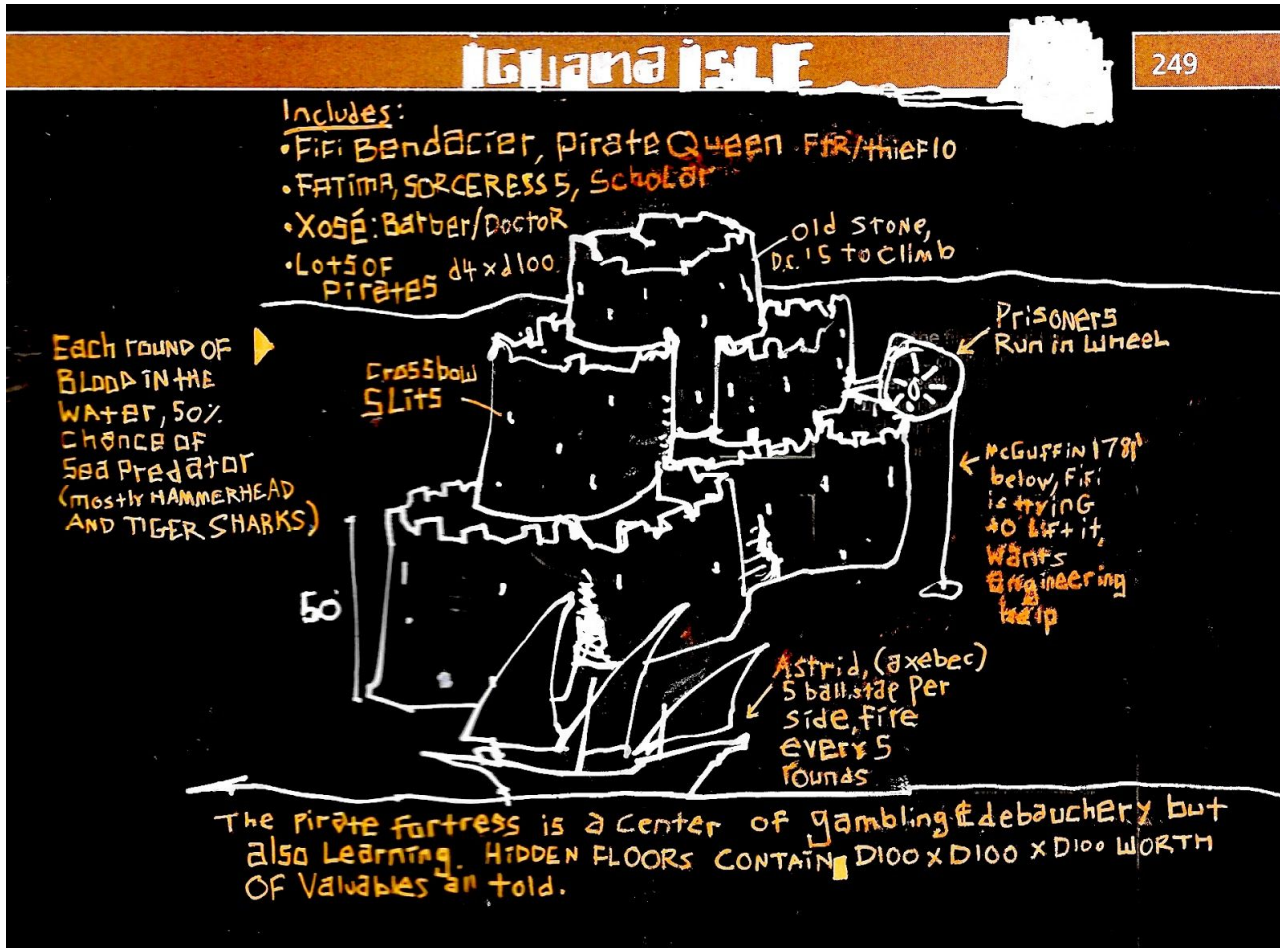


Iguana Isle

The fortress of the red-haired pirate queen Fifi Bendacier—located off the North African coast/coast of the Scorpion Lands—has never been breached. It is remarkable in two other ways, as recently divined by her ally, the learned sorceress Fatima: (1) it is very slightly magnetic—causing a disproportionate number of doomed ships to drift into its orbit, and (2) *something* large and interesting is lodged in the coral-encrusted rocks 178' below the fortress. For the last seven months Fatima and Fifi have been engaged in calculations and engineering experiments designed to drag the thing from the depths.

What the inhabitants of the pirate fortress will make of PCs depends on what they bring to the table—if party members are skilled in any arts that might be employed to bring the object to the surface they may be invited to stay. If not, they'll likely be stripped of valuables and fed to the hammerheads—unless Bendacier needs help fending off a royal navy, rival pirates, or some other menace to her operation.

This is a place where PCs can hear rumors of the Megacorpse, the Tower of the Octophant, and a princess of Drownesia offering a reward for her own kidnapping.



Iguana Isle

Walls reach 30 feet above sea level, with arrow/artillery slits every 15 feet, though the rough stone is reasonably easy to climb. Approximately a mile across, the island fortress is a center not just of gambling and rum-inspired debauchery, but also of learning. Fatima maintains a small library and laboratory adjacent to her quarters dedicated to experiments with diving bells, chains, hooks, sheaves (pulley wheels) and magnets.

The Astrid (flagship) a 3-masted, triangular-rigged xebec

Length 160' **Width** 16' **Depth** 12' (main deck is 7' above the waterline) **Ship HP** 300 **Crew:** 15 necessary to run the ship, 400 max capacity **Armament:** If your campaign has gunpowder, the Astrid has 20 cannons on each side. Each do d20 ship hp, take 3 minutes to reload and are always fired at +0 to hit. If not, it has 5 ballistae per side, which can be fired once every 5 rounds and do 1 ship hp and can be used to fire grappling lines.

Otherwise the Astrid can be treated as a "cutter" as on pg 43 of the current *LotFP Rules & Magic* book, as can the 12 other ships in Bendacier's fleet.

Fifi Bendacier

HD 10 HP 50 Speed 120' Armor 16 (leather+dex) **Morale 10 Attack +12** to hit with cutlass d8hp or throwing knife d4hp
Skills Climb 4, Languages 3

Fatima (Magic-user and natural philosopher)

HD 5 HP 12 Speed 120' Armor 12 Morale 8 Attack +1 to hit with short sword d6hp
Skills Tinker 6, Languages 4 **Spells** *Summon, Sleep, Reduce* (reverse of *Enlarge*), *Forget, Wall of Fog, Water Breathing*

Xosé (Bendacier's physician and barber)

HD 2 HP 6 Speed 120' Armor 14 (leather) **Morale 7 Attack +1** to hit with knife (d4) **Skills** Climb 2, Languages 4, Sleight of Hand 3, Tinker 2, has the abilities of a physician as described in the *Lotfp Rules & Magic* book (pg 50 current edition).

Fifi's pirates (approximately 600)

HD 2 HP 10 Speed 120' Armor 14 (leather) **Morale 8 Attack +3** to hit with cutlass d8hp or light crossbow d6
Skills Climb 3, Languages 2, Stealth or Sleight of Hand 2

If your campaign has gunpowder, all of these characters carry pistols (d8).

The waters around the Isle are thick with carnivorous sealife. Each round of blood in the water will bring (d6)

1-3 Nothing

4 d4 Jellyfish (save or take d4, trivial to kill)

5 Hammerhead shark

6 Tiger shark

Hammerhead shark

HD 6 HP 30 Speed 240' Armor 16 Attack +6 2d4 bite

Tiger shark

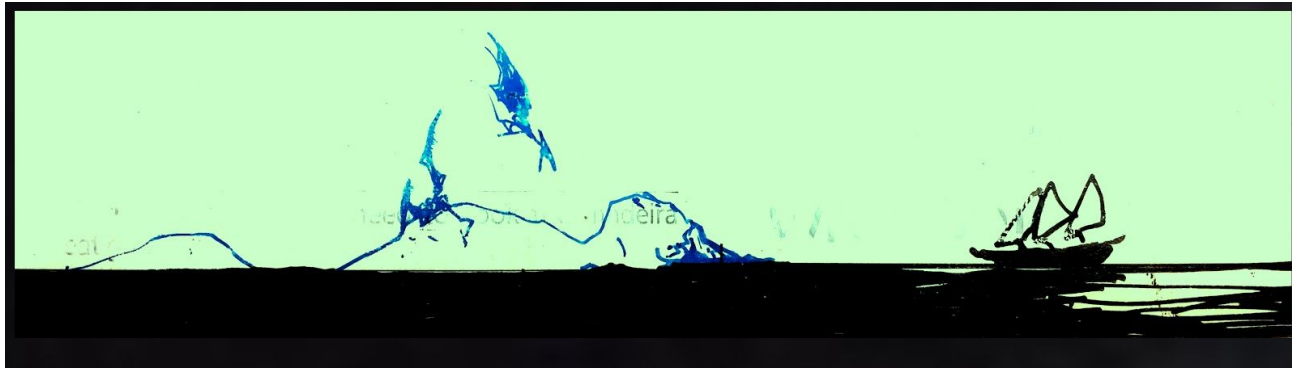
HD 8 HP 40 Speed 240' Armor 16 Attack +8 3d4 bite

The Megacorpse

Somewhere off the coast of Thailand/Drownesia it is said that a god went to die. What this “god” was, is unclear, but many sailors have gone in search of the body of this god.

While hunting for it, roll 2d20 on the table below for each day of sailing. Ships in these seas carry rumor of the Octophant, and a hidden island of dragon-riding princes (below). The first time you roll a repeated result (not the same exact number, just the same result twice), instead of that result you find blood and weird flesh in the water and a pterosaur attacks the ship—you’re getting close. After that, the next time you roll a result you’ve gotten before, you’ve found the island. Keep rolling encounters 5 more times if the party sails away with some godflesh, roll 5 more days on the Today At Sea table as they leave.

The island will contain 4+2d4 pterosaurs (reroll each hour) pecking at the massive body. A shipsworth of flesh is worth 8,000gp to any wizard.



Today At Sea —2d20

- 2 Small ship— crew inexplicably both immensely attractive and good-natured
- 3 Medium—Prisoners being transported, still chained up, crew dead.
- 4 Small ship—lone eccentric out for a quiet sail.
- 5 Small ship—refugees from a coup or political shift
- 6 Medium ship—refugees from natural disaster
- 7 Medium ship, just raided—empty.
- 8 Small ship—exploratory mission-oceanographers, biologists, etc.
- 9 Local warship (Historic: Japan, China, Southeast Asia, Fantasy: Drownesia, the Far East, Peacock Isles, etc)
- 10 Foreign warship
- 11 Small fishing boat
- 12 Large slaveship
- 13-14 Small islet, you can stop here if you need to
- 15 Storm. Captain must make an Int check or you’re in need of repairs
- 16-18 A quiet day at sea
- 19-20 Pirates
- 21 Doldrums/calm sea for 2d4 days, on a 6 on a d6 you’ll be out of food and water in 2d12 days
- 22-24 Merchant ship. Gp of goods on board equal to number just rolled times 100.
- 25 Small ship—prisoners being transferred
- 26 Small missionary ship
- 27-29 Pirates in act of piracy (roll again to determine target, ignoring nonsensical rolls)
- 30 Rats or disease in your food supply, on a 6 on a d6 you’ll be out of food and water in 2d6 days
- 31 Warships fighting—two local ships
- 32 Warships fighting—two foreign ships
- 33 Warships fighting—one foreign, one local
- 34 Clever general and his men, returning from a great war after much tribulation
- 35 Warship delivering urgent diplomatic dispatch to foreign government.
- 36 Slaves have taken over slave-ship
- 37 Exiled local prince—alone.
- 38 Small ship: 3-8 adventurers not unlike yourselves.
- 39 Small former pirate ship, pirates died—now inhabited entirely by their pet macaws and monkeys.
- 40 Small ship includes passengers heading away from a PCs native land. One is a PCs mother. What the hell?

Ship classes For a small ship roll d6, for a large ship roll d6+4. These ship classes are on LotFP p 43.

- 1-2 Caravel
- 3-4 Cutter
- 5-6 Carrack
- 7-8 Frigate
- 9-10 Galleon

Pterosaur 30’ wing span

HD 4 HP 15 Speed 150' (walking) **Armor 15 Morale 9 Attack +6 to hit 2d4hp**

Tower of the Octophant

Though legend claims he came from North Africa/Cesaire, The Octophant now dwells in a tower in the cliffs of a small island somewhere in Đại Việt (modern day Vietnam)/Drownesia (land of the dinosaur-riding dark elves). It is said the tower only appears at night—and that none who disturb the cruel hybrid giant's meditations are ever seen again.

While searching for the tower, roll on the table for every hour of searching. Rolling the same encounter twice or making a successful Bushcraft roll after at least 4 hours of searching indicates the party has found the tower—though remember it can only be found at night.

2d4 Royal fist monkeys will attack the party as they climb the 100' of rock to reach the tower.

The tower itself contains only one large room, where the slab rests along with 8,000sp worth of scrolls of poetry, philosophy and magic, as well as a great mandala tapestry worth 2000sp. This is also a good place for a dungeon entrance.

The attached "cheat sheet" has most of the same information as in this doc so you just run the adventure off of that (it's what I use at home), but I figured it'd be easier to read it the first time this way.



Random Encounters D10

1 Swarm of curse bats Large bats that the Octophant sends out to discourage visitors. When a swarm appears, roll a Dex check, failure indicates the bat turns to white dust and casts its threefold curse: any torch a PC is carrying is been put out, the PC acts as if under a Confusion spell for 5 rounds, and another encounter is rolled in d4 rounds. They don't fight.

2 Reticulated Python—up to 20' long, golden-scaled

HD 3 HP 10 Speed 120' Armor 13 Morale 8 Attacks +4 Constricts while grappling—d4hp

3 Venomous snakes Level of venom varies by exact species—roll d10 for venom level.

HD 1 HP 3 Speed 90' Armor 14 Morale 8 Attack Bite +2 to hit d4 plus venom—save vs Poison each round until a save is made taking venom-level hp per failed save. If any saves are failed the affected body part will swell grotesquely and the character will take venom-level hp every morning until it is treated.

4 Historical setting:

Asian water monitor around 6 ft long and 50lbs

HD 2 HP 10 Speed 120' Armor 13 Morale 7 Attacks +3 to hit d2hp save vs Poison or take d4 more

Fantasy setting:

Chameleon Women (D4) color-adapting humanoids who want you out of their jungle

HD 2 HP 8 Speed 120' Armor 15 Morale 9 Attacks +2 to hit d6+2hp machete, also: nets, throwing knives (d4hp) **Special:** Stealth 5/6, Climb 4/6

5 Saltwater crocodile

HD 3 HP 13 Speed 120' (swimming or on land) **Armor 15 Morale 7 Attacks 2** attacks Bite 2d4 Claw d12

6 White Tiger

HD 6 HP 24 Speed 150' Armor 16 Morale 10 (6 vs fire) **Attack 3** attacks: 2 claws +6 to hit, d4+1hp and a bite +6 to hit, d10hp. If the first two claws hit the same target, the tiger may make two additional claw attacks in the same round on that target.

8-10 No encounter

2d4 Royal fist monkeys each of these douc langurs—agents of the Octophant—wears one jewelled bronze glove worth 500sp. They will wait until their victims are in a precarious position before they strike

HD 2 HP 6 Speed 120' (incl climbing) **Armor 14** (dex) **Morale: 9 Attack: +3** gauntlet punch 2d6hp

The Octophant 30' tall, this elephant-headed giant's trunk is divided into eight thick tentacles

HD 15 HP 75 Speed 120' Armor 17 Morale 11 Attack (3 attacks/rnd) +10 to hit d10+2hp **Spells**—each twice per day (the Octophant may use its tentacles to cast 2 spells at once) *Gust of Wind, Wall of Fog, Statue, Animate Dead, Animate Dead Monsters, Transmute Rock to Mud, Shadow Monsters, Slow* (reverse of *Haste*), *Levitate, Mirror image, Forget, Comprehend Languages and Dispel Magic* **Special** The Octophant may, as an attack, squirt a cloud of ink into the air which acts as a *Darkness* (reverse of *Light*) spell. The Octophant will flee from daylight and disappear until the next dusk as soon as it is out of sight. It takes double damage from weapons made of gold.

Drownesia

Located somewhere in the South Seas, many consider the gold-rich islands of Drownesia only a sailor's legend—which suits the inhabitants entirely.

Recently, hostilities between the allies of the "Mourning Prince" Nakajin and those of the "Snake-teaching" Prince Zeed have ceased and a new alliance is to be cemented by the wedding of Princess Djahlia to Nakajin, with 3 giant pandas from China/The City In The Skull (sacred, for being colorless) as dowry. However, the Princess is—unbeknownst to any but her family priest—plotting to arrange her own kidnapping (preferably at the hands of foreigners unconnected to the archipelago's intrigues) before this union can take place, so as not to be wed to the ill-tempered and uneducated Mourning Prince. This is an easy place for the PCs to come in.

She will hire them to "kidnap" her and take her far from both families—deep into the jungle, or perhaps, if they gain her trust, back to where they came from.

Random Encounters d100 roll every 10 minutes

- 1-15 Dalanese commoner
- 16 Prince on crowned lizard with 2+d6 bodyguards on stalking lizards
- 17-23 Patrol/Scout on stalking lizard
- 24-25 War party—general on Hundred-tooth lizard with 10+d20 soldiers on stalking lizards, shield lizards and spike lizards
- 26 Daughter of Rangda
- 27-29 Reticulated Python
- 30-32 Venomous snake (roll d10 for venom level)
- 33-34 Komodo dragon
- 35 White Tiger
- 36-00 None



Drownesian warriors—usually mounted on dinosaurs, in golden armor, tapering like the points of a pagoda

HD 2 (average) HP 10 Speed 120' Armor 16 (light chain/plate combination) Morale 10 Attack +3 shortsword (kujang or kris) d8, +3 shortbow d6 Special: Cause Darkness once/day



Stalking Lizard (Utahraptor) Essentially a horse-sized velociraptor. 6' at the shoulder, 19' long including tail.

HD 6 HP 30 Speed 240' Armor 16 Morale 9 Attack 2 claws or bites: +6 2d4



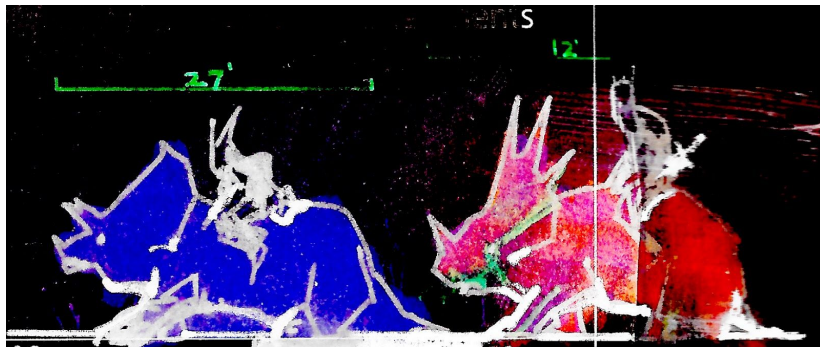
Crowned Lizard (Parasaur)—Although herbivorous, the genus' size (18' at the shoulder when bipedal) and unique crested head make it the most prized mount among the Dalanese.

HD 7 HP 35 Speed 240' Armor 16 Morale 9 Attack Kick/shove +7 d6



Hundred-tooth lizard (Albertosaur)—A smaller relative of the t rex, intermediate in size between the parasaur and utahraptor

HD 8 HP 40 Speed 240' Armor 17 Morale 10 Attack Bite +8 2d12



Shield lizard (Triceratops)

HD 16 HP 64 Speed 60' Armor 18 Morale 10 Attack D8/D12/D12

Spike Lizard (Stegosaur)

HD 10 HP 40 Speed 60' Armor 18 Morale 10 Attack 2D8



Daughter of Rangda—These are cannibal priestesses of a witch-goddess, Rangda. They are a form of penanggalan

HD 3 (average) HP 9 Speed 120' Armor 12 Morale 10 Attack +4 bite d6 or grapple and choke Spells As Cleric of their HD Special Their heads can detach from their bodies and their heads can walk on their entrails (and cast spells)—they cannot see gold, so Dalanese wrap golden wire around their homes to protect them.