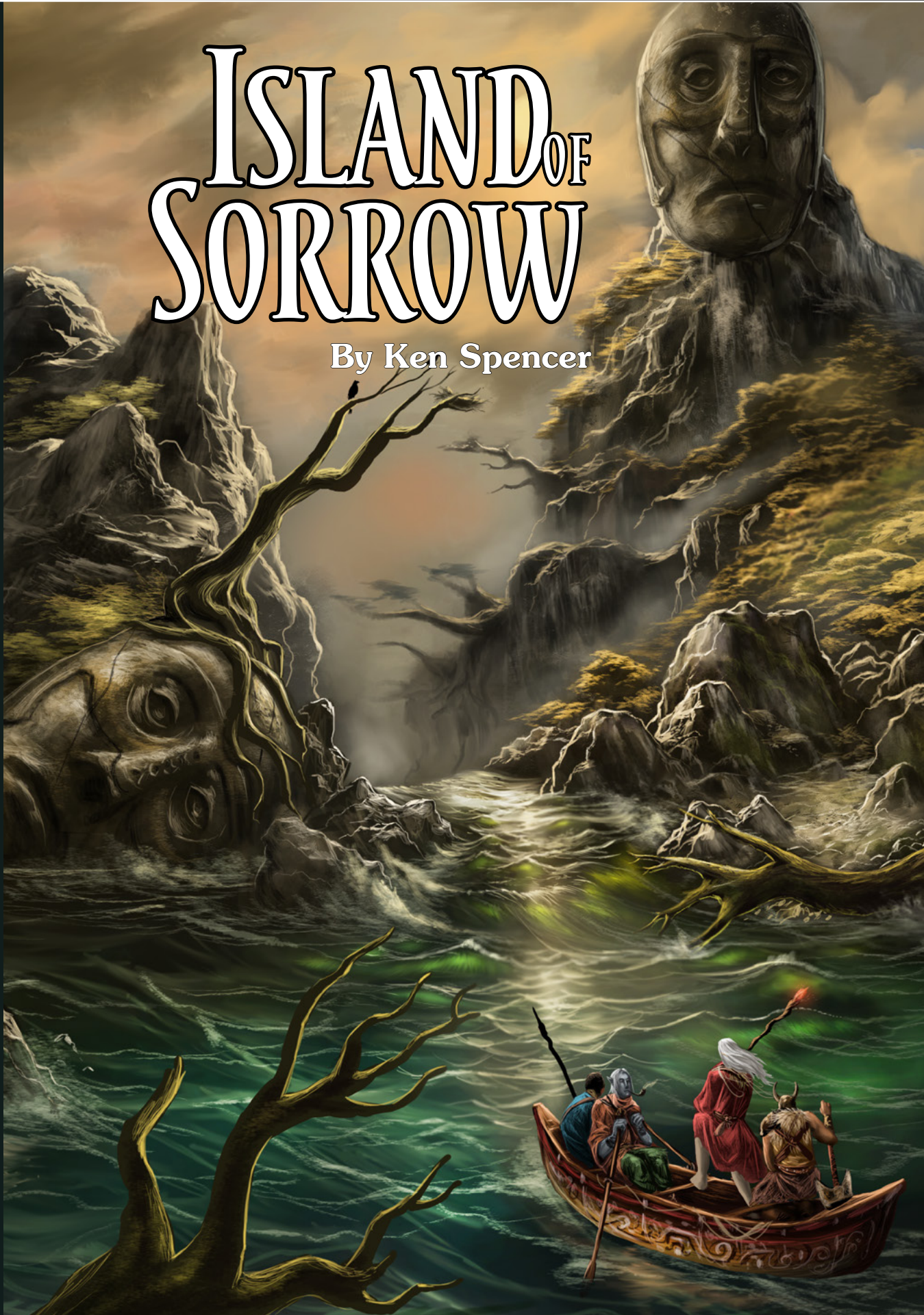




FROG GOD GAMES ADVENTURES

ISLAND OF SORROW

By Ken Spencer



PATHFINDER 1E
COMPATIBLE

ISLAND OF SORROW

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ADVENTURES
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ISLAND OF SORROW

BY KEN SPENCER

A PATHFINDER 1E ADVENTURE DESIGNED FOR A PARTY OF 2 TO 6 4TH LEVEL CHARACTERS.

INTRODUCTION

The Island of Sorrow is an adventure for a party of 2–6 4th level characters. It involves a large amount of wilderness travel, and characters with wilderness-related skills and abilities will fare well. Depending on how the party approaches the challenges put before them, there might be a more-than-average amount of combat or a bit of intrigue.

BACKGROUND

The Island of Sorrow has lived in legend and myth for some time; nearly every culture that borders the Sinnar Ocean has some tale about it. While the details vary, all agree that the island is home to the ruins of a long-dead civilization that possessed remarkable magic. In some stories, this civilization is an enlightened one of gleaming cities and philosopher-kings. Others tell of terrible pacts with entities hailing from the nether planes and tyrannical rulers who thrived on torture and decadence. Over the centuries, many tried to locate the island, but none managed to do so. Most never returned from their quest. Dozens of con artists and hucksters tried to pass off authentic maps to the island, lost artifacts that use the island's myths as their basis, and other tricks.

Tavin Lar is the scion of a wealthy family from Endhome. His father died years ago, and Tavin inherited the family business, but he was far more interested in his esoteric researches. Leaving his mother and sister to run the family's interests, he spent lavishly on books, maps, and antiquities. While these expenditures mounted to more than 100,000 gp in a matter of a few short years, the family could well afford it. However, political machinations and an increase in piracy in the Sinnar Ocean hurt the family's wealth and a bad speculation in the fish market finally ruined them. Suddenly cut off from his research, Tavin found the mansion he had been born into sold out from under him, as well as many of his accumulated treasures lost.

Cast out and forced to live on a limited budget in a loft above the sole warehouse his family still owned, Tavin turned his great mind toward chasing the myth of the Island of Sorrow. He managed to retain a few of his texts and maps, and after locking himself away from the world for several months, he emerged and proclaimed he had found the legendary island. Against the protests of his mother and sister, he sold almost all that remained of the family holdings — a solitary ramshackle warehouse — and used the money to fund an expedition. He was gone for three years.

Last month, Tavin's mother received a *sending* from Tavin. The message was short, as all such magical communications are, and surprised Tara Lar, as Tavin had never shown any magical aptitude: "Am well. Have found island at one thousand due west of Ortis six hundred north line. Ship gone. Send help. In danger. Love, Tavin."

Tara Lar wants to hire a ship and crew to rescue her son and restore her family's fortune. All she can offer is her last 1,000 gp and the ship *Hope of Glory*. She wants to accompany the characters, but she is elderly and in poor health and can be convinced to stay home. If they bring her along, she assumes command whenever possible but needs to be protected from the rigors of the expedition and the dangers of the island.

Tara Lar CR 2
XP 600
hp 13 (Magnimar, City of Monuments, "Shifty Noble")

No Gear

TAVIN LAR'S FATE

Tavin found the island on the 589th day of his expedition when a storm threw his ship onto the rocks of Pillars Bay. He survived the wreck and managed to make it to shore. He eked out a miserable life as a solitary castaway living off coconuts, crabs, and the occasional wild pig. After he regained his strength and built a hut for himself, he began to explore the island. On the 785th day of his expedition, he found some ruins, explored them, and located a *sending conch*. He used it to send a message to his mother, but this used the item's last charge.

Buoyed by the hope of rescue, Tavin ventured deeper into the island and traveled up the Kapuahan River as far as the Heads. A party of At-sa hunters captured him and took him to their island (you can choose one of the At-sa villages). Tavin convinced the At-sa that he is a great shaman with secret knowledge. They are holding him prisoner for a time to see if he does anything magical. If not, then they will wait until they have a few more prisoners to make a larger sacrifice.

ADVENTURE OVERVIEW

Tara Lar hires the party to rescue her son from the mythical, but apparently discovered, Island of Sorrow. They set out in a ship from Endhome, travel across the Sinnar Ocean, and make landfall on the Island of Sorrow. Once there, they need to locate Tavin Lar but likely spend a great deal of time exploring the island. The missing heir left a trail that can be followed from his crude hut on the shores of Pillars Bay, across the heart of the island, and to the village of lizardfolk who hold him hostage. The meat of the adventure should be a hex-crawl across the Island of Sorrow. There is no hurry to find Tavin before something bad happens to him; after all, he has already suffered enough as it is. Allow the party to explore as they want; there are plenty of side jaunts, hooks, locations, and challenges to keep a party busy for some time. Eventually they either find clues as to Tavin's journey across the island or wander into an At-sa village, and thus come to the denouement.

ALTERNATE HOOKS

If the heroes are not the mercenary sort, or if they are unlikely to take a job on the speculation of riches, these alternate hooks can get them headed toward the Island of Sorrow.

* The party finds a legitimate map to the island, possibly with part of the island mapped out for them. The map could have been acquired from a sage or broker, found in a larger treasure, or mysteriously fall into their hands. In this case, they do not need to rescue Tavin Lar, but might discover his trail and him during the course of exploring the island.

* As above, but a wealthy patron comes into possession of the map and is willing to fund the expedition.

* While sailing the Sinnar Ocean, the party is blown off course and makes landfall on the Island of Sorrow. Their ship is damaged or destroyed. They need to find a way off the island, or just might want to explore this place that does not appear on any chart.

SETTING THE ADVENTURE

Endhome and the Sinnar Ocean exist in **Frog God Games' *Lost Lands*** setting. You do not have to use that setting, however, as the Island of Sorrow can be placed in any campaign world. It needs to be in a large ocean far from normal trading routes, and a good distance away from any coast. The party can leave from any seaport that suits your campaign's needs.

ENDHOME

Population: 35,000

Symbol: None

Ruler: Governor Ranlan Poole

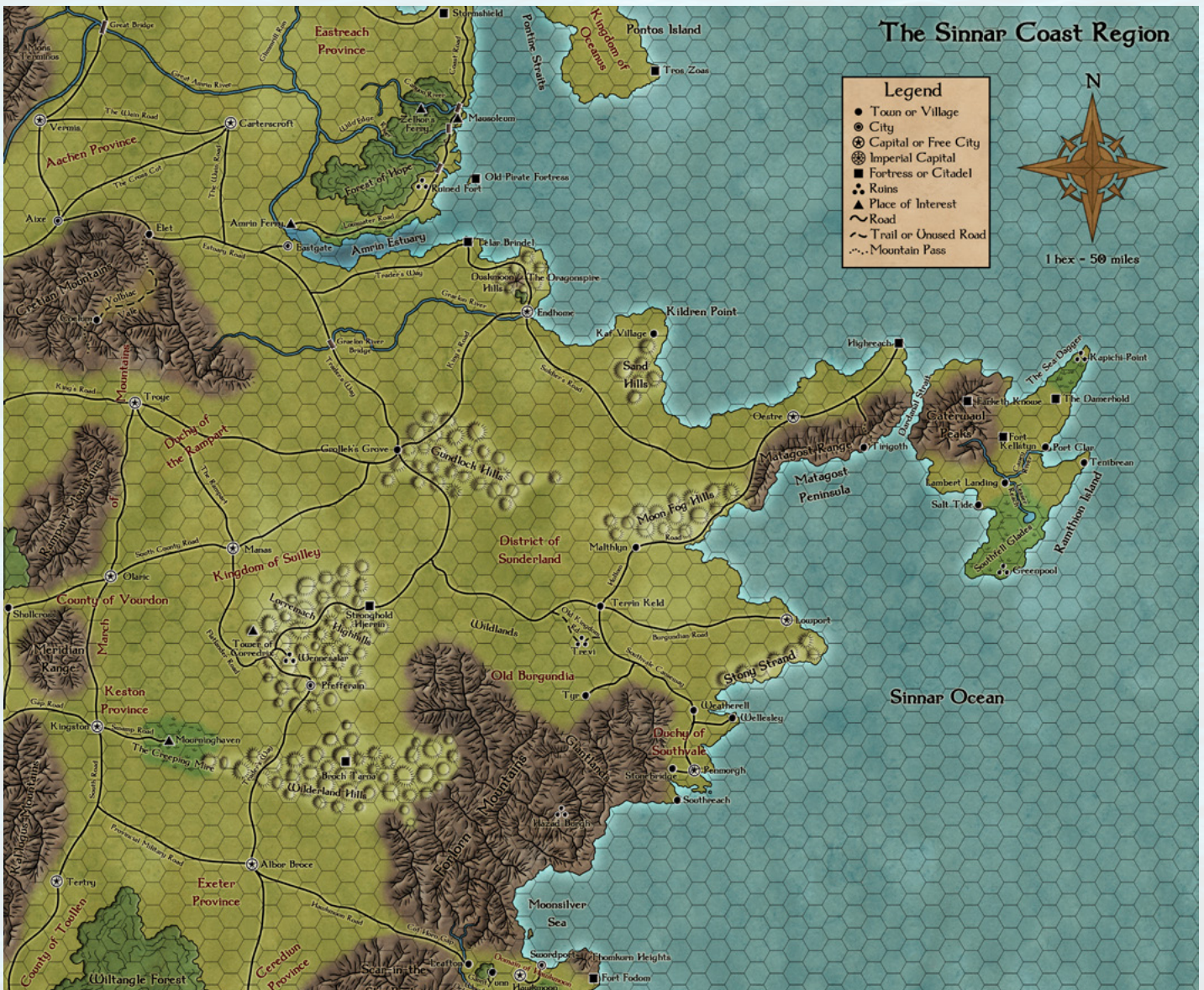
Government: Autocracy

The city of Endhome is widely known as the “Trade Capital of the Continent.” Even though Bard’s Gate is obviously a contender for the same claim, the fact of the matter is that Endhome, as a seaport, moves more trade through its docks on a daily basis than Bard’s Gate. Endhome merchants scour the world for bargains, make long-term contracts, and jostle with the sharpest traders in the Lost Lands, and by doing so they manage to remain ahead of Bard’s Gate as a trading hub. Endhome does not engage in the sort of far-reaching political machinations that Bard’s Gate does, and over time, it seems likely that Bard’s Gate will eclipse Endhome for the role of the continent’s trade capital. It is already possible, and even quite likely, that Bard’s Gate’s far-flung network of investments and businesses, seen as a whole, represents a larger role in commerce than Endhome’s role as a center of trade.

SINNAR OCEAN (SOUTH)

The Southern portion of the Sinnar Ocean represents the shortest sea-distance from Akados to Libynos, making the South Sinnar a major avenue for seaborne merchants. Most of the South Sinnar trade flows through the city of Endhome, but most cities on the East Coast of Akados have at least a few ships that brave the journey.

Under control of the Oeanders, Port Clar on Ramthion Island is becoming a minor rival to Endhome in the South Sinnar trade routes, simply due to the fact that the journey to the ports of Libynos is considerably shorter from Port Clar than it is for the merchant captains of Endhome.



SCALING THE ADVENTURE

This adventure is designed and tested for a party of four 4th-level characters. Many of the encounters are not scaled to be a fair fight: Some will be rather easy; some will be very hard; and a few are encounters to run away from if luck is not with the characters. This is a hex-crawl style adventure; much of the action is dictated by the characters' choices

JOURNEY TO THE ISLAND

Getting to the Island of Sorrow is an adventure in itself; after all, if it was easy to get to, then it wouldn't be a mysterious mythical locale. You don't have to play out the journey; you could just flash forward to arriving at the island but that would remove some of the mystique of the mysterious island trope. Thus, the party needs a ship and a crew, or failing that, some sort of powerful transportation magic.

If the Lars are funding the expedition, the party will be traveling aboard the *Hope of Glory*, an aged caravel that is still seaworthy but has certainly seen better days. It is captained by a friend of the Lars' family, **Willic Tamar** and has a crew of 26 sailors. The ship is 56 feet long and 18 feet wide, fast (it can make 4 mph on a fair wind), and unarmed. The *Hope of Glory* used to be a privateer, but its fighting days are at an end. However, it has a short draft (the amount of the ship normally underwater) of only 7 feet 5 inches, meaning it can navigate shallow waters with ease. It does not have a large cargo hold and can carry the party plus another 100 tons of cargo. Most of this space has been given over to food and water, as well as repair supplies (50 tons rations, 40 tons repair supplies), leaving a mere 10 tons of space for loot. The party can bring mounts with them, but each horse or equivalent takes up 1 ton of cargo space. Horse, camels, and similar mounts need to make a DC 15 Fortitude save at the end of the voyage or perish; they really don't take well to sea travel. Captain Tamar will not allow supplies to be tossed out to make room for the party; 10 tons should be enough for them, and he wants to be able to get back home. The ship has one rowboat that can be launched to facilitate landing.

Willic Tamar CR 5

XP 1,600

hp 41 (Pathfinder Campaign Setting: Isles of the Shackles, "Pirate Captain")

Sailor (26) CR 1/2

XP 200

hp 9 (Pathfinder Campaign Setting: Isles of the Shackles, "Pirate, Sailor")

RUNNING A SEA JOURNEY

The simple rules from the **Pathfinder Roleplaying Game GameMastery Guide** should make a sea journey fun and exciting without bogging down the game in the minutiae of ocean travel. Suffice it to say that a lot of detail has been glossed over; an entire book can be written about ships, the sea, and in-depth travel rules. If you wish to use a more robust ship system, please refer to **Fire as She Bears** by **Frog God Games**.

READING SHIP STATS

A vast variety of boats and ships exist, from small rafts and longboats to intimidating galleons and swift galleys. Stats for these ships can be found in **Pathfinder Roleplaying Game Ultimate Combat**. All ships have the following traits.

Ship Type: This is a general category that lists the ship's basic type.

AC: The ship's base Armor Class. To calculate a ship's actual AC, add the captain's Profession (sailor) modifier to the ship's base AC. Touch attacks against a ship ignore the captain's modifier. A ship is never considered flat-footed.

hp: The ship's total hit points. In addition, all ships have a hardness rating based on their construction material (hardness 5 for most wooden ships). At 0 or fewer hit points, a ship gains the sinking condition.

Base Save: The ship's base save modifier. All of a ship's saving throws (Fortitude, Reflex, and Will) have the same value. To determine a ship's actual saving throw modifiers, add the captain's Profession (sailor) modifier to this base value.

Maximum Speed: The ship's maximum tactical speed in combat. An asterisk indicates the ship has sails, and can move at double speed when it moves in the same direction as the wind. A ship with only sails can only move if there is some wind.

Arms: The number of siege engines that can be fitted on the ship. A ram uses one of these slots, and only one ram may be fitted to a ship.

Ram: The amount of damage the ship inflicts on a successful ramming attack (without a ram siege engine).

Squares: The number of squares the ship takes up on the battle mat. A ship's width is always considered to be one square.

Crew: The first number lists the minimum crew complement the ship needs to function normally, excluding those needed to make use of the vessel's weapons. The second value lists the ship's maximum crew plus additional soldiers or passengers. A ship without its minimum crew complement can only move, change speed, change direction, or ram if its captain makes a DC 20 Profession (sailor) check. Crew in excess of the minimum have no effect on movement, but they can replace fallen crewmembers or man additional weapons.

Sinking: A ship gains the sinking condition if its hit points are reduced to 0 or fewer. A sinking ship cannot move or attack, and it sinks completely 10 rounds after it gains the sinking condition. Each hit on a sinking ship that inflicts damage reduces the remaining time for it to sink by 1 round per 25 points of damage inflicted. Magic (such as make whole) can repair a sinking ship if the ship's hit points are raised above 0, at which point the ship loses the sinking condition. Generally, non-magical repairs take too long to save a ship from sinking once it begins to go down.

SAILING ALONG

While under sail, ships can travel day and night and don't need to stop and rest or make camp. The journey to the Island of Sorrow is 3,840 miles; thus, the *Hope of Glory* should get there in 40 days if nothing causes it to slow or stop. The crew and party consume a quarter ton of supplies per day; thus, there is enough food and water to make the journey there and back with plenty of room to spare, especially if the Island of Sorrow yields some food and water. Captain Tamar is nervous about the possibility of not finding the island or having to search for it as the coordinates are vague enough that several weeks of sailing might be needed. For the most part, the weather will be fair, though some of the encounters below might change this.

Ships are handled using Profession (sailor). For each 10-day span of travel, the captain (Tamar unless something happens to him) needs to succeed at a DC 10 Profession (sailor) check. If successful, the ship stays in fine shape and continues on at normal speed. If the check fails, the ship is poorly handled and loses 1d2 mph of travel speed for the next 10-day period. The captain or a designated person must also succeed another DC 10 Profession (sailor) check. If successful, the ship stays on course. If the check fails, then the ship travels off course by 1d100 + 40 miles.

The crew makes a group roll whenever required to make a check or some kind. In combat, they can act independently, but if a save or other roll is required of more than two crewmembers, make one roll for the bunch. If the crew fails a group roll, assume that 1d4 of them fail and suffer whatever effects the failure results in.

SHIPS IN COMBAT

Use a large, blank battle mat to represent the waters on which the battle occurs. A single square corresponds to 30 feet of distance. Represent each ship by placing markers that take up the appropriate number of squares (miniature toy ships make great markers and should be available at most hobby stores).

Starting Combat: When combat begins, allow the PCs (and important NPC allies) to roll initiative as normal — the ship itself moves and attacks on the captain's initiative result. If any of the ships in the battle rely on sails to move, randomly determine what direction the wind is blowing by rolling 1d8 and following the guidelines for missed splash weapons.

Movement: On the captain's initiative count, the ship can move its current speed in a single round as a move-equivalent action for the captain (or double its speed as a full-round action), as long as it has its minimum crew complement. The ship can increase or decrease its speed by 30 feet each round, up to its maximum speed. Alternatively, the captain can change direction (up to one side of a square at a time) as a standard action. A ship can only change direction at the start of a turn.

Attacks: Crewmembers in excess of the ship's minimum crew requirement can be allocated to man siege engines. Siege engines attack on the captain's initiative count.

A ship can also attempt to ram a target if it has its minimum crew. To ram a target, the ship must move at least 30 feet and end with its bow in a square adjacent to the target. The ship's captain then makes a Profession (sailor) check — if this check equals or exceeds the target's AC, the ship hits its target, inflicting damage as indicated on the ship statistics table to the target, as well as minimum damage to the ramming ship. A ship outfitted with an actual ram siege engine inflicts an additional 3d6 points of damage to the target (the ramming vessel suffers no additional damage).

CREW PERSONALITIES

The following crew could make interesting NPCs.

BOBBERY

Bobbery is a fun-loving young salt with a high, squeaky voice and a bright outlook no matter how bad things go. He and William are good friends and occasional lovers.

HANK

Hank is morose and laconic, always pointing out how things will go poorly. He works hard despite his tendency toward depressive thoughts.

IVAN

Ivan speaks in short statements; a sentence appears to be too much for him. Although he says very little, what he does say is important. He is an experienced sailor.

SARA

Sara is an experienced and no-nonsense sailor who doesn't take well to a bunch of landlubber adventurers on her ship. She has a fondness for dwarves though and is polite and a bit overly friendly with any she meets.

SHORT TONGUE

Short Tongue had most of his tongue cut out years ago. This doesn't stop him from trying to communicate with the characters, and Short Tongue is often dispatched to report news. No one knows his real name.

WILLIAM

Bobbery's best friend and sometimes lover, William is a large man with a deep voice. Not too bright, William tends to interject random ideas into conversations.

ENCOUNTERS DURING THE JOURNEY

The following encounters can occur during the sea voyage, in addition to the random encounters detailed below.

DEATH OF THE CAPTAIN

If Captain Tamar dies, then the crew is at a loss. Many want to turn back, so check for mutiny as described below. The crew hired for this voyage does not include the finest found on dockside; in fact, many are barely trained in the basics of seamanship. One of the characters must step up and take command. If none of the characters have the requisite proficiencies to sail the ship, a grizzled old mate volunteers to help out, but she doesn't want the command herself. She's no officer, thank you very much, and prefers to work for a living. You should probably work to get the captain killed so the characters can take over and make decisions.

MUTINY

Crews sometimes mutiny; it is just a fact of life. A crew on a mission into unknown seas, facing strange dangers, and suffering losses is at risk of turning on their officers. To prevent a mutiny, the captain needs to succeed at a DC 10 Diplomacy or Intimidate check per 10-day period. The DC is adjusted by the following modifiers if any of those events occurred in the previous 10-day period.

Event	DC Modifier
Crewmember dies	+2 per 5
Monster attack	+1
Character dies	+3
Rations at half	+4
Ship suffers damage	+2
Crew given loot	-1 per 500 gp
Intimidate used on last check	+1

- **Crew given loot.** If in the past 10-day period the crew was rewarded, the DC for the mutiny check is lowered by -1 per 500 gp distributed.
- **Crewmember dies.** This modifier is imposed per 5 or fewer crewmembers that died for whatever reason.
- **Monster attack.** If a monster attacks the ship or the crew, levy this modifier, even if no one dies.
- **Character dies.** The crew expects mighty adventurers to survive this ordeal, and if one of them dies, then what hope does a bunch of deckhands have?
- **Rations at half.** Half rations put everyone on edge and going home would set the matter right.
- **Ship suffers damage.** If the ship is damaged for whatever reason, the crew starts to think that this whole thing is too much and that going home would be a good idea.
- **Intimidate used on last check.** If Intimidate was used to keep the crew in line on the last check, impose this modifier. This modifier is imposed even if Diplomacy is being used on this check.

If the crew mutinies, they attempt to take the ship by force. They use stealth, attack at night, and prefer to take the captain and characters alive. A DC 11 Sense Motive check reveals that the mutiny is about to occur which gives the party time to stop it. A rousing speech (and a few DC 15 Bluff, Diplomacy, or Intimidate checks) can quell the mutiny before it starts; raise the DC to 18 if the mutiny is already in process. If the mutineers are successful, they place the party and the captain in the rowboat with 500 pounds of food and water as well as a locked chest with the party's equipment.

RANDOM ENCOUNTERS

Use the following table to generate random encounters during the long sea voyage to the Island of Sorrow. An encounter should occur roughly once per 10 days of travel. Most of these encounters are very dangerous; it is assumed that the party has a chance to rest between encounters, though if you feel a series of terrible events is more suitable, pile them on.

d10	Encounter
1	Storm
2	Merrow Raid
3	Becalmed
4	Eye of the Deep
5	Kelp Wreck
6	Illness
7	Cursed!
8	Giant Shark Attack!
9	Poor Wind
10	Favorable Wind

Becalmed. The winds drop, and the ship drifts along with the current for the next 10-day period, making only 5 miles per day.

Cursed! Someone angered a sea god or other supernatural entity. Small things go wrong: water spoils, ropes fray, and the crew has small accidents. The wind shifts unfavorably (apply the effects of poor wind below), and a pall falls over the crew. Lose a ton of food and water to spoilage, and the next mutiny check DC increases by +2. The crew designates one of their own as the Jonah, the person who brought the curse down upon them. This person is hounded day and night, and if the characters do not intervene, the Jonah is tossed overboard one night.

Eye of the Deep. An **eye of the deep** attacks the wooden thing filled with tasty morsels. It is here to eat, not fight, and targets the crew with its

pincers, gobbling up anyone it kills. It begins combat by rising from below and playing its stun cone across the deck. If it meets any resistance or is attacked, it targets the attacker with a bite or eye ray. If the creature suffers more than half its hit points in damage, it sinks beneath the waves.

Eye of the Deep CR 6

XP 2,400

hp 75 (Tome of Horrors Complete, "Eye of the Deep")

Favorable Wind. The ship experiences favorable winds and adds +2 mph to its travel speed.

Giant Shark Attack! A **giant shark** attacks the ship. It attempts to ram the vessel, take chunks out of its hull, and in general focuses its attacks on the ship itself. If the ship is struck, anyone on the ship near the rails or in the rigging (such as the crew, roll for a five-person group) must succeed at a DC 10 Acrobatics check at the start of their turn or fall overboard. The shark stops attacking the ship if anyone lands in the water and goes after them instead. It returns to attacking the ship when no one is in the water. The shark is driven off when it is reduced to fewer than a quarter of its starting hit points.

Giant Shark CR 4

XP 1,200

hp 42 (Pathfinder Roleplaying Game Bestiary 4, "Shark, Great White")

Illness. An illness wracks the ship. Everyone on board runs the risk of suffering **filth fever** due to poor water and sanitation on board.

Kelp Wreck. A wrecked ship floating in a mile-diameter mass of kelp is spotted. The kelp as a whole supports the wreck and is thick enough to walk on, but is difficult terrain. The ship can be explored, and contains 1d4 tons of useful supplies, 2,000 gp worth of loot, and 8 **brine zombies**.

Brine Zombie (8) CR 1

XP 400

hp 22 (Tome of Horrors Complete, "Zombie, Brine")



Merrow Raid. A party of $1d3 + 2$ merrow attack the ship in the middle of the night in an attempt to take it, the cargo, and as many prisoners as they can. They flee back into the sea if more than half their number is killed.

Saltwater Merrow (1d3+2) CR 6

XP 2,400

hp 80 (Pathfinder Roleplaying Game Bestiary 2, "Merrow, Saltwater")

Poor Wind. The wind is not blowing in the strength and direction needed for the best speed; the ship loses 2 mph of travel speed.

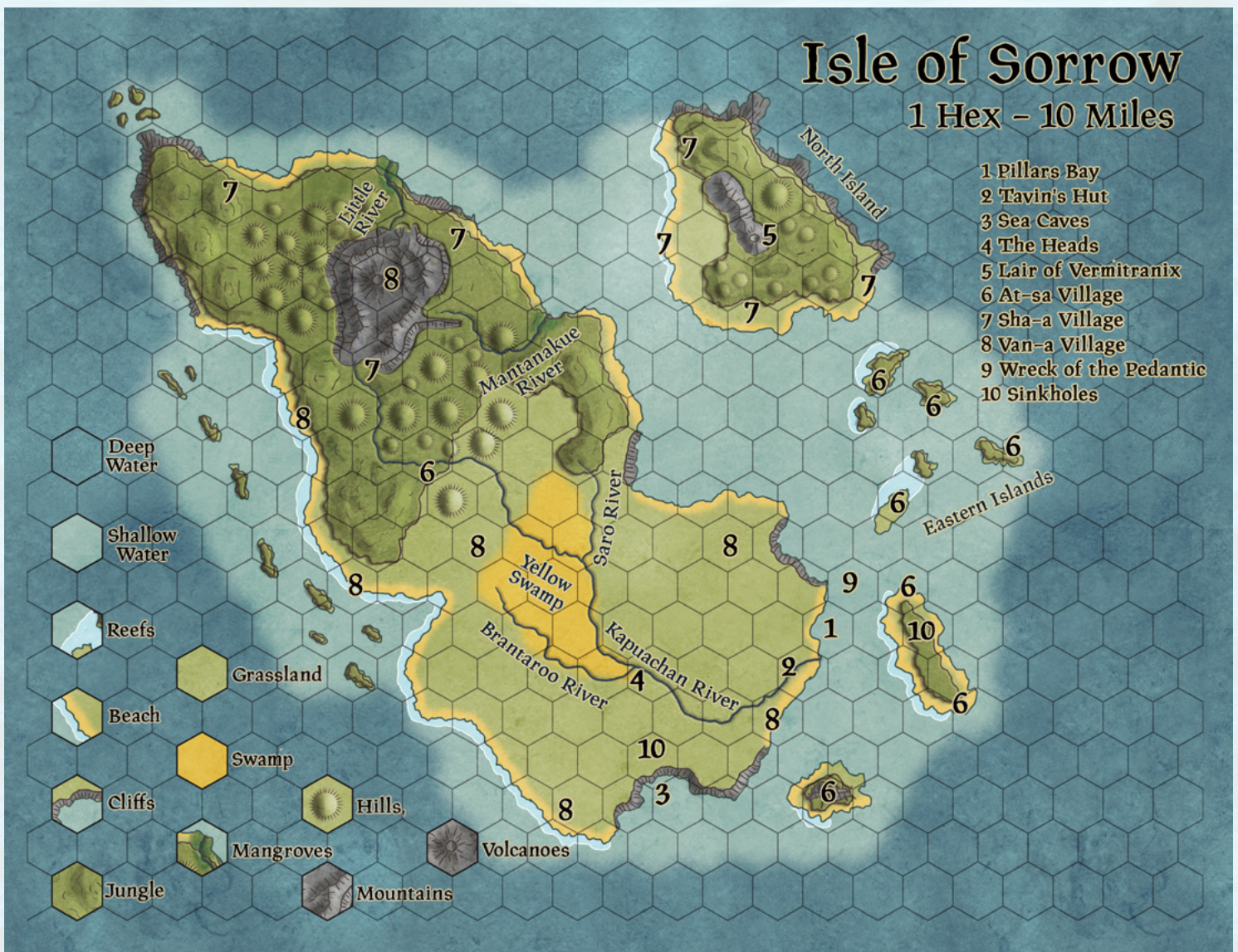
Storm. A storm begins to brew. There is no sailing away from it, and the crew takes measures to ride it out. The captain must succeed at a DC 15 Profession (sailor) check to ride out the storm. If the check fails, the ship suffers 10d10 points of bludgeoning damage and is blown off course by $1d100 \times 4$ miles. Even if the storm is ridden out, the ship makes no progress for $1d4 + 1$ days.

THE ISLAND OF SORROW

The Island of Sorrow once went by another name: the Kingdom of Yar-va. Settled in the distant past by ocean-going cultures, Yar-va grew from a confederation of small villages into a united kingdom that spanned the island group. Ruled from the City of the Clouds high in the mountains of Yar-va Island, the kingdom prospered from trade and its rich soil.

This prosperity drew the attention of the dragon Vermitranix, who descended upon the kingdom with a horde of fanatical lizardfolk. The dragon went from city to city reaping terror and destruction. A great treasure hoard was gathered in the caves of the volcano that formed North Island. Satisfied, Vermitranix settled into a long nap upon her pile of riches.

Since then, the lizardfolk tribes who followed Her Divine Terror to the islands split into three factions and settled the land as their own. They war among each other over land, fishing, hunting rights, and, in the case of the At-sa, religious fervor. The islands reverted to their natural state, with only a few blackened and shattered ruins remaining of the Yar-va and their great civilization.



USING THE MAP

This part of the adventure is a hex crawl, a classic style of adventure where the characters explore a map. Each hex is 10 miles across, roughly half a day's travel on foot through the easier portions of the island. A character in a hex is in the terrain that occupies the hex, but it should be noted that terrain varies over any 10-mile hex and there will be clearings in the jungle, stands of trees in the grasslands, low points in the mountains and so on. Each terrain type lists a range in hexes that the characters can see and map. Some hexes contain two or more types of terrain. Use your best judgment when the terrain the characters are in is in question.

When a character crosses a hex or spends a short or long rest in that hex, the terrain effects and random encounters for that hex apply. Leaving a hex requires a DC 10 Survival check to avoid getting lost, as modified by the terrain type. Lost characters exit the hex from a random side. Refer to the table below and the following information:

Hex	Movement	Encounter Frequency (d6)	Random Encounter Table	Lost DC Modifier	Sight Distance
Beach	Difficult	1–3	Coastal	0	3
Cliffs	See below	1	Mountain	0	NA
Deep Water	See below	1–2	Ocean (see Sea Journey, above)	0	3
Grassland	Normal	1–3	Grasslands	0	3
Hills	See below	As covering terrain	As covering terrain	+2	2
Jungle	Difficult	1–4	Jungle	+4	
Mangroves	Difficult	1–3	Coastal or Jungle	+1	1
Mountain	See below	1–2	Mountain	+2	0
Reef	See below	1–2	Coastal	0	3
River	See below	1–3	River or as covering terrain	–4	1
Shallow Water	See below	1–2	Coastal	+1	3
Swamp	Difficult	1–3	Jungle or River	+3	0
Volcano	See below	1	Mountain	+2	0

BEACH

These sandy areas allow ships to anchor close to shore or even beach themselves. In addition to sand dunes, there are areas of sea grass, mud flats, small creeks that run off the highlands and form fan-shaped shallows, and tide pools. Any Survival check to find food gains a +2 circumstance bonus. Vessels forced onto a beach are grounded (five hours work frees the vessel) and suffer 2d10 bludgeoning damage.

CLIFFS

The island ends in towering cliffs rocked by the thunder of waves. There is no safe place to land a ship, but a successful DC 15 Perception check reveals a place where a small boat can row up and find a safe position at the foot of the cliffs (a successful DC 20 Profession (sailor) check keeps the boat from being cast back out to sea). A ship that is forced into a hex containing cliffs suffers 2d10 bludgeoning damage per hour spent in the hex.

The cliffs can be climbed, though this is very difficult. Climbing the cliffs requires two phases. In the first phase, the climber attempts to make it above the waves, which requires a successful DC 20 Climb check. Failure indicates the character falls into the sea and suffers 5d6 bludgeoning damage as they are slammed against the rocks. During the second phase, the character must work his or her way up the drier part of the cliff, fighting gravity and wind instead of waves. This requires a successful DC 15 Climb check; failure sends the character plummeting back down into the wave-scoured zone where they are left hanging on by their fingertips, as well as suffering 2d6 slashing damage from the rocks.

DEEP WATER

The waves pile up and roll in great swells, and vessels move at normal speed in the deep water. Travel should be easy.

GRASSLAND

This area of tall grass covers the southern edge of the Island of Sorrow and part of the western edge of North Island. The grass is five to eight feet tall and obscures vision; all Perception checks double the long-distance penalty.

HILLS

These uplands are high and tend to be stony. Use the overlaying terrain — jungle for the most part — for terrain effects and random encounters. The hills are very rugged and reduce movement by a further 25% (as jungle is difficult terrain, this means travel is at 25% of normal speed).

JUNGLE

Most of the Island of Sorrow and nearby island are covered in deep jungle forests. These jungles are dark, hot, and humid. Insects fill the turgid air, snakes slither along the ground, and birds call from the trees. The heat and humidity sap the strength, making every movement feel slow and drugged. Characters must roll a DC 15 Fortitude save or gain the fatigued condition for each hex of jungle they move through, and following any combat or other physically strenuous activity taken in a jungle hex.

MANGROVES

A stand of mangroves forms a wet forest in this hex. They prevent any large vessel from approaching the shore, though small boats can row their way through to the river beyond. Mangrove swamps are rich areas, and any Survival checks to find food here gain a +2 circumstance bonus.

MOUNTAINS

Low mountains rise out of the island and above the jungle canopy. These mountains are rugged with cliffs, steep slopes, and volcanic scree. Travel here is nearly impossible without finding the right path (a successful DC 15 Survival check reveals a path that can be traveled). Travel is difficult; reduce travel speed by a further 25% (as jungle is difficult terrain, this means travel is at 25% of normal speed).

REEF

Tropical reefs line the coast in this hex. Ships must anchor off the reef and cannot come closer than 1d10 x 50 feet of the shore. Ships forced onto the reef suffer 5d100 slashing damage and are stuck on the reef until the tide turns. Small boats can navigate the reef if they take it slow (half speed) but must succeed at a DC 15 Profession (sailor) check to navigate the reef at full speed. Crossing the reef by swimming is dangerous; a successful DC 15 Swim check must be made or the waves grind the character along the reef for 1d8 slashing damage.

RIVER

The island's rivers are narrow but deep and flow from the central highlands to the coast. The Little River is navigable by ships up its course until one reaches the waterfall that forms its headwaters. The Yellow Swamp blocks ship navigation up the Kapuahan River, but small boats can reach up to the central highlands and up its tributaries. The Mantanakue River is shallower, and only small boats can travel up it. Rowing up a river is at half speed; traveling down is at double speed due to the current.

The rivers are home to hordes of biting insects that pester the characters day and night. Their bites are not dangerous, but the itchy welts are debilitating and distracting. Sleeping cannot be done within 10 miles of a river.

SHALLOW WATER

Although deep enough that even heavy ships can pass through, shallow water is filled with small reefs, rocks, sandbars, and other hazards. Ships need to move at half speed or risk running aground. If a ship does not take it slow and sound the water, the captain must succeed at a DC 15 Profession (sailor) check or the ship strikes a submerged hazard and suffers 4d10 piercing damage and comes to halt until four hours of work frees it.

SWAMP

The Yellow Swamp is a brackish lowland of branching streams, muddy bogs, low hammocks of land, and twisted trees. Navigating the swamps is difficult, and either a successful DC 15 Survival check must be made or the character exits out of a random hex edge. Due to the heat and humidity of the swamp, characters must roll a DC 15 Fortitude save or gain the fatigued condition for every hex of travel. The swarms of biting insects, constant dampness, and foul odor of the swamps makes it impossible to sleep in a swamp hex.

VOLCANO

The smoking mountain that dominates a volcano hex overrides any other terrain type in that hex. Volcano hexes might have jungle or grasslands on the lower slopes of the mountain, but the majority of the hex is composed of basalt and obsidian plains, fields of geysers, and sulfur springs. For every day spent in a volcano hex, characters must roll a DC 15 Fortitude save or gain the fatigued condition due to the difficult terrain, vented gases, and dreary landscape. A long rest cannot be taken in a volcano hex. Moving through a volcano hex is as difficult as moving through a mountain hex.

RANDOM ENCOUNTER TABLES

The following tables can be used to generate random encounters, or they can be used as a guide to other random encounters you create. An encounter can occur in each hex traveled through or where characters take a short or long rest. The frequency of the encounter and table used depends on the terrain type. Coastal Encounters

1d8	Encounter
1	Riptide
2	Plesiosaurus
3	Flotsam
4	1d4 giant crabs
5	Storm
6	Giant crocodile
7	Wreckage
8	2d8 hunter sharks

RIPTIDE

A strong current runs along this part of the coast. Anyone attempting to swim must succeed at a DC 15 Swim check every minute or be swept 1d4 miles out to sea.

PLESIOSAURUS

This hungry **plesiosaurus** lurks in the waters and attacks if prey comes by, even attacking ships and small boats.

Plesiosaurus CR 2

XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary 5, "Dinosaur, Plesiosaurus")

FLOTSAM

Either floating on the brine or washed up on shore, flotsam is something more useful than simply driftwood. It is usually mundane goods — often a little waterlogged — but rations (in a sealed container), weapons, armor, torches, flint and steel, backpacks, clothing, and such are found. The total value of these goods is no more than 1d100 + 50 gp. Where they came from can be a mystery that the characters might want to solve.

GIANT CRABS

Scuttling along the beach or just offshore are 1d4 **giant crabs** looking for prey, and the characters might just foot the bill. Not terribly bright, the crabs do not work together and attack likely prey. They scuttle away if they meet strong resistance.

Giant Crab (1d4) CR 2

XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary, "Crab, Giant")





STORM

A storm rolls in, bringing crashing waves, fierce winds, and sheets of rain. The storm lasts $1d20 + 5$ hours. During the storm, anyone not in a shelter cannot rest. Furthermore, attempts to move through the hex or within it while in the water are dangerous. A successful DC 15 Profession (sailor) or Swim check is needed. Failure results in the vessel or swimmer being tossed onto shore and suffering damage depending on the nature of the shore.

GIANT CROCODILE

A **giant crocodile** lurks here waiting for a meal. It is submerged and looks like a floating log (a successful DC 18 Perception check reveals its presence). Anyone not spotting the crocodile is surprised when it attacks. It comes up on land after prey but flees if reduced to fewer than half its hit points. The giant crocodile attacks small boats and capsizes them if it succeeds on a death roll.

Giant Crocodile CR 9

XP 6,400

hp 138 (Pathfinder Roleplaying Game Bestiary, “Crocodile, Dire”)

WRECKAGE

A failed expedition lies submerged here, only a rotting mast or two sticking up above the waves. Inside are a few salvageable goods ($1d10 + 25$ gp in mundane equipment), and $2d100 \times 10$ gp in coinage, jewelry, and other valuables. However, these riches are scattered around the ship and might be hard to locate (a Perception check produces the result of the roll $\times 10$ gp, up to the amount of valuables in the wreckage). The wreck is home to a **giant octopus** or another dangerous creature.

Giant Octopus CR 8

XP 4,800

hp 90 (Pathfinder Roleplaying Game Bestiary, “Octopus, Giant”)

HUNTER SHARKS

This stretch of water is home to $2d8$ **hunter sharks**. They are opportunistic and attack people in the water, taking a bite and then swimming off before coming in for another attack. A wounded shark flees. A hunter shark has a 50% chance of attacking any wounded shark.

Hunter Shark (2d8) CR 2

XP 600

hp 22 (Pathfinder Roleplaying Game Bestiary, “Shark, Common”)

GRASSLANDS ENCOUNTERS

1d8	Encounter
1	Shaking stems
2	Hunters
3	Waterhole
4	1d6 triceratops
5	Rain
6	1d8 + 2 axe beaks
7	Artifact scatter
8	Giant apes

SHAKING STEMS

Something disturbs the grass but no creature can be seen. This is either an **invisible stalker** summoned centuries ago but trapped on this plane, or a **ghost** of someone who died when the kingdom fell.

Invisible Stalker CR 7

XP 3,200

hp 80 (Pathfinder Roleplaying Game Bestiary, “Invisible Stalker”)

Ghost CR 7

XP 3,200

hp 73 (Pathfinder Roleplaying Game Bestiary, “Ghost”)

HUNTERS

Stalking game in the grasslands are 1d4 + 2 hunters. Roll 1d6: On a 1–2, they are **lizardfolk** from the At-sa villages; on a 3–4, they are from the Sha-a; and on a 5–6, they are from the Van-a.

Lizardfolk Hunter (1d4+2) CR 3

XP 800

hp 33 (Pathfinder Roleplaying Game Monster Codex, “Lizardfolk Stalker”)

WATERHOLE

The water here is potable and attracts animals from far and wide. Roll 1d8: On a 1–2, game animals can be found here; on a 3–4, a group of **hunters**, as above, are here; on a 5–6, a family of **triceratops** are drinking; on a 7–8, a family of **giant apes** are resting here.

Giant Ape (1d4+2) CR 3

XP 800

hp 30 (Pathfinder Roleplaying Game Bestiary, “Ape, Dire”)

Lizardfolk Hunter (1d4+2) CR 3

XP 800

hp 33 (Pathfinder Roleplaying Game Monster Codex, “Lizardfolk Stalker”)

TRICERATOPS

Grazing nearby are 1d6 **triceratops** and their young. They are wary of threats, and the adults interpose themselves between the characters and the young ones. They don't attack unless threatened but fight to the death to protect their offspring.

Triceratops (1d6) CR 8

XP 4,800

hp 119 (Pathfinder Roleplaying Game Bestiary, “Dinosaur, Triceratops”)

RAIN

Dark clouds sweep over the island and pour sheets of rain for 1d20 + 10 hours. Travel is reduced to half speed during the rain, and characters not in a shelter cannot rest.

AXE BEAKS

Hunting in this area are 1d8 + 2 **axe beaks** that pick up the characters' trail. The axe beaks follow along as stealthily as they can while waiting for an opportunity to attack. They flee if reduced to half their number.

Axe Beak (1d8+2) CR 2

XP 600

hp 22 (Pathfinder Roleplaying Game Bestiary 3, “Axe Beak”)

ARTIFACT SCATTER

A few potsherds, some broken tools, and a bone or two stick up out of the soil. Two hours and a successful DC 15 Perception check reveals a few interesting items that might be sold in a port city to antiquarians.

GIANT APES

A troop of 1d3 **giant apes** graze here, shoving fistfuls of grass into their mouths, snapping up small animals, and enjoying the day. They are not aggressive but charge out and attempt to scare off anyone who approaches. If attacked, they defend themselves but flee if any ape is reduced to half its hit points. If an ape is killed, the remainder fight to the death in a mad fury.

Giant Ape (1d3) CR 3

XP 800

hp 30 (Pathfinder Roleplaying Game Bestiary, “Ape, Dire”)

JUNGLE

1d8	Encounter
1	Weird Meeting
2	Hunters
3	Hermit
4	T-rex
5	Rain
6	2d6 Giant spiders
7	Ruin
8	1d4 Spell parrots

WEIRD MEETING

Roll again twice, rerolling any further result of 1. These two encounters happen at the same time, possibly creating an interesting roleplaying meeting or three-way combat.

HUNTERS

Stalking game in the jungle are 1d4 + 2 hunters. Roll 1d6: On a 1–2, they are **lizardfolk** from the At-sa villages; on a 3–4, they are from the Sha-a; and on a 5–6, they are from the Van-a.

Lizardfolk Hunter (1d4+2) CR 3 **XP 800**

hp 33 (Pathfinder Roleplaying Game Monster Codex, “Lizardfolk Stalker”)

HERMIT

Patrik Havershan has been living in the jungle for years. The sole survivor of the merchant ship *Hasten Down*, Havershan managed to live off of the fruits of the jungle while avoiding being eaten in turn. He is disheveled, dressed in crude clothes made from various reptile skins, and suffers from a range of diet and skin diseases. He is hesitant to talk to anyone but is drawn to human contact and possible rescue. Havershan follows the party and spies on them. He flees and hides if approached. Good roleplaying and skill checks can bring him out and convince him that he is being rescued, at which point he breaks into tears. He saw a lone man traveling north through the jungle and followed him as far as the cliff borders of the central highlands. Havershan is also an expert on the jungle and can serve as a guide, negating the need to make navigation checks to avoid getting lost.

Patrik Havershan CR 6 **XP 2,400**

hp 38 (Pathfinder Roleplaying Game GameMastery Guide, “Hermit”)

T-REX

A mighty **tyrannosaurus** hunts this part of the jungle. The beast is aggressive and territorial, a dangerous combination. A party of humanoids are a tasty snack for the huge dinosaur.

Tyrannosaurus CR 9

XP 6,400

hp 153 (Pathfinder Roleplaying Game Bestiary, “Dinosaur, Tyrannosaurus”)

RAIN

Dark clouds sweep over the island and pour sheets of rain for 1d20 + 20 hours. During the rain, travel is reduced to half speed and characters not in a shelter cannot rest.

GIANT SPIDERS

This hex is filled with giant spiders and their webs. Webs stretch between trees, loop from limbs, and cover the ground in large patches. If disturbed, 2d6 **giant spiders** descend to drive off the intruders. These spiders do not work together and do not count each other as allies.

Giant Spider (2d6) CR 1

XP 400

hp 16 (Pathfinder Roleplaying Game Bestiary, “Spider, Giant”)

RUIN

A vine-tangled ruin juts out of the jungle. All that remains are a few tumbled-down and charred stone buildings.

SPELL PARROTS

The Yar-va managed to breed tame **spell parrots**, and as a result spell parrots are more common on the Island of Sorrow. In this hex are 1d4 of these strange mimics. While they are not aggressive, they have an innate ability to sense spellcasters and follow them through the jungle, mimicking spells as they go. There is a 50% chance that any time spell parrots are encountered one is an **elder spell parrot**.

Spell Parrot (1d4) CR 1/2

XP 200

hp 5 (Appendix A: New Monsters, “Spell Parrot”)

Elder Spell Parrot CR 2

XP 600

hp 17 (Appendix A: New Monsters, “Spell Parrot, Elder”)

MOUNTAIN

1d8	Encounter
1	Earthquake
2	Hunters
3	Rockslide
4	Golem, flagstone
5	Ruin
6	Basilisk
7	Impassable cliff
8	Geysers

EARTHQUAKE

The ground shakes, thunder rolls across the slopes, and rocks tumble down into the valleys. The characters must succeed at a DC 15 Reflex save or be knocked prone and suffer 2d8 bludgeoning damage from falling rocks (half damage on a successful save). The quake continues for several minutes, and aftershocks follow for the next 1d4 days, preventing resting. The trails through the mountains are wiped out, the terrain shifted, and travel is hindered.

HUNTERS

Stalking game in the jungle are 1d4 + 2 hunters. Roll 1d6: On a 1–2, they are **lizardfolk** from the At-sa villages; on a 3–4, they are from the Sha-a; and on a 5–6, they are from the Van-a.

Lizardfolk Hunter (1d4+2) CR 3

XP 800

hp 33 (Pathfinder Roleplaying Game Monster Codex, “Lizardfolk Stalker”)

ROCKSLIDE

With a terrible rumble and the sound of thousands of pounds of stone clinking and rolling over each other, a massive fall of rocks comes down a nearby slope. The characters must succeed at a DC 15 Reflex save or be caught by the rockslide. Those caught suffer 4d8 bludgeoning damage and are swept 1d100 x 2 feet away. Those who save suffer half damage.

GOLEM, FLAGSTONE

The Yar-va created many golems to serve their needs, and some of these managed to survive the centuries without their masters. While not self-aware, the golems are prone to bizarre behavior as the magical intelligence animating their inert bodies fades and warps. Roll 1d8 to determine the golem’s general state of mind. You may replace the **flagstone golem** with a different one to create a more dangerous encounter or just because you have a fondness for certain golems.

Flagstone Golem CR 7

XP 3,200

hp 74 (Tome of Horrors Complete, “Golem, Flagstone”)

Roll on the table below to determine the golem’s behavior:

1d8	Behavior
1	Aggressive, attacks the characters
2	Curious, follows at a short distance
3	Protective, chooses a character and defends them (but has a twisted concept of threats)
4	Jealous, follows the party and attacks any other golem encountered
5	Busy, spends its time moving rocks from one pile to another
6	Guarding, will not let the characters pass but will not attack save to defend itself
7	Wayward, attempts to lead the characters in a random direction, possibly into danger
8	Secretive, tries to hide from the characters, a comical sight

RUIN

The broken wall of a ruin can be seen from a vantage point in the mountains. All that remains are a few tumbled-down stone buildings, charred rock, and little else.

BASILISK

A hunting **basilisk** is looking for prey in this hex, and the characters might just be lunch.

Basilisk CR 5

XP 1,600

hp 52 (Pathfinder Roleplaying Game Bestiary, “Basilisk”)

IMPASSABLE CLIFF

Impassable cliffs block the edges of this hex. Roll 1d4 to determine the number of random hex edges that are blocked and cannot be passed without succeeding at a DC 25 Climb check.

GEYSERS

The earth shakes, as in an earthquake, but fissures open up in the ground and send forth gouts of steam, clouds of noxious vapors, and balls of molten rock. All characters must succeed at a DC 15 Reflex save or suffer one of the following:

- Steam geyser jets up causing 4d6 fire damage (half on a successful save)
- A lava bomb comes down inflicting 4d6 bludgeoning and fire damage (half on a successful save)

RIVER

1d8	Encounter
1	Snag
2	Catoblepas
3	Sunken ruin
4	1d4 will-o'-wisps
5	Disease
6	1d4 piranha swarms
7	Quiet
8	Giant crocodile

SNAG

A sunken obstruction threatens a boat. The snag can be spotted with a successful DC 15 Perception check. If not spotted, a boat strikes a snag and suffers 4d10 slashing damage.

CATOBLEPAS

One of these horrid swamp creatures rears up out of the water and confronts the characters. They have interrupted its day and must pay for the affront. The **catoblepas** is driven away when it is reduced to 75% of its starting hit points (only award half experience unless they somehow kill this monster).

Catoblepas CR 12

XP 19,200

hp 161 (Pathfinder Roleplaying Game Bestiary 2, "Catoblepas")

SUNKEN RUIN

A ruin lies just under the water and can be explored. It creates a cataract of whitewater on the stretch of water. Characters cannot travel upstream through the rough water and proceeding downstream requires a successful DC 15 Profession (sailor) check. On a failure, the boat capsizes and everyone goes in the water. The boat suffers 4d10 piercing damage.

WILL-O'-WISPS

This area is the hunting ground of 1d4 **will-o'-wisps** that come out at night to attack the characters.

Will-o'-Wisp (1d4) CR 6

XP 2,400

hp 40 (Pathfinder Roleplaying Game Bestiary, "Will-o'-Wisp")

DISEASE

Something in the water is foul; perhaps a catoblepas passed through or a large carcass lies upstream. Unless the party takes precautions with their water supply, all become exposed to **filth fever**.

PIRANHA SWARMS

This stretch of water is inhabited by 1d4 **piranha swarms**. As long as the characters stay in the boat, everything is fine. However, the piranhas follow the boat as they know such vessels are often the source of dropped tidbits of food. The piranhas follow for one hex and take advantage of any opportunities future encounters present.

Piranha Swarm (1d4) CR 3

XP 800

hp 26 (Pathfinder Roleplaying Game Bestiary 6, "Fish, Piranha Swarm")

QUIET

It is quiet in this stretch of the water — far too quiet. The background sounds of birds and insects suddenly stop. Even the wind seems hushed. Something is out there, watching the party. Choose one of the monster encounters from this table or another that may be applicable, or add your own.

GIANT CROCODILE

A **giant crocodile** lurks here waiting for a meal. It is submerged and looks like a floating log (a successful DC 18 Perception check reveals its presence). Anyone not spotting the crocodile is surprised when it attacks. It comes up on land after prey but flees if reduced to fewer than half its hit points. The giant crocodile attacks small boats and capsizes them if it succeeds on a death roll.

Giant Crocodile CR 9

XP 6,400

hp 138 (Pathfinder Roleplaying Game Bestiary, "Crocodile, Dire")

NUMBERED LOCATIONS

1. PILLAR BAY

This small bay just north of where the Kapuahan River flows into the ocean is studded with stone pillars that have been slowly growing a new reef over the past few centuries. Once the main sea port for the island, the port was abandoned after the collapse of the Kingdom of Yar-va. Built on massive stone piers, the port sat far out to sea and linked with the land over a stone causeway. The sea has reclaimed much of this, leaving a few broken pieces of the causeway standing and a bay filled with pillars like jagged teeth. Ships passing through the bay must move at half speed or risk running into one of these pillars. The pillars can be navigated safely with a DC 15 Profession (sailor) check; failure results in 3d10 piercing damage to the ship.

2. TAVIN'S HUT

Standing on crude stilts sunk into the soil of the grasslands, this small hut looks as if it was inexpertly cobbled together from driftwood, beams from a wrecked ship, and other debris. Despite its lack of aesthetic qualities, it is a solidly built structure — one whose form and shape would bring despair to the heart of a skilled carpenter.

The hut has two rooms, a combined sleeping, eating, and workshop room in the front, and a small library/storehouse in the back. The implements in both rooms are either crude tools made from local materials or repurposed wreckage from the *Pedantic*. In the back room is a hand-drawn map of the islands pinned to the wall with nails. Several books were salvaged from the wreck, including some loose sheets of pulp paper with Tavin's notes. The latter concern a recollection of the voyage, notes on the island's flora and fauna, and his conjectures on the history of the Island of Sorrow. In a few short months, Tavin has been a busy boy.

The notes are in Common mixed with Draconic, Elvish, and other languages, and are in a rather haphazard order. A successful DC 15 Linguistics check deciphers them and reveals the following information:

- * The islands were once the home of an ancient civilization called the Yar-va.
- * The Yar-va experimented with arcane energies, and the port served as a trading hub for the Sinnar Ocean.
- * Several centuries ago, a dragon and her fleets of lizardfolk attacked the islands. The Yar-va were wiped out, and the dragon took the riches of the island to build her hoard.
- * Since then, the lizardfolk have settled the islands and possibly divided into different tribes.
- * The native flora and fauna are dangerous and tend toward overly-large reptiles. This might be the influence of the dragon or it might be the natural state of the islands.
- * The capital of the Yar-va lies in the central mountains of the Island of Sorrow.

3. SEA CAVES

These natural caves created by the flow of water into cold lava tunnels have eaten through the rock and merged with natural caverns beneath the island. They eventually connect to the sinkholes at **Area 10**.

4. THE HEADS

A pair of massive stone heads depicting helmeted warriors stands at the confluence of the Kapuahan and Brantaroo Rivers. The rivers lap around the bases of these huge sculptures, and debris carried by the rivers has created a small island at the base. The western head lies at a 15-degree tilt as if it fell there from a great height, while the eastern head is on its side. The jungle and swamp for one hex in every direction is riddled with large fragments of charred, dressed stone.



At the base of the western head are a few lines in Common that Tavin carved. See **Handout #3**.

5. LAIR OF VERMITRANIX

The great red wyrm Vermitranix sleeps here, her lust for blood and plunder sated by the destruction of Yar-va. She has slept for centuries and is due to awaken. Such a challenge is beyond that of the characters, but if in the future they feel up to some dragon slaying, Vermitranix will be waiting.

6. AT-SA VILLAGE

Of the three tribes that Vermitranix brought to destroy Yar-va, the At-sa were the most fanatic. Dedicated to the cause of Her Divine Terror, they slew the Yar-va in great numbers, burned cities, and marched thousands of captives off to sacrificial fires. During the invasion, they were tasked with harrying the outlying cities and smaller towns of the island group. They have since settled on those same islands. Their dedication to their dark mistress evolved into a perverse religion of living sacrifice and fiery worship.

6-1. WAR CANOES

The villagers draw their war canoes up on the beach and stake them down. There are 1d4 war canoes here at any given time.

6-2. SHAMAN'S HALL

The shaman rules the village; chieftains had long ago become superfluous in the theocracy of the At-sa. This structure is little more than a small awning that extends over a cleared area where the shaman can conduct its mystical rites and secret practices. The awning of flayed skin can be lowered to provide privacy. Inside is a small altar, sleeping areas, and other necessities, as well as arcane supplies worth 5d20 gp. An At-sa **lizardfolk shaman** and 1d4 **lizardfolk** attendants can be found here.

Lizardfolk Shaman CR 5

XP 1,600

hp 43 (Pathfinder Roleplaying Game Monster Codex, "Lizardfolk Shaman")

Lizardfolk (1d4) CR 1

XP 400

hp 11 (Pathfinder Roleplaying Game Bestiary, "Lizardfolk")

6-3. HUT

When not feasting on living flesh or out hunting, the At-sa dwell in these simple, open-sided structures where 1d6 **lizardfolk** can be found.

Lizardfolk (1d6) CR 1

XP 400

hp 11 (Pathfinder Roleplaying Game Bestiary, "Lizardfolk")

6-4. SPAWNING POOL

This steep-sided pool of murky water is often stocked with small animals the At-sa capture and toss in alive. The eggs of the village are laid here and allowed to hatch. Hatchlings are left to their own devices until they are big enough to crawl up the sides and demand attention. Prisoners are sometimes tossed in as well, while the adult At-sa bet on how long they last against the swarms of hungry hatchlings. In the pool are 1d4 **swarms of hatchling lizardfolk**.

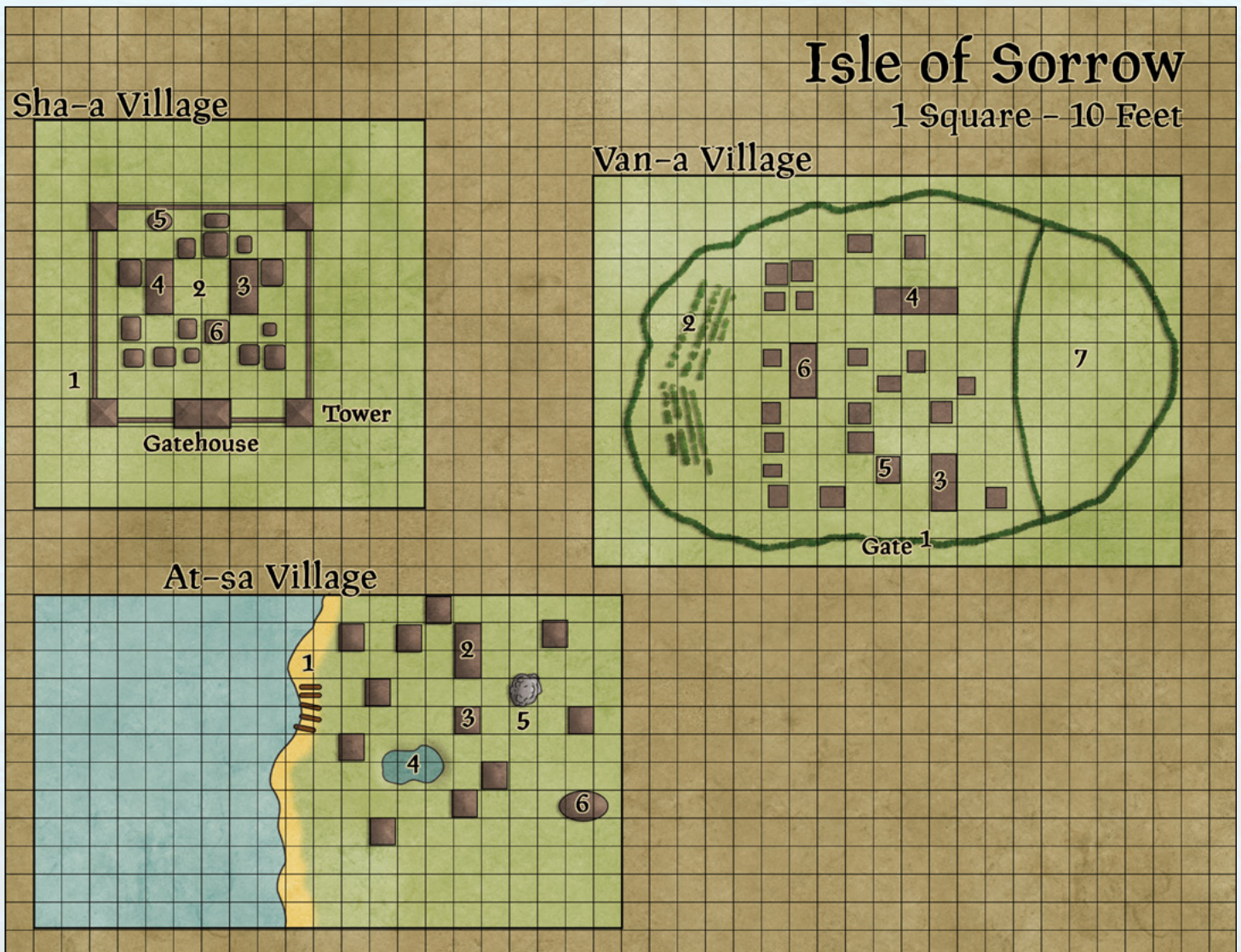
Lizardfolk Hatchling Swarm (1d4) CR 3

XP 800

hp 33 (Appendix A: New Monsters, "Lizardfolk Hatchling Swarm")

6-5. IDOL OF THE HUNGRY FLAMES

The centerpiece of an At-sa village is a 50-foot-tall stone idol dedicated to Her Divine Terror. Crudely carved to look like a rearing dragon preparing to breathe down fire, the stone is stained with soot and blood. Captured foes are brought here and cast into a 30-foot-diameter, deep stone bowl that sits at the base of the idol. The fire is fueled by alcohol distilled by the At-sa from jungle fruits that is then mixed with sticky sap and forced under pressure out of the idol's mouth to inflict 6d6 fire damage to any creature within the bowl.



6-6. DISTILLERY

The At-sa collect jungle fruit and mix it with spring water and yeast to create a potent alcohol. They do not drink this, but instead use it to make the Greek fire-like substance that powers the flames of their idols.

7. SHA-A VILLAGE

The Sha-a villages are located on North Island. They are foes of the other two tribes and suffer raids from the At-sa and are often at war with the Van-a over claims to the fertile Island of Sorrow. The Sha-a live closest to the lair of Vermitranix and were her favorites during the conquest of Yar-va. Originally, they were to be given half of the Island of Sorrow, but as their draconic patron has been slumbering, the Van-a managed to drive the Sha-a out.

7-1. STOCKADE

Sha-a villages are guarded by a 40-foot-tall wooden stockade with towers at the four corners and a fortified gatehouse. There are 1d6 **lizardfolk** in each tower and 1d8 + 2 **lizardfolk** at the gatehouse at any time.

Lizardfolk (1d6 or 1d8+2) CR 1

XP 400

hp 11 (Pathfinder Roleplaying Game Bestiary, "Lizardfolk")

7-2. CENTRAL PLAZA

The middle of a Sha-a village is a cleared area of pounded clay that serves as an open air gathering place and worksite for the village. The twin halls of the chieftains and shamans border this open area, with the other two edges being ringed by huts. At any given time, 2d6 **lizardfolk** are here working on various projects or visiting with their neighbors.

Lizardfolk (2d6) CR 1

XP 400

hp 11 (Pathfinder Roleplaying Game Bestiary, "Lizardfolk")

7-3. HALL OF CHIEFTAINS

This wooden hall is fortified against attack and serves as a secondary blockhouse in the event the village's stockades is overrun. The village chieftains (1d3 **lizardfolk chieftains** at any given time) dwell here with their retinues of 1d8 + 1 **lizardfolk hunters** per chieftain. The hall has a single tower from which 3 medium-sized creatures can rain javelins down on those below.

Lizardfolk Chieftain (1d3) CR 5

XP 1,600

hp 45 (Pathfinder Roleplaying Game Monster Codex, "Lizard Scion")

Lizardfolk Hunter (1d8+1 per chieftain) CR 3

XP 800

hp 33 (Pathfinder Roleplaying Game Monster Codex, "Lizardfolk Stalker")

7-4. HALL OF SHAMANS

Standing across the central plaza from the Hall of Chieftains, the Hall of Shamans is a less-impressive edifice. The log sides are carved with stylized designs that depict dragons and the destruction of the kingdom of Yar-va. The Sha-a are far less religious than the At-sa, but they at least still give some lip service to worshipping Her Divine Terror. They do not maintain regular shamans, but instead elect a chieftain to serve in the role when needed to perform a ritual. Most of the time, the Hall of Shamans stands empty save for some religious paraphernalia worth 2d100 gp.



7-5. HATCHERY

The Sha-a lay their eggs in the wild and let the hatchlings wander back to the village. These eggs are never laid far away, and most parents keep watch over them and guide the young home. Young Sha-a are raised in a communal hatchery until they become old enough to tend to themselves. There are 1d4 **lizardfolk** here at any time, as well as 2d6 hatchlings (**lizardfolk** with half hit points and no weapons or armor).

Lizardfolk (1d4) CR 1
XP 400
hp 11 (Pathfinder Roleplaying Game Bestiary, “Lizardfolk”)

Lizardfolk Hatchling (2d6) CR 1
XP 400
hp 5 (Pathfinder Roleplaying Game Bestiary, “Lizardfolk”)

No Gear

7-6. HUT

This hut of mud-and-wattle walls with a thatch roof serves as the home of 1d6 **lizardfolk**. Little of value is here.

Lizardfolk (1d6) CR 1
XP 400
hp 11 (Pathfinder Roleplaying Game Bestiary, “Lizardfolk”)

8. VAN-A VILLAGE

The least xenophobic of the three tribes that Vermitrax brought with her to conquer the Yar-va, the Van-a dwell on the Island of Sorrow in small villages that hunt the grasslands and jungle, fish the rivers, and grow small crops of melons to feed their tame dinosaurs. While not open to the idea of outsiders, the Van-a are willing to at least talk. They prefer to take prisoners and then bring them back to a village for the chieftains to interrogate. More organized than their neighbors on other islands, the Van-a fight as a coordinated unit and are not afraid to mount a tactical retreat in order to regroup and bring in reinforcements.

8-1. THORN FENCE

A stout fence made from thorn bushes surrounds the village. These bushes prevent most wandering animals and casual predators from entering the village. A gate studded with cut thorn branches is closed off at night. While not dangerous, the thorns present a hazard to movement and serve as an alarm system. They count as difficult terrain, and any attempt to move through them using stealth suffers a –2 penalty.

8-2. MELON FIELDS

The village grows its melons here. These yellow fruit with black stripes are meaty and succulent. They are fed to the tame xuanhuaceratops. During the day, 1d4 **lizardfolk** can be found here.

Lizardfolk (1d4) CR 1
XP 400
hp 11 (Pathfinder Roleplaying Game Bestiary, “Lizardfolk”)

8-3. WARRIORS’ HALL

Situated so that the warriors within can respond to threats coming from the gate, the Warriors’ Hall is a hide-covered framework of massive bones that serves as the armory and training field for the village. All adults are trained in basic military drills and weapons practice, but some are better than others and become the village’s dedicated warriors. When not on other duties, the warriors reside here eating, drinking, and training. There are 1d10 + 5 **lizardfolk hunters** here at any given time.

Lizardfolk Hunter (1d10+5) CR 3
XP 800
hp 33 (Pathfinder Roleplaying Game Monster Codex, “Lizardfolk Stalker”)

8-4. CHIEFTAINS’ HALL

This long structure made of hides draped over a framework of massive bones houses the village’s chieftains, their retainers, and the village’s greatest treasures. Mostly, the chieftains spend their days debating weighty matters, training or drinking with their retainers, and meeting with visiting chieftains from other villages. At any given time, 1d3 **lizardfolk chieftains** are here with their retainers of 1d8 + 2 Van-a **lizardfolk** warriors. Their treasure of 1d100 x 10 gp worth of pearls, polished corals, and other items are kept here.

Lizardfolk Chieftain (1d3) CR 5
XP 1,600
hp 45 (Pathfinder Roleplaying Game Monster Codex, “Lizard Scion”)

Lizardfolk Hunter (1d8+2 per chieftain) CR 3
XP 800
hp 33 (Pathfinder Roleplaying Game Monster Codex, “Lizardfolk Stalker”)

8-5. HUT

This is the home to a Van-a family of 1d3 adult **lizardfolk** and 2d4 **lizardfolk hatchlings**. The family has little of value other than some coral bracelets and common household goods.

Lizardfolk (1d3) CR 1
XP 400
hp 11 (Pathfinder Roleplaying Game Bestiary, “Lizardfolk”)

Lizardfolk Hatchling (2d4) CR 1
XP 400
hp 5 (Pathfinder Roleplaying Game Bestiary, “Lizardfolk”)

No Gear

8-6. MOTHERS’ HALL

The religious center of the village is an open-air shrine to Vermitrax that features a large stone statue of the dragon-goddess that watches over a natural spring. The village draws its waters elsewhere; this sacred spring is used by the mothers of the village only to lay their eggs. Under the watchful gaze of Her Divine Terror, the eggs hatch and grow into young lizardfolk. Usually, 1d8 **lizardfolk** are here caring for the eggs and hatchlings, as well as 2d20 **hatchlings**. Sadly, most of these hatchlings will never grow to childhood, much less adulthood. At any given time, 1d2 **lizardfolk shamans** can be found here.

Lizardfolk (1d8) CR 1
XP 400
hp 11 (Pathfinder Roleplaying Game Bestiary, “Lizardfolk”)

Lizardfolk Hatchling (2d20) CR 1
XP 400
hp 5 (Pathfinder Roleplaying Game Bestiary, “Lizardfolk”)

No Gear

Lizardfolk Shaman (1d2) CR 5
XP 1,600
hp 43 (Pathfinder Roleplaying Game Monster Codex, “Lizardfolk Shaman”)

8-7. HERD

Grazing happily and munching on melons here are 2d8 + 8 **xuanhuaceratops**. The Van-a keep these diminutive horned dinosaurs as meat animals. Bred to be docile, the xuanhuaceratops do not fight unless cornered.

Xuanhuaceratops (2d8+8) CR 4

XP 1,200

hp 42 (Pathfinder Roleplaying Game Bestiary, "Rhinoceros")

9. WRECK OF THE PEDANTIC

The *Pedantic* ran onto a reef in a storm and sank with all hands. Only Tavin managed to make it off, and even then he nearly died trying to make it to shore. The wreck has been thoroughly looted by Tavin and several bands of lizardfolk. The ship sits heeled over 50 degrees in shallow water, its prow and name clearly visible.

10. SINKHOLES

These sinkholes are half filled with water. On average, the tunnels turn 40 feet down and loop back up before angling down toward the south. After the loop, the passages are clear, and the air smells slightly of saltwater. The tunnels connect to the sea caves at area 4.

APPENDIX A: NEW MONSTERS

LIZARDFOLK HATCHLING SWARM

XP 800

N Tiny humanoid (swarm)
Init +1; Senses Perception +0

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)
hp 33 (6d8+6)
Fort +6, Ref +3, Will +2
Defensive Abilities swarm traits

Speed 30 ft., swim 30 ft.
Melee swarm (2d6 plus distraction)
Space 2-1/2 ft.; Reach 0 ft.
Special Attacks distraction (DC 14)

Str 8, Dex 12, Con 12, Int —, Wis 10, Cha 12
Base Atk +4; CMB —; CMD —
Skills Swim +9
SQ amphibious



SPELL PARROT

Spell parrots are an exceedingly rare and unexplained phenomenon. They look, think, and act primarily like parrots, despite high intelligence for an animal. No one knows why they are able to do what they do, though it is clear that the ability they possess is as likely to be a burden as a boon to them. When spell parrots first hear and mimic a spellcaster, they rarely seem to understand or expect the results of their mimicry. Older wild spell parrots have usually learned how to use their strange and unpredictable powers but rarely do so unless threatened.

Like mundane parrots, spell parrots often live a little longer than humans, and while they cannot become fluent in humanoid languages, they can memorize small vocabularies and engage in rudimentary verbal communication. Talking to a well-trained spell parrot is similar in clarity, depth, grammar, and logic to communication with a small toddler.

CR 3

SPELL PARROT

CR 1/2

XP 200

N Tiny magical beast
Init +2; Senses darkvision 60 ft., low-light vision; Perception +8

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)
hp 5 (1d10–1)
Fort +1, Ref +4, Will +1

Speed 10 ft., fly 40 ft. (average)
Melee bite +5 (1d3–4)
Space 2½ ft.; Reach 0 ft.

Str 2, Dex 14, Con 8, Int 2, Wis 12, Cha 6
Base Atk +1; CMB +1; CMD 7
Feats Skill Focus (Perception), Weapon Finesse
Skills Acrobatics +2 (–6 to jump), Fly +6, Perception +8
SQ spell mimicry

Special Abilities

Spell Mimicry (Sp) Whenever the spell parrot hears a cantrip or a 1st- through 5th-level spell that has a verbal component being cast, it can attempt to mimic the casting of that spell on its next turn. The spell parrot ignores any somatic or material component that the spell requires.

When the spell parrot attempts to mimic the spell, roll a d6. If the spell is a cantrip or 1st-level spell, the casting succeeds if the result is a 3–6. If the spell is 2nd level or higher, the casting succeeds on the result of a 5 or 6. Once the spell parrot mimics a spell, it forgets the spell. The spell parrot uses the original caster's spell save DC and attack bonus, and the spell must have a valid target for the spell parrot to use as the target of the mimicked spell.

SPELL PARROT, ELDER

CR 2

XP 600

N Tiny magical beast
Init +2; Senses darkvision 60 ft., low-light vision; Perception +8

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)
hp 17 (3d10)
Fort +2, Ref +5, Will +2

Speed 10 ft., fly 40 ft. (average)
Melee bite +7 (1d3–4)
Space 2-1/2 ft.; Reach 0 ft.

Str 2, Dex 14, Con 8, Int 2, Wis 12, Cha 6
Base Atk +3; CMB +3; CMD 9
Feats Skill Focus (Perception), Toughness, Weapon Finesse
Skills Acrobatics +2 (–6 to jump), Fly +10, Perception +8, Stealth +14
SQ spell mimicry

Special Abilities

Spell Mimicry (Sp) Whenever the spell parrot hears a cantrip or a 1st- through 8th-level spell that has a verbal component being cast, it can attempt to mimic the casting of that spell on its next turn. The spell parrot ignores any somatic or material component that the spell requires.

When the spell parrot attempts to mimic the spell, roll a d6. If the spell is a cantrip or a 1st- through 3rd-level spell, the casting succeeds if the result is a 3–6. If the spell is 4th through 6th level, the casting succeeds on the result of a 5 or 6. If the spell is 7th or 8th level, the casting succeeds only on a 6. Once the spell parrot mimics a spell, it forgets it. The spell parrot uses the original caster's spell save DC and spell attack bonus, and the spell must have a valid target for the spell parrot to use as the target of the mimicked spell.

REFERENCES

REFERENCE 1: TAVIN'S SENDING

Am well. Have found island at one thousand due west of Ortis six hundred north line. Ship gone. Send help. In danger. Love, Tavin.

REFERENCE 2: THE NOTE AT TAVIN'S HUT

If my *sending* reached Mom, and she was able to send a rescue party, greetings! My story is long and my pages are short. I have had to make ink from snails found on the wave-tossed shore. I have resided here for, by my calculations, 89 days. In that time, I have managed to build this domicile as well as reconnoiter the surrounding area. During the latter I found a small ruined tower that I then explored. It was there that I discovered an enchanted conch shell through which I sent my message. The conch shattered after it was used, perhaps part of its enchantment.

Undaunted but filled with the hope of rescue, I have chosen to forge ahead with my expedition, though I am the sole survivor of the *Pedantic*. After many days work, I managed to build a cache of supplies to take with me. I am following the river north to the highlands I saw when first arriving at these islands. For your aid I have included a rough sketch of the island as I recall it on the back of this message. I will leave messages along the way to alert you of my progress.

REFERENCE 3: TAVIN'S MAP

(See Page 23)

REFERENCE 4: THE CARVING ON THE HEAD

I am pursued by lizardfolk, the cannibal tribe; they have cornered me here but seem unwilling to attack. I will not let them take me alive.

REFERENCE 4: MESSAGE IN A BOTTLE

There is no set place where this message is found; give it to the players when they are frustrated or out of options.

They have taken me to their island. Help. Tavin.

Isle of Sorrow



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ISLAND_{OF} SORROW

Island of Sorrow is an adventure for characters levels 3-5 that takes them on a journey across the sea to rescue the lost scion of a wealthy merchant family. Tavin Lar hoped to reclaim his family's faltering fortunes by discovering the mythical Island of Sorrows. Well, he found it, but is shipwrecked and can't get back home. Sending a magical message with his last scroll, the rescue mission is under way but can our heroes survive long enough to find the mythical island, much less locate Tavin Lar and bring him home?

In Island of Sorrow you will find:

- **A complete hex crawl adventure across the mythical island and other landmasses in its chain of savage islands.**
- **Rules for ship travel, operation, and adventure.**
- **New monsters ready to tackle any maritime adventure.**
- **More lizardfolk and dinosaurs than you can shake a stick at.***

***Do not shake sticks at lizardfolk and dinosaurs. We are not responsible for character death as a result of ill advised stick shaking. You should probably stay out of the water as well.**



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