

X1**DUNGEONS & DRAGONS®
FOR EXPERT SET**

Dungeon Module X1

The Isle of Dread

by David Cook and Tom Moldvay

A WILDERNESS ADVENTURE FOR CHARACTER LEVELS 3-7



The Isle of Dread is the first in a series of adventure modules for use with the DUNGEONS & DRAGONS® Expert rules. As the first D&D® wilderness adventure published by TSR Hobbies, the Isle of Dread is designed as an instructional module to help novice Dungeon Masters design their own wilderness adventures.

This module contains maps and background material for the Isle, fifteen new monsters, and suggestions for further adventures. In addition, The Isle of Dread contains a map and background information for a large continent, and eleven smaller maps for encounters on the island itself. In this module, players will push their way through dark jungles and treacherous swamps to discover the lost plateau, and the final secrets of — the Isle of Dread!

If you enjoy this module, watch for future releases in the D&D® line from TSR, The Game Wizards.

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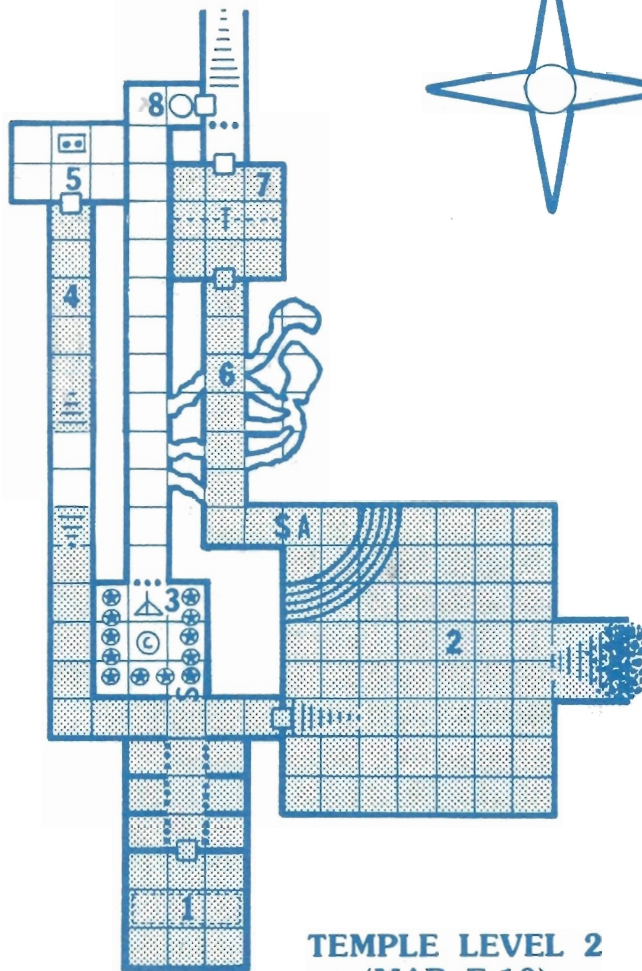
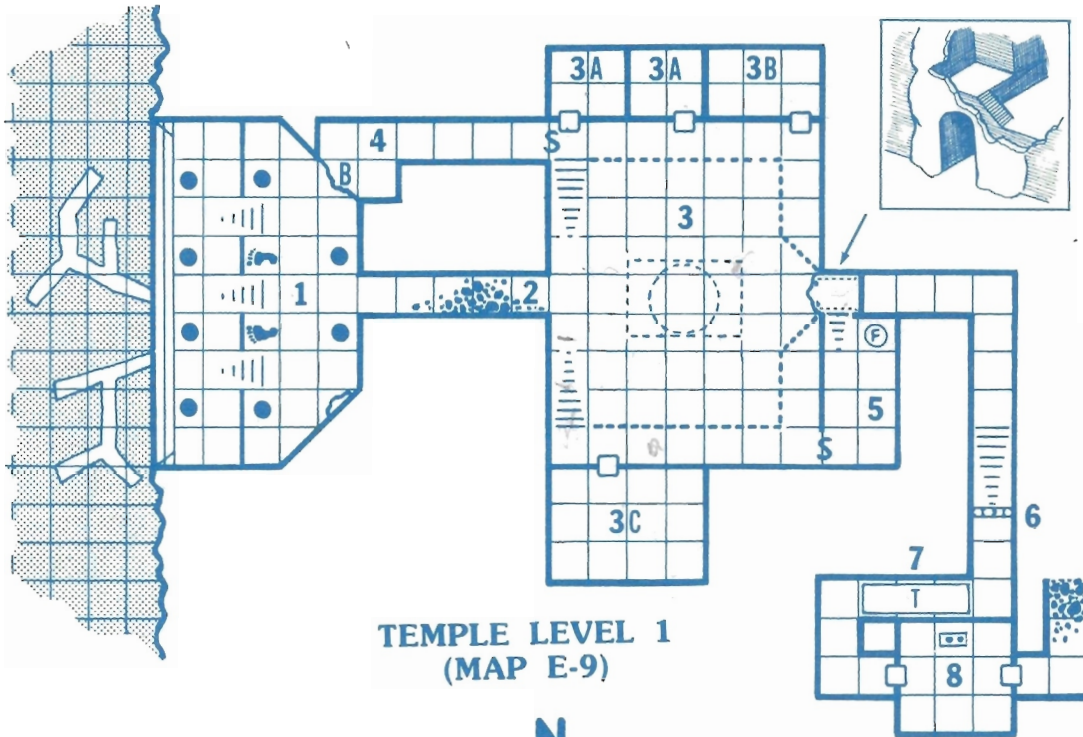
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Special Introductory
Wilderness Module

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TABOO ISLAND



SCALE:
ONE SQUARE = 10 FEET

	Door
	Secret Door
	Trap Door in Floor
	Trap Door in Ceiling
	Iron Bars or Portcullis
	Stairs
	Trap
	Trigger
	Statue
	Pillar
	Dais
	Rubble
	Stone Wall
	Dock
	Balcony
	Water
	Smokehole
	Altar

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Dungeons & Dragons® Expert Set

Dungeon Module X1

THE ISLE OF DREAD

This module requires information found in the D&D® Expert Rules, which are a continuation of the D&D® Basic rules. Without a copy of both booklets, some sections of this module may be confusing.

PART 1: INTRODUCTION

About This Module

This module is intended for use with the DUNGEONS & DRAGONS® Expert rules. The **Isle of Dread** is a wilderness adventure designed as a framework to help Dungeon Masters (DMs) design their own wilderness adventures.

If you plan to participate in this module as a player, please **stop** reading at this point. The information in the rest of this module is for your DM so that he or she may guide you and other players through the adventure. Knowledge of the contents of this module will spoil the surprises and the excitement of the game for everyone concerned.

Notes for the Dungeon Master

The **Isle of Dread** is a wilderness adventure module in five parts. Part one is the INTRODUCTION, which outlines both the adventure and the fantasy “world” it takes place in. Part two, THE ISLE OF DREAD, is the first stage of the adventure. It includes getting to the Isle of Dread, exploring the main island, and setting up a base for the next stage of the adventure. In part three, the party investigates the island’s great CENTRAL PLATEAU. With good fortune and thought, the party should establish a base at Mantru, a small village on the shore of the plateau’s great crater lake. Part four is the climax of the adventure. Here, the party discovers the secrets of the TABOO ISLAND in the center of the lake. Part five contains the NEW MONSTERS introduced in this module. After the basic adventure is over, the Isle of Dread can be used as the site of additional adventures, some of which are described at the end of Part 4.

While the D&D Expert rulebook contains most of the information necessary to design wilderness adventures, this module is another tool. It is a graphic example of what a wilderness adventure may be. It allows the DM to learn by experience about wilderness design and supplements the rules given in the D&D Expert and Basic sets.

Before beginning the adventure, please read the module thoroughly to become familiar with the details of THE ISLE OF DREAD. Certain sections may be read aloud to players. Other sections contain information the players should not know in advance, but may learn in the course of the adventure. Before the adventure begins, the DM should decide what information to give the players and what information to hold back.

This module has been designed for a party of six to ten characters. Each character should be between the 3rd and 6th level of experience at the beginning of the adventure. The party should have a total of 26-34 levels, 30 being best. For example, a party with a 4th level fighter, a 5th level magic-user, a 6th level cleric, a 3rd level

thief, a 5th level dwarf, a 4th level elf, and a 3rd level halfling would have a total of 30 levels (4 + 5 + 6 + 3 + 5 + 4 + 3 = 30). Furthermore, the group should have at least one magic-user or elf, and one cleric in it. If the party has less than 26 levels or more than 34, the DM may wish to adjust the strength of the monsters, making them larger or more numerous (or smaller or less numerous) as the DM sees fit.

The DM should be careful to give the player characters a reasonable chance for survival. The emphasis is on “reasonable”. Try to be impartial and fair, but give the party the benefit of the doubt in conditions of extreme danger. However, sometimes the players insist on taking unreasonable risks; charging a tyrannosaur barehanded, for example. If bravery turns to foolhardiness, the DM should make it clear that the characters will die unless the players act more intelligently. Everyone should co-operate to make the adventure as fun and exciting as possible.

In addition to the large scale map of the continent and the small scale maps of the Isle of Dread and the CENTRAL PLATEAU, there are maps of some of the **encounter areas**. These are included to give the DM an idea of what the area looks like. The DM may use them as given, change them slightly, or create different ones. For example, when using the **general cave lairs**, the DM can add new creatures, seal off tunnels, or add secret chambers, to nearly any part of the map. Both cave maps can even be combined for a very large lair!

The lair treasures can be used as given or changed into different forms with the same value. Primitive native tribes like those on the Isle of Dread may not have gold or silver coins. Instead, they may have native carvings of bone or ivory, small nuggets of precious metals, or any other unusual but valuable forms of treasure the DM can create.

When describing monster encounters, the DM should not rely only on sight — there are four other senses — smell, sound, taste and feelings of hot, cold, wet and so forth! The DM should try to vary his or her approach to encounters when possible. For example, the party may first hear the monster crashing through the underbrush, or find its tracks instead of just meeting the monster face-to-face. This is a good way to “signal” a party that an encounter may be too difficult for them to handle. The DM should also try to avoid letting unplanned wandering monsters disrupt the balance of the adventure.

THE MAP OF THE CONTINENT (Map C-1)

Geography

In the center of this module is a large-scale (24 miles per hex) wilderness map, which shows the southeastern portion of the continent and the northern islands of an archipelago (a cluster of islands). This map is useful for the overseas journey to the **Isle of Dread** and serves as an example of a large-scale wilderness design. The DM may wish to base dungeon and wilderness adventures on this map, or expand the map by designing wilderness areas where the map leaves off. The following is a suggested key to the areas mentioned on the map. To read the map of the continent, start at the top and read from left to right.

The following key gives only a brief background of most areas except the Isle of Dread which is further described in PART 2. The rest is left for the individual Dungeon Master to “flesh out”, allowing as much creative freedom as possible.

The Key to the Continental Map

Principalities of Glantri. Glantri is a magocracy; that is, the princes and princesses who rule the state are all high level magic-users. They live in Glantri City most of the time, though each ruler also has a castle hidden in some remote wilderness area. Actually, the rulers are more concerned with magical research than with ruling. Most decisions are left to the various local councils of elders and the princely stewards. The princes and princesses do not trust each other and live in a state of uneasy truce. In the face of invasion or rebellion, however, they are quick to unite. In extreme emergencies, they will select one of their number as “dictator”, to serve for one year.

Ethengar Khanate. The Ethengar are nomadic herders of horses, cattle, and goats. They are divided into small family clans. Usually the clans raid and quarrel with each other, but occasionally a strong leader (khan) emerges to unite the entire Ethengar people into a strong “nation”. However, with the eventual death of the khan, there is rarely an heir strong enough to hold the Ethengar together. They then break apart, and the family clans begin warring with each other once more. Their culture is similar to that of the horsemen of the central Asian steppes (Huns, Mongols, Magyars, Turks, and so on).

Heldann Freeholds. The Heldann are a barbaric, fair-haired people who hunt, fish, and raise crops on isolated farms. They are related to the people in the northeastern kingdoms but acknowledge no ruler among themselves higher than the individual household leader. Their culture is very similar to that of medieval Iceland.

Kingdom of Vestland, Kingdom of Ostland, and the Soderfjord Jarls. Each of these northeastern states is composed of many petty “kingdoms” that are loosely united under one ruler. In Vestland and Ostland the underchiefs are called “kings”; in Soderfjord they are known as “jarls” (pronounced “yarl”). Their culture resembles that of the vikings.

The people of these kingdoms highly value individualism, physical strength and prowess in combat. They live mainly by fishing and by occasional raids on nearby coastal villages. Besides being fierce warriors, these people are explorers without equal, ranging far and wide in their wooden longships.

The Broken Lands. The “broken lands” are an area of rocky badlands and old volcanic lava beds. The land is extremely wild and inhabited mainly by outcasts and monsters.



Rockhome. Rockhome is the homeland of the dwarves. It stretches throughout the northern Altan Tepe mountain range. The dwarves have built and maintain a road through the mountains for caravans. They charge toll from all who pass.

Atruaghin Clans. These grassy plateau, forest, and hilly regions next to the sea are inhabited by herders, hunters, and fishermen who live in small villages. All the villagers claim to be descended from the ancient hero Atruaghin. If threatened by war they will unite under a temporarily elected leader.

Republic of Darokin. This republic is centered around the capital, Darokin. Its wealth is based on trade from Lake Amsorak (the large inland lake), the Streel river, the eastern caravan route, and sea trade filtering in through the Malpheggi Swamp. Darokin is a plutocracy; that is, the government is run by the wealthiest merchant families. The culture resembles that of Venice or Genoa in medieval Italy.

Alfheim. As the name implies, Alfheim is the homeland of the elves. The elven king rules the great forest of Canolbarth. Because Canolbarth is tended by the elves, it is far larger than a natural forest in this area would be. Darokin pays the elves to protect the caravan route through the forest to Selenica.

Emirate of Ylaruam. Ylaruam is built in the midst of the largest oasis in the Alasiyan Desert. It is the center of caravan routes crossing from north to south and from east to west, and is controlled by the Emir of Ylaruam and his royal family. The culture is similar to that of the Arabic desert states or the Central Asian city-states of Palmyra, Damascus, or Samarkand.

The Five Shires. The five shires are the homeland of the half-lings. The area is ruled by a council of five sheriffs who each control a shire. Four times a year the sheriffs meet at a great feast and there decide shirewide policy by vote.

Grand Duchy of Karamaikos. This part of the continent is a wild and unsettled land claimed by Duke Stephan Karamaikos. In reality, little of the land is under the duke’s control. Large areas are overrun with monsters and hostile humanoids. For a more detailed description of the Duchy of Karamaikos, see the D&D Expert rule-book.

Kingdom of Ierendi. The trading ships of Ierendi rival those of Thyatis, and the kingdom sports a magnificent royal palace carved from pure white coral. The king and queen of the land are usually popular adventurer-heroes; however, they are without true power and serve only as figureheads. Actual rule is held by certain aristocratic families (making Ierendi an oligarchy).

Minrothad Guilds. The Minrothad island cluster is a syndicracy: the government is run by the heads of the various trading guilds. Minrothad is closely allied to Thyatis.

Empire of Thyatis. The empire of Thyatis is an autocracy. The emperor holds absolute power, but his decisions must allow for the desires of powerful nobles and for the threat of mob riots over unfavorable laws. The city of Thyatis is built beside a large canal that separates the southern peninsula from the mainland, so the city is a major trade center. The Thyatic culture is similar to the medieval Byzantine empire.

Thanegioth Archipelago. The archipelago is a cluster of islands about 1000 miles from the coast of the main continent. What little knowledge is available about Thanegioth is buried in myth and superstition.

Suggested Pronunciations

Akesoli — ak·e·sō·lē	Karameikos — kar·a·mī·kōs
Akorros — a·kōr·rōs	Kerendas — ker·en·das
Alasiyan — al·as·ē·an	Kopru — kō·prū
Alfheim — alf·hīm	Malpoggi — mal·feg·gē
Altan Tepe — al·tan·tep·ē	Minrothad — min·rō·thad
Amsorak — am·sōr·ak	Norrvik — nōr·vik
Aranea — ar·an·ē·a	Ostland — ōst·land
Atruaghin — at·rū·a·gin	Phanaton — fan·a·ton
Biazzan — bē·a·zan	Rakasta — ra·kas·ta
Canolbarth — can·ōl·barth	Selenica — se·len·i·ka
Castellan — kas·tel·lan	Soderfjord — sō·der·fyōrd
Corunglain — kōr·un·glaɪn	Specularum — spek·ū·lar·um
Cruth — krūth	Tel Akbir — tel·ak·bēr
Darokin — dar·ō·kin	Thanegioth — than·ā·gē·oth
Ethengar — eth·en·gar	Thyatis — thī·a·tis
Glantri — glan·trē	Vestland — vest·land
Heldann — hel·dan	Ylaruam — il·a·rū·am
Ierendi — ē·er·end·dē	Zeaburg — zē·burg

Weather & Climate

The general weather patterns of this part of the continent move from west to east. Hence, much rain falls on the western edge of the Altan Tepe mountains, while little or none falls on the Alasiyan desert. The warm offshore currents near Thyatis and Minrothad modify the weather somewhat in the south, making the climate there similar to the Mediterranean.

The southern farm lands are extremely fertile, due to a thick layer of rich ash from the ancient volcanic hills. The farmers here have discovered better ways to grow most crops. The heavily irrigated and terraced gardens of the southern farmlands produce more food than any other area on the map.

The climate in the Thanegioth Archipelago is tropical, similar to the Pacific South Seas islands (Oceania) and the Caribbean. The climate south of the Cruth mountains (running west to east) is moist and temperate, with mild winters. The climate of Darokin and Glantri is warm and sunny, similar to that of southern France. The climate of the Ethengar steppes is mild in the summer, but cold and bleak in the winter; like the Russian steppes around the Black Sea. The climate of the northeastern coast is wet and mostly overcast, similar to that of Denmark.



PART 2: THE ISLE OF DREAD

Background. Several weeks ago, the party of adventurers was returning from a previous adventure (the DM can work this into the campaign as desired) when they discovered a cache of scroll-papers. The scroll-paper was made of an excellent vellum parchment (a kind of paper that lasts for centuries). On the journey home, the characters were caught in a sudden rainstorm and the entire cache was drenched. Upon the party's return to Specularum, it was found that none of them were magical. Still, magic-users can always use good paper for spell research and writing their spell books, so the characters carefully spread the paper out in front of a fire to dry out. Much to their surprise, as the paper dried out, writing appeared on several of the pages. The heat had brought out secret writing on the parchment.

The pages were part of a ship's log and read as follows:

"When the gale finally ended, we found ourselves approximately seven days normal sailing distance due south out of Specularum, in the Thanegioth Archipelago. We replenished our supplies, patched up the ship, and traded our remaining goods at native villages along the shores of several islands. Some villages were friendly, but others were hostile and the natives attacked on sight. I suspect the hostile villages were filled with cannibals.

"We skirted the coastlines of several islands, sailing south by west until we reached a small peninsula cut off from the main island by a massive stone wall. We were well received by the natives of Tanoroa, the small village that guards this wall. The villagers have no name for the large island other than the 'Isle of Dread'. Their own small peninsula is known simply as 'Home'.

"The villagers told us a tale about an ancient city in the central highland of the isle that was built by the same people who built the wall. The villagers call the builders 'the gods', but I noticed that the names of the gods and the personal names of the clan ancestors were often the same, so I suspect that their ancestors and the builders were one and the same. I believe that the natives once possessed a much more advanced culture and that the descendants of the builders have returned to a more primitive state.

"The inland city is rumored to be filled with treasure beyond imagining. In particular, I heard persistent tales concerning a great black pearl of 'the gods' that still remains in the inland city. The island waters abound with excellent pearl beds, so the rumor of the black pearl may well be true.

"The village contains a number of huge life-like statues of iron, bronze, and stone. Since no villager currently has the skill or the craft to make such statues, the tale of a lost city built by the 'gods' seems reasonable. I would have liked to explore inland to verify the rumors, but too many crewmen died in the storm or by cannibal spears. Only five of us are left. I am the only professional adventurer, the others are only sailors. We can sail the small ship well enough but on land, in hostile territory, we would be helpless. Once back in Specularum I should be able to recruit a new crew and a party of professional adventurers, then I will return to claim the great black pearl.

"One thing I managed to do before leaving: we sailed around the island and made the best map we could. We were afraid to land, since village fishermen had warned us that it was extremely dangerous to land anywhere on the main island and the coasts were rocky with no beaches. As a result, the map only shows the coastal areas we could chart from the ship, but it is better than nothing."

Rory Barbarosa

Note: The DM should hand the players the tear-out copy of the ship's log with the incomplete map of the Isle of Dread on the back. The tear-out sheet represents the parchment that the players have. The players can use the partial map to chart the unknown wilderness as they explore it.

The parchment log is signed by Rory Barbarosa, a well known adventurer and sea captain who died about 30 years ago. A little research in local taverns will reveal to the players that just before he died, Rory was indeed recruiting for a journey south. He had been blown off course on his last voyage and had hardly been in town a day before he started signing on new hands. Unfortunately, Rory angered a powerful wizard over a lost wager and died horribly before his journey south began.

Not only does the story of Rory Barbarosa's death confirm the writing on the parchment, but every rumor that the party can track down about the Thanegioth Archipelago tends to confirm the account (the DM should make up suitable rumors as needed).

Preparation. The players begin the module in Specularum, which is in the Grand Duchy of Karameikos. If the players are based somewhere else, the DM should arrange to have them go to Specularum or a coastal city before the adventure begins.

The players must acquire a ship or passage to the Isle of Dread. Most parties should have no trouble raising enough money to buy a small sailing ship. If the characters cannot come up with the money, the DM will have to arrange matters so that the characters do get a ship or smaller boat that can sail the ocean. Some ideas on how characters might acquire a ship include:

- 1) Have a merchant hire the party to investigate the island. The players will receive free passage, but must split any treasure 50-50 with their employer. Alternately, the DM might change the scenario, so that the characters are allowed to convince a merchant to open up a new trade route to the Thanegioth Archipelago.
- 2) Allow the characters to buy an old, decrepit boat. Generate a percentage by dividing the price paid for the boat by the cost of a new boat. This percentage is the measure of the boat's condition. The speed and hull value of the boat are both multiplied by this percentage (giving lower numbers). Also, in any storm, the percentage or lower must be rolled as a saving throw or the boat will sink.
- 3) Allow one player to inherit a boat. If this idea is used, the boat should be no larger than a small sailing ship (and should have no lifeboat). Remember that the normal inheritance tax is 10% of the value of the inherited goods. The inherited boat cannot leave port until the tax is paid.
- 4) Let the characters borrow the money. Interest should be at least 10% per month. The loan must be paid by the end of the first voyage. Local moneylenders have a working agreement with a magic-user who will send an **invisible stalker** to attack each character who has not paid his or her share of the loan by one week after the due date.

The Adventure. During the voyage from Specularum to the village of Tanaroa on the Isle of Dread, use the wilderness rules from the D&D Expert set and the Ocean-Sea Encounter Tables. Remember to check for weather each day (2d6: 2 = BECALMED, 12 = STORM) and that if a 6 is rolled on an encounter check, there will be one. If the boat enters a reef area, it will take 1-100 (d%) points of hull damage. In spite of these hazards, the DM should remember that the party should still **reach** the Isle of Dread, and should handle weather, rolls for becoming lost, and encounters with this in mind.

Once the characters reach the Isle of Dread (**Map D-1**), they will probably land at one of the native villages. The details of these

villages are given in the description of **Tanaroa**, the main village (encounter area **1**, p. **7**). These villages are **matriarchies**, so the chieftain will always be a woman. The DM should set up a few typical NPC leaders in advance, or use the ones included later.

From these villages, the party can move inland (note that they can map one hex of terrain in every direction when they pass through a hex: seven new hexes maximum; unless the terrain in the hex is mountainous or covered with dense foliage which blocks sight). For encounters, the DM should use the three **Wilderness Wandering Monster Tables** included in the module. Each table covers a different part of the island.

Using the Wilderness Wandering Monster Tables

Wandering monsters should be checked for twice a day, once for the daylight hours and once for the hours of darkness. (For the night check, subtract 1 from the roll since most of the wandering monsters are inactive at night.)

This method of handling encounters is used only in the first stage of the adventure. When the players reach the **CENTRAL PLATEAU** and beyond, a new method will be introduced (see p. **12**).

Once a monster is encountered, the exact monster is determined by rolling percentage dice (d%) on one of the wandering monster tables, depending on where the party is on the Isle of Dread. **Wilderness Wandering Monster Table 1** should be used on the southern peninsula south of the Great Wall, and on the south-eastern islands. **Wilderness Wandering Monster Table 2** should be used on the main island south of the central river (including the swamp), and on the southwestern islands (west of **encounter area 6**). **Wilderness Wandering Monster Table 3** is used north of the central river and on the northern islands.

The DM should use logic when rolling wandering monsters. If the monster rolled is highly unlikely for the terrain type (for example, a plesiosaurus in a non-lake hex) the DM should either roll again or choose a different wandering monster. If the monster is either much too strong or much too weak for the party, the DM may change the number appearing on the monster's hit points to provide a suitable challenge for the party.



The Map of the Isle of Dread (Map D-1)

The maps of the Isle of Dread include several special features.

The tar pits are hard to recognize unless the party has native guides or bearers. The natives will not leave the main trail nor travel beyond the tar pits at the trail's end.

The road symbol joining the CENTRAL PLATEAU to the mountain chain is a rope bridge.



Wilderness Wandering Monster Table 1

% Roll	Monster	No. Appearing
01-02	Dryad	1-6
03-05	Ghoul	1-6
06-29	Humans*	2-12
30-32	Killer Bee	2-8
	Living Statues**	
33	Living Crystal Statue	1-6
34-35	Living Iron Statue	1-4
36	Living Rock Statue	1-3
	Lizards, Giant	
37-40	Gecko	1-6
41-43	Draco	1-4
44-45	Horned Chameleon	1-3
46	Tuatara	1-2
	Lycanthropes	
47	Wererat	1-8
48	Werewolf	1-6
49	Wereboar	1-4
50	Weretiger	1-3
51	Werbear	1-2
52	Mummy	1-3
53-58	Rat, Giant	2-20
59-60	Rhagodessa	1-4
61-62	Robber Fly	2-8
63-64	Scorpion, Giant	1-2
65-69	Skeleton	4-16
	Snakes	
70-71	Spitting Cobra	1-6
72-73	Pit Viper	1-8
74	Giant Rattlesnake	1-4
75-77	Rock Python	1-3
	Spiders, Giant	
78-79	Crab Spider	1-4
80-82	Black Widow Spider	1-3
83-84	Tarentella	1-3
85-88	Toad, Giant	1-4
89	Treant	1-2
90	Wight	1-4
91	Wraith	1-3
92-00	Zombie ^o	2-12

*These humans will probably be the natives who live on the island. For information on creating native encounters, see **page 18**.

**When Living Statues are rolled as wandering monsters there is a 50% chance they will be living statues, and a 50% chance they will only be normal statues.

^o Zombies will attack strangers on sight, unless the individual looks like a native. Zombies will only attack natives when their master has commanded them to do so.

Wilderness Wandering Monster Table #2

% Roll	Monster	No. Appearing
01-03	Aranea†	1-6
04-08	Cave Bear	1-4
09-10	Centaur	1-6
11	Cyclops	1
12-17	Dire Wolf	1-6
18	Dragon, Black*	1
19	Dragon, Green*	1
20	Dragon, Red**	1
21-22	Dryad	1-6
23-27	Elk, Giant†	1-3
28-33	Grangeri†	1
34-38	Hydra, 5 heads	1
39-43	Lizard Man	2-8
44-49	Mastodon	1
50-54	Megatherium†	1
55-60	Neanderthal	2-8
61-65	Phanaton†	4-16
66-71	Phororhacos†	1-6
72-75	Rakasta† (+ Sabre Tooth Tiger)	1-2
76-77	Roc	1-2
78-82	Rock Baboon	2-8
83-86	Sabre Tooth Tiger	1-2
87-92	Titanothera	1
93	Treant	1
94-95	Troll	1-3
96	Wyvern	1-2
97-00	Zombie	2-12

†New monsters, see description at the end of this module.

*Not older than average age.

**Young red dragon only, 7 or 8 HD.

Wilderness Wandering Monster Table #3

% Roll	Monster	No. Appearing
01-06	Allosaurus†	1
07-14	Ankylosaurus†	1
15-21	Brontosaurus	1
22-26	Crocodile, Giant	1
27-34	Dimetrodon†	1
35	Dragon, Black*	1
36	Dragon, Green*	1
37	Dragon, Red**	1
38-40	Dryad	1-6
41-42	Giant, Hill	1
43-44	Giant, Stone	1
45-47	Hydra, 5 heads	1
48-53	Plesiosaurus†	1
54-61	Pteranodon	1-3
62-64	Roc	1-2
65-71	Stegosaurus	1
72-79	Trachodon†	1
80-82	Treant	1-2
83-89	Triceratops	1
90-94	Tyrannosaurus Rex	1
95-97	Wyvern	1-2
98-00	Zombie	2-12

†New monster, see description at the end of this module.

*Not older than average size.

**Young red dragon only, 7 or 8 HD.

KEY TO THE MAIN ISLAND ENCOUNTER AREAS

1. **THE VILLAGE OF TANAROA (Map E-1).** Tanaroa stands in a clearing at the edge of the jungle, just south of a 50' high wall built of huge stone blocks. The wall stretches for two miles across the thin neck of land that joins the southeastern peninsula with the main island. Evenly spaced along the wall are 28 square towers; each 100' to a side and 70' tall. In the center of the wall is a pair of massive wooden gates. Each gate has double doors that are 40' wide, 40' tall, and 5' thick. Each gate can be barred with a heavy wooden beam.



The village of Tanaroa guards and controls these gates. A cleared trail leads into the village from the south, winding through Tanaroa and continuing through the gates into the jungle beyond. The path circles four roughly circular groups of huts made of wood and roofed with interwoven palm leaves. The huts are about 50' long and 20' wide and are raised 10' off the ground on wooden stilts. Each group of huts faces a central graveyard, with the back of each hut to the encircling path.

Each collection of huts represents one **clan** that lives in the village. The four clans are the **Elk Clan** on the south, the **Hawk Clan** on the west, the **Tiger Clan** on the north, and the **Sea Turtle Clan** on the east. The animal each clan takes its name from is its **totem**, and the members of the clan believe they are blood brothers to the animal. A large wooden statue of the appropriate totem animal stands in the middle of each graveyard. In battle, each clan will have a standard decorated with the clan totem.

In the center of the village is a flat-topped hill that has been artificially leveled. In the center of the hill is a 10' tall, truncated pyramid that is made of earth and faced with stone slabs. Set on the top of the pyramid is a huge alarm gong. In a square, 300' to a side around the pyramid, is a 3' high by 3' wide earthen wall. The hilltop is the assembly place of the village. Members of each clan sit on the earthen mound (or stand behind it) on the side facing their clan site, while the village leaders conduct business from atop the pyramid.

Between the clan sites and the flat-topped hill, the path surrounds village gardens and the grounds for the pigs, chickens, and goats that provide meat and milk for the village. The path continues until it reaches the Great Wall and passes into the jungle. Between the village and the Great Wall is a second line of defense; pits 20-30' deep filled with 5-10' of tar. At the base of the towers of the Great Wall are the huts used by the warriors who garrison the Wall.

Tanaroa is one of the seven villages on the southeastern peninsula and the adjoining islands. The other villages are Kirikura, Dawa, Mora, Panitube, Burowao, and Usi. The seven villages are loosely allied through a council of village chiefs that meets once a year. The population of all seven villages is about 2100 total.

The seven villages are **matriarchies**; that is, each village chief is a woman. The natives trace their descent and inheritance through their mother's side of the family and take the mother's family name as their own.

The other six villages resemble Tanaroa (the same map can be used) but without the wall and tar pit defenses. Each village has the same four clans. The clans serve to unify the villages in time of war, each clan being organized as a separate "regiment". Although the chief of each village is

female, the leader of each clan is male. Each village also elects a special official to serve as advisor to the chief and to be the village war leader in times of trouble.

The last important village official and advisor is the village **Zombie Master** (or **Zombie Mistress**). This advisor will be a cleric or magic-user of at least 5th level, who heads the **Cult of the Walking Dead** in the village. This cult is a secret society whose members (except for the **Zombie Master**) wear hooded masks during cult ceremonies. At these ceremonies, the "Walking Ancestors" (the same as the monster, **zombie**) are created. While these zombies are sometimes used as laborers or spare warriors, the villagers shun and fear them.

The **Great Wall** is always garrisoned by warriors from the seven villages. Each village clan garrisons one tower with seven warriors, so there is a total of 196 warriors in the 28 towers. The pits filled with tar are secondary defenses, should a non-human raiding party or rampaging monster fight past the wall. The area between the wall and the village has been cleared of trees and brush to allow clear fire for bows and thrown spears.

In a recent meeting, the council of chiefs decided that it would be good for the seven villages to trade with the mainland (the large continent). Unfortunately, their small fishing boats are unable to sail out of sight of land or stand up to storms on the open sea.

If the party has had the foresight to stock up on trade goods, their reception by the villagers and village chiefs will be at a bonus of +2 on the reaction dice roll. Furthermore, the party can sell their trade goods for 100% profit (i.e. they will receive back twice what they paid for the goods). The villagers are not terribly wealthy and there is a 5000 gp limit on the amount of money they can spend.

Characters will receive experience points equal to the value in gold pieces of goods sold for opening up a new trade route. After the initial visit the route is no longer unknown and the profits from any other trips will not be counted for experience points.

The party can use their profits or spare money to buy extra equipment. All standard equipment is available in the seven villages at standard prices except the following: battle axes, crossbows & quarrels, pole arms, two-handed swords, lances, chain and plate armor, all transport animals and related objects (such as barding or animal-drawn carts). Also, all water transport is unavailable, **except** canoes, sailing boats, and rafts.

The natives of Tanaroa occasionally visit the tar pits at the end of the trail to renew their supplies (which they use for waterproofing their boats and roofs). The party can hire a guide to take them as far as the tar pits. The guide will also tell them where it is safe to cross the pits. The party can also hire 2-12 bearers to carry supplies, however, no more will travel beyond the wall without a guard force of at least 30 fighters. A guide will cost 5 gp per adventure and bearers will cost 1 gp each per adventure. They will not leave the path nor go beyond the tar pits at the end of the trail. The natives will never hire out as warriors.

2. JAWS FROM THE DEEP

The wide, white sand beaches and placid waters of this bay belie the true dangers that await anyone entering the water. Swimming just out of sight are five bull sharks (AC 4, HD 2, hp 15, 10, 10, 7, 6, #AT 1, D 2-8, MV 180' (60'), Save F1, ML 7, AL N). These savage creatures will attack anyone who moves more than 20' into the bay and will fight until slain. If blood is drawn by either side, there is a 75% chance that 5 more sharks will be attracted by the scent of blood. They will arrive in 8 rounds, and will tend to attack wounded creatures first.

3. LAIR OF THE SEA SNAKES

Near these broad coral reefs, hundreds of large oysters cover the sea bottom. They are under 20' of water. If the party gathers a few, they will discover a pearl worth 100 gp. Each day the party dives for pearls, they will find 1-4 (1d4) pearls worth 100 gp each. However, every day the party dives for pearls (including the first dive), they will be attacked by 1-4 sea snakes (AC 6, HD 2, hp 9, 8, 7, 6, #AT 1, D 1 plus poison, MV 90' (30'), Save F1, ML 7, AL N). Although the number of sea snakes is unlimited, the pearls will run out after 14 days of diving.

4. RANDOM ENCOUNTER. For every day the party spends within two hexes of this location, they will encounter one wandering monster from chart 2. If possible, the encounter should occur in or near the monster's lair.

5. CAVES OF THE ROCK BABOONS. The party is attracted to a crumbling stone cliff by the noise of many loud hoots, grunts and shrieks. The sounds come from a 6 foot high cave opening in the rock wall. A foul stench wafts out of the dark opening but all the characters can see is a tunnel leading back into darkness.

Living within this cavern complex is a tribe of 15 rock baboons (AC 6, HD 2, hp 14 each, leader 16, #AT 2, D 1-6/1-3, MV (40'), Save F2, ML 8, AL N). For the layout of the cavern use **General Cave Lair #1, #2**, or one of your own design, whichever is preferred. Each of the cave chambers will have 1-4 baboons living in it, except for the hearth-treasure room which will contain the remainder of the tribe and the leader. None of the chambers have furniture or fire pits but there are large amounts of trash and dung piled in the corners of each room and fruit rinds and bones litter the floor.

In a pile of gnawed bones in one corner of the hearth-treasure room, among miscellaneous debris, is a gold bracelet worth 700 gp and a silver-and-amethyst necklace worth 1300 gp. Both pieces are somewhat tarnished, but are otherwise in good shape.

6. LAIR OF THE GIANT SQUID. This area is the hunting ground of an ancient giant squid (AC 7, HD 6, hp 37, #AT 9, D 8x 1-4, 1-10, plus special, MV 120' (40'), Save F3, ML 6, AL N). There is a 50% chance that the squid will attack any ship passing through this hex. The squid may (25% chance) wrap its two long tentacles around the ship, doing 1-10 points of hull damage while the beak does 2 points per round after the tentacles grapple. Otherwise (75% chance), the squid will try to drag characters on deck into the water and down to its cavern lair. The squid lives in a rocky cave, located 35' beneath the water's surface. Within the flooded lair are piles of bleached

bones and miscellaneous bits of trash, including old swords, boots, waterlogged clothing, and an opaque bottle containing a potion of **heroism**.

7. PIRATE'S CAMP (Map E-4). These pirates have come from another island (the DM should choose one or add new islands off the map). They have set up this base camp while they raid the coastal villages for slaves. They sail four 20' long outrigger canoes with collapsible masts.

There are 41 pirates, consisting of the following:

Leader (AC 5, F4, hp 29, #AT 1, D 1-6 or by weapon, MV 90', ML 10, AL C) with an ornate two-handed sword, chain mail, a **ring of water walking**, and the key to the iron box in **P4**.

6 Pirates (AC 5, F1, hp 5, #AT 1, D 1-6 or by weapon, MV 120', ML 7, AL C) with chain mail and cutlasses.

20 Pirates (AC 7, F1, hp 5, #AT 1, D 1-6 or by weapon, MV 120', ML 7, AL C) with leather armor and cutlasses.

14 Pirates (AC 7, F1, hp 5, #AT 1, D 1-6 or by weapon, MV 120', ML 7, AL C) with leather armor, crossbows and cutlasses.

At sea, 7-8 pirates will sail in each outrigger canoe, with the leader sailing in the canoe of his choice. The rest will be guarding the camp. The details of the camp follow:

Key to the Pirate's Camp

P1. Towers. There are three 20' tall lookout towers, each of which can hold up to 4 pirates. There will always be at least one lookout in each tower (the DM may wish to roll 1d4 for the number of lookouts in a tower).

P2. The Boats. The outriggers will be beached here unless the pirates are out raiding. When ashore, the paddles and sails are kept in different huts to prevent theft.

P3. The Huts. These grass huts have conical roofs of thatched grass. The hut marked "L" is the leader's hut. It contains a locked wooden cabinet where the outrigger sails are stored. The hut marked "S" is the supply hut. It contains the paddles, ropes, tools, buckets of tar, food, spare weapons and other supplies. The huts marked "c" each contain 3-12 (3d4) captives. They are shackled to iron weights to keep them from escaping. The unmarked huts each house 4 pirates.

P4. The Cave. There will always be 2-8 (2d4) pirates guarding the cave. The pirate treasure is here, kept in a large iron box that is cemented into the wall. The box is locked and the leader has the only key. If the box is forced open (not picked), a secret compartment in the side of the chest will slide open, releasing a deadly pit viper (AC 6, HD 1, hp 5, #AT 1, D 1-4 plus poison, MV 90' (30'), Save F1, ML 7, AL N). The treasure consists of 2000 cp, 3000 sp, 4000 ep, 17 gems worth 1300 gp total, a magic-user/elf scroll (**shield**), and a **sword +1** (AL N, I8, E9, Detect Metal, Levitate for three turns per use, up to three times per day).

P5. The Escape Tunnel. Behind a hidden exit (treat as a secret door) in the cave is an escape tunnel (4' wide). It winds through the hill for 500' and exits into a series of natural caverns. These will be under water at high tide (20% chance).

P6. The Wall. The pirate camp is surrounded by a wall of thorn bushes weighted down with rocks. The wall is 5' tall and 3' wide, and will keep out all but the largest animals.

8. HIPPOGRIFF NEST. Set atop the tallest hill on this island is a nest of five hippogriffs (AC 5, HD 3+1, hp 21, 20, 16, 14, 10, #AT 3, D 1-6/1-6/1-10, MV 180' (60'), flying 360' (120'), Save F2, ML 8, AL L). These creatures prey on the weakest of the many wild sheep that graze on the surrounding hills. In defending their "territory", the hippogriffs will attack anyone climbing the hill within a half-mile of their nest.

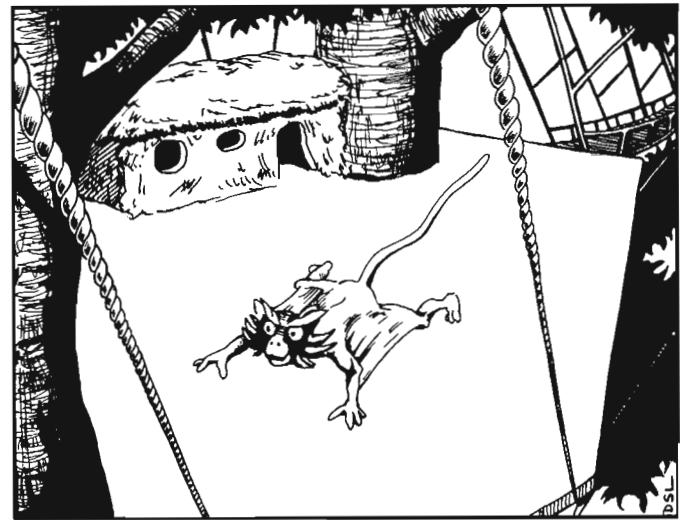
9. RAKASTA CAMP (Map E-5). A tribe of rakasta have set up a temporary camp in this hex. Rakasta are a race of nomadic feline humanoids. They walk erect, but their heads and features are cat-like and their bodies are covered with soft, tawny fur. They are proud and barbaric, fierce fighters who cover their natural claws with metal "war claws", their favorite weapon.

The strongest warriors will ride sabre-tooth tigers. They dwell in large waterproof tents richly furnished within. The rakastas' treasures include silk tapestries, brightly colored carpets, bronze artifacts, gilded leatherwork, silverware and gold jewelry. The tribe's treasures are worth a total of 10,000 gp (weighing about 10,000 coins).

In this temporary camp there are 16 normal warriors (AC 6, HD 2+1, hp 10 each, #AT 3, D 1-4/1-4/1-4, MV 120' (40'), Save F2, ML 9, AL N) and three tiger riders (hp 16 each). Only these three, the bravest and strongest Rakasta warriors, can hold the respect of the three sabre-tooths (AC 6, HD 8, hp 36 each, #AT 3, D 1-8/1-8/2-12, MV 150' (50'), Save F4, ML 5, AL N). These riders can leap off their mounts, up to 20', and attack in the same round.

Key to the Rakasta Camp

- R1.** These Rakasta tents each house 1-4 rakasta. Beginning with the upper left tent and going clockwise, the tents hold 4, 2, 3, 3, 4, and 3 rakasta respectively. The tents with an italicized number appearing indicate that one of the rakasta in the tent is a sabre-tooth tiger rider.
- R2.** Each of these is a simple tent pavilion with a roof of interwoven palm leaves raised 10' off the ground on a light wooden framework. The tent canvas can be rolled down in case of rain. There are three pavilions, each housing a sabre-tooth tiger chained to a large heavy log.
- R3.** This is the communal pavilion. It is similar to the pavilions housing the sabre-tooth tigers, but has a smoke hole in the center of the roof. Inside the pavilion are a number of cushions and rugs.
- R4.** This area is the communal fire pit, rimmed with rocks, and complete with turning spit and other cooking utensils.



10. PHANATON SETTLEMENT (Map E-6). This is a small settlement of about 100 phanton. These halfling-sized creatures look like a cross between a monkey and a racoon and glide from tree branch to tree branch like flying squirrels.

The settlement cannot be seen from the ground because of the foliage between the ground and the tree settlement, which is 50' off the ground. Since the settlement is hidden, a non-phanton must be within 20' to distinguish it from the surrounding greenery.

The settlement consists of a half-dozen wooden platforms built between several large trees. Each platform is supported from below by wooden braces. The platforms are also supported by a web of knotted ropes, like the cables of a suspension bridge.

Each platform contains a number of wooden huts that vary in size. A safety rail runs along the edge of the platforms to prevent young phanton from falling off. The platforms are connected by a series of rope bridges for the young or infirm.

Phanton usually climb or glide up to their settlement. One platform (**PH 5**), however, has a trap door in the center of the floor, from which a rope ladder can be unrolled. The rope ladder reaches to the jungle floor and is for the convenience of non-flying guests. Guests usually sleep on platform **PH 5**.

Key to the Phanton Lair

- PH1.** On this platform there are three huts housing a total of 14 phanton (AC 7, HD 1-1, hp 7x4 hp, 5x3 hp, 2x1 hp, #AT 1, D 1-6 or by weapon, MV 90' (30'), glide 150' (50'), Save F1, +2, ML 7, AL L). There are seven adult males, five adult females, and two children. The phanton young are unable to defend themselves and will flee if attacked.
- PH2.** The five wooden huts on this platform contain a total of 20 phanton, including the clan war chief (AC 6, HD 3, hp 15, #AT 1, D 1-6 or by weapon, MV 90' (30'), glide 150' (50'), Save F3, +2, ML 7, AL L) and his seven bodyguards (AC 6, HD 2, hp 10 each, #AT 1, D 1-6 or by weapon, ML 7, AL L). The remaining 12 phanton are the warriors' mates (AC 7, HD 1-1, hp 3 each, #AT 1, D 1-6, MV 90' (30'), 150' (50'), Save F1, +2, ML 7, AL L). Hidden beneath the war chief's bed is a locked wooden chest containing the clan treasure: 3000 sp.

PH3, 4, 5, and 6. These platforms house the rest of the tribe. On areas **3** and **4** there are 3 huts and on **5** and **6** there are 4 huts. In each hut there will be a family of phanaton composed of an adult male, an adult female and 1-4 children. The wooden huts are filled with skillfully carved furniture made from many different types of exotic woods. Decorating the interiors of all the houses are dozens of hanging plants and ornate wood and bone mobiles.

11. LAIR OF THE LIZARD MEN. This lair is located on the edge of a dense swamp in a dank, half-flooded cave. Living within this dismal cavern are 14 lizard men (AC 5, HD 2 + 1, hp 10 each, #AT 1, D 2-7, MV 60' (20'), swim 120' (40'), Save F2, ML 12, AL N). They hunt and eat the various swamp animals that live in the area. For tribal feasts, the lizard men will occasionally attack a neanderthal lair. From these raids the saurians have accumulated a small horde of treasure.

For the lair, use **general cave lair #1** or **#2** or create a different one. There will be from 1-3 lizard men in each chamber, except for the hearth-treasure room which will contain the remainder of the group. Stored in an untrapped, unlocked box is the lizard mens' treasure: 5000 cp, 6000 sp, and 8 opal gems worth 500 gp each.

12. NEANDERTHAL LAIR. In this lair are 16 normal neanderthals and 2 leaders (AC 8, HD 2, leaders 6, hp 9 each, leaders 27, 31, #AT 1, D 1-6, leaders 1-6 + 2, MV 120' (40'), Save F2/F6, ML 7, AL L). For an outline of their cavern home, use **general cave lair #1** or **#2** or create a different one. Each room will have 1-2 neanderthals, except the hearth-treasure room, where the two leaders and the remainder of the neanderthals will be. In a chest made from fitted, uncemented rock slabs are 1000 sp, 1 large white pearl and a small piece of obsidian. The pearl is worth 500 gp; the obsidian 10 gp.

The rooms are filled with crude wooden furniture and each has a firepit. The walls are painted with hunting scenes and the floors are kept reasonably clean.

13. AERIE OF THE GARGOYLES. When the characters enter this hex, they will notice a single grotesque statue, standing atop a craggy rock peak several hundred yards in the distance. As long as the party is at least 100 feet away, the figure will not move and will appear to be nothing more than a stone statue. However, if someone moves closer than 100 feet, the gargoyle (AC 5, HD 4, hp 26, #AT 4, D 1-4 each, MV 90' (30'), flying 150' (50'), Save F4, ML 11, AL C) will fly forward with a grating shriek and attack.

Two other gargoyles (hp 23, 22) attracted by the gargoyle's cries, will leave their nearby cliff lair and join in the fray.

The gargoyles' nest is set into a rocky cliff about 50' from the ground. Any non-thief character who tries to climb the cliff must roll less than his or her Dexterity (on a 20-sided die) or fall to the ground. The fall will cause 3-18 points of damage. A thief will succeed automatically in an attempt to reach the lair. Among bones and assorted garbage, the party will find a ruby worth 600 gp and a scroll (**protection from elementals**) lying on the cave floor.

14. ARANEA LAIR (Map E-7). The Aranea are a race of highly intelligent, magic-using arachnids (spiders) who live in webs strung between trees. They look like huge, greenish-brown spiders (about the size of a small pony), with a massive odd-shaped lump on their backs that houses a large brain. The webs are about 40' above the jungle floor. These lairs cannot

be seen unless one climbs above the first layer of leaf growth, about 20-30' above the ground. Each aranea has a separate lair, but the walls are close enough together so that the aranea can jump from one to another with ease. Part of the webs are roofed over with a waterproof mixture of leaves, bark, twigs, and web strands.

This section of forest is inhabited by three aranea. Each has its own lair. The webbed-over sections of their lairs resemble caves. These are filled with many pieces of crude "furniture" made out of wood, vines, and web and webbed in place on the floor. These include storage chests, and libraries used for spell research. Aranae treasure is usually woven into the roofs of their lairs for safe keeping.

Key to the Aranea Lairs

The area beneath the aranea webs is patrolled by two bugbears (AC 5, HD 3 + 1, hp 16, 14, #AT 1, D 2-8, MV 90' (30'), Save F3, ML 9, AL C). They earn treasure and favors from the aranea by guarding the grounds from intruders. These bugbears live nearby in thatched huts, and each carries a large alarm horn that it will sound at the first sign of trouble, warning the aranea. The bugbears each carry a pouch containing scraps of food, personal mementos (such as bones and teeth), and 10 gp.

- A1.** The aranea in this lair (AC 7, HD 3, hp 19, #AT 1, D 1-6 plus poison, MV 60' (20'), 120' (40') in web, Save M3, ML 7, AL C) has learned the magic-user spells **detect magic**, **sleep**, and **levitate**. This spider has a **shield -1** (cursed) and a **potion of undead control** hidden in the roof of its lair.
- A2.** This aranea's lair is similar to the previous one, but the only treasure is a **broom of flying** hidden in the roof. The aranea has learned the spells **floating disc**, **ventriloquism** and **phantasmal forces**.
- A3.** The final aranea web is the same as the other two except that the aranea (hp 19) has a **potion of poison** stored in the web ceiling and a scroll (**light**, **read languages**, **mirror image**) laid out on its table for quick use.



- 15. PTERANODON TERROR.** This area is inhabited by three pteranodons (AC 6, HD 5, hp 26, 23, 18, #AT 1, D 1-8, MV 30' (10'), flying 240' (80'), Save F3, ML 8, AL N). There is a 75% chance that the pteranodons will attack the party as they cross the 300' rope bridge. Anyone who is hit by one of the pteranodons has a 10% chance of falling off, taking 10-100 points of damage from the fall to the rocks below.
- 16. THE ROCS' ROOST.** This next belongs to two small rocs (AC 4, HD 6, hp 32, 26, #AT 3, D 2-5/2-5/2-12, MV 60' (20'), flying 480' (160'), Save F3, ML 6, AL L). Woven into the nest is a map showing that a treasure worth 17,000 gp can be found at the location in hex **#19**.

17. **DIMETRODON PERIL.** The party hears a series of horrible screams. In the center of a grassy clearing is a dimetrodon (AC 5, HD 7, hp 36, #AT 1, D 2-16, MV 120' (40'), Save F4, ML 8, AL N) attacking on a frantically struggling native. Although the native is mortally wounded, if the dimetrodon is slain or driven off, he will give the party his only treasure — a nugget of platinum (worth 50 gp) — if they will swear to bury him in a special location (DM's choice).

18. **THE OGRE'S LAIR.** This ancient burial chamber is the home of five ogres (AC 6, HD 4 + 1, hp 21, 18, 18, 15, 9, #AT 1, D 1-10, MV 90' (30'), Save F4, ML 10, AL C). For an outline of the lair use **general cave lair #1** or **#2**, or create one of your own. There is a 50% chance that each room will contain an ogre, except for the hearth-treasure room which will house the rest of the group.

Each chamber of the cavern complex is lit by a crude torch attached to the rock wall by a glob of sticky, black adhesive (tar). The dim illumination in each room will reveal burial chambers, with dozens of old, shrunken bodies strewn about the stone floor in various stages of decay. Hidden amongst a pile of shrouds in the hearth room is the ogres' treasure chest. Inside the locked wooden chest are 2000 sp, 1000 gp and three sabre-tooth tiger skulls.

19. **DERANGED ANKYLOSAURUS.** As the party moves through this lightly wooded area, an ankylosaurus (AC 0, HD 7, hp 33, #AT 1, D 2-12, MV 60' (20'), Save F4, ML 8, AL N) will rush out and attack the party in a frenzy of tail-bashing. Although normally quite docile, this beast recently grazed on a patch of loco weed and is now under the plant's influence. The giant beast will attack until slain, or until the drug wears off (in about two hours).

This area is also the hunting ground of an allosaur (AC 5, HD 13, hp 55, #AT 3, D 1-6/1-6/4-24, MV 150' (50'), Save F7, ML 9, AL N). If the party has the treasure map from the **ROC'S ROOST (#16)**, they can dig for the large treasure buried here. The hoard is buried 10' underground and will take 2-5 (1d4 + 1) turns to dig up. The DM rolls for wandering monsters each turn. If one appears, it will be the allosaur. The treasure consists of 2000 gp, 3 diamonds worth 3000 gp each, and a sapphire necklace worth 6000 gp.

20. **ABODE OF THE GREEN DRAGON.** As the characters pass a low, stony hill they will notice a broad opening in the rocky hillside. Once the party arrives at the mouth of the cave they will be able to hear heavy, labored breathing coming from inside the dark cavern. For the lair, use either **general cave lair #1** or **#2**, or you may design your own as you prefer. If one of the general designs is used, the dragon will have blocked all tunnels that are too small for him to move through.

If the characters enter the caverns, they will find all the rooms empty except the hearth-treasure chamber. In this room lies a green dragon, a creature of great age and fearsome aspect. The dragon (AC 1, HD 9, hp 45, #AT 3 or breath, D 1-6/1-6/3-24 or breath, MV 90' (30'), flying 240' (80'), Save F9, ML 9, AL C). Quite often 33% of the time) he will be asleep atop his pile of treasure and can be surprised. However, if he is awake when the party enters his cave, he will know the characters are there. There is a 50% chance that, instead of slaying the party, the dragon will allow the characters to leave if they give him all of their magic items.

The dragon's treasure hoard consists of 40,400 sp, 2000 gp and 30 assorted pieces of jewelry worth a total of 18,000 gp.

21. **LAIR OF THE WRETCHED TROGLODYTES.** As the party nears this area, they will begin to smell a particularly foul stench. As they continue, the smell will become worse until the party reaches a dark opening in the ground. The odor seems to come from this hole.

Within this lair are 17 troglodytes (AC 5, HD 2, hp 10 each, #AT 3, D 1-4 each, MV 120' (40'), Save F2, ML 9, AL C). They have recently moved to this location because of the pleasantly damp climate.

For a map of the troglodytes' home, use **general cave lair #1** or **#2** or design one of your own. There will be from 1-4 troglodytes in each room, except for the hearth-treasure chamber where the rest will be. The chest containing their valuables is chained to the bottom of a 3 foot deep, evil-smelling pool of dark liquid. The rusty box is attached to a bolt in the center of the pool's floor. In order to get the chest the chain must first be severed (the DM must decide the party's chance of severing the chain, based on their actions). Although the chest is locked, the lock mechanism may be picked once the box is removed from the water. Underneath the slime at the bottom of the pool is the key to the lock; however, there is only a 20% chance that the party will find it accidentally (if the party actively searches for a key, each character searching has a 1-in-6 chance of finding it). The hoard of valuables consists of 2000 cp, 2000 sp, 1000 ep, 3000 gp and 6 amethyst stones worth a total of 3000 gp.



22. **PLESIOSAUR MENACE.** Beneath the surface of this lake there awaits a hungry plesiosaur (AC 6, HD 16, hp 60, #AT 1, D 4-24, MV 150' (50'), Save F8, ML 9, AL N). The beast will attack anyone coming within 15' of the shore. If it hits, it will pull its victim into the lake on the following round. If the plesiosaur is slain and its body cut open, the party will find a skeletal arm and hand wearing a **ring of regeneration**.

23. **RANDOM ENCOUNTER.** For every day the party spends within two hexes of this location, they will encounter one wandering monster from **table #3**.

24. **THE SEA DRAGON.** If a ship passes within one hex of this location, it will be attacked by a sea dragon (AC 2, HD 6, hp 25, #AT 1, D 2-16, MV 180' (60'), gliding 180' (60'), Save F6, ML 8, AL N). The beast will first surface 150' away and bombard the deck with globs of poison for two rounds. The dragon will then sink, only to reappear a turn later next to the ship. The creature will attack as normal, biting or using its third breath. It does not use magic.

The dragon's lair is located 200' beneath the surface in a flooded cave. Inside the cave is the treasure the dragon has gleaned from sunken ships and unfortunate passers-by. The treasure includes 10,000 gp, an untarnished coat of **chain mail +3**, a rusted cutlass with a jewelled pommel worth 500 gp and a potion of **water breathing**.

PART 3: THE CENTRAL PLATEAU (Map D-2)

THE PLATEAU

Bordered by mountains on one side and the great river canyon on the other is the central plateau. It stands separated from all else by steep, jagged cliffs that rise 3000'. There are only three ways to reach the top of the plateau — by crossing the rope bridge (at #15), by using a magical flying device, or by climbing. Characters without climbing skill cannot successfully scale the cliff, and even thieves must check for falling every 100' (30 times). The characters should be given hints about the great risk involved in climbing.

The plateau is shown on a separate map (**Map D-2**) from the rest of the island, and has its own encounter table and lairs. The temperature atop the plateau is somewhat cooler than the rest of the island and less tropical (except for the volcanic crater) resulting in grasslands and some forests. The plateau is dominated by a dormant volcanic mountain, complete with a crater lake. This mountain can be seen from nearly all points on the plateau.

The scale of the map is one mile to the hex, so the characters will travel six times as far per day when using the plateau map. Note, however, that it takes much longer to scale the cliffs at **area #3**. Encounters on the plateau will also be handled somewhat differently (see the **Central Plateau Encounter Table**, below).

Central Plateau. The **Encounter Table** is to be used when travelling across the central plateau of the island. Every 3 hexes travelled a d6 should be rolled, on a 5 or 6 an encounter occurs. The encounters in the middle of the encounter table are more likely to be rolled than those at the high or low ends. Hence, on this encounter table, antelope will be most common, followed by boars and dire wolves. Very seldom will players encounter a cave bear or a sabre-tooth tiger.

Central Plateau Encounter Table

Unlike the main island, there is a 2 in 6 chance of an encounter every 3 hexes travelled, regardless of terrain. If an encounter occurs, roll two 6-sided dice to determine the encounter type:

2. Cave Bears (2); AC 5, HD 7, hp 33, 28, #AT 3, D 1-8/1-8/2-12 points, MV 120' (40'), Save F4, ML 9, AL N.
3. Woolly Rhino (1); AC 4, HD 8, hp 37, #AT 1, D 1-12, MV 120' (40'), Save F4, ML 6, AL N.
4. Pteranodons (4); AC 6, HD 5, hp 20, 19, 18, 16, #AT 1, D 1-12, MV flying 240' (80'), Save F4, ML 8, AL N.
5. Pterodactyls (7); AC 7, HD 1, hp 6 each, #AT 1, D 1-3, MV flying 240' (80'), Save F1, ML 7, AL N.
6. Boars (2); AC 7, HD 3, hp 10, 9, #AT 1, D 2-8, MV 150' (50'), Save F2, ML 9, AL N.
7. Antelope (5); AC 7, HD 2, hp 10 each, #AT 3, D 1-2/1-2/1-4, MV 240' (80'), Save F1, ML 5, AL N.
8. Dire Wolves (4); AC 6, HD 4+1, hp 19, 16, 14, 11, #AT 1, D 2-8, MV 150' (50'), Save F2, ML 8, AL N.
9. Mastodons (2); AC 3, HD 15, hp 67, 59, #AT 3, D 2-12/2-12/4-32, MV 120' (40'), Save F8, ML 8, AL N.
10. Titanotheres (1); AC 5, HD 12, hp 50, #AT 1, D 2-12 or 3-24, MV 120' (40'), Save F6, ML 11, AL N.

11. Sabre-tooth Tigers (2); AC 6, HD 8, hp 35, 29, #AT 3, D 1-8/1-8/2-16, MV 150' (50'), Save F4, ML 10, AL N.

12. TREMOR. This is a minor earthquake (caused by volcanic activity underground) that will vary in severity. Roll 1d6 and consult the following table:

- 1-4 — Minor Shock: no effect on characters or ground
- 5 — Major Shock: characters knocked off their feet, if climbing cliffs 30% chance of falling
- 6 — Severe Shock: trees tilt, rocks fall, small cracks appear in ground, characters knocked off their feet (if in forest, 5% chance per character of 3d6 damage from falling trees); if climbing cliffs, 60% chance of falling

All tremors will last for 10 to 30 seconds.

KEY TO THE PLATEAU ENCOUNTER AREAS

1. GOLD VEIN. A recent tremor has revealed a lode of high quality gold ore. A dwarf or any character knowledgeable about mining can identify the ore and estimate the possible value as 5 gold pieces for every 10 coins of ore mined. The vein is actually a small one and will not yield more than 15,000 pieces of refined gold.

However, to obtain this amount, the characters will have to mine, transport, and refine 3000 pounds (30,000 coins) of raw ore. Two men can mine 200 pounds of ore in one day.

Workers may be brought in from the mainland to mine and transport the ore. The cost for each worker is 1 gold piece per week plus food and the cost to transport them. The natives living on the plateau will not work the vein unless enslaved (the DM may wish to discourage this by making slave labor work slower, rebel often, and so forth). Once the workers have removed the raw ore, it must be carried overland by mules or porters, loaded on a ship, and taken to the mainland. The cost for refining the gold is 10-20% of final value, and may be done in any major mainland city of the DM's choice.

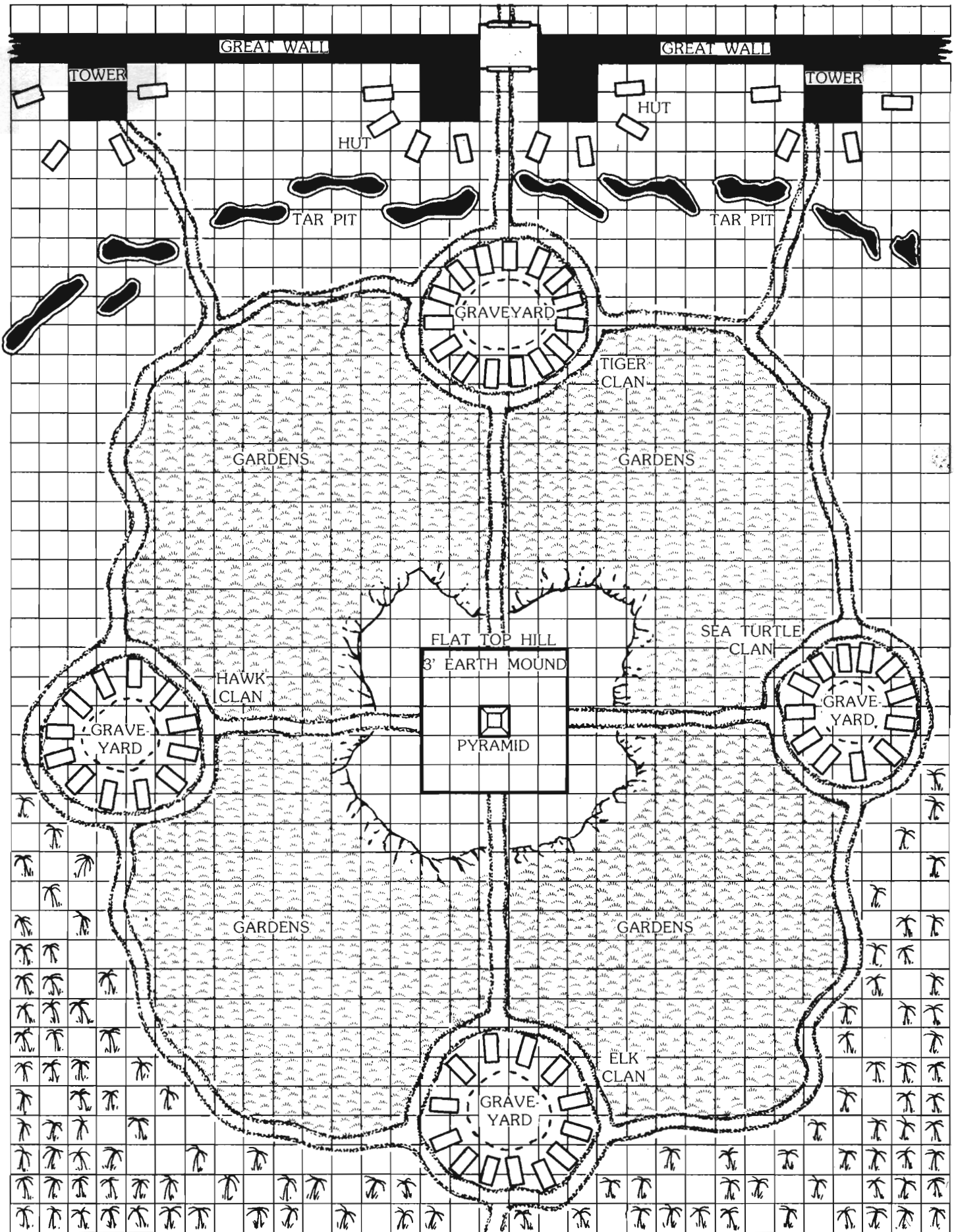
2. TREANT FOREST. This forest is open and easy to move through, but the tree branches overhead are tightly woven together, making the forest dark and gloomy. Scattered throughout this small forest are 15 treants (AC 2, HD 8, hp 34-41 (33 + 1d8), #AT 2, D 2-12/2-12, MV 60' (20'), Save F8, ML 9, AL L). They are reclusive and will try to avoid any contact with the party. The only encounter in these woods is with treants, and if the party moves through without searching, the chance of encounter is only 1 in 20. Treants can only be spotted at a range of 30' or less and will surprise the party on a roll of 1-3. The treants will usually ignore the party, but the following actions will bring the listed responses:

Searching. If the party is searching for creatures, they have a 1 in 6 chance of discovering a treant. If they are searching specifically for treants, the chance is increased to 3 in 6.

Climbing Trees. If a character climbs a tree, there is a 1 in 20 chance it is a treant. If nothing harmful is done, the treant will not move or reveal its presence. If attacked or hurt, it will immediately capture or kill the offender while calling loudly for assistance (2-5 treants will come in 2-12 rounds).

MAP E-1 VILLAGE OF TANAROA

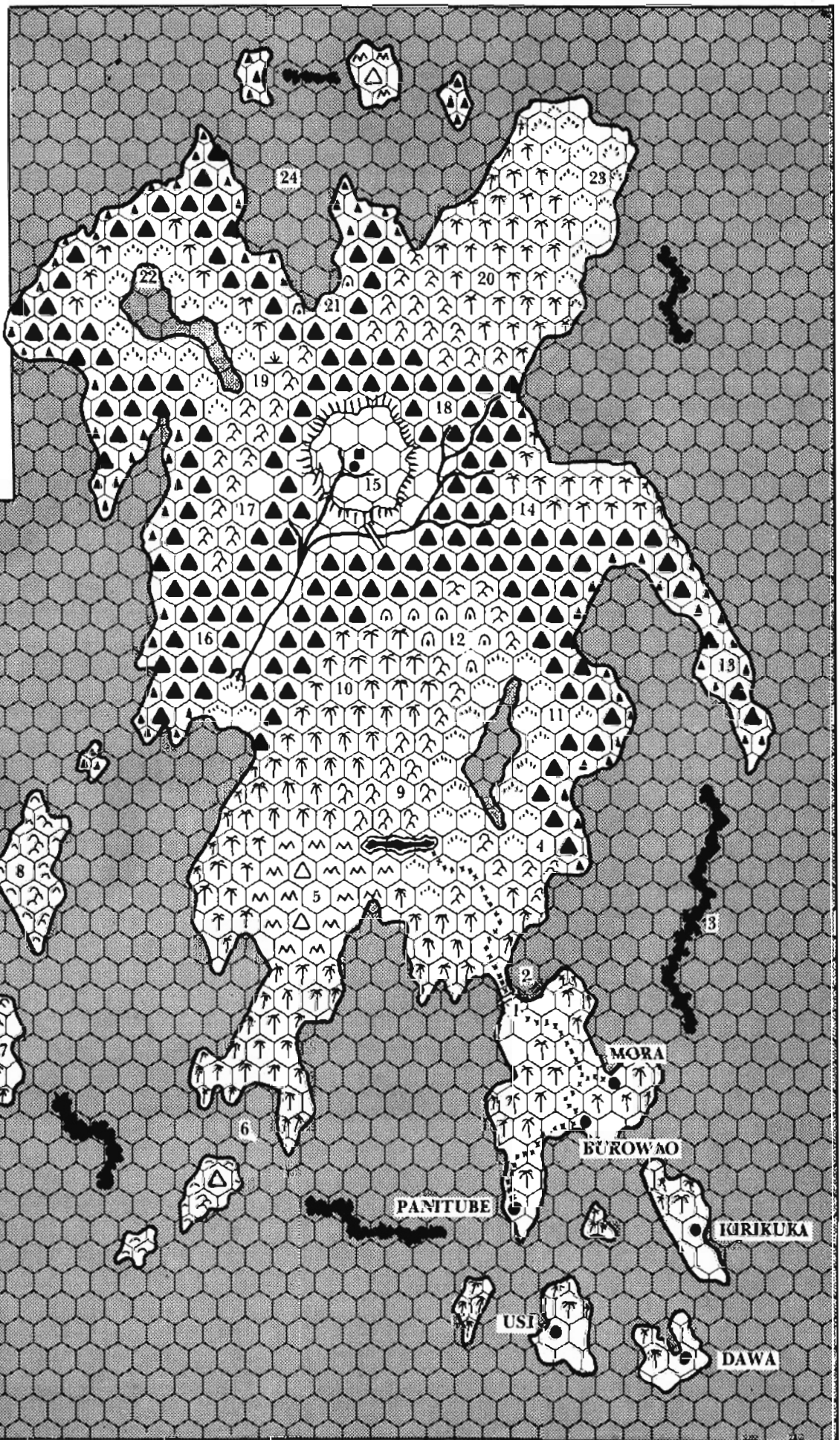
SCALE: ONE SQUARE = 50 FEET



Map 1 The Isle of Dread

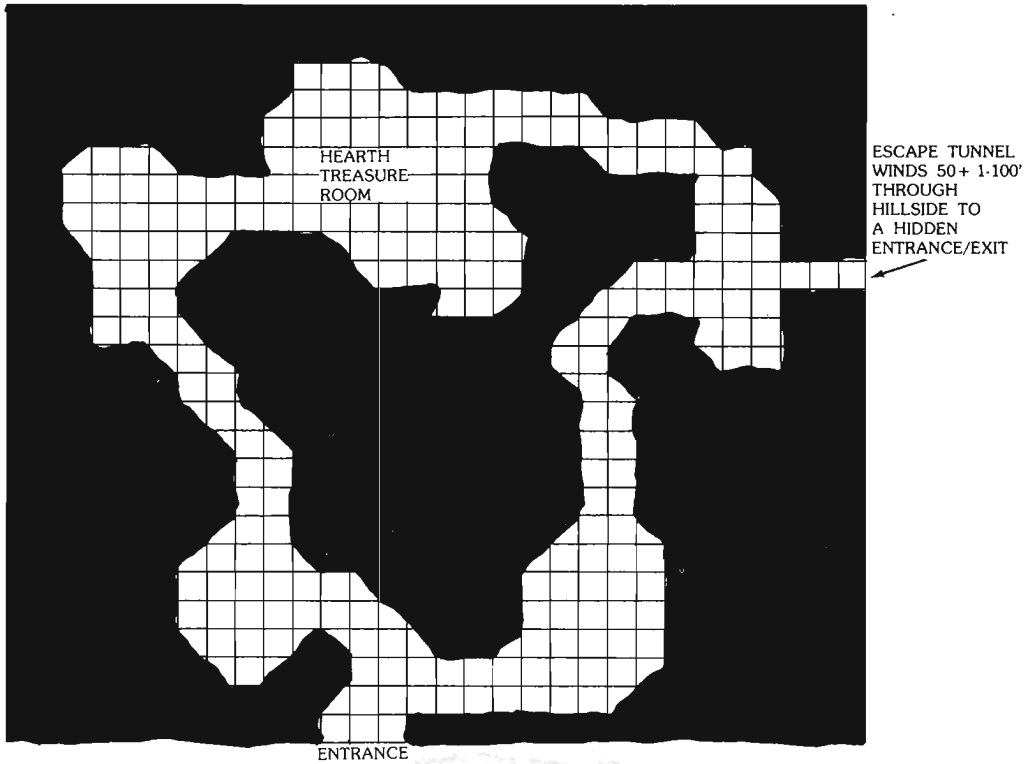
	Jungle
	Swamp
	Mountain
	Volcano
	Hills
	Caves
	Broken Land
	River
	Lake or Ocean
	Coral Reef
	Tar Pits
	Trail
	Village
	Ruins

Scale: 1 Hex = 6 Miles



To remove maps, open staples and pull out 8 map pages, then bend staples back.

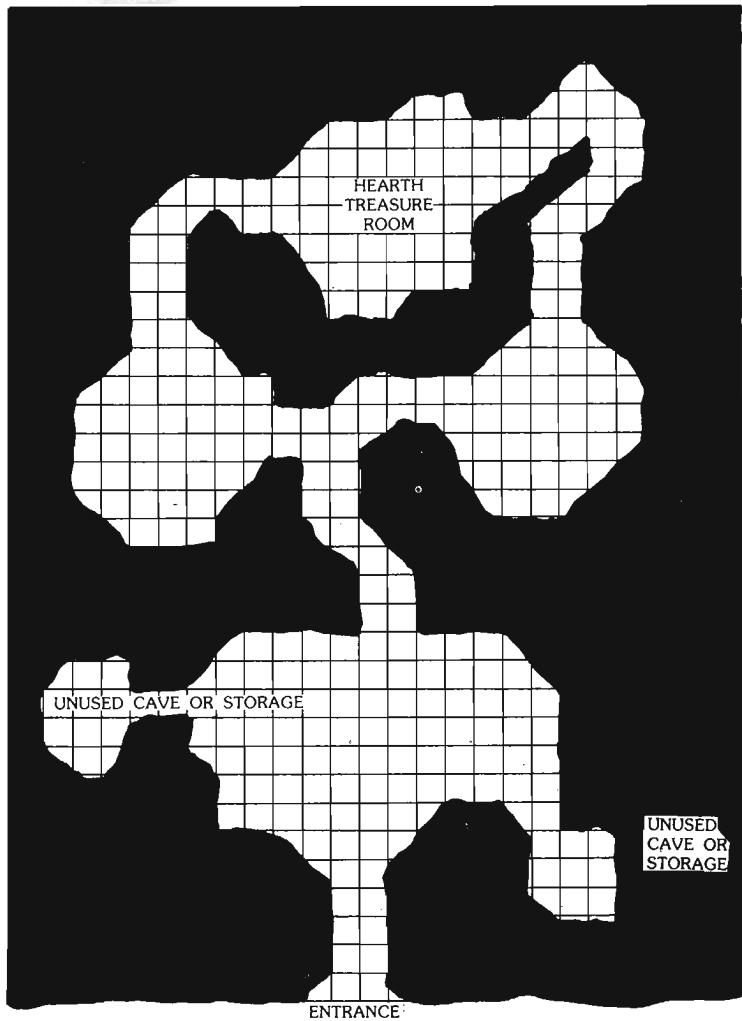
**MAP E-2
GENERAL CAVE LAIR #1**



MAP E-3

GENERAL CAVE LAIR #2

SCALE: EACH SQUARE = 5 FEET





Zeeburg

KINGDOM OF OSTLAND

Soderfjord

SODERFJORD JARLDOMS

Castellan

Alasryan Desert

Tel Akbar

EMPIRE OF THYATIS

Norrvik

KINGDOM OF VESTLAND

ROCK HOME

Ylaruam

EMIRATE OF YLARUAM

Biazzan

Kerendas

Thyatis

HELDANN FREEHOLDS

KHANATE

ETHENGAR

GRAND DUCHY OF KARAMEIKOS

MINROTHAD GUILDS

Mirrothad

Selenica

Altan Teppe Mtns.

Threshold

Kelvin

Specularum

Canolbarth Forest

ALFHEIM

Crith Mts.

THE BROKEN LANDS

Corunglain

REPUBLIC OF DAROKIN

Akorros

Darokin

THE FIVE SHIRES

PRINCIPALITIES OF GLANTRI

Glantri City

Lake Ansorak

Akesoli

ATRUAGHIN

Malpegg Swamp

CLANS

KINGDOM OF IERENDI

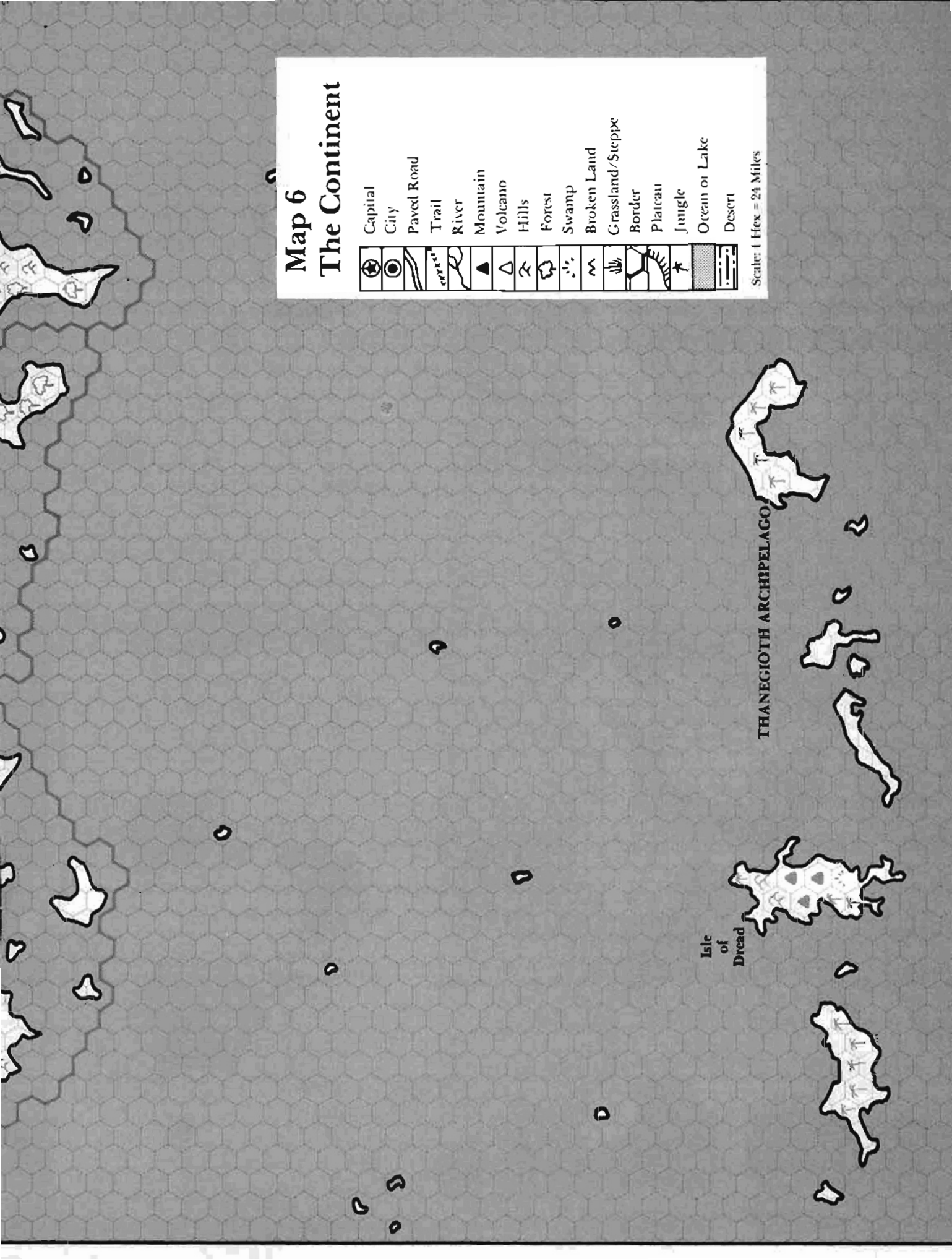
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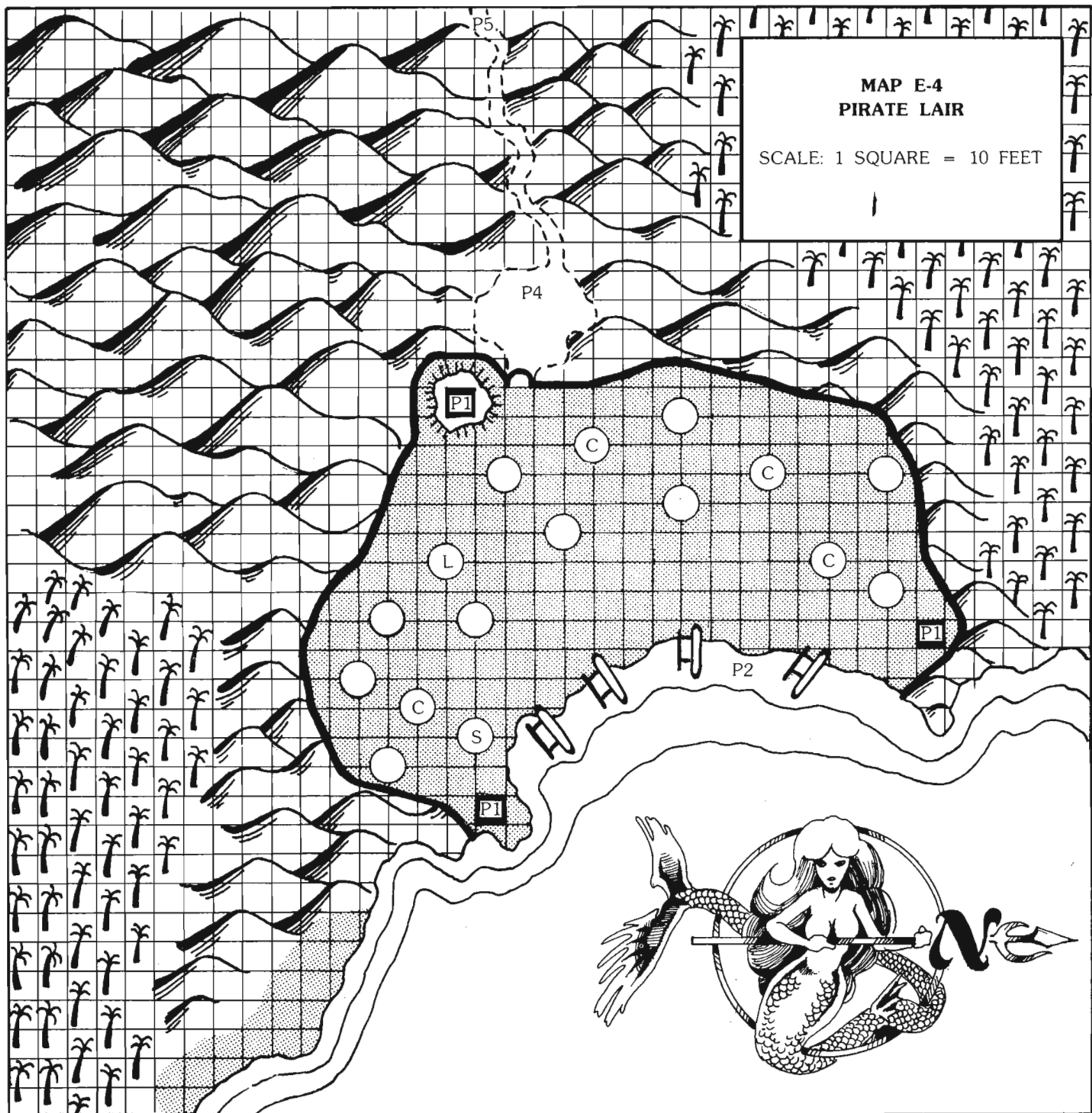
Steel River

Map 6 The Continent




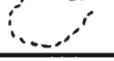

	Capital
	City
	Paved Road
	Trail
	River
	Mountain
	Volcano
	Hills
	Forest
	Swamp
	Broken Land
	Grassland/Steppe
	Border
	Plateau
	Jungle
	Ocean or Lake
	Desert




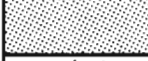

Scale: 1 Hex = 24 Miles





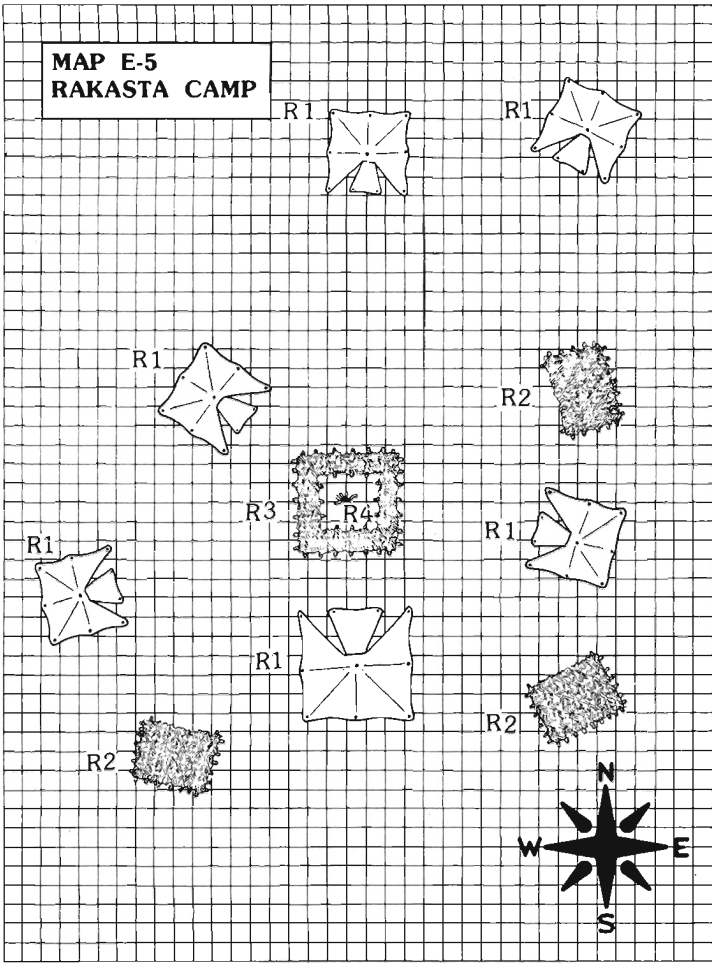
MAP E-4
 PIRATE LAIR
 SCALE: 1 SQUARE = 10 FEET
 1

-  Grass Hut
-  Watchtower
-  Thorn Wall
-  Cave
-  Tunnel

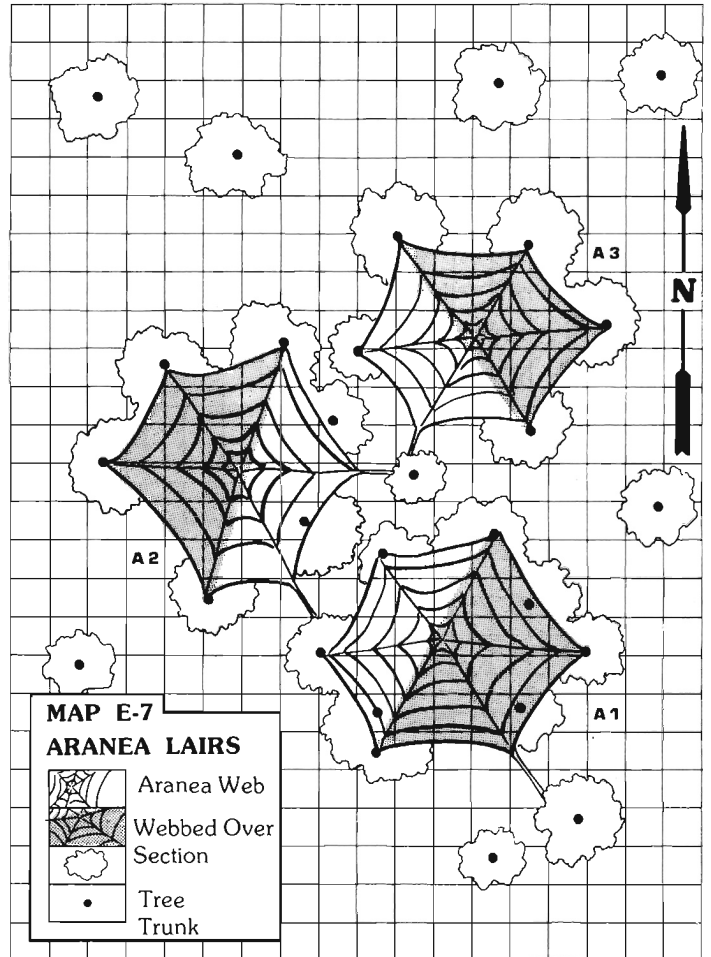
-  Outrigger Canoe
-  Hills
-  Jungle
-  Sand Beach
-  Raised Earth Mound

SCALE: 1 SQUARE = 10 FEET

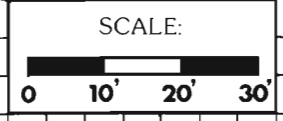
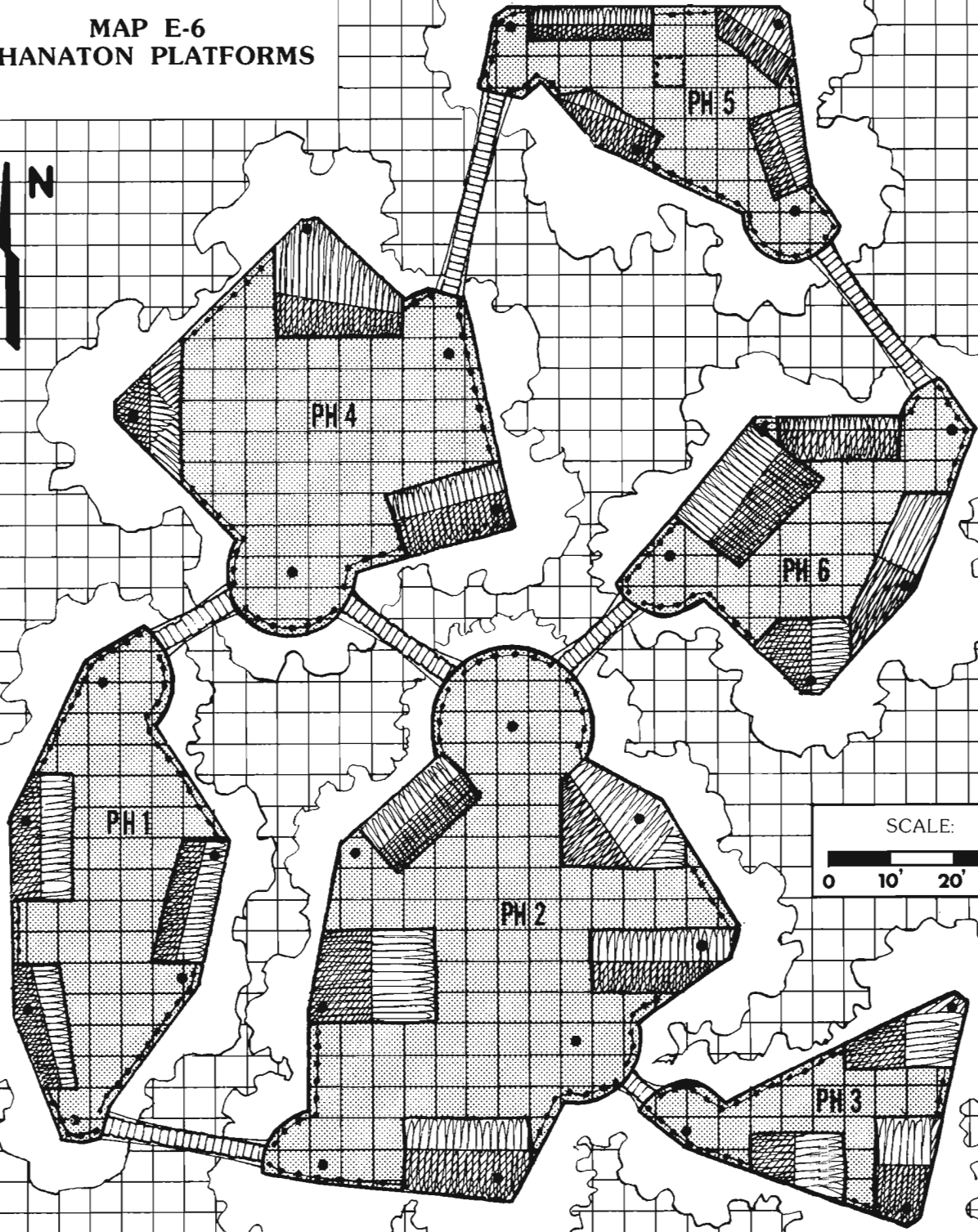
**MAP E-5
RAKASTA CAMP**



SCALE: 1 SQUARE = 10 FEET



**MAP E-6
PHANATON PLATFORMS**

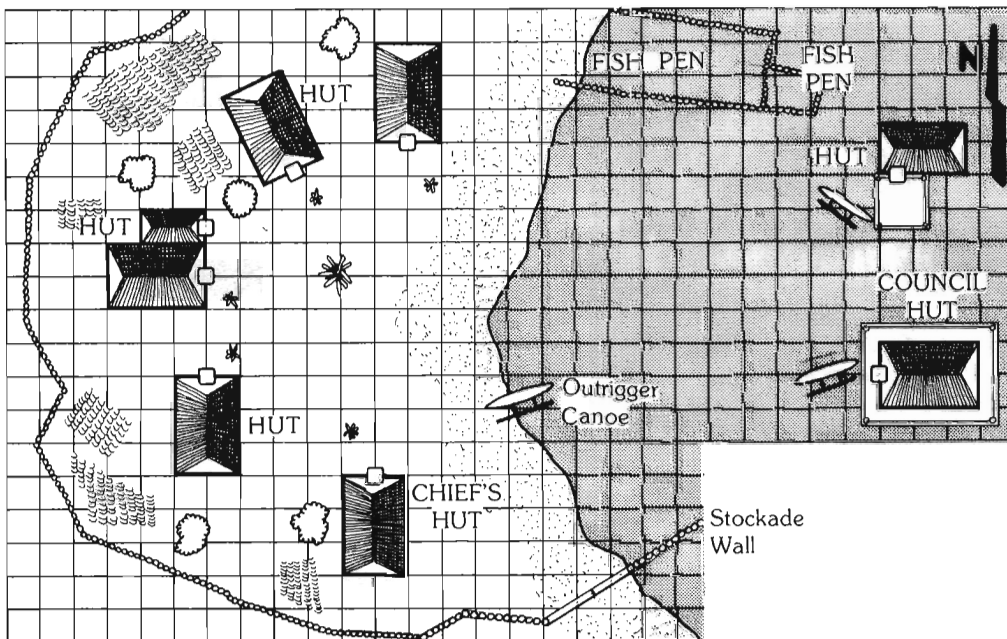


Trap Door		Railing		Tree Trunk	
Hut		Rope Bridge		Platform	

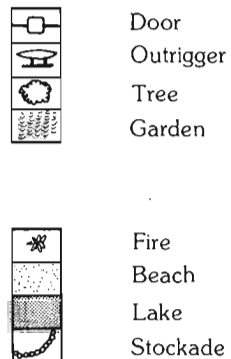
MAP D-2 THE CENTRAL PLATEAU



SCALE: 1 HEX = 1 MILE



MAP E-8
VILLAGE OF MANTRU
SCALE: ONE SQUARE = 10 FEET



Cutting Trees. If the characters try to cut down a tree, one treant will arrive in the first turn of activity. The treant will try to avoid being noticed, but will cause the tree being cut down to move away at 30' per turn. Each turn thereafter, one treant will arrive. The treants will do whatever they can to drive the party from the forest while avoiding combat as long as possible.

Starting a Fire. If a small campfire is lit, the forest will gradually recede from the camp, leaving a clearing 50' in diameter. Three treants will be in position around the camp, controlling the trees. They will do nothing if the party uses dead branches and brush for the fire. If the party collects living branches or wood, each treant will send 2 trees through the camp late at night. The characters will not be attacked unless they try to destroy the trees, but the trees will try to take or destroy as much gear as possible on one pass. If a fire-based spell is used, the treants will attack the caster.

Summary; Searching for Treants

<u>Party Is:</u>	<u>Chance to Discover Treants</u>
Not Searching	1 in 20
Searching for Creatures	1 in 6
Searching for Treants	3 in 6

- 3. CLIFF WALL.** The cliffs surrounding the central volcanic lake form a high, imposing wall of upthrust rock. Often shrouded in low clouds, the tops appear jagged, and in some places snow-covered. There are no clear trails over the cliff wall, but it appears that the wall can be scaled in many places. Even characters without climbing skill may attempt the climb, as there are obvious handholds and routes up the rock face. For all characters except thieves, the base chance of falling is 50%. This may be reduced 10% if a thief is with the party (to give guidance), by 10% if the character's Dexterity is 15 or greater, and by 20% if the characters are roped together (the DM may further adjust the chance of falling depending on other party actions). It will take 12 hours of climbing time to reach the top of the cliffs. During this time, normal encounters are still rolled for, but only the following apply: pteranodons (#4), pterodactyls (#5), and tremors (#12).

At the top, the rocks are covered with ice and snow, and the temperature is below freezing. No encounters will occur here, but characters who attempt to stay here overnight without warm clothing will suffer 2-12 points of damage from exposure. If the party has brought firewood, they can start a fire to keep warm, but there is none to be found here.

As the party descends into the volcanic crater (an 8 hour climb) the temperature will become warm and near tropical. Jungle vegetation covers the lower slopes, but the valley is sparsely populated with animal life. No normal encounters of importance will occur, but on a roll of 12 on 2d6, a minor tremor will shake the ground.

- 4. VILLAGE OF MANTRU (Map E-8).** This small village lies on the shore of the large crater lake. Its landward side is surrounded by a crude palisade of palm trunks and branches that extends into the water on both sides of the village. Part of this wall has been expanded to form two fish pens for keeping any extra fish from the daily catch. The village itself consists of six palm-thatched lodges that are raised about 2' off the ground on stilts. Further out in the lake are two more lodges, kept 3' above the water on stilted platforms. The small one (20' x 40') belongs to Umlat, the tribal cleric, an aged man. The larger building (30' x 50') is the main council lodge.

The village has 50 inhabitants who live by fishing and farming small gardens. They are divided into five large families who live

as one group sharing food and work. Each family has its own possessions — canoes, nets, tools, and lodges. These people are not warlike, but if attacked they will defend themselves to the best of their ability. If the characters do not attack the village, they will be met by a band of men from the village armed with spears. At first, spears will be thrown to fall short of the party. The villagers will then try to frighten the party away by shouting and gesturing. If the party remains non-hostile and friendly, the villagers will welcome the party and lead them into the village.

In the village, the party will be introduced to **Fano**, the "talking chief" and village leader; **Umlat**, the tribal cleric (both described later); and the "**chief**", a small stone carving of an old man that is kept in the council lodge on the lake. The party learns that all major decisions come from this "chief", while the "talking chief" (Fano) acts as a messenger and the interpreter of the "chief's" wishes. After this meeting (a solemn affair) there will be feasting on baked fish, fruits, yam paste, turtle soup, roasted birds, and fermented yam beer. This feast will be held on the beach, and great smoking fires will be lit to drive away insects. Lodging will be provided by several families. The natives will insist that at least one character sleep in each lodge. The natives will freely give anything a character asks for, but will expect the same in the future (the DM should use this tribal custom at least once during the adventure).

The characters may remain for as long as they wish, but after a short period of time they will be asked to help the natives by destroying a threat to the village. Fano and Umlat will carefully describe the attacks of a group of renegade tribesmen, now headhunters, who have been preying on lone villagers. These renegades have settled in a great ruined temple on the western side of an island in the center of the lake. The villagers cannot do anything to their enemy because the renegades are stronger and because the island is *taboo*. Although the villagers will aid the party by providing canoes and what equipment they can, they will not set foot on the island.

Fano, the "talking chief" (AC 9, F4, hp 26, #AT 1, D 1-6 or by weapon type, MV 120' (40'), ML 8, AL L). Fano is an elderly man, badly scarred and crippled in the left arm. His infirmity, his responsibilities to the tribe, and his superstitious fear of the island will prevent him from joining the party on the raid. His good will is important, however, as his opinion of the characters will decide the treatment the villagers give the party. Fano is good-natured, but proud of his position. He will not tolerate mockery of it or of the "chief" of the village.

Umlat, the tribal cleric (AC 9, C 6, hp 22, #AT 1, D 1-6 or by weapon type, MV 120' (40'), ML 8, AL L). Umlat is a pious man, devoted to his deity (**Oloron, Lord of the Skies**) but it seems that he has been both blessed and cursed. He is an extremely aged man, living many years beyond the normal lifespan of others in the tribe. The villagers ascribe this to the favor of his deity. However, he is frail and weak, and this greatly limits his activities. The villagers speculate that this weakness is due to some past failing. Because of his condition, Umlat cannot travel on adventures, or actively assist the party. However, he will make his spells available to aid the party in their task. The spells he normally uses are:

First Level: cure light wounds, purify food and water

Second Level: bless, snake charm

Third Level: cure disease

Umlat will pray for other spells, given one day's notice.

- 5. TABOO ISLAND.** The details of the TABOO ISLAND are given in **PART 4**.

PART 4: TABOO ISLAND

This island was once the center of the kingdom of the **Kopru**, until native rebellion destroyed their power (the players should not be told who or what the Kopru were; this is part of the taboo — for more details, see page 20). The rocky island is now dotted with small ruins, statues, and broken terraces. The largest ruin on the island is a temple that is carved into the cliff wall of the island's western shore. It can be most easily entered from the lake side, as its broad steps descend to the waters of the lake. This is where the players will begin the final stage of the adventure. The lair of the headhunters is on the first level of the temple complex (**Map E-9**).

The entire dungeon is damp and foul-smelling. The air is hot and stale. Small blind creatures will constantly scatter before characters, flitting here and there.

KEY TO THE FIRST LEVEL (Map E-9)

1. TEMPLE ENTRANCE. The entrance to the temple has been carved into the side of a rocky cliff. Two primitive docks of narrow poles and weak planking extend from the temple steps; several canoes are moored there. Two steps lead to a landing lined with pillars. The landing and pillars are made of red marble. Set on poles thrust into cracks in the floor of the landing are many shrunken heads, jawbones, feathered totems, and other primitive tribal symbols.

Three short flights of steps lead up to a second landing 5' above the first. To either side of the center steps is a stone foot and ankle, the remains of a huge statue that once straddled the stairs. The end stairways are each flanked by another red marble pillar. At the back of the second landing is an opening leading back into the cliff. The opening is flanked by another pair of pillars. Carved out of the angled back walls of the landing are two bas-reliefs of humans holding lighted braziers.

2. GUARD POST. The tribesmen have carefully narrowed the passage with mounds of rubble at this point so that only one character can pass through at a time. Waiting on the other side of the opening are 3 1st level fighters (AC 7, F1, hp 7 each, MV 120' (40'), #AT 1, D 1-6 or by weapon type, ML 8, AL C) and a 5th level fighter wearing bone armor and carrying a shield and **spear + 1** (AC 5, F5, hp 32, MV 120' (40'), #AT 1, D 1-6 + 1, ML 9, AL C). Able to observe intruders as they move down the hall, these guards will attempt to slay their opponents one at a time. If attacked with a **fire ball, lightning bolt**, or similar spell, these guards will gain + 1 on their saving throws, as they are well protected by cover. Should the morale of these guards fail, they will retreat to area **3**, the **main chamber**.

3. MAIN CHAMBER. This large hall was once the main worship area of the temple, but is now being used as the central living area of the tribe. The floor is covered with mats, bowls, and eating utensils made of bone. There is a blazing fire in the center of the chamber. The hall itself is two stories high with balconies on three sides (the dashed lines on the map). There is a rectangular hole (20' x 30') in the center of the ceiling that is open to the sky. To prevent debris and small creatures (such as bats) from entering, a net has been fastened across this opening. This net will not prevent characters from entering through here, nor will it support a character's weight. A rope hangs from one corner of the opening to the floor.

In the center of the wall opposite the entrance is a carved face that fills the area from the floor to the ceiling. It looks like a human or humanoid creature with its mouth agape. The carving has been cut and defaced, making the kind of creature it was difficult to identify. The other doors are all located on the balcony level.

In this chamber are 10 men and 12 women, the renegade tribesmen (AC 9, F1 or NM, hp 5, #AT 1, D 1-6 or by weapon, MV 120' (40'), ML 9, AL C), with 8 children. The men and women will fight while the children attempt to escape up the rope to the surface. Also, the men in areas **3A** and **3C** will reinforce the natives here in two melee rounds. Should the morale of the adults fail, those fighting will attempt to charge towards the exit to area **1**.

3A. The unmarried men of the tribe sleep in these rooms. Each room is hung with ornaments and headdresses of bones, feathers and fish scales. Short bows and spears lean against the walls. Mats, gourd pots of paints, and carved obsidian bowls filled with mud and ash are arranged in a circle around a small, smouldering fire. The ceiling is heavily stained with soot and the air reeks of grease, smoke, sweat, and fish. In each room seven young men armed with spears and bows and wearing primitive leather armor (AC 7, F1, hp 6 each, #AT 1, D 1-6 or by weapon type, MV 120' (40'), ML 9, AL C) are telling boastful stories to one another. Their arrows are coated with a gummy vegetable poison, which will cause 1-6 points extra damage and violent sickness and fever for 2-20 hours. A successful saving throw vs. Poison will negate the sickness and the additional damage.

3B. This room is reserved for unmarried girls. It is decorated like **3A**, except that the weapons here are daggers of bone and metal. There are also many tools — scrapers, needles, mallets, etc. There are 5 girls here. They are hairstyling, tattooing, filing their teeth, and otherwise "improving" their looks. These girls (hp 3 each) will not attack, but will try to flee if possible.

3B. This large room is the tribal chief's quarters. In this room are the following natives:

The Chief (AC 5, F7, hp 44, #AT 1, D 1-8 + 2, MV 120' (40'), ML 10, AL C) with a **sword + 2** and bone armor and shield.

His 3 sons (AC 7, F3, hp 16, 20, 17, #AT 1, D 1-6, MV 120' (40'), ML 9, AL C) with spears and leather armor.

The Witchdoctor (AC 6, C5, hp 21, #AT 1, D 1-6, MV 120' (40'), ML 9, AL C) with a bone club and bone armor. He can cast the following spells:

First Level: cause light wounds (x2)

Second Level: hold person, snake charm

5 women (AC 9, hp 3, MV 120' (40'), AL C) who will not fight.

The chief, his sons, and the witchdoctor will come to the aid of the families in area **3** should the alarm be raised. They will also investigate any unusual noises from the area. Should their morale fail, they will retreat to this room and make a stand.

The room is cluttered with pots, gourds, a rack of skulls, necklaces of bones, and many skins and furs of animals. Hidden in one of the skulls on the rack are 5 gems (1000 gp, 500 gp, 800 gp, 1200 gp, 50 gp). In a wax-sealed gourd is a potion of **fly-ing**. Hanging on the walls are 6 furs worth 100 gp each.

4. SECRET VIEWING CHAMBER. The secret door, unknown to the natives, leads to a small chamber near the main entrance. The hallway is extremely dusty and apparently unused. In the chamber, moldering rags and unidentifiable lumps dot the floor, presenting a variety of vivid colors to the eye. Along the south wall of the chamber are several large stone levers and a

corroded bronze tube. Hanging from small holes in the ceiling are three rotted ends of rope. These ropes and levers once operated mechanisms within the now-ruined statue that stood over the temple's entrance. The metal tube was used as a megaphone for the "god's" voice. The slanted section of the wall has a small niche carved in the back of the statue (**B**) in the northeast wall of area **1**. A person can stand in this niche and observe the landing (area **1**) through two small spy holes. However, the walls of the niche are lined with a brownish mold (actually, yellow mold: AC special, HD 2, hp 8, MV 0', #AT Special, D 1-6 plus spores, Save F1, ML Special, AL N). The mold is filmed with damp dust so its true color is not easily seen.

5. **PRIEST'S QUARTERS.** This secret chamber was where "the gods" watched the services held in their honor. The chamber is bare of furniture and has a heavy layer of dust and fine sand on the floor. The dust covers a trap door in the northeast corner, so it is unlikely to be noticed (a 1 in 6 chance). The trap door is weak and will break when stepped on, dropping the character into room **3** on the second level. The character will take 1-6 points of damage. In the northwest corner are stairs up to a narrow platform (**A**) above the corridor behind the eyes of the carved face looking into area **3** on the first level. Two small holes allow a character standing on the platform to view the **main chamber**. Between the two spy holes is a large wooden piston and handle. If given a strong hard pull, this piston will spray a 20' diameter cloud of inflammable dust through the nose of the face into the main chamber. Any open flames in this area will cause a fiery explosion for 4d6 of damage (a successful saving throw vs. Dragon's Breath will reduce damage by half). There is a 50% chance that any explosion in the main hall will cause a similar explosion on the platform where the piston is, resulting in 2d6 points of damage to anyone there.
6. **BLOCKED-UP PASSAGE.** The hallway ends in a crude wall of stones that completely closes the passage. This wall was built by the renegades to prevent creatures from the lower levels from entering their tribal home. So seldom has anything attempted to come through this wall, the natives no longer bother to guard it. If they have suitable tools, the characters can make an opening large enough for one character to get through in one hour.
7. **WEAKENED FLOOR.** Unused for many years, this section of the floor has been weakened from below. The stone and supporting beams have been rotted by water and slimes. The section marked by the **T** is sturdy enough to support one person crossing it at a time; 2 or more people will cause the section to break, dropping characters to the water-filled room below (**Level 2, room 1**). No damage will be taken by the characters.
8. **PRIVATE ALTAR.** This altar room contains several items once used by the priests in the worship of their "gods". Across from the door is a square stone pedestal. Next to it are several bone rhythym sticks, 3 inlaid and bejeweled bowls (worth 500 gp each), a crumbling bamboo flute, and the remains of a feather fan.

On the pedestal is a small, intricately carved stone box with two hinged doors. Inside is an unusual statuette of gold and coral. It looks like an amphibious humanoid with a smooth head, large eyes, and a tentacled, sphinctered mouth. The torso is human-like, with two arms that end in webbed, clawed hands. From the waist down, the body divides into three long tentacles ending in fluke-like fins, each tipped with a single large claw. (This is a **kopru**; see the description at the end of the module.) The statuette is worth 2000 gp.

All who look at this statue must make a saving throw vs. Spells. Failure means the character becomes a secret servant of the Kopru (see description) until the power of the statuette is destroyed. This happens when the statuette is **blessed** by a Lawful cleric or physically destroyed.

The corridor beyond this room is blocked by fallen rock and is impassible (the DM can have this lead to additional areas of his or her own design, if desired).

KEY TO THE SECOND LEVEL (Map E-10)

Special note: Part of this level is underwater to the depth of 5'. The DM should keep track of which areas are flooded and how deep the water is; periodically reminding the players (via description) of this special condition. Careful attention should be paid to normal light sources, as these can easily be extinguished or made useless if gotten wet.

1. **WATER-FILLED CHAMBER.** Formerly a torture chamber, this room has flooded with water to a depth of 5'. Characters less than 4' tall and wearing metal armor must keep their heads above the water in some manner, or they will quickly drown. The ceiling above is reddish-black from an oxidizing rot, and the supporting beams are almost entirely rotted away. (Characters who enter from the hall may break and smash their way through the ceiling to room **5** on the first level.)

Several small, harmless cave fish live in this room and the flooded corridors beyond. These will occasionally bump against the legs of the characters, feeling cold and slimy. There are several sharp metal, stone, and glass items hidden underwater. Unless the characters probe ahead with sword, spear, staff, or pole, each character has a 1 in 6 chance of stumbling and stepping on a sharp item every 10' travelled. Stepping on an item will cause 1-2 points of damage.

The door leading out of this chamber is open, revealing a passage that is also filled with water to a depth of 5'. Along the passage are cells with iron bars. The bars are badly corroded and may be broken by any character who rolls his or her Strength or less on 1d20. All the cells are empty.

2. **CHAMBER OF THE GREAT ONE.** The doors to this chamber are 15' above the level of the chamber floor. The chamber is filled with water to the level of the surrounding flooded passages. If the characters are not probing ahead, they will stumble on the stairs (or dais steps) and fall into the room, taking no damage. Three albino Mako sharks (AC 4, HD 4, hp 26, 29, 19, #AT 1, D 2-12, MV 180' (60'), Save F2, ML 7, AL N) live in this chamber. They are extremely hungry and will attack any character or creature who tries to swim across the chamber.

- 2A. At this point on the dais, 5' below the water's surface, rests a giant oyster (AC 5 open, -2 closed, HD 10, hp 55, #AT 1, D 4-24, MV 0, Save F5, ML none, AL N). The DM must decide when the party can see it. Between its open valves is a large black pearl (3000 gp).

If the oyster is attacked from a distance, it will close its shell and not open for at least a turn. The pearl may be "picked" from the open oyster (non-thieves can be given a 5% worse chance than a 1st level thief, at the DM's option). Failure means the oyster closes, possibly trapping the unsuccessful character (roll a normal melee attack). The oyster will not open by itself while under attack. It can be pried open by several characters with a combined Strength of 50+ (a **knock** spell will also work).

3. LAIR OF GUARDIANS. The floor of this room is covered with small puddles and the walls of this room are lined with statuary, some of graceful creatures, others of women with children and others of fierce monsters. All the statues are well fashioned, but have deteriorated due to age and moisture. The stone glistens a green-streaked red when struck by light, giving even the simplest and most innocent pieces an unwholesome look. At the point where the secret door is located is a larger puddle of water. In the center of the room's ceiling is an obvious trap door to an upper floor (**Level 1, room 5**). This trap door is wooden and appears to be severely rotted.

Coiled around several of the statues are a total of 4 spitting cobras (AC 7, HD 1, hp 6, 4, 2, 2, #AT 1, D 1-3 plus special, MV (30'), Save F1, ML 7, AL N). They are cold blooded and cannot be distinguished from the statue by infravision. Though they can be seen in normal light, the snakes will not attack unless they are approached. At the base of a statue in the northeast corner is a 50 gp gem.

There are 2 exits from this room: the passageway north to **8** and the secret door in the south wall. At the point on the map marked "Δ" is a hidden trigger that will drop the portcullis across the north entrance to this room when the first character steps on it. Raising the portcullis will require the efforts of several characters (with a combined Strength of 50+, for example). On the other side of the secret door, the hallway is flooded. The doors open inward and any characters near this door when it is opened will be swept off their feet, and 20-120' (2d6 x 10') down the hall towards the shaft in area **8**. They will be knocked around considerably, taking 2-8 points of damage. Characters not standing near the secret door will be able to brace themselves and remain on their feet. Should the secret door be opened from the other (hall) side, all characters in the water will be swept through the door as above.

4. PIRANHA POOL. Just in front of this section of hallway is a short staircase that leads up to a platform just above the level of water. The floor of the platform is damp and covered with pale fungus, cold and slimy to the touch. If the fungus is cleared away and the floor examined by a dwarf, the dwarf will notice that the rock below must have been too hard to carve through, thus making this change in passage depth necessary.

Beyond the platform, the steps lead back down into the flooded hall. This section contains 3 giant piranhas (AC 6, HD 3 + 3, hp 14, 18, 20, #AT 1, D 1-8 bite, MV (50'), Save F2, ML 8, AL N) who have only fed on small lizards, rats, and snakes. They will attack anything that enters the water.

5. PRIEST'S CHAMBER. The door to this room is closed and, if examined, will look tightly sealed. It has kept the water out of the chamber. Should the door be opened without precautions, anyone in the water will be swept into the room for 1-6 points of damage. In the chamber are several stone benches and a small altar stone. Hanging from a stone hook on the wall is a bone-handle **mace +2**, while hidden in a secret compartment on the right side of the altar are 500 gp and 2 coral statuettes worth 1000 gp each. This compartment will be hidden underwater if the room is flooded. There is nothing else in the chamber.

6. RAT LAIR. As characters move down this hallway, they will see several large, rough holes in the walls just above water level. These holes are the tunnels of giant rats, who will swim out and attack the characters from both sides as they pass by. There are a total of 10 giant rats (AC 7, HD 1/2, hp 2, #AT 1, D 1-3 bite plus disease, MV (40'), swimming (20'), Save NM, ML 8, AL N). They are attracted by light and scent. Should the

morale of the rats fail, they will retreat into the tunnels and hide. The tunnels are dug out of dirt and are wide enough for a half-ling to crawl through. The large chamber at the end of several of the tunnels is the main lair of the giant rats. The rats will attempt to flee if invaded, but if cornered they will fight ferociously to the death. In the lair are rags, some bones, a gnawed scroll (with a **levitation** spell on it), and three metal potion bottles (2 potions of **healing** and a contaminated potion, now a deadly **poison**).

7. FIRE TRAP. This room had originally been trapped to fire a burst of flame from a hole near the north wall. Now the room is flooded with 5' of water, but the trap still operates — in a different manner. Across the center of the room is a wire set about ankle height (therefore hidden underwater). If it is broken or pulled, it will release a spray of fine oil into a 10' wide, 10' long area in front of the north door. This is special oil that will ignite on contact with water. As the oil bursts into flame, a mist of water will cover any character in the area, igniting any remaining oil. The oil will burn for 6 rounds and will do 3 points of damage per round to characters in the fire. The oil may be wiped off.

The burning oil will make the air in the chamber smoky and hard to breathe, requiring characters to leave this room as quickly as possible. (The DM should try and cause the party to move quickly here, by any means preferred: a description of the rapidly dwindling air supply, a few points damage, saving throws vs. Death Ray for unconsciousness, etc.) The door screened by the flame may be opened by characters moving underwater on a roll of 1 on a six-sided die. When the door is opened, the water will rush out of the room, sweeping unprepared characters into the lowered portcullis beyond. This will cause 1-4 points of damage to the first character to strike. If the door to the flooded hall is opened, water will rush through the portcullis (and down the stairs) for 2 minutes (12 rounds). The characters will be thrown against the portcullis and underwater, taking 1-2 points of damage each round until the characters take some action to keep their heads above the level of the water. On the east wall between the door and the portcullis is a lever which will raise the portcullis if pulled down. If characters raise the portcullis while the water is still flowing, they will be swept down the stairs to **level three**. This will cause 2-12 points of damage to all characters involved.



8. BOILING WELL. In the center of the hallway is a circular shaft of carved stone that descends out of sight. Sixty-five feet below the level of the floor, the shaft is filled with boiling water. The shaft forms a "U", trapping water at the bottom. The other end of the "U" opens into a ledge overlooking the great cavern on **level three** (location **C**). This water is heated by volcanic action. Characters may swim the distance, but unless they have some method to protect themselves from the boiling water, they will suffer 2-20 points of damage. The water in the well cannot be bailed out, as hot water constantly seeps in.

KEY TO THE THIRD LEVEL (Map E-11)

This is a single natural cavern of great size. The air is hot, steamy, and foul with volcanic gases. The floor of the cavern is a field of bubbling mud pots, small geysers, hot springs, and mineral crusts. The colors are rich reds, browns, and yellows, combined with blacks and greys. Terraces crusted with deposits from mineral springs extend from the sides of the cavern at several points. Stalactites hang from the ceiling, and merge with stalagmites in several places to form pillars from the roof to the floor. The heat of the chamber will prevent the use of infravision. Occasional flares of ruddy light, combined with great bursts of steam from the depths of some of the hot springs, will briefly illuminate small points in the room.

When the characters are moving about the floor of this cavern, there is a 1 in 6 chance per turn that one of the following events will happen (roll 1d6):

1. mudpot bursts, spraying random party member with hot mud (1-3 points of damage)
2. geyser sprays random party member with hot steam (1-4 points of damage)
3. cloud of steam from hot springs covers 10' diameter area, blinding all within it for 1-4 rounds (randomly determine which member it centers upon)
4. boiling water splashes random party member (1-3 points of damage)
5. gas bubble bursts near random party member; save vs. Poison or be nauseated for 1 round (no action may be taken)
6. small tremor shakes the cavern

A. THE MINERAL TERRACE. This terrace leads to the stairs to **level 2**. If characters have been washed down these stairs, they will be able to stop themselves here. The terrace is white with calcium deposits and hot enough to be painful, but not damaging. All terraces are somewhat slippery and there is a 1 in 10 chance of slipping if care is not taken. The characters will attack at -3 to hit and defend at -3 (3 AC worse) due to the wet, unsure footing and have a 10% chance per round of slipping. Characters who slip will lose at least one melee round while they stand, and may even slip off the terrace (at the DM's option).

B. THE KOPRU. In the bubbling mud at each location is a concealed **kopru** (two total: AC 3, HD 8+4, hp 44, 49, #AT 2, D 1-4/3-18 or charm, MV 150' (50'), Save F9, ML 9, AL C). They are amphibious humanoids who dwell in the hot geyser pools.

The kopru will use their special **charm** ability to capture members of the party, or perhaps lure them off the paths and into the geyser basins. Characters who fall into a geyser basin will take 1-8 points of damage each round from the boiling water. If the charm attempts fail, the kopru will either physically attack characters on the paths or hide in the hot mud, awaiting a chance to strike again. If the party is obviously stronger or is trapped on a terrace, the kopru will not pursue, but will wait in the bubbling mud. If the party is badly hurt or obviously weak, the kopru will attack both mentally and physically.

The kopru will never surrender and will attempt to enslave as many characters as possible. Should the entire party be enslaved, the kopru will attempt to use them to restore the kopru's ancient kingdom. (If this happens, the DM can either start thinking up ways the characters can serve the kopru, or retire the captured characters from the campaign, perhaps to be re-introduced later as NPCs. The DM and players should talk it over and come up with their own solution.)

C. BOILING WELL. This is the topmost terrace of the level. Here is the hot spring that is connected to the U-shaped shaft to area **#8 of level 2**. Characters may swim to the other side of the shaft and climb out, taking 2-20 points of damage unless protected from the heat. On the terrace beside the spring is a bag, almost unnoticeable under a crust of minerals, containing 5 emeralds worth 1000 gp each. The party will only find it if they search the terrace.

D. CAVERNS. This set of terraces leads to a series of natural caverns. These caverns are left unmapped so the DM can create his or her own special encounter areas. Many cave-dwelling creatures might live here, and there may be exits up to the plateau.

E. WEAK CRUST. This section of trail is actually nothing but a weak crust over a hot spring. Unless the path is probed first, the lead character will break the surface. The character will drop into the hot water, suffering 1-10 points of damage the first round and 1-8 points each round until rescued. The crust will be crumbling and dangerous around the edges and characters will not be able to come closer than 5' to the edge without also falling in. Ropes, poles, and rescue techniques like those used on thin ice may be used to save the character.

F. THE HIDDEN THRONE. Set on the topmost terrace, directly under a dripping stalactite, is a throne. On the throne sits a grinning skeleton. Mineral-rich waters, falling from the ceiling over many years, has encrusted the skeleton and throne, hiding all but the most general features. In front of the throne (and hard to see under the mineral crust) is a sword. On the skeleton's finger is a ring, similarly concealed. They are entirely ordinary in appearance. The ring is a **ring of telekinesis** and the sword is a **sword +2, charm person ability** (non-intelligent).

Further Adventures On The Isle of Dread

Since this module gives a great deal of detail on the Isle of Dread, the DM may desire to use the locations and descriptions found herein after the main adventure has been played. To aid the DM in this, some suggestions for further adventures on the Isle of Dread are listed below. Each is accompanied by a short description of how the adventure might be handled.

1. Destroy the Zombie Master. This is a short adventure suitable for use before the characters venture inland for the first time. The village of Tanaroa has been plagued recently by the attacks of undead creatures. The villagers are frightened and the tribal leader seems to be losing the authority necessary to maintain order. If questioned, the people will only speak in frightened terms of the Zombie-Master. At night zombies and ghouls will prowl the paths, killing lone travellers.

As seen on the map, each section of the village surrounds a graveyard. These graveyards are infested with tunnels and unwholesome creatures, at the center of which is the Zombie-Master. The DM would have to prepare for this adventure by drawing and populating the tunnels under the graveyard.

2. Map the Island. Information is always valuable. After having opened up new territory, a merchant prince or curious map maker might wish for more information about the island. The party could be hired to make a careful survey of the island, mapping the terrain and noting important features. This would be a dangerous and time consuming task.

3. The Dinosaur Hunt. A powerful and well-equipped party might find it quite worthwhile to try to kill several dinosaurs and

carry all or part of their bodies back to the mainland. It is likely that the rare essences and parts of these beasts would bring a good price from wizards or collectors of the unusual.

4. Exterminate the Pirates. To provide secure trade with the mainland, it is first necessary to destroy the pirates. The adventurers could be given the use of a ship by mainland merchants for the adventure. The pirates described in the module would be used. If the DM feels the pirates are not strong enough to challenge the party, the pirates may be increased in level or number, or given stronger defenses.

5. Bring 'Em Back Alive. A tough challenge for strong characters would be to capture some creature alive and take it back to the mainland. At the request of some wizard or king the party could attempt to capture one of the giant monsters, uncharmed or charmed, and bring it back. If this deed were done voluntarily, the reward could be sizable — enough to make the effort worthwhile. Monsters suitable or challenging for this adventure would include a pterodactyl, tyrannosaurus rex, stegosaurus, or perhaps even a giant ape. Such an expedition would require careful planning: how to catch the monster, how to keep it quiet, how to move it overland, and how to get it across the ocean. It would not be unusual for the princes or princesses of Glantri to want a live monster from the Isle of Dread.

6. Sunken Treasure. The characters could find a treasure map which gives a description of a shipwreck near the Isle of Dread. The information in the description should be enough for the characters to recognize the island (the wall, the dinosaurs and the unusual races), the general location where the ship might be found (for example, on the southwestern side, between the smoking mountains and the reef), and a description of the ship's cargo. The sunken ship should, of course, be inhabited by a sea monster.

Creating Human Encounters

Human encounters can either be natives or other adventurers with native guides and bearers. When these are encountered, the group can be set up by the DM, or created randomly on the following tables. The number appearing is 2-12.

Class (1d10)	Level (1d12)	Alignment (d8)	Sex (1d6)
1-6 Normal Human	1-5 1st	1-3 Lawful	1-3 Male
7 Cleric	6-8 2nd	4-5 Neutral	4-6 Female
8 Fighter	9-10 3rd	6-8 Chaotic	
9 Magic-user	11 4th		
10 Thief	12 5th		

Generally, the natives on the Isle of Dread are peaceful and fight only if attacked. Most will have Armor Class 9, though some may have the equivalent of leather armor (AC 7) or special armor made out of hardened fish or animal bones (AC 5). Warriors will usually be armed with spears and short bows. Spells can be assigned or rolled randomly by the DM. Magic items can be assigned or rolled for as in the D&D Expert rules. Since setting up a human party can be time-consuming, three typical parties are given below:

Wandering Human Party #1

Class & Level	Sex	hp	AC	AL	Magic Items and Spells
fighter: 4	male	20	2	L	none
magic-user: 1	male	4	9	L	charm person
thief: 1	female	2	7	C	potion of diminution
normal human: 0	male	1	9	N	none
normal human: 0	female	3	9	C	none
normal human: 0	female	3	9	L	none

Wandering Human Party #2

Class & Level	Sex	hp	AC	AL	Magic Items and Spells
fighter: 2	female	13	1	N	Plate mail + 1, war hammer + 1
magic-user: 3	female	8	9	N	detect magic, protection from evil, phantasmal forces
normal human: 0	male	4	9	N	none
normal human: 0	male	1	9	L	none
normal human: 0	male	2	9	C	none

Wandering Human Party #3

Class & Level	Sex	hp	AC	AL	Magic Items and Spells
fighter: 3	male	14	2	C	axe + 1
cleric: 2	female	10	2	L	purify food & water
magic-user: 1	female	1	9	C	sleep
thief: 2	male	7	7	N	sword + 1, + 3 versus dragons
normal human: 0	male	4	9	L	none
normal human: 0	male	1	9	N	none
normal human: 0	male	2	9	C	none
normal human: 0	male	2	9	C	none
normal human: 0	female	4	9	L	none

Sample Native Leaders

The DM should create NPC personalities as needed to populate the Isle of Dread. The main purpose of such NPCs is to help set up the background. They are not meant to adventure with the party or openly attack it. The following native leaders can be placed in any of the seven villages or used to inspire other NPCs created by the DM. Note that the figures for number of attacks and damage, Armor Class, and hit points have already been adjusted for Strength, Dexterity, and Constitution. The war leaders are assumed to have shields and spears (armor will improve their AC). Three matriarchs and three war leaders are provided. Details for the leaders of the other villages and for the Zombie Masters are left to the DM.

Matriarchs

J'kal (AC 9, NM, hp 5, #AT 0, MV 120' (40'), ML 10, AL L; S8, I14, W14, D11, C8, Ch12). This aged and respected woman is a shrewd leader and a brilliant strategist. She has a **medallion of ESP, 30'**. Through her experience and clever use of this item, she usually takes the best course of action.

Sanar (AC 9, T3, hp 8, #AT 1, D 1-4 or by weapon, Move 120' (40'), ML 10, AL C; S9, I14, W9, D12, C10, Ch17). This schemer has one goal — to become leader of all the villages! She sees trade with the mainland as a tool to this end. Sanar will use any person any way she can as long as they can serve her ends. She is ruthless and treacherous, but practical, and she respects those who bargain from strength.

Kuna (AC 9, NM, hp 3, #AT 0, MV 120' (40'), ML 6, AL N; S12, I6, W7, D12, C12, Ch15). This matriarch is neither very bright nor very brave. She will often act on a whim, but is never intentionally cruel. Although Kuna is content to let her advisors make the decisions while she remains the figurehead, she will

occasionally use her Charisma to sway them. She is much loved.

Tribal War Leaders

Bakora (AC 6, F5, hp 36, #AT 1 at +2, D 1-6+2, MV 120' (40'), ML 10, AL N; S16, I8, W10, D16, C17, Ch11). Because of his skill with weapons, this warrior is highly respected by his village. Though he is not extremely intelligent, he does have good advisors. Bakora is strong-willed and somewhat superstitious.

Kuro (AC 7, F4, hp 24, #AT 1 at +3, D 1-6+3, MV 120' (40'), ML 10, AL L; S17, I10, W9, D15, C16, Ch12). This mighty leader carries a family heirloom, a **spear +1**. Though he is first a warrior, Kuro is also a kind and honest man. His fair and just treatment of his people and of captured enemies has earned him respect and fame throughout the seven villages.

Masawa (AC 7, F4, hp 20, #AT 1 at +1, D 1-6+1, MV 120' (40'), ML 10, AL C; S15, I10, W8, D14, C13, Ch7). This arrogant warrior is feared by the people of his village, not only because of the great war skills of which he boasts, but because of his cruelty to those who cross him. Masawa does not like strangers. He does not want trade with the mainland, but has been overruled by the village matriarch.

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PART 5: NEW MONSTERS

The monsters in this section are special additions for the **Isle of Dread**. Of course, the DM may use them elsewhere and may alter their statistics if desired. Any of these monsters could have giant-sized variations with more hit dice, better Armor Class, and the ability to cause more damage. Special monsters can also be designed for a specific party by assigning hit points instead of rolling them. Leaders of a group will usually have high or maximum hit points. Additional prehistoric creatures may be found in the D&D® Expert rulebook.

Allosaurus

Armor Class:	5	No. Appearing:	0 (1-4)
Hit Dice:	13	Save As:	Fighter: 7
Move:	150' (50')	Morale:	9
Attacks:	1 bite	Treasure Type:	V
Damage:	4-24	Alignment:	Neutral

An allosaurus is a huge carnivorous dinosaur which runs upright on its large hind legs. It stands almost 15' tall, and weighs several tons. The allosaur's attack is to bite with its large jaws, which are filled with dagger-like teeth. Allosaurs hunt most often in lowland hills and plains.

Ankylosaurus

Armor Class:	0	No. Appearing:	0 (1-8)
Hit Dice:	7	Save As:	Fighter: 4
Move:	60' (20')	Morale:	6
Attacks:	1 tail	Treasure Type:	Nil
Damage:	2-12	Alignment:	Neutral

The body of an ankylosaurus is covered with thick bony armor and ends in a massive club-like tail. This dinosaur walks on four legs and eats plants. It is 15' long, 4' tall and weighs 4-5 tons. An ankylosaurus is usually found in jungles and hills.

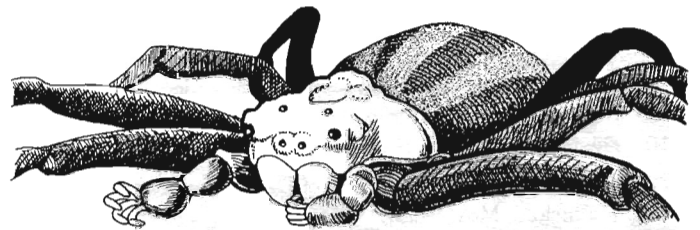
Aranea

Armor Class:	7	No. Appearing:	1-3 (1-6)
Hit Dice:	3**	Save As:	Magic-user: 3
Move:	60' (20')	Morale:	7
In web:	120' (40')		
Attacks:	1	Treasure Type:	D
Damage:	1-6 + poison	Alignment:	Chaotic

Aranea are an intelligent giant spider race. They are as large as a small pony, and are greenish-brown in color. An aranea can be distinguished from other giant spiders by the massive odd-shaped lump on its back that houses its large brain. Aranea are web-spinners, and their bite is poisonous.

The front limbs of an aranea are divided into flexible digits. The aranea uses these to grasp prey and manipulate simple tools. In addition, the aranea can cast spells as a 3rd level magic-user (two 1st level and one 2nd level spell) and they spend much of their time in magic research.

Aranea live in dense forests or jungles, spinning their web homes high in the trees. Part of the web will be roofed with bark, leaves, and vines held together with web. In the covered part of their lairs, the aranea keep their crude tools, magic research, and crude "furniture" of web, vines, bark, and wood. They are the traditional enemies of the **phanaton**, and will attack them on sight. They are friendly with bugbears and often hire them to guard the forest beneath their lairs.



Brontosaurus

Armor Class:	5	No. Appearing:	0 (1-3)
Hit Dice:	26	Save As:	Fighter: 13
Move:	60' (20')	Morale:	8
Attacks:	1 bite/1 tail	Treasure Type:	Nil
Damage:	2-12/3-18	Alignment:	Neutral

A brontosaurus is one of the largest of all dinosaurs. It has a massive body with a small head, long neck, and a strong, tapering tail. The creature is 65' to 75' long and weighs more than 30 tons.

A brontosaurus is so heavy that it needs to spend most of its time in water, so that the water helps support its weight. If only its neck shows above water, the brontosaurus may be mistaken for a plesiosaur or sea serpent. This dinosaur eats plants, and can only be found in deep marshes or on the edge of swamps.

Dimetrodon

Armor Class: 5	No. Appearing: 0 (1-6)
Hit Dice: 7	Save As: Fighter: 4
Move: 120' (40')	Morale: 8
Attacks: 1 bite	Treasure Type: V
Damage: 2-16	Alignment: Neutral

A dimetrodon is a sail-backed, meat-eating dinosaur. The "sail" is a comb of long bony spines connected with a skin webbing. The dimetrodon is about 10' long and weighs nearly a ton. Dimetrodons hunt most often in hills and in the drier areas of swamps.

Elk (Giant)

Armor Class: 6	No. Appearing: 0 (1-6)
Hit Dice: 8	Save As: Fighter: 4
Move: 120' (40')	Morale: 7
Attacks: 1 butt	Treasure Type: Nil
Damage: 1-12	Alignment: Neutral

Giant elk inhabit hills and plains. They are 10-12' long and weigh nearly a ton. Their antlers often span 10' or more. Giant elk eat shrubs and grasses. They are preyed upon by dire wolves and sabre-tooth tigers.

Grangeri

Armor Class: 5	No. Appearing: 0 (1-6)
Hit Dice: 13	Save As: Fighter: 7
Move: 120' (40')	Morale: 7
Attacks: 1 bite or trample	Treasure Type: Nil
Damage: 2-12 or 3-18	Alignment: Neutral

Grangeri look like a cross between giant hornless rhinoceri and giraffes. Their long necks let them reach and eat leaves from the tops of trees. A grangeri is about 30' long and stands 20' tall.

Kopru

Armor Class: 3	No. Appearing: 1-3 (1-3)
Hit Dice: 8+4	Save As: Fighter: 9
Movement: 30' (10') Swimming: 150' (50')	Morale: 9
Attacks: 1 bite/1 tail or charm	Treasure Type: I+N
Damage: 1-4/3-18	Alignment: Chaotic

The kopru are a race of heat-loving amphibians of great intelligence and power. Their heads are smooth with large eyes and a tentacled, sphinctered mouths. They have human-like torsos and two arms ending in webbed, clawed hands. From the waist down their bodies consist of three fluke-like tails, each ending in a sharp ripping claw. Kopru have a +2 bonus on their saving throws against magical attacks.



While they do not truly hate all men, they view humans as nothing but brutes to be used, played with, and controlled. Their expansion has been severely limited by their need for very hot, wet environments (hot springs, tropical swamps, and so forth) and their civilization has been in decline for many years.

In combat, a kopru will bite while coiling all three of its tails around a single victim in a powerful crushing attack. However, more deadly than the normal attacks of the kopru is its special charming power. Instead of attacking normally in a round, the kopru may use this power on any one opponent within 30'. If the victim fails to make a saving throw vs. Death Ray, the character becomes totally obedient to the mental commands of the kopru. If the saving throw is successful, no similar attack from the same group of kopru will be effective.

The special charm of the kopru is different from the **charm person** spell, in that the person will act normally (including the use of spells and magic items), but will be totally committed to the interests of the kopru. The kopru will know the thoughts and memories of the charmed character. A character may only be controlled by one kopru at a time, but there is no limit to the distance at which a character may be controlled. The charm can be broken by a **dispel magic** or by the death of the controlling kopru. In addition, the controlled character gets a new saving throw at the beginning of each game month. If successful, the character breaks free of the charm.

Megatherium

Armor Class: 6	No. Appearing: 0 (1-6)
Hit Dice: 11	Save As: Fighter: 6
Move: 90' (30')	Morale: 7
Attacks: 2 claws	Treasure Type: Nil
Damage: 2-12/2-12	Alignment: Neutral

A megatherium is a giant ground sloth that eats leaves, roots, and shrubs. It stands 24' tall and can walk erect on its hind legs, though it usually walks on all fours. It is slow, stupid, and peaceful unless provoked.

Native

Armor Class: 9	No. Appearing: 0 (3-30, village 30-300)
Hit Dice: 11	Save As: Fighter: 1
Move: 120' (40')	Morale: 7
Attacks: 1	Treasure Type: A
Damage: 1-6 or by weapon	Alignment: Any

Natives are primitive people who live in jungles, wilderness, or on tropical islands. The warriors of the more warlike tribes (including cannibals) will all be 1st level fighters but the natives of peaceful tribes are mostly normal humans with fewer higher level leaders. Most natives wear no armor (AC 9), but some will wear the equivalent of leather armor (AC 7), and the tribal chiefs may wear special armor of hardened bone or lacquered wood that is the equivalent of AC 5 or 6. Natives may also carry shields.

For every 20 natives, there will be an additional 2nd level fighter who acts as their leader. For every 40 natives, there will be an additional 4th level fighter as war leader. For each village of at least 100, there will be a chieftain who is a 6th level fighter and a 50% chance for a tribal shaman who will be a magic-user or cleric of at least 5th level. If 300 are encountered, there will be a "great chief" of at least 9th level with a bodyguard of 2-8 warriors of 4th level.



Phanton

Armor Class:	7	No. Appearing:	0 (3-18, village 30-300)
Hit Dice:	1-1	Save As:	Fighter: 1
Move:	90' (30')	Morale:	7
Glide:	150' (50')	Treasure Type:	Nil
Attacks:	1	Alignment:	Lawful
Damage:	1-6 or by weapon		

The Phanton look like a cross between raccoons and monkeys. They are roughly halfling-size and have 4' long tails that can grasp objects, and even manipulate them clumsily. For example, when fighting in the trees, a phanton will often wrap its tail around a branch for support. In addition, phantons have membranes of skin stretching from arm to leg, that they can spread and glide from branch to branch. They have a +2 bonus on all saving throws due to their small size and agility.

Phanton prefer to eat fruits and vegetables, though they may eat meat. They live in tree-top villages built on platforms of wood and woven vines connected by rope bridges. Each village of 30-300 will be a separate clan. They are the allies of treants and dryads, and are friendly with elves. Phanton are the traditional enemies of **aranae**, the spider-folk, and will attack them on sight.

For every 30 phanton, there will be a clan war chief who will have 3 hit dice and at least 15 hit points. He will also have a bodyguard of 2-12 phanton warriors who fight as 2 hit dice monsters and have 7-10 (1d6 + 4) hit points each. For every hundred phanton, there will be a tribal subchief with 6 hit dice, 30 hit points, and a +1 bonus to all damage rolls. The subchief will have 2-8 (2d4) bodyguards with 3 hit dice and 15 hit points. If 300 phanton are encountered, there will be a tribal king who has 8 hit dice, 50 hit points, and a +2 bonus to all damage rolls. His bodyguards will be 4 phanton warriors with 6 hit dice, 30 hit points, and a +1 bonus to all damage rolls.

Phororhacos ("Sword Beak")

Armor Class:	6	No. Appearing:	0 (1-8)
Hit Dice:	3	Save As:	Fighter: 2
Move:	150' (50')	Morale:	8
Attacks:	1 bite	Treasure Type:	U
Damage:	1-8	Alignment:	Neutral

A phororhacos, or *Sword Beak*, is a 6' tall flightless bird with small, useless wings and large hind legs. This bird eats meat and runs down its prey, often reaching great speed across flat ground. A phororhacos has a large curved beak that snaps at prey with the force of a sword.

Plesiosaurus

Armor Class:	6	No. Appearing:	0 (1-3)
Hit Dice:	16	Save As:	Fighter: 8
Move:		Morale:	9
	Swimming: 150' (50')	Treasure Type:	Nil
Attacks:	1 bite	Alignment:	Neutral
Damage:	4-24		

A plesiosaurus is a fish-eating, lake-dwelling dinosaur, usually about 30'-50' long. It has an extremely long neck and a large snake-like head filled with sharp teeth. This dinosaur has small flippers in place of legs to aid in swimming. It is aggressive and can overturn small boats and rafts.

Rakasta

Armor Class:	6	No. Appearing:	0 (3-30 + 1-8 sabre-tooths)
Hit Dice:	2 + 1	Save As:	Fighter: 2
Move:	90' (30')	Morale:	9
Attacks:	2 claws/1 bite	Treasure Type:	M (special)
Damage:	1-4/1-4/1-4	Alignment:	Neutral

The **rakasta** are a race of nomadic, cat-like humanoids. They walk erect, much like humans, but are covered with soft, tawny fur and have feline heads and features. The rakasta fight with special metal "war claws" fitted over their natural claws (without these special "claws", the rakasta claw attacks do only 1-2 points each). The rakasta can use normal weapons such as swords, but generally disdain them, preferring to use their "natural" weapons (the war claws).

The rakasta often tame sabre-tooth tigers that they then ride to the hunt or into battle. The sabre-tooth tigers are controlled with knee pressure and heavy riding crops and are fitted with special saddles that do not hinder the fighting abilities of the sabre-tooth tigers. These saddles also allow the rakasta to leap off their mounts (up to 20') and attack the same round. The "tame" sabre-tooths are too ferocious to be ridden by any non-rakasta.

Rakasta settlements average 3-30 rakasta and 1-8 sabre-tooths, and are made up of many colorful tents or pavilions. Although they have type M treasure, the rakasta will have rugs and tapestries of fine workmanship, crafted bowls and drinking cups, and other bulky items of value instead of gems and jewels.



Trachodon

Armor Class:	5	No. Appearing:	0 (1-6)
Hit Dice:	14	Save As:	Fighter: 7
Move:	120' (20')	Morale:	6
Attacks:	1 tail	Treasure Type:	Nil
Damage:	2-12	Alignment:	Neutral

A trachodon is a duck-billed dinosaur that stands 15'-18' tall. This beast runs erect on its hind legs. This dinosaur only eats plants, but may be dangerous if enraged.

CHARACTER ATTACKS

Attacker's Level	Defender's Armor Class												
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
(Normal man)	11	12	13	14	15	16	17	18	19	20	20	20	20
1st to 3rd	10	11	12	13	14	15	16	17	18	19	20	20	20
4th + higher*	9	10	11	12	13	14	15	16	17	18	19	20	20

* for NPCs or higher level characters

MONSTER ATTACKS

Monster's Hit Dice	Defender's Armor Class												
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
up to 1	10	11	12	13	14	15	16	17	18	19	20	20	20
1+ to 2	9	10	11	12	13	14	15	16	17	18	19	20	20
2+ to 3	8	9	10	11	12	13	14	15	16	17	18	19	20
3+ to 4	7	8	9	10	11	12	13	14	15	16	17	18	19
4+ to 5	6	7	8	9	10	11	12	13	14	15	16	17	18
5+ to 6	5	6	7	8	9	10	11	12	13	14	15	16	17
6+ to 7	4	5	6	7	8	9	10	11	12	13	14	15	16
7+ to 9	3	4	5	6	7	8	9	10	11	12	13	14	15
9+ to 11	2	3	4	5	6	7	8	9	10	11	12	13	14
11+ to 13	2	2	3	4	5	6	7	8	9	10	11	12	13
13+ to 15	2	2	2	3	4	5	6	7	8	9	10	11	12
15+ to 17	2	2	2	2	3	4	5	6	7	8	9	10	11
17+ or more	2	2	2	2	2	3	4	5	6	7	8	9	10

SAVING THROWS

Character Class	Type of Attack				
	Death Ray or Poison	Magic Wands	Paralysis or Turn To Stone	Dragon Breath	Rods, Stave, or Spells
Clerics	11	12	14	16	15
Dwarves and Halflings	10	11	12	13	14
Elves	12	13	13	15	15
Fighters	12	13	14	15	16
Magic-users	13	14	13	16	15
Thieves	13	14	13	16	15

Saving Throws for Higher Level Characters

In the D&D BASIC rules, NPCs higher than 3rd level should use the saving throws given above. In the D&D EXPERT SET, saving throws are given for higher level characters. In the more advanced game, a character's saving throws get easier to make as the character advances in experience level.

The DM may want to give higher level NPCs a bonus of +2 on all saving throw rolls to imitate their improved ability to save vs. special attacks. This should *not* be done, however, if the D&D EXPERT rules are used.

DUNGEONS & DRAGONS®

COST OF EQUIPMENT AND WEAPONS

Weapons

Item	Cost in gp
Axes:	
Battle Axe (two-handed)	7
Hand Axe	4
Bows:	
Crossbow (fires quarrels)	30
Case with 30 quarrels	10
Long Bow	40
Short Bow	25
Quiver with 20 arrows	5
1 silver-tipped arrow	5
Daggers:	
Normal dagger	3
Silver dagger	30
Swords:	
Short Sword	7
Sword (normal)	10
Two-handed Sword	15
Other weapons:	
Mace*	5
Club*	3
Pole Arm (two-handed)	7
Sling with 30 Sling Stones*	2
Spear	3
War Hammer*	5

* these weapons may be used by a cleric.

Armor

Item	AC	Cost in gp
Chain Mail Armor	5	40
Leather Armor	7	20
Plate Mail Armor	3	60
Shield	(-1)*	10

* deduct 1 from Armor Class number if shield is used.

FANTASY ADVENTURE GAME REFERENCE TABLES

(This page is perforated for easy removal.)

Miscellaneous

Item	Cost in gp
Backpack	5
Flask of Oil	2
Hammer (small)	2
Holy Symbol	25
Holy Water (1 vial)	25
Iron Spikes (12)	1
Lantern	10
Mirror (hand-sized, steel)	5
Rations:	
Iron Rations (preserved food for 1 person/1 week)	15
Standard Rations (unpreserved food for 1 person/1 week)	5
Rope (50' length)	1
Sacks:	
Small	1
Large	2
Thieves' Tools	25
Tinder Box (flint & steel)	3
Torches (6)	1
Water/Wine Skin	1
Wolfsbane (1 bunch)	10
Wooden Pole (10' long)	1

Sometimes the characters may wish to buy an item not on this list. In this case, the DM must carefully consider whether such an item could be found for sale and, if so, how much it would cost. The item should then be added to this list.

CLERICAL ABILITIES

First Level Clerical Spells

- | | |
|----------------------|--------------------------|
| 1. Cure Light Wounds | 5. Protection from Evil |
| 2. Detect Evil | 6. Purify Food and Water |
| 3. Detect Magic | 7. Remove Fear |
| 4. Light | 8. Resist Cold |

Second Level Cleric Spells

- Bless
- Hold Person
- Silence 15' radius

Clerics vs. Undead

Cleric's Level	Skeletons	Zombies	Ghouls	Wights	Wraiths
1	7	9	11	No effect	No effect
2	T	7	9	11	No effect
3	T	T	7	9	11

T means that the cleric automatically Turns the undead; a **number** is the roll needed (on 2d6) to Turn. A complete explanation of Turning **undead** is given in the class description of clerics.

VARIABLE WEAPON DAMAGE

Damage	Weapon Type
1-4 (1d4)	Torch
1-4 (1d4)	Dagger
1-4 (1d4)	Sling stone
1-4 (1d4)	Club
1-6 (1d6)	Arrow
1-6 (1d6)	Hand Axe
1-6 (1d6)	Mace
1-6 (1d6)	Quarrel* (Crossbow Bolt)
1-6 (1d6)	Short Sword
1-6 (1d6)	Spear
1-6 (1d6)	War Hammer
1-8 (1d8)	Battle Axe*
1-8 (1d8)	Sword
1-10 (1d10)	Pole Arm*
1-10 (1d10)	Two-handed Sword*

* Two-handed weapon

MAGIC-USER AND ELF SPELLS

First Level Spells

- | | |
|------------------|-------------------------|
| 1. Charm Person | 7. Protection from Evil |
| 2. Detect Magic | 8. Read Languages |
| 3. Floating Disc | 9. Read Magic |
| 4. Hold Portal | 10. Shield |
| 5. Light | 11. Sleep |
| 6. Magic Missile | 12. Ventriloquism |

Second Level Spells

- | | |
|---------------------|----------------------|
| 1. Continual Light | 7. Levitate |
| 2. Detect Evil | 8. Locate Object |
| 3. Detect Invisible | 9. Mirror Image |
| 4. ESP | 10. Phantasmal Force |
| 5. Invisibility | 11. Web |
| 6. Knock | 12. Wizard Lock |

Third Level Spells

- Dispel Magic
- Fire Ball
- Fly

ARMOR CLASSES

Type of Armor	Armor Class
Clothing only	9
Shield only	8
Leather Armor	7
Leather Armor & Shield	6
Chain Mail Armor	5
Chain Mail Armor & Shield	4
Plate Mail Armor	3
Plate Mail Armor & Shield	2

Armor Class is a measure of how well a character is protected from physical attacks. As the Armor Class number gets lower, the character becomes harder to hit. Armor Class is affected by such things as magic, magic items, and Dexterity, as well as by the type of armor worn.

Armor Class may be lowered (improved) by Dexterity and magical bonuses. A fighter with a Dexterity score of 16, **plate mail +1**, and a **shield +1** would have a total Armor Class of -2. Magical protection pluses are *always* subtracted from the number of the Armor Class.

WANDERING MONSTERS: LEVEL 1

Die Roll	Wandering Monster	No.
1	Acolyte (A)	1-8
2	Bandit (N-C)	1-8
3	Beetle, Fire (N)	1-8
4	Dwarf (L)	1-6
5	Gnome (L)	1-8
6	Goblin (C)	2-8
7	*Green Slime (N)	1
8	Halfling (L)	3-18
9	Killer Bee (N)	1-10
10	Kobold (C)	4-16
11	Lizard, Gecko (N)	1-3
12	Orc (C)	2-8
13	Shrew, Giant (N)	1-10
14	Skeleton (C)	3-12
15	Snake, Cobra (N)	1-6
16	Spider, Crab (N)	1-4
17	Sprite (N)	3-18
18	Stirge (N)	1-10
19	Trader (A)	1-8
20	Wolf (N)	2-12

WANDERING MONSTERS: LEVEL 2

Die Roll	Wandering Monster	No.
1	Beetle, Oil (N)	1-8
2	Berserker (N)	1-6
3	Cat, Mt. Lion (N)	1-4
4	Elf (L/N)	1-4
5	Ghoul (C)	1-6
6	Gnoll (C)	1-6
7	*Gray Ooze (N)	1
8	Hobgoblin (C)	1-6
9	Lizard, Draco (N)	1-4
10	Lizard Man (N)	1-3
11	Neanderthal (N)	1-10
12	Noble (A)	2-12
13	Pixie (N)	2-8
14	Robber Fly (N)	1-6
15	Rock Baboon (N)	2-12
16	Snake, Pit Viper (N)	1-8
17	Spider, Black Widow (N)	1-3
18	Troglodyte (C)	1-8
19	Veteran (A)	2-8
20	Zombie (C)	2-8

WANDERING MONSTERS: LEVEL 3

Die Roll	Wandering Monster	No.
1	Beetle, Tiger (N)	1-6
2	Bugbear (C)	2-8
3	Carrion Crawler (N)	1-3
4	Doppelganger (C)	1-6
5	Driver Ant (N)	2-8
6	*Gargoyle (C)	1-6
7	Gelatinous Cube (N)	1
8	Harpy (C)	1-6
9	Living Statue, Crystal (N)	1-6
10	*Lycanthrope, Wererat (C)	1-8
11	Medium (A)	1-4
12	Medusa (C)	1-3
13	NPC Party (A)	5-8
14	*Ochre Jelly (N)	1
15	Ogre (C)	1-6
16	Shadow (C)	1-8
17	Spider, Tarantella (N)	1-3
18	Thoul (C)	1-6
19	White Ape (N)	1-6
20	*Wight (C)	1-6

“When the gale finally ended, we found ourselves approximately seven days normal sailing distance due south out of Specularum, in the Thanegioth Archipelago. We replenished our supplies, patched up the ship, and traded our remaining goods at native villages along the shores of several islands. Some villages were friendly, but others were hostile and the natives attacked on sight. I suspect the hostile villages were filled with cannibals.

“We skirted the coastlines of several islands, sailing south by west until we reached a small peninsula cut off from the main island by a massive stone wall. We were well received by the natives of Tanoroa, the small village that guards this wall. The villagers have no name for the large island other than the ‘Isle of Dread’. Their own small peninsula is known simply as ‘Home’.

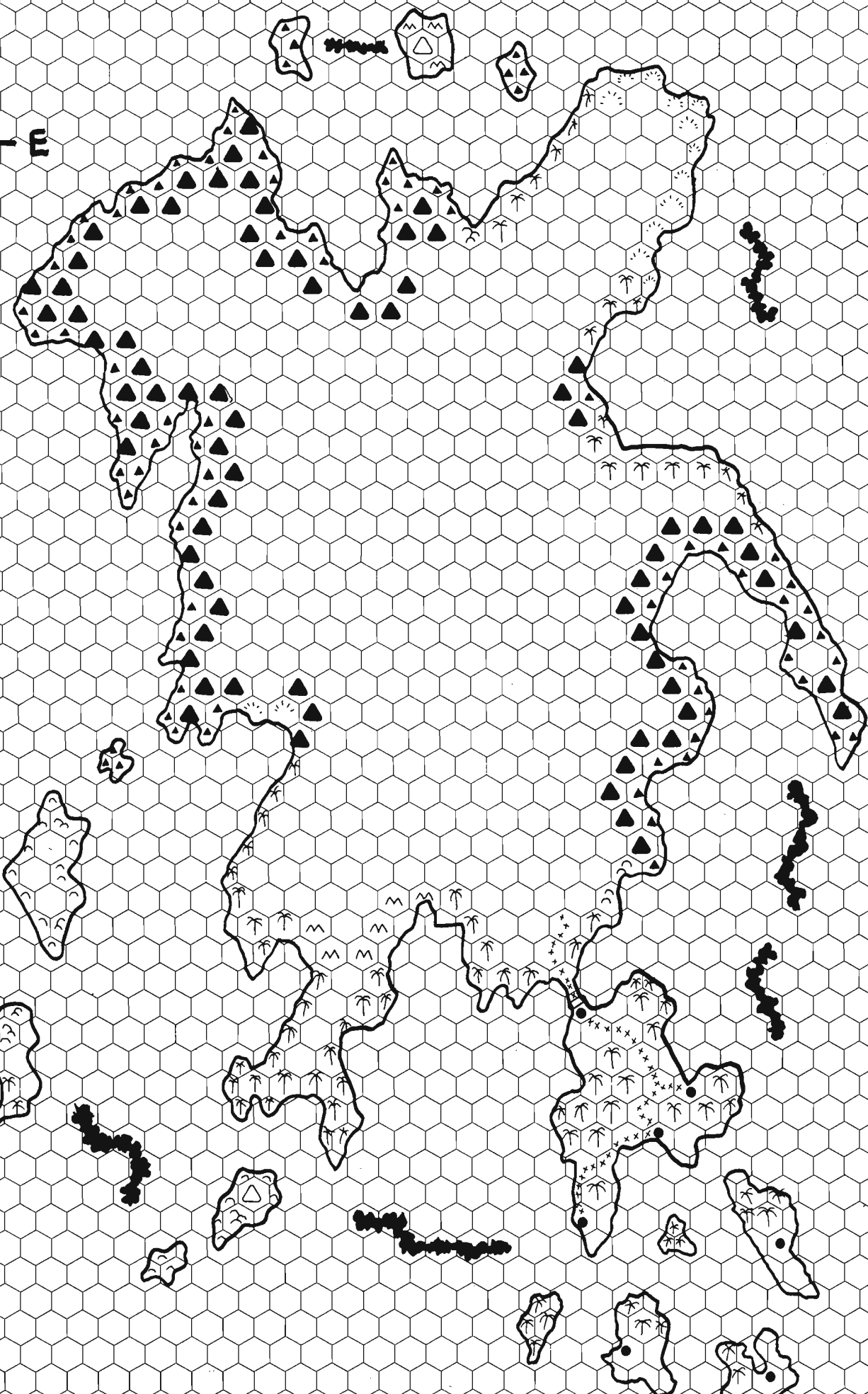
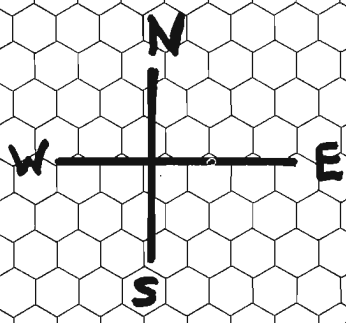
“The villagers told us a tale about an ancient city in the central highland of the isle that was built by the same people who built the wall. The villagers call the builders ‘the gods’, but I noticed that the names of the gods and the personal names of the clan ancestors were often the same, so I suspect that their ancestors and the builders were one and the same. I believe that the natives once possessed a much more advanced culture and that the descendants of the builders have returned to a more primitive state.

“The inland city is rumored to be filled with treasure beyond imagining. In particular, I heard persistent tales concerning a great black pearl of ‘the gods’ that still remains in the inland city. The island waters abound with excellent pearl beds, so the rumor of the black pearl may well be true.

“The village contains a number of huge life-like statues of iron, bronze, and stone. Since no villager currently has the skill or the craft to make such statues, the tale of a lost city built by the ‘gods’ seems reasonable. I would have liked to explore inland to verify the rumors, but too many crewmen died in the storm or by cannibal spears. Only five of us are left. I am the only professional adventurer, the others are only sailors. We can sail the small ship well enough but on land, in hostile territory, we would be helpless. Once back in Specularum I should be able to recruit a new crew and a party of professional adventurers, then I will return to claim the great black pearl.

“One thing I managed to do before leaving: we sailed around the island and made the best map we could. We were afraid to land, since village fishermen had warned us that it was extremely dangerous to land anywhere on the main island and the coasts were rocky with no beaches. As a result, the map only shows the coastal areas we could chart from the ship, but it is better than nothing.”

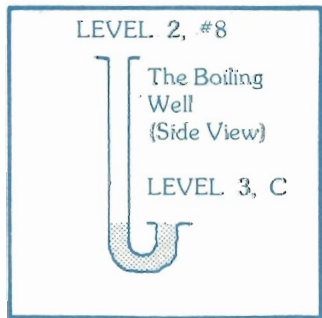
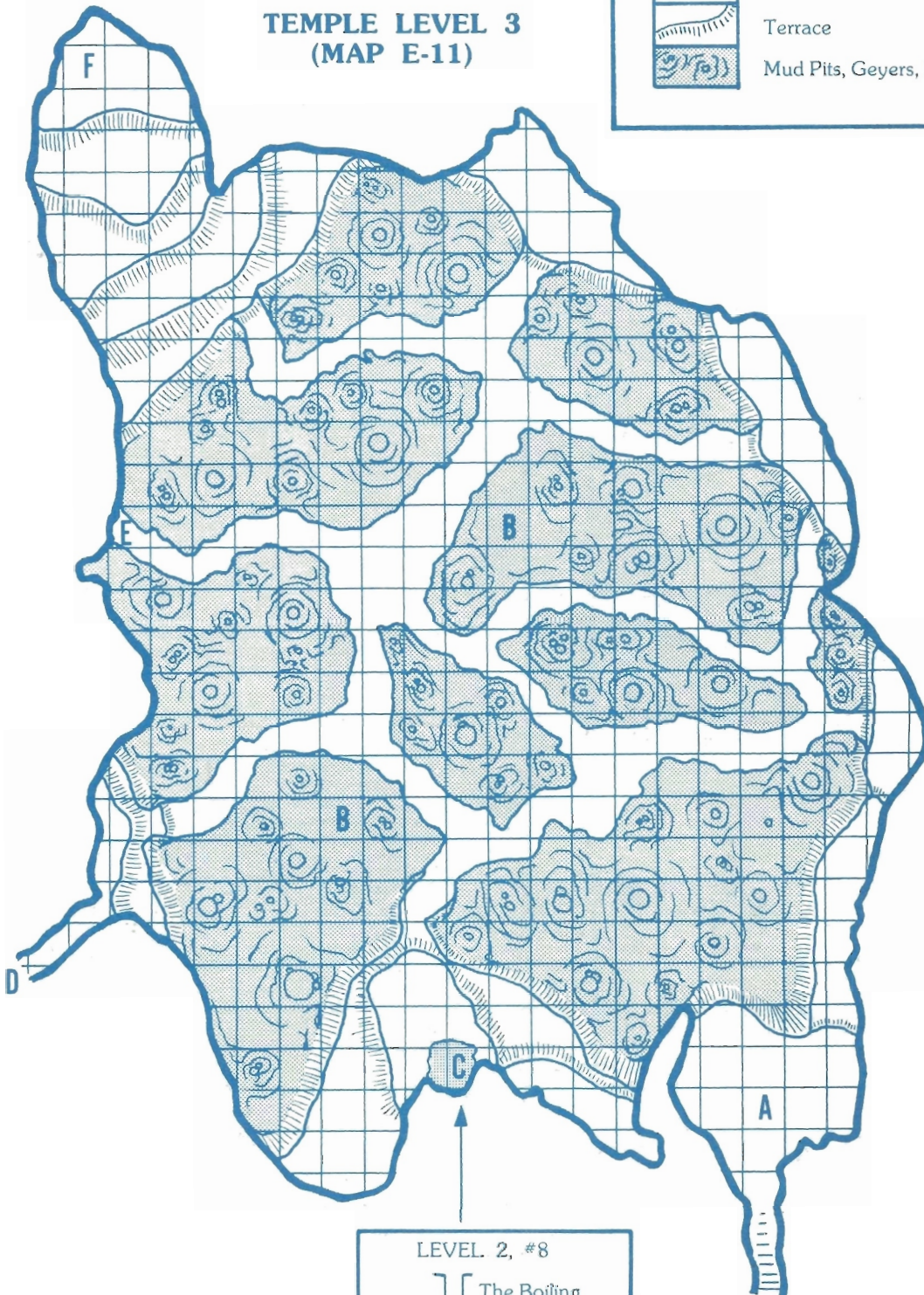
Rory Barbarosa



TABOO ISLAND
TEMPLE LEVEL 3
(MAP E-11)

SCALE: ONE SQUARE = 10 FEET

-  Stairs
-  Terrace
-  Mud Pits, Geyers, Hot Springs





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