

DUNGEONS & DRAGONS®

Expert Game Adventure

The Isle of Dread

by David Cook and Tom Moldvay



The Isle awaits! Will you be able to find the lost plateau and discover the secrets of — the Isle of Dread? For character levels 3-7

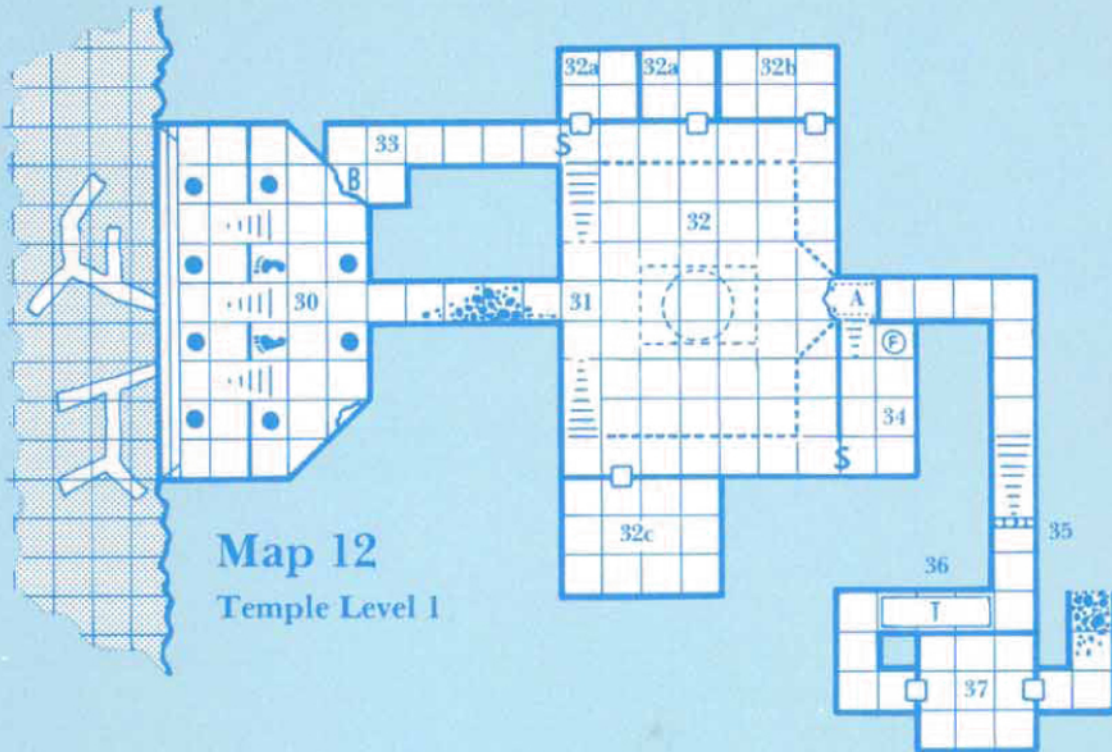


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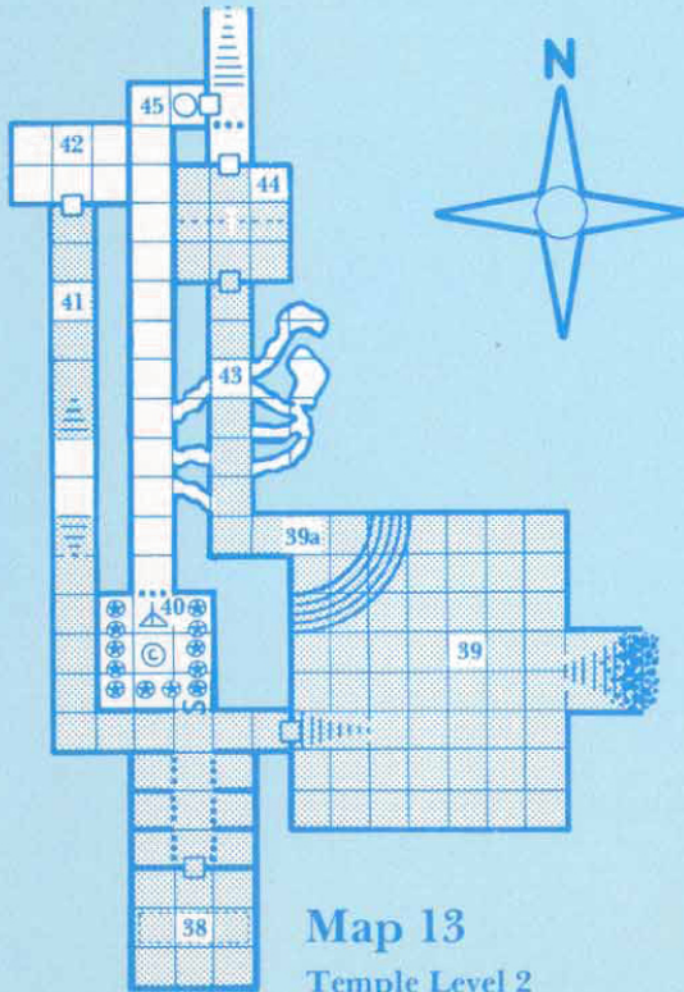
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Taboo Island



Map 12
Temple Level 1



Map 13
Temple Level 2



- | | |
|--|-------------------------|
| | 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 |
| | Well |
| | Altar |

Scale: 1 Square = 10 Feet

DUNGEONS & DRAGONS®

Expert Set Game Adventure X1

The Isle of Dread

by David Cook and Tom Moldvay



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Preface

The harrowing ocean voyage was exhausting enough. Now you are faced with a dark island that could well be filled with cannibals!

A tattered, old ship's log is your only clue to the riches that may lie beyond the isle's quiet shores.

Rumors of great wealth brought you here, but the thrill of adventure sustains you as you work your way inland, slashing through dense jungles and murky swamps in search of a lost plateau and the great black pearl.

The Isle of Dread is a wilderness adventure designed for use with the D&D® Expert rules. The module includes both wilderness and dungeon encounters, complete maps, new monsters, and background for further adventures.

The player characters begin their adventure by picking up on the trail left by a long-dead explorer. Rumors of great wealth and adventures lure the characters across the ocean to a tiny island — known to its natives only as the Isle of Dread.

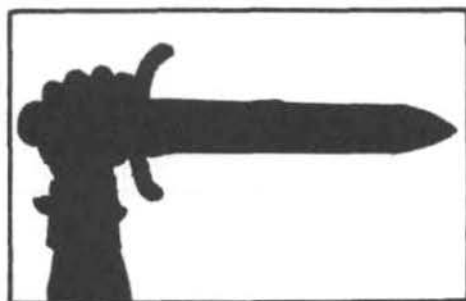
Once they land, the characters move inland in search of an ancient temple built upon a lost plateau. Hidden within the ancient temple are the secrets of the natives' ancestors — and the wealth hinted at in the old explorer's logs.

But the characters are not alone in the temple! The evil kopru make their home here, in boiling geysers and mud pits deep beneath the temple.

Can the characters defeat the kopru and escape the temple, or will they fall prey to the kopru's deadly charm? The Isle of Dread awaits!

A Wilderness Adventure for Character Levels 3-7

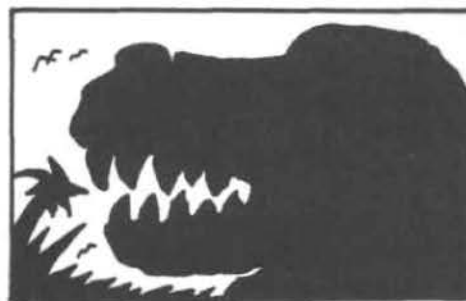
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"Unfurl the sails and pray, mateys!"

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The natives are restless — and so are the dinosaurs.

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Do you have any questions or comments? Our designers and editors can help. Send your questions to:

D&D® Questions, c/o
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Lake Geneva, WI 53147

Letters without a stamped, self-addressed envelope are given to our pet gelatinous cube, so don't forget! We'll get our elves right on it.

PREPARING FOR THE ADVENTURE



About this module

The Isle of Dread is a wilderness adventure designed to help you plan your own wilderness settings and adventures. While the D&D® Expert rule book contains most of the information you will need to design this type of adventure, this module is another tool. It is a graphic example of what a wilderness adventure may be.

Before beginning play, you should read the entire module carefully and become completely familiar with it. Much of the information given in the encounter descriptions is for your use only, and should be revealed to the players at your discretion. Use your imagination when describing encounters to the players. If an area description is not given in an encounter, make up your own, based on what you know about the area and what you see on the maps provided.

There are three main areas of adventuring on the Isle of Dread: the general island, the central plateau, and Taboo Island. Each area has its own section, complete with encounter descriptions, wandering monster tables, and maps.

Encounter maps

Several maps of encounter areas have been provided with the module. In most cases, one map shows the general outline of an area, while other smaller maps show greater details of that same area. Maps are numbered from 1 to 14 for easy reference. You may use these maps as given, alter them slightly, or create all new maps for the encounters. For example, when using Maps 3 and 4 (General Cave Lairs), you may want to add new creatures or secret chambers.



Statistics and abbreviations

Monster statistics are listed in the following order:

Monster/NPC Name: Armor Class; Hit Dice or Class/Level; hit points; Movement per turn (round); No. of Attacks per round; Damage per attack; Save As: Class/Level; Morale; Alignment; and Abilities for NPCs (such as spells), when appropriate.

The following abbreviations are used in this module:

ABBREVIATIONS

AC =	Armor Class	N =	Neutral
HD =	Hit Dice	S =	Strength
hp =	hit points	I =	Intelligence
# =	Level	D =	Dexterity
MV =	Movement	W =	Wisdom
#AT =	number of attacks	C =	Constitution
D =	Damage	Ch =	Charisma
Save =	Save As	EG =	Ego
ML =	Morale	C =	Cleric
AL =	Alignment	D =	Dwarf
C =	Chaotic	MU =	Magic-user
L =	Lawful	NM =	Normal man
T =	Thief		

The party of adventurers

This module is designed for a party of 6-10 characters. Each character should be between the 3rd and 6th level of experience when the adventure begins. The party should have a total of 26-34 levels, 30 being best. Furthermore, the party should have at least one magic-user or elf, and at least one cleric. You may wish to adjust the strength of certain monsters and encounters, based on the makeup of the party.

Be careful to give the characters a reasonable chance of survival. Try to be impartial and fair, but give the characters the benefit of the doubt in extremely dangerous situations. However, if the players insist on taking unreasonable risks, they must be willing to pay the penalty. Everyone should cooperate to make the adventure as fun and exciting as possible.

Wandering monsters

Tables for wandering monsters are given in each major encounter section (except in the Taboo Island Adventures section, where no wandering monster encounters occur).

If you have discovered that an encounter is going to take place in a specific turn, determine the exact monster by rolling d% (percentage dice) on the appropriate table.

The wandering monster tables have been set up for this module so that appropriate monsters will appear in certain areas or terrains. If you feel that the monster rolled still does not logically belong in the terrain the characters are in, roll again or choose a different wandering monster.

If the monster rolled is either much too strong or much too weak for the characters, you may change the number of monsters appearing, or you may reduce the monster's hit points to provide a more balanced encounter.

When describing wandering monster encounters, don't rely just on sight. Use all five senses to give the players the mood or feel of an encounter. For example, the characters may first hear a monster crashing through the underbrush, or find its tracks, rather than just meeting the monster face-to-face. This is a good way to "signal" characters that an encounter may be too difficult for them to handle. Also try to avoid letting unplanned wandering monsters disrupt the balance of the adventure.



BEGINNING THE ADVENTURE

The continent (Map 6)

In the center of this module is a large-scale wilderness map that shows the southeastern portion of a continent and the northern islands of an archipelago (a cluster of islands). The Isle of Dread is located in this archipelago. This map should be used for the characters' overseas journey to the isle.

The continent map also serves as an example of a large-scale wilderness design. You may want to base dungeon and wilderness adventures on this map, or you may expand the map by designing wilderness areas where the map leaves off.

Following is a key of the areas mentioned on the map. The key gives only a brief background of most areas. You may "flesh out" individual encounter areas with your own information.

To read the map of the continent, start at the top and read from left to right.

Continent map key

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 princely stewards and the various local councils of elders. 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 select one of their number as "dictator," who serves for one year.

Ethengar Khanate: The Ethengar are nomadic herders of horses, cattle, and goats. They are divided into small family clans. The clans usually raid and quarrel with each other, but a powerful leader (khan) occasionally emerges to unite the entire Ethengar people into a strong "nation." However, when a khan dies, there is rarely an heir strong enough to hold the Ethengar together. Their nation then breaks 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, Maygars, 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 of the northeastern kingdoms, but, among themselves, they acknowledge no ruler 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 Jarldoms: 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 "yarls").

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. Their culture resembles that of the vikings.

The Broken Lands: The "broken lands" are an area of rocky badlands and old volcanic lava beds. The land is extremely wild, and is 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 maintained a road through the mountains for caravans. They charge toll from all who pass.

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 Steel river, the eastern caravan route, and sea trade filtering in through the Malpoggi 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 normally be. The Republic of 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, and Samarkand.

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 have descended from the ancient hero Atruaghin. If threatened by war, they unite temporarily under an elected leader.

The Five Shires: This is the homeland of the halflings. The area is ruled by a council of five sheriffs; each controls a shire. Four times a year the sheriffs meet at a great feast and decide shirewide policy by vote.

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

Kingdom of Ierendi: This 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 syndicacy: the government is run by the heads of the various trading guilds. Minrothad is closely allied with 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, making the city a major trade center. Trade routes for this area are given in the D&D® Expert rule book. The Thyatic culture is similar to the culture of the medieval Byzantine empire.

Thanegioth Archipelago: The archipelago is a cluster of islands about 1,000 miles from the coast of the main continent. What little knowledge that is available about Thanegioth is buried in myth and superstition.

Weather and 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 farmlands 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 Sea islands and the Caribbean. The climate south of the Cruth mountains (running west to east) is moist and temperate; the winters here are mild. The climate of Darokin and Glantri is warm and sunny, similar to that of southern France. The climate in the Ethengar steppes is mild in the summer, but cold and bleak in the winter. This climate is similar to the Russian steppes around the Black Sea. The climate of the northeastern coast is wet and mostly overcast; it is similar to Denmark's climate.

Adventure background

Finding the scrolls

Several weeks ago, a party of adventurers was returning from a previous quest when they discovered a cache of scroll-papers. The scroll-papers were made of an excellent vellum parchment (a kind of paper that lasts for centuries). On the journey home, the adventurers were caught in a sudden rainstorm, and the entire cache was drenched. When the adventurers returned to Specularum, they discovered that none of the scrolls was magical. Still, magic-users can always use good paper for spell research and for writing their spell books, so the adventurers carefully spread the paper in front of a fire to dry out. Much to their surprise, the adventurers found that as the paper dried, 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. Give the players the tear-out copy of the ship's log provided on the third panel of the module cover. An incomplete map of the Isle of Dread is also included on the third panel of the module cover. The players may use that map to chart the island as they explore it. You may read the following boxed text to the players, or you may let them read it themselves from their copy of the log.

"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 villagers were friendly, but others were hostile, and the natives attacked on sight. I suspect the hostile villages are 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 Tanaroa, 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.

"I would have liked to explore inland to verify the rumors about the mysterious city, 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 trying to land anywhere on the main island would be extremely dangerous, as the coasts were rocky and without beaches. As a result, the map only shows the coastal areas we could chart from the ship, but it is better than nothing."

M.R.B.



BEGINNING THE ADVENTURE

The ship's 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 reveals to the characters 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 characters can track down about the Thanegioth Archipelago tends to confirm the account. (You should make up suitable rumors as needed.)

Preparing to set sail

The characters begin the adventure in Specularum, which is in the Grand Duchy of Karameikos.

The characters 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, arrange matters so that the characters are able to get a boat or small ship that can sail the ocean. Following are some ideas on how the characters might acquire a ship:

- Have a merchant hire the party to investigate the island. The characters will receive free passage, but must split any treasure 50-50 with their employer. You might alter this scenario by allowing the characters to convince a merchant to open up a new trade route to the Thanegioth Archipelago.

- 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 a new boat are both multiplied by this percentage, giving lower values for the party's boat. Also, in any storm, the percentage or lower must be rolled as a saving throw or the boat sinks.

EXAMPLE: The characters buy an old sailing boat for 500 gp. A new boat would normally cost 2,000 gp. Divide 500 by 2,000. The resulting percentage is 25%. Hull value for a new sailing boat is 20-40, 30 being the average. Multiply 30 by 25%. The resulting hull value for the party's boat is 7.5. Speed (in feet per round) for a new sailing boat is 120. Multiply 120 by 25%. The resulting speed for the party's boat is 30 feet per round.

- Allow one character to inherit a boat. If you use this idea, make sure the boat is no larger than a small sailing ship. The ship should not have a lifeboat. Remember that the normal inheritance tax is 10% of the value of the inherited goods. The inherited ship cannot leave port until the tax is paid.

- Let the characters borrow the money to buy a boat. Interest should be at least 10% per month. The loan must be repaid by the end of the first voyage. Local moneylenders have a working agreement with a magic-user, who sends an invisible stalker to attack any character who has not paid his share of the loan by one week after the due date.

The voyage to the isle

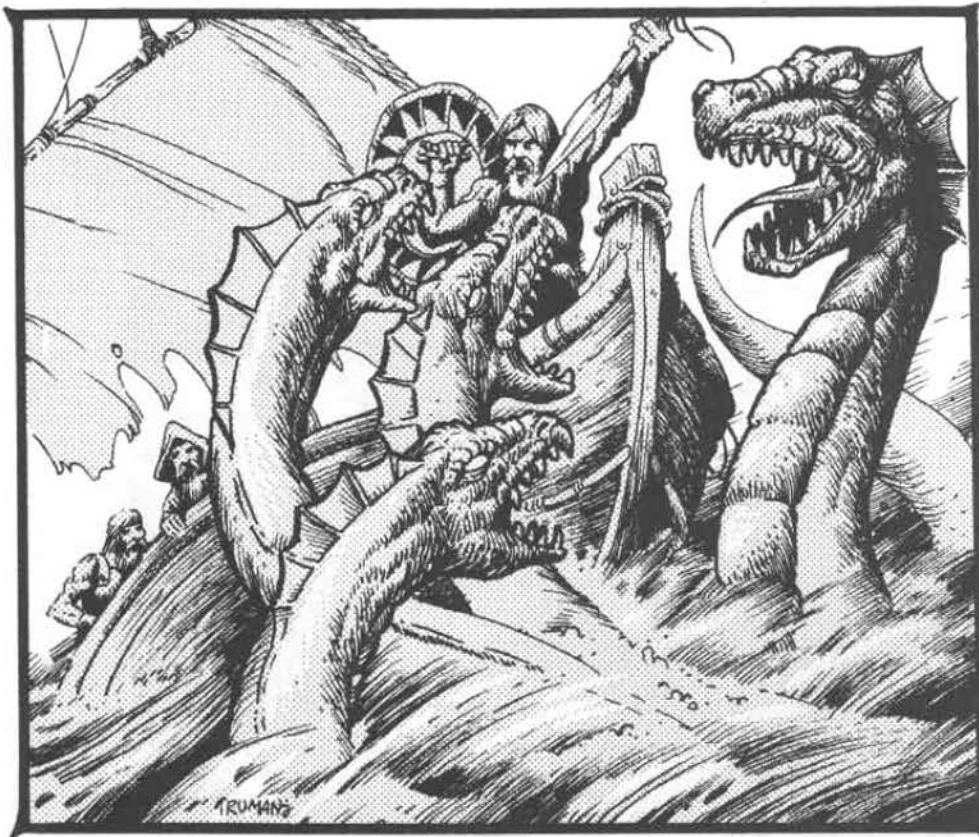
During the characters' voyage from Specularum to the Isle of Dread, use the wilderness rules and the Ocean Encounter Tables from the D&D® Expert rule book. You should check for an ocean encounter at least once per day while the party sails toward the isle. A 6 rolled on 1d6 indicates that an encounter takes place.

Remember to check for weather once each day. Roll 2d6. A roll of 2 means there is no wind, and a roll of 12 means there are gales or fierce storms. Check the D&D® Expert rule book for effects of these weather checks.

Check once per day during the voyage to see if the party becomes lost. A roll of 1 or 2 on 1d6 indicates that the party is lost. The D&D® Expert rule book lists what you should do when the party becomes lost.

If the party's boat enters a reef area, it takes d% points of hull damage.

In spite of these hazards, remember that the characters should still reach the Isle of Dread. Keep this in mind when balancing encounters, weather checks, and checks for becoming lost.



GENERAL ISLAND ADVENTURES



Once the characters reach the Isle of Dread (Map 1), they probably land at one of the native villages on the southeastern peninsula. Details of these villages are given in the description of the village of Tanaroa (encounter area 1).

From these villages, the characters may move inland. They may map 1 hex of terrain in every direction when they pass through a hex (7 new hexes maximum). If the terrain in the hex is mountainous or covered with dense foliage, the party's sight will be blocked, and mapping will be difficult. In these instances, you must decide how many new hexes the characters are able to map.

Maps for general island encounters

You will need the following maps to run encounters on the general island:

- Map 1: The Isle of Dread
- Map 2: Village of Tanaroa
- Map 3: General Cave Lair 1
- Map 4: General Cave Lair 2
- Map 5: Pirate Lair
- Map 7: Rakasta Camp
- Map 8: Aranea Lairs
- Map 9: Phanaton Settlement

All of the numbered encounters in this section may be found on Map 1. Many of the encounters, however, have their own, more detailed maps. These maps are listed at the beginning of the specific encounter descriptions.

Wandering monsters

Wandering monsters should be checked for twice a day: once in the daylight hours, and once at night. For the night check, subtract 1 from the dice roll, as most of the wandering monsters are inactive at night. Consult the wilderness encounter tables in the D&D® Expert rule book to determine if wandering monsters are encountered in a specific terrain type.

The exact monster is determined by rolling d% on General Island Wandering Monster Tables 1, 2, or 3. If the characters are adventuring on the southern peninsula south of the Great Wall, or if they are exploring the southeastern islands, use Table 1. If the characters are adventuring on the main isle south of the central river, or if they are exploring the southwestern islands, use Table 2. If the characters are adventuring north of the central river, or if they are exploring the northern islands, use Table 3.

TABLE 1
GENERAL ISLAND WANDERING MONSTERS

% Roll	Monster	No. Appearing
01-02	Bee, Giant	2-8
03-05	Dryad	1-6
06-29	Ghoul	1-6
30-32	Human*	2-12
	<i>Living Statues**</i>	
33	Living Crystal Statue	1-6
34-35	Living Iron Statue	1-4
36	Living Rock Statue	1-3
	<i>Lizards, Giant</i>	
37-40	Gecko	1-6
41-43	Draco	1-4
44-45	Horned Chameleon	1-3
46	Tuatara	1-2
	<i>Lycanthropes</i>	
47	Wererat	1-8
48	Werewolf	1-6
49	Wereboar	1-4
50	Weretiger	1-3
51	Werebear	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
	<i>Snakes</i>	
70-71	Spitting Cobra	1-6
72-73	Pit Viper	1-8
74	Giant Rattlesnake	1-4
75-77	Rock Python	1-3
	<i>Spiders, Giant</i>	
78-79	Crab Spider	1-4
80-82	Black Widow Spider	1-3
83-84	Tarantella	1-3
85-88	Toad, Giant	1-4
89	Treant	1-2
90	Wight	1-4
91	Wraith	1-3
92-00	Zombie+	2-12

- * These humans will probably be the natives who live on the island. For information on creating native encounters, see p. 29.
- ** When Living Statues are rolled as wandering monsters, there is a 50% chance they will be alive, and a 50% chance they will only be normal statues.
- + Zombies will attack strangers on sight, unless the strangers look like natives. Zombies will only attack natives when their master has commanded them to do so.

GENERAL ISLAND ADVENTURES

TABLE 2
GENERAL ISLAND WANDERING MONSTERS

% Roll	Monster	No. Appearing
01-03	Aranea*	1-6
04-08	Bear, Cave	1-4
09-10	Cat, Great: Sabre-tooth Tiger	1-2
11	Centaur	1-6
12	Cyclops	1
13-17	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	Elephant, Prehistoric	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
78-84	Rock Baboon	2-8
85	Treant	1
86-93	Triceratops	1
94-95	Troll	1-3
96	Wyvern	1-2
97-00	Zombie	2-12

* New monster, see description at end of module.

** Not older than average age.

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

TABLE 3
GENERAL ISLAND
WANDERING MONSTERS

% 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
62-68	Roc	1-2
69-76	Trachodon*	1
77-82	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 end of the module.

** Not older than average age.

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

General island encounters

1. VILLAGE OF TANAROA (Use Map 2.)

The village of Tanaroa stands in a clearing at the edge of the jungle. Looming up just to the north of the village is a 50-foot high wall built out of huge stone blocks. The wall stretches for 2 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 feet to a side and 70 feet tall. In the center of the wall is a pair of massive wooden gates. Each gate has double doors that are 40 feet wide, 40 feet tall, and 5 feet thick. Each gate can be barred with a heavy wooden beam.

The village of Tanaroa guards and controls these gates. The wall is known to

the natives of the village as the Great Wall.

A cleared trail leads into the village from the south, winding through Tanaroa and continuing north through the gates into the jungle beyond. The trail circles four groups of huts. Each group of huts is laid out in a circle, and each group faces a central graveyard. The backs of the huts face the encircling path. Each group of huts is made of wood and roofed with interwoven palm leaves. The huts are 50 feet long and 20 feet wide. They are raised 10 feet off the ground on wooden stilts.

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 that clan's totem; the members of the clan believe they are blood brothers to that animal. A large wooden statue of the appropriate totem animal stands in the middle of each graveyard. When in battle, each clan has a standard decorated with the clan totem.

In the center of the village is a flat-topped hill that has been artificially leveled. A 10-foot tall leveled pyramid made of earth stands in the center of the hill. The pyramid is faced with stone slabs. Set on top of the pyramid is a huge alarm gong. A square earthen wall, 3 feet high by 3 feet wide, stands around the pyramid. Each side of this wall is 250 feet long.

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 clans' animals. Pigs, chickens, and goats are kept here. The path continues until it reaches the Great Wall. From there, it passes into the jungle.

A second line of defense stands between the village and the Great Wall: 20-30 feet deep pits filled with 5-10 feet of tar. At the base of the towers of the Great Wall are the huts used by the warriors who garrison the wall.

Tanaroo is one of the seven villages on the southeastern peninsula and the adjoining islands. The other villages are Kirikura, Dawa, Mora, Panitube, Buruwao, and Usi. These villages resemble Tanaroo, except for the Great Wall and the tar pit defenses. Each village also has the same four clans. If the party lands at any one of these villages, use this encounter description. The same map may also be used.

Village government and culture: The seven villages are loosely allied through a council of village chiefs that meets once a year. The population of all seven villages combined is about 2,100.

The seven villages are matriarchies; that is, each village chief is a woman. The natives trace their descent and inheritance through their mothers' side of the family. They also take their mothers' family names as their own.

Although the chief of each village is a female, the leader of each clan is a male. The clans serve to unify the villages in time of war, each clan being organized as a separate "regiment." Each village elects a special official to serve as advisor to the chief. This person also acts as the village war leader in times of trouble.

The last important village official is the village Zombie Master (or Zombie Mistress). This advisor is usually a cleric or magic-user of at least 5th level, and heads the village's Cult of the Walking Dead. This cult is a secret society whose members, with the exception of the Zombie Master, wear hooded masks during cult ceremonies. At these ceremonies, the "walking ancestors" are created. (Treat any walking ancestor as the monster zombie in an encounter.) While these zombies are sometimes used as laborers or spare warriors, the villagers shun and fear them.

The Great Wall north of Tanaroo 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 nonhuman 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.

Trading with the villagers: 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, the villagers' small fishing boats are unable to sail out of sight of land. They are also unable to stand up to storms on the open sea. Therefore, if the characters have had the foresight to stock up on trade goods, the villagers greet the characters warmly. Add 2 to the reaction dice roll of the villagers and village chiefs when the characters are received by them.

Furthermore, the characters may sell their trade goods for 100% profit (i.e. they receive back twice what they paid for the goods). The villagers are not terribly wealthy, and may only spend a total of 5,000 gp on the goods brought by the characters.

If the characters are responsible for opening up a new trade route to the isle, they receive experience points equal to the value (in gold pieces) of the goods sold. After the initial visit, the route is no longer unknown, and the profits from any other trips are not counted for experience points.

The characters may 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, and all transport animals and related objects (such as barding or animal-drawn carts). The only types of water transport available to the party are canoes, sailing boats, and rafts.

Preparing to travel inland: The natives of Tanaroo occasionally visit the tar pits beyond the Great Wall to renew their supplies (the villagers use the tar for waterproofing their boats and roofs). The characters may hire a guide to take them beyond the Great Wall as far as the tar pits. The guide also tells them where it is safe to cross the pits. A guide costs 5 gp per adventure.

The party may also hire 2d6 bearers to carry supplies; however, no bearers travel beyond the Great Wall without a guard force of at least 30 fighters. Bearers cost 1 gp each per adventure. Neither the guide nor

the bearers leave the path or go beyond the tar pits at the end of the trail. The natives never hire out as warriors.

2. CROCODILE BAY (Use Map 1.)

Floating just below the surface of the placid waters of this bay are four large crocodiles.

Crocodiles (4): AC 3; HD 6; hp 18, 15, 12, 10; MV 90' (30'), 90' (30') swimming; #AT 1; D 2-16; Save F3; ML 7; AL N

These hungry creatures attack anyone who moves more than 10 feet into the bay. Each of the crocodiles averages 20 feet in length.

3. LAIR OF THE SEA SNAKES

(Use Map 1.)

Hundreds of large oysters cover the sea bottom near these broad coral reefs. The oysters are under 20 feet of water. If the characters gather a few, they find 1d4 pearls worth 100 gp each. However, every day the characters dive for pearls (including the first dive), they are attacked by 1d4 sea snakes.

Sea Snakes (1-4): AC 6; HD 3; hp 9, 8, 7, 6; MV 90' (30'); #AT 1 bite; D 1 + poison; Save F2; ML 7; AL N

Although the number of sea snakes is unlimited, the pearls run out after 14 days of diving.

4. RANDOM ENCOUNTER (Use Map 1.)

For every day the characters are within 2 hexes of this location, they encounter one wandering monster from General Island Wandering Monster Table 2. If possible, the encounter should occur in or near the monster's lair.

5. CAVES OF THE ROCK BABOONS

(Use Map 3 or 4.)

As the characters near a crumbling stone cliff, they hear many hoots, grunts, and shrieks. The noises are coming from a 6-foot high opening in the rock wall. A foul stench wafts out of the dark opening, and a tunnel leads back from the opening into darkness.

Living within this cavern complex is a tribe of 15 rock baboons.

Rock Baboons (15): AC 6; HD 2; hp 14 each, 16 for leader; MV 120' (40'); #AT 1 club/1 bite; D 1-6/1-3; Save F2; ML 8; AL N

You may use General Cave Lair 1 (Map 3), General Cave Lair 2 (Map 4), or a map of your own design for this encounter.

Each chamber in the cave has 1d4 baboons living in it, except for the hearth-

GENERAL ISLAND ADVENTURES

treasure room, where the leader and the rest of the tribe can be found. None of the chambers is furnished, but large amounts of trash and dung are piled in the corners of each room. Fruit rinds and bones litter the floor.

A gold bracelet worth 700 gp, and a silver-and-amethyst necklace worth 1,300 gp may be found in a pile of gnawed bones in one corner of the hearth-treasure room. Both pieces of jewelry are somewhat tarnished, but are otherwise in good shape.

6. LAIR OF THE WATER TERMITE (Use Map 1.)

A 5-foot long water termite lives in this area. The termite's home is a rocky cave, 35 feet beneath the water's surface.

Water Termite: AC 5; HD 4; hp 30; MV 180' (60'); #AT see below; D 1-6; Save F3; ML 11; AL N

The water termite does not bite unless cornered; instead, it uses an inky spray for defense. If the termite is above water when it sprays ink, a saving throw versus poison must be made by any character caught by the spray. Anyone failing the saving throw is paralyzed for 1 turn.

The water termite's most dangerous attack is the hull damage it does to ships. If the characters' ship passes through this hex, there is a 50% chance that the water termite clings to the hull, doing 1-3 points of hull damage before letting go. Once any damage has been inflicted, there is a 50% chance per round that someone notices the leakage.

Within the flooded lair are piles of bleached bones and miscellaneous bits of trash. Among the items to be found in the trash are old swords, boots, waterlogged clothing, and an opaque bottle containing a potion of *heroism*.

7. PIRATE LAIR (Use Map 5.)

The pirates who live here have come from another island (you may choose one or add new islands to the map). They work from this base camp, raiding the coastal villages for slaves. They sail in four 20-foot long outrigger canoes with collapsible masts.

A total of 41 pirates are based here. Following are their statistics and weapons:

Leader: AC 5; F4; hp 29; MV 90'; #AT 1; D 1-6 or by weapon; ML 10; AL C

The leader wears chain mail and fights with an ornate two-handed sword. He also has a *ring of water walking*, and the key to the iron box in area 7d.

Pirates (40): AC 5; F1; hp 5 each; MV 120'; #AT 1; D 1-6 or by weapon; ML 7; AL C

Six pirates wear chain mail and fight with cutlasses. Twenty others wear leather armor and fight with cutlasses. Fourteen wear leather armor, and are armed with cutlasses and crossbows.

At sea, seven to eight pirates sail in each outrigger canoe. The leader sails in the canoe of his choice. The rest guard the camp (areas 7a-7f).

7a. **TOWERS:** Three 20-foot tall lookout towers stand guard over the lair. Each tower holds up to four pirates. At least one lookout is in each tower at all times (you may wish to roll 1d4 to determine the number of lookouts in a tower).

7b. **BOATS:** The outriggers are beached here unless the pirates are out raiding. When the pirates are ashore, the paddles and sails from their boats are kept in different huts to prevent theft.

7c. **HUTS:** These are made of grass, and are roofed with cones of thatched grass. The hut marked "L" is the leader's hut. It contains a locked wooden cabinet, in which the outrigger sails are stored. The hut marked "S" is the supply hut. Paddles, ropes, tools, food, buckets of tar, spare weapons, and other supplies are kept here. The huts marked "C" each contain 3d4 captives. The prisoners are shackled to iron weights. The unmarked huts each house four pirates.

7d. **CAVE:** This cave is always guarded by 2d4 pirates. The pirates' treasure is kept here, locked in a large iron box that is cemented into the wall. Only the leader has the key to this box. If the box is forced open, a secret compartment in the side of the chest slides open, releasing a deadly pit viper.

Pit Viper: AC 6; HD 2; hp 5; MV 90' (30'); #AT 1 bite; D 1-4 + poison; Save F1; ML 7; AL N

If one of the characters picks the lock on the box, he finds in the box 2,000 cp, 3,000 sp, 4,000 ep, 17 gems (worth 1,700 gp total), a magic-user/elf scroll (*shield*), and a magic sword +1. The sword's statistics are as follows:

AL N; I 8; EG 9; detect metal; levitate for 3 turns per use, up to 3 times per day

7e. **ESCAPE TUNNEL:** Behind a hidden exit in the cave is a 4-foot wide escape tunnel. (Treat the exit as a secret door.) The

tunnel winds through the hills for 500 feet and empties into a series of natural caverns. These caverns are under water at high tide (20% chance).

7f. **WALL:** The pirate lair is surrounded by a wall of thorn bushes weighted down with rocks. The 5-foot tall by 3-foot wide wall keeps out all but the largest animals.

8. HIPPOGRIFF NEST (Use Map 1.)

Set atop the tallest hill on this small island is a large nest. The nest is the home of five hippogriffs.

Hippogriffs (5): AC 5; HD 3+1; hp 21, 20, 16, 14, 10; MV 180' (60'), 360' (120') flying; #AT 2 claws/ 1 bite; D 1-6/1-6/1-10; Save F2; ML 8; AL N

These creatures prey on the weakest of the many wild sheep that graze on the surrounding hills. In defending their "territory," the hippogriffs attack anyone climbing the hill within a halfmile of their nest.

9. RAKASTA CAMP (Use Map 7.)

A tribe of rakasta has set up a temporary camp in this area.

Rakasta are a race of nomadic feline humanoids. They walk erect, but their heads and features are catlike, and their bodies are covered with soft, tawny fur.

The rakasta are a proud and barbaric race. They are fierce fighters who cover their natural claws with metal "war claws" (their favorite weapon).

Certain rakasta warriors ride sabre-tooth tigers. These tiger riders are considered to be the bravest and strongest of the rakasta warriors, and only they can hold the respect of the sabre-tooth tigers.

Rakasta dwell in large, richly furnished tents. Their 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 (equal to the weight of 10,000 coins).

Sixteen normal warriors and three tiger riders are in this temporary camp.

Warriors (16): AC 6; HD 2+1; hp 10 each; MV 90' (30'); #AT 2 claws/1 bite; D 1-4 each; Save F2; ML 9; AL N

Each of the tiger riders has 16 hit points. These riders may leap up to 20 feet from their mounts and attack in the same round.

Sabre-tooth Tigers (3): AC 6; HD 8; hp 36 each; MV 150' (50'); #AT 2 claws/1 bite; D 1-8/1-8/2-12; Save F4; ML 5; AL N



9a. TENTS: Each of these tents houses rakasta:

- Tent 9a1: 4 rakasta
(1 is a tiger rider)
- Tent 9a2: 2 rakasta
- Tent 9a3: 3 rakasta
- Tent 9a4: 3 rakasta
(1 is a tiger rider)
- Tent 9a5: 4 rakasta
(1 is a tiger rider)
- Tent 9a6: 3 rakasta

9b. PAVILIONS: Each of these is a simple tent pavilion covered with a roof of interwoven palm leaves. The pavilions are built on a light wooden framework, and are raised 10 feet off the ground. The tent canvas can be rolled down in case of rain. The three pavilions each house a sabre-tooth tiger chained to a large heavy log.

9c. COMMUNAL PAVILION: This pavilion is similar to those used to house the tigers, except for a smoke hole cut in the roof. Inside, several cushions and rugs are placed out on the floor.

9d. FIRE PIT: This communal fire pit is rimmed with rocks. A turning spit stands in the center of the pit, and other cooking utensils are scattered about.

10. PHANATON SETTLEMENT (Use Map 9.)

This is a small settlement of about 100 phanaton. Phanaton are halfling-sized creatures that look like a cross between a monkey and a raccoon. They are able to glide from tree branch to tree branch, like a flying squirrel. For a complete description

of phanaton, see the New Monsters section (p. 30) in the Appendix.

This settlement is hidden 50 feet off the ground in the trees. The settlement cannot be seen from the ground, and any creature other than a phanaton must be within 20 feet of the settlement to distinguish it from the surrounding greenery.

The phanaton settlement consists of six 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.

A number of huts, varying in size, have been built on each of the platforms. A safety rail runs along the edges of the platforms to prevent young phanaton from falling off. The platforms are connected by a series of rope bridges for the young or infirm.

Phanaton usually climb or glide up to their settlement. However, a trap door is built into one of the platforms (10e); a rope ladder may be unrolled from the door. The rope ladder reaches to the jungle floor, and is for the convenience of nonflying guests. Guests usually sleep on the northernmost platform (10e).

10a. HUTS: Three huts, housing a total of 14 phanaton, have been built on this platform. There are seven adult males, five adult females, and two children. The children are unable to defend themselves and flee if attacked.

Phanaton (14): AC 7; HD 1-1; hp 7x4; 5x3; 2x1; MV 90' (30'), 150' (50') gliding; #AT 1; D 1-6 or by weapon; Save F1+2; ML 7; AL L.

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10b. HUTS: The five wooden huts on this platform house a total of 20 phanaton, including the clan war chief and his seven bodyguards. The remaining 12 phanaton are the warriors' mates.

War Chief: AC 6; HD 3; hp 15; MV 90' (30'), 150' (50') gliding; #AT 1; D 1-6 or by weapon; Save F3+2; ML 7; AL L.

Bodyguards (7): AC 6; HD 2; hp 10 each; MV 90' (30'), 150' (50') gliding; #AT 1; D 1-6 or by weapon; Save F2+2; ML 7; AL L.

Mates (12): AC 7; HD 1-1; hp 3 each; MV 90' (30'), 150' (50') gliding; #AT 1; D 1-6 or by weapon; Save F1+2; ML 7; AL L.

Hidden beneath the war chief's bed is a locked wooden chest containing the clan treasure: 3,000 sp.

10c, 10d, 10e, 10f. OTHER PLATFORMS: These platforms house the rest of the tribe. There are three huts each on platforms 10c and 10d; there are four huts each on platforms 10e and 10f.

In each hut, there is a family of phanaton composed of an adult male, an adult female, and 1d4 children.

The wooden huts are filled with skillfully carved furniture made from many different types of exotic woods. Dozens of hanging plants and ornate mobiles decorate the huts.

11. LAIR OF THE LIZARD MEN (Use Map 3 or 4.)

This lair is located on the edge of a dense swamp in a dank, half-flooded cave.

You may use General Cave Lair 1 (Map 3), General Cave Lair 2 (Map 4), or a map of your own design for this encounter.

Living within this dismal cavern are 14 lizard men.

Lizard Men (14): AC 5; HD 2+1; hp 10 each; MV 60' (20'), 120' (40') swimming; #AT 1 weapon; D 2-7 or weapon +1; Save F2; ML 12; AL N.

One to three lizard men are in each chamber of the lair, except for the hearth-treasure room, where the remainder of the group can be found.

The lizard men hunt and eat the various swamp animals that live in the area. For tribal feasts, they occasionally attack a neanderthal lair. The lizard men have accumulated a small hoard of treasure from these raids. Stored in an untrapped, unlocked box in the hearth-treasure room is the lizard men's treasure: 5,000 cp, 6,000 sp, and eight opal gems worth 500 gp each.

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12. NEANDERTHAL LAIR (Use Map 3 or 4.)

You may use General Cave Lair 1 (Map 3), General Cave Lair 2 (Map 4), or a map of your own design for this encounter.

In this lair are 16 normal neanderthals and 2 leaders.

Neanderthals (16): AC 8; HD 2; hp 9 each; MV 120' (40'); #AT 1 weapon; D 1-6; Save F2; ML 7; AL L

Leaders (2): AC 8; HD 6; hp 31, 27; MV 120' (40'); #AT 1; D 1-6+2; Save F6; ML 7; AL L

One to two neanderthals will be in each room of the cavern, except for the hearth-treasure room, where the leaders and the remainder of the neanderthals can be found.

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

The neanderthals' treasure is kept in a chest made from fitted, uncemented rock slabs. In the chest are 1,000 sp, one large white pearl worth 500 gp, and a small piece of obsidian worth 10 gp.

13. AERIE OF THE GARGOYLES (Use Map 1.)

When the characters enter this area, they 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 does not move, and appears to be nothing more than a stone statue. However, if anyone moves closer than 100 feet, the gargoyle (statue) flies forward with a grating shriek and attacks.

Gargoyle: AC 5; HD 4; hp 26; MV 90' (30'), 150' (50') flying; #AT 2 claws/1 bite/1 horn; D 1-4 each; Save F4; ML 11; AL C

Two other gargoyles (hp 23, 22) are attracted by the cry of the first gargoyle, and leave their nearby cliff lair to join the fray.

The gargoyles' nest is set into a rocky cliff about 50 feet from the ground. Any character other than the thief who tries to climb the cliff must roll less than his dexterity on 1d20 or fall to the ground. The fall causes 3d6 points of damage. A thief automatically succeeds in any attempt to reach the lair.

Among bones and assorted garbage in the lair, the characters find a ruby worth 600 gp, and a *protection from elementals* scroll lying on the floor.

14. ARANEA LAIRS (Use Map 8.)

The aranea are a race of highly intelligent, magic-using arachnids (spiders) who live in webs strung between trees. The webs are about 40 feet above the jungle floor. Only a character who climbs 20-30 feet above the jungle floor is able to see the webs. Part of the webs are roofed over with a waterproof mixture of leaves, bark, twigs, and web strands.

Each aranea has a separate lair, but the walls are close enough together so that the aranea can easily jump from one to another.

An aranea looks like a huge, greenish-brown spider (about the size of a small pony). A massive, odd-shaped lump on its backs houses a large brain. For a complete description of aranea, see the New Monsters section (p. 30) in the Appendix.

Three aranea inhabit this section of forest. The webbed-over sections of their lairs resemble caves. Many pieces of crude "furniture" made out of web, vines, and wood are webbed in place on the floors of these lairs. Storage chests and libraries used for spell research are among the pieces of furniture in the lairs.

Aranea usually weave their treasure into the roofs of their lairs for safe keeping.

Aranea (3): AC 7; HD 3; hp 19 each; MV 60' (20'), 120' (40') in web; #AT 1; D 1-6 + poison; Save MU3; ML 7; AL C

The aranea in the first lair (14a) has learned the following magic-user spells:

First Level: *detect magic*, *sleep*
Second Level: *levitate*

The aranea in the second lair (14b) has learned the following magic-user spells:

First Level: *floating disc*,
ventriloquism
Second Level: *phantasmal force*

Each of the three lairs is similar, except for the types of magic items to be found in them:

14a: A *shield +1* (cursed to -1) and a potion of *undead control* are hidden in the ceiling of this lair.

14b: A *broom of flying* is hidden in the ceiling of this lair.

14c: A scroll with the spells *light*, *mirror image*, and *read languages* is laid out on a table in this lair. A potion of *poison* is hidden in the ceiling.

Two bugbears patrol the area beneath the aranea webs.

Bugbears (2): AC 5; HD 3+1; hp 11, 10; MV 90' (30'); #AT 1 weapon; D 2-8 or by weapon +1; Save F3; ML 9; AL C

The bugbears earn treasure and favors from the aranea by guarding the grounds from intruders. Each carries a large alarm horn that it sounds at the first sign of trouble, warning the aranea. Each also carries a pouch containing scraps of food, personal mementos (such as bones and teeth), and 10 gp. They live nearby in thatched huts.

15. PTERANODON TERROR (Use Map 1.)

Three pteranodons inhabit this area. There is a 75% chance that the pteranodons attack the characters as they cross the rope bridge that spans the central river. Anyone who is hit by one of the pteranodons has a 10% chance of falling off the bridge and taking 10d10 points of damage from the fall to the rocks below.

Pteranodons (3): AC 6; HD 5; hp 26, 23, 18; MV 30' (10'), 240' (80') flying; #AT 1; D 1-8; Save F3; ML 8; AL N

16. THE ROC'S ROOST (Use Map 1.)

This nest belongs to two small rocs. Woven into the nest is a map showing that a treasure worth 17,000 gp can be found at area 19.

Rocs (2): AC 4; HD 6; hp 32, 26; MV 60' (20'), 480' (160') flying; #AT 2 claws/1 bite; D 2-5/2-5/2-12; Save F3; ML 6; AL L

17. DIMETRODON PERIL (Use Map 1.)

As the characters enter this area, they hear a series of horrible screams. In the center of a grassy clearing, a dimetrodon is attacking a frantically struggling native.

Dimetrodon: AC 5; HD 7; hp 36; MV 120' (40'); #AT 1; D 2-16; Save F4; ML 8; AL N

For a complete description of the dimetrodon, see the New Monsters section (p. 30) in the Appendix.

If the characters slay or drive off the dimetrodon, the native, though mortally wounded, gives the characters his only treasure: a nugget of platinum worth 50 gp. The characters must swear, however, to bury the native in a special location in return for the treasure. You may choose the special location given the characters by the native.

18. THE OGRE'S LAIR (Use Map 3 or 4.)

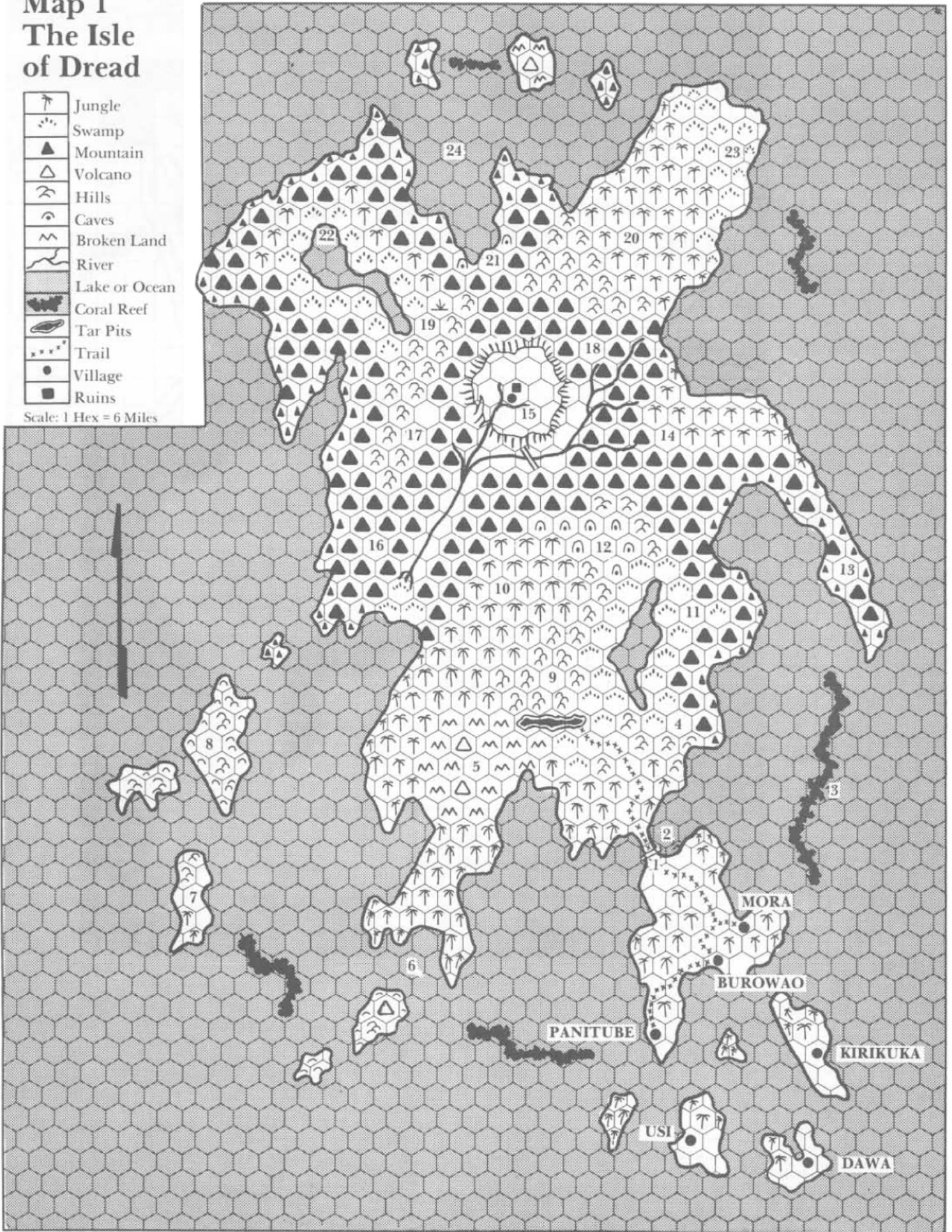
You may use General Cave Lair 1 (Map 3), General Cave Lair 2 (Map 4), or a map of your own design for this encounter.

This ancient burial chamber is the home of five ogres.

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

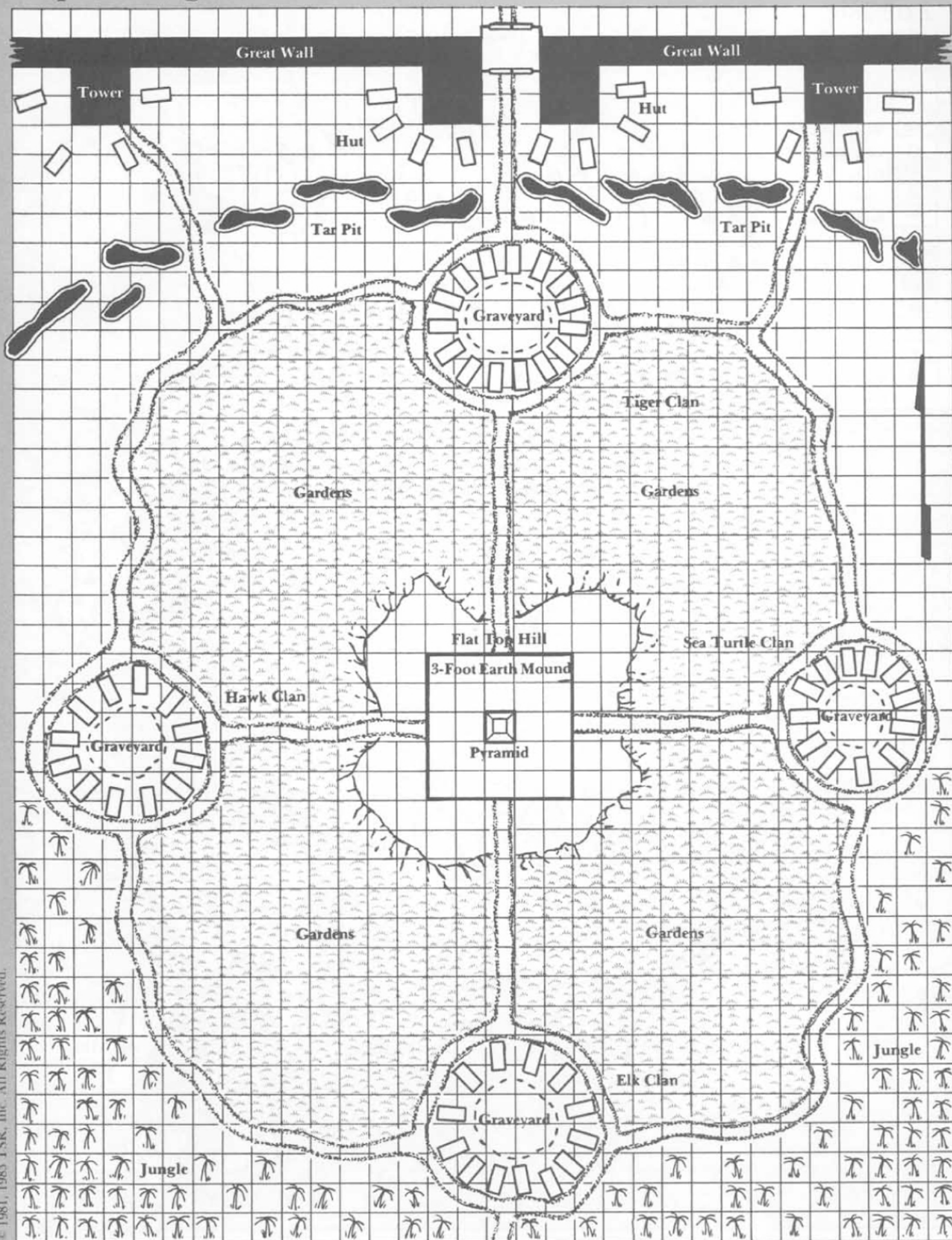
Scale: 1 Hex = 6 Miles



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

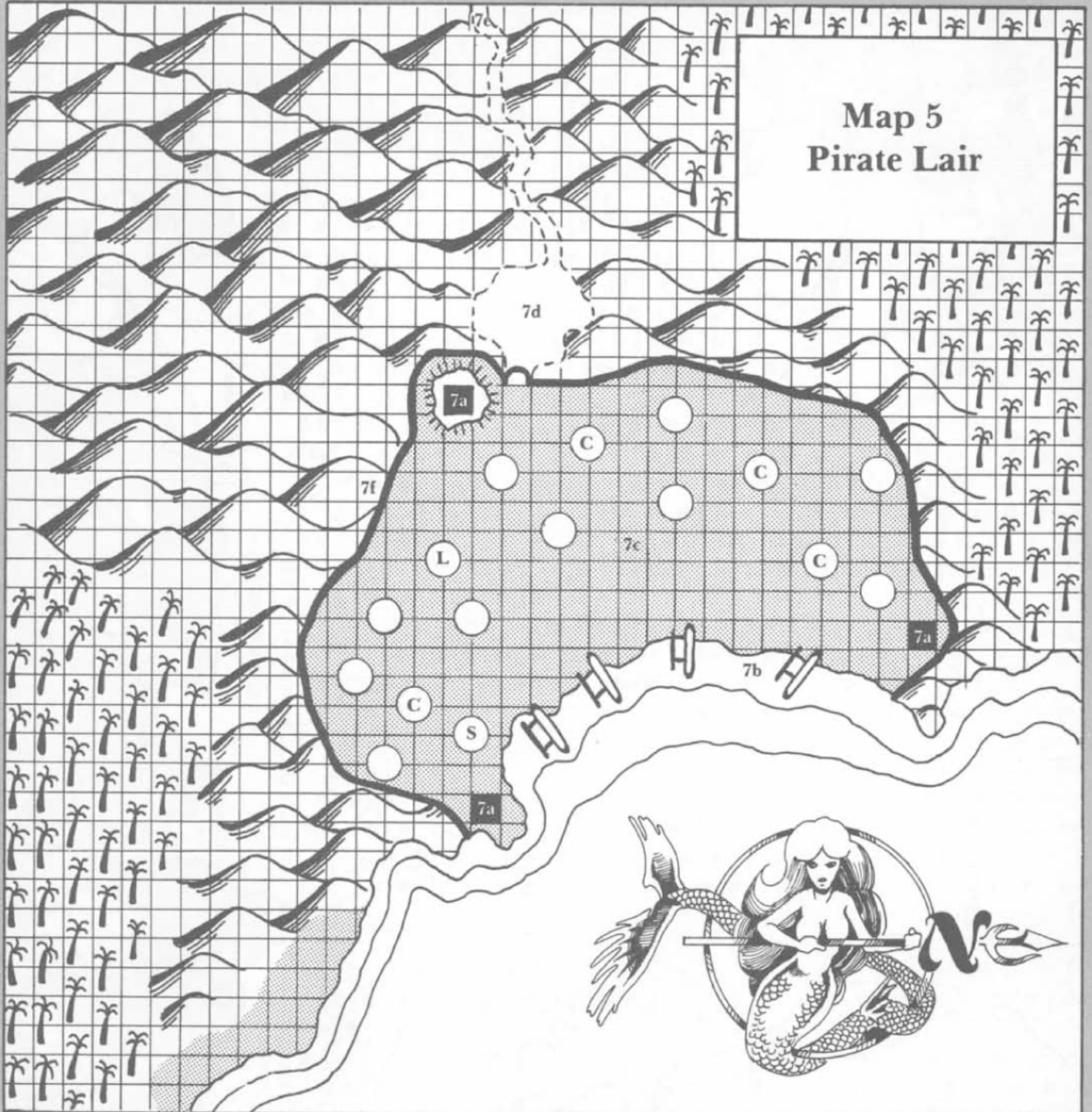
Map 2 Village of Tanaroa

Scale: 1 Square = 50 Feet



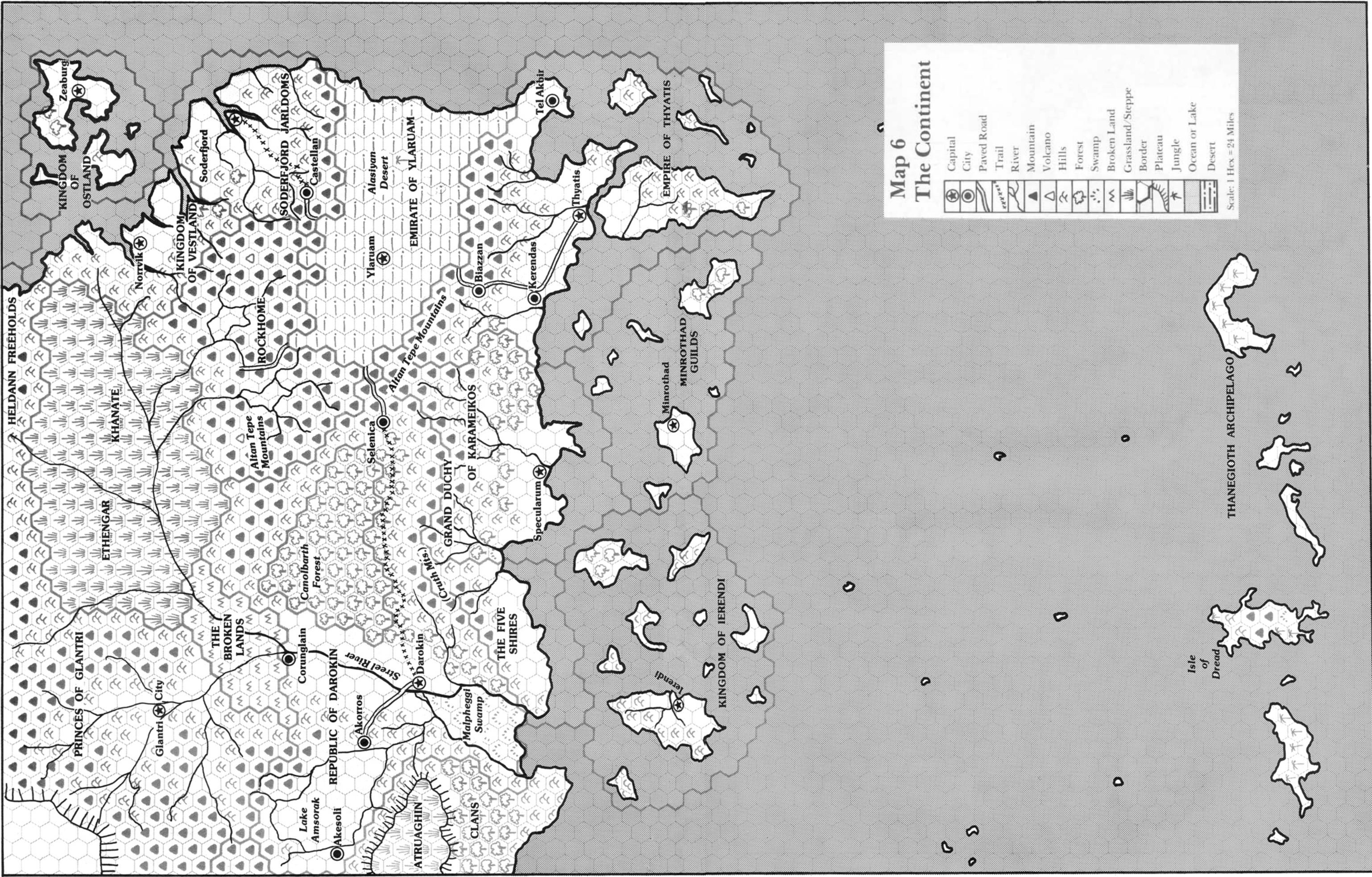
To remove maps, open staples and pull out 8 map pages, then bend staples back.

Map 5 Pirate Lair

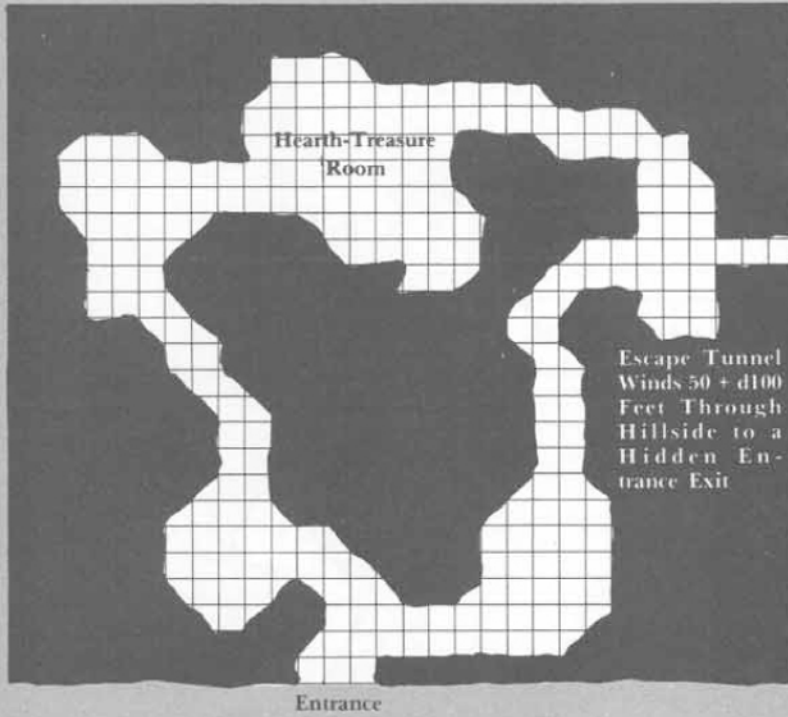


	Grass Hut		Outrigger Canoe
	Watchtower		Hills
	Thorn Wall		Jungle
	Cave		Sand Beach
	Tunnel		Raised Earth Mound

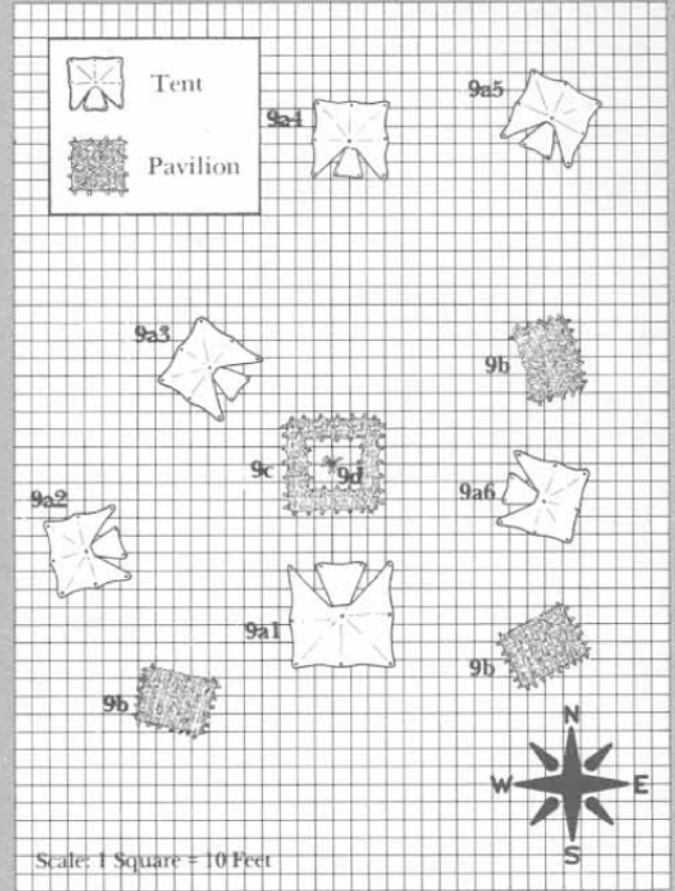
Scale: 1 Square = 10 Feet



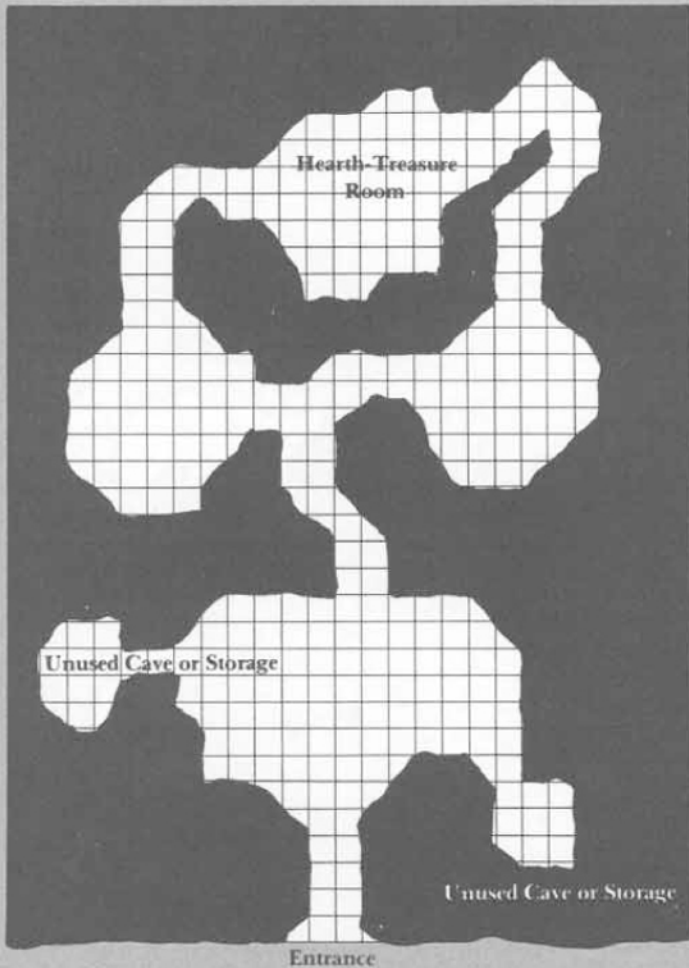
Map 3 General Cave Lair 1



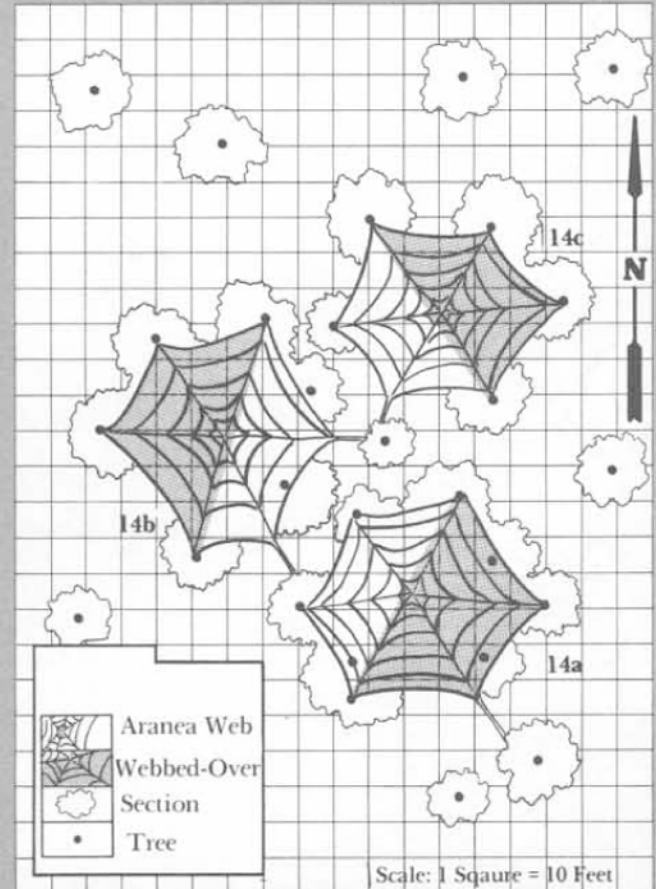
Map 7 Rakasta Camp



Map 4 General Cave Lair 2



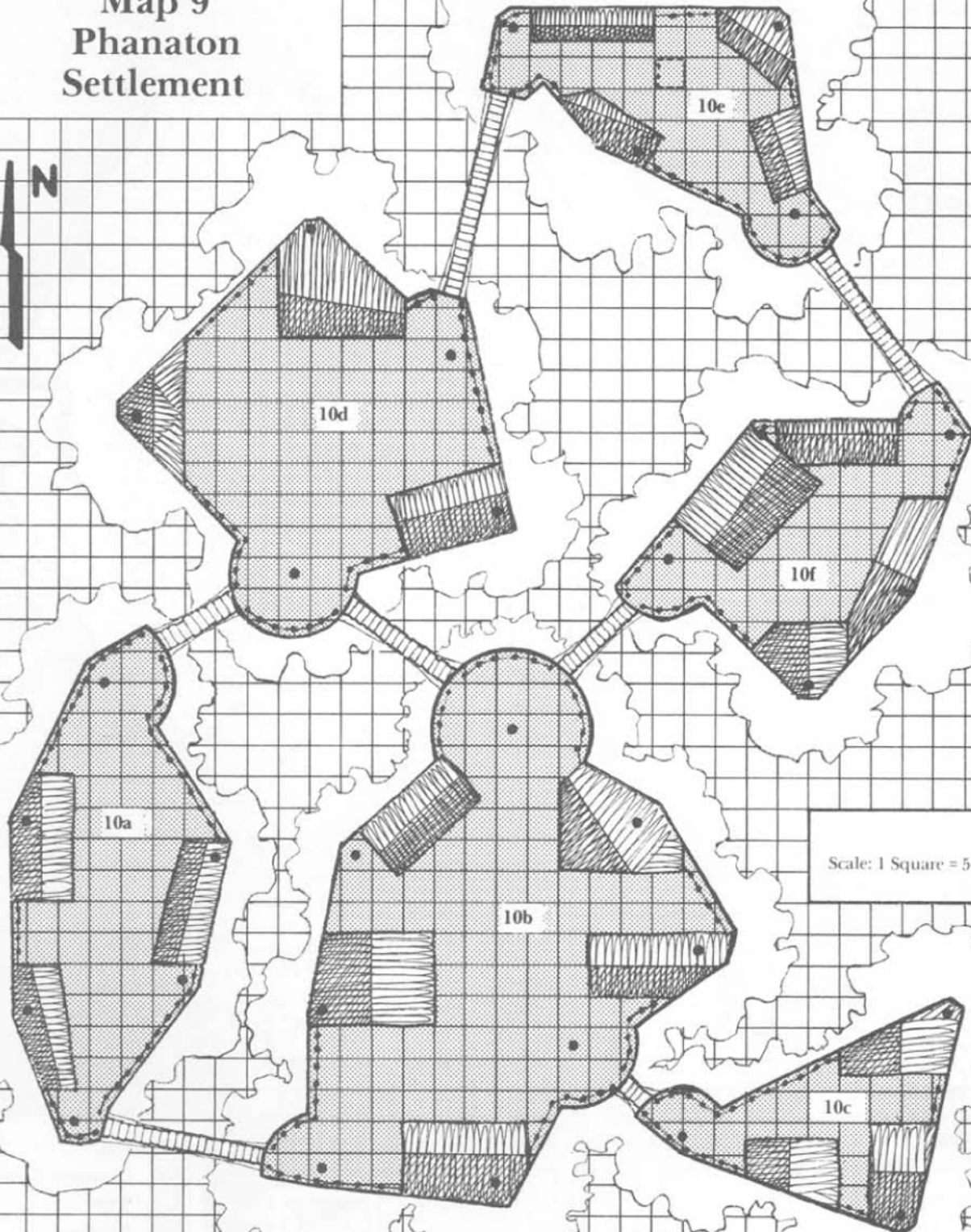
Map 8 Aranea Lairs





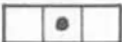
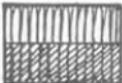


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Map 9 Phanaton Settlement

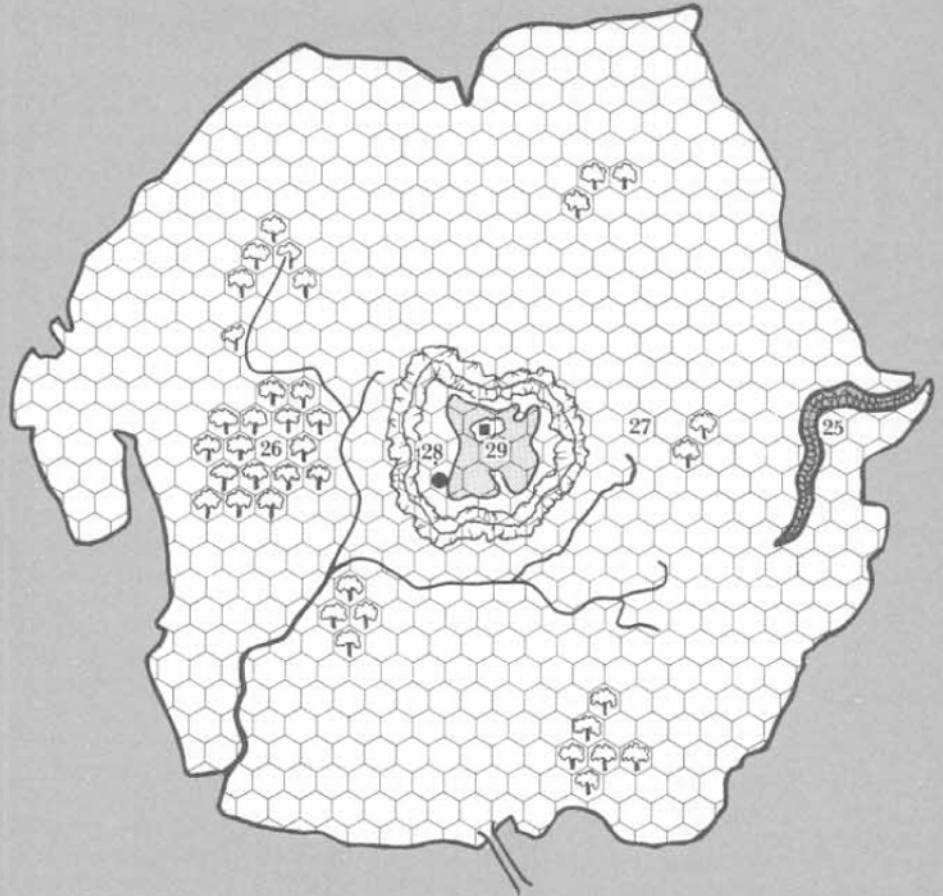


Scale: 1 Square = 5 Feet

- | | | | | | |
|---|-----------|---|-------------|---|------------|
|  | Trap Door |  | Railing |  | Tree Trunk |
|  | Hut |  | Rope Bridge |  | Platform |

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

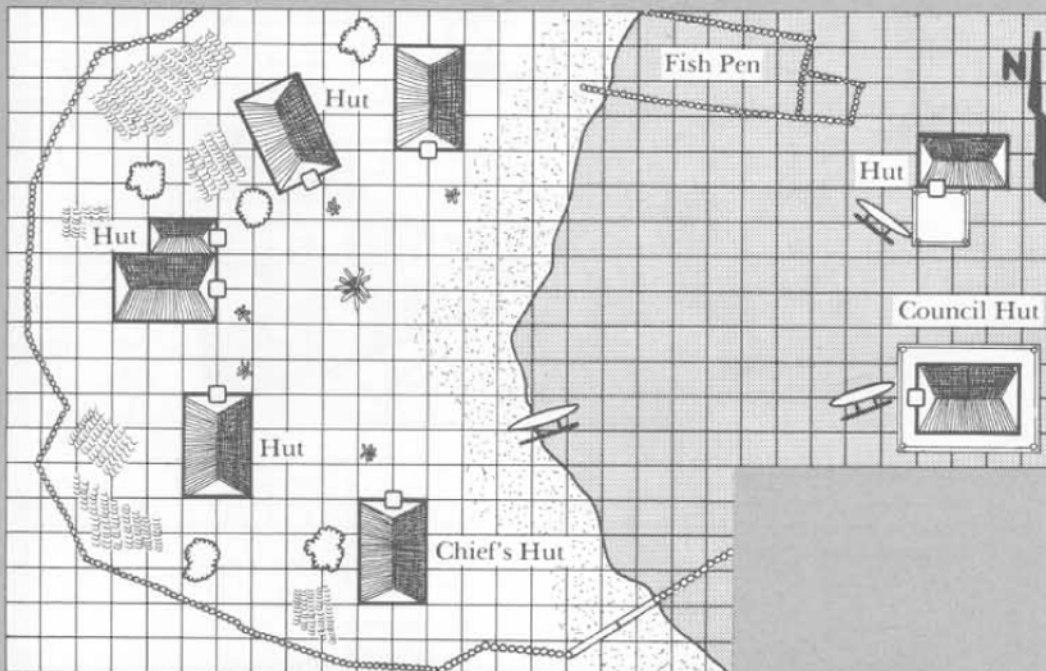
Map 10 Central Plateau



	Village		Ruins
	Rope Bridge		Ravine
	Ridge		Lake

Scale: 1 Hex = 1 Mile

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



Map 11 Village of Mantru

	Door
	Outrigger Canoe
	Tree
	Garden
	Fire
	Beach
	Lake
	Stockade

Scale: 1 Square = 10 Feet

Ogres (5): AC 6; HD 4+1; hp 21, 18, 18, 15, 9; MV 90' (30'); #AT 1 club; D 1-10; Save F4; ML 10; AL C

There is a 50% chance that each room is occupied by an ogre, except for the hearth-treasure room, where the rest of the ogres can be found.

Each chamber of the cavern complex is lit by a crude torch. The torches are attached to the rock walls by sticky, black globs of adhesive (tar). The dim illumination in each room reveals burial chambers, littered with old bones and rotting shrouds.

Hidden beneath a pile of shrouds in the hearth-treasure room is the ogres' treasure chest. Inside the locked wooden chest are 2,000 sp, 1,000 gp, and three sabre-tooth tiger skulls.

19. DERANGED ANKYLOSAURUS

(Use Map 1.)

As the characters move through this lightly wooded area, an ankylosaurus rushes out and attacks 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 creature attacks until slain (+6 to morale), or until the drug wears off (in about 2 hours).

Ankylosaurus: AC 0; HD 7; hp 33; MV 60' (20'); #AT 1 tail; D 2-12; Save F4; ML 6; AL N

This area is also the hunting ground of an allosaurus.

Allosaurus: AC 5; HD 13; hp 55; MV 150' (50'); #AT 1 bite; D 4-24; Save F7; ML 9; AL N

If the characters have the treasure map from the rocs' roost (area 16), they may dig here for the large buried treasure. The hoard is buried 10 feet underground, and takes 1d4+1 turns to dig up. Roll for wandering monsters each turn. If one appears, it is the allosaurus.

The treasure consists of 2,000 gp, three diamonds worth 3,000 gp each, and a sapphire necklace worth 6,000 gp.

For complete descriptions of the ankylosaurus and the allosaurus, see the New Monsters section (p. 30) in the Appendix.

20. ABODE OF THE GREEN DRAGON

(Use Map 3 or 4.)

You may use General Cave Lair 1 (Map 3), General Cave Lair 2 (Map 4), or a map of your own design for this encounter.

As the characters pass a low, stony hill, they notice a broad opening in the rocky

hillside. As the characters come to the mouth of the cave, they hear heavy, labored breathing coming from inside the dark cavern.

If the characters enter the caverns, they find all the chambers to be empty, except for one. In the hearth-treasure room, the characters come upon a green dragon, a creature of great age and fearsome aspect.

Green Dragon: AC 1; HD 9; hp 45; MV 90' (30'); 240' (80') flying; #AT 2 claws/1 bite + breath weapon; D 1-6/1-6/3-24 or breath; Save F8; ML 9; AL C

The dragon will often (33% of the time) be asleep atop his pile of treasure, and can be surprised. However, if he is awake when the characters enter his cave, the dragon knows they are there. There is a 50% chance that, instead of slaying the characters, the dragon allows the characters to leave unharmed; however, he only allows this if the characters give up all of their magic items.

If you are using either Map 3 or 4, the dragon will have blocked off all tunnels in the cavern that are too small for him to move through.

The dragon's treasure hoard consists of 40,400 sp, 2,000 gp, and 30 assorted pieces of jewelry worth a total of 18,000 gp.

21. LAIR OF THE WRETCHED TROGLODYTES

(Use Map 3 or 4.)

You may use General Cave Lair 1 (Map 3), General Cave Lair 2 (Map 4), or a map of your own design for this encounter.

As the characters near this area, they begin to smell a particularly foul stench. The smell becomes worse as the party comes upon a dark opening in the ground. The odor seems to be coming from this hole.

Within this lair are 17 troglodytes. They have recently moved to this location because of the "pleasantly" damp climate.

Troglodytes (17): AC 5; HD 2; hp 10 each; MV 120' (40'); #AT 2 claws/1 bite; D 1-4 each; Save F2; ML 9; AL C

One to four troglodytes are in each chamber of the lair, except for the hearth-treasure room, where the rest of the troglodytes can be found.

The troglodytes' treasure chest is chained to the bottom of a 3-foot deep, evil-smelling pool of dark liquid. The rusted chest is attached to a bolt in the center of the pool's floor. In order to get to the chest, the chain must first be severed (you must decide the characters' chances, based on their actions). Although the chest

is locked, the lock mechanism may be picked once the chest is removed from the water.

Underneath the slime at the bottom of the pool is the key to the lock on the chest. The characters only have a 20% chance of accidentally finding the key; however, if they actively search the area for the key, each character has a 1 in 6 chance of finding it.

The hoard of valuables consists of 2,000 cp, 2,000 sp, 1,000 ep, 3,000 gp, and 6 amethyst stones worth a total of 3,000 gp.

22. PLESIOSAURUS MENACE

(Use Map 1.)

A hungry plesiosaurus lurks beneath the surface of this lake.

Plesiosaurus: AC 6; HD 16; hp 60; MV 150' (50') swimming; #AT 1 bite; D 4-24; Save F8; ML 9; AL N

For a complete description of the plesiosaurus, see the New Monsters section (p. 30) in the Appendix.

The beast attacks anyone coming within 15 feet of the shore. If it hits, the plesiosaurus pulls its victim into the lake on the following round.

If the plesiosaurus is slain and its body cut open, the characters find a skeletal arm and hand wearing a *ring of regeneration*.

23. RANDOM ENCOUNTER

(Use Map 1.)

For every day the characters spend within 2 hexes of this location, they encounter one wandering monster from General Island Wandering Monster Table 3.

24. THE SEA HYDRA

(Use Map 1.)

If the party's ship passes within 1 hex of this location, it is attacked by a six-headed sea hydra.

Sea Hydra: AC 5; HD 6; hp 48; MV 120' (40') swimming; #AT 6; D 1-10 each; Save F6; ML 11; AL N

The sea hydra attacks with all of its heads every round. For every 8 points of damage a hydra takes, one head is destroyed.

The hydra's lair is located 200 feet beneath the surface in a flooded cave. Inside the cave is the treasure the hydra has gleaned from sunken ships and unfortunate passers-by. The treasure includes 1,000 gp, an untarnished coat of *chain mail* +3, a rusted cutlass topped with a jeweledommel (worth 500 gp), and a potion of *water breathing*.



CENTRAL PLATEAU ADVENTURES

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 rising 3,000 feet.

A dormant volcanic mountain dominates the plateau, and a crater lake lies at the center of the mountain. The volcano can be seen from nearly all points on the plateau.

Except for the volcanic crater, the temperatures are cooler on the plateau than on the rest of the isle. Grasslands and forests cover much of the plateau.

There are only three ways for the characters to reach the plateau: by crossing the rope bridge (at area 15), by using a magical flying device, or by climbing. Characters without climbing skill cannot successfully scale the cliffs surrounding the plateau; even thieves must check for falling every 100 feet (30 times). Give the characters hints about the great risk involved in climbing.

You might also want to hint to the players that the village of Mantru is a good place for the characters to set up a base for further adventures in this area.

Maps for central plateau encounters

You will need the following maps to run encounters on the central plateau:

Map 10: Central Plateau

Map 11: Village of Mantru

The scale on the Central Plateau Map is 1 mile to the hex, so the characters move six times as far per day when traveling on this map. It does take the characters much longer to scale the cliffs at area 27, however.

Wandering monsters

Check for wandering monster encounters by rolling 1d6 for every 3 hexes the characters travel. If a 5 or 6 is rolled, an encounter occurs. Roll 2d6 on the Central Plateau Wandering Monster Table to determine what is encountered by the characters.

Central plateau encounters

25. GOLD VEIN (Use Map 10.)

A recent tremor has revealed a lode of high quality gold ore. A dwarf or any other character who knows 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 does not yield more than 15,000 pieces of refined gold.

To obtain that amount, however, the characters must mine, transport, and refine

TABLE 4 CENTRAL PLATEAU WANDERING MONSTERS

Dice Roll	Monster	Dice Roll	Monster
2-3	Cave Bears (2): AC 5; HD 7; hp 33, 28; MV 120' (40'); #AT 2 claws/1 bite; D 1-8/1-8/2-12; Save F3; ML 9; AL N	Save F8; ML 8; AL N	
4	Pteranodons (4): AC 6; HD 5; hp 20, 19, 18, 16; MV 240' (120') flying; #AT 1; D 1-12; Save F4; ML 8; AL N	10	Triceratops: AC 2; HD 11; hp 50; MV 90' (30'); #AT 1 gore or 1 trample; D 3-18; Save F6; ML 8; AL N
5	Pterodactyls (7): AC 7; HD 1; hp 6 each; MV 180' (60') flying; #AT 1; D 1-3; Save F1; ML 7; AL N	11	Sabre-tooth Tigers (2): AC 6; HD 8; hp 35, 29; MV 150' (50'); #AT 3; D 1-8/1-8/2-16; Save F4; ML 10; AL N
6	Boars (2): AC 7; HD 3; hp 10, 9; MV 150' (50'); #AT 1; D 2-8; Save F2; ML 9; AL N	12	Tremor: minor quakes that vary in severity (roll 1d6): 1-4: Minor Shock — no effect 5: Major Shock — characters knocked off their feet; 30% chance of falling if climbing cliffs 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 taking 3d6 damage from falling trees, 60% chance of falling if climbing cliffs All tremors last for 10-30 seconds.
7	Animal Herd (5): AC 7; HD 2; hp 10 each; MV 240' (80'); #AT 3; D 1-2/1-2/1-4; Save F1; ML 5; AL N		
8	Dire Wolves (4): AC 6; HD 4+1; hp 19, 16, 14, 11; MV 150' (50'); #AT 1; D 2-8; Save F2; ML 8; AL N		
9	Elephants, Prehistoric (2): AC 3; HD 15; hp 67, 59; MV 120' (40'); #AT 3; D 2 tusks or 1 trample; D 2-12/2-12 or 4-32;		

3,000 pounds (30,000 cn) 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 characters must pay each worker 1 gold piece per week. They must also provide food for the workers, and pay the cost of transporting the workers to this area.

The natives living on the plateau do not work the vein unless they are enslaved. You may wish to discourage this by having the slaves work very slowly, and having them rebel often.

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 of refining the gold is 10-20% of final value, and may be done in any major mainland city of your choice.

26. TREANT FOREST (Use Map 10.)

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.

Treants (15): AC 2; HD 8; hp 34-41 (33 + 1d8); MV 60' (20'); #AT 2 branches; D 2-12 each; Save F8; ML 9; AL L

Treants can only be spotted at a range of 30

feet or less. They surprise the characters on a roll of 1-3 on 1d6.

These treants are reclusive and try to avoid any contact with the characters. The treants are the only living beings in this forest, and if the characters move through without searching, the chance of their encountering the treants is only 1 in 20.

The treants ignore the characters, but the following actions by the characters bring the listed responses:

Searching: If the characters are 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: There is a 1 in 20 chance that any tree a character climbs is a treant. If the character does nothing harmful, the treant does not move or reveal its presence. If attacked or hurt, the treant immediately captures or kills the offender, while calling loudly for assistance. More treants (1d4+1) come in 2d6 rounds.

Cutting trees: If the characters try to cut down a tree, one treant arrives in the first turn of activity. The treant tries to avoid being noticed, but causes the tree being cut down to move away at a rate of 30 feet per turn. One new treant arrives in the area each turn thereafter. The treants do whatever they can to drive the characters from the forest and still avoid combat.

Starting a fire: If the characters light a small campfire in this area, the forest begins to gradually move back from the camp, leaving a clearing 50 feet in diameter. Three treants then move into position around the camp, controlling the trees. They do nothing if the characters use dead branches and brush for the fire. If the characters collect living branches or wood, each treant sends two trees through the camp late at night. The characters are not attacked unless they try to destroy the trees, but the trees try to take or destroy as much gear as possible on one pass. If a character uses a fire-based spell, he is attacked by the treants.

27. CLIFF WALL (Use Map 10.)

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.

No clear trails are visible over the cliff wall, but it appears that the wall can be scaled in many places. Even characters without climbing skill may attempt to climb the cliffs, as there are obvious handholds and routes up the rock face.

For all characters except thieves, the base chance of falling while climbing is 50%. This may be reduced by 10% if a thief is guiding the other characters. Each character's base chance may also be reduced by 10% if his dexterity score is 15 or greater. If the characters are roped together, another 20% may be subtracted from the base chance of falling. You may wish to further adjust the base chance depending on other activities of the characters.

It takes 12 hours of climbing time to reach the top of the cliffs. During this time, normal encounters are still rolled for on Table 4, but only the following encounters apply: pteranodons (encounter 4), pterodactyls (encounter 5), and tremors (encounter 12).

At the top, the rocks are covered with ice and snow, and the temperature is below freezing. No encounters occur here, but characters who try to stay here overnight without warm clothing suffer 2d6 points of damage from exposure. The characters may start a fire here, if they brought firewood with them. They are not able to find any firewood here.

As the characters descend into the volcanic crater (an 8-hour climb), the temperature becomes warm and the climate turns tropical. Jungle vegetation covers the lower slopes, but the animal population in the valley is sparse.

Continue to roll for wandering monster encounters, but ignore all results, unless a 12 on 2d6 is rolled. In this event, a minor tremor shakes the ground.

28. VILLAGE OF MANTRU (Use Map 11.)

This small village lies on the shore of the large crater lake. The western edge of the village is surrounded by a crude stockade of palm trunks and branches. This stockade extends into the water on both sides of the village. Part of this wall has been expanded to form two fish pens, which are used to hold any extra fish from the daily catch.

The village itself consists of six palm-thatched huts, each raised about 2 feet off the ground on stilts. Two more huts stand further out in the lake, kept 3 feet above the water on stilted platforms. The small lake hut (20 feet by 40 feet) belongs to Umlat, an aged man who serves as the tribal cleric. The larger building (30 feet by 50 feet) is the main council hut.

The village is inhabited by 50 tribal members who live by fishing and farming small gardens. They are divided into five large families; each family lives as one group and shares food and work. Each family has its own possessions: canoes, nets, tools, and huts. These people are not warlike, but if attacked, they defend themselves to the best of their ability. If the characters do not attack the villagers, they are met by a band of men armed with spears. At first, spears are thrown to fall short of the characters. The villagers then try to frighten the characters away by shouting and gesturing. If the characters remain friendly, the villagers welcome them and lead them into the village.

In the village, the characters are introduced to Fano, the "talking chief" and village leader; Umlat, the tribal cleric; and the "chief," a small stone carving of an old man that is kept in the council hut on the lake. The characters learn 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 solemn meeting, the characters are treated to a feast of baked fish, fruits, yam paste, turtle soup, roasted birds, and fermented yam beer. This feast is held on the beach, and great smoking fires are lit to drive away insects. Lodging is provided by several families. The natives insist that at least one character sleep in each hut. The natives freely give anything a character asks for, but expect the same in the future. You should try to use this tribal custom at least once during the adventure.

The characters may remain in the village for as long as they wish, but after a short period of time, they are asked to help the natives destroy a threat to the village. Fano and Umlat tell the characters that a group of renegade tribesmen (now headhunters) has 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 they inhabit is considered to be taboo. Although the villagers aid the party by providing canoes and what equipment they can, they do not set foot on the island.

Fano, the "talking chief": AC 9; F4; hp 26; MV 120' (40'); #AT 1; D 1-6 or by weapon; 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 prevent him from joining the characters on the raid. His goodwill is important, however, as his opinion of the characters decides the treatment the villagers give them. Fano is good-natured, but proud of his position. He does not tolerate mockery of it or of the "chief" of the village.

Umlat, the tribal cleric: AC 9; C 6; hp 22; MV 120' (40'); #AT 1; D 1-6 or by weapon; ML 8; AL L

Spells: First Level: *cure light wounds, purify food and water*
Second Level: *bless, snake charm*
Third Level: *cure disease*

Umlat is a pious man, devoted to his deity (Oloron, Lord of the Skies), but he seems to have 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 attribute this to the favor of his deity. However, he is frail and weak, and his activities are greatly limited. 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 characters. However, he makes his spells available to aid the characters in their task. Umlat prays for other spells, given one day's notice.

29. TABOO ISLAND (Use Map 10.)

The details of this area are given in the Taboo Island Adventures section.



TABOO ISLAND ADVENTURES

This rocky island is 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 easily entered from the lake side, as its broad steps descend to the waters of the lake. This is where the characters begin the final stage of their adventure.

This island was once the center of the kingdom of Kopru, until native rebellions destroyed their power. Do not tell the players who or what the kopru were; this is part of the island's taboo. For a complete description of kopru, see the New Monsters section (p. 30) in the Appendix.

The lair of the renegade tribesmen is on the first level of the temple complex (Map 12).

When describing the areas of the temple to the players, keep the following details in mind: the entire temple is damp and foul-smelling, and the air is hot and stale. Small blind creatures constantly scatter before the characters, flitting here and there.

Maps for Taboo Island encounters

You will need the following maps to run encounters on Taboo Island:

- Map 12: Temple Level 1
- Map 13: Temple Level 2
- Map 14: Temple Level 3

Wandering monsters

Do not roll for wandering monster encounters while the characters are on Taboo Island.

Taboo Island encounters

Key to Temple Level 1 (Use Map 12.)

30. 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. 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 feet above the first. A stone foot and ankle stand on each side of the center flight of stairs. These feet are all that remain 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.

31. GUARD POST

The tribesmen who live in this temple have carefully narrowed this passage with mounds of rubble, so that only one character can pass through at a time. Waiting on the other side of the opening are three 1st level fighters and one 5th level fighter.

Fighters (1st level) (3): AC 7; F1; hp 7 each; MV 120' (40'); #AT 1; D 1-6 or by weapon; ML 8; AL C

Fighter (5th level): AC 5; F5; hp 32; MV 120' (40'); #AT 1; D 1-6 or by weapon; ML 9; AL C

This fighter wears bone armor and carries a shield and *spear +1*.

These guards are able to observe any intruders moving down the hall. They attempt to slay their opponents one at a time. If attacked with a *fire ball*, *lightning bolt*, or other similar spell, these guards gain +1 on their saving throws, as they are well-protected by cover. Should the morale of these guards fail, they retreat to the main chamber (area 32).

32. MAIN CHAMBER

This large hall was once the main worship area of the temple, but the tribesmen now use it as their central living area. The floor is covered with mats, bowls, and eating utensils made of bone. A fire is blazing in the center of the chamber. The hall itself is two stories high. Balconies run along three sides of the second story. A 20-foot by 30-foot hole has been cut in the center of the ceiling, and is open to the sky. To prevent debris and small creatures from entering, a net has been fastened across this opening. This net does not prevent characters from entering through here, nor does 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 it difficult to determine what kind of creature it once depicted. The other doors are all located on the balcony level.

In this chamber are 10 tribesmen, 12 women, and 8 children.

Tribesmen and women (22): AC 9; F1 or NM; hp 5 each; MV 120' (40'); #AT 1; D 1-6 or by weapon; ML 9; AL C

The men and women fight, while the children attempt to escape up the rope to the surface. Also, the men in areas 32a and 32c reinforce the natives here in 2 rounds. Should the morale of the adults fail, those fighting try to charge toward the exit to the temple entrance (area 30).

32a. 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, smoldering fire. The ceiling is heavily stained with soot, and the air reeks of grease, smoke, sweat, and fish. In each room, seven young men are telling boastful stories to one another.

Young Men (14): AC 7; F1; hp 6 each; MV 120' (40'); #AT 1; D 1-6 or by weapon; ML 9; AL C

Each young man wears primitive leather armor, and is armed with a spear and bow.

The young men's arrows are coated with a gummy vegetable poison, which causes 1d6 extra points of damage. The poison also causes violent sickness and fever for 2d10 hours. A successful saving throw versus poison negates the sickness and the additional damage.

32b. This room is reserved for unmarried girls. It is decorated like 32a, except that the weapons here are daggers of bone and metal. There are also many tools, including scrapers, needles, and mallets.

Five girls are in this room. They are hairstyling, tattooing, filing their teeth, and otherwise "improving" their looks. These girls (hp 3 each) do not attack, but try to flee, if possible.

32c. This large room is the tribal chief's quarters. In this room are the following natives:

The Chief: AC 5; F7; hp 44; MV 120' (40'); #AT 1; D 1-8 + 2; ML 10; AL C

The chief wears bone armor and is armed with a shield and a *sword +2*.

The Chief's Sons (3): AC 7; F3; hp 20, 17, 16; MV 120' (40'); #AT 1; D 1-6; ML 9; AL C

Each son wears leather armor and is armed with a spear.

The Witchdoctor: AC 6; C5; hp 21; MV 120' (40'); #AT 1; D 1-6; ML 9; AL C
 Spells: First Level: *cause light wounds* (x2)
 Second Level: *hold person, snake charm*

The witchdoctor wears bone armor and is armed with a bone club.

Women (5): AC 9; hp 3; MV 120' (40'); AL C

These women do not fight.

The chief, his sons, and the witchdoctor come to the aid of the families in the main chamber (area 32) if the alarm is raised. They also investigate any unusual noises from that area. Should their morale fail, they retreat to this room and make a stand.

The room is cluttered with pots, gourds, necklaces of bone, a rack of skulls, and many animal skins and furs. Hidden in one of the skulls on the rack are five gems (1,200 gp, 1,000 gp, 800 gp, 500 gp, 50 gp). In a wax-sealed gourd is a potion of *flying*. Six furs, each worth 100 gp, hang from the walls.

33. SECRET VIEWING CHAMBER

A secret door, unknown to the natives, leads from the northern balcony in area 32 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 to the eye a variety of vivid colors.

Several large stone levers and a corroded bronze tube line the south wall of the chamber. Three rotted ends of rope hang from small holes in the ceiling. These ropes and levers once operated mechanisms within the now-ruined statue that stood over the temple's entrance. The bronze tube was used as a megaphone for the "god's" voice. A small niche has been carved into the back of the statue (B) that stands in the slanted section of wall. This statue faces out onto the temple entrance (area 30) from the northeastern wall. A person can stand in this niche and observe the entrance through two small spy holes.

The walls of the niche are lined with a brownish-looking mold. The mold is filmed with damp dust, so its true color (yellow) cannot easily be seen.

Yellow Mold: AC can always be hit; HD 2; hp 8; MV 0; #AT spores; D 1-6 + spores; Save F2; ML not applicable; AL N

34. PRIESTS' QUARTERS

This secret chamber was where the "gods" watched the services held in their honor. The chamber is bare, and the floor is covered with a heavy layer of dust and fine sand. The dust covers a trap door in the northeast corner, so the characters only have a 1 in 6 chance of noticing it. The trap door is weak and breaks when stepped on, dropping anyone standing on it into area 40 on Temple Level 2. Anyone falling takes 1d6 points of damage.

In the northwest corner of this room, a set of stairs leads up to a narrow platform (A). This platform rests behind the eyes of the carved face that looks into area 32. Anyone standing on the platform may view the main chamber by looking through the two small eye holes. Between the two eye holes is a large wooden piston and handle. If anyone gives it a strong hard pull, this piston sprays a 20-foot diameter cloud of inflammable dust through the nose of the face and into the main chamber. The dust cloud causes any open flames in the main chamber to explode, causing 4d6 points of damage to any character in the area. A successful saving throw versus dragon's breath reduces damage by half. There is a 50% chance that any explosion in the main chamber causes a similar explosion on the platform where the piston is, resulting in 2d6 points of damage to anyone there.

35. BLOCKED-UP PASSAGE

This hallway ends in a crude wall of stones that completely closes off the passage. This wall was built by the renegade tribesmen to keep creatures from the lower levels of the temple out of their tribal home. The natives no longer bother to guard this wall, as creatures rarely try to come through it. If the characters have suitable tools, they can make an opening large enough for one character to get through in one hour.

36. WEAKENED FLOOR

Unused for many years, this section of floor has been weakened from below. The stone and supporting beams have been rotted by water and slime. The section marked by the T is sturdy enough to support one person crossing it at a time; two or more people crossing it causes the section to break, dropping the characters to the water-filled room below (Temple Level 2, area 38). No damage is taken by characters who fall.

37. PRIVATE ALTAR

This altar room contains several items once used by the priests in the worship of their

"gods." A square stone pedestal stands along the north wall. Next to it are several bone rhythm sticks, three inlaid bejeweled bowls (worth 500 gp each), a crumbling bamboo flute, and the remains of a feather fan.

A small, intricately carved stone box with two hinged doors rests on the pedestal. Inside is an unusual statuette of gold and coral. It looks like an amphibious humanoid that has a smooth head, large eyes, and a tentacled mouth. The torso is humanlike, and has two arms that end in webbed, clawed hands. From the waist down, the body divides into three long tentacles, each ending in flukelike fins. Each fin is tipped with a single large claw. The statuette is worth 2,000 gp.

The statuette portrays a kopru. For a complete description, see the New Monsters section (p. 30) in the Appendix.

Anyone who looks at this statuette must make a saving throw versus spells. Any character who fails the saving throw becomes a secret servant of the kopru, until the power of the statuette is destroyed. The curse can only be broken if the statuette is blessed by a Lawful cleric, or if the statuette is physically destroyed.

The corridor beyond this room is blocked by fallen rock and is impassable. You may choose to have this corridor lead to additional areas that you have designed yourself.

Key to Temple Level 2 (Use Map 13.)

Part of this level is under 5 feet of water. Keep track of which areas are flooded, and periodically remind the players of this special condition through your descriptions. Pay careful attention to normal light sources, as these can easily be extinguished or made useless if characters get them wet.

38. WATER-FILLED CHAMBER

Formerly a torture chamber, this room has flooded to a depth of 5 feet. Characters less than 4 feet tall and wearing metal armor must keep their heads above the water in some manner, or they quickly drown.

The ceiling is reddish-black from an oxidizing rot, and the supporting beams are almost entirely rotted away. Characters who enter this room from the hall may break their way through the ceiling to area 36 on Temple Level 1.

Several small, harmless cave fish live in this room and the flooded corridors beyond. They occasionally bump against the legs of the characters, feeling cold and slimy.

TABOO ISLAND ADVENTURES

There are several sharp metal, stone, and glass items hidden underwater. Unless the characters probe ahead with a sword, spear, staff, or pole, each character has a 1 in 6 chance of stumbling and stepping on a sharp item every 10 feet traveled. Stepping on an item causes 1-2 points of damage.

The door leading out of this chamber is open, revealing a passage that is also filled with 5 feet of water. Cell doors crossed with iron bars line the passage. The bars are badly corroded and may be broken by any characters who roll their strength or less on 1d20. All the cells are empty.

39. CHAMBER OF THE GREAT ONE

The doors to this chamber are 15 feet above the chamber floor. The chamber is filled with 20 feet of water. If the characters are not probing ahead, they stumble on the stairs (or dais steps) and fall into the room, taking no damage. Two giant crabs live in this chamber.

Giant Crabs (2): AC 2; HD 3; hp 22, 17; MV 60' (20'); #AT 2 pincers; D 2-12/2-12; Save F2; ML 7; AL N

Since they cannot swim, these giant crabs usually stay on the dais or on the stairs near the entrance. Each crab is 8 feet in diameter. The crabs are extremely hungry, and attack anyone or anything that enters the chamber.

39a. At this point on the dais, a giant oyster rests 5 feet below the water's surface.

Giant Oyster: AC 5 open, -2 closed; HD 10; hp 55; MV 0; #AT 1; D 4-24; Save F5; ML none; AL N

For a complete description of the giant oyster, see the New Monsters section (p. 30) in the Appendix.

You must decide when the party can see the oyster. Between its open valves is a large black pearl worth 3,000 gp.

If the oyster is attacked from a distance, it closes its shell and does not open for at least 1 turn.

The pearl may be "picked" from the open oyster. The chance of characters other than thieves picking the pearl from the oyster should be 5% worse than a 1st level thief's chance. If the characters are unable to pick the pearl, the oyster closes, possibly trapping an unsuccessful character. The oyster does not open by itself while under attack. It can be pried open by several characters, if they have a combined strength of 50 or more. A *knock* spell also works.

40. LAIR OF GUARDIANS

The floor of this room is covered with small puddles, and the walls are lined with several statues, some of graceful creatures, some of women holding children, and others of fierce monsters. All the statues are well-fashioned, but have deteriorated due to age and moisture. The stones glisten a green-streaked red when struck by light, giving even the simplest and most innocent pieces an unwholesome look.

A large puddle of water stands before the secret door in the south wall. In the center of the room's ceiling is an obvious trap door. The door leads to an upper floor (Temple Level 1, area 34). This trap door is made of wood, and appears to be severely rotted.

Four spitting cobras have coiled themselves around several of the statues.

Spitting Cobras (4): AC 7; HD 1; hp 6, 4, 2, 2; MV 90' (30'); #AT 1 bite or 1 spit; D 1-3 + poison; Save F1; ML 7; AL N

These cobras are cold-blooded and cannot be distinguished from the statues by infra-vision. Though they can be seen in normal light, the snakes do not attack unless they are approached.

At the base of one of the statues in the northeast corner is a 50 gp gem.

Two exits lead out of this room: the passageway north to area 45, and the secret door in the south wall. At the point on the map marked "△" is a hidden trigger that drops the portcullis across the northern entrance to this room when any character steps on it. The characters need a combined strength of 50 or more to raise the portcullis.

The hallway on the other side of the secret door is flooded. The door opens inward, and any characters near this door when it is opened are swept off their feet, and carried 2d6x10 feet down the hall toward the shaft in area 45. They are knocked around a great deal, taking 2d4 points of damage. Characters not standing near the secret door are able to brace themselves and remain on their feet when the door is opened. Should the secret door be opened from the hall side, all characters in the water are swept through the door into this room.

41. CROCODILE POOL

In the center of this section of hallway is a short staircase that leads up to a platform. The platform stands just above the water level. The floor of the platform is damp

and covered with pale fungus, which is cold and slimy to the touch. If the fungus is cleared away and the floor examined by a dwarf, the dwarf notices 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. Three normal crocodiles live in this section of hallway.

Crocodiles (3): AC 5; HD 2; hp 21, 19, 15; MV 90' (30'), 90' (30') swimming; #AT 1; D 1-8; Save F1; ML 7; AL N

These crocodiles have been feeding only on small lizards, rats, and snakes. They attack anything that enters the water.

42. PRIEST'S CHAMBER

The door to this room is closed and, if examined, appears to be tightly sealed. It has kept the water out of the chamber.

If the door is opened carelessly, anyone in the water outside the door is swept into the room, taking 1d6 points of damage.

A small altar stone and several stone benches stand in this chamber. Hanging from a stone hook on the wall is a bone-handle *mace* +2, and hidden in a secret compartment on the right side of the altar are 500 gp and two coral statuettes worth 1,000 gp each. If the room is flooded, this compartment is hidden underwater. Nothing else can be seen in the chamber.

43. RAT LAIR

As the characters move down this hallway, they see several large, rough holes in the walls just above water level. These holes are the tunnels of 10 giant rats, who swim out and attack the characters from both sides as they pass by. The rats are attracted by light and scent.

Giant Rats (10): AC 7; HD 1/2; hp 2 each; MV 120' (40'), 60' (20') swimming; #AT 1 bite; D 1-3 + disease; Save F1; ML 8; AL N

Should the morale of the rats fail, they retreat into the tunnels to hide. The tunnels are dug out of dirt, and are wide enough for a halfling. The large chamber at the end of several of the tunnels is the giant rats' main lair. The rats try to flee if invaded, but fight to the death if cornered.

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).

44. FIRE TRAP

This room was originally trapped to fire a burst of flame from a hole near the north wall. Now the room is flooded with 5 feet of water, but the trap still operates—in a different manner.

A wire set about ankle height has been stretched across the center of the room. If the wire is broken or pulled, it releases a spray of fine oil into a 10-foot wide by 10-foot long area in front of the north door. This is special oil that ignites on contact with water. As the oil bursts into flame, a mist of water covers any character in the area, igniting any remaining oil. The oil burns for 6 rounds and does 3 points of damage per round to any characters caught in the fire. The oil may be wiped off.

The burning oil makes the air in the chamber smoky and hard to breathe, requiring characters to leave this room as quickly as possible. Try to make the characters move quickly here: describe the rapidly dwindling air supply, give each character a few points of damage, or have them attempt saving throws versus death ray for unconsciousness.

The door screened by the flames may be opened on a roll of 1 on 1d6 by any character moving underwater. When the door is opened, the water rushes out of the room, sweeping unprepared characters into the lowered portcullis beyond. The first character to strike the portcullis suffers 1d4 points of damage. If the door to the flooded hall (area 43) is opened, water rushes through the portcullis and down the stairs for 2 minutes (12 rounds). The characters are thrown against the portcullis and underwater, taking 1-2 points of damage each round until they 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. If pulled down, the lever raises the portcullis. If the characters raise the portcullis while the water is still flowing, they are swept down the stairs to Temple Level 3. This causes 2d6 points of damage to all characters involved.

45. BOILING WELL

In the center of this 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 Temple Level 3 (area 48).

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 suffer 2d10 points of damage. The water in the well cannot be bailed out, as hot water constantly seeps in.

Key to Temple Level 3 (Use Map 14.)

This is a single natural cavern of great size. The air is hot, steamy, and fouled by 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, merging with stalagmites in several places to form pillars from the roof to the floor. The heat of the chamber prevents the use of infravision. Occasional flares of ruddy light, combined with great bursts of steam from the depths of some of the hot springs, 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):

**TABLE 5
TEMPLE LEVEL 3 EVENTS**

Die Roll	Event
1	Mudpot bursts, spraying random character with hot mud (1-3 points of damage)
2	Geyser sprays random character with hot steam (1-4 points of damage)
3	Cloud of steam from hot springs covers 10-foot diameter area, blinding all within it for 1-4 rounds (randomly determine which character it centers upon)
4	Boiling water splashes random character (1-3 points of damage)
5	Gas bubble bursts near random character, who must make a saving throw versus poison or be nauseated for 1 round (no action may be taken)
6	Small tremor shakes the cavern

46. THE MINERAL TERRACE

This terrace leads to the stairs to Temple Level 2. If the characters have been washed down these stairs, they are able to stop themselves here. The terrace is white with calcium deposits and hot enough to be painful, but not damaging. All the terraces are somewhat slippery, and the characters have a 1 in 10 chance of slipping if they are not careful. The characters attack at -3 to hit and defend at -3 (3 AC worse) due to the wet, unsure footing. They also have a 10% chance per round of slipping. Characters who slip lose at least 1 round while they stand, and may even slip off the terrace (use your own judgment in these situations).

47. THE KOPRU

In the bubbling mud at each of these areas is a concealed kopru. Kopru are amphibious humanoids who dwell in the hot geyser pools.

Kopru (2): AC 3; HD 8+4; hp 49, 44; MV 30' (10'), 150' (50') swimming; #AT 1 bite/1 tail or charm; D 1-4/3-18; Save F9; ML 9; AL C

For a complete description of kopru, see the New Monsters section (p. 30) in the Appendix.

The kopru use their special charm ability to capture members of the party. They may also try to lure characters off the paths and into the geyser basins. Characters who fall into a geyser basin take 1d8 points of damage each round from the boiling water. If the charm attempts fail, the kopru either physically attack characters on the paths or hide in the hot mud, waiting for a chance to strike again. If the characters are obviously stronger or are trapped on a terrace, the kopru do not pursue, but wait in the bubbling mud. If the characters are badly hurt or obviously weak, the kopru attack both mentally and physically.

The kopru never surrender, and attempt to enslave as many characters as possible. Should the entire party be enslaved, the kopru attempt to use them to restore the kopru's ancient kingdom. If this happens, you may either start thinking up ways the characters can serve the kopru, or retire the captured characters from the campaign, perhaps to be reintroduced later as NPCs. Talk it over with the players and allow them the opportunity to come up with their own solution.

48. BOILING WELL

This is the topmost terrace of this level. Here is the hot spring that connects to the



APPENDIX

U-shaped shaft from area 45 on Temple Level 2. The characters may swim to the other side of the shaft and climb out, but they each take 2d10 points of damage unless they are protected from the heat.

On the terrace beside the spring, barely noticeable under a crust of minerals, is a bag containing five emeralds. Each is worth 1,000 gp. The characters find the bag only if they search the terrace.

49. CAVERNS

This set of terraces leads to a series of natural caverns. These caverns are left unmapped, so that you may create your own special encounter areas. You may allow many cave-dwelling creatures to live here, and you may also include exits that lead up to the central plateau.

50. 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 breaks the surface. The character then drops into the hot water, suffering 1d10 points of damage the first round and 1d8 points each round until rescued. The crust is crumbling around the edges, and the characters are not able to come closer than 5 feet to the edge without also falling in. Ropes, poles, and rescue techniques similar to those used on thin ice may be used to save any characters who have fallen into the water.

51. THE HIDDEN THRONE

Set on the topmost terrace, directly under a dripping stalactite, is a throne. A grinning skeleton sits on the throne. Mineral-rich waters, falling from the ceiling over many years, have encrusted the skeleton and throne, hiding all but the most general features. A sword, partially hidden by the mineral crust, lies before the throne. Also concealed by the crust is a ring, which rests on one of the skeleton's fingers. Both are entirely ordinary in appearance. The ring is a *ring of telekinesis*, and the sword is a *sword +2* that has *charm person* ability.

Alternate scenarios

Since this module gives you a great deal of information about the Isle of Dread, you may wish to use these locations and descriptions again, after you have run the main adventure. 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 recently plagued 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 only speak in frightened terms of the Zombie Master. At night, zombies and ghouls prowl the paths, killing lone travelers.

As shown on Map 2, each section of the village surrounds a graveyard. These graveyards are infested with tunnels and unwholesome creatures, the most fearsome being the Zombie Master. You would have to prepare for this adventure by drawing and populating the tunnels under the graveyards.

2. MAP THE ISLAND

Information is always valuable. After having opened up new territory, a merchant prince or curious mapmaker might wish for more information about the Isle of Dread. The characters could be hired to make a careful survey of the isle, 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 characters could be given the use of a ship by mainland merchants for the adventure.

Use the pirates described in encounter area 7. If you feel the pirates are not strong enough to challenge the characters, increase the level or number of pirates, or give them 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.

It would not be unusual for the princes and princesses of Glantri to want a live monster from the Isle of Dread. If this deed were done voluntarily, the reward could be sizable—enough to make the effort worthwhile.

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.

Monsters suitable or challenging for this adventure would include a pterodactyl, tyrannosaurus rex, stegosaurus, or perhaps even a giant ape.

6. SUNKEN TREASURE

The characters could find a treasure map that gives the description of a shipwreck near the Isle of Dread. The information in the description should be clear enough for the characters to recognize the island: include notes about the Great Wall, the dinosaurs, and the unusual races.

The map should also include the general location where the ship might be found: a good place might be on the southwestern side, between the smoking mountains and the reef.

Finally, the map should include 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 accompanied by native guides and bearers. You may set these groups up when they are encountered, or you may take them from the following table and lists. The number appearing is 2d6.

Generally, the natives on the Isle of Dread are peaceful and fight only if attacked. Most have an Armor Class of 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 are usually armed with spears and short bows. You may assign spells or roll them randomly. Magic items may 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:

Fighter, male, 4th level: AC 2; hp 20; AL L
 Magic-user, male, 1st level: AC 9; hp 4; AL L; has a *charm person* spell
 Thief, female, 1st level: AC 7; hp 2; AL C; has a potion of *diminution*
 Normal human, male: AC 9; hp 1; AL N
 Normal human, female: AC 9; hp 3; AL C
 Normal human, female: AC 9; hp 3; AL L

Wandering human party 2:

Fighter, female, 2nd level: AC 1; hp 13; AL N; wears *plate mail +1* and has a *war hammer +1*
 Magic-user, female, 3rd level: AC 9; hp 8; AL N; has the spells *detect magic*, *protection from evil*, *phantasmal force*
 Normal human, male: AC 9; hp 4; AL N
 Normal human, male: AC 9; hp 1; AL L
 Normal human, male: AC 9; hp 2; AL C

Wandering human party 3:

Fighter, male, 3rd level: AC 2; hp 14; AL C; has an *axe +1*
 Cleric, female, 2nd level: AC 2; hp 10; AL L; has a *purify food and water* spell
 Magic-user, female, 1st level: AC 9; hp 1; AL C; has a *sleep* spell
 Thief, male, 2nd level: AC 7; hp 7; AL N; has a *sword +1* (+3 against dragons)
 Normal human, male (2): AC 9; hp 2 each; AL C
 Normal human, male: AC 9; hp 4; AL L
 Normal human, male: AC 9; hp 1; AL N
 Normal human, female: AC 9; hp 4; AL L

Sample native leaders

You may want to create NPC personalities to populate the Isle of Dread. Doing so will help you set up background for your adventures. These NPCs are not meant to adventure with the characters or openly attack them.

The following native leaders may be placed in any of the seven villages or used to inspire other NPCs you may create. Three matriarchs and three war leaders are provided here. Details for the Zombie Masters and the other leaders of the villages are left up to you.

Note that the figures for hit points, Armor Class, and number of attacks and damage have already been adjusted for strength, dexterity, and constitution. Assume that the war leaders have shields and spears. Armor will improve their Armor Class.

Matriarchs

J'kal: AC 9; NM; hp 5; MV 120' (40'); #AT 0; ML 10; AL L; S 8; I 14; W 14; D 11; C 8; Ch 12
 This aged and respected woman is a shrewd

leader and brilliant strategist. She has a *medallion of ESP*. Through her experience and clever use of this item, she usually takes the best course of action.

Sanar: AC 9; T3; hp 8; MV 120' (40'); #AT 1; D 1-4 or by weapon; ML 10; AL C; S 9; I 14; W 9; D 12; C 10; Ch 17

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 uses any person any way she can as long as that person can serve her needs. She is ruthless and treacherous, but practical, and she respects those who bargain from strength.

Kuna: AC 9; NM; hp 3; MV 120' (40'); #AT 0; ML 6; AL N; S 12; I 6; W 7; D 12; C 12; Ch 15

This matriarch is neither very bright nor very brave. She often acts 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 occasionally uses her charisma to sway them. She is much loved.

Tribal war leaders

Bakora: AC 6; F5; hp 36; MV 120' (40'); #AT 1 at +2; D 1-6 + 2; ML 10; AL N; S 16; I 8; W 10; D 16; C 17; Ch 11

Because of his skill with weapons, this warrior is highly respected in 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; MV 120' (40'); #AT 1 at +3; D 1-6 + 3; ML 10; AL L; S 17; I 10; W 9; D 15; C 16; Ch 12

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; MV 120' (40'); #AT 1 at +1; D 1-6 + 1; ML 10; AL C; S 15; I 10; W 8; D 14; C 13; Ch 7

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.

TABLE 6
HUMAN ENCOUNTERS

Class (Roll 1d10)	Level (Roll 1d12)	Alignment (Roll 1d8)	Sex (Roll 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		



New monsters

The monsters in this section are special additions for the Isle of Dread. Of course, you 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 rule book.

Allosaurus

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

An allosaurus is a huge carnivorous dinosaur that runs upright on its large hind legs. It stands almost 15 feet tall, and weighs several tons. The allosaurus attacks by biting with its large jaws, which are filled with daggerlike teeth. The allosaurus hunts most often in lowland hills and plains.

Ankylosaurus

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

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

Aranea

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

The aranea are an intelligent giant spider race. They are as large as small ponies, and are greenish-brown in color. An aranea is distinguishable 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 spells and one 2nd level spell), and they spend much of their time researching magic.

Aranea live in dense forests or jungles, spinning their web homes high in the trees. Part of each web is roofed with bark, leaves, and vines held together with webbing. In the covered part of their lairs, the aranea keep their crude tools, magic research, and crude "furniture" of web, vines, bark, and wood.

Aranea are the traditional enemies of the phanaton, and attack them on sight. They are friendly with bugbears and often hire them to guard the forest beneath their lairs.

Brontosaurus

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

The brontosaurus is one of the largest of all dinosaurs. It has a strong, tapering tail and a massive body that supports a long neck and small head. The creature is 65-75 feet 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 plesiosaurus or sea serpent. This dinosaur eats plants, and can only be found in deep marshes or on the edges of swamps.

Dimetrodon

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

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

Elk (Giant)

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

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



Grangeri

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

The grangeri looks like a cross between a giraffe and a hornless rhinoceros. Its long neck allows it to reach for and eat leaves from the tops of trees. A grangeri is about 30 feet long and stands 20 feet tall.

Kopru

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

The kopru are a race of heat-loving amphibians of great intelligence and power. Each has a smooth head, large eyes, and a tentacled, sphinctered mouth. Kopru have humanlike 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, kopru 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, such as hot springs and tropical swamps. Their civilization has been in decline for many years.

In combat, a kopru bites while coiling all three of its tails around a single victim in a powerful crushing attack. The kopru's most deadly weapon, however, is its special charming power. Instead of attacking normally in a round, the kopru may use this power on any one opponent within 30 feet. If the victim fails to make a saving throw versus 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 is effective.

The special charm of the kopru is different from the spell *charm person*, in that the person acts normally (including the use of spells and magic items), but is totally committed to the interests of the kopru. The kopru know the thoughts and memories of any characters they charm. 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
 Hit Dice: 11
 Move: 90' (30')
 Attacks: 2 claws
 Damage: 2-12/2-12
 No. Appearing: 0 (1-6)
 Save As: Fighter: 6
 Morale: 7
 Treasure Type: Nil
 Alignment: Neutral

A megatherium is a giant ground sloth that eats leaves, roots, and shrubs. It stands 24 feet 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
 Hit Dice: 1-1
 Move: 120' (40')
 Attacks: 1
 Damage: 1-6 or by weapon
 No. Appearing: 0 (3-30, village 30-300)
 Save As: Fighter: 1
 Morale: 7
 Treasure Type: A
 Alignment: Any

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

For every 20 natives, there is an additional 2nd level fighter who acts as their leader. For every 40 natives, there is an additional 4th level fighter who acts as war

leader. For each village of at least 100, there is a chieftain who is a 6th level fighter. There is a 50% chance that each village of at least 100 also has a tribal shaman who is a magic-user or cleric of at least 5th level. If 300 natives are encountered, there is a "great chief" of at least 9th level. This chief is guarded by 2d4 4th level warriors.

Oyster, Giant

Armor Class: 5 (-2)
 Hit Dice: 10
 Move: 0
 Attacks: 1
 Damage: 4-24
 No. Appearing: 0 (1-4)
 Save As: Fighter: 5
 Morale: None
 Treasure Type: E
 Alignment: Neutral

This monster looks much like a regular oyster, except that it is 6 feet in diameter, and stands to a height of 4 feet. Its Armor Class is 5 when open, -2 when closed. When attacked from a distance, a giant oyster closes its shell and does not open for at least 1 turn.

Giant oysters may be found in nearly any type of water surrounding, though they are most often found in cold, shallow water.

Phanaton

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

The phanaton look like a cross between raccoons and monkeys. They are roughly halfling-size and have 4-foot long tails that can grasp objects. They are even able to manipulate these tails clumsily. For example, when fighting in the trees, a phanaton often wraps its tail around a branch for support.

In addition, phanaton have membranes of skin stretching from arm to leg. They can spread these membranes and glide from branch to branch. They have a +2 bonus on all saving throws due to their small size and agility.

Phanaton 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. The platforms are connected by rope bridges. Each village of 30-300 is a separate clan. Phanaton are the allies of treants and dryads, and are friendly with elves. Phanaton are the traditional enemies of aranea, the spider-folk, and attack them on sight.

For every 30 phanaton, there is a clan war chief who has 3 hit dice and at least 15 hit points. He also has a bodyguard of 2d6 phanaton warriors. Each of these warriors fights as a 2 hit dice monster, and has 1d6+4 hit points. For every 100 phanaton, there is a tribal subchief who has 6 hit dice, 30 hit points, and a +1 bonus to all damage rolls. The subchief has 2d4 bodyguards, who each have 3 hit dice and 15 hit points. If 300 phanaton are encountered, they are led by a tribal king who has 8 hit dice, 50 hit points, and a +2 bonus to all damage rolls. He has four phanaton warriors who act as bodyguards. Each of these bodyguards has 6 hit dice, 30 hit points, and a +1 bonus to all damage rolls.

Phororhacos ("Sword Beak")

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

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

Plesiosaurus

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

A plesiosaurus is a fish-eating, lake-dwelling dinosaur, usually about 30-50 feet long. It has an extremely long neck and a

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

The rakasta are a race of nomadic, catlike 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 of damage 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 are then ridden 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 their fighting abilities. These saddles also allow the rakasta to leap up to 20 feet from their mounts and attack in the same round. The "tame" sabre-tooths are too ferocious to be ridden by any creature other than a rakasta.

Rakasta settlements average 3d10 rakasta and 1d8 sabre-tooths, and are made up of many colorful tents and pavilions. Although they have type M treasure, the rakasta have rugs and tapestries of fine workmanship, crafted bowls and drinking cups, and other bulky items of value, rather than gems and jewels.

Trachodon

Armor Class: 5
Hit Dice: 14
Move: 120' (40')
Attacks: 1 tail
Damage: 2-12
No. Appearing: 0 (1-6)
Save As: Fighter: 7
Morale: 6
Treasure Type: Nil
Alignment: Neutral

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

Pronunciation guide

Akesoli - ak e sō lē
Akorros - a kōr rōs
Alasiyan - al a sē an
Alfheim - alf hīm
Altan Tepe - al tan tē pē
Amsorak - am sōr ak
Aranea - ar an ē a
Atruaghin - at rū ā gin

Biazzan - bē a zan
Canolbarth - can ōl barth
Castellan - kas tel lan
Corunglain - kōr un glan
Cruth - krūth

Darokin - dar ō kin
Ethengar - eth en gar

Glantri - glān trē
Grangeri - gran jā rē

Heldann - hel dan

Ierendi - ē er end ē

Karameikos - kar a mī kōs

Kerendas - ker en das
Kopru - kō prū

Malpheggi - mal fē gē
Minrothad - min rō thad

Norrvik - nōr vik

Ostland - ōs land

Phanaton - fan a ton

Rakasta - ra kas ta

Selenica - se len i ka
Soderfjord - sō der fyōrd
Specularum - spek ū lar um

Tel Akbir - tel ak bē

Thanegioth - than ā gē oth
Thyatis - thi ā tis

Vestland - vēs land

Ylaruam - il a rū am

Zeaburg - zē burg

"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 villagers were friendly, but others were hostile, and the natives attacked on sight. I suspect the hostile villages are 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 Tanaroa, 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.

"I would have liked to explore inland to verify the rumors about the mysterious city, 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 trying to land anywhere on the main island would be extremely dangerous, as the coasts were rocky and without beaches. As a result, the map only shows the coastal areas we could chart from the ship, but it is better than nothing."

M.R.B.:



Taboo Island Map 14

Temple Level 3



Stairs

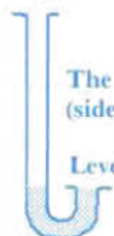
Terrace

Mud Pits, Geysers, Hot Springs

Scale: 1 Square = 10 Feet



Temple Level 2, area 45



The Boiling Well
(side view)

Level 3, area 48

DUNGEONS & DRAGONS[®]

Expert Game Adventure

The Isle of Dread

by David Cook and Tom Moldvay

Hundreds of miles from the mainland, surrounded by dangerous waters, lies an island known only as the Isle of Dread.

Dark jungles and treacherous swamps await those who are brave enough to travel inland in search of the lost plateau, where the ruins of a once mighty civilization hold many treasures — and many secrets!

The Isle of Dread is the first in a series of adventures for use with the D&D[®] Expert rules. The module is designed as an instructional aid to help novice dungeon masters design their own wilderness adventures.

Included in the module are 13 maps of the isle, 16 new monsters, and suggestions for further adventures on the Isle of Dread. A special continent map, complete with background information, is also included.

This module is for use with the DUNGEONS & DRAGONS[®] Expert Set, which continues and expands the D&D[®] Basic rules. This module cannot be played without the D&D[®] Basic and Expert rules produced by TSR, Inc.

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