

LEGENDARY ADVENTURE 5



Islands of Plunder:
**SCOURGE OF THE
STEAMING ISLE**

Matt Goodall with Joshua Root



ISLANDS OF PLUNDER:
SCOURGE OF THE
STEAMING ISLE



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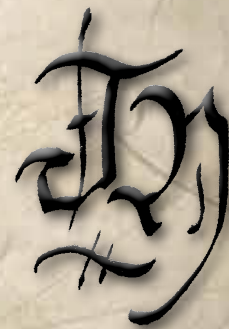
TABLE OF CONTENTS

INTRODUCTION	2
ADVENTURE BACKGROUND	2
APPROACHING THE STEAMING ISLE	2
THE INLETS	2
PARLEY	4
SHIP TO SHIP!	7
RAIDER BASE	9
CITADEL OF THE ANCIENTS	9
H1. ENTRANCE	11
H2. CRYSTAL STORAGE	12
H3. SURGERY AND MEDITATION ROOM	12
H4. CAMPSITE	12
H5. THE IOUN DEVICE	12
CONCLUSION	14
SCALING	16

WHAT YOU WILL FIND INSIDE ISLANDS OF PLUNDER: SCOURGE OF THE STEAMING ISLE

All pirates acquire enemies at some point, and pirate PCs are no exception. Whether they've stolen a precious artifact or just because an old nemesis wants them dead, it makes little difference. When a rival pirate lord calls in a large amount of favors and sets the fearsome raiders of the *Storm Wolf* against the PCs, led by the vicious Captain Sculberd Craggs, nothing they prize is truly safe. These marauding raiders cut a bloody swath through the heroes' holdings while they are away adventuring, setting off a feud that can have but one ending. Such inexorable enmity can only be repaid in blood, and when the heroes discover the location of the raiders' base on the volcanic island known as The Steaming Isle, it is their opportunity to turn the tables and unleash a roaring rampage of reaping revenge against Captain Craggs and his crew of blackguards and scoundrels.

Islands of Plunder: Scourge of the Steaming Isle is a 9th-level adventure for the 5th Edition of the world's most famous roleplaying game, full of mystery and peril upon the high seas, below the waves, and on dangerous islands, incorporating investigation and negotiation alongside deadly danger on board ship and among the deadly reefs below. It includes two sets of maps, one for the GM and an unkeyed set for players. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



INTRODUCTION

All pirates acquire enemies at some point in their career, and pirate PCs are no exception. Whether it's because the PCs stole a holy pirate artifact (such as in *Islands of Plunder: Tarin's Crown* from *Legendary Games*) or because an old nemesis wants them dead, it makes little difference. A rival pirate lord calls in a large amount of favors and sets a fearsome band of raiders led by the vicious pirate captain Sculberd Craggs against the PCs.

Perhaps these marauding raiders attack one of the PCs' holdings while the PCs are elsewhere. In whatever way the feud escalates, soon there is an inexorable enmity between the PCs and these raiders. The PCs discover the location of the raiders' base on the volcanic isle known as The Steaming Isle and set out to reap a bloody vengeance against these despised adversaries.

ADVENTURE BACKGROUND

The Steaming Isle has a far longer history than most suspect. Tens of thousands of years ago it was a mountainous part of the empire of the Ancients, the first human civilization. The area was volcanically active even in those prehistoric times and the Ancients used the volcano's supernatural energy combined with the rich gem deposits the volcano brought to the surface to manufacture and power a device that could create the crystalline magical items called ioun stones.

A few of the Ancients escaped the cataclysm that dragged their continent below the waves and were transformed into an amphibious race called gillmen. The descendants of these survivors still dwell in the ocean depths around The Steaming Isle. These gillmen have little knowledge of their lost heritage and are a simple tribe of underwater hunters. They venerate the sunken crumbling remains of the Ancient's empire and avoid disturbing these sacred sites.

Recently a group of rapacious pirates came to The Steaming Isle looking to establish a base. They deviously manipulated the unsophisticated gillman chieftain by offering gifts of weapons and proposing a treaty of mutual defense in return for permission to build a small outpost on The Steaming Isle.

Over time, the pirate's base has grown far larger than was ever agreed to and recently gillmen lookouts have spotted the pirates unearthing ruins of the Ancients on the island. The gillmen are sick of these piratical interlopers and chafe at the way they are abusing the treaty. Akoria, the shaman of the gillman tribe and sister of the current chieftain seeks to end the pact and rid the island of these pirates but she doesn't want to start a war that would cost the lives of many of her people. At present, Akoria's brother, Erust, is away on a lengthy migratory hunt, making her the current leader of the tribe.

Not long ago, the pirate raiders excavated and explored the Ancient structure housing the ioun device. The knowledgeable ship's wizard was able to reactivate the device and start it generating ioun stones. However, in the long ages that the device has sat dormant, the volcano's mystic energy signature has altered, causing the device's matrix array to become misaligned. This is causing defects in many of the

created ioun stones but the pirate wizard may soon correct this problem, and then the PCs will have to face foes who are armed with powerful Ancient magic.

APPROACHING THE STEAMING ISLE

When the PCs draw near to The Steaming Isle, they see how it got its name; clouds of steam and smoke rise from both the rocky crags that make up the shattered caldera wall and from the shallows of the natural harbor formed by the volcano crater. Low scraggly vegetation grows on much of the island and the largest animals are pods of seals on the rocky coastline and a scattering of wild boars.

THE INLETS

All three inlets leading into The Steaming Isle's bay have gillman scouts watching them, and unless the PCs' ship is concealed by magic or extremely inclement weather, these scouts automatically spot the approaching ship. Mounted on **giant sea horses** (SRD), these **gillman scouts** swim under the PCs' ship and observe that it isn't an ally of the The Steaming Isle pirates as it lacks the symbol engraved into its keel that identifies the Steaming Isle raiders and their allies' ships. The scouts quickly report this to Akoria the shaman who orders the tribe's hunters to assemble and comes to investigate.

Creatures: If the PCs sail straight in through the wide northern inlet then Akoria admires their audacity and attempts to parley with them (see below). However, if the PCs attempt to pass through the south or west inlet, Akoria honors the letter of her tribes' agreement with the Steaming Isle pirates to attempt to repel intruders and summons a Huge water elemental using one of the tribe's most sacred relics, an *oceanic bowl of commanding water elementals*. Formed from silvery nacre, this magical bowl is similar to a standard *bowl of commanding water elementals*, but when filled with salt water, it summons a **Huge water elemental** (as though *conjure elemental* were cast with a 7th level slot). Akoria commands the water elemental to try to dash the PCs' ship onto the rocky shallows of the inlet using its control over water.

The Whirlpool and the Rocks

The elemental tries to drag the PCs' ship onto jagged rocks. A successful DC 15 Wisdom (Perception) check notices the odd currents the elemental makes in the water just before the attack begins, giving those PCs a round to act. The elemental uses its action to create a whirlpool like the spell *control water*, with a saving throw DC of 15. The elemental can maintain the whirlpool for up to 5 rounds, using its action. Have the ship's pilot make a Wisdom check each round, adding the pilot's proficiency bonus if they are proficient with water vehicles. If the pilot fails 3 checks out of 5, then the PCs' ship crashes onto rocks dealing 22 (4d10) bludgeoning damage to the ship, and all aboard must make a DC 15 Dexterity saving throw, taking 11 (2d10) bludgeoning damage and falling prone on a failure, and on a success, taking half the damage and not falling prone.

STEAM ISLAND



- 10 ft.
- 50 ft.
- 200 ft.
- 400 ft.
- 600 ft.
- 800 ft.
- 1,000 ft.
- 1,200 ft.
- 1,400 ft.

1 square = 500 ft.

HUGE WATER ELEMENTAL

Huge elemental, neutral

Armor Class 14 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 7 (2,900 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 18 (3d8 + 5) bludgeoning damage. If it is Huge or smaller, it is also grappled (escape DC 15). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space. The elemental can grapple one Huge creature, up to two Large creatures, or up to four Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 18 (3d8 + 5) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 15 Strength and succeeding.

Development: If the PCs' ship runs aground then Akoria sends a gillman scout to report this to the pirate raiders who immediately set sail to attack the PCs while their ship is still caught on the rocks. Proceed to the 'Ship to Ship!' section below. If the PCs avoid being dragged onto the rocks (or manage to defeat the water elemental) and make it through the inlet, then this impresses Akoria and she seeks to parley with the PCs.

PARLEY

Shortly after the PCs' ship enters the The Steaming Isle bay, Akoria seeks out the PCs and appears before them using a *levitate* spell to rise up out of the water. Read or paraphrase the following:

Rising majestically out of the water to the starboard side of your ship is a female of striking and unusual beauty. Her pale skin and dark hair glows with a clean white light and water streams from her as she ascends into the air. She wears a form-fitting outfit made from sharkskin and carries a slim bone spear in one hand and a buckler crafted from seashell on the other. Three gills mark either side of her neck as she stares at your ship with bright purple eyes.

After making this dramatic entrance, Akoria introduces herself in exotically-accented Common and asks what the PCs intentions are in coming to her tribe's island. Akoria may initially pretend to act a little naïvely but she quickly demonstrates that she is an astute negotiator with shrewd discernment. Akoria is initially hostile but if the PCs can impress her, she might become less fearful, becoming indifferent. If the PCs engage in diplomacy, a reasonable entreaty could succeed on a DC 15 Charisma (Persuasion) attempt. Ideally, Akoria wants the raider pirates gone from The Steaming Isle, and her tribe to regain control of the area. However, she doesn't want to exchange one group of pirate interlopers for another and tries to ascertain whether the PCs intend to occupy the raider's base after defeating them. A successful DC 15 Wisdom (Insight check) allows the PCs to learn this, which can help considerably with improving Akoria's attitude. Apply disadvantage to a Charisma (Persuasion) check if the PCs state that they do want to take permanent possession of the base.

Akoria would also like the sacred Ancient ruins left alone, but if the PCs have impressed her so far, either as friends or useful pawns, she mentions that the raiders have recently desecrated one of these ruins by excavating it. Akoria states that she will understand if the PCs need to enter the ruins to deal with any raiders there. If she is convinced the PCs are both friendly and trustworthy, Akoria points out the exact location of the raider's base and explains that stealthily approaching the base by land, rather than by sea, might give the PCs the element of surprise.

If Akoria remains indifferent at the end of the negotiations, she sinks back into the ocean and leaves the PCs and the raiders to fight it out. If Akoria becomes offended or suspicious, she orders the PCs to immediately leave the area before diving underwater, or else face the enmity of the gillmen. She doesn't follow up on this threat but does send a gillman scout to report the PCs' presence to the pirate raiders. If the PCs attack her or threaten her community or the sanctity of the ruins, she dives underwater and orders her warriors to attack the hull of the PCs' ship to sink it. The gillmen will use weapons and hand tools against the ship. If the PCs attack directly, the gillmen will respond aggressively, forming groups of four or so, with the war chief and heroes attacking the front line and Akoria providing support and attempting to neutralize casters.

Creatures: Gathered out of sight underwater is a large company of gillman warriors, ready to defend Akoria and sink the PCs' ship if negotiations go badly. The company consists of a **gillman war chief**, **three gillman tribal heroes**, and **twelve gillman tribal warriors**.

Milestone: If the party successfully parleys with Akoria, avoiding bloodshed, and getting the information they need, that is worthy of a major milestone. Distribute 6,400 XP among the PCs.

AKORIA, GILLMAN SHAMAN

Medium humanoid (aquatic), neutral

Armor Class 15 (leather armor, shield)

Hit Points 90 (12d8 + 36)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	16 (+3)	10 (+0)	18 (+4)	10 (+0)

Saving Throws Dex +5, Wis +7, Cha +3

Skills Insight +7, Nature +6, Persuasion +6, Survival +7

Senses passive Perception 14

Languages Ancient, Common

Challenge 5 (1,800 XP)

Special Equipment. Akoria is carrying a holy symbol, an *oceanic bowl of commanding water elementals* (described above), 300 gp of diamonds (for *revivify*), and 100 gp of diamond dust (for *greater restoration*)

Aberrant Ancestry. Akoria has advantage on saving throws against being charmed.

Amphibious. Akoria can breathe air and water.

Empowered Healing (2/day). When Akoria casts a spell that restores hit points, she can reroll a number of dice equal to her Wisdom modifier. She must use the new rolls.

Spellcasting. Akoria is a 10th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance, light, mage hand, mending, minor illusion, spare the dying, thaumaturgy*

1st level (4 slots): *bless, cure wounds, detect evil and good, detect magic, detect poison and disease, fog cloud, sanctuary, shield of faith, silent image*

2nd level (3 slots): *hold person, lesser restoration, levitate, prayer of healing, protection from poison*

3rd level (3 slots): *revivify*

4th level (3 slots): *death ward, guardian of faith*

5th level (2 slots): *greater restoration, mass cure wounds, telekinesis*

Water Dependent. Akoria's body requires constant submersion in fresh or salt water. Gillmen who spend more than 1 day without fully submerging themselves in water risk internal organ failure, painful cracking

of the skin, and death, incurring a level of exhaustion every hour.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 2 (1d6 - 1) piercing damage, or 3 (1d8 - 1) piercing damage if used with two hands to make a melee attack.

Channel Divinity (2/day). Akoria can use either one of two functions:
Turn Undead: Akoria turns undead like a cleric. Undead of CR 1 or less are destroyed instead of turned.

Preserve Life: Akoria presents her holy symbol and evokes healing energy that can restore 50 hit points. She can choose any creatures within 30 feet of her, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. She can't use this feature on an undead or a construct.

REACTIONS

Combat Healing (2/day). When she takes damage, Akoria can use a spell slot to cast *cure wounds, prayer of healing, or mass cure wounds*.

GILLMAN WAR CHIEF

Medium humanoid (aquatic), neutral

Armor Class 14 (leather armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	11 (+0)	11 (+0)	16 (+3)

Saving Throws Dex +4, Con +5, Wis +2

Skills Nature +4, Perception +4, Stealth +4, Survival +4

Senses passive Perception 14

Languages Ancient, Common

Challenge 3 (700 XP)

Aberrant Ancestry. The war chief has advantage on saving throws against being charmed.

Amphibious. The war chief can breathe air and water.

Brave. The war chief has advantage on saving throws against being frightened.

Defense. While wearing armor, the war chief gains a +1 bonus to AC, already included in his stats.

Keen Hearing and Sight. The war chief has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Powerful. Once per round, when the war chief hits with a melee attack, he can roll damage twice and take the better result.



Water Dependent. The war chief's body requires constant submersion in fresh or salt water. Gillmen who spend more than 1 day without fully submerging themselves in water risk internal organ failure, painful cracking of the skin, and death, incurring a level of exhaustion every hour.

ACTIONS

Multiattack. The war chief makes two melee attacks.

Trident. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the war chief can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the war chief. A creature can benefit from only one Leadership die at a time. This effect ends if the war chief is incapacitated.

REACTIONS

Parry. The war chief adds 2 to its AC against one melee attack that would hit it. To do so, the war chief must see the attacker and be wielding a melee weapon.

GILLMAN TRIBAL HERO

Medium humanoid (aquatic), neutral

Armor Class 14 (leather armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)	11 (+0)

Skills Nature +2, Perception +2, Stealth +4, Survival +2

Senses passive Perception 12

Languages Ancient, Common

Challenge 2 (450 XP)

Aberrant Ancestry. A gillman has advantage on saving throws against being charmed.

Amphibious. A gillman can breathe air and water.

Defense. While wearing armor, the hero gains a +1 bonus to AC, already included in his stats.

Water Dependent. A gillman's body requires constant submersion in fresh or salt water. Gillmen who spend more than 1 day without fully submerging themselves in water risk internal organ failure, painful cracking of the skin, and death, incurring a level of exhaustion every hour.

ACTIONS

Multiattack. The hero attacks twice with its trident.

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

6 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

GILLMAN TRIBAL WARRIOR

Medium humanoid (aquatic), neutral

Armor Class 11 (leather armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	14 (+2)	8 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages Ancient, Common

Challenge 1/8 (25 XP)

Amphibious. A gillman can breathe air and water.

Aberrant Ancestry. A gillman has advantage on saving throws against being charmed.

Pack Tactics. The warrior has advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 feet of the creature and the ally isn't incapacitated.

Water Dependent. A gillman's body requires constant submersion in fresh or salt water. Gillmen who spend more than 1 day without fully submerging themselves in water risk internal organ failure, painful cracking of the skin, and death, incurring a level of exhaustion every hour.

ACTIONS

Trident. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

BORING DETAILS

Each gillman is carrying hand tools that allow them to do 1d6 + Strength modifier piercing damage, using the same modifier to hit as their melee weapon attack. This damage ignores the damage threshold of wooden vehicles or structures.

THAT'S A LOT OF GILLMEN

It is possible the PCs could end up in a pitched battle against the gillmen in the water. Probably the easiest way to use the tribal warriors is to group them into pods of four. This will simplify combat order, while at the same time helping you to bring their pack tactics trait into play.

SHIP TO SHIP!

The pirate raiders have several lookouts watching the bay so unless the PCs are somehow able to disguise or conceal their ship, the raiders spot it as it approaches their base. They quickly launch their own ship to take the battle to the PCs.

Ship Combat: The The Steaming Isle raiders' ship, the *Storm Wolf*, is a three-masted schooner which is swift, agile, and heavily armed. The raiders try to keep their distance during any ship-to-ship battle with the PCs. They would prefer to sink the PCs' ship and then coerce their gillman allies into recovering any valuables from the ocean floor rather than attempt a risky boarding action.

Each round, the pilot can use their action to maneuver the ship. On a failure, or if no one pilots the ship, it drifts forward at half its usual acceleration, with a 50% chance of turning 45 degrees to the left or right (equal chance of either). A sailing ship can easily turn 45 degrees as it moves, in good conditions, but a DC 15 Wisdom check is required to make it turn 90 degrees; on a failure, it momentarily stalls and drifts with the wind. PCs, NPCs, and the various crew act on their own initiative. The crew members can fire siege engines at the enemy ship.

Boarding requires keeping pace with the ship, then making a DC 15 check to get the ships less than 30 feet away. Boarders can then use grappling hooks and similar devices to cross over with a DC 15 Strength (Athletics) check; failure results in either falling into the water or being dangled over the side of the ship (equal chance for either). Jumping across is very difficult, requiring a Strength (Athletics) check with a DC of 20, and the character lands prone unless they can make a DC 15 Dexterity saving throw. Failing to jump across usually means ending up in the water.

STORM WOLF

Colossal ship

AC 15; **Damage Threshold** 15

Hit points 300

Speed 2 mph (sailing)

Crew 20, plus 70 pirate marines

Cargo 100 tons

Weapons 6 ballistae port, 6 ballista starboard, 1 catapult fore, 1 catapult aft

Ballista. Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. Hit: 16 (3d10) piercing damage. It requires one action to load, one to aim, and one to fire.

Catapult. Ranged Weapon Attack: +5 to hit, range 200/800 ft. (minimum 60 ft.), one target. Hit: 27 (5d10) bludgeoning damage. It requires two actions to load, two to aim, and one to fire.

Creatures: If the PCs manage to board the *Storm Wolf* then Captain Craggs and his boatswain take on the PCs, while the *Storm Wolf* raiders fight the PCs' crew. If, for some reason, statistics are needed for the pirates, assume the pirate sailors are mostly **bandits** (SRD) led by a handful of **veterans** (SRD).



CAPTAIN SCULBERD CRAGGS

A lean man with olive skin, Sculberd Craggs displays a menacing visage with four glittering gemstones implanted in his slab-like face, each surrounded by swirling black tattoos.

As mean and ruthless as they come, Sculberd rose from being a simple deckhand to his position as an up-and-coming pirate lord by challenging and killing those who stood in his way. Just smart enough to know when to fight, when to talk, and when to run, Craggs has collected a crew of murderous cutthroats who see him as their ticket to power and riches.

Craggs is unsophisticated and brutal but his crew appreciates this harsh simplicity. Sculberd knows just enough about magic to realize its strength and has employed an amoral wizard named Yohannas Quay as his first mate. Craggs is aware that Yohannas has his own agenda in the Ancient ruins, but as long as he continues to supply the floating magic gems, Craggs won't kill him..., yet.

Sculberd peppers his foes with arrows, focusing on any officers present to disrupt his enemies' chain of command. Sculberd activates the *shield* spell stored in his *cracked reserve ioun stone* if he comes under heavy fire or if enemies engage him in melee. Sculberd didn't get to where he is now by backing down, he only surrenders if the PCs cripple his ship; he fights to the death in personal combat.

SCULBERD CRAGGS

Medium humanoid (human), neutral evil

Armor Class 16 (breastplate)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Str +5, Con +5, Wis +4, Cha +2

Skills Athletics +6, Intimidation +5

Senses passive Perception 11

Languages Common

Challenge 7 (2,900 XP)

Special Equipment. Craggs has several *ioun stones* (*cracked protection*, *cracked sustenance*, *cracked ability* – currently granting +2 Intimidation, *cracked reserve* – currently storing *shield*)

attuned to him.

Action Surge (Recharges After a Short or Long Rest). On his turn, he can take one additional action on top of his regular action and a possible bonus action.

Brave. Craggs has advantage on saving throws against being frightened.

Close Combat Archery. Craggs does not suffer disadvantage when attacking with his longbow in close combat.

Deadly Aim. A longbow deals one extra die of its damage when Craggs hits with it (included in the attack).

Indomitable (1/day). Craggs can reroll a saving throw that he fails. He must use the new roll.

Second Wind (Recharges After a Short or Long Rest). As a bonus action, Craggs regains 15 (1d10 + 10) hit points.

ACTIONS

Multiattack. Craggs makes three longbow attacks or two weapon attacks.

Scimitar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) slashing damage.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. **Hit:** 13 (2d8 + 4) piercing damage. This attack is magical. He carries 80 arrows.

IOUN STONE, CRACKED

Wondrous item, rarity varies

These stones follow the usual rules for ioun stones, but may have a reduced power because they are cracked and damaged.

Ioun Stone, Cracked Protection (uncommon). This cracked dusty rose prism stone grants a +1 bonus to initiative checks.

Ioun Stone, Cracked Sustenance (uncommon). This cracked iridescent spindle stone is partially effective, halving the need to eat and drink.

Ioun Stone, Cracked Ability (uncommon). This cracked magenta prism confers a +2 bonus to one skill of your choice, which you may change as an action. You must finish a long rest before you change the skill that receives the bonus.

Ioun Stone, Cracked Reserve (rare). This cracked vibrant purple prism works like a normal reserve stone, but only stores 1 level of spells.

BOATSWAIN EMILIA CORANTINE

An attractive auburn-haired woman, Emilia wears a combination of gypsy silks and sailor's garb onboard ship. Emilia is a distant cousin of Sculberd's and, like most in her family, took to a life of piracy at a young age. She currently serves as boatswain and master gunner on the *Storm Wolf*, enjoying the authority and extra pay that being a ship's officer brings. A born manipulator, Emilia was the one who duped the gillman chieftain into accepting the ambiguous agreement for the raiders to establish a base on the island. She avoids trying to influence Sculberd, as he has already freely given her a favored position in his crew and she knows that he'd execute her without a second thought if caught her trying any of her usual machinations on him.

Emilia starts combat by casting *haste* on Sculberd. She mostly uses her magic and cutting words to avoid being injured, supporting Sculberd. Emilia surrenders when her captain does or if she is badly wounded (less than 17 hit points).

Treasure: Corantine carries a musical instrument (shawm) and diamond earrings (500 gp).

EMILIA CORANTINE, HUMAN BARD

Medium humanoid (human), lawful evil

Armor Class 14 (*mithral chain shirt*)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	8 (-1)	16 (+3)

Saving Throws Con +4, Dex +3, Wis +1, Cha +5

Skills Deception +8, Insight +2, Investigation +2, Perception +1, Persuasion +8, Perform +5

Senses passive Perception 11

Languages Common

Challenge 3 (700 XP)

Special Equipment. Corantine carries a *scroll of see invisibility* and a *cracked friendship ioun stone* (included in skill bonuses).

Action Surge (Recharges After a Short or Long Rest). On her turn, she can take one additional action on top of her regular action and a possible bonus action.

Bardic Inspiration (Recharges After a Short or Long Rest). Corantine can inspire others through stirring words or music. As a bonus action on her turn, she chooses one creature other than herself within 60 feet of you who can hear her. That creature gains one Bardic Inspiration die, a d8. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

Dueling. When Corantine is wielding a melee weapon in one hand and no other weapons, she gains a +2 bonus to damage rolls, included in her attack.

Magic Weapons. Corantine's weapon attacks are magical.

Spellcasting. Corantine is a 6th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13). She has the following bard spells prepared:

- Cantrips (at will): *light, mage hand, message, prestidigitation*
- 1st level (4 slots): *cure wounds, detect magic, disguise self, faerie fire, feather fall, heroism*
- 2nd level (3 slots): *invisibility, mirror image, suggestion*
- 3rd level (3 slots): *dispel magic, haste*

ACTIONS

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 9 (1d8 + 5) slashing damage.

Countercharm. Corantine has the ability to use musical notes

or words of power to disrupt mind-influencing effects. As an action, she can start a performance that lasts until the end of her next turn. During that time, she and any friendly creatures within 30 feet of her have advantage on saving throws against being frightened or charmed. A creature must be able to hear her to gain this benefit. The performance ends early if she is incapacitated or silenced or if she voluntarily ends it (no action required).

REACTIONS

Cutting Words (2/day). When a creature that she can see within 60 feet of her makes an attack roll, an ability check, or a damage roll, she can roll a 1d8 and subtract the number rolled from the creature's roll. The creature is immune if it can't hear her or if it's immune to being charmed.

Ioun Stone, Cracked Friendship (uncommon).

This cracked mulberry pentacle stone grants a +1 bonus to Deception and Persuasion checks.

Treasure: A number of the pirate crew have *ioun stones* floating round their heads and many have ugly puckered scars on their arms and faces where they have unsuccessfully tried to implant *ioun stones* in their own skin. So far, only Captain Craggs, aided by his wizard first mate, has managed to successfully complete the lengthy ritual to embed these stones in his flesh. Emilia has considered attempting this process, but doesn't trust the wizard Yohannas enough to ask for his help. The crew's *ioun stones* are inferior stones, usually a cracked stone that gives a +1 competence bonus to a skill (a common item) or a dull gray stone with no magical benefits that simply floats in the air (worth 25 gp as a curiosity). There are even a few cursed stones that give a penalty rather than a bonus. You can roll 3d6 for the number of cracked, inferior stones and 3d6 for dull gray ones, plus 1d4 cursed stones.

Development: Sculberd keeps few secrets from his crew so interrogating any prisoners reveals the reasons behind the raiders' attacks on the PCs. The PCs also find out that Captain Cragg's first mate, Yohannas Quay, is the one supplying the 'magic floating gems'. He has sequestered himself in the Ancient ruins near the raiders' base and is using something in the ruins to create these magic crystals.

Milestone: Getting this far and learning the location of the base is an accomplishment, worthy of a minor milestone. Distribute 2,200 XP to the party.

RAIDER BASE

Situated on the eastern edge of the bay, the raider's base consists of several single-story wooden buildings clustered around a pier and dry dock. Behind the buildings are several cultivated fields and an orchard. Off to the south stands a circle of ghostly white stones. Nearby is a partly exposed dome of the same pale stone. The partially buried dome shows signs of recent excavation, with mounds of fresh turned dirt and rock piled nearby.

The PCs and the raiders are likely to battle each other on

the open ocean, but if the PCs manage to get close without being detected, they can catch the raiders by surprise in their own base. In this case, use the statistics from the section above combined with the base descriptions below to play out this encounter.

A. Pier: This rough wooden jetty is where the raiders normally dock their ship while in port. A small cutter is pulled up beneath the jetty for short journeys around the bay.

B. Dry dock: A wedge-like ramp rises out of the ocean into a series of huge scaffolds. This primitive dry-docking facility allows workers to haul a ship out of the water and then repair or refit it.

C. Plantations: The sheltered bay and fertile volcanic soil here makes this a good area for growing crops. The raiders use a small slave labor force to tend and harvest these fields. The larger northern field (C₁) is sugar cane, the middle field (C₂) is tobacco, and the southern field (C₃) is a lime orchard.

D. Warehouse: This large structure has room for the raiders' provisions, plundered goods, and nautical supplies. It serves as quarters for the slaves (15 in total) who work on the raiders' plantations along with short-term storage of produce from the plantations. Finally, it also has an area reserved for the ever-important task of distilling rum from sugar cane. There is 4 points of plunder in total here.

E. Barracks: The barracks house all the pirate sailors. If the *Storm Wolf* isn't here, the barracks are mostly empty with only five pirates staying behind to supervise the slaves.

F. Officers' Quarters: This building houses the captain and his senior officers' quarters. The captain's room contains a set of detailed nautical charts that count as masterwork tools for Profession (sailor) checks to plan a route in the surrounding ocean. These charts may also reveal other sites for adventure that you as GM want the PCs to explore. There is a total of 5 points of plunder here.

G. Standing Stones: Made of smooth, ghostly-white stone, this ancient circle of pillars once served the Ancients as the terminus of a teleportation circle. It still radiates a lingering aura of conjuration magic even after all this time.

H. Citadel of the Ancients: This area is detailed below.

CITADEL OF THE ANCIENTS

The Ancients built this curved white stone structure for an intriguing purpose. The entire edifice focuses the supernatural thermal energy of the volcano below The Steaming Isle into its crystalline matrix array which can infuse this power into specially prepared crystal gemstones, transfiguring them into *ioun stones*.

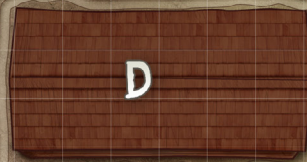
Unless otherwise noted, each room has a 20-foot tall domed ceiling, the corridors are circular in shape, and the doors are iris mechanisms (AC 17; damage threshold 10, hp 60, Strength DC 28 to force open) that open at a touch and close a minute later provided there is nothing in the way. Beyond area H₁, the floors are clean, a subdued white light comes from both the walls and ceilings providing dim illumination, and the place feels as if it has been tightly sealed away until very recently.

RAIDER'S BASE

1 square = 20 ft.

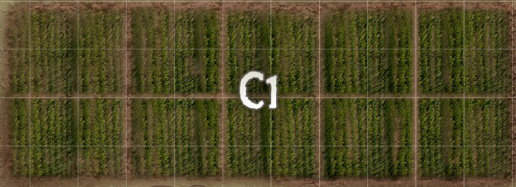


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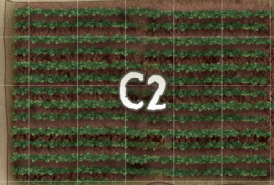


D

C1



C2

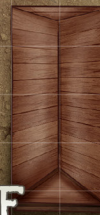


E

C3



F



B

G

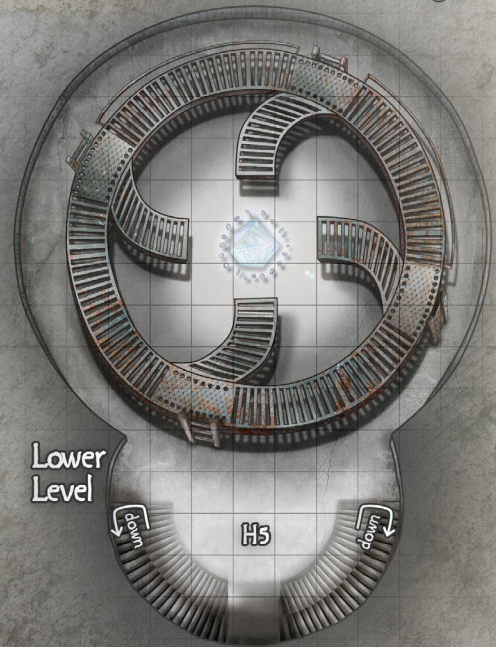
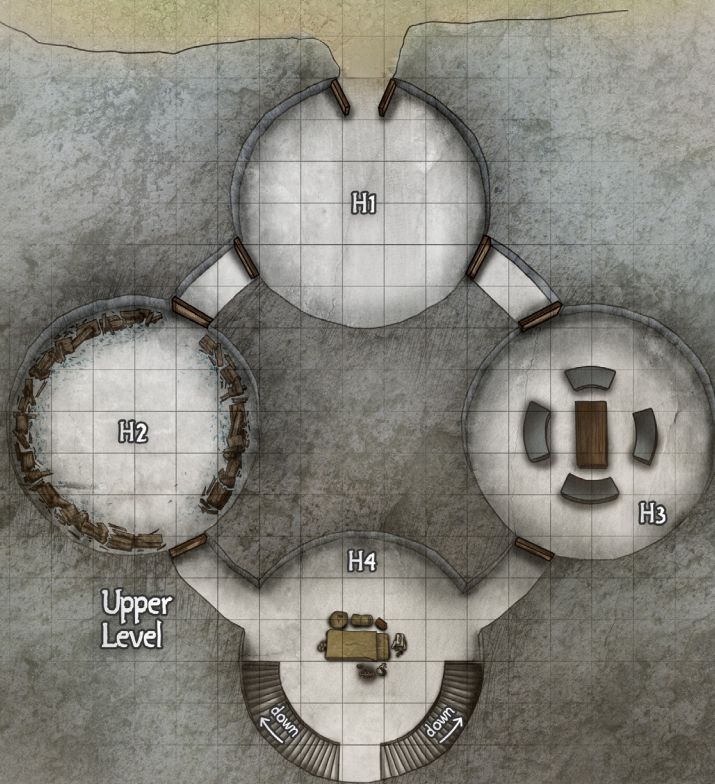
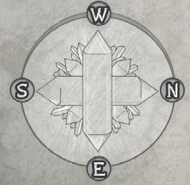


H



N

CITADEL OF THE ANCIENTS



1 square = 5 ft.

H1. ENTRANCE

A set of double doors stand half open allowing dirt and other rocky rubble from the outside to litter the entrance of this round chamber. Strange tessellating designs cover the curved pale walls and the thick layer of dust on the floor shows signs of recent disturbance. Two circular iris-like portals formed from dull coppery metal seal off exits to the southeast and northeast.

The tracks in the dust show signs of passage between the entrance and the two portals. A DC 15 Wisdom (Survival) check to follow tracks reveals that while several sets of footprints lead up to the southeast door, none of those who made these tracks actually went through the door. The footprints to the northeast door, on the other hand, show that several individuals have come and gone through that portal multiple times.

Both portals radiate a moderate magical aura of an indeterminate school. Each portal has a small spiraling indentation in its center. If a PC touches an indentation, that PC hears a voice in their mind speaking in the Ancient tongue.

The voice from the northeast portal says, "Custodian, recite the penultimate manifestation from the twenty seven measures of the ineffable to enter." A DC 20 Intelligence (Arcana) or Intelligence (History) check reveals that the answer to this age-old metaphysical conundrum

is "forever is nothingness, eternity is null." Speaking this answer aloud in Ancient, or thinking it in any language while touching the indentation causes the iris to dilate, revealing the circular passage beyond.

The voice from the southeast portal states, "Diligent servitor, proffer a crystal specimen for pellucidity confirmation." Inserting a gem, crystal, or *ioun stone* into the indentation causes a brilliant light to fill the indentation as the portal tests the stone to determine its suitability. An undamaged *ioun stone* or a gem worth 500 gp or more automatically passes this test; the stone floats back out of the indentation and the aperture spirals open. A cracked, flawed, or scorched *ioun stone* or a gem worth between 100 gp and 500 gp has a 50% chance to pass the portal's testing. If the stone fails, the portal's testing process has a 50% chance of causing an unexpected side effect in the stone (see the Side Effect tables below). A gem worth less than 100 gp, a cursed *ioun stone*, or a dull gray *ioun stone* automatically fails the test and suffers a side effect.

The PCs can also apply brute force to open either portal (AC 21, hp 27, damage threshold 15; DC 30 Strength check to shove it open), but see the Development section below for the consequences.

Roll on the appropriate table on the following page if a stone suffers a side effect; white sparks coruscate around the stone as this malfunction occurs.

PORTAL SIDE EFFECTS TABLE: GEMS

ROLL	RESULT
01-25	The gem starts glowing. The stone has the equivalent of a <i>continual flame</i> spell placed on it.
26-50	The gem starts floating as if under a <i>levitate</i> spell but it doesn't orbit like an <i>ioun stone</i> . This effect either lasts for 24 hours (50% chance) or is permanent (50% chance).
51-75	The gem suffers damage that halves its gp value.
75-100	The gem disintegrates.

PORTAL SIDE EFFECTS TABLE: IOUN STONES

ROLL	RESULT
01-20	The stone starts glowing. A dull gray <i>ioun stone</i> shines with <i>continual flame</i> ; other stones shine like a torch for 24 hours.
21-50	Augments the stone's power for 24 hours. A cracked stone increases its bonus by +1, or otherwise has a modest increase in power. A scorched stone performs as an undamaged <i>ioun stone</i> of its type with no chance of failure. Flawed stones halve or significantly reduce their penalty.
51-65	The stone stops orbiting for 24 hours: it must be carried in hand to gain its benefits.
66-80	Nullifies the stone's powers for 24 hours; the stone can still orbit its user.
81-90	The stone burns out, turning it into a dull gray <i>ioun stone</i> .
91-100	The stone shatters, destroying it.

Development: If the PCs fail the southeast portal's test three times or if they deal damage to a portal, the *ioun device* in H5 displays alert notification symbols, warning Yohannas of trespassers.

H2. CRYSTAL STORAGE

Decayed remnants of corroded metal and other crumbling debris line the circumference of this circular room. Smashed shards of colored crystal lie scattered in the dilapidated wreckage.

This room once stored shelves and cases of delicate crystals for use with the *ioun device*, but over the centuries, the shelving decayed and collapsed, shattering most of these crystals. Yohannas and other pirates took any crystals that remained intact when they ransacked this room.

H3. SURGERY AND MEDITATION ROOM

Abstract pastel frescos seemingly formed from coral decorate the walls of this chamber. A series of low stone slabs of bleached white stone form a circle in the middle of this room. A wooden bench in the center of the room looks to be a recent addition, as do the medical supplies and polished surgical equipment neatly arranged on the slabs nearby.

Long ago, this room might have served as a meeting area for Ancient scholars, but currently Yohannas has set it up as an operating theater where he can surgically implant *ioun stones* into a patient's flesh. Yohannas has also found it a

useful place to have other pirates meditate and fast while they attempt to attune an *ioun stone* as the first stage of embedding it into their skin. So far, only Captain Craggs has successfully completed the meditation ritual and survived the invasive medical procedure. There are the equivalent of 3 healer's kits, a set of surgeon's tools, and a glass bottle containing 4 doses of *restorative ointment*.

H4. CAMPSITE

This circular chamber has a pair of smooth curving staircases that flow downward along the eastern wall. A cluttered pile of bedding and other camping equipment is set up in the middle of the room.

The original purpose of this hall has been lost to time. Yohannas uses it as a sleeping area but leaves nothing of great value here. A silent *alarm* cast by Yohannas covers the room alerting him to intruders. The two sets of stairs circle downward for around 60 feet, looping back on themselves before winding back toward each other at the bottom.

H5. THE IOUN DEVICE

At the center of this high-ceilinged chamber stands a tall device formed from delicately interwoven luminous crystals. Dozens of sparkling stones, each imprinted with glowing runes and glyphs orbit the towering structure in enigmatic patterns. High above the chamber's floor, a heavily tarnished metal gantry encircles the upper portion of the crystalline edifice. Several corroded metallic ladders ascend to the gantry.

The ceiling of the main chamber rises 50 feet above the floor and the gantry is 35 feet up. The antechamber has a 25-foot high roof. While the ladder and gantry look greatly corroded, they still retain the vestiges of Ancient preservation spells which have prevented them from oxidizing to dust. The gantry and the ladder are still as strong as steel and safe to ascend. The crystalline ioun device, however, is quite fragile; if it takes over 20 points of damage it is irrevocably broken.

Creatures: Yohannas Quay, the raiders' first mate and ship's wizard, is up on the gantry studying the ioun device. Standing near the entrance is an Ancient crystalline golem built to protect the ioun device. Yohannas has already found the crystal guardian's control amulet (a series of crystal glyphs that orbits around his neck) and the Ancient construct obeys his commands.

FIRST MATE YOHANNAS QUAY

Yohannas is a thin man with a sharp nose and a bald pate. He wears a long leather jacket along with knee high boots. A wizard, scholar, and historian, Yohannas Quay has studied magic and the prehistoric past for most of his life. An expert on the written history of the civilization of the Ancients and the Runic Empire, Yohannas realized that some of the immense power wielded by these nations from antiquity must still exist today and could become his to wield, if only he could discover its location. Fragmentary notes and incomplete clues led Yohannas to the Pirate Isles where, untroubled by notions of morality, he saw that the best way to continue his search was to become a pirate himself.

Looking back, Yohannas sees the day he signed on as part of Sculberd Craggs' crew as a glorious stroke of good fortune. Having heard rumors about the gillmen of The Steaming Isle, Yohannas convinced Craggs that the island might make a good location for a base. Yohannas had to bide his time while Craggs and his raiders built and established their base, but he was finally able to persuade the captain to excavate the ruin, giving Yohannas access to this incredible find. Yohannas currently works feverishly to understand the device and manipulate it to create more powerful *ioun stones*.

Yohannas casts *alarm* every day on area H4. During combat, Yohannas casts *disintegrate* and *flesh to stone* on enemy spellcasters while using flight and invisibility to keep away from melee. Determined not to give up the find of a lifetime, Yohannas only retreats by teleporting away if reduced to less than 20 hit points or if the ioun device is destroyed.

YOHANNAS QUAY, HUMAN TRANSMUTER

Medium humanoid (human), neutral evil

Armor Class 14 (17 with *mage armor*)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	16 (+3)	20 (+5)	12 (+1)	10 (+0)

Saving Throws Str +0, Dex +6, Con +7, Int +9, Wis +5, Cha +4

Skills Arcana +8, History +8, Investigation +8

Senses passive Perception 11

Languages Ancient, Abyssal, Common, Draconic, Infernal, Runic Imperial

Challenge 8 (3,900 XP)

Special Equipment. Yohannas carries a *potion of healing*, *ring of protection* (bonuses already added in), *protection ioun stone*, and a *sustenance ioun stone*.

Rituals. Quay has *alarm* in his spellbook and uses it as a ritual.

Spellcasting. Quay is a 12th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *message*, *minor illusion*, *prestidigitation*, *shocking grasp*
 1st level (4 slots): *detect magic*, *feather fall*, *mage armor*, *magic missile*, *shield*
 2nd level (3 slots): *darkvision*, *see invisibility*
 3rd level (3 slots): *dispel magic*, *fireball*, *fly*
 4th level (3 slot): *dimension door*, *greater invisibility*, *phantasmal killer*
 5th level (2 slots): *telekinesis*, *wall of force*
 6th level (2 slots): *disintegrate*, *flesh to stone*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) bludgeoning damage.

Enhancement (5/day). Quay casts *enhance ability* without expending a spell slot.

THE CRYSTALLINE GUARDIAN

The crystal guardian is a towering construct made of brilliant, refractive crystal, engraved with runes of the Ancients. It protects the wearer of the amulet (Yohannas). The guardian has a complex series of standing orders encoded into it by the Ancients and Yohannas has been unable to override any of these commands. One of these built-in orders prevents the golem from leaving the chamber, even to chase enemies. Another Ancient directive that Yohannas isn't even aware of is that the guardian is programmed to fight to the death to defend the ioun device. It continues attacking as long as there are hostile foes in the chamber, even if Yohannas flees or tries to order it to stand down. It considers any creature that has attacked it to be hostile except for the creature wearing its control amulet. The Ancients added a final fail-safe rune to the crystal guardian to prevent the valuable ioun device from falling into enemy hands. When destroyed, the crystal guardian explodes in a powerful sonic blast that strikes the delicate ioun device, utterly wrecking it.

It can be assumed that Yohannas has already been exposed to the crystalline guardian's dazzling brilliance earlier in the day, doing his work.

CRYSTALLINE GUARDIAN

Huge construct, unaligned

Armor Class 17 (natural armor)

Hit Points 122 (12d12 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	7 (-2)	18 (+4)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 10 (5,900 XP)

Bound. The crystalline guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Dazzling Illumination. If the crystalline golem is within an area of bright light, it scatters the light and shines bright light in a 30 feet radius. When a creature that can see starts its turn within 30 feet of the crystalline guardian, the creature must make a DC 16 Constitution saving throw; on a failed saving throw, the creature is blinded until the beginning of its next turn. Once a creature has made a saving throw against this trait, it is immune to the dazzling illumination for 24 hours.

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

Magic Resistance. The crystalline guardian has advantage on saving throws against spells and other magical effects.

Magic Weapons. The crystalline guardian's weapon attacks are magical.

Radiant Absorption. Whenever the crystalline guardian is subjected to radiant damage, it takes no damage and instead regains a number of hit points equal to the radiant damage dealt.

Rune of Retributive Reverberation. When the crystalline guardian dies, a rune is triggered, causing a sonic explosion in a 30 feet radius. Each creature in the area must make a DC 17 Dexterity saving throw, taking 35 (10d6) thunder damage and becoming deafened for 1 minute on a failed save, and taking half as much damage and not being deafened on a success. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

Reactive. The crystalline guardian can take one reaction on every turn of combat.

Regeneration. The crystalline guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spell Storing. A spellcaster who wears the crystalline

guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost. The guardian is currently storing *wall of fire*.

Spell Turning. When the crystalline guardian is targeted by a spell (not in an area of effect), if it rolls a 20 for the save and the spell is 7th level or lower, the spell has no effect on it and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster. Spells cast by its master cannot be turned.

ACTIONS

Multiattack. The crystalline guardian makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) bludgeoning damage.

REACTIONS

Rune of Fire (1/day). When hit by a melee attack, the crystalline guardian activates a rune, scorching a 10 feet radius with fire. Each creature in the area must make a DC 17 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, and half damage on a success.

Rune of Shielding (1/day). When hit by an attack or targeted by *magic missile*, the guardian activates a rune, gaining the benefits of *shield*.

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

Development: The ioun device is very likely to be destroyed by the battle, but even if it somehow survives, the misalignment of the focus of the device's matrix array causes more and more serious imperfections in any new ioun stones the device creates, until all it can produce are dull gray stones. All of this assumes that the PCs have the arcane skills and detailed knowledge of the Ancient civilization to successfully manipulate the ioun device in the first place. Whether the PCs can activate or possibly even realign the ioun device is up to you as GM. If Yohannas survives, he becomes a bitter enemy who seeks to ally with the PCs' enemies and bring about their downfall.

Milestone: Capturing or destroying the ioun device is a minor milestone. Award the PCs 2,200 XP to distribute.

CONCLUSION

The PCs have now vehemently delivered an object lesson demonstrating the fate that befalls any bilge-swilling swine who would have the temerity to oppose them on the high seas. The PCs have also come away with a significant amount of plunder, including valuable artifacts from a long-lost empire. Tales of the PCs' cold-blooded ruthlessness and fiery



wrath spread through the port-side taverns of the Pirate Isles. They are well on their way to becoming notorious pirate lords and may soon look to seize the mantle of Pirate King for themselves.

SCALING

While the adventure is designed for 9th level characters, it can be scaled for 8th or 10th level characters (or if the PCs are finding the adventure too hard or too easy), by doing the following:

Parley with Akoria

Scale down: Remove the war chief from the encounter.

Scale up: The war chief and heroes are mounted on [giant sea horses](#) (SRD) who begin the combat by charging the ship.

Ship to Ship!

Scale down: Discard Emilia's stat block and give her the stat block of a [bandit captain](#).

Scale up: Give Skulberd 10 *arrows of slaying* of various humanoid common to the Pirate Isles, with around half of these being dedicated to slaying humans.

The Ioun Device

Scale down: Remove the runes of *fire* and *shielding* from the crystal guardian, and the reactive trait.

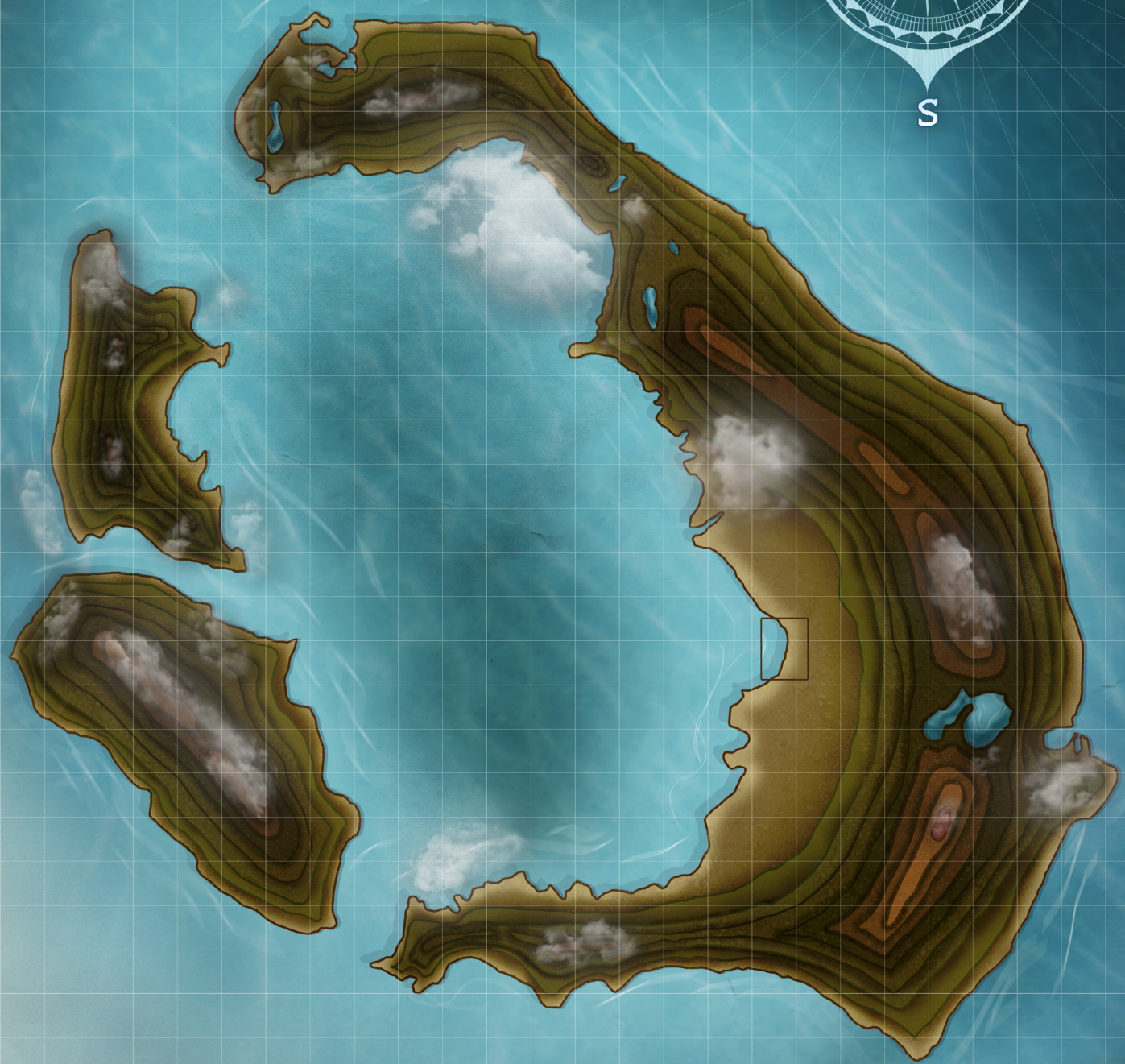
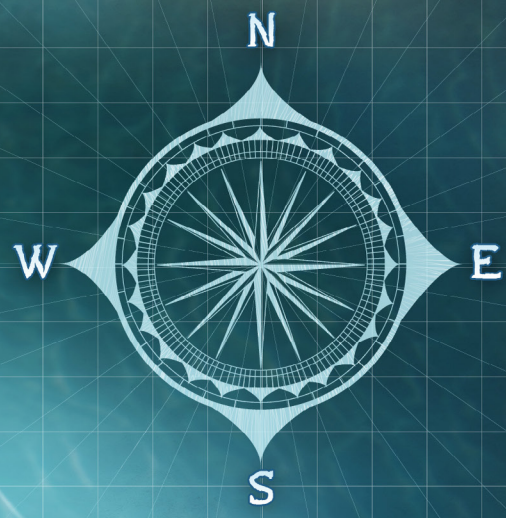
Scale up: Increase the crystal guardian's Challenge to 11 by doing the following: increase its Strength to 21 (increasing both its damage and to hit) and its hit points to 170 (16d12 + 64). Its dazzling brilliance causes blindness 1 minute.

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1 square = 500 ft.



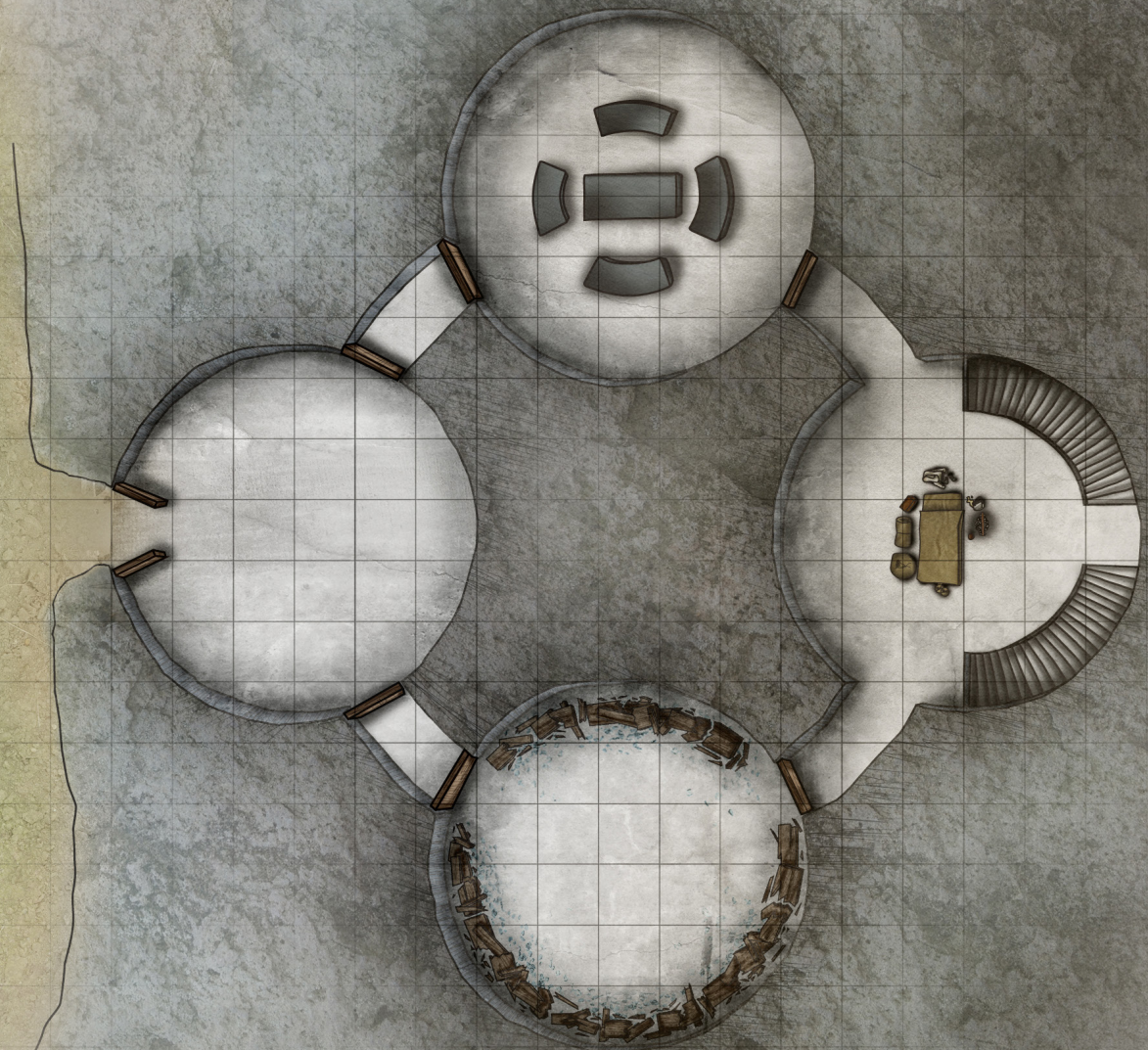
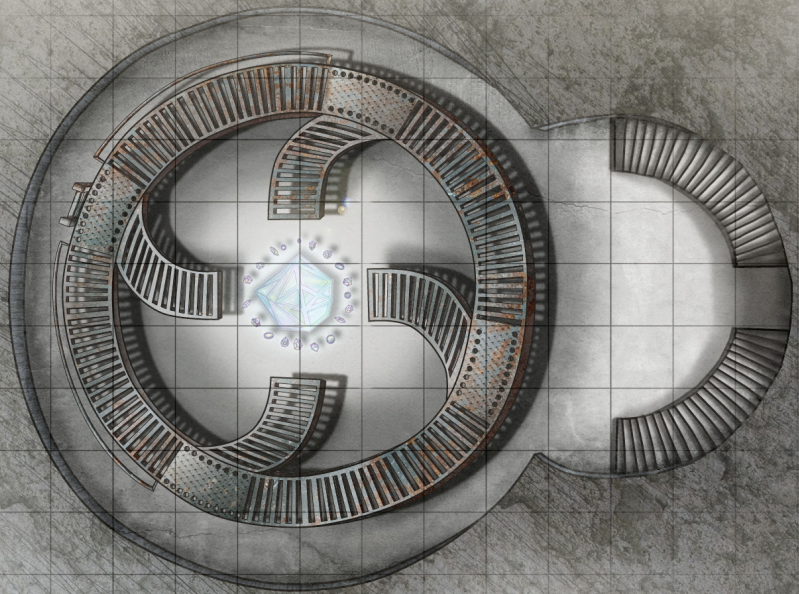
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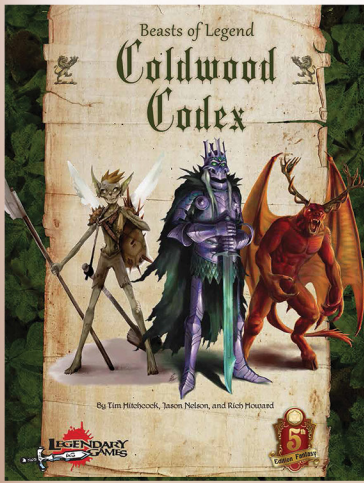


1 square = 20 ft



1 square = 5 ft





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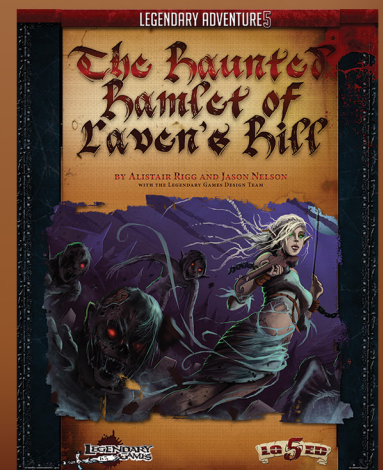
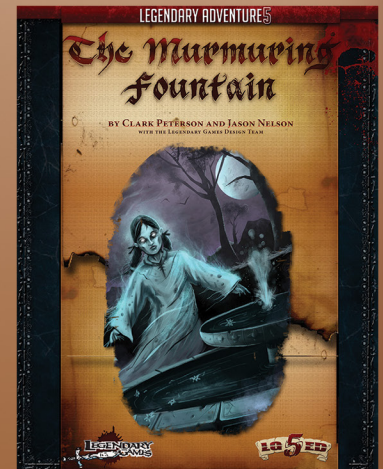
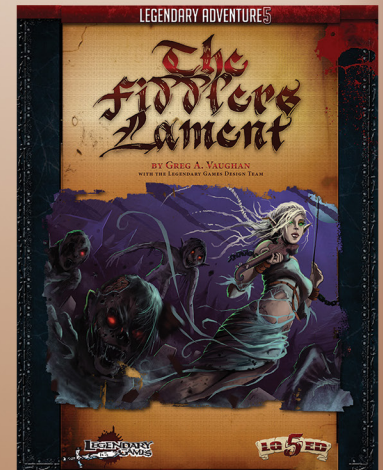
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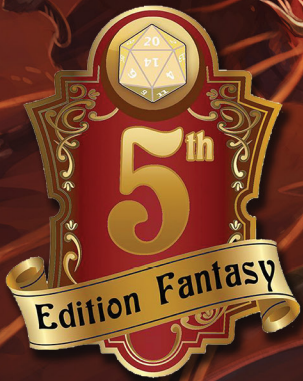
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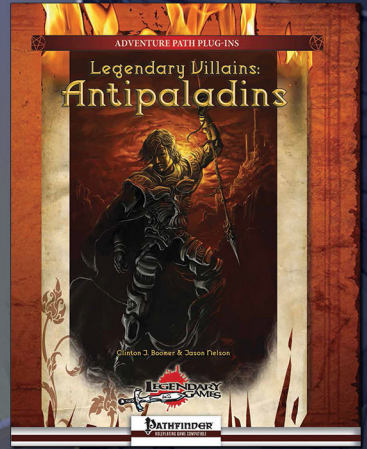
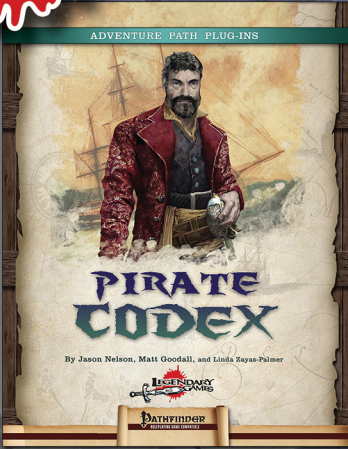
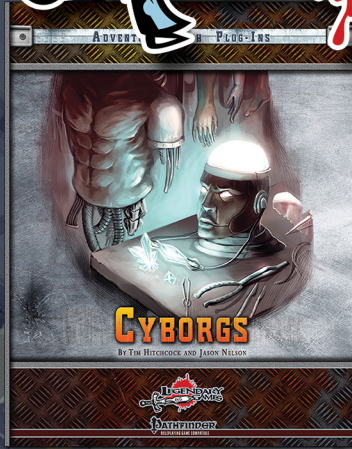
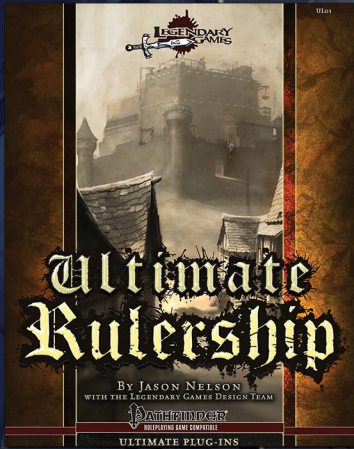


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