed only nets, hooks, and lines. All were sailors on various ships the gray apes captured. Skur is the only one with any combat experience, and she willingly fights but will not abandon her brother Oleg.

The slaves are:

Alword Half-Man, CN male half-elf
Amru el-Waheed, LN male human
Anne Tools, LG female human
Detrick, CN female half-orc
Karl of Endhome, CG male human
Oleg Svenson, CG male human
Other Karl, CG intersex human
Pierrig of Cymilard, NG male human
Radwa el-Javid, LG female human
Skur Svendsöttir, NG female human

APE TOWN

Perched on the jagged slopes of Young Island, Ape Town is constructed from driftwood and lumber taken from captured ships, lumber seized in their holds, or from wood cut from Big Bay Island. All the structures are raised up two to three feet off the ground on short stilts and have small decks that wrap around the building. A small herd of pigs sleeps in the shade beneath the buildings and roots around Ape Town at night.

AT-1. RESERVOIR

A large depression in the rocky ground collects rainwater. Ape Town has a constantly renewed source of fresh water from the frequent rains. At the bottom of the reservoir are water filled tunnels that lead to a network of old lava channels that honeycomb the island.

AT-2. GARDENS

Young Island has not yet generated much soil, but the gray apes' slaves scour the island for what they can find and bring it back here. Their labor didn't end even after they accumulated a deep pile of dirt, and they now till these sparse gardens to coax some fruits and vegetables out, all for the gray apes' tables.

AT-3. GOAT PEN

The Cymu Islands support large herds of wild goats. The comedic scene of mighty gray ape warriors chasing down and capturing wild goats has resulted in a sizable goatherd. Thirty **goats** live here in relative luxury; they are better fed than the slaves, with nearly all table scraps going to the animals. The gray apes are very fond of their goats and do not eat them; they prefer goat's milk and cheese to roasted goat flesh. Only the most trusted slaves are allowed to tend the goats, and two favored slaves live in the goat pen. These slaves were even given names in Althindu: Bith'ri (N female human **commoner**) and Bith'ro (LG male human **guard** with AC 11 and no weapons). A small shack at the back of the goat pens lets the goats get out of the rain if needed. Bith'ri and Bith'ro are permitted to enter as well. The fence is five feet tall and constructed from driftwood and rope.

AT-4. THE SLAVE PEN

Enclosed by a tall wall of wooden slats, the slave pens hold 41 people. A segment of wall can be broken down with a successful DC 14 Strength (Athletics) check. During the day, most of the slaves are out in the gardens (**Area AT-2**) or elsewhere in Ape Town performing their duties. At night, they are herded into the slave pens, though a few might be allowed out to labor for their gray ape masters. Four stout poles support a low roof to allow the slaves some respite from the sun and rain, but the rest is open to the elements. The interior of the pens is a mess; the slaves tried to dig their own latrine, but the results are insufficient for that many people. Slaves (all **commoners** unless otherwise noted, half hit points due to abuse and exhaustion, any with spellcasting abilities are too exhausted to prepare spells) assigned to work inside Ape Town are hosed off at the nearby water tower (**Area AT-6**) before going into Ape Town proper; those heading to the fields or other outside jobs are left with their stink on them.

Two **gray ape legionnaires** (see **Appendix A**) guard the prisoners, with the guard changing at dawn, midday, dusk, and midnight.

The slaves are:

Vudras Abadani, CG male elf
Abioye, LN male human **noble**
Osk Aelfsdóttir, CG female half-elf
Awni al-Basha, N male human
Dyrryk Alehelm, NE male dwarf
Taqiyya al-Kaseem, NG female human **pirate**
Abri al-Salhi, NE female human
Yusri al-Tahir, LN male human **guard**
Katiberra Ashebelly, NE female dwarf **pirate**
Tosti Astrison, LN male human
Basina Boffin, NE female halfling
Eyjolf Danson, NE male human
Francí Donat, LG male human **knight**
Droga, CN male half-orc **berserker**
Nayan Elanro, NE female elf **pirate**
Eltaro Faeries, N male half-elf
Bakholin Fireaxe, LG male dwarf
Gobugita Frostforge, LN female dwarf
Vera Ena, NG female human
Meen Guedard, LG male human
Freygerd Hranisdóttir, NG female **guard**
Iubesi, N male human **guard**
Nodosi Kalen, NE male human **pirate**
Bernhard Langham, NG male halfling
Magdina Ledagac, N female human
Sven Ljufson, CG male human **berserker**
Lowane Martin, NG female human
Mhambi, CN female human
Raylla Morcan, NG female elf
Gwenel Mordien, CN female human **pirate**
Gerihild Olfasdóttir, NG female human
Kaour Pelan, NG male human
Laude Ponts, NE male human
Jestin Renan, CG male human **pirate**
Shamas, NG female human **acolyte**
Sur, NE male half-orc
Thembi, NG female human **guard**
Tokunbo, NG male human
Yngvild Unnsdóttir, CN female human **berserker**
Yetunde, LG female human **noble**
Zorzag Fell, CE male tiefling

AT-5. GUARD TOWER

A small shack on 15-foot-tall stilts rises up from the stony ground. The shack is open-sided with slender poles holding up a thatched roof. Two **gray ape legionnaires** (see **Appendix A**) are on guard here at all times. The guard tower is equipped with a horn to sound an alarm, but the guards are lax as nothing ever happens. There is a 50% chance that any guard tower is not actively manned, or the guards are napping, talking, or just daydreaming and not paying attention.

AT-6. WATER TOWER

Twenty-foot-tall stilts hold a water tank made from a ship's water cask. The water tank is open on top to collect rainwater, and a ladder extends up one leg to let slaves skim the water daily for debris. Water is drawn from the tower using a spigot and leather hose.

AT-7. BARRACKS

This building constructed from boards and ships' timber houses 16 gray ape legionnaires in relative comfort. The roof is made from stitched sails reinforced with thatch. Inside are two rows of bunks, each with a trunk and shelf next to it. Windows line the long sides to



APE TOWN

1 Square - 10 Feet

5

5



2



3



8



6



1



4

6



7

7

7

5



11

11a

11b

11f

11d

11e

11c

10



9

allow ventilation and can be closed off with sturdy shutters. The gray apes keep their weapons and armor at hand. At any given time, 2d8 **gray ape legionnaires** (see **Appendix A**) are here while the rest are off on assignments or following their own pursuits. The legionnaires have small chests in which they keep their valuables, and each barracks has 1d4 x 100 gp worth of assorted coinage and jewelry.

AT-8. TRAINING BUTTS

A sturdy wall of wood backed by piled stone backs this fenced-in area. The gray apes use the area for target practice and other training exercises; Talkithis wants his soldiers to stay in top shape. During the day, 1d10 **gray ape legionnaires** and a **gray ape decurion** (see **Appendix A** for both) can be found here in full kit practicing. They sometimes tie slaves up at the end of the butts, though the goal is to hit close to the slaves and not to kill them. Still, accidents happen.

AT-9. STOREHOUSE

The storehouse contains loot taken from various ships. Standing guard outside the door are 2 **gray ape legionnaires**, while 4 **gray ape legionnaires** and a **gray ape decurion** (see **Appendix A** for both) stand watch inside. Most of this loot is practical items such as bolts of cloth, ingots of iron, piles of ship fittings and tools, stacks of wood, and bags of grain. Young Island has few resources, so the gray apes disassembled everything that was usable elsewhere. Everything is carefully arranged, cataloged, and inventoried; a piece of parchment tacked next to the door lists all the goods in the storehouse and their current amounts.

STOREHOUSE CONTENTS

Item	Value
250 bales of silk	5000gp
400 gallons of whale oil	2000gp
500 bales of wool	2000gp
2 tons of ships' lumber	3500gp
2300 pounds of metal ships' fittings	12,400gp
50 gallons of distilled spirits	2300gp
10 gallons of Greek fire	15,000gp*

*1 gallon inflicts 3 (1d6) fire damage per gallon if used as a weapon and sets target on fire; an action is required to put the fire out; creatures on fire suffer 1d6 fire damage at the start of their turns.

In addition, the storehouse contains five 25-pound casks of alchemical red powder used in deep mining by some dwarven clans. The powder explodes if set on fire. One pound produces an explosion in a 10-foot-diameter sphere. All caught in the explosion must make a DC 15 Dexterity saving throw. Those failing take 27 (5d10) bludgeoning and fire damage while those succeeding take half this amount.

AT-10. CAIRN

Rocks piled here conceal the decaying bodies of 10 slaves who died in servitude to the gray apes. The cairn is layered; when slaves die, their bodies are dragged here, dumped on the pile, and then covered with fresh stones. The area around the cairn reeks of death and rot.

AT-II. PIRATE KING'S HALL

Larger than the barracks, but not by much, the pirate king's hall is built along the same plan. It is a rectangular building on short stilts with a shallow porch at the front, a thatched roof, and a wooden floor. Inside are six rooms, each decorated with the best items taken from ships the gray apes captured. The Pirate King Talkithis and his bodyguards live here, and the pirate king holds court when needed, which is not often.

AT-IIA. PIRATE KING'S AUDIENCE CHAMBER

Tapestries and flags taken from ships cover the walls of this large room. An ornate gilded chair sits at one end, flanked by two tall silver candelabras. A circle of chalk is painted on the floor before the throne of the pirate king. Talkithis proclaimed that all may challenge him to single combat; if he loses, he will step down as king. So far, none has managed to claim the title.

AT-IIb. THE PIRATE KING'S QUARTERS

The Pirate King **Talkithis** (see **Appendix A**) sets aside the best loot for himself, and this room is filled with items taken from captured ships. A four-poster bed fills much of the space, but the walls are lined with tapestries, trophies, mirrors, vases, and other items. A thorough looting reveals 3,000 gp in goods, though most of this is not easily transportable.

AT-IIc-f. DECURIONS' ROOMS

The 4 chief **decurions** (see **Appendix A**) are found here when not on duty. They are the most devout of the worshippers of the Sleeping Fire, second only to Talkithis himself. Their quarters are nicer than the barracks, but due only to their privacy and size. Each has a small chest containing 5d100 gp in jewels.

AT-12. SACRIFICE TENT

This well-guarded tent (4 **gray ape legionnaires** at any time, see **Appendix A**) houses the next sacrifices destined for the temple of the Sleeping Fire. Inside are 5 lizardfolk (treat as **commoners**) clad in fine silks. They recline on soft cushions and dine from a table laden with a feast of foods stolen from one of the ships. What it lacks in quality it makes up in quantity. In a few days, these slaves will be taken to the temple and sacrificed, but for now they are well treated. After all, the Sleeping Fire doesn't want a bunch of emaciated scarecrows.

CONCLUDING THE ADVENTURE

If the characters fail to shut down the gray apes' pirate enterprise, the attacks on shipping continue.

If Talkithis is defeated, the gray apes follow whoever takes his place, but not all are happy with their newfound careers as pirates. The disruption shuts down the slavery and pirate attacks until the gray apes can reorganize their operation. Rescuing and returning the slaves to their homes brings about a great deal of goodwill for the characters, and people all along the coasts of the Great Ocean Útahf "owe them one." Likewise, putting an end to the piracy garners favor from merchants and nobles. It is up to the characters how they turn this goodwill into good gold.

APPENDIX A: NEW MONSTERS

The following creatures from this adventure are not found in the Fifth Edition SRD.

FIRE NYMPH

This creature appears as a beautiful female with long, flowing fiery-red hair. Her eyes are pale blue and her skin is lightly colored with a cinnamon hint to it.

A fire nymph is a beautiful creature that dwells on the Plane of Fire. It is akin to the nymph and dryad, though its origins obviously lie elsewhere. Fire nymphs rarely visit the Material Plane, though mages are known to request their company on occasion. A fire nymph usually wears translucent robes of white or ash.

Fire nymphs avoid combat if at all possible, but if pressed into action they rely on their innate spellcasting abilities and seek escape as soon as possible.

FIRE NYMPH

Medium elemental, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	16 (+3)	17 (+3)	19 (+4)

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 13

Languages Common, Ignan

Challenge 3 (700 XP)

Burn. Any creature that touches the nymph or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Innate Spellcasting. The fire nymph's spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks).

The fire nymph can innately cast each of the following spells, requiring no material components:

At will: *burning hands*, *flame blade*, *flaming sphere*, *produce flame*

1/day: *fire shield*

Magic Resistance. The fire nymph has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The fire nymph makes one Dagger attack and one Fist attack.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 10 (3d6) fire damage.

Fist. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 10 (3d6) fire damage.

GRAY APE DECURION

Forming the middle level of the pirates' hierarchy, the decurions are skilled leaders who gained their positions through steady service and demonstrations of fighting prowess. Each commands roughly 10 gray ape legionnaires and reports to the pirate king. Of all the gray apes, the decurions are the most loyal to Talkithis. Their rank precludes them from claiming they were just obeying orders should the pirates ever be captured, at least according to the laws of the kingdom of Minara.

GRAY APE DECURION

Medium humanoid (gray ape), lawful neutral

Armor Class 18 (breastplate and shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	10 (+0)	14 (+2)	14 (+2)

Skills intimidation +4, perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Althindu, Common

Challenge 3 (700 xp)

Fearsome Howl. As a bonus action, a gray ape decurion can utter a fearsome howl. All foes within 30 feet must make a DC 13 Wisdom save or become frightened of the gray ape until the end of their next turn. A gray ape decurion may do this once, and regains use following a short rest.

Furious Charge. As an action, a gray ape decurion may move its full movement and make a melee attack. When it does so, it gains advantage on the melee attack.

Actions

Leader of Apes. The gray ape decurion calls out to up to 2 of its allies within 30 feet that it can see to issue orders. The affected ally may use its reaction to take a dash, disengage, or attack (bite) action.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., 1 target. *Hit:* 7 (1d8 + 3) slashing damage

Javelin. *Ranged Weapon Attack:* +4 to hit, range (30/120), 1 target. *Hit:* 5 (1d6 + 2) piercing damage

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., 1 target. *Hit:* 6 (1d6+3) slashing damage. The gray ape decurion can make a bite attack as a bonus action and may make a bite attack even if restrained.

GRAY APE LEGIONNAIRE

The majority of the gray apes on Young Island are simply soldiers, once in the service to the growing power of the kingdom of Minara. Today they form a solid core of warriors in service to their pirate king. Not all the legionnaires are happy with their lives as pirates or with having abandoned their oaths and duties on Smoking Island. Still, they are obedient to their commanders and carry on. Others love this new lifestyle of fighting, feasting, and decorating themselves with gaudy loot.

GRAY APE LEGIONNAIRE

Medium humanoid (gray ape), lawful neutral

Armor Class 18 (breastplate and shield)

Hit Points 26 (4d8 + 8)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	10 (+0)	12 (+1)	10 (+0)

Skills intimidation +2, perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Althindu

Challenge 2 (450 xp)

Fearsome Howl. As a bonus action, a gray ape legionnaire can utter a fearsome howl. All foes within 30 feet must make a DC 13 Wisdom save or become frightened of the gray ape until the end of their next turn. A gray ape legionnaire may do this once, and regains use following a short rest.

Furious Charge. As an action, a gray ape legionnaire may move its full movement and make a melee attack. When it does so, it gains advantage on the melee attack.

Actions

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., 1 target. *Hit:* 6 (1d6 + 3) slashing damage

Javelin. *Ranged Weapon Attack:* +4 to hit, range (30/120), 1 target. *Hit:* 5 (1d6 + 2) piercing damage

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., 1 target. *Hit:* 6 (1d6 + 3) slashing damage. The gray ape legionnaire can make a bite attack as a bonus action and may make a bite attack even if restrained.

LAVA CHILD

This creature is a stocky humanoid standing about 5 or 6 feet tall with sooty-black hair and green eyes. It wears crudely constructed hides of fur and leather. Its face has a curious, almost child-like appearance and seems to be imprinted with a permanent, non-changing smile. Its skin is pinkish-white.

LAVA CHILD

Medium humanoid (elemental), neutral

Armor Class 13 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	13 (+1)	10 (+0)	11 (+0)	11 (+0)

Skills Perception +4

Damage Vulnerability cold

Damage Resistances force

Damage Immunities fire; bludgeoning, piercing, and slashing from metal weapons

Senses darkvision 60 ft., passive Perception 14

Languages Ignan, Lava Child

Challenge 2 (450 XP)

Heated Body. A creature that touches the lava child or hits it with a melee attack while within 5 ft. of it takes 7 (2d6) fire damage.

Metal Immunity. Lava children are unaffected by metal. They can walk through solid metal doors as if the door wasn't there. Metal weapons, even magical, have no effect on lava children. Lava children make all attacks with advantage against foes wearing metal armor.

Water Vulnerability. For every 1 gallon of water splashed on the lava child, it takes 3 cold damage.

Actions

Multiattack. The lava child makes one Bite attack and one attack with its Claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.

OBSIDIAN ELEMENTAL

This creature is a powerfully built, roughly humanoid-shaped monolith of black stone. Its hands end in wicked, serrated and jagged claws. No facial features can be discerned.

In a realm where elemental water and elemental fire conjoin, there exists a pocket plane known as the Plane of Obsidian; a plane of barren wastes and blackened rock, of razor-sharp obelisks and fields of sharpened glass. Creatures native to this plane appear as blackened obsidian with jagged, serrated, or clear-cut angles and edges. Some have barbed spikes adorning their elemental forms.

Obsidian elementals are usually encountered on their home plane or on the Plane of Fire. Still, some can be found on the Obsidian Plain in the Plane of Molten Skies (see the City of Brass by Necromancer Games). Most, however, prefer the serenity that the Plane of Obsidian offers, and thus they rarely venture forth unless summoned.

Obsidian elementals are deadly combatants and strike with their sharpened claws, ripping and tearing at their opponents. They are relentless in their attacks and never give quarter.

OBSIDIAN ELEMENTAL

Medium elemental, neutral

Armor Class 15 (natural armor)

Hit Points 66 (7d8 + 35)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	20 (+5)	4 (-3)	11 (+0)	11 (+0)

Damage Resistances cold, fire; bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 5 (1,800 XP)

Brute. A melee weapon attack deals one extra die of its damage when the obsidian elemental hits with it (included in the attack).

Death Throes. When the obsidian elemental dies, it explodes, and each creature within 30 feet of it must make a DC 16 Dexterity saving throw, taking 17 (5d6) slashing damage and 17 (5d6) fire damage on a failed saving throw, or half as much damage on a successful one.

Molten Glass. A creature that hits the obsidian elemental with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Actions

Multiattack. The obsidian elemental makes two Claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 13 (2d8 + 4) slashing damage plus 4 (1d8) fire damage.

TALKITHIS THE GRAY APE

PIRATE KING

Once just a simple tribune in the royal army of Minara, Talkithis hit upon the idea of stealing the longships after defeating the strange invaders he found on his king's private beach. At first, the young tribune wanted only to see if other invaders were nearby and to try out these strange ships, but he soon discovered that the Smoking Island he left was not the same as the one to which he returned. Lost from the time he knew, Talkithis had to find a way for his small company of legionnaires to survive.

It was not a big jump to capture another ship and raid a few of the smaller Cymu Islands. From there, the situation snowballed, and Talkithis readily fell into the role of pirate king. Taking Young Island as his base of operations, the gray ape pirate king is building his own kingdom. His legionnaires are loyal, the slaves are worked hard, and wealth seems to flow in with every raid.

TALKITHIS THE APE PIRATE KING

Medium humanoid (gray ape) LN

Armor Class 16 (breastplate)

Hit Points 94 (12d8 + 40)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	12 (+1)	14 (+2)	16 (+3)

Skills intimidation +6, perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Althindu, Common

Challenge 6 (2,300 xp)

Fearsome Howl. As a bonus action, Talkithis can utter a fearsome howl. All foes within 30 feet must make a DC 16 Wisdom save or become frightened of the him until the end of their next turn. Talkithis may do this once and regains use following a short rest.

Furious Charge. As an action, Talkithis may move his full movement and make a melee attack. When he does so, he gains advantage on the melee attack.

Pirate King of the Gray Apes. If Talkithis is hit with an attack, he may designate one ally within 5 feet to suffer the attack instead.

Actions

Multiattack. Talkithis makes two Great Maul attacks.

Great maul. *Melee Weapon Attack:* +8 to hit, reach 10 ft., 1 target. *Hit:* 12 (2d6 + 5) bludgeoning damage

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., 1 target. *Hit:* 8 (1d6 + 5) slashing damage. The gray ape legionnaire can make a bite attack as a bonus action and may make a bite attack even if restrained.

APPENDIX B: NEW MAGIC

AMULET OF RETURN

Wondrous Item, rare, requires attunement

This large and impressive amulet on a silver chain features a prominent gemstone in the middle setting surrounded by a ring of lesser stones. Once attuned, you must speak a command word. This word must be a compound word such as “backpack.” The location where the first part of the word is spoken is fixed as the return point; the second portion of the word activates the item. As a bonus action, you can utter the second half of the command word and be teleported to the location set by the first half. This can even cross planes. If used within the same plane, the amulet loses its powers for 24 hours. If used to return across planes, the amulet is not able to function for a full 30 days.

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ISLE OF THE ANGRY APES

by Ken Spencer

An adventure for characters of levels 5-8.

Wow, those apes are angry!

Smoking Island, in the Cymru Islands off the northeast coast of the North-lands, was, is, and will be destroyed. That which cannot be slain was slain and the island exists in several times at once. Recently, or perhaps a few decades from now, a cadre of legionaries serving the Three Kings of Smoking Island captured a Northlander longship and put to sea only to discover there was no way back to their home time.

Led by the Centurion Talkithis, the grey apes established a base on Young Island, scraping what living they can amidst the jagged rocks beneath a sulfurous sky. While exploring the volcanic wastes of Young Island, Talkithis contacted a tendril of the Sleeping Fire, that ancient entity that inhabits Smoking Island and whose death shattered time. The Sleeping Fire needs souls to power its escape, and Talkithis provides them in exchange for the might to save his crew.

Yet, as the months have passed the Sleeping Fire has corrupted the grey apes. No longer content to simply tend weedy gardens, they have taken to raiding shipping far and wide, taking loot for their own use, prisoners to work as slaves, and sacrifices for the Sleeping Fire. No longer castaway soldiers, they are becoming fiendish warriors and loyal servants of an evil flame that longs to awaken. Its heat burns in their veins and clouds their minds, and these piratical apes are so very angry.



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