

SUNKEN ISLES



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COMPATIBLE



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THE ISLES OF MANAKI



- 1 SKYREACH TEMPLE
(ON THE PEAK OF MOUNT KADAUR)
- 2 MAKOLF
- 3 FYLKIR'S FALL
- 4 THE RUINS
- 5 KEYPORT
- 6 ALAULA COVE
- 7 SPRINGBOG
- 8 CHITONI
- 9 EASTGUARD
- 10 WESTGUARD
- 11 THE PRIMAL ARCHIPELAGO
- 12 TURNTAIL SWAMP
- 13 THE GLOWING CAVES
- 14 REDFIELD
- 15 KAUHALE
- 16 THE LIVING WALL
- 17 KING'S TOMB
- 18 WISHMASTER'S CONCLAVE
- 19 THE WATCHING WOMAN
- 20 ENTROPY ABYSS
- 21 THE BLACK ATOLL



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THE SUNKEN ISLES OF MANAKI

ABOUT THE ADVENTURE

The Isles of Manaki are a tropical paradise, kept pure and hidden from the world until a greedy king sailed in to conquer them. His empire rose and fell with the sands of time, leaving the settlers at the mercy of the people native to Manaki. The kindness of the native islanders led their cultures to merge, combining nomadic practices with more permanent settlements. As their shared population grew, the need for external goods finally led the Isles to open themselves to the world.

But with merchant ships come pirates, and with expansion comes destruction. The ancient and powerful spirits that inhabit this magical paradise have noticed the industry, seeing the waters littered with raided ships and its people poisoned by external motives. When the adventure begins, the spirits of the Isles take their first move toward cleansing the islands and returning them to their previous state.

The characters quickly find themselves up against numerous foes, all of which are battling for control of the Isles and the unique magic it contains. Whether they're natives, settlers, or newcomers, it's up to a handful of unexpected heroes to rise up against the rampant danger and save the Isles from complete reconstruction.

ADVENTURE PACING

This adventure takes place over the course of twenty in-game weeks, with the characters gaining a level after each week's adventure. There are at least two adventures to pick from each week, with some options being based on previous choices. Make sure you read ahead before each session, visiting the timeline and the next week's "How Did We Get Here?" section of each location. Most of these adventures are designed to last one session, but may take longer depending on party size and other variables.





RESOURCEFUL PLAYSTYLE

This adventure provides many opportunities for players to come up with clever solutions to open-ended problems. If people are starving, it's up to your table to create and discover new ways to feed them. Each chapter provides a description of the different dangers the villages, the adventurers, and the natural world will face. In addition to these dangers, resources or suggestions for how they can be solved are provided.

THEATER OF THE MIND

The Isles of Manaki is a region of ever-changing environments, so drastically so that islands can sink and rise again during the course of the adventure. Because each location can be visited several times in different states, and because of the amount of branching paths, we opted out of including maps in this book. GMs are encouraged to use the theater of the mind; the exclusive use of imagination during combat and social encounters, without relying on exact visual representation.

DEATH IN THE ISLES

Characters in the Isles will die during this adventure, and the party will end up in life-threatening situations regularly. To remedy this, each player should have at least one backup character at all times. When a party member dies, find a fitting moment during the current week to introduce the new character in a narrative fashion. Examples include other adventurers completing different tasks, survivors from doomed parties, native islanders, former minions, or shipwreck survivors.

When a new character is introduced to the party, they don't benefit from that week's level up. For example, if the 8th-level party's cleric is slain, the replacement paladin stays at level 8 at the end of the week while the rest of the party reaches level 9. The GM may also use the body of a dead adventurer, adding the character and their skills to the Undead army, or transforming them into an ecliptic.



Mant-i Striker

CHAPTER 1: PLAYER OPTIONS

CHARACTER RACES

CREATING YOUR CHARACTER

Follow these additional rules during character creation.

ABILITY SCORE INCREASES

When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1. Follow this rule regardless of the method you use to determine the scores, such as rolling or point buy. Whichever scores you increase, none of the scores can be raised above 20.

LANGUAGES

Your character can speak, read, and write Common and one other language you and your GM agree is appropriate to the character. Other languages in frequent use across the Isles of Manaki include Dwarvish and Primordial. Your GM may also allow you to choose Old Ikolf, or any of the other languages presented in the 5th Edition of the world's greatest roleplaying game.

LIFE SPAN

The typical life span of a character is about a century, assuming the character doesn't meet with an unfortunate end.

HEIGHT AND WEIGHT

Characters typically fall into the same ranges of height and weight exhibited by humans in our world.



DECAPODIANS

The Isles' inherent magic can have unexpected consequences. Early in the formation of the Isles, lowly, everyday creatures began to change in both awareness and size. Over time, they became sentient and built communities. They call themselves decapodians. There are two types of decapodians: the 'ula'ula, which evolved from lobsters, and the mant-i, which evolved from mantis shrimp.

While in their unevolved forms, neither 'ula'ula or the mant-i held any particular love for the other, but they learned to work together and coexist, finding more in common with each other than with the other species that live in the Isles.

Outwardly, there are no significant differences between male and female decapodians. However, in recent years, after contact with other species, some female decapodians have taken to decorating their carapaces and even wearing sturdy chain link jewelry.

Early each summer, decapodians molt. When this happens, their movement speed is halved and they have a -3 penalty to AC, making them extremely vulnerable. Infrequent travelers at best, they never leave Chitoni during the molting period, as it takes their new shells a full week to harden.

DECAPODIAN NAMES

Most decapodian names are difficult to pronounce for other humanoid's tongues, containing an abundance of consonants and lots of sibilants. When in doubt, add a burble and end with a clack.

Decapodian Names: Chasskrck, Kcckkaat, Shstttuck, Tteckrckttss, Wrssstckkassask, Yharasttuc

DECAPODIAN TRAITS

Creature Type. You are a Humanoid.

Size. You are Medium or Small. You choose the size when you select this race.

Limited Amphibiousness. Decapodians can breathe air and water, but must be submerged in saltwater for 1 hour a day or dry out and gain 1 level of exhaustion. This level of exhaustion can't be removed until the decapodian spends 1 hour in saltwater.

Natural Armor. The natural shape of your body makes it difficult for you to wear armor. Instead, your carapace provides you with natural protection; your base AC is 13 + your Dexterity modifier. You gain no benefit from wearing armor, but you can still use a shield and gain its bonus, as normal.

Subrace. Choose the 'ula'ula or the mant-i subrace.

'ULA'ULA

The 'ula'ula are an introspective species, prone to long periods of silence while they contemplate philosophical questions. They seldom stir themselves to fight, but are capable warriors if provoked. Physically, 'ula'ula have changed little from their original form other than growing significantly larger and developing vocal chords. The most common coloration is a mottled brown, but both blue and orange are prevalent. In rare instances, their carapace can be white. These "radiant" 'ula'ula are much esteemed and revered.

Few 'ula'ula ascend to visit the land (other than the Glowing Caves), unless they have a particular reason to (such as gaining a wanted piece of knowledge or a game of wits), as they find moving outside the water laborious. They often have a flair for strategy games and enjoy chess and go, though they require help to move the pieces.

'Ula'ula are long-lived, though they reach physical maturity at around 12 years of age. Physically, they continue to grow at a slow rate, getting larger and larger with each molting, until their death. Exactly how long an 'ula'ula can live is unknown, but legends say some will live until the end of time. 'Ula'ula range greatly in size depending upon their age, most ranging from 3 feet to around 14 feet tall for the longest-lived 'ula'ula.

'ULA'ULA TRAITS

You have the following racial traits.

Speed. Your walking speed is 20 feet. Your swimming speed is 40 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were in bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. As your vision is adapted for water, you can see the color blue at any depth.

Fast Escape. Using your caridoid escape to go backward quickly, you can take the Disengage action as a bonus action.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

'Ula' Ula



MANT-I

The mant-i are much more volatile in nature and can be considered the enforcers of the decapodian species. While loners in their nonsentient mantis shrimp form, the mant-i have developed into highly coordinated and cooperative fighters. They pride themselves on both their strength and speed. Mant-i always patrol in pairs: one basher and one striker. A mant-i who joins a party without another mant-i will likely attempt to form a similar symbiotic relationship with another party member.

Unlike the 'ula'ula, the mant-i evolved significant differences from their original form. They now stand upon one pair of muscular walking legs and have four pairs of clawed arms, down from eight pairs of appendages. For swimming, they have only a vestigial tail and pleopods—modified legs on their abdomen. Their abdomen and carapace are segmented, with each segment outlined in dark green or yellow. The rest of the body can be any number of colors; while the mant-i aren't flamboyant by nature, they certainly are in appearance.

MANT-I TRAITS

You have the following racial traits.

Speed. Your walking speed is 30 feet. Your swimming speed is 40 feet.

Darkvision. You can see in dim light within 120 feet of you as if it were in bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. As your vision is adapted for water, you can see the color blue at any depth.

Fast Strike. You have advantage on attack rolls against a creature that is surprised.

Shockwave. Mant-i can strike so quickly they superheat what they come in contact with. Starting at 5th level, when you hit an enemy with a melee weapon attack, the target must succeed on a Constitution saving throw or take 1d6 fire damage. The DC for this saving throw equals 8 + your Strength modifier + your proficiency bonus. This damage increases to 1d8 at 11th level, and to 1d10 at 17th level.

Trinocular Vision. You have proficiency in the Perception skill. Additionally, your proficiency bonus is doubled for any ability check you make with the Perception skill.

ROLEPLAYING DECAPODIANS

Neither 'ula'ula or mant-i are particularly talkative and many would consider them both taciturn. However, the 'ula'ula in particular welcome intellectual discourse; the loftier the topic, the better. They appreciate poetry, art, and like to engage in meditation. Mant-i respect those that can best them in battle and who don't back down from confrontation.

Decapodian Quirks

d6	Quirk
1	Gold and riches are meaningless to you.
2	You sometimes forget to talk out loud.
3	You like to collect shiny things for your nest.
4	You assume everyone else is unintelligent until convinced otherwise.
5	You prefer your food raw.
6	You can't sleep unless rocked by the waves.

Personality Traits

d6	Personality Trait
1	Anything not decapodian is a potential food source.
2	I see omens and portents everywhere.
3	Insult me all you want. I'm perfect as I am.
4	Nothing can change my mind once I've made a decision.
5	I rarely speak, but when I do, everyone should listen.
6	Shell-less creatures look so fragile it makes me want to protect them. Or eat them.

Ideals

d6	Ideal
1	Aspiration. I'm determined to better myself, whether physically or mentally. (Any)
2	Tradition. The stories, legends, and teachings of the past must never be forgotten. (Lawful)
3	Equality. Other species deserve to be treated with dignity and respect. (Good)
4	Greed. I'm strong and I can take what I want, when I want it. (Evil)
5	Freedom. Everyone should be free to pursue their dreams and ambitions. (Chaotic)
6	Logic. Feelings must not cloud our sense of what is right and true, or our logical thinking. (Lawful)

Bonds

d6	Bond
1	I seek to uncover new, unknown knowledge.
2	I once killed without thought or reason, now I always think twice before a final strike.
3	I'll work to prove that decapodians are the best, strongest species.
4	I have never known love, but I desire to.
5	We can't change fate; we can only survive it.
6	Someone saved my life in battle. To this day, I'll never leave a compatriot behind.

Flaws

d6	Flaw
1	I'm self-important and overly dramatic.
2	I'm convinced no one could possibly fool me.
3	If someone seems smarter or stronger than me, I belittle them.
4	I find it hard to trust in those outside my species.
5	I don't understand what secrets are.
6	I'd rather eat my own shell than admit I'm wrong.



KIA'I

Only the Star Breather knows which came first, but among themselves, the kia'i believe they're the first people of the Isles and the destined guardians of the seas. Amphibious and humanlike, the kia'i prefer the waters to the land and spend most of their time away from the bright sun, which hurts their sensitive eyes.

Their bodies are covered in flowy fins, and their digits are connected by leathery webbing. Their oceanic bodies and leathery skin are the clearest signs of their race, as well as their seaweed-like hair that they often grow long. On land, they can seem ungainly and awkward, but in the water they're at ease and can swim faster than most fish.

The kia'i stand by simple natural rules, but the level of their respect for their laws is very complex. They care little for wealth or outward trappings of power, which has affected kia'i dealings with the land dwellers, who seem, to the kia'i, to be obsessed with such things. Instead, they're focused on living in harmony with and protecting the world around them. The growing amount of shipwrecks and detritus from land dwellers both from the Isles and from farther away has become an increasing worry to the kia'i.

KIA'I SOCIAL STRUCTURE

Kia'i society is patriarchal in nature. They live communally but are governed by a single leader, who is always male, advised by the elders of the tribe. Nearly all kia'i are born female, but experience two forms of maturity. They remain female as they enter reproductive maturity, but as they enter their later years and can no longer spawn, they transform into male, generally growing larger in size. At that time, the assumption is that life experience gained will aid them in governing.

Very rarely, a kia'i is born male. These ho'ali'i births are celebrated as a gift from the god and are always destined for leadership. A kia'i born male is believed to already possess the wisdom of an elder.

Kia'i reproduce by spawning, sometimes triggered by environmental factors (such as changes in temperature, salinity, and the availability of food), a drop in population, or outside threats. Female kia'i lay a clutch of eggs and allow acceptable males to fertilize them in the spawning grounds. If an unwanted male attempts to fertilize a female kia'i's eggs, she attacks and drives him off.

Kia'i clutches are infrequent and small; usually only four to ten eggs and only one or two are expected to be successfully fertilized and survive. Consequently, the spawning grounds are well patrolled and inspected regularly for the survival of the species.



KIA'I NAMES

Most kia'i names are one word long and make no distinction between male and female in their naming conventions. Each example name includes its translation in parentheses. Kia'i have no concept of a “family” name as they're all one family under the sea.

Kia'i Names: Alapai (coastal area), Ano (awe, reverence), Haoa (hot as the sun), Iki (small), Kahikū (star), Kalama (flaming torch), Ka mea 'imi (the seeker), Konane (bright moonlight), Lani (heaven or sky), Maka'ala (vigilant), Mana'o (thoughts), Palani (sour), Pōhaku (rock), Wena (glow)

KIA'I TRAITS

You have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium or Small. You choose the size when you select this race.

Speed. Your walking speed is 30 feet. Your swimming speed is 30 feet.

Amphibious. You can breathe air and water.

Darkvision. You can see in dim light within 60 feet of you as if it were in bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. As your vision is adapted for water, you can see the color blue at any depth.

Friend of the Water. You can cast the *create or destroy water* spell once using this trait and regain the ability to do so after a short rest. Starting at 8th level, you can cast the *fog cloud* spell once using this trait and regain the ability to do so after a short rest.

Languages. You can speak, read, and write Common and Primordial.

ROLEPLAYING KIA'I

The kia'i are generally rigid in their thinking and unwilling to adopt new ideas. They're unaccepting of outsiders and most have a natural distrust of land dwellers, though they'll listen to sound, reasoned arguments.

Given their general reluctance to mix freely with land dwellers and that much of their knowledge comes from what they've salvaged from shipwrecks, kia'i have a stunted view of what land dwellers are like. Depending on their experience with outsiders, kia'i might assume a character or NPC cares only for grog, rum, gold, and salted fish. Non-kia'i visitors to Kauhale may be viewed with fascination, especially by adolescent female kia'i.

Kia'i Physical Features

d6	Physical Features
1	You have brightly colored, large-frilled gills that are hard to hide under clothing.
2	You have superior webbing on your hands and feet that allows for more graceful swimming.
3	You have boney, toothlike scales.
4	You have a large dorsal fin that runs the length of your spine.
5	You have skin that changes color depending on your surroundings and mood.
6	You have three rows of sharp, sharklike teeth.

Personality Traits

d6	Personality Trait
1	I don't kill unnecessarily or for pleasure.
2	I hate the land and its people, so I avoid surfacing if I can help it.
3	I'm fascinated by knowledge, and want to collect all of it.
4	I believe the kia'i should control the Isles; topsiders only ruin things.
5	The health of the seas is my primary concern.
6	I rarely change my mind once it's made up.

Ideals

d6	Ideal
1	Knowledge. By learning, I can grow and help my people and the seas. (Neutral)
2	Leadership. I lead by example. That is the key to our survival. (Lawful)
3	Beauty. The health of the reef and the seas are most important; I must cultivate and protect them. (Good)
4	Strength. The world is changing quickly, and if we don't stay strong we may fail the ocean. (Chaotic)
5	Unity. Only by understanding and befriending the land dwellers can we work together to survive. (Lawful)
6	Solidarity. The kia'i must stick together at all costs and I don't trust outsiders. (Evil)

Bonds

d6	Bond
1	I'll defend the sanctity of the seas with my life.
2	I'll punish those who dare harm the natural world.
3	I once defeated an attacking shark singlehandedly, and its spirit infuses me.
4	A land dweller once saved me and I owe them a debt.
5	I respect my leaders and obey them without question.
6	I'm enamored with topsider culture and wish to be a part of it.

Flaws

d6	Flaw
1	I lack insight into others and take everything at face value.
2	My distrust of outsiders can lead me to make decisions that don't benefit my party.
3	My arrogance causes me to overlook opportunities in both battle and my personal life.
4	My quest for knowledge can distract me from the task at hand.
5	Being swallowed is my worst fear; I may flee from a creature large enough to do so.
6	After discovering barrels on shipwrecks, I've developed a taste for rum and grog.



MIRESCALES

No species in the Isles is tied closer to the wild natural magics of Manaki than the mirescales. Like the decapodians, they were an unplanned addition to the Isles' diverse cultures. Unlike the decapodians, however, they didn't arise from any natural perseverance.

Ages ago, a rogue boat of brave poachers set sail from the Primal Archipelago, loaded to the brim with "provisionary" rum and a collection of strange caged creatures in the hopes of selling them for a high profit. They hoped to take on supplies in Kadaur, but a raging storm led the boat all the way to the Entropy Abyss, sinking the survivors into a hidden font of transformative magic.

No one knows exactly what happened inside the abyss, but when the sailors emerged, their bodies and lives had changed completely. The Abyss had fused their souls with those of the creatures they carried, and merged them into a single species: the mirescales. More dinosaur than human, mirescales have elongated armored snouts, lengthy clawed legs, and stocky arms with strong sickle-clawed hands. While defensive scales cover most of their bodies, they have fringes of feathers around their eyes, neck, and chest.

Mirescales reach maturity around age 8. On average, they live 40 years, but mirescales who leave their environment are known to survive an additional 20 years.

MIRESCALE SOCIAL STRUCTURE

Similar to their family lifestyle where both parents care for the young, the mirescales make no distinction between genders for positions of power or job availability. Leaders are raised up, in part, by proving their worth in a fight, in the copious amount of grak they can drink, or by being particularly skilled in their chosen profession.

Mirescale romance is a large part of their culture. A romantic endeavor is no simple thing, involving a proscribed set of encounters that include going on a hunt, homemade gifts, the cooking of a meal, and a courtship dance, initiated by either party. It's well worth the effort, however, as mirescales mate for life.

The mirescales have a sincere appreciation for alcohol and are infamous in the Isles for grak, their home-brew moonshine. But it's *moondew*, distilled from secret ingredients and infused with the essence of entropy, that's an essential part of their culture. To share a drink of *moondew* with an outsider isn't something to be taken lightly, and is meant to be the beginning of a long bond.



MIRESCALE NAMES

Names aren't sacred to the mirescales and are changeable over the course of their short lives. Generally, names are physically descriptive, simple, and based on current attributes. For instance, once BrokenToe's toe heals, they might be called StubFoot. Mirescales are called by their current name, though if they're being introduced formally, a history of their past names might be used to aid recognition, such as: "Here is StubFoot who was BrokenToe who was SpottedNose."

Mirescale Names: BentToe, BlueFeather, DaggerClaw, FineFeather, FireFoot, KnifeTooth, MudLover, OneEye, ThreeFinger, WormEater

MIRESCALE TRAITS

You have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Small.

Speed. Your walking speed is 25 feet. Your burrowing speed is 15 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were in bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hold Breath. You can hold your breath for up to 15 minutes.

Mirescale Cunning. You are proficient in the Medicine, Stealth, and Survival skills. You are also proficient with brewer's supplies.

Practiced Step. You are unaffected by difficult terrain. In addition, you have advantage on saving throws against being knocked prone.

Languages. You can speak, read, and write Common and Primordial.

ROLEPLAYING A MIRESCALE

The mirescales, with their short life-spans, try to live as much as possible, as quickly as they can. They have prodigious appetites for food, drink, and revelry. They speak quickly and move the same way, often seeming to glide along the ground. Mirescales are curious by nature, though they can seem nosy to other races.

Mirescales prefer to fight in groups and are unlikely to take on a foe by themselves unless they know help is nearby. No mirescale will turn down an opportunity to fight, be it a petty bar squabble or a battlefield, but most quickly turn tail the moment their lives seem at risk.

In attitude, mirescales are creatures of the present and don't dwell on the past, thinking life too short for grudges and old commitments. They're also very literal, and although most have a strong sense of humor, they don't easily grasp metaphors or similes.

Mirescale Quirks

d6	Quirks
1	You incessantly tap your claws on any available surface.
2	You always have at least one drinking horn of grak on you at all times.
3	If startled, you bolt 10 feet before you can stop yourself.
4	You love to take warm mud baths.
5	You laugh at anything you think is a joke, but you're often wrong.
6	You make mud balls in your spare time.

Personality Traits

d6	Personality Trait
1	I believe in omens and symbols and I'm always looking for a deeper meaning in random occurrences.
2	I'm actively searching for my special someone and have an elaborate courtship dance already prepared.
3	I judge others by their actions, not their words.
4	I'm oblivious to social etiquette norms.
5	Even though I live on an island, I'm afraid of the water.
6	I don't trust people who are too polite.

Ideals

d6	Ideal
1	The Party. Live and let live, as long as it doesn't interfere with my partying. (Neutral)
2	Equity. We're all equal, no matter our size. (Lawful)
3	Community. I'll do anything for the health of the tribe. (Good)
4	The Shiny. You never know what shiny thing you might find around the next corner, so I'm always looking. (Chaotic)
5	Self-Preservation. Run, and live to fight another day. (Neutral)
6	Craftsman's Pride. I work hard to be the best there is at my craft. (Any)

Bonds

d6	Bond
1	I believe mirescales were meant to fly and I'm determined to earn my wings, somehow.
2	Family first, then tribe. Anyone else comes last.
3	I'm still searching for the perfect grak recipe.
4	Life is too short to stay on SpringBog; I want to travel the world!
5	I owe my survival to a stranger who I want to find and thank.
6	I want to know more about where my people came from.

Flaws

d6	Flaw
1	Why plan? Whatever happens, happens.
2	There's no shame in running far, far away.
3	I'd rather drink grak than, well, anything.
4	I get easily confused if there are too many creatures in a fight.
5	Bathing is for wimps. Who cares if I smell?
6	I collect things and bury them. Things that sometimes belong to others. What they don't miss won't hurt them.



BACKGROUND OPTIONS



NATIVE MANAKI

Requirement: Your character is human.

The Manaki people are a race of humans found only in their namesake isles. Some newcomers debate whether they were born alongside the other races of the Isles, but no history reaches back to the first days of Manaki. On average, a Manaki native stands around 6 feet tall and weighs a little over 200 pounds. Their skin ranges from medium to dark tan, and their hair is usually a shade of gray, if not pale white.

Native Manaki people are historically nomadic, having roamed around all the Isles for countless years, taking nothing more than stories and caring for little more than companionship. Since the cultural merger between the Manaki and the Ikolf settlers, they've adopted a more settlement-based community for the sake of their friends.

Skill Proficiencies: Nature, Survival

Tool Proficiencies: Herbalism kit, leatherworker's tools

Equipment: A totem honoring an immortal spirit, fishing tackle, common clothes, 50 feet of hempen rope, and a pouch containing 10 gp

FEATURE: SPIRIT RITUAL

As a native of Manaki, your family has kept their oral history close to heart. Among the countless stories you were told as a child, a ritual was taught to you by an elder. This ritual calls upon the spirit of a single word, that manifests by your call to aid you. Choose a spirit: nourish, grow, vision, or falsehood. You can perform a 10-minute ritual that summons the essence of this word, whose effect or outcome is determined by the GM.

SUGGESTED CHARACTERISTICS

The Manaki people keep themselves close to the supernatural world around them, seeing themselves as an aspect of it rather than a visitor. They often value family, music, respect and modesty above most other virtues.

Personality Traits

d6	Personality Trait
1	I believe inanimate objects share the same value as people.
2	I'm a keeper of countless stories and a vessel of our oral history.
3	I like impermanence. I rarely carry more than needed for two days.
4	I harbor resentment for the Ikolf and recent settlers.
5	I always honor what I kill with a ritual song that helps their mortal spirit rejoin the cycle.
6	My attention is short, especially when speaking in hypotheticals.

Ideals

d6	Ideal
1	Mortality. Mortal life is ultimately inconsequential, the immortal spirits will decide our fate in due time. (Neutral)
2	Impermanence. Nothing in this life lasts forever, even consequences. (Chaotic)
3	Tradition. All things must be recorded in the mind and spoken, to inscribe an object is to dishonor both history and the object. (Lawful)
4	Importance. If magic bends to my will, then my will must be responsible for controlling all things. (Evil)
5	Family. The people of Manaki, and some Ikolf, are the only things that matter to me. (Any)
6	Rebirth. Everything in the world is born from something else. Since I'm born from others, spreading life and wellbeing is my duty. (Good)

Bonds

d6	Bond
1	These islands are my home and I'll do anything to keep them alive.
2	An outsider saved my life and I hope to repay a similar kindness to another outsider.
3	Merchants brought poison to our home and I'll see every bottle I find shattered.
4	My family are important members of a spoken legend and it's my duty to make sure the legend remains unblemished.
5	I bear a tattoo of profound meaning to me. A meaning that can't be questioned.
6	I was taught a deeply destructive ritual and I'm now the lone carrier of this power.

Flaws

d6	Flaw
1	I don't understand the value of gold or its link to actual worth.
2	I'm too trusting of newcomers and believe even the darkest of spirits is well intentioned.
3	I instantly distrust anyone who indulges in the art of writing.
4	The Ikolf and all merchants are responsible for the sinking of the Isles, and I wouldn't mind if a few died here and there.
5	My fascination with nature often distracts me from the task at hand.
6	I think I may secretly be immortal. I mean, I haven't died yet.



RECLAIMER

Requirement: Your character is kia'i.

Any adult kia'i who feels the pull to worship the Star Breather and contribute to the life cycle of the Isles can become a Reclaimer. They gain the ability to commune with the immortal permafrost so the dead can be preserved until the next Ceremony of Rebirth. Reclaimers are responsible for traveling to the Black Atoll and performing this ceremony, as well as the management of the Relinquit.

Skill Proficiencies: Arcana, History

Tool Proficiencies: Herbalism kit

Languages: Deep Speech

Equipment: A herbalism kit, kia'i scriptures recorded on coquina tablets, a small ceremonial dagger, supply of copper tokens or coins to place over the eyes of the dead.

FEATURE: PRESERVATION

You can cast the *gentle repose* spell requiring no material components, but only as a ritual. The duration of the spell can be extended indefinitely if the body is placed in the Relinquit of Kauhale.

SUGGESTED CHARACTERISTICS

Use the following suggested characteristics when developing your reclaimer background.

Personality Traits

d6	Personality Trait
1	I try to preserve every corpse I find, in hopes they can be reborn when the time comes.
2	I believe I can read omens more clearly than anyone else, as if the Star Breather speaks directly to me.
3	Everything dies eventually, so I try not to worry too much about my own death.
4	I've spent more time among the dead than the living and have forgotten how people act.
5	Each morning, noon and night I spend time alone in honor of the Star Breather.
6	I am constantly moving my body to stay warm, even in hot weather.

Ideals

d6	Ideal
1	Caretaking. Living or dead, all mortals need help from others. (Good)
2	The Cycle. Life, death and birth are all part of an endless cycle that cannot be broken. (Lawful)
3	Community. In our short lives, the greatest gift we have is the people around us. (Good)
4	Freezing. The ice and cold are powerful spirits, and I am the voice that commands them. (Evil)
5	Tradition. The kia'i have protected the ocean for this long because of our practices. (Lawful)
6	Recreation. Mortals are in a constant state of change and nothing we do is permanent. (Chaotic)

Bonds

d6	Bond
1	A person very close to me died, and their body is the most important thing I protect.
2	Kauhale is my home, and I would do anything for it.
3	I stole something important from a corpse. No one can know.
4	I have a close relative that I have sworn to deliver to the Atoll if they die before me.
5	A close friend of mine who is also a reclaimer inspired me to become one.
6	I learned an important secret about the world above after tending to a sunken body.

Flaws

d6	Flaw
1	If death is a natural part of the cycle, killing can't be that bad.
2	I see dead bodies more like treasure chests than people.
3	I secretly fear my own death much more than the deaths of my friends.
4	Talking to the living is a struggle for me, I prefer the silence of death.
5	I obsess over the minor details of how people die, to a degree where I forget important information.
6	I quickly empty any bottles of booze I find and tend to forget what happens afterwards.



REEF GUARDIAN

Requirement: Your character is kia'i.

When a kia'i becomes an elder, they can be taught a sacred ritual that allows them to speak with immortal life under the ocean. This grants them the power to coax coral into growing faster, stronger, and in specific forms. However, you may have learned, manifested a talent for, or been taught this ritual without becoming an elder. Reef Guardians are important to the tribe and to the village, as they keep Kauhale growing.

Skill Proficiencies: Nature, Survival

Tools Proficiencies: Herbalism kit

Languages: Deep Speech

Equipment: Herbalism kit, nets in assorted sizes, a young coral polyp encased in a bauble, and a merfolk's comb.

FEATURE: OCEANIC SPIRITS

Through ancient teachings, you have learned how to speak with coral and the fish that live in it. When you have access to live coral, you can spend an hour to craft materials like weapons, tools or similar solid objects. In addition, when interacting with fish that live in or near coral, they can give you simple information or directions to nearby areas of interest.

SUGGESTED CHARACTERISTICS

Use the following suggested characteristics when developing your reef guardian background.

Personality Traits

d6	Personality Trait
1	We always refer to ourselves in the royal sense, as we speak on behalf of Kauhale.
2	I deeply enjoy watching wildlife and how animals interact.
3	I am fascinated with new plants and types of coral.
4	I take great pride in my creations.
5	I prefer to listen to other people's opinions before forming my own.
6	I tend to be reserved, especially in the company of overworlders.

Ideals

d6	Ideal
1	Creativity. Everyone is blessed with a unique life, and their creations should reflect that. (Chaotic)
2	Tradition. The ways of the kia'i are a powerful force, and we should not deviate. (Lawful)
3	Protection. I have been given my abilities to help defend and house the people who need me. (Good)
4	Perfection. Skills are meant to be honed by those who practice them, not wasted. (Lawful)
5	Regality. There are not many people more important than me. (Evil)
6	Peacefulness. If we all kept to our own devices, people would get hurt less. (Neutral)

Bonds

d6	Bond
1	I left home to ensure the safety of the people I care about.
2	I serve the patriarch above all others, and would lay down my life for him.
3	My weapon is the greatest thing I've ever crafted.
4	I see each of my creations as extensions of myself.
5	I guided coral into a home for some homeless kia'i, and I like to check up on them as often as I can.
6	I owe everything I know to the person who taught me my rituals.

Flaws

d6	Flaw
1	I doubt I'll ever trust someone from the surface.
2	I burden myself with the responsibility of all Kauhale and its people.
3	I rush through my creations, and the structures I've guided are some of the weakest.
4	The culture I come from is the only correct way to live.
5	I only create items and objects for personal gain.
6	I know very little about how people determine the value of items.



IKOLF DESCENDANT

Requirement: Your character is a dwarf.

The Ikolf on the Isles are descended from those who came from Ikolf during the time of Skomm Fylkir. Other than a few cultists still devoted to Skomm, most Ikolf are dedicated to peace with the native inhabitants of the islands and making amends for the evils of their now-deposed ruler. They maintain good relations with the Manaki, after generations of working toward this goal. However, when it comes to day-to-day life, most eschew the nomadic culture of the Manaki, preferring to stay in settlements that either are remnants from Skomm's age, or newer buildings. Some Ikolf live among the nomadic Manaki and are accepted by both cultures, although they may be thought odd by more traditional Ikolf.

Ikolf have pale skin (although compared to an Ikolf from their ancestral home, they'd seem quite tanned after spending their lives under the hot Manaki sun), usually have blue or gray eyes, and have hair ranging from white-blond to medium brown. An average Ikolf stands 4 to 5 feet tall, and weighs about 150 pounds. They tend to be creative and artistic, and most know at least rudimentary magic.

Skill Proficiencies: Arcana, Persuasion

Tool Proficiencies: Mason's tools, one type of musical instrument

Equipment: A family heirloom from Ikolf, mason's tools, common clothes, a steel mirror, and a pouch containing 15 gp

FEATURE: ANCIENT MASONS

The Ikolf people have a history defined by building with stone. Some say gravel runs through their blood and that their hands work better than spades. During any day you spend working with stone, either repairing a structure or helping create a new one, you're five times as efficient as an unskilled laborer. In addition, you can use any ruined building as a fully secured shelter, ensuring almost any long rest goes uninterrupted.

SUGGESTED CHARACTERISTICS

Still seeking to make amends for the evils of Skomm Fylkir, most Ikolf are very accommodating to the Manaki, and this extends to other cultures, as long as they aren't attacked. The Ikolf value creativity, industry, work ethic, and compromise.

Personality Traits

d6	Personality Trait
1	I'm a maker of things and value those who can also make things.
2	I'm deeply ashamed of the actions of my people who followed Skomm Fylkir and I'm always looking to make amends.
3	I love my hometown and always seek to improve it.
4	Manaki nomadic life appeals to me, and I prefer to live among them.
5	I'm a keeper of stories from our homeland of Ikolf. It's important to never forget whence we came.
6	Skomm Fylkir was a horrible person, but he was right to value invention and industry.

Ideals

d6	Ideal
1	Creativity. The invention of new concepts and items is to be valued and pursued. (Chaotic)
2	Amends. One must make up for the evils done either by oneself or their ancestors. (Lawful)
3	Home. Where one lives is to be protected and fortified. (Lawful)
4	Heritage. It's important to know what came before, and to honor or reject as history bears out. (Neutral)
5	Industry. New inventions lead to improved ways of life. (Neutral)
6	Harmony. We share this island with many cultures and should seek to get along. (Lawful)

Bonds

d6	Bond
1	Trade benefits me greatly, so the interruption is distressing. I want to know what happened and fix it so we can start trading again.
2	I'd love to return to Ikolf one day. I seek out those who've been there.
3	I seek to be a master of my craft and pursue any leads that might increase my knowledge or skill.
4	Skomm Fylkir did much good for the Ikolf people, though I wouldn't admit it out loud.
5	The Manaki people have a wonderful way of life and I cherish the opportunity to live among them.
6	My home and settlement is the most important thing to defend.

Flaws

d6	Flaw
1	I'm obsessed with something that can only be bought from trade ships.
2	I don't understand anything of people visiting from foreign lands.
3	I dwell too much in the past and the old ways of Ikolf.
4	I only value profit and trade.
5	I try too hard to compromise when a stronger stance is the better.
6	I think the Ikolf are superior and could do more with their crafts.



RETIRED ADVENTURER

The Isles of Manaki are a tropical paradise, kept hidden and pure from the world until only 40 years ago. You've seen more than your fair share of adventure, and have long since retired. Once a merchant from a local tavern told wondrous tales of a welcoming paradise, and you were one of the first to pack your bags and buy a seat on their next trip. Now resting comfortably amid the songs, spirits, and beaches you quickly find yourself joining yet another adventure. Before the adventure, you may have passed your time exploring, hearing stories, or practicing new artforms.

Skill Proficiencies: Insight, Perception

Tool Proficiencies: One type of artisan's tools, one type of gaming set

Equipment: A trophy from a previous adventure, a hunting trap, traveler's clothes, 50 feet of hempen rope, and a pouch containing 20 gp

FEATURE: DONE THIS BEFORE

You've lived as a traveler in dangerous situations before. When approaching new locations, the GM will give you a hint about what's to come. They could imply a dangerous creature lives in the area, inform you of where bandits might hold up, or where an enemy might keep their valuables.

VARIANT FEATURE: WEEKLY DIVIDENDS

If your character has a retired adventurer background, you may select this background feature instead of Done This Before.

Money never stops flowing toward you, even in the farthest reaches of the world. Once per week, when you visit a settlement, you can collect 1d4 days' rations (or another equivalent resource, at the GM's discretion) from a local shop.

VARIANT RETIRED ADVENTURER: RETIRED MERCHANT

Instead of roaming the world, slaying dragons and gathering arcane power, you spent your time slashing the competition and hoarding wealth. You accumulated so much wealth with your endeavors that you were able to quit the game and let others work for you.

If you've retired from trade, you can choose the Weekly Dividends feature instead of the Done This Before feature.

SUGGESTED CHARACTERISTICS

Retired adventurers can be a gruff, jaded lot. But at their heart, they set out to accomplish something amazing, and realized anyone is capable of what they did. Humility, a sense of humor, and a calm air aren't uncommon among these types.

Personality Traits

d6	Personality Trait
1	I already had my heyday. I'm just here as a guiding hand.
2	I enjoy very specific parts of adventuring, maybe a little too much.
3	I see myself in the young and enjoy them learning lessons I learned.
4	I need an hour a day for myself, these newbies are too energetic for me.
5	I don't feel the need to explain myself, and see no reason in repeating myself.
6	I secretly enjoy getting back into the throes of adventure, and sometimes create gifts for my new adventuring party.

Ideals

d6	Ideal
1	Honor. As an experienced individual, I deserve utmost respect. (Lawful)
2	Crashing Waves. The world always needs new adventurers, and I deeply appreciate the opportunity to guide them. (Good)
3	Greed. A lack of experience is a weakness, and I revel in exploiting it for my own gain. (Evil)
4	For Adventure. I've been waiting for an adventure, and nothing can stop me from stepping up to the challenge! (Any)
5	Independence. I worked long and hard to earn my place here, I won't take direction from some kids. (Chaotic)
6	Live and Let Live. Other people have their own lives and ideals, who am I to step on them? (Neutral)

Bonds

d6	Bond
1	I lost all my friends to a powerful foe, I won't let that happen again.
2	This is my vacation, and absolutely nothing can stop me from quality relaxing.
3	I'm deeply indebted to the merchant that brought me to the Isles.
4	These people are better than the ones where I come from, they deserve my help.
5	While exploring the Isles, I found a wanderer who spoke to stones and water. I hope to someday learn that skill.
6	There are ancient magics at work in the Isles and I need to ensure no one abuses them.

Flaws

d6	Flaw
1	I developed some unhealthy habits while adventuring, and they may be the death of me.
2	I don't actually care what happens to the people around here, as long as I get a few more days' excitement.
3	I don't understand the local ways, it's all superstitious nonsense.
4	I'm tired of doing things the right way, I just want things done now.
5	The judgment of these kids is far from refined; if everyone listened to me, we'd be done by now.
6	If a gigantic monster stood us down, I'd quickly throw in the towel.



STRANDED SURVIVOR

To say you've had a run of bad luck would be an understatement. Before, you may have been a deckhand, an explorer, a shipwright, or even a successful stowaway. But in recent weeks, or possibly even days, you found yourself stranded on a beach amid the wreckage of your vessel. Countless events could have caused your predicament: a natural storm, passing storm spirits, the ocean's fury, or a raid by the nightmarish army of ecliptic. Left alone with nothing but wood scraps and your wits, you've found a way to survive.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: Carpenter's tools, vehicles (water)

Equipment: A memento of your crew or family, 50 feet of hempen rope, traveler's clothes, and a tinderbox

FEATURE: TOUGHER TIMES

You've seen the worst nature has to offer, and you've learned how to make do in any situation. You can always find a clearing for camp, supplies for a fire, and food for up to three people, provided the land offers a semblance of flora and fauna. In addition, you can create a fire or shelter from rain over the course of 10 minutes, without needing tools.

SUGGESTED CHARACTERISTICS

Regardless of your past of life on the water, you've come to understand how valuable a bit of wood and a sharp stone can be. You take pride in your self-sustainability, and will never again need to rely on the help of others.

Personality Traits

d6	Personality Trait
1	I sometimes talk to inanimate objects because I think they can hear me.
2	I forget I have to tell people what I'm about to do.
3	I pick up scrap materials at random, I might need them later.
4	I eat everything at the table. Never know when I'll eat again!
5	I get lost easily, and end up following random animal trails instead of the guide.
6	I crave conversation, and can talk people's ears off long into the night.

Ideals

d6	Ideal
1	Enjoyment. I could have easily died before now, so I cherish every moment with good friends. (Good)
2	Hoarding. Since I lost everything, I realized it could happen to anyone. So I make it happen and end up with free stuff! (Evil)
3	Nature. Nature determines everyone's fate, it's up to the individual to realize that. (Lawful)
4	Self-Love. After living off the land, I realized nothing matters more than how I feel right now. (Any)
5	Second Chances. I always wanted to live my life to the fullest, and now I know nothing is stopping me. (Chaotic)
6	Friendship. I never realized how valuable companionship was until I didn't have it. (Neutral)

Bonds

d6	Bond
1	I know I'm not the only one who survived the wreck, and I need to find the others.
2	I carry an inanimate object that I consider my closest friend.
3	It was my fault my ship wrecked, and I'll never make a mistake like that again.
4	I loved my captain, and promised to live my life the same way they lived theirs.
5	A large amount of treasure went down with my ship, and I need to find it.
6	I stowed away to hide from pursuers who want me dead, and I fear they may find me again.

Flaws

d6	Flaw
1	I don't trust anything but my own instincts.
2	I'm quick to run from anything that looks like a catastrophe.
3	Being on a boat makes me incredibly anxious.
4	I'm quick to cling to a bottle of whiskey, to the point where I'll fight someone for their drink.
5	I believe I'm untouchable, and barely surviving a wreck gave me a thirst for risk.
6	I have visions of my crew drowning, and find it incredibly difficult to sleep.





CHAPTER 2: VENTURING THROUGH MANAKI

SAILING THROUGH THE ISLES: JOURNEY BY SEA

To travel around the Sunken Isles, characters need access to a ship and the skills to run it. This section outlines the rules for seafaring excursions.

Sea travel works like land travel, except it requires a seafaring vehicle and all the maintenance that goes with it. At the beginning of a journey, the GM calculates the distance between the ship's origin and destination point and uses that and the vehicle's traveling speed to determine how long the journey takes. At the start of every journey, two rolls are made: the navigation roll and the seafaring roll. The navigation roll determines how easily the characters find their destination. The seafaring roll determines the quality of the journey itself and introduces benefits and complications.

JOBS

Everyone has a role to play on the high seas. Though smaller crews may play multiple roles, and responsibilities might be shared between crew mates, each ship needs at least a captain, a pilot, and a navigator. The party can also recruit NPCs to fill these positions.

Captain. The captain is the leader of the ship. During combat, the captain's Wisdom modifier helps determine when the vehicle acts in initiative. The captain may also be the final arbiter on which actions the ship takes during combat.

Pilot. The pilot steers the ship; without them, the ship wouldn't move. They must have proficiency with water vehicles to fill this role. If no party member has the proficiency, a character can learn it from a villager or another sailor during a week's downtime.

Navigator. The navigator is responsible for plotting a course to the crew's destination. They make the navigation roll at the start of every sea journey. It's



highly recommended that the navigator be proficient with navigator's tools or in the Survival skill.

Shipwright. The shipwright maintains the ship and must be proficient with carpenter's tools, tinker's tools, or water vehicles. During a short or long rest, provided they have access to wood, the shipwright can make repairs and restore 2d6 hit points (plus their proficiency bonus, if they're proficient with carpenter's tools) to the ship.

Gunner. The gunner is responsible for maintaining and firing the ship's weapons, such as a cannon or a trebuchet. Gunners should be proficient with ranged weapons such as firearms, bows, or crossbows.

Quartermaster. The quartermaster is responsible for maintaining the ship's supplies. Once per trip, if the quartermaster has no other responsibilities, they can make a DC 14 Wisdom (Survival) check to find a resource the group is looking for.

NAVIGATION

The party can chart a proper course to their destination, or they can just shove off in the right general direction. Either way, the navigator of the ship must make a **navigation roll** to determine the length of their journey, which is an Intelligence check. A character who's proficient with navigator's tools or in the Survival skill and can read the stars, or who possesses a map to the destination, can add their proficiency bonus to the roll.

The DC for the navigation roll is determined by how far along the characters are in the adventure. As primordial forces grow in strength, their power spills out into the ocean, making it less predictable.

Navigation Difficulty per Week

Week	DC
1-5	12
6-10	15
11-15	17
16-20	20

Navigation Outcomes

Degree of Success	Outcome
Succeed by 5 or more	Characters arrive at their destination a day earlier than expected.
Succeed	Characters arrive at their destination when expected.
Fail	Characters take an extra day to reach their destination.
Failed by 5 or more	Characters take an extra day to reach their destination and must roll once on the appropriate encounter table (see "Random Encounters" below).

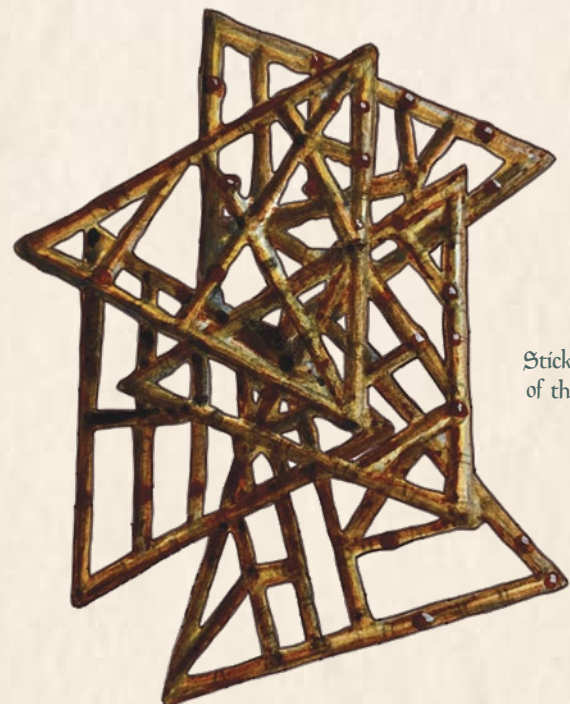
TRIP QUALITY

Life at sea is exciting and dangerous, and not every voyage is a pleasant one. At the beginning of every journey, the GM must make a **seafaring roll** to determine how smoothly things go at sea. The party can gain +1 bonuses to the GM's seafaring roll by:

- recruiting crew to maintain the ship
- bringing ample supplies
- purchasing ship upgrades (see "Ship Upgrades" below)
- traveling during beneficial weather (see "Weather" below)

Seafaring

d20	Result
1	The characters run out of supplies, either due to negligence, to pests, or to contamination. They gain 1 level of exhaustion.
2-6	The characters develop seasickness and are poisoned for 1d4 days.
7-10	The characters find their nights at sea restless. During this trip, they don't regain Hit Dice or reduce levels of exhaustion at the end of a long rest.
11-14	The characters have an average time at sea and experience no additional effects.
15-18	The characters handle the journey well! They're able to work on downtime side projects while at sea.
19-20	Exhilarated by the salty air, the characters touch land feeling refreshed. For 1 hour after they disembark, they gain the benefits of a <i>bless</i> spell.
21+	The refreshing combination of the wind and the waves breathes new life into the characters. Each day they wake up at sea on this trip, they gain 10 temporary hit points.



Stick charts
of the Isles

WEATHER

A weather condition lasts for an entire week. At the beginning of every week, roll on the **Weather table**. Starting from the end of week 11, once Kada forms an alliance with the sea and the sky, roll on the **Expanded Weather table** for direr weather effects. Weather helps determine modifiers for seafaring and navigation rolls as well as what kinds of random encounters the party might face on a journey. Weather also determines the table the GM rolls on for random encounters.

Clear Skies. When the weather is clear, the seas are calm. With clear skies, seafaring rolls gain a +2 bonus.

Windy. Ships move faster with a strong wind to fill their sails. During windy weather, if the ship has sails, navigation rolls gain a +2 bonus.

Stormy. Stormy weather means rough travels. Seafaring rolls have a -2 penalty.

Fog. Cloudy weather makes it difficult for characters to see in front of them. Characters who rely on the stars to navigate can't benefit from bonuses or modifiers for doing so during fog. Additionally, navigation rolls have a -2 penalty.

Restless Magic. The spirits have become agitated by the events on the Isles and the characters' meddling. The sea becomes an active adversary in their travels. It manifests a living wave (use **water elemental** statistics, with the size category of Gargantuan) to combat the crew and their ship.

Weather

d20	Weather
1-9	Clear Skies
10-15	Windy
16-18	Stormy
19-20	Foggy

Expanded Weather

d20	Expanded Weather
1-10	Restless Magic
11-14	Foggy
15-17	Stormy
18-19	Windy
20	Clear Skies

RANDOM ENCOUNTERS AT SEA

A GM can add random encounters to introduce complications to a seafaring journey. A random encounter can be introduced at any time, although it's a good idea to do so once or twice per journey, and as an added consequence for a poor seafaring or navigation roll. The random encounter tables are organized by weather, because different weather brings about different travelers.



Weather Vane

CLEAR SKIES AND WINDY WEATHER ENCOUNTERS

d8	Encounter
1	Ecliptic
2	Escaping refugees
3	Kia'i merchants
4	A vrock (Weeks 1-10) A horned devil (Weeks 11-20)
5	Pirates
6	1d6 reef sharks (Weeks 1-10) 1d4 minax guards (see chapter 9) (Weeks 11-20)
7	Resource discovery
8	Sandbar

ECLIPTIC

The characters pass by a large rock that looks like the site of a recent shipwreck. Wood floats in the water by the ship, and a mess of blood and other matter stains the rocks. Characters can see the rock is covered with 1d6 **swarms of ecliptic scavengers** (see chapter 9), which have been picking the victims of the crash clean for organic matter. The ecliptic don't attack except to defend themselves. If the party reduces the swarms to half their size, an **ecliptic hauler** (see chapter 9) rises to defend the remaining scavengers.

ESCAPING REFUGEES

A raft with 1d6 + 1 refugees (**commoners**) from a nearby destroyed village paddles by. They ask the characters to take them to Makolf or another safe place.

KIA'I MERCHANTS

The small caravan of kia'i merchants travels past, which includes two **kia'i adults**, a **kia'i guard**, and **Itsk** the giant eel (see chapter 9 for all creatures' game statistics). The merchants can trade anything that the Kia'i trade (see "Acquiring Resources" on page 32). These merchants also collect items left in the ocean from shipwrecks and may ask characters to take items off their hands to use or dispose of properly. Roll on the **Salvage table** to determine what the merchants have to offer.

The merchants can also offer the crew directions, which allows the party the chance to reroll their **navigation roll** and continue the journey with whichever result was higher.

Salvage

d8	Salvage
1	25 feet of hempen rope
2	Two daggers
3	A gently used set of tools of the GM's choice
4	Rusted half plate armor (requires 1 week to repair)
5	A waterlogged component pouch
6	10 feet of chain
7	1d4 cannonballs
8	A puzzle box that requires a successful DC 19 Intelligence check to open. Inside is a diamond worth 250 gp.

PIRATES

A raft of 1d4 **sunken sailors** (see chapter 9) approaches the party's ship and claims a galleon full of their mates are behind them. They demand tribute in the form of riches. Characters can offer up something valuable, such as gold or a precious stone or debris. If the characters refuse, a galleon of 1d20 pirates (made up of **sunken sailors**, **zombies**, and **skeletons**) outfitted with two cannons arrives and attacks. The characters can safely escape before the ship catches up to them, but the pirates make it a point to hunt the characters down.

RESOURCE DISCOVERY

The characters discover a small island that has an abundant source of a crafting resource of the GM's choice: wood, food, or a precious metal. Characters can mark this spot on their map and set up a renewable resource point here.

SANDBAR

The ship runs aground on a sandbar and can't move. Characters can exit the ship and attempt to push the ship off the sandbar with a successful DC 17 Strength (Athletics) check. After three failed checks, 1d4 **giant crabs**, sensing their next meal, crawl up from the seafloor and attack the characters.

STORMY WEATHER ENCOUNTERS

d8	Encounter
1	Debris
2	Lightning
3	1d4 swarms of quippers (Weeks 1–10) An erinyes (Weeks 11–20)
4	Natural whirlpool
5	1d6 hunter sharks (Weeks 1–10) 1d4 minax guards (see chapter 9) (Weeks 11–20)
6	A hydra
7	Rough waves
8	Sea monster attack

DEBRIS

Debris from a destroyed ship litters the path ahead, including full pieces of furniture and clearly valuable items. While the debris itself won't damage the ship, crafty characters can attempt to pull some up. Have the characters make an attack roll using a net. Based on their roll, they pull up different treasure as the debris passes by:

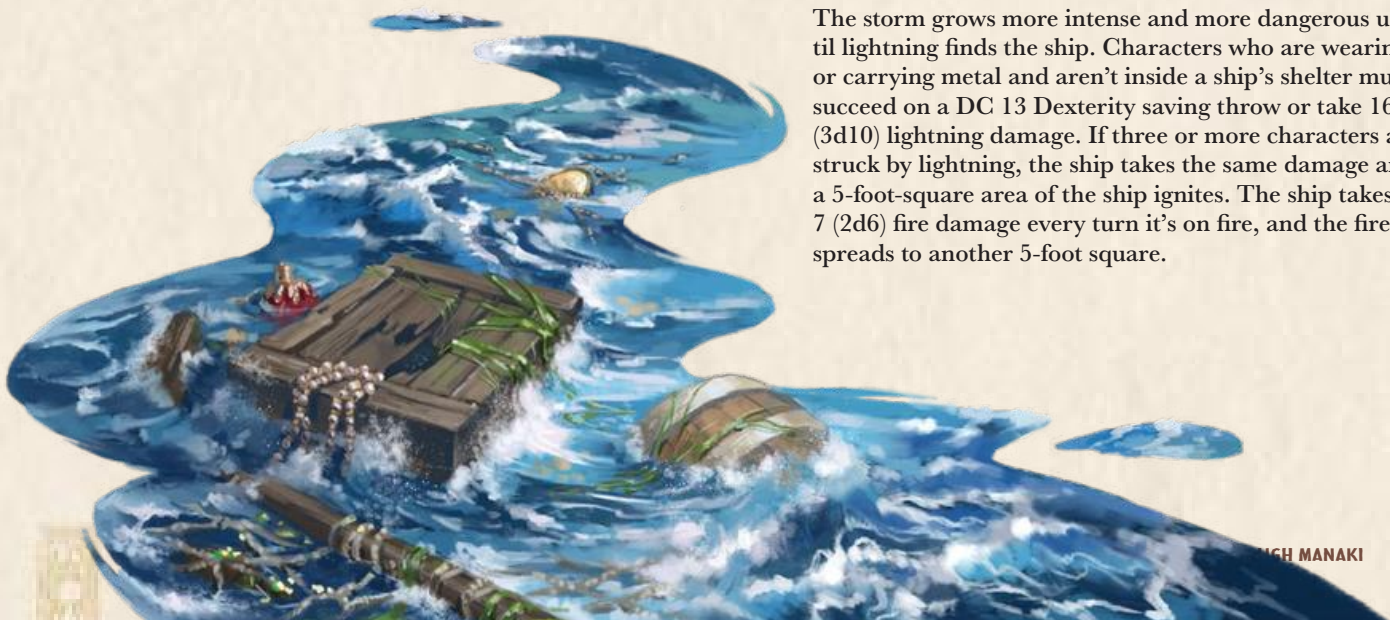
Fishing for Valuables

Attack Roll	Result
Natural 1	The character loses their net
10 or less	No result
11–14	Gems, jewelry, and other valuables worth 3d12 gp
15–19	A barely used set of tools of the player's choice.
20 or more	A pearl worth 50 gp
Natural 20	An uncommon magic item (examples: <i>wind fan</i> , <i>pearl of power</i>). See chapter 8 for more information.

If characters use a plausible method other than a net, have them make a relevant ability check and use this table accordingly. Because the waves and the ship are both moving quickly, each character only gets one attempt at pulling something out of the water.

LIGHTNING

The storm grows more intense and more dangerous until lightning finds the ship. Characters who are wearing or carrying metal and aren't inside a ship's shelter must succeed on a DC 13 Dexterity saving throw or take 16 (3d10) lightning damage. If three or more characters are struck by lightning, the ship takes the same damage and a 5-foot-square area of the ship ignites. The ship takes 7 (2d6) fire damage every turn it's on fire, and the fire spreads to another 5-foot square.



FOGGY WEATHER ENCOUNTERS

d8	Encounter
1	Foggy illusions
2	Lingering spirits
3	Phantom ship
4	Sea hag serenade
5	1d4 ecliptic anglers (see chapter 9) (Weeks 1–10) A greater ecliptic hunter (see chapter 9) (Weeks 11–20)
6	Turned around
7	Two vrocks
8	A cloak er (Weeks 1–10) 1d4 cloak ers (Weeks 11–20)

FOGGY ILLUSIONS

The thick fog begins to play tricks on the ship's crew. Each member who spends longer than 1 hour in the fog must make a DC 14 Wisdom saving throw. On a failed save, they hallucinate a malevolent body double of themselves that threatens to toss them overboard and replace them before targeting the rest of the crew. The body double is an illusion, but it feels real to whomever can see it. The body double is capable of performing all the actions the original character can, but any damage is replaced with 3 (1d6) psychic damage. A character can use an action to make a DC 14 Intelligence (Investigation) check to realize they're seeing an illusion. A *dispel magic* spell or similar magic can also end the effect.

LINGERING SPIRITS

The ship's course takes it directly over the watery grave of the crew of a destroyed vessel. Though many years have passed, and the ship and corpses have been washed away, 1d6 restless spirits (**will-o'-wisps**) still linger. Disturbed by the party's ship, they attack.

PHANTOM SHIP

The crew comes across an abandoned galleon floating in the water, a remnant from one of Captain Keelhaul's fleets. While there's no crew on board, there are plenty of treasures to find. Characters who board the ship can make one Intelligence (Investigation) check to search for items the crew left behind:

Phantom Ship Treasures

Result	Outcome
Natural 1	1d4 hostile ghosts who work for Keelhaul
10 or less	1d10 gp
11–14	Gems, jewelry, and other valuables worth 3d12 gp
15–19	Enough fresh food and water for 1d6 days
20 or more	A standard cannon
Natural 20	The ship is still usable, so long as the party has enough crew to pilot it



Ecliptic Angler

NATURAL WHIRLPOOL

The ship is caught in a large and violent whirlpool. The ship's crew must succeed on a DC 16 Strength (Athletics) **group check** to guide the ship out the whirlpool. If a character uses a spell such as the *control water* spell grant advantage on the check. On a failure, the ship takes 20 (3d6 + 10) bludgeoning damage. If this damage reduces a ship to 0 hit points, it is destroyed, and the characters are drowned.

ROUGH WAVES

Heavy waves toss the boat like a ragdoll. Characters must succeed on a DC 13 Strength saving throw or be thrown overboard. Characters can add a bonus equal to the ship's Strength modifier to their result.

SEA MONSTER ATTACK

Disturbed by the storm, an enormous leviathan angrily reaches out a tentacle to grab at the ship. The pilot must succeed on a DC 15 Dexterity saving throw to steer the ship out of the way. On a failure, the ship takes 20 (3d6 + 10) bludgeoning damage and is grappled by the tentacle (AC 16 and 40 hit points). Each turn the ship is grappled, it takes 11 (2d10) bludgeoning damage. If the tentacle is defeated, the leviathan releases the ship and escapes.

SEA HAG SERENADE

The crew hears a beautiful song lingering on the wind. Characters who can hear must succeed on a DC 14 Wisdom saving throw or be charmed and be compelled to steer the ship to follow the song. A ship that does so leads the crew to a large rock where a **coven** of three **sea hags** waits to attack them.

TURNED AROUND

The fog thickens until visibility is limited to 50 feet, making it difficult to keep your bearing. The crew must make a successful DC 16 Wisdom (Survival) **group check** to stay on course. On a failure, the crew spend 1d12 hours traveling in a random direction before the fog lifts enough for them to notice.

RESTLESS MAGIC ENCOUNTERS

d8	Encounter
1	Awakened equipment
2	Elemental bleed
3	2d4 water elementals
4	Falling stars
5	1d4 rocs
6	Sentient waterspout
7	Steamed waves
8	A dragon turtle

AWAKENED EQUIPMENT

Spirits enter the equipment on the ship, including the steering wheel or paddles, furniture, and storage the crew might have brought aboard. Characters who want to use any of this equipment must make a successful DC 15 Charisma (Persuasion) check to get the equipment to cooperate with them.

A character who tries to force the equipment to work must make a successful DC 15 Strength (Athletics) check. If the check succeeds by 5 or more, the equipment is damaged and the spirit flees. This effect lasts for the rest of the week.

ELEMENTAL BLEED

The magical forces on the Isles are unraveling at a rapid pace, producing unintended effects when spells are cast. Every time someone casts a spell that deals acid, cold, fire, lightning, or thunder damage, 2d6 **mephits** of the corresponding elemental type appear in a space nearest to source of the spell and attack (e.g. casting *fireball* would attract a combination of **magma mephits**, **smoke mephits**, and **steam mephits**). This effect lasts for 1 week.

FALLING STARS

The stars in the sky overhead fall, crashing down on the ship. When a star falls, the pilot must succeed on a DC 16 Dexterity saving throw to steer the ship clear of the star's trajectory. On a failed save, the ship takes 17 (5d6) fire damage and ignites. Until someone takes an action to douse the fire, the ship takes 6 (1d12) fire damage at the start of each round. Every time this encounter is rolled, it removes stars from the sky—imposing a cumulative -1 modifier to navigation rolls that rely on reading the stars.

SENTIENT WATERSPOUT

An immense cyclone of water rages in the ocean and targets any ships it sees, attempting to swallow them up and transport them elsewhere. The waterspout is 30 feet long, 30 feet wide, and 100 feet tall. To avoid the waterspout, the characters must succeed on three DC 15 ability checks of their choice before they fail three ability checks. Examples include a Strength (Athletics) check to steer the ship in the opposite direction, or attempting to trick the waterspout into seeing an illusory ship with an illusion spell and a Charisma (Deception) check. Any spell that controls water, such as the *shape water* spell, automatically counts as one success.

If the characters fail to avoid the waterspout, it engulfs them. The ship and its crew become drenched, taking 14 (4d6) cold damage, and are transported 30 miles in a random direction.

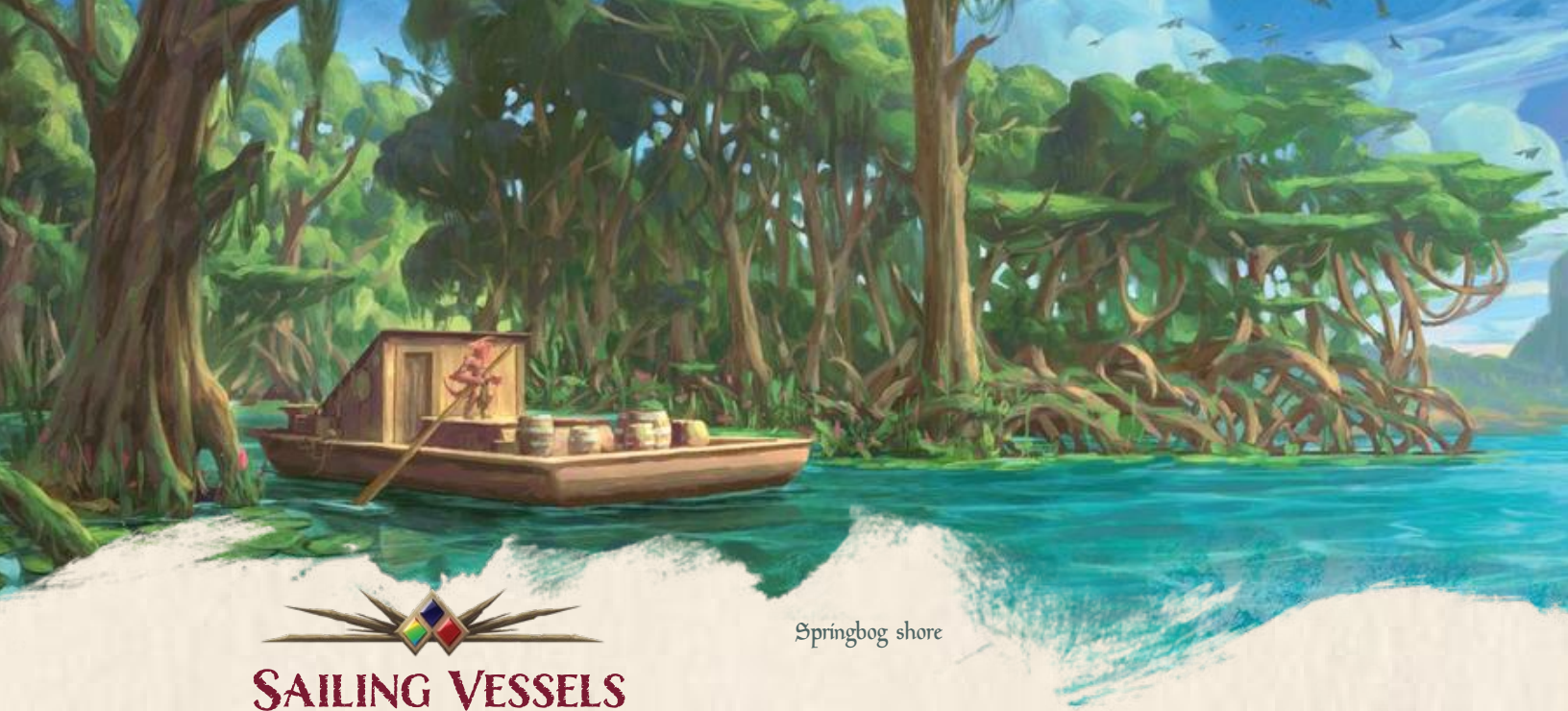
STEAMED WAVES

The ocean in this area is impossibly hot, dealing 7 (2d6) fire damage to a creature who comes into contact with it for the first time on a turn or starts its turn there. A burst of steam shoots out of the water, tossing the ship 15 feet into the air. Crew not in a sheltered part of the ship must succeed on a DC 12 Strength saving throw or be tossed overboard.

Steaming
Wave

SUNKEN ISLES





Springbog shore



SAILING VESSELS

A sailing vessel stat block includes everything the sailing vessel needs to move and carry people and things. Sailing vessel don't inherently come with weapons or specialized equipment, which can be purchased, found, or crafted.

BARGE

The seven barges that make up the Mirescale trading outlet in SpringBog are rectangular, flat-bottomed boats that typically stay in place. They're better suited for transporting goods than adventurers.

Gargantuan Vehicle (80 ft. by 40 ft.)

Armor Class 16

Hit Points 300

Creature Capacity 5 crew, 25 passengers

Cargo Capacity 20 tons

Travel Pace 3 miles per hour (72 miles per day)

Map Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	8 (-1)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Barge Cabin. The cabin is littered with shelving units, boxes, and barrels to store goods. With so much to store, very little space is dedicated to living.

Barge Deck. The deck has a two-foot-high rail to stop things rolling off the side. A barge deck can support a cannon or a ballista.

CORACLE

A coracle is a curved boat made from woven wood or reeds and animal skin. Most coracles in the Sunken Isles are made by the mirescales in SpringBog.

Large Vehicle (10 ft. by 10 ft.)

Armor Class 10

Hit Points 70

Creature Capacity 1 crew, 3 passengers

Cargo Capacity 250lbs

Travel Pace 2 miles per hour (48 miles per day)

Map Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	8 (-1)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious





DOUBLE-HULLED SAILING CANOE

The double-hulled canoe is the Manaki vehicle of choice, which can reliably ferry up to twenty-five people between islands. It features two hulls connected by a series of support beams and a triangular sail. The center platform shelters passengers who stay on the hulls, but this canoe also includes a small shelter built onto the platform itself.

Gargantuan Vehicle (65 ft. by 40 ft.)

Armor Class 15
Hit Points 280
Creature Capacity 8 crew, 16 passengers
Cargo Capacity 65 tons
Travel Pace 6 miles per hour (144 miles per day)
Map Speed 30 ft.

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

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Canoe Decks. The two canoe decks underneath the center platform provide a small amount of shelter from the elements and half cover from attacks originating outside the ship.
Center Cabin. The center cabin provides shelter for up to eight crew and includes four bedrolls.
Center Platform. The canoe deck center platform houses the sails, the cabin, and the steering apparatus. The center platform can support a ballista or cannon.

FLATBOAT

Another ship favored by the mirescales of SpringBog, the flatboat is a long wooden skiff steered and propelled by oars. The flatboat isn't typically suited to ocean travel.

Gargantuan Vehicle (80 ft. by 30 ft.)

Armor Class 13
Hit Points 150
Creature Capacity 5 crew, 10 passengers
Cargo Capacity 2 tons
Travel Pace 3 miles per hour (72 miles per day)
Map Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	8 (-1)	0	0	0

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Flatboat Deck. The deck has a two-foot-high rail to stop things rolling off the sides and into the water. A flatboat deck can support a ballista.



GALLEON

Galleons are large single-hulled ships with multiple decks and rectangular sails. Most galleons arrive in the Sunken Isles by way of foreign travelers, usually pirates or explorers. Galleons typically come equipped with one or two cannons.

Gargantuan Vehicle (150 ft. by 30 ft.)

Armor Class 15

Hit Points 700

Creature Capacity 30 crew, 60 passengers

Cargo Capacity 800 tons

Travel Pace 4 miles per hour (96 miles per day)

Map Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	18 (+4)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

KEELBOAT

A keelboat is a small sailing ship, built from wood and a cloth sail. Keelboats can be sailed or rowed, which makes them useful even on days without wind.

Gargantuan Vehicle (60 ft. by 20 ft.)

Armor Class 15

Hit Points 150

Creature Capacity 3 crew, 10 passengers

Cargo Capacity 0.5 tons

Travel Pace 3 miles per hour (72 miles per day)

Map Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	8 (-1)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Keelboat Cabin. The cabin typically includes two bunk beds, a cabinet, and a table.

Keelboat Deck. The deck has a 3-foot-high rail around its perimeter that provides half cover for Medium or smaller creatures behind it. A keelboat deck can support a ballista.

RAFT

A raft is a collection of logs tied up into a square or rectangular shape. They aren't very stable, but they're easy to build. Crews often attach a raft or two to a larger ship and use them to travel between ships or from a ship to land.

Huge Vehicle (15 ft. by 15 ft.)

Armor Class 10

Hit Points 50

Creature Capacity 2 crew, 7 passengers

Cargo Capacity 0.1 tons

Travel Pace 1 miles per hour (24 miles per day)

Map Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	8 (-1)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

SINGLE-HULLED SAILING CANOE

The single-hulled sailing canoe is smaller than its double hull counterpart. It's easier to build and requires less crew, but it can fit less passengers and cargo.

Gargantuan Vehicle (100 ft. by 15 ft.)

Armor Class 13

Hit Points 200

Creature Capacity 4 crew, 10 passengers

Cargo Capacity 35 tons

Travel Pace 6 miles per hour (144 miles per day)

Map Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	18 (+4)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Canoe Deck. A person sitting or crouching in the canoe deck has half cover.

THE BLOODY TWINS

Captain Keelhaul's mythical vessel dominates the high seas by virtue of its size and its Undead crew. Named for its sinister siren figureheads, this ship strikes fear into the hearts of all who see it. Though it's been generations since the *Bloody Twins* was operational, anyone with a passing knowledge of the Isles' history knows crossing this ship's path means certain death.

Gargantuan Vehicle (200 ft. by 60 ft.)

Armor Class 17 (15 without the figureheads)

Hit Points 800

Creature Capacity 40 crew, 60 passengers

Cargo Capacity 800 tons

Travel Pace 4 miles per hour (96 miles per day)

Map Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	6 (-2)	22 (+6)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious



Single-hulled sailing canoe

AREAS OF THE BLOODY TWINS SHIP

MAIN DECK

The main deck has the following features:

Firepower. The deck is outfitted with five standard cannons, two long cannons, and three carronades.

Railing. The deck is surrounded by a 3-foot-high rail that provides half cover for Medium or smaller creatures.

Rafts. Four rafts sit ready to be lowered into the ocean. The storage space was originally outfitted for rowboats, but Keelhaul's new crew can only build rafts.

QUARTERDECK

The quarterdeck has the following features:

Helm. The ship is controlled by a wheel that knows who's in control of it. Whenever a creature other than Captain Keelhaul or a member of his crew touches the wheel, it must succeed on a DC 15 Wisdom saving throw or take 16 (3d10) psychic damage. The creature must repeat this saving throw every turn it remains in contact with the wheel. Once a creature succeeds on this saving throw three times, the wheel accepts them, and the effect ends for them. This effect also ends if Keelhaul is defeated.

Carronade. The quarterdeck has one carronade at the stern.

FORECASTLE

If the twin siren figureheads are still attached to the ship, they have the following effects:

- The ship gains a +2 bonus to AC (already included).
- The captain can use a ship action to cast the *hypnotic pattern* spell affecting a single creature instead of an area (spell save DC 14). While under the spell's effects, the target hears the singing of the sirens.
- When a creature takes a long rest on the ship, they must succeed on a DC 14 Wisdom saving throw or the sirens come to the creature in a dream, asking to be brought to Turntail Swamp or set free.

LOWER DECK

The lower deck houses areas for the crew: rooms for bunks, a galley, and Keelhaul's quarters. Also, staircases either side of the stern lead down into the hold.

HOLD

The hold is made up of large spaces for both prisoners and cargo.

SHIP UPGRADES

Ship upgrades can be purchased, discovered, or crafted. Characters can customize their existing ships using these upgrades. Upgrades grant bonuses to journey rolls or give additional actions that ships can take on their turn.

BALLISTA

Size Medium (5 ft. by 5 ft.)

Weight 0.1 tons

Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

CARRONADE

Size Large (10 ft. by 10 ft.)

Weight 0.3 tons

Ranged Weapon Attack: +6 to hit, range 200/600 ft., one target. *Hit:* 44 (8d10) bludgeoning damage.

LONG CANNON

Size Large (5 ft. by 10 ft.)

Weight 0.1 tons

Ranged Weapon Attack: +6 to hit, range 800/1,600 ft., one target. *Hit:* 22 (4d10) bludgeoning damage.

STANDARD CANNON

Size Large (10 ft. by 10 ft.)

Weight 0.2 tons

Ranged Weapon Attack: +6 to hit, range 600/1,200 ft., one target. *Hit:* 33 (6d10) bludgeoning damage.

SPIRIT CARVINGS

The Manaki carve pictures into their canoes, inviting spirits to inhabit them for a short time and grant a boon to the ship. Visitors to the Isles have learned to invite spirits into their own carvings, using similar or sometimes adaptive magics. Characters can ask a woodworker in Makolf, Keyport, or other locations to do so for them. While these carvings work best for single- and double-hulled canoes, they have some effect on galleons and other ships. A ship can have only one carving at a time.

Limited Magics. Each carving has a number of charges. Once these charges have been expended, the carving disappears from the ship without a trace.

BIRD CARVING

The *bird carving* helps the ship encounter clear skies. If the weather for that week is stormy, the captain of the ship can expend 1 charge and have the GM reroll the week's weather. The carving has 2 charges, or 1 if the ship isn't a canoe.

OCTOPUS CARVING

The *octopus carving* can grant the ship extra actions during battle. The captain can expend 1 charge per vehicle round to grant the ship an extra action. The carving has 8 charges, or 4 if the ship isn't a canoe.

SHARK CARVING

The *shark carving* protects the ship in battle. The ship gains a +2 bonus to AC, or a +1 bonus if the ship isn't a canoe. The carving has 1d4 charges and 1 charge is expended for each journey the ship starts.

TURTLE CARVING

The *turtle carving* invites a spirit to help guide the ship to its destination. The carving grants a +2 bonus to navigation rolls, or a +1 bonus if the ship isn't a canoe. The carving has 1d4 charges and 1 charge is expended for each journey the ship starts.

FIGUREHEADS

Figureheads were introduced to the Sunken Isles by the Ikolf. They are carved decorations that the Ikolf built to ward off evil spirits. The figureheads work a little too well; they're disliked by spirits regardless of alignment. Adding a figurehead to a ship drives out any spirits, including those that may have been carved into a ship. Figureheads take time and resources to carve (see the "Crafting: Resourceful Adventuring" section on page 34).

BIRD FIGUREHEAD

This figurehead is carved to resemble a powerful bird of prey, with a sharp beak and large wings. Its presence clears the skies of excess clouds. The ship's crew can always make out the stars well enough to navigate by.

EEL FIGUREHEAD

This figurehead of a large, powerful eel has cold eyes and a square jaw. The eel scares off would-be predators from the ship. When the GM rolls a random encounter containing multiple enemies, this figurehead scares off one random enemy of CR 6 or less.

DRAGON FIGUREHEAD

The dragon figurehead is serpentlike in nature, with wide, angry eyes, a toothy mouth, and a forked tongue. It intimidates all spirits in its path. It grants the ship a +1 bonus to seafaring rolls.

COMBAT AT SEA

Ships and other vehicles have their own round of combat, which happens at the end of the initiative order, after every creature has taken its turn. Ships roll initiative for the vehicle round using the captain's Wisdom modifier. During the vehicle round, ships can take a number of actions equal to the number of crew on board. The following are actions a ship can take during its turn:

CHANGE COURSE

The pilot or other crew member changes the direction the ship is sailing. A creature can handle the ship's steering wheel as long as they're within 5 feet of it during the vehicle round.

CHANGE SPEED

A crew member can handle the ship's sails to double or halve its speed for the round, so long as that crewmate is within 5 feet of the ship's rigging during the vehicle round. If the weather is windy, the pilot can use a second ship action to catch the wind just right. They can make a DC 15 Dexterity check, increasing their speed to triple or one-third the amount on a success.

AIM WEAPON

Aiming a weapon is optional, but grants advantage on that weapon's next attack roll. A creature can aim a weapon as long as they're within 5 feet of it during the vehicle round.

LOAD WEAPON

Weapons such as cannons and trebuchets must be loaded before they can be fired. A crewmate can load a weapon as long as they're within 5 feet of it during the vehicle round.

WEAPON ATTACK

Use the ship's stat blocks to determine how to resolve a weapon attack. A creature can fire a weapon as long as they're within 5 feet of it during the vehicle round.

ADDITIONAL ACTIONS

Certain upgrades may provide ships with additional actions.

Dragon figurehead





RESOURCES: AN ECONOMY WITHOUT GOLD

ACQUIRING RESOURCES

The party will need to acquire resources for a number of activities, including crafting new supplies for their journey and providing ample supplies to the people of Makolf. Characters should be encouraged to seek out opportunities to acquire resources, which can be done in the ways outlined in this section.

DISCOVERY

The most common method adventurers have of acquiring resources is finding them on their travels.

HARVESTING

Characters who discover a naturally occurring resource can gain one unit of that resource without making a check. If they want more than one unit, they must make a Dexterity check using appropriate tools (e.g. harvesting flowers requires an herbalism kit). Consult the **Harvesting table** to determine how well the character does. A resource can only be harvested in this way once per week. Characters can return to the site they discovered each week to harvest more of the resource, or they can set up a team from Makolf to do this for them.

harvesting

Roll	Result
9 or lower	Characters lose access to the resource
10–14	Characters gain one unit of the resource
15–19	Characters gain two units of the resource
20+	Characters gain three units of the resource

DOWNTIME ACTIVITY: SEARCH FOR RESOURCES

Between adventures, you can search places you’ve previously visited for a specific resource and return with your findings to Makolf. You must be able to travel to and from the location you wish to search in the time between your adventures.

In addition to the travel time, you must also spend time searching for the resource. It takes 1 day to search for a mundane resource, 2 days to search for a rare resource, and 3 days to search for a magical resource. When you find a resource during downtime, you can harvest it using the rules from the “Harvesting” section.

TRADE

The party can open up trade between themselves or Makolf and a community with which they’re friendly. The rate of exchange for resources is typically one unit per rarity level on each side. For example, a character could trade one unit of a rare material for one unit of a different rare material, or for two units of a mundane material. Mirescale, decapodian, and kia’i communities all have specific things they trade, and typically accept in return resources characters can find on land in the areas surrounding Makolf.

AS REWARDS

Instead of trading goods for resources, the party can trade their services. NPCs can offer resources as a reward for side quests.

TRADE WITH THE DECAPODIANS

The decapodians live near an abundant oyster bed, so characters can rely on them for pearls and other rare aquatic treasures. The decapodians also craft armor from their carapaces and are willing to trade these as well (see “Hamhand the Red” on page 90).

TRADE WITH THE KIA’I

The kia’i prefer the ocean to land, and their surplus goods reflect that. Kia’i communities typically trade resources they find beneath the water’s surface, including fish and rare shells. They also trade a material made of woven seaweed, which can be used in place of cloth. When resources become scarce on the islands, characters can barter with kia’i communities for food from their reserves, but the exchange rate doubles.

TRADE WITH THE MIRESCALES

The mirescales are proud of their brewing tradition and jump at the chance to share grak, their delicious moonshine, or *moondew*, a traditional drink with magical properties.

MONSTER PARTS

When the party kills a magical creature, they can harvest it for parts by making a Wisdom (Survival) check. The DC for this check is 14 or the creature's CR, whichever is higher. On a success, the character harvests one unit of whatever part they were looking for. Monster parts can be used in poisons and potions, making them rather valuable.

RENEWABLE RESOURCES

Once characters find a source of material, such as a grove of trees or a deposit of precious metal, they can come back to it every week to harvest more of that material. This is known as a renewable resource. A renewable resource requires time and labor to harvest week after week. Characters can visit a previously discovered location and harvest the resource themselves, or they can delegate this task to someone in Makolf.

EXPEDITION PARTIES

The characters can ask the residents of Makolf to build an expedition party to collect materials from a renewable resource. Expedition parties can only be sent to resources that characters have previously discovered. It takes an expedition a full week to embark, collect the resource, and return with the goods.

An expedition party's success is determined by rolling a pool of d4s. The pool starts with one d4. Add an extra d4 for each of the following:

- If someone on the expedition possesses relevant skills (e.g. a farmer going on a foraging mission)
- If someone on the expedition can protect the expedition (e.g. a retired adventurer or a Makolf villager trained to fight)
- The path from Makolf to the expedition's destination is reasonably safe (e.g. there are only natural threats, such as weather and animal predators)

At the end of the week, roll the pool of d4s and take the highest result. Refer to the **Expedition Results** table to determine the result:

Expedition Results

Result	Result
0 or 1	No resources were recovered, and the team was lost.
2	One unit of the resource was recovered.
3	Two units of the resource were recovered.
4	Three units of the resource were recovered.

At Higher Levels. As the Isles become more dangerous, so do expeditions. By week 10, the resource dice pool begins with no d4s instead of 1, meaning by default the expedition fails. By week 15, when the islands become deadly and resources scarce, there is no dice pool. No matter how prepared an expedition, its success is determined by a 1d4 - 1 roll.

FARMING

Farmed goods are a renewable resource that the people of Manaki can continue to gather without the risk of loss. If characters put residents of Manaki in charge of farming, they gain a +1 bonus to their expedition roll.

MOTIVATION

The people of Makolf are happy to go on a volunteer expedition if the characters can justify why that resource is necessary to the community. For example, the people of Makolf always agree that the village needs more food and never turn down the opportunity to go on a hunting or trapping expedition. If the characters are looking for a resource for their own personal gain, however, they must fund a private expedition. Characters might be able to do this by trading a unit of a resource they don't need, such as a precious metal.

LIST OF RESOURCES

These are the basic resources that characters can find in and around the Sunken Isles. Resources have been placed into categories to better abstract gathering materials for crafting. As such, some items fall under more than one category. For example, plant-based food falls under both food and farmed goods.

Animal Products. Animal products are inedible parts of an animal, like hides, horns and fur. Animal products can be hunted or farmed.

Cloth. Cloth can be traded for or made from fiber crops such as flax or hemp. Cloth is necessary for crafting any ship that has a sail.

Farmed Goods. Farmed goods are plants and animal products that were grown and cultivated.

Food. Food is anything edible, including fruits, vegetables, and meat. Food can be foraged, hunted for, farmed, or grown.

Foraged Goods. Foraged goods are naturally occurring plant and fungus materials that exist outside the boundaries of the village.

Metal. Metals can be mined from naturally occurring deposits in the Isles. They're typically used for crafting and upgrading weapons and armor. Precious metals, such as gold and silver, also make good materials for trading.

Monster Parts. Monster parts, such as horns or scales taken from or shed by magical creatures, can be used in crafting of potions and poisons.

Stone. Stone can be mined like metal and is used to build larger structures.

Wood. Wood is harvested from trees in the area and is a prime material for building structures and crafting weapons.





CRAFTING: RESOURCEFUL ADVENTURING

CRAFTING BASICS

Characters may need to craft items for their journey, from weapons and armor to improvements for the town of Makolf. To craft an object, a character needs three basic components: resources, labor, and time. If characters have all three, they can create the item in the time needed.

Resources. Characters can gather resources in many ways, as outlined in the “Resources” section. Certain resources can be substituted for each other. For example, if a recipe calls for food, it doesn’t matter if that food comes from the ocean or a farm.

Skills. Making something requires the skill to craft it, such as proficiency with a tool. If no one in the party has the necessary skill, someone on Makolf might be able to help. Villagers in Makolf are more than happy to craft something that benefits the town, but to build something that benefits only the characters, they must be hired.

Time. Time is typically abstracted in weeks. Most crafting recipes require one week and can be completed during downtime between adventures. The most difficult and time-intensive crafting recipes require three weeks. Time also eats up the labor of the person crafting it, so a person typically can’t craft more than one item at a time.

CRAFTING RECIPES

Each recipe lists the time, resources, and skills needed to craft it. Where a resource lists a specific item in parentheses after a resource type, the characters must have that specific type of resource to craft the item.

LIGHT ARMOR

Armor; produces 1 armor

Resources Needed: 1 unit of animal product, 1 unit of metal

Skills Needed: Smith’s tools

Time Needed: 1 week

MEDIUM ARMOR

Armor; produces 1 armor

Resources Needed: 1 unit of animal product, 2 units of metal

Skills Needed: Smith’s tools

Time Needed: 1 week

HEAVY ARMOR

Armor; produces 1 armor

Resources Needed: 3 units of metal or 2 units of metal and 1 medium armor

Skills Needed: Smith’s tools

Time Needed: 2 weeks

MITHRAL ARMOR

Armor; produces 1 armor

Resources Needed: 1 heavy armor, 3 units of mithral

Skills Needed: Smith's tools

Time Needed: 3 weeks

SIMPLE WEAPON

Weapon; produces 1 weapon

Resources Needed: 1 unit of wood, 1 unit of metal

Skills Needed: Smith's tools

Time Needed: 1 week

MARTIAL WEAPON

Weapon; produces 1 weapon

Resources Needed: 1 unit of wood, 2 units of metal

Skills Needed: Smith's tools

Time Needed: 1 week

SILVERED WEAPON

Weapon; produces 1 weapon

Resources Needed: 1 weapon, 2 units of silver

Skills Needed: Smith's tools

Time Needed: 1 week

TEMPORARY +1 WEAPON

Weapon; produces a +1 weapon that lasts for 1d6 days before reverting to a mundane weapon.

Resources Needed: 1 weapon

Skills Needed: Requires Olaf the Enchanter

Time Needed: 1 week

TEMPORARY ELEMENTAL WEAPON

Weapon; produces a +1 weapon that deals an extra 1d4 damage of one of the following types: acid, cold, fire, lightning, or thunder. The enhancement lasts for 1d6 days before reverting to a mundane weapon.

Resources Needed: 1 weapon

Skills Needed: Requires Olaf the Enchanter

Time Needed: 1 week

AMMUNITION

Ammunition; produces 20 pieces

Resources Needed: 1 unit of wood or 1 unit of metal

Skills Needed: Smith's tools

Time Needed: 1 week

SILVERED AMMUNITION

Ammunition; produces 20 pieces

Resources Needed: 20 pieces of ammunition, 1 unit of silver

Skills Needed: Smith's tools

Time Needed: 1 week

ADVENTURING SUPPLIES

Adventuring gear; produces 1 of the following: burglar's pack, diplomat's pack, dungeoneer's pack, entertainer's pack, explorer's pack, priest's pack, scholar's pack

Resources Needed: 1 foraged goods, 1 wood, 1 animal product

Skills Needed: None

Time Needed: 1 week

ASSASSIN'S BLOOD

Poison; produces 1 vial

Resources Needed: 1 unit of foraged goods

Skills Needed: Poisoner's kit

Time Needed: 1 day

MALICE

Poison; produces 1 vial

Resources Needed: 1 unit of foraged goods

Skills Needed: Poisoner's kit

Time Needed: 1 day

MIDNIGHT TEARS

Poison; produces 1 vial

Resources Needed: 1 unit of foraged goods

Skills Needed: Poisoner's kit

Time Needed: 1 week

SERPENT VENOM

Poison; produces 1 vial

Resources Needed: 1 unit of foraged goods, 1 unit of monster parts (venom from a venomous species)

Skills Needed: Poisoner's kit

Time Needed: 1 week

TRUTH SERUM

Poison; produces 1 vial

Resources Needed: 1 unit of foraged goods, 1 unit of monster parts

Skills Needed: Poisoner's kit

Time Needed: 1 week

OIL OF SLIPPERINESS

Potion; produces 1 vial

Resources Needed: 1 unit of foraged goods, 2 units of monster parts (blood of a magical creature)

Skills Needed: Herbalism kit

Time Needed: 1 week

POTION OF CLIMBING

Potion; produces 1 vial

Resources Needed: 1 unit of foraged goods, 2 units of monster parts

Skills Needed: Herbalism kit

Time Needed: 1 week

POTION OF HEALING

Potion; produces 1 vial

Resources Needed: 1 unit of foraged goods, 2 units of monster parts

Skills Needed: Herbalism kit

Time Needed: 1 week

POTION OF WATER BREATHING

Potion; produces 1 vial

Resources Needed: 1 unit of foraged goods, 2 units of monster parts (from a creature that can breathe underwater)

Skills Needed: Herbalism kit

Time Needed: 1 week

BARGE

Vehicle; produces 1 barge

Resources Needed: 10 units of wood, 2 units of cloth

Skills Needed: Carpenter's tools

Time Needed: 3 weeks



Spirit
Carving

CORACLE

Vehicle; produces 1 coracle

Resources Needed: 2 units of wood, 2 units of cloth

Skills Needed: Carpenter's tools

Time Needed: 1 week

DOUBLE-HULLED SAILING CANOE

Vehicle; produces 1 canoe

Resources Needed: 7 units of wood, 2 units of cloth

Skills Needed: Carpenter's tools

Time Needed: 3 weeks

KEELBOAT

Vehicle; produces 1 keelboat

Resources Needed: 5 units of wood, 2 units of cloth

Skills Needed: Carpenter's tools

Time Needed: 2 weeks

RAFT

Vehicle; produces 1 raft

Resources Needed: 3 units of wood

Skills Needed: Carpenter's tools

Time Needed: 1 week

SINGLE-HULLED SAILING CANOE

Vehicle; produces 1 canoe

Resources Needed: 5 units of wood, 2 units of cloth

Skills Needed: Carpenter's tools

Time Needed: 2 weeks

BALLISTA

Vehicle upgrade; produces 1 ballista

Resources Needed: 3 units of wood

Skills Needed: Carpenter's tools

Time Needed: 1 week

FIGUREHEAD

Vehicle upgrade; produces 1 figurehead

Resources Needed: 1 vehicle, 1 unit of wood

Skills Needed: Carpenter's tools

Time Needed: 1 week

SPIRIT CARVING

Vehicle upgrade; produces 1 carving

Resources Needed: 1 vehicle

Skills Needed: Requires Olaf the Enchanter

Time Needed: 1 week

Basket

Organic
Cup

Dagger



TOWN IMPROVEMENTS

Once the people of Makolf learn of the new threats troubling the island, they ask the party for help strengthening their town against those threats. The party can help the people of Makolf prepare for the worst by coordinating the construction of these Town Improvements. The people of Makolf work together on these improvements, and therefore the town can only focus on one at a time.

CABIN

As Makolf gains refugees from other islands, it needs solid shelter to house them.

Structure, houses up to 10 Medium creatures

Resources Needed: 7 units of wood and 2 units of farmed goods (straw), or 9 units of stone

Skills Needed: Carpenter's tools

Time Needed: 3 weeks

MAGICAL DEFENSES

Defenses infused with the spirits of the Isles, these protective totems and charms can stop minor magical threats from harming the village.

Structure

Resources Needed: 3 units of wood

Skills Needed: Someone who can communicate with spirits

Time Needed: 1 week

STORAGE

Makolf needs ways to preserve and store its food supplies.

Structure, stores up to 60 units of a single resource

Resources Needed: 7 units of wood

Skills Needed: Carpenter's tools

Time Needed: 1 week

TRAINING

The people of Makolf are happy to share their skills with those with the time to learn. Refugees and characters can both learn new skills and trades from both Makolf natives and anyone around the Sunken Isles. Like crafting, training takes time and the skills of someone willing to teach. It typically takes three weeks of study to learn a skill. See the "Makolf" section in chapter 6 for more information on which characters can teach these skills.

Refugees can also be trained to craft, farm, or fight, if they don't already have these skills. Because the refugees aren't traveling across the Isles every week on a grand adventure, it only takes them two weeks to learn a skill. Training refugees expands Makolf's ability to expand and defend itself.

VARIANT RULE: CRAFTING AND DURABILITY

The party likely won't come to Makolf with every crafting skill mastered. While characters can be trained in proficiencies such as smith's tools during the adventure, it takes years to learn and master a trade like the people of Makolf have. Consider giving weapons your characters craft a durability property. For example, a crafted weapon breaks after 1d10 days of use. Anything a Makolf native creates, however, lasts for the duration of the adventure and beyond.

CRAFTING SIGNATURES

When a character gains enough practice with crafting, they hone their abilities. When a character creates five items that take a week or longer to craft, they can choose a signature to add to their crafting process. From that moment on, they craft with that added bonus.

- Your craftwork is stylish and aesthetically pleasing. Items you craft grant their wearer or wielder a +2 bonus to Charisma checks while the item is visible.
- You've learned to craft more dangerous items. Items you craft deal an extra 1d4 damage on a hit.
- You are a powerhouse of crafting. Provided you have the materials, you can craft two copies of the same item in the time another crafter would take to craft one.
- You can't explain it, but your items are just more effective. The item grants a +1 bonus to skill checks and attack rolls to use it. Additionally, if the item requires a creature to make a saving throw (such as a poison or a wand), increase the DC of the saving throw by 1.
- You craft exceptionally quickly. Reduce the time it takes you to craft an item by one week (to a minimum of one week).



Giant bird spirit

MAGIC IN THE SUNKEN ISLES

THE SPIRITS OF MANAKI

Everything in the Isles of Manaki are fragments of its creator, given a semblance of life. These spirits are divided into two functions, the eternal and the immortal; the inanimate and the animated life. These functions can rarely share the same spirit, and these are called half immortals, who are equivalent to gods.

Animated spirits include plants, beasts, sentient creatures, weather, and collections like families or communities. They're able to learn and express spiritual power, perform rituals, and affect the world in immediate, physical ways. Their weakness is mortality, as every mortal spirit eventually returns to preserve the immortals.

Inanimate spirits include stones, mountains, the ocean, elements, works of art, and abstract concepts like words. They're able to contain and grant spiritual power, respond to rituals, and keep the world in a stable

state. They're most often incapable of acting individually, requiring a relationship with mortal spirits.

The half immortals most often manifest as powerful, enormous immortals but are able to take mortal forms at the same time. These beings and their power is comparable to the strength of mountains, the ever-changing nature of the ocean, and the wisdom of the dead. Notable half immortals include Old Shell (the body of Chitoni), Quing, the Keahi, Tyrannavis Deus (the body of all overworld beasts in the Isles), the Watching Woman, and Kadaur (a reckless spirit and the eldest island).

The Eternal Dance between Mortal and Immortal. Rituals, or repeated expressions of mortal passion, is also known as magic. In the early days of the Isles, both forms of life were able to communicate freely, and magic was incomparably potent. Great structures were erected by those that lived here simply because they spoke to the spirits; impossibly intricate constructions with gravity-defying buttresses and floating gardens dotted the landscape while waterfalls flowed upward into the clouds. In the earliest days, there was no need for trust or deep communication, as all things were considered the same, and mortals would walk across Manaki as the world reformed to their terrifying and benevolent will.

In most cases, both mortal and immortal spirits can be animated through the extension of other living things like wizards. When a spirit manifests, it can have a notable personality. In most cases this personality comes from the nature of the element and the caster. A fire elemental summoned by a performer or storyteller might be fluid and wild, while an adventuring knight might summon a more controlled and wrathful flame.

The Isles of Manaki contain countless spirits, many of which slumber until called upon by native rituals. The greatest of these spirits is that of Mount Kadaur, the oldest volcano and the physical father of the first islands. Kadaur watched over the Ikolf as they came to the Isles, giving them the arcane power they needed to defeat Skomm Fylkir.

VARIANT RULE: SPIRITUAL SITES

There are various sites where characters can honor local spirits. These sites can be visited by party members, and act as translators that can be used to communicate with the spirits they're dedicated to. At rarer sites for mortal spirits like clouds and fire, you can summon them without knowing magic, granted the proper ritual is performed or an appropriate offering made. The largest and arguably most dangerous spiritual site is a great temple in the mouth of Kadaur, called Skyreach, used to speak with the whole of Kadaur himself.

CHANNELING CREATION

As the arcane spirits are living, breathing things, magic in Manaki occasionally behaves in unexpected ways. This is a narrative tool that you can use to inject wonder and mystery into your game, or to ramp up the horrific and destructive events that plague the Isles.

When a spellcaster casts a spell, consider the following options:

- **All Magic Is Personal.** If the players are interested in roleplay opportunities, consider the involvement of native spirits. What kind of personality or traits do their spells manifest with? What sort of visual elements would accompany spells conjured by different casters?
- **Manifested Without Will.** During later weeks, and if Kada has successfully riled up the spirits, spells may begin to randomly cast themselves across the Isles. These spells should be of 3rd level or lower, and are best used in a similar fashion to lair actions, to alter the pacing of combat.
- **Permanent Magics.** In the final weeks of the Isles, magic may become so wildly potent that spells don't fall quiet once cast. Spells may spontaneously free themselves from the command of a caster and become new entities. For example, a *fireball* spell could become a burning orb that roams across an island until the jungle is leveled, or enchantment spells could permanently affect their targets, giving out their own commands instead of the caster's.

RITUALS

Ritual spells cast within the Isles of Manaki are an everyday occurrence. Many believe that every action a person takes is ritualistic, done in a way that honors the dormant spirits and enriches their mortal lives. This is largely true, but the Isles contain two forms of magic that are less familiar to it: arcane rituals from the outside world and forbidden rituals designed by Kumuhea. When casting these rituals, the rising influence of the Star Breather may rarely grant them additional effects:

- **Temporal Glimpse.** The caster is granted a vision of a brief and confusing event. Roll a d4. On a roll of 1 or 2, they see a tragic event. On a roll of 3 or 4, they witness a lucky break. Once during the rest of the adventure, the GM can impose advantage or disadvantage on a roll based on the above outcome.
- **Crippling Paranoia.** The caster believes they're being watched by an unknown source. This feeling persists for 8 hours. During this time, the caster's passive Wisdom (Perception) score is reduced by 2, and they can't spend more than half their maximum Hit Dice during a short rest.
- **Phantom Sensations.** The caster can detect faint scents or sounds no one else is aware of. For 8 hours, they have advantage on Wisdom (Perception) checks that rely on hearing or smell.

You may wish to create additional ritual effects that suit your games. When doing so ensure they are temporary, simple, and tied to either the caster's personality or to the spirits of the Isles.

RAW MAGIC EFFECTS

Magic within Manaki is affected by the catalytic presence of the Star Breather. Raw, primal energies have reasserted their chaotic nature over the region. Due to this, magic gradually becomes less predictable as the adventure continues. At the start of each session, the GM rolls the appropriate timer die as shown on the **Raw Magic Potency table**. Each time a spell is cast, reduce the timer by 1. When the number reaches 1, roll the appropriate raw magic die and refer to the **Raw Magic Effects table**, and reset the timer die.

Raw Magic Potency

Week	Timer Die	Raw Magic Die
1–2	1d8	1d4
3–4	1d8	1d6
5–6	1d6	1d8
7–9	1d6	1d10
10–13	1d4	1d12
14–20	1d4	1d20

Raw Magic Effects

d20	Result
1	The spell manifests with a complete personality, and can perform an action of its own. At the start of the next round, it vanishes with a scream.
2	For the next minute, you have an overwhelming desire to dance. At the beginning of your turn, you must succeed on a Charisma saving throw or perform a soft, swaying dance until the end of the turn. While dancing this way, your speed is reduced to 5 feet. The saving throw DC is equal to your spell save DC.
3	For the next hour, every source of water within 30 feet of you begins to flow in your direction. During this time, any body of water you enter pushes you to the surface until you float evenly at the top.
4	Every living thing (including plants and insects) within a 10-foot radius of you that has an Intelligence score of 2 or lower takes 10 necrotic damage. You become nourished for 1 day (as if you had eaten a <i>goodberry</i>) and regain 1d4 hit points.
5	The nearest nonmagical spellcasting focus or weapon (ignoring broken items) permanently transforms into a friendly poisonous snake .
6	For the next 24 hours, you emit a strong honey-like scent. A swarm of illusory bees slowly pour out of your body over the duration. After 24 hours, the bees become tangible (a swarm of wasps) and attack the creature nearest to you. The bees are friendly to you, but not your allies. If the swarm is reduced to 0 hit points or dispersed, it turns into flower petals.
7	For 1 round, you take 2 (1d4) psychic damage whenever a creature that you can see takes damage.
8	For the next 2d6 rounds, you can exhale a mighty wind as a bonus action. This mighty wind blows you backward 30 feet, and can be used as a flying speed. Additionally, if you're facing a creature within 5 feet of you when you take this bonus action, it must succeed on a Strength saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The saving throw DC is equal to your spell save DC. When the effect ends, if you exhaled a mighty wind, you gain 1 level of exhaustion.
9	Until you finish a long rest, every creature you see appears to have the face of a long-dead ancestor of yours.
10	For the next 5 minutes, every time you say something foreboding, lightning flashes in the sky followed by a loud thunderclap. You and one creature you choose within 120 feet of you take 13 (3d8) thunder damage.
11	For 1d4 hours, the soles of your feet burn as if they were made of fire. Anything (except you) that comes into contact with your soles for the first time on a turn or that starts its turn in contact with them takes 13 (2d12) fire damage. This effect burns any footwear you're wearing, anyone you kick or step on, and the ground you walk on. Survival checks made to track your fiery movements are made with advantage.

d20	Result
12	A flurry of 2d8 + 2 magic missiles fly from your body, targeting random creatures within 120 feet. Each missile deals 3 (1d4 + 1) force damage. You have disadvantage on Constitution saving throws until you complete a short or long rest.
13	For 10 minutes, you gain the benefit of a speak with animals spell, and have advantage on Charisma checks made to interact with Beasts. For the duration, however, non-Beast creatures that can speak a language can't understand you.
14	Your spell grants you an imposing supernatural presence. Each creature of your choice that's within 60 feet of you and aware of you must succeed on a Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The saving throw DC is equal to your spell save DC.
15	A massive growth of plants surrounds you, creating a 30-foot radius of difficult terrain around you. Creatures in the area (including you) are grappled and restrained (escape DC equal to your spellcasting DC) and have three-quarters cover. Each 5-foot section of the wall has an AC 16, 40 hit points, and vulnerability to fire damage. After 1 round, the growth produces large fruits, equivalent to 4d8 + 10 days' rations.
16	For 1d6 + 1 rounds, every creature within 60 feet of you, including yourself, can cast the misty step spell once per round without expending a spell slot.
17	An explosion of life affects all creatures within 120 feet of you. Each creature in the area gains 30 temporary hit points.
18	You are split in two: your hit points and your hit point maximum are halved, and your other half manifests within 5 feet of you. The GM controls one of your halves during combat, but they're otherwise both roleplayed by you. Only the GM knows which half is the original. During the next long rest, one half attacks the other in a fight to the death. When one half dies, make a DC 20 Charisma saving throw. On a successful save, the original wins or safely reintegrates into the victor's body. On a failure, your clone kills you, ceasing to exist the moment you die.
19	Your spell fails. At the start of the next round, a Medium or smaller creature appears within 10 feet of you. It is immune to all damage, and runs about frantically, casting the failed spell at random for 1d6 + 1 rounds before disappearing again.
20	Instead of casting the spell, the spirit manifests as a friendly clay golem . The golem can cast your spell as an action. Once it does, it can't do so again until you finish a long rest.





CHAPTER 3: THE FORCES OF MANAKI

THE STAR BREATHER, CREATOR OF THE ISLES OF MANAKI

Before the Isles existed, a deity called the Star Breather spent its time roaming foreign worlds. During its travels, the Star Breather would design its own worlds, placing a part of itself in each grand design. Within each of these works is a deep wellspring of arcane power, which can be used to reshape the reality the deity created. The Star Breather's fundamental nature is to be in a constant state of creation and abandonment. With everything it creates, a part of it is left behind in that work. It has a limited capacity, and once it has created "enough," it will cease to exist as an entity and live on through a series of wondrous works. The third of these works are the Isles of Manaki, a tropical

collection of scenic islands populated by creatures and cultures not found anywhere else.

It values these creations deeply, but its greatest fear is having its power manipulated. It harbors a profound sorrow for the Isles, and can't bear to destroy them outright. Instead, it began the siege of the ecliptic to test the worth of the Isles' current state. If the Isles fail, the Star Breather will be burdened with creating a new reality, prolonging its life.

LIMITED BY CREATION

Everything in the Isles is an extension of the Star Breather, and it can't create or destroy life inside a reality after it's been finished. Instead, it operates a cycle of constant rebirth. The form this rebirth takes is based in rituals. Four times a year, the *kia'i* bring their dead to the mouth of the Black Atoll. This ritual is naturally honored with healthy births for the coming season.



The liquid heart of the Isles is a strange, paint-like substance present in each island's core. This raw creation magic is ichor from the Star Breather's heart, and can potentially be used to banish or kill the entity itself. The legendary weapon *Allay* can also serve this purpose, which the spirit of Kadaur is aware of. Kadaur believes that if he can use *Allay* (see chapter 8) to banish the deity, he can save the Isles from destruction and return them to their previous state.

THE RETURN OF THE DEITY

Kadaur's eruption caused the Star Breather great pain, as the ritual he conducted pulled at the deity's heart. It instantly forced the deity to return to the Isles, observing them through the Black Atoll to understand the state of Manaki. Once it does so, the Star Breather deems the Isles a failed work, and begins to unravel them using the ecliptic.

The Star Breather's first action is to alter the pattern of rebirth, and to destroy life by destroying diversity. The bodies brought to the atoll are repurposed, as the Star Breather converts the dormant spirit and flesh into warriors of an ancient race called ecliptic. These scavengers and soldiers are tasked with slaying all living things and bringing them to the Black Atoll to repeat the cycle. This cycle will escalate until there's nothing left but the ecliptic, allowing the Star Breather to create a new version of the Isles.

THE STAR BREATHER'S POWER

The Star Breather has the power of a divine artist, and is equally defined by an artist's limitations. It works like a painter, creating the basic outline of something beautiful before allowing it to flourish. And with every great work comes the sacrifice of the body, which this deity does by painting with its own blood, using a rib bone as its brush. When Manaki was first created, the weapon now called *Marrow* (see chapter 8) was used to paint the beginning of the Isles after being dipped in an "inkwell" or *kadaur*. Now its canvas has been "vandalized," the Star Breather is working to clear the canvas using the simplest form of life it can—the ecliptic.

THE STAR BREATHER DURING THE ADVENTURE

The Star Breather as an entity isn't a direct part of its work, but it can observe what occurs by using the Black Atoll as a lens. It stays confined to the atoll, watching how the people of the Isles react to the ecliptic. The Star Breather isn't malicious, but it uses all aspects of nature at its disposal to test Manaki. If Manaki fails, it's destined to become a blank canvas. If a few brave heroes are able to save the Isles and confront the Star Breather, it just might be convinced to leave the Isles of Manaki alone.



KADA, THE BODY OF KADAUR

Kada is a strange individual, with his body being a combination of mortal flesh and immortal elements. Stones jut from his shoulders and arms, the bones of his legs are wrapped in vines, and magical water flows forever from his stomach. Kada's history with the Manaki people and, more recently, the Ikolf, is worthy of praise. He is attributed with the expeditious creation of the island of Kadaur, of bringing Quing and his dragons to the Isles to defend them, and the victory over Skomm Fylkir.

Kada acted as a noble, powerful and heroic defender of the Isles, whose most important actions have taken place on Kadaur. During his visits, Kada's priorities at times seemed abstract, allowing islanders to die in difficult winters so that life in the coming summer would bloom from their absence. His status as a half immortal is well known, and islanders occasionally venture up to Skyreach to honor him. Kada believes he shares the responsibilities and powers of the Star Breather; to make sure the Isles last forever, ended only by the distant Forgetting.

THE LEGEND OF KADA

When Skati sailed to the Isles, Kadaur slowly became aware of his horrific practices and strange, foreign magics. The rituals he performed were unnatural, and disrespectful to the fundamental cycle of rebirth. Skati went so far as to slaughter Quing, the defender of rebirth, an old friend of many divine spirits. Kadaur watched and waited until the people of Ikolf chose to revolt, and, as Kada, charged into battle with far greater power than Skati's blasphemous magic. With his legendary spear *Marrow*, Kada confined Skati to his tomb and left him to be forgotten by time.

THE FOLLIES OF KADA

The recent influx of trade has led to things Kadaur deeply dreads. Species from other lands, rotting bodies and sunken ships flooding the deep, poisons unfamiliar to the natives, greed, expansion, the destruction of natural areas by the laborers who built the docks. In response, he blames the Ikolf and the Manaki people for welcoming them into these lands.

At the start of the adventure, Kadaur's first action was one of great, fundamental defiance. At the peak of itself, he attempted to cover the whole Isles in ichor, flooding them with raw reformative magics. But the circumstances under which he performed his ritual were deeply flawed, and he wasn't strong enough to succeed alone. Kadaur weakened himself by tampering with magic not meant for him, and has been greatly reduced in strength. When the story begins, Kadaur quickly appears as the legendary half immortal Kada to warn Makolf of potential dangers.

KADA'S POWER

Kada is a half-immortal spirit, meaning he has both a mortal form and an immortal form. His immortal form is the island of Kadaur itself, which can also be defined by its mountain of the same name. He can command other spirits to aid him, travel to other isles and conjure elements with great intensity. Kada is able to speak as fluently as the ancient Manaki people to the immortal spirits, a power which he uses to rally the immovable into moving against the Ikolf and other “invaders.”

KADA DURING THE ADVENTURE

During interaction with the party, Kada speaks knowledgeably but bluntly. He sees himself as a vengeful force who has authority over all the villagers, often dismissing comments and questions about his motives. He spends most of his time in Makolf, but leaves at random to perform rituals that affect the Isles in drastic ways. When in the village, he directs various adventuring parties to random locations.

Comments on his injury will often be met just as dismissively, with Kada stating it was the result of a great battle. He now uses a staff to walk, always claiming it’s “just for a few weeks.” If the party ever is at a loss for what to do or lacks direction, Kada knows the next two best locations to visit based on the timeline in chapter 4. Kada is also a renowned storyteller, and is arguably the most knowledgeable historian of Manaki and Ikolf local history.

Unlike other forces who move with simple goals or at random, Kada’s plan and actions are methodical and timely. The notes below are a general outline of his actions, but the party’s involvement may influence him to change or be stopped.

Kada's Movements

Week	What Is Kada Doing?
1	Kadaur erupts, flooding a small part of Kadaur and injuring its mortal form, Kada. Kada then ventures to Makolf, ensuring Kadaur’s own soil and the beings on it aren’t destroyed in vain. He then sends an investigation party to check on Skati at Fylkir’s Fall.
3–4	Kada vanishes from Makolf, heading to the base of Mount Kadaur to “calm” the wild magics he released. Instead he leads them to rain down on the islands and the ocean, soaking the spirits in subtle magic.
10	If the party has <i>Marrow</i> , Kada seeks them out to borrow it for a ritual he’ll perform in the next week. If the party doesn’t have <i>Marrow</i> , he directs the party toward Captain Keelhaul in Keyport to distract them instead.
11	Kada forms a pact with the spirits of the sea, the sky, and the storm. They surge with wild magics, making sea travel incredibly dangerous.
13	Kada ventures to the Entropy Abyss, and performs a week-long ritual intended to sink the island of Redfield and its fiendish infestation.
17–18	In a final attempt to reform the Isles, Kada spends two weeks conducting a lengthy ritual that causes his immortal body, the island of Kadaur, to sink into the ocean. In doing so, he plans for his dormant ichor to mix with the sea, effectively dooming all life as it spreads in the coming days.

Kada the Body
of Kadaur



THE UNDEAD LORDS



Skati Fylkir
Af Ikolf

SKATI FYLKIR AF IKOLF

When he was mortal, Skati was an imposing figure of a dwarf. A strong warrior, he was also highly intelligent, with a deep wealth of knowledge both arcane and mundane. He was a member of the Fylkir af Ikolf dynasty and heir to the throne of Ikolf. Like his father, a king of the golden age of the Ikolf, Skati had a gift for seeing potential in tradespeople and encouraging them to develop their skills and technology. Unlike his father, Skati was deeply manipulative and had an ego to rival the greatest of dragons. He believed that, as heir to the throne of the greatest country in the world, he was the closest a mortal could come to godhood. Upon his father's death, he was disgusted that his nation's grieving halted its technological and magical advances. He aggressively sought for ways to strengthen his power, his reputation, and his longevity so that his people would never waste time mourning.

During his quest for power, Skati grew bitter about the "emotional weakness" of his people, and instead sought nothing more than personal empowerment.

While his father created a golden utopia that Skati once wished would continue after his death, Skati, now filled with spite, intends to create a self-centered world only he can prosper from. He thinks the best way to ensure this is eternal and unquenchable life, an unbroken chain of knowledge gathered by his most trusted followers, and absolute power.

THE PROMISED ISLES AND THE SECRET OF KADAUR

An explorer for Skati's father, Ake, ventured to the Isles and gathered tales of its beauty, its wonderful people, and the otherworldly magic it contained. By the time he returned, the old king had fallen to time and his disastrous son Skati had taken the throne. Skati was thrilled by this discovery, and even in the early days of his reign, Skati planned to sail to the Isles and steal their magic for Ikolf. Skati kept Ake nearby to expound upon the tales of how wonderful the fabled land of Manaki was, creating a near-national interest in the Isles. However, when Ake mentioned that the greatest wonder in Manaki was a pool of absolute creation, he vanished from the courtroom. Ake was in fact the lover of Skati's sister, and his quiet murder was the first of two transgressions that led to Skati's exile.

THE PURSUIT OF NEW RITUALS

Skati's restless and reckless pursuit of longevity led him to researching the past, where he uncovered a traditional sacrifice that empowered the warmth of his ancestors using the blood of animals. He began to regularly request animals be offered to him, and when he reached the limits of that power source, he began demanding that his own people visit his ritual site for prolonged stays. He gathered a small band of like-minded zealots, empowering them to lesser extents so his own activity could go unquestioned.

This continued until his sister caught wind of his activities, and gathered Ikolf's forces to lay siege to Skati's place of sacrifice. Skati escaped death at his sister's hands thanks to his zealots, but his plans were destroyed. He used his silver tongue and the surviving zealots to gather a full community of settlers, and stealing boats, set out for the mystical, untouched promised land of Manaki.

Skati promised the settlers that joined him a paradise of peace, prosperity and freedom. But his words never betrayed his intentions, and in truth he only brought his people to expedite the creation of his new and horrific reality. Having faced great risk after sacrificing his own people, Skati chose to attack the peaceful way of life hosted by the Isles and their native people. Because the natives were bountiful and numerous at the time, and their bodies carried more strength than the Ikolf settlers, he monstrosly guided them to his newly built sanctuary. His power grew exponentially thanks to the incredibly magical nature of the Isles and everything in it. Skati foolishly looked down on their nomadic way

of life, and tried to blame their suddenly dwindling numbers on natural causes. The Manaki people, who were far wiser and closer to nature than any Ikolf at the time, quickly saw through his deceit.

At first the Manaki people pleaded with the settlers, but Skati's words cast an impossibly dark cloud over his people's minds, blinding them entirely. The Manaki abandoned their visitors, isolating the settlements and continuing their way of life in other areas of the Isles. Infuriated, and on the brink of immortality, Skati Fylkir attempted to wage war on the kind Manaki people.

SKATI'S FATE

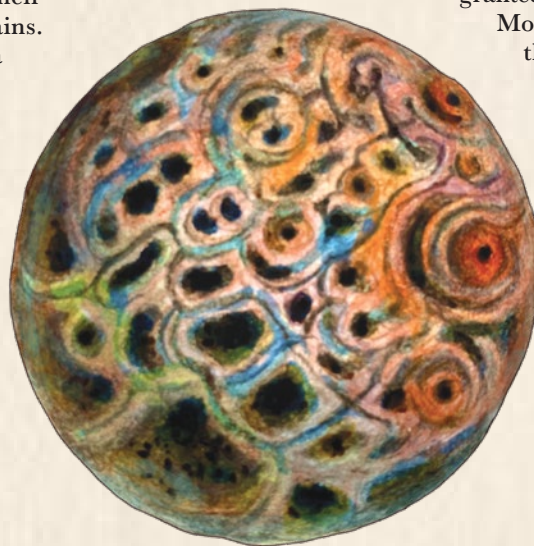
Kadaur, the spirit of the island, the mountain and protector of its people observed Skati's blasphemous progresses. It could feel the foreign magics pertaining to death, and the hideous possibility of undeath which was previously unknown to the Isles. Kadaur stood by, waiting for all the people's voices to cry in unison before choosing to act. When Skati attempted war on the Manaki, his people quickly revolted, and Kadaur manifested Kada with his legendary weapon, *Marrow*.

As Skati turned on the Manaki, the Ikolf people suddenly saw the truth of his motives, and with the help of the Manaki, the great spirit of Kadaur and his vessel Kada, Skati was destroyed and imprisoned in his own place of power. Kada thrust his legendary spear *Marrow* (see chapter 8) through Skati's blackened heart and pinned him to his temple of sacrifice. Ikolf warding stones, enchanted with powerful magic from both cultures, were placed around the temple to ensure Skati would remain entirely dormant. Kada was content to leave *Marrow* embedded in Skati, considering him the greatest threat Manaki had ever faced.

SKATI DURING THE ADVENTURE

Skati considers his undeath as a metamorphosis of sorts, believing that once he's wrested control of the Isles he can transcend his undeath using creation magic. Now he's free from confinement, he hopes to gather as much strength as he can to enact absolute revenge on the Isles. His first steps toward power is to revive the two most terrifying legends in the history of the Isles, and use their influence over their unique domains. The elder of these is Kumuhea, a Manaki woman of distant legend who fought with the spirit of the sea and commanded great wurms. The second is a pirate, Captain Keelhaul, who dealt more damage in his short visit to the Isles than most other mortals could in a lifetime.

Orb



SKATIS POWER

After being revived during the first week of the adventure, Skati has remarkable power, albeit only a shadow of his true might. His body pulses with the blood of nearly every creature he sacrificed, as if his veins were bursting with volcanic power. Raw energy, resembling small surges of lightning, occasionally passes over his tough skin. Some adventurers may mistake him for a fledgling fire giant, who can control the domains of both lightning and fire.

In truth, Skati's magic is centered around plasma, and through specific forms of magic he can convert blood into raw arcane energy. During the later weeks of the adventure, Skati returns to his true strength, becoming able to alter his size, command the elements with greater force, and wielding a stronger assertion over other Undead.

UNDEAD MINIONS

Skati raises his Undead passively with his growing power, and has granted his two newfound lords a similar authority. Many of these Undead are weak, but a few he empowers with a fraction of his own blood, leading to a surprising increase in strength. But weakness matters little when your numbers can grow exponentially, especially when pulling from the flesh and bones of the deep earth.

IKOLF CULTISTS

While most Ikolf celebrated Skati's downfall, there were a few supporters who had deeply loved their king and believed he was meant to ascend to godhood. After the revolution ended, the Ikolf struggled in the first years on their own, and those who struggled to adjust blamed the revolutionaries for ruining their way of life. They gathered below Fylkir's Fall and swore they'd bring Skati back to full strength. The cultists bided their time, waiting for when Skati could return to his full power. Now, the cultists will do anything to help their king, including sacrificing themselves.

The cultists all have rare Ikolf tattoos declaring their loyalty to Skati, designs from Ikolf that were granted upon their arrival in Manaki.

Most Ikolf islanders have forgotten the meanings behind these tattoos, knowing only the inscriptions, but Skati is said to understand and be able to inscribe nearly two dozen of them.



Kumuhea

KUMUHEA

BACKGROUND

Centuries before Skati Fylkir's arrival, the Isles birthed another powerful force: a Manaki woman named Kumuhea. One of the ancient natives, she was among those who could assert authority over nature with her mere presence. Kumuhea commanded the soil and many things that dwelled within it, but was unable to cross the ocean, who she disliked for its shifting nature. She wished she and her people could travel between the Isles without relying on the ocean's whims, or the at risk of the belligerent creatures that swam through it.

Kumuhea chose to do this by connecting the islands through a network of tunnels. The other ancients disagreed with her, believing that denying one part of the Isles was to deny Manaki itself. Either by the whims of the ocean or the commands of another ancient, Kumuhea met her fate when an immense force from the ocean above collapsed her creation, consuming her with it.

THE TUNNELS AND WHAT BECAME OF THEM

To aid Kumuhea's efforts in building a tunnel network, in addition to her followers, the decapodians extended a helping claw. They gathered at Alaula Cove and dug the first tunnel to the island now known for its glowing caves. The dedication of the decapodians was strong, but the pace at which they could work eventually led Kumuhea to abandon them and explore stronger forces.

The greatest of these were wurms, primordial beasts that swam through the deep earth like a fish in the ocean. Kumuhea's attention turned almost exclusively to unraveling their mysteries during her final years. She spent ages working with the great wurms that traversed these depths beneath the islands and surrounding sea, and became accomplished in magics that could control them. Under her control, the wurms burrowed back and forth between the islands, creating well-made tunnels that allowed for easy travel.

Once the tunnels became easily accessible, natives and other mortal spirits began to use them, to the dismay of other spiritual leaders. With the balance of nature tipping, and the signs made clear to anyone who still visited the ocean, tension swept through all the Isles for the first time. The spirits, at the command of Manaki ancients, concentrated their efforts on the seabed above the largest and most traveled tunnel. As Kumuhea passed beneath the waves, a massive crushing force surrounded her with stone and water alike. Afterward, all Manaki agreed to abandon what was left of her tunnels and maintain the intended balance. This story is still told to island children when they complain about long journeys and bad weather.

THE WRITINGS OF KUMUHEA

The Manaki don't write often, but the islanders developed a written language similar to the Common used today. They prefer to speak stories, believing it to be a more shared experience not confined by simple mediums. Kumuhea, who often kept to herself, found this practice to be impractical. Passing stories and information by word of mouth was always at risk of alteration through faded memory or lies. She developed her own system of writing, using complex words and symbols only she could understand.

Kumuhea's practice of keeping written records developed into an obsession, especially once she began working with the spirits of concepts she wrote on. Ironically, however, her translations were damaged by her own writing system, and many of the rituals she transcribed are better defined as blasphemous mistranslations. Power words that could invoke equally powerful spirits were written down in a different tongue all together, leading to rituals with dangerous outcomes. She left the most powerful of these rituals inscribed on permanent mediums, like deep stone carving.

Though very few live who can translate these scripts, Skati Fylkir was the first outsider able to transcribe Kumuhea teachings. He built in his mind a complex system that allowed him to quickly understand the words and the spirits they were meant to evoke. He became deeply inspired by her conviction and pride, hoping someday to learn all she had to say.

SKATI'S OBSESSION WITH KUMUHEA

The explorer, Ake, who first visited Manaki stumbled upon some of Kumuhea's tablets in a cave when touring the Isles. He asked for an explanation, but the Manaki would only shake their heads and say that the writings bring only darkness, forbidding him from transcribing them. Ake, unfamiliar with the forces and history of the Isles, saw only an interesting relic to bring to his king. When he presented Skati with the tablets, Skati was shocked to see writings from a mind not unlike his own. Skati spent many weeks studying until he was able to translate a single stone, sparking a deep interest in what the script described. The tablets detailed the spiritual nature of Manaki, the deity that was said to have made them, and the powerful creatures that lived there. Skati made sure to bring the tablets when he came to the Isles. Once he arrived, he found this impossible fairy tale to be true. Skati used much of the magical information in the writings he found to amplify his own power and rituals, increasing their efficiency and yielding more powerful results.

Skati became convinced that he had been destined to find this information, that, in a divine fashion, this long-ago person had written these tablets for him. Skati forcefully learned the story of Kumuhea, and vowed to return her to the Isles after fully exploring his power over life and death.

KUMUHEA DURING THE ADVENTURE

At the start of the game, Kumuhea is dead and buried in the rubble of her tunnel near Alaula Cove. After Skati is awakened, he revives her—considering her a powerful ally, even though they've never met. Kumuhea quickly assesses the fallen king upon meeting him, disgusted by his misuse of magic, and forming utter disdain for him. Kumuhea always took pride in her independent nature and serving under Skati feels like a joke to her (even if he commands more immediate power). Her primary focus is completing her work using the insulting gift of undeath granted by her new king: she seeks out her worms, reopens collapsed tunnels, and picks fights with old enemies.

Captain
Keelhaul



CAPTAIN KEELHAUL

Fiaee Drahl, known to the Isles as Captain Keelhaul, was the most prolific pirate Manaki faced as a result of opening its borders. While the majority of the trade routes established in the years after Skati's fall were fairly safe from pirates, Drahl arrived at the start of the trade era and attacked merchants relentlessly. He and his crew downed dozens of trade ships, both for the bounty they provided and for the sake of personal vengeance. Because of the reputation he garnered, Skati has chosen Keelhaul as one of his Undead lords.

BACKSTORY

Fiaee hailed from a land known for warmongering and logging, whose few luxuries were reserved exclusively for merchants and naval leaders. The soon-to-be pirate and his twin brother Anson were shipwrights by trade and designed some of the strongest ships to ever sail. The twins' efforts were always underpaid by the wealthy merchants, to such a degree that their business left them nearly starved.

Anson was the humbler twin, who accepted his situation and began foraging to feed himself and his brother. However, Fiaee grew resentful of their situation, blaming the greedy monsters who kept them in conditions not unlike slaves. A merchant renowned for her deadly island raids came to the brothers and requested a ship that would strike fear into the hearts of every sailor. This ship was to become the *Bloody Twins*, a large warship with twin bows decorated with menacing sirens.

Once the vessel was complete, the merchant attempted to steal it by burning down the harbor where the brothers worked. Enraged, Fiaee Drahl pursued and slew the merchant, keelhauling her and her second-in-command across both bows. Horrified by the nature of his brother's revenge, Anson renounced his brother and went his own way. Fiaee then dedicated his life to piracy, adopting the name Captain Keelhaul, vengefully seeking merchants and stealing the luxuries they hoarded. He took a growing pleasure in keelhauling the wealthy, and eventually brought his practices to any captain that opposed him.

SCOURGE OF THE ISLES

Keelhaul was visiting a port town after a historically bloody rampage when one of his crew uncovered a world-changing secret. At a tavern hosted aboard a retired ship, a group of merchants made a deal with the first voyagers from Manaki. Hearing about this exchange, Fiaee gathered his crew and pursued the merchants to a fabled land: the Isles of Manaki.

Keelhaul's success in the Isles of Manaki seemed too good to be true; the area had no functioning navy to police his crimes, and the merchants always carried more rum and fine goods than cannonballs. His unstoppable scourge caught the notice of his now-seafaring brother Anson and the deep-sea defenders known as the *kia'i*. The *kia'i* were sickened by Keelhaul's actions, especially as he sank nearly every boat he raided, filling the ocean with bodies and crushing rare coral with masses of wood. His brother Anson took deep shame in Fiaee's actions, and decided to visit Manaki himself.

The *kia'i* began to warn incoming merchants and suppliers, creating a brief drought in Keelhaul's success. Anson reached the Isles with an armed team, allied with

the *kia'i*, and the group planned to surprise Keelhaul with an ambush. Desperate in quiet waters, lacking recent shipments of rum and whiskey, Keelhaul was drawn out by a ship loaded with goods. Soon, however, armed ships began to appear on all sides as the *kia'i* circled the *Bloody Twins*. Keelhaul went down with his ship, as its remains were dragged into the depths.

KEELHAUL'S MOTIVATIONS

Originally acting as a divine force of vengeance against the avarice of merchants, Captain Keelhaul and his crew rapidly became the very monsters they hunted. Keelhaul developed a profound pleasure in torturing the merchants and their crews, which devolved further into any seafaring victim. The wealth he and his crew "liberated" was spent and enjoyed by them alone, with Keelhaul's love for fine whiskey growing into a dangerous addiction. Since his death and return, his wrath has turned toward the Isles and their inhabitants. Retaining a thirst for the whiskey he can no longer enjoy, Keelhaul's heart remains set on the shipment of whiskey used to sink him. He holds a deep resentment for the *kia'i* and anger toward his brother's betrayal.

KEELHAUL DURING THE ADVENTURE

Captain Keelhaul is a belligerent Undead lord, much to Skati's dismay. His first priority is to raise the *Bloody Twins* from the depths and repair any damage to the ship. During most of the adventure, he's out at sea, raiding settlements and voyagers at random until he receives direction from Skati. He remains easily distracted by whiskey, and may deviate or negotiate at the mention of it. His terms during negotiations are rarely promises, and gaining him as an honest ally is nearly impossible. Second to his ravenous thirst is his methodical cruelty, as Keelhaul and his crew enjoy torturing their victims using inventive methods. He has no real goal during the adventure aside from spreading terror and gathering soldiers for Skati, but may pursue his estranged brother if he learns Anson still lives on the Isles.

KEELHAUL'S POWER AND CREW

As Skati commands the forces of blood and lightning, and Kumuheia holds ancient power over the earth, Keelhaul's power is of the sea. Undead raised by Keelhaul most often consist of bloated corpses claimed by the frothy waves, bearing rusted weapons and a sailor's scorn. Those he raises have a supernatural hunger unknown to typical Undead, and if given access to enough fodder, will eat until they burst. This bursting doesn't kill them, however, but turns them into a swarm of blobby sea creatures that continue to devour whatever they can find, as well as an accompanying animated skeleton.



CHAPTER 4: ADVENTURE OVERVIEW

This section provides a general outline of where the party can go each week, most of the major events that occur on a given week, and simple information for the GM to help guide the party in the right direction. As a less balanced alternative, experienced parties can explore the locations in a different order. A good rule of thumb is to not let the party visit a location more than two weeks earlier or later than described.

Variant Rule: Dwindling Resources. In addition to the events that occur each week, the GM can track the slow diminishing of natural resources around the Isles. Simple directive notes are provided each time these resources are likely to change, under the appropriate weeks.

WEEK 1: THE ERUPTION

Resources: abundant food, freshwater, wildlife, and population

The village of Makolf celebrates its history, and the party enjoys the merriment. However, the festival is interrupted by the eruption of the island's volcano and the arrival of the island spirit's body, Kada. After being directed to ensure the safety of the Isles, the party finds all Manaki thrust into great turmoil.

WEEK 2: THE EMPTY PORT TOWN

KEYPORT

As dawn breaks, a bloodied merchant from Keyport arrives at Makolf and collapses unconscious. Once revived, the merchant explains that the port was attacked by something they'd never seen before, something that began taking people alive or dead into the ocean. The party is directed to investigate, find survivors, and take inventory.

WEEK 3: THE KING'S REQUEST

MAKOLF

Fylkir extends a request to the people of Makolf and employs the party for an important task.

The party then chooses one of the following options, which, depending on their choice, may affect future events in the story.



WEEK 4: HELPING THE ENEMY?

Resources: abundant food, freshwater, wildlife, and population

THE DEPTHS

The party retrieves Captain Keelhaul

THE TUNNELS

The party retrieves Kumuhea

Kada calls upon the rainbow clouds above Kadaur, causing magic to rain down and give wild animals arcane power

WEEK 5: SETTING SAIL

Resources: a healthy amount of preserved food, at risk of losing freshwater, reduced or dangerous wildlife, healthy population but in danger.

KEYPORT

If the party is going to save the Isles, they can't be limited to Kadaur. If the characters are able to sail by themselves, the merchant who warned them about the attack in week 2 suggests the party take their pick from the now-abandoned boats in Keyport. If the party lacks nautical skills, they may be introduced to a retired captain in Makolf immediately, or locate the Stranded Survivor Shipwright who can help them sail. If the party helped Captain Keelhaul previously, they gain access to the hidden boat he described.

Alternatively, if the party found a way to revive Keyport in a defensible manner, they could find a small number of deckhands to choose from. If the GM expands the location, it could also feature occasional trade options if the characters need to gather resources. Note that this is a variant that can occur over several weeks of play.

MAKOLF

The party may return to Makolf, calling off the Undead terrorizing them and helping with current issues. At the end of this week, the retired captain approaches them with an offer to sail.

WEEK 6

SPRINGBOG

The party visit SpringBog to investigate one of the Isles' few freshwater springs, and to learn about a strange culture with arguably alcoholic practices.

CHITONI

The party visit Chitoni to speak with an ancient and knowledgeable creature, gather unique resources like Chitoni armor, and learn about this hidden and ancient society.

WEEK 7

EASTGUARD OR WESTGUARD

The lighthouses need refilling, and being able to help provides a wealth of both magic items and information to the party.

THE PRIMAL ARCHIPELAGO

The party venture to the archipelago to procure a lost weapons shipment or to learn an ancient ritual said to be able to help feed the population.

WEEK 8

THE LIVING WALL

If the party rescued Captain Keelhaul, they may be able to sabotage his monstrous ship, the *Bloody Twins*, before he's able to raise it from the depths.

THE RUINS

The party visit the Ruins, helping a few confined islanders and learning about the nature of the newly founded Undead army.

REDFIELD

The party can visit this strange, war-torn island and help deal with the Fiends stuck in the aftermath.

WEEK 9

THE GLOWING CAVES

The party can venture here to gather incredibly rare resources and materials useful for brewing, making tattoos, and for future quests.

ENTROPY ABYSS

The party can visit the Entropy Abyss to learn about the true origin of the mirescales or to collect resources from the shipwrecks there.

SPRINGBOG

If the party hears about the rising danger in SpringBog, they can head to the island and help save the villagers before the island itself falls into the ocean.

WEEK 10

Consequences: If the mirescales weren't evacuated from SpringBog in Week 9, only a few scattered survivors remain.

KEYPORT

Captain Keelhaul visits Keyport to collect any abandoned boats, and to repair damage to and upgrade to his ship. The Spirit of Kadaur, the *kia'i*, and scouts from other allies or islanders may have become aware of this and chosen to alert the party. The party can visit the port to skirmish with Keelhaul, possibly defeating him early on.

TURNTAIL SWAMP

The party visit Turntail Swamp after learning about the trio of strange hags in the area, and may be directed here in search of strong magic.

KAUHALE

The party can visit Kauhale, home to the *kia'i*, an isolated culture of oceanic defenders. While visiting the community, they could inspire an alliance between the *kia'i* and the Manaki, aid the *kia'i* patriarch, and learn valuable information from their library.



WEEK 11

Resources: rationed food, scarce freshwater, scarce wildlife,
up to half of the population could be missing

ALALA COVE

The party can visit the cove to locate Anson Drahl, to ambush Kumuhea,
or to slow the growing number of undead wurms.

WISHMASTER'S CONCLAVE

The characters are told they can procure wish magic by visiting the Wishmaster's Conclave,
a rumored location that may or may not exist.

SEPUTUS

Where SpringBog once was, a dead coral village has arisen,
filled with dark secrets and the ancient, vengeful minax.

WEEK 12

Consequences: If the party didn't visit Seputus in Week 11, Vomm's coup succeeded and
Agaeti recruited the minax to Skati's cause, boosting his army by fifty minax.

EASTGUARD OR WESTGUARD

A belated shipment of valuable resources is passing by the lighthouse, and the ecliptic are targeting the
valuable lives and goods on board. The party can visit the lighthouse to stop the assault, granted they're
able to protect the lantern.

CHITONI

The Undead lay siege to Chitoni during its most vulnerable period—as the decapodians are molting.

WEEK 13

Consequences: If the characters didn't visit Chitoni in Week 12 and defeat the Undead,
only a few scattered decapodian survivors remain in the Isles.

SKYREACH TEMPLE

The party venture to Skyreach during Kada's absence, gathering incredibly valuable information and
magic. They can learn a powerful ritual that will be useful in later weeks, dip their weapons in the ichor of
the Star Breather, and deal with the temple's strange stewards.

ENTROPY ABYSS

Kada has ventured into the Entropy Abyss, intending to create a powerful whirlpool that will consume
Redfield if he isn't stopped.

WEEK 14

Consequence: If the party didn't visit the Entropy Abyss in Week 13 and stop Kada, Redfield is consumed by the sea and is no longer accessible.

THE RUINS

The party is now strong enough to free some of the prisoners in the ruins, and to sabotage valuable assets Skati has collected.

TURNTAIL SWAMP

The party venture to the swamp to stop Keelhaul if they didn't defeat him in Week 10, or to garner aid from the hags and their huts.

WEEK 15

THE GLOWING CAVES

The party can venture here to face Kumuhea if she hasn't already been defeated.

THE WATCHING WOMAN

The party can visit the ancient spirit native to this island and gather any information they might have missed in prior weeks, and learn how to assemble the god-killing weapon *Allay*.

WEEK 16

Resources: rationed food, scarce freshwater, scarce wildlife, about half the population remains

THE PRIMAL ARCHIPELAGO

The party venture to Beast Tyrant Island and face Tyrannavis Deus, a powerful creature that may become an ally or a part of history at the hands of the adventurers.

REDFIELD

If the party visited the Entropic Abyss and stopped Kada from sinking Redfield in week 13, they can venture to the island and gather a planar army to help them against their foes.

WEEK 17

Resources: Little to no renewable or stored food, no natural freshwater, barren or dangerous wildlife, scarce and wounded or sick population

SKYREACH TEMPLE

Kada chooses to sink himself, and performs a two-week ritual that removes all *kadaur* from the Isles. The party can reach the top of the volcano and face him, silencing the spirit or convincing him to instead lie dormant.

KAUHALE

The underwater settlement is facing an overwhelming ecliptic siege, and the future of the *kia'i* is at risk if the party doesn't intervene.



WEEK 18

Consequences: If the characters didn't visit Kauhale in Week 17 and drive back the ecliptic, Kauhale falls, and only a scattered handful of *kia'i* survive. If the party hasn't visited Skyreach Temple and stopped Kada, Keyport and Alaula Cove are completely submerged.

SKYREACH TEMPLE

Kada continues to sink himself and remove all *kadaur* from the Isles. The party can reach the top of the volcano and face him, silencing the spirit or convincing him to instead lie dormant.

KING'S TOMB

The party visit the tomb of a legendary dragon warrior said to be a half-immortal spirit of Manaki. They can receive his blessing, and possibly gain his daughter's assistance the following week.

THE LIVING WALL

The ecliptic continue in their attacks to destabilize the Isles by attacking the Living Wall.

WEEK 19

Consequences: If the party failed to stop Kada, Makolf and all other locations on Kadaur have been destroyed. The surviving population spreads to the rest of the Isles on makeshift rafts. If the party didn't stop the ecliptic at the Living Wall in week 18, a significant amount of the Living Wall has been destroyed and a tsunami destroys Keyport at the beginning of this week.

THE WAR FOR THE ISLES

All the remaining armies and forces clash on the open ocean, with the fate of the Isles to be determined by the survivors.

WEEK 20

THE END OF THE ISLES

The Star Breather chooses to end the Isles and the disputes that have arisen from them. The surviving adventurers must enter the Black Atoll and confront the deity, killing it with the legendary weapon Allay or convincing it to spare the Isles of Manaki.





Kadaur
Eruption

CHAPTER 5: OUR TALE BEGINS

THE GATHERING FESTIVAL

This adventure begins on the first day of the Gathering Festival, an annual festival that celebrates the peaceful unity of Manaki after Skati Fylkir's fall. The festivities include long nights of dancing, magic rituals, feasting, competitive sports like hunting, wrestling, and swimming, and mental games like riddle-telling. At certain points during each day, a pair of honored storytellers recite the history of Manaki, the feats of Kada, and the events that transpired during Skati's fall.

Visitors from every village in the Isles of Manaki come to Kadaur for the festival, leaving behind only those who are unable to make the journey.

Day One. The first day begins with the practice of rituals reserved only for the gathering. Families teach their children how to send motes of light into the sky, others speak to their ancestors during the wake of dawn, and the older or more renowned villagers

perform rituals that appease the spirits that inhabit the Isles.

Just before dawn, everyone gathers in Makolf's village center to hear the creation story. A teller of Manaki blood describes the Star Breather, a benevolent, roaming deity who created the Isles using his own flesh and blood. He describes how the mortal and the immortal were divided so that the living could walk on the immortal soil, speak with the ocean, and dance with the world. As thanks for the power they've been given over the dormant world, just as the sun reaches its zenith, the storyteller performs a divine ritual expressing the amount of power they have.

The sun above Kadaur vanishes, with the sky now only illuminated by the motes of light the islanders create. In this prolonged twilight, the islanders provide offerings to the Star Breather and to the immortal spirits. The islanders commune with the spirits, manifesting them in ways that could be mistaken for magic.

Partake in the Communion. The players are encouraged to describe what offerings their characters

give, and how they perform the offering. If they appease an immortal spirit, let them choose from a material, a natural force, concept, or anything that could be considered unchanging. The spirit then responds, manifesting in a way determined by the GM until the end of the festival.

Day Two. At the dawn of the second day, the islanders return to the center of Makolf and the story is continued by an elderly Ikolf woman. She describes the arrival of the Ikolf, a wonderful day where the natives were blessed with new friends, new foods, and new practices to celebrate. Then, just as the sun rises, bonfires are lit, and the villagers begin to play games and host competitions while a vast feast is prepared.

Wild boars and other beasts are gathered by the competing hunters, adding to the meal until noon when all visitors and locals share in the bounty. After the feast, the dancing, games, and competitions continue.

Competing in the Games. Characters can join in any of these games or bet on them. For athletic sports like swimming or wrestling, they must make a DC 14 Strength (Athletics) check; for mental games, a DC 14 Intelligence check; and for betting, they must roll 14 or higher on a d20 to succeed. Winning an athletic sport earns the competitor a simple weapon of their choice, winning a mental game earns the competitor ink and parchment, and successful gambling provides a day's rations.

Day Three. Before dawn, the Ikolf storyteller continues the tale. She explains that, although her people were blessed to be in the Isles, they had been deceived. The king that led them here proved to be a cruel tyrant, deeply poisoning the land and its people while killing his own family. During this part of the story, the king is referred to as Skomm Fylkir.

Just as dawn breaks, she further explains that it was the responsibility of the settlers to revolt. They came together, and to their surprise the spirit of the Kadaur itself came to their aid. Kada, with his mythical spear, led both Ikolf and Manaki people to Skomm's temple and rescued the Isles from tyranny. In the wake of this event, the two cultures came together at the very place they gather now, and formed Makolf.

Coming Together. The rest of this day is spent meeting new people and visiting old friends. If the party isn't yet acquainted with each other, this would be the best time for them to gather before noon. Otherwise, they may acquaint themselves with other important NPCs or visitors who are involved later in the adventure.

As noon arrives, the island begins to rumble, knocking people and decorations to the ground. With little further warning, Kadaur erupts violently. Instead of lava, a multicolored substance resembling paint spews into the air. Villagers rush into their homes to avoid the coming debris as the substance fills the air, replacing the clouds with a vibrant mist.

GM Note. For further explanation of this event, see "The Follies of Kada" in chapter 3.

The party has 1 minute to react before rocks begin to fall. At that time, each character without ample cover must succeed on a DC 12 Dexterity saving throw or take 4 (1d6 + 1) bludgeoning damage. A much larger rock, coated in the magic liquid, breaks through the clouds and hurtles toward the village. As it does, a stranger limps forward and casts a spell, turning all the larger stones to dust. This stranger is **Kada, the Body of Kadaur** (see chapter 9).

However, the paint-like liquid on the largest rock continues, splashing down onto the feast. It bubbles for a moment, then 1d4 + 1 **giant crabs** coalesce from the mixture. The stranger can either help the party defeat the paint creatures or take them out single-handed. At the end of the interruption, the villagers celebrate their savior, who is revealed to be Kada.

Kada gathers the villagers and warns them that the eruption implies a great magical force is about to change the Isles. The heroic spirit says that in its weakened state, it can't defend the Isles by itself. Kada calls upon the strongest-willed people in the village, requesting that they head quickly to Fylkir's Fall and ensure that Skomm Fylkir hasn't returned.



Kada



FYLKIR'S FALL

Resting atop a cliff, high above where Skati (Skomm Fylkir) first dropped anchor in the Isles of Manaki, sits the culmination of his accomplishments. A dark temple, crafted as the center of his experiments, now serves as his eternal grave. The temple has been left untouched since Skati's fall, but never gathers mold or seems to age. It stands three stories high, with a spire that rises an additional 15 feet.

There's little reason to, and even less sense in, visiting this location, especially as doing so is forbidden by Kada, the spirit of the island and the mountain itself. However, at the start of the adventure, Kada directs the party here to ensure that Skati hasn't been set free. Upon arrival, the party find the rotten king still pinned to the spire by *Marrow* (see chapter 8), a legendary weapon made from a rib of the Star Breather.

FEATURES

Fylkir's Fall has the following features:

The Endless Rain. Fylkir's Fall is a deeply magical place, where several forms of continuous strangeness persist. The most prominent, and arguably most poetic, feature is the endless rain of blood that falls in a half-mile radius of the temple. Skati Fylkir grew his power by collecting the blood of every creature he sacrificed, binding it forever to his presence. Now he's been rendered powerless, the incredible volume of blood he commanded awaits his return, acting like a quiet storm that protects him. This rain has naturally led the immediate skyline around the location to forever be a shade of red, causes the sharp scent of iron to assault the senses, and has brought about the surrounding flora's blood-soaked demise. During the party's first visit, this should come as a surprise, since the entire location was omitted from the festival's storytelling.

The Spire. The temple spire, a triangular roof topped with a metal rod, reaches a height of 50 feet. Pinned to the roof just below the metal rod is the dead Ikolf king, Skati Fylkir. A bone-white spear that breaches the far side of the spire is thrust through Skati's body at an upward angle, leaving his body suspended.

The Shameful King. Skati is confined to the spire by the magic of *Marrow*, the spear thrust directly through his heart. His body remains almost entirely intact, albeit somewhat bloated. His head is held high and his arms remain spread, as if he remains in prideful defiance of his demise.

Marrow. *Marrow* is a powerful magic spear used by Kada during his fight with Skati, and left at Fylkir's Fall to serve as a part of Skati's prison. If a character climbs the temple to steal the weapon, they release Skati without the help of the cultists. Otherwise, when

Skati is set free, the spear remains at the top of the temple. Retrieving *Marrow* before Kada retrieves it during week 3 will grant the party a powerful tool early on. Kada will comment on the theft, but allows the party borrow it for the time being. However, if the characters appears to be responsible for releasing Skati, Kada may kill them and grant the weapon to another party member. See chapter 8 for more information.

LOCATIONS

TEMPLE GARDEN

Beside the temple is a small, blood-soaked garden. The spiny remains of a few resilient bushes stand in neat rows, above clumps of rotting berries. Four small boulders sit spaced around the garden, organized in a strange pattern and inscribed with runes that glow faintly beneath a coating of blood.

Warding Stones. A combination of magic from both Manaki and Ikolf cultures, these four inscribed stones glow with a soft green hue. Their collective warding functions alongside *Marrow*, the great weapon that confines Skati. The stones and the runes carved on them use a form of temporal magic that was designed specifically for them, and has since been erased from history. While active, any object or creature that stays within 300 feet of the stones for 7 days is affected by a curse:

Curse of Time. A creature or object affected by this curse is doomed to repeat the previous 7 days over and over. This curse can only be removed by a *wish* spell or by destroying the four stones that gave the curse. Each stone has AC 10, 12 hit points, resistance to slashing damage, and immunity to poison and psychic damage.

SANCTUM

The temple's ground level is a large, single room not unlike a chapel. Short rows of seats line the side walls, with incredibly detailed Ikolf statues embedded in the walls. Most depict the feats of an Ikolf king, leading boats to the Isles, sharing meals and helping his people prosper. At the far end of the room, in place of a pedestal is an ornate golden throne. Above it stands a statue, two stories tall and nearly filling all the space between the rafters. It depicts a dwarf wielding godly power, and casting his prideful gaze down on the rest of the room.

Throne. Skati's throne is made of solid gold and has a surprisingly intact silk cushion in the seat. Under the cushion is a small slit the size of a dagger. If a dagger smeared with fresh blood is inserted in the slit, the throne slides aside, revealing stairs to a hidden crypt.

CRYPT

Below the throne is a secret crypt, containing a six cages sized for Medium creatures, a desk, and numerous papers. The cages are shattered, and a successful DC

14 Intelligence (Investigation) check reveals they were destroyed by human weapons less than a week ago. In the top drawer of the desk is *Friendfire* (see chapter 8), a magic dagger used by Skati during rituals.

Writings. Skati kept some of his earlier writings (written in Old Ikolf) inside this chamber. With a successful DC 16 Intelligence check, characters fluent in Dwarvish can translate the following information:

- Skati was researching a Manaki woman, who was already part of the local history upon his arrival.
- Some of the writing details disjointed parts of an overly complex ritual, centered on transcendence by stealing godhood.
- A weapon is hidden in the Isles that can be used to gain absolute authority over the region.
- Skati expected betrayal, and planned for his resurrection to take place soon after his death.

JOURNEY TO FYLKIR'S FALL (WEEK 1)

The journey from Makolf to Fylkir's Fall takes just over three days. Unless the party tells them to stay behind, 1d6 **tribal warriors** (ranging from Manaki natives to fellow fledgling adventurers) and two incognito Ikolf **cultists**, all of whom were directed to Fylkir's Fall by Kada, accompany them. During camp or other social encounters, those accompanying the party express their fears, possibly explaining in detail the legend of Skomm Fylkir, the "Rotten King" (as detailed in Skati's entry in chapter 3). The GM may add a simple encounter during this time, pitting the group against natural threats like **boars** or **giant poisonous snakes**.

ARRIVING AT THE TEMPLE

The smell of iron hangs in the air as you draw nearer the fabled temple. Moving closer, you hear the patter of rainfall just ahead, but as you emerge from the living jungle's edge, you find a horrific sight. Red clouds loom over dead, blood-soaked flora as the source of the noise is revealed to be a constant rain of blood falling from the sky.

As the party moves through the mist, they notice that no other sound pierces through the quiet rainfall.

The temple stands before you, resting near a high cliff overhanging the ocean. Its features are mostly unobscured by the thick presence of blood in the area, with a clear cobblestone path emerging from the dead ferns beneath your feet. The silhouette of a figurehead looms at the top of the temple, but as you draw closer, you realize the figurehead is in fact Skomm Fylkir himself pinned to the tower by a spear.

The threat Kada mentioned clearly lies dormant, and some characters may be perfectly happy to leave this cursed place behind and report back. If the party chooses not to enter the temple, one of the two Ikolf

descendants steps forward, saying they want to be sure Kada's concerns are put fully to rest. The party can learn of Skati's reputation and the raw strength of his power from speaking to the NPCs present. The two Ikolf and possibly another NPC will explore the garden and suggest that the party enter the building itself.

FINALLY RISING FROM THE FALL

While the party explores the temple, the Ikolf **cultists** work to destroy the stones in the garden. This can occur at any point, but waiting until the players feel lost or decide to leave the temple interior is recommended. If the tribal warriors entered with the party, they discover the Ikolf cultists in the act but fall quickly to them.

The explosive shattering of stone echoes like the ringing of a church bell. The steady rainfall immediately turns to a torrent, as if all the clouds are returning to the soil. A blood-red arc of lightning strikes the spire's tip, rendering Skati's body to a boiled mush of flesh, which slaps to the ground like a bucket of spilled chum. Seconds later, with a crack of thunder, the pile sparks to life, drawing the blood from the soil to reform into the horrific Undead visage of Skati Fylkir.

The characters can quickly deduce that someone caused this to transpire, and if they remain confused a successful DC 12 Intelligence (Investigation) or Wisdom (Insight) check reveals that the Ikolf who came with them are indeed cultists.

Empowered by the dormant blood in the air, **Skati, Reborn in Blood** (see chapter 9) resembles a dwarf but stands just under 6 feet tall. If a party member attacks the rising king without question or hesitation, Skati develops a subtle respect for their tenacity. He won't retaliate unless they persist annoyingly, instead giving them an expression of godlike approval. Skati rapidly assesses the situation, reading the age of the plants and the faces of his newfound visitors. Skati then speaks:

"Endelig . . . er jeg hjemme." The king exhales these words, before staring at the party. "Du ser ut som idioter. Akk, jeg må snakke med deg. I am Skati Fylkir, king of this land. I trust time has passed, and with it my kingdom. Leave this place if you value your brief lives, I have little use for you yet. Return to your rulers, inform them of my return." He raises his hand and whispers brief arcane words before five skeletons rise from the soil in the temple garden. He then gestures to the two cultists, and enters the temple. "My people remain with me. These lessers will pursue you, as proof of my return and a test of your strength. Leave us, det er arbeid å gjøre."

As Skati enters his temple, the five **skeletons** brandish their weapons before chasing the party. Upon the party's return to the village, Kada thanks them for their assistance and suggests they help the village prepare for the events that are about to unfold.

THE KING'S REQUEST (WEEK 3)

Revived by his cultists, Skati now seeks to expand his influence. To wage his vengeful war against the Isles, the Undead King first seeks out a left and a right hand. He has chosen two of the Isles' older foes, but both lie just outside Skati's reach. So, Skati sends Undead servants to gather "volunteers" to help from Makolf.

THE REQUEST

This encounter starts with the arrival of Skati Fylkir's Undead servants, who visit the most active site in Makolf. The stakes of the event are based around the servants' *thurisaz tattoos* (see chapter 8) which deal damage in a large area upon activation. These Undead are **zombies** with an Intelligence score of 10 and the ability to speak Common.

You hear gasps of horror and screaming as a group of dozens of undead venture into Makolf. Their bodies are mostly intact, with all but one bearing a glowing yellow tattoo that runs from both hands to the center of the chest. Their eyes are clearly glazed white and sunken, with the rest of their flesh notably dry. A distinct, high-pitched tone rings out from the walking corpses as the undead without a tattoo steps into the center of the village, and he begins to speak loudly.

"Do not approach me. To attack me is to end your simple village!" The dozens of tattooed undead spread out through Makolf, their hands raised to either side, ready to clap both ends of their tattoos together. "Our great master, Skati Fylkir of Ikolf, graciously extends a task to the strong among you! To deny him is to invoke a terrible storm! May the strong now stand before me!" As he finishes his announcement, crackling energy pulses across his guards' bodies.

Understanding the Stakes. If a character attacks one of the Undead, its tattoo triggers, killing any common villager within 60 feet of the zombie. If the party considers putting a plan together, a brave **tribal warrior** makes this mistake in their place. If the GM is keeping track of the exact population, one trigger kills 5d10 individuals in Makolf.

Where Is Kada? If the party searches for Kada, they quickly learn Kada has left the village and is attempting to quell the wild magic in the sky.

FYLKIR'S TASK

The party should speak with one of the servants, who directs them back to Fylkir. The servants remain in Makolf to ensure the threat of his presence is not lost. Newly freed from death, Skati is now hard at work raising an Undead army, gathering strong subjects and preparing to wage a terrifying war on the islanders. However, two important subjects he intends to enlist are trapped in locations he can't visit with his current strength.

As you approach Fylkir's Fall, red lightning strikes into the surrounding jungle. Skati is standing outside the structure performing a ritual that magically draws blood from local animals to him. Once he sees you arriving, he stops and approaches. "Ah, I see my loyal subject has brought me aid. You mortals are wise to have accepted my offer. Perhaps if the task is done quickly, I may even reward your service. I am forbidden by these Isles from entering the oceans and the earth, a weakness that I won't suffer much longer. Yet there are two allies I sorely need to wrest from those elements in the meantime, which is why I have called you. But first, a gift to thank you for your humble aid."

A pair of hooded Ikolf **cult fanatics** step from the structure behind Skati and hand a party member a neatly folded traditional Ikolf cloak. Wrapped in the cloak are three items: a *+1 handaxe*, a *staff of the python*, and a *spell scroll of identify*. Skati speaks as he hands each cultist a silver blade.

"As you see, these islands are not devoid of my people. You would be wiser to understand the depth of my influence."

The cultists each take a blade in their hands, and quickly stab themselves in the chest before handing it back to Skati. As the cultists fall to the ground behind their king, Skati begins a strange ritual. He drives one blade into a patch of dry earth, and the other into a puddle. Giant pillars of plasma shoot into the sky from the now-dead Ikolf cultists, traveling far before striking somewhere in Alaula Cove, the other in the direction of Lifebearer Lagoon on the northwest shores of Kadaur. Skati continues:

"They have returned, but I sense both are trapped by the elements. Thus, your reason for being here. I need you to retrieve one of them. The elder of them, Kumuhea, was a power who in her time rivaled my own. She mastered the earthen wurms and defied the spirits by inscribing their names, becoming so strong that the ocean itself had to crush her. As a master of the earth and stone, I trust she'll be found buried in a cave. The other is a younger power, a seafarer of fortune and greed who fought the ocean and won for a time. As I understand it, he and the great vessel he commanded are now deep beneath the surface of the ocean, another place I can't enter. Choose one and leave me, head for where the lightning struck."

The characters may then decide which person they'll retrieve, while Skati gathers other islanders to retrieve the second body. To help the party locate their goal, Skati gives them a small compass, whose needle has been dipped in blood, that will point them toward the body.



Overgrown
worm skull

SKATI'S RIGHT HAND, KUMUHEA

If the party chooses Kumuhea, they'll travel through the southern jungle of Kadaur from Fylkir's Fall to Alaula Cove. The journey takes between two and three days, during which the adventurers may find abandoned campsites or tiny settlements of 1d6 houses that are (mostly) empty. This emptiness is equally attributable to the Gathering Festival and the ecliptic attacks. The path is naturally dense, but commonly used game trails wind through most of the island's jungles, and may contain dangerous creatures (use the **Jungle Creature Encounters** table below). The party may encounter another traveler, an elder or a sickly islander confined to an otherwise empty settlement. Speaking with them about Kumuhea or Alaula Cove reveals the following information about the ancient and her story:

- Kumuhea lived near the beginning of Manaki history, and several legends imply the people from that time could control the islands by thinking.
- As the legend goes, the ocean crushed Kumuhea in her tunnels because the ocean was jealous of her abandoning it, by creating a divide between the Manaki and their home.

- According to legend, Kumuhea met her death in the tunnel between Alaula Cove and King's Tomb. Some think she was going to "rejoin" Kadaur and some gold dragons on the island.
- She dug the tunnels using gigantic worms only she could talk to.

Jungle Creature Encounters

d8	Encounter
1	1d4 + 4 giant lizards
2	1d4 crocodiles
3	1d4 + 3 panthers
5	A basilisk
6	Two giant boars
7	2d4 + 2 flying snakes
8	A shambling mound

Generous Donations. There are a few uninhabited houses and farm plots along the way. Manaki islander culture is communal, and most families believe that if someone's in need, it's everyone's duty to help provide for them. The party may gather resources or keepsakes from these locations along the way.

Loot from Residences

d8	Loot
1	A wooden doll of Kada (if it's brought back to Makolf, a young Manaki woman recognizes it as her daughter's and will trade a <i>potion of heroism</i> for it)
2	1d4 + 1 days' rations
3	A bottle of fine whiskey
4	Leather boots sized to fit an adult dwarf
5	Leather armor sized to fit an adult dwarf
6	A set of three cooking knives
7	A small precious gemstone
8	A <i>potion of healing</i>

EIKHEIM

After a long journey, you reach the settlement of Eikheim, a small southern settlement that acts as a midpoint between pink sandy beaches and the wild jungle. The settlement is sparsely populated due to many families staying in Makolf for the Gathering Festival. Most of the people remaining are elders, children, and a couple young islanders who watch over them. They welcome you, offering to share a meal before anything is discussed.

Eikheim is an old but small settlement not far from the rumored location of one of Kumuhea's tunnel entrances. The buildings are shelters of trees and stone, clearly reinforced or repaired several generations over. There are few villagers here, as many have traveled to Makolf for the Gathering Festival. The villagers are welcoming to the characters initially, but characters must speak carefully, as any mention of Skati risks angering the older villagers. The villagers are more comfortable discussing Kumuhea, although they're

still cautious when recounting her story (any tidbits of information not gleaned on the road can be used here). Her story is told with an air of a cautionary tale: Don't forsake any part of the world you've been given, or the wrath of the islands will cause you great trouble. When asked if someone will guide them to the tunnel, no one will, though they'll provide vague directions in exchange for food.

A Manaki child named Aloiki (a Small **commoner** with 2 hit points) hangs around you, listening to the conversation closely. Once the party is left alone for the night, Aloiki approaches them and asks for training to help against monsters in exchange for leading them to the cave.

JUNGLE PATH

Following either directions received in Eikheim or by following Aloiki, the party travels to the tunnel entrance. They must first traverse the jungle, where they're likely to encounter hostile creatures (use the **Jungle Creature Encounters table**).

After traversing the jungle, the thick plant life parts to reveal a cave opening in a hillside. The area around the cave holds the ruins of some former structure. The cave is flanked by two crumbling stone columns inscribed with a strange writing.

If any Makolf resident is here, they can recognize the markings as Kumuhea's writing with a successful DC 14 Intelligence (History) check. If a character attempts to translate, any Manaki NPC accompanying them requests that they leave the writing be. Translating the text takes 1 hour, reduced to 10 minutes with a *comprehend languages* spell, and requires a successful DC 20 Intelligence check. Most of the writings are too brief to have meaning, other parts are mundane, but an oddly named magic ritual does stand out to the reader.

LUTUM SCUTUM

Ancient Ritual, Enchantment and Transmutation

Level Requirement: 1

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (at least 1 cubic foot of soil or clay)

Duration: 1 round

You speak to the earth, commanding it to block attacks against you. Until the start of your next turn, creatures have disadvantage on their first attack roll against you on a turn, as chunks of dirt fly from the ground to intercept them.

Maledictio. Until the end of your next turn, your speed is reduced to 0 and you have disadvantage on attack rolls.

TUNNEL ENTRANCE

Entering the cave without checking for traps triggers one of Kumuhea's inventions that releases spurts of boiling hot water from an underground spring across the entrance of the cave. Spotting the trap requires a successful DC 16 Wisdom (Perception) check, and it can be disarmed with a successful DC 18 Dexterity check using thieves' tools. If the trap triggers, each creature within 10 feet of the entrance must succeed on a DC 15 Dexterity saving throw or take 11 (2d10) fire damage and fall prone. Inside the cave, every inch of wall flat enough to carve is engraved with more of Kumuhea's writings. Deciphering it is near impossible, tales say, as Skati is the only being other than Kumuhea ever able to translate her writings. A successful DC 20 Intelligence check allows a character to get the general meaning of the scribblings in sections. Possible sections translated can include:

Translations of Kumuhea's Writings

d6	Translated Work
1	Detailed chart of how far wurms can travel in a day under differing conditions
2	Recipe for Kumuhea's favorite pudding
3	Lengthy notes about soil pressure, density, and airflow
4	A long list of names
5	A description of a tavern she visited off a tunnel from the Glowing Caves, run by strange mushroom beings
6	A theory about the Star Breather taking a mortal form when the Isles are threatened

At the far end of the tunnel is a complicated mechanism of old ropes and pulleys. A successful DC 17 Intelligence check allows these to be operated, and opens a trapdoor leading down into the tunnel. However, the party can only go a short distance before finding a wall of fallen rocks. The cave-in is 15 feet deep and 10 feet high. To remove enough rocks for a Medium creature to pass through takes the party a full day's labor. Once the party has cleared a passage, they may proceed into the ruined tunnel, not far from the section described in Alaula Cove.

The Long Road. Each section of the tunnel takes 1 day to travel through, and has clear, if dilapidated, rest spots spaced somewhat evenly that allow the party to track time. As an option, hostile creatures can be encountered in each section of the tunnel.

TUNNEL: UNDER LAND

The tunnel leads down through a cavern of pink-purple rocks, evocative of the sand Alaula Cove is known for. The crashing of the waves can be heard here, and a lot of small sea creatures and a few land creatures make their home here.

Tunnel: Under Land Encounters

d6	Encounter
1	2d3 swarms of bats
2	A black pudding
3	1d4 gelatinous cubes
4	1d4 + 2 giant spiders
5	1d4 ochre jellies
6	2d6 giant crabs

TUNNEL: UNDER SHALLOWS

This part of the tunnel is under the beach, and one can always hear the roar of the surf. There's some leakage here, and parts of the tunnel ceiling look flimsy enough to worry if Kumuhea's work is about to finally come crashing down after long ages of standing. It's considerably wetter here, some areas have pools or streams running through.

Tunnel: Under Shallows Encounters

d6	Encounter
1	2d4 + 2 giant frogs
2	1d4 + 1 giant octopuses
3	A ecliptic angler and a swarm of ecliptic scavengers (see chapter 9 for both)
4	2d4 + 3 darkmantles
5	2d6 giant crabs
6	3d6 + 1 gray oozes

TUNNEL: UNDER DEPTHS

This part of the tunnel reaches about halfway to the isle of King's Tomb and is drier and more complete than the area before. This was the furthest Kumuhea reached before the spirits brought the tunnel down about her. One part of this tunnel has an airlock chamber, which a traveling **adult 'ula'ula** (see chapter 9) has recently entered to observe the tunnel. They're deeply surprised by the presence of surface dwellers, and ask them a wealth of questions, in turn informing them of Chitoni and the decapodians.

Loyal Guardian. The tunnel abruptly stops at a wall of rubble. At first, there's no clear sight of a body, dead or undead. While some of the other tunnel areas had moisture, the air and stones here are perfectly dry, almost arid. Suddenly, an **earth elemental** emerges from the rubble to protect its master's body, whose skeletal hand is revealed by the removed stone.

THE RETURN OF KUMUHEA

With the elemental now rubble, you turn to see the skeletal hand moving slightly as if asking for help removing the debris. Stone by stone, the body is revealed: a mummified looking woman dressed in the remnants of traditional Manaki women's clothes, clutching a leather bag and a writing implement. When the last stone is removed from her, her eyes snap open and she says, "What imbecile woke me and left me trapped in here?"

Kumuhea collects herself, shaking dust and debris off her withered body. Just as Skati radiates bloody lightning, Kumuhea gives off an air that brings to mind ancient stones and deep caves. When hearing why she was awakened, and that Skati brought her to life, she laughs and explains how inconsequential mortal rulers are. She thanks the party, and helps them exit the cave at a rapid pace by moving the stone below them as they walk. They reach the entrance in a day.

After reaching the exit, Kumuhea falls to the ground overwhelmed by psychic noise. She quickly realizes she has no choice but to join the party for an audience with Skati. Kumuhea will aid the party if there's any danger, which makes for a safe trip. Any islanders encountered on the road steer clear of the ancient Undead and avoid the party entirely.

When the party finally reaches Fylkir's Fall with Kumuhea, they find Skati Fylkir inside the temple beside the rotting corpse of a bloated sailor. He sits on his throne, responding graciously to the party as a number of **zombies** bring them plates of smoked meat and glasses of whiskey. Kumuhea is clearly unimpressed and frustrated, but waits for Skati to speak.

"Ah, I see my expectations of you have been met. You are indeed more valuable alive to me than dead, for the time being. Such help doesn't go unrewarded under my reign. Take these gifts and your leave with it, tell the people in that village of my incredible kindness. Oh, and tell my servants 'Forlate.'"

Skati begins his dialogue with Kumuhea as the party is escorted out of the temple, but their conversation can be overheard with a successful DC 14 Wisdom (Perception) check. Skati showers her with praise for her accomplishments before she cuts him off bluntly, demanding an explanation for her current state. The king quickly brings the conversation to a list of promises and freedoms, using his silver tongue to avoid answering her questions and to come to an agreement.



Kumuhea's hand

SKATI'S LEFT HAND, CAPTAIN KEELHAUL

If the party chooses to retrieve Captain Keelhaul, they'll travel along the western beach of Kadaur, not far from the base of the mountain. The journey takes between two and three days, during which time the adventurers may find other travelers, debris from shipwrecks, or tide pools. Large flying creatures survey the open sand while small creatures bury themselves under the sand after each wave. The path is straightforward, but the open beach is also an easy hunting ground for hostile creatures.

Beach Creature Encounters

d8	Encounter
1	A giant scorpion
2	1d4 rust monsters
3	1d4 + 3 giant poisonous snakes
5	1d6 giant owls
6	A giant octopus
7	Two plesiosaurs
8	1d8 + 4 giant crabs

Shipwreck Rummaging. There will likely be a few remnants of wrecked ships washed up on the shore, which the kia'i consider to be the edge of the ocean and choose not to tend to. The party can explore this debris for loot.

Ship Debris Loot

d8	Loot
1	A swarm of rats emerges from the wreckage
2	A lockbox containing 30 gp
3	A bottle of fine whiskey
4	A box containing woodworker's tools
5	Leather armor sized to fit an adult dwarf
6	A 1 lb. bag of gunpowder
7	Half a buried treasure map
8	A crate with 12 days' rations

LAHAHANA LIGHTHOUSE

The party will eventually reach a point on the beach where their compass points to the ocean. Not far from this area is Lahahana Lighthouse, an old Ikolf structure repurposed as a family home. This lighthouse is well maintained, even though it has the look of an ancient construction, and has a homey feel. The lighthouse has been tended by the Lahahanas since Skati's days. The lighthouse is one of the only structures that was designed and completed during Skati's reign and is still used for its intended purpose.

You round a corner and see a picturesque lighthouse of classic Ikolf design, less than a day's journey from Keyport. It is modest in height—as it sits on a high hill—and there's a tidy little cottage at the base. The playful shouts of children fill the air, and as you walk up the road to the lighthouse, you're swarmed by a group of children.

The children chatter excitedly and lead the party to meet their parents, who are as excited as their children to see visitors and just as friendly. The party is invited to join their next mealtime, which is already in the works, judging by the delicious smells of fried fish and fresh bread. The family is friendly and helpful, and glad to see visitors, especially since they've had no word from anyone since the Gathering Festival was supposed to take place. The parents both witnessed the epic sea battle that sent Captain Keelhaul to his watery grave, and the father happily recounts the story.

"Never saw anything like the battle that sank Captain Keelhaul. We both stood up on the highest point of the lighthouse, watching, as ships of all sorts, from lands just over the hill there to ones that would take months to reach, banded together to sink that monstrosity of a ship he captained. We'd seen the ship before, from our distance-glass, but this was the first time it was close enough to see with our own eyes. The memory still gives me nightmares. That two-prowed ship, bodies strapped all over it, torn and bloody, sharks trailing it. We couldn't be happier to never see that ship again."

Should the party reveal that Keelhaul has been revived, the family's demeanor changes to a dreadful silence for the rest of the visit. They still offer their help, but do so cautiously as they don't trust the party's intentions. Regardless, the party's interest in shipwrecks attracts the attention of the children, as they love to salvage and have wanted to use a method of water breathing so they can explore the depths. The parents have said they aren't to explore the ocean until Mount Kadaur settles, or not at all, if Keelhaul is really back.

A VISIT TO THE SHORE

The children gladly take the party to a section of the shore below the lighthouse. This white-sanded place is usually peaceful, however, the recent activity on the island has disturbed some of the creatures and made the violent ones more active. They may attack when the party is on the beach with the children. Protecting the children from an attack earns the gratitude of their parents, who become more trusting of the travelers. Their mother reveals that, Anson, the person who ended the reign of Captain Keelhaul, is currently in a cave a short walk east. She doesn't know him that well, but he treats the children kindly when he's in the area.

Shore Encounters

d6	Encounter
1	2d6 giant crabs
2	A manticore
3	A giant scorpion
4	A blue dragon wyrmling
5	Two sea hags
6	1d4 plesiosaurs

THE CAVE MAN

Following Mama Lahahana's directions along the beach, you pick your way over the rocks and enter a sea cave. It's filled with the sound of waves and the smells of seaweed and dead fish. A small keelboat is tied up just inside the cave, bobbing gently up and down. A high, wide shelf beyond the reach of high tide has a semipermanent living area with a crude mattress of palm leaves, a fire pit, and rows of dried fish hanging from the rock walls. Perched on the ledge is a foreign human man in his fifties, his hair long and matted, and dressed in rags that might once have been the clothes of a wealthy merchant. He's surprised to see you, but reacts with the calm demeanor of a veteran adventurer. His hand shifts softly to the hilt of a shortsword resting in its scabbard. "What brings you to the cave of Anson Drahl?" he rasps.

Whether or not the characters mention Captain Keelhaul, **Anson Drahl** (see chapter 9) seems to already know the party's mission, as if he's been expecting them for a long time. He was in Keyport when the lightning struck, and moved along the shore to get within view of the area. Anson has been waiting for something to change, and assumes the party's arrival has some relation.

If the party explains their situation, Anson reacts with fear and guilt instead of hostility. He explains that Fiaee Drahl became a living nightmare of a pirate driven by a vengeful hatred for merchants. Anson heard of the trouble, came to Manaki, and, with the help of strange humanoid called *kia'i*, put an end to his brother's scourge. But if Keelhaul has been returned by ancient magic, Anson can't currently do anything to stop him.

He sympathizes with the party's situation, and wants to help them if it means they can stand up to Keelhaul later. If the party mentions Skati's threat hanging over Makolf, Anson states he doesn't want to be responsible for their deaths by refusing to help. He then reveals his fishing boat kept between the lighthouse and the cave, hidden by cleverly placed flora.

After Anson agrees to let the party take the boat to Captain Keelhaul's resting place, he casts a ritual taught to him by the *kia'i* that allows the party to breathe water and withstand the pressure of the depths up to 300 feet. This blessing lasts for 8 hours. He then leaves, saying he isn't ready to see Keelhaul again.

LIFEBEARER LAGOON

The journey from the beach to the water above Keelhaul's resting place (noticeable by following Skati's compass) takes two hours, and requires the character rowing must make a successful DC 14 Strength (Athletics) check or gain 1 level of exhaustion. This check has advantage if multiple characters took a turn rowing.

THE DEEP

Once the party arrives at the site the compass is attuned to, they can dive into the ocean and locate the wrecked pirate ship. Once the characters are more than 100 feet from the boat, they encounter 1d4 + 1 **swarms of quippers** hunting nearby coral bodies. Once the ocean floor is more easily visible, the party find a surplus of **reef sharks** swimming around the area. The sharks aren't hostile to the party, but attacking one or drawing too close to one may trigger its hunting instincts. The party should eventually locate the ship, either by spending an hour using the compass or with a successful DC 14 Wisdom (Perception) check.

THE WRECK OF THE BLOODY TWINS

Emerging from the mist of the deep blue is a veritable ship graveyard, clearly the outcome of the battle years ago. In the center of the wreckage, you see a large ship with a split prow, and twin figureheads of horrifying sirens. The figureheads are oddly untouched by algae or barnacles, and the shimmering of the water makes it seem as though their gaze follows you as you approach the ship. Once you come within ten feet of the wreck, a giant shark emerges from the ship and approaches its next meal—you.

After battling the **giant shark**, the party can explore the wreck of the *Bloody Twins*. The ship's engineering is both incredibly advanced and monstrous, with the bodies of claimed sailors tied to sections of the hull. Several parts of the ship have cannonball damage, but the superior craftsmanship implies that nothing less than an overwhelming bombardment could have sunk it. Natural growths of barnacles and algae coat the wood of the ship, and reach into the ship through its largest hole.

Peering through the hole reveals the body of **Captain Keelhaul** (see chapter 9), trapped under chunks of debris and held down by a collapsed mast. His body, in spite of its time spent rotting underwater, isn't as decayed as one might expect. However, he's still a gruesome sight; his body resembles a bloated corpse only a week in the water rather than one that sank years ago. He opens his decayed gray eyes when the party approaches him and speaks, his voice echoing eerily through the water: "Have you brought me any whiskey?"

Keelhaul waits for the debris to be removed, which takes an hour and requires a successful DC 18 Strength check, before giving his visitors any proper attention. Reduce the DC of the Strength check by 2 for each

party member who makes a successful DC 10 Strength check to assist. After an hour spent freeing Keelhaul, he asks why he's been brought back. Upon hearing the explanation, Captain Keelhaul agrees to go meet Skati with a surprising amount of interest.

The party can swim back up to the boat or walk along the ocean floor with Captain Keelhaul back to the shore. The fishing boat has drifted from its spot unless an NPC or party member remained in it, and locating it requires a successful Intelligence (Nature) or Wisdom (Perception) check or an Intelligence check using water vehicles. The DC equals 12 + the number of hours spent underwater. If traveling underwater, no sea life will go near the Captain, making for an uneventful trip.

If Anson is mentioned, Keelhaul falls quiet for a moment before realizing exactly who killed him. Otherwise, Keelhaul talks about all his ambitions now that he's returned, ranging from tasting the whiskey he was denied to reviving his ship and her crew. He'll help the party with any encounters as they make their way back up the beach, and if they return to the lighthouse, the Lahahana family are horrified and lock their doors against the party. The journey back to Fylkir's Fall takes a little over two days.

When the party reaches Fylkir's Fall with Captain Keelhaul, they find Skati Fylkir inside the temple beside the emaciated corpse of an ancient Manaki woman. He sits on his throne, responding graciously to the party as a dozen **zombies** bring them plates of smoked meat and glasses of whiskey. Keelhaul sarcastically bows, habitually drinking some of the whiskey. Skati then speaks:

"Ah, I see my expectations of you have been met. You are indeed more valuable alive to me than dead, for the time being. Such help doesn't go unrewarded under my reign. Take these gifts and your leave with it, tell the people in that village of my incredible kindness. Oh, and tell my servants 'Forlate.'"

Skati then turns to Captain Keelhaul.

"I don't know if you've heard of me, but I've learned of your quickly garnered reputation. I hear you thrive on carnage, vengeance, and whiskey. I can easily offer you all three beyond your wildest dreams."

Captain Keelhaul grins. *"I can dream quite a lot."*

The party is then escorted out the temple, but Keelhaul catches up to them before they leave the area. He mentions he stowed a keelboat near Keyport that the party is welcome to, stating he awaits a day where they battle on the high sea. To find the keelboat, travel due north of the Flappin' Kraken until your feet meet the sand, then take two hundred paces east.

IMPORTANT NPCS

THE LAHAHANA FAMILY

The Lahahana family has kept the lighthouse for generations, ever since their Ikolf ancestors built it to protect the fishing boats. Such is their sense of duty to the lighthouse that they won't leave it unattended, even though the waters have been empty for weeks. They're a cheerful, friendly bunch. They have seven children, all of which seem impossible to control. The children spend much of their playtime looking out to the sea and scavenging things from the shore. A lot of things have washed up recently, but the children are annoyed that their parents are keeping them home because of the ominous lightning strike.

PAPA LAHAHANA

The patriarch of the Lahahana family is the latest in a long line of Ikolf lighthouse keepers. He takes his duty seriously, and refused to go to the Gathering Festival despite his children's incessant begging.

MAMA LAHAHANA

A no-nonsense cheerful sort, Mama Lahahana an excellent cook and nurse, and a passable tattoo artist. While the party is in her family's good graces, she may offer to give party members a *dive deep tattoo* (see chapter 8) for free, otherwise the party will have to barter if they want the tattoos.

THE LAHAHANA CHILDREN

Seven children energetically roam around their home, seeming to be everywhere around the lighthouse and its grounds. The children are skillful salvagers, pulling things from the beach and shallows. Some of it they polish and sell in town. They love talking to people, and are helpful to visitors where possible. One of the teenage children may offer to give the party a *dive deep tattoo* (see chapter 8). If a character accepts the offer, roll on the **Amateur Dive Deep Tattoo table** in chapter 8 to see how effective the tattoo is.

ANSON DRAHL

One of the few foreign sailors that actively roams the Isles, **Anson Drahl** has been stuck in the Isles ever since he was marooned by his crew for his relation to Keelhaul. Unbeknown to the party, Anson is Keelhaul's twin brother, and ventured to the Isles to stop his reign of terror. Their history is a difficult one, and is detailed in Captain Keelhaul's entry in chapter 3. No ships from Anson's homeland have come to the Isles since, and he believes it a profound punishment for fratricide. He wanders about the Isles after being encountered here, but mostly holes up at Alaula Cove.

THE BLOODY TWINS (FIGUREHEADS)

While not fully awakened at this stage, the magic that brought Captain Keelhaul back to life also touched the figureheads of the *Bloody Twins*. They have only the faintest consciousness at this point in time, responding only with slight eye movements.





Village of Makolf

CHAPTER 6: THE ISLES OF MANAKI

At this point in the adventure, all of the opposing forces are actively working to bring about change. The party should have a sailing vessel or access to one and can visit any of the locations described in this chapter. The timeline in the previous chapter can be used as a guide for the GM when directing the party to these locations, where the described events in this chapter occur upon their arrival. In addition to reading each week's locations and adventure hooks, the GM should read "The Forces of Manaki" in chapter 3 to better understand the important NPCs and their plans.

MAKOLF

The village of Makolf is the heart of the Isles of Manaki, a breathtaking collection of tropical islands. Makolf exists as a celebration of the unity between the Isles' natives and the fugitives of Ikolf, who survived a revolution against their now-defeated king. This village was the first settlement made to accommodate the Ikolf lifestyle, as they're unable to share the more nomadic lifestyle of the native Manaki people.

Makolf is the largest village in Manaki and located on the largest island, under the watchful Spirit of Kadaur. Makolf was created not long after Skati (Skomm Fylkir) was overthrown, serving as both a safe haven for the Ikolf

and as a shared community with the native Manaki. It's home to around 600 people, the slight majority of which are of Ikolf descent. However, due to events during the adventure, the population doubles as people visiting for the Gathering Festival are unable to return home safely.

Makolf is one of over a dozen settlements found across the Isles of Manaki, and in the past few decades has grown thanks to trade with outsider merchants. Now, even visitors from distant lands have decided to live on the Isles to explore their magical, tropical, and mysterious nature. Its younger, sister settlement, Keyport, is a dock town where these foreigners are allowed to rest, gather supplies, and trade with the locals.



IMPORTANT CHARACTERS

Makolf has a diverse population, with hundreds of talented individuals from numerous backgrounds. Manaki and Ikolf people make up the majority, but various sailors and adventurers have made it their home. Listed below are some of the people the party may interact with:

ALO

Alo is a middle-aged Manaki native (a **commoner**) and Makolf's resident tattoo artist, though he also takes on odd jobs (farming, small repairs, errands), specializing in nothing else in particular. He wears short trousers, sandals, and a vibrant, short-sleeved shirt with clumsily stitched, hand-embroidered flowers. The following tattoos (see chapter 9) are visible on his arms and ankles: a small sun (*ray of sunshine*), a fish hook (*fisherman's friend*), a clam shell (*clam digger*), and a sprouting seed (*good growth*). He speaks slowly, with many pauses, and doesn't take anything seriously.

If engaged in conversation about his tattoos, he's happy to chat about them and explain what they do, though he won't volunteer to ink anyone without motivation: such as the requester having done something significant for the village or some of his work for him. Also, he only ever has enough supplies on hand to do two tattoos at any given time. If supplies are mentioned, he states that the Glowing Caves has a wellspring of materials.

CHARLIE MUNSTER

Charlie is a retired adventurer (a **veteran**) who originally shipwrecked on the Primal Archipelago. He spends his time recounting tall tales to children, hoping to inspire them. Happy to tell his stories, Charlie explains that during his travels he studied biological anomalies. The creatures in the archipelago were an absolute fascination of his, and after recovering from his wreck, he vowed to explore more of the land.

One particular discovery he noted (that few of his peers believe) was that the mirescales of SpringBog shares the same biology as the creatures in the archipelago. He believes a magic in the Isles turned regular sailors into the mirescales of today.

GOOSEBUMP

(ARRIVES AT THE END OF WEEK 8)

GooseBump is a young **mirescale villager** (see chapter 9) who fled to Makolf after the Eye in SpringBog worsened its condition. She has large, owl-like eyes and a patch of white feathers that run down her back. After arriving, she spreads rumors that "SpringBog is doomed!" before settling down in a vacant space. In SpringBog, GooseBump was an herbalist and kept her ear to the ground at all times, she may be able to help create medicine or farm Makolf, and, like many mirescales, has knowledge of brewing.

KADA (WEEKS 1 AND 2 ONLY)

Kada visits the village to protect it from his (Kadaur's) eruption, and to enlist the help of valuable warriors. His presence fascinates the villagers, but his personality is almost unfittingly aloof. Once the party returns to the village with news of Skati, at the GM's discretion (especially if they bring him *Marrow*), Kada tells them about *Allay* (a magic weapon described in chapter 8). He goes on to explain that if the adventurers can collect rare gifts and elements throughout the Isles, his spear can be amplified with them to such a degree that it's able to end all conflict. The first of these relics that Kada knows of is the *Flux*, an artifact accidentally discovered by bog dwellers to the north.

OLD MAN HANI

Old Man Hani is a kindly Manaki native in his midseventies. He wears leather shorts, sandals, and a necklace of rare shells from creatures found in the Living Wall. Hani spends much of his days fishing on the eastern shoreline of Kadaur, not far from Makolf. During his younger years, while fishing near the lagoon, he met the beautiful *kia'i* woman Ahonui. They quickly found a deep interest in each other, and eventually fell in love.

Hani is now the father of Onaona, the only half-*kia'i* the Isles have ever seen. Taking great pride in their daughter, both Hani and Ahonui do their best to visit with her in Keyport each time she sets out to travel. Of all the surface villagers in Makolf, Old Man Hani knows the most about Kauhale, and is likely the first to alert the party of any changes, adventures, or problems there while they're in Makolf.

ROCKJAW

(ARRIVES AFTER WEEK 9, FROM KEYPORT)

RockJaw, the son of LickSpittle, is a **mirescale villager** (see chapter 9). See the "Keyport" section for further information on how RockJaw came to be on Kadaur, his appearance, and his personality. After hearing about the sinking of SpringBog, he arrives in Makolf hoping to find news of his father and any other mirescale survivors.

If the party visited SpringBog in Week 9 and saved some of the mirescales (possibly including his father), he works hard to use his knowledge of the Manaki and Ikolf (much of it gained from living in Keyport over the last weeks) to resettle the mirescale survivors in the area. He's also appreciative of the party and offers to run any errands they need at any time.

If the party didn't visit SpringBog in Week 9 and didn't rescue the mirescales, only a few mirescale survivors (like GooseBump) arrive and RockJaw grows increasingly despondent as it becomes evident his tribe has essentially been wiped out. By Week 11, he wanders Makolf at all hours of the day and night, wailing and crying.

LOCATIONS

FAMILY HOUSING

The village homes are placed around the local flora, with winding roads connecting each of them to the rest of the village. There are just over 120 houses in total, each designed to hold five people but capable of bunking eight. Some have amenities like cooking fires, personal food storage, and water, but most consist of a central room with a few side rooms for bedding.

Village People. If a party member is a Makolf villager or has otherwise chosen to live in Makolf, consider who they might share their home with. During certain points in the adventure, consider how events, including the diminishing resources, could affect them. Let your characters interact with NPCs they might know, and choose how they feel if some of those people are lost.

STOREHOUSE

The local storehouse is stacked with baskets of food, barrels of clean water, and some whiskey. Tapestries and fabrics for colder days are rolled up in a small side compartment. When the adventure begins, the storehouse is half full, but character involvement or lack thereof can change the level of stored resources.

VILLAGE CENTER

The village center is an open-walled structure stationed in a sizable clearing, with a wide thatched roof that can cover up to 200 people at once. Here, the villagers gather to hear stories, share meals, hold counsel, and celebrate. The wooden pillars that support the roof are carved and painted, depicting myths and events that have occurred in the Isles. Hanging from two central pillars are large drums, enchanted with magic that lets them be heard by the entire village equally.

The clearing around the structure is wide enough to hold nearly all the islanders from other villages, and serves this purpose during great celebrations or major events. After the first week, it is cleared of festivities. Most weekdays, the clearing is filled with tents that house the visitors, with the structure being a communal location for people to speak on a daily basis.

Character Interaction. The party can use this part of the village for a wide number of reasons. The party can gather the villagers here using the drum during raids or announcements, or at any time they see fit. The central structure is 300 feet wide and 250 feet long, with the clearing around it having a radius of 600 feet. Characters can fill this space with long-term structures, use it as a training ground, or use it to farm.

CRAFTS AND CRAFTSPEOPLE

Makolf has sustained itself for far longer than trade has been involved, and thus contains a wide variety of skill sets. A carpenter, a blacksmith, a tanner, a butcher, an enchanter, a few weavers and farmers are among the current craftspeople. However, with the population influx, more goods must be made to accommodate them. Much of what is on offer is situational, and the GM is encouraged to express creativity when designing goods that the NPCs create.

Build Instead of Trade. As the characters gather experience and take on tougher challenges, they'll require better equipment to succeed. Makolf can serve as a crafting station for the party, provided they have the materials and the time. The party can commission basic equipment from the craftspeople which usually requires a week per item (consider the ability to commission multiple items at a time granted they have enough people working). Rarer materials and skill sets can be acquired as time passes, allowing characters to potentially have more powerful equipment made.

Masters and Teachers. NPCs the party encounters also have their own skills that can be applied to these crafts. For example, Chuck, a shipwright at Keyport is a master carpenter. These characters, as well as any party members who are proficient with tools, can teach other villagers their skills.

BLACKSMITH

With metals in Makolf being mostly used for small crafts such as hooks or nails, a full forge isn't something that's required. However, Andrew of Alonderlo, an elderly half-orc, has a profound amount of experience with forging weapons. When the adventure starts, he awakens the nearby ruins of an Ikolf metal forge, and offers up his services.

Roaming Blacksmith. Thorsten, an Ikolf hermit, totes a traveling forge through the Isles, singing songs to the stones and turning them to steel, silver, or gold. He occasionally visits Makolf, and may offer weapons or armor in trade for precious metals, gemstones, or similar items of value.

BUTCHER

Joseph is a thickset human who moved to the Isles with the first wave of merchants, and fell in love with Kalena the tanner. He prepares meat from wild boars and other game caught around Kadaur. Joseph and Kalena work alongside their teenage triplets, Samantha, Kimo, and Kini.

CARPENTERS

Makolf's lead carpenter is Holokai, a Manaki native of imposing stature. A surprisingly modest man, he works quickly and spends his free time carving small figures for himself. A few carpenters work under Holokai, but his disinterest in teaching limits their skill to riving logs and preparing wood for future crafting.

FARMERS

A large area where mostly rutfrut grows. Rutfrut is a sweet tuber vegetable that can be grown quickly and easily, and stored for long periods of time. The second most common crop are trees that bear clusters of bitter yet juicy ompapa fruit. The majority of it has been claimed by harvest for the festival. However, it does have living plants that must be tended to, but with the doubled population, it sorely needs help via expanding or employing foragers.

Deeprot. During week 11, as Kada's destructive influence mixes with the rot of Skati's presence, a magically persistent mold claims the fields, the storehouses, and the current crop. It takes a full week before the mold can be removed from the field, and another week to regrow a yield of rutfrut.

FISHERS

The most prolific fisher is Bjorn, an Ikolf descendant notable for his wide-brimmed hat full of hooks. Bjorn is a third-generation fisher, whose bizarre fishing style allows him to catch fish with his hands as if they were harpoons. There are two dozen other fishers in Makolf of varying skill, who collectively are able to catch enough food for three times their number each day. If the village is provided with or creates more fishing tackle, the fishers can increase their output until week 13, when the ecliptic have reformed or scared away most fish.

MINER

A distance from Makolf is a shallow mine used to gather precious metals when needed. Pōhaku is the owner and operator of the mine, and is half Ikolf. She uses a Manaki ritual to empty the quarry after the rain, and another to draw precious metals out of the soil. Metal is most often shipped to Makolf and otherwise rarely used, so only Pōhaku is an effective miner. She can easily train islanders of Manaki or Ikolf origin to coax and work the earth, drawing out more metals for tools and armor the party may need.

TANNER

The tanner is a frail, old Manaki woman named Kalena. She's married to the butcher, and is an adept hide tanner and leatherworker. If livestock is secured, or wild animals are slain during hunting, her skills can grant the party better armor and more carrying capacity.

WEAVERS

The weavers who live in Makolf treat their art like a social gathering, but still process a surprising amount of material. These four elderly women create carrying baskets, rope, and fabrics as a daily activity, and are grateful for work. When provided with unique materials, their works may produce or benefit from magical effects. They struggle with teaching new weavers, and may even divide their group into two teams with oppositional gossip.

SPECIALISTS

ENCHANTER

Olaf is a thin, bald islander in his late thirties. He has a small number of tattoos, and only wears a boarskin loincloth. He acts whimsically, speaking to the elements more than to people, often through rituals that involve lively dance. He tends to a small garden with strange, animallike plants that functions as a tiny ecosystem.

Olaf enchants items using magic exclusive to the Isles by asking dormant spirits to inhabit them. The magical effects resemble those found in common magic items, but they act with notable personalities. For example, a *+1 longsword* may always curve slightly toward the target's neck or groin, or a wand that can create fire does so in the shape of kittens.

He can enchant any item for the party, turning it into a familiar magic item. However, the enchantment ends after 1d4 days. Olaf can enchant one item a week, with a maximum rarity based on the amount of time he's had to prepare stronger enchantments.

Olaf's Enchantments

Weeks	Rarity Limit
1-4	Common
5-10	Uncommon
11-16	Rare
17-20	Very Rare



Assorted Weapons

IKOLF STORYTELLER

Embla is an Ikolf woman who's lived well past her expected days, now completely blind and unable to walk. Her stature is incredibly tiny, barely surpassing 3 feet, but her voice carries surprising volume and clarity. Embla can also be found at different locations across Makolf, always sitting on the same rug, without any explanation as to how she moved.

Embla is a wellspring of knowledge pertaining to the history of the Ikolf, Skati Fylkir (who she vehemently calls Skomm Fylkir), and much of Skati's actions on the isles. Normally a happy woman, Embla is deeply spiteful toward Skomm, insulting his accomplishments and attributing the island's current state to his return. Embla is also familiar with Redfield, the Ruins, and King's Tomb.

MANAKI STORYTELLER

Keawe is a large, boisterous man whose age has only just managed to gray his hair. His skin is covered almost entirely in tattoos, most of which serve as memory tools for his stories. Keawe can be found randomly in Makolf, doing anything from entertaining a group of children to fishing near the shore.

Keawe is a lighthearted soul, lifting up others with songs or tales of triumph to help with the dark times. He occasionally expresses concern for the future of the Isles, and for Kadaur. If spoken to about Kadaur, Keawe quietly explains that Kada, who is an aspect of the island, no longer seems to trust the natives. If the spirits truly wished, and were in agreement, they could remove all people from the Isles.

The party can discuss a lot of the history of the Isles with Keawe, ask him about the spirits, Kumuheia, or get directions for future locations from him. The locations he knows the most about are Skyreach Temple, the Isle of the Watching Woman, SpringBog, and the Glowing Caves

MAKOLF DURING THE ADVENTURE

Makolf should serve as a safe haven and an adventure hub for the party. In addition to the characters and services it offers, Makolf is also a major part of the story that can change over time. Important NPCs from nearby islands can be directed to Makolf, others can perform tasks while adventurers are away, and shops and inns can only be found here.

Characters may spend time between each adventure aiding Makolf in a number of ways. Examples include bolstering its defenses, helping train natives to fight, bringing them livestock, and leaving magic items in the hands of trusted NPCs.

Increasing the natives' security by:

- Sparring with the tribal warriors
- Providing stronger weapons
- Providing medicine and teaching others specialized medicine
- Helping them to farm
- Helping commoners to build or repair structures
- Bringing refugees left at other villages
- Providing materials salvaged during adventures
- Building defenses or recruiting defenders

Improving the resources by:

- Building food stockpiles
- Bringing seeds or renewable fruit/vegetables
- Bringing livestock or hunting materials
- Establishing supply chains with other communities

Parties who ignore Makolf may eventually find it destroyed. During the adventure, the ecliptic and the Undead will attack Makolf with little warning. If the party isn't present, or they've left the islanders with little defenses, potentially important NPCs and locations could be killed or ransacked and reduced to rubble. This is especially true during the final weeks, when Kada attempts to sink the island Makolf is on.



Makolf Random Encounters (Weeks 1-10)

The following encounter table can be used for specific quests below as noted or if you feel the party's visit to Makolf is moving too slowly or easily for the characters. These encounters may occur inside Makolf or just outside the village. Not all random encounters are combat based, and several are open-ended. Roll or select on the table by week as appropriate.

d8	Weeks 1-5
1	A lost dog (a mastiff), with no owner in sight, standing off against a wild boar .
2	Bjorn leading a small group of fishers to the eastern shore, who stop and ask if the party wants to join.
3	1d4 swarms of insects pour out of the jungle and descend upon the villagers.
4	A logging party of six is set to collect materials for new lodging from the jungle, and may need guards. If the party follows, they encounter one or two giant toads . If not, the logging party has a 30 percent chance of not returning.
5	A weeping dryad standing over a tree that's been struck by lightning. A successful DC 15 Intelligence (Nature) check reveals that the tree can be saved by applying either <i>moon dew</i> or <i>Glowing Caves soil</i> (see chapter 8 for both). If the party gives the dryad either item (now or later), the party receive three tiny saplings that, when planted, grow into a grove of fruit trees over the course of a week, and bear a sweet type of ompapa fruit.
6	An earth elemental has run afoul of raw magic is now unable to move its feet, as if bound to the ground. If freed, it doesn't attack, but instead melts into the earth. During subsequent encounters from the Makolf Random Encounters table where combat occurs, roll a d4: on a roll of 3 or 4, the elemental returns to assist the party.
7	1d6 Ikolf descendants arguing loudly about how to reach to the Ruins. Listening in for a long period of time reveals them to be Skati cultists .
8	A giggling Manaki child running full speed through the village, holding a dagger. His mother follows not far behind, yelling in panic.

d8	Weeks 6-10
1	A group of islanders from another settlement seeking refuge after its destruction.
2	A mated pair of wyverns protecting their egg from three owlbears .
3	An undead worm (see chapter 9) erupts from the ground near one of the local shops, risking its destruction.
4	A pair of owlbears being chased by three ecliptic haulers (see chapter 9).
5	A flock of 2d20 flamingos and 1d4 flamingo shrimplords (see chapter 9), who have just landed in the village to take a rest on their way to Alaula Cove. The presence of the shrimplords makes several of the villagers uncomfortable.
6	A young woman pruning a bush with delicate flowers, but each has only half the petals it would normally have. If engaged in conversation, Paka introduces herself and asks after her lover Nau, who she's looking for. She offers the party a bunch of the flowers, with a request that they leave them for Nau on a stone higher up the slope of Kadaur so he knows she's thinking of him. If the party looks back after leaving Paka, they find she's disappeared. If the party leave the flowers as requested, they hear a softly whispered "Thank you" carried on the wind and gain the effects of the <i>aid</i> spell for 8 hours.
7	A huge hole in the ground. If investigated, the party discover a half-completed offshoot tunnel of Kumuhea's that joins up with the tunnel from Alaula Cove to the Glowing Caves. If traveled for any distance, roll on the Glowing Caves Tunnel Encounters table in the "Alaula Cove" section.
8	Holokai the carpenter lies trapped beneath a felled tree, bloodied and unconscious as 1d6 + 1 constrictor snakes close in on him.

Makolf Random Encounters (Weeks 11-20)

d8	Weeks 11-15
1	A wounded roc (no flying speed) fighting another roc over a slain boar at the edge of town, not far from the butcher's.
2	1d4 + 1 lesser draugr led by a greater draugr (see chapter 9) missing its left foot and walking in a large circle.
3	1d10 + 1 refugee mirescale villagers (see chapter 9), who landed on the west side of Kadaur and have been searching for Makolf.
4	Thorsten, the blacksmith, singing and dancing around a rock, oblivious to the two lesser ecliptic hunters (see chapter 9) approaching him.
5	The ground begins to quake, and an impossibly large Beast carrying a village on its back roams into view, stopping briefly beside Makolf. A lift platform descends directly in front of you. If the party ascends, they're greeted by a man named Kem who says, "Welcome to the Wildaback. Have you come to stay?" If they don't accept the lift, the Beast disappears as quickly as it appeared.
6	An orphan Ikolf child searching for their parents. Asking around reveals that the child's parents were taken by an ecliptic hunter (see chapter 9) just hours earlier and might still be in the area. A successful DC 12 Intelligence (Investigation) or Wisdom (Survival) check reveals the path the hunter took.
7	A clearing that at first appears to have a highly localized storm brewing inside it reveals itself to be an air elemental , a fire elemental , and a water elemental fighting each other. If the party doesn't intervene, all the elementals expire in the fight. If the party assists one of the elementals and successfully fight off the other two, one character gains a <i>charm of wall of fire</i> , a <i>charm of water walk</i> , or a <i>charm of wind wall</i> , as appropriate to the surviving elemental. This charm allows you to cast the associated spell, requiring no components. Once used three times, the charm vanishes.
8	Charlie Munster standing over a still, with a pile of glowing ompapa fruit. If engaged in conversation, the party learn he collected the fruit after the vibrant mist from Kadaur's eruption fell. If the party has any proficiency with brewer's supplies (or has completed the Time to Brew <i>Moondew</i> quest on SpringBog), they can assist him and receive five glowing ompapa essence potions that act as <i>potions of vitality</i> .

d8	Weeks 16-20
1	1d4 lesser ecliptic hunters (see chapter 9) on the trail of a hunting party of 1d6 villagers.
2	A dragon turtle , rather far inland, who is sniffing the air, perhaps looking for water.
3	1d8 skeletons , 1d10 zombies , and 1d8 sunken sailors following behind a draugr warmonger (see chapter 9).
4	Three kia'i guards , obviously unused to being on land, carrying a bloodied kia'i guard on a makeshift stretcher constructed from palm fronds are being pursued by a greater ecliptic hunter (see chapter 9 for all of these creatures' statistics).
5	A giant owl lands in a tree and hoots loudly at you, even though it isn't night. If approached, it flies 15 feet away and hoots again. If the party follows, they find three giant owl chicks on the ground at the base of a large tree being harried by four ecliptic shockers (see chapter 9). If the party saves the chicks and returns them to their nest, the giant owl flies up and disappears in a sudden flurry of feathers, 1d8 + 2 of which fall to the ground at the party's feet. The chicks also disappear. An <i>identify</i> spell or speaking with a Manaki elder reveals that each feather can be activated to gain the effects of the <i>wind walk</i> spell. Once a feather has been activated, it becomes nonmagical.
6	A confused black bear , surrounded by a wall of swords, headed toward Makolf. The bear is under the effect of a <i>blade barrier</i> spell (spell save DC 18) that moves with it in a ringed wall 30 feet in diameter, 20 feet high, and 5 feet thick.
7	A strange, swirling mist thrumming with raw magic suddenly surrounds the party. When it clears moments later, it leaves the characters covered in an iridescent residue. For the next 24 hours (or until the residue is washed off by bathing in water), roll a d4 whenever the character makes an attack roll with a magic weapon or casts a spell that deals damage: on a roll of 3 or 4, the attack deals double damage.
8	A wild giant scorpion crackling with electricity wanders into Makolf. Terrified villagers dart into their houses to escape from it, until it reaches the village center. When the scorpion takes the Multiattack action, it can cast <i>chain lightning</i> (spell save DC 18) in place of one of its three attacks.



Onaona



QUESTS

A MANAKI'S BEST FRIEND (ANY WEEK)

During a visit to Makolf, **Onaona** (see the chapter 9) seeks out the party. If not already known to the party, she introduces herself as the daughter of Old Man Hani of Makolf and Ahonui of Kauhale.

"I've recently discovered that an important plant species long thought lost grows here on the slopes of Kadaur! Besides the joy in that discovery alone, the plant also has useful healing and defensive properties." She looks deep into your eyes, her long blue lashes giving the glance a distinct intensity. "I'd gather the seed pods myself, but I'm busy tending to the wounded . . . and Father had a nightmare about me being attacked in the woods." She laughs softly and smiles. "I'm their only daughter, they'd wrap me in swaddling to keep me safe if they could. Even so, I am busy. So would you undertake this task for me? If you can bring back at least a few doghouse bush seeds, I believe we can plant them strategically around the village. But, the more the merrier!"

If the characters accept, Onaona provides a brief description of the **doghouse bush** (see chapter 9):

"A mature shrub is about four feet tall and five feet wide. But mainly, you'll know the plant by the dogs guarding it. Look for paw prints." She hands you a metal container half full of rich, loamy earth. "This has Glowing Caves soil in it. It should keep any seed pods you harvested alive long enough to transport them here for planting, but you must be quick."

The party must search the slopes of Mount Kadaur for a seeding doghouse bush. Roll a d6: on a roll of 1–4, run an encounter from the **Makolf Random Encounters table**; on a roll of 5, the party locate a mature bush with buds; and on a roll of 6, they locate a mature bush that's already seeded the area with 1d4 + 1 immature shrubs.

With a successful Intelligence (Nature) check, a character learns the following information and all information for lower DCs:

DC 10	A mature doghouse bush has one doghouse guardian.
DC 15	If a doghouse bush has seeded, it has buds that contain one seed each, about the size of a chicken egg. If the seed has already ripened, it has launched vines as strong as chains from the original plant to deposit the new seeds.
DC 20	A doghouse bush has resistance to fire and piercing damage. Once a bush is reduced to below half hit points, its guardian hound dies and rothounds burst from the ground to defend the bush. It isn't possible to use Animal Handling on a mature bush, but a successful DC 15 Wisdom (Animal Handling) check is effective on new growth.

To collect the seeds, the guardian and rothounds must be defeated. However, the seeds must be collected and stored within the leather pouch within 1 minute or the seeds will wither and die. The pouch is large enough to hold five seeds.

When the characters return with the seeds, Onaona claps her hands in glee and ask the characters to help plant the seeds around the village in strategic locations. She provides the following reward:

Onaona's Reward

Week	Prize
Weeks 1–5 (Common)	Two potions of healing per seed retrieved
Weeks 6–10 (Uncommon)	Two potions of greater healing per seed retrieved
Weeks 11–15 (Rare)	Two potions of superior healing per seed retrieved
Weeks 16–20 (Very Rare)	Two potions of supreme healing per seed retrieved

A MORALE BOOST (ANY WEEK)

This quest is intended for players and GMs who enjoy open-ended roleplay and can be started any time during the campaign. During a visit to Makolf, the party is walking through the village center and can't help but notice the general air of defeat in the villagers passing by.

The village center is a far cry from how it appeared during the Gathering Festival. Gone are the festive decorations, the carts selling enticing foods, and, most tellingly, the smiles. Some of the villagers limp by with fresh wounds, others look haunted and jumpy, startling at loud noises. Even the children plod lifelessly by, keeping their heads down.

Old Man Hani gives you a greeting and stands with you, watching people pass. "It seems we're so busy surviving these dark days that we've forgotten we're still alive," he says.

He suggests the people could use some encouragement or something to celebrate. The party can do any of the following or come up with something entirely different during roleplay, at the GM's discretion:

- Hunt for wild game such as boar or fish and throw a small feast, encouraging the villagers to each make and bring a small contribution
- Use *thaumaturgy* or other simple spells to perform and entertain the people in the village center
- Use the Performance skill and dramatize a recent success
- Create and teach the villagers a working song
- Organize a scavenger hunt for the village children

If successful in their endeavors at providing a morale boost, Old Man Hani finds the party afterward, bringing along Alo, the tattoo artist, and introduces him to the party if they aren't acquainted. Alo offers to tattoo any willing members of the party with the *ray of sunshine tattoo* (see chapter 8), having, for once, enough ink on him to do the entire party.

Old Man Hani is all smiles as he approaches you. "You've done well! I haven't seen the people of Makolf this happy since the start of the festival!"

Alo grins, pulling a long needle out of his bag. "And I know just the reward! Anyone want to lend me an arm?"

AN OLD ADVENTURER'S FASCINATION (ANY WEEK)

This optional quest can be started at any time, but proceeds differently depending upon which week it's started. It can be used by the GM to introduce the mirescales, the Primal Archipelago, and the *Flux*—a potential component of *Allay*.

WEEKS 1–5

If the party encounters Charlie Munster before meeting any mirescales or visiting SpringBog, they find him seated on a crate and telling stories to local children:

A rugged, adventurous-looking man with a kindly face sits on an upturned crate telling stories to rapt children. You catch the end of a story about the mirescales that live on SpringBog, with the man ending the story with "And, believe it or not, the mirescales were once pirates, just like I used to be!" The children laugh and run off to play.

If a mirescale (a character or an NPC) is with the party, add:

The man looks up at you then leaps off his crate, knocking it over. "Oh!" he says loudly. "You've no idea how pleased I am to meet you!"

If engaged in conversation or asked about the mirescales, Charlie introduces himself and explains his past living on the Primal Archipelago and how he truly believes the mirescales are the magically transformed descendants of sailors. He mentions that he'd love to meet one in person to confirm his theories or receive information that would add to his knowledge. He asks you to keep an ear out for him.

If asked why he doesn't visit SpringBog himself, he laughs and says his own adventuring days are long gone and that he doesn't want to travel far unless he knows he's right.

WEEKS 6–8

If the party first encounters Charlie after they've already visited SpringBog or have a *SwiftScale tattoo* (see chapter 8), read the boxed text from weeks 1–5 and adjust conversation with Charlie accordingly.

If it's Week 6 and the party mentions their plans to travel to the Primal Archipelago, Charlie asks if they can bring him back either saber-toothed tiger claws or triceratops horns for his collection. If they agree to do so, he gives them four *+1 javelins*, the last of his crocodile jerky ("which tigers love") and a large net. If they return later with the requested items, he gives them a saber-toothed tiger cloak worth 200 gp.

If it's Week 8 and the party mentions to Charlie their plans to go to SpringBog in Week 9 to investigate the rumors of doom (which can be learned from *GooseBump* in Makolf or other sources such as the *event compass* or Afsana at the Ruins), Charlie volunteers to accompany the party. During the evacuation of SpringBog in Week 9, he can provide assistance as noted in the "SpringBog" section. Proceed to "Charlie's Idea."

WEEKS 9–20

If the party previously met Charlie and return at a later date after learning any details about the mirescales (such as from *RoundBelly* on SpringBog) or brings along an NPC mirescale such as *GoodEye*, *GooseBump*, *RockJaw*, or any mirescale survivor after they arrive in Makolf, he greets them warmly and with great excitement. Proceed to "Charlie's Idea."

If the party meets Charlie for the first time after the sinking of SpringBog in Week 9 and have saved the mirescales, he congratulates them on their hard-won victory. He gives them a flagon of *moondew* (see chapter 8) he was saving, stating that it isn't necessary to hold on to it as the survivors will surely make more. Proceed to "Charlie's Idea."

If the party meets Charlie for the first time after the sinking of SpringBog in Week 9 and didn't save the mirescales, he brings out a bottle of *grak* and proposes a toast in memory of the lost tribe.

HAMMER TIME (ANY WEEK)

While passing near the blacksmith's roaring Ikolf forge in the ruins nearby the village, the party hears the thunderous, ringing blows of more than one hammer and the raised voice of Andrew the half-orc. If they approach, they see that Thorsten, the roaming blacksmith, has set up his traveling forge right next to Andrew of Alonderlo's permanent forge. Anyone who can speak Orc understands Andrew's uncharacteristically strong language involving orcish curse words and Thorsten's lineage.

You can barely make out what Andrew is shouting over the ringing of the hammers and the roar of the forges, but you're certain it isn't complimentary. Thorsten seems unfazed. The Ikolf hermit sings to himself and the steel he's working with, loudly and without a care in the world. As he moves around the forge in time with the tune in his head, you realize it's more a dance than blacksmithing. Andrew stops his own work when you approach, and drops his hammer onto his anvil, raising his arms in defeat. "He's insane! And he's driving me insane too with his incessant singing!"

Andrew explains that Thorsten recently set up shop right next to him and no matter how nicely—or not—Andrew asks, he can't get the eccentric Ikolf hermit to move on. Nor can he get a straight answer out of him about why he's there. He asks if the party can do something about it.

Speaking with Thorsten, however, is easier said than done, though a character of Ikolf descent has advantage on the check. A successful Charisma (Intimidation or Persuasion) check reveals the following information and all information for lower DCs:

DC 10: Thorsten had a dream and he won't leave until Andrew does what he wants.

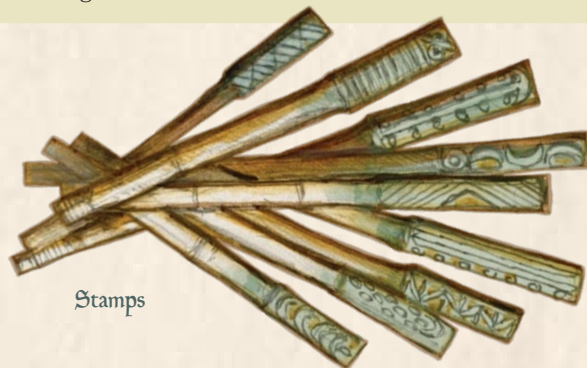
DC 15: Thorsten dreamed of a special weapon and wants to make it, but he needs Andrew's help.

DC 20: Thorsten dreamed of a special weapon that could make a difference in the coming battles. He wants to make a particular weapon of his own design, using metals he has sung from the rocks, but he needs Andrew's knowledge of weapons to make it happen.

A successful DC 16 Charisma (Persuasion) check convinces Andrew to work with Thorsten on the project. But first, three stones must be gathered from the slopes of Kadaur so Thorsten can sing out the precious metals hidden inside. As the party travels around gathering the stones, roll a d4. On a roll of 1 or 2, run an encounter from the **Makolf Random Encounters table**. On a roll of 3 or 4, they locate the stones.

Select from the table below depending on the week to find out what Thorsten wants to craft with Andrew. Once the item has been crafted, Thorsten presents it to the party with a strange grin, promptly packs up his traveling forge, and leaves the area.

GM Note: At the GM's discretion, this quest could occur multiple times during the campaign, with Andrew growing ever more resigned to Thorsten's insistence on working with him.



Stamps

Thorsten's Creation

Week	Prize
Weeks 1–4 (Common)	Thorsten's <i>handøks</i> (a magic handaxe that, if thrown, immediately flies back to the thrower's hand after the attack)
Weeks 5–10 (Uncommon)	Thorsten's <i>krigøks</i> (a +1 battleaxe that halves the time it takes you to collect wood)
Weeks 11–16 (Rare)	Thorsten's <i>berserkr øks</i> (a berserker axe, except your hit point maximum increases by 2 for each level you have obtained)
Weeks 17–20 (Very Rare)	Thorsten's <i>leggja hamarr</i> (a dwarven thrower, except ranged attacks made with this weapon deal an extra 1d8 damage or, if the target is a Gargantuan creature, 3d8 damage)

STORYTIME (ANY WEEK)

While walking around Makolf village center one day, you come upon the curious sight of the large and usually boisterous Keawe, the Manaki storyteller, being soundly scolded by the tiny Embla, the Ikolf storyteller. Indeed, she's so incensed that she's actually stood up on her rug. It's the first time you've seen her standing, though she barely rises past Keawe's waist. "Keawe, is all this a joke to you? Have you not a serious bone in your body?"

If the party intercedes or asks what's going on, Embla turns her blind eyes to the party and explains that she's been listening to Keawe spin sunny tales of happiness and triumph and he obviously isn't paying attention to what's going on in the Isles. Keawe sighs and explains that he just wants to keep everyone's spirits up and if everything is all doom and gloom, how will the villagers have the energy to go on?

Embla sits down in a huff and raises her already loud voice so that any passing villagers will be sure to hear. "Come, people of Makolf! Come, Manaki! Come, Ikolf! Come, everyone! We'll let the people judge, but not our stories, no, they've heard us enough." She unerringly points at the party. "Let us hear your stories! One of triumph, another of strength in the face of adversity. I'll reward the best tale, as chosen by the villagers." Keawe sighs again, but smiles and nods, "As will I."

Even if the party argues, Embla won't budge and insists that the party tell at least two stories; one in the style Keawe usually adopts (lighthearted tales of triumph) and one as she would tell it (plainspoken and honest about the trials and tribulations faced). If the party attempts to leave, the villagers form a circle around the area and clamor for "stories from the heroes!"

At least two characters should then relate one of their past adventures in an appropriate style, though more may participate. The GM can choose a winner based on roleplay, or the participants must each make a Charisma (Performance) check, a Strength (Athletics or Acrobatics) check, and a Wisdom (Insight) check, and add the check results together. The character with the highest combined check result wins.

When the stories are complete, Embla gives the winning character a prize, as below. Keawe smiles broadly and presents a prize to the runner-up. Additionally, participating characters have advantage on Charisma checks made to interact with the people of Makolf for the remainder of this visit.

Storytelling Prizes

Week	Prize
Weeks 1–5 (Common)	Embla: 1d4 <i>potions of healing</i> Keawe: 1d4 bottles of alchemist's fire
Weeks 6–10 (Uncommon)	Embla: <i>Rope of climbing</i> Keawe: <i>Stone of good luck</i>
Weeks 11–15 (Rare)	Embla: <i>Rod of rulership</i> Keawe: <i>Ring of necrotic resistance</i>
Weeks 16–20 (Very Rare)	Embla: <i>Tome of understanding</i> Keawe: <i>Tome of leadership and influence</i>

KEYPORT IN DANGER (WEEK 2)

While the party members are in Makolf, just one week after the eruption of Kadaur, the merchant Montgomery Hughes (a **noble**) arrives from Keyport at the break of dawn. Monty is beaten and bloodied, his left arm completely missing, and the stump of his shoulder covered with a hastily made bandage torn from his shirt. He collapses upon arrival, requiring medical attention.

Once awake, Monty shakily explains that Keyport was attacked by a small army of horrific, fishlike creatures. They walked out the ocean and tore into the port town, singling out and attacking only living things. They killed nearly everyone that defended themselves, hauling squirming or limp bodies back into the ocean the moment their hands were full. Monty escaped by sheer luck, when the creature that attacked him decided to haul off the prey of another monster, whose victim was fatter.

Monty seeks solace after his exposition, leaving the party to discuss the situation. If they seem uncertain or uninterested in journeying to the port, one of the older Ikolf islanders approaches the party and begs them to check the boats and the warehouse. The Makolf villagers rely on those shipments to survive, namely food shipments and lumber for keeping everyone warm. If they can just gather information on the state of the port, securing any goods, Makolf would owe them a debt.

MISSING CHILDREN (WEEKS 5 TO 20)

During a visit to Makolf, the party notice a commotion outside the butcher's in the early evening:

Kalena the tanner and her husband, Joseph the butcher, are arguing. "How could you send them off on their own!" cries Kalena. "They're too young and now—" she chokes back a sob.

Joseph attempts to pat her on the back, but she twists away. "We all have to do our part now," he says. "There are so many mouths to feed! And they've hunted before, you know that! They aren't babies anymore!"

Kalena pushes him and he stumbles back. "That was before! When things were safe! They should have been home hours ago! If something happened to them, Joseph, I'll never forgive you!"

If the party offers to help find the missing children, Joseph explains that they went hunting north of the village, in an area they've hunted in before, so he wasn't worried—until they didn't return home by dinner time. The children's names are Samantha, Kimo, and Kini (**tribal warriors**).

The area north of the village is rugged terrain with rocky slopes and dense foliage. The children's trail can be found with a successful DC 15 Wisdom (Survival) check. When the characters find them, read the following:

You spot the children making a desperate scramble down a hill, Kimo and Kini supporting Samantha between them. She's wounded her ankle, but the more pressing issue is the sound of breaking branches and snorts behind them. As you're about to call out, Samantha slips, taking her siblings with her, and all three slide down the hill, winding up near your feet.

Other than Samantha's twisted ankle, the teenagers are all a bit bloody, each missing 5 hit points. Refer to the **Hunter or Hunted?** table below to find out what's chasing them. **Ecliptic hunter** statistics are in chapter 9.

Variant Situation: Risky Hunt. If this quest is taken in later weeks, one or two of the children may have already died when they're encountered.

hunter or hunted?

Week	Prize
Weeks 5–6	Three giant boars
Weeks 7–8	A giant boar in turn pursued by a vrock
Weeks 9–10	Two chimeras , one carrying an unconscious giant goat in its claws
Weeks 11–12	A giant goat with an arrow sticking out of its side, pursued by a roc
Weeks 13–14	1d6 + 1 owlbears badgering a giant boar
Weeks 15–16	A giant boar followed closely by an ecliptic hunter
Weeks 17–20	A giant goat running from a greater ecliptic hunter

If the party rescues the children, they insist on taking back something from the hunt. After returning them to Makolf, Kalena and Joseph are overjoyed (tempered, of course, if any of the children died). Any suitable game (boar, goat, or owlbear) returned along with the children is cooked into a feast, with any leftovers given to the party (a week's rations for each creature). Kalena takes the hide of any beast returned and makes it into *bracers of hunting* (see chapter 8).



SUNKEN ISLES

ONE ENCHANTED EVENING (WEEKS 5 TO 20)

One day while walking near Olaf the Enchanter's place:

From inside Olaf's, you hear crashing and banging. The door bursts open and Olaf flies out, landing in a heap at your feet. "Oh my, oh my," he says to himself, rubbing the top of his bald head as if in disbelief it's still there. "That did not go as planned, not at all, not at all."

If asked what happened, Olaf explains that he was in the middle of enchanting something and had coaxed a recalcitrant spirit into taking up residence in the object in question, but at the last minute, an angry spirit swept in and tangled itself up in the spell. Now the energy of both spirits is overwhelming the item, causing undesirable effects. He could wait for the enchantment to end in four days, but he isn't sure how much of his home would be left at that point. He asks if the party can go in and sort out the mess, but without casting *dispel magic* as there are too many delicate things that might be disrupted if they do. He believes that if they manage to "knock the other spirit out" (as it wasn't fully and properly bound), the item should return to its intended state, and he'll be happy to let the party keep it for their troubles.

Refer to **Possessed Magic Item** table below to find out what's wrecking Olaf's house:

Possessed Magic Item

Week	Prize
Weeks 5–10 (Uncommon)	<p>Possessed Boots of Striding and Springing AC 12, 45 hit points. Stomp. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d10 + 2) bludgeoning damage.</p> <p>The left boot is determinedly kicking and smashing everything it can while the right boot is walking on the ceiling and randomly jumping from one side of the room to the other.</p> <p>Quirk after de-possession: Every time the boots are used to jump, the wearer must first click their heels together or take two steps to the left.</p>
Weeks 11–16 (Rare)	<p>Possessed Horned Helm of Teleportation AC 16, 200 hitpoints. Goring Charge. <i>Melee Weapon Attack:</i> +11 to hit, reach 10 ft., one target. <i>Hit:</i> 22 (3d10 + 6) piercing damage.</p> <p>The helm attempts to headbutt anyone within range and randomly teleports to a new location every round of combat.</p> <p>Quirk after de-possession: The spirit in this item doesn't like water and won't teleport while underwater.</p>
Weeks 17–20 (Very Rare)	<p>Possessed Dancing Greatsword AC 19, 300 hit points. Attacks as a <i>dancing greatsword</i>, but uses the attack roll and ability score modifier of the creature it is attacking.</p> <p>The <i>dancing sword</i> is dancing around the room: a <i>passé</i> to the right, a twirl to the left, and a promenade around the rug. It attacks anyone that approaches it.</p> <p>Quirk after de-possession: When returning to the bearer, the sword hovers above their head and dances in place, rather than falling to the ground or returning to the character's hand.</p>

CHARLIE'S IDEA (WEEKS 9 TO 20)

Charlie explains to the party and to any mirescale present his theories about their ancestry and wants to know if they can confirm or deny it. If RoundBelly is present (if he survived the evacuation of SpringBog in Week 9 and came to Makolf), he not only confirms it, but relates the tale of the *Flux* (see "RoundBelly's Family History and the *Flux*" in the "SpringBog" section). Any other mirescale present will simply confirm that their origins are, indeed, due to a strange experience in the Entropy Abyss.

If the mirescales were saved and the party has the *Flux*: Charlie has already started constructing a still and would be overjoyed to work with the surviving mirescales to get *grak* (and *moondew*) production up and running again. As he already has a head start, production of *grak* can begin that week (without Charlie's assistance, production would be delayed two weeks).

GM Note: To make *moondew* from *grak*, the *Flux* must be immersed in a barrel of the moonshine for at least 8 hours, so any new *moondew* production will require the party to stop by when in Makolf or to leave behind the *Flux*.

If the mirescales weren't saved and the party doesn't have the *Flux*:

Charlie offers to help any surviving mirescale villagers that come to Makolf, setting them up as hunters and/or village guards.

Homed Helm
of Teleportation





ALAULA COVE

This cove was Kumuhea's base of operations. After her death, the circular bay became quiet and peaceful, as most Manaki avoided it due to her tragic end. The waters are particularly clear here and home to an abundance of sea horses and other delicate creatures, perhaps because no fishermen visit.

A thin slice of beach rings the cove, striking due to its distinctive pink sand. The color comes from the thousands of broken coral pieces and the tiny marine creatures with red and pink shells that live in the nearby reefs. Beyond the sand, the area is jungle-like and overgrown due to lack of visitors.

Below, the incomplete tunnel system originally created by Kumuhea's wurms (with help from the decapodians and the Manaki of the time) is still reasonably intact, other than the tunnel was collapsed to killed Kumuhea. The collapsed area itself was fairly small, as one of the final acts of the wurms Kumuhea had controlled was to pay homage to her before they disappeared deep into the earth. By week 11, that tunnel has been cleared. The main entrance to the tunnels is located near a small village not far away (see "Skati's Right Hand, Kumuhea" in chapter 5).

Inhabitants. Other than the Keawe family and Anson Drah, the only other regular inhabitant is Kumuhea, who travels back and forth between here and the Ruins where Skati is based. By week 11, the small village nearby has already been abandoned.

Variant: Jungle Creatures. If traveling via the jungle, you may have the characters encounter a creature from the **Coveside Jungle Encounters** table.

Coveside Jungle Encounters

d6	Encounter
1	2d6 + 2 flying snakes
2	1d6 + 2 giant crocodiles fighting over a dead flamingo
3	1d4 + 2 shambling mounds
4	2d4 swarms of bats and 1d6 giant spiders
5	1d4 + 2 giant spiders
6	2d6 + 1 apes

HISTORY

Alaula Cove has a long history in the islands, as it's always been a place of unsurpassed beauty and abundance. Before Kumuhea ever took up residence here, it was a frequent stop for Manaki. During the early days of her experiments, when the Manaki and decapodians were working with her, it was teeming with workers and visitors, but this grew less and less as it became obvious the spirits didn't agree with her works. Even during her lifetime it became a forbidden place, but after her death, it was very rarely visited other than by the Keawe family.

IMPORTANT CHARACTERS

ALAMEA KEAWE

Alamea (a **commoner**), Malu's teenage daughter, is a shy but determined girl. Her long, dark hair is worn loose and decorated with flamingo feathers braided in. She wears leather breeches for practicality as she spends a lot of time climbing trees to gather bananas or other plants. Like her mother, the flamingos of the cove trust her and will follow her orders. Unlike her mother, Alamea is practical and realizes something is wrong with Kumuhea. Having no experience with Undead, she has no idea what the problem is, but she enters the tunnels only when absolutely necessary. Though Alamea is learning to read Kumuhea's writings, now she's met the woman her mother has been telling her about since she was a child, she wants to leave the cove for Makolf or another village and live a more normal life.



Alaula Cove

ANSON DRAHL

Anson Drahl retreated to hideout near Alaula Cove once his twin brother, the fearsome Captain Keelhaul was raised from the dead by Skati. He appears much older than his revived twin, with streaks of white running through his long, matted hair. Haunted by his brother's deeds and scared he might be a target for revenge given his involvement in his brother's death, he has mostly stayed in hiding while he tries to figure out his next move. (See "Skati's Left Hand, Captain Keelhaul" in chapter 5 and Keelhaul's entry in chapter 3 for further details on Anson, and chapter 9 for his game statistics)

Given that he's in hiding, Anson has changed to wearing primarily browns and greens to better blend into the jungle, though, for sentimental reasons, he's kept the red frock coat his father gave him. Anson has a hawkish nose and piercing brown eyes.

ROLEPLAYING ANSON DRAHL

Haunted by his family's past as well as his own role in his twin brother's death, Anson is a serious man of few words. He finds it hard to make personal connections and tries to keep people at arm's length. If someone truly befriends him, he'll be loyal to the death.

GM Note: Anson Drahl is potentially a recruitable NPC and can be a valuable addition to the group, as he has sailing knowledge as well as insight into Captain Keelhaul.

KUMUHEA

Kumuhea (see chapter 9) comes to the cove during week 11 to look in on the development of the young wurms and to see if any are ready to become undead wurms. The visit to her old rooms are also an excuse to get away from Skati, who's irritating her with his insinuations about developing a more personal relationship. She's increasingly been using the construction and fortification of the tunnels as a reason to spend time away from the Ruins.

Kumuhea basks in the attention of Malu, and is grateful to have a Manaki who reveres and respects her, but also because Malu wants nothing from Kumuhea except to be in her presence. Kumuhea isn't used to working for any goals but her own.

MALU KEAWE

After Kumuhea's untimely death, nearly all Manaki disavowed her and her teachings except for the Keawe family. Knowledge of Kumuhea's writings were passed down from daughter to daughter, with the most recent devotee being Malu. Malu is a middle-aged woman (a **cult fanatic**) and likely the only Manaki who knows how to read the words of Kumuhea. Malu's gray-streaked hair is chopped short. She carries a bone-handled ceremonial dagger and wears multilayered brown-and-beige shift dresses, with each layer having multiple

pockets filled with useful herbs and components, and a belt with flamingo feathers dangling from it.

Shunned by other Manaki, Malu and her daughter live simply off what they can find at the cove. Now Kumuhea has taken up residence in the tunnels once again, Malu has been trying to serve her. She is in complete denial that Kumuhea is Undead and mention of anything Malu considers slanderous against Kumuhea may prompt her to attack.

HOW DID WE GET HERE? (WEEK 11)

The party could have heard about the Cove or its inhabitants in a number of ways:

- Speaking with Larry Baker in Keyport. If the party doesn't seek him out, Larry approaches them after they finish their encounter with Keelhaul, stating that someone there might be looking for them
- Speaking with Iolana, Ahonui, or Kimo in Kauhale. Iolana has heard that Anson Drahl is hiding here, but Kimo and Ahonui know more about Kumuhea's repair of the tunnels
- Hearing from one of the hags of Turntail Swamp that Anson Drahl, who's known to frequent the Cove, has his fate tied to Captain Keelhaul's

Their motives for coming could include tracking down Anson Drahl to gain an advantage over Captain Keelhaul, or to stop Kumuhea from building an undead worm army to help Skati.

If the party approach from the water, read the following:

The calm waters of the cove are clear all the way to the bottom, revealing darting schools of fish. A sandy pink beach lies ahead. The only sound is the lapping of the waves and the occasional honking cry of one of the flamingos wading in the shallows. Thick jungle lies just beyond the pristine beach. You spot a few footsteps on the beach leading into the jungle.

If the party approach from the jungle, read the following:

The foliage is quite thick, though you hear the lapping of waves as you near what must be the cove. Periodically, you catch glimpses of shimmering pink sand through the trees.

As the characters alight on the beach, $4d6 + 5$ **flamingos** and a **flamingo shrimplord** (see chapter 9) begin screeching an alarm and rush to attack. After 2 rounds, Malu appears at the edge of the jungle. The characters can convince her to call off any remaining flamingos with a successful DC 16 Charisma (Persuasion) check.

LOCATIONS

ANSON'S HIDEOUT

Anson Drahl's bolthole is a concealed treehouse located in the jungle surrounding the cove. He used to visit other locations more frequently before the Undead joined the Isles, as he was near Keyport when Keelhaul was retrieved. Worried his twin brother is after him, he's spent many of the weeks since Keelhaul's revival fortifying this location and gathering supplies.

The treehouse is a simple, camouflaged wooden platform built 25 feet up a tree. Iron spike handholds have been hammered into the trunk, but a rope ladder on the platform can also be lowered (and raised again using a vine pulley system). The platform contains a few crates of supplies, a bedroll, a flagon of grak, an ornately carved box containing 1d8 precious gems (worth 75 gp each), and some Drahl family heirlooms. The most notable heirloom being a small miniature painting of the twin brothers in happier days.

If the party spot Anson's hideout themselves, are lead to it by Alamea, or if they specifically search the jungle for it and make a successful DC 15 Intelligence (Investigation) or Wisdom (Survival) check, they can approach his treehouse, beginning from at least 50 feet away.

You spot a flash of red among the trees and, peering closer, see the anomalous sight of a wooden platform, mostly concealed by leaves, built into a large tree. From your vantage point, you can't tell if the treehouse is occupied or in use.

Three layers of traps protect the treehouse and provide warning to any occupant of the treehouse that someone's coming.

Dart Trap (40 Feet Out). A successful DC 18 Wisdom (Perception) check reveals a trip wire perimeter 40 feet out from the base tree. The trip wire can be disabled with a successful DC 15 Dexterity check using thieves' tools. A creature that triggers the trap must succeed on a DC 20 Dexterity saving throw or be hit by 1d4 + 2 darts that deal 2 (1d4) piercing damage.

Net Trap (30 Feet Out). An identical trip wire is also set up 30 feet outside the hideout. If triggered, a bell rings as a reinforced, 15-foot-square fishing net is released on the offending character. Creatures in the area must succeed on a DC 20 Dexterity saving throw or be knocked prone, trapped under the net, and restrained. The net has AC 12, 25 hit points, and vulnerability to fire damage. Dealing 5 or more slashing damage to the net destroys a 5-foot-square section of it, freeing any creature trapped in that section.

Alerted by the bell, if Anson hasn't met the characters yet, he fires (from three-quarters cover) on anyone trapped in the net with his heavy crossbow. If he does recognize any of them, he watches silently, trying to determine their purpose as he's unsure of their ties to his brother.

Pit Trap. A pit trap is located directly in front of the handholds to climb the tree, hidden under sailcloth camouflaged with dirt and leaves. The sailcloth collapses under 100 pounds or more of weight. A creature that stumbles across the pit must succeed on a DC 15 Dexterity saving throw or fall 20 feet and take 7 (2d6) bludgeoning damage. Characters who for traps can spot the covered pit a narrow safe edge (1 foot wide) that can be used to approach the tree with a successful DC 15 Wisdom (Perception) check. A creature attempting to skirt the pit must make a successful DC 10 Dexterity (Acrobatics) check not to fall in.

Treehouse. At the base of the treehouse, the party can either climb using the handholds or the ladder—if a character lowers it from the platform. (The ladder drops down in front of the pit, so characters don't need to use the ledge.) If the party didn't set off any the traps, they find **Anson Drahl** (see chapter 9) taking a nap on the platform, unaware of their approach. If any of the traps were set off, and Anson doesn't recognize any of the characters, he attacks. If he recognizes anyone, he calls down a challenge.

WHAT ANSON DRAHL KNOWS

If the characters convince Anson to talk with a successful DC 16 Charisma (Intimidation or Persuasion) check, they can learn the following useful information:

- Anson picked up supplies in Keyport recently and has heard the lighthouse is in desperate need of oil and assistance or the lights will go out. If the lights go out, boat-based travel around the Isles will be in danger.
- Keelhaul is especially fond of whiskey and his favorite is Captain Jack's.
- Keelhaul has a tell—he blinks rapidly whenever he's about to attack.
- Drue was Keelhaul's first and only love, but she died young. Their song was *By the Light of the Silvery Moon* and hearing it always makes Keelhaul cry.
- Keelhaul has an irrational fear of dogs, and actively avoids them.
- The figureheads on the *Bloody Twins*, Keelhaul's ship, contain powerful magic embedded in their hearts.

If Keelhaul has already been defeated, Anson Drahl is relieved but also saddened by the news and pledges to return to Keyport or Makolf to help with the protection and rebuilding efforts. He can also be recruited to the party, depending on his relationship with them.



Malu
Keawe

MALU'S HUT

Nestled among the jungle greenery is a small clearing containing a small hut decorated with flamingo feather and flower garlands hanging over the door and windows. Fluttering scraps of cloth full of writing are nailed around the hut. A small garden plot lies next to the house with a few well-cared-for plants, mostly herbs.

Malu and her teenage daughter Alamea live in a small hut not far off the beach. The hut is decorated with the writings of Kumuhea painstakingly copied from inside the tunnels (see “Skati’s Right Hand, Kumuhea” in chapter 5). Flamingo feathers are fashioned into decorative headers over the door and windows.

The hut has only two rooms: a 20-foot-by-15-foot living area containing shelves, a table and two chairs, and a woven hammock, and a small 10-foot-square bedroom with an additional bed. An outdoor oven is located 10 feet away from the hut, featuring a couple of roughhewn benches to one side. An outhouse is located 40 feet away, surrounded by jungle. Inside the hut, supplies include a quarterstaff, a dagger, four clay jugs of rainwater, herbs hanging to dry, and seven days’ rations.

If the party previously freed Kumuhea, Malu might recognize them from her mistress’s description of them. She asks the party what they’re doing in the cove. If they speak kindly of Kumuhea or helped free her, Malu is very helpful and talkative. However, if they speak ill of Kumuhea, she attacks them. Optionally, if any of her trained flamingos are nearby, they also join in the attack.

MALU’S DAUGHTER

Malu’s daughter Alamea asks to speak to the characters privately, or approaches them without her mother (at their camp, if they have one) at least one day after they arrive in the cove. She tells them she is concerned that an “intense, dangerous-looking man” has taken up living nearby and seems to be fortifying a treehouse for a long stay. She asks that the party investigate whether or not he’s a threat and to ask him to please stop eating the flamingos. She directs the party to a nearby spot in the jungle (see “Anson’s Hideout,” above).

WHAT MALU KNOWS

If the characters parley with Malu, or coerce her into talking with a successful DC 16 Charisma (Intimidation) check, they can learn the following useful information:

- Malu isn’t sure why the wise decapodians, who helped with the tunnels before, haven’t returned to help her mistress now. She mentions that she’s heard Kumuhea talking about Chitoni to her wurms recently and that there are “plans in place.” She’s unsure what that means, but it sounded as if something might be happening in Chitoni soon.
- Now Kumuhea has returned, a new crop of wurms is growing in the Wurmary, but Malu is worried as they seem voracious and fast-growing.
- The wurms go wild over live food, especially flamingo.
- Unlike the knowledge that’s been accurately passed down to her, Kumuhea isn’t as beautiful as reported and, to be honest, smells a bit. That may be why she takes a lot of baths. In fact, she has Malu or her daughter draw her up a bath every day.
- The tunnels below are dark, some of them in absolute darkness. They scare her a bit, but she still travels them when requested to by Kumuhea.
- The main entrance is trapped, but the back entrance is open, so long as you can find it. Malu, of course, knows where it is.
- Malu hopes to visit the Glowing Caves someday so that she can see Kumuhea’s secret library in person, but she’s a little scared to travel that tunnel by herself as it’s dangerous with fey overgrowth. She knows the location of Kumuhea’s Entrance (see “The Glowing Caves”) and can share it.

BACK ENTRANCE TO THE TUNNELS

Thick foliage approximately 60 feet away from Malu’s hut hides a back entrance to Kumuhea’s tunnel network, but can be found with a successful DC 16 Intelligence (Investigation) or Wisdom (Perception) check or with help from Malu or her daughter Alamea.

THE JUNCTION

The Junction is where all Kumuhea's tunnels, finished or incomplete, converge. It's the first room you come to when entering the tunnel system via either the Back Entrance or the Main Entrance (located near the now-abandoned village of Eikheim).

If this is the characters' first time in the tunnels, read the following:

This round room is well-lit by torches on the walls. The floor is decorated with carved pictures and words embedded into the floor and filled in with a reddish clay that stands out against the pale sand. Openings to tunnels lie in every direction.

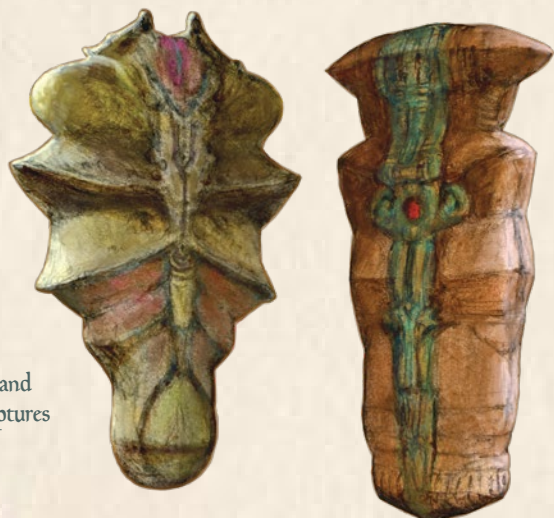
If the characters previously entered the tunnel system via the Main Entrance to retrieve Kumuhea, read the following text instead:

The air in the tunnels has changed since you were here last, with exploration uncovering noticeable differences. The junction is now well lit and has been cleaned up. At least one entirely new tunnel entrance is visible, but many of the old ones look partially cleared and potentially traversable.

The room is like the center of a wagon wheel, with the tunnels radiating out like spokes. The floor is decorated with Kumuhea's writing which can be deciphered over the course of 10 minutes with a successful DC 20 Intelligence check or by using translation magic (reduced to DC 12 if the characters have learned some of the language from Kumuhea or Malu). If Malu is with them, she is able to read the writings and can also provide information on where the tunnels lead.

Anyone who inspects the Junction and makes a successful DC 14 Intelligence (Investigation) check notices that one tunnel, marked "Egomaniac, Follow for Good Water and Booze" (The Ruins, SpringBog), has been added recently and is written in a different hand, and that the one marked "Good for Shrooms" is the oldest.

The writings provide labels to the tunnels, which are otherwise not marked. Four lit torches are attached to the walls, one in each of the cardinal directions.



Island Sculptures

Junction Signage

Label	Destination
<i>Good for Shrooms</i> (Includes two faded squiggly lines below the text)	Glowing Caves
<i>Front Door</i>	Main Entrance, Kadaur (see "Skati's Right Hand, Kumuhea" in chapter 5)
<i>Crabby Critters</i>	Chitoni
<i>Big Fellow, Bring Treats</i> (includes a drawing of a dragon)	King's Tomb
<i>My Strange Friend</i>	Isle of the Watching Woman
<i>My Babies</i> (includes squiggly lines that look like worms)	Wurmery
<i>My Special Place</i>	Kumuhea's Rooms
<i>Argumentative Old Biddies</i>	Turntail Swamp
<i>Quick Exit</i>	Back Entrance
<i>Egomaniac, Follow for Good Water and Booze</i>	The Ruins, then SpringBog

THE TUNNELS

Much of Kumuhea's tunneling works were never completed before her death. A couple of tunnels were finished, some were nearly complete, and others barely started. The following is a description of the state of each tunnel and when it's traversable during the campaign.

Collapsing Tunnels. When traveling in the tunnels below, there's a chance of falling debris or catastrophic collapse. On a roll of 1 for those tunnels on the appropriate encounter table, debris falls and each creature in the party's section of the tunnel must succeed on a DC 16 Dexterity saving throw or take 9 (2d8) bludgeoning damage. In addition, if a tunnel runs underwater and you roll three collapses during one trek, a hole appears in the tunnel and water begins to pour in. Alternatively, keep track of every collapse over the course of each journey, making collapses likelier.

Any creature within 40 feet of the hole must make a DC 18 Strength or Dexterity saving throw. On a failed save, it takes 13 (3d8) bludgeoning damage, and is knocked prone and washed down to its original starting point. If a creature succeeds on the saving throw, it can then shore up the tunnel with a successful DC 15 Survival (Wisdom) check. Alternatively, they could collapse that segment of the tunnel to keep it from flooding further with a successful DC 18 Strength (Athletics) check. Creatures more than 40 feet from the breach can make a run for it with a successful DC 14 Strength (Athletics) check.

If a tunnel suffers a breach and isn't shored up or purposefully collapsed, it completely floods up to the Junction, which has a magical barrier preventing the collapse from affecting other tunnels. At that point, the tunnel would need to be recleared and fortified by Kumuhea's worms, which takes two weeks if the collapse happens during a week where Kumuhea is

still active. If Kumuheha has been defeated, the tunnel remains flooded unless the characters can command a worm to clear it.

Important Note: The encounter tables below are scaled for week 11 (and parties of mostly 11th-level characters). If the characters travel the tunnels in other weeks, adjust accordingly or use monsters appropriate for the environment.

TUNNEL TO CHITONI

Accessible from week 1

This tunnel was originally dug in a joint effort between the decapodians and Kumuheha's wurms. Even after Kumuheha's death, Old Shell has used the tunnel and so it's been kept clear and is in good condition. Phosphorescent mushrooms and lichen provide dim light. If characters have previously visited Chitoni, encounters with mant-i patrols begin in a neutral or positive state depending on their previous actions.

If the characters travel the full length of this tunnel, roll on the following table three times.

Chitoni Tunnel Encounters

d6	Encounter
1	A patrol consisting of a mant-i basher and a mant-i striker (see chapter 9).
2	You stumble into a patch of powerful wild magic. Spellcasters must roll on the Raw Magic Effects table using the current week's die.
3	You come across 1d4 + 1 sunken sailors (see chapter 9) headed toward Chitoni.
4	You come upon an adult 'ula'ula reciting bad poetry to himself.
5	You run into a small group of Undead headed toward Chitoni. Use 1d4 zombies and an Undead whose CR is equal to or close to the party's average level.
6	Weeks 1 to 5: You come upon a strange old gnome, who takes one look at you, declares "I haven't got time for you right now!," and disappears in a blink. You aren't sure where they went. Weeks 6 to 9: You find a terrified and lost Ikolf commoner who, if engaged in conversation, shares that they were being forced to work in the Ruins for Skati, but managed to escape. They babble on about the dead walking among the living. Weeks 10 to 12: You find a terrified Ikolf commoner who has escaped from the Ruins. They're trying to find their way to Chitoni to warn them that an Undead force is heading their way (Week 12). Weeks 13 to 20: You run into 1d4 + 2 wounded mant-i strikers (see chapter 9) with only 45 hit points.

TUNNEL TO THE GLOWING CAVES

Accessible from week 1

This was one of the original tunnels after Kumuheha's experiments with wurms in the Glowing Caves. However, it fell into disrepair after her death, partly due to the fey influence from the Glowing Caves. This tunnel lies in total darkness other than irregular patches of dim light from unidentifiable phosphorescence resulting from fey overgrowth. Since Kumuheha's rise, the tunnel has been left unused and unworked on. However, if Kumuheha is alive after week 11 and the characters encounter her in the Ruins in week 14, she may request that they travel to the Glowing Caves for her.

If the characters travel the full length of this tunnel, roll on the following table three times.

Glowing Caves Tunnel Encounters

d6	Encounter
1	The tunnel suffers a collapse (see "Collapsing Tunnels," above).
2	You enter the next section of the tunnel and it's as if you're walking in a woodland clearing, complete with trees, a gentle breeze, and wildflowers. (As the <i>hallucinatory terrain</i> spell; a successful DC 12 Intelligence (Investigation) check reveals the illusion.)
3	A pack of 1d10 + 2 blink dogs lope into view, followed by a night hag .
4	The party are affected by a <i>hypnotic pattern</i> spell (spell save DC 12).
5	1d4 earth elementals plod slowly ahead of you.
6	1d4 sprites pestering an annoyed clay golem .



TUNNEL TO KING'S TOMB

*Accessible from week 1
(using the Chitoni bypass) or from week 5*

This tunnel was originally dug in a joint effort between the decapodians and Kumuhea's wurms. After Kumuhea's death, Old Shell built a bypass from the Chitoni tunnel to the King's Tomb tunnel so he could visit the island easily. After Kumuhea's rising, the full tunnel was cleared again and all rubble from the tunnel collapse cleared away by week 5. Phosphorescent mushrooms and lichen provide dim light. A shrine has been erected at the spot where Kumuhea died by Malu and an offering bowl lies upon it filled with fruit.

If the characters travel the full length of this tunnel, roll on the following table twice.

King's Tomb Tunnel Encounters

d6	Encounter
1	Two undead wurms (see chapter 9).
2	Malu (or her daughter Alamea, if Malu is traveling with the party) bringing a fresh bowl of fruit to the shrine.
3	An ornately carved chess piece half-buried in the tunnel floor. (Either Old Shell or Quing will recognize the piece and would appreciate its return.)
4	1d6 + 1 roaming saber-toothed tigers —with Intelligence scores of 6 (–2) and Wisdom scores of 16 (+3)—that haven't eaten since they entered the tunnel the previous day.
5	You stumble into a patch of powerful wild magic. All spellcasters must roll on the Raw Magic Effects table using a d20 (regardless of the week's die size).
6	You hear arguing ahead. Two spirit naga are having a heated discussion in Abyssal about which one is wiser.



Dusted Ancient

TUNNEL TO THE RUINS

Accessible from week 6

This tunnel, connecting her home base of Alaula Cove to Skati's encampment in the Ruins, is the first tunnel that Kumuhea works on once she's resurrected. Completed quickly, it's rough in appearance but, due to the amount of worm travel, is in good repair. Torches provide dim light in most tunnel sections.

If the characters travel the full length of this tunnel, roll on the following table twice.

Tunnel to the Ruins Encounters

d6	Encounter
1	An undead wurm (see chapter 9).
2	1d4 + 1 wraiths float toward you.
3	1d4 + 1 dusted ancients (see chapter 9) walk silently toward you.
4	In a 20-foot-cube section of the tunnel completely covered in thick, sticky spider webs, you come across 1d10 + 2 giant spiders . The web-filled area is difficult terrain. A creature that enters the webbed area or starts its turn there must succeed on a DC 12 Dexterity saving throw or be restrained by the webs. A restrained creature can use its action to escape, doing so with a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check. Each 10-foot-cube section of webbed tunnel has AC 10, 15 hit points, vulnerability to fire damage, and immunity to bludgeoning, piercing, and psychic damage.
5	1d4 sunken sailors (see chapter 9) pushing a zombie .
6	You come upon a dark section of tunnel where the torches have blown out and stumble into 1d6 + 1 lost Manaki commoners who have escaped the Ruins. They have no supplies and have lost all sense of direction.

TUNNEL FROM THE RUINS TO SPRINGBOG

Accessible from week 8

After the tunnel to the Ruins was completed, the tunnel was extended all the way to SpringBog in the hopes of finding access to the freshwater vent. Completed in a hurry, the tunnel walls are loose and crumbly. Unlit torches are placed at irregular intervals, leaving the tunnel in darkness.

If the characters travel the full length of this tunnel, roll on the following table six times.

Ruins to SpringBog Tunnel Encounters

d6	Encounter
1	The tunnel suffers a collapse (see "Collapsing Tunnels," above).
2	1d4 + 1 ecliptic shockers and 1d4 + 1 ecliptic anglers clog the tunnel ahead (see chapter 9 for both creatures).
3	You stumble across 1d10 + 2 lost mirescale villagers (see chapter 9) who have been wandering in the tunnels since SpringBog sunk, having accidentally found the entrance.
4	You step on something squishy and discover a leather flagon full of sweet-smelling alcohol. (It contains 1d4 + 1 servings of <i>moondew</i> ; see chapter 8)
5	An undead wurm (see chapter 9).
6	A lesser ecliptic hunter (see chapter 9) completely blocks the tunnel ahead, wiggling toward you.

TUNNEL TO THE ISLE OF THE WATCHING WOMAN

Accessible from week 9

This tunnel was started by Kumuhea many years ago, but was only half completed. Characters who follow the tunnel before Week 9 come to an abrupt dead end. The completion work was rushed and the tunnel walls are rough and unfinished. The tunnel is in darkness, though empty sconces have been installed at regular intervals.

If the characters travel the full length of this tunnel, roll on the following table four times.

Tunnel Encounters

d6	Encounter
1	The tunnel suffers a collapse (see "Collapsing Tunnels").
2	Incongruously, find two nesting dodo birds (see chapter 9).
3	You stumble into 2d4 + 1 young wurms (see chapter 9).
4	1d4 cloakers lie in wait.
5	Two undead wurms (see chapter 9).
6	You enter a 10-foot-cube section of tunnel that feels colder than the rest of the tunnel, but nothing otherwise distinguishes it. The party must succeed on a DC 12 Wisdom saving throw or be affected by the <i>compulsion</i> spell. A compelled creature must use as much of its movement as possible to go back the way it came. Casting <i>dispel magic</i> on the 10-foot-cube of tunnel can counteract the effect (treat as a 4th-level spell).

TUNNEL TO TURNTAIL SWAMP

Accessible from week 10

This tunnel was started by Kumuhea many years ago, but was only half completed. Characters who follow the tunnel before Week 10 come to an abrupt dead end. The completion work was rushed and the tunnel walls are rough and unfinished. The tunnel is in darkness.

If the characters travel the full length of this tunnel, roll on the following table four times.

Turntail Swamp Tunnel Encounters

d6	Encounter
1	The tunnel suffers a collapse (see "Collapsing Tunnels," above).
2	A 15-foot patch of weird mold fills the tunnel ahead. If touched, the mold ejects a cloud of floating spores that fills a 10-foot cube originating from the mold. Any creature in the area must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage and be poisoned for 1 minute. While poisoned, the creature takes 5 (1d10) poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Sunlight, radiant damage, or fire damage instantly destroys a 5-foot patch of mold.
3	You stub your toe on a bag containing 1d8 + 1 uncut diamonds worth 100 gp each.
4	An undead worm (see chapter 9).
5	1d6 + 1 black puddings block your way.
6	A purple worm .

KUMUHEA'S ROOMS

Accessible from week 11

A short, 15-foot tunnel connects Kumuhea's private rooms with the Junction. The round wooden door at the entrance is locked, but can be unlocked with a successful DC 12 Dexterity check using thieves' tools. The door can also be forced open with a successful DC 22 Strength check. The door opens into the living area.

Though musty, dusty, and possessed of an unused, earthy smell, the room is surprisingly cozy. Strange paintings of wurms engaged in everyday activities cover the walls. On one side are piles of wooden crates and a crocheted blanket lies across a chaise lounge. There are two doors. One door is slightly ajar and you can see a bedroom, apparently unoccupied. The other is closed, but from behind it, you can hear splashing water and off-key singing.

Bathroom. Contains a toilet, a bathtub, and a wash basin with a shelf full of lotions and perfumes.

Bedroom. The door to the bedroom is ajar and it contains a Manaki-style bed, a chest containing clothing, much of which is obviously old and ready to fall apart, a bookshelf full of journals with Kumuhea's writings, a carved chess set, and a soapstone statue worth 150 gp.

Living Room. Contains a comfortable, though dusty, chaise longue, a table and chairs, and 1d4 + 1 crates full of random objects found while digging the tunnels. If the party searches the crates, roll on the **Crate Contents** table below.

Decorations. The rooms' walls are decorated with fanciful images of anthropomorphic wurms partaking in day-to-day activities.

Secret Passage. Characters who have a passive Wisdom (Perception) score of 15 or higher, or characters who search the walls and make a successful DC 10 Wisdom (Perception) check, spot a secret passage between the Wurmery and Kumuhea's rooms. The door to the secret passage is unlocked and opens silently on well-oiled hinges. The passage is 40 feet long and unlit.

Crate Contents

d10	Contents
1	2d8 assorted gemstones worth 100 gp each
2	1d4 <i>potions of supreme healing</i>
3	<i>Scroll of protection from elementals</i>
4	<i>Folding boat</i>
5	<i>Handy haversack</i>
6	<i>Immovable rod</i>
7	<i>Lantern of revealing</i>
8	<i>Necklace of adaptation</i>
9	<i>Oil of sharpness</i>
10	A statuette of a lute-playing tiefling worth 200 gp

The Tiger in Her Den. When the characters enter Kumuhea's rooms, **Kumuhea** (see chapter 9) is singing in the bath and may not be aware of their intrusion. If the characters enter the bedroom, they come face to face with two **undead wurms** (see chapter 9) that attack, making enough noise that an angry Kumuhea hears the commotion and storms out the bathroom wrapped in a towel. If the characters open the door to the bathroom while Kumuhea is still taking a bath, she is surprised, outraged, and hostile.

If the characters delay in the living area for at least 10 minutes, Kumuhea finishes her bath and enters the room fully dressed. If the characters rescued her previously, she greets them somewhat warmly, though with curiosity as to why they've broken into her private rooms. Kumuhea won't attack unless attacked first or the characters make it clear they're here to harm her. If the party didn't rescue Kalaiwehiwa during chapter 5, and she doesn't know them from any other location, she immediately attacks, joined by the two undead wurms in the adjoining bedroom.

If combat breaks out with Kumuhea, and Malu is within earshot (or at the GM's discretion), Malu (a **cult fanatic**) joins the fight. If the wurms in the Wurmery weren't previously defeated, after 4 rounds of combat, the **undead worm** from that location, alerted by tremors in the ground, bursts in via the secret passage and joins the fight. If the GM feels the fight is going too easily, the **young wurms** (see chapter 9) can also join the fight 1 round later.

If Kumuhea feels the fight is going against her, she attempts to escape via the secret passage, then on through the Wurmery (scooping up any surviving egg sacs), the Junction, and the tunnel to the Ruins. She then makes her way to Skati's side.

If the characters defeat Kumuhea, but cultivated a positive relationship with her beforehand (or convinced her Skati's way is the wrong way), with her last words she bestows upon them the *wurm bracelet* (see chapter 8) and tells them it'll allow them to exert control when activated over any of her wurms that are still around, including the Undead ones she's already turned over to Skati. The *wurm bracelet*, if not given willingly by Kumuhea, crumbles into dust if touched.

If no such relationship existed, once they defeat her, read the following read out when the characters exit the tunnels:

As you leave the tunnels, a flock of flamingos and other sea birds rise into the air, almost as if the entire cove has let out a breath of air at the passing of evil. A feather token falls gently in front of your feet. The feather token is a swan boat, however it is in the shape of a flamingo shrimplord.

Important Note: If the characters don't burn Kumuhea's body and otherwise leave it relatively intact, 1 day later, ecliptic visit the cove and take her body (and any others they find) to the Black Atoll to be reborn as part of an ecliptic articulata.

WURMERY

Accessible from week 11

Now Kumuhea is risen, the Wurmery is where she's cultivating new, fast-maturing wurms and creating undead wurms under Skati's direction (but also for her own purposes). An unlit, 60-foot-long tunnel connects the Wurmery to the Junction. The Wurmery is a 45-foot-long, 35-foot-wide ovoid room. The walls and floor are hard packed due to the comings and goings of wurms. The wurmery is far enough away from any outside entrance that it's in total darkness (which is how the wurms prefer it).

A damp, rotting smell assails you as you enter the chamber. Unidentifiable corpses are being feasted upon by fat, young wurms so full that their skin is stretched taut. Slick, mucus-covered cocoon sacs lie around the room, some of which are twitching. A single large undead worm makes a slow circuit of the room, as if on patrol.

The remains of a few unidentifiable corpses litter the room, surrounded by 1d6 + 1 **young wurms** feeding on them. Here and there on the floor are a dozen mucus-covered cocoons full of worm eggs, some of which are ready to hatch at any moment. A single **undead worm** writhes on the ground, watching over the young. Ensnared on the walls are 1d6 unlit torches, including one either side of the entrance. See chapter 9 for all of the worm's statistics.

If the characters enter the Wurmery and aren't accompanied by Kumuhea or Malu, the undead worm and the young wurms immediately attack. After 3 rounds, 1d4 + 1 of the worm sacs rupture and newly hatched **young wurms** join in the attack. If the characters brought along a live flamingo, all the wurms instead go after the bird and won't attack the characters except in self-defense. It takes the wurms 1d6 turns to kill and devour the flamingo.

Characters who have a passive Wisdom (Perception) score of 15 or higher, or characters who search the walls and make a successful DC 10 Wisdom (Perception) check, spot a secret passage between the Wurmery and Kumuhea's rooms. The door to the secret passage is unlocked and opens silently on well-oiled hinges. The passage is 40 feet long and unlit.

If the characters inspect the corpses in the room, they find a gold earring set with a tiny ruby worth 30 gp, a set of thieves' tools, and a pouch containing 1d8 pearls worth 100 gp each.

Wurm Eggs





CHITONI

At first glance, Chitoni is an inhospitable, uninhabited outcropping of land that could barely be labeled an island at all. The rocky surface is dangerously pockmarked with small pools of seawater and dank holes that vary in size from just large enough to stub your toe to ones large enough to swallow a dragon whole. The only vegetation visible are clumps of floating seaweed and small amounts of sea grass. But, upon closer examination, the shallow pools are teeming with sea life and hints of antennae peek out from crevices, waving gracefully. The surface, however, is only a fraction of Chitoni. Like an iceberg, what lies below is far larger and important. Inside the island is where the decapodians live; approximately a hundred decapodians live in Chitoni, with 40 percent being ‘ula’ula and the rest mant-i.

HISTORY

Before the arrival of the decapodians, Chitoni was a barren, desolate spot where the only life was in the tidepools on the surface. Once Old Shell awakened and took up residence, it changed, the very island humming with new life. As he grew, so did the island. At times, it was almost as if time on Chitoni ran at a different pace than in the rest of the Isles. While the Manaki and the mirescales slowly progressed, the ‘ula’ula and the mant-i made great strides in the arts and in warfare. As the decapodians grew and learned, the tunnels underneath Chitoni spread and grew with them.

IMPORTANT NPCs

CHARAKTU

The military leader of the mant-i, Charaktu, is a **mant-i basher** (see chapter 9). His coloring is particularly flamboyant, blending from red-orange to purple-pink and intricate tattoos cover his entire torso. His expression never varies from grim determination, no matter the task. His only known weaknesses are grak and his partner Scarracks (see below), who he admires greatly for both her fighting prowess and her way with words. When faced with battle, Charaktu never backs down.

If Scarracks is recruited by the party and harm befalls her, Charaktu challenges anyone he deems responsible to a battle in the Pit.



Charaktu

GIGAS

Gigas (see chapter 9) is a giant oyster who’s over 100 years old and resides in the Oyster Bed. Originally an ordinary oyster, which normally only live up to 20 years, Gigas became sentient—and grouchy—around the age of 10. Some wonder if Old Shell’s frequent visits to the Oyster Bed (and his habit of talking to the oysters) had something to do with Gigas’s awakening. Gigas’s greatest pride is a pearl he’s been developing for ages (previous pearls having been gifted to the merfolk of the lagoon and Quing’s daughter), whose great size causes him to mumble when he speaks.

GM Note: If the party doesn’t visit in Week 12 to battle the Undead in Chitoni, or if they’re unsuccessful in saving the island at that time, Gigas escapes before the island is swallowed by the thermal vent, and slowly makes his way to Lifebearer Lagoon, arriving in Week 14. See The Pearl quest for additional details about Gigas and his pearl.

ROLEPLAYING GIGAS

Gigas is extremely touchy and doesn’t like being disturbed for any reason. Gigas is obsessed with crafting the perfect pearl, however, and responds positively to flattery. As a very large filter feeder, he’s also fond of trying new and unusual foods (like items from the Glowing Caves), especially if he thinks it’ll help him in constructing the pearl.

HAMHAND THE RED

Hamhand (an **adult 'ula'ula**; see chapter 9) carries a specially adapted +2 *warhammer* that he uses for forging and as a weapon. His coloring is deep red, perhaps due to his work in conditions of extreme heat. Hamhand speaks very loudly as he's hard of hearing. Hamhand's unusual name came from a mirescale traveller who remarked upon his heavy fist, grown even larger than a normal decapodian's due to his crafting work over the thermal vent.

KRINSSK

Krinssk (an **adult 'ula'ula**; see chapter 9) is an artist of some renown in the Isles. Through many hours of practice, she has fine-tuned her skills to the point that she can create amazingly detailed mosaics, paint delicately rendered pictures, and create tattoos that rival any other tattoo artist's. Her favorite client is Charaktu, partly because he has a high pain threshold and never complains. Krinssk carries a supply of ink and her tattooing skewer everywhere, as well as a special container for her paints and a component pouch with a random selection of 1d6 + 1 items from the **Tattoo Materials table** in chapter 8. Her carapace ranges from a muddy yellow to deep orange.

She's very interested in practicing her tattoo artistry on non-decapodians, as working on flesh provides a different experience than working on carapace. If a character has a tattoo already, she attempts to engage them in conversation about it.

OLD SHELL

Old Shell (see chapter 9) is the half-immortal spirit of Chitoni and the original decapodian. If he dies, Chitoni sinks and is swallowed up by the thermal vent beneath the island. Being the oldest decapodian, he's also the largest at over 14 feet tall when fully extended, and has an aura of stillness about him. This may be partly due to his coloration—Old Shell is the rarest of the rare, a white decapodian with a carapace that shines like a radiant pearl. He greatly enjoys playing board games, especially chess.

Many decapodians are deep, introspective thinkers and Old Shell is no exception. He particularly ponders over how and where the people of the Isles have gone wrong in the past and what the future may hold. His particular philosophy is that even the smallest of kindnesses can have a lasting ripple effect and that everyone, no matter how important or insignificant, can make a difference in the fate of the Isles. After all, he himself was once an unimportant, if strangely colored, baby lobster burrowing in the shifting sands of the lagoon until stray raw magic began the evolution that turned him into what he is today.

Old Shell spent a good many years all alone, dwelling on his own thoughts, until he grew large enough and his innate magic began to change Chitoni around him. Still, it was years before a decapodian society truly evolved. That long period of extended loneliness was what drew him to Kumuhea and her plans to connect the islands, though he now regrets not tempering her action with caution.

Before Skati's arrival, Old Shell left Chitoni on a regular basis, mostly to visit King's Island (King's Tomb) and the Isle of the Watching Woman to visit his friends Quing and the Watching Woman. In recent years, however, he seldom leaves his cave except to visit the Oyster Bed for a stroll and to chat with Gigas.

GM Note: See the *Speak to the Old One* quest for additional information on Old Shell, what he knows, and how he might direct the party.

ROLEPLAYING OLD SHELL

Old Shell greatly values politeness, sincerity, and service. He speaks slowly, sometimes pausing at inappropriate times, almost as if he doesn't grasp how punctuation works.

SCARRACKS

Scarracks (a **mant-i striker**; see chapter 9) is known for her almost dancing moves in combat situations. Unlike many mant-i, she spent a great deal of her younger years in close friendship with some 'ula'ula (including Krinssk) and studied the words of famous decapodian poets. This has given her a more flowery conversation style than her mant-i compatriots. Her coloring ranges from turquoise to emerald green, with almost golden highlights around the edges. Also unlike her mant-i brethren, Scarracks has a strong desire to travel the world outside Chitoni. If engaged in conversation, she asks numerous questions about the Isles and is a recruitable NPC.

TTACKTTSKA

Ttackttksa (an **adult 'ula'ula**; see chapter 9) is the Keeper of the Pool and a frequent visitor to the Glowing Caves to collect the necessary components to keep the pool in good order. His carapace is a brilliant shade of blue, an extremely rare trait that has earned him some degree of prestige among common 'Ula'Ula. He prefers not to fight and always attempts to talk himself out of any trouble before resorting to violence. He wears a merfolk-made woven seaweed tabard and is one of the more well-traveled decapodians. Ttackttksa is especially fond of decapodian poetry and responds well to even the poorest attempt at poetry.



Ttackttksa

HOW DID WE GET HERE? (WEEK 6)

The party could have heard about Chitoni and Old Shell in particular from the blacksmith in Makolf, the Manaki storyteller Keawe, or Larry in Keyport. Their motives for coming could include speaking to Old Shell to gain important knowledge, to obtain special weapons or armor, and for general advice.

The stark sight of the rocky surface of Chitoni is unwelcoming. Apparently barren, it looks to be nothing more than rocks and tide pools, though a number of possible tunnel entrances are visible.

HOW DID WE GET HERE? (WEEK 12)

The party could have heard about something about to happen in Chitoni by speaking to Malu or Kumuhea in Alaula Cove, using the *event compass* (see chapter 8), or by talking to any of the wishmasters in the Wishmaster's Conclave. Their motives for coming will most likely be to save Chitoni and the decapodians from probable annihilation, reducing the size of Skati's Undead army, and/or recruiting allies in the upcoming fight for the Isles.

GM Note: The decapodian molting occurs during Week 12. During that time, all NPC decapodians' movement speeds are halved and their AC is reduced to 14, making them extremely vulnerable. Skati was made aware of this while researching Kumuhea's old writings, and has sent his Undead to remove them as a threat from the Isles.

Unless otherwise noted, locations described for Week 6 remain unchanged except for a chance of combat encounters (see the Life Is for the Living quest).

If approaching Chitoni from the water, read the following:

The rocky surface of Chitoni is strangely quiet, without a flicker of movement. The closer you get, the more forbidding it seems. Then, you notice the body of an adult 'ula'ula bobbing in the water. It brushes against your boat and then drifts slowly out to sea, leaving behind a slimy trail of blue blood and entrails.

If approaching via the Alaula Cove tunnel, read the following:

Your journey finally over, you reach the end of the tunnel from Alaula Cove. The door to Chitoni has been completely torn off and lies shattered on the tunnel floor, half buried in water. The body of a mant-i warrior lies near it, oozing blood. The remains of fallen undead are also present, but it's immediately clear who has the upper hand in this fight, and it isn't the decapodians.

If the party arrived by sea, they must navigate the surface hazards of Chitoni as detailed in general features. Once they've located a tunnel entrance, proceed to the Life Is for the Living quest. If they party arrived via the tunnel, jump straight to the quest.

FEATURES

There are four levels to Chitoni, all interconnected with tunnels.

- **Ground Level:** rocky, uneven surface with tidepools, random drops, and surface hazards
- **First Level:** (ankle-deep water) the Barracks, the Pit, three mant-i living areas, Cove Tunnel Entrance, 'ula'ula living areas
- **Second Level:** (waist-high water) Hamhand's Forge, the Thermal Vent, the Shining Pool, 'ula'ula living areas
- **Third Level:** (underwater) Old Shell's Cave, the Oyster Bed, the Thermal Vent, 'ula'ula living areas

Ceilings. Unless otherwise noted, the ceiling has a uniform height of 20 feet.

Lighting. The tunnels and caves are lit by phosphorescent organisms and algae in both turquoise blue and emerald green, so all tunnels and caves under the surface are bathed in dim light.

Sounds. On the surface and below, the entire island of Chitoni is full of the sounds of moving water, which muffle noises for anyone not listening carefully. Characters can make DC 15 Wisdom (Perception) checks to hear activity in nearby chambers.

Water Level. Nearly everywhere in the interior has at least some level of sea water, ranging from only ankle deep to completely underwater.

Surface Hazards. Visitors without a guide familiar with the area will have difficulty traveling the surface of Chitoni. A party member can make a successful DC 15 Wisdom (Perception or Survival) check to find safe entry into the tunnels. If a character has visited Chitoni before, they have advantage on the check. On a failure, roll on the **Surface Hazard table** below.

Surface hazard

d4	Surface Hazard
1	You fall into a 20-foot-deep hole and take 7 (2d6) bludgeoning damage
2	You fall into a 10-foot-deep hole and take 3 (1d6) bludgeoning damage
3	You stumble into a shallow pool containing small toxic creatures that resemble floating pumpkins. You must succeed on a DC 12 Constitution saving throw or take 3 (1d4 + 1) poison damage and be paralyzed for 1 minute
4	Run into a mant-i patrol containing a mant-i basher and a mant-i striker (see chapter 9 for both creatures' statistics)

Mazelike Interior. The interior of Chitoni is crisscrossed with tunnels and, as the decapodians often guide themselves by smell, there are no signposts or visible means to determine where one is going.

Tunnels also dead-end randomly or go up and down without any sense of planning, much like an ant mound. ‘Ula’ula sleeping areas can be found almost everywhere. Visitors without a guide or map will have a great deal of difficulty finding anything. Once inside the tunnels, the party can attempt a DC 15 Wisdom (Perception or Survival) **group check** to find a named location, finding it on a success. On a failure, roll on the **Mazelike Interior** table below.

Mazelike Interior

d4	Mazelike Interior
1	You stumble into the living area of an ‘ula’ula (roll or choose from the ‘Ula’ula Living Area table below)
2	You wind up back on the surface of Chitoni with no idea how you got there
3	The party finds a natural tunnel leading to the Glowing Caves tagged with “Ttacktska was here”
4	You run into a mant-i basher (see chapter 9)

Variant: Unsociable. Mant-i in particular look down upon other species as being weak. If the GM wishes to increase the danger of visiting Chitoni, particularly on a first visit when the characters are unknown to the decapodians, they can increase the regularity of mant-i patrols on both the surface and in the tunnels (roll a d4 whenever the party enters the tunnels; meet a patrol on a roll of 1) and make them hostile until the characters have proven themselves by competing in the Pit.

LOCATIONS

BARRACKS (FIRST LEVEL)

The 40-foot-by-30-foot barracks are where the mant-i train, generally sparring and running their drills separated into pairs similar to their patrol units: one basher, one striker. For training purposes, the barracks 30-foot-high ceiling is higher than in other areas of Chitoni. There are two doors, one at either end. While much of the floor is kept open, it’s well stocked with training tools including whale bladders stuffed with rocks that are used as punching bags, eight-armed training dummies made of hard coral and studded with shark teeth that rotate freely, and sting suits made of jellyfish that the mant-i sometimes train in to improve their concentration.

MANT-I LIVING AREAS (FIRST LEVEL)

The mant-i live very communally, even those that aren’t involved in patrols. Their living areas are simple affairs: odd-shaped caves with hollowed out cavities (just big enough for one) along the walls where the mant-i sleep. Never ones to leave themselves unguarded, mant-i back into their sleeping spaces so they can launch themselves into the fray if attacked. There are three such living areas in the first level of the island. Personal belongings and food are hung on the walls or lie in untidy piles on the floor, though the mant-i always seem to know

exactly where everything is. Piles of sand lie outside most cavities, but during petty disputes mant-i use them to fill in another’s sleeping area. In each of the living areas can be found 1d20 + 2 pouches of pearls harvested from the Oyster Bed, carefully stacked shiny shells, piles of sea glass, and trophies from bouts in the Pit (mainly consisting of chipped off pieces of carapace crudely carved into small tokens and then strung on string).

THE PIT (FIRST LEVEL)

The Pit is a 50-foot-diameter cave with entrances at all four cardinal directions. The outer 10 feet is slightly raised—used as a viewing platform with a waist-high wall that separates the viewers from those competing in the center. The combat area’s floor is made of pink sand imported from Alaula Cove. Fat-burning torches placed on the walls make the Pit one of the few well-lit areas in Chitoni.

The mant-i regularly host battle challenges here as events, but the arena is also used to settle arguments or property disagreements in a nonlethal fashion, though any such combat is required by decapodian law to have an audience for the outcome to be binding.

‘ULA’ULA LIVING AREAS (ALL LEVELS)

The ‘ula’ula prefer to sleep singly, all the better to meditate and ponder. Consequently, ‘ula’ula “rooms” are dotted throughout Chitoni, comprising anything from a simple hollowed-out space in a tunnel wall to large caverns. To accommodate the roughly forty sleeping areas of the ‘ula’ula, the tunnels underneath Chitoni wander off in every direction.

GM Note: If you wish to add variety or randomness to encounters while visiting Chitoni, you can roll on or select from this table at any time when the characters move between locations, as ‘ula’ula living areas can appear anywhere. If using this table during Week 12 after the ‘ula’ula have been evacuated to the mant-i living areas and the barracks, the rooms appear as below but with a replacement Undead occupant as noted. To find out what a particular ‘ula’ula living area contains, roll on the following table:



Seaweed

'Ula'Ula Living Area

d8	'Ula'Ula Living Area
1	<p>A 20-foot-by-10-foot living area containing a collection of half-broken sea shells and a sleeping 'ula'ula that wakes up when you enter. He complains of hunger, and asks if you can visit the Oyster Bed and bring him back some oysters. If the party does as asked, he gives them a scroll of his own poetry.</p> <p>Week 12: two skeletons</p>
2	<p>An unoccupied 15-foot-by-10-foot living area containing a 1d6 + 1 small collection of gems worth 75 gp each, a half-empty container of grak, and a souvenir bottle of mysterious liquid from the Glowing Caves (roll on the Taste Tester table in the "Glowing Caves" section).</p> <p>Week 12: 1d4 sunken sailors (see chapter 9) squabbling over the container of grak</p>
3	<p>An 'ula'ula mediating in a cramped 10-foot-square space, surrounded by waterproofed books of poetry.</p> <p>Week 12: a draugr warmonger (see chapter 9) about to rip apart a book</p>
4	<p>A 15-foot-square area with an unusually talkative and friendly 'ula'ula, with a collection of mundane objects from both Manaki and Ikolf backgrounds, none of which are worth anything.</p> <p>Week 12: three zombies</p>
5	<p>A 10-foot-by-20-foot room containing two 'ula'ula playing a game of chess but having trouble moving the pieces. Both carry 1d4 + 1 assorted gems they might be willing to give if helped with their game.</p> <p>Week 12: 1d4 lesser draugr (see chapter 9) stamping on the chessboard</p>
6	<p>A 20-foot-square living area with an 'ula'ula passed out next to two empty flagons of grak. A strong smell of alcohol permeates the room. The room also contains 1d4 + 1 <i>potions of healing</i>, an <i>oil of slipperiness</i>, a small assortment of trinkets and a half-finished love letter.</p> <p>Week 12: two skeletons and two zombies</p>
7	<p>A 10-foot-by-15-foot room with an 'ula'ula pondering over a strange prism (a <i>gem of brightness</i>). With a successful DC 12 Charisma (Persuasion) check, the 'ula'ula can be persuaded to give the object to the party.</p> <p>Week 12: 1d4 dusted ancients (see chapter 9) peering down at a strange prism</p>
8	<p>A 20-foot-by-30-foot 'ula'ula living area containing three 'ula'ula (one of which is Ttacktska) engaged in a poetry reading. Ttacktska politely asks if anyone would like to recite a poem. If a character joins in, they must make a Charisma (Performance) check and compare the result below:</p> <p>1 to 10: The 'ula'ula make a strange grating noise that sounds a bit like giggling, if rocks giggled. They thank the character for their contribution.</p> <p>11 to 15: The 'ula'ula applaud by clicking their claws together. One of them kindly offers the poet a small pearl (worth 100 gp) as a thank you.</p> <p>16 to 19: The 'ula'ula nod their heads vigorously in apparent joy. They present the poet with a <i>potion of water breathing</i>.</p> <p>20 or higher: The 'ula'ula sit in awestruck silence for a moment and then cavort about in a strangely hypnotic dance of happiness. They present the poet with a <i>wind fan</i>.</p> <p>GM Note: If the character was given a scroll of decapodian poetry (see option 1 on this table), and recites that poem, the 'ula'ula accuse them of plagiarism and unceremoniously shove them out of the room.</p> <p>Week 12: a greater draugr (see chapter 9)</p>

HAMHAND'S FORGE (SECOND LEVEL)

The kidney-shaped forge cave is roughly 45 feet wide and swirls with salty, steam-filled air, making it difficult to see clearly, even when Hamhand isn't working. The heat from the thermal vent below Chitoni is always present, even when the flue is closed. The forge itself is located on the east side of the space against the wall with a workspace directly adjacent. Shelves and tables are placed around the northern half of the chamber, full of armor and swords in various stages of completion. The forge is one of the few areas of Chitoni that outsiders visit, as Hamhand's skill is known throughout the Isles. A rack against one wall contains his current orders and stock:

Week 6	Week 12
three shortswords +1 <i>chain shirt</i> helm shaped like a blunt-nosed fish <i>flame tongue longsword</i> five +1 <i>spears</i> ten javelins trident three bags of caltrops iron manacles anchor	+2 <i>harpoon</i> (treat as a spear) five javelins plate armor made from orange-brown 'ula'ula carapace two crowbars portable ram made of claw casings +2 <i>trident</i> +1 <i>warhammer</i> +1 <i>pike</i> five +1 <i>handaxes</i> with pearl inlay grips

THE SHINING POOL (SECOND LEVEL)

Both 'ula'ula and mant-i frequent this area, making it the most visited room in Chitoni. There are usually at least 1d6 + 1 'ula'ula inside and 1d8 + 2 mant-i. Named decapodians can also be found here at the GM's discretion. At 20 feet by 60 feet, the pool is the largest single area in Chitoni. The waist-high water in the room, kept contained by a high threshold, is oversaturated with salt, making it extra buoyant. Additional herbs and components (many found in the Glowing Caves) are added to the water by the Keeper of the Pool, Ttacktska. Bathing in the pool satisfies the decapodian need for immersion due to their Limited Amphibiousness in a half hour, and also serves to relax them. Non-decapodians who visit the pool will lose 1 level of exhaustion for each hour spent soaking, and a creature that leaves after soaking for at least an hour gains the effects of the *sanctuary* spell for the next hour.

OLD SHELL'S CAVE (THIRD LEVEL)

Old Shell's 30-foot-by-40-foot living area is larger than the average 'ula'ula's living space partly due his venerable status but also in deference to his size. The room has one entrance. A large bell with a club-shaped clapper (the *clapper of Saint A.J.*; see chapter 8) hangs outside the door alongside a sign in Primordial that reads Please Ring. The locked stone slab door can be opened with a successful DC 12 Dexterity check using thieves' tools, or forced open with a successful DC 16 Strength check.

Old Shell is a passionate collector of the seemingly mundane, evidenced by the piles of strange and unusual

things including countless natural trinkets, valuable gemstones of varying sizes, strange substances and objects collected from the Glowing Caves, pets kept in repurposed crab traps, a *bag of holding*, and two obsidian-and-pearl chess sets (one missing a few pieces). The walls of his cave are decorated with sea glass. To accommodate non-decapodian visitors, human-sized sets of chairs and benches are placed around the room, some with leather buckles and straps so those seated don't float away.

OYSTER BED (THIRD LEVEL)

The original oyster bed was smaller than its current 45 feet square, but was expanded over the years as **Gigas** grew. The Gargantuan oyster takes up a 25-foot-by-20-foot section of one end of the bed, with a height of 10 feet. The rest of the area has clusters of normal oysters. Attempting to walk the oyster bed is not advised, as the hard shells of the oysters function as a bed of caltrops. However, as the area is completely submerged (and the decapodians appreciate visitors not stepping on one of their food sources), it can be swum through instead.

THERMAL VENT FISSURE (THIRD LEVEL)

Directly underneath Hamhand's Forge is a 15-foot-square chimneylike fissure that connects directly to the thermal vent. No one knows exactly how far down it goes, though some speculate that it originates in the Entropy Abyss, while others say it can be followed to the very heart of Kadaur. Anyone who starts their turn within 20 feet of the thermal vent is exposed to intense heat and must succeed on a DC 15 Constitution saving throw or take 5 (1d10) fire damage. Creatures with resistance to fire damage automatically succeed on the saving throw. The decapodians sometimes use the fissure to dispose of unwanted items, as the temperatures deep inside are capable of instantly melting iron.

DOWNTIME ACTIVITIES

If the characters have downtime they wish to spend in Chitoni, they can learn the following proficiencies:

- Smith's tools from Hamhand the Red



Armshell

QUESTS

HAMHAND'S REQUEST (WEEK 6)

The party can wind up meeting Hamhand and visiting his forge in a number of ways: by stumbling into it while exploring, by impressing Hamhand with a particularly good showing at the Pit (he can be in the audience at any time, and then requests they visit), or by being directed there by Old Shell.

Walking into Hamhand's Forge feels like wandering into a den of angry steam mephits. It takes a moment for your eyes to adjust to the haze and heat. The cave interior is familiar to anyone who's been in a blacksmith's forge before, except that in addition to metal, there are also piles of molted carapace. A bright-red 'ula'ula wielding a formidable hammer stands at the forge.

Hamhand the Red greets the party in a rush, explaining that he's been busier than usual lately with lots of requests for armor from both decapodians and outsiders. He'd appreciate help and has a stock of items the characters could choose from as a reward. If the party agrees, he gives them a list of tasks:

- Collect at least three old moltings from decapodians to be made into armor. To do so, roll on the **Mazelike Interior table**, speak to any decapodians met and talk them out of any old moltings they have stored with a successful DC 15 Charisma (Persuasion) check. A character with the *mark of the mant-i striker tattoo* (see chapter 8) has advantage on these checks.
- If a character has proficiency with smith's tools, they can assist him directly.
- Visit the surface of Chitoni, locate a **bulette** that recently took up residence with a successful DC 15 Intelligence (Nature) or Wisdom (Survival) check, kill it, and bring back the hide.
- Visit the surface of Chitoni and find the chuul tide pool with a successful DC 15 Intelligence (Nature) or Wisdom (Survival) check, then kill and return with the two **chuuls** found there.

Once the party has completed the tasks, Hamhand offers each party member that participated a set of *armor of resistance* in an armor type of their choice (plate, scale, etc.), fashioned by himself in the decapodian style. The GM chooses the resistance type or determines it randomly from the options below:

Random Resistance

d6	Damage Type
1-2	Cold
3-4	Fire
5-6	Thunder

PIT MASTER (WEEK 6)

The party can wind up visiting the Pit in a number of ways: by stumbling into it while exploring, being taken there by a wandering mant-i patrol, or being directed there by Old Shell.

Bum-bum-thump. Bum-bum-thump. Even before you enter the Pit, you can hear the stomping of chitinous feet and the clapping of claws like a drumbeat. The watching crowd of mostly mant-i lets out a shrill trilling sound when they see you. "Do we have new challengers?" booms Charaktu, a mant-i basher standing confidently in the middle of the sandy pink floor of the arena. "What say you? Will you try your luck in the Pit? You seem small and fleshy, we'll let you fight in pairs. Two against one, surely that's fair?" The crowd trills in approval.

If the party agrees to take on the nonlethal combat challenge, any two characters can enter the arena and fight their choice of a **mant-i basher** or a **mant-i striker** (see chapter 9 for both). After the fight, Charaktu asks if there are any other contenders. The characters can attempt the Pit challenge as many times as they like over the course of their visit to Chitoni in Week 6.

If any character combatants are successful, Scarracks, who's in the crowd, congratulates them on their victory and calls over Krinssk, saying: "Krinssk! These two deserve the mark of the mant-i, don't you think?" If the characters agree to it, they can receive the *mark of the mant-i striker tattoo* (see chapter 8) from Krinssk during their stay.

If a particular character competes and wins without taking damage, or wins twice in a row, they receive a *stone of good luck*. However, if someone suffers a crushing defeat, or loses twice in a row, they're offered the *mant-i fry tattoo* (see chapter 8).

SPEAK TO THE OLD ONE (WEEK 6)

During the first day the party reaches Chitoni, a mant-i patrol approaches if the characters at some point if they haven't found Old Shell's Cave yet and tells them, "Old Shell wants to meet you. Come with us." The patrol provide an escort directly to Old Shell's, ring the bell, motion toward the door, and leave. Alternatively, the characters can find their way here accidentally while navigating the tunnels of Chitoni or by asking an amenable decapodian for directions.

At first, you aren't sure where to look, the cave is a chaotic mess of colors from the sparkling sea glass and phosphorescent algae on the walls to the piles of glittering gems and other trinkets stacked and shelved everywhere. Pride of place is given to a table made of still-growing coral in the middle of the room with a chess set on the top. One side has a chair sized for humans and on the other side reclines a enormous 'ula'ula.

If the characters entered without ringing first, add the following:

The ancient, towering decapodian looks at you in a disapproving manner. "Can you not read? Did you think the bell was just for decoration? How impolite the young are. Still, you are here, so come in."

GM Note: Old Shell can be visited multiple times during Week 6, or at any other time the party chooses to visit. For a decapodian, he's chatty, but will only tell the party things based on his goodwill toward them. Old Shell's goodwill begins at 0. Goodwill can be earned (or lost) by completing interactions with him or by completing quests for other decapodians. If the party has learned everything possible at a particular level of Goodwill, Old Shell dismisses them by saying, "I'm tired now. Why don't you come back another time? Perhaps we'll have something more to talk about later."

When visiting with Old Shell, he asks the party about their adventures in the Isles so far. At the GM's discretion, relating stories about their good deeds (i.e. actions they took that helped or protected the Isles) can increase his goodwill, while learning about more questionable actions (i.e. stealing, killing creatures other than eclipic or Undead without reason, purely selfish actions) can decrease his goodwill. Alternatively, at the GM's discretion, party members can curry favor with tasks they completed on other islands.

Increasing Old Shell's Goodwill (5 points each):

- Play a game of chess with him
- Give him something unique and interesting for his collection
- Complete the Pit Master quest
- Complete the Hamhand's Request quest
- Complete the Zen of the 'Ula'Ula quest
- Obtain a relationship of at least +10 with Gigas

Decreasing Old Shell's Goodwill (5 points each):

- Rude behavior
- Not ringing his doorbell/breaking his door
- Get caught stealing from a decapodian
- Kill a decapodian

In Week 6, if the party hasn't yet completed a quest, Old Shell may direct them as follows:

- "You aren't weak, but you could be stronger. Have you visited the Pit yet? There's much you could learn there." (See the Pit Master quest)
- "Your equipment is somewhat lacking. You should visit Hamhand. If anyone could sort you out, he can." (See the Hamhand's Request quest)
- "I sense tension among some of you. You must learn to relax and go with the flow of the ocean. If you visit Ttacktska at the Shining Pool, you cannot help but find balance."
- "Do you like oysters? I like oysters. And oysters like me, even Gigas. Have you met Gigas?" (See The Pearl quest)

WHAT OLD SHELL KNOWS

Old Shell, being half immortal and a resident of the Isles from nearly the beginning, knows a great deal about nearly everything, but he'll only tell the party things he either thinks they need to know or if he's fond enough of them.

Bad Relationship (Old Shell's Goodwill is -10 or lower)

- Old Shell informs the party that they need to work on their people skills and turns them away.

Neutral Relationship (Old Shell's Goodwill is -5 to 9)

- If asked about any of the islands, Old Shell can provide a brief description of the general location and type of inhabitants at the GM's discretion.
- If asked about a named location in Chitoni, Old Shell will provide a map so the party won't have to deal with the Mazelike Interior to get there.
- "Do you know where your travels will take you next? If not, I have two suggestions for you, though only you can make the choice: one is the Primal Archipelago and the other is the lighthouse at Eastguard or Westguard. At the first, you may find tools and answers of great value in the coming days. I warn you, do not visit the center of those islands just yet. At the second, you may find things to help you as you help them. A bitter woman there carries a heavy burden."

Good Relationship (Old Shell's Goodwill is 10–24)

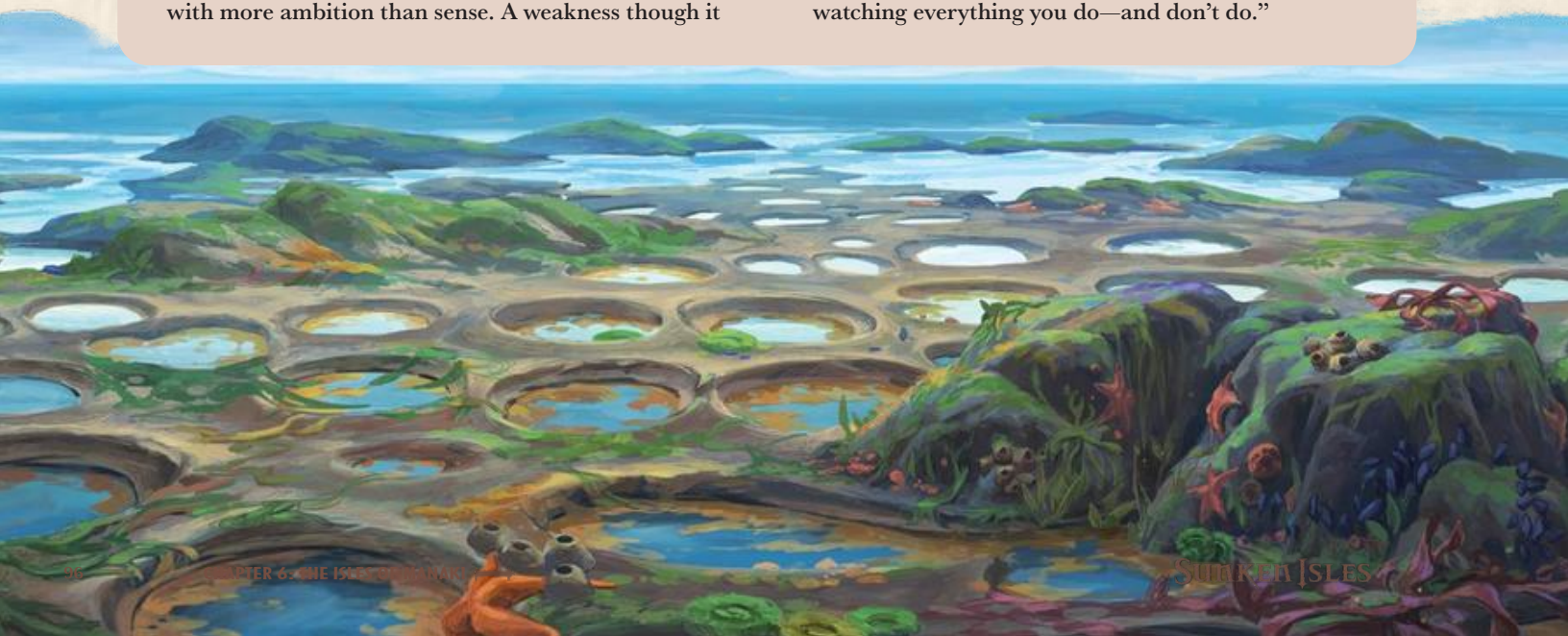
- "The Hags at Turntail swamp are avid gardeners, strangely enough. Argumentative, though, and terrible at chess. Don't fear them foolishly, but be prepared for the dangers of the swamp itself."
- "Have you been to the Glowing Caves? It's a magical place and the soil there greatly enhances the viability of plants and fungi. You might want to talk to Tacktska about it. He visits there often."
- "No decapodian is an island. We can't survive alone. That goes for every creature in the Isles. If a battle is coming, the more allies you have, the better the chances for everyone."
- "I recall the first days of the foreign king's visit, a man with more ambition than sense. A weakness though it

may be, he has found a greater way to persist than I. I fear someday soon he'll come to extinguish us."

- "I sense the pirate who littered the sea has returned from his grave as a glutton for life. His pride may yet be his downfall, perhaps a stronger alliance could face him swiftly when he's alone."
- "I'm sure you've heard of Kumuhea. It's one of my regrets that I once worked with her on the tunnels that brought about her doom. She is someone worthy of respect, but she takes things too far. If you should run into her, please tell her Old Shell hopes she has learned from her mistakes. We must all strive, but we should not attempt to grasp too much."
- "I miss playing chess with Quing! Ah, he was an excellent player! Most dragons are, I hear."

Excellent Relationship (Old Shell's Goodwill is 25 or higher)

- "I fear that hard times have come upon the Isles. You'd be wise to look for strong allies. There's one whose strength surpasses all other beasts in the Primal Archipelago, and another more ancient than myself. I know not his allegiance, but if he is to help, I trust he will find you."
- "There's a place called Skyreach at the peak of Kadaur. I cannot tell you much about it, as I'm not allowed to visit, but I can tell you that it holds many, many secrets about the Isles."
- "Kada shares his soul with Kadaur, just as I share mine with Chitoni. Though he's my elder, I sense his conviction has overshadowed his wisdom. Time doesn't bring understanding to all."
- "I fear for the Watching Woman, a dear friend who observes all the Isles and their troubles. Her power is far less terrifying than her choice to never use it directly."
- "You know, I am in truth the same being as Chitoni. If something were to happen to me . . . well, it doesn't bear thinking about."
- "There's one called the Keahi. He's even older than myself and has many deep thoughts. He can be won over, but only if you truly care for the people of the Isles. You may not see him, but be assured that he'll be watching everything you do—and don't do."



THE PEARL (WEEK 6 OR WEEK 12)

The party can wind up visiting the Oyster Bed in a number of ways: by stumbling into it while exploring, hearing about it from a hungry decapodian, or being directed there by Old Shell.

VISITING IN WEEK 6

This waterlogged cave is full of clumps of oysters. Bubbles float to the surface in irregular intervals. Your eye is immediately drawn to the dark recess of the cave where by far the largest oyster you've ever seen or even imagined is muttering angrily to itself in Common.

If engaged in conversation, Gigas complains about everything: the taste of the water lately, the lack of interesting food, and even that Old Shell hasn't come to talk to him in a while. The pearl in his mouth, approximately 3½ feet by 2½ feet, and weighing 450 lb., gleams between his lips as he talks, making him mumble.

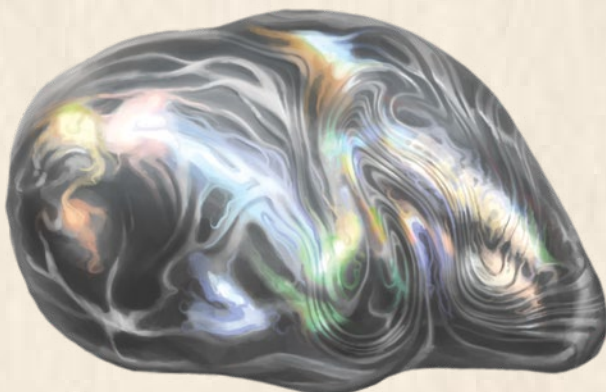
The characters' initial relationship with Gigas begins at 0. Giving Gigas different interesting things to eat (even though he's a filter feeder, Gigas is large enough to eat anything he wants) or flattering him with a successful DC 15 Charisma (Persuasion) check improves their relationship with him by 1d4. Insulting him, offering him the same thing twice, or annoying him in any way (at the GM's discretion), reduces the relationship score by 1d4.

Convincing Gigas to give his pearl away requires a successful DC 25 Charisma (Persuasion) check. Improving their relationship reduces the DC of the required check as follows:

PEARL EXTRACTION

Relationship with Gigas	Required Charisma (Persuasion) Check
10 or less	DC 25
11–15	DC 20
16 or more	DC 15

If Gigas voluntarily gives up his pearl, he directs the party to ask Old Shell for a *bag of holding* to transport it in, if the party doesn't already have one.



Gigas Pearl

THINGS GIGAS KNOWS

Gigas has been around a long time, but that time has been spent entirely in the Oyster Bed. However, with his sensitive palate, he can detect minute changes in the water and also listens in on any conversation he overhears.

- This is the third pearl Gigas has worked on. He gave his first to Quing's daughter at Old Shell's request. The second was awarded to the merfolk who live in Lifebearer lagoon for their service to the Isles. He heard they turned it into a weapon.
- Many people have tried to obtain his new pearl, but none have been worthy, or worth his time.
- Lately, the water has tasted foul, as if there's been a sudden influx in rotten things in the Isles.
- Old Shell is the most important thing in Chitoni. If anything ever happened to him, Chitoni would be ruined.
- He feels as if his pearl is almost ready, but each additional week he holds on to it will make it that much larger and more valuable.
- He feels the inherent magic in this new pearl will make it suitable for use in a number of magic items and craftspeople such as Hamhand the Red or others he's heard of both above ground and in the waters would be able to make something special from it.

VISITING IN WEEK 12

If the characters didn't visit in Week 6 or visited but didn't take Gigas's pearl at that time, the pearl has grown another 6 inches in diameter and weighs 495 lb.

This waterlogged cave is still full of clumps of oysters but a few dead bodies now float among them. A very large, very angry oyster at the far end of the cave, Gigas, spits out a very crushed sunken sailor with a resounding pah of disgust.

The attack party of 1d6 **sunken sailors**, 1d6 **dusted ancients**, and a **greater draugr** attack, half headed for the party and half toward **Gigas** (see chapter 9 for all of these creatures' statistics). If the party defeat the Undead and assist Gigas, he informs them that, from the taste of the water flowing through the Oyster Bed, it's obvious all Chitoni is under attack by horrible-tasting Undead. Something must be done.

If Gigas still has his pearl, he tells the characters to go and help the others, especially Old Shell, and to come back after the battle is over, won or lost, if they're able. If this conversation is had, Gigas waits for the party before leaving Chitoni as described in "Important Characters." If they do so, he presents the pearl to the characters as a gift and tells them to make good use of it and that there are many in the Isles who would be able to transform it into something useful.

GM Note: See chapter 8 for additional information on the *Gigas pearl* and the possible uses of it. Gigas, having lived in Chitoni all his life, only knows personally of Hamhand the Red and Old Shell. At the GM's discretion, other artisans, smiths, or magic users that could transform the pearl can be introduced through conversation ("Oh, if only we had a giant pearl, then we could make [item]!") or rumor ("I've heard [name] can make wondrous things with the right ingredients.")

THE ZEN OF THE 'ULA'ULA (WEEK 6)

The party can wind up meeting Ttacktska and visiting the Shining Pool in a number of ways: by stumbling into it while exploring, doing particularly well in a decapodian poetry reading while exploring the Mazelike Interior and being invited by Ttacktska, or being directed there by Old Shell.

As you lower yourself into the waters of the Shining Pool, you are suffused with a sense of well-being and calm. A large blue 'ula'ula swims over to you, bobbing gently in the waters. "Well met! Let your troubles melt away, my friends."

As Ttacktska chats with the party, he mentions that a major 'ula'ula holiday, the Mahina 'Ula, is coming up soon, so he'll be traveling to the Glowing Caves in a few weeks' time (Week 9): "The Glowing Caves are an amazing place. It's where I find the ingredients to make the Shining Pool the special place it is. If you'll be over that way, I invite you to meditate there with me. Others of us will be there as well, of course." While continuing to float and chat, read the following:

Ttacktska suddenly twitches in surprise. "Ah! I thought I felt something!" He looks around and then lowers his voice. "We've had a few unwelcome visitors to the pool recently. Say, do you think you'd be able to take care of them for me? I could easily clear the area by telling the others I need to do maintenance and give you bait to draw them out. What do you say? I'll make it worth your while."

If the party accepts, Ttacktska clears the room, gives the party a five-pound bag of fish meat to throw into the pool, and exits the room. After 5 minutes, 2d8 **sahuagin** surface and attack. If the party defeats the sahuagin, Ttacktska offers them two *oils of slipperiness*.

LIFE IS FOR THE LIVING (WEEK 12)

This section involves numerous battles against swarms of undead, and is intended to feel overwhelming. Ensure the players know not every location can easily be saved, and that whatever assistance the characters can offer is well worth the visit.

After arriving on Chitoni and entering the tunnels, a mant-i patrol approaches the party.

"Come with us if you want to live," they say abruptly in unison and set off at a brisk pace through the tunnels without checking to see if you're following or not. Sounds of battle echo off the tunnel walls, mixed in with the sound of water, making it difficult to determine where the fighting is.

If the party doesn't follow, they run into 1d8 + 1 **zombies** and a **greater draugr** (see chapter 9) around the next bend. After the Undead have been dispatched, another mant-i patrol appears and repeats the request for the party to follow them. If they do follow, the mant-i patrol lead them to the barracks, where Charaktu has established a war camp.

A brilliantly colored mant-i striker looms over a table as he stabs down at a map of Chitoni as you enter the room. The sturdy table shudders, but holds. "They attack without reason or thought," he says in a deep voice. "These undead . . . things. They have no real methods I can discern. They just swarm! We must drive them back before they overwhelm us!" "And how do we do that," asks a mant-i basher next to him, "when we're at our weakest?"

Charaktu and Scarracks, if not met previously in Week 6, introduce themselves and explain that the Undead began attacking via the Alaula Cove tunnel the day before. They aren't sure how many made it in and there are a number of things that must be done to shore up their defenses, but the decapodians are post-molting, and their protective natural armor is decreased. They've come up with a plan and hope that the party can help. To repel the attack, they must first stop any new Undead from entering Chitoni. Once that's been completed, the invaders already inside must be destroyed.

Collapse the Tunnel Entrance. If the characters entered via the tunnel, Charaktu asks if the patrol he sent there is still holding. When told it isn't, he sighs heavily. Alternatively, this message can be delivered via a returning patrol.

Charaktu bows formally to you. "I must make sure Old Shell has everything he needs. If you can take care of the tunnel entrance, I'll be eternally grateful. I've never liked that it was there. Please collapse or destroy it as you will." He hands you a copy of the map from the table. "Here, take this. It's much easier to travel Chitoni if you know where you're going. That's been our only saving grace in this attack; the undead are as lost as most visitors to this place."

At the GM's discretion, Charaktu can offer to have a mant-i patrol (a **mant-i basher** and a **mant-i striker**; see chapter 9) accompany the party, but it's clear he has need of them elsewhere and they're at a disadvantage due to their molting.

Once the characters arrive at the Alaula tunnel entrance, they find an **undead wurm** (see chapter 9) reinforcing the tunnel walls, accompanied by 1d6 + 1 **skeletons**.

If the characters previously visited Alaula Cove in Week 11 and received the *wurm bracelet* (see chapter 8) from Kumuhea, they can use it to control the wurm

and have it collapse the tunnel. Otherwise, the undead worm and skeletons immediately attack. Once the Undead have been dealt with, the party must collapse the tunnel manually.

If searching for ways to collapse the tunnel, a weakened area around the tunnel entrance can be spotted with a successful DC 15 Intelligence (Nature) or Wisdom (Survival) check. The Stonecunning feature applies to this check. Once identified, the weakened tunnel can be safely collapsed there in 8 hours (halved if anyone has proficiency with mason's tools). For every hour spent deconstructing the tunnel, roll on the following table to determine if any undead reinforcements arrive from the cove:

Undead Reinforcements

d4	Reinforcements
1	1d6 + 1 lesser draugr (see chapter 9)
2	A draugr warmonger and 1d4 sunken sailors (see chapter 9)
3	1d4 + 1 zombies and 1d4 + 1 skeletons
4	No further Undead arrive, but a chill wind blows through the tunnel, carrying with it the smell of death.

TAKING ON OLD SHELL'S MANTLE

On the way back from collapsing the tunnel, an exhausted and uncharacteristically frightened mant-i patrol approaches and requests that you follow them to Old Shell's Cave. If the party accompanies them:

The ancient decapodian looks up as you arrive in his cave, where he's being closely guarded by another mant-i patrol. "Ah, you have come," he says. "Are you too late or just in time? Only time will tell. Still, you came at all, and for that I am grateful. I didn't know if you would." He peers at you, his eyes piercing. "As you can see, I have molted, like the rest of my people. Normally, I would eat my old shell and reflect upon the past. But now, I think it can be put to better use." He waves a claw at his old carapace, glowing faintly in the dim light of the cave. "Take that to Hamhand the Red. He'll know what to do. I only hope one of you is strong enough to wear it." As you turn to leave, he speaks again, "Wait! One last thing. Let one among you take the clapper of my bell. I trust it will serve you as well as it has served me all these years. If you make good use of it in defense of Chitoni, you may keep it."

Old Shell gives the party the **clapper of Saint A.J.** (see chapter 8). Then, on the way to Hamhand's Forge with the carapace, 1d4 + 1 **sunken sailors** (see chapter 9) and 1d6 **skeletons** attack the party.

Hamhand the Red is slaving over his forge, his already bright-red carapace shining brightly in the shimmering heat. He nods to you as you come in. "I don't know how he knew, but Old Shell said you'd come. He directed me to make armor from his last molting—you don't know what a rare honor that is. Who among you will wear it?"

Working through the night, it takes Hamhand the Red one day to complete the armor, *Old Shell's mantle* (see chapter 8), after which time the party can return to pick it up.

CLEAR THE CAVES

When the characters return to the barracks, the room is quite crowded. Charaktu reports that he's managed to gather most of the decapodians into two of the mant-i living areas and the barracks, though some stragglers are unaccounted for. However, he thinks there's time to take a long rest before clearing out the remaining Undead.

He's made a list of locations and would like the party to help clear caves starting the next morning. He and Scarracks will lead a platoon of 2d8 + 2 mant-i to clear areas at the same time, reporting back after each one. Select or roll on the table for an area to clear for the party and for the mant-i. To increase the difficulty of this quest, the mant-i patrol can concentrate on caring for any injured decapodians, leaving the clearing solely up to the party.

Area to Clear

d6	Area
1	The Pit
2	The Oyster Bed (see "The Pearl" quest)
3	The Shining Pool
4	Mant-i Living Area
5	Thermal Vent Fissure
6	Hamhand's Forge

THE PIT

Undead: 1d6 + 1 **sunken sailors** and 1d6 **lesser draugr** (see chapter 9)

The Pit is eerily quiet without an audience cheering for bloodshed. Almost as if they know the purpose of the room, a number of sunken sailors and lesser draugr prowl the inner arena, bumping into each other.

THE SHINING POOL

Undead: Two **wraiths** and 1d10 **skeletons**

At first, the Shining Pool seems undisturbed, its water smooth as glass. But then a skeletal hand rises out the water, and another, and another.

MANT-I LIVING AREA

Undead: 1d4 **greater draugr** and 1d4 **sunken sailors** (see chapter 9)

The mant-i living area that wasn't initially cleared is empty of decapodians, but full of undead. You can hear them clattering around even before you reach the entrance.

THERMAL VENT FISSURE

Undead: a greater draugr, 1d4 draugr warmongers, and 1d4 lesser draugr (see chapter 9)

You feel the intense heat before you even arrive at the fissure, but you aren't the only ones. A milling bunch of draugr seems disoriented by the heat. The lesser ones are all gathered around a greater draugr, as if looking to it for orders.

HAMHAND'S FORGE

Undead: 1d8 zombies and a draugr warmonger (see chapter 9)

Hamhand the Red, warhammer at the ready, stands in front of his forge, a number of undead facing him. One already lies dead at his feet. "What are you waiting for?" he roars. "Get in here and help me feed the fire with their filthy undead bodies!"

GM Note: If the party hasn't yet picked up *Old Shell's mantle* and a day has elapsed, they can take the armor after the battle is over. If the armor isn't yet complete and Hamhand (an adult 'ula'ula; (see chapter 9)) is killed in battle, the armor is lost.

Variant: Roving Bands of Undead. If you feel this chapter is moving too quickly or easily, you can add additional roving bands of undead wandering the tunnels as the characters travel between named locations. Roll or select from the **Roving Bands table**:

Roving Bands

d4	Encounter
1	1d6 + 1 zombies and 1d4 skeletons
2	1d4 sunken sailors and a greater draugr (see chapter 9)
3	A wraith and 1d8 skeletons
4	1d8 + 1 zombies

THE LAST HURDLE

Once all the locations have been cleared, the next morning, Charaktu and Scarracks ask the party to accompany them to see Old Shell in his cave. When they arrive, they find a greater draugr, 1d4 draugr warmongers, and 1d6 lesser draugr (see chapter 9) attacking the ancient decapodian.

Charaktu knocks on the door to Old Shell's Cave. Strangely, the only answer is a shouted curse in Primordial. Giving each other a concerned look, the two mant-i burst through the door. Just inside lie two bloodied mant-i, still moaning in pain. Across the room, Old Shell stands behind a knocked-over table, looming over it. A chess set lies at his feet. Krinsk cowers in front of him, clearly terrified, but trying to prevent the draugr from attacking the venerable old decapodian.

If the draugr kill Old Shell, read the following:

The ancient decapodian shudders and falls. As he does, for just a moment, time seems to stop, and the walls of the cave blur and smear before snapping back into focus. The very structure of Chitoni shifts, then begins to shake and crumble.

After Old Shell's death, Chitoni begins crumbling and be entirely swallowed up by the thermal vent beneath it in 1d4 + 1 minutes. **If the party makes it out:**

You scramble into your boat just in time. As you raise the anchor, there's an impossibly loud groaning noise and you watch in horror as all that's left of Chitoni folds in upon itself, sinking forever beneath the churning water. In only minutes, the entire island is gone and nothing, not even a dead body, is left floating in the water. It's as if the decapodians never existed.

If the draugr are defeated and Old Shell is saved:

The ancient decapodian bows to you. "Ah, I knew you'd get here just in time. Thank you for what you've done—without you, Chitoni would be no more. Come, my small friends, let me give you something." He reaches out a claw and gently touches everyone in the room in turn. "May you all have the joy of long life."

Everyone touched by **Old Shell** feels a warmth that begins in their stomachs and then travels through their whole body, granting them the benefits from his **Dominant Domain: Time** feature.

"You're welcome to stay here and rest before you travel on, but I sorely suspect others in the Isles have need of your talents as well. There are two important things you deserve to know about Kadaur. I suspect the mountain incited its own eruption, and if you haven't visited its peak, I greatly urge you to do so now. Equally grave are the actions of Kada, who shares the spirit of his mountain. Very soon, I feel he'll reform the Isles further, as even now I sense he has his eyes set on the power of the Entropy Abyss."

Variant: Wisdom in the Absence of Old Shell. If Old Shell has fallen, the gravity of this information will be lost. Instead, have an allied NPC or a Makolf villager suggest visiting Skyreach to honor the death of Old Shell, and inform Kadaur of his passing.



Old Shell's mantle



EASTGUARD AND WESTGUARD

No islands are truly safe for sailors, and Manaki is no exception. Over the course of its long history, the Isles have sprouted various lighthouses, some of which still endure, others have fallen to ruin. These lighthouses have a keeper, rotating staff and a handful of outcasts who find the isolating life of the lighthouse islands suitable for a variety of reasons.

Eastguard or Westguard? When these locations are introduced, the party are given the option to head to the eastern or western lighthouse. For simplicity, only one lighthouse can be explored during the campaign. Whichever lighthouse the party doesn't visit, is ransacked by ecliptic while they're away, leaving it abandoned. Regardless, when the party arrives at the lighthouse, the description is roughly the same:

Made in the form of a narrow step pyramid, the base of the lighthouse is in danger of being eaten away by the increasingly violent tides. Sections of the lighthouse and its foundation seem anything but resilient to the harsh, crashing waves. If the party visited the Lahahana's Lighthouse near Lifebearer Lagoon when retrieving Keelhaul, this stands in sharp contrast. While the former gave an air of homeliness and warmth, this lighthouse is utilitarian and stark. The only warmth in this lighthouse is from the lantern, which burns steadily and fiercely.

Inhabitants. The lighthouses are very remote, and the only intelligent beings are usually only those who tend to the light, and any suppliers making deliveries. Some would argue that the lapalapa whales who frequent the waters nearby are fairly intelligent as well.

HISTORY

The lighthouses were among the first major structures built during the exploration of trade in the Isles. To make trade a more permanent part of their future, these structures were erected to guide ships through dangerous areas to Keyport. Initially, it was considered a great honor to be in charge of the light. In later years, the trade routes became taken for granted, and as such, the lighthouses began to be neglected. There was talk of repairing them, but something always demanded more attention from those that worked with stone and maintenance. For some time now, only Skree regularly tends to the light and lives on the island permanently, gathering help when she needs it from those who find their way to the lighthouse. The lighthouse has a reputation as a good place to live if you're on the wrong side of the law for lesser crimes (theft, minor assault). Service in the lighthouse for one year is often thought of as a clearing of debts, as it's of great service to the Isles and its people.

Anson
Drahl



IMPORTANT CHARACTERS

ANSON DRAHL

It's a surprise to find **Anson Drahl** (see chapter 9) at the lighthouse, but this lighthouse is known as a safe haven and Anson is still trying to hide from Captain Keelhaul. The lighthouse is known for not asking questions, so he's understandably spooked when the same people he helped lead to Captain Keelhaul find him here. If the party hasn't encountered Anson before, he's a good source of information, especially about Keelhaul.

Variant: Eastguard. Anson heard one of the hags was once romantically involved with Captain Keelhaul and was thinking of talking with her to find out if she had any insights as to how to take down the now-Undead Captain. However, the journey into the swamp is perilous and he hadn't quite taken the plunge on this mission.

Variant: Westguard. Anson is hiding here because he hopes to intercept a shipment of Captain Keelhaul's favorite drink from the mirescales and lace it with something that could destroy his brother, possibly in an explosive manner.

WHAT ANSON DRAHL KNOWS

If the characters convince Anson to talk with a successful DC 16 Charisma (Intimidation or Persuasion) check, they can learn the following useful information:

- Anson picked up supplies in Keyport recently and has heard the lighthouse is in desperate need of oil and assistance or the lights will go out. If the lights go out, boat-based travel around the Isles will be in danger.
- Keelhaul is especially fond of whiskey and his favorite is Captain Jack's.
- Keelhaul has a tell—he blinks rapidly whenever he's about to attack.
- Drue was Keelhaul's first and only love, but she died young. Their song was *By the Light of the Silvery Moon* and hearing it always makes Keelhaul cry.
- Keelhaul has an irrational fear of dogs, and actively avoids them.
- The figureheads on the *Bloody Twins*, Keelhaul's ship, contain powerful magic embedded in their hearts.

GINNING TAEA

Ginning (a **bard** with a +2 dagger and a light crossbow) has the short, stout build of his Ikolf father, but the dark hair and facial features of his Manaki mother. He wears a gaudy red coat and bright-blue breeches that he somehow manages to keep clean even with all the work Skree throws at him. A longtime resident of Makolf, Ginning was known for his average lute-playing, excellent juggling, and complicated cons. Ginning was especially disruptive during the last year's Gathering Festival, and he thought it best to lay low for a while. While he's a decent worker around the lighthouse, his demeanor annoys Skree, who thinks he isn't taking the lighthouse as penance seriously, but using it as a hideout.

WHAT GINNING KNOWS

- Ginning is a great teller of tales, and knows lore from both Manaki and Ikolf cultures.

PIKA NAHOA

A teenage Manaki, Pika (a **tribal warrior** with a +1 spear and a +2 longbow) is slender, wiry, and extremely strong and fast. While Pika carries the weapons of his people, he dresses in Ikolf clothing as he doesn't feel he should identify as a Manaki at this point in time. Pika fled to the lighthouse after he killed a friend during a sporting accident. While this death didn't carry any sentence among his people, as it was unintentional, Pika was overcome with guilt and felt he needed to serve the Isles in some way. He chose the lighthouse, the first Manaki in many years to do so. Pika takes his duties very seriously, which earns him praise from Skree and friendly jibes from Ginning. He spends his free time reading the books from Skree's library, and finds the stories calming and a break from his guilt. He also likes visiting with the lapalapa, especially when they let him ride them.

SKREE, THE KEEPER OF THE LAMP

An ancient but physically fit Ikolf woman, Skree (a **commoner**) has a sharp gaze and a sharper tongue. She has long silver hair that she intricately braids every day, and never has a hair out of place, even on the windiest day atop the lighthouse. She favors dull clothing, but wears brightly crocheted shawls, scarves, and hats. She carries no weapon, but is an expert at using household tools such as frying pans and pitchforks to her advantage when needed.

Her lineage traces back to Fylkir, or so she claims. Her great-grandparents were some of the earliest cultists that sought to bring Fylkir back, yearning for the generous plots of land on the island they were promised. Their involvement was short-lived, and regarded as deeply disgraceful; one reason Skree was glad to take up the lighthouse posting. She's an avid knitter and crocheter, and trades most of her wares for supplies. She placed an order for a pair of sheep when the trade borders opened, but since the merchant only brought ewes they died a few years ago. She's concerned about the resurrection of Skati, and hopes her existence will go unnoticed.

WHAT SKREE KNOWS

- The lapalapa are very intelligent animals.
- The gray amber they produce can create a flame that burns indefinitely, even underwater.
- Most likely, Skati will return to The Ruins in search of items that could help him.

VINISH

A **greater draugr** who's quickly becoming Skati's go-to for special missions. In life, he was an enormous Manaki warrior, and he's even more imposing in undeath. Skati is searching for his descendants and relations, and Vinish is on the trail of some of them, including Skree. Vinish is looking to advance through the ranks in Skati's army, and collecting Skati's relatives seemed a good way to curry favor. Vinish leads a group of lesser draugr and draugr warmongers on this mission.



Pika
Naho

BEASTS

BESSIE

Bessie is the matriarch of the lapalapa pod that frequents the waters around the lighthouse. She's much older than a whale would normally live, as Skree can't remember a time she wasn't in the lighthouse waters. She's fond of the dried fish Skree feeds her, and Skree swears that Bessie can understand simple instructions. Bessie is aware that the gray amber voided by her kind is helpful to humans (although she's confused as to why) and makes a point to nudge members of her pod who aren't feeling well toward shore, so their leavings can drift to shore. If Bessie sees a person near the lighthouse, she pushes the gray amber toward them in hopes of getting some dried fish.

LAPALAPA WHALE

Lapalapa (use the **killer whale** stat block but with an Intelligence of 10) resemble humpback whales, but have a tusk similar to a narwhals, which some of them use as a primitive tool as situations require. The ones that live around the lighthouse are almost domesticated, as they've learned that they can trade gray amber for dried fish and other treats. The lapalapa produce gray amber when they have stomach issues, and it can turn any fire into a magical flame that requires no fuel and can't be moved once lit. Gray amber is buoyant, so lapalapa who realize it's floating near them often nudge it toward those who might need it. This can be rather shocking and disgusting to people who don't know why this strange substance is being pushed at them by a whale with hopeful eyes.

HOW DID WE GET HERE? (WEEK 7)

The lighthouses need periodic refueling, but with all the newfound danger on the Isles, the usual supplier is unable to make the journey. In exchange for taking fuel to the lighthouse, the party can earn a handful of magic items during the adventure. The journey to the lighthouse is perilous, as there's been an increase in activity by creatures of all types.



Lapalapa Whale

VARIANT: PATH TO EASTGUARD

You approach the tip of the island known by its most perilous environment, the Turntail Swamp. This part of the island escapes the constant fog, albeit barely. A large rock juts from the southwestern tip of the island, forming the base of the lighthouse.

ENCOUNTERS ON THE WAY

The Eastguard Lighthouse is approached from open water, so the party should encounter sea creatures, not creatures specific to Turntail Swamp.

Eastguard Approach and Docking Random Encounters

d6	Encounter
1	A giant shark
2	3d4 + 2 reef sharks
3	Three sea hags
4	1d4 hunter sharks
5	2d6 giant crabs
6	2d4 giant octopuses

VARIANT: PATH TO WESTGUARD

You approach a small island just south of SpringBog. While SpringBog itself is a muddy wetlands, and little more than a marsh resting on the sea, the island that houses Westguard looks solid, if small. The island is being generous, the lighthouse sits on a large rock jutting out the sea.

ENCOUNTERS ON THE WAY

As the party nears Westguard Lighthouse, there can be encounters either when they're still on the water, or when attempting to dock the boat.

Westguard Approach and Docking Random Encounters

d8	Encounter
1	2d4 giant crocodiles
2	Three giant constrictor snakes
3	A hydra
4	2d4 + 2 will-o'-wisps
5	3d4 giant crabs
6	3d4 swarms of insects
7	1d4 shambling mounds
8	2d4 + 4 constrictor snakes

HOW DID WE GET HERE? (WEEK 12)

While departing Alaula Cove or the Wishmaster's Conclave, the party's ship is hailed by a passing Manaki outrigger.

"There's a ship inbound for Keyport! First one in ages from that country. It's likely loaded with weapons, and some food, and some actual livestock—haven't had a shipment of those in ages! But the ship will need to pass the rocks, and there's a storm coming. Can you make sure the lighthouse has all it needs, and defend it if necessary? Lately, ecliptic have been attacking lighthouses when ships from other lands are spotted, and sending the goods to the bottom of the sea."

VARIANT: PATH TO EASTGUARD

While Turntail Swamp hasn't sank completely, it definitely is lower than in previous weeks. There are more swamp creatures in the waters near the lighthouse now, and they're angry that their homes have been flooded.

Swamp Refugee Encounters

d6	Encounter
1	A hydra
2	Three giant crocodiles
3	2 shambling mounds
4	2d6 swarms of poisonous snakes
5	2 plesiosaurs
6	3d6 giant frogs

VARIANT: PATH TO WESTGUARD

As SpringBog sank in week 9, the waters around here are much changed if the party visited Westguard in week 7. Some of the creatures that once split their time between land and sea have now had to take to the sea entirely, some adapting better than others.

As you approach the lighthouse at Westguard, the sights near the small rock it rests upon are much changed since your last visit. SpringBog has now sunk completely, and the waters are filled with displaced creatures, living, dead, and undead.

The void left by SpringBog has been filled by an infestation of minax. As the party head to the lighthouse, 2d6 **minax** attack them.

LOCATIONS

THE BEACH

The beach surrounding the lighthouse is small and rocky at low tide, and at high tide disappears entirely as the waves rise to cover the lowest stones of the lighthouse. A platform juts from the base of the lighthouse, and tied to it is a decrepit boat that rests on land at low tide, and floats next to the lighthouse at high tide. The party can dock their boat here.

FIRST FLOOR

The main floor of the lighthouse serves as a common living area, with plenty of books lining the walls. Rumor has it that Skree has one of the most extensive libraries in the Isles; a mix of rare books on magic, trashy novels, and everything in between. When asked how she came to own so many books, Skree only shrugs and says "The books find me."

There's also a large fireplace whose chimney rises up the length of the building. The inside is more inviting than the outside, but has the feel of an overly decorated military barracks rather than a home. One side of the fireplace faces the sitting room, the other side opens into a kitchen-dining area. When not working or sleeping, the lighthouse inhabitants can most often be found relaxing in the sitting room. Ginning often sings songs or tells tales from cultures all over the Isles, doing so most often while Anson is in the area. He usually sits in a chair by the window, longingly staring at the open sea. There's a table large enough for twelve people; Skree says years ago they tried making the lighthouse a self-sustaining settlement, but the project failed. Stairs lead to the second floor, which contains the bedrooms of the lighthouse inhabitants.

KEEPER'S QUARTERS

Skree's room is small but cosy, with lots of crocheted blankets and doilies covering nearly every surface. She has a bed covered with a crocheted blanket of many different colors, and an old, slouchy chair with a basket of yarn next to it and a sizeable blanket in progress. Here she keeps a few family heirlooms, some marked with the same symbol Skati seems to favor, and a few extra-special books that have been read many times.



ASSISTANTS' QUARTERS

This series of small rooms are comfortable, but not particularly homey. Assistants are encouraged not to decorate or bring many personal items to the lighthouse, as service to the lighthouse is also meant to be a time to reflect on serving others. Assistants are often found here when they aren't on duty. Skree tries to get them either reading or crocheting; some take to it, some don't. The number of occupied rooms vary, but nowadays it's usually between two and five people, although there are enough rooms for ten.

THE LANTERN

Stairs lead to an open area at the top of the lighthouse. Seven pillars surround it in a circle, each with different but unassuming symbols on them. A 5-foot-wide walkway circles the central light, with an additional 5-foot-wide balcony outside the structure. The light is kept alive by a large oil lamp surrounded by a system of metal discs that greatly increase the light's brightness. The keeper's duty is to ensure the wick remains in usable condition, that the oil reserves are full, and that the light is lit every night. There's also a metal rail system that allows lighthouse workers to direct the light into pointed beams, which is done under specific conditions. This rail can be operated with a successful DC 15 Intelligence check. An opening on the floor opposite the stairs has a shaft that goes all the way down to the storage cave. A rope hangs down this shaft, which is wide enough to haul up a Medium object or creature.

STORAGE CAVE

This cave can be entered via a trapdoor in the main floor of the lighthouse. After going down a narrow spiraling tunnel, it opens into a dry cave with many crates and barrels lining the walls. A shaft leads up to the lantern room, with a rope that can be used to tie and lift objects up its length. There's a section for fuel reserves that's entirely empty and a tunnel to a smaller, adjacent cave. The adjacent cave has a small pool of water leading to the ocean and a stockpile of gray amber, collected and purified by Skree.

LAPALAPA COVE

This small protected area near the lighthouse is frequented by a pod of lapalapa whales. It has an unusual amount of waste, which contains a valuable trade material; gray amber. Bessie and other whales frequent this place, and seem almost playful when they find nonthreatening visitors.

DOWNTIME ACTIVITIES

A character can become proficient with crocheting if they have time to spend learning from Skree.

Day one lessons: Flat things (scarves, potholders, blankets)

Day two lessons: Things with curves or corners (hats, socks, clothing)

QUESTS

FUEL DELIVERY (WEEK 7)

The party are directed to the lighthouses by a Makolf villager, who's unable to make the delivery safely. After accepting the quest, the party must navigate through hostile creatures determined by the tables above. A storm begins to form the day they approach the island, leading to strikes of familiar red lightning that litter the air above the sea. Skree is first to greet them, quickly following her greeting with concern. The amount of oil the party was given isn't enough to keep the lantern lit during the frequent storms as well as the night. Skree mentions that she's collected a material from the cove that can be mixed with the oil, creating enough fuel. However, creatures have taken up residence in the cave she keeps them in, and must be cleared out.

These pests turn out to be a 2d4 + 1 semiaquatic **owlbears** that enjoy the gray amber's scent. There are four clumps of refined fuel in this cave. If fire is used during this encounter, it causes the gas produced by the substance to explode, dealing 7 (2d6) fire damage to every creature in the room and igniting the gray amber. If a clump isn't extinguished before a full round passes, the fuel is reduced to half its size, possibly endangering ships in coming weeks.

Once the owlbears are defeated, Skree can mix both fuels together, creating a hideous aroma that causes most creatures to nearly wretch. She thanks the party profusely, giving them a *bag of holding* before mentioning she can collect more gray amber from her friend Bessie.

Continual Flame. While this spell may seem an ideal solution to the lighthouse's fuel problem, the light it produces isn't strong enough for use as a lighthouse beacon, even with the rail system to enhance it. Considering *continual flame*'s expensive material costs, work with your players to manage expectations. Alternatively, Skree may have need of safe lighting in the storage cave and can reward the character with a salvaged potion of uncommon rarity.

LANDSCAPING (WEEK 7)

Skree invites you to join her and the other lighthouse workers for a meal. As you all sit down at the table, the bowls of soup begin to shudder. The table tilts and soup, bread, and utensils crash to the floor and spill all over you. Skree, Pika, and Ginning all grab their mugs and bowls just in time to keep them from crashing, looking as if they've done this often. Anson is as startled as you and is dripping with soup from the waist down.

"It's happening more often," Pika says, getting a rag.

Skree nods. "The rock this lighthouse sits on gets smaller every tide. One of these days it'll sink into the sea, and then where will all the boats be?"

Ginning smirks. "With the lighthouse by then. The sea claims everything eventually."

Skree looks at you all with a slight smile. "Maybe later rather than sooner. What say you, adventurers? Think you can take some time to figure out how to keep an island from sinking?"

Possible ways the party can shore up the lighthouse:

- Working over the course of a few days, use debris from the shipwreck and rocks from the beach to create a buffer at the areas in most danger of erosion.
- Upon returning to Makolf, explain the dire condition of the lighthouse and send over laborers with materials. If the party visits the Ruins in week 8 and helps Doni, this is an excellent project for him.

Pika approaches a member of the party, looking guilty:

"This is all my fault!" Pika practically wails in a whisper. "When I came here, a wise person from my tribe gave me a stone, and said that it can be used to turn the tide. I was supposed to give it to Skree, but on my first day here, I was exploring the lighthouse and I lost it somewhere! If only we could only find it, it might be able to help with the tides. I don't want Skree to know I was so careless, but if one of you can find it, you can present it to her as if it's something you just ran across!"

Pika only remembers he lost it on his first day, somewhere in the lighthouse. The rock can be found with a *locate object* spell, or with a successful DC 18 Intelligence (Investigation) check made when in the lighthouse kitchen. The stone is in a crack near the fireplace, and must have been stepped on after Pika dropped it, so it blended into the floor.

When Skree is presented with the rock, she gets very excited:

"I've heard of these, I learned how to use them when I first came here. It was how we kept the erosion at bay for many years, but they were all used up a long time ago! This will keep the lighthouse safe until it can be properly reinforced!"

Skree gives each member of the party a *potion of water breathing* as a thank you.

"You might need these, especially if you're going to be fighting my ancestor, that Shameful King. I'm always trying to atone for his misdeeds, and if I can help one who stands against him, perhaps my slate can be wiped clean."

SALVAGE MISSION (WEEK 7)

Skree sighs. "Thank you for the fuel, but we really could have used you yesterday. We lost a boat in the early hours before dawn. Such crashing and screaming, it could only have been a boat that ran against the rocks. I sent my boys down to look around, but they couldn't find any survivors." Skree bows her head for a moment. "Ah well. They won't be the first souls the sea has claimed around here, and they surely won't be the last. For now, there's practical matters. The tide should be starting to wash things ashore now, if you want to go look for things. We don't get many supplies here, so sometimes salvage can be as good as a market day. I'm partial to books if you can find any, maybe you can find something you can use yourselves."

She's very worried that a ship recently went down during a storm a ways from the lighthouse, and if it has, she wants the party to salvage goods and information from it.

You pick your way down to the rocky beach. There's some wrecked lumber from a sailing vessel and smashed chests and barrels. A way off in the water, the tip of a mast sways drunkenly in the tide, marking the final resting place of the ship.

A successful DC 12 Intelligence check using water vehicles determines that, from the mast and wreckage visible, it was a Manaki-style outrigger, usually crewed by about fifteen people. There are no signs of survivors, and from the rough water and rocks near the wreck, that isn't surprising.

While exploring the beach, if a character makes a successful DC 12 Wisdom (Perception) check, they find an item of interest to Skree. Refer to the table below for what Skree will exchange for it. Skree's hand-crocheted items are of a style nearly forgotten, and there are many Ikolf families who'd trade valuable items for something "just like mother used to make!"

If the party has the means, they can go out and explore the wreck. The water is still choppy, so swimming in the vicinity of the wreck requires a successful DC 16 Strength (Athletics) check to avoid being slammed into the rocks. On a failure, the character takes 7 (2d6) bludgeoning damage.

The current is strong here, and the jagged rocks make for a treacherous environment. Broken bodies of sailors drift in the water. Barrels are smashed, metal items litter the sea floor, and the boat itself is wedged into a break in the rocks. The fresh bodies have attracted the attention of many sharks, who turn their attention to you: fresh meat!



There are four **reef sharks**, two **hunter sharks**, and a **giant shark** here, fighting over the bodies. Once they're dealt with, the party can search the bodies and the wreck. They find cookware, smith's tools, packets of seeds (soaked), a chest of common clothing, and two salvage items from the table below.

If the party opt to bring bodies back to shore for funeral rites, Skree is touched by their compassion and gives each person a crocheted item and a meal for the day.

The Skree Exchange

d6	Salvage Item	Reward
1	Trunk of waterlogged books	Crocheted doily
2	Fist-sized wad of gray amber	Crocheted blanket
3	Soaked bag of yarn	Orange-and-purple striped socks
4	Sealed box with a pristine copy of <i>Tiny Femmes</i>	A heavy shawl, which grants the wearer advantage on saving throws against cold weather
5	Slightly rusted cooking pot	A decent meal
6	A book on the traditions and history of Ikolf	Nothing "You keep it. I don't need to read that trash."

Exchanging any of the items from the table puts Skree in a more talkative mood:

"I thank you. Any new thing in this desolation is good for the soul. My soul needs help all the time, sharing blood with Skomm Fylkir. Skomm was my forebear, many generations ago. Brought shame upon our whole family, our whole nation! That's why I took up a post here, I thought it would help balance the scales as it were, between my family and the Isles. I know some people still see that scum as a god, but I'd rather be rid of his memory. Some of my cousins have scavenged the Ruins, looking for something to bring him back, and now it seems they've succeeded, judging by the lightning earlier. Not good, not good at all."

EVENT: LEAVING THE LIGHTHOUSE (WEEK 7)

Skree sends the party off with ample provisions and some warm crocheted hats and scarves (which likely won't be needed in the tropical weather, but she insists):

"There are some who like these rags, they might be of use to you. Oh, if it's info about my dung heap of an ancestor you seek, I recommend you look in the Ruins. Lots of secrets there he'd either want to keep hidden, or find for his own use."

As the party starts up the path from the lighthouse, Pika runs after them, panting:

"Bessie seems worked up about something. It's hard to understand her, but I think it's something about demons in a place called 'field the color of blood'? Some really bad creatures there, that's for certain, really has her spooked."

DEFEND THE LIGHTHOUSE! (WEEK 12)

The quests in this week are structured as one ongoing battle to defend the lighthouse and by extension, the ship passing the rocks on its way to Keyport. The ecliptic mission is twofold. Their first priority is to sink the inbound ship and seize the 'materials' on board. A few minor ecliptic have been sent ashore to take out the lighthouse, not realizing it'll be defended by more than the usual lighthouse tenders. Once the lighthouse is shown to be a serious obstacle to their mission, the ecliptic redirect most of or all their forces toward the lighthouse to extinguish the lamp. There are three main lines of defense, falling back to the next area if the ecliptic break through the first: the beach, the first floor, and the lantern. Major points of combat and objectives are listed below. The party can split up to accomplish the various tasks. Failing this mission results in the party and any other living creatures at the lighthouse being taken to the Black Atoll to be reborn as bakarai.

THE FIRST WAVE

As you approach the lighthouse, you see Skree and lighthouse helpers standing in a ragged perimeter around the lighthouse. They're armed with the most basic of weapons: rusted swords, a simple spear, and, in Skree's case, a pitchfork. When Skree sees you, she raises the pitchfork threateningly, then lowers it as she recognizes you aren't a threat.

"You couldn't have arrived at a better time," Skree says, pointing to the sea. Off in the distance is a sailing ship, the likes of which you've yet to see, inbound for Makolf. Much closer, a thick cloud of fog is rolling in.

"That fog will have them against the rocks if we don't keep the light burning," Skree says. "We have enough fuel, but they might have other ideas." She points to the edge of the water, where ecliptic are emerging from the sea.

Two **ecliptic haulers** emerge from the sea, they must be prevented from overrunning the lighthouse and extinguishing the light. A round after they've been defeated, an **ecliptic shocker** and an **ecliptic angler** (see chapter 9) emerge and take up the fight.

If extra objectives are desired during the battle, use the following options:

SPLIT THE LIGHT

A group of ecliptic are approaching the ship unseen. While the light warns the ship away from shore, it's of no use against the ecliptic. At least one party member must ascend to the light and change the rail system to both warn the ship away from shore and to illuminate the incoming ecliptic. An **ecliptic hunter** (see chapter 9) has a similar, less benevolent idea, and scales the lighthouse wall, encountering the party member at the top of the lighthouse. After the ecliptic is defeated, a character must make a successful DC 15 Strength check to correctly align the rails. Once the light illuminates the ecliptic approaching the ship, the ship changes course and opens fire on the ecliptic, who then redirect all their focus upon the lighthouse.

The last rail slides into place, and the light splits into two brilliant beams. One still illuminates the rock formation, the other now shines on the ecliptic headed toward the ship. The ship sees the ecliptic now, and you hear the sound of artillery. The ecliptic continue to move toward the ship briefly, then turn as one and head straight for the lighthouse, abandoning their pursuit of the ship.

LIGHT THE LAMP

At some point during the battle, an **ecliptic hunter** (see chapter 9) ascends to the top of the lighthouse and damages the lantern's fuel tank, spilling it onto the floor and extinguishing the light. The party must split up to accomplish the following tasks in different areas of the lighthouse.

The Lantern. First, the **ecliptic hunter** in the lantern room must be defeated. Then the hole in the fuel reservoir must be patched with a successful DC 12 Intelligence check. Once those tasks are complete, the reservoir must be refilled with a barrel of fuel from the storage cave. Raising the barrel requires a successful DC 18 Strength check followed by a successful DC 16 Constitution check (as this is a sustained effort over many stories). There's only space for two people at a time to pull the rope that raises the platform.

Once the fuel barrel is at the lantern room, adding it to the fire requires a successful DC 18 Dexterity (Sleight of Hand) check and a successful DC 18 Strength check (involves lifting the barrel and holding it in a certain position to add to the fuel reservoir). Finally, the lantern can be relit, but the character lighting it must succeed on a DC 14 Dexterity saving throw or take 5 (2d4) fire damage.

Storage Cave. Meanwhile, the rest of the party must fight three **ecliptic shockers** (see chapter 9) who are coating the walls of the cave with the fuel reserve, planning to detonate it and bring the lighthouse crashing down. They've destroyed all but one barrel by the time the party gets here. Once the shockers are defeated, the party must secure the last barrel of fuel so it can be raised to the lantern.



Ecliptic
Hauler

THE ETERNAL FLAME

The lamp is now lit, but on the last barrel of fuel.

Skree looks to the cove as if thinking, then nods. "Go to the cove," Skree yells at you. "Find Bessie! She'll have something that can help. Don't ask questions, just find her! Give her this! Come back before the light dies completely." Skree pulls a dried fish out of a pouch at her waist.

The party goes to the cove and finds a pod of lapalapa under attack by two **minax guards** (see chapter 9). The minax are attempting to slaughter the whales for sport. The lapalapa look at the party and make noises that can only be a cry for help.

Variant: SpringBog Saviors. The Keahi (see chapter 9) can also emerge here and help if the party evacuated SpringBog and saved the mirescales.

After the last of the minax is defeated, the lapalapa pod circles toward you. The one leading them is enormous, with deep scars on her body and an air of strong sentience in her eyes. She seems to be guiding the pod toward you, but they don't seem threatening. They're focused on a waxy, gray substance floating in the water, and are using their flippers and long tusks to guide it toward you.

The large whale (Bessie) continues to nudge the waxy substance toward the party until they catch on and scoop it into the boat. When the party return to Skree with the gray amber, she's overjoyed.

"Gray amber, more precious than gold! I knew Bessie wouldn't let us down. Go now, you can run faster than me. Add it to the fire."

The party must then ascend back to the lantern, where there's another **lesser ecliptic hunter** (see chapter 9) to defeat or at least keep occupied while one party member tends to the flame.

You add the gray amber to the flame. It's consumed immediately, and there's no change to the fire. Then, the heat of the fire decreases, and the flame changes to a bright-yellow, very steady light.

VARIANT: ETERNAL FLAME? WE'LL SEE ABOUT THAT!

If the hunter isn't killed before the gray amber is added to the light, it attempts to throw the whole lantern setup into the water. It calls upon a **swarm of ecliptic scavengers** (see chapter 9) to work away at the stone until it can be separated from the structure and cast into the sea. Should it succeed, the flame will still burn brightly, just under the waters.

FAMILY REUNION

After the ecliptic are finally gone, a new enemy storms the lighthouse: 2d4 **draugr**, 2 **draugr warmongers** (see chapter 9), and their leader, **Vinish (a greater draugr)**.

The draugr leader snarls, "Where is our lord's blood? She's here, somewhere!"

Ugga has been tracking down relatives of Skati and has finally found one: Skree. Skati is trying to collect as many of his blood relatives and descendants as he can, as they can be used with the Life Scales to give him additional power.

Should the party defend Skree, she's extremely grateful and gives them five lumps of gray amber.

"That's another debt I owe you all. I should've known my ancestor would come after me one day. I hate that he's been up there on that temple all this time, just waiting. My great-great-grandmother told me that her ancestor was Skati's favored mistress, and had five children by him. But he killed each one to add to his own power, as they were just born. My forebear was hidden by her mother, told Skati she died at birth. Just let him try to use me for his life-force, he can choke on me!"

Skree eventually ends up at the Ikolf Ruins in week 14, either captured here if the party fails to overcome the draugr, or captured at a later time. If she isn't rescued from the Ruins, at some point, the party find her among the Undead throngs.

EVENT: LEAVING THE LIGHTHOUSE (WEEK 12)

The party can overhear the ecliptic talking about things stirring in Entropy Abyss, merchants can mention the whirlpool Kada creates, or be directed to Skyreach since Kada isn't there.



Lighthouse
Lantern



ISLE OF THE WATCHING WOMAN

The Isle of the Watching Woman is very small, and completely uninhabited by intelligent beings other than the Watching Woman herself. Over the years some have sought to make a settlement there, as the island offers the best viewpoints of the seas surrounding the islands, and at one time there was an attempt to mine certain valuable metals, but whenever permanent structures were built, they were razed within a day by a whirlwind that comes out of nowhere. Tents are sometimes permitted for a few days at a time, depending on the visitor's purpose. Hunters are driven from the island quickly, while casual visitors and researchers are tolerated if they don't harm the landscape. It's known to be a peaceful island, and would be a good location to regroup and make a strategy, as well as gleaning possible information from the rumored reclusive inhabitant. The island appears tranquil, other than some fierce flamingoes and saber-toothed tigers, but legends tell that this island holds the key to developing one of the strongest tools a mortal can wield: *Allay*.

Inhabitants. Other than wildlife, there's only one inhabitant on this island: that after whom it was named. There are some familiar faces who would desire to speak with her.

HISTORY

When the Star Breather left the Isles of Manaki, Makana Asteria was one of the first beings to confidently call it home. Whether or not her relationship with the Star Breather is as strong as she says, very few would be able to dispute her age or her power. She chooses not to take part in the development of the Isles directly, but on rare occasions she involves herself by giving mortals advice or simple gifts. She's otherwise content with her life of watching, seeing how fate will unfold for mortals, and feels that any interference on her part is ultimately meaningless. However, if she feels other half immortals are overstepping their powers and interfering with the natural unfolding of fate, she might be convinced to help mortals defeat them. While there have been many visitors to the island, Makana doesn't often allow herself to be seen. Kumuhea was one of the few known times she directly sought out a mortal, only to warn Kumuhea about the dangers of her tunnels and her writings. Kumuhea paid her no heed, which further cemented Makana's resolution to not give aid to mortals, especially if they would ignore life-saving advice.



IMPORTANT CHARACTERS

DONI

If Inda has died, but the GM needs someone to accompany the people from the Ikolf Ruins, Doni is a good candidate. He has some mining experience and can aid the party in the Heigh Ho, Heigh Ho quest.

THE HAGS

The hags, should they come to the island along with their huts, won't ascend the Watching Peak to meet Makana, citing their need to stay with their huts. In reality, they've always had a contentious relationship with her, as she never deemed them worthy of more than sharing some berries and rather unkind words.

INDA

As an archaeologist, Inda is overwhelmed with joy to talk to the Watching Woman. She's heard tales of her, and isn't sure if she even exists, but knows if someone like that does, she must meet her. The Watching Woman is rather taken with Inda, who's an excellent game player and a good conversationalist. Inda may opt to remain in the library after this week is completed, and can reemerge at a later point in the game with relevant information.

KUMUHEA

If Kumuhea is still alive at this point, she may be found in the tunnels. As an undead, she can no longer set foot on the island because of the presence of jarn. She'd like to see her old friend, however, and would really like to find her old writings on the *insula movere* spell.

MAKANA ASTERIA

Makana Asteria, the Isles' most notable inhabitant, is arguably the most ancient and enigmatic being native to the Isles. When Quing was introduced to the Isles by Kada, Makana was the first to greet the new arrivals. She exchanged many stories with Quing and his children, and Quing's daughter, Quarala refers to her as "Auntie Makana." Makana is a self-proclaimed daughter of the Star Breather, and as such seeking her counsel will be invaluable when facing the deity. In appearance, she's rather small for a sphinx and her human aspects are those of a young Manaki girl, but her small size and appearance are one of many misleading traits that she prides herself in having. Her skin is medium brown, her hair midnight black, and her eyes an extremely dark shade that shifts from blue to purple to black depending on the light and her mood. While her true and preferred form is a sphinx, she's been known to appear as an eight-year-old Manaki girl who calls herself "Tou Tou."

Makana's relationship with her father, the Star Breather, is a bit contentious. She believes she has been tasked to watch over all the Isles of Manaki. From her own perspective, whether this was a duty given to her or one she adopted, that's the extent of her involvement. She's fascinated by the workings of the mortals on this island, watching it like a grand play. She's concerned for the first time in her long life that her father may take away her entertainment, and wishes the Isles to continue, but refuses in most capacities to break her own policy of noninterference.

Makana sees all, and as such forms her opinions of people not just from her direct interactions with them, but their actions while on the Isles. She prefers people who are entirely honest with themselves and confident about their fleeting identities, and as such will have a more favorable reaction to adventurers who complete quests in the preceding weeks. She has a perfect memory of all events that have taken place in Manaki, and as such it can be disconcerting when she starts talking to characters about things that happened weeks ago, when she wasn't present.

WHAT MAKANA KNOWS

Well, everything. As the Watching Woman, she's seen every event on the Isles as it unfolded throughout history. Any information outlined in the descriptions in any given chapter, she knows. At this point in the game, if there's any key piece of information needed, she conceivably knows it. So here follows a list of things she knows that no one else on the Isles would know, except the Star Breather, and she's likely to reveal to the party (with the right amount of Confidence Points).

- "The weapon *Marrow* came from the rib bone of my father. Kada took it years ago, to defeat the Shameful King. If he wants to play with such toys, let him, it makes no difference to me."

- "No matter what's done to the weapon that aspires to be *Allay*, it will never truly be *Allay* unless blessed by both myself and he who represents Decay."
- "Kada wishes to wield *Allay*. He came to me not long ago, asking me to realize the weapon as such. But I no longer think he's worthy of wielding *Allay*, and thus forbade him to claim that title for the weapon."
- "The Star Breather is insecure about its creation, and is afraid of change. It's never destroyed a great work before, so maybe that isn't its real goal?"
- *Allay* doesn't just seal the Star Breather out of its creation, it's a weapon that can kill the deity using its own body.

CONFIDENCE POINTS AND MAKANA

Makana's attitude toward the party becomes increasingly positive based on Confidence Points. For this, the GM needs to evaluate the adventures undertaken so far. For each week prior to week 15, the party will gain one Confidence Point if the week had an overall positive outcome (such as saving a large group of NPCs or killing a major adversary). A neutral outcome results in zero Confidence Points (such as if a major adversary was killed, but many civilians died). For each detriment that the party was responsible for, that subtracts one Confidence Point (such as making a situation significantly worse for NPCs on their island).

Makana Confidence Points

Confidence Points	Makana's Attitude Toward Party / Conversation Topics	Actions and Gifts
0	Ignores the characters.	Directs flamingos' attention to the party.
1-3	Will say "hello" and ignores the party afterward. If pestered, she states that they're unworthy of saving the Isles and have likely already failed.	Nothing.
4-6	Will engage in small talk, considering their visit an interesting but mundane pleasure. Her conversations are intentionally mundane, confined to subjects like "Lovely weather" and "Welcome to my island, mind the flamingos."	A snack of some local berries and fruits, the location of a safe place to set up camp, and permission to mine <i>jarn</i> .
7-9	Recent history or current events of the island.	Directions to a good fishing place and <i>jarn</i> -mining tools. Access to the forge.
10-12	Past or current information about Keelhaul, Skati, Kumuhea, the eclipse, and any other adversaries already encountered by the party, or, about which island will sink next.	A <i>jarn</i> axehead forged by her (see chapter 8). Access to the Library.
13-15	Kada, and the truth about the eruption of Kadaur. She presents this information in a bitter and sorrowful tone.	Her realization of the weapon <i>Allay</i> . Access to the Art Gallery.
16+	Her father.	Active participation in the final battle.

Makana has been bored here, as it's been ages since she had a visitor, and the last time was a boring game of chess with that whiner, Quarala. Sitting and playing a game with her will add an additional half Confidence Point. Individual quests on this island or "Tests" in the **Variant: Makana Testing** are also worth a half Confidence Point.

VARIANT: MAKANA TESTING

Because Makana holds the power to realize the weapon *Allay*, she wants to make sure that the person wielding it is truly capable of fulfilling its purpose. During any quest undertaken on her island, she can, on a whim, decide to make things more interesting for the party. If they seek the power to kill a god, they should be able to deal with some minor inconveniences. Minor inconveniences may be rolled at the GM's discretion at any time on the island and can include:

Makana's Inconveniences

d6	Inconvenience
1	Makana corrupts the party's drinking water. Each party member takes 9 (2d8) poison damage and must succeed on a DC 18 Constitution saving throw or be poisoned until they finish a long rest.
2	1d6 flamingo shrimplords attack the party.
3	A group of 2d8 saber-toothed tigers hem in the party on all sides, cutting their speed in half until the felines are fought off or petted.
4	The area is beset by a hailstorm that lasts 1d4 + 1 rounds and deals 4 (1d8) bludgeoning damage to unsheltered creatures each round.
5	An intense, shrill buzzing fills the island, of particular distraction to magic users. Any creature that ends their turn concentrating on a spell must succeed on a DC 14 Constitution saving throw or lose focus on the spell.
6	Everyone's shoes disappear and are replaced with slippery clogs that can't be removed. The characters' speeds are halved until they leave the island.

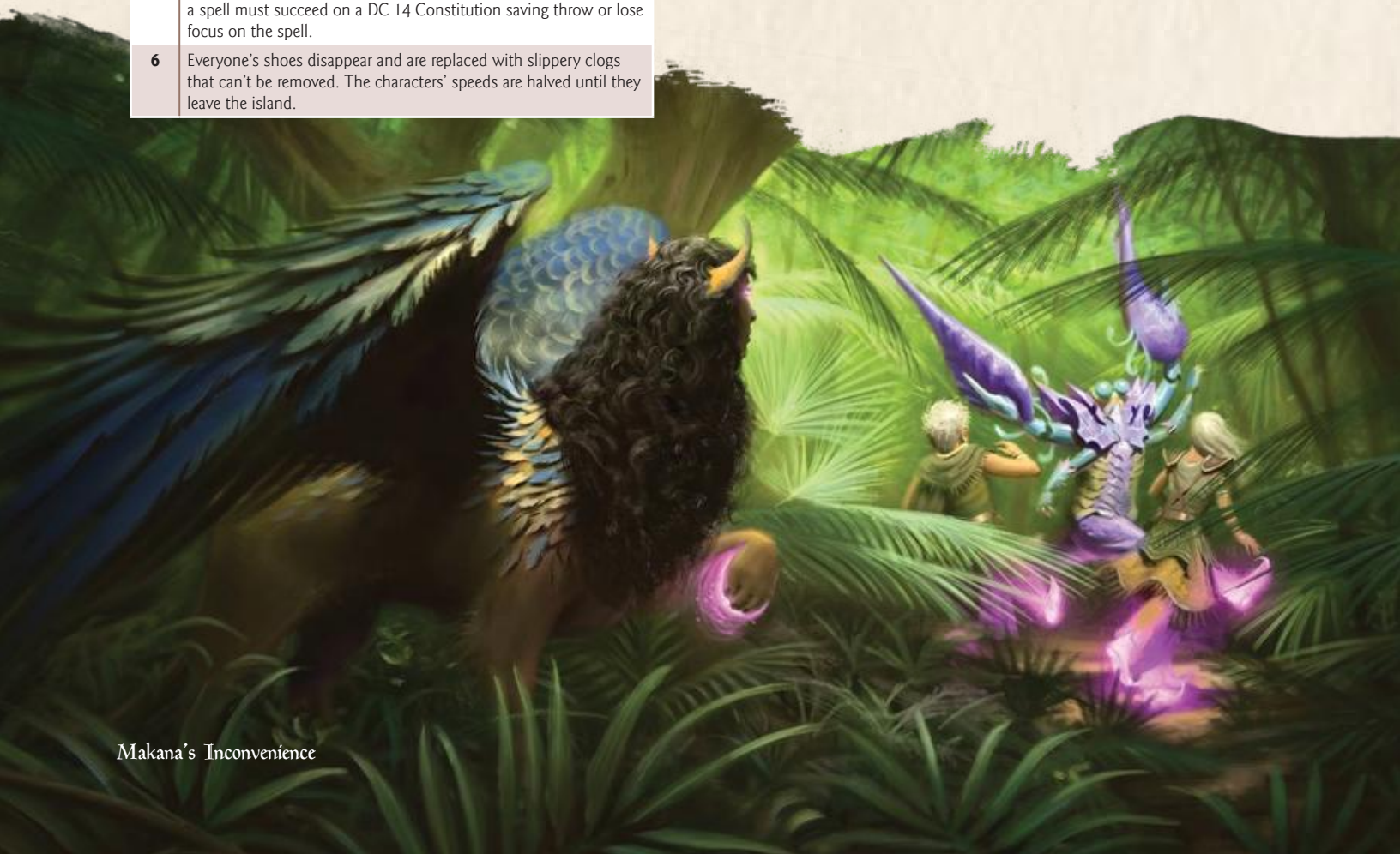
VARIANT: WHERE'S OUR STUFF?

Another way Makana can test the party (although some might argue she's only amusing herself when she resorts to this) is to make anything left on the Beach with No Memory vanish. There are no tracks or clues at all as to where the items have gone, so the party will have to search the entire island to find their items. Each time a new location on the island is entered, the GM rolls to see what, if any, items are found.

d8	Items found
1	Clothing
2	Food
3	Weapons
4	Bedding
5	Tools
6	Magic items
7	Personal items
8	Roll twice, ignoring rolls of 8

A d4 can also be rolled to determine if the items found actually belong to the party or not.

d4	Owner
1	The party
2	A Manaki fishing party
3	An Ikolf mining group
4	GM's Choice



HOW DID WE GET HERE? (WEEK 15)

In search of the Watching Woman and the mysterious metal of legend, you approach a remote island that's said to offer one of the best viewpoints of the Isles. Covered in lush vegetation typical of most of the islands, this island is unique in the high peak that juts up and up from the exact center of the island. If you could reach the top, you'd have an excellent view of the surrounding ocean that almost rivals the view atop Kadaur.

A wide stretch of white beach rings the island completely, leading off of tranquil shallows. Larger craft can't go close, but the water is calm enough that one easily swim from a boat anchored offshore. There's no man-made debris anywhere, no remnants of shipwrecks, nor evidence of Manaki camps. The island seems completely devoid of anything but wildlife and plants.

FROM THE RUINS

After learning about the Forge in the Ruins, it's determined that it could make a weapon capable of killing a being of unimaginable power, if a specific metal is used. One of the few, if not only, sources of this metal is on the Isle of the Watching Woman. This can be a theory proposed by Inda, Doni, or Skoda, regardless of the status of the forge at the end of The Ruins (Week 14).

"To get a truly powerful weapon, the metal from the Isle of the Watching Woman was supposed to be one metal that could harm the dead more than the living. According to legend, she was a metal crafter of weapons, jewelry, and tools. She just loved working with metal, and over the years, the highest quality metals seeped through the very earth to be near her, combining the best qualities of every metal to form one beyond compare. The Watching Woman named this metal 'jarn.' At one point, she allowed mortals on the island to mine jarn on her island, but the mines were abandoned years ago, as who has use for a metal that can kill a god, when no gods walk the Isles? But it seems the time for jarn has come around.

"And according to legend, for a weapon to be most truly blessed, the Watching Woman must realize the weapon first."



Trinkets

VARIANT: ARCHAEOLOGICAL EXPEDITION

If Inda is still alive after the Ruins, Week 14 adventure, she expresses a wish to accompany the party to the Isle of the Watching Woman.

"You're going to the Isle of the Watching Woman? Please take me with you, please please!!!" Inda's eyes go big and she flutters her eyelashes. "I'd love a chance to talk with the Watching Woman, if she really does exist. She must have seen so much over the years. I could fill a book just by talking to her for ten minutes!"

Bringing Inda along has the bonus of revealing more background information about the island cultures, especially the Ikolf and the history of the mines.

FROM TURNTAIL SWAMP

The party can also find out about jarn from either Rimin or the hags:

"If you seek weapons for fighting creatures that have incredible powers, you need metal with incredible properties. The Watching Woman has such metal on her island, if you can gain access to the mines. You might seek the Woman herself, for she can contribute to a weapon of legend."

The hags know that the Watching Woman is the only person who can say whether or not what the party has created is worthy of the title Allay. Rimin knows that the Watching Woman can enhance the weapon with one of her creations, such as an axe-head. Should the party talk to both Rimin and a hag about Allay, they can find out both pieces of information.

Variant Event: Hags and Huts. If the island Turntail Swamp is on sinks, the Isle of the Watching Woman can be visited with the hags' huts if they were collected previously. This can be done with or without the hags if the party was able to persuade any hag to ally with them, or if they gained control of a hut.

If the party was able to convince any of the hags to come, they refuse to take their huts on board a boat, and opt to use Kumuhea's tunnels by traveling from Turntail Swamp to the junction at Alaula Cove, and then to Watching Woman. If the party doesn't want to travel the tunnels along with the hags and the huts, they arrive upon the Watching Woman Isle to find the hags and their huts perched on the Beach with No Memory.

If a party member has control of a hag's hut, practicing with it will make a character more proficient with maneuvering it, especially in combat. The Isle of the Watching Woman is known to be deserted, so it should seem like a good choice to work with the hut there. The huts can only be taken off Turntail Swamp island via the tunnels, subject to the **Tunnel Encounters table** (see page 87).

LOCATIONS

THE BEACH WITH NO MEMORY

A thin line of sparkling white beach rings the island. Seen from above, the island resembles an eye, with the white beach surrounding a nearly perfect circle of green plants, with a stony spire rising from the center. When anyone sets foot on the beach for the first time, an audible sigh escapes from the sands and whispers toward the center of the island. Any native islander with the party will say that the beach is called the “Beach With No Memory,” due to its nature of consuming camps and other debris left on the beach without notice. Under the **Variant: Where’s Our Stuff?** this can happen to the party.

The Beach with No Memory is an excellent place to practice “driving” a hut. Makana is intrigued by the huts, and is admittedly excited to see them up close.

FLAMINGO COVE

You round a corner of the beach and come up on a small cove protected by large rock outcroppings. The air is filled with loud squawking caws and the water appears almost completely pink. This is a massive flamingo habitat, and the birds look curiously at you without any sign of fear, other than a few adults clustering around chicklets and putting themselves between you and the younglings.”

In a small, protected cove of the Beach with No Memory is a large population of **flamingos**. The Watching Woman is partial to these birds, and as such has provided a safe haven for them to flourish. They have no fear when people enter their cove and will defend it fiercely. If they’re attacked by anything, 1d6 **flamingo shrimplords** (see chapter 9) charge to the fore to protect the flock.

SABER FOREST

Saber forest is filled with thick vegetation that covers the island from the beach to the Watching Peak. There are no paths through the forest other than animal trails that are difficult to follow. The forest is filled with **saber-toothed tigers**, every round brings 1d4 forth until they reach the Watching Peak.

THE WATCHING PEAK

At the center of the forest is an unnaturally abrupt shift from lush foliage to the base of the Watching Peak. It juts upward from the center of the island, much thinner than other mountains on relatively similar islands, finally plateauing at about 1,500 feet. When any character begins to climb, they attract the attention of 1d4 **rocs** who swoop down from the peak of this “mountain” to defend it. Once the rocs are dealt with, a rough natural path up the pillar can be located with a successful DC 16 Wisdom (Perception) check.

THE MINE

This is one of the only places on the Isles where the metal **jarn**, rumored to be a metal of extra potency against the unnatural (Fey, Fiends, and Undead), can be mined. The mine is located at the base of the Watching Peak, and is in poor repair. A tunnel opens into the side of the mountain, and goes only about 30 feet into the peak. There are markings of tools on the wall, and a strange, orange metal gleams when dust is brushed away. There are a few empty carts, but they stand about as though abandoned quickly. There are usually two **earth elementals** here, which attack if the party doesn’t have Makana’s permission to mine. In the back of the cave is another opening that leads to Kumuhea’s tunnel from the Junction at Alaula cove.

MAKANA’S HOME

Makana’s residence is entered via the Front Porch, and consists of levels directly below it, going all the way through the Watching Peak to just above the mine. She’ll only ever permit people in the uppermost levels, and then only if she deems them worthy. Each room is roughly circular, about 100 feet in diameter.

FRONT PORCH

Once one climber has reached Makana’s front porch, they can tie a rope for other party members to follow. They may be a bit distracted by Makana’s presence at first, however.

You reach the top of the peak. It plateaus here, forming a large flat area where one can easily relax and not worry about falling off the edge. It offers a spectacular view of all the Isles, and one can see exactly where all their adversaries are camped. It would indeed be a good place to strategize, but it has already been claimed. Curled up in a warm spot is a sphinx that seems rather . . . young for a sphinx. She opens one eye and gruffly greets you with a simple “Hello.”

Further interactions with Makana are guided by the **Confidence Point** table, including which of her domicile rooms she permits the party to enter.

FORGE (7+ CONFIDENCE POINTS)

Carved stairs lead from Makana’s front porch into the Watching Peak. The first level one comes to is her forge. There’s a large chimney vented to the top, and this room is always uncomfortably warm from the forging fire. One of Makana’s hobbies is weapons forging. She has researched weaponry extensively, as she’s fascinated by warfare and the unending ways that mortals have developed to kill each other. She’s created many things, some of use to the party, some not. If Makana allows the party into her forge, they have the option of using it to work on the weapon *Allay* as well as making weapons from **jarn**. There’s also an extensive collection of weapons here, ranging from slingshots to cannons to grenades to even a nuclear warhead.

LIBRARY (10+ CONFIDENCE POINTS)

Makana's library is the next level down from the forge. It's warmly decorated, with books lining the concentric rings of shelves top to bottom. Many are obviously from lands far away. Makana will be very glad of gifts of new books to add to her collection. If Makana doesn't feel like talking, but wants to offer some information, she may direct people to one of the books.

There's a section here dedicated to the writings of Kumuheia. A mix of wax tablets, stone tablets, and leaf scrolls, it's a wealth of information, but Makana won't permit anyone to read it. A creature that attempts to touch or read any of the writings takes 13 (3d8) lightning damage.

ART GALLERY (13+ CONFIDENCE POINTS)

Descending from the library brings one to the Art Gallery. Like the library, it's filled with art from many lands, from oil paintings hung all over the walls to sculptures littering the floor. Makana puts anything she finds beautiful here, and some things are rather unusual, like an old child's doll of Kada and a scrap of tattered plaid fabric. It's here that Makana prefers to talk about sensitive subjects, like her father, and she may clutch some of her treasures when something bothers her.



Art Gallery

QUESTS

HEIGH HO, HEIGH HO

Upon arriving on the island, there are some signs on the beach pointing to the jarn mines. If the party seeks jarn, they can go to the mines right away, but the mines are guarded by two **earth elementals**. Upon destroying the elementals, every 2 rounds another earth elemental appears. The elementals won't follow people if they exit the mine.

If the party visits Makana first and they have at least 4 Confidence Points, she gives them permission to mine jarn. "It's of particular use against unnatural creatures: fiends, fey, those who were dead but now walk again." With Makana's permission, the party won't be attacked by the earth elementals.

Veins of jarn run through the mine, sparkling orange in the torchlight. If the party attempts to remove them, they find out quickly that this metal won't be pried loose by any tool the party has. The jarn clings fast to the walls with an almost sentient stubbornness. Striking it with a nonmagical weapon generates a reverberation that deals 7 (2d6) force damage to the wielder and the following damage to the weapon:

Jarn Reverberation

d4	Damage to Weapon
1	Weapon is unharmed
2	Weapon gains a -1 penalty to damage rolls
3	Weapon gains a -2 penalty to damage rolls
4	Weapon is shattered beyond repair

Should a character use mining equipment, no damage is incurred by the character or their tools, but it will be unsuccessful in extracting jarn.

A successful DC 14 Intelligence (Investigation) check will determine that the mining tools lying about the cave, while in disrepair, are of an unusual style, one that anyone familiar with mining will never have seen. The tools are rusted and broken beyond repair, but it implies that the jarn is only mineable with these type of tools.

In addition to permission, Makana can, if she wishes, offer tools and possibly instructions for mining. Confidence Points required for this boon are:

Confidence Points	Permissions
3 or less	Won't give tools
4-7	Will give tools
8-11	Will give tools and mining instructions
12-15	Will give tools, mining instructions, and tips for forging into weapons
16+	Will allow the party to use her forge

Mining 1 pound of jarn takes 1 round if the party was given tools and instructions, 2 rounds with tools and no instructions.

Turning jarn into weapons will require someone proficient with smith's tools. Any weapon forged

from jarn deals an extra 3 damage to Fey, Fiends, and Undead. If the party has mined 2 pounds of jarn, Makana is suitably impressed that they're worthy of using her forge. The jarn can be added to *Allay*, and any leftovers may be added during the forging process to create the following weapons:

Jarn-Enhanced Weapon	Quantity Created per Pound of Jarn added
Ammunition	Twelve pieces
Light Weapon	Six weapons
Non-light Simple Weapon	Two weapons
Non-light Martial Weapon (Also anything new forged for <i>Allay</i>)	One weapon

LEARNER DRIVER ON BOARD

If the party arrives on the island with a hag's hut, they can use the beach for practice. If the hut came with a hag, a successful DC 16 Charisma (Persuasion) check is required for the hag granting permission for that person to learn how to drive the hut.

Learning to use the hut requires a day of practice. If the hag is present, a successful DC 16 Charisma (Persuasion) check is needed instead, as her presence makes the hut more agreeable. The hag won't offer instructions, however, saying "I had to learn it myself, you do the same!"

The party must correctly deduce what each control item (see tables in *Turntail Swamp*) does before the hut will respond to their commands. The amount required for Persuasion decreases for every round of practice.

Manakí School of Moting

Rounds Practiced with Hut	DC (Without Hag's Permission)	DC (With Hag's Permission)
0	18	16
1	17	15
2	16	14
3	15	13
4	14	12

The more time a character spends learning about a hut, the more partial the hut's hag (if she's alive and present) will be toward that person, making them a more likely ally. In future battles, should the hag perish, the hut may pass down to anyone who's learned how to operate it.

STRANGE FRIENDS REUNITED

If Kumuheia is still alive at this point, she heads to the island to obtain her old writings so she can once again move islands. She's using her magic to neutralize jarn so that she may set foot on the island. Kumuheia's reaction to the party is dependent on prior interactions. But even if she's been friendly with the party until now, she views anyone who stands between her and her writings as an enemy.

The ground begins to shake. If the party is in the mines, it feels especially violent. It seems to be coming from the tunnel.



Makana leaves her perch and flies down to the party. “I believe an old friend is coming to visit me. But she may find that the locks have changed. Please go and greet her.”

You venture into the tunnel, and walk far enough that you’re no longer directly under the island. Kumuhea standing far down the tunnel, with two undead wurms waiting behind her. She recognizes your party and hails you.

“Ah! I wished to visit my old friend, my strange friend. But I can no longer set foot on the island as I once did, something here repels me. But I will overcome it!”

Kumuhea places her hands on the tunnel floor and says a few words. The earth shudders, and any jarn you’re carrying or can see vibrates for a moment, then loses its orange coloring and fades to gray. Kumuhea advances onto the island, with two undead wurms following behind her.

The wurms and Kumuhea attack the party as Makana settles on the sand to watch. During the fight, Makana carries on a casual conversation with Kumuhea.

“Thank you for coming, my friend. I was running low on ideas on things to challenge these mortals with. I’m glad to see you once more. We didn’t always see eye to eye, but you were one of the few mortals I could always rely upon for good conversation. But you’re no longer mortal now, are you?”

Kumuhea stares at Makana. “I am not, and as such I would have been stuck on your doorstep. But I’ve overcome your magic that repels the undead. Surely you can recognize my power now.”

Makana smiles slightly. “I recognize it. I recognize just how fleeting and trivial it is.”

If the party defeats Kumuhea, they gain two Confidence Points, and Makana gives them an axehead she forged for *Allay*, if they haven’t already received it (see “Elements of Allay” in chapter 8).

If the party is in danger of losing, Makana will stand and stretch lazily in the middle of the battle, then go to face Kumuhea. Makana looks almost sadly at Kumuhea. “You have power, yes. But I only allowed you to lift the magic for a moment. I would look on you one last time and tell you that your magic was never meant to be on this island. Now, begone.” The jarn shifts back to bright orange, and Kumuhea and the undead wurms are moved backward step by step into the tunnel and presumably all the way off the island. Makana watches, looking almost sad. “Farewell, my friend.”

If the party needed Makana’s help in this battle, they lose 1 Confidence Point, and read the following:

“You fought bravely,” Makana says. “But you’ll need more help before the end.” She gives you ten pieces of jarn.

DESTROYING THE LIBRARY (10+ CONFIDENCE POINTS)

One creation has brought worry to Makana for a long time: the writings of Kumuhea. She agrees with many others in that the magic of the Isles wasn’t meant to be translated or performed by her design. But Makana refuses to destroy them for the sake of noninterference, and because they were created by a child of the Isles. The writings in Makana’s possession are some of the most powerful magic Kumuhea ever recorded. Makana offers the party the choice of destroying the writings, reading them, or leaving them be.

“These are some of Kumuhea’s writings I collected since they would’ve otherwise been lost. Magic was never meant to be transformed to such an extent, and even less so kept in record. These writings are beyond your comprehension, and if you could comprehend, the incredible power described is incomplete.”

Makana looks at the collection, and her eyes are touched with visible emotion. “I should destroy them. They shouldn’t exist. And yet, I choose not to. What will you choose? Destroying them won’t be easy, and completing the spell would be a grave offense to the work that is Manaki. Like many things on these islands, I’m already aware of your choice.”

If the party leaves the writings be, Makana nods gravely and says “So be it. Your choice is like mine, to leave things as they are. But don’t expect to progress much further in your quest if you always choose inaction.” The party gains zero Confidence Points.

If the party decides to either read or destroy the writings, the writings must first be removed from the library. Makana doesn’t remove her magical wards, so each creature that touches a piece of writing takes 13 (3d8) lightning damage. Once the writing is in the party’s hands, they can destroy or translate the work.

Wax tablets and leaf scrolls can both be destroyed by burning them. Any character who sets fire to them takes 5 (2d4) fire damage. The stone tablets must be bludgeoned with a weapon, requiring a successful DC 18 Strength check. The character who struck the blow takes 7 (2d6) bludgeoning damage. Destroying these grants an additional Confidence Point. In exchange for this sacrifice of knowledge, Makana also gives the party spare parts for the forge in the Ruins.

Translating the writings uncovers the *insula movere ritual*: a spell that can physically move islands. Choosing this option causes the loss of one Confidence Point.

INSULA MOVERE

Ancient Ritual, Transmutation and Conjunction

Level requirement: 17

Casting Time: 8 hours

Range: Touch

Components: V, S

Duration: Instantaneous

You grab a handful of soil from the island you stand on, and chant the words to this ritual as you travel across the island in a chosen direction. At the end of the ritual, the island is instantly transported to a location within 500 miles that is familiar to the caster.

Maledictio. This ritual only affects the immortal spirit of the island, not any of the creatures on it. Once the island is transported, it leaves a crater that the surrounding ocean fills over the next 1d4 minutes. This ring of waves will likely consume any ship and creature near or on the island.

Allay

EVENT: THE REALIZATION OF ALLAY

Once the party has at least 13 confidence points, they can convince Makana to realize the weapon *Allay*, if they've brought a useable weapon to her. If the weapon is currently disassembled, Makana will permit the use of her tools and forge to construct a weapon that she can then realize as *Allay*.

Makana invites you into her library. She leads you to a carved wooden table with pictures of the Star Breather engraved upon it. "Lay your weapon upon the table, mortals. Then you had best take one step back."

Once the weapon is on the table, Makana bends over it. She taps it with one claw and listens. "The weapon rings true." She runs her paws over every inch of the weapon's surface. "The weapon is strong and well made." She brings a lamp close and looks over the weapon carefully. "There are no flaws in this weapon." She smells the weapon. "This has come from places near and far away. I smell the swamp air, the salt water, the smoke from lands beyond our own." She licks the weapon. "The weapon will taste victory, and make defeat less bitter."

*Makana will center the weapon on the table. "I hereby realize this weapon as the one true *Allay*. I recognize its makers as worthy to wield it." She holds her paws over *Allay*, not touching it. Light comes from her and winds over the weapon, fusing all the parts together seamlessly. She then steps back and nods to you. "It is yours. Take it, and wield it. Add to it what you will, my blessing still will hold."*

Event: Leaving the Isle of the Watching Woman

*"It's been interesting with you here, mortals. I like seeing things happen on my island, rather than from afar. But it's time for me to rest, and for you to leave. War is coming, and I advise you to seek what information, allies, and weapons you can. The Primal Archipelago and Redfield hide important pieces, if you seek more power for *Allay*. Also, I see that in two weeks' time, there will be a great calamity at Kauhale."*

VARIANT EVENT: NOT QUITE THERE YET

If the party didn't gain Makana's blessing upon *Allay*:

*"You are bold, mortals, but I'm not quite convinced you're the ones truly worthy of wielding *Allay*. But because you've made my time on this island more interesting, I will grant you this boon: once you've gained enough pieces of the weapon and proven yourselves, I'll find you and bestow upon you the blessing for *Allay*."*

After this, when the party does have the required Confidence Points and a useable weapon, Makana will find the party and fully realize *Allay* (see chapter 8).



KAUHALE

Underneath the relatively calm waters of Lifebearer Lagoon lies the underwater settlement Kauhale, barely visible to the fishing boats that pass above it. It lies at a depth of between 40 to 60 feet. This is where the Kia'i o Ke Kai or, simply, the kia'i, dwell, going about their business untroubled by what goes on up above except when it begins to affect them beneath the waves.

The village is hard to find, even for someone who knows it's there, as kia'i dwellings don't resemble those of the land. Their homes are made from lovingly grown living coral, artfully stacked rock, or tall stalks of still-living seaweed woven together. Some resemble impossibly large turret seashells upended, others an inside-out moray eel burrow. One structure might merge with another over time while another might split apart and grow in a different direction. The kia'i are untroubled by this, as they live more communally than land dwellers.

There are no equivalents to streets or paths or stairs and a door might double as a window. Tamed schools of cleaner fish such as wrasses keep everything tidy, including the kia'i themselves. The few topsiders who have visited Kauhale always remark upon the riot of colors; deep purples, bright oranges, shining turquoise, and more. It's rare to find the dull gray or brown of dead or dying coral. Such an occurrence would draw a swift response from the kia'i, who take their guardianship of the seas very seriously.

Inhabitants. Approximately 250 kia'i live in Kauhale, with only 5 percent still in adolescence.

Variant: Unfriendly Waters. When traveling around the outskirts of Kauhale or if you feel the chapter isn't challenging enough, you can add additional encounters from the **Unfriendly Waters Encounters table** or use similar creatures appropriate to the setting.

Unfriendly Waters Encounters

d4	Week 10	Week 17
1	A pod of 1d6 + 1 octopuses and 1d10 giant octopuses fighting over chum descend upon you	2d10 + 1 merrow
2	Three giant sharks	A starving pod of 1d10 + 1 killer whales
3	You swim into 1d6 + 1 hunter sharks ravenously feeding on 1d6 + 1 giant crabs	1d4 ecliptic shockers , 1d4 ecliptic anglers , and a lesser ecliptic hunter
4	Three water elementals	A ecliptic hunter , or, if Vomm became ruler of the minax in Week 11, a raiding party of 1d6 + 2 minax guards and 1d4 minax elders

HISTORY

Kauhale was arguably the first settlement in the Isles, though the decapodians were evolving around the same time as the kia'i. However, the kia'i were much more organized and socially structured than the decapodians and thus Kauhale was a reality long before Chitoni was anything more than a collection of rocks and pools.

IMPORTANT CHARACTERS

AHONU

Ahonui is a **kia'i adult**, who underwent the change from female to male only five years ago. He's in charge of the Recordum and has a fascination with all things topside. He frequently ventures out of the water to return a found item he thinks might be important to the topside culture that lost it. He's usually wrong, but the Manaki and Ikolf who know him look upon him with some fondness.

Ahonui's interest in the Manaki isn't one-sided. Some 50 years previous, she fell in love with Hani, a Manaki who loved her as well. They even bore a child together, Onaona, something many thought impossible. The lovers visited each other often over the years, the strength of their relationship unaffected by Ahonui's transformation. Though Hani is now "Old Man Hani" and Ahonui can be considered young for a kia'i elder, they treat each other the same way they did on the day they first met.

Ahonui wears a mismatch of clothing, some of it found in shipwrecks: Manaki-style leggings, a short chain mail skirt, and a green silk blouse (given as a gift by Hani) under a well-worn leather pirate vest. Besides the standard issue glaive, he also carries a gem-encrusted *+1 dagger* he found in a shipwreck and a bag of ball bearings, because he thought they were as pretty as pearls.

Ahonui cares deeply for both Old Man Hani and his daughter Onaona. Recent events, including Onaona's movement around the Isles as a traveling healer, worry him greatly. Anyone who assists or looks after the loves of his life will be looked on with great favor.

IOLANA

Equally comfortable on land and underwater, **Iolana** spends her time divided between Kauhale and the rest of the Isles, wandering from place to place in search of new things to incorporate into her tattoo designs. She's an accomplished tattoo artist and is the only one who holds the secret to a special kia'i protective marking using her own custom phosphorescent octopus ink blend. Her own body is so tattooed it's hard to tell what color her skin originally was. She's also the only tattooist alive that holds the secret to creating new magic tattoos, though doing so requires a special ritual.

Iolana's travels take her through every part of the Isles—including through the portals in Redfield and through every inch of the Glowing Caves and beyond—

and have recently imbued her with half-immortality and the arcane power that goes with it. She's still getting used to what that means, both for her and for the Isles.

Iolana has thus far resisted spawning and, at nearly 300 years old, is very old to still be in her female form. She's the oldest known female *kia'i* in history. There are some that call her Kilo Kilo ("stargazer").

To aid her in her work and in tasks that require the use of hands, the webbing between her fingers has been surgically cut. Due to this, some *kia'i* look down upon her, but she prides herself on being an independent thinker and, at her age, doesn't really care what anyone else thinks about her.

Side Quest: LickSpittle's Gift. If the party delivers the parcel from LickSpittle in SpringBog to Iolana, she exclaims in surprise, hugs the courier, and gives them a pouch of 1d6 + 1 assorted gemstones (worth 50 gp each), asking that, if they see LickSpittle again, to give him one of the stones, but she's happy to let them keep the rest. If asked about the mysterious goo, she explains it's for a new tattoo design she's been developing called *true passage*. Iolana can be convinced to give someone this new tattoo with a successful DC 12 Charisma (Persuasion) check, but she only has enough goo to tattoo two characters.

ROLEPLAYING IOLANA

Iolana's outlook on life is bright and she cares little what others think of her—*kia'i*, topsiders, anyone. She speaks plainly and directly and won't hesitate to call someone out when they're being stupid or prideful. She sprinkles *kia'i* aphorisms into her speech, such as:

- A dead fish can't bite.
- One who doesn't swim, sinks.
- Even the smallest fish leaves a wake.
- Take an octopus by the tentacles, and a man by his word.
- A gaping mouth deserves a hook.
- Don't be a flounder.
- Dark holes always hide something.

Iolana



WHAT IOLANA KNOWS

Iolana is new to being half immortal, but her travels and curiosity have exposed her to much of what goes on in the Isles:

- She personally knows all the other tattoo artisans (see "Magical Tattoos") in the Isles and can provide directions or other information on them. She can also describe the effects of any tattoos you've seen.
- She's one of the few in the Isles to have obtained every known type of tattoo and one of the few who fully understands the art of creating new magic tattoos, as much knowledge has been lost.
- If asked about the state of Keyport or Makolf, she can provide a summary of how things are going.
- "Some years ago, on Redfield, the very fabric of the Isles was pierced by a portal. Horrifying Fiends came through—truly warlike creatures—but happily they were fought back and the portals have mostly stopped working. Some of the creatures still dwell there, though."
- If the party helped the mirescales in SpringBog in Week 9: "I wanted to personally thank you for helping out LickSpittle and the others over in SpringBog. They're wild little scaly devils, but the Isles wouldn't be the same without them." She then offers to ink the *SwiftScale tattoo* on anyone wants to show their support of the tribe.
- She's heard rumors of interesting goings-on in Alaula Cove, things that are likely disturbing the balance in the Isles. "Kumuhea made a mistake once and I wonder if she's making it again."
- "And even more curious are the rumors of someone hiding out in the Cove. Someone who doesn't want to be found by his brother" She laughs. "I don't know why, but those are exactly the kind of people I like to find." She peers at you. "Of course, I wouldn't direct you that way if I thought you'd actually turn poor Anson over to his brother."
- "One of the weirdest myths I heard as a kid was about a place called the Wishmaster's Conclave. There's supposed to be a group of wealthy genies who hang out there when they're bored, and that they put their meeting place in our ocean! Some people swear it's hidden west of here, but I could never find it."
- "Have you talked with Old Shell in Chitoni yet? It's strange. I never thought to have much in common with him, but time will tell. Anyway, when you get a chance, you should talk to him. Even if you've spoken with him before. He's always got something he knows. I wonder sometimes if we're all chess pieces to him."

KIMOKEA

Kimokea is a **kia'i elder** Reclaimer, but wields a +1 *quarterstaff* of petrified coral and has a swim speed of 40 ft. The eldest priest of Kauhale is also the oldest living *kia'i*. He spends his time beneath the water, never going on land. He's extremely tall and lithe with seaweed-like, silvery, flowing hair that trails behind him as he swims. Kimokea, though he outwardly disdains anything to do with life outside the water, has developed a taste for whiskey. Over the years, he's built a serious collection of it, most given to him by Ahonui, who even periodically trades for fresh bottles of it in Keyport.

Kimokea, as the leader of the *kia'i* Reclaimers, is responsible for performing the Ceremony of Rebirth at the Black Atoll and knows all the details of the ceremony and how it occurs (see "The Black Atoll" section). There are three other Reclaimers (Ekewaka, Mamo, and Nikolao) and a handful of trainees, but Kimokea is their undisputed leader.

ROLEPLAYING KIMOKEA

Kimokea doesn't trust land dwellers at all and thinks the *kia'i* should keep to themselves under the water. He doesn't believe they should lift a finger to help those on land, as he sees no benefit in it for the tribe. He speaks gruffly, though eloquently. If Kimokea is offered whiskey, his guilty pleasure, he won't refuse and it softens his attitude to any characters from the surface. If a character who meets Kimokea for the first time already has a *friend of the kia'i* tattoo, he remains reserved, but isn't as dismissive as he would be.

LONO

Lono is a venerable **kia'i elder** (see chapter 9) reef guardian. He wears a living coral helm and has unblinking but kind eyes. He's in charge of the coral polyp farm and overseeing the growth of all Kauhale's structures. The Wall Watch regularly informs him of the status of the Living Wall so he knows what to grow next.

During the campaign, Lono grows increasingly concerned with the state of the Living Wall and the water quality in general. By Week 10, he's noticed that even the corals that are growing aren't as healthy as he'd expect them to be, and that there are higher incidences of "unusual growth" such as strange pseudopods or starfish with too many legs. By Week 17, if he's still alive, he's heavily alarmed and pushes for solutions that include consulting with those outside the lagoon, as he firmly believes the root cause isn't in the waters.

Kimokea

ONAONA

Onaona is a Manaki-*kia'i* hybrid (the only recorded one) who trained on land with healers of both the Manaki and Ikolf. Her mother is Ahonui of the *kia'i*, who has since gone through the change that come upon all *kia'i*. Her father is Old Man Hani, who lives in Makolf, though he normally travels to Keyport every other week to meet with Ahonui or Onaona.

Onaona's *kia'i* roots are obvious in her amphibious nature and the light green-blue tinge to her skin, but she has long white hair like her Manaki father and deep-brown eyes. She's equally at home on land and water and spends most of her time divided between Kauhale and Makolf, though she also travels and provides her healing services throughout the Isles.

As she's one of the only of her kind in the history of the Isles, no one's sure exactly how long her lifespan will be, but as she approaches what would be middle age for a Manaki, she shows no sign of aging and appears much as she did when she first reached adulthood. She's also never experienced an urge to spawn or take a mate, Manaki or *kia'i*. There are *kia'i* that say the one she falls in love with will make a mark upon the world and their union will surely be blessed.

Onaona loves both her fathers deeply and will go out of her way to help those who help them.



UNU

Unu (a **kia'i adult** sea smith) is the current leader of the **kia'i**. He carries a *+1 glaive* of his own creation, grown from staghorn coral, as well as *Wavesplitter* (see chapter 8), a curved coral spearhead used as a ceremonial dagger. *Wavesplitter* is the oldest weapon in the Isles and a symbol of his office. It's been passed down to every **kia'i** leader since the tribe began.

Born male, Unu is only 45 years old and the youngest ever to lead the tribe. He wears ceremonial robes made of living seaweed and silk decorated with hundreds of pearls. His skin is unlined and a healthy light blue, though he wears a permanent expression of mild confusion.

If the party has the *Gigas pearl*, Unu (along with Onaona) is one of the artisans who can craft something useful with it, depending on the party's level (see chapter 8).

ROLEPLAYING UNU

Unu speaks hesitantly in any official setting, but if engaged in conversation away from any other **kia'i** leaders, he becomes more talkative. He'd much rather be a simple sea smith than a leader of his people but is determined to do his best. He takes his duty seriously but doesn't feel that the circumstances of his birth—something he had nothing to do with—qualify him for leadership. He relies on proverbs to communicate meaning, such as:

- Ua ola no i ka pane a ke aloha (“There is life in a kindly reply”)
- `A`ohe lokomaika`i i nele i ke pâna`i (“No kind deed has ever lacked its reward”)
- Kulia i ka nu`u (“Strive to reach the highest”)
- `A`ohe pu`u ki`eki`e ke ho`a`o `ia e pi`i (“No cliff is so tall it cannot be climbed”).
- Ku`ia kahele aka na`au ha`aha`a (“A humble person walks carefully so as not to hurt others”)
- E hele me ka pu`olo (“Make every person, place, or condition better than you found it, always”)
- He po`i na kai uli, kai ko`o, `a`ohe hina pûko`a (“Though the sea be deep and rough, the coral rock remains standing”)



Snakes

HOW DID WE GET HERE? (WEEK 10)

The party could have heard about a situation in **Kauhale** from **Leira** in the **Glowing Caves**, from **LickSpittle** in **SpringBog**, having met with **Iolana** or **Ahonui** in either **Keyport** or **Makolf**. Alternatively, they may have met **Old Man Hani** in **Makolf**, who asked the party to look in on his love **Ahonui** or daughter **Onaona**. Their motives for coming could include finding potentially useful items or artifacts the **kia'i** have gathered, helping them deal with an **ecliptic** scouting encounter affecting the spawning grounds or coral polyp field, or learning about important rituals and customs (such as the **Ceremony of Rebirth**).

A riot of color greets you as you descend into Kauhale; bright-red sea whips nestle next to purple tube sponges and yellow staghorn coral. Healthy fronds of seaweed wave gently, both inside and outside the kia'i homes. The town feels lively as schools of fish dart about purposefully, intent on jobs you can hardly fathom. Kia'i swim to-and-fro, sometimes entering a structure by what you assumed was a window. A few incline their heads politely toward you, but most ignore you and go about their business. Around the edges, however, you detect surprising glimpses of decay where coral structures have been damaged.

A kia'i elder flanked by two guards swims over to meet you, bowing solemnly and gracefully as they float in front of you. "Aloha `Aina," says the elder. "Even here we've heard tales of you. Come, I'll take you to meet our leader Unu at the Conch."

Proceed to “Heavy Is the Head.”

HOW DID WE GET HERE? (WEEK 17)

The party could have heard about the dire situation in **Kauhale** and the **kia'i** from **FarSwimmer** in the **Primal Archipelago** or the *event compass* (or *imp/quasit*) from **Redfield** or from the **Watching Woman**, who could have directed them to **Kauhale** or **Leira** in the **Glowing Caves** mentioning that the **kia'i** are one of the biggest threats to the **ecliptic** and are likely on that list for attack. Their motives for coming could include finding a piece of *Allay*, saving the **kia'i** and **Kauhale** from destruction, or dealing a blow to the **ecliptic** as they try to steal the bodies stored in the **Relinquit** to bring back to the **Black Atoll**.

Variant: Bad Visibility. All the recent upheaval has made the area around **Kauhale**, situated between the **Living Wall** and **Kadaur**, akin to a silt bowl. Passing silt clouds heavily obscure anything beyond 10 feet. For every hour that the characters remain here, roll a d6: on a roll of 1 or 2, a silt cloud passes over the area; on a roll of 3–6, the water clears.

Variant: Unexpected Assistance. If the party saved both SpringBog in Week 9 and Chitoni in Week 12, the **Keahi** can appear during this week to provide assistance against the ecliptic at the GM's discretion.

GM Note: Except where noted, locations described for week 10 remain unchanged in week 17.

As you descend into Kauhale, you almost think you must have gone off track. Where's the riot of color the underwater home of the kia'i is supposed to contain? Many of the coral structures that make up the village are dead or dying and the town is an almost uniform gray. Silt drifts through the water, making it difficult to see. At first, you think the town has been abandoned, but then you notice the silvery eyes of the remaining kia'i staring fearfully at you from the windows and doors of their houses.

A single kia'i guard swims up to meet you. Without a word, he motions for you to follow him, leading you toward a large structure resembling a conch. Proceed to "Sink or Swim."

Coral Polyp Field. If the party visited in Week 10, the coral polyp field is as described for that week. However, if the party didn't visit then, the field was destroyed:

A half-moon plateau on one side of Kauhale is a barren wasteland filled with the remains of dead coral. You can see that some halfhearted attempts have been made to revive them, but with little success.

Spawning Ground. If the party visited in Week 10, the spawning ground is as described for that week. However, if the party didn't visit that week, the grounds were destroyed and are unguarded:

The former spawning ground still exists, but all the kelp has been torn down and destroyed, tattered remnants of the plants decaying as they drift around the area, kept in place by the elkhorn coral that still surrounds it. Nothing remains of the kia'i egg clutches—the hopes and dreams of the tribe for the future—that were kept there.

LOCATIONS

THE CONCH

The center of Kauhale is the Conch, a completely coral building grown purposefully with sweeping lines to resemble a conch shell. The inside feels almost larger than the outside due to a strange raw magic effect. It's the only location in Kauhale that has a renewable supply of fresh air and is thus the place where topsiders are usually met with to accommodate them. The town leaders, including Unu, utilize this space for governmental, leadership, and planning activities.

The lower level contains a large entryway, and a few comfortably appointed meeting rooms. The upper level contains a half dozen sleeping chambers used for visitors, though they're dusty and look as though they haven't been occupied in some time. Each contains a bed, a chest, and a small table and chair.

CORAL POLYP FIELD

The kia'i have seeded a plateau shelf on the outskirts of Kauhale with living rock and it's here they farm coral polyps to establish them before transplanting them either within Kauhale or onto the Living Wall. The polyps sit in haphazard organic groupings organized by type and color. The field forms a colorful half-moon around the side of the village closest to the reef.

KIMOKEA'S WHISKEY CAVE

Accessible only from inside the Relinquit, Kimokea's Whiskey Cave lies behind a secret door which can be spotted by characters who have a passive Wisdom (Perception) score of 15 or higher or who search the walls of the cave and make a successful DC 14 Wisdom (Perception) check. The secret ice door can be opened with a successful DC 16 Dexterity check using thieves' tools, or forced open with a successful DC 18 Strength check.

The 30-foot-long, 20-foot-wide cave contains 2d10 + 2 barrels of whiskey, 1d20 + 2 stoppered bottles of whiskey stored on shelves cut into the cave wall, 1d4 flagons of moon dew hanging on spikes hammered into the wall near the door, and a large keg marked "Captain Jack's." Water only rises thigh high in this cave, making it a perfect spot to take a drink. A table and two chairs sit in the middle of the room. Kimokea keeps the whiskey here as it's a location few have access to (or wish to go) and he likes his whiskey cold.

The Relinquit



THE RECORDUM

The Recordum is a purpose-built, three-story coral structure where findings taken from shipwrecks are sorted, stored, and cataloged, primarily by Ahonui. As Ahonui's classification system is based on his limited knowledge of other cultures, things aren't always grouped in a way that would make sense to anyone who lives topside. For instance, particularly shiny daggers might be stored alongside mirrors or fragments of glass bottles while arrows might be located in an alcove along with hairbrushes or forks.

The building itself is a fanciful concoction with graceful archways, walls covered in living coral, and lighting provided by everything from fluorescent mushrooms to bioluminescent jellyfish.

THE RELINQUIT

The Relinquit is located on the southwest outskirts of Kauhale. The entrance is marked by a lophelia coral, which only grows in cold water, sculpted into an arch. A short, 30-foot tunnel then opens into a 60-foot-long, 45-foot-wide cave. The walls of the cave are permafrost and ice, and the water in the surrounding area and inside are significantly colder than the rest of the lagoon and should be considered a place of extreme cold.

The cave is where the bodies of the dead (primarily kia'i, but also any islanders given sea burials, corpses found in shipwrecks, merfolk, and beloved sea creatures) are stored before being taken to the Black Atoll for the Ceremony of Rebirth. Bodies stored here are under the effects of the *gentle repose* spell indefinitely. Storage shelves are carved into the icy walls, but if more bodies are being stored than there's shelf space for, the rest are anchored with bull kelp, one of the few seaweeds that will grow in such cold conditions.

In week 10, there are close to four dozen bodies being stored, almost half of which are surface dwellers. If the party didn't save SpringBog in Week 9, there are an additional three dozen mirescales. In week 17, the amount of bodies being stored is too difficult to count, as they're piled high throughout the Relinquit. If any important NPCs or party members have died at sea, and their bodies haven't been destroyed, reborn, or animated they can appear here.

SPAWNING GROUND

On the outskirts of Kauhale is a sheltered 45-foot-square location ringed with impressively large elkhorn coral and patrolled by four **kia'i guards** (see chapter 9) and tamed lagoon triggerfish or humuhumu. This is where the kia'i spawn and fertilized eggs are kept until they hatch. The substrate here is frequently raked and sifted to make sure no harmful parasites or predators are allowed to harm the kia'i egg clutches. Carefully cultivated giant kelp are planted every 15 feet to provide both privacy and protection.

EVENTS

HEAVY IS THE HEAD (WEEK 10)

The kia'i escort you to an impressive building in the middle of the village, if village is what one would call this fanciful but elegant place of many colors where nothing looks like any building you've ever seen before. The Conch is indeed shaped like its namesake creature, its sand-colored curve rising smoothly in front of you. When you step inside, you find yourself breathing air again.

The walls are a delicate pink, making the kia'i in front of you, strikingly robed in seaweed and silk, stand out even more. A curved coral dagger tied at his waist jangles against pearls as he steps forward to greet you. "Aloha 'Aina," the kia'i says softly. "I am Unu and I welcome you to Kauhale. Mohala i ka wai ka maka o ka pua." He pauses for a moment to see if you understand, then continues. "Unfolded by the water are the faces of the flowers." He pauses again and then, even softer, "We are all stewards here."

Unu thanks the party for coming and asks what their business is in Kauhale. If anyone in the party indicates a willingness to help or to look into any of the strange occurrences they've heard of, he smiles in relief and states that there are a number of things the kia'i would appreciate help with. If the party has met Ahonui, they should recognize him in the next interaction:

"Hmmp!" you hear a loud sniff behind you. A kia'i elder with long, silver hair strides up with a smaller, oddly dressed kia'i following him. "We have no need of help from these, these, air breathers!"

"Now, now, Kimokea," says the other kia'i, Ahonui, who wears a combination of Manaki and Ikolf castoffs. "If ever there was a time to put aside your prejudices, it's now." He bows to you and smiles toothily.

Characters with a passive Wisdom (Perception) score of 12 or higher notice that Unu seems slightly uncomfortable once Kimokea approaches, but brightens after the elder stomps off again. Ahonui, if not acquainted with the party, introduces himself as the Archivist of the Recordum and tells the party to visit him there any time, then turns to go after Kimokea.

"By the way," says Ahonui, turning back to you, "If you want to get on Kimokea's good side, whiskey would do it." He blinks both eyes at you as if attempting a wink, and leaves.

Unu then tells the party there are a few troubling occurrences that he, at least, would love assistance with. One is at the spawning grounds (the Protect the Spawning Grounds quest) and the other at the coral polyp fields (the Reef Farmer quest). Either can be investigated directly on the outskirts of Kauhale. He

tells the party they're welcome to stay at the Conch and asks them to report back once they've investigated.

When the party reports back about the coral polyp fields, Unu rewards them with 2d10 assorted gemstones worth 75 gp each and a *chime of opening*, stating, "May doors always open for you."

When the party reports back about the spawning grounds and if at least some eggs were saved, Unu rewards them with a *pearl of power*, stating, "May you always be as prepared as you were this day. Our people can't thank you enough." If all the eggs were destroyed, Unu invites the party to join him in silent contemplation of the lives that were lost.

A FEAST OF FISHES

When the party have completed both the Protect the Spawning Grounds and the Reef Farmer quests, they receive a note written on a large scallop shell from Iolana:

You are cordially invited to dinner at the Conch in the Nautilus Room. Fancy dress optional.

If the party attend the dinner party at the Conch:

You enter the Nautilus Room to see a lavishly set table groaning under the weight of many dishes of both Manaki and, presumably, kia'i specialties: a heaping platter of poi, plates of pineapple and other fruits, mashed kukui nutmeats, and so many different fish, raw and cooked, that you can't recognize them all. Seated around the table are Unu, Kimokea, Ahonui, Lono, Onaona and Iolana, who rise to greet you. "Welcome, welcome!"

Unu inclines his head and softly adds, "Holo i'a ka papa, kau 'ia e ka manu—When the shoals are full of fish, the birds gather over them, my friends. Food is life."

Even Kimokea, who greeted you so icily before, passes around a decanter of whiskey and offers you a small smile.

The dinner encounter provides an opportunity for the party to learn some interesting information (see What Iolana Knows), including additional quest opportunities:

- Unu will question the party about what they've seen in the rest of the Isles. At the end of the dinner, he whispers a request to one of the party members asking for a private meeting: "I have something important to discuss with you. Please seek me out privately tomorrow." See "Wavesplitter."
- If Kimokea is engaged in conversation or questioned about the whiskey he's shared out (Captain Jack's), he mentions that he keeps a good supply of it in a secret location. That location (Kimokea's Whiskey Cave) can be learned with a successful DC 15 Charisma (Persuasion) check (reduced to DC 10 if the party plies him with drink before asking).
- At some point during the dinner, conversation will turn to the sinking of SpringBog, with Iolana expressing distress (see What Iolana Knows) and Lono will relate something he heard from one of the Living Wall patrols: "Some of the guards have heard reports

that something has arisen from where SpringBog disappeared. There have been some wounded creatures fleeing the area too, though it's hard to make sense of what they say they've seen there. A ruined city seems unlikely, but that's what they say."

- If anyone in the party hasn't received the *friend of the kia'i tattoo* from Iolana, she offers it to them after dinner.
- If Ahonui is engaged in conversation, he invites the party to explore the Recordum and is happy to give them a guided tour if they wish. See "Exploring the Recordum."
- If Onaona is engaged in conversation about Makolf or her father Hani or her travels around the Isles, she mentions that she hopes the party is able to help rebuild Makolf and will keep an eye out for her father. She mentions that the lighthouses at Westguard and Eastguard are very important to the survival of the Isles, as is the Living Wall.
- If Lono is engaged in conversation, he shares his concerns about the Living Wall and the strange growths he's seen in the corals lately, wondering if "wild magics" are to blame.



Feast
of fishes

WAVESPLITTER

If the party doesn't attend "A Feast of Fishes," but has completed both quests for Unu, he seeks them out privately, either out and about in Kauhale or at night in their rooms at the Conch.

"Lu'ulu'u Kauhale i ka ua nui," says Unu, by way of greeting. "Which is to say, I fear that the chilling storm is on the mountains. The Isles have fallen into a time of sorrow, though we may celebrate our small victories." He bows solemnly to you. "I also fear I'm not equal to the challenge. I'm young, my fins barely wet. But I see strength in you and I feel that you may be able to accomplish what I'm not able to . . . because the dangers we face now aren't just of the land or the sea, but feel to be raining down upon us from beings unknowable to the common folk." He takes the ceremonial coral dagger from where it's tied at his waist. "This is **Wavesplitter**, a powerful artifact of the kia'i and, from what I've been told, the oldest weapon in the Isles. I feel called to give it to you." He holds it out to you.

If one of the party members accepts **Wavesplitter**:

"You can't let any kia'i know I've given this to you. It's a treasure of my people. I don't know what they'd do to me if they knew I'd given it away, however willingly." He pulls out a fragment of staghorn coral from underneath his robes, holding it with gentle hands. As you watch, he twists and turns it this way and that in his hands while singing a song under his breath that you can't quite catch. The coral bends and curves and grows until it's a replica of the original dagger. Unu sighs as he attaches the copy to his waist. "That, my friends, is my true calling. The coral sings to me, and I sing to it. But it's my destiny to be my people's alaka'i." He smiles at you. "And I think it's yours to save my people—and the rest of the Isles. Those creatures that attacked us, I don't think that's the last we've seen of them. I wish you all fortune in your travels."

If the party refuses to take it, Unu will look disappointed, bow regretfully, and leave.

GM Note: If a member of the party wears or wields **Wavesplitter** openly while in Kauhale or in front of any kia'i, they may encounter difficulties. Some kia'i may demand they return the item, others may attempt to steal it, while some will express a profound curiosity about it.

EXPLORING THE RECORDUM (WEEK 10 AND/OR WEEK 17)

This event can occur if the party visits the Recordum either of their own volition or after being invited by Ahonui during "A Feast of Fishes."

The Recordum looks impossible, rising in front of you. All the buildings in Kauhale are otherworldly; fanciful, elegant, implausible, but the Recordum even more so. In this place you can feel that the structure is alive and part of the lagoon. It's like walking into a reef and becoming part of it. Xenia pulses, anemones wiggle, mushroom corals glow fluorescent green and yellow, all accompanied by the darting of schools of fish and the wiggle of shrimp antennae. And yet, as you explore the nooks and crannies, you come across the incongruous sight of artifacts from the land. They should look out of place, but somehow, everything feels as if it's where it belongs.

Many interesting or potentially useful things can be found in the Recordum. If the party are accompanied by Ahonui, he can provide direction or guidance to an item if it's described in detail to him. However, even though he often visits his love Hani, his grasp of external cultures is still tenuous. Asking for a "flute" produces nothing but a look of confusion, but asking for a "long metal tube with holes" gets the desired result. If the party specifically asks for anything to do with writing they can discover the *Itero* ritual, as below, item 5 in the Week 10 Exploration table.

If the party explores by themselves, a successful DC 12 Intelligence (Investigation) check allows them to roll on the appropriate table below. On a failure, they find nothing of interest.

Ahonui. There's a 25 percent chance of finding Ahonui in the Recordum during week 10. If Ahonui is present, he can help direct the party to specific documents or items of interest.

Kauhale
and Unu

Recordum Exploration (Week 10)

d10	Recordum Exploration
1	1d6 silvered +1 shortswords.
2	2d8 assorted gemstones worth 75 gp each.
3	A filigree silver flute and a wooden box full of small jars of painting pigments, wrapped in sailcloth, and left together just as they were found. (GM Note: These are items lost by the Bloody Twins).
4	A crate containing 1d12 + 1 <i>potions of greater healing</i> .
5	A tablet with Kumuhea's writings. The tablet can be deciphered over the course of 10 minutes with a successful DC 20 Intelligence check, reduced as follows if the party has learned the script from someone: Kumuhea (DC 10), Malu Keawe (DC 14), or Alamea Keawe (DC 16). Once deciphered, the reader learns the <i>itero</i> ritual (see sidebar).
6	A pile of assorted bags and rucksacks, including a <i>bag of holding</i> .
7	A burlap sack mostly stuffed full of worthless costume jewelry. A successful DC 12 Intelligence (Investigation) check reveals a <i>brooch of shielding</i> mixed in. If a character has proficiency with jeweler's tools, they notice the brooch immediately.
8	A stack of old, leather-bound books encased in an air bubble, including a spellbook containing <i>counterspell</i> , <i>misty step</i> , and <i>shatter</i> .
9	A collection of musical instruments including a lute with only three strings, a set of bagpipes made from a preserved octopus, <i>pipes of haunting</i> , and a small drum.
10	Jars full of ointments, some broken. A successful DC 12 Intelligence (Investigation) check reveals two jars of <i>restorative ointment</i> (see <i>System Reference Document</i>). If any of the party have proficiency with herbalism kits or in Medicine, they notice the ointment immediately.

ITERO RITUAL

Ancient Ritual, Transmutation and Enchantment

Level Requirement: 9

Casting Time: 1 hour

Range: 15 feet

Components: V, S

Duration: Instantaneous

The caster of this ritual can target up to six creatures, who then must join hands in an unbroken circle. The caster then recites a lengthy string of timed chants, which must be joined at specific intervals by the ritual's targets. When the ritual is complete, the following effects occur:

- The ritual's targets are thrust 7 days back in time, returning individually to the exact location they were at the given day and hour.
- The targets retain all memories of the events that occurred in the future, but otherwise don't benefit from having lived it. This effect includes levels, items, and relationships with creatures not targeted by the spell.
- For the next 7 days, the targets have advantage on any repeated actions or interactions made under similar circumstances that require a check. This may include social interactions or the first round of combat, but once circumstances change (at the GM's discretion) in an individual situation, advantage no longer applies in that instance.

Maledictio. If the circle is broken during the casting of the ritual, if a target or caster of the ritual intentionally makes an error during the casting, or if a hostile creature attacks during the ritual, roll a d4:

1	Time overlaps, instead causing all targets to travel back in time in their current location. The original targets of the spell still exist in their previous locations, and will act as they did in the previous week. If a creature affected by the ritual meets its alternate self, one of them will cease to exist (randomly selected by the GM).
2	The spell fails, or instead targets the attacking creature.
3	Each target of the spell ages 1d6 years.
4	The group instead jumps forward 1 week.



Week 17 Exploration

See “Sink or Swim” before embarking on any exploration this week.

RECORDUM EXPLORATION (WEEK 17)

d10	Recordum Exploration
1	Three <i>ecliptic hauler's nets</i> , stored alongside a faded silk ballgown.
2	2d8 + 2 silvered +1 arrows.
3	A box of 1d10 + 1 <i>potions of superior healing</i> , each topped with a seashell cap.
4	A tablet with Kumuhea's writings (see item 5 in the Week 10 Exploration table).
5	A large, sealed iron barrel in remarkably good shape (an <i>apparatus of the crab</i> see <i>System Reference Document</i>). The barrel has a hidden catch, which can be found with a successful DC 20 Intelligence (Investigation) check.
6	A large bowl full of marbles, rocks, and other round objects. If further examined, a <i>bead of force</i> can be found with a successful DC 12 Intelligence (Investigation) check.
7	A small barrel full of rings of every shape and size. A successful DC 12 Intelligence (Investigation) check uncovers a <i>ring of regeneration</i> mixed in. If any of the party have proficiency with jeweler's tools, they notice the ring immediately.
8	A small room festooned with ropes, some barnacle encrusted. A successful DC 12 Intelligence (Investigation) check reveals a <i>rope of entanglement</i> coiled on the floor.
9	A wall of tridents made of everything from coral to stone to iron. A successful DC 12 Intelligence (Investigation) check reveals a <i>trident of fish command</i> .
10	A random collection of particularly large and easy-to-grasp chess pieces, including a knight, a bishop, and a queen in the shape of dragons. (GM Note: These are items lost by Quing at King's Tomb.)

DOWNTIME ACTIVITIES

If the characters have any downtime they wish to spend in Kauhale, they gain the following proficiencies:

- Glaives—Any *kia'i* guard
- Herbalism Kits—Onaona



Herbalism Kit

QUESTS

THE MARK OF A FRIEND (WEEK 10)

After leaving the Conch for the first time, Iolana finds the party. If the party has met Iolana, she greets them familiarly by pressing her forehead to the leader of the group. Otherwise, she introduces herself with a twirl in the water as if showing off her tattoos.

"I understand you're undertaking some tasks for Unu and one of them is out by the coral polyp fields." She laughs, bubbles drifting up. "Don't look surprised; Kauhale is a small village. Everyone knows what you're doing. Every fish has eyes, you know." She motions to some wrasses darting by. "Anyway, I'm running low on giant octopus ink. While you're out that way, could you get me some? There's a pod of them that hangs about there just beyond the field. No rush, but soon would be good. And, hey, I'm not cheap! It'll be worth your while. I know what a pain it is to extract the ink sacs without bursting them."

If the party agrees, they can locate the correct area at any time during the week near the coral polyp field with a successful DC 12 Intelligence (Nature) or Wisdom (Survival) check. They find 2d6 + 1 **giant octopuses** fighting an **ecliptic shocker**.

An ink sac can be extracted from a dead octopus with a successful DC 16 Wisdom (Survival) check. On a failure, the ink sac bursts. If the party returns with at least one intact ink sac and they've also completed the Protect the Spawning Grounds quest and the Reef Farmer quest, continue to “A Feast of Fishes.” Otherwise, Iolana says “Thank you greatly for this. I know you're busy with those tasks for Unu, so I won't keep you. I'm preparing something special for you, and the ink figures in it. Come see me again when you're finished with your tasks.”

PROTECT THE SPAWNING GROUNDS (WEEK 10)

*You easily spot the spawning grounds by the large elkhorn coral surrounding it, as well as the gently drifting giant kelp planted in regular intervals inside the ring of coral. Your eye is immediately drawn to a dead *kia'i* guard flung atop a particularly large coral. A nearby clump of kelp suddenly twitches in an unnatural manner.*

Two **lesser ecliptic hunters**, 1d4 **swarms of ecliptic scavengers**, and 1d4 + 1 **ecliptic anglers** are attacking the 1d12 + 1 egg clutches and the remaining three **kia'i guards** in the grounds. Attracted by the commotion, two **hunter sharks** approach from 60 feet away and try to eat the eggs.

REEF FARMER (WEEK 10)

The glimpse you caught of the coral polyp farm that half-encircles Kauhale didn't do it justice. As you approach it, you can't help but marvel at the waves of color— a veritable underwater rainbow deserving of a painting. But the artistry of the scene is disrupted by the sight of a lone *kia'i* elder facing off against some ecliptic. As you watch, the *kia'i* summons a water elemental to join him in defending the delicate young corals.

Lono the **kia'i elder** and the **water elemental** he has summoned face off against 1d4 **ecliptic shockers**, an **ecliptic angler**, and 1d6 + 1 **ecliptic haulers**, which have released an equal number of **swarms of ecliptic scavengers** (see chapter 9).

Once the battle is over, if Lono has survived:

Lono surveys the damage to the coral fields, shaking his head sadly. "Months of work, gone. Now I need to make a trip to the Glowing Caves or the new growth will never be ready in time to reinforce the reef before the next cycle of tsunamis."

If any of the party have components or dirt harvested from the Glowing Caves on them and offer it to Lono, he exclaims in surprise and joy, and gives the party an **elemental gem** (emerald).

THE HIDDEN WHISKEY (WEEK 10 OR WEEK 17)

The party can either stumble upon Kimokea's Whiskey Cave by exploring the Relinquit or by learning of it during A Feast of Fishes from Kimokea. If the party takes the whiskey in week 10, in week 17, it has been replaced with a barrel of *moondew* (see chapter 8) containing 2d20 + 5 servings, salvaged after the sinking of SpringBog.

GM Note: The party may have learned from Anson Drahl that Captain Jack's whiskey is Keelhaul's favorite and could potentially be used to bargain with him.

In Week 10:

Roll a d6. On a roll of 1, Kimokea (a **kia'i elder**) is inside the cave when the party visits. If this encounter occurs before the party has completed the quests for Unu, a successful DC 20 Charisma (Intimidation or Persuasion) check is required to stop Kimokea from attacking. If the party has attended "A Feast of Fishes" or has gifted Kimokea with whiskey, reduce the DC to DC 12. A character with a *friend of the kia'i tattoo* has advantage on the check.

You step into the icy cold cave, only marginally warmer than the Relinquit. The water level is somehow only waist high in this room. The small cave is full of barrels of whiskey stacked everywhere, stoppered bottles of whiskey (some only half-full) stored on shelves cut into the cave wall, and some leather flagons of moondew hanging on spikes hammered into the wall near the door. A large keg marked Captain Jack's sits near a table and two chairs in the middle of the room.

In Week 17:

The cave is open and occupied by 1d4 **ecliptic shockers** and an **ecliptic angler** (see chapter 9).

The door to the whiskey cave has been hacked open by the ecliptic, though the shockers sniffing the casks seem confused by the lack of dead bodies inside. The water level, being only around waist high, also seems to be hindering a single ecliptic angler as it thrashes around. The small cave is still full of barrels of whiskey stacked everywhere, stoppered bottles of whiskey (some only half-full) stored on shelves cut into the cave wall, and some leather flagons hanging on spikes hammered into the wall near the door. A large barrel sits near a table and two chairs in the middle of the room, in immediate danger of being knocked over by the angler.

SINK OR SWIM (WEEK 17)

When the party arrives in Kauhale, the village is between ecliptic attacks and has been suffering scouting excursions as well as a general decline in water quality and availability of food for the last six weeks. If the party didn't visit in Week 10, Lono was killed in the attack on the coral polyp fields and the fields themselves were decimated. Additionally, all the eggs at the spawning grounds were destroyed, demoralizing the *kia'i*.

GM Note: Like other locations during raids, the amount of enemies in this area is intentionally large. Even the strongest heroes would find it nearly impossible to fend off the entire horde, and the party should instead focus on objectives like rescuing as many of the *kia'i* as possible.

REPEL THE FIRST WAVE

As the *kia'i* guard leads you toward the Conch, a **greater ecliptic hunter** swims in from the right and immediately attacks. Approaching from 30 feet away (visible if there are no silt clouds obscuring visibility), are an additional 1d6 + 1 **ecliptic shockers** (see chapter 9).

Once the party makes it inside the Conch, they're greeted by Unu, Iolana, and Onaona. If any of the party has met any of the *kia'i* or has a visible *friend of the kia'i tattoo*, they're greeted warmly and with great relief. Unu explains that Kauhale has been experiencing infrequent scouting by the ecliptic that they've been able to keep at least partially at bay, but are now under a more unrelenting direct attack. If engaged in the conversation,

Onaona asks if the party has any news of Old Man Hani, her Manaki father. If the party does, she gratefully provides them with 1d4 *potions of supreme healing*.

Iolana bangs her fist against a wall in frustration. "Now is not the time for talk, Unu." She turns to you. "Kimokea, the old fool, swam out of here not twenty minutes ago, saying he was worried about the bodies stored in the Relinquit. Why must he worry about the dead when there are living here to worry about! Can you go retrieve him? We can't lose an elder, not now."

If asked, or at the GM's discretion, **Onaona** can provide healing to the party before they set out.

BODIES ON ICE

As soon as you get close enough to see the entrance to the Relinquit, it's obvious Kimokea was correct in his worry. You see the tail of an ecliptic disappear through the archway. You can only hope the elder is still alive.

A **ecliptic shocker** is located in the tunnel just beyond the entrance. Once in the main cave of the Relinquit, the party find Kimokea circled by 1d6 **ecliptic anglers**. An additional 1d10 **swarms of ecliptic scavengers** (see chapter 9) are busy devouring the bodies of the dead stored in the ice cave. The party can see a broken ice door opening into another room (Kimokea's whiskey cave).

If the party save Kimokea and defeat the ecliptic, he gratefully suggests they return to the Conch, but that the Relinquit should be monitored or guarded to make sure the ecliptic don't gain control of the bodies within.

If a member of the party suggests destroying the stored bodies so that the ecliptic can't steal them, Kimokea strongly argues against it, stating that "if the Isles can be returned to normal, we must keep to the traditions. The Ceremony of Rebirth may well be the thing that gives us a new start."

GM Note: If the ecliptic are able to obtain the bodies stored within the Relinquit, it could have a devastating effect on the coming war, as such a large influx of the dead would swell the numbers of ecliptic produced. At the GM's discretion, to increase the difficulty of the remaining encounters for this week, any ecliptic survivors of an attack could redirect to the Relinquit.

GATHER REFUGEES

On the way back to the Conch, the party encounters two **kia'i adults** fleeing two **lesser ecliptic hunters** (see chapter 9). If the **kia'i** are saved, they accompany the party to the Conch to seek sanctuary.

Meanwhile, nine more **kia'i** have arrived, also hoping to find a place to hide. Iolana is busy directing the refugees where to go. **Onaona** can provide healing to Kimokea and any injured party members, at the GM's discretion.

"Friends!" Unu rushes forward to greet you, briefly touching his forehead to Kimokea's. "I hate to ask you to leave again so soon, but would you be able to gather more of the tribe and direct them here? The Conch is the largest enclosed space we have, with thick walls that can withstand even a pod of killer whales. I can only hope that those walls will protect us now."

If the party accepts, they can explore Kauhale and attempt to find the **kia'i** that have hidden themselves. Of the original population of around 250, there are 175 left, including 15 currently accounted for. Refugees can be discovered with a successful DC 15 Intelligence (Investigation) or Wisdom (Survival) check; roll on the **Hidden Kia'i table** to see how many the character finds. On a failure, roll on the **Roving Ecliptic Encounters table** instead.

Hidden Kia'i

d4	Hidden Kia'i
1	You locate families of kia'i hiding in a few houses, totaling forty.
2	You locate twenty kia'i hiding behind shop counters and inside workspaces.
3	You locate twenty-five kia'i crammed into a one-room structure, the frontmost of which are armed with spears.
4	You locate forty kia'i nearby, hiding in the growths of a kelp bed.

Roving Ecliptic Encounters

d4	Encounter
1	2d8 + 1 swarms of ecliptic scavengers and 1d6 ecliptic haulers (see chapter 9)
2	1d4 ecliptic shockers and an ecliptic hunter (see chapter 9)
3	Two greater ecliptic hunters (see chapter 9)
4	1d6 ecliptic anglers and a lesser ecliptic hunter (see chapter 9)

Once the majority of refugees have been accounted for, Unu thanks the party in the now-crowded Conch and tell them that there's one additional missing **kia'i**: Ahonui, who was last seen heading to the Recordum. **Onaona**, clearly worried, can offer to accompany the party to find her father, at the GM's discretion, or provide healing before they leave.

THE RECORDUM

Outwardly, the Recordum still looks healthy, perhaps the best-kept building remaining in Kauhale. It's still covered in living corals, though some of them are obviously struggling. The inside, once brightly lit with the luminescent glow of corals and floating aequorea jellyfish, is now dimly lit with only a few slow-moving aequorea bobbing through the rooms.

Ahonui is located on the third floor of the Recordum, hiding inside a Manaki canoe stored in a room full of other Manaki artifacts. The first floor contains 2d6 **ecliptic shockers** and 2d4 **swarms of ecliptic scavengers**, who are searching for anything living to consume, including the jellyfish that provide illumination. The second floor contains 1d6 **ecliptic anglers** and 1d8 **ecliptic haulers**. The third floor contains two **greater ecliptic hunters** (see chapter 9).

THE FINAL STAND

Once the ecliptic at the Recordum are defeated and Ahonui is safely taken to the Conch, which is now crowded with kia'i refugees, Unu will find the party. A patrol of kia'i guards has pinpointed the location of the last scouting party of ecliptic—they've gathered at the spawning grounds. Unu asks if the party can go out one more time. At the GM's discretion, any surviving kia'i can accompany them (Kimokea, Iolana, Onaona, Ahonui or Unu) to make the last stand.

If the party didn't save the Spawning Grounds in Week 10:

Perhaps attracted by the lingering smell of the eggs that were once spawned and hatched here, ecliptic are ripping apart the grounds as if in search of something.

If the party saved the Spawning Grounds in Week 10:

A last clutch of eggs, all the rest having either been hatched or moved to the Conch before the attack, lay in the center of the grounds. The ecliptic circle it, as if savoring the thought of the destruction and consumption of new life.

Three **greater ecliptic hunters** and 1d4 **swarms of ecliptic scavengers** (see chapter 9) await the party.

OBTAIN WAVESPLITTER/ KAUHALE IS SAVED

If the party haven't obtained *Wavesplitter* and Unu survives, proceed to "*Wavesplitter*." If Unu dies, the party can find the dagger on his body, and can determine the item's properties with a successful DC 15 Intelligence (History) check or by using the *identify* spell.

After the final battle at the spawning grounds, no further ecliptic appear in the next two days. The survivors of Kauhale slowly emerge from the Conch to go about their lives, though they still look over their shoulders. The Reef Guardians begin the slow work of rebuilding the coral houses and replanting the coral polyp bed. Ahonui (if alive) invites the party to visit the Recordum to see if they can find anything there to help them in the coming weeks. The party can assist Kimokea and the other Reclaimers, who spend the time cleaning up the Relinquit, repositioning the bodies with care and adding any newly dead to the store.

LEAVING KAUHALE AND IOLANA'S GIFT

Iolana will speak to the party one last time before they leave.

"I can't thank you enough for what you've done here. I wish I could tell you the worst is behind you, but somehow I think there are even larger battles ahead of you. It is, perhaps, self-serving, but I hope you'll visit the Living Wall next in your travels, as I fear that the ecliptic will likely attack there next and, if they do, it will affect not just the kia'i but all the people of the Isles. They don't call it the Living Wall for nothing.

But a visit to Skyreach Temple or King's Tomb may be equally beneficial. In King's Tomb you'll find the remains of one of the greatest defenders the Isles have ever known. A great golden dragon is entombed there, and there are those who say his spirit still sleeps there, ever ready to protect the Isles. And at Skyreach Temple, I've heard rumors of great power and great knowledge. I can't claim to know what's best. But I know one of those three places may lead you closer to saving the Isles."

Finally, to thank the party for their loyalty and sacrifice, **Iolana** offers to use her Familiar Spirits ability to enhance any items the party already has.



Wave
Splitter



KEYPORT

Keyport rests comfortably on the bank of a small inlet north of Mount Kadaur. Three main docks extend from the three areas of keyport; the warehouses, the taverns and inns, and the open market. During its brief, 40-year history, this port has seen countless merchant ships bring an overwhelming array of diverse and exotic goods. Most who visit the Isles come with the intent to trade, explore, or retire in a tropic wonderland.

The first stop for merchant ships is the warehouse, where goods stockpiled by native Ikolf farmers are traded for rare spices and materials unfamiliar to the Isles. Since common currency is still unincorporated in the native culture, ships bearing bulk goods are quick to leave in turn after replenishing goods. The most common item traded with the Isles are whiskeys and rums, of which the warehouses have plenty.

The markets are often filled with criers peddling jewelry, tapestries, and any other oddity they feel confident they can trick a local into buying for island goods. The rest, including many native Manaki, spend their time at the taverns enjoying mind-muddling nectar made only on distant shores. However, the revelry and industry have fallen to a dead silence within the past few days.



Jorkun
and Perlia

HISTORY

Keyport was created recently, as a necessity to account for the growing Ikolf and Manaki populations in settled areas. They required more infrastructure than was readily available on the Isles, and set out to gather familiar comforts from foreign lands. The local communities worked together to create a dock that was easily accessible for merchant ships and contractors, building up Eastguard and Westguard to guide them here.

When the merchants arrived, they quickly began to build the semblance of a humble dock town, adding taverns and rooms for the visiting sailors. The warehouse was among the first additions, and after the mirescale community learned of the budding alcohol trade they quickly brought their craft to the market.

IMPORTANT CHARACTERS

CHUCK LAWRENCE

Chuck (a **bandit captain**) is a clever survivalist and a rigid shipwright who's passionate about the ship he works on, his own survival, and good meat. He speaks directly and has no patience for incompetence or cowardice, but ultimately cares deeply about any crew he works with. If Chuck feels confident he can help in a situation, he can't be persuaded to stand by. He also enjoys telling stories about his old bandit crew, and teaching the party the basics of ship repair and sailing.

IOLANA

Iolana visits Keyport occasionally throughout the adventure, and can be encountered here at the GM's discretion. Keyport serves as a good location to introduce her, along with the information she knows (described in her entry in Kauhale) and the concept of magic tattoos.

JORKUN AND PERLIA

Jorkun and Perlia (**commoners**) came to the Isles on a work contract, and have since spent their time selling foraged goods at the docks. Jorkun is a tiefling and his wife is a human, and they have three children that forage with them. They can be found working around Keyport through the weeks, intent on repairing it for any incoming ships to hopefully repopulate.

LARRY BAKER

Larry is the disproportionately joyful proprietor of the Flappin' Kraken, a tavern on the eastern side of the port. Whether he's discovered upon the party's first visit or not, on subsequent visits to Keyport, Larry can be found behind his bar awaiting guests. He speaks little about his past, but has a surprising wealth of knowledge about what the party might best spend their time doing this or next week.

ROCKJAW (WEEKS 2 TO 9)

RockJaw (a **mirescale villager**) is the son of LickSpittle, the primary trader of SpringBog. He traveled to Keyport on his father's behalf to bring a shipment of grak to resupply after the festivities, but stayed on after barely escaping with his life after the ecliptic attack (he used his burrowing ability to hide in one of the warehouses). Like his father, RockJaw can also speak Dwarvish and Gnomish, and is comfortable conversing with anyone of any species. He also inherited his father's overabundance of feathers, though his formed as a decorative collar, giving him a slightly comical, stiff-necked look reminiscent of well-landed gentry from other lands. When traveling among the Isles, RockJaw adopts a more Manaki-style of dress and wears a long, vestlike leather duster with many inner pockets. The pockets contain 1d8 small gemstones worth 50 gp each, random trinkets and sea shells, 1d10 loose pearls worth 50 gp each, and a locket containing a painted portrait of his late mother he had commissioned in Makolf to give to his father.

GM Note: RockJaw arrives in week 2 during the attacks, and stays in Keyport, hoping to hear word of SpringBog and his father. After week 9, when news of SpringBog's sinking comes, he travels to Makolf to reunite with any survivors.

WHAT ROCKJAW KNOWS

If engaged in conversation, RockJaw can give valuable information about SpringBog:

- His father, LickSpittle, is the main trader and runs the Barges, a trading post in SpringBog.
- Right before he left SpringBog, he'd heard rumors from RoundBelly that the Eye (the freshwater vent below the island) was acting a bit odd—"weeping red" was what he heard.

HOW DID WE GET HERE? (WEEK 10)

The party can visit Keyport whenever they visit Kadaur after returning from another location. However, during week 10, Captain Keelhaul is visiting with his crew to repair the *Bloody Twins*. At the start of the week his ship arrives, alerting anyone in the area (such as Jorkun and his family, Larry, or any roaming NPCs) who will quickly warn the villagers in Makolf. If the party isn't in or near Makolf, they could have seen his ship the week before, clearly sailing toward Keyport.

Kada's up to Something. At the start of this week, Kada should approach the party and take Marrow back, returning it at the start of next week. When he does this, if he feels the party is lacking direction, he could inform them on the whereabouts of Keelhaul.



RockJaw

LOCATIONS

DOCKS

The docks are equally devoid of life, lacking even the cry of a hungry seagull. Shipments dropped in the middle of offloading now lay tossed about the wooden planks, with goods like potatoes and whiskey bottles pouring out of some. The waves around the docks gently rock boats of varying sizes, now all seemingly abandoned. Besides the ships listed below, there are a half dozen other ships, consisting of one canoe, three sailboats, a large shipping vessel, and a smaller sailboat with a Jolly Roger flag subtly rolled up below the center mast.

Voyager's Ambit—Double-Hulled Canoe. This large canoe takes a crew of twelve, but can be sailed with four. It's arguably the least remarkable ship in the port, with no markings aside from its name. If the party explores it at any point, they find Chuck Lawrence, a shipwright and a retired **bandit captain** unconscious and buried under a dead swarm of ecliptic scavengers.

Chuck survived by single-handedly cutting down the small swarm, and attaching them to himself with pins to hide from other ecliptic. If revived, Chuck is grateful to the party and offers his service and knowledge of the ship if they ever need to sail. Chuck will then accompany the party, even returning with them to Makolf to wait for orders.

Shippy McShipface—Double-Hulled Canoe. This blasphemously titled vessel is similar to the *Voyager's Ambit*. Inside the captain's quarters is a large desk, bearing the crudely drawn image of a blue bird that covers its entire face.

Great Gut Loader—Galleon. This ship is by far the largest in the docks, containing dozens of cannons and crewed by close to 400 sailors. Nearly all its contents are potatoes, cannonballs, and spices. The fact that it's crewless puts doubt on how effective the ecliptic attacks have been.

Sometimes Sunny—Keelboat. This small three-person fishing vessel is painted in bright colors and bears a small figurehead of a smiling lion. On board are three longswords, a box containing three straw hats, and a sling with one piece of ammunition. The presence of the boat, seemingly from a strange foreign land, is wildly jarring.

The Ship with Three Names—Galleon. A sizable ship, possibly a flagship, this vessel has two names crossed out, implying it was seized at least twice. The first of these is *Concord*, run through with a red line. The second is *Costa Concordia*, run through with a black line. The third is *Queen Anne's Retribution*, written so low on the boat that it's half consumed by waves.

The Open Dream—Double-Hulled Sailing Canoe. This Manaki vessel is painted with Ikolf patterns, and is stocked with empty baskets and two sets of fishing tackle.

Minnow—Coracle. This small coracle likely came from a different island, judging by its shape and the material it's made from. It has two oars laid inside it, and a mostly empty bottle of grak under the seat.

The Omen—Keelboat. This small sailing ship has been retired for an unknown reason, as it's covered in dust and has its sail packed away in a lockbox in the cabin. It's otherwise fully functional, albeit empty.

The Red Cap—Single-Hulled Sailing Canoe. This canoe is made from redwood brought to Manaki by foreign ships, and is entirely empty save for a red tricorner hat.

THE FLAPPIN' KRAKEN

The Flappin' Kraken was the most visited of the two taverns, with a cleverly crafted wooden statue wrapped around the building. The interior is able to house nearly three dozen patrons, with ten guest rooms on the second floor for sailors or locals who frequented the area.

The keeper of this tavern, Larry Baker (a **commoner**), managed to survive the attack by means even he can't explain. He can be found inside the head of the kraken statue, accessible by a small trapdoor up a ladder behind the building. Larry will accompany the party while they search the area, delighted by the fact that he survived and grateful to the party for "helping him." Once they leave Keyport, he decides to remain, believing that Keyport can be revived and won't be attacked twice.

Keeler Queen. Due north of the Flappin' Kraken, two hundred paces east of the beach is a **keelboat** named *Keeler Queen*. It's hidden behind a wall of flora, namely a massive fern that's grown over the years. Its figurehead resembles a strange, nose-less cat. Captain Keelhaul stole this boat from Keyport years ago, so its state is decrepit and it must be cleaned up before it can be used.

MARKET

The market is a mixture of street stalls and established buildings, with the former being much more numerous. Upon the party's first arrival, they find broken goods scattered about the street, with some stalls completely destroyed. Most of the shop's basic goods are still on display, primarily including spices, fruits, baskets and other finely crafted items. At the GM's discretion, the party may find weapons and ammunition in the market, as well as minuscule amounts of healing magic.



The Flappin' Kraken

THE OVERFLOWING JUG

The Overflowing Jug offered a slightly quieter environment than the Flappin' Kraken, and was one of the few businesses that actually dealt with gold, silver, and copper. It was mostly visited by merchants making trade deals, telling exciting stories and drinking wine. The Overflowing Jug has a small side house where the three owners used to live.

SHORING FIELD

The shoring field has a wooden contraption used to lead and hold ships out of the water. It's empty outside of repair supplies like dry wood, but may be used by the players in later weeks to repair or upgrade their ship.

As the party passes through the area for the first time, likely to reach the warehouse, they spot a family of five carrying baskets exit the jungle completely unharmed. The father, Jorkun, expresses profound confusion at the state of Keyport. His wife, Perlia will explain that they're simple dockworkers who have been foraging for the past three days. They lost track of time, completely unaware that the festival already occurred. The family decides to stay in the outskirts of Keyport for their own safety, but offer the party a small bone whistle. If it's blown within earshot, they provide whatever help they can with simple labor.

WAREHOUSES

The warehouse sits on a hill overlooking Keyport, with a small rope system on a rail used for the quick transfer of stored goods up the slope. The interior is divided into two segments, one that contains goods brought to the Isles and another containing goods from the Isles. The foreign goods are contained in a 100-foot-by-120-foot space, with numerous crates and barrels lining the rows of shelves. Most of these containers hold liquids like whiskey or wine, while others contain random items such as leathers, ingots, and dried herbs. There's also a set of small barrels labeled "Grak," accompanied by a similar barrel with a gold label that reads "Moondew." Surprisingly, none of these items have been touched.

The local goods storage has a large compartment and a smaller compartment, the former of which is 80 square feet. It's magically cooled using a ritual that slows down the air, allowing for goods like meat and eggs to spoil much more slowly. However, characters entering for the first time notice two key features that are a result of the ecliptic attack: a distinct lack of meat, and an **ecliptic hauler** (see chapter 9) gathering the last bird eggs in the storage. The larger compartment contains $2d8 + 3$ units of wood, $1d8 + 2$ units of stone, and other smaller amounts of goods determined by the GM.

MoonBringer. A barge run ashore sits on the northern shore near the warehouse. It contains one crate full of grak, several broken bottles in a shipment labeled "Moondew," and several bags of brewing materials.

QUESTS

TAKING INVENTORY (WEEK 2)

The party are sent to Keyport to investigate the attack, and see what was left behind. This adventure is a basic introduction to Keyport and the ecliptic, allowing the characters to explore a new location that they can revisit and rebuild. Their only task during this week is to explore each section, learn of the new threat, and report back to Makolf with their findings.

Player freedom is important this week, but if they feel a lack of direction, you may instead have them be accompanied by the injured merchant or introduce Chuck without having them locate him. The locations they should visit include the market, the docks and the warehouse. This way they'll gather supplies, allies, and information on the threat.

You embark to Keyport, uneasy and a bit unprepared. The jungle path takes the better part of a day, winding around natural formations so that the few horses on the Isles can travel with a sizable load. No more than two hours away from your destination, you hear a disturbing noise. Tucked to the side of the road ahead are the remains of a horse, half its body stripped to the bone, with a swarm of tiny, alien creatures cramming their bodies with meat.

This is the party's first encounter with the ecliptic, agents of reform brought forth from the Isles to destroy them. This particular foe is one of the less-developed ecliptic, a **swarm of ecliptic scavengers** (see chapter 9), who are used to collect meat in the simplest natural way.

Exiting the jungle path you find the remains of a devastated settlement. Nothing but bloodstains mark the now-silent streets, accompanied by the flapping of broken doors riding their hinges on the shore winds. In front of you are the primary docks and the empty market, with the warehouse on a hill to the left, and the small tavern district to the right.

YOUR FIRST BOAT (WEEK 5)

This quest is simple and can be repeated if the party ever loses their ship. When the party ventures to Keyport after saving Makolf from Skati's terror attack, one of their first priorities should be to explore other islands. Each of the boats docked in Keyport is an optional vessel for the players to take, considering the grim fate that most sailors meet early in the adventure. Chuck Lawrence is a valuable asset to parties who don't know how to sail, and should be introduced at this time if possible, whether the party chooses his boat or another. If the party retrieved Keelhaul at Skati's request, they know how to locate *Keeler Queen*, which is described under "The Flappin' Kraken."

CONFRONTING THE BLOATED SAILOR (WEEK 10)

Keelhaul's crew consists of 4d10 + 9 **lesser draugr** and 2d4 + 2 **sunken sailors** (see chapter 9), divided evenly between his own ship and the one being stripped. They work through the day and under torchlight at night, allowing this encounter to take place under any condition. The encounter may start differently depending on whether the party is aware of Keelhaul's business here, where they're approaching the port from, and how they prepare.

GM Note: The party should learn about the recent arrival of *Seputus* during this part of the adventure. They might learn about it from speaking to Keelhaul directly, from overhearing the undead discuss one of their next destinations, or even from Larry, who's been eavesdropping from inside the kraken statue.

Slowly Repairing the Bloody Twins. For each day Keelhaul spends in the harbor with his ship in the shoring field, half his crew completely disassemble a random ship. The other half remain on the *Bloody Twins*, increasing its strength and power. If this is the only encounter you plan this week, have the party arrive 2–4 days after Keelhaul does, with the ship unfinished.

Confronting Keelhaul: An Unfamiliar Foe. If Keelhaul is confronted directly, he's much less interested in conversation if he's unfamiliar with the party. Unlikely to be persuaded, he instead offers his own simple ultimatum: all the cargo on the party's ship (granted they have some) and half their lives, or all their lives.

Confronting Keelhaul: A Vengeful Force. If Keelhaul is missing the figureheads on his boat, and is aware of the party's interference, he directs his sailors to attack the party on sight. If this is the case, the GM should emphasize how dangerous his entire crew is in addition to Keelhaul's current strength, i.e. it's a deadly encounter.

Confronting Keelhaul: An Unexpected Ally. If the party rescued Keelhaul from the wreckage of his ship, he happily greets them as they arrive. He proudly shows off his ship, and asks if they've made use of the *Keeler Queen*. Regardless of their answer, he's content with this encounter ending in an unspoken stalemate—promising to face the party at equal strength in the coming weeks.

Cheating Out a Duel. If the party is convincing or creative enough, they may be able to lure the bloated captain away from his crew. At this point, although difficult, the party might be able to defeat the Undead Lord. This is the earliest location Keelhaul can be killed, and as an alternative (if the GM chooses), Skati can revive Keelhaul after his defeat as a **skeleton**. As a skeleton, Keelhaul stays behind the strength of his crew and is reduced to a coward.

Construction Setback. The adventurers might consider interrupting his ship's repairs stealthily, which may prove difficult considering the amount of Undead working the operation. On the first day, the ship has half its maximum hit points (due to the condition it's been in since it was sunk). Each day, it regains 50 hit

points. This part of the adventure is up to the party's creativity, and is likely to have dangerous or possibly deadly outcomes. Possible routes could include setting fire to the *Bloody Twins*, picking off his crew, placing explosives or similar cargo in the hands of the Undead dockworkers, or attempting to damage the figureheads if they weren't damaged earlier (see "the Living Wall").

EVENT: LEAVING KEYPORT (WEEK 10)

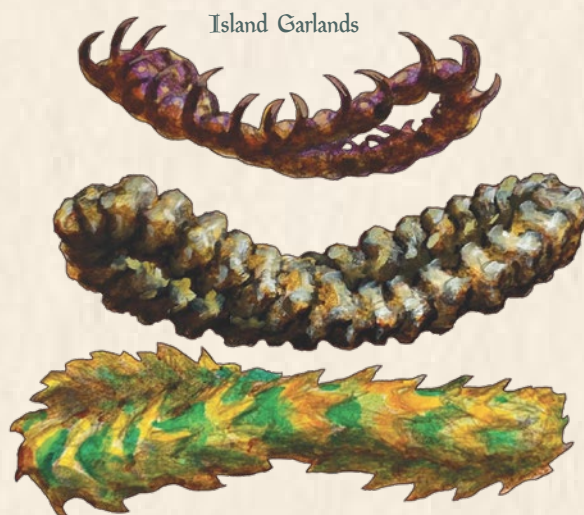
As you prepare to leave the port town, Larry bursts out of his tavern's kraken statue gripping a piece of paper and rushes toward you. After catching his breath, he presses it into one of your hands. "I, I, I stole this from them! Those undead somehow found the Wishmaster's Conclave! Please, unless you have anything better to do, go visit some genies and bring back Larry a chest full of gold!"

REVIVING KEYPORT

The party can revive Keyport, granting it new defenses and a new population. To do this, use similar mechanics described in the "Makolf" section. The party can also convince some of the villagers in Makolf to help with repairs during the party's absence. This requires a Charisma (Persuasion) check, which recruits a number of villagers equal to the number rolled –10, and then multiplied by 10 (e.g. a result of 15 would recruit 50 villagers).

REPAIRING AND UPGRADING BOATS

As the party sails through the Isles, their ship is likely to sustain damage. In addition to any work that a shipwright may do, stopping at Keyport makes repairing the party's boat much easier and faster. While in Keyport, the party can procure wood easily from the warehouse, the shoring field, or other ships. The ship regains 1d6 hit points for each hour spent repairing it plus 1d6 for each creature helping if the shipwright oversees repairs. In addition, upgrades described in the "Sailing through the Isles" section can be applied here during shoring.





KING'S TOMB

One of the “Wonders of Manaki,” King’s Tomb is named after a monument to the ancient defender of the Isles. A step pyramid made of a white stone not often seen in the Isles, it’s visible from miles offshore. The outer walls show deterioration, as rocks from the pyramid have been stolen by visiting merchants who peddle the stones as magic wards. In recent years, however, fewer people have returned from raids on the King’s Tomb, with many groups failing to return at all. Just getting to the tomb is difficult, as it’s surrounded by a tangle of dense plants and inhabited by ferocious beasts, including packs of seemingly sentient primal tigers. Some say the tigers are descended from the companions of Quing, a gold dragon who defended the Isles millennia ago, whose body now rests in the tomb.

The path to the tomb is rough going, as the excessive overgrowth makes traversing it impossible for the ill equipped. Once at the steps to the tomb, one can attempt to ascend to the top via a steep path made treacherous by moss and more jungle creatures. According to legend, there’s a shelter at the top, and an entrance to the tomb through a hidden trapdoor. But that trapdoor lies under a golden dragon statue.

Inhabitants. Nowadays, this place is mostly wild jungle, with only the tomb to suggest there was ever a civilization here. The signs of a dragon society are here, but buried under years of jungle growth. Saber-toothed tigers abound, as well as warring factions of hydras and crocodiles. A lone golden dragon still makes her home here, clinging to her memories and a bygone age.

HISTORY

Many ages ago, this island was home to a select few gold dragons from one of the most ancient and elite families. They were specially invited by Kada to help protect the mortals as their civilization grew on the Isles. Quing and his family watched the Manaki people for centuries, at first fascinated by these beings and the changes they

could effect in their short lifespans, and then grew to love their passion and talents with almost parental affection.

Quing and the other gold dragons watched from afar, never interfering, for many years. Quing stood aside while the islanders faced minor threats, fighting the urge to protect them, because he knew that for them to grow and become wiser they must face adversity. But when Skati came to the Isles, here was a force that Quing knew he must face for the Manaki. Honor bound by his love of the islanders just as much, if not more so, than his promise to Kada, Quing rallied the gold dragons to take care of the Ikolf threat. He thought it would be a simple matter to take care of a few dwarves, no matter how powerful in magic their leader was. Quing hadn’t counted on Skati recruiting the black dragons, who were insulted that Kada hadn’t invited them to the Isles alongside the gold dragons.

The black dragons attacked the gold dragons on their home island before they could even take to the skies. The gold dragons fought valiantly and eventually won, despite major losses. The most heartbreaking loss was Quing, who died fighting Kish, Skati’s closest ally, whom Quing had especial reason to fight, as Kish had romantically pursued Quing’s daughter (or so Quing thought) against her will.

The remaining gold dragons laid Quing’s body to rest where it fell, and dragons came from all over the world to assemble the step pyramid over him so he could have eternal rest. Once the tomb was complete, the dragons left the island, thinking they had no reason to stay once Skati was no longer a threat. Only Quarala, Quing’s daughter, remained, grieving her father deeply, as well as some other losses that she keeps secret.

However, after so many years watching over the Manaki people, Quing’s spirit couldn’t simply rest. Quing had a great sense of honor, duty, and love, and he couldn’t overcome the guilt that he was no longer around to protect his beloved island inhabitants. Thanks to the combination of his advanced age, skill in magic, and history of noble sacrifices for the Isles, Quing’s spirit evolved into the half-immortal incarnation of the Lord of Decay. He has watched the Isles ever since his death, waiting to see if he’ll be needed once more.

IMPORTANT CHARACTERS

KISH

Raised by Skati and out for revenge, Kish is a **black dragon draugr** (see chapter 9). A skeleton at his raising, Kish has very little conscious thought and only remembers that he died fighting gold dragons, so they must be his enemies.

In life, Kish was a member of a black dragon family who at one point challenged Quing for control of the Isles. The black dragons had wanted to be a part of the Isles from the beginning, and were insulted that Kada chose the gold dragons to watch over the people of the Isles. The black dragons settled near the Isles, watching from afar and bitter about Kada's choice.

Kish and Quarala met one day when Kish was exploring the gold dragon's island home, curious about what it was these gold dragons had that Kish's own people did not. Quarala initially wanted nothing to do with Kish, but eventually the black dragon and the gold dragon fell in love. When Quarala produced their first egg, Kish gifted her one of the giant pearls made by Gigas. Even though the egg was kept secret, Kish and Quarala were hopeful they could have a future on the Isles, once it hatched and they could go elsewhere. When the dragonling died in the egg, Quarala became depressed and broke off her relationship with Kish.

Skati found out about this union, and twisted this information when he approached Kish about an alliance. Skati implied that Quing did something to the egg to make it not hatch, and Kish was enraged. Kish convinced the other black dragons to go to war against the gold dragons.

Kish attacked Quing during the battle, and each of them wounded the other fatally. Kish crawled to their nest nearby and asked for Quarala to be with him as he died, but she turned away from him and went instead to her father. Quarala later regretted this, and went to find Kish's body to give him a proper burial, but Kish had crawled into a cave beyond the nesting area to be near their child as he died. Quarala, not being able to enter the nesting cave in her grief, didn't realize that was where Kish died. During week 18, Skati resurrects Kish to aid in taking on the Isles' defenders.

Kish



QUABBA

Quabba, child of a gold and a black dragon, is a **dreparous**, a dragon that never hatched. Had she lived, her form would be gold with black spots and stripes, and this is visible in certain lights, especially at night time. Quabba was nearly fully developed when she died in the shell of natural causes, a stillbirth not uncommon among gold dragons, but devastating to Quarala and Kish. Moments after Quarala abandoned her nest, never to return, Quabba rose as a dreparous. Confused by the cave and the waterfall, she has remained there ever since, wondering where her parents could be. She's very shy of creatures, and spends most of her time playing in the waterfall and organizing her rock collection. Quabba has the emotional development of a five-year-old human child.

During the events of week 18, Skati raises Quabba as a **wyrmling draugr** (see chapter 9). This forces Quabba's dreparous form to disappear. When the wyrmling draugr is destroyed or after Kish and Skati are defeated, Quabba reemerges as a dreparous.

QUARALA

This **ancient gold dragon** is Quing's only daughter and the last gold dragon left alive in the Isles. She was the first child born on the Isles, and her father believed she had a grand destiny to fulfil one day, grand even by gold dragon standards. As Quarala matured, she couldn't imagine what she could possibly do on an island paradise that would please her father. When she encountered Kish, a black dragon visiting the Isles, she was intrigued, as she'd never before met another type of dragon. Their interaction resulted in an egg, which she hid from her father, knowing that he didn't trust the black dragons and may reject the child. She and Kish planned to take the child away, but the egg never hatched. Quarala became depressed after this and told Kish she never wanted to see him again. The next and last time she saw Kish was after he and her father mortally wounded each other.

Despondent at the death of her father, her lover, and her child, she refused to leave her father's tomb.

Her love for her father, and, even though she won't admit it, her love for Kish and their secret daughter (who never hatched, having died in the egg) keeps her on the island. She lives for visits with

her father when he becomes visible at twilight, and she grows despondent if for some reason she's away during these hours and misses a talk with him. While she once enjoyed some companionship from her Auntie Makana, she became more depressed and reclusive as drama unfolded over the island. She now sleeps in the shelter at the top of the tomb, ever watchful for intruders. She enjoys watching people attempt and fail both the stairs and the puzzles. She and Makana designed most of the puzzles, sometimes together, sometimes competing to be the most challenging. She knows her father has been nudging her to do something grand, but she isn't sure what, and feels he's disappointed in her.

Quarala loves the saber-toothed tigers that roam the island. Jewel-Thief is her special pet, even though she has a tendency to play with and lose Quarala's special treasures and mementos.

WHAT QUARALA KNOWS

- Some of Skati's backstory
- Her father is powerful (but she doesn't know he's the Lord of Decay)

QUING

In life, **Quing** was an ancient gold dragon, but now he exists only as a gold-tinged ghost. When he takes form at twilight, the gold is very faint, then it increases gradually in intensity and luminescence to a peak at the middle of the night, then wanes again until he disappears at sunrise. When he speaks his voice is a deep whisper, as though it pains him to form words.

In life, Quing was a defender of the Isles, and he fell in a battle with the black dragon Kish, who had allied with Skati. His great sacrifice for the Isles elevated him as the Lord of Decay in death. He maintains his incorporeal form to mask his true identity, and not even his daughter suspects he's anything more than a gold dragon ghost. He has felt the rise of the Undead on the Isles recently, and knows his time as Lord of Decay is coming to a close (everything eventually decays, even half-immortal gold dragon spirits), and soon it'll be time for someone to take his place. He'd love his daughter Quarala to do so, but fears that someone else will claim that title unless Quarala can do something to prove herself worthy of becoming the next Lord of Decay. He wants to prepare her, but can't reveal his true nature to her. He knows she kept secrets from him, and he honors her silence, but he wants her to come to terms with her grief, for her own good as well as that of the Isles.

In life, Quing loved the saber-toothed tigers as his special pets. He's a bit hurt that they're put off by his undeath, but is glad Quarala finds comfort in them.

WHAT QUING KNOWS

- How to bless *Allay*
- Much, if not all, of Skati's and Kada's backstories
- The existence and identities of the demigods

BEASTS

THE SABER-TOOTHED TIGERS

Unlike most tigers, which are solitary, saber-toothed tigers organize in prides similar to lions. The saber-toothed tigers on King's Tomb are even more socialized than the average specimens. When Quing first came to the Isles, he was fascinated by the beasts, which at the time only resided on the Isle of the Watching Woman. Makana rather liked Quing and, considering him a friend, gifted Quing a few of her animals for his favorite island. Quing noticed their potential for intelligence, and spent time selectively breeding and training them, which Quarala picked up when he died. This became a matter of annoyance for Makana, who also loved the tigers, but preferred them to live naturally, without interference, and found such activities silly and possibly distasteful.

After years of specialized breeding, the tigers on this island are significantly more powerful than the average **saber-tooth tiger** (see points below). They understand quite a bit of spoken languages, and can make their thoughts known through (sometimes not-so-gentle) nudges, head tilts, tail pointing, and other body language. The current pack is very loyal to Quarala and will obey her over Quing—which doesn't always sit well with Quing. Quarala has given them all names and fusses over them like pets.

King's Tomb Saber-Toothed Tiger. Use the saber-toothed tiger stat-block with the following changes:

- **Armor Class** 14
- **Hit Points** 73 (7d10 + 35)
- **Ability Scores:** Str 22, Dex 18, Con 20, Int 12, Wis 16, Cha 12
- **Skills** Perception +5, Stealth +8
- **Senses** passive Perception 15
- **Bite.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit 12 (1d10 + 7) piercing damage.
- **Claw.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

JEWEL-THIEF

Jewel-Thief spends more time with Quarala than with her pride. The other cats don't quite know what to make of her, as her time with the gold dragon has made her a lover of strange things, such as jewels, hence her name. As a cub, she would bat at the jewels Quarala sometimes wore, and one of her favorite toys is the giant pearl Kish gave Quarala. She rolls it and plays with it, and Quarala scolds her for it and returns it to its perch. She's particularly territorial about any treasures that she views as Quarala's or her own.

VELVET-EAR

Velvet-Ear is the current leader of the pride. She's an older but still spry tiger who's particularly fond of Quarala and will threaten anyone who seems to be upsetting her. She has many scars across her face, but it adds to her regality.

WHIP-TAIL

Whip-Tail is Velvet-Ear's son from her most recent litter, and as such still has a bit of kitten in him. His tail is particularly expressive, and he's very curious about newcomers to the island. He's the most likely to communicate with the party, although he may not always direct them correctly (for example, he's seen many people try and fail to ascend the stairway, and as such directs the party to the back door, thinking it is a better option).

HOW DID WE GET HERE? (WEEK 18)

King's Tomb is one location that must be visited to fully complete *Allay* as Quing, the Lord of Decay, must confer his blessing upon the weapon. The party can be sent here specifically for that purpose, or to seek additional allies from an old defender of the Isles.

FROM SKYREACH TEMPLE

Kada knows Quing of old as a fellow defender of the island. If the party visited Skyreach Temple:

"There are few like me on these Isles, if anywhere in the world. But one may still be able to aid you. Seek him at the old tomb. He's been buried there, but like me he doesn't know a moment's rest in defending the Isles. Either go see my old friend and give him my greetings, or visit his tomb and pay my respects." Kada produces a large glittering gemstone: a zircon diamond. "Formed from immortal form, this is a rare volcanic delicacy valued by gold dragons. Please give this to my old friend."

FROM KAUAHALE

Iolana recommended that the party visit this location, seeking Quing as an ally.

"One of the greatest defenders the Isles have ever known lies entombed on an island to the south. A great golden dragon is entombed there, and there are those who say his spirit still sleeps there, ever ready to protect the Isles. You may still be able to awaken him, or perhaps there's another help ready to rise there. I recommend you bring some sort of precious offering, if you have something that'd interest a dragon. They do like games, I've heard."

In search of any advantage that might help aid in the coming fight, you travel to the island of King's Tomb. At first, it appears that you sail toward an island with one mountain, not unlike many of the other, smaller Manaki islands. As you get closer, you realize the mountain is a gigantic step pyramid rising out of the thick jungle that covers most of the island. The step pyramid is covered with vegetation and looks almost as old as the island itself. The parts of the pyramid that peek through the plant life gleam a blinding white. In certain lights there's a flash of gold from the top of the pyramid.



Saber-Toothed
Tiger

LOCATIONS

BEACH

The beach is short and sparse, only a few footsteps to the thick jungle. The sand is much more golden than most Manaki beaches, and at sunrise and sunset it shimmers and looks like true gold dust. Once removed from the island, it becomes ordinary sand. Many people have thought they've struck gold, only to be disappointed as soon as they opened their bag of sand on the boat leaving the island. This is a peaceful spot, unless adversaries have pursued the party here.

JUNGLE PATH

The jungle around here resembles the Saber Forest on the Isle of the Watching Woman, one of many similarities between the two islands. Plants grow thick and dense, leading the entire area to be impassable terrain. A traveler with a weapon that deals bludgeoning or slashing damage can carve through the path at a slow pace, creating difficult terrain in their wake. Inhabiting this jungle are many **king's tomb saber-toothed tigers** (see above). These tigers pursue the party, hiding when acknowledged, but not attacking unless provoked.

WATERFALLS

You hear the roar of water far off in the jungle. A wide path of shorter vegetation gives an echo of a long-ago trail. Following along the path, the water gets louder and louder until you can barely hear each other speak over the noise. The path ends at a deep, turquoise pool with gradual waterfalls over a series of steplike rocks, and one larger waterfall coming over a high cliff.

Through the jungle and to the east of the tomb lie the waterfalls. In the days when Quing was alive, this was a paradise and a playground for the gold dragons. Filled with deep pools and a waterfall for bathing, sunny spots for dozing, and carefully constructed display niches for gems (both for display and consumption), it was much loved by the gold dragons. Once the gold dragons left, it fell into ruins, as Quarala placed it outside her thoughts and Quing knew of no reason to watch over it.

After the gold dragons left, less friendly forces moved in to claim this spot. Many different creatures have coveted this place over the years. Currently, there's an ongoing conflict between a group of hydras who have claimed the waters and a bask of giant crocodiles who are attracted to it.

Entering this area attracts the attention of 1d4 + 1 **hydras**. Midway through fighting them, a group of 3d4 **giant crocodiles** join in, attacking both the hydras and the party. The hydras and crocodiles will return to this location after 1 day, alternating which group initially controls the area upon the party's arrival.

A successful DC 18 Intelligence (Investigation) check made to search the pool locates something gold glimmering at the bottom. If a character dives into the pool to retrieve it, they find one of Quing's chess pieces.

THE NESTING CAVE

Behind the waterfall, noticeable from the outside by characters with a passive Wisdom (Perception) score of 16 or higher, is a cave large enough to house a dragon and their hoard. The cave is accessed by an 80-foot-long ledge that leads from the shore behind the waterfall. It's covered in slippery moss and algae, and a successful DC 16 Dexterity (Acrobatics) check is needed to reach the cave and not fall into the pool below. Alternatively, the moss can be removed over the course of an hour.

A round alcove contains the remains of a dragon hoard, now overgrown with vines and moss. Several hydras use this alcove as a sleeping ground. There are fragments of golden dragon eggshells here, and an egg that is gold with black flecks covering it. A successful DC 14 Intelligence (Nature) check determines that the black isn't tarnish or mold, but part of the shell. There are also the bones of a dragon wyrmling and one of Quing's chess pieces.

The party may see a flicker of a misty gold-and-black form, but it vanishes whenever someone looks directly at it. This is Quabba, a **dreparous** who won't fully materialize until the Return of Kish quest. The flicker shows up near the waterfall, and on a ledge near the nest. On the ledge is a collection of small rocks of no monetary value, arranged by color and shape.

Directly opposite the waterfall is a tunnel entrance, but it's been long covered with a rockfall. Removing the rocks requires a successful DC 14 Strength check.

KISH'S RESTING PLACE

Once the rockfall has been cleared, a short tunnel leads to an underground cavern. On the edge of a lake lies a mass of dragon bones. A successful DC 16 Intelligence (Nature) check determines the bones belong to a black dragon. A successful DC 18 Intelligence (Investigation) check determines from the bones and markings on the rocks that the dragon was severely injured, crawled into this area, and was reaching in the direction of the nest when it finally died.

Around the dragon's neck is a gold chain with a large (small by dragon standards) charm of a golden dragon. The first time a creature touches the charm, it takes 3 (1d6) cold damage. Clutched in his hand is a gold chain with an obsidian sculpture of a black dragon. The first time a creature touches the charm, it takes 3 (1d6) lightning damage.

Near one of the dragon's claws is a large flat stone with claw marks. The marks are some form of writing, readable with a successful DC 20 Intelligence check to creatures fluent in Draconic. It reads "My love, I am dying. I must tell you this now while I can still form words. I came here because I wanted to be with our child as my life left me, if I couldn't be with you. When I saw her body, I realized I had been deceived. Skati told me your father killed our child out of his disdain for black dragons. I can tell she suffered from a malady some of my siblings had, causing them to die in the egg as she did. This was unavoidable; please don't blame your father or yourself for this tragedy. With dearest love, Kish." The stone can be picked up and transported with a successful DC 18 Strength check.

PYRAMID BASE

The perimeter around the pyramid has thick jungle growth right up to where the pyramid appears to grow right out of the earth. Trees and vines climb the sides, making the pyramid closer resemble a mountain than a structure, even up close. The blocks are massive, and it's impossible to conceive that any humanoid team was able to lift them. Where the rock is visible through the plant life, there are numerous scratches, chips, and chunks broken off the pyramid. Any Ikolf in the party will know it's common (albeit false) Ikolf lore that chips from the pyramid can turn the Undead in the ruins.

THE STAIRWAY

With difficulty and a bit of hacking at plant life, the stairs emerge. The steps are big for a Humanoid, but a Medium creature can climb from one to the next without help. Shorter races will need a boost or climbing gear. With or without gear, the climb to the top of the pyramid is an extreme undertaking: during the ascension, characters must make four successful DC 18 Dexterity checks, as well as deal with an encounter from the table below. If any saber-toothed tiger accompanies the party as they ascend the staircase, they dissuade hostile creatures from attacking and point out any treacherous surface.

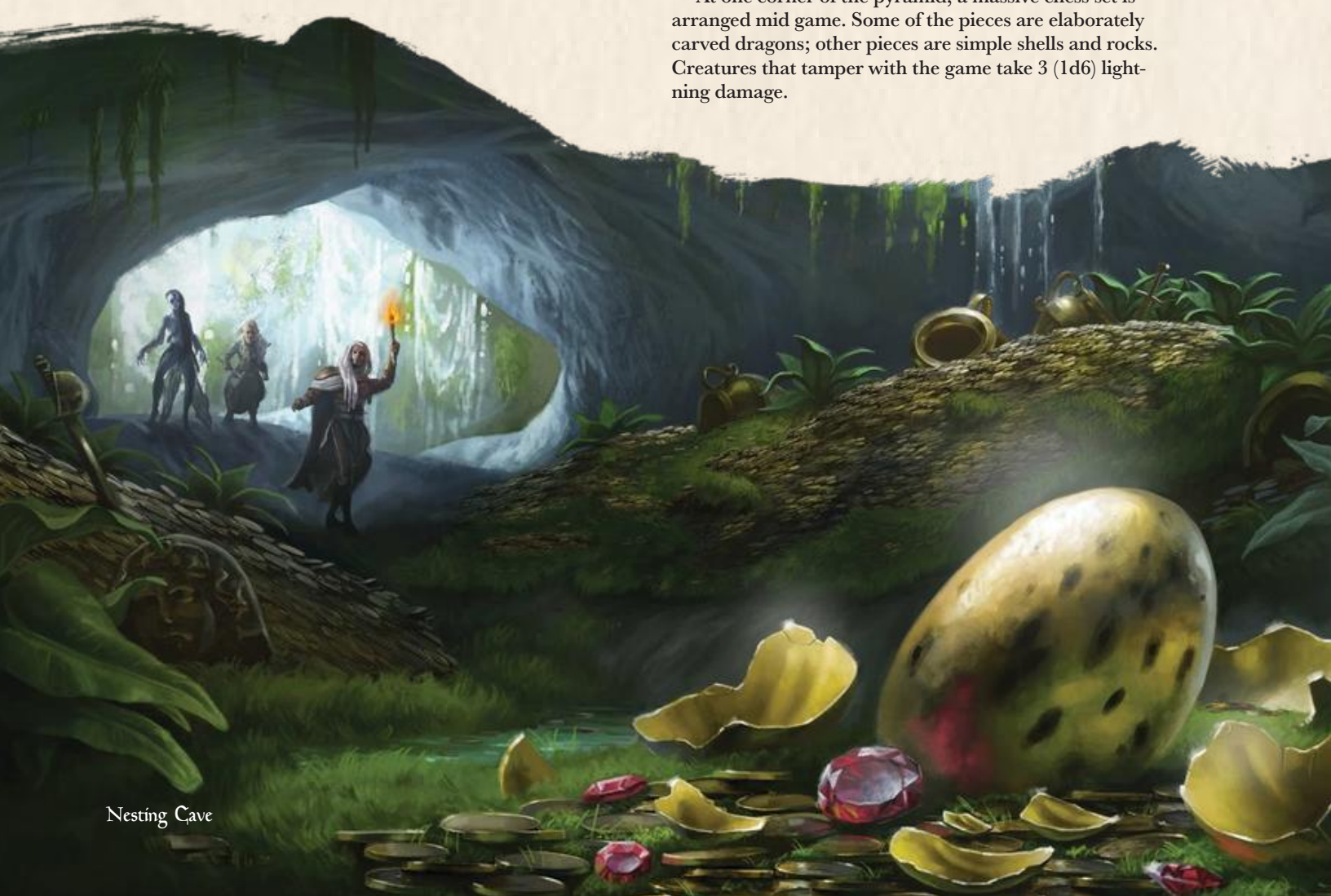
Stairway Encounters

d6	Encounter
1-2	No encounter
3	A roc
4	A spike trap springs out of the next step as you climb it, dealing 5 (2d4) piercing damage. The trap can be spotted with a successful DC 16 Wisdom (Perception) check and disarmed with a successful DC 18 Dexterity check using thieves' tools.
5	1d4 chimeras
6	A poison-spraying trap that deals 5 (2d4) poison damage. The trap can be spotted with a successful DC 16 Wisdom (Perception) check and disarmed with a successful DC 16 Dexterity check using thieves' tools.

THE LOUNGE

At the top of the pyramid is a porch-like area: a stone roof supported by stone columns carved to look like the races of Manaki. When this part was spotted from the ship it looked small, but once at the top, it's huge, towering 50 feet overhead and in the center of the 200-foot-square topmost pyramid level. Dozing underneath the shelter is a female gold dragon. There's a passageway into the tomb that's accessible only if the dragon moves. If the shelter area is reached at twilight, Quing will also be there, likely arguing with Quarala about how she needs to do something with her life other than guarding his tomb.

At one corner of the pyramid, a massive chess set is arranged mid game. Some of the pieces are elaborately carved dragons; other pieces are simple shells and rocks. Creatures that tamper with the game take 3 (1d6) lightning damage.



BACK DOOR

Entering the tomb by the back door may seem less daunting than the stairway, especially if one has fallen down or been attacked a few times. Around the side of the tomb, a successful DC 16 Intelligence (Investigation) check reveals a door hidden behind some vines.

Moving the vines disturbs 2d8 **giant snakes**. The door leads into the Puzzleway and can be unlocked with a successful DC 14 Dexterity check using thieves' tools.

The area outside the back door is frequented by Whip-Tail. He takes a liking to the party and wants to help by having them enter the tombs via this door. He indicates this by blocking the party from going back toward the stairs and pointing to the door with his tail. Speaking to him via spells or abilities reveals that he's seen many humans fall down the stairs, and thinks the back door offers a safer way in, as he and the other tigers don't trip any of the traps. If a party member offers him food, he'll accompany them into the Puzzleway.

THE PUZZLEWAY

When the last of you walks through the door, it slams shut behind you. You're in darkness only for a moment, then, one by one, a line of torches bursts into flames, illuminating the corridor ahead. The tunnel is 200 feet long, 100 feet high, and 50 feet wide. The white tunnel rocks are all perfectly cut and mortared, without any sign of crumbling, chipping, or mossy growth. The stonework looks as though it was finished only yesterday, but the tunnel air feels dusty and ancient. The tunnel turns left at a sharp right angle ahead of you.

Should the party continue down the corridor, they find that once they've entered the Puzzleway, they're unable to exit until the complete tunnel has been traversed. Anyone who attempts to retrace their steps while in the tunnel finds themselves in the tunnel section they were just in.

The Puzzleway tunnels lead from the back door to Quing's burial chamber. The tunnels are tall enough to easily accommodate a large gold dragon, and are extremely exacting in their lines and turns. There are no rounded edges or gentle meandering curves as one traverses the Puzzleway. One section of the Puzzleway (decided at GM's discretion) contains one of Quing's missing chess pieces hidden in a hole in the floor and can be discovered with a successful DC 18 Intelligence (Investigation) check.

At first, the Puzzleway seems straightforward, as it goes in only one direction with only a right-angled turn here and there. But as one progresses through the tunnels, the turns seem at random, and one can't tell if they're winding inward or outward through the pyramid. Any attempt to map it results in a diagram of straight lines and corners that makes no sense at all. Eventually one will reach Quing's burial chamber if they continue walking forward, but the exact number of corridors is changeable (1d4 + 2 corridors).

The tunnels were carefully constructed by the gold dragons and then enchanted so the number of rooms and nature of the traps changes randomly. Along the way, visitors encounter a series of traps, both mechanical and magical in nature. At each even-numbered corridor, roll a d4 to determine whether the trap is mechanical (on a result of 1 or 2) or magical (on a result of 3 or 4), then roll a d6 to determine which trap is present. Each trap requires a successful DC 20 Wisdom (Perception) check to spot and a successful DC 18 Dexterity check using thieves' tools to disarm. The traps may be a bit bizarre depending on Quarala's level of boredom on the day she constructed them.

d6	Mechanical	Magical
1	A giant, pink polka dot ball the size of the tunnel rolls toward the party. Each character must succeed on a DC 14 Dexterity saving throw or take 10 (3d6) bludgeoning damage.	The corridor contains ten siren statues that screech, deafening creatures for 24 hours.
2	Floods the room with honey, creating difficult terrain.	Everyone falls asleep for two hours and shares a dream of Skati clog dancing.
3	Purple flames spurt from the walls. Each character must succeed on a DC 16 Dexterity saving throw or take 11 (2d10) fire damage.	The room fills with purple fog that turns everyone's hair brilliant purple and their skin bright green for one day.
4	Acid sprays from walls. Each character must succeed on a DC 14 Dexterity saving throw or take 10 (4d4) acid damage.	A backgammon board appears between the party and the way forward. The party must win a game against a phantom player to proceed. Winning requires a successful DC 18 Wisdom check using game sets and a successful DC 20 Intelligence check using game sets.
5	Mosaic tiles fall from the ceiling. Each character must succeed on a DC 14 Dexterity saving throw or take 5 (2d4) bludgeoning damage. The fallen tiles reveal a cartoonish picture of Kish wearing glasses and a moustache.	The corridor is filled with blinding light. Each character must succeed on a DC 18 Dexterity saving throw or be blinded for 2 hours.
6	Rows of warrior statues release darts at the party. Each character must succeed on a DC 14 Dexterity saving throw or take 2 (1d4) piercing damage.	The corridor is suddenly filled with 2d6 rainbow-colored swarms of bats .

If Whip-Tail is accompanying the party, he automatically ducks out of danger for all the traps (and watching him may provide a clue as to how to avoid them). He's of no help detecting where the traps are, but has seen them operate often enough that he can avoid them once triggered.

The Puzzleway ends at a huge stone door. The door requires a successful DC 20 Strength check to force open, but has a hidden lever that Whip-Tail knows about or a creature with a passive Wisdom (Perception) score of 18 or higher notices.

QUING'S BURIAL CHAMBER

Either via the Puzzleway or the Lounge, Quing's burial chamber lies at the center of the pyramid, which is a rock-lined room 100 feet wide and 100 feet long. Every stone in the walls is cut perfectly and embedded with precious gemstones. In the center of the room is a 50-foot-diameter dais cut from a single piece of white marble. Coiled upon it is the body of Quing. His body is carefully wrapped in linen and appears mummified, but even accounting for that, it's surprisingly undecayed. The spirit of Quing doesn't often appear here unless an appropriate offering is made, instead forming regularly at twilight on top of the pyramid.

Characters who examine the chamber and make a successful DC 20 Intelligence (Investigation) check find the hidden entrance to Jewel-Thief's hidey-hole. If Jewel-Thief, a saber-toothed tiger that roams the tomb as Quarala's special pet, is with the party, she leads them to it.

JEWEL-THIEF'S HIDEY-HOLE

This area is where Jewel-Thief shoves her treasures, but, unfortunately, she can't reach them once they roll down the tunnel. The hidden door from Quing's burial chamber leads to a small tunnel, just large enough for a Medium creature to squeeze down. The tunnel leads to a small natural cave under the tomb. There are some random bits of loose treasure, some gnawed-upon, cannonball-sized balls of yarn and string in various states of unwinding, and a cannonball-sized pearl (a *Gigas pearl* and Kish's gift to Quarala).

HALLWAY

A hallway off of the burial chamber leads to Quarala's quarters. The tomb wasn't meant to be a living space, but it suits Quarala's often gloomy mood. She's spent centuries collecting pictures to hang in the hallway, and creating elaborate displays of treasures. The treasures range from the intrinsically valuable to the magical. The saber-toothed tigers love this area and are fond of playing with some of her treasures, like batting large gems around (the tigers avoid any items that are enchanted, so watching what they play with can indicate which items have magic properties).

Touching any of the items will cause the saber-toothed tigers to growl and approach the guilty party. If the character continues to maintain contact with one of the treasures, a saber-toothed tiger leaves to fetch Quarala, while the others surround that person until they relinquish the item or Quarala appears. Quarala won't be pleased to find people messing with her things, and will transport characters outside the pyramid. Characters are disoriented after being transported and have a -2 penalty to Dexterity checks for 1 day, as well as losing any Charisma bonuses gained during the Fire and Ice quest.

QUARALA'S LIVING QUARTERS

Quarala spends a great deal of time outside, as it helps her mood, but sometimes she just needs to retreat indoors. Initially designed as a future resting space for other dragons, this area has elaborate mosaics of gold dragons throughout the history of the Isles. Saber-toothed tigers also abound, and the war that killed



Quarala's Quarters

Quing is also depicted. The artists left some blank space, and Quarala has filled in some of it since all the other dragons left the Isles. Quarala isn't much of an artist, but she's tried to create a mosaic of the battle with Kish fighting her father. The mosaic is unfinished, especially the portrayal of Kish.

A short tunnel leads from her quarters to the roof of the step pyramid. If the party is visiting here before they've had a chance to speak with either Quing or Quarala, the exit to the roof is blocked as Quarala is still dozing on top of it.

QUESTS

THE GOLDEN GUARDIAN AND THE ENTOMBED LORD

As you approach the pyramid, there's rustling in the nearby brush. When you reach the ground level walls of the pyramid, a large saber-toothed tiger bounds out of the forest. It stops with a turn to face you all, but its demeanor is oddly non-threatening. Other tigers peer at you from the jungle, on the ground, in the trees. You count at least ten tigers, and there may be more. They make no movement, just watch you silently. The first tiger doesn't attack, but you hear a low rumbling from her throat.

Characters with a passive Wisdom (Animal Handling or Perception) score of 14 or higher deduce that the tiger is purring. This **saber-toothed tiger**, Velvet-Ear, and her streak of tigers won't attack unless she's harmed.

If the party attacks the tigers:

Fifteen tigers emerge from the jungle, growling threateningly. A shadow passes overhead and you hear the flap of massive wings. A large golden dragon perches on the edge of the pyramid, at eye level with you. She stares at you all, looking a bit annoyed. "I'd thank you kindly not to hurt my feline friends. They're my only companions here. If you insist on fighting them, you must fight me. And I don't think you'll win this one."

Any activities on the island from this point won't have the option of any saber-toothed tiger aid, other than Quarala's special pet Jewel-Thief. Once the party agrees not to harm the tigers, Quarala introduces herself, then invites the party to the top of the pyramid to talk. She flies off, leaving the party to proceed up the stairs.

After an exhausting climb, you ascend the final step of the pyramid. The dragon sits there, surrounded by the saber-toothed tigers. One tiger you didn't see on the ground below is cuddled up on the dragon's folded legs and the dragon is petting it gently with one claw. "Well, you made it," Quarala says. "Why do you venture to the King's Tomb?"

If the party doesn't make any threatening movements, Velvet-Ear approaches them. A party member who casts *speak with animals* or uses a similar ability will find this tiger an active conversationalist, far more coherent than a wild animal is. Velvet-Ear will insist that the party meet "the Golden One who keeps us nourished" and guides them to the stairway. If someone gives Velvet-Ear food or neck scratches, she accompanies them up the stairway.

After an exhausting climb, you ascend the final step of the pyramid. The tiger bounds over to a large, golden mound in the center of the pyramid, under a wide stone roof held up by dragon statues at every corner. The tiger nuzzles the golden mound, which shudders and stretches, revealing the form of an adult gold dragon.

"Velvet-Ear? What brings you at this hour?" The tiger rumbles and the dragon blinks sleepily in your direction. "Oh. You brought visitors. You know the rules, they can each take two chips from the pyramid if they think it'll help them against undead (I really don't know why that rumor started!). Otherwise, they must be on their way, unless they have something for Father. Not that anyone ever thinks of Father anymore." The dragon closes her eyes again and starts to curl back up. The tiger looks expectantly at you, as though asking you to explain.

Quarala will fully awaken and discuss things with the party once she knows they're there for Quing in some capacity (either to pay their respects or seeking to make an ally of him).

If the party has something for her father, of any value and from any source:

Quarala's large eyes fill with gold-tinged tears. "You bring an offering for my father? How generous. Once people came nearly every day with tribute. Then it became once a moon. Then once a season. Now . . . I can't say how long. I think the people of Manaki have forgotten my father, and all he's done for them. But if you know of my father, then he isn't forgotten. I'm glad. Tell me more of your journeys on these Isles."

If the party mentions Skati to Quarala, she angers instantly:

"That one's back again, is he? It was he that resulted in my father's death, recruiting the black dragons to his side. Even my . . ." Quarala trails off, and more tears fill her eyes. "You fight this one, now he has returned? For that, I think I can let you speak with my father. Talk of this evil king returning will upset him, you'll need more than whatever you've brought."

For Quarala to allow the party to speak with Quing, she wants them to offer him at least one missing piece from his chess board. If the party hasn't obtained any chess pieces before this week, they can find them on the island. If the party does have one or more chess pieces, Quarala can ask them to find enough pieces to complete the set.

Quarala gestures to a chess board set up at the edge of the pyramid. Sized for dragons, the board is the size of a dinner table and the pieces are all between 6 and 12 inches tall. Most of the pieces are elaborately carved dragons, one side in gold, one side in silver. All have jeweled eyes that seem to wink at you. There isn't a full set there; pretty, but not valuable, rocks and shells are being used as some of the pieces.

If the party doesn't have any of Quing's chess pieces from other islands:

"This game was my father's most precious possession. It is a great sorrow to us both that it's now incomplete. Returning just one or two pieces would mean a great deal to my father."

If the party has one or more of Quing's chess pieces from other islands, when they offer them to Quarala:

Quarala takes the chess piece from you with an excited cry. She leaps over to the chessboard, removes a small pink shell, and replaces it with the piece. "How wonderful! So many of these were lost over the years. Perhaps you can be the one to complete the set!"

"Do you know the game? My father was a great player; the matches between him and Auntie Makana were something to behold. But after my father's death, some of the pieces were lost. Some to thieves, some picked up by birds, some," at this, Quarala glares at Jewel-Thief, "batted into tiny corners of the pyramid by curious tigers. It would mean a great deal to my father if even just one or two of the pieces were returned." Quarala looks at the sun. "It isn't yet twilight, and my father can't be seen in this world until the day meets the night. I suggest you search the island for these pieces. In the meantime, I'm going to continue my rest. While I slumber, you're welcome to look around the island. There are aggressive hydras by the waterfalls that flow from the ridge, they've been hoarding the island's freshwater and some of the local fauna are going thirsty. I've been meaning to deal with them but—" With a yawn, Quarala falls back to sleep.

There are three chess pieces on this island: located in the Nesting Cave, the Puzzleway, and the Waterfall. If the party didn't attack any of the tigers, Jewel-Thief will automatically lead the party to a piece in the Puzzleway, Velvet-Ear will lead the party to one in the Nesting Cave, and Whip-Tail will indicate one in the Waterfall pool. If the party attacked the tigers, they must find the pieces on their own.



Chess Pieces

TWILIGHT TALK

Once the party has obtained the necessary chess piece or pieces, at dusk, the party should return to the top of the pyramid:

As you near the top of the pyramid, you hear Quarala's voice and one other. The voice is far deeper than hers, accompanied by an ethereal echo that precedes its words. You reach the top to see Quarala, awake and visibly upset. Across from her is a large, incorporeal presence; that of an ancient gold dragon.

"Father, we need not have this conversation so frequently. I'm content with the life I lead! I stay here, I guard your sacred name, and I keep the island safe. Why do you press me to such an extent, keep your blessings and your burdens to yourself!"

"Quarala, there is to be more for you. You were the bold-est of my family, my only child. You made difficult choices in your life, and I know you still suffer for them. You must not lock yourself away here. I came to these Isles because they needed me, and now it seems they need you."

Quarala snorts. "Good evening, Father." She nods to you. "Ah. You have the pieces? Then talk with this old one, if you wish. I hope he gives you better council than he does me." Quarala flies off.

"Ah," Quing says, looking at each of you. "The mark of adventure is on you, with your presence I feel death, pain, and yet, also ambition. It's a time of change for the Isles, isn't it? A time of great threat. Why else would you visit the tomb of Quing?"

When the party explains the state of the Isles to Quing, he nods, slowly.

"I thought my time would come again, at least once more. Well, I fought against that fiend Skati before, what's one more time? But before I help you, I must ask a favor of you. Please help my daughter find purpose in her life. Isolation and grief has muddled her mind to such a degree that she ignores that which could bring her comfort. I can't see destinies the way Makana does, but I know my daughter has one. But she'll never reach it as long as grief holds her prisoner here." He breaks his speech to look up, witnessing the final setting of the sun. "Guide her, show her there is more to life than this. I believe the key lies within this pyramid, something that will remind her of that which she has locked away in her memory. Her pet might aid you." And with that, Quing vanishes under the dark of night.

GRIEF THERAPY FOR DRAGONS

Once Quarala returns to the pyramid, she asks the party what her father said to them. Upon hearing this, she rolls her eyes.

Quarala sighs and slumps to the floor, facing scars long held by her mind. "I don't know what help he thinks you have to offer. I don't know why my father wants me to be more than I am, or what he even expects of me. He's always trying to get me to act on things I don't care for. I wish he were more like Auntie Makana, she takes such pride in simply watching things unfold, but never getting involved. But father won't give me rest! I'm supposed to find some divine purpose, something important, but I don't know what! But search for whatever my father charged you with."

The party can entice Jewel-Thief to help them by offering food or belly rubs. If the party attacked the tigers at any point, both food and belly rubs are needed, as well as either a *Speak with Animals* spell or a successful DC 16 Wisdom (Animal Handling) check. Jewel-Thief will lead the party to Quing's burial chamber and sniff around the entrance to her hidey-hole. She's too big to enter, but a Medium or smaller character can (see "Jewel-Thief's Hidey-Hole"). Once the pearl is found, the party can take it to Quarala.

Quarala gasps when she sees the giant pearl. "Where was that? I haven't seen that since the day my . . ." She takes the pearl from you and runs a hand over it gently. "It was given to me by someone who was once so dear to me, but then betrayed me. It was a joke between us. Once a gift that I spurned, then later was going to be the first toy for our—" Quarala sobs. "Very well. I know now what my father asks of me. I don't know what good it'll do. But meet me at the waterfall."

The party must climb down the pyramid and go through the jungle to the waterfall. Even if they visited it prior, it's still populated by either hydras or crocodiles. They find Quarala there, gazing at the waterfall.

"This was my people's place, long ago. Baby dragons," Quarala lets out something like a small sob, "would splash in the shallows as we all listened to tales from Quing. We would dine on jewels, doze in the sun, and talk with all the creatures here that bore us no ill will. It was an age of magnificence for our family." She sighs. "When my family left, I had no heart to come here. Even when hostile creatures came to claim it, I couldn't rouse myself to fight them and reclaim the spot. Perhaps my father is disappointed in my dormancy here."

A hydra splashes into the pool and hisses at Quarala, who glares at it. "We tried not to harm things that came from our island, but these do not belong."

Quarala sits down on the bank by the pool, watching as hydras and crocodiles come forth (as per the

"Waterfall" section). She doesn't help the party fight, but once they're done, she looks at the dead bodies with a forlorn expression.

"Things such as this didn't come when the others lived here. It's almost as if something has called them here . . ." Quarala's eyes widen. "I know what it is! I do need your help! Go behind the waterfall and bring me what you find."

The party encounters 2d4 sleeping **hydras**. They can attempt to search the cave, but may risk awakening the hydras. The hydras are resting on the overgrown remains of a dragon's hoard, littered with golden eggshells. Some of the shells instead have a pattern interlaced with gold and black scales. Inside one of these mixed shells is the skeleton of a baby dragon. The party can tell Quarala what's in the cave, or bring her the skeleton, which will cause her to weep.

"My child. The one who was never meant to be. I never told anyone, but brought her here when her time to hatch was near. I waited with her, tended to her, but she never hatched. My father was right, I never should have become involved with Kish. I couldn't tell anyone, not even her father, so I just left her egg here, and never gave her a proper funeral, much to my shame. Please, could you carry her back to the tomb? I don't think I can do so carefully."

She asks the party to bring the skeleton up to the tomb, where she'll join them. Quarala leads them to the burial chamber and instructs them to lay it next to her father's body, and guides them through the draconic burial ceremony of gently wrapping cloths about the body and anointing it with a special scented oil. The party should also make an offering for the child: rocks, a small toy, or a semiprecious jewel are enough.

The last thing Quarala does is place the giant pearl next to the child "so she'll have something to play with." When the ceremony is finished, Quarala sits back and gazes upon the child she never got to know.

"Thank you. You have brought me peace I didn't know I needed. You may take what you like of the treasure here, the thing that was most important to me now lies here."

Variant: The Missing Lover and the Ghostly Child
If while exploring the Nesting Cave the party finds Kish's resting place and mentions it to Quarala, she's stunned.

"I never knew where his body went!" She gasped. "I could only be with either him or my father as they died, and I chose my father, as Kish had betrayed me and my kind. But later I went to look for him, wanting to at least give him some burial rites, but I couldn't find him! It was as if he'd vanished from the island entirely."

Quarala asks the party to describe the area where Kish's body lies.

"I no longer have to wonder where he is, but I still can't bury him. There's no way I can enter that cave, and I can't desecrate this area by digging him up, it would destroy the waterfall. Is there anything in the cave you can bring to me?"

The party can bring Quarala either of the necklaces or the stone tablet. If just the necklaces, Quarala will bury them in the earth near the waterfall and say a few quiet words to herself.

If the stone tablet is brought out, Quarala will read it.

As Quarala's sad eyes scan the tablet, she gasps. "No wonder he turned to Skati! If he thought my father harmed our child, he'd stop at nothing to avenge her." She reads on. "And it wasn't something I did. I thought I'd done something wrong, that I'd hidden the nest in a spot too cold, or I hadn't turned the egg often enough. She never could have lived."

Once Quarala has laid to rest some items belonging to Kish (the necklaces or the stone tablet), a ghostly form of a tiny dragon, a **dreparous**, exits the cave. It blinks in the sun, then spots Quarala.

"Mama?" The dreparous comes over to Quarala. "Are you Mama?"

Quarala bends down to touch her nose to the dreparous. "I think so? Were you in the cave?"

The dreparous nods. "I stayed near the nest. Dada saw me, before he died. He told me to wait in the cave until you came for me, so I did. Are you here for me? Do you have a name for me? Dada said he didn't know what you wanted to call me."

Quarala holds out her claws and picks up the dreparous. "I'm here for you now, finally. And your name is Quabba. I think you should meet your grandfather."

Quarala is overjoyed and will help the party in any way she can if they reunite her with her child. She gives them a **dragonfire safe** (if the party doesn't already have a container from the Ruins) filled with her own fire. This can later be used for forging *Allay*. Quarala also gives each party member leave to pick out any item of treasure from the tomb worth 100 gp or less.



Quabba
Dreparous

FIRE AND ICE

Quarala is fond of games. She enjoys the chess game that belonged to her father, but she also likes Fire and Ice, a sphinx game taught to her by Makana that's similar to Hotter/Colder played by humans. The party can guess three things, which she responds to by expelling heat or conjuring frost. If the party names an interest of hers, the heat she breathes can range from warm breath to an overwhelming blaze. If the party names something she detests, she calls upon spirits ranging from a cool breeze to biting frost. Once the party has guessed one thing correctly, Quarala will accompany them to the waterfalls.

Things Quarala likes: Her tigers, riddles and games, rainy days, citrus (both smell and taste), the color purple, crocheted scarves and Manaki drumming.

Things Quarala detests: Cold water swims, mint (both smell and taste), the color red, lilies (they make her sneeze), mosquitos and Ikolf sea shanties.

Each party member that guesses something she's passionate about (in either direction), gains a +1 bonus on Charisma checks made to interact with her. If they give her something she likes (such as a crocheted scarf from Skree), they also gain this bonus.

THE RETURN OF KISH

After Quarala has gained some measure of peace in "Grief Therapy for Dragons," she invites the party to have another twilight talk with her father atop the pyramid, so she can thank both the party and her father for helping her. Just before the sun sets and Quing can appear, there's a loud explosion. In the direction of the waterfall, rocks fly in all directions as a black blur arises from the now-ruined cave.

You hear a raspy roar that fills the air so fully it threatens to shatter your ears. Quarala screams, and the clouds part as an immense black dragon draugr streaks toward the tomb. Riding on his back is the scourge of the Isles, Skati, pointing to Quarala. "Drep det gyldne barnet!" Skati shouts.

"Kish!" Quarala screams, taking to the skies. "I'm so sorry! Father! Help me!" Quarala battles with Kish, but it becomes apparent she's outmatched. The moment the sun has set completely, Quing suddenly rises from the temple, spreading his enormous ghostly wings in preparation for battle. Kish flies Skati over the tomb, who begins to speak ancient words never meant to be uttered. The stones of the temple turn a dark gray and begin to crack, rapidly eroding the structure. Quing's spirit winces in pain, confined by Skati's magic. Draugrs swarm up the pyramid steps toward you.

If Quarala is fond of or trusts a specific party member, she asks them to join her as a rider to fight Kish (a **black dragon draugr** see chapter 9)—this is a definite occurrence if she was reunited with Quabba. Otherwise she conducts the fight on her own, 300 feet above the temple while the party faces the early waves of

Undead that reach the temple. The party encounter 3d8 lesser draugrs, 2d10 draugr warmongers, and 2d4 great draugrs (see chapter 9).

After 1d4 rounds, Kish lands on the temple, shaking the structure, before directing his attention to Skati.

Skati motions toward the center of the tomb, sending a streak of red energy through its halls. Suddenly, there's a clattering from within, and the skeleton of Kish and Quarala's child lurches from the tomb and attacks the party.

Quarala is galvanized by this horrific act. "No! This will not be the fate of all children on this island!" She strikes Kish, knocking Skati to the top of the pyramid before wrestling with her undead foe. Skati stands, grinning as he faces the party. "I see you persist. Very well, death is yours to claim today."

The party can fight **Skati Fylkir, the Undead King** and the **wyrmling draugr** (see chapter 9) at this time. Quarala will fight against Kish, returning to the sky. If the party defeats Skati, any undestroyed draugrs, including Kish, escape to the ocean. If Skati gains a clear upper hand, or if he kills a party member, Quarala will narrowly defeat Kish, who crashes down onto the temple. If Skati sustains an injury from **Quing**, he won't be able to regenerate at full strength for the remainder of the game.

Upon the destruction of the wyrmling draugr, Quabba reappears, looking confused, and goes to her mother.

THE PASSING AND THE BLESSING

Variant: If Kish was destroyed in the battle and his body is in the vicinity, Quarala asks the party to perform funeral rites for him before leaving the island. "I can't have any more people I love not be at peace."

Quarala lies at the base of the pyramid, weak from her wounds. Quing, now freed from Skati's power, flies down to her.

"Daughter. You did well, a worthy defender of the Isles."

"Some defender," Quarala gasps. "I only fought when my child was turned into an obscenity." Quabba nuzzles her mother's face and whimpers.

"You fought because you had something to fight for. Do you think I haven't done the same, for you and for the people of these Isles? You are worthy of my title now. Would you carry my passion for these Isles, as I have even through my death?"

Quarala nods weakly. "I don't know how much of a fighter I'll be, in this condition."

"You are dying, daughter. I know death well. But as my heir, your heroic action will allow you to sleep now, and emerge when needed."

Quarala has strength enough to crawl to the resting place of her father and her daughter. She curls herself around the base of the dais, and her mortal eyes close forever. Quabba curls up next to her and goes to sleep.

Quing allows the party to witness his ritual of passing, handing his title down to his daughter. He then turns his waning attention to them.

"You have been of great service to these Isles, and to me. I have little to offer you now, but if you carry a vessel for the weapon Allay, I can give it my blessing."

If the party has a weapon dipped in the ichor at Skyreach, he calls forth Quarala in her new ghost form.

"Am I needed so soon?"

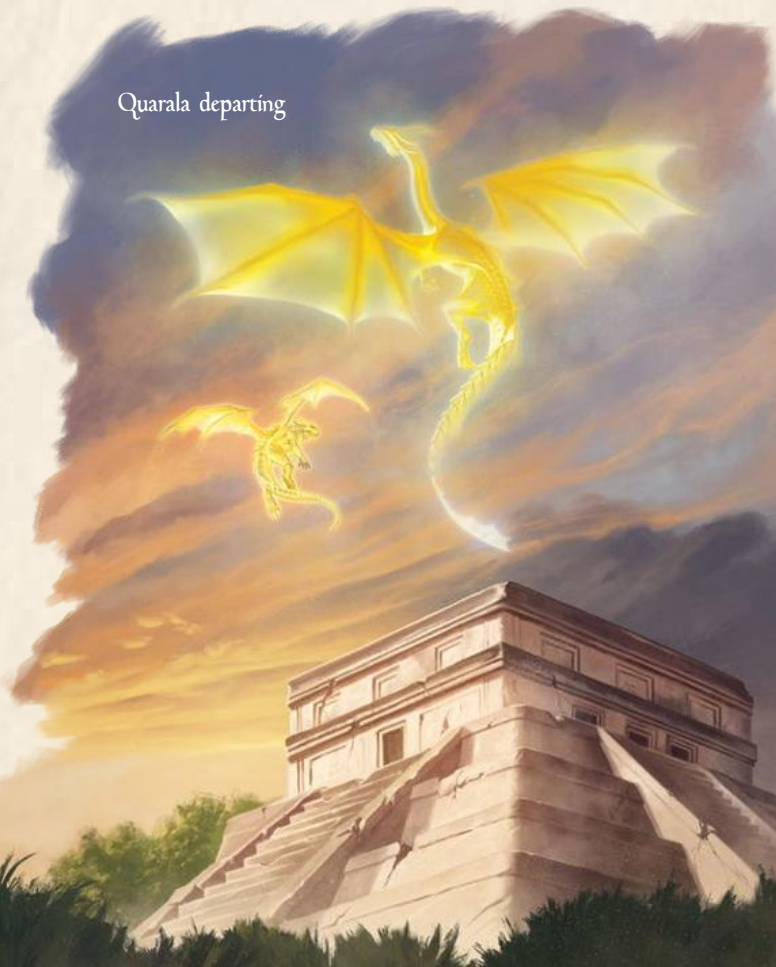
"Yes, daughter, by the new age of heroes who have saved you. As you now bear my title, my time in this realm is at its end. Use the power well in my place."

"As defender? But the threat has passed!"

"My title and authority extends far further than that of a simple warrior. I'm a defender, but I've carried the burdens of a Lord of Decay. I always hoped for a successor, and I hoped it would be you, my daughter. I must now pass entirely from this world, but in my passing, I can provide insight. If these heroes carry a vessel for Allay, the weapon that rules the Isles, I ask that you give it your newfound blessing for my sake."

Quarala agrees, holding back parting tears as her father vanishes completely. She takes the weapon and conjures a ghostly image of her father, which coils tightly around the center of the weapon before fusing into the weapon itself. Once the image has become a part of the weapon, Quarala presents it to the party. She then flaps her wings and rises into the skies, now the Lady of Decay. Quabba follows her, squeaking happily. Quarala calls down, "You are now armed. Go fight for the Isles!"

Quarala departing





REDFIELD

Redfield contains one of the few known portals in the Sunken Isles. During the reign of Skomm Fylker, his arcane experiments created a small portal that began spewing out otherworldly spirits. Their scourge was pushed back for some time by village islanders, until a portal to yet another world was ripped open by Skati, spewing out different spirits to combat the hordes. Now contained to Redfield by Ikolf wards, the two dwindling portals have gone mostly dormant since their last outbreak decades ago. Large defensive structures lie in ruins in this area, holding otherworldly weapons and spirits.

Inhabitants. During week 8, except during the immediate aftermath of a skirmish when the population drastically drops due to casualties, there are just over a hundred Fiends in Redfield, with half being wardens from Sera and the other half rebels from Sedah. During week 16, the population varies depending on whether the party visited in Week 8 (see “End the Icewar”). If they didn’t visit at that time and the party stopped Kada sinking Redfield in week 13, there are fifty wardens and a handful of rebels.

HISTORY

Long ago, Redfield was simply known as Red Rocks. It was an uninhabited island save for some nesting birds. Skati, experimenting with arcane magics, built the portals there, thinking it an out-of-the-way location where he could construct the large structures in peace away from prying eyes. He had discovered the blueprints to build them on a trip to the Glowing Caves, left, perhaps a bit conspicuously, by a wrinkled old halfling woman carrying a small skull who disappeared after Skati had picked up the plans.

The first portal completed was the Green Ring, but it far surpassed Skati’s expectations. Demons poured out in vast numbers and it took the combined might of the native islanders and the gold dragons to contain them. For his part, Skati continued work on the Red Ring, convinced that the pair together would produce the effect he wanted and give him more power. In some ways, he was correct. When the Red Ring was complete and opened, an equal number of wardens came forth and engaged in battle with the chaotic Fiends. Skati had inadvertently provided another battlefield for an ongoing war between the worlds of Sedah and Sera. However, neither side was interested in anything save their own conflict. Disgusted, Skati placed Ikolf warding magic around the island to keep the Fiends contained and managed to mostly power down the portals, though their inherent magic and upkeep from the leaders of either side of the Fiends, kept them from being shut down completely.



Zorgomuth

IMPORTANT CHARACTERS

There are no impartial creatures on Redfield and allegiance to either the Wardens or the Rebels is constantly tested in the endless cycles of the skirmishes.

THE REBELS

The Rebels are demons from a world called Sedah, accessible via the Green Ring. Like all such creatures, they thrive on chaos and destruction. Never a peaceful people even before contact with the wardens of Sera, they want nothing more than to annihilate their enemies.

FRIZZLE

Frizzle (a **quasit** with 15 hit points) has survived on Redfield through judicious use of her invisibility and shape-changing skills, actively hiding whenever a skirmish breaks out. She came through the Green Ring

while fleeing a marilith she'd angered with an ill-timed prank. Too scared to go back through the portal and unsure about what lies off of Redfield, Frizzle has spent her time staying out of sight as much as possible. Her preferred shape-changed form is that of a bat. Particularly large-eyed and unblinking in her normal form, one horn is missing its tip, and her green skin is relatively wart free. Frizzle has a sweet tooth and will do almost anything for a sugary treat.

WHAT FRIZZLE KNOWS

Frizzle is a survivor and has gathered quite a bit of information while skulking about. She knows that:

- Zorgomuth (a **balor**) is the leader of the Rebels and he has a personal vendetta against Thrugnon besides his general hatred of the wardens, perhaps something to do with the theft of his favorite whip
- Thrugnon (a **pit fiend**) is the leader of the Wardens and is unstoppably vicious in his dealings with the Rebels
- Wards prevent any of the Fiends from leaving Redfield, however, she's been able to travel off the island while shape-changed, though she hasn't gone far as she couldn't see any land
- Zorgomuth's headquarters are at the Rebel's Heart and there are ways to sneak in, if necessary (through the kitchen vent, provided the oven is off)
- During a recent bloody battle, a powerful-looking weapon was left behind, but she was too small to wield it
- The Warden's Fortress is where Thrugnon is based, but she knows nothing of the building other than a general location

UBEL

Ubel (a **hezrou**) is Zorgomuth's most trusted advisor, though his extreme flatulence problem troubles even his fellow rebels. His stench proceeds him into any room. He paints his sharp teeth black and likes to smile widely at any creature he's attacking, to be sure his blackened teeth are the last thing they see. In meetings, Ubel has a habit of tapping his claws, which drives Zorgomuth into a frenzy, but Zorgomuth doesn't make Ubel stop as it helps him fire himself up before battle. Ubel suffers from an almost constant upset stomach and would do just about anything for relief.

GM Note: If the party doesn't visit in week 8, Ubel falls in battle in week 10.

ZORGOMUTH

Zorgomuth is a particularly muscular **balor** with a strong sense of justice. He refuses to leave until Redfield is free from what he believes is the Wardens' oppression. His leathery wings have tattered edges and he has a single jagged scar across his broad chest, but is otherwise in perfect shape. He wears a belt studded with skulls of all sizes;

some Humanoid, others clearly not. He bears a particular hatred for Thrugnon due to their repeated clashes and also because in the early days after Thrugnon's arrival on Redfield, he stole Zorgomuth's favorite black-handled whip, which was a gift from someone special to him.

Zorgomuth spends little time in his rooms, preferring to relax in the meeting area (the left ventricle) or train outside in a cleared area to the right of the Rebel's Heart.

Roleplaying Zorgomuth. Zorgomuth often refers to himself in the third person and talks in a grandiose manner, waving his clawed hands about and periodically shooting off sparks. He talks of feelings but has little concept of the upset of others. He responds well to flattery, but reacts badly to perceived slights.

THE WARDENS

The self-styled Wardens of Redfield are devils from a world called Sera, accessible via the Red Ring. They've long sought to bring order to their own world by subjugating the demons of Sedah, who cause chaos and destruction everywhere they go.

BATIBAT

Batibat (an **imp** with 17 hit points) tires of his service to the Wardens and longs for a simpler life. He's managed to stay alive for so long by making use of his invisibility and by shape-changing into a raven—even hiding out among the few birds that still nest on the outskirts of Redfield. However, he's loyal, if not particularly brave, and does his duty by Thrugnon in any way he can. In his natural form, Batibat wears a tattered old leather vest a few sizes too large for him and a simple chain around his neck that he once stole from Sephtis.

WHAT BATIBAT KNOWS

Batibat, while not terribly smart, is well aware that being informed is the best way to stay alive. He knows that:

- Zorgomuth (a **balor**) is the leader of the Rebels and leads his followers through a combination of fear and threats
- Thrugnon (a **pit fiend**) is the leader of the Wardens and is duty bound to fulfill his mission, no matter the personal cost
- Wards prevent any of the Fiends from leaving Redfield, though he's been able to travel off the island while shape-changed.
- The Warden's Fortress is well guarded and well stocked, but there's a 5-minute window every 2 hours when the guards rotate
- During a recent bloody battle, a powerful-looking weapon was left behind, but he was too small to wield it
- He believes Zorgomuth has his headquarters on the southern side of the island, but has never been inside
- Thrugnon keeps an important keepsake in his chest and often looks at it

SEPHTIS

Sephtis is a **chain devil** and, though he chafes under the restrictions of being a Warden and wishes to return home to Sera, he is Thrugnon's second-in-command. He carries chains made of titanium and copper and never cleans the blood off of them, so they're heavily stained. While he's fully committed to Thrugnon, the recent reports from new arrivals via the Red Ring concern him—that the war at home is over. He wonders why the Wardens stay trapped on this barren island so far from home, but hasn't yet gathered the courage to speak of this with Thrugnon.

THRUGNON

Thrugnon is a **pit fiend** warrior and the leader of the Wardens. He refuses to relent until all the Rebels are dead, though some new arrivals via the Red Portal claim that the battle back home is over. He has a strong sense of honor and duty, which has bound him to Redfield and to the unending battle here. He won't leave until he himself believes the mission is over and all his enemies are dead or have surrendered. His red skin is puckered and scarred in many places, but he wears the marks proudly.

When not in his rooms, Thrugnon can often be found patrolling the Soaked Plains or strategizing with Sephtis in the meeting hall of the Warden's Fortress.

Roleplaying Thrugnon. Thrugnon speaks in a particularly throaty, deep voice due to an injury to his neck not long after arriving at Redfield. He thinks before he speaks, as if he's weighing the implications of anything said. He affords respect to anyone he feels is particularly clever or strong, but has little time for anyone that shows weakness.

HOW DID WE GET HERE? (WEEK 8)

The party could have heard about Redfield from Pika Nahoa at the Lighthouse (who had heard strange tales from Bessie, the matriarch of the lapalapa pod) or from a rogue “bat” or “raven” when leaving the Primal Archipelago. They could have also learned about the existence of the portals from Iolana of Kauhale during one of her visits to Makolf or Keyport (see “What Iolana Knows” in Kauhale). Their motives for coming could include investigating the portals, searching for weapons and allies, and working to stop the conflict between the Wardens and the Rebels.

Forbidding. That's the word that comes to mind as you approach Redfield. Broken buildings and stone ring the island like a wall riddled with gaps, giving you glimpses into a flat plain. The rocks are red; some a red-brown sandstone, but, inside the wall, the grounds of the plains are the rusty color of old blood.

Proceed to the A Plea for Help quest.

HOW DID WE GET HERE? (WEEK 16)

GM Note: If the party didn't stop Kada at the Entropy Abyss in Week 13, Redfield is consumed by the waters and no longer accessible, and the portals close forever in Week 14. A handful of flying Fiends have escaped into the Isles, but nothing is left at the site of Redfield other than a few rock outcroppings.

If the party stopped Kada, Redfield still exists, but the old Ikolf wards that kept the Fiends contained have completely failed due to the seismic shifts within the area.

If the party didn't visit in week 8, the locations remain as described. If they did visit, see the relevant quest for any changes to location descriptions.

The party could have learned about Redfield from studying the mosaic at the Glowing Caves or from talking with the Watching Woman about the requirements of the weapon of legend. They could have also learned about the possible allies to be gained from the half-immortals Old Shell of Chitoni or Iolana of Kauhale. Their motives for coming could include investigating the portals, searching for weapons and allies, working to stop the conflict between the Wardens and the Rebels, and using the portals to enhance *Allay* (see chapter 8), the weapon of legend.

Upon Arrival at Redfield (if the party didn't visit in Week 8):

A low, teeth-rattling hum greets you as you near the island and you catch a glimpse of a greenish glow before both the light and the hum fade away. Soon after, you cannot help but hear the sounds of battle—the clash of metal, the cries of pain—but it's quickly over. A bellowing cheer of victory follows. “This long nightmare is nearly over, my friends! Hold fast, for this week will finally bring victory!”

Proceed to the “Kill the Enemy Leader” section of The Reopening of the Rings quest.

Upon Arrival at Redfield (if the party visited in Week 8 and chose the Diplomacy option):

You can't help but notice an industrious air around the island as you approach. Winged fiends fly to and fro, some carrying building supplies. Sections of the Wall have been cleared, creating a large beach area. As you dock, both Thrugnon and Zorgomuth, obviously alerted by a patrol, come to greet you. “Was it you who saved us?” asks Thrugnon. “It must have been,” shouts Zorgomuth, pounding the pit fiend on the back in a remarkably friendly manner. “Who else would help Zorgomuth and Thrugnon!”

Proceed to the “Skati's Workshop” section of The Reopening of the Rings quest.

Upon Arrival at Redfield (if the party visited in Week 8 and chose the Sabotage option):

The island is quiet as you approach. In fact, you see not a single fiend until you've disembarked and entered the Soaked Plains. The other obvious difference is that one of the portals has been nearly dismantled, with only the base and part of one side remaining. As you contemplate it, the leader you assisted last time approaches and calls out a friendly greeting.

Proceed to the "Skati's Workshop" section of The Reopening of the Rings quest.

Upon Arrival at Redfield (if the party visited in Week 8 and chose the Treachery option):

You can't help but notice an industrious air around the island as you approach. Sections of the Wall have been cleared, creating a large beach area, and you catch glimpses of fiends scurrying to-and-fro, intent on some business or other. As you dock, the leader you assisted last time strolls up, a satisfied smirk on his face.

Proceed to the "Skati's Workshop" section of The Reopening of the Rings quest.

FEATURES

The red and green rings are unstable portals into their respective dimensions, and with their lack of stability comes the occasional rift. When these rifts open fully, dozens of fiendish creatures pour into Redfield to battle with each other. These skirmishes can range from a half dozen fighters to hundreds, taking place over the course of a few minutes or over a year. Regardless of the victor in these skirmishes, the self-appointed wardens of Redfield see to it that there are no survivors left on the Soaked Plains.

Variant: Unstable Rifts. Redfield is a practically radioactive location, with remnants of planar weapons testing that stain the soil and air of the island. With this variant, have one player roll a d20 every hour. On a roll of 10 or lower, a portal opens briefly to manifest a randomly selected Fiend. Roll a d4 to determine the fiend's disposition.

Fiend Disposition

d4	Disposition
1	Hostile
2	Indifferent
3	Curious
4	Friendly

LOCATIONS

THE GREEN RING

The Green Ring is a gigantic device composed of natural, magical, and woodwork innovations. It's an elongated oval ring, 160 feet in diameter at its widest and 50 feet in diameter at its thinnest.

When activated, a shimmering sheet of green manifests like a waterfall to fill up the ring. Beyond the portal is an inhospitable, alien realm used to confine a race of prison-born creatures.

THE REBEL'S HEART

During Skomm's war experiments, a gigantic monster larger than any other forced its way through the Green Ring. After slaying over a hundred Wardens, Thrugnon ripped the monster's heart out and it was instantly turned to stone. The disembodied heart was sent flying, landing in a ravine on the southern side of the island. Zorgomuth discovered this stone heart, and uses it as a base of operations.

The heart can be entered via a stone tunnel that was the creature's aorta, as the pulmonary artery and superior vena cava collapsed after the creature's death. The aorta leads directly to the left ventricle. The four chambers of the heart have been converted into the following rooms, with the former valves acting as doors:

Area	Current Use
Left Atrium	A storage area full of crates, barrels, and weapons, including 1d4 +1 longswords, 1d10 daggers, a +1 sling and ammunition. A door leads to the left ventricle.
Left Ventricle	A meeting area with a stone slab table and 1d4 quasits and a vrock in attendance during week 8. Doors lead to the left atrium and right ventricle.
Right Ventricle	Zorgomuth's bed chamber, with a surprisingly soft, nest-like bed, a spare whip hanging on the wall, and a chest containing a large collection of Warden claws of varying sizes, an <i>event compass</i> , 1,000 gold coins stamped with a denomination not of this world, and a pouch containing <i>dust of sneezing and choking</i> . Doors lead to the left ventricle and right atrium.
Right Atrium	A living area with a table, chairs, and a food storage cupboard, including a built-in oven that vents out of the remains of a pulmonary artery that's large enough for a Medium creature to crawl through. A door leads to the right ventricle.

THE RED RING

The Red Ring is a gigantic circular device composed of mechanical, magical, and stonework innovations. It's a perfect ring, with a remarkable 60-foot radius.

When activated, an undulating whirlpool of red sparks to life, filling up the ring. Beyond the portal is a harsh reality filled with countless warriors, rigid laws, and sweltering heat.

SKATI'S WORKSHOP

Located in an underground cavern, this cave was where Skati worked and stored his portal-building supplies, including the plans for the portals themselves. The entrance lies under a large boulder (removed in week 16 if the party visited in week 8 and chose the diplomacy option).

A 40-foot tunnel descends sharply into a 50-foot-radius cave. Inscribed on the floor at the entrance to the cave is a 10-foot-diameter glyph that serves as a trigger for a *symbol* spell (death option). The glyph is barely visible but can be detected with a successful DC 15 Intelligence (Investigation) check. The glyph can be disabled with *dispel magic*. If a creature that isn't of Ikolf descent steps on the glyph, it triggers and all creatures within 60 feet must make a DC 17 Constitution saving throw, taking 55 (10d10) necrotic damage on a failed save, or half as much damage on a successful one.

Inside the cave are tables covered with an assortment of rune-carved stones and small boulders, a scroll case with the portal plans trapped behind a bookcase—locatable with a successful DC 12 Intelligence (Investigation) check, jars and clay pots full of components gathered from the Glowing Caves, a large bag containing two diamonds worth 5,000 gp each, and a chest affected by the *arcane lock* spell that requires a successful DC 25 Dexterity check using thieves' tools to unlock. Inside the chest is a *wand of paralysis*, a *spell scroll* of *gate*, and a spellbook that contains *knock*, *plane shift*, and *wall of stone*.

THE SOAKED PLAINS

A vast, open area of cracked earth soaked thick with blood. Otherworldly, veiny plants are the only life form that seems able to thrive in this disturbing environment. Two large rings, one on either side of the plains, are visible: one red, the other green. When either one of the portals is open, even a crack, a low hum disturbs the air and the ground vibrates enough to make teeth rattle.

THE WALL

The Wall isn't a single solid barrier but the partially destroyed remains of a large number of defensive structures, now mostly piled up around the edge of the plains. The jagged lines of the Wall are the first thing seen when approaching Redfield by boat, as parts of it rise high into the air. Breaks in the Wall occur at irregular intervals around the island, most littered with chunks of rock or remnants of buildings and even piles of bone, providing good cover for anyone looking to glimpse inside without being seen.

GM Note: Given the length of time the Ikolf wards have been in place, neither the Wardens nor the Rebels generally pay any mind to the outer edges of the island. After week 13, when the last of the wards fall, the Fiends are initially unaware that they're now free to travel off of the island.

THE WARDEN'S FORTRESS

Over his years guarding the Soaked Plains of Redfield and repelling the rebels, Thrugnon has built up a large stone fortress compound. He started with a single rectangular structure that's now expanded to three stories tall. The first floor includes a meeting hall (with tables, chairs, and perches of every imaginable size to accommodate the different body shapes of the Wardens), a kitchen (with an oven kept continually lit by Thorsk, a **barbed devil**, who also serves as cook, and enough rations for three weeks), and an armory with chains of varying widths covering all available walls and racks full of 1d6 + 1 longswords, 1d4 + 1 longbows, 1d4 two-tined battle forks (spears), and 1d4 maces.

The second floor has four rooms used as barracks. Each room contains bunk beds and sturdy furnishings, but nothing in the way of personal effects as the population of Redfield is constantly in flux as Fiends die and are replaced with new recruits from the portal. Dedicated to transparency and battle readiness, none of the rooms have doors by Thrugnon's decree. The rooms can be randomly populated by 1d4 + 1 **bearded devils** and 1d4 **barbed devils** in week 8 or 1d4 + 1 **chain devils** and 1d4 **bone devils** in week 16, though they're often empty due to casualties taken during a skirmish. Roll on the **Random Fiend Disposition** table to determine the occupants' initial reaction to the party.

The top floor contains only Thrugnon's private rooms, which includes a sauna area, a large unmade bed, and a chest (containing a much-read letter from Inferna, saying they'll miss him while he's away at battle, an *event compass* (see chapter 8), 1d10 uncut diamonds worth 100 gp each, a large collection of nalfeshnee horns, and a black-handled whip taken as a battle trophy from Zorgomuth during a skirmish).

A perimeter fence of sharpened bones (primarily rib bones of Gargantuan beasts) surrounds the entire structure, with only one gated entrance guarded by two **bearded devils** (week 8) or two **chain devils** (week 16).

Thorsk



QUESTS

A PLEA FOR HELP (WEEK 8)

If the party was in the Primal Archipelago in week 7, they should have met with either Batibat or Frizzle as they left (See “Event: Leaving the Primal Archipelago”). If they then chose to go on to Redfield, the following occurs as they approach the island:

A familiar small, black flying creature flaps over to your ship and lands in a slightly frazzled heap on the deck. “You came! You came! You actually came! Does that mean you’ll help?”

Otherwise, if the party approaches Redfield after visiting any other location in Week 7, they’re approached by a small Fiend in their shape-changed form. Select or roll a d4: on a result of 1 or 2, it’s Batibat the **imp** (raven form); on a result of 3 or 4, it’s Frizzle the **quasit** (bat form).

A small, black creature swoops down and lands upon the rigging. Before you have time to react, it’s changed form and dropped to the deck to kneel before you. “Help me, please!” it squeaks out in a thin, quavering voice.

Proceed to “A Little Help for a Little Friend.”

A LITTLE HELP FOR A LITTLE FRIEND

If the party attacks, the creature turns invisible and flees. Any subsequent sightings or interactions with it while on Redfield consist of the creature creating trouble in any way it can without getting itself killed, such as invisibly sabotaging the party or stealing items.

If not attacked, the creature explains that it’s tired of living in constant fear and wishes to leave Redfield or find someone who can help solve the situation of endless war on the island. They complement the characters on their perceived strength and vow to help in any way they can, if the party promises to protect them and bring them along when the party leave the island.

If the creature is Batibat, he insists that he won’t do anything to directly harm his leader, though he does fervently wish the bloodshed could be stopped as “What purpose has our time here served but death? That’s all we do! We die! And why?!”

If the party agrees to help, either creature is happy to share any of the information it knows (see the appropriate NPC for details).

Recruitable Familiar: Either Batibat or Frizzle can be recruited at this time and will accompany the party throughout their adventures on Redfield and beyond. Even though the Ikolf wards are still in place at this point, they’re able to leave the island when they’re in their shape-changed form (and can resume their natural shape once past the barrier).

If still with the party at the end of week 12, they awaken one day and say they can feel something big is happening to Redfield and ask that the party consider investigating. If the party agrees, they encounter the whirlpool (See the “Entropy Abyss”).

A PACT WITH A FIEND (WEEK 8)

If the party recruited Frizzle or Batibat and have expressed an interest in ending or mitigating the conflict between the two sides, the familiar suggests meeting with either Thrugnon or Zorgomuth. The party may meet with both leaders before choosing to ally with either one. In that case, when meeting with the second leader, if they let slip the information that they’ve already met with the opposing leader, the party must make a successful DC 18 Charisma (Intimidation or Persuasion) check or be engaged in nonlethal combat. If the party ally with both Thrugnon and Zorgomuth and either or both of the leaders find out before a cease-fire has been negotiated (or the opposing leader defeated), they’re told to “leave immediately, taking your lies with you, or die where you stand” unless they make a successful DC 25 Charisma (Persuasion) check.

Alternatively, if the party didn’t recruit Frizzle or Batibat, they can stumble upon either the Warden’s Fortress or the Rebel’s Heart during their exploration of Redfield.

If the party allies with one or both leaders, existing followers (Rebels or Wardens) of the leader in question will no longer be hostile to the party (reroll results of 1 on the Fiend Disposition table).

However, any newly arrived Fiends may still be hostile to the party.

Frizzle



THE REBELS

The party can approach the Rebel's Heart directly via the main gate or clandestinely, if they recruited Frizzle and learned of the access to the living area (the right atrium) via the oven vent. Frizzle can lead them straight to Zorgomuth's private rooms. Proceed to "Meeting with Zorgomuth" after reading the description below.

The Rebel's Heart looks strange lying upon the ground; a gigantic stone heart with so much of the detail preserved that it looks as if it could still beat. You can't even fathom how large the creature it belonged to must have been.

If the party approaches directly, they must enter the heart via the aorta, which will lead them directly to the meeting area (left ventricle) where they must either defeat the 1d4 **quasits** and the **vrock** in the room or convince them to let the party pass with a successful DC 15 Charisma (Intimidation or Persuasion) check. After the room's inhabitants have been dealt with, the party can proceed to Zorgomuth in his chambers (right ventricle).

MEETING WITH ZORGOMUTH

Once the party reaches Zorgomuth's room, they find the **balor** there alone, counting his collection of Warden claws. If the party has Frizzle with them and snuck in rather than approaching directly, Zorgomuth admires their cunning and the party has advantage on Charisma checks made to interact with Zorgomuth during this meeting.

GM Note: During this week, the party faces almost certain death if they anger or fight Zorgomuth. Frizzle, if recruited, may well warn them of this.

The balor is monstrously big. He looms over an open chest, counting the large number of dismembered claws within. You catch a glimpse of some other items, a pouch or two, perhaps, before he slams the chest shut. "Zorgomuth demands to know why you disturb him!" he booms, his voice echoing off the walls. "Why have you come?!"

Zorgomuth demands that the party tell him why they've come. If engaged in conversation about the situation on Redfield, he swears violently about the evil oppression of the Wardens and Thrugnon in particular. If the party indicates they wish to ally with Zorgomuth, he smiles widely and tells them he'll consider it if they can hold their own against Ubel, his second-in-command.

As if on cue, the **hezrou** enters the room, preceded by his stench. If the party emerges victorious from nonlethal combat, Zorgomuth lets out a mighty laugh and declares them allies. He offers the party the use of the storage room (left atrium) to stay in while on Redfield. If the party is defeated, they're unceremoniously kicked out of the Rebel's Heart.

THE WARDENS

The party can approach the Warden's Fortress directly via the main gate or clandestinely, if they recruited Batibat and learned of the time gap during the guard change. Batibat can lead them straight to Thrugnon's private rooms. Go to "Meeting with Thrugnon" after reading the boxed text below.

The Warden's Fortress rises in front of you, set behind a perimeter fence of sharpened bones. It's an imposing, grim, stone building: blocky, with no effort made at decoration or to soften the edges.

If the party approaches directly, they must either defeat the two **bearded devils** on guard at the gate or convince them to let the party pass with a successful DC 15 Charisma (Intimidation or Persuasion) check. Once inside, they must make their way up to Thrugnon's chambers at the top of the building, possibly running into additional Wardens on the second floor. Roll a d4 as the party passes by each of the four open barracks rooms to determine if there are any occupants inside (1–2 occupied, 3–4 unoccupied) and then on the Fiend Disposition table to determine the occupants' initial reaction to the party. If hostile, they attack immediately.

MEETING WITH THRUGNON

Once the party reaches Thrugnon's private rooms, they find the **pit fiend** there alone, sharpening his mace. If the party has Batibat with them and snuck in rather than approaching directly, Thrugnon admires their initiative and pluck and the party has advantage on Charisma checks made to interact with Thrugnon during this meeting.

GM Note: During this week, the party faces certain doom if they anger or fight Thrugnon. Batibat, if recruited, may well warn them of this.

The pit fiend is huge. Even though the room is large, with little in the way of furniture, he seems to fill all the space inside it. He turns to stare sharply at you as you enter, stepping in front of a large chest, and you somehow suspect that he knew you were on the way. "It would be best for you if you have a good reason to be here," he says.

Thrugnon asks the party why they've come. If engaged in conversation about the situation on Redfield, he vehemently declares that all Rebels must be defeated and given no quarter. If the party indicates they wish to ally with him, he grins shrewdly and tells them he'll consider it if they can hold their own against Sephtis, his second-in-command.

As if on cue, Sephtis (a **chain devil**) enters the room, twirling a chain. If the party emerges victorious from nonlethal combat, Thrugnon holds out a mighty clawed hand and declares them allies. He offers one of the barracks rooms for the party to stay in while on Redfield. If the party is defeated, they're frog-marched out of the fortress.

END THE ICEWAR (WEEK 8)

GM Note: The party's decision here is a crucial one, especially if they return in week 16 to utilize the portals to add additional powers to *Allay* and in how many allies they might be able to gather at that time.

The party can potentially end the conflict between the Wardens and Rebels in a number of ways, including:

Diplomacy: Convince either or both leaders to parley with each other, potentially made easier by improving your relationship with the leader(s) by completing tasks for them.

Sabotage: Damage one of the portals, giving a significant tactical advantage to the opposing side.

Treachery: Work with one leader to lure the other out and push them through their opposite portal to certain doom in the enemy camp.

Alternatively, if the party comes up with a different method for resolving the conflict, select an appropriate aftermath and reward from below.

DIPLOMACY

This option requires the party to have officially allied (see “A Pact with a Fiend”) with at least one of the leaders. The party must convince one or both of them to parley with a successful DC 30 Charisma (Persuasion) check, however, every task completed for the leader(s) reduces the DC by 5 (to a minimum DC of DC 10).

Fiendish Diplomacy

Thrugnon Tasks	Zorgomuth Tasks
Clear a nearby pit of 1d8 – 1 gelatinous cubes.	Engage in nonlethal training combat with Froggat, a newly arrived glabrezu .
Engage in nonlethal training combat with Hassock, a horned devil.	Assist Ubel with his stomach problems, which can be accomplished by giving him a <i>potion of resistance</i> (poison), by using Lay on Hands, or by casting <i>lesser restoration</i> , <i>protection from poison</i> , or <i>heroes' feast</i> .
Clear out an infestation of 1d20 + 2 dretches from a cave he wants to use for storage.	Clear out an infestation of 1d20 + 2 lemures from a small canyon near the Rebel's Heart.
Teach a new skill to his troops that can provide entertainment or boost morale such as the use of any type of artisan's tools, requiring three successful DC 15 ability checks using the relevant tools.	A character must willingly give him their childhood nickname. Thereafter he can use it as a source of small power over the character. Whenever someone calls the character by that nickname, they take 2 (1d4) psychic damage.

Additional options that provide advantage on the Charisma check:

Advantage with Thrugnon	Advantage with Zorgomuth
Batibat (if recruited) advises the players to search Thrugnon's chest. If the players discover Inferna's letter, he tells them to seek news of her from any new Warden arrivals—requiring a successful DC 12 Charisma (Persuasion) check (increased to DC 20 if not allied with Thrugnon). The news can be reported back to Thrugnon, which will remind him of what he's left behind.	Return Zorgomuth's black-handled whip (located in Thrugnon's private rooms within the Warden's Fortress) to him.

Aftermath. The Wardens and the Rebels reluctantly begin to coexist. By week 12, they've established a more permanent settlement with housing, shops, and a blacksmith. By week 16, they've thoroughly studied the portals and discovered Skati's Workshop. The population at that time is approximately 150, evenly divided between the two sides.

SABOTAGE

This option requires the party to have officially allied (see “A Pact with a Fiend”) with at least one of the leaders. To complete the sabotage option, the party must choose a single portal to damage. A portal can be damaged by removing at least three rune-carved stones from it, requiring a successful DC 15 Strength check each time. Characters who are proficient with mason's tools have advantage on the check. The side the party has allied with will keep any existing enemy forces occupied while this is done, however, the party must deal with any enemies that come through the portal. Roll a d4 before each attempt to remove a stone to determine whether an enemy comes through: on a result of 1–3, reinforcements arrive. Then, roll for the appropriate portal to determine what appears:

Portal Sabotage Encounters

d4	The Green Ring	The Red Ring
1	A glabrezu	A bone devil
2	A hezrou	A bearded devil and a barbed devil
3	Two vrocks	A chain devil and an imp
4	A wounded nalfeshnee with only 92 hit points and only capable of dealing 1 Claw attack per turn	A wounded horned devil with only 89 hit points and no Tail action (as it was cut off when the portal closed prematurely)

Aftermath. The side the party allies with gains a serious tactical advantage due to the other side not receiving any additional forces and, by week 13, will have decimated or subjugated their enemies. By week 16, they've nearly dismantled the opposing side's portal and have begun returning to their own home world. The number of inhabitants at that time is approximately 25, including the leader.

TREACHERY

The party must first construct a strong tripwire trap with a successful DC 15 Wisdom (Survival) check and then lure the opposing leader to their enemies' portal with a successful DC 20 Charisma (Intimidation or Persuasion) check or by drawing them out with an attack, assisted by either 1d4 **chain devils** (Wardens) or 1d4 **hezrou** (Rebels). The opposing leader is waiting at the portal to assist in tripping the target into the portal. As they disappear through, the party hears raucous shouting and jeers from the other side, along with the clash of weapons.

Aftermath. The side the party allied with declare victory. Without leadership, the opposing side will fall apart, making for easy pickings. New arrivals through the defeated side's portal are quickly dispatched. The victorious side establish a more permanent settlement on Redfield and, by week 15, have set up some permanent housing and shops and begun exploring nearby islands, albeit not necessarily in a friendly fashion. The population by week 16 is a hundred Fiends from the winning side.

ITEM EVENT: THE EVENT COMPASS (WEEK 8 OR WEEK 16)

This event can be started after the party has been in Redfield for any length of time. During week 8, if the party ally with one of the leaders, it should be given to them by whoever they allied with first. If they don't ally with one of the leaders, the compass can be discovered within a chest in either leader's chambers and Batibat or Frizzle or any Fiend can explain how the device functions per the item's description in chapter 8.

If the party's first visit is in week 16, Thrugnon offers the party the compass after the successful completion of "Kill the Enemy Leader."

If Zorgomuth or Thrugnon give the party the *event compass*, they explain that it's a potent device that, once attuned to, can help guide the party to wherever it needs to go. In fact, they use it as an early warning device for when the portals will open and new warriors will arrive.

Read the following once a party member has the *event compass* in hand:

The device feels much heavier than it should be. As you hold it, you can't help but feel it's an important thing. Will this strange compass guide you to where you most need to go? Or will it lead you astray? How will it know what's most important to you? Only time will tell.

A FIENDISHLY GOOD WEAPON (WEEK 8 AND/OR WEEK 16)

This quest starts after the party recruits either Frizzle or Batibat and they volunteer the information about a recent battle and the weapon that was left behind or at any time during the party's exploration of Redfield. Additionally, at the GM's discretion, this quest can be utilized twice if the party visits during both weeks, changing the description as necessary.

After the party arrives, a patrol soon follows and attacks as soon as they notice the party: two **vrocks** (week 8) or two newly arrived **erinyes** (week 16). If Frizzle or Batibat are with the party, they may warn them of the patrol's approach, giving the party an opportunity to prepare a surprise attack.

You arrive at the scene of what must have been a small but violent battle in a small clearing off the Soaked Plains. It's surrounded by a broken siege engine and jagged boulders. So many dismembered body parts and pools of blood litter the area that it's hard to tell how many creatures died here. You see the handle of something sticking out from beneath a beheaded torso.

Once the battle has ended, if the party searches the area, they find:

Soaked Plains Spoils

d4	Week 8	Week 16
1	+1 whip	mace of disruption
2	+1 mace	mace of terror
3	dagger of venom	staff of swarming insects
4	+1 wand of the war mage	vicious longsword

REOPENING THE RINGS (WEEK 16)

GM Note: If the party didn't visit in week 8, during the ensuing weeks the Wardens began a concentrated and lethal campaign against the Rebels. After years of battle, the Rebel forces have finally been decimated and only a small handful of them remain, led by the ever defiant Zorgomuth.

Before beginning this quest, read the appropriate "Upon Arrival at Redfield" prompt for week 16 depending upon the party's previous actions, and go to the appropriate section of this quest below.

Demon Whip



KILL THE ENEMY LEADER

If the party investigates the sounds of battle, it leads them to the Soaked Plains where Thrugnon (a **pit fiend**) stands triumphant over the fresh corpses of hezrou and glabrezu. He's backed by 1d6 **bearded devils** and 1d6 **chain devils**, as well as Sephtis, his **chain devil** second-in-command. If Thrugnon notices the party or if the party approaches him or engages him in conversation, he greets them with good cheer, overjoyed by his recent victory.

"You've come at an auspicious time," Thrugnon declares. "The Rebels are down to just their worthless leader, Zorgomuth, and perhaps a pitiful few more. I don't know why you've come, but perhaps it's an omen. If you kill Zorgomuth for me, I'll be most pleased and happy to assist you in anything you desire." He laughs. "And what more fitting end for that rotten demon than to be killed by someone such as you!"

If the party accepts his challenge, they can find Zorgomuth the **balor** in his chamber at the Rebel's Heart, guarded on the outside only by the thoroughly demoralized **quasit** Frizzle. If they kill Zorgomuth, Thrugnon declares them worthy.

SKATI'S WORKSHOP

GM Note: Depending upon the party's previous actions and who they allied with, fill in using the appropriate surviving leaders.

If the party explains to the leaders that they wish to reopen the portals, the leaders will agree to either assist or, at the very least, not stop them. The leaders mention that the "short, stocky, scary one" that originally opened the portals kept a workshop of sorts somewhere on the eastern side of the island.

If the party visited in Week 8 and followed the diplomacy option in the End the Icewarquest, Skati's workshop has already been discovered, revealed, and all traps disabled and either Thrugnon or Zorgomuth can lead the party there at any time.

Otherwise, the party must explore the eastern area of the island and can discover the location of the workshop with a successful DC 15 Intelligence (Investigation) check. Any character who has the Stonecunning feature notices a boulder with some dwarven markings, reducing the DC to DC 10. The boulder can be easily moved with help from the leaders, requiring a successful DC 15 Charisma (Persuasion) check, or by manual labor over the course of 8 hours (halved if anyone has proficiency with mason's tools).

Once the boulder has been removed, the party can enter the workshop as described above. The plans for the portals can be discovered in a scroll case with a successful DC 12 Intelligence (Investigation) check.

REBUILD THE PORTALS

Using the portal plans, the party can fully reactivate the portals or rebuild them as necessary with the rune-carved stones and supplies from Skati's Workshop. Each portal takes a combination of **three** successful DC 15 Intelligence (Arcana or Investigation) checks along with a successful DC 16 Strength (Athletics) check to repair.

However, if the party visited in week 8 and chose the Sabotage option, it takes an additional **two** successful Strength (Athletics) checks to repair the mostly dismantled ring.

Skati's workshop contains enough supplies to make nine repair attempts. Additionally, casting the *gate* spell automatically counts as a successful repair.

Variant: A Crazy Fiend. For increased difficulty, after the characters rebuild and fully open the portals, a **pit fiend** or a **balor** (as appropriate) driven mad by raw magic appears and can't be subdued by its fellows.



DEFEND THE PORTALS

Once the portals are repaired and fully powered, a **greater ecliptic hunter** (see chapter 9) appears, attracted by the increased magical energy and vibrations from the portals, and attacks. At the GM's discretion, if either Thrugnon or Zorgomuth is in attendance at the reopening of the portals, they can assist in the battle.

A low hum fills the air and a teeth-rattling vibration wells up from the ground below, emanating from each portal until it almost seems as if the very earth and air around you has come alive. A fiend happily dives through their home portal and disappears, then pops back through again, hand in hand with an old friend. You can't help but smile until you notice a dark shadow rapidly descending from the skies above.

Once the hunter has been dispatched, the leaders question the party about what just attacked, as they've never encountered an ecliptic before. The leaders and their followers can be recruited for the battle for the Isles in the coming weeks, with a successful Charisma (Persuasion) check with a DC as follows:

Fiendish Alliance

DC	Past Party Actions
20	The party didn't visit in week 8
18	The party visited in week 8 and chose the sabotage option
15	The party visited in week 8 and chose the treachery option
10	The party visited in week 8 and chose the diplomacy option (GM Note: This is the only option where both Thrugnon and Zorgomuth can be recruited; perform a check for each)

THE WEAPON OF LEGEND

This quest can be undertaken if the party spoke to the Watching Woman or otherwise learned of *Allay*, the weapon of legend or using the following prompt if one or more of the leader(s) is on good terms with the party:

The fiend takes a good look at you and smiles. "You may be small, but you've done mighty things, I can sense it. So, I'll tell you a secret. Perhaps it was even one of the reasons that the portals were opened here to begin with. If certain weapons are held within the portal, they can be imbued with the portal's magic. It takes a strong hand to do so, however. You can try it yourself if you have a suitable weapon." He looks at you consideringly. "Though, as I said, you are tiny. I'd be happy to assist you with the task, if you like."

While a portal is powered on, the chosen wielder of the weapon (or, if assistance is offered by a leader, a Fiend proxy) must thrust it into the portal, leaving it in for 1 minute—requiring a successful DC 17 Constitution (Athletics) check to resist the arcane energies or be expelled backward with great force, taking 5 (1d10) bludgeoning damage. This action must be repeated for both portals. Read the following aloud when the weapon is thrust into the second portal (if the character succeeds on the Constitution check):

As you thrust the weapon into the second portal, the air crackles with energy. All the hair on your body stands on end and it's a struggle to keep your arm steady. But as the minute ticks by, you feel a warmth enter your body, like slipping into a hot bath after a hard day's work. By the time you withdraw the weapon, you feel as if something or someone has smiled down upon you.

The bearer of the weapon gains the effects of a *bless* spell for 1d4 days.

If a weapon that isn't a potential component part of *Allay* is inserted into the portal, roll a d4 to determine what happens:

Portal Effect on Weapon

d4	Effect
1	The weapon disappears in a blinding flash of light and all creatures in a 30-foot radius take 4 (1d8) radiant damage and are knocked prone.
2	The weapon glows brightly for a moment, and gains a +1 bonus to attack and damage rolls (cumulative with any existing bonuses).
3	The weapon shakes violently in your hands and becomes cursed. You must always keep it by your side unless targeted by a spell such as <i>remove curse</i> . While cursed this way, others view you as having an unsettling fiendish air about you. You have disadvantage on Charisma checks and saving throws except Charisma (Intimidation) checks, which now have advantage.
4	The weapon snaps cleanly in two, requiring repair from an appropriate artisan such as a blacksmith. When the weapon is repaired, roll a d6. On a roll of 6, the weapon now deals an extra 1d8 fire damage on a hit. The repair takes 1 week to complete.

LEAVING REDFIELD

Before the party leaves Redfield, the leaders gift them a set of *demon armor*. An imp or quasit (Batibat or Frizzle, if still alive) flies up, babbling excitedly.

The little creature can barely contain itself. "Fish people!" it shrieks excitedly. "I flew all the way over the big island to the lagoon and there are fishy people! But they look as if they're in trouble. Big nasties are headed their way."

If a party member has an *event compass* (see chapter 8), they notice a strong pull from the compass toward Skyreach. Read the following they sail away from Redfield:

At first, you wonder if you're seeing things. As you look toward Kadaur, it seems as if the volcano shifts upon the horizon, as if it has moved!



SEPUTUS

When SpringBog sank, the entire island disappeared into the freshwater vent below it known as the Eye (and waters flooded the tunnel that Kumuhea's undead wurms had dug to it). But then something hidden deep below ruptured, cracked, and broke free. Slowly, born aloft by deadly bubbles of poison and gas, the ruined city of Seputus rose to the surface. Constructed of long-dead coral bleached a ghostly white, the yellowed bones of now extinct monsters, and serpentine, mottled green stone, Seputus now floats amid the detritus of what was the mirescales' home only two weeks before.

Far older than the current iteration of the Isles, no structure in the island-city of Seputus is undamaged. The walls are riddled with cracks, some glowing a faint green-yellow from strange molds growing within them. Water half fills the sea-level rooms and sea creatures swim or wade among the buildings, while the upper floors are slick with a mysterious ooze. Even so, it's obvious in the sweeping lines of the towering remains that the city itself possessed a dark and terrible grandeur, and remains impressive nonetheless.

Crumbling residential structures in various states of decay make up the majority of the city and most of the minax live and sleep in these half-collapsed buildings, except for Duxxack the leader and some select guards and elders, who live in the Hall of the Fallen.

Inhabitants. Approximately seventy-five minax live in Seputus.

HISTORY

Seputus is home to the minax, a species created by the Star Breather long before the Isles were fully conceived. As far as the deity was concerned, the minax were an abject failure; creatures that thought only of themselves and had no interest in the world other than selfish claims and attempts to control it. But, busy with other works, it merely buried the city and its creations deep beneath the ocean, thinking it would someday reclaim and remake them. But that day never came and the Star Breather's early mistake has now resurfaced.

IMPORTANT CHARACTERS

AGAETI FYLKIR

Agaeti, a **cultist** (see “The Ruins” for further details), is one of Skati's blood relatives and also one of his most influential cultists. After hearing about the terrifying creatures that have arisen from where SpringBog once stood, she came to see herself if they could be recruited to Skati's cause. Attempting to travel in secret, she wears a hood that covers her face, but the *thurisaz tattoo* on her hands is easily visible. She's accompanied by five **cult fanatics**.

DUXXACK

Duxxack, a **minax elder** (see chapter 9), is ostensibly the leader of the tribe. At least, he'd like to think so, though he's held onto that title more because Vomm hasn't bothered challenging him yet. More comfortable in the water than in the air, the sudden change in Seputus's circumstances has discombobulated him. Duxxack's pink-white skin is pockmarked with age and pockets of yellow sponge mold that grow upon him, primarily around his torso. If the mold is touched, it releases spores: roll on the Spore Effects table above.

Duxxack wears a crown made of bone and broken narwhal tusks, set with six uncut diamonds worth 100 gp each. He wears a *robe of eyes*, which he keeps on even while sleeping.

ROLEPLAYING DUXXACK

Duxxack is prone to short bursts of madness due to the yellow fungus that grows upon his body. Consequently, when engaged in conversation, he may suddenly start talking about something entirely different (see “What Duxxack Knows”), recite minax proverbs in Primordial, leap to his feet and dance around as if his feet are on fire, or stare off into space for an uncomfortably long time.

Duxxack is also paranoid, but with good reason. He believes Vomm wants to take control of the minax and will bring the tribe nothing but trouble by trying to expand or explore too quickly. He thinks the correct path is for the minax to hide their time and determine what’s truly happening in the Isles in this new age. He’s also afraid, though he’d never admit it, of the Star Breather taking notice of their ascension and banishing them to the depths again.

WHAT DUXXACK KNOWS

Though slightly insane and confused by Seputus’s sudden ascension, Duxxack is an effective leader. He keeps himself well-informed by bribing or bullying as the need arises. Duxxack knows the following:

- Vomm is planning a coup to take over leadership of the minax
- some “short, stocky people” led by an old woman have arrived and camped out in an abandoned watchtower in the northeastern section of Seputus, though he’s unsure of their intentions or what they want as they haven’t approached him
- the levels of raw magic in the Isles are as high as when the Star Breather created the minax
- that, not unlike the half-immortals, if the Star Breather is killed, all the islands made from its body will collapse into the ocean forever
- the minax didn’t truly respect the Star Breather (which was one of the reasons they were banished), as they saw that the deity was insecure about its creations as a whole, while the minax believe in power and control above all things
- the Star Breather only seeks to destroy things it no longer feels it can trust

LLEOJA

A **minax guard** (see chapter 9), Lleoja was one of the youngest of the minax alive when they were banished. Her skin is a light blue-gray and, primarily on her arms and legs, is covered in a latticework of deep-purple battle scars. Her hair is black, resembling thick kelp, and hangs loose down her back until she’s ready to fight, when she pulls it back and knots it into a bun held in place by a giant sea urchin spine.

Since Seputus’s rising, Lleoja has noticed strange changes in her body—a slight swelling around her abdomen and a yellow tinge to her sides and gills.

VOMM

Vomm is a larger-than-average minax with two bulging eyes and a furrowed head ridge. His sunken nose is barely noticeable, as it’s completely overshadowed by his prominent, spiny teeth—similar to those of a moray eel. His skin has the gray-white pallor of something long dead, accented by puckered red-gray scars, mostly across his chest. He carries *Vomm’s Bonekeeper Staff* (see chapter 8) made from the thigh bones of fallen minax warriors fused together and topped with a nar-whal’s horn. He eschews all clothing or ornamentation.

ROLEPLAYING VOMM

Vomm speaks forcefully and in short, clipped sentences. Now Seputus has risen and the minax’s banishment has ended, Vomm’s goal is to take over as leader (he views Duxxack as too old and weak, an elder who’s held onto power for too long and has grown complacent) and assert the superiority of the minax over whatever or whoever now live within the Isles. Though physical power and intimidation are his strongest assets, he’s by no means unsavvy and will ally with others if he feels they can help him in his goals. However, he’s also proud, sociopathic, and won’t hesitate to attack (or order an attack) if he feels disrespected or if he believes he can gain the upper hand by doing so. He has no loyalty except to himself and, to a lesser extent, his people.



Vomm

HOW DID WE GET HERE? (WEEK 11)

The party could have heard about something arising in the waters from Lono in Kauhale (via reports from kia'i patrols along the Living Wall), from the hags in Turntail Swamp, or from Captain Keelhaul in Keyport. Alternatively, any seafaring NPC may be astounded or terrified by the arrival of a new location and can share the information with the party.

The party's motives for coming could be to investigate the ruined city, to stop the minax from being recruited by Skati cultists, to learn about the Star Breather from its disavowed creations, or to curtail the spread of the minax in the area.

Even having heard the rumors, the sight of the ruined city in front of you is beyond anything you could have expected. The jagged edges of the island-city make it appear as if it was ripped from its previous location. You can even detect a slight bobbing motion as the waves rock it. There are many half-collapsed structures, most the bleached white of dead coral, but others constructed of bone or a mottled green stone. The largest building by far is an imposing and once-grand hall to the south. Given the new and hastily constructed set of stairs attached to the side, it seems occupied. On the other side of the city, at the remains of a tall watchtower, you spy an Ikolf-style boat tied off. Either of those spots seem the most accessible, but you could also approach from the west, where the few remaining buildings are almost entirely destroyed.

Depending upon which area the party decide to approach from:

Location	Starting Quest
The Hall of the Fallen	An Enemy of My Enemy
The Watchtower	Skati Wants You
From the West (Vomm's headquarters and the Scoria)	Rescue!
Any other spot	Roll on the From the Depths Encounters table



Double Axe



Pale Coral
Necklace

FEATURES

Variant: Poisonous Environment. Long-buried Seputus is rife with poison; it riddles the very buildings. Creatures visiting Seputus may run into walls dripping with vile substances or puddles of mysterious poisons. When entering a new area, roll or select from the following table. If a location is waterlogged, adjust accordingly, with oils floating on top of the water's surface or bubbles of poisonous gas suspended within the water.

Poisonous Environment

d6	Poison
1	A sickly smell (burnt fumes) fills the room, seeping in from a crack in a wall.
2	The doors and walls of this room are coated in a sticky substance (midnight tears) that, if touched, sticks to a creature's hands until washed off.
3	1d4 + 1 puddles of a dark liquid (oil of taggit) pool on the floor.
4	A thin smoke (essence of ether) puffs from holes in the walls and floor every 1d4 minutes.
5	Globs of strange goo (crawler mucus poison) drip down the door and walls.
6	Every surface of this room is covered in a yellow fungus that, if touched, releases spores into the air. Characters must succeed on a DC 15 Wisdom saving throw or roll on the Spore Effects table below.

Spore Effects

d6	Madness Effect (lasts 1d10 minutes)
1	The creature's eyes dilate and they become mesmerized, spending the duration staring off into space
2	The creature becomes tongue-tied and unable to speak or provide verbal spell components
3	The creature's muscles freeze as if they've gone into rigor mortis and they're paralyzed for the duration or until attacked
4	The creature experiences an unreasoning fear and must use their movement and actions to flee the area
5	The creature perceives other creatures as if they were under the effect of <i>mirror image</i> spells
6	The creature experiences a vivid hallucination of an imaginary monster attacking them and attack it over any other real creatures

Variant: From the Depths. The upheaval caused by the sinking of SpringBog and the rising of Seputus stirred up many things long buried and forgotten. When traveling around the area or to increase the difficulty, you can roll on the From the Depths Encounters table or add similar creatures appropriate to the setting.

From the Depths Encounters

d8	Encounter
1	A pod of 1d8 + 1 strangely colored two-headed plesiosaurs that have the following action: Multitattack . The plesiosaurus makes two Bite attacks.
2	A giant bubble rises and breaks upon the surface of the water 30 feet ahead, creating a glistening, 20-foot-diameter patch of oil, which expands 5 feet per minute to a maximum diameter of 40 feet. A successful DC 12 Intelligence (Investigation) or Wisdom (Nature) check identifies it as oil of taggit.
3	A pod of 1d6 + 1 killer whales with milky white eyes swim directly for you. The killer whales can cast <i>ray of enfeeblement</i> (+8 to hit, spell save DC 16) once a day, requiring no components.
4	A tangle of 1d12 transparent giant octopuses that have immunity to lightning damage and deal an extra 1d8 lightning damage with their Tentacle attack. One of the octopuses is engaged in a fight with a hunter shark , which it's just punched on the nose, while the other octopi surround the scene in a circle.
5	A minax guard patrolling the city, followed by a ghostly white giant shark with abnormally long teeth.
6	1d12 pale-yellow giant sea horses with side spines that have the following action: Spine Slash . <i>Melee Weapon Attack</i> : +7 to hit, reach 5 ft., one target. <i>Hit</i> : 8 (1d8 + 4) piercing damage.
7	A grandis luminosus os with a distinctive ring-shaped scar on its head, floundering and apparently struggling to breathe, lies trapped beneath a half-collapsed dead coral structure on the outskirts of Seputus. If freed, it bows its head gracefully to the party before diving deep and disappearing, headed south.
8	A whirlpool 40 feet square and 25 feet deep suddenly forms, pulling any creature within 25 feet of the vortex toward it 10 feet at a time. (Treat as the Whirlpool option of a <i>control water</i> spell, spell save DC 16.)

LOCATIONS

THE HALL OF THE FALLEN

Located on the far southern end of Seputus, directly on the jagged edge of the city, the hall is a 30-foot-wide, 60-foot-long room and serves as Duxxack's throne room, as well as the minax's main gathering area. A grand archway provides entrance on the western side. Inside the hall, an uncomfortable-looking throne made of dead staghorn coral sits at the opposite end. Serpentine stone benches line the walls, interspersed with short columns now mostly used as tables and once used as additional seating when there were more minax to gather. Faded paintings covering the walls depict furious battle scenes, some between the minax and unrecognizable creatures, others between the minax themselves. One particular scene shows the minax standing defiantly in front of a godlike being. The water level in this room ranges from waist high at the far end to only ankle high near the throne.

To the north are three small rooms along an outside corridor, each one 15 feet by 20 feet, which are used for storage (containing crates of foods like preserved fish, enough for 2d4 weeks' rations), an armory (containing four bone mauls, three carved bone harpoons, and two *+1 quarterstaves*), and a guardroom (containing a bed,

three hanging sling chairs, and a stone table with a map carved into it showing the Isles as they looked when the minax were last a part of them).

The hall has a second floor, accessible via a hastily constructed set of stairs tacked to the outside of the building made necessary by the lack of water. There are ten rooms of varying size which house Duxxack's most trusted advisors and guards.

The hall connects to Duxxack's Chamber to the east (accessible via a corridor behind the throne).

DUXXACK'S CHAMBER

Duxxack's room is one of the least damaged in all Seputus. It lies off the Hall of the Fallen via a 30-foot-long corridor that climbs sharply. Since the rising of the city, this chamber has completely drained of water, much to Duxxack's annoyance. Consequently, the first thing he ordered his guards to do was to construct a piping system called the Shark Mill. A gush of water is piped into the chamber every 5 minutes via a crack in the wall near the ceiling.

Any creature within the room or the corridor outside during the gush of water must succeed on a DC 15 Strength or DC 10 Dexterity saving throw or be knocked prone and washed into to the Hall of the Fallen, taking 7 (2d6) bludgeoning damage along the way.

The room contains a netlike hammock bed, four stone columns that support the ceiling (and can be grabbed onto during a gush of water), and a chest containing assorted bone carvings, a thick gold bracelet worth 250 gp, 1d10 assorted gemstones worth 100 gp each, and a *ring of protection*.

SHARK MILL

Similar to a horse mill, but completely submerged, The Shark Mill lies just outside and below Duxxack's window. Consisting of spokes made from whale rib bones, four **hunter sharks** are harnessed to it. A **minax guard** (see chapter 9) monitors them, prodding them as necessary to keep the mill turning. The pipe that runs from the mill into Duxxack's Chamber is made of whale intestine that pumps water into a bladder. Once the bladder is full, the water gushes into Duxxack's Chamber.

WATCHTOWER

Located in the north of Seputus, the 30-foot-diameter watchtower is a shadow of its former glory. Once standing over 100 feet tall, only the bottom two floors are still relatively intact, though one wall of the tower still remains, stretching 70 feet high. The area surrounding the tower is difficult terrain and has ample cover, being littered with chunks of serpentine stone, some in piles as tall as 30 feet.

The first floor is wondowless and has a gaping, 10-foot-wide hole where a door used to be. The first floor interior is also full of debris, as many things had washed into the tower over the years, including bones picked clean and the half-rotted carcass of a large octopus with more tentacles than it should have. Water

rises 10 feet into the room, leaving only 5 feet of air. A 10-foot-square gap in the ceiling allows access to the second floor; a particularly large pile of broken stone and drifts of bones lies just underneath it.

On the second floor are two narrow windows (similar to arrow slits), but only a small amount of the rot and debris present on the first floor. A large crack in the wall overlooks the water.

VOMM'S HEADQUARTERS AND THE SCORIA

Vomm has recently taken over a mostly intact L-shaped building northwest of the Hall of the Fallen in a quiet, uninhabited area. It's made of serpentine stone and has thin arched windows every 20 feet. A single door framed with ancient whale bones provides access. There are two rooms inside: a 25-foot-by-40-foot war room and a 20-foot-by-40-foot living area accessible only via the war room).

The war room contains a large stone table in the center of the room holding a map centered on Seputus and recognizable outlines of Turntail Swamp and Kadaur, a weapon rack with 1d6 bone mauls, and a much scuffed training dummy.

Vomm's living area contains a hanging hammock bed woven from a type of dark-green seaweed and a chest with 1d10 assorted gems worth 75 gp each, two *potions of resistance* (acid), a *potion of growth*, and assorted bones. The chest also holds the following, taken from a captured prisoner: a bag of 1d10 pearls worth 50 gp each, two *potions of healing*, fishing tackle, a dagger, and a flagon containing two servings of *moondew*.

Outside Vomm's headquarters, the Scoria sits 15 feet away from the door and slightly to the right. It resembles an old stone-and-coral well, and is filled nearly to the brim with a strange, dark and oily liquid. A mismatched collection of 2d8 + 2 empty stoppered glass bottles are lined up around the rim of the well. A successful DC 15 Intelligence (Arcana) or Wisdom (Survival) check reveals that the well contains *abyssal essence* (see chapter 8), though any minax can identify the liquid.

QUESTS

The party arrives in Seputus in the middle of a power struggle. Duxxack, the current leader, wants the minax to stay put and consolidate their power. Vomm, his rival, wants to take over and take the minax out into the Isles to conquer a new island home that isn't decayed and falling apart. Skati cultists are here to try and recruit the minax. There are a number of possible outcomes depending on who the party chooses to side with:

- If the party help Duxxack, the minax stay on Seputus and won't ally themselves with any other forces and may, if the relationship is good enough and Duxxack can be convinced that there's a threat to the minax, join in the final battle for the Isles.
- If the party help Vomm, Vomm kills Duxxack and

leads the minax into the Isles, not allying with any particular force but generally causing havoc.

- If the party stay out of it (or don't visit Seputus in week 11), Vomm is recruited by Agaeti Fylkir, kills Duxxack and takes over, and joins Skati with the surviving minax (approximately fifty).

AN ENEMY OF MY ENEMY

As the party approaches the Hall of the Fallen, they see the tail end of an **entropic ecliptic hunter** entering through the grand archway. Inside, surprised by the sudden appearance of the ecliptic (a creature they've never seen before) are four **minax guards**, two flanking the door and two flanking the throne. Duxxack (a **minax elder**) sits on the throne with two **minax elders** before him, where they had been discussing a recent raiding party sent to Eastguard (or Westguard). All gaming statistics for the monsters in this section can be found in chapter 9.

Yet another surprise awaits you as you approach the large hall—you see the unmistakable tail end of an ecliptic hunter disappear through the grand archway just 30 feet ahead of you. You hear startled cries of alarm from inside.

If the party waits outside and doesn't join the fight, the minax subdue the ecliptic hunter, haul its remains out, and toss them in the water 10 minutes later. If the minax guards notice the party at that time, they roughly drag them inside to meet Duxxack or engage them in battle if they don't agree to go, calling for additional guards if necessary. Proceed to "Audience with Duxxack."

If the party enters the hall, they find the two minax guards at the door engaged in battle with the ecliptic hunter, while the other two guards and an elder have made it halfway across the hall to join them. One minax elder is pulling Duxxack toward the corridor to Duxxack's Chamber, though he seems reluctant to go.

Two white-fleshed creatures armed with bone mauls stand off against the ecliptic hunter just inside the hall. They're unlike anything you've ever seen before, though they're what you might imagine a child's nightmare version of the kia'i would look like. Across the throne room—for that's what this room appears to be—you see an older one of these strange beings, also white-skinned, but with sickly yellow spots and wearing a crown, and assume it must be their leader. He's being propelled away by another one of the creatures.

If the party assists in killing the ecliptic hunter and doesn't attack any of the minax, go on to "Audience with Duxxack." If they attack any of the minax during the fight, the minax guards fight the party after the ecliptic falls, joined by another 1d4 + 1 **minax guards** (see chapter 9) from the nearby guardroom. If the party defeat two of the guards, Duxxack calls for a truce or threatens to call in additional guards if the fighting doesn't stop immediately.

AUDIENCE WITH DUXXACK

After the battle, Duxxack resumes his throne, waving away the minax elder hovering around him. He introduces himself as the leader of the minax and welcomes the party to Seputus.

- If the party helped in the battle and didn't harm any minax, he thanks them and demands that they tell him what they know of the attacking creature.
- If the party attacked any of the minax guards and fought well, he congratulates them on their prowess, whistles sharply, calling in an additional 1d6 + 2 **minax guards** and 1d4 **minax elders** (see chapter 9), then demands they tell him what they know of the ecliptic.

During the ensuing conversation, at the GM's discretion, Duxxack can reveal any information from "What Duxxack Knows" during his short bouts of madness. After taking in any information offered on the ecliptic and the state of the Isles:

Duxxack clears his throat with a harsh, scraping, gurgling noise and spits out a vile, yellow glob. None of the minax in attendance bat an eye at the display, though one elder carefully pokes the spit away with the end of their staff. Duxxack leans forward in his throne and fixes you with such a glare that you think he must surely be about to order an attack. Instead, he says, "You've given me much to think on. As I suspected when we rose, many things have changed in our absence." He points at you suddenly. "You must help us! I have tasks for you! In exchange, I won't have you killed!" An elder leans over and whispers something to him. "Oh, and I suppose I can give you something as well."

Duxxack explains that he's aware of some other visitors to Seputus, but "they haven't been brave enough to face him" as yet. He wants the party to investigate the old Watchtower where the "short, stocky folk" are staying and find out what they're after. (See the Skati Wants You quest.)

He also insists that the party investigate what Vomm, a minax he suspects of designs upon his throne, is up to. He tells the party that Vomm has recently taken up residence near the Scoria to the northwest. (See the Rescue! quest.)

Duxxack offers the party rooms on the second floor of the Hall of the Fallen to use during their stay, but warns them that they may be attacked by minax or other creatures (see the **From the Depths Encounters table**) while on Seputus.

REPORTING BACK

If the party reports back after just the Rescue! quest, Duxxack nods knowingly, stares off into space for an uncomfortably long time, and then startles as if he's just noticed the party. "Fine, fine. Come back when you know more! You're wasting my time!"

If the party reports back about what they overheard from the Watchtower, but didn't attack, Duxxack looks

surprised. "And you just left them there!? Plotting against me!? Go back now and get rid of them!" He offers to send two **minax guards** (see chapter 9) with the party to eradicate the outside threat to "make sure it's done right."

If the party reports back after both quests have been completed, Duxxack places a bounty on Vomm's head. If the party is interested in the bounty, proceed to The Head of Vomm quest.

RESCUE!

This quest can be given by Duxxack (see "An Enemy of My Enemy") or can occur if the characters explore the island-city of Seputus and stumble upon Vomm's headquarters and the Scoria or hear about Vomm's headquarters while eavesdropping on the Skati cultists at the Watchtower (see "Skati Wants You").

As the party approaches Vomm's headquarters and the Scoria, they see a distracted **minax guard** (passive Perception 10) outside. In the war room inside, an additional 1d6 + 1 **minax guards** and 1d4 **minax elders** (see chapter 9) are gathered around the table. In a far corner of the room are a number of prisoners bound hand and foot: two female **kia'i adults** (Akoni and Kekapa from Kauhale), a male **merfolk** (Marinus of Lifebearer Lagoon) and a **Manaki commoner** (Joell, a fisher captured near Turntail Swamp). All are bloodied and bruised.

You see an L-shaped building ahead of you with a well just outside it that's filled with a strange oily liquid and has empty bottles clustered around the rim. The building itself is made of green serpentine stone and is relatively intact, though you spy a five-foot-diameter hole in the roof covered with a bit of sailcloth, one corner flapping loose in the wind. A minax guard crouches in the corner, smoking a pipe, a haze of smoke surrounding his head. The smell of dried kelp burning assaults your nose. From inside the building, you hear a sudden shout of "Help!" in Common. The guard doesn't react beyond taking another drag on his pipe.

If the characters quietly take out the lone guard, they gain a surprise round against the minax in the building. However, if the guard spots the characters before they attack, is killed by a loud attack, or isn't killed before they can act, the guard will sound an alarm. If he sounds an alarm, the minax in the building will immediately begin to exit and attack.

Once the battle is over, the party can gather the following information from a defeated minax or the rescued prisoners: That Vomm, the leader of the group, was behind the capture of the prisoners and is currently scouting for additional captives. The prisoners further inform the party that Vomm was questioning them about what kind of defenses each of their home villages have and about the makeup of the different islands: who lives there, how many, who has the most power.

The prisoners thank the party profusely, with the merfolk and kia'i stating that with some healing, they can make it home and take the Manaki villager with

them. They apologize for not having anything to reward the party with, but Joell mention seeing a chest in Vomm's room next door, which is where the minax put the prisoner's belongings. They all indicate they're happy to escape with just their lives and once home, will spread the word about who saved them.

SKATI WANTS YOU

This quest begins if the party approaches Seputus via the watchtower or at Duxxack's request (see "An Enemy of My Enemy"). Alternatively, this quest can occur if the characters explore the island-city of Seputus and stumble upon the watchtower.

On the second floor of the watchtower, Agaeti Fylkir (a **cultist**) and the five Skati **cult fanatics** following her have established their camp. They've been on Seputus for a few days during which time they've captured and interrogated a minax guard (Forxx, bound and unconscious), discovering that Duxxack is the leader of the minax and Vomm is his biggest rival, as well as the number of minax in Seputus. As the party arrives, they're discussing their next steps.

If the party approaches stealthily, they overhear the following while still on the first floor:

An woman's voice can be heard from the floor above, "Now we must decide who we'll convince to ally with us. The current leader, Duxxack, or the challenger Vomm? The first appears quite insane, which may be good for us, but he's also paranoid and set in his ways. But Vomm is already making a move based on what we've seen at his headquarters over by that old well. And, truly, he seems stronger to me. What do you think? Who would best serve our master?"

A man's voice chimes in, "My vote is for Vomm! But, mistress, do we have time to delay any longer? We should hurry back or we'll miss the attack on Chitoni."

If the party leaves and takes this information back to Duxxack, see the "Reporting Back" section of the An Enemy of My Enemy quest.

BATTLING THE CULTISTS

When the party immediately engages in battle with the cultists (perhaps after returning at Duxxack's request), they find the group still discussing their next moves over the unconscious body of their minax prisoner.

While fighting, Agaeti hangs back near a large crack in the wall. During the second round of combat, she leaps through the crack into the water below, attempting to escape via the Ikolf-style boat tied off nearby. Any surviving cult fanatics give their all to protect her retreat.

After the battle, an examination of the cultists will reveal tattoos and other markings showing that they're Skati cultists. Additionally, an inspection of the camp turns up a gold ring bearing Skati cultist markings, a bag of 1d20 assorted gemstones worth 100 gp each, a set of thieves' tools, and a ceremonial dagger.

THE HEAD OF VOMM

This quest can be given by Duxxack (see the "Reporting Back" section of the An Enemy of My Enemy quest) or, alternatively, can be undertaken by the party if they happen upon Vomm while exploring Seputus at the GM's discretion.

Vomm can be found anywhere on Seputus (including his headquarters) after returning from one of his forays off the island-city. Roll a d4: on a roll of 1 or 2, roll on the **From the Depths Encounters table**; on a roll of 1 or 2, they locate **Vomm** plus 1d4 + 2 **minax guards** and 1d4 **minax elders** (see chapter 9) loyal to him.

A bulging eyed minax, accompanied by a number of guards and elders, stands talking to the minax grouped around him. He carries a staff made of bones and topped with a narwhal horn. You can't make out what he's saying, but even from where you are, you can see he speaks forcefully and with great emphasis, waving his staff about—a staff his followers conspicuously avoid.

If the party engages Vomm in battle and are holding their own, Vomm will declare: "Finally! Worthwhile foes! Everyone else I've fought in these 'new' Isles has been weak and useless. If you join me, I'll spare you. Perhaps, I can even learn from you."

If the party agrees to a truce, Vomm takes them back to his headquarters. If the captives there have been rescued, he remarks upon their absence but says no more about it, mumbling about how Duxxack must have sent some of his loyal guards. Vomm questions the characters about the current state of the Isles and asks questions about what species can be found, the layout of the islands, etc. After some time, he will say that he's learned enough. He's ready to fight Duxxack and make his move. He invites the party to accompany him. Go to "Duxxack's Head."

Otherwise, if the party defeat Vomm and bring proof of Vomm's death to Duxxack:

"Done, then, it's done? Good!" Duxxack cackles loudly, specks of spittle spraying out. "The minax shall stay mine and I shall rule Seputus for all time!" He tosses a wrapped item at your feet, which unravels enough that you can see a dagger within. "Take that. I have no need for it. And Vomm's wicked staff, if you have it. And leave! The minax shall abide here and let the rest of the Isles make their own way!"

The *dagger of venom* the players received can be identified with a successful DC 15 Intelligence (History) check or by casting the *identify* spell on it.

DUXXACK'S HEAD

The party accompanies Vomm to the Hall of the Fallen. Inside, two **minax guards** (see chapter 9) flank the entrance. Two more **minax guards** are on the far side of the room near the empty throne, with an additional 1d4 **minax guards** playing a game in the guardroom to the north, who enter the room once they hear the sounds of battle. Sitting and talking along the benches are 1d6 **minax elders**. **Duxxack** is in his chambers beyond the throne and the Shark Mill is operational, sending a gush of water into his chambers every 5 minutes.

If **Duxxack** is defeated, Vomm takes the crown and installs **Duxxack's** head on a pike near the throne. The remaining minax in **Seputus** begin to arrive, having heard word of the coup, and Vomm declares himself their new leader once they've all arrived (approximately fifty-five minax are present, divided evenly between guards and elders).

He offers the party **Duxxack's robe of eyes** (now slightly bloody) and whatever they find in **Duxxack's** Chambers. Then he offers them a choice—stay and accept his rule, becoming honorary minax or leave **Seputus**, adding, “If you leave **Seputus** and I meet you again on the battlefield, I can only promise you a clean death.”

If the party leaves, Vomm lets them go. If the party attacks Vomm, the fifty-five gathered minax join combat against them.

THE NEXT GENERATION

This quest can take place any time after the party arrives on **Seputus** but typically must occur **before** concluding **The Head of Vomm** quest.

While picking their way through the ruined city, the party comes across **Lleoja** doubled over in apparent pain:

Turning a corner, you see a scarred, but otherwise healthy, female minax guard in front of you, doubled over in pain. She lets out a groan and collapses to her knees, clutching her side.

If the party engages her in conversation, she reluctantly relates that she's been experiencing strange things since **Seputus** has risen—pain in her side, a swelling in her abdomen, and a change in color to her skin. A successful DC 12 Wisdom (Medicine) check reveals that she's heavy with eggs—the first clutch a minax has carried since being banished.

If the party threatens her, she doesn't hesitate to fight back or call for help. An additional 1d4 + 1 **minax elders** (see chapter 9) arrive, one of which immediately recognizes **Lleoja's** condition, calling out: “She spawns! Protect her at all costs!”

If the party assists **Lleoja** in any way such as providing healing or taking her to a sheltered spot, she successfully spawns. By week 17, she's raising 1d6 young minax and tells them tales of the kindness of those that helped her. Additionally, an unusual sea creature, the likes of which the party has never seen before, flits by, its fins brushing against all who assisted **Lleoja**. All those touched feel a pleasantly warm tingle and gains the effects of a *bless* spell for the next 24 hours.

EVENT: LEAVING SEPUTUS

After leaving **Seputus**, the party meet an **adult kia'i** (see chapter 9) who (if applicable) thanks them for the rescue of **Akoni** and **Kekapa** (see the **Rescue!** quest). Read the following boxed text:

*The kia'i keeps pace with your boat, clearly agitated. “I've heard two bits of troubling news and I'm not sure which is the most distressing. A rumor smuggled out of the Ruins says something bad will happen in Chitoni soon—something terrible. And a fishing boat has reported strange things in the water around [Eastguard or Westguard]. I know you're busy, but I thought you should know. **Iolana** said you should be kept informed.”*

Seputus





SKYREACH

Skyreach and its temple are perhaps the best-kept secret of Manaki, and is the second-most difficult location to reach for natives. Resting in the mouth of the oldest island is a pool of creation, the iridescent blood of the deity who painted the Isles. Placed at the peak of this mountain is a seal that functions as a temple, where earthen guardians called the Stewards keep watch over Kadaur. Since Kadaur erupted, the Stewards have become more aggressive, also gaining power over the stones around them.

When the party finally visits Skyreach they find a temple that strongly resembles the one above the Black Atoll, though they won't know that. The connection between both locations is immense, with some people believing ancient natives could travel between them in an instant. Three bridges keep this bizarre structure suspended above the pool of reality-warping ichor, and in turn keep this pool from exploding further.

IMPORTANT CHARACTERS

KADA

The party can find **Kada**, the **Body of Kadaur** here if they visit during most weeks, but he may not be at the temple depending on his current activity (check Kada's entry in chapter 3 for an outline of his activity). This temple serves as a place where Kada can meet with village elders, receive offerings, and remanifest if his body is destroyed.

KADAGAN

Kadagan resembles an incomplete glass sculpture of a human. Its features are almost unreadable, but a small, heart-shaped stone glows with colors that blatantly express its current disposition. It spends its time roaming the temple, inscribing random bits of information on the wall. This information is oddly prophetic, and occasionally proves an accurate description of a familiar character or party member.

KADAKIM

Kadakim is shorter than the other Stewards and is made of a hodgepodge of materials: twisted wire, bundled sticks, and the kind of random objects you might find washed up on a beach after a merchant ship wreck. It carries a jade-handled paintbrush and a teapot full of water, which it uses to paint fleeting pictures on the stone floors or walls that fade as the water dries. Characters quick enough to study a picture before it disappears might be startled to recognize themselves in scenes from the past, present, or future. Once Kadakim spots visitors to the temple, it follows them, studying them intently with its coal-black button eyes. If attacked, it responds in kind with suddenly scalding water from the teapot or cutting words.



Kadagan

KADAMY

At first glance, **Kadamy** resembles a mummy, but instead of strips of linen, it's wrapped in lengths of string. Its core body is constructed of string, yarn, cord, and fibers of all sorts woven together to form a humanoid shape. It uses loose strings to write out pieces of information, but these must be read quickly before it moves away, erasing the message. It uses its loose strings for attacks ranging from whips, garrotes, or just mischievously tripping someone.

KADEUS, THE SEVEN-FACED STEWARD

Kadeus, the Seven-Faced Steward functions as a companion for Kadaur, guarding his secrets and keeping him company. It's a 16-foot-tall Construct made of dense stone and its head sports seven detailed faces wrapped around it. This steward is simple in its behavior, usually standing in the Cradle of Reality near the dipping point, acting as a guardian of the Pool of Paint.

Timius. This face resembles a decapodian ancient.

Dramius. This face resembles Kada and has a mischievous grin.

Disteus. This face resembles a mirescale with threatening features.

Decius. This face resembles a dragon with whiskers that flow through the air despite being stone.

Fabius. This face resembles a kia'i with rigid indentations similar to tattoos.

Fateus. This face resembles a human woman with a crown, similar to that worn by sphinxes.

Proteus. This face resembles a creature of the deep, unfamiliar to most surface dwellers. If the party has met the Keahi, they recognize it.

PEHTROK

Pehtrok is a stone vaguely shaped like a human face. This stone is all that remains of a long-forgotten island from the early history of the Isles. It was the only island of its kind, able to drift across the ocean supported by its own magic instead of the earth. After floating over the Entropic Abyss, the whole island, save for this single stone retrieved by Kada, was devoured by a sudden whirlpool.

Speaking to Pehtrok reveals that it's both sentient and telepathic, and believes itself a prisoner of Kadaur, who keeps it as a pitiful trophy. Pehtrok wishes to be dropped into the Entropy Abyss so it can restore some of its former strength.

HOW DID WE GET HERE? (WEEK 13)

The party should visit this location to create a weapon that can stop the Star Breather, or to gather information about Kada. Alternatively, they could have learned from an advisor about the ritual hidden here. They can learn about the pool of paint and the temple from any older islander in Makolf, from any of the half immortals, or possibly from Kada himself.

HOW DID WE GET HERE? (WEEK 17 OR 18)

The party can learn about Kada's activity at any point by visiting the island of Kadaur or seeing it while sailing. The villagers of Makolf are building rafts when the party arrives, and direct them up the volcano to hopefully appease the spirit.

LOCATIONS

MOUNT KADAUR

The entirety of Kadaur functions as the island which shares its name, but the mountain itself is more often honored as the body of Kada. Kadaur is currently a stratovolcano, whose recent eruption affected its height only slightly.

THE MOUTH OF KADAUR

The Mouth of Kadaur is the name given to the crater at its peak, a huge rocky bowl whose width has reached a full mile due to the recent eruption. At the bottom of this crater is a pool of pearlescent ink, shimmering with constantly shifting colors as it sits restlessly. A magical temple, known by the Manaki people as the Temple of Creation, floats above the pool and is accessible by four bridges connected to the Golden Ring.

Kada's Greeting. If the party visits Skyreach during a week when their main quest isn't here, and if Kada isn't busy, he's there to greet the party. He follows them around the temple, ensuring they don't learn its hidden ritual. Kada also hides Pehtrok from the party, knowing they might be interested in returning it to the Entropy Abyss. Kada will, at any mention of Quing or the zircon diamond, give them the zircon and ask that they deliver it to Quing.

Variant: Self-Keeping Secret. The Temple of Creation is enigmatic, and is only known by immortals. If a flying creature (or a creature traveling via a spell) attempts to reach the mouth of Kadaur, it must succeed on a DC 18 Wisdom saving throw or be frightened of the mountain for 8 hours. The creature can repeat the saving throw each hour, ending the effect on itself on a success. A creature that succeeds on the saving throw is immune to the effect for 24 hours.

THE GOLDEN RING

The ring around the crater, as well as the sides of the bowl are caked with the magical remains of the eruption. The soil comprising the uppermost 15 feet of the mouth has been transmuted into a mixed vein of smooth gold and platinum. Touching this golden surface, spaced a quarter mile from each other, are the four bridges that lead to the Temple of Creation.

Selfless Offering. If a creature throws a piece of equipment or a magic item into the pool below, an abstract spirit launches a new item back up to the creature after 1d4 rounds. If a magic item was thrown in, the character receives a gold version of it. If a nonmagical item was thrown in, the new item is made of gold and grants a +2 bonus where applicable (e.g. a set of +2 armor, a +2 shield, a +2 weapon, or magic tools that grant a +2 bonus to related ability checks). This act is only rewarded in earnest or spontaneity, and the spirit won't reward copycats, instead confiscating the sacrificed item.

THE FOUR BRIDGES

Four bridges connect the Isles to the Temple of Creation, a myth-wreathed and sacred location that typically only elders are permitted to visit. Each bridge is impossibly long and magically durable, requiring no extra support aside from the mouth of the crater.

It takes 30 minutes to reach the temple.

Bubbling Creation. Whenever a character casts a spell of 1st level or higher, roll on the **Creation Magic table**.

Creation Magic

d8	Effect
1	The nearest nonmagical spellcasting focus or weapon (ignoring broken items) permanently transforms into a friendly poisonous snake .
2	For the next 24 hours, you emit a strong honey-like scent. A swarm of illusory bees slowly pour out of your body over the duration. After 24 hours, the bees become tangible (a swarm of wasps) and attack the creature nearest to you. The bees are friendly to you, but not your allies. If the swarm is reduced to 0 hit points or dispersed, it turns into flower petals.
3	Until you finish a long rest, every creature you see appears to have the face of a long-dead ancestor of yours.
4	For 1d4 hours, the soles of your feet burn as if they were made of fire. Anything except you that comes into contact with your soles for the first time on a turn or that starts its turn in contact with them takes 13 (2d12) fire damage. This effect burns any footwear you're wearing, anyone you kick or step on, and the ground you walk on. Survival checks made to track your fiery movements are made with advantage.
5	A flurry of 2d8 + 2 magic missiles fly from your body, targeting random creatures within 120 feet. Each missile deals 3 (1d4 + 1) force damage. You have disadvantage on Constitution saving throws until you complete a short or long rest.
6	For 1d6 + 1 rounds, every creature within 60 feet of you, including yourself, can cast the <i>misty step</i> spell once per round without expending a spell slot.
7	An explosion of life affects all creatures within 120 feet of you. Each creature in the area gains 30 temporary hit points.
8	You are split in two: your hit points and your hit point maximum are halved, and your other half manifests within 5 feet of you. The GM controls one of your halves during combat, but they're otherwise both roleplayed by you. Only the GM knows which half is the original. During the next long rest, one half attacks the other in a fight to the death. When one half dies, make a DC 20 Charisma saving throw. On a successful save, the original wins or safely reintegrates into the victor's body. On a failure, your clone kills you, ceasing to exist the moment you die.

THE TEMPLE OF CREATION

This grand temple floats above the center of Kadaur, held aloft by four bridges above a volatile pool of liquid magic. Its surface is a mixture of precious stones such as onyx, marble, and obsidian. It descends three stories into the belly of the volcano, with its lowest floor resting inches above the bubbling pool of creation. Several of the rooms are empty, while others contain chaotic overgrowths of flowering plants. The accessible rooms that the party can locate are the Inspiratrium, the Stewards' quarters, and the Cradle of Reality.

Bubbling Creation. Whenever a character casts a spell of 1st level or higher, roll on the **Creation Magic table**.

THE INSPIRATRIUM

This enormous room lies in the center of the temple, with a glass skylight that illuminates what appears to be both a lounge and a place of worship. There are several shrines to immortal spirits interspersed throughout this large room, including ones for each conjurable force (or damage type). Some marble benches are placed in slightly higher locations that allow visitors to look out on the Isles, possibly viewing distant events as they do.

While in this room, party members can provide offerings to spirits. The offerings can be valuable or sentimental. If a character makes an offering at an altar to a spirit that embodies a damage type, for the next 24 hours, whenever the character makes a weapon attack, they can deal the spirit's damage type instead of the weapon's normal damage type.

Split In Two



STEWARDS' QUARTERS

These three small chambers can be found on the second floor down, below the Inspiratrium.

Kadagan's Rest. This chamber is oddly large in size for how sparse its contents are. In the far back of the room is what resembles a bed made of glass, with an indent of Kadagan's body where it probably rests. There are two desks to either side of the bed, both made of glass and filled entirely with liquid. One of them is full of ink, and the other is full of a delicious whiskey.

Kadakim's Nook. This steward's chamber is full of herbs taken from offerings, broken and incomplete teapots, and other baubles you might find collected by birds. The trinkets and tools line the walls in rows, and there's no clear resting place for the Steward. In fact, this chamber could be mistaken for a storage closet. On one wall, a small stream of water pours from a faucet into a teapot. The faucet can be detached and functions as a *decanter of endless water*, while the teapot functions as a *bag of devouring*.

Kadamy's Sewing Space. This steward's chamber is full of huge spools of fiber made from various materials; some spools contain hair, others palm fiber, some roots, and still more contain elastic metals. Some of the spools have thread drawn from them, mixed with other threads to create incomplete but overly complex forms. Among them are a cotton breastplate, a pair of woven copper pants, and a golden top hat.

THE CRADLE OF REALITY

The lowest chamber in the temple is a ring-shaped platform that hangs just 10 feet over the pool of paint below. There are several shelves and tables in this room that seem to be offerings to Kada, while some are long-kept keepsakes from old friends. In the center is the dipping point, a ladder that leads down to a smaller platform resting inches above the ichor. The GM can place additional relics, offerings, or replicas of items here if they wish to foreshadow elements from other locations.

Dipping Point. A ladder descends from the Cradle of Reality and holds a 15-foot-diameter platform that sits inches above the pool of paint.

Obsidian Portal. An archway made of a single block of obsidian stands against the wall in this chamber, with a small upward arrow indented in its side. Placed on the floor under the archway is a small arrow made of marble standing on its tip. If the arrow is picked up, the holder will find it impossible to point the arrow upward.

If the upward arrow found in the Black Atoll's Ultimus Sanctum is placed in the indentation, the space under the archway fills with a pale white sheet. This portal is useless unless both arrows have been placed, in which case it can be used to instantly teleport to the Temple of Sacrifice. If the obsidian structure is dealt at least 10 fire damage by a single attack, it summons a **zombie** through the archway with a flash of purple.

The Stone with a Face. On a small pedestal surrounded by a glass box is a 1-foot-wide stone that resembles a face. It has a large nose-like protrusion

topped with a similar brow, and bears a somewhat disgruntled expression. If a party member shows interest in the stone, it communicates telepathically with them, informing them that its name is Pethrok. (This begins the A Pet Rock's Revenge quest described in the "Entropy Abyss" section and in Pethrok's entry in "Important Characters").

Zircon Diamond. This priceless gemstone is 1 foot in diameter and weighs 40 lb. It sits on a low shelf with a note inscribed in the wood below it that reads "A gift for Quing, my old friend. If a mortal finds this in my absence, please bring it to him if you're able."

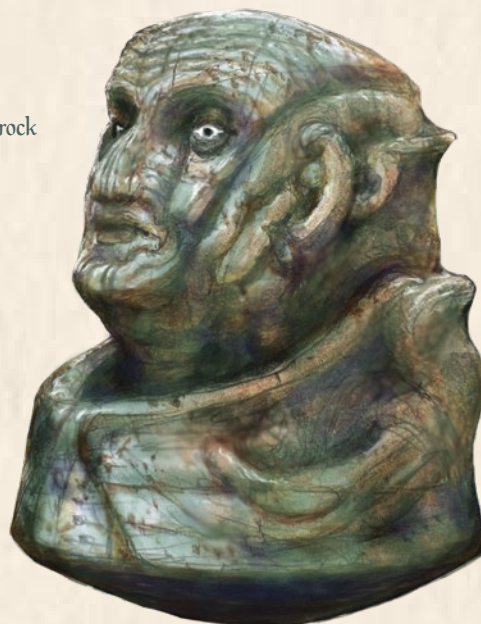
THE POOL OF PAINT

This undefinable pool of thick liquid most closely resembles ink, oil, and paint. A successful DC 22 Intelligence (Arcana or Religion) check reveals the liquid's true nature; it's the blood, or ichor, of the Star Breather. This ichor was used as a paint of sorts to create Manaki, and in its raw form has incredibly volatile effects on living beings.

Becoming Creation. If a creature other than a half immortal or the Watching Woman comes into direct contact with the ichor, or starts its turn touching the ichor, it must succeed on a DC 20 Constitution saving throw or take 22 (5d8) radiant damage. A creature reduced to 0 hit points this way meets a fate determined by the GM, and may include one of the following: The creature turns to paint; the creature is instantly reincarnated as a creature of a different species, the creature becomes a sentient magic item, the creature becomes a swarm of 1d8 + 2 Tiny creatures.

Blood and Bane of the World Artist. The contents of this pool are in fact the fabled substance, ichor. Ichor is the blood of a deity, and the pool of paint is blood poured directly from the heart of the Star Breather. Aside from other strange properties, a weapon coated in this blood can be used to slay the being who bled it. For more specific information, refer to the "Elements of Allay" in chapter 8, the Black Atoll, or the **Face of the Star Breather** stat block.

Pethrok



QUESTS

VISIT THE TEMPLE (WEEK 13)

Once the party reaches the Golden Ring and sets foot on one of the bridges, 1d4 **dust mephits**, 1d4 – 1 **mag-ma mephits**, and 1d4 **steam mephits** explode out of the chaotic brine below and rise to defend the temple. After the mephits are dealt with the characters are free to enter the Inspiratrium. In the absence of Kada, the Stewards roam the entire temple freely. The party is likely to come in contact with **Kadakim** first, who energetically addresses the party. After being bombarded with questions about their purpose, intent, the journey up the mountain, etc. the party are allowed to question the Steward about the nature of the temple.

WHAT THE STEWARDS KNOW:

Kadakim and the other Stewards are confined to the Temple of Creation, and their origins are completely indiscernible. However, the other Stewards are less directly verbal, and Kadakim is more likely to explain the knowledge they all have:

- The temple is older than the Isles, and the empty rooms represent things that could yet be.
- The temple is the sister structure to one in the center of the Black Atoll.
- The two structures were connected, but the connection was deliberately disabled upon the arrival of new people.
- The offerings brought to Kada and other spirits are placed in the liquid below the temple, which is said to be the “origin of all things.”
- In ancient times, warriors would dip their tools and weapons into the liquid, believing it empowered them.
- **The Seven-Faced Steward** guards the liquid from the unworthy and the foolish.
- Kada is a rigid and ancient spirit, whose creeds and beliefs may conflict with the state of the Isles.
- Kada is never “absent” from the temple, but his body can only be in one place at a time.

After a while, whether the party explores or provides offerings to various spirits, Kadakim mentions a forbidden ritual known only by the Stewards. It can’t be taught, bears a great risk to the caster, and should only be practiced under extremely dire circumstances. But, if the volcanic spirit or another powerful being endangers the Isles’ future, it may become a valuable piece of knowledge. If the party tries to learn the ritual, refer to “The Immortal Plea.”

GM Note: One or the Other. If the party pursues the Immortal Plea, they’ll have to fight at least two of the Stewards. However, helping Kadagan with its issues in “Kadagan’s Writings” adds the spirit to the party’s crew, making it impossible to learn the somatic components of the ritual.

KADAGAN’S WRITINGS

Following Kadagan may cause its core to flash several colors in quick succession as it writes a short bit of information on the wall. Its empty face turns to look at the follower, before it continues its normal routine. The writing bears directions to Kadagan’s chambers from the reader’s current position, and symbols that indicate a setting sun.

Being in Kadagan’s chamber during sunset causes the steward to enter the room, stand in its center and split a setting sunbeam into three projections. One is of Kada, but the spirit seems indescribably incomplete. The others are of Kadamy and Kadakim, but they’re projected as Large figures with more complexity than Kadagan. Each of these projections is hostile and uses the **specter** stat block. Once the figures are defeated, the light leaves the room and they reform as **shadows**.

The moment the last shadow is defeated, Kadagan’s core illuminates the entire chamber, and its glass form shifts into water. The spirit briefly forms a face and uses its telepathy for the first time to thank the adventurers. It then follows them passively, without explanation, all the way to their ship. It sinks into the ocean, definable only by its core, and helps defend the ship when needed.

KADAKIM’S REQUEST

Kadakim may end up requesting trinkets and baubles from the party. The Steward has magical knowledge of what the party is carrying, and is especially attracted to gifts given to the party or items collected by half immortals. Kadakim will trade a random part of its body for each new trinket it’s interested in.

KADAKIM’S ITEM

d8	Item Gifted
1	A random trinket
2	A gift that reminds the receiver of a strong personal memory
3	A pin that resembles a roc. A creature wearing this pin can use an action to gain a flying speed of 30 feet for 1 round. Once this property has been used, it can’t be used again until the next dawn.
4	<i>Bag of tricks</i> (rust)
5	<i>Brooch of shielding</i>
6	A tightly packed ball of fabric. When unfurled, the fabric is revealed to be a <i>cloak of the manta ray</i>
7	<i>Bag of beans</i>
8	<i>Chime of opening</i>

KADAMY'S GREATEST CREATION

While following or observing Kadamy, the party might see “My Greatest Creation!” repeated in its writing. If mentioned within earshot, or asked about, the Steward perks up and approaches the party, mentioning the creation lies in a distant chamber—all they need do is follow the red thread. It then leads them to a small intersection of halls, where a red thread crosses through several times.

It takes 1 hour to follow the full thread, which leads the party into an unlit chamber. In the back of the chamber is a Large stuffed bear. The bear then animates (use the **troll** stat block). Once the bear is defeated, Kadamy enters the room and pulls a neatly knit sweater from its chest. This sweater functions as plate armor, but weighs 8 pounds. While wearing the sweater, a creature has resistance to cold damage.

THE IMMORTAL PLEA

Learning this ritual will require the party to observe not the Stewards’ appearances or belongings, but instead their actions. Kadagan knows the verbal components, Kadamy knows the somatic components, and learning both of these grants the affected creature knowledge of how to perform the spell. However, the exact effects of the spell are a secret kept by Kadakim.

Verbal. Kadagan’s writings occasionally vanish from the temple walls. Almost all its writings each day are new, except for the three words it writes at the break of dawn, at noon, and at dusk. These words, “Audire,” “Animam,” and “Obsecro,” glow faintly during the night and fade just before dawn. This glowing can be noticed with a successful DC 16 Wisdom (Perception) check. Reading these three words in order triggers Kadagan’s defense system, and it attacks the reader.

Somatic. As Kadamy strolls through the temple, it either runs its string along pegs in the walls or throws them into readable loops on the ground. These writings normally disappear as it leaves an area, but once every 72 minutes, it throws its writings into the air and strikes a specific pose for 6 seconds. Over a 12-hour loop, Kadamy strikes these poses until it’s performed a full minute of gestures. If a creature correctly copies or confirms the sequence, Kadamy locates them from anywhere in the temple and attacks.

Effects. Kadakim can explain all the effects of this spell, which then forces the steward to attack the party afterward. If the party doesn’t learn all the effects, they can only perform the first option. In this case, they’re also limited to the first effect of the variant ritual found in the Black Atoll. They can learn the other effects using the *legend lore* spell or similar magic.

AUDIRE ANIMAM OBSECRO

Ancient Ritual, Conjuraton and Enchantment

Level requirement: 14

Casting Time: 1 minute

Range: Self (60-foot radius)

Components: V, S

Duration: Instantaneous

You recite the words to this spell in a continuous loop, magically growing from the sound of a whisper to the bellowing roar of a great beast. At the end of the casting, any immortal spirit, half immortal, summoned creature, Elemental, or Construct within 60 feet of you is put into a trancelike state that lasts for up to 1 minute. During this minute, you can impose your will on the target, selecting one of the following options:

- You command the spirit to lie dormant, reducing it entirely to a passive being. Its active body dies, but it’s immortal body remains unaffected. The spirit can no longer become a half immortal, and the domain it commands is transferred to a newly transcended spirit chosen by the GM.
- You forge an undying bond between the half immortal and a friendly creature you’re familiar with. The half immortal becomes charmed by the chosen creature, and is unable to break this charm under any circumstances (including the creature’s death). If the chosen creature has or creates a bloodline, the ritual also affects any direct descendants.
- You give the spirit up to two verbal commands that serve as a binding contract. These commands must be approved by the GM, and can’t include any other effects of this spell.

Maledictio. The plea made to a half immortal also functions as a death sentence. The mortal weight casting this enchantment has on a soul is too much to bear for long, and the caster gains 1 level of exhaustion every day after the ritual. These levels of exhaustion can only be removed by another half immortal.



Kadamy's
Sweater

STOP KADAUR'S SELF-DESTRUCTION

Once you reach the golden ring around the mouth of Kadaur, you find a surprising sight. The four bridges that once held the central temple have collapsed, leaving the onyx structure floating half submerged in the pool of a paint-like substance the mountain contains. The pool rests 300 feet below the ring, with the temple slowly sinking in the distance. Below you, a small figure is riding a stone through the fluid.

The party can venture down to the edge of the pool or fly to the temple, where Kada will meet them. The half-immortal spirit then explains itself.

"You're wasting your time, coming up here. I've spent every day since the start of your festival trying to return these Isles to their previous state. Before your civilization carelessly destroyed and reshaped the untainted, natural beauty. The ocean, the sky, the stones, they all agree; everything but you mortals and that distant deity. And I've failed. So I've chosen to return the Isles to their original form, by ending my being and spilling divine blood into the ocean. I suggest you leave, enjoy your fleeting mortality, and let me finish."

The fight against **Kada, Body of Kadaur** ensues. During this fight, Kada can invoke the ambient magic of Mount Kadaur to take lair actions. On initiative count 20 (losing ties), Kada can take one lair action to cause one of the following effects. Kada can't use the same effect two rounds in a row.

- Ichor erupts from the pool, covering a random creature. The creature must succeed on a DC 20 Constitution saving throw or take 22 (5d8) radiant damage.
- A swarm of tiny spirits pours out of the ichor, becoming hostile to any nearby creatures. Use the **swarm of insects** stat block, but the swarm's attacks deal cold, fire, or lightning damage (swarm's choice).
- The volcano shakes. Each creature on the ground must succeed on a DC 15 Dexterity saving throw or fall prone.

Once the party defeats Kada, the ritual is broken and his body is temporarily destroyed. He then reforms 1d6 hours later, and approaches the party. Kada will explain that he doesn't have enough time to attempt the ritual again, and believes he's been reduced to just an angry volcano. He allows the party to keep *Marrow* (see chapter 8), and coats their weapons in ichor if they haven't already done so. Kada then directs them to the Black Atoll.

If the party instead convinces the spirit to help in the fight for the Isles, the GM can have him join them in the final fight for the Isles. If a character casts the *audire animam obsecro* ritual, several outcomes can occur instead:

- If Kadaur was commanded to lie dormant, Kada is instantly destroyed and loses his mortality. The island of Kadaur doesn't sink further. The GM then chooses another mortal or immortal spirit to claim the Drama domain and the power that comes with it.
- If Kada is forced into an undying bond, he remains convinced that his actions and the ritual are still justified. He continues the ritual, but once defeated, he immediately joins the crew without needing to be convinced.
- If Kada is given commands, the outcome is determined by the GM and the caster.





Goodeye

SPRINGBOG

From a distance, SpringBog looks like a mirage floating on the water. The island, if it can be called that, is flat and boggy, seeming to rest right upon the surface of the water. Much of the island is mud and even the solid land is soft and marshy, sinking underfoot. This is caused, in part, by freshwater seeping up from a vent below the island and from the tropical waves and tsunamis that beat against the island unchecked, given its location outside the Living Wall's protections.

The mirescales have built wooden walkways in the inhabited areas, some made from reclaimed shipwrecks and others from logs lashed together. Most of the small, unassuming houses are on stilts to protect from sudden flooding. Flat-bottomed boats are used to cross larger sections of the brackish open water, though many of the mirescales simply swim or splash across if they know it's shallow enough.

The vegetation of SpringBog has an almost prehistoric air about it; swamp grasses, cypress trees with an abundance of exposed, knobby roots, and pitcher plants. Some are plants not normally seen on any of the other islands, having come from the Primal Archipelago.

Inhabitants. Just over two hundred mirescales live in SpringBog. There are 1d20 + 2 eggs incubating in mud-and-twig nests around the island.

HISTORY

Before the mirescales arrived, SpringBog was a bunch of small, muddy patches barely stitched together with swamp grass. Realizing the value of the freshwater spring, however, the mirescales decided to stay and build upon what was already there. They shipped in dirt and rocks from the other islands and planted seedlings collected from the Primal Archipelago. Collectors by nature, they also imported animals for food. Over time, more creatures arrived and made it their home, especially those that needed a swampy habitat.

IMPORTANT CHARACTERS

GOODEYE

GoodEye is the best hunter in the tribe. She carries a *HeartRipper* (see chapter 8), a weapon of her own design. There are stories that she's taken down giant squid and even a whale with it. GoodEye keeps her scales well lubricated, giving her skin a shiny sheen (and making her harder to grapple). She wears old but well-cared-for leather armor.

GoodEye is more serious than the average mirescale and speaks in short, clipped sentences. She doesn't believe in wasting time and respects those that get down to business.

GM Note: GoodEye is a recruitable NPC and can be a valuable addition to the group with her fighting knowledge. However, if she joins in Week 6, she leaves at the end of Week 8 to return to SpringBog, with or without the party, after hearing of the situation there.

LICKSPITTLE

On the slight side even for a mirescale, LickSpittle has a drooling problem due to an overactive salivary gland. That doesn't stop him from being the fastest talker in SpringBog. If a deal is to be made, he's the one to make it. If there's something you need, he can tell you where to find it (or who to talk to). He has an unusual feathered mohawk on top of his head, making him easy to pick out in a crowd. Besides running the Barges, LickSpittle (and his son RockJaw, who sometimes travels in his place) is also responsible for all outside trading at Keyport and other locations and even visits the Primal Archipelago on occasion.

LickSpittle uses the **mirescale villager** stat block (see chapter 9) but can also speak Dwarvish and Gnomish, and has expertise with Persuasion (for a +5 modifier). His *friend of the kia'i tattoo* (see chapter 8) is visible on his forearm. If asked about it, he immediately bring up the kia'i (see "What LickSpittle Knows").

WHAT LICKSPITTLE KNOWS

LickSpittle is one of the few well-traveled mirescales due to his work trading. He's especially fond of the *kia'i* and prefers to trade with them over the Manaki as he feels more comfortable among the *kia'i* somehow, perhaps because some (but by no means all) Manaki and Ikolf treat the mirescales as just a step up from unintelligent beasts. If engaged in conversation at all, he often refers to his visits to Kauhale (especially the abundance of fish) and the *kia'i*. He's proud to be the only mirescale with a *friend of the kia'i tattoo* and is happy to explain what it does, even demonstrating by jumping into the water off the Barges to show how the water breathing works. Things he might mention:

- “There’s one fancy *kia'i* that ain’t too friendly—Kimokea’s his name—but I’ll tell you one thing, he can down more whiskey and *grak* than any other *kia'i* I’ve met! I’d even put him up against RoundBelly in a drinking contest!”
- Regarding the Primal Archipelago, LickSpittle knows the bandits there are seeking a standing stone inscribed with an ancient defense ritual. This ritual was written by Kumuhea to grant safe travel among beasts by speaking to the spirits of hunger. LickSpittle urges the party to destroy the stone if they find it, but they’re welcome to perform the ritual themselves granted they never inscribe it again.
- “If you haven’t been to Kauhale, you should go. There’s nothing else like it in the Isles! Full of crazy things—they collect stuff, you know. From the shipwrecks. And have I mentioned the fish? Much yum.”
- Regarding Keyport, if the party mentions they’ve been there recently, he asks if they have any news of his son, RockJaw.

Side Quest: LickSpittle’s Gift. “Iolana’s the one that gave me the *friend of the kia'i tattoo* after I found a particular thing she wanted down in the Glowing Caves. Which reminds me, I have some more of it for her—this weird, glowing mushroom goo. Are you headed that way anytime? Maybe you could deliver it? I’m particularly busy right now.” If the party agrees, he gives them a well-wrapped parcel containing a jar filled with a mysterious glowing goo.

ROUNDBELLY

RoundBelly (a **mirescale villager** with a speed of 15 feet and a *+1 club*), as his name indicates, has a rotund form and is significantly stouter and slower than most mirescales. He keeps his feathers well-groomed and mud-free and has a hearty, chortling laugh. He wears a silver whistle around his neck used to control the alligators that guard his still (see “RoundBelly’s Still”).

Outsiders, at first glance, assume RoundBelly is a jovial, simple sort, but he knows everything that goes on in and around SpringBog. If the mirescales could be said to have a single leader, RoundBelly would be it, though he’d be the first to tell you the tribe has no use for such things and that there are many who share in that task. Of course, there are those that would say he only says such things because he’s lazy. His son, ScorchedToe works the still for the family.

ROUNDBELLY’S FAMILY HISTORY AND THE FLUX

RoundBelly inherited the Uncracked Egg from his father, and his father before him, and so on back for generations. But with it came something of far greater importance than the social heart of the mirescale community: the *Flux*.

When the newly transformed mirescales were first expelled from the Entropy Abyss, one among them, later named BlackClaw (RoundBelly’s ancestor), attempted to claw his way back down, hoping he could gain something from their venture. Instead, the abyss burned his claw, then turned it to black obsidian, but he held on. What he took came to be known among the mirescales as the *Flux*, a name derived from its ever-changing form. Some moments it looks like a brilliantly shining emerald, others like the unblinking eye of an octopus, a perfectly round pearl, and nameless other spherical objects.

Manaki and decapodians who have examined it, including Old Shell, say it comes from the fabric of the Entropy Abyss. And like the Entropy Abyss, no one knows exactly what power the *Flux* holds. The one thing that RoundBelly uses it for is in the making of *moondew*, dropping the *Flux* into each batch made until the *moondew* has absorbed some of the entropic magical energy, a process that takes 8 hours.

SMASHTHUMB

SmashThumb, a weaponsmith specializing in bone-crafted and silvered weapons, is nearing the end of his days. At 42 years old, he's a respected and venerable presence in SpringBog. His once-taut skin now hangs loosely and his scales are dull. However, his mind is as sharp as ever, as are his weapon-making skills. SmashThumb can usually be found at the Uncracked Egg or at his house located near the Docklands.

SmashThumb (a **mirescale villager**) speaks softly and carries a big stick, specifically a *+2 club* made from a plesiosaurus' thigh bone, and a *+1 shortbow* made from a giant alligator rib.

TINYCLAW

TinyClaw (a **mirescale villager**, see chapter 9) is the resident artist of SpringBog. She creates pottery vessels from the mud of the island, carving intricate designs into them. LickSpittle trades some of her designs in Keyport, so her work is also known off the island. While tattoos aren't particularly common among the mirescales (partly due to the thick nature of their skin), she also knows some tattoo designs, including a mirescale-specific one called *SwiftScale*.

TinyClaw has few feathers and is almost always splattered in mud, though it's hard to tell as her coloration is similar to that of dried mud. She wears a thick leather half-apron with pockets that hold the tools of her trade. TinyClaw spends a lot of time in the Uncracked Egg, but can also be found at the Barges restocking the pottery she has on offer there. If engaged in conversation, she asks about the trade situation in Keyport or what the artisans there are doing these days as she's keen to stay competitive. If anyone in the party has dirt from the Glowing Caves on them, she's interested in buying it to work into her pottery.

HOW DID WE GET HERE? (WEEK 6)

The party could have heard about SpringBog and the mirescales in a number of ways: by meeting LickSpittle's son RockJaw, who had traveled to Kadaur to conduct trade negotiations in Keyport and had mentioned that "strange things were starting to happen there" right before he left, including the Eye turning red, or by learning about the Barges, SpringBog's trading port, from Larry in Keyport and how his shipments of grak and *moondew* might be disrupted, or via Embla in Makolf mentioning that the mirescales' population and friendliness could be of value very soon. Their motives for coming could include learning more about the Primal Archipelago and the creatures there in preparation for an excursion the following week, to find out about the magic *moondew* (see chapter 8) that's brewed here, to investigate the Eye turning red, to see about procuring some specially crafted mirescale weapons, or to gain allies in the ongoing fight.

As you approach the area, SpringBog at first appears to be a collection of ramshackle wooden stilt houses floating on the water, but as you get closer, you see wooden pathways, tufts of swamp grass, and stunted cypress trees. The remarkably flat island stretches for quite a distance with areas of standing water dotting the surface, some large enough to require a boat to cross. There doesn't seem to be a village center of any sort, rather, the buildings have been constructed to take advantage of any solid land. Small, scaly, dinosaur-like humanoids scurry busily back and forth, though many stop to stare as you near. You see one obvious landing spot—some ramshackle docks near where most of the activity lies—but not too far around the curve of the island, you spot a small beach away from curious eyes.

HOW DID WE GET HERE? (WEEK 9)

The party could have heard about the mirescales and the situation in SpringBog in a number of ways: by learning about it from Afsana at the Ruins, in Makolf by running into GooseBump—a particularly fearful mirescale who left SpringBog at the first sign of trouble, or from being notified via the *event compass* (see chapter 8) they received at Redfield. Their motives for coming could include seeking out an accessible freshwater source, supplying themselves with magic *moondew*, evacuating the mirescales from the sinking island, and gaining the *Flux* for the legendary weapon, *Allay* (see chapter 8).

GM Note: If the characters haven't visited SpringBog before now, haven't met any mirescales, or don't have someone with them that the mirescales would know, the villagers will initially be distrustful. They may go as far as attacking if the party seems threatening, though their primary goal is to escape the attacking ecliptic and to evacuate the sinking island.

SpringBog is sinking, slowly disappearing under the waves. As you approach, you can see that a number of wooden stilt houses are tilted precariously, while still others are already half submerged. The largest building, a tavern, has begun to collapse. Mirescale villagers are scrambling around carrying what they can in their arms, some carefully cradling mud-sparkled eggs.

You hear horrified shrieks and guttural gurgling not far away.

GM Note: This section involves numerous battles against attacking ecliptic, and is intended to feel overwhelming. Ensure the characters know that not every mirescale can easily be saved, and that whatever assistance they can offer is well worth the visit.

Once the party approaches SpringBog as above, proceed to the Save the Mirescales quest.

FEATURES

Beyond the well-inhabited areas fortified with walkways, SpringBog is a hazardous place to wander about in and features dangers due to both the terrain and local wildlife.

Unsteady Terrain: Marsh Mud. When traveling in an area of SpringBog without wooden walkways, the characters have a chance of running into marsh mud. Roll a d4 when the party leaves an inhabited area; on a roll of 1 or 2, they encounter a large body of marsh mud.

A creature with a passive Wisdom (Perception) score of 14 or higher notices that part of the ground doesn't look solid. A creature that steps here sinks 1d4 + 1 feet into the mud, as if they'd stepped into quicksand. As long as the creature isn't completely submerged, it can escape by using an action and succeeding on a Strength (Athletics) check. The DC is 12 plus the number of feet the creature has sunk. An adjacent creature can pull the sinking creature out by succeeding on the same check. Each round until freed, the creature sinks 1d4 + 1 feet, and begins suffocating when fully immersed.

Variant: Prehistoric Illness. If applying this variant rule on the Primal Archipelago, the prehistoric illness rule can also be applied here, as many of the plants and even much of the mud SpringBog is made of came from the Archipelago. Party members visiting SpringBog encounter bacteria, viruses, and insects their bodies have no defenses against, though to a lesser extent than at the Archipelago. Every 2d6 hours a creature spends in SpringBog, it must succeed on a DC 14 Constitution saving throw or contract a disease. Such diseases include cackle fever, sewer plague, and sight rot.

Variant: Unfriendly Wildlife. When traveling around less inhabited areas of SpringBog, you can increase the difficulty by rolling on the **SpringBog Random Encounters table** or use similar creatures appropriate to a bog or prehistoric setting.

SpringBog Random Encounters

d8	Encounter
1	1d4 shambling mounds
2	1d4 giant crocodiles
3	Two hydras
4	2d4 + 1 will-o'-wisps
5	2d6 + 2 giant frogs
6	2d4 + 1 swarms of poisonous snakes
7	2d4 + 1 swarms of insects and 1d4 + 1 swarms of bats
8	2d4 + 1 giant constrictor snakes

Poisonous snake



LOCATIONS

THE DOCKLANDS

A series of small, ramshackle wooden piers jut into the water in crooked lines, as if new ones were added without any particular thought or planning for the future. To either side are standalone wooden pylons covered in barnacles, to which a multitude of flat-bottomed boats are tied off. It's the only place large enough to dock a larger vessel.

If the characters approach the docklands in a boat, four **mirescale villagers** (see chapter 9) dart forward and offer to help moor the boat, talking over each other and slipping between Common and Primordial in their excitement.

If the party is particularly friendly or provides a tip, a villager is happy to provide them with directions or information about any of the locations on the island and warns against straying from safe pathways. If the group is curt or dismissive or doesn't provide a tip, the villagers scatter and go about their business once they realize they have nothing to gain.

SMALL BEACH

If the characters didn't moor at the docklands, they can easily locate any number of small beaches around the perimeter of the island to disembark at (depending upon the size of their vessel). Once they leave the sandy beach area, they have a chance of running into several patches of marsh mud (see "Features") until they reach the safety of a more inhabited area with walkways.

THE BARGES

The Barges is the closest thing to a trading post SpringBog has. Rather than a building, it's a collection of seven flat-bottomed barges haphazardly lashed together and permanently anchored near the docklands. Piles of miscellaneous items and stacked crates full of all manner of foods and goods are heaped in no apparent order.

Being a close-knit community where everyone knows everyone else, the Barges operates on an honor system. Mirescale villagers take or leave as they need. If they have nothing physical of value to trade, they trade services instead (everything from back scratching to outhouse building). LickSpittle oversees any trades that need negotiating and is also in charge of trading with Keyport or other islands for items not available on SpringBog (or for particular luxury items).

Near the docklands you see a curious sight: seven large flat-bottomed boats have been lashed together to create a floating trading post. It buzzes with activity, mirescales digging through the many crates and barrels, sometimes taking something, sometimes leaving something. Overseeing it all is a fast-talking mirescale who seems adept at stopping arguments over items before they even start.

If the party visits the Barges soon after arrival in **week 9** or examines the area around the Docklands, they see this instead:

The collection of flat-bottomed boats lashed together that make up the Barges trading post have come loose from their anchor and bob erratically in the churning water. Crates full of belongings are being piled on by desperate mirescales. A feather-mohawked mirescale shouts orders as he waves an oar in the air.

THE UNCRACKED EGG

The beating heart of SpringBog isn't a place of government; it's the Uncracked Egg tavern. Located northeast of the Docklands, the island's largest area of solid land is home to its sole entertainment house. It's one of the few buildings not built on stilts and it has a wide, covered porch on every side upon which sit chairs and tables, usually full of patrons drinking their fill. Inside, the place is crammed with well-used wooden tables and chairs where mirescales drink, eat, and play games of chance.

The interior can easily hold four dozen revelers with another two dozen on the surrounding porches, especially since the mirescales aren't very large. Besides the main tavern room, there are three rooms to one side: RoundBelly's Office (consisting of a wooden table used as a desk, some simple chairs, and a bundle of 1d10 spears leaning in a corner), the kitchen (with 1d4 + 2 staff), and a storeroom (containing assorted foodstuffs, three barrels of grak, and a half-empty cask of *moondew*).

There are no rooms for rent at the tavern; visitors to SpringBog are welcome to camp anywhere they like or, if they prove friendly, may be offered a room at someone's house. RoundBelly is also known to offer up hammocks for use on one of the Uncracked Egg's porches.

You can hear the tavern well before you near it: off-key singing, the clinking of glasses, raucous laughter, and a badly played zither. At least ten mirescale villagers sit on the front porch, drinking from hourglass-shaped glasses that their long claws can easily grip around the middle.

THE EYE

An underwater freshwater vent is located beneath SpringBog, roughly in the center of the island as the mirescales built up SpringBog around the life-giving water source. The Eye itself wells from deep underneath the island—a pure stream of crystal-clear fresh water that bubbles up, turning pockets of seawater around SpringBog into a shimmering spectacle as fresh water mixes with the ocean. The water is markedly cooler everywhere the freshwater touches.

From above ground, the accessible part of the Eye looks like a small, almond-shaped pool constantly in motion. The mirescales have built a low mud wall around it, giving it the look of an actual unblinking eye.

But the freshwater from the vent doesn't just seep up in the one location; it bubbles up all over the island, causing the marshy land and mud SpringBog is known for. The Eye is simply the water's main exit point.

This almond-shaped pool is rimmed with dark mud, almost like a kohl-lined eye. The water is in constant motion as bubbles break the surface, giving the entire area a pleasant, burbling soundtrack. It would, perhaps, be a peaceful sight if not for the fact that the water has turned a deep and disturbing shade of red.

If the party visit the Eye during **week 9**, read the following description instead:

The almond-shaped pool has completely overflowed, dissolving the low mud walls that had once surrounded it. Blood red water pours out in a furious torrent, occasionally spitting up into the air like a geyser.

ROUNDBELLY'S STILL

Located in the interior of SpringBog, on a small hillock surrounded by crocodile-infested waters, is RoundBelly's still. It's kept running almost continually by ScorchedToe, RoundBelly's oldest son. ScorchedToe and RoundBelly both wear a silver whistle around their necks to call off the crocodiles from attacking. The sweet and pungent odor of fermenting mash can be smelled day or night.

Grak is the normal moonshine produced, but there's also a special blend called *moondew* that RoundBelly makes.

VISITING SPRINGBOG AFTER WEEK 10

You approach SpringBog's location, or where it's supposed to be, at least, and are shocked to discover a forbidding, ruined city-island has replaced it. It has an air of the ancient about it. Even patches of the water around it are dark and oily. (See "Seputus")

DOWNTIME ACTIVITIES

If the characters have any downtime they wish to spend in SpringBog before it sinks, they can gain the following proficiencies:

- Brewer's supplies—any mirescale, but especially RoundBelly or ScorchedToe
- Herbalism kits—any mirescale shaman
- Potter's tools—TinyClaw
- Spears—GoodEye

QUESTS

THE WEEPING EYE (WEEK 6)

Once the characters have arrived on SpringBog, either docking at the Docklands or landing at a small beach, they must locate RoundBelly if they wish to investigate the problems with The Eye. Speaking to any villager (including the one that offers to tie off their boat at the Docklands) can lead to directions to RoundBelly at the Uncracked Egg. Otherwise, they can happen upon the tavern while exploring the village. Once they enter the tavern:

The interior of the Uncracked Egg is as raucous as one would expect from the noise you heard outside. The place is packed and a heavy, almost musky smell hangs in the air. A heavily feathered mirescale stands upon an overturned crate playing a zither badly, but, perhaps luckily, the grak-swilling mirescale singing along are covering a different song entirely and they almost cancel each other out. A rotund mirescale behind the bar waves you over as you enter. "Come in, come in! Don't be shy! We don't bite!" to which a rather drunk mirescale in the corner shouts back, "Speak for yourself, RoundBelly!"

If the party explains why they came, and asks RoundBelly about the situation with the Eye or about SpringBog in general, his demeanor shifts to seriousness, and he pulls the party out onto the back porch to talk. He explains that recently, the color of the freshwater coming up from the vent has changed from clear and sparkling to a pale pink and then, just this week, a disturbing shade of red. He either tells them a safe route to reach the Eye or offers to introduce the party to **GoodEye** (who's sitting stoically at the bar and drinking a mug of *moondew*), who would be a good guide.

The party can then proceed to the Eye, either with or without GoodEye as a guide. To make this a more challenging encounter, roll on the **SpringBog Random Encounters table**. If GoodEye is accompanying the party and they acquit themselves well in the fight, the party have advantage on subsequent checks made to interact with her.

Once the party arrive at the Eye, they can examine the water. A successful DC 13 Intelligence (Nature) or Wisdom (Survival) check or a successful DC 13 Intelligence or Wisdom check using brewer's supplies determines that the water is still safe to drink, but it contains a fast-growing red algae. Casting the *purify food and drink* spell will momentarily clear the pool of the red, but only long enough for the water to replenish.

Characters with a passive Wisdom (Perception) score of 14 or higher notice that the bubbles in the water have grown more pronounced in the center of the Eye during the party's examination. Suddenly, 1d4 + 1 **ecliptic shockers** erupt from the water and attack. Characters who don't notice the bubbles are surprised.

After the battle, if GoodEye is with the group, she expresses shock as this is the first time an ecliptic has

been spotted in SpringBog and she has no idea what they are. The mirescales have heard rumors of the goings-on in the rest of the Isles, but they stay mainly on SpringBog.

The party should then return to the Uncracked Egg and report back to RoundBelly. If GoodEye is with them, she's shaken by the ecliptic encounter and encourages them to return right away.

After reporting their findings to RoundBelly, he wonders aloud whether the Eye's twin in Turntail Swamp has been affected by the same thing, and also suggests that the party speak to SmashThumb, the eldest mirescale on the island. RoundBelly also offers up the Time to Brew the Moondew quest.

If the party speaks to SmashThumb, he says that he's never seen such a thing in all his years, but he's heard tales that say such a thing can happen when the gods or spirits are angry. He isn't sure why, but he feels it's a warning, though he isn't sure what it's a warning about. He suggests that Old Shell in Chitoni, Kada, or a rumored mysterious force in Turntail Swamp might know more about such things.

TIME TO BREW MOONDEW (WEEK 6)

*"By the way," RoundBelly leans in closer, "if it isn't too much trouble, you've more than proved your handiness. It's time to brew some more **moondew** as I suspect we'll be needing it if trouble is headed our way, but I'm low on supplies. Would you be interested in the job?" He motions to the bustling scene at the Uncracked Egg. "As you can see, I'm a bit busy! And, of course, I'll be happy to give you a goodly supply of the stuff. You won't find a better drink anywhere in the Isles!"*

If the party takes on the quest, RoundBelly gives them a list and a description of ingredients as well as directions to the best locations around the island to find the items. The ingredients include:

- Mud rutfrut, which grows wild all around the island in up to 12 inches of water, but grows tastiest near the Eye
- Black crowberry, which grows in shady, damp boggy ground, primarily in the northern half of the island
- Sphagnum moss, which carpets the ground in nearly any marshy location that doesn't have a wooden walkway (i.e. an uninhabited area)
- Sugarcane, which grows wild but is also cultivated by the mirescales, mostly on the eastern side of the island
- Water drawn from the Eye or from one of its offshoots

He warns the party that they should watch out for "unfriendly wildlife" (see "Features" above). As the party travels around gathering the ingredients, roll a d6: on a roll of 1–3, roll on the **SpringBog Random Encounters table**; on a roll of 4 or 5, they're able to harvest the wanted ingredient; on a roll of 6 they're able to harvest perfect specimens).

Upon returning the ingredients to RoundBelly, he gives the party 1d4 + 1 leather flagons that contain two servings of *moondew* (see chapter 8) each. If the party harvested any perfect specimens, he throws in an extra flagon.

RoundBelly offers to show the party how to brew *moondew*. If any of the party take him up on this, RoundBelly arranges to meet them at the still the next morning, where he walks them through the steps, along with his son, ScorchedToe, who guards on the still.

After more hours than you thought it would take working over a too-warm fire, RoundBelly proudly shows off his previous batch. "There's just one final step to turn this from grak to moondew," he says, as he takes a necklace from around his neck. The pendant is a strange object—for a moment, it looks like a large pearl, but then the light changes and it looks more like polished obsidian. Before you can get a closer look, RoundBelly drops the necklace into the waiting barrel of grak. "There," he says. "Now it's just gotta sit for about eight hours and it'll be ready."

If asked about the strange pendant, RoundBelly relates the story of the *Flux* (see "RoundBelly's Family History and the *Flux*") and explains that he isn't sure exactly what the stone is or does, but the *moondew* is all that matters, as without it, the tribe might not have survived and thrived all these years. He offers to take the party back to the Uncracked Egg so they can try a round of *moondew* on the house.

Roundbelly



A-COURTING WE WILL GO (WEEK 6)

This adventure can be kicked off in any inhabited location in SpringBog, but should only be offered after the party has gained the trust of the mirescale villagers. While this quest can earn the party a nice weapon and goodwill with the mirescales, it is optional and can be used as a fun quest, especially if the characters need a respite from intense encounters. This quest can also be offered if the party visits SpringBog during a week when their main quest isn't here.

The party encounters SmashThumb's grandson, SmallFellow (a **mirescale villager**, see chapter 9), a young mirescale sighing loudly as he watches a young mirescale named FancyFeather (a **mirescale villager**) from a distance. If the party approaches or engages him, he chats for some time about how beautiful her feathers are and how fast she is with a spear while fishing. SmallFellow reveals that he wishes to court her, but that she's very popular and he doesn't feel confident in his wooing. He asks for the party's help to prepare. If they agree, he promises them a special weapon from his grandfather. SmallFellow's Confidence score must reach 15 or higher to succeed in his courtship.

ROLEPLAYING SMALLFELLOW AND FANCYFEATHER

SmallFellow is, as his name suggests, on the small side. He's soft-spoken and a bit self-conscious, but overall a very nice person who desires to be brave and kind. FancyFeather is an accomplished hunter with a robust sense of self. She doesn't mince words, though she isn't intentionally unkind. At the beginning of this quest, she is indifferent toward SmallFellow.

THE HUNT

The first step in the courtship is to go on a hunt, and the more impressive the prey, the better. The party can take SmallFellow after one of the following, with higher challenge rating beasts offering a higher chance of success with his lady love. If SmallFellow makes the killing blow, he gains an extra 1 Confidence.

CR	Beast	Confidence
1	Giant octopus (one lives in the water near the Docklands and sometimes pulls barnacles off the docks for fun)	1
2	Hunter shark (known to swim off the southern shore)	2
3	Giant scorpion (one recently took up residence in a mud patch to the northeast)	3
4	Elephant (a unique subspecies that's able to safely traverse the mud can be found roaming in wild areas)	4
5	Giant shark (one has been spotted to the east, about a mile offshore)	5
6	Wyvern (one is known to frequent the Eye to stop for freshwater when flying by)	6

THE GIFT

SmallFellow must construct a suitable courtship gift for FancyFeather. Examples might include a collection of things (small and shiny is good), a weapon, a musical instrument, something to wear, or something to play with. Allow the characters free reign to come up with an appropriate gift that they help SmallFellow make, awarding Confidence based on overall impression, difficulty to construct or prepare, and roleplay. Alternatively, if making the gift requires the use of artisan's tools, you can use an appropriate skill check as follows: a successful DC 10 check gains 1 Confidence, DC 12 gains 2, DC 15 gains 3, DC 18 = gains 4, DC 20 gains 5.

THE MEAL

Help SmallFellow cook and present a meal to FancyFeather, preferably while hiding the party's involvement. The GM can award Confidence based on roleplay, or utilize an Intelligence check using cook's utensils (the Barges has a set available for barter, if needed). Additional Confidence can be earned by making a custom cocktail or drink to be served with the meal with an Intelligence check using brewer's supplies. Use the DCs set out in "The Gift" to measure how successful these checks are.

THE DANCE

The dance is perhaps the most important aspect of the mirescale courtship ritual. A character can teach SmallFellow a dance by making **three** Strength (Athletics) or Dexterity (Acrobatics) checks: DC 12 (1 Confidence per check), DC 15 (2 Confidence per check), or DC 20 (3 Confidence per check). Once SmallFellow has learned the dance, he then performs it for FancyFeather.

THE RESULT

After adding up SmallFellow's total Confidence over the courtship ritual, determine whether or not he was successful in wooing FancyFeather (15 Confidence or higher). If he was, a celebration is held at the Uncracked Egg and SmallFellow introduces the party to SmashThumb (if the party haven't already met him) and asks his grandfather to supply for the promised gifts. Each party member that helped receives a bone-crafted +1 weapon from SmashThumb's home arsenal. The weapon is a simple weapon of the character's choice.

If SmallFellow was unsuccessful in his courtship, he still thanks the party profusely for their help (unless they really weren't helpful) and introduces them to his grandfather, SmashThumb. He gifts the group with a bone-hewn +1 javelin.

THE POINTY END (WEEK 6)

Once the party has completed any quest on SpringBog, **GoodEye** will introduce herself more fully if she didn't accompany the party during The Weeping Eye quest.

A well-oiled and tightly muscled mirescale you remember seeing at the Uncracked Egg approaches you. "Well met," she says gruffly, banging her barbed spear against her armor. She looks you up and down with a critical eye. "You'll do, I suppose. Come, spar with me. I would know the latest techniques of you big folk."

If one or more of the party spar with GoodEye and acquit themselves well, she asks them to come with her on a hunt. Roll on the **SpringBog Random Encounters table** to determine the prey. If the battle is successful, she then challenges the party to a grak-drinking contest. For each mug of grak, all participants must succeed on a Constitution saving throw or fall unconscious for 1 hour. The DC starts at DC 6 and increases by 2 for each subsequent drink. GoodEye has advantage on these saving throws. If a character matches or outdrinks GoodEye, she gifts them a spare **HeartRipper** (see chapter 8).

EVENT: LEAVING SPRINGBOG (WEEK 6)

As the party leaves SpringBog on their boat, they catch a glimpse of the Keahi as follows:

As you sail away from SpringBog, something prompts you to look back and you catch a glimpse of something enormous as it slips beneath the surface of the water, then a flick of a tail as whatever it is dives deep. You aren't sure why, but you feel unsettled, as if something with terrible power is watching you but, at the same time, you sense only curiosity from it.

SAVE THE MIRESCALES (WEEK 9)

The mirescales face two significant threats in Week 9: the destruction of their island home and the invasion of the ecliptic, both of which threaten the survival of their entire species. A new wave of ecliptic arrives on the island every 8 hours beginning the morning of the second day. If you feel the chapter is moving too quickly or easily, add additional waves of ecliptic.

The number of mirescale inhabitants and eggs the party save will directly affect how many mirescale allies they'll have in the coming weeks. You can roleplay any mirescale villagers present as participating in any of the battles, but due to their nature and traits, they may also run away.

Charlie Munster. If Charlie Munster from Makolf is accompanying the party, he can provide assistance with gathering mirescale villagers, protecting them as they wait, and help gather materials (add an extra d4 to any resource collection rolls) and construct the boats for evacuation.

CLEAR THE DOCKLANDS

The party should approach by docking at the Docklands, as the small beaches that dotted the coast of SpringBog have now all disappeared. As they near, $1d4 + 1$ **ecliptic shockers** and $1d4$ **ecliptic anglers** come out of the water and attack $2d8 + 1$ **mirescale villagers** (see chapter 9 for all three) loading items into small boats to escape the sinking island. When the party's ship is 10 feet away from docking, read the following:

As your boat nears the piers at the Docklands, you're horrified to see ecliptic shockers and anglers come out of the water and attack the mirescales. Many of the villagers have their hands full of belongings, though some have taken up spears to fight the invaders. Their shrill cries of fear mingle with the guttural roars of the ecliptic anglers, who are chanting "Fall! Join! End!" in an assortment of languages.

HELP GOODEYE

Once the threat at the Docklands has been dealt with, **GoodEye** runs up, carrying a *HeartRipper* (see chapter 8) in her bloody claws. She's been wounded and has only 36 hit points. If any of the characters have met her, she exclaims in both pain and joy as she sees them. "Come," she says, "there's a monstrous thing this way!" Limping, she leads the party to a muddy area where an **ecliptic hunter** is attacking $1d8$ **mirescale villagers** (see chapter 9 for both).

If you wish to make this encounter more difficult, you can add a patch of marsh mud (see "Features" above), which also affects the ecliptic hunter. This doesn't affect any mirescales, as they know well how to avoid marsh mud.

FIND ROUNDBELLY

If GoodEye falls in battle, her dying shout should be "Find RoundBelly!" If GoodEye survives, she suggests regrouping at the Uncracked Egg and finding RoundBelly because "We need all the *moondew* we can get to deal with these creatures!" The party has time for a short rest at this point if they wish.

As the party approaches the Uncracked Egg, they notice movement inside:

The Uncracked Egg tavern has half-collapsed, the long porches completely separated from the building proper, and a portion of the roof has fallen in. Through a crack in the front wall you can see movement inside.

Suddenly, an **ecliptic scavenger** (see chapter 9) flies through the crack in the wall accompanied by a shout of "Take that!" The scavenger lands stunned, not far from the party. RoundBelly appears at the door, carrying his club and with $1d6 + 2$ leather flagons slung around his shoulder and hanging from his belt. If GoodEye is there, he tosses one to her. "There's more coming behind you!" he shouts and takes a shot of *moondew* from a flagon (roll on the **Moondew Effects table** to see what effect that has on him).

Approaching from 60 feet behind you, are $2d8 + 1$ **swarms of ecliptic scavengers** and $1d4 + 1$ **ecliptic haulers** (see chapter 9 for both). RoundBelly (a **mirescale villager** with a speed of 15 feet and a *+1 club*) will join the fight, though he first retrieves and uses up the $1d10$ spears in his office as ranged attacks before entering melee. There are $2d10$ **mirescale villagers** (see chapter 9) in the area.



SAVE SCORCHEDTOE AND REGAIN THE FLUX

If RoundBelly falls in the resulting fight, his dying words are “Find ScorchedToe! He’s gone to get the Flux!” If RoundBelly survives, he tells the party that there’s no choice but to evacuate the island—the Eye has overflowed and everything the mirescales have built up since arriving is being washed away, not to mention the unrelenting ecliptic attacks. RoundBelly intends to rally the villagers and get the young and the old headed to Kadaur on the best ships first. GoodEye, if still alive, can either accompany the party further or stay and help RoundBelly at the GM’s discretion.

“My last request is both a personal one, but also for the good of our tribe. ScorchedToe left for the still this morning to get the Flux from the latest batch of moon dew.” His eyes widen, showing the whites. “Please save my son. And the Flux. We, I, need both.”

If the party goes to RoundBelly’s Still, they find 2d8 + 1 **crocodiles** and a **giant crocodile** circling ScorchedToe (a **mirescale villager**, see chapter 9) as he attempts to load things (including the barrel that contains moon dew and the Flux) into a small boat. While the party is still 60 feet away, they see ScorchedToe blow his silver whistle and the crocodiles momentarily calm down, before he’s hit by a projectile thrown by an **ecliptic angler** (see chapter 9) approaching from the northeast and falls motionless into his boat (ScorchedToe takes 10 damage and is stunned).

The rising waters have nearly reached the still, leaving a solid area only 15 feet square surrounded by 50 feet of water.

The sweet smell of fermenting mash still permeates the air, but the fire under the still has gone out, a victim of the rising waters. A plump mirescale is desperately trying to hold onto a small boat and load things into it at the same time. Crocodiles circle the scene, snapping in agitation. As you watch, an ecliptic angler approaches, launching a projectile at the unfortunate ScorchedToe, who falls back into his boat.

The angler enters the waters to reach ScorchedToe, which causes the crocodiles to attack it. If the party enters the water, the crocodiles attack them as well, unless they have RoundBelly’s silver whistle or obtain ScorchedToe’s.

Once combat ends, the party should return to the Uncracked Egg. If ScorchedToe is still alive, RoundBelly praises them effusively and gives them 1d4 flagons of moon dew (or, if they brought back the barrel, he refills any empty flagons he has and offers them the rest for up to 2d12 + 4 flagons). If ScorchedToe dies and the party were unable to bring revive him, RoundBelly will turn back to his evacuation duties while wiping tears from his eyes. If the party brings back the Flux, RoundBelly holds it for a moment then passes it to the strongest, most robust member of the party saying, “You must keep this

safe. The tribe depends on it. Perhaps the Isles.”

At this point, night is falling and no ecliptic are evident. A mirescale should suggest that everyone get some sleep if they can to prepare for the next day, as it’s dangerous to sail at night, especially in the short-range boats they have. All the survivors gather around the Uncracked Egg, as even though it’s damaged, it remains the largest patch of solid land.

SAVE THE BOATS AND MAKE THE BARGES SEAWORTHY

The next morning, the party are awakened by the first recurring wave of ecliptic consisting of 1d6 **ecliptic haulers** (armed with an equal number of **swarms of ecliptic scavengers**), 1d4 **ecliptic shockers**, and a **lesser ecliptic hunter** (see chapter 9 for all), attacking from the Docklands. At the start of the battle, there are 1d6 + 1 coracles, 1d10 + 1 flat boats, and 1d8 keelboats plus the ship the party arrived on, but the hunter soon realizes that the boats are a method of escaping and begins destroying them during round 5. Any mirescale still alive can assist with the battle, including GoodEye or SmashThumb, at the GM’s discretion.

Once the initial wave of ecliptic have been repelled, the party should take stock of how many sailing vessels are left intact, as well as the numbers of living and wounded mirescales that need transport. If the party doesn’t think of it themselves, LickSpittle can suggest that the Barges could be made seaworthy with some work.

The party and any willing-and-able mirescale villagers can easily gather the necessary resources on the island by dismantling existing structures, each damaged vessel requiring only one-third the normal necessary components and only one-quarter the time to repair as it normally would to construct. Meanwhile, additional waves of ecliptic continue to attack every 8 hours. If the Barges were undamaged, they take no additional components and only one-sixth the normal necessary time to make them seaworthy as it took to initially construct them.

Ecliptic
shocker



SAVE THE EGGS

Once the party has gathered enough sailing vessels for everyone to escape on, a mirescale—which could be RoundBelly, GoodEye, SmashThumb, SmallFellow (if the party completed the A-Courting We Will Go quest on a previous visit), or a GM-developed NPC—approaches, clutching two eggs, and reminds the party that the unborn must be saved as well if the tribe is to survive. While the nearby eggs have already been gathered, there are 1d4 + 1 clutches (each containing two eggs) located deeper in SpringBog’s interior.

“You claw licker! Why’d you want to put the nest so far away!” An agitated mirescale woman whacks her partner over the head. Both are wounded from the battles of the last few days. “Sorry, my little mudling,” he answers her meekly, then turns to you. “Can you help us? It’s our first clutch.”

If the party goes after the clutches, they must contend with marsh mud (see “Features”) and roving bands of ecliptic from the additional waves of attack.

EVACUATE SPRINGBOG

The final step in the evacuation of SpringBog is to load all the surviving mirescales and their eggs onto the boats and set sail for Keyport. As the strange, patched-together flotilla leaves SpringBog, 1d4 **lesser ecliptic hunters** and 1d4 **ecliptic shockers** (see chapter 9 for both) emerge from the water.

The water froths and churns as ecliptic tear apart the few remaining piers of the Docklands and then turn their attention upon your retreating boats. You hear frightened but determined yelps from the mirescales and cries of “Protect the eggs!” and “Ready your spears!”

EVENT: THE KEAHI’S INTERVENTION

After 4 rounds of combat, anyone with a passive Wisdom (Perception) score of 13 or higher spies a large dark shape looming beneath the boats. A massive tail breaches the water and slams down, propelling the boats 150 feet away from the battle. A deep voice echoes in the party’s minds: “Save the little ones.”

The GM can choose how much intervention and assistance the Keahi can provide, ranging from none beyond the initial push to additional pushes to actively fighting the ecliptic. If the party save any of the mirescales, their final glimpse of the Keahi brings another message: “Be prepared. More and more will come. Their voices grow louder.”

Mirescale
eggs

ARRIVAL IN KEYPORT

Once the final ecliptic have been dealt with or outrun, the remainder of the journey to Keyport is uneventful but somber. After arriving there, the surviving mirescales disembark carrying the few belongings they were able to salvage, some of them awestruck as they’ve never been off SpringBog before. If any of the named mirescales are still alive, some or all of them will say a last goodbye and thank you to the party, at the GM’s discretion:

- **LickSpittle:** “I’d heard some really weird things were happening in Kauhale recently, and now I’m worried it might be the same as what happened to us. Once you’re done here, could you check on the kia’i?”
- **GoodEye:** “If I can be of further assistance, let me know. I’d suggest, based on things I’ve heard, that a visit to either Kauhale or Turntail Swamp would be a good next step.”
- **RoundBelly:** “I wonder if the Eye turning red a few weeks ago really was a warning? If it was, that makes me wonder if something similar is happening on Turntail Swamp.”
- **TinyClaw:** “Now that I’m here, I hope my skills can be put to good use. Do you know any craftspeople here you could direct me to? Do you know of any jobs that need the touch of a potter or crafter?”
- **SmashThumb:** “Never in all my days have I seen anything like the beasts we fought. I have little time left, but I would go down fighting. Where do they have need of my skills? I can make weapons or fight. I’m old, but I’m ready!”

The surviving mirescales make plans to travel to Makolf to settle down and help with the rebuilding effort there.

Variant: No Named Mirescales. If none of the named mirescales survived or if the party fled SpringBog without saving the mirescales, a Manaki in either Keyport or Makolf can suggest a visit to either Kauhale (where there are reports of unexplained deaths and damage to the corals) or Turntail Swamp (which has the other freshwater vent in the Isles and usually has good fishing, but has recently become clouded with algae and no one knows why).





THE ENTROPY ABYSS

The Entropy Abyss is a reality-warping deep sea trench that runs from Kadaur to the Black Atoll. Unwitting ships, rafts and canoes have passed over the abyssal domain and vanished without a trace. Attempts to chart the exact location, depth, and contents of the abyss have all ended in madness, proving that this otherworldly stretch has a will of its own.

HISTORY

When the Isles of Manaki were created, they were placed in a foreign reality. As a result of this, a fissure between both realities was opened up to allow the Isles in. This fissure later became known as the Entropy Abyss, a breach between two worlds that defies the realities of both. It stretches from the origin of the Isles to the final point of creation, and is meant to sit deep below the ocean, but refuses all reason. Some Manaki legends say that once the Star Breather is laid to rest, the fissure will drain the ocean until the islands become a unified continent.

IMPORTANT CHARACTERS

CAPTAIN JACKDAW

Captain Jackdaw (a **gladiator** with proficiency in Animal Handling and with water vehicles) is the spitting image of a pirate from a bygone age. He wears furs, leather straps, and an archaic eyepatch over a missing eye. He was a master poacher, or “monster hunter” by his own proclamation, who traveled the open ocean in search of hidden island creatures. In his time, he was renowned for having discovered dozens of rare and valuable species, but since his ship’s fateful end, he’s been reduced to the victim of a mutiny.

Although Jackdaw and his crew’s exact nature is a mystery, the party can deduce that he’s either an alternate version of BlackClaw, or BlackClaw himself from the past. Despite his situation, he’s quick witted and confident, relying on charismatic promises to get what he wants. He’s more than happy to join the party, escape the abyss and see the light of day again. Though he has little to offer, he’ll do what he can to help the party.

KADA

Kada, the legendary body of Kadaur, is immune to the effects of the Entropy Abyss since he was born from it. After contemplating how to reshape Manaki, he decides that the isolated monsters of Redfield must be removed before the future of the Isles can be decided. He believes they’re too much of an unpredictable, chaotic force, and shouldn’t have been brought to the Isles in the first place.

As with many of his actions during the adventure, Kada isn’t entirely certain this is the best course of action. If the party is able to convince him that the

Fiends on Redfields bear no ill will toward the Isles, Kada may begin to believe he’s wasting his time on a great and unnecessary risk. However, if the party hasn’t visited Redfield, he has little reason to believe their opinions over his own experience.

PEHTROK

This face-like stone can be found in Skyreach, and if the party chooses, be brought to the Abyss. Pehtrök never fully explains what it wants, so dropping the stone into the Abyss may seem dangerous. As described in the A Pet Rock’s Revenge quest, this spirit can either become a golem that assists the party or become an entire island. If Pehtrök becomes a golem, it adopts a much more passive, patient, and content demeanor.

REDNOSE

Rednose the pilot is a bitter **entropic mirescale** (see chapter 9) who blames his captain for the crew’s condition. Rednose is tall and muscular, with red feathers covering his back and tail. After awakening from the impact that wrecked the *Mired Sail*, he found Captain Jackdaw unchanged by the magic that affected the rest of his crew. Rednose led an escape mission early on in their confinement, but lost numerous crew members to the jaws of abyss dwellers. Since then, he’s been waiting for a chance to escape and leave his captain behind forever.



Captain Jackdaw

HOW DID WE GET HERE? (WEEK 9)

The party can be led here to scavenge for supplies from the wreckage of old ships, to learn about the origins of the mirescale anomaly or secrets about the Black Atoll. They could have learned about it in a cautionary tale from Makolf villagers, from BlackClaw or other older mirescales in SpringBog, or from Doni in the Ruins.

The waters in this area seem calm as you sail onward, when suddenly things begin to change. Islands on the horizon stretch further and further away, and the churning water below your vessel becomes dark black, as if the depths of the ocean are rising to consume you. Both steam and mist begin to burst from the water, surrounding you until you feel completely, helplessly alone.

HOW DID WE GET HERE? (WEEK 13)

If the party has visited Redfield, Thrugnon or Zorgomuth send Frizzle or Batibat to request the party's aid with Kada. The party could also be directed here by the *event compass* (see chapter 8), by Makolf villagers who saw Kada traveling to the abyss, or have it mentioned to them by the people they save at the lighthouse. Otherwise, the party can pass by the whirlpool Kada creates as he slowly marches it from the Entropy Abyss to the shores of Redfield.

As you arrive over the darkened waters of the abyss, you see a strange whirlpool on the horizon. The whirlpool is huge, but doesn't pull in water far from its edges. Approaching the anomaly, you're able to peer into its center, and realize you're unable to see the bottom.

FEATURES

Salvage Debris. A party willing to brave the abyss can gather a nearly endless amount of resources. Each time they venture in for salvage, roll on the **Abyssal Trench Encounters table**.

Variant Rule: Entropic Madness. The nature of the abyss is to unravel everything that comes in contact with it. Strong-willed creatures can escape the abyss with their physical forms intact, but rarely their minds. Whenever a creature enters, exits, or crosses above the abyss, it must succeed on a DC 18 Wisdom saving throw or roll on the **Entropic Madness table**. Flaws gained from the Entropic Madness table can be removed by *remove curse* or similar magic.

Entropic Madness

d6	Flaw
1	Reality is just a dream! I no longer feel pain, shame, or remorse!
2	It feels as if my eyes are melting, and I can no longer tell the difference between plants and people.
3	I feel as if I have more limbs than I actually do, and get confused when I reach for something but can't touch it.
4	We realized our head is full of other people, and none of us are good friends.
5	I can see into two realities at once, but the other one's full of monsters.
6	Who am I?



LOCATIONS

THE DIVE

To enter the abyss, adventurers will need to brave the depths and the incredible pressure that comes with it. In truth, the abyss warps reality to bring the seafloor closer to the surface, but retains the natural weight of the ocean that should rest above it. A creature that enters the water above the abyss takes 4 (1d8) bludgeoning damage every round it remains in the water. Creatures that have a *dive deep tattoo* or resistance to bludgeoning damage are immune to this effect, as are creatures under the effects of *moondew*. This special property of *moondew* is unknown even to the mirescales, and lasts for 8 hours on any drinker. Reaching the edge of the trench itself takes 10 minutes of swimming.

Relieving the Pressure. If the party lack a way to mitigate the Entropy Abyss's crushing pressure, you can have them find a small shipment of the brew floating on the open sea before or as they arrive. The shipment should only contain enough each character, leaving any NPC allies to watch the ship.

THE TRENCH'S EDGE

Once beneath the waters, the party quickly arrive at what looks like the edge of the world. The trench is impossibly wide, stretching far beyond the edge of visibility and beneath the bottom of the ocean. Scattered about the floor are chunks of perfectly still debris, bones of colossal creatures, and strange crablike creatures subsisting on miniscule remains. Scattered about the floor are overwhelmingly hot geothermal vents, spread far enough apart that they don't boil the waters between. Moments after the party's arrival, one of the abyss dwellers emerges to challenge them.

Abyssal Trench Encounters

d4 (d6 after week 10)	Encounter
1	1d4 + 2 swarms of bioluminescent deep needlefish (swarms of quippers that shed dim light in a 30-foot radius)
2	Two vipera piscis
3	Two swarms of leechlike creatures that blink with faint blue lights (swarms of poisonous snakes)
4	A particularly unsightly creature that barely resembles a giant shark accompanied by a symbiotic giant octopus
5	A grandis luminosus os
6	An imperatrix leviathan

GRAVEWALL SHIPYARD

Entering the abyss itself quickly reveals that this side of the cliff face is covered in countless shipwrecks, some of which are far more advanced than the current age is able to produce. The vessels range from small sailboats to canoes, strange flying contraptions, nautilus-shaped vessels, and large metal capsules. Some of the boats may look familiar to the party, and a creature with a passive Wisdom (Perception) score of 16 or higher spots their own empty ship packed into the wall of wreckage. The party can harvest metals, wood, and foraged goods from the ships.

Reality's Edge. Sinking into the abyss should make the party feel equally peaceful and uneasy, as the edge of the cliff above them quickly vanishes. There's no actual bottom to the abyss, but the wall of ships and the glowing creatures that inhabit them is ever changing. Returning to the top of the abyss from any depth takes 1 hour, even if a creature sank only 30 feet.

Variant: The Tavern Door. As the party explores unfamiliar ships in the Gravewall shipyard, the GM can introduce a door to The Daydream if they have *The Seeker's Guide to Twisted Taverns* or the modular board game of the tavern. Whichever door it's introduced using has a key with 1d4 charges remaining.

IKOLF LONGSHIP

A longship embedded into the side of the abyss may be recognizable to an Ikolf party member, or with a successful DC 14 Intelligence (History) check. The ship is mostly covered in barnacles and other aquatic debris, but has a few small chests on board. One chest contains a *rope of climbing* and a rough transcription of Kumuhe'a's writings. Deciphering this writing requires one hour and a successful DC 16 Intelligence check.

LEVO NAVIS

Ancient Ritual, Transmutation and Conjuraton

Level requirement: 10

Casting Time: 1 minute

Range: Touch

Components: S, M

Duration: 1d6 + 1 days

You touch a ship and hum the notes to this ritual while circling the vessel. For the duration, the ship magically rises to the surface of the ocean in an upright position at a rate of 60 feet per round. The ritual ends early if the vessel is reduced to 0 hit points.

Maledictio. Each time this ritual is cast on a ship, the ship's hit points and hit point maximum are reduced by half. When the effect ends, unless this ritual is recast on the ship within 5 minutes, the ship (or all the ship's debris within a 100-foot radius of the helm if the ship was reduced to 0 hit points) rises 600 feet into the sky over the course of 10 minutes before crashing down.

THE MIRED SAIL, LOST IN TIME

The *Mired Sail* was a **galleon** a group of poachers used to collect rare animals from distant shores. When it sailed over the Entropy Abyss, it was pulled down and consumed entirely by entropic magic. The sailors and their cargo mixed together, creating what the Isles now know as the mirescales. Whatever remained of their original vessel is gone, likely repurposed as a raft to reach SpringBog.

However, due to the mysterious magic inside the Entropy Abyss, a second iteration of their original ship remains embedded in the Gravewall shipyard. The party can locate this ship with a successful DC 18 Wisdom (Perception) check, reduced to DC 14 if the party has a mirescale with them. The vessel is completely upside-down, with its masts speared into another ship.

Captain's Quarters. The captain's quarters are locked. The party can either retrieve the key from Rednose, pick the lock with a successful DC 20 Dexterity check using thieves' tools, or destroy the door. The door has an AC of 15 and 25 Hit Points. Inside is Captain Jackdaw, who Rednose and the other entropic mirescales have kept imprisoned.

Crew's Quarters. The crew's quarters is populated by five **entropic mirescales** (see chapter 9), who spend their time sleeping, gathering resources from nearby ruins, and worshipping the "Beast Princess" in the supply deck. They sleep in the shredded remains of hammocks and dried seaweed, in a small communal resting place. On the other side of the quarters are dozens of half-empty barrels and bottles of salvaged whiskey.

Supply Deck. The supply deck is the uppermost chamber in this upturned ship, and is used as a shrine to worship the "Beast Princess." At the back of this deck is a large cage that contains a young feathered dinosaur. The cage is decorated with seaweed bulbs and clean bones, and is surrounded by countless trade goods ranging from jewelry to art pieces.

OUR SHIP?

If the party explores their own ship (from an alternate reality), they find a crew of different adventurers who sank recently. The equipment on their ship is oddly similar to the equipment the party carries, even down to nonmagical variants of the magic items they've acquired.

Who Are You People? If a party member casts *speak with dead* on a crew member, the party can learn valuable information about the alternative locations they didn't visit in previous weeks.

USS CYCLOPS

This large metallic cargo ship rests mostly undamaged atop the crushed remains of a wooden sailboat, but is surrounded in a thick cloud of rust. Exploring the ship reveals a tragic loss of life with numerous skeletons resting at their stations. The ship's cargo hold is empty.

QUESTS

A PET ROCK'S REVENGE

After the party has visited Skyreach, they may have taken Pehtrok from the temple and promised to drop him into the abyss. To do this, they must reach the edge of the abyss underwater and toss the stone over the cliff. Instead of sinking, the stone begins to float above the trench as it pulls debris and other stones from the wall.

After 1d4 rounds, Pehtrok becomes a giant **stone golem** that has 356 hit points and takes two turns each round, one on its normal initiative count, the second on its initiative count -10 (losing ties). Alternatively, you can roll two initiatives for Pehtrok. Overwhelmed by its returning power, Pehtrok attacks the party. If the party defeats Pehtrok, it's reduced to a single stone golem and apologizes for its aggression. It then offers to join their crew. If the party runs, the spirit continues to collect stone and debris over the course of two weeks, after which it becomes a new, barren island. The island can be encountered later at random by the party, and talks to the party if they visit it. The amount of help Pehtrok can offer in its island form is up to the GM.

THE MUDDY HISTORY OF THE MIRESCALES

Once the party locates the *Mired Scale* in the Gravewall shipyard, they can explore it to uncover secrets about the mirescales' origins. They're quickly attacked by two **entropic mirescales** (see chapter 9) when they pass under the main deck. After 1d4 rounds, if the mirescales haven't been defeated, Rednose intervenes.

Rednose tells the surviving mirescales to enter the ship, and speaks with the party. He explains that the crew has been cursed because of their captain's incompetence, and that their bodies have been reformed by the abyss. The rest of the crew lost their minds, reduced to gathering drink and worshipping what should have been cargo. Rednose himself was completely reshaped but his mind remained intact, so he's been waiting for someone to free him. The party is then welcomed into the vessel, and given a meal of salvaged rations.

Inside the upturned galleon are several air pockets belowdecks that make most of the rooms walkable. During their visit, any character with a passive Wisdom (Perception) score of 14 or higher hears a noise in the captain's quarters. If it's mentioned, Rednose stumbles over his words before stating it's "salvaged livestock."

Beginning of the Truth. If the party doesn't explore the captain's quarters, move on to "The Bigger Fish" the following day. Rednose attempts to use the party as bait for the **abysses piscator**, but he and the crew find themselves out of their league when the leviathan arrives. Rednose then returns to the ship, leaving the other entropic mirescales and the party to die.

Part of the Truth. If the party investigates the captain's quarters, by stealing Rednose's key during a

rest or byengaging in some breaking and entering, they find a near-starved Captain Jackdaw tied up. Once released, he explains what happened to the ship and what transformed his crew as if it happened less than a month ago. He begs the party to help him escape, and warns them of the giant hunter fish that patrols this part of the abyss.

The Whole Truth. If the party explores the supply deck and has been to the Primal Archipelago, they may recognize the confined creature as a young tyrannosaurus rex. With a successful DC 18 Intelligence (History or Nature) check, a character realizes it's actually a young creature from the same species as Tyrannavis Deus (use the **mirescale villager** stat block, but add **Tyrannavis Deus'** Dominant Domain: Distance ability). Characters who can talk to animals will learn the dinosaur is sentient, and deeply desires his freedom. Freeing him requires the party to break open the cage, which will alert any **entropic mirescales** (see chapter 9) on the ship. The cage has an AC 14, 20 hit points, and immunity to poison and psychic damage.

The party can then escape the *Mired Sail*, bringing along the captain, the young dinosaur, or both with them. If Rednose suspects the party, he attempts to follow them after the events of "The Bigger Fish," sneaking onto their boat and waiting for it to dock somewhere. At the GM's discretion, if he isn't found, he may try to steal the party's equipment or kill related NPCs.

THE BIGGER FISH

Once the party leaves the *Mired Sail*, an **abysses piscator** attacks them. An **imperatrix leviathan** emerges 1d4 – 1 rounds later, consuming the piscator and setting its sights on the adventurers.

- If the party has the young dinosaur with them, the entropic mirescales help fight off the leviathan. The dinosaur also uses its Dominant Domain: Distance ability to help the party escape
- If the party has the captain with them, he guides them through the wreckage in a way that the leviathan can't reach them. Just before they reach the mouth of the abyss, his hand gets stuck in the wall, leaving him open to attack. His hand can be freed from the wall with a successful DC 16 Strength check, but is left blackened and obsidian-like by the immersion. In his grasp is a second *Flux*, a magic item mentioned in SpringBog.

Escaping the abyss requires an hour, but the leviathan stops pursuing the party if it fails to damage them 3 rounds in a row. Once the party reaches their boat, any NPCs that escaped with them happily join their crew. If Jackdaw is brought to SpringBog, none of the mirescales recognize him without the help of the party. He and RoundBelly quickly become friends, as they share a passion for good ale.

THE ENTROPIC RITUAL (WEEK 13)

Kada has chosen to destroy one of the Isles in his efforts to correct the damage done by Skati. After venturing to the Entropy Abyss and forming a pact with the spirits of the ocean and the sky, he begins an ancient ritual of destruction that takes a full week to complete.

The Ritual's Effects. This entropic ritual requires repeated motions by Kada, each of which slowly increases the force and size of the whirlpool. Once the ritual is complete, the whirlpool is released in a chosen direction and lays waste to anybody it comes in contact with. However, if the ritual is stopped early or if the caster falls unconscious, the built up energy slowly dissipates.

THE RITUAL SITE

Once Kada begins the ritual, the whirlpool becomes a cone that reaches all the way down to the ocean floor. The party can travel here under the usual, less natural circumstances, bring their ship here, or swim down the spiral with surprising ease. When the party reaches the sea floor, they're faced with two **abysses piscators** that defend **Kada** during the ritual. They find the volcanic spirit standing in the center of the whirlpool, which has a 20-foot-radius eye of dry stone and debris, moving his body in a slow, dance-like rhythm. As he moves his body, the whirlpool follows suit, growing slightly faster every hour.

If the party attempts to speak with Kada, the spirit explains that Redfield is a dangerous and blasphemous location that must be destroyed to appease the Star Breathe. If the party attacks Kada, the whirlpool will instantly stop spinning due to the ritual being interrupted. At the start of his next turn, Kada grabs a piece of debris and begin surfing in a circle around the whirlpool (give Kada a flying speed of 40 feet). This continues the ritual under different circumstances, and allows him to actively fight against the party alongside his fish (if they weren't slain prior).

Help under Strange Conditions. If the party visited Seputus and freed the **grandis luminosus os** with the distinctive ring-shaped scar on its head, it emerges from the abyssal depths and helps the party fight against the other fish. If Pehtrók is a part of the crew, or the party has brought the stone to the abyss, the **stone golem** suddenly and relentlessly attacks Kada on sight.

THE OUTCOME

If the party convinces Kada to stop the ritual early, he frustratedly returns to Skyreach and waits to fight the party the next time they visit the volcanic temple. If the party knocks Kada unconscious or destroys his body, the whirlpool stalls for 1d4 rounds before crashing inward. The pressure from the water begins to deal bludgeoning damage to the party (as described in "The Dive" section earlier in this location). If the party is accompanied by a friendly **grandis luminosus os**, it can relieve the pressure by temporarily swallowing some of the party (yawning its mouth open to invite them in). If Kada succeeds in the ritual, Redfield is consumed the following week.



THE GLOWING CAVES

Most of the islands offer a rich world to explore above and in the surrounding waters. The Glowing Caves offer an even more amazing experience inside the island itself. The mountains of this island are almost completely hollow, a veritable honeycomb of tunnels. The exterior of the mountains and coast is very similar to the other Isles of Manaki, but the inside is entirely otherworldly with its rich bioluminescent life. The creatures that live there range from beautiful to grotesque, but all are strange and not found anywhere else in Manaki, perhaps not even in this world. Rumors and folklore among the residents of the other islands suggest that there's a portal to the land of the Fey somewhere within the caves.

While the shapes of the tunnels are irregular and the caves vary in size, there's a clear spiral path that first turns in, and then spirals up and out again, ending at the top of the highest peak on the island. The path through the tunnels is linear, but hard to perceive once inside. The confusion is compounded by the emissions from plants that can have confusing or hallucinogenic properties. The tunnels are surprisingly complete, if not entirely stable; unlike many others around the island, these have existed in their present form since the time of Kumuhea.

HISTORY

While the tunnels give an impression of immense age, they're fairly recent in Manaki history. Few people realize that it was Kumuhea who first hollowed out the tunnels. During her first experiments with tunneling, she needed an unpopulated area to work (as obsessed with progress as she was, she also loved her people and wanted them to be safe while she figured out the best construction methods). She fine-tuned her control over the great wurms here, practicing moving them through the earth and rock until her control was so great that the wurms made tunnels with walls only a few feet thick between them. Kumuhea made many discoveries here, and recorded them, as she did all important thoughts, in stone.

What Kumuhea didn't fully realize was the spiral pattern she used in hollowing out the mountain created a pattern that opened a crack into the world of the Fey. While the crack isn't often wide enough to allow beings to cross over from one world to the next, it often allows

magic to slip through and play games with the creatures that live in the caves. As time goes on, and more beings travel back and forth, the wider the crack becomes, and still more beings from other worlds enter. In some areas, the crack is visible, running along the tunnel walls in a thin line that's the source of the bioluminescence that nurtures all life in the tunnels.

Interestingly, this is one of the only places on the Isles where Kumuhea's tunnels didn't collapse, either from supernatural causes or from natural deterioration. This is because when she was experimenting, Kumuhea used precautionary magic, likely obtained in a trade with the Watching Woman, to keep the tunnels from collapsing and that magic holds to this day.

INHABITANTS

The Glowing Caves are mainly inhabited by cave-dwelling creatures, no intelligent beings make their regular home here. Animals found here range from simple fish to exotic, otherworldly beings that vanish without a trace. But that isn't to say there are no intelligent beings wandering these tunnels. Many islanders visit often, so the tunnels often seem downright busy. Some come for ingredient gathering purposes, as many things grow here that don't grow elsewhere on the island (and some claim not elsewhere on this world!). Others come on spiritual pilgrimages, as areas of the caves are thought to be sacred. Still others come just for recreational viewing of the caves. Even with all the hustle and bustle, the people here are constantly changing, as no one ever stays more than a few days, and many just make day-trips.

The further one travels into the center of the spiral, the more strange and otherworldly the creatures get. There's more blurring between plant, animal, and even mineral in these caves, and it's unclear if they evolved here on the Isles, or migrated from other worlds through the fissures.

Variant Rule: Holiday Rush (Week 9). The visit to Glowing Caves coincides with a combination of holidays among the island creatures that fall, coincidentally, on the same handful of days. Because of these important days falling at the same time, the caves will be rather crowded. This conflagration of important events includes:

'Ula Mahina "Red Moon." The most important holiday of the year to the 'ula'ula. There are three of the 'ula'ula spiritual leaders, guarded by a **mant-i**

The glowing caves



basher and a **mant-i striker** (see chapter 9). While the ‘ula’ula are generally peaceful, the mant-i won’t take kindly to an influx of people around them and may attack if things get too hectic.

Brewing Harvest Season. This is peak harvest and brewing season for the mirescales, and a small group of RoundBelly’s apprentices have arrived to collect ingredients for his special brews. They’re entirely unaware of the tragedy destroying SpringBog, and will meet the survivors during their journey back on the following week.

Art Appreciation Day. The kia’i celebrating the life of the artist who created the shell mosaics in the tunnels. They have congregated in the mosaic room and are extolling the virtues of the kia’i-created mosaic, to the annoyance of the ‘ula’ula, who disagree with the kia’i version of some of the history.

Variant Rule: Refugee Camp (Week 15). The tunnels are crowded with a group of twenty mirescale refugees from SpringBog. They’ve come to the caves in the hope that it’ll provide a safe haven, but as the only mirescales who usually travel here are those who seek brewing ingredients, it has resulted in mass confusion. The situation is further compounded by the ‘ula’ula being unable to meditate and tensions are rising between the rambunctious mirescales and the reserved decapodians. During this time, when entering any new area of the Lower Spiral, roll a d4 to determine the tension level between the mirescales and the ‘ula’ula. By extension, this will color the mirescales’ and the decapodians’ reactions toward the party.

Tunnel Tensions

d4	Tension Level
1	Low: Both mirescales and ‘ula’ula are respectful of each other, if cautious. Some ‘ula’ula are trying to comfort the mirescales.
2	Medium: The groups are keeping to themselves, and looking at each other with suspicion.
3	High: The groups are very agitated and are exchanging heated words.
4	Extreme: A fight in progress when the party enters the room; they must defend themselves in the confusion.

If the party helped save the mirescales in SpringBog in Week 9, they greet the party as heroes and long-lost friends. The decapodians are more suspicious of the party.

If the party helped save the decapodians in week 12, they greet the party as dear friends and allies, while the mirescales are more suspicious of the party.

If the party helped both the mirescales and decapodians, reduce the tension factor to 1, no matter what was rolled.



Alamea
Keawe

IMPORTANT CHARACTERS

ALAMEA

Alamea (see the “Alaula Cove” section for more information) is one of the few who can traverse the tunnel to the Glowing Caves before it’s reconstructed, as the wurms guard her progress. She may be encountered in the Glowing Caves searching for the library and trying to find out more about the wurms, and could be persuaded to join the party for the Wormy Research quest.

KRINSSK

Krinssk (see the “Chitoni” section for more information) often travels to the Glowing Caves, but unlike most of her species, she comes to admire the mosaics (and sometimes add to them) and gather special tattoo ingredients. She’ll gladly share her knowledge of the mosaics, and perhaps even demonstrate how they’re created. She’s an expert in which plants provide which tattoo effects.

LEIRA

Leira is an ancient **kia'i elder** (see chapter 9) who's the foremost knowledge keeper when it comes to the mosaics in the Glowing Caves. He has hair so white it looks almost blue in some lights, and brilliant-green coloring. He's spent decades studying the mosaic and no one knows it better than he, although many 'ula'ula would argue that his interpretation of the mosaic is biased toward the kia'i being the older, more evolved species. He particularly loves teaching children, but is happy to give information to anyone interested about the stories portrayed in the mosaic.

Concerning Kauhale. Leira is noticeably distressed during week 16, believing that the kia'i will be targeted by the ecliptic soon. In an uncharacteristically pained tone, he asks the party check on his people at their earliest convenience.

PLANTTESTER

Why should RoundBelly get all the glory for making good brews? PlantTester (a **mirescale villager**) wishes to invent the next *moondew*, and figures the best place to come up with ingredients is the Glowing Caves, as some of the ingredients for *grak* are already found here. She's prone to experimenting, but the results can be interesting: they're likely to get even more interesting once she goes beyond the garden and into the areas like the MushRoom where the ingredients are literally out of this world.

SPLITEAR

SplitEar is an aged **mirescale villager** (see chapter 9) with a wiry build and one ear split into two flaps; an old souvenir from a fight with a mant-i. Most of his feathers have fallen out in his advanced age, but he compensates by wearing a brightly colored feathered cloak that he swears was the colors of his own feathers many years ago. He carries a *+1 spear* tipped with a giant shark's tooth. SplitEar has spent his life escorting his people to and from the Glowing Caves, mainly because of his love of the fine brews the ingredients there provide. Traditionally, he's done this by sea, but with the increasing activity around the island, he's interested in trying the tunnel sometime. He's usually paid in the best brews, as the majority of his clients are brewers and their apprentices.

WTCHCHITLSS

Wtchchitlss is an aged **adult 'ula'ula** (see chapter 9) with mostly brown coloring, with a few orange streaks, as well as white carapace (known as "radiant" and therefore revered). He is the spiritual leader of his people, and as such is the only one among the 'ula'ula allowed to speak in the meditation room. He won't speak at length in the meditation room, as it's extremely distasteful to utter a sound, but will politely guide anyone talking to another room. His size is such that before long he'll no longer be able to fit in the Glowing Caves tunnels; when this happens, he'll need to choose a successor from among his people. If a fight breaks out, he tries to mediate, but if that fails proves a fierce fighter.

COMMON TOURISTS

BERTHYN

Berthyn is a merfolk **knight** who particularly enjoys traveling to the Glowing Caves, as she can make use of the *supterramobi* (see "Flora and Fauna," below) to move about on dry land. It is to her sorrow that it can't be used away from the Glowing Isles, as she'd love to more easily explore the inner workings of the Isles. She's tried taking *supterramobi* away from the caves, but while they can live in the water for up to a month, taking them on land elsewhere causes the walkable roots to shrivel away.

KIA'I ART CONNOISSEURS

The kia'i often visit the caves to observe the art. In week 9, the usual tourist groups visit; aspiring artists, children learning history. By week 15, there are more historians concerned about preserving the mosaic in the face of the increasing violence in the Isles.

MIRESCALE BREWERS AND APPRENTICES

While there will be fewer of these once SpringBog sinks, one brewer may venture to this location, as they feels it'll do their people's spirits good to have continued access to their best spirits. They wander around, looking for specific plants, and tasting others, sometimes with unexpected and whimsical results.

'ULA'ULA PILGRIMS

It's customary for 'ula'ula to make a pilgrimage to the Glowing Caves, as some areas there are thought to be sacred. They're quiet, as most come here for silent meditation. 'Ula'ula always enter via the water at Fey's Gate, and spend all their time in the lower caves, ignoring any caves which have dry land rather than water for walking. There are usually at least five 'ula'ula in the caves, with more on special holidays or in times of great strife.



Crab

SUNKEN ISLES

OTHERWORLDLY VISITORS

GYRO (WEEK 9 ONLY)

When sitting still, Gyro is easily mistaken for a large chanterelle mushroom, and could be overlooked if they're near other mushrooms. They're a **funguloid** (see chapter 9), visiting from far away, in search of new ingredients to use in their cooking. They're interested in mushrooms, but will trade for any interesting food or spice. When asked where they're visiting from, exactly, they only gesture toward the glowing crack that runs through the MushRoom. After a trade, Gyro invites the party to visit them at his tavern one day, and then somehow disappears through the crack in the MushRoom that they seem far too big for.

SITTRECK

Sittreck (a **spy**) is a tall, red-haired human man who wanders around the Glowing Caves, seeming puzzled as to how he got here, but amused by all the goings-on. Sittreck can be found asking mirescales if they can brew Mead of Poetry, trying to tickle the 'ula'ula when they meditate, and attempting to steal mosaic tiles. Should an Ikolf encounter him, the Ikolf gets the strangest sense that they've known Sittreck for a very long time.

FLORA AND FAUNA

While some of the flora and fauna found in the Glowing Caves are typical of caves anywhere, many are not. Many plants that usually would require sun flourish here, and animals from all climates roam the tunnels. An incredible vitality to the caves allows anything that finds its way there once to grow and multiply, despite the lack of sunlight and other optimal growing conditions.

GLOWING CAVES SOIL

The soil from the garden area of the Glowing Caves is extremely potent. Some think that used properly, it could create a paradise on the Isles where all foods could be grown abundantly and no one would want for anything. It also is rumored to enhance the magical effects of any plant grown in it. However, the soil is extremely risky to transport.

A special metal scoop hangs in the garden cave; this is the only way to safely extract soil from the ground. Doing so another way triggers the appearance of four **shambling mound** guardians.

The soil can only be carried in a substance that's completely nonorganic and has no trace of plant or fungal material, living or dead, in it. Glass and metal work well as long as they've been completely cleaned; verification of no organic matter remains requires a successful DC 16 Intelligence (Investigation) check. Stone containers are possible, but require a successful DC 20 Intelligence (Investigation) check and being subjected to fire for 1 round. If there's any organic matter left at all on the container, it begins growing immediately upon contact with the soil. Attempting to put

the soil in a wooden bowl will result in the wood growing roots at a rapid pace. The growth can only be stopped by setting the material growing on fire (for this reason, extreme caution should be exercised while using it underwater). When spread on the coral with a metal implement, it greatly enhances healing and growth in damaged places. The soil doesn't (fortunately) act upon underwater matter unless spread thickly, as done for coral.

STALA BEINGS

These rock beings resemble ordinary stalactites and stalagmites, but are living, sentient creatures all interconnected to the caves. They grow in particularly beautiful and interesting shapes that can prove irresistible to curious collectors. They're clustered thickest in Fey's Gate, but can appear anywhere in the Glowing Caves. The ones in Fey's Gate serve as guardians for the rest of the stala beings, as most visitors enter that way, and as soon as any stala being is broken, it sends out an alarm to all the stala beings. The remaining stala beings react to this alarm in various ways, all of which last 1 hour and are present throughout the caves.

Stala Being Alarms

d6	Alarm Reaction
1	Distorts echoes within the cave so attempt to locate something by sound are ineffective.
2	All stala beings ooze a contact poison that deals 1d4 poison damage.
3	The stalactite stala beings vibrate slightly, awakening any bats within the vicinity and raising 1d6 swarm of bats .
4	All stala beings emit a puff of hallucinogenic gas, which affects all creatures in the caves, imposing a -2 penalty to Perception checks for 1 hour.
5	The stalagmite stala beings emit a high-pitched frequency which awakens 1d6 swarm of quippers .
6	The stalactite stala beings drip a colorful substance which stains skin/fur/scales a brilliant blue. This is also a valued tattoo ingredient.

SUPTERRAMØBI FUNGUS

One of the most unique growths in the growing caves, the supterrāmobi is a mystery to all, including the merfolk who make use of its unique properties. A fungus that grows in a shallow cup or bowl shape and, once it reaches maturity, uproots itself and wanders around the caves, spreading spores as it goes. If not removed from the caves, they can grow large enough to support the weight of a full-grown merfolk and a shallow pool of water deep enough for the merfolk to submerge their fins. The supterrāmobi can be difficult to control, but that doesn't stop some merfolk taking one out and about in the caves. Given the possible practical uses of this fungi, many merfolk (Berthyn in particular) have tried both taking full-grown supterrāmobi out of the caves and growing them from spores in other locations. Unfortunately, the supterrāmobi withers and dies quickly when away from the Glowing Caves, even when Glowing Caves soil is used in growth attempts.

HOW DID WE GET HERE? (WEEK 9)

After your visit to the previous location, a small group of Manaki envoys catch up to you. "Please, come quick! There's a group, I've never seen them together, they wish to speak with you!" You're led to the nearest beach location where three beings waiting for you: a mirescale, an 'ula'ula, and a kia'i. All are elderly for their species. They introduce themselves as SplitEar, Wtchchitlss, and Leira.

Leira, the kia'i, addresses you: "We are the three representatives from our species. While we have many differences, we all consider the Glowing Caves a special location that must be protected. The kia'i value art, and there's an important art display in the caves."

Wtchchitlss nods. "The 'ula'ula also want the art in the caves to be preserved. Also, there's a meditation spot sacred to my people there. We wish to ensure its continued tranquility."

SplitEar grins. "While we mirescales don't consider the caves sacred, we do take great pride in our brews. There are ingredients vital to **moon dew** and others that can only be found in the caves. If the growth in the caves suffers, we mirescales will suffer the loss of our brews!"

"Much of the activity around the Isles is very concerning," Leira continues. "There are areas of the Glowing Caves that none of our people dare go, but the caves must be investigated to make sure this evil hasn't spread there. In exchange, you're welcome to harvest some of the rare plants that grow in the caves. They can be of use for tattoos, medicine, and magic. Even the soil from the garden is of value to many, both on the surface and in the waters. My people use it for our reef-growing efforts. There have been some strange attacks on the coral polyp beds, so we may need it now more than ever. The kia'i are the biggest threat to the ecliptic, so we fear they will likely step up their attacks when they have the numbers, and we must be prepared to tend to the coral should a battle occur."

Many in the Isles view the caves as a sacred spot, others believe it's a guarded entrance to the land of the Fey, and that entrance must be kept closed at all costs. There are also certain materials that only grow there, such as some tattoo ink supplies and alcoholic brew ingredients, and the magical nature of the caves ensures that the supply never runs out, so this is a very valuable resource to check on.

You travel toward an island that's a beachless cluster of mountains rising from the water. As you near the island, there's no place at all to dock around the exterior, as all the land rising up from the sea is far too steep. Instead, a gaping cave in the side of one of the mountains is the only place to safely steer a boat into the island. As the boat enters the cave, the temperature drops significantly and the light dims, a welcome change from the hot sun. In the first area of the cave, a large hole overhead allows the sun to shine through for one last beam of light, then it's on into the area the sun doesn't reach. After your eyes have adjusted, you see you're now floating in an underground waterway hung with many stalactites. The water is still, and you can see to the bottom, where a series of stalagmites reaching up toward the surface.

HOW DID WE GET HERE? (WEEK 15)

From the Ikolf Ruins:

Option 1: Either Inda Jenos or Skoda Tynad can inform the party that they've determined that there's a substance that can negate the effects of the life-force vials:

As you prepare to leave the ruins, Inda (or Skoda) comes up to you, waving a tattered journal frantically. "Look! More of Skati's notes! He observed years ago, that when using the scales to create the life-force substance, the effects were much lessened if the person used had ingested a mushroom found in the Glowing Caves! There was a period just after a festival where people went there, and he noticed then that he wasn't able to reap the benefits of the potion. If we could get this to everyone he might try using for the ritual, this could keep him from using the scales to his benefit!"

They present you with a few sketches from the journal that show some of the mushrooms Skati suspects: a deep-purple, curly headed chanterelle, a cluster of small mushrooms with perfectly rounded heads, and a white-stemmed mushroom with a red top spotted with white dots. Written in Old Ikolf is "Which one???"

Option 2: Doni can approach the party if they've discussed *Allay* (see chapter 8) with him in some capacity.



"That weapon of legend? I heard as a child that any bone coated in mud from the Glowing Caves at a certain time of year could mend itself. Not bones of the living, it wasn't a healing magic. But bones for tools, or weapons. No matter how broken, if it had been coated in this mud, it would reform itself anew. Only at certain times, and one approaches now: this week, the full moon and longest day of the year fall on the same day."

Option 3: If Kumuheia is still active, the party might overhear her talking to Skati.

"The wurms. . . they worry me. They aren't as controllable as I remember. I don't know if I misremember the magic, or if the nature of the wurms has changed, or some other factor. I must visit my library in the Glowing Caves to see what I may have forgotten. If I could regain the control I once had, they would be unstoppable!"

The party can then try to beat Kumuheia to the library to destroy the information she seeks before she can find it. If Kumuheia has been defeated at this point, seeking more information on her wurms will be necessary. Whether the wurms are running wild after their mistress is gone, or if control was passed to the party, more information is needed to keep them from completely destroying the land around them. If enough information is obtained in the library, control may be possible even if Kumuheia didn't grant it to the party.

From Turntail Swamp:

If party recently visited Turntail Swamp, one of the hags points out an interesting loophole with Keelhaul's undeath (this also could be overheard from someone familiar with Keelhaul at the Ruins).

"Keelhaul's weakness has always been his love of drink. Were he alive, some might say it would be a simple thing to slip poison into his cup and be done with him. But those that have already died can't be poisoned. However, those that are undead can be exploded just easily as the living. Keelhaul can no longer taste, but he loved his drink too much in life to stop now. In the Glowing Caves grows a flower whose seeds, when mixed with alcohol, will explode. You must move quickly, you'll only have minutes after adding it to the drink before the explosion!"

Also, any of the hags or Rimim Speki will know this piece of information about *Allay*:

"The Glowing Caves have many plants, but the true miracle is the soil. It has many uses, a lesser known one is that when obtained on the eve of a full moon and the longest day, a mud made from the soil will mend bones. Not the bones of the living, but bones separated from the body. Including those used in tools . . . or weapons. A weapon coated in the mud at this convergence event could mend itself when fractured or even splintered to bits."

LOCATIONS

SHORELINE

The area around the island is rocky, with no particularly good place to dock or make camp. There are plenty of strange creatures and species lurking about, and before reaching the island itself, a potential encounter could include:

Shoreline Encounters

d6	Week 9	Week 15
1	Three sea hags	2d4 water elementals
2	Two giant sharks	1d4 hydras
3	2d4 + 2 giant octopuses	2d4 giant crocodiles
4	2d6 giant seahorses	2d4 giant sharks
5	1d6 giant crabs	3d4 giant octopuses
6	2d6 plesiosaurs	2d4 merrow

There are three main levels to the caves, although level is a bit of a misnomer, as there's a gradual increase in elevation throughout the spiral. The ground level is the most traversed by frequent, numerous visitors of various species. No one born in the Isles will pass to the second level, which lies just beyond the meditation room. No one in recent memory has visited the uppermost level, although strange beings have been known to come down from it, with even stranger stories about how they got there.

ENTRANCES

There are three ways into the tunnels: Fey's Gate by water, Fey's Gate by Kumuheia's Tunnel from Alaula Cove, and Kumuheia's Entrance (a secret entrance located high up one of the mountains). Fey's Gate is the only usable entrance without discussing entry to the caves with Kumuheia, or with Malu Keawe, if Kumuheia has been defeated.

FEY'S GATE

A large (roughly 100 feet in diameter) cave that's visible even before landing on the island. It's located off Rotting Bay, at the place where the bay cuts furthest into the island. The first visit to the tunnels is only possible via this entrance. It leads into an underground waterway with many lovely and curious rock formations. The stalactites and stalagmites are interesting, and tempting to break off. This isn't recommended, as they are in fact **stala beings**, interconnected sentient creatures that won't take kindly to being broken off from their home. Breaking any stala being triggers the alarm response, and also attracts the attention of 2d6 **giant octopuses** when in Fey's Gate.

The tunnel Kumuheia constructed from Alaula Cove to here is still a viable, if dangerous, route when coming from the Cove. The entrance is just above the highest waterline in Fey's Gate, and it opens up onto a narrow shelf that leads down to the ramp that begins the inward spiral. Travel through this tunnel is subject to the *Glowing Cave Tunnel Encounters* in the "Alaula Cove" section.

KUMUHEA'S ENTRANCE

Located on the north side of the island, and only rumored to exist. No one living has ever entered the cave that way, as the exact location is only known to Kumuhea and Malu Keawe. It's located high up a cliff, accessible only to those with climbing gear or the ability to fly, and only findable if the party is told the exact location by Kumuhea or Malu Keawe. Ascending to it without flight requires climbing 200 feet up a sheer rock face. The entrance is surrounded by a nest of 2d4 **giant constrictor snakes** that must be neutralized to enter. This entrance lies under a flat granite slab, and when this slab is lifted (requiring a successful DC 12 Strength check) it reveals a small tunnel, barely big enough for one Medium creature to crawl through at a time. The tunnel opens suddenly into the ceiling of Kumuhea's library. Unless the lead creature has a passive Wisdom (Perception) score of 15 or higher, or makes a successful DC 12 Intelligence (Investigation) check, it doesn't realize the tunnel has come to an end and falls 50 feet to the library floor and triggers the poison gas trap as described in the "Library" section, and takes 9 (2d8) poison damage.

SPIRAL INWARD: LOWER LEVELS

This length of tunnels runs very close to the waterline, and at high tide, swimming is required to progress. This spiral can be downright crowded with decapodians, mirescales, and kia'i. This area is a popular destination among the mirescales for gleaning brewing ingredients, the 'ula'ula for sacred meditation, and the kia'i for art appreciation.

The inward spiral tunnel varies in width from 20 to 50 feet across, and is a consistent 20 feet high. There's a well-worn path in the rock, although it can be harder to find one's footing during high tide. It passes through a few larger chambers, always spiraling inward.

MOSAIC ROOM

The room is filled with the soothing sounds of lapping water, and gently filtered light illuminates a mosaic that runs the length of the walls. The mosaic is filled with images of creatures of the Isles: kia'i, decapodians, and many more. There's a large mosaic in the center of the room, that has a mix of materials (mostly shells and sea glass). The large mosaic depicts a meeting of decapodians, kia'i, and mirescales in the room you're in. To either side of the mosaic, different pictures are formed out of more uniform techniques.

The mosaics to the left are made entirely from sea glass. It shows a great turtle on an island, with lobsters and mantis shrimp evolving into 'ula'ula and mant-i. Art and warfare alike are depicted here.

The mosaics to the right are formed solely from shells. This depicts the settlement of Kauhale and shows an organized society with lots of music and artistry, as well as a ceremony for the dead.

In addition to the events depicted in the mosaic as described above, there are many scenes from the Isles shown here. This can also be used as a place for the GM to drop vital hints to the Isles' history that the party haven't yet uncovered. The Star Breather isn't portrayed in this mosaic, but star imagery is used in many places to show its influence and importance in the Isles' history and lore.

This area of the tunnels is partially submerged (the deepest part is 50 feet), but it's easy to traverse as there are ledges cut into the walls so Small Humanoid creatures can walk through to the next section of tunnels. There are numerous rocks carved into comfortable shapes so that kia'i can come and observe the art, and they welcome outsiders to enjoy it as well. Often there are art historians from both the kia'i and 'ula'ula who can explain some of the stories, although they tend to veer off on tangents about the materials and techniques used rather than the stories and symbolism. If historians from both species are there, the debates can get lively, as the decapodians and the kia'i disagree as to which of their species came first.

Merrow Encounters. As turmoil stirs in the Isles, merrow encounters become more common in these caves, thanks to a new fissure that opened an underwater passage directly between a merrow habitat and the caves. If the party drive the merrow off, the grateful kia'i give them pieces of art in gratitude.

Week 9 Encounters: 1d6 + 2 merrow

Reward: Mother-of-pearl carved amulet worth 150 gp, small marble sculpture of a kraken worth 300 gp.

Week 16 Encounters: 3d6 merrow

Reward: Gold-plated plaque depicting a mermaid riding a seahorse worth 500 gp.

THE GARDEN

The first large (about 50 feet in diameter) chamber of the spiral, the garden offers a lush variety of plants not found elsewhere. Even though there's no light but bioluminescence, the plants that grow here are of all types, even ones that usually require light. It isn't unheard of to see sunflowers growing tall and bright out of a cluster of cave mushrooms that barely need light. Many small animals and even birds make their home here; many species that aren't typically cave dwellers are hiding among the plants.

It's here that ingredients for brewing, materials for making specialty tattoo ink, and potion components can be found. Interestingly, anything harvested from here, even if pulled out by the roots, begins regrowing immediately, and 1 day later, looks exactly as it did before it was picked. Also, any plant's effects, harmful, beneficial, or otherwise, are increased by 1d4 when used for its intended purpose. For example, if a plant is used in a poison, the poison deals an extra 1d4 damage.

During or after week 15, the guardians will awaken at disturbances in the garden, as they sense the rising evil in the Isles and feel compelled to protect the garden, even from ordinary harvesting activity. If a plant is removed, three **shambling mounds** attack. If soil is removed, five **shambling mounds** attack.

Plants Exclusive to the Glowing Caves Garden

Plant	Appearance	Uses
Danditigers	A dandelion-like flower with bright orange flowers in spring, and sparkling orange seed-fluff in summer.	The flower can be used to brew a tea that grants 10 temporary hit points for 8 hours. When the fluff is mixed with alcohol, it festers for 1 minute before exploding, dealing 13 (3d8) fire damage to any creature that consumed it.
Music Moss	A deep-green, cushiony moss that hums constantly.	Accompanies any musician and enhances their performance. Can be transported in a pot with <i>glowing caves soil</i> (usual precautions needed) for an indefinite time, or with regular soil for a month.
Nightflower	A dark-purple lily that's closed during daylight hours and opens at night.	When thrown into someone's face, the black pollen blinds them for 1d4 rounds.
Self-Weaving Vines	A blue ivy that's constantly in motion.	If cut and placed near an woven object, it weaves itself into a replica of that object within 3 rounds (e.g. a hat, a basket, a net).
Sweetgrass	A pink sparkling grass.	When dried, it can be crumbled into a sugary substance.

MEDITATION ROOM

At the very center of the lower spiral nestles the meditation room, which is about 30 feet in diameter. It has rock benches carved along the walls, low enough that even at low tide one can keep their feet in the water when seated. The rock here is black and glassy, and small lights placed about reflect and give the room a safe, if gloomy, atmosphere.

This room is often occupied by an 'ula'ula, who view this as a most sacred space for private meditation. They don't take kindly to interruptions, especially at certain phases of meditation. If the party is willing to wait for the meditation to finish, however, the 'ula'ula might be cooperative and forthcoming with information, as they're in their most peaceful and centered frame of mind. They must move to another room, however, as only 'ula'ula spiritual leaders such as Wtchchitlss are permitted to speak in this room.

The 'ula'ula invite outsiders to partake in meditation with them, as they feel the practice is beneficial to all life and they wish to share it. Anyone who does regains 1d4 hit points and has advantage on Wisdom saving throws until they finish a long rest.

SPIRAL OUTWARD: UPPER LEVELS

A stone ramp from the meditation room leads up to the next level of spiral. While the lower level stays very close to the water line, this one climbs steadily up the mountain as it spirals out. The mirescales, decapodians, and kia'i are alike in their aversion to this level, as the area above the water crackles with strange energy, and the plants and animals that live there are strange and alarming, if usually harmless. Some of the creatures encountered here seem very out of place; no one's sure how they get here, as most don't appear anywhere else on the Isles.

Upper Spiral Encounters

d6	Week 9	Week 15
1	A treant	A mummy lord
2	A glabrezu	Two spirit nagas
3	A young blue dragon	Two cloakers
4	A ghast	Two hezrous
5	A clay golem	Two chain devils
6	A bone devil	Two chimeras

MUSHROOM

In a 30-foot-wide, 100-foot-long chamber along the outward spiral grows a bounty of mushrooms of all types. They line the floor, walls, and ceiling, and it's difficult to step without stepping on a mushroom of some type. They run the gamut from poisonous to harmless to carrying immense benefits. The mushrooms grow thickest in a line that runs three feet above the ground. Examining this line reveals the thin crack in the wall that pulses with a blue-green light. The crack varies in size as it runs along the wall, from a thread's width to big enough for a small dog to fit through. When the party is in this room, the following creatures may emerge at any time, see the party, and then go back through the crack immediately. This is a place where if a GM wishes to hint at future adventures, they can insert any small creature from it, as this is a gateway to several other realities.



MushRoom Encounters

d6	Encounter
1	A white rabbit carrying a pocket watch and muttering about being late.
2	Three crabbits, small creatures that resemble a cross between crows and rabbits.
3	A goldfish that swims through and breathes air as if it were water.
4	A puff of dandelion fluff that makes a tinkling noise as it bumps into things. Anything it bumps into floats 6 inches above the ground for 1 hour.
5	A mummified cat chasing a mummified mouse.
6	A small being that looks like a humanoid mushroom.

There's an area that has a collection of mushrooms with some Ikolf markings on the wall above them. There are three varieties: any one of these, if consumed by Skati's victims before undergoing the ritual with the life-scales, will affect the life-force obtained in this ritual.

Life-Force Mushrooms

Mushroom	Ritual Effect
Deep-purple, curly-headed chanterelle	Reduces Skati's Strength score to 12 for 1 day.
Cluster of small mushrooms with perfectly rounded heads	Reduces Skati's hit point maximum to 125 for 1 day.
White-stemmed mushroom with a red cap spotted with white dots	Reduces Skati's speed to 30 feet for 1 day.

KUMUHEA'S LIBRARY

This is the largest remaining collection of Kumuhea's discoveries and thoughts. A mix of stone tablets, wall carvings, and the remnants of her leaf scribblings fill a cave the size of a large Makolf hut. It's a trove of information, and Kumuhea wasn't about to leave it unprotected. The entrance to this room is protected by a poison gas trap triggered by stepping on a particular stone set into the floor. If Kumuhea requested the party go here, she's given them a description of the stone to avoid. The stone can be spotted with a successful DC 16 Wisdom (Perception) check, and disarmed with a successful DC 18 Dexterity check using thieves' tools. If the trap triggers, each character takes 9 (2d8) poison damage.

As you push open the stone door, a breath of stale air gusts out of the chamber. The round cave is covered with carved writing from about six feet off the ground all the way to the floor. Above the six-foot mark, shelves ring the room, stacked with scrolls made of large leaves, all in a dried and delicate state. In the center of the room is a large sealed box, that's roughly the size and shape of a large sarcophagus. The room has a table, a chair, and a bed formed out of a large mushroom.

Attempting to access any of Kumuhea's works will trigger various traps, as described in the Wormy Research quest. A successful DC 18 Intelligence (Investigation) check determines that while the library appears to be the final tip in the spiral, it is, in fact, not. A successful

DC 18 Wisdom (Perception) check uncovers a small round door that blends perfectly into the stone wall. It's protected by an invisible glyph that sprays poisonous gas when touched. Every creature within 20 feet of the door must succeed on a DC 16 Constitution saving throw or take 18 (4d8) poison damage and spend the next minute coughing. This door leads to the Gateway.

THE GATEWAY

Behind a hidden door in Kumuhea's library lies the gateway chamber. The crack that ran through the MushRoom bypasses the library, but reemerges here, much wider. It's large enough to fit a Medium creature by the time it reaches the centermost part of the island tunnels. Many Medium creatures walk about here, but they're incorporeal, as though they're half in this world and half in another. They're usually inaudible to people in the Isles, and so can only communicate through facial expressions, gestures, or writing if they have something to write on. This is another place where the GM can hint at a future adventure, or if desired, take a break from this one by transporting the party to another world.

Gateway Encounters

d6	Creature
1	A translucent and entirely red knight. He raises both arms to the sky when encountered, before performing a strange roll and seemingly dying to something invisible. He quickly vanishes, but repeats the performance on future encounters.
2	A red tiefling seems to be speaking to someone invisible, before turning to the party with a shocked expression. They then raise a wooden staff and vanish from sight. If met again, they only inspect the party before approving or disapproving of them as a whole.
3	A young, red-robed human man in a seated position, who pays no mind to the party. He sits quietly with his hands elevated in front of him, moving his fingers strangely as if casting a spell.
4	A small, fuzzy Humanoid with large ears wanders up and down the area, accompanied by a tiny metal man on his back. He swings a large, harmless wrench at the party if approached.
5	An extremely confused gnome in a large red hat who attempts to follow the party, vanishing if they exit the area.
6	An annoyed, young human woman with red-gold hair. She wears a white dress and a silver crescent moon necklace, carries a sword far too large for her slung across her shoulder, and holds a glowing, golden orb.

Kumuhea's scrolls



QUESTS

BREWING INGREDIENTS (WEEK 9 OR 15)

Brewing ingredients are prized by the mirescales and a mirescale who doesn't want to make the journey, or Captain Keelhaul (in Week 15), request that the party collect some in exchange for a portion of the brew. The ingredient in question is a lichen that covers the walls and rock formations of the Glowing Caves and must be scraped off and sealed in a jar within seconds of removal. Every time lichen is scraped off, the character must roll a 1d4. On a result of 3 or 4, the character scrapes it off a **stala being**, triggering its alarm defenses, and the party must battle three **shambling mound** guardians.

GARDEN TRANSPLANT (WEEK 9 OR 15)

If the party is coming from Turntail Swamp, one of the hags may have requested they bring soil from the garden, as they want to see if they can replicate its ever-replenishing growth patterns in the swamp. Unlike the plants, which may be harvested freely, and with little to no danger to the party, attempting to remove the soil itself from the Glowing Caves awakens the Guardians: five **shambling mounds**. Upon the defeat of the Shambling Mounds, the party may safely remove soil (see instructions on how to do so in "Glowing Caves Soil" section). In return, the hags give the party a small amethyst orb that can be attached to *Allay*. Once that's done, the bearer of *Allay* gains foreknowledge of the next blow they'll receive. The bearer's AC is increased by +2.

INK EXCHANGE (WEEK 9 OR 15)

When encountering the tattoo artists in Makolf, one or two mention certain tattoos can't be done without a particular ink ingredient procured from the Glowing Caves gardens. It's traditional among both the Manaki and the Ikolf for a tattoo artist to offer their services for free in exchange for materials for their supplies. The list of materials, ingredients and effects are detailed in the "Magical Tattoos" section of chapter 8.

Tattoo ink ingredients can be gleaned in ways that are either harmful or harmless to the source. As a general rule, benign or protective tattoos must be obtained in harmless ways, while tattoos that have more violent or aggressive effects may necessitate a plant or animal being destroyed. Obtaining ingredients in this matter will anger garden inhabitants; roll on the table below:

Ink Exchange Encounters

d4	Encounter
1	Four swarms of bats
2	Two swarms of insects
3	A swarm of poisonous snakes
4	Four swarms of rats



TASTE TESTER (WEEK 9 OR 15)

While **RoundBelly** is known far and wide for his *moondew*, there are other mirescale brewers who aspire to his fame. Some may be encountered here, and they ask party to try a free sample. Effects are even more unpredictable than *moondew*.

Taste Tester

d6	Effect
1	You're covered in purple dots until you take a long rest.
2	You hover 1 foot above the ground for 1d4 rounds. You can't move except by being pushed or pulled.
3	You take 1d6 poison damage, but your hit point maximum increases by 10 until you take a long rest.
4	You sprout insect wings on your arms, increasing your carrying capacity by 10 lb. The wings fall off in 1d4 days.
5	Your ears turn into green flutes and you smell like onions until your next short rest (or until you bathe).
6	You sneeze ladybugs randomly over the course of an hour, which become a friendly swarm of insects at the end of the hour.

EVENT: LEAVING THE GLOWING CAVES (WEEK 9)

On the way out of the Glowing Caves, if the party has acquired some of the soil, they're encouraged to visit either Turntail Swamp, the Living Wall, or Kauhale, as the soil can be of use to inhabitants there.

Somewhere on the ocean after leaving the caves, Kada approaches the party, carried by the waves. If a party member has *Marrow*, he asks that it be returned to him for a week, after which they can find it in the center of Makolf. He then warns them that one of Skati's lords is vulnerable at Keyport, and if they wish to scupper his war efforts, they should brave the docks.

TUNNEL RECONSTRUCTION (WEEK 15)

Kumuhea's ancient tunnel from the Junction at Alaula Cove to the Glowing Caves has long been in disrepair. It was the one tunnel that mostly survived destruction, but it's unstable. The trio of elders (Leira, SplitEar, and Wtchchitlss) approaches you about clearing out the monsters and rebuilding it. The party must travel the full length of the tunnel, encountering things as per the Glowing Cave Tunnel Encounters in the Alaula Cove section. After each encounter, they must spend time shoring up the tunnel and clearing it for future use. This task can be repaid with the *wurm bracelet* (if it hasn't been obtained yet), see chapter 8 for its game statistics.



WORMY RESEARCH (WEEK 15)

If Kumuhea is still around, she realizes that she needs better control of the wurms. She hopes she wrote some information in her library at the Glowing Caves that can help her. While the trip through the Glowing Caves is long, she has a secret entrance to access the tip of the mountain. The party must race Kumuhea to the library to determine the location of the information and either bargain with her for it, or destroy it.

While the party is at a disadvantage when racing Kumuhea to the Glowing Caves, when she arrives, she's delayed by a mutated undead worm in the tunnels close to the Glowing Caves. This delays her long enough for the party reach the library entrance at about the same time as her. Roll on the table below to see hwo the scenario plays out.

Race against Kumuhea

d4	Outcome
1	Kumuhea is in the library when the party arrive. They must defeat her and an undead worm .
2	Kumuhea and the party reach the library at the same time, and she's still fighting the mutated undead worm —with Str 25 (+7) and Int 6 (–2). If the party helps her defeat it, she instructs them in how to control the wurms.
3–4	The party has time to enter the library and obtain the information before Kumuhea arrives. If they helped her out of the rubble at the start of the adventure, she's open to teaching the party how to control the wurms in exchange for the information. If they didn't help her previously, she attacks.

If Kumuhea has been defeated prior to Week 15, the party can determine that information about the wurms is hidden deep within the mountain. Whether the party won control of the wurms upon Kumuhea's defeat or not, gathering information about their behavior will prove valuable.

The party must enter Kumuhea's library, either via the shortcut of Kumuhea's Entrance, or by traversing the full length of tunnels through the Glowing Caves. Upon entering the library, they're confronted by her expansive texts. She used various materials to record her writings, and each material carries its own challenge:

Scrolls. Removing the scrolls from the shelf without making a successful DC 14 Dexterity check triggers a poison cloud trap that deals 13 (3d8) poison damage and reduces creatures' Intelligence scores by 4 for 1d4 rounds.

Wall Carvings. Getting close enough to the wall carvings requires traversing a narrow carved ledge that runs the length of the cave. Partway along this ledge is a pressure plate-based poison dart trap. The trap requires a successful DC 18 Wisdom (Perception) check to spot, but is easily disarmed by wedging the pressure plate or stopping the dart holes. If the trap triggers, it makes the following attack: **Poison Darts. Ranged Weapon Attack:** +10 to hit, all creatures within 15 feet of the carvings. **Hit:** 9 (2d8) piercing damage and the creature must make a DC 20 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Wax Tablets. The wax tablets are stored in a sealed and trapped box. A successful DC 17 Intelligence (Investigation) check finds the trap. If the trap is found, it can be disabled with a successful DC 16 Dexterity check using thieves' tools. A creature that opens the box without first disabling the trap takes 3 (1d6) poison damage and falls asleep for 1 day.

Once any traps are disabled or triggered, the writings may be safely translated, either by magic or over the course of an hour with a successful DC 20 Intelligence check. Once decoded, the ritual for controlling the undead wurms is revealed:

"While no more than fifty feet away from the undead worm, call it to you while drawing the runes of control in the dirt. Wear a bracelet carved with the same runes, and as long as the worm can see it, you have control over it. The material of the bracelet can affect the extent of control: bone or ivory or antler is most effective."

EVENT: LEAVING THE GLOWING CAVES (WEEK 15)

After leaving the caves, the party should have enough power to gather allies they previously couldn't. If they have any allies related to these locations on the ship, the Primal Archipelago should be visited soon, or Redfield, if Kada didn't destroy it.

From the Glowing Caves:

(If the party visited Redfield in Week 8, this prompt can serve to remind them of the location)

On your way out of the Glowing Caves, you pass by two kia'i looking at a section of the mosaic showing a disturbing scene: a bloody battlefield with fiendish creatures viciously attacking each other. At either end of the field are strange circular portals, one fiery red, one reptilian green but reminiscent of a waterfall.

"Ah, I remember hearing lolana talk of this place," says one. "It's called Redfield and lies on an island just north of here."

"It looks horrendous," says the other. "Why would anyone choose to go there? Red field indeed! It looks full of blood!"

"I certainly wouldn't," agreed the other, "but lolana spoke of powerful creatures and weapons that can be found there."



Undead
Wurm



THE LIVING WALL AND LIFEBEARER LAGOON

Though underwater, the Living Wall is actually the largest part of the Isles in many ways, being the largest living structure. It stretches along almost the entire northwestern side of Kadaur, providing a protective barrier from storms, tsunamis and tropical waves, magical or mundane. Without it, the Manaki and kia'i wouldn't have prospered and life on the Isles would be very different.

The reef is one of the most diverse and complex biomes in the material plane. Hundreds, if not thousands, of different types of corals make up the reef and it's home to countless aquatic creatures both big and small. At its highest point, only 10 feet below the surface, the reef crest can easily be seen through the crystal clear waters and is sometimes exposed at low tide. Anyone navigating the lagoon had best know the area well or risk crashing.

Regular patrols by the kia'i, as well as strategically placed lighthouses to either side, help to mitigate this risk. The kia'i, in particular, consider themselves the guardians of the reef and actively work to propagate new corals and shape it.

Inside the curve of the Living Wall, the lagoon waters are calm and clear and slightly warmer in temperature as compared to the rougher seas on the other side of the reef.

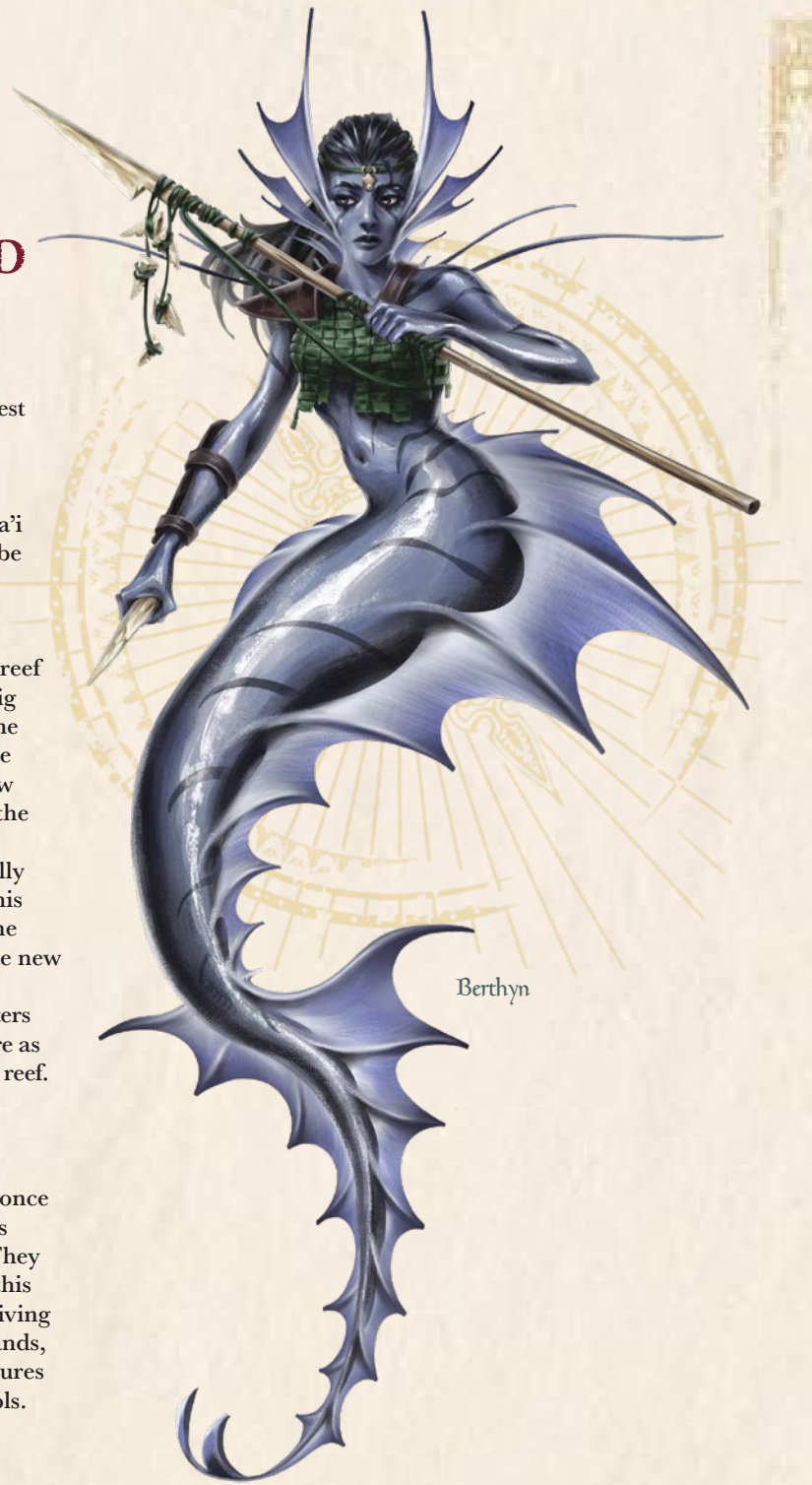
HISTORY

The Living Wall was an early addition to the Isles, once the Star Breather realized adverse weather patterns were making it difficult to sustain life on Kadaur. They then created the kia'i to grow and maintain it and this they've done with great fervor. They built up the Living Wall into something that not only protected the islands, but also provided for both the people and the creatures of the Isles in other ways with food, homes, and tools.

IMPORTANT CHARACTERS

AGRINDYN

Agrindyn (a **merfolk**) is turquoise and silver skinned, with light purple fins. He has deep scars along his tail from past fights with merrow and a particularly rough encounter with a reef shark (which has given him an irrational fear of the creatures, giving him disadvantage on attack rolls against them). He speaks very formally and carries a kia'i glaive given to him by Lopaka as well as a normal spear. During this time of trouble, he has been elected by his people to lead them and takes his duty very seriously.



Berthyn

BERTHYN

Berthyn (merfolk **knight** who can speak Common and Primordial) is silver skinned, with translucent pearlescent fins, older and more experienced than she looks. She fights with a mirescale-crafted +2 *spear* and carries a flask of *moondew*, which she always drinks from before a battle. Anyone who's visited SpringBog and met SmashThumb recognizes his craftsmanship on the spear. Unlike many of the local tribe of merfolk, who stick to the lagoon, Berthyn likes to explore and has visited the shores of every island within the Isles, speaking to whoever she sees.

WHAT BERTHYN KNOWS

If the characters speak at any length with Berthyn, they can learn the following useful information at the GM's discretion, depending upon which NPCs or locations are still available or unvisited:

- “Have you met the Keahi? I know he resembles the ecliptic that have been attacking, but he isn't like them. He's helped us more than once and can even speak with you—in your head.”
- “I met the one they call the Watching Woman once. She's an odd one, lives all alone on that Isle of hers. Did you know that she's directly connected to the god? I swear it's true! She must have secrets, I bet.”
- “Have you heard of Redfield? There are portals there to unimaginable places! I wonder if you could find any allies there? I've only caught glimpses of them, but they look tough!”
- “I heard something about a giant demigod in the center of the Primal Archipelago. Apparently, if you know some secret ritual, you can tell it what to do. I'm not even sure what that means, honestly, but it certainly sounded interesting!”
- “I know some say that Skati is unbeatable, but I don't believe that. Anything can be killed, if you take the right steps! I read an entry in some dusty book that to take care of a really strong undead you have to do some gruesome stuff. I think you had to cut off the head, burn the body, and toss the head into the ocean. Sounds like nonsense to me, but if it's old it might be gold!”
- “Someone needs to find old Quing. He helped save the Isles last time. I bet he could help again! Oh. But if you find him, don't tell him I called him old, okay?”
- “You know, I've heard rumors of a really, really legendary weapon, but apparently you have to make it and there's no one set way to do it! But I hear that the Watching Woman is the key to that. Of course, who knows if she'll stir a finger to help with something like that . . .”

LOPAKA

Lopaka (male **kia'i guard**) is the captain of the Wall Watch and regularly patrols the length of the reef. He knows every nook and cranny, as well as all the creatures that make their homes in it. He wears his hair braided and everything about him is buttoned down; even his neck gills seem subdued. He came by his position both because of his experience and age, but also because he prefers the open lagoon to staying in the village. He distrusts outsiders even more than the average **kia'i**. Besides his second in command Wena, he commands a squad of eight **kia'i guards** (see chapter 9) which, at the GM's discretion, can be inserted into any encounter. Lopaka carries a +2 *glaive*.

WENA

Wena (female **kia'i guard**, see chapter 9) is Lopaka's second-in-command. More friendly and gregarious than her commander by far, the recent changes in the environment have triggered her spawning instinct. Though she's fighting it, knowing that patrolling the reef is more important at this time and it isn't safe to spawn, she's battling her own natural instincts. Dark yellow streaks of color mark her sides and abdomen, a sure sign that spawning is near. Wena has a *friend of the kia'i tattoo*. She wears a braided seaweed belt upon which hang a number of things, including a very large, very sharp tooth (an *Itsk's tooth*).

BEASTS

GM Note: If the party didn't go to Chitoni in Week 12 or they went and didn't save the island, **Gigas** the giant oyster has moved to a location in the lagoon and can be found in the area. If the party haven't taken his pearl, he still has it. The merfolk of the lagoon are watching over him.

ITSK

Itsk is well known to the **kia'i** that patrol the lagoon, as he was hand-reared by the Guard when he was a baby. Since then, he's grown to a huge size. He lives in and around the reef, often choosing to accompany the **kia'i** patrols. He has a particular fondness for Wena as she knows exactly the right spot to scratch him in. When not patrolling, he can often be found near the deepest parts of the reef on the side facing Kauhale and has a particular area he prefers to nap in. His skin is a mottled purple and yellow. He has piercing yellow eyes.



HOW DID WE GET HERE? (WEEK 8)

After leaving Eastguard, Westguard, or the Primal Archipelago in Week 7, the party may elect to investigate a mysterious disturbance in the waters of the lagoon on the way to their next primary location. Their motive for coming would be to investigate the strange occurrence and to liberate the twin figureheads from the *Bloody Twins* before Captain Keelhaul arrives to raise his old ship from the depths. After reading one of the following boxed texts, proceed to the Figureheads quest.

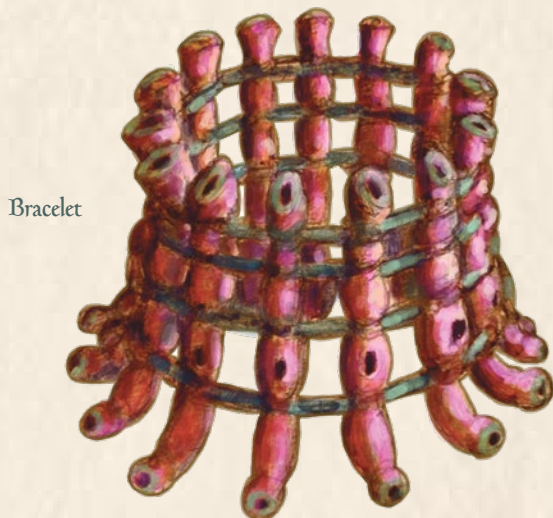
If the party visited the *Bloody Twins* to retrieve Captain Keelhaul:

The sight of the Bloody Twins is still shocking, but it seems the kia'i and merfolk of the lagoon have been able to clear some of the other shipwrecks in the area after Captain Keelhaul's removal. While a lot of debris still remains, the area is definitely being reclaimed by the sea; fish now swim freely and plant life has returned—except near the immediate area of the Bloody Twins. As you swim down for a closer look, a chill runs down your spine that has nothing to do with the coldness of the water—the eyes of the horrifying figureheads are definitely tracking your movements. A trail of bubbles, the thing that led you here, streams from their open mouths.

If the party haven't been to the spot where the *Bloody Twins* was sunk before:

*As you descend into the water, you see the remains of many ships, though it appears that the folk of the lagoon are in the process of clearing it away as some ships are obviously being dismantled. But one ship is untouched, and is that one that the stream of bubbles that led you here is coming from. You had only heard the ship described in passing, but there's no doubt in your mind that it must be Captain Keelhaul's ship, the *Bloody Twins*. And it's from the mouth of the terrifying twin figureheads that the bubbles are coming, almost as if they're voicing soundless screams.*

Proceed to The Figureheads quest.



Bracelet

HOW DID WE GET HERE? (WEEK 18)

The party could have heard about the state of the Living Wall and in the lagoon if they visited the kia'i in Kauhale during Week 17 or by seeing the state of the water from the Gold Ring outside Skyreach Temple, or by being notified by the Event Compass.

Their motives for coming could include saving the Living Wall from utter devastation, attempting to rebuild it with the help of (surviving) kia'i from Kauhale, or recruiting allies in the upcoming fight for the Isles.

Variant: Unexpected Assistance. If the party saved any two of the following: SpringBog in Week 9, Chitoni in Week 12, or Kauhale in Week 17, the **Keahi** appears during Week 18 to provide assistance against the ecliptic.

The once-calm waters of the lagoon are much more aggressive now, though the wind alone doesn't seem to be to blame. The waters are still clear, but debris of all sorts litters the waters: bits of ships, broken coral and numerous corpses being buffeted by the waves. Underwater, more evidence of destruction and death lurks.

FEATURES

Variant: Hostile Waters. While traveling underwater in the vicinity of the reef and in the lagoon, you can add an encounter from the Underwater Reef/Lagoon Random Encounters table if you feel the chapter is moving too slowly or easily for the party. Please note that the following encounters are intended for higher level parties visiting the area toward the end of the campaign. If the party is traveling in the area during earlier weeks, refer to the **Kauhale Unfriendly Waters Encounters** table for suitable opponents or create appropriate encounters using similar creatures.

Underwater Reef/Lagoon Random Encounters

d6	Encounter
1	1d4 + 1 aboleths
2	2d4 giant sharks
3	A marid and 1d4 reef sharks
4	A dragon turtle
5	1d6 lesser ecliptic hunters (see chapter 9)
6	1d4 + 1 ecliptic shockers , 1d4 + 1 ecliptic anglers and an ecliptic hunter or, if Vomm became ruler of the minax in Week 11, a raiding party of 1d6 + 2 minax guards and 1d4 minax elders (see chapter 9 for all game statistics)

LOCATIONS

THE 'ĒKAHA KŪ MOANA

The 'Ēkaha Kū Moana is the oldest coral in the reef and has been growing for as long as anyone in the Isles can remember, including Old Shell. Like most black corals, it isn't wholly black. Rather, the forestlike coral has ghostly, feathery white fronds over a black skeleton. It extends almost 200 feet long, some parts of the coral forest towering over the part of the reef it covers.

ITSK'S HOLE

Itsk's favorite hole to stay in is inside the reef due north of Kauhale. Due to his size, not all of him fits inside, so parts of his tail, belly, and all his head are exposed. Despite being so large, he's remarkably gentle with the reef itself and the corals growing in and around his spot are healthy.

MERROW CAVE

In the far eastern side of the reef, not far from where Captain Keelhaul's ship, the *Bloody Twins*, was sunk, lies a dark blot on the Living Wall. A yawning cave mouth marks the entrance, almost like the mouth of a subterranean behemoth. This is the home of a small clan of merrow that the local merfolk and kia'i haven't been able to drive away. Emboldened by the chaos and havoc seen recently in the Isles, they've recently grown more aggressive.

The interior is a series of three connected caves, each roughly 20 feet by 30 feet. All are dimly lit with

glowing underwater plants. The first cave serves as a living area and guard post with a stockpile of 2d20 + 2 harpoons (treat as spears) stored in barrels tied near the entrance with kelp and rope. The second chamber is where the merrow sleep, in hollowed out alcoves lining the wall. The last is a storage area containing things the tribe has collected or stolen from the kia'i and shipwrecks. It includes a coral chalice inlaid with a filigree of platinum (1,750 gp), a gilded wooden medallion engraved with Ikolf script (750 gp), a desecrated marble shrine of a water god adorned with gold (750 gp), an electrum amulet engraved with draconic scales (3,750 gp), a belt with three vials of poison (300 gp), a *defender shortsword*, and three 10-foot loops of steel chain (30 gp each, 2 lb. each).

NEW CORAL BED

The kia'i started a new coral bed (planted sometime between Weeks 12 and 14) to strengthen and lengthen the existing reef. They planted quick-growing corals such as green star polyps, clove polyps, and pulsing xenia in the hopes that the new section would quickly be established and help to anchor the existing coral growths.

REEF CREST

The reef crest of the Living Wall lies just 10 feet underwater and can sometimes be exposed to air during low tides. However, the recent volatility in the waters has changed the pattern of the tides and now, at its lowest point, more of the reef crest than ever before is being exposed at low tide. The crest is primarily made up of a dense and hardy coral, similar to staghorn coral but growing twice as large and twice as tough.

The Living Wall



QUESTS

THE FIGUREHEADS (WEEK 8)

GM Note: If the party doesn't free the figureheads from the *Bloody Twins* at this time, they're still in place when Captain Keelhaul raises the ship, giving it additional magical protection. During Week 10, the party may encounter Captain Keelhaul in Keyport where they can potentially gain control of the ship. If the party doesn't gain control of the ship at that time, the figureheads will detach themselves from the ship by Week 14 due to the rising raw magic in the Isles and travel to Turntail Swamp. If the party has control of the ship at Week 14 but doesn't travel to Turntail Swamp, the figureheads will stay attached to the ship, potentially serving the party depending upon their relationship with the party members.

As the party nears the resting place of the *Bloody Twins*, the bubbles coming from the figureheads increase in number until the water around them is nearly frothing, though no sound escapes their lips. A successful Intelligence (Arcana or Investigation) check will reveal that:

DC 10	The figures aren't mere wooden carvings, but seem to have had some type of corporeal existence before their current state.
DC 15	The figures are living beings trapped in a wooden state. However, they can be removed from the ship with a <i>dispel magic</i> spell or possibly by force.
DC 20	The figures were once living beings and some type of clawed humanoid sea creature, resembling merrow or merfolk, but have been magically transformed into their current wooden state. A slight reddish glow from around their chest leads you to suspect that the source of the original enchantment might lie there. They look like they can be removed from the ship itself, though not freed from their wooden form, by <i>dispel magic</i> or possibly by force.

If a character casts *dispel magic* upon the figureheads, treat the enchantment as a 4th-level effect. If the party attempts to remove the figureheads by force, they come free from the ship (taking some splintered pieces with them) with a successful DC 15 Strength check for each figurehead. On a failure, the figurehead takes 5 (1d10) bludgeoning damage.

At first, nothing seems to happen other than a reduction in the amount of bubbles. But, as the water clears, you see the figureheads twitch—first their clawed hands, then their limbs as if they're awakening from a long sleep. They rotate their heads almost in unison. Then they pull free from the ship with a creaaaak—craceckkk and one smiles at you, the effect spoiled by its vicious-looking sharpened teeth.

If one or more of the figureheads were damaged during removal:

A damaged figurehead's claws reach out toward you, but then it cocks its head to the side, and looks at its twin. As if agreeing on something, the two join hands and swim away at great speed, giving you no chance to catch them.

If neither were damaged, add:

*One of the figureheads turns and scratches a message into the side of the ship: **He Comes. Run.** and without any other attempt at communication, the two join hands and swim away at great speed, so quickly you have no chance to catch them.*

If the party instead attacks the figureheads while they're still attached to the ship, after 3 rounds, a shiver of 1d6 **hunter sharks** approaches and begins circling the ship. From the same direction they came from (the opposite direction of the party's own boat), and they see the dark underside of a large ship approaching, with an additional 1d4 **giant sharks** following behind it. The sharks will only attack if attacked first or if the party continues to attack the *Bloody Twins* after their arrival.

Go on to "Keelhaul's Approach."

KEELHAUL'S APPROACH

If any crew members were left on the party's boat, they try to warn the party of the approaching ship. Once the party ascend to the surface, they see:

A dark ship approaches and dark it is—dark with blood. Dead bodies are nailed to it, some of them animated undead, who seem resigned to their decorative fate. A crowd of sunken sailors and lesser draugr mill about the deck. But the form at the wheel draws your eye—it can be none other than the dreaded Captain Keelhaul.

GM Note: Captain Keelhaul has arrived to raise the *Bloody Twins*. On his current ship, there are fifteen **lesser draugr** and six **sunken sailors** (see chapter 9), plus the sharks that follow his boat. Any crew members on the party's boat will urge them to flee in the face of certain death.

If the party successfully flees, the following will occur after they're in safer waters:

They're approached by a small Fiend in their shape-changed form. Select or roll a d4: 1–2 Batibat the **imp** (raven form) or 3–4 Frizzle the **quasit** (bat form).

A small black creature swoops down and lands upon the rigging. Before you have time to react, it has changed form and dropped down to the deck to kneel in front of you. "Help me, please!" it squeaks out in a thin, quavering voice.

The creature explains that it's from an island called Redfield and that it hopes you'll visit there and help it. With those few cryptic words, it flies off again, headed back to Redfield.

WELCOME TO THE LIVING WALL (WEEK 8)

After arriving in the area, the *kia'i* guards, Lopaka and Wena, find and greet the party. If any party characters have a *friend of the kia'i* tattoo, they're treated like family. They give a tour of the Living Wall, pointing out Itsk's Hole (where Wena will introduce the party to Itsk), the Reef Crest, and the oldest and newest corals on the reef. If staying on a boat or ship, they show the party a safe spot to anchor, roughly off the middle of the central arc of the reef.

GM Note: If the party have visited the Glowing Caves and collected any ingredients there, either Lopaka or Wena should mention while giving the tour that "It's a shame none of us have been able to travel to the Glowing Caves of late—many things found there are perfect growth catalysts for the new coral bed." The party can then choose an appropriate component to use either before or during the Save the Reef quest, giving the new coral bed an additional 50 hit points, or after the quest, to help restore it.

SAVE THE REEF (WEEK 18)

GM Note: If the party is unsuccessful in this quest or they don't visit during Week 18, a significant portion of the Living Wall is destroyed. As a consequence, a tsunami wipes out Keyport by the beginning of Week 19.

Lopaka and Wena approach the party at a fast swim with an urgent request. While on their last patrol, they noticed a number of urgent situations around the reef and could use your assistance in dealing with them. The two most pressing issues are saving the Ēkaha Kū Moana, the oldest coral in the reef, from an ecliptic attack and the other to rescue a recently planted coral bed from a number of predators. Whichever option the party chooses, Lopaka and Wena try to deal with the other.

Once the party finishes dealing with their choice, they should go find the *kia'i* guards at the other location, where they find them both bloodied (reduce their hit points to half of their maximum) and nearly overwhelmed. However, they have defeated 1d4 + 1 enemies of CR 5 or less.

If the party visited Kauhale in Week 10 and met Onaona there or in Makolf or they assisted the *kia'i* in saving their home in Week 17, while traveling to the secondary location they run into the experienced *kia'i* healer **Onaona** returning to Kauhale who can provide healing at the GM's discretion.

THE ĒKAHA KŪ MOANA

The Ēkaha Kū Moana coral extends in front of you as far as you can see. Ghostly white fronds wave gently in the current, punctuated by flashes of color as fish dart among the branches. The scene would be peaceful if not for the ecliptic tearing into it.

A **greater ecliptic hunter** is biting into and tearing out chunks of the coral bed, attracted by the life teeming within or perhaps directed to do so by the Star Breather. Nearby, an additional 1d4 + 1 **ecliptic anglers** are circling the reef, ready to attack it. From the north, 1d6 + 2 **ecliptic shockers** approach, still 60 feet away from the coral bed. Another 30 feet behind them are 1d10 **ecliptic haulers** (see chapter 9 for all monster game statistics).

The Ēkaha Kū Moana coral has AC 14 and 500 hit points.

GM Note: Given ecliptic tactics, once the haulers and scavengers arrive, they concentrate their attacks on the black coral itself while the rest of the ecliptic are likely to divide their time between battling the party and the coral. This particular objective is important enough that the ecliptic likely wouldn't retreat if their numbers are threatened.

NEW CORAL BED

*The new coral bed laid by the *kia'i* pulses with life, mainly due to the patches of feathery pink and white xenia. Green star polyps, looking almost like lush underwater grass, spread between the pulsing xenia. At first, everything appears serene, and then you spot a dragon turtle suddenly dart by and crash into the new coral bed, being chased by some ecliptic.*

A **dragon turtle** is under attack by 1d6 + 1 **ecliptic shockers** and 1d4 + 1 **ecliptic anglers** (see chapter 9 for all ecliptic game statistics). The fighting is destroying the new coral bed. The dragon turtle, enraged by the ecliptic's attack, will fight anything it comes near. Its steam attack is especially brutal on the new corals.

The new coral bed has AC 10, 300 hit points, and vulnerability to fire damage.

ITSK UNDER ATTACK

A day or two after the oldest and newest corals in the Living Wall have either been saved or destroyed, Wena finds the party. She's worried as she can't find **Itsk** and being as large as he is, he's usually easy to find. She asks the party to help her find him. If Wena was killed in the previous encounters, the party may be able to locate Itsk accidentally, or he will die.

Itsk can be found with a successful DC 18 Intelligence (Investigation) or Wisdom (Survival) check. The party then finds him pinned inside the reef after recent attacks collapsed part of it down upon him. While trapped, Itsk

will thrash against the coral, taking 3 (1d6) slashing damage each round. The reef rubble is spread along his body, requiring characters to remove the debris at several points along his body. There are four major segments of debris, each removable with a successful DC 18 Strength check. On a failure, more of the reef collapses and any creature within 20 feet of Itsk takes 16 (3d10) bludgeoning damage.

However, after the first segment of debris is removed, a pod of 1d6 + 1 **killer whales** that regularly clash with Itsk appear, overjoyed to find him incapacitated.

If the party saves Itsk, he gifts them an *Itsk's tooth*:

The massive eel bows his head to you, his gaping mouth and strange gaze still unsettling despite his kind demeanor. He gulps and makes a slight gurgling sound, then spits out a razor sharp tooth from his secondary jaw. He nudges it toward you. It's at least the size of a dagger, even though it's one of his smallest teeth.

"Oh!" says Wena, "He's giving you a gift. His teeth are hollow. If you blow in it while underwater, he'll come to you and help you however he can." She pats a belt around her waist, which sports a similar tooth. "It's how I knew something was wrong, he didn't come when I called."

Alternatively, if Wena is dead and the party still manages to save Itsk, they can discern the purpose of the tooth with a successful DC 16 Intelligence (Investigation) or Wisdom (Insight) check, or the *identify* spell.

BAD TIMING

This part of the quest can begin any time after at least a day has passed after the other Save the Reef encounters. If either Wena or Lopaka died in the previous engagements, this event occurs without the party's knowledge and the eggs are lost.

The stress of the latest battles has pushed Wena's spawning instinct past the point of no return.

Lopaka, his face ruddy purple with embarrassment, finds the party. After hesitating a moment, he explains that Wena's spawning came upon her. She didn't have time to make it back to the Spawning Grounds of Kauhale. Even now, she's guarding her small clutch of four eggs, but they require fertilization in the next 3 hours or they'll be lost. He isn't sure if she'll accept him as a partner, but he feels he must try after the losses the *kia'i* have suffered. He asks if the party can keep watch to make sure they aren't disturbed while he attempts to woo her.

If the party agrees, he leads them to a thick kelp bed within the lagoon.

You catch a glimpse of an anxious Wena as Lopaka parts the kelp fronds and swims to her. They disappear as the kelp falls back into place.

Shortly after Lopaka enters the kelp bed, three **aboleth** approach and head straight in the direction the *kia'i* are hidden.

If the party defeats the aboleth and Wena and Lopaka complete their spawning ritual, a slightly embarrassed but proud Lopaka thanks the party profusely and offers to name any resulting offspring after party members.

Wena gives each of her guests small gem-inlaid shells that each function as *stones of good luck*. If the party also rescued Itsk, he swims up and begins circling the kelp bed, protecting Wena's egg clutch.

If the party was able to save just the *Ēkaha Kū* Moana or the new coral bed, then just before leaving the reef, a seahorse wearing a *necklace of prayer beads* containing 1d4 + 2 beads gracefully swims up to the party, bowing its head gently to the party until they take the necklace.

If the party was able to save both, just before leaving the reef, a very large speckled fish pauses in front of the party, inclines its ponderous head in an almost formal manner, and spits out a pearly white spindle stone (an *Ioun stone of regeneration*) before swimming away.

BEACHED! (WEEK 18)

While out on a patrol at Lopaka's request, the party come across a ship beached precariously atop the Reef Crest.

It's low tide as you approach the pinnacle of the Living Wall. You're surprised to see at least 15 feet of exposed staghorn corals as choppy waves crash around them. Sharp, broken branches float in the water everywhere you look. But, perhaps most out of place is the small ship you see effectively beached on the crest. It tilts drunkenly, strong winds battering the ship, periodically catching the sail.

Aboard *Shippy McShipface* (if it's been destroyed, use another ship from the port or an unmarked sailing canoe) are **Jorkun**, **Perlia**, and their two surviving children after leaving Keyport in hopes of escaping the Isles. If any of the characters have met the family, Jorkun immediately shouts a greeting and a request for assistance as soon as he spots them. Otherwise, Perlia, with a panicked shriek, points to the horizon and yells: "They're coming, oh no, they're coming. We're dead, Jorkun, we're dead!" while gathering her children in her arms.

A **greater ecliptic hunter**, large enough to be clearly seen, is bearing down upon the area, approximately 250 feet away. An additional 1d4 + 1 **ecliptic shockers** (see chapter 9) follow close behind.

Complicating the rescue is the fact that the beached ship is 15 feet above the surface of the restless water and balanced precariously on the reef. Due to the state of the water, the party won't be able to get their own boat closer than 20 feet from the ship. If one or more characters can fly, they quickly find the wind above the water to be equally harsh. Flying up to the ship requires a successful DC 20 Dexterity (Acrobatics) check. On a failure, they're blown 30 feet in a random direction.

Jagged Coral. The surface of the coral is sharp and jagged, making it incredibly difficult to climb. Once on the coral reef, for every 5 feet of movement, a creature takes 3 (1d6) piercing damage and must succeed on a DC 16 Constitution saving throw or roll on the Reef Setbacks table. If the ship shifts position twice, it overbalances and plummets into the water, breaking apart and sending the family into the turbulent depths.

Reef Setbacks

d4	Setback
1	The piece of staghorn coral you're holding onto snaps off in your hand. You fall 5 feet and take 4 (1d8) slashing damage.
2	The progress of your climb has shaken the reef; the ship shifts position 5 feet farther away.
3	The piece of coral you just grasped isn't a staghorn coral, but a poisonous zoanthid coral. You must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.
4	The piece of coral you grabbed is infested with fireworms and you take 5 (1d10) fire damage.

Once a member of the party has reached the deck of *Shippy McShipface*, the family can be safely lowered down with ropes into the water or carried on the back of a descending climber (one at a time for adults, or two at a time for the children), thereby avoiding damage from the sharp coral.

The approaching ecliptic arrive after 4 rounds. Assessing the situation using ecliptic tactics, they shift their attack from the stranded ship to the strongest characters first, then Jorkun and Perlia, and lastly the children.

If the family is saved and the ecliptic are defeated or outrun, they ask to be taken to any safe place (or can be turned over to some of Lopaka's kia'i guards to be escorted somewhere). A grateful Jorkun will give the party a family heirloom, a *ring of regeneration*, happy that someone might be able to use it to protect the Isles that he loves.

GM Note: If using the Unexpected Assistance variant option, this selfless encounter serves as a prime example of one that the Keahi would assist the party with.

MERROW AND MERFOLK (WEEK 18)

The merfolk have joined in the fight for the Isles against the ecliptic after being convinced by the kia'i it was in their best interest. However, they're facing a battle on another front as a local tribe of **merrow** have become emboldened by the chaos. Agrindyn will approach the party after they've been in the area for a couple of days.

The grim-faced merfolk swimming toward you carries a kia'i glaive. He nods and speaks before you even have a chance to greet him. "You are heroes, and we have need of you, if you can spare the time. I fear that if you don't, my tribe won't survive the night."

He explains that he's learned that a clan of merrow are planning a large-scale attack the next day on his people and the merrow have gathered up not only everyone in their clan, but some other underwater allies as well. He believes the only way to stop the slaughter is to attack them in their own home: the Merrow Cave as soon as possible, in the hope that not all of their allies will have gathered. However, all the other merfolk are fighting alongside the kia'i in other parts of the reef,

which is why he desperately needs the party's help. Agrindyn, and possibly another 1d6 + 2 **merfolk** can participate in the coming battle at the GM's discretion, with additional merfolk arriving as reinforcements after 3 rounds have elapsed.

If the party rescued Marinus, a **merfolk**, from Seputus in Week 11, he arrives as a reinforcement and brings along 1d4 *potions of greater healing*.

The mouth of the merrow cave is easily visible from above or below water, yawning greedily between the waves as if ready to bite. A merrow guard swims back and forth, obviously keeping watch. The corpses of two merfolk are tied to strands of kelp, marking the entrance. Agrindyn reacts with a glint of anger at the display.

Agrindyn leads the party to a thick clump of kelp near the Merrow Cave as soon as they're ready. His face pales as he realizes the merfolk corpse on the right is his younger brother, Nermyn.

If the party can quietly take out the lone guard, they gain surprise against the merrow in their cave. However, if the guard spots the characters before they attack, is killed by a loud attack, or isn't killed quickly, the merrow guard will sound an alarm. If he does so, the merrow in the first cave will immediately begin to exit and attack, followed 2 rounds later by the merrow in the second cave.

The first cave contains 2d6 + 4 **merrow**, the second cave contains 2d8 + 2 **merrow**, half of which are sleeping at the beginning of the attack, and the third cave contains 1d4 **merrow**, far enough away that they don't hear any fighting until it reaches the second cave. Additionally, roll on the Merrow Reinforcements table at the start of every 3 rounds until all the merrow are killed, at which point any remaining allies will abandon the fight.

Merrow Reinforcements

Round	Reinforcements
1	1d4 + 1 sahuagin
2	1d4 + 1 hunter sharks
3	1d8 + 1 reef sharks
4	A giant shark
5	An aboleth
6	1d4 sahuagin and 1d4 reef sharks

Once the battle is over, if the merrow were defeated or driven off, the merfolk are very grateful and will give the party a *Gigas pearl trident*. Additionally, the merfolk will continue to be allies in the coming fight against the ecliptic and the undead.



Bart
"the Barrel"



THE PRIMAL ARCHIPELAGO

Legends speak of great, ancient monsters that tower over the natural world and have hidden from history in the Primal Archipelago. Among this stretch of small islands that dot the corner of the Isles are few lighthouses, built by the Ikolf settlers to guide their ships through danger. These structures were abandoned quickly by their keepers, but recent rumors imply that a brave group of marauders have set up shop in the ruins. These bandits are searching for lost Ikolf secrets, secrets kept by colossal avian beasts who roam the tropics mindlessly, existing only to consume.

Adventurers who visit the archipelago will quickly find themselves in uncharted and unmanageable territory. The few pathways through the wilds are paved by giant dinosaurs who often fight anything they encounter, even other giants. Traveling into the jungle could lead straight into the hands of dangerous bandits, whose practices and motives are unknown by outsiders.

HISTORY

The area is generally untouched by historical records, and hasn't been mentioned in Manaki oral history. However, recent explorers and bandits have breached the isolation of these islands and uncovered some of their secrets. The archipelago formed shortly after Kadaur began to breach the ocean surface, and the life that began to develop on it was naturally larger than the other islands. Huge beasts survived by eating fast-growing fruits while even larger beasts defined the top of the growing food chain. Considered too dangerous to visit by the early Manaki nomads, they decided to forever leave this area in its forever primal state.

IMPORTANT CHARACTERS

BARTHOLOMEW THE BARREL

Bart "the Barrel" is a human outlaw (a **gladiator**) with a high bounty on their head outside the Isles and a history of criminal activity that ranges from poaching to piracy. He's a stout man and well over 6 feet tall, with a long braided beard and dark hair that reaches past his shoulders. He carries a glaive and wears a breastplate with metal staves that resemble the design of a barrel. Bartholomew is a soft-spoken man with a dangerous temper, whose main priorities are power and his crew.

He and his crew heard about a land untouched by time, with rare species not found anywhere else in the known world. Following these tales, they set sail for Manaki and arrived at the Primal Archipelago, dropping anchor after seeing a strange feathered giant. The Barrel Bandits have since taken refuge in their lighthouse fortress, occasionally using the beacon to misdirect ships onto the rocks to later collect their cargo.

THE HOOK BROTHERS

Bartholomew's most efficient scouting team, these eight former ship riggers (**scouts**) have become avid tree climbers. Most of the maps in Fort Sabão have been recorded during their travels, but most of the Hook Brothers are illiterate and poor cartographers.

THOMAS BOMBAS

Thomas (a **bandit captain**) is Bartholomew's stuttering right-hand man and previously directed the beacon when wrecking ships. He's a pudgy man in his late twenties and is in a constant state of discomfort. Since losing an shipment of exotic weapons, Thomas has been instructed to spend every day searching until he finds it.

XAVIER D. DRAKE

Once a pilot for a wealthy merchant, Drake has been marooned on Cretacia Island ever since Thomas directed his ship into oblivion during the night. Drake was the sole survivor of the event, having climbed out of the splintered wreckage and up a cliff face onto the island. Unaware that any other humans are on the island, he's since found companionship among the ancient beasts and taken up the life of a **druid**. Drake is also proficient with navigator's tools and water vehicles.

The peaceful druid has formed his strongest connection with Lady, a **tyrannosaurus rex** whose home is just beside the standing stone. Drake has learned from the spirits of the Isles to shun inscribing magic, and takes little interest in power over other creatures. In addition to his virtues, his desire to protect Lady will likely cause Drake to become agitated if he discovers that the characters intend to adventure near the tyrannosaurus rex's home.

THE ADVENTURES OF XAVIER D. DRAKE

Drake is an important character on the archipelago, and may develop a number of ways based on party activity. If they're convincing enough, especially if Lady has been slain (granted the party didn't kill her, or that Drake is unaware of their involvement if they did), the party can recruit Drake as their pilot.

If the party kills Bartholomew or Lady, or fails to visit the archipelago around week 7, Drake becomes more powerful starting week 10. Replace all surviving bandits on the island with **druids** under Drake's command, increase his hit points to 142 (26d8 + 26), his Proficiency Bonus to +4, and give him the ability to shapeshift into a **tyrannosaurus rex** twice per day. Increase his Challenge Rating to 9 (5,000 XP). He may also be accompanied by 1d4 young tyrannosaurus rexes (noncombatants) if Lady's nest was left alone.

Depending on the party's previous visit, or lack thereof, Drake may become a hostile arbiter when traveling through the archipelago, or a useful guide who helps them locate Tyrannavis Deus.

FARSWIMMER (FROM WEEK 11 IF SPRINGBOG IS DESTROYED)

FarSwimmer (**mirescale villager**, see chapter 9) is one of the survivors of the SpringBog incident, who managed to guide a chunk of driftwood across the ocean to one of the local islands. They have an abnormally long tail, green feathers, and a perpetual look of exhaustion on their face.

If Drake is still on the archipelago, he finds FarSwimmer and takes them under his wing. FarSwimmer may be able to help with any social interaction with Tyrannavis Deus, granting a surprising advantage in the situation. However, if Drake was recruited by the party or is dead, FarSwimmer is instead an ally of the beast-god and already a guest on Beast Tyrant Island.

Lady's footprint



THE BEASTS

LADY

Lady is the only **tyrannosaurus rex** on this island, and possibly the last of her kind on the archipelago. The only other known tyrannosaurus rex was poached shortly after the arrival of the Barrel Bandits. She hunts close to her nest, protecting a small clutch of eggs that will hopefully ensure the continuation of her species. After returning one day from hunting, she found that the stranded and injured Drake had defended her eggs from a group of scavengers. After carefully observing his demeanor, distance from the nest, and natural respect for her, they slowly formed a close bond.

TYRANNAVIS DEUS

Tyrannavis Deus is one of the oldest, largest, and indisputably strongest beasts in all Manaki. She's survived for such a length of time that she gained the status of half immortal, as well as the arcane power that comes with it. Her eyes carry an air of clear sentience, and the top of her feathered head resembles a boney crown. She stands just over 40 feet tall, measures 55 feet from beak to tail, and her wingspan is a monstrous 80 feet wide. The bulk of her height comes from her massive legs, tipped with claws that are longer and far deadlier than a newly forged shortsword.

The Queen of Beasts was born as the culmination of predatory instincts and able to hunt in nearly any environment and under any condition. She comes from a species of avian hunters that normally stood only 5 feet tall at their largest, but their natural ingenuity made them dangerously effective. However, her species was decimated when Ikolf settlers arrived, and hunted the birds out of terror for their own lives. The last of these beasts was stolen by a group of seafaring bandits, who fled the archipelago before finding themselves devoured by the Entropy Abyss (see the "Mired Sail, Lost in Time" section for further information).

Grown Wise. As a result of losing her family, Tyrannavis felt such strong emotion that the spirits of the Isles bent to her terrifying will to survive. She adapted wildly, growing with each kill, and began laying fertile eggs despite being the last of her kind. Her intelligence grew as the complexity of her brain did, eventually gaining the ability to learn languages as they're spoken around her and understand the voice of nature.

Eternal Distrust. Tyrannavis is deeply distrustful of Humanoids other than mirescales, which she finds the existence of oddly comforting. Her natural reaction to any social situation is to destroy the speaker, seated in a deep fear of being deceived. If her hunger is sated by rare magic, or if a creature can make an immortal plea in her presence, she can be reasoned with.

Simple at Heart. Tyrannavis isn't a hateful creature, nor is she particularly loving. Her primary purpose, as she sees it, is to defend the archipelago from outsiders and someday produce living offspring.

by herself. If a creature can honestly or convincingly persuade her that her help is needed, especially if the archipelago is at risk, she offers her presence in one or more of the coming battles.

HOW DID WE GET HERE? (WEEK 7)

If the party has visited SpringBog before this week, LickSpittle will have mentioned the Primal Archipelago. LickSpittle knows the bandits there are seeking a standing stone inscribed with an ancient ritual. This ritual was written by Kumuhea to grant safe travel among Beasts by speaking to the spirits of hunger. LickSpittle urges the party to destroy the stone if they find it, but they're welcome to perform the ritual granted they never inscribe it again.

If the party spoke to natives in Makolf for directions, remind one of the characters of a conversation they had with a merchant. The merchant will have remarked that they lost a vessel carrying exotic weapons in the Primal Archipelago. The bandits apparently tricked the ship into crashing by using the lighthouse, and may have stolen them. If the party confronts the bandits, they can return the shipment to Makolf to arm the islanders.

As you sail the open sea, you spot a cluster of small islands scattered around a small mountain barely visible on the horizon. Docking on the nearest island, you find wildlife unlike anything on the other islands. An ancient wind blows through giant, twisted trees. You hear a low, rhythmic rumble that adds to the ominous music the islands have been playing for countless years. Among the trees bearing unrecognizable fruit, you see a large opening defined by rotting logs and splintered stumps.

Alternative introduction, if a storm strands the party here

The first of you awakens on an unfamiliar beach, with other islands surrounding you just beyond swimming distance. As the rest of you stir, your attention turns to two details; the nature of the island itself, and the ruins of your ship ten feet from the shore. Exploring further, you find wildlife unlike anything on the other islands. An ancient wind blows through giant, twisted trees. You hear a low, rhythmic rumble that adds to the ominous music the islands have been playing for countless years. Among the trees bearing unrecognizable fruit, you see a large opening defined by rotting logs and splintered stumps.

HOW DID WE GET HERE? (WEEK 16)

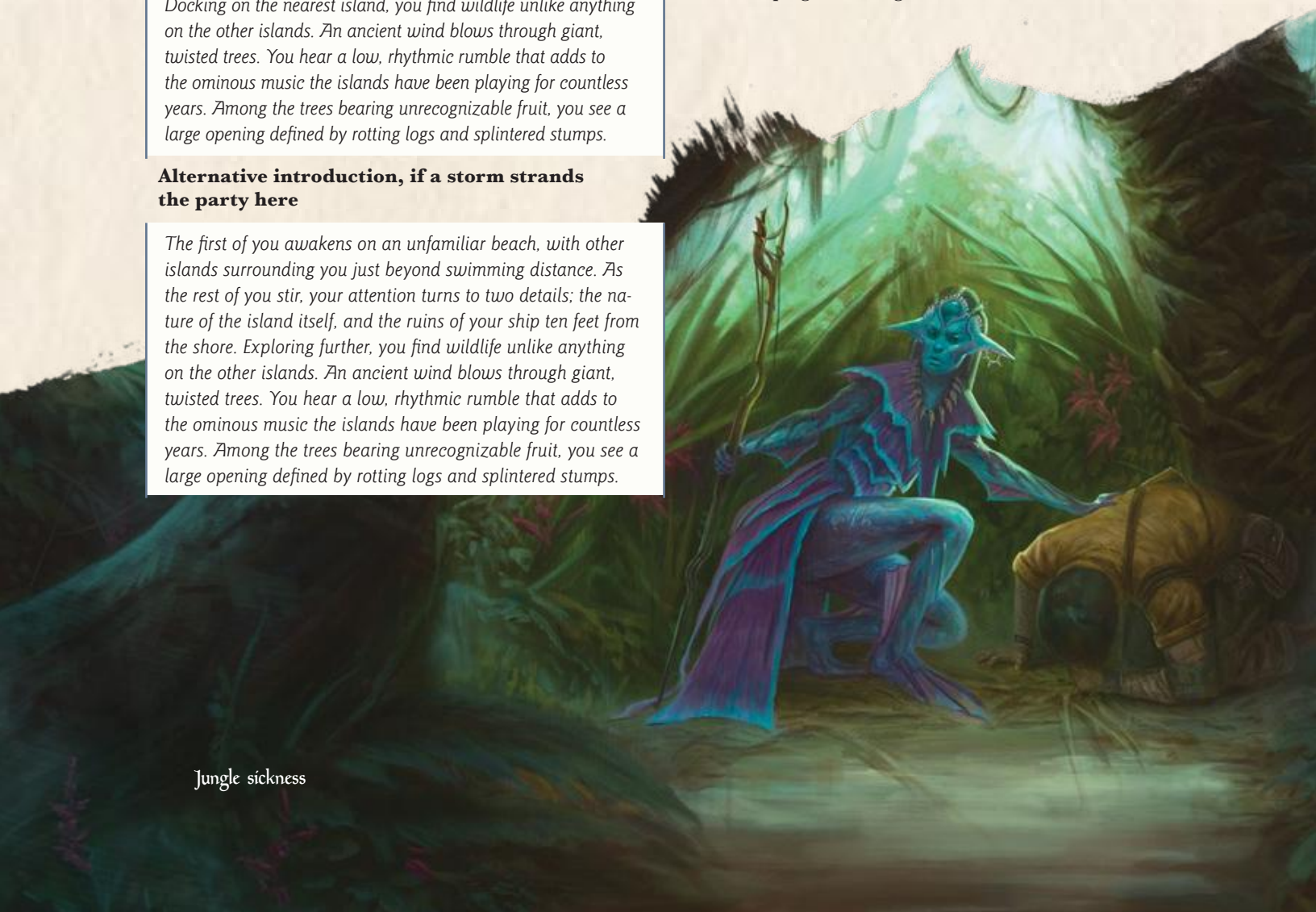
If the party has mirescale allies or companions, or old world magicians, one of them will suggest the party visit the Primal Archipelago to speak with a dinosaur so old it's considered a half immortal. Tyrannavis Deus is said to be a living weapon equivalent to a tarrasque, that can be persuaded to help the Isles if it's needed.

If the party has spoken to retired adventurers, or has one in the party, they're aware of a legendary monster called "the Living God of Beasts and Birds." If it can be slain, its killer can gain her power and empower their weapons with her blood.

FEATURES

Variant: Prehistoric Giants, Prehistoric Illnesses.

Party members crossing through the archipelago will encounter bacteria, viruses, and insects their bodies have no defense against. Every 1d4 hours a creature spends in the archipelago, it must succeed on a DC 14 Constitution saving throw made with disadvantage or contract a disease. Such diseases include cackle fever, sewer plague, and sight rot.



CRETACIA ISLAND LOCATIONS (WEEK 7)

GIANT'S BEACH

Giant's Beach is a long stretch of sand that covers nearly half the shoreline of Cretacia Island. Scattered about the sand are tide pools containing ancient crustaceans and oddly bulbous creatures long since forgotten by history. Due to the dangerous current and rocky surroundings just beyond the shore, debris from lost ships can be found softened and rounded by the passage of time and waves.

The moment the characters land on Cretacia Island, their presence alerts 1d8 hidden bandits (chaotic evil **scouts** with climbing speeds of 30 ft.), who will quickly slip away to report the party's arrival to Bartholomew (see "Fort Sabão"). These bandits call themselves the Hook Brothers, and can easily swing through the trees.

Catching the Hook Brothers. If a party member surveys the jungle from the beach, they may locate the bandits before they escape with a successful DC 16 Wisdom (Perception) check. The bandits stay in the trees and scatter, hanging roughly 45 feet above the ground level while swinging between the trees. If any Hook Brothers are caught, they explain that Bart the Barrel runs the outer islands of the archipelago. They further explain that their group was told to circle the island in search of anything from food to strange rocks. If pressed, they'll show the party back to Fort Sabão. However, unless the party is a convincing threat, requiring a successful DC 14 Charisma (Intimidation) check, the scouts set off simple alarms along the way to alert Bart of their approach.

Exploring the Jungle Clearing. If the party explores the jungle directly, they can traverse it easily using the cleared game trail nearby. After an hour, they're faced with a **triceratops** charging them through the path with two **saber-toothed tigers** in tow.

After the fight, the party can either find signs of humans nearby and track them to Fort Sabão with a successful DC 15 Wisdom (Survival) check, or find themselves surrounded by 3d8 + 3 **bandits** (GM's choice). If the party surrenders, they're tied up and escorted to the fortress. If they defeat all the bandits, the party can easily find their way to the fort.

FORT SABÃO

Fort Sabão was a three-story Ikolf lighthouse in a state of great ruin that the Barrel Bandits have repaired and renamed. Its name comes from a grove of strange fruit trees upwind of the lighthouse, whose flowers and fallen fruit carry a sweet, cleansing scent through the air. Just below the lighthouse beacon hangs the skull of a large tyrannosaurus rex.

The first floor of Fort Sabão is a meeting room, with a large central table surrounded by chairs. Posted on the walls are crude sea charts, maps of areas on Cretacia Island and bulleted lists of various importance.

The largest chair more resembles a throne crafted from disassembled barrels. On the second floor are Bartholomew the Barrel's bedchambers, which contain 1d4 silvered weapons on a wall mount, a writing desk with a small jewelry box that holds 1d6 precious gems worth 75 gp each, and a large bed. The bed is made of a prehistoric, cottony plant fiber. The third floor has since caved in, leaving only a newly built wooden staircase up to the beacon.

The fort's most notable feature is its proximity to a cliff face just behind it, leaving one to question how the entire structure hasn't fallen into the swells below. A few tents have been erected around the fort, housing forty-five **bandits** who go about their days training, hunting large game, and exploring the island. A large clearing near the base of the fort is used for nightly bonfires where the group cooks their meals for the day.

Finding the Fortress. The party can arrive at the fortress a number of ways, and have two possible motives for coming here. If the bandits are unaware of the party's arrival, they'll likely be going about their daily routine around the fort. If the party makes an explosive entry, the bandits' numbers are noticeably smaller. If the party was captured or discovered, Bartholomew is waiting for them inside the fort. Once they arrive, start a dialogue with Bartholomew regardless of who holds authority over the situation; they probably all want the same thing.

ROCKY SWELLS

This location is divided into two core sections: the clifftop and the rocky swells containing the debris of several wrecked ships. The normal route used to reach this area lands characters at the clifftop, 100 feet above the tips of natural stone pillars. These dozens of pillars reach nearly a half mile offshore, and stand 30 feet above low tide. Scattered among them, visible only during the lowest point of low tide, are a half dozen merchant ships.

The water around the pillars is dangerous even for creatures. Medium or larger creatures traveling between the shipwrecks must make a DC 18 Dexterity saving throw. On a failed save, the creature takes 13 (3d8) bludgeoning damage and is thrown 15 feet in a random direction. On a success, the creature takes half as much damage and is thrown 5 feet. Few of these wrecks are identifiable, and even fewer contain treasure.

The Disappointment. A large vessel propped directly against a spire and partly split down the middle. It still bears a bronze figurehead of a woman slapping her forehead. Searching the ship reveals that most of the supplies have been destroyed by water. However, the body of a human can be found in the captain's quarters slumped under a weapon rack. A small dagger lodged is in the body's skull and it still wears an intact set of studded leather armor. The rack contains a +1 *shortsword* and a battleaxe.

The Patience. The remains of *Patience* are nestled between the base of two spires. Its figurehead is a

large lobster wrapped around the prow. Inside its algae-ridden belly are waterlogged crates and two humanoid skeletons.

The Mercy. An average-size shipping vessel whose figurehead has been lost to the swells lies mostly buried by waves. It contains destroyed food, a healer's kit, and 1d4 *potions of healing*.

Drake's Hatred. *Drake's Hatred* is entirely sunken, save for the swordsman figurehead only visible during low tide. This large ship contains the rotting bodies of over two dozen sailors, drifting over large crates. The crates contain 2d20 halberds, 1d20 rapiers, 1d20 scimitars, 1d10 tridents and 1d20 + 5 longswords.

DRAKE'S ROOST

Drake's Roost is a 60-foot-by-45-foot clearing with a small makeshift shelter beside a 10-foot-wide nest. The nest contains 1d4 eggs, each over 2 feet in length. On the far side of the nest, opposite the shelter, is a 12-foot-tall square stone with unfamiliar writing on it. During the night, Lady stays within a 600-foot radius of the nest, but during daytime hours she stays in the clearing.

The Standing Stone. The standing stone is covered in Kumuhea's writing. It can be deciphered over the course of 10 minutes with a successful DC 20 Intelligence check or by using translation magic. Once deciphered, the reader learns the *nihil edo* ritual.

NIHIL EDO

Ancient Ritual, Transmutation and Enchantment

Level requirement: 8

Casting Time: 1 hour

Range: Self

Components: V, S

Duration: 8 hours

You sing a long-forgotten song to the earth and the sky, speaking in full confidence the true forms of hunger and satiation. At the end of the casting time, all nonliving foodstuffs within 30 feet of you turn to dust. Until the spell ends, every creature of your choice (including you) that comes within 30 feet of you is provided with enough nourishment to sustain it for 7 days.

If a Beast that is hostile to you enters this area, it must succeed on a Wisdom saving throw or be charmed by you for 1 hour. The DC is equal to your spellcasting DC or 8 + your proficiency bonus + your Wisdom modifier, whichever is higher.

Maledictio. After 7 days, any creature that received nourishment from this ritual gains 1 level of exhaustion that can't be removed for 1d6 days.

Lady the
T-Rex



BEAST TYRANT ISLAND LOCATIONS (WEEK 16)

At the center of the primal archipelago is its smallest island: Beast Tyrant Island. A rolling plain surrounds a single hill, with a large nest centered on it like a castle. The island is home to one of the half immortals, a great and powerful beast called **Tyrannavis Deus** (see chapter 9). Characters should only be able to venture this far into the archipelago at higher levels, ideally with a guide.

FRESH MEAT'S LANDING

You arrive at the home of the fabled beast-god. The peak of this surprisingly simple island is clearly visible, surrounded by a short ring of foothills. The beach you bring your ship to is nightmarishly littered with countless bones, some recent, some ancient, all picked completely clean. Some are part of large mounds, bundled together by strands of tangled hair.

A successful DC 16 Intelligence (Investigation or Nature) check reveals that the mounds of bones on the beach are akin to owl pellets, implying the existence of an impossibly large bird. The beach stretches into a short plain of dried grass, equally littered with bones. Creatures that set foot on the island immediately alert Tyrannavis Deus of their presence, regardless of her current location in the archipelago. If she isn't on the island at the time, at the GM's discretion, her significant shadow passes over the party as she travels between islands.

Awaiting Terror. The implications of a beast-god's presence are enough to dissuade most ignorant sailors from challenging her. Any creature that stays on or within eyesight of the beach for more than a minute must succeed on a DC 15 Wisdom saving throw or be frightened for the next 10 minutes.

THE GREAT CLEARING

These foothills are devoid of fauna larger than a strangely abundant rabbit population. The rabbits bound across the foothills between the mountain and the beach, hiding under large bones to chew on dry grass and flowers. Some might conclude that the beast tyrant keeps them as pets, but in truth the rabbits thrive because the only predator is too large to hunt them effectively. The rabbits may even be docile, approaching travelers with a profound confusion at the existence of other species.

THE IMMORTAL TYRANT'S NEST

This enormous nest is 100 feet in diameter, and sits at the peak of a short mountain in the center of its island. Inside the nest are crumpled suits of Ikolf armor, broken weapons, shredded spellbooks, and other destroyed valuables. Amid these items is a large egg, roughly 5 feet tall and 2 feet wide.

The Egg. The egg weighs 20 pounds and can be moved, but Tyrannavis Deus always knows its location, and pursue the thief. It can't hatch unless Tyrannavis Deus is killed, and is otherwise indestructible. If the egg does hatch, a young mirescale emerges.

QUESTS

RECOVER THE LOST WEAPONS SHIPMENT (WEEK 7)

The party can arrive at Fort Sabão in a few ways, but in any case, Bartholomew attempts to quell the situation and speak to them inside the lighthouse. If the party attacks the Barrel Bandits relentlessly, allow them to wander the jungle before stumbling upon Thomas Bombas.

The large, barrel-chested leader of the bandits sits you down at his table, offering a plate of dried meat and some strange-smelling wine. "Ye find yerself in strange tides, friends. I'd like to know why ye're on me island, and what ye've brought me."

Bartholomew will then hear out the party, avoiding mention of the standing stone. If the party hides their purpose for being on the island, he won't let them leave with their valuables. If the party mentions the weapons shipment, he becomes much more interested in them. Bart the Barrel explains he doesn't have the weapons, and that they were lost thanks to his underling Thomas. He sank the shipment using the lighthouse, but failed to track where the wreckage wound up.

Bart then offers to make a deal with the party: if they can retrieve the weapons and bring them back, the bandit crew will consider them allies, helping whenever and wherever they can. He then directs them to Thomas, who spends most days exploring the shore of the island in search of the wreckage. The party are then allowed to leave, and given the rest of the week to explore.

When the party encounters Thomas, he's running from a small group of harmless **albertonykus** (see chapter 9). Once they "save" him, he shows the party to the wide stretch of cliff that the shipment wrecked under. While guiding them he expresses nothing but pointless concerns for his own safety, frustration with Bartholomew, and general shame. After some time, the party arrive at the Rocky Swells.

You arrive at a clearing above the rocky swells, with the cliff's edge not far from your feet. Thomas begins nervously twiddling his thumbs before speaking. "So d-don't tell Bu-Bart, but I didn't, didn't lose track of the ship." He points to the stone spires below the cliff, and as he does, the waves reveal the bones of numerous ships. "It's o-one of those. I can't get down there to l-look safely, s-so I haven't tried." Thomas then stares at the ground, unable to offer further assistance.

As the party discusses how to proceed, Lady (a **tyrannosaurus rex**) storms into the clearing, targeting Thomas (a **bandit captain**) with her first attacks (likely eating him at that moment). After 1d6 rounds, or as the party knocks Lady unconscious, Drake emerges from the jungle to stop her

Tyrant's
nest

rampage (or to heal her). He then explains to the party that he's a stranded sailor and the sole survivor of a ship that crashed into the area below.

The party can press him further and learn he was in fact pilot of the ship carrying exotic weapons, and has since been living in the jungle alongside Lady. Although he can't help the party down the cliff, he tells them the ship can be identified by its swordsman figurehead. See the "Rocky Swells" section for more information.

Returning to the Barrel Bandits. Returning to the bandits with the weapons, or showing Bartholomew their location directly will earn their friendship. If the party attempts to offer a small portion of the weapons or says the shipment was destroyed, they must make a successful DC 16 Charisma (Deception) check or risk fighting the bandits. If the party abandons the shipment, the bandits ambush the party if they ever return to the archipelago.

SEEK THE STANDING STONE (WEEK 7)

The party can arrive at Fort Sabão in a few ways, but in any case, Bartholomew attempts to quell the situation and speak to them inside the lighthouse. If the party attacks the Barrel Bandits relentlessly, allow them to wander the jungle before stumbling upon Drake.

The large, barrel-chested leader of the bandits sits you down at his table, offering a plate of dried meat and some strange-smelling wine. "I can imagine why ye came here, searchin' for truth in old rumors. Aye, we've heard of this standing stone. Some people sez what's written on it lets you control all the beasts from Cretacia to Cambriana! Other's be sayin' it keeps you from ever goin' hungry. Whatever it is, I like the sound of it, but I can't find the damn thing. That's where you lot come in."

Bartholomew has been looking for the standing stone ever since he read the diary of a long-dead Ikolf who used to operate the lighthouse. He offers the party a share in the magic, granted they're able to locate and secure the stone. Bart also offers them a box of gemstones from his desk on the second floor.

His only lead is from one of the Hook Brothers, who says they saw someone else on the island riding a giant monster like it was a horse. If the Hook Brothers are still alive, they're able to lead the party through the jungle to Drake. If they've been killed, the party can use one of their crude maps to decipher a path with a successful DC 18 Intelligence check or a successful DC 12 Intelligence check using cartographer's tools. This should eventually lead characters into the jungle.

When the party encounters Drake, he's tending to a small group of **aquilops** (see chapter 9). He's deeply surprised to see others on the island, offering to share his resources with them and hear their story. As he takes them back to Drake's Roost, he warns them to be careful around Lady. Specifically: don't move more than 10 feet at a time, don't speak louder than a whisper, don't move when she's facing you, and avoid coming within 30 feet of her.

Once at Drake's Roost, Drake provides the party with a meal of strange bitter fruits, small game, and a leather sack of nuts. After the meal is shared, he listens to them, providing his druidic and spiritual insight on the situation. He has no intention of letting people decipher the writing and wishes for the archipelago to be left as it always has been: forgotten by time. The party can side with Drake, returning to Fort Sabão alongside the druid and his friend Lady to lay siege.

During the conversation, if the party violates the boundaries Drake set earlier, Lady attacks the party (note that this includes speaking louder than a whisper). If Lady attacks, Drake tries to calm her while directing the party away from the clearing, urging them not to return. If the party returns to Bartholomew, he gathers the majority of the bandits, takes the party, and fights with Drake in the roost. Bartholomew quickly discovers that he and his team are unable to translate the stone, and demands that the party share what it reads or be killed (whether or not they can translate the stone).

GM Note: If the party can't translate the writings, and players seem disappointed in the outcome, have an NPC suggest copying the writing onto paper and looking for a translator. Potential translators include Skati Fylkir, Kumuhea herself, or any half immortal.

EVENT: LEAVING THE PRIMAL ARCHIPELAGO (WEEK 7)

As the party sails away, they're approached by a small Fiend in their shape-changed form. Select or roll a d4: 1–2 Batibat the **imp** (raven form) or 3–4 Frizzle the **quasit** (bat form).

A small black creature swoops down and lands upon the rigging. Before you have time to react, it has changed form and dropped down to the deck to kneel in front of you. "Help me, please!" it squeaks out in a thin, quavering voice.

The creature explains that it's from an island called Redfield and that it hopes you'll visit there and help it. With those few cryptic words, it flies off again, headed back to Redfield.

As you leave the Primal Archipelago and sail the calm, still waters of Lifebearer Lagoon, you spy a strange sight: a froth of bubbles upon the surface of the water. As you watch, more and more float to the surface. Someone or something is down below.

If the characters have visited the Bloody Twins, add:

If you aren't mistaken, the last time you were here was to retrieve Captain Keelhaul's body.

CONFRONT TYRANNAVIS DEUS (WEEK 16)

Tyrannavis Deus is a powerful giant, a half immortal, and master of all beasts. Depending on who the party has spoken to, they could go on this adventure to slay the beast tyrant and gain its power, or to ask it for aid.

Dealing with the Past. Before the party can reach Beast Tyrant Island, they must pass through the rest of the archipelago. Depending on their actions during week 7, they may encounter certain characters. If Drake is sailing with the party, he quickly guides them to the island. If the party is allied with the Barrel Bandits, the bandits meet them with their own boat and help fight the beast.

If they didn't visit the archipelago at all, Drake and his druids confront the party. If the party shows intent to kill the great beast, they'll have to fight their way to the island. If they plan on speaking with the beast, Drake will join them to help during the conversation.

Eventually, the party find themselves at Fresh Meat's Landing. It takes one day to reach Tyrannavis Deus's nest, which the party at first find uninhabited unless FarSwimmer is there.

You enter the nest of an mind-bogglingly large creature, finding the beast absent. Moments later, you hear an earsplitting cry before a huge shadow darkens the sky above you. It drops down at an incredibly fast rate, landing in the center of the nest with so much force that some of its contents are launched off the side of the mountain.

Shortly after landing she throws her wings wide, putting up a barrier between the party and her egg. The adventurers have 1d4 rounds to take actions before she attacks, but attacking her cuts this grace period short. The party's purpose for being here is up to them, and how they go about their visit invariably causes one of three outcomes:

Slaying the Beast Tyrant. Killing Tyrannavis Deus causes the island to shake and tremble, while every beast in the archipelago lets out an agonized cry. The island begins to sink the moment she's slain, falling into the ocean after 2d8 hours and vanishing after 24 hours. Whoever dealt the killing blow increases their Strength score and their maximum Strength score by 4 and gains Tyrannavis Deus's Dominant Domain feature (with a range of 30 feet instead of 60). In addition, any nonmagical weapon or ammunition dipped in Tyrannavis Deus's blood deals an extra 1d8 damage for 7 days.

Allying with the Beast Tyrant. Tyrannavis Deus is difficult to convince, especially when accompanied by an Ikolf settler. This encounter always begins with defensive combat, but reducing her to half hit points piques her curiosity about the power and purpose of her visitors. Using rituals like the ritual of satiation (*nihil edo*) found at the standing stone or the immortal plea from Skyreach could greatly assist the party's efforts. If the party comes to an agreement with her, she will likely offer her presence in the coming battle for the Isles. Particularly persuasive characters may even earn a boon from her:

Godsflight. You gain a flying speed of 60 feet.

Additionally, you can use your bonus action to teleport up to 30 feet a number of times per long rest equal to your Wisdom modifier.

Death. An unprepared party of adventurers may find themselves overwhelmed by her strength. As with any total party kill during this adventure, another crew of strong adventurers takes up arms in their place, starting in or arriving at Makolf.

Variant: Special Delivery. If the party saved the young beast tyrant from the Entropy Abyss earlier in their adventure, and brought it to the Primal Archipelago, they encounter a **dragon turtle** that ruthlessly attacks them. Its target is the young beast, and it fights to the death. If the creature survives and is brought to Beast Tyrant Island, Tyrannavis Deus is completely bewildered. She quickly allies with the party if they leave the creature with her. In addition to her allegiance, in the final battle, the GM should note that she's accompanied by the creature which has grown rapidly (a **tyrannosaurus rex** with a flying speed of 60 feet).



Tyrannavis Deus



THE RUINS

Not far from Fylkir's Fall sprawls the ruins of a once-magnificent Ikolf settlement. Built during the peak of Skati's reign, the structures here are a marvel of engineering, many building techniques that were lost after the fall of both Skati and Ikolf, remaining unknown marvels even in the current time. While many Ikolf masons and builders visit to examine the old techniques, the buildings are abandoned and uninhabited by the living. Some of the more underground, hidden locations were used for meetings of the Skati cult over the years, and much lore about Skati and his powers was recorded and hidden here. The area has held dormant, dark magic for many years, creating strange ghost encounters that are quite common. After Skati is revived, the area becomes infested with undead as the old inhabitants are awakened. By week 14, Skati and his underlings have fully settled the village.

Inhabitants: With the exception of the tent village (which doesn't appear until week 14), the ruins are always overrun with the spirits and undead left in the wake of Skati's unprecedented cruelty. No living reside here, and visitors are limited to those who wish to study the ruins.

HISTORY

Once Skati and his followers landed on Kadaur so many years ago, they got straight to work building. Things went up quickly, owing to the advanced building knowledge and skill of the Ikolf, the supplies they brought with them, and the easily quarried rock they found. The beautiful craftsmanship of the buildings belied the dark secrets that went on behind closed doors, and even when Skati's evil deeds became well known, the village still seemed a gentle place, especially once Skati moved his sacrifices to the newly constructed temple. After Skati's defeat, the Ikolf seriously considered continuing to live in the buildings, but found that both the memories and the ghosts of their fallen relatives, as well as the Manaki sacrifices, made the place intolerable for the living. They moved to other, smaller settlements on the island, leaving their original village to crumble. This was the first place undead appeared on the Isles; until Skati's fall, undead simply didn't exist here. For this reason, the Manaki and the other natives of the islands avoid this place.



IMPORTANT CHARACTERS

AFSANA STEIN

A middle-aged Ikolf woman, Afsana (a **commoner**) has long black hair threaded with silver, is fond of wearing blue-and-red dresses, and, like Doni, always wears an apron, although hers is usually filled with sewing materials, notebooks for tallying orders, and ginger candies she sneaks to apprentices. She secretly carries a +2 dagger, but Doni would be surprised to learn this.

Afsana has been married to Doni for half their lives. She's an integral part of their building business, from taking work orders, managing inventory, and feeding the rotating crowd of apprentices at their home. Usually, she remains at their home-workshop in Makolf, but insisted on accompanying Doni this time. She claims this is because she wants to scout out a not-as-haunted place where they could set up a tent near the ruins rather than running back and forth between the ruins and town. In reality, she's been a Skati loyalist her entire life, and now Skati has returned, she wants a chance to investigate the ruins to see how they could best be adapted to set up a base of operations for Skati.

WHAT AFSANA KNOWS

- Skati will definitely move into the Ruins after week 8 and set it up a base there.
- Skati plans to attack Chitoni in week 14, when the decapodians will be molting and in a weakened state.
- Current condition of and future plans for tunnels, including the one that will sink SpringBog.

AGAETI FYLKIR (WEEK 14 ONLY)

A young Ikolf **cultist** with dark-brown hair she keeps cropped short. She wears the usual cult attire and carries a +2 *shortsword* as well as a sling. She also bears a *thurisaz tattoo* on her forearms that she makes no effort to hide. Agaeti is one of Skati's few living descendants that openly acknowledges their heritage and infamous ancestor. Most of the Fylkir family went out of their way to obscure their history and relation to Skati, but Agaeti was fascinated by the tales of her multi-great grandfather and found her way to the Skati cultists a few years ago. She rose through the ranks quickly and now is one of the most powerful cultists. She's thrilled to be reunited with her ancestor and will do anything to help his quest for immortality, including sacrificing herself.

WHAT AGAETI KNOWS

- How to use the forge to create weapons.
- The importance of the scales.
- That using a blood relative of Skati with the scales will give him more power.



Agaeti
Fylkir

CAPTAIN KEELHAUL (WEEK 14)

Captain Keelhaul can make an appearance at the ruins if he hasn't been defeated (he should be used sparingly as he prefers sailing the open seas to being on land. If he's here, he likely was commanded by Skati and isn't thrilled to be on land). If the party retrieved Captain Keelhaul during weeks 3 and 4, he greets them like long-lost best friends and invites them to join him for dinner in his chambers. Dinner is not something the living would be interested in, and while he's agreeable to people passing the food offerings, he's insulted if they don't at least share a drink with him of the marvelous brew (*moondew*) he heard comes from a "lizard folk." He'd love to have more, but his stash is at an end, and he needs to find an ingredient located only at the Glowing Caves for the "round-bellied lizard" to make more.

If the party didn't retrieve Keelhaul, and he finds them in his chambers, he tries to get them to join him for dinner in another manner. However, he can be talked out of eating the party if they agree to visit the Glowing Caves in search of an ingredient he can then trade for more "lizard brews."

DONI STEINN

An Ikolf **commoner** in late middle age, Doni's hair used to be red, but has faded to a sand color. He's thinning on top, but has a full, long beard that he braids to keep it out of the way when working. He's never without his tooled leather apron of many pockets, and he rattles when he walks due to all the tools he carries. He doesn't carry a weapon, but is quite adept at turning his largest hammer into one when need requires (+2 *light hammer*).

An established and respected Ikolf builder, Doni has trained three generations of Ikolf in the fine art of building. Lately, he's been unable to run one of his favorite field trips (to the Ruins) because of the large number of undead. With builders who came from all over the island for the festival, he had hoped to make a grand showing of the Ikolf ruins and still has hopes of doing so as of Week 8, but needs help dealing with all the undead.

By week 14, Doni and his apprentices had the bad luck to be exploring the ruins when Skati's troops arrived, and are being held prisoner as possible life-force sources for Skati.

WHAT DONI KNOWS

- His family lore holds that some instruments and items vital to Skati's rituals still remain somewhere in the ruins.
- He had an ancestor that worked on designing Skati's forge. As a child Doni was trained in blacksmithing and forge design, but later moved into building to distance himself from the Skati connection.
- An incomplete grasp on how to restore the forge to working order.

DONI'S APPRENTICES

Mostly Ikolf, with some Ikolf-Manaki and even a few Manaki who are interested in building, numbering anywhere between three and ten. They're young, all under twenty years old and some even as young as ten. Many of them have traveled from all over the Isles to study under Doni and were very excited when the Spring Festival brought them near the ruins. They're eager to see the buildings and some are even excited to see their ancestors' ghosts. When taken prisoner, they're particularly concerned about their teacher, as he isn't always in good health, and want to get him out of the forced labor situation as soon as possible.

INDA JENØS

A gnome archaeologist in her nineties, Inda (a **commoner**) dresses in a plain white shirt and leather trousers, covered with a dark-orange cloak with many pockets (even she isn't sure quite how pockets many are there and is often surprised to find one with a long-lost favorite rock or cookie). She carries a *+1 dagger* that's almost long enough to be a short sword in her hands. She's an amateur tattoo artist and can do both Manaki and Ikolf tattoos, although she isn't particularly proficient with either.

Inda has been an active researcher of Ikolf culture for some time. She began her studies years ago in Ikolf and has since followed the trail of Skati and his devotees to the Sunken Isles. She visits Makolf once a month or so for supplies, trading items she's found in the ruins. Many Ikolf families are extremely grateful to have their family heirlooms back, but don't want to go among the ghosts. She's often at odds with Doni, as he objects to her removing artifacts from the area to ostensibly open an Ikolf museum in her homeland, while Inda objects to Doni's apprentices running wild over the ruins and destroying sites before she's had a chance to document them. She's very excited to have discovered the location of a powerful forge developed under Skati, as it was buried years ago during an earthquake; but she's much less excited when Skati appears at the ruins and demands she find this forge immediately.

WHAT INDA KNOWS

- There are definitely items in the caves that were part of Skati's rituals.
- The scales are a way for Skati to create portable life-force supplements, for use when he can't perform the full ritual.
- There's a fungus in the Glowing Caves that, if slipped into the life-force vials, could negate their effect on Skati.

KUMUHEA (WEEK 14)

Kumuhea's appearance depends on her still being around as of week 14. If the party retrieved Kumuhea during weeks 3 and 4, she's polite and still grateful to them for doing so. She might even be willing to hide the party from Skati and his minions, or to aid their escape. If asked nicely (with a lot of flattery), she's willing to teach a bit of her writing, which will aid any future translations of her works (reduce the DC to DC 14 for relevant checks. She mentions that long ago, she and the Watching Woman were not quite friends, but cordial, and the Watching Woman has something that would be of great use to Kumuhea. If someone were to retrieve it, they would be greatly rewarded.

If the party didn't retrieve her, Kumuhea will likely attack the party if she finds them in her chambers.

SKATI FYLKIR AF IKOLF (WEEK 14)

Skati is trying to pull his troops together and organize, but it isn't necessarily going well. The search for the forge and other items has stalled, and he's losing patience with the archaeologist they found. He's also getting annoyed at the infighting between the various undead: the ones that have haunted the ruins for years, and between his own undead and those raised by Kumuhea and Keelhaul.

SKODA TYNAD (WEEK 14)

Skoda (an Ikolf **cultist**) wears the usual cult attire and carries a *+1 longsword* and a *+1 dagger*. He also has the same close-cropped dark brown hair Agaeti has, since they're cousins and thus he also is a descendent of Skati. Skoda has a completely different outlook on being related to the most shameful king in history. Like most of the Tynad family, he's done his best to distance himself from his ancestor, and has dedicated his life to trying to balance the evil done by Skati. His most challenging task is ahead of him: he's managed to convince his cousin Agaeti that he's a loyal devotee of Skati, but in truth plans to undermine him and even destroy him if possible. While a cultist, he's lower rank, and spends a lot of time overseeing the prisoners. This menial detail suits him fine, as he can sneak small kindnesses to them, and figure out what he can do against his evil ancestor.

WHAT SKODA KNOWS

- The importance of the forge and scales to Skati.
- There's a fungus in the Glowing Caves that, if slipped into the life-force vials, could negate their effect on Skati.

SKREE (WEEK 14)

If Skree was captured at Eastguard or Westguard in week 12, she may be at the Ruins, as another possible source of life-force for Skati. Collecting her blood without squandering its potency (as she's a closer blood relation) is more difficult and takes more time than the other sacrifices, so she's left as one of the final victims.

UGGA (WEEK 14)

An Ikolf **draugr warmonger** (see chapter 9), Ugga is clad in *+2 leather armor* and carries a *+1 longsword*. He's charged with overseeing the reconstruction of the forge. He has little practical knowledge of the forge, but is quite good at finding those who do (like Doni and Inda) and intimidating them into working on it. His favorite method of persuasion is picking an apprentice of Doni's, killing them within 30 feet of Skati to resurrect them as a lesser draugr, then bringing them back to show Doni.

WHAT UGGA KNOWS

- Skati wants the forge rebuilt so he can make weapons to use against those who might oppose him.
- Skati also wants to determine how exactly the weapon that pinned him so many years ago was made on this forge, so he can ensure no one else tries to do the same.

UPPRISA DIMMA (WEEK 14)

An Ikolf **greater draugr**, Upprisa was one of the cultists who helped raise the Undead Lords with his death. He has long black hair tied back with a leather cord, and wears *+3 plate armor* and carries a *+2 longsword*. Now resurrected, he's become one of Skati's most valued commanders. He was Agaeti's husband in life, and she's looking forward to joining him in a similar role. Even for a greater draugr, he's particularly cruel and vicious, and mercy is unknown to him.



Upprisa Dimma

GHOSTS

A peculiarity about the Isles is that, prior to the arrival of the Ikolf, there were no undead. Skati's perverse rituals created dead that couldn't rest or return to the earth, so they persisted in various forms in the ruins, but didn't range beyond its grounds. This gave rise to many varieties of undead. They are numerous, until Skati shows up with his undead in tow as of week 14. At that point, the undead that have haunted the ruins for so many years retreat to more hidden areas in the ruins to avoid these newer undead, but come out when they sense the living in the area to attack them as they always have.

The **ghosts** of the ruins are those of the Ikolf settlers from Skati's time and Manaki who were his ritual victims. The ghosts are a mix of those who were loyal to him and were killed during the overthrow, or those who questioned his power and were killed by Skati or his loyalists. They're mostly concentrated in the caves, as that was where many of them died, either as sacrifices or in a massacre of those who still supported Skati.

DYGGR FALYNDI

An Ikolf **ghost** clad in the memory of fine velvet-and-satin clothes, albeit a bit torn and stained, Dyggr was about 70 years old when he died. One of Skati's most devoted followers in life, Dyggr was one of the loyal ones slaughtered in the caves when Skati was overthrown. He's been in the ruins ever since, wondering when his lord will return. Along with Rimim Speki, he helped develop the ritual of extending Skati's life and energy by sacrificing the living.

WHAT DYGGR KNOWS

- Rimin Speki fled to Turntail Swamp after a falling-out with Skati. Skati was going to pursue him, but the rebellion happened first. Rimin knew almost as much as Dyggr about the "Great King," but betrayed Skati.

GUNDAR STEIN

This is Doni's ancestor many times removed, but he still bears a strong resemblance to his living descendent, even down to the many-pocketed apron (it being a family design passed on). He never makes himself known to his grandson, as he's ashamed of his role in creating the forge. He was killed by Skati to protect the knowledge of how the forge was built, as Skati didn't want anyone else to be able to make one. He haunts the Smithy, can't speak, but will do his best to communicate what he can about the forge.

WHAT GUNDAR KNOWS

- The forge works best when combined with dragonfire. The container in the smithy is capable of containing dragonfire, just enough for the initial heating of the forge.
- Gundar can fix any mistakes Doni makes in recreating the forge, provided he can get the information to Doni.

KEIKI

The **ghost** of a young Manaki woman, dressed in a leather skirt and top both tooled with Manaki designs and bearing a spear. Keiki was a fierce warrior in her day. At only 15 years old, she began suspecting Skati when her younger brother disappeared and she traced his location to the caves. She was discovered there and put in the holding area. She's been trapped there ever since, looking for her brother. If the party helps her in week 8, she can become an ally in week 14.

KAILI

A ten-year-old Manaki boy with a small bow and arrow. Keiki's brother was captured by one of Skati's minions and was one of the first Manaki taken. Killed before his sister Keiki could find him, Kaili has been trapped in the mass grave room, looking for his sister.

HOW DID WE GET HERE? (WEEK 8)

While leaving Eastguard, Westguard, or the Primal Archipelago, the party encounters a fishing ship outbound from Makolf with a few islanders tasked with a different quest. The ship hails the party and friendly conversation with updates about what's been happening on the island since the party left ensues.

The captain of the ship from Makolf shakes his head. "Bad business, what's going on with the Shameful King. We thought he was done for good, as done as the ruins of his people. He's out and about the Isles, but if you ask me, eventually he's going to want to see his old home. Might be someone still there who could tell you more about him. No one lives there, but there are a foolish few who still visit from time to time. And many of those who fought against him back in the day are there, some resting more peacefully than others. If it's info you seek on the Shameful King, the Ruins is where to go."

If the party visited Eastguard or Westguard, they also may have been directed to the Ruins by Skree, who's descended from Skati.

ALTERNATIVE INTRODUCTION

After setting off from previous week's adventure, the party's vessel runs into a storm and they awaken on the beach within sight of the Ruins.

As you begin to regain consciousness, you look around the beach. It appears you've landed back on the main island of Makolf, but in an unfamiliar location. There are the remains of some docks nearby that have an Ikolf style to them, but far older than anything you've seen before. Some distance away lies a mist-shrouded area. As wind stirs the mist, you see the ruins of a village, with stonework similar to that of Ikolf buildings you've seen on the island.

As you approach the ruins of the first Ikolf settlement, the stones make a great impression. Even though many of the structures are crumbling away, one can still see the great craftsmanship that went their construction. A mix of structures that reach to the sky and cut into the ground below, it's very different from the structures elsewhere on the Isles. A mist clings about the ruins even on the sunniest day and the place has a haunted air to it.

HOW DID WE GET HERE? (WEEK 14)

FROM SKYREACH TEMPLE

Any of the Stewards knows there are some items useful for the coming battles hidden in the Ruins. They convey via their specific writing method that:

*In the Ikolf ruins lie
Items of value
Value in the having
Or value in the destruction
You must decide*

FROM ENTROPY ABYSS

Upon leaving Entropy Abyss, the party encounters one of the roaming NPCs (such as Iolana, SpringBog survivors, 'Ula'Ula scholars) who informs them:

"Been to the Ruins lately? Whether you have or haven't, there's a lot going on there, from the feel of things. The king long pinned has gone home, and I sense that he seeks some items that made him powerful once before, in the hopes they're make him more powerful once again."

Proceed to the All Change quest.

LOCATIONS

GATES AND MAIN THOROUGHFARE

The path from the beach leads up to what was the entrance in Skati's time. The remnants of two stone structures flank a thickly overgrown path that winds through the ruined structures. Rotted wood clings to the structures, but it's obvious that this was a truly impressive gate.

A plaque carved with Ikolf runes is set into each side of the stone structures. A successful DC 16 Intelligence check determines that the runes say "Praise be to our glorious ruler, Skati Fylkir. May he reign forever!" An Ikolf character automatically succeeds on the check. A character who scrutinizes the plaque and makes a successful DC 14 Intelligence (Investigation) check locates an intricately carved stone key.

The main thoroughfare winds through the ruined village, which in addition to the locations below also contains a mix of smaller residences and places of industry. These may be explored at GM's discretion. There's little to be found in these structures other than undead (see the **Undead Encounters table**).

Undead Encounters

d4	Week 8	Week 14
1	A ghost	Two lesser draugr (see chapter 9)
2	A wight	A dusted ancient (see chapter 9)
3	A will-o'-wisp	A draugr warmonger (see chapter 9)
4	Two specters	A sunken sailor (see chapter 9)

LONGHOUSE

A badly crumbling, long stone structure that looks as if it was a great hall at one time. There are remnants of stone walls that allow one to get a picture of the general layout: one main room with a gigantic carved table (it's so badly strewn with debris a vague map of the Sunken Isles is barely visible beneath). It's crammed full of undead (see the Classroom Janitor quest), but once they're cleared from the area, a successful DC 16 Intelligence (Investigation) check reveals Skati's journal tucked under a stone in a back room. It can be read with either a successful DC 18 Intelligence check or by any Ikolf. The journal reads:

"I'm fated for immortality, of that there can be no question. With the help of my dearest friend Rimin, I've finally perfected the ritual. It unfortunately requires the sacrifice of another life to extend mine, but here on this island there are multitudes of natives, and I can use them with impunity and not have to sacrifice my own people as I did in Ikolf. I did find that distasteful, and difficult to avoid discovery. Here, I capture an able-bodied person and keep them in the caves below (so convenient, those honeycombs of caves under our new settlement!) until my soothsayers predict a lightning storm."

There are many pages detailing the crops harvested that year, the attempts to replicate forging techniques here and the struggles because of lack of equipment and quality metals. Then there's a page with a drawing of a spear-like weapon. Around the weapon is written "That which can silence creators of worlds." On the page opposite the weapon, more text that reads "My advisors who go among the natives have heard tales of a weapon of legend, one that could kill a god itself, and certainly any number of lesser beings. My kindred soul, the long-



Ikolf gate remnants

ago native woman who invented her own written language (a true visionary, like myself!) also wrote of such a weapon. There are many steps to creating this weapon, not all must be taken, but the more that are combined, the more powerful it can become. Some of the items that can be combined to make this weapon are:

- A coral spearhead
- A strange substance used by lizard people to make a grog (this may just be the rantings of drunkards)

Some of the things that can be done to the weapon to acquire extra powers are:

- The Blessing of Decay (this surely must be a mistranslation of my Kindred Soul's writings, I must make further study)
- Thrust into the dual circle of Scarlet Meadow (possibly this is a mistranslation as well; this Manaki tongue is so difficult to learn!)
- Plunging the weapon into the heart and head of a deity. (I'm hoping this won't be my fate once I ascend to godhood!)

SMITHY

The Ikolf village smithy has what was thought to be the greatest forge in the known realms. It was disassembled in Ikolf, brought on ships in pieces, and reassembled here. It was Skati's labor of love, to bring this technology from his homeland to "forge" a new world here. And it was here that his doom was constructed; by Kada's magical guidance instructing an Ikolf smith to forge part of *Marrow*, the weapon that would confine Skati to a state of complete immobility. The forge has markings left by a fire more powerful than any normal fuel could generate, and some say the fire used to forge *Marrow* came from a gold dragon. The forge is broken into many pieces and there seems no reason to take any of them at this time.

The party may encounter Gundar Stein here during nighttime hours (unless Doni happens to be with the party, Gundar won't materialize if Doni is around). He doesn't speak, but keeps pointing to the forge and making motions as if he were wielding a spear. If the party shows him Skati's journal, he directs them to a certain rock in the wall. A successful DC 12 Intelligence (Investigation) check determines that the rock conceals a secret compartment, and it can be opened with a successful DC 14 Dexterity check using thieves' tools. In this compartment is a container made from an unidentifiable metal etched with a dragon and inlaid with gold. It is a *dragonfire safe*, capable of holding a sample of fire from any fire-breathing dragon.

THE CAVES

The entrance to the caves is hidden behind a large round stone in a hillside. A network of small tunnels and caverns that lie under the ruins and surrounding landscape, this area was a beautiful locale with magnificent rock formations. Used by Skati to imprison the living destined for sacrifice, and then conceal the dead used in those sacrifices, the evil rituals perverted the caves and turned them into a place of literal as well as figurative

darkness. Traditional lanterns and torches are less effective here, and visibility is limited to 5 feet.

Caves may be added at GM's discretion to provide more undead-fighting experiences. During week 8, these caves are entirely populated with common undead such as zombies and wights. By week 14, Skati and his allies have taken over the area and brought along many more undead.

Within the caves are a few specific areas of importance. Any ghosts described here appear only between twilight and just before dawn.

SACRIFICE HOLDING PRISON

This area has the rusted remains of a cage bolted into the wall. The cage would have held about 25 people when it was new. A few rocks are set about like benches and the ghost of the Manaki warrior Keiki lingers here. She has a look of deep despair and seems to be trying to move one of the rocks. She doesn't attack anyone other than Ikolf, remembering that Ikolf held her here. See the Family Reunion quest for more information.

MASS GRAVE

You enter this cavern with a crunch and a clatter. Items litter the floor no matter where you step. Bringing a torch close to the floor reveals that it's carpeted with bones. The layer of bones surrounds a deeper pile: the remains of a mass grave.

A successful DC 14 Intelligence (Medicine) check shows that the bones on the topmost layers are Manaki, with a few Ikolf on the earlier layers. The ghost of a Manaki child (Kaili) takes form here. He seems to be looking for someone and closely examines everyone in the party without hurting them. He's particularly interested in any Manaki women with the party, especially if they look younger than 20 years old or have dark hair. See the Family Reunion quest for more information.

SACRIFICE CHAMBER

This cave can be entered either from the tunnels or, after week 14, from the longhouse. In the chamber is a stone altar large enough for one person to be tied spread-eagle to it. Carved around the altar is a drawing that resembles a balancing scale, with a heart on one side balanced against a vial on the other. A successful DC 18 Intelligence (Investigation) check reveals the hidden compartment in the altar. If the party has the stone key from the gates, it can open the compartment. Otherwise, it requires a successful DC 18 Dexterity check using thieves' tools to open, and each creature within 10 feet of the altar must succeed on a DC 16 Dexterity saving throw or take 7 (2d6) acid damage. In the compartment is a golden balancing scale, twenty (empty) crystal vials, and precious gems worth a total of 5d20 gp.

CHANGES DURING WEEK 14

INHABITANTS

Week 14 is vastly different from week 8 as far as the general population of the Ruins goes. Rather than a haunted, abandoned relic of a bygone age, it's bustling community again, only this time the inhabitants are primarily undead and a number of cultists. By week 14, Skati has moved his base of operations from Fylkir's Fall to here, so about twenty to thirty Ikolf cultists have set up camp, there are other islanders of all types who have been taken prisoner and forced to work on various tasks, as well as numerous undead minions of Skati's and (depending on which Undead Lord was retrieved in weeks 3 and 4) either Kumuhea and her undead wurms, or Captain Keelhaul and his seafaring undead.

VARIANT: CIVIL WAR

The common undead, especially ghosts of Skati's former subjects, find themselves instinctually opposed to the newer undead raised by Skati, Keelhaul, and Kumuhea, especially in close quarters such as the caves. The newer undead also tend to fight among themselves. This can result in a fierce battle where undead on both sides enter a battle rage that can work to their adversary's advantage or disadvantage, depending on the situation. When the living enter an established conflict between undead, their presence can add to the confusion. Upon entering a cave with undead, roll a d4 for each type of undead and refer to the **Undead Aggression table** to determine its disposition toward living characters.

Undead Aggression

d4	Reaction toward the Living	Description
1	Ignore	The Undead ignore living characters. When an Undead's attack against another Undead misses, if a living creature is within 5 feet of the target, the living creature must succeed on a DC 12 Dexterity saving throw or be hit by the attack.
2	Distracted	The Undead deal only half as much damage to living creatures.
3	Standard	No adjustment.
4	Focused	The Undead deal double damage to living creatures.

LOCATIONS

The following locations have changed significantly since week 8. All other locations are as described in week 8.

LONGHOUSE (WEEK 14)

In Skati's time, this was his residence, general meeting hall, and location for important conferences and celebrations. Now he's resumed residence and operations here. The longhouse is the largest structure in the Ruins, but one of the most deteriorated. Made of wood that Skati had brought specially from Ikolf, it didn't fare well in the humidity of the Isles and has decomposed rapidly. There are some stone pieces still standing, the great fireplace and hearth, for instance, is still in remarkably good shape. Some rooms that were underground are better preserved, including Skati's royal chambers. Skati has been busy fixing the place up and now the rooms are more defined; having more of the walls up makes it feel more like a building feel ruins.

LONGHOUSE: MAIN HALL (WEEK 14)

The long map table has been cleared and polished and now really looks like a true work of art. There are long wooden benches set around it, ready for banquets or war councils. While the map is a bit out-of-date (especially as islands start sinking), it's a good place to ponder strategy. Skati has all his meetings here, although none of his cultists are particularly trained in warfare, so most strategy meetings revolve around Skati figuring out where to attack next, unless Captain Keelhaul or Kumuhea are in attendance. Agaeti Fylkir is often in attendance, but mostly takes notes and glares at anyone who dares criticize Skati.

LONGHOUSE: ENTRANCE TO SACRIFICE CHAMBER (WEEK 14)

Before the temple was built, Skati performed his sacrifices in an underground cave. The entrance to this area was destroyed in the overthrow, but Skati would like to open it up once again, as he dimly recalls leaving important magic objects on the altar.

LONGHOUSE: SKATI'S CHAMBERS (WEEK 14)

Once Skati returns, he collects things to make this room beautiful, both for himself and for Kumuhea, who he hopes (in vain) will become his partner. There's also a secret passage in this room that leads to Fylkir's Fall, but it was opened by an elaborate mechanism that's failed over the centuries, so isn't usable (although Skati would like it fixed).

LONGHOUSE: KUMUHEA'S ROOM (WEEK 14)

When visiting here, Skati wanted to make Kumuhea especially comfortable. This room is set deep into the hillside, giving her ample access to earth. The room is outfitted with Manaki-style beds and filled with fresh flowers and excavated Ikolf jewelry (as Skati still hasn't quite given up his failed wooing of Kumuhea). She's started writing here again, and the walls are covered in chalk marks (as she records things initially, then later carves them into the walls). She has a secret entrance to one of her tunnels, discoverable with a successful DC 18 Intelligence (Investigation) check. If Kumuhea was retrieved by the party, she wouldn't mind if Skati knew about this tunnel. If she wasn't selected by the party, she holds it against Skati and keeps this particular tunnel a secret, in case she needs to escape quickly.

LONGHOUSE: CAPTAIN KEELHAUL'S ROOM (WEEK 14)

Skati felt it only fair to give Captain Keelhaul his own room, since Kumuhea has one. This one is located next to a well, and drips when it rains, so Captain Keelhaul is quite comfortable there, when he's actually here (being usually more called to the sea, he's here infrequently). Skati has been filling the room with torture implements of his own design, to better impress Captain Keelhaul with the opportunities allying with Skati will bring. There's a sizable dining table here piled high with the remains of some disturbing feasts.

SMITHY (WEEK 14)

Doni and a couple of his apprentices are here, trying to put the forge back together under the close watch of Ugga, a **draugr warmonger** (see chapter 9). Doni is stressed, as his area of expertise is constructing buildings, not forges or smithing.

The forge here is a mix of disrepair and newer parts. Doni has reconstructed the hearth well, but now that he's moved into parts that are more forge-specific, he's in over his head. The bellows is in pieces and he's having a terrible time making it work correctly.

WORKER'S TENTS (WEEK 14)

In reality a prison camp, but Skati and his cultists refer to the people they've forced into service as "workers." Ten hastily constructed tents provide crude shelter for the lucky ones, but many are forced to sleep in the open. There's a larger tent where a simple meal of bread and broth is served twice a day.

The people kept here all have special skills that would be dulled or altered in some way if they were turned undead, or they're being kept alive for future use in the life-force ritual. It has a heavily Ikolf population, as Skati finds he gains more life force from people who are more closely related to him. People here are desperate to prove

themselves useful to Skati, for anyone who isn't useful as a mortal will be far more useful once as an undead.

All the mortals in Skati's service or captivity are here in the morning and evening, and sleep here at night. This includes Doni, his apprentices, and Inda the archaeologist. While teaming with undead, it's fairly simple to infiltrate this part of the camp, and carry on a conversation with the mortals.

CULTISTS' TENTS (WEEK 14)

A smaller area with nicer tents, the still-mortal cultists loyal to Skati reside here. The cultists have few possessions as anything of value is gladly turned over to Skati, and such is their confidence in his full control over everything that they don't lock anything up.

DOWNTIME ACTIVITIES

The party has the opportunity here to learn the following proficiencies from Doni; he often offers training in exchange for services.

- Carpenter's tools
- Mason's tools
- Woodcarver's tools



Doni Steinn

QUESTS

CLASSROOM JANITOR (WEEK 8)

As you approach the ruined gates, you see a middle-aged Ikolf man closely examining the stonework. He has the hefty frame of someone who spends his time in construction, and many tools hang from his belt. You hear him muttering something about "Weak as kittens, new apprentices these days." He jumps when he realizes he isn't alone.

*"Ah, you startled me! I'm not used to seeing the living around here." He looks you up and down. "You all seem like the sort who aren't scared by a few undead. I'm Doni, and I'm **the** best builder on Makolf. I'm trying to pass along my knowledge, but the kids these days . . ." Doni shakes his head and snorts. "Scared of their own shadows. Any chance you all could clear a few buildings of undead for me, so I can take some of these runts to examine the old stonework? Nothing like Ikolf stonework when you're learning the craft."*

Doni offers to teach the party members each proficiency with crafting related tools or skills, or services on a building project in exchange for the party clearing out the ruins so his apprentices can visit. Doni will lead them to the ruins, but won't go inside himself until the area is pronounced clear of undead. Clearing one encounter (roll on the **Ruins Encounters table**) secures the area for the building research, earning the party their reward. However, Doni notices a nearby dilapidated structure that's said to contain *spell scrolls* and an *immovable rod*. If the party takes on the second encounter and survives, grant them two *spell scrolls* containing 2nd-level spells (chosen by the GM) and an *immovable rod*.

Variant: Relentless. If the party takes a long rest before the second encounter, add one extra creature to the encounter rolled.

Ruins Encounters

d8	Encounter
1	Two ghosts
2	2d6 + 3 skeletons
3	1d6 + 1 ghasts
4	Eight specters
5	1d8 + 4 ghouls
6	Three wights
7	2d6 + 3 shadows
8	2d4 will-o'-wisps

FAMILY REUNION (WEEK 8)

When exploring the caves, the party encounters Kaili in the Sacrifice Holding Prison.

As you step past the rusted, broken iron gate into the holding cell, a vaporous form takes shape. A young Manaki girl stands there, holding a spear in one hand and other weapons tucked into her belt. She glares at you for a moment, then turns her attention to a large boulder. She seems to be trying to move it, and glares at you a couple times more. She then seems defeated and slumps against the wall.

The boulder requires a successful DC 18 Strength check to move. Once moved, a narrow, 20-foot-long tunnel is revealed. The ghost grows excited, pointing into the tunnel. The tunnel is a dead end, but a successful DC 16 Intelligence (Investigation) check or 10 minutes of searching turns up a small carved wooden tiger. The ghost seems frustrated if people come back from the tunnel without the tiger and points again. When the tiger is revealed, she gets excited, but grows angry if anyone tries to put the tiger in a bag or otherwise seems to lay claim to it. She points to the tiger and proceeds to make the following motions to indicate it belongs to her little brother:

- Holds her hand level at about 4 feet off the ground
- Holds her arms over her heart
- Sits on the ground, crosses her legs, and makes motions with her hands like a child playing with a toy

Once the party has understood that she's talking about a child and conveyed that to her, she nods vigorously and points further down the caves. She won't follow the party there, but motions that they're to take the tiger.

In the Mass Grave cave is a small Manaki boy **ghost**. He's interested in any female party members, especially if they're younger than 20 years or have dark hair, but will then look disappointed after he looks at them closely. If he's shown the carved tiger, he claps his hands and reaches out for it. He won't be able to take hold of it, but if he can see the tiger, he'll follow the person holding it. If he's led back to his sister in the Sacrifice Holding Prison, they reunite joyfully. If the party offers the carved tiger to the boy then, he's finally able to take it. The sister nods, makes a circular motion in the air with her spear, points to herself, points to the party, and then hands them the spear. The spear is an ordinary weapon, but if the party repeat the motion while they're in the caves, the sister appears and helps, if possible.

WONDERFUL THINGS (WEEK 8)

You approach a gently rounded hill covered with green grass, an almost pastoral setting out of place with the gloom that covers most of the ruins. A large boulder is set into the hillside, and a gnome woman is sitting in front of it, glaring. When she hears you, she leaps to her feet, holding out an undead-turning charm. Once she sees you're living, she lowers the charm but places a hand on a blade at her belt.

"Why do you come here? Do you seek the treasure of the Ikolf? I was the one who figured out it was here, it's mine by right! So many years of study and research, and now all that stands between me and it is this boulder." She looks you up and down. "Some of you look strong, some of you look clever. I'd be willing to share some of the treasure, if you were to help me claim it." The gnome holds out her hand in greeting. "Inda Jenos, archaeologist."

The party can either help Inda assemble a moving mechanism with levers and pulleys (Note: If a character suggests asking Doni to help, Inda flatly refuses any help from that "builder who lets his apprentices run wild over historic sites." If the party asks Doni, he refuses to do anything to help "that grave-robbing gnome who won't let my ancestors rest!"), or try moving the boulder with brute strength (requires a successful DC 18 Strength check). By whatever means, moving the boulder reveals an opening to the caves—and awakens 2d4 **ghosts**. The party can explore the caves with Inda, who can offer much information about what each

area was used for. In the Sacrifice Chamber, Inda is very excited to find a golden device that looks like a balancing scale, with indentations in the weighing pans, and will explain:

"According to my research, Skati was trying to become immortal. He thought each body he sacrificed brought him closer to it. He often tried different rituals, most were done in the caves, but this was to be a more portable option, according to my research. Supposedly, this device, if the right items were placed on each side of the scale, would take the life-force from a being and put it into something that Skati could store for future use, rather than a direct transfer at that precise moment. Unfortunately, my research is incomplete and I still don't know what those items would be, other than the heart of the person sacrificed and a vial to hold their life-force."

Inda won't allow the party to take the scales, saying she has more research to do. She does offer any other treasures in the room for the party as rewards. Possible options include:

Sacrifice Chamber Treasures

d6	Treasure
1	Cloak of the manta ray
2	A sack of silver goblets of Ikolf design
3	Twelve potions of water breathing
4	Three enormous <i>gigas</i> pearls strung together on a golden chain
5	Gloves of swimming and climbing
6	Twelve potions of climbing



Mound over the Sacrifice Chamber



Afsana's box

COUPLES THERAPY NEEDED (WEEK 8)

This should be the last quest in Week 8, as it sets up future events for both here in Week 14 and Chitoni in Week 12.

Doni approaches the party in the ruins, looking almost embarrassed. "You all did such a great job clearing some spaces for me to take my apprentices, thanks again. We're checking things out, but—" he looks around, making sure none of his apprentices are nearby. "There's something strange going on. I'm here with my wife and a group of my apprentices, but that archaeologist complained to me that someone's been sneaking into her site and reading her notes. I've no idea who it could be, but as annoying as that archaeologist is, she's always been an honest thief. And these days, you don't know who to trust. I'm ashamed to say some of my own people have thrown their support with Skati, thinking he'll 'Bring back the glory of Ikolf' or some such nonsense. I can't have that, not after my family and I worked so hard to help undo the damage done by our people so many years ago. Please find out who, if anyone, is doing such a thing."

Doni leads the party to an area just outside the ruins where his group has set up a few tents. He asks them to look around and search the tents for anything that might indicate who's leaving at night. Before the party can begin investigating, Doni's wife, Afsana, greets the party warmly and offers them soup. Anyone accepting the soup recognizes it's been spiked with a sleeping potion with a successful DC 18 Wisdom (Perception) check. Characters who are proficient with herbalism kits or poisoner's kits have advantage on the check. If all the party eats the soup, they fall asleep for one day. When they awaken, Doni and the other apprentices are still asleep and Afsana has gone.

A character who searches Doni and Afsana's tent and makes a successful DC 16 Intelligence (Investigation) check finds a locked box tucked under Afsana's side of the bed. A successful DC 18 Dexterity check using thieves' tools is needed to unlock it. Inside is a coded letter in Old Ikolf and a map of the Isles with existing and future plans for tunnels sketched. One is planned in such a way that, if completed, it would sink the island of SpringBog. A successful DC 18 Intelligence check is needed to decode the letter, reduced to DC 14 if the character speaks Old Ikolf. The letter reads:

Afsana, go to the ruins. See how they might best be used for our new base. We must move swiftly if we're to attack Chitoni during the molting period in four weeks.

Upon Doni's awakening, he's shocked and saddened to find out his wife is a Skati loyalist. He's grateful for the party's investigation service, though, and tells them he's in their debt if they ever should need him. He'll let them know if he finds anything else in his wife's things that could aid them.

EVENT: LEAVING THE RUINS (WEEK 8)

As the party leaves the ruins, they encounter Doni. If they've undertaken the Couple's Therapy quest, Doni tells them he's discovered more letters among his wife's belongings that might be of interest. If the party hasn't undertaken the Couple's Therapy quest, Doni approaches them, upset, as he has just now uncovered the letters on his own and found out about his wife's true loyalties.

"These might be of interest to you," Doni says, waving a handful of letters written in Old Ikolf. "My treacherous wife," Doni pauses to spit on the ground, "was in communication with some of Skati's top advisors. These letters say the areas to watch are the Entropy Abyss, SpringBog, and," here Doni squints at the letters, "the Glowing Caves. Oh, also, if you find yourself in Chitoni, look up Hamhand the Red if you're in need of good armor! Tell him Doni sent you."

ALL CHANGE (WEEK 14)

As you approach the ruins, you see lots of figures crawling over the hills and going in and out of the ruined buildings. There's the sound of construction, and as you draw nearer you see both undead and living alike are working on structures to bring them to a usable state. It seems as though Skati is trying to recreate the days of Old Ikolf here, but with the dead rather than the living.

A Ikolf cultist emerges from a tent on the outskirts of the ruins. He looks at you and his eyes widen in shock. "What are you doing here? You're going to get yourselves killed! You're going to ruin everything! Come with me!" He beckons you into the tent.

Once everyone's in the tent, the cultist introduces himself. "Greetings, warriors. I'm Skoda, and I've heard great things about you. I know you helped Skati before,

but I don't know how he'll feel about you coming to see him now. What's your purpose here?"

If the party comes up with a legitimate reason to visit, Skoda nods and offers them robes. "This will keep you from being attacked by the undead here, at least the ones raised by our great king. Welcome!"

If the party reveals that they're seeking a way to undermine Skati, Skoda embraces them heartily. "I prayed that help would be sent! I serve Skati, but only until I find a way to defeat him. I hope to count on you in my undertaking." Skoda offers the party robes so they may pass through the camp and ruins unnoticed. "This won't work long if you're questioned by anyone, but if you just act like you've important business elsewhere you should be left alone unless you attack someone or raise suspicion. Now go! We'll talk more later."

Once clothed as cultists, the party may explore the ruins freely, but must make a successful DC 12 Charisma (Deception or Persuasion) check when in the presence of any cultists or undead controlled by Skati.

SOME ASSEMBLY REQUIRED (WEEK 14)

While exploring the camp, the party see a familiar face at the Smithy: Doni. He's now in shackles and under the watchful eye of Ugga, a **draugr warmonger** (see chapter 9).



Skoda Tynad

"Why is this still in pieces? I was told you had the best knowledge of how to repair this forge for our great lord. Can't you do what you promised?" Ugga advances on Doni threateningly.

Doni cowers before Ugga. "I'm trying my best. I was only a child when my mother taught me about the workings of forges. My memory is flawed, but I should get this fixed soon."

"You need to remember soon. This is what will happen every day you don't remember." Ugga claps his decayed hands and a newly awakened lesser draugr is brought over. Doni pales. "You turned my apprentice into . . . that?!" Ugga nods. "This will be the fate of one of your apprentices each day you don't fix this forge."

Doni notices you watching them and his eyes widen in recognition. Ugga turns to you. "You! What are you doing here?"

If someone in the party makes a successful DC 16 Charisma (Deception or Persuasion) check, they can convince Ugga that they're there to take over. Ugga will then leave. If the check fails, Ugga can be killed or incapacitated inside the smithy without any witnesses.

Once Ugga is out of the picture, Doni can explain further:

"Oh, I'm so glad you're here! Not long after my wife," Doni pauses here to spit on the ground, "left, she and her cursed cultists returned, along with that horrid one who calls himself king. She knew my family were the ones that built the forge long ago, and she betrayed me to Skati. Now he has me fixing this thing." Doni kicks at the broken forge. "But I don't really know what I'm doing! I was a child when my mother taught me about building these, I haven't touched one since! And not only that, something is sabotaging my work: stealing parts, breaking things I fixed. And now they're going to kill an apprentice each day if I don't do what they ask! It only happens when I'm not here at night, so I can't watch. Can you please find out what's going on and stop them? I have to complete this by tomorrow or another of my apprentices will die!"

Doni goes back to work while the party investigates. A successful DC 14 Intelligence (Investigation) check notices that there are humanoid tracks that show someone entering the forge, then leaving it with prints deeper in the ground, indicating that they were carrying something heavy.

Once Doni leaves for the night, the party can arrange to watch the forge. Two beings are observed there after dark. Skoda enters the Smithy and if not confronted by the party first, removes a few pieces of the forge. If Skoda is confronted by the party and finds out that Doni's apprentices are in danger, he's horrified.

"I am so, so sorry!" Skoda gasps, putting back the parts he removed. "I had no idea they'd use his apprentices like that. I should've known better. I just wanted to keep the forge from being fully reassembled. We can't have Skati able to forge weapons as powerful as this can. A spear forged here was what pinned him to the temple, imagine what he could do with weapons such as that. But we'll have to do something later, right now we need to make sure the apprentices are safe."

When Skoda leaves, another being appears in the forge: Gundar Stein. He examines the bellows closely and shakes his head, obviously frustrated. He motions to the party for something to write with. If the party is able to produce paper and pen, he makes drawings and instructions that show how the bellows is to be put together. Once the party agrees to show this to Doni, Gundar looks relieved. He disappears, and then reappears bearing a sheaf of papers detailing the operation of the forge. Most of it seems obvious for basic workings, but the last page gives specific instructions on how to sabotage the bellows to make the forge explode. The next morning, the party can pass along the notes to Doni when he arrives at the Smithy.

As Doni looks over the drawings, his eyes widen. "This, this is the work of my ancestor, the one who they say built this forge! We had a couple of his designs in the house growing up, this is completely his work! I can't thank you enough! With these, we'll be able to get the forge working today and my apprentice will be safe!" Then Doni slumps. "They'll be safe for now. But what about the future?"

As Doni continues to read, when he reaches the sabotage info he looks hopeful for the first time. "My ancestor . . . all these years, I've been ashamed of him for making such a device. But it looks as if he was planning to use this to destroy Skati! And I can do this, with these drawings!" Doni shoos you out the smithy. "We need to get to work!"

This quest can be followed by either the Balancing Act quest or the Free the Builders quest.

BALANCING ACT (WEEK 14)

While near the caves, the party see Skoda and an Ikolf woman who bears a strong family resemblance to him. Both are dressed as cultists.

"Cousin, isn't it wonderful! We found that archaeologist who knows so much about the life scales! Once she can figure out how it's used, that will give our king SO much more power. I heard he can even grant gifts of the vials produced by the scales to faithful followers. Surely we'll both get one. Now we only need . . . persuade her."

Skoda looks ill, but then he spots you and waves you over. "Agaeti, allow me to introduce some persuasion experts! We have much to do, how about we leave the questioning of the archaeologist to these capable people?"

Agaeti looks you over and asks about your methods of coaxing information.

A successful DC 12 Charisma (Deception or Persuasion) check is needed to convince Agaeti that the party is who Skoda says they are. If this fails, or Agaeti recognizes the party from Seputus, Skoda will quickly overcome Agaeti from behind and drags her into the caves.

"I'd hoped I wouldn't need to do that, but time runs short. You must help the archaeologist! She's figured out how to use the scales, but isn't talking and it won't be long until my cousin's patience runs out. I'll stay here and cover for you."

The party goes to the Sacrifice Chamber. Inda is there, being guarded by two **draugr warmongers** (see chapter 9). After they're defeated, Inda explains the operation of the Life Scales.

"They can be beneficial to anyone, at least, anyone willing to rip a person's heart out." Inda shudders. "According to the writings on the altar, if the heart is placed on one side of the scales, and one of these vials in the other, it will fill the vial with a restorative potion. But I now know why so many of the prisoners still alive are Ikolf. If the heart is that of a blood relative, the potion will also give the drinker twice its normal strength. Skati is trying to find relatives so he can make use of this! We must get this away from him!"

Agaeti (a **cultist**) enters the Sacrifice Chamber then, with two **greater draugr** and four **draugr warmongers** (see chapter 9). During the fight, Agaeti tries to seize the scales and vials to take to Skati. If the party is able to prevent her from doing so, they can take the scales and either leave the Ruins with them or start the Free the Builders quest.

If Agaeti is able to leave the Sacrifice Chamber with the scales, Skati will be able to add it to his arsenal of tricks.



Life Scales

FREE THE BUILDERS (WEEK 14)

After completing one or both of the above quests, the party is approached by Afsana. If she recognizes them from week 8 (when she poisoned them), she's apologetic, but begs for their help.

"Please, you must save my husband! I thought I could save us both with my position among the Skati loyalists, but I just found out that Doni is to be killed! Now the forge is working. Skati has no use for him. He'll kill Doni if he isn't stopped!"

Afsana directs the party to the prison tents. At this point, all prisoners are there, as Skati has no more need of the living not devoted to him; they're just sacrifices. The party must overcome two **greater draugr**, three **draugr warmongers**, and eight **lesser draugr** (see chapter 9) either before or as they're freeing the prisoners. In addition to Doni and Inda, there are 2d4 of Doni's apprentices and an additional 3d6 Ikolf and Manaki (noncombatants). Each prisoner has shackles that require a successful DC 14 Dexterity check using thieves' tools to unlock.

Once all the prisoners are free and the undead guards neutralized, the party can lead them out of the camp. On the way, Skoda intercepts them with news of Skati's next move.

If Skati has the scales, he's preparing to use them on any of the following people, as they're distant relatives: Doni, Skoda, Skree, or Agaeti. He's on his way to the prison tent area to choose one of them. The party can make their stand here against Skati, and give all the prisoners time to escape. If the party defeat Skati at this point, they take possession of the scales and Inda tells them that the Watching Woman will know more about them.

If Skati doesn't have the scales, he's focusing on the forge now that it's in good working order.

"Wait!" Skoda whispers. "The forge! Skati is preparing to use the forge! If it can be sabotaged now, we might be able to defeat him!"

Doni agrees to make changes to the bellows so that the forge will explode upon first use. The party must safely escort him through the ruins, under the guise of taking him to Skati, requiring a successful DC 14

Charisma (Deception or Persuasion) check, or must fight all undead/cultists they encounter (1d4 per area they need to walk through on the way to the Smithy).

After Doni has made the changes to the forge, he can leave the ruins. By this point, Skati has approached the forge with the intention of using it.

"Ahh," breathes Skati as he approaches the forge. "I remember this. A marvel of my people, we brought this piece by piece from Ikolf. I learned the craft of smithing from many a master. Now, let us see what it can do."

Skati checks the forge and must make a successful DC 18 Wisdom (Perception) check to notice the bellows alteration. If he does, either Doni or a party member must make a successful DC 16 Charisma (Persuasion) check or a successful DC 16 Charisma check using smith's tools to offer a believable explanation. If Skati doesn't notice anything amiss, or is convinced that things are fine, when he first pumps the bellows, the forge explodes, dealing 35 (10d6) bludgeoning damage to everything in a 100-foot radius. In the confusion, Skoda grabs the scales and hands them to the party, saying they can find out more about them from the Watching Woman, or perhaps the lore at the Glowing Caves may have information.

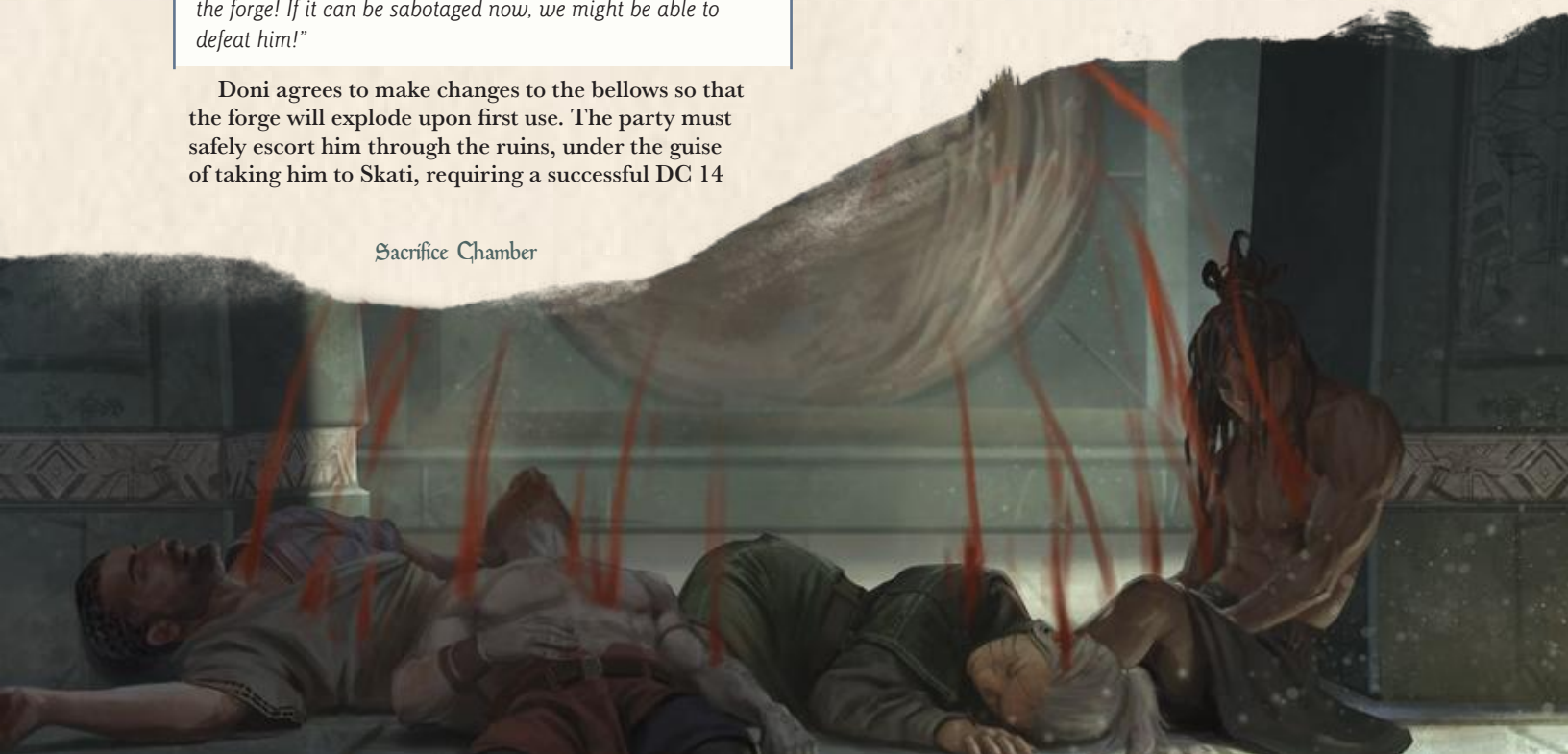
EVENT: LEAVING THE RUINS (WEEK 14)

The party find information that points to the Glowing Caves as a source for a mushroom that can mess up Skati's use of the life scales.

If Kumuhea still lives, the party overhear her talking about finding more information about controlling the wurms and relearning some of her old magic at either the Glowing Caves or the Isle of the Watching Woman.

Inda, Doni, or Skoda all can tell the party that the Isle of the Watching Woman has a special metal that, when used with the forge, could produce a formidable weapon.

Sacrifice Chamber





TURNTAIL SWAMP

There are four buildings in Turntail Swamp. One is sunk deep into the murk and has both above-water and underwater areas. The other three travel about on legs and if a traveler doesn't find them, they might find the traveler first. All are extremely dangerous to enter, and one must choose between facing the dangerous inhabitants of the swamp, or the dangerous inhabitants of the buildings.

Until recently, there was a rich fishing to be had near the islands. While people avoided the island itself because of its mysterious, magical history, the fishing was good enough for many a brave fishing crew to go to the freshwater spring area near the island. There was an abundance of fish not found elsewhere that were particularly delicious. But recently the fishing has been poor, and no one's sure why. People suspect that one of the inhabitants of the island is to blame, but so far no one's volunteered to go ashore and check.

Inhabitants. This island is mostly uninhabited, as the intelligent inhabitants who do live here are extremely old, powerful in magic, and like their privacy. Truly dedicated to the nature of isolation, they barely tolerate each other. The island is rich with swamp life of all sorts, and encounters with swamp creatures are extremely common. There's also an abundance of intelligent otters, who have a thriving community.

HISTORY

Turntail Swamp has been a cluster of toxic dangers, thick overgrowths, and twisted magic ever since its creation. Made by the Star Breather using a portion of its own bile, the festering murky water developed its own magic properties, becoming a fascination for the magically inclined to ferret out. Over the years, the island became a destination for powerful arcane creatures that could endure the harsh environment. The hags were drawn by magics not unlike their own, and one could suspect the wizard Speki was drawn here in a similar sense. Each of them made their home there, with varying results. Speki sought to overcome the swamp with sheer Ikolf ingenuity, and the swamp continues to refuse his tower. The hags and Speki reached a mutual understanding that they'd steer clear of each other's domains, and let everyone pursue their magical research in peace unless it interfered with the others. In recent years, the hags have become more intolerant of each other, arguing and slinging spells any time they're within sight of each other. Speki died ages ago, but remains as lich in his tower, untouched by time.



Bloody twins

IMPORTANT CHARACTERS

THE BLOODY TWINS (WEEK 14 ONLY)

If the party didn't free the *Bloody Twins* at the Living Wall in week 8, they break free of the ship at some point, thanks to a stray bit of Kada's magic finding them. If the party killed Keelhaul and stole his boat, the sirens wrench themselves free upon reaching Turntail Island, and are hostile to the party during encounters. If the party has freed the sirens, the sirens are on good terms with the party.

Free of the ship that held them prisoner for so long, the twins now roam the Isles searching for a way to regain their true forms, and possibly avenge themselves upon Keelhaul. They're completely silent, modifying the air and water around them to muffle sounds of their approach. When they need to communicate they do so with gestures, or writing if they have the means to do so.

Years ago, they were captured by Keelhaul, who was smarting from a love affair with Fela Yala gone awry. Using a heart-shaped gem Fela Yala had given

him, Keelhaul had the gem split and a necklace made with each half. When he found the sirens attempting to ensnare some of his crew, he gave chase, captured them, and put the necklaces on them to see what would happen. He was shocked but nevertheless thrilled when they turned into wooden figureheads. Keelhaul promptly added them to his ship, where the twins were forced to watch his carnage until the ship was sunk.

The necklaces the Bloody Twins wear has lead them to Fela Yala, the person who enchanted the red gemstone that sealed them in their wooden form so many years ago. They roam the swamp in week 14 (when there's more swimmable water for them), in search of Fela Yala. In an encounter, they attack unless the party has Fela Yala's Loving Eye (which is cut like the twins' necklaces). They then point to the item and indicate that they wish to find Fela Yala. If the party found the filigree silver flute and a wooden box full of paints in Kauhale's Recordum, they can exchange with the Bloody Twins in return for something or to stop them from attacking.

CAPTAIN MOKU VA'A

A middle-aged Manaki **scout**, Moku is of medium build and height, but particularly strong and quick, especially with a fishing spear. Moku has been a fishing captain his entire life, as were his father and grandfather before him. No one knows the ways around the island of Turntail Swamp better than he, but even he's never dared go inland. His grandfather was lost on the island many years ago, and even when he found his way back home, he couldn't be content until he returned to the island, as though he were compelled to go back. Moku is torn between his duty to his boat and his desire to find out what happened to his grandfather, and may accompany the party onto the island.

Moku carries a reinforced, weighted net that he's adept at using as a restraining device (escape DC 15). If the net is destroyed, Moku can construct another one in 2 hours. Moku can teach a party member how to make a net in half a day. Any hero who has been taught to make weighted nets can also spend 2 hours doing so.

FLIP-TAIL

Flip-Tail is one of the many **swamp otters** (see chapter 9) that inhabit Turntail Swamp. A young (teenage equivalent) otter, he has sleek brown fur with black stripes, and a particularly agile tail. He's intrigued by outside visitors to the swamp, and is interested in talking to them, although he won't be very trusting unless they prove themselves not to be a threat. Should they help him in some manner, Flip-Tail proves a loyal ally while in the swamp. He's brave and bold, but is concerned about the fate of his people, and all the swamp, with fresh water becoming scarce and the swampland becoming more and more watery.

WHAT FLIP-TAIL KNOWS

- None of the hags is responsible for the fresh water sources going away; the hags' magic leaves a signature that otters (and other swamp creatures) recognize. The land itself is changing.
- Where the entrance to Kumuhea's new tunnel is.
- To avoid the tower. The lich who lurks there collects lives, and the otters have lost many of their kind over the years to him, as well as other creatures in the swamp. The only ones who are safe from him are the hags.

KUMUHEA (WEEK 10 ONLY)

Kumuhea (see chapter 3 for more details) is putting the final touches on the tunnel to the swamp in week 10. Her construction has disrupted the freshwater spring, making areas of the swamp unstable. Unless the party helped her at the start of the adventure, she's hostile to anyone intruding on her tunnel construction. She's familiar with the hags and wasn't overly fond of them, as they refused to teach her their style of magic.

KEELHAUL (WEEK 14 ONLY)

Captain Keelhaul (see chapter 3 for more details) may decide to pay a visit to his old flame, Fela Yala. He won't expect to find the Bloody Twins there, especially since they aren't happy with him.

KI'I VA'A

Ki'i (a Manaki **commoner**) is Moku's grandfather and looks very like him, only about 40 years older. He was ensnared by Fela Yala years ago when he was a young man, and after he was turned out by her (to avoid Ki'i being caught and tortured by Captain Keelhaul), he found his way back home. He remained obsessed with finding his way back to Fela Yala, and once he did so, she turned him into a statue by using a specialized gemstone magic of her own device (similar magic was used in the creation of the *Bloody Twins*' figureheads).



Flip-Tail

RIMIM SPEKI

The builder of the sunken tower still inhabits it, but doesn't live in it. The **lich** Rimim Speki made his home in this swamp ages during the rule of Skati. Once one of Skati's closest magical advisors, Speki began to envy his king's pursuit of immortality. After sharing in some of Skati's studies, he began to question whether Skati was truly "chosen," or just selfishly pursuing something that anyone could obtain. Speki challenged Skati to a duel of power, but was hopelessly overwhelmed from the moment their battle began. Barely able to survive the outcome through trickery, Speki fled to Turntail Swamp to hide while he grew in power, anticipating being found and executed.

The execution never came, as Skati was overthrown shortly after Speki's flight. It took a while for the news to reach Speki, so he continued researching immortality long after the danger had passed. His studies led him to uncover the secrets of immortality through lichdom, a different means than Skati had been pursuing. Surviving off the souls of abundant life around his tower, Speki eventually found his precious home was being slowly devoured by the swamp. Doing what little he can to slow the process, Speki is mostly confined to his tower, still awaiting the day his king finds him.

In life, Speki was an Ikolf about the same age as Skati, but much less physically imposing, being more of an skinny intellectual rather than a warrior. He wore his prematurely gray hair and beard very long, and his eyes were a striking blue. His eyes still are blue, but now with an eerie, glowing light. He wears decaying robes of midnight blue with Ikolf designs embroidered in silver along the sleeves and hem. He speaks in a faint whisper not much louder than his voice in life.

Speki's phylactery is an carved octagonal box of well-polished wood that's half an inch deep, 2 inches across, and inlaid with gold Ikolf designs. It opens as an intricate puzzle that takes a successful DC 20 Intelligence check to solve.

WHAT RIMIM KNOW:

- The existence of the life scales and how they work.
- The life scale rituals work better the closer the victim's relation to Skati. An Ikolf gives more energy than another species, and a blood relative even more.
- The existence of Redfield, as he helped Skati first open the portals and put the wards in place. He's able to sense that the wards have fallen in week 13.

THE YALA HAGS

The three **Yala hag** (see chapter 9) sisters came from far away so long ago that no one knows what their background is. They don't resemble Manaki, Ikolf, or any of the races that populate the Isles. Their skin all has a gray-green tinge, mimicking the swamp water around them, and they all have shockingly bright emerald-green eyes. Some say they came from the world of the Fey, entering the Isles through a fissure in the Glowing Caves. No one knows for sure, but it's known that they came seeking magic. Now they spend their days squabbling with each other over the resources (from the magical to the mundane) of the swamp. Each has her own hut that moves about on legs: one on cat's paws, one on flamingo legs, one on turtle feet. Recently the hag's ongoing squabbles have been exacerbated because of the dwindling freshwater available in the swamp and its effect on the spell components they all use. Each blames the other and will entreat the party to find proof of which sister is to blame.

CHELA YALA

The youngest of the sisters, Chela Yala has the aspect of a bird-thin teenage girl with her green hair cut in a rough bob and tucked under a floppy leather cap. She wears pants and a leather coat, both with many pockets for holding all the rocks she collects and carries. She's prone to breaking into song, even though her voice could shatter glass. Her magical interest is art, and she paints her spells onto any surface that can hold paint, although she's particularly fond of rocks and the turtle-shell walls of her hut. Chela Yala will often trade information or a painted spell for a supply of good painting rocks or, better yet, specialized tattoo ink, as it imbues her artwork with similar effects as the tattoos they're used for. She also can be a source for hard-to-find tattoo ink. Chela Yala is the only one of the sisters who's tattooed, and has a (functional) prototype of Iolana's *true passage tattoo* on her right wrist, a *good growth tattoo* (see chapter 8) on her left shoulder, and a series of five *dive deep tattoos* on her back. She's also the only sister who has a semicordial relationship with Rimin Speki, as they both like to play games and find the other a worthy opponent.

WHAT CHELA YALA KNOWS

- The history between Skati and Rimim
- Tattoo origins and effects

FELA YALA

The middle sister Fela Yala wears her gray-green hair cropped short so it mimics a cat's fur and is bit overweight, but moves quickly when she wants to (even when standing in swamp murk). She likes long skirts in many layers, and silken blouses. Her magical interest is in objects, and she always is eager to add to her collection. She's the most level-headed of the three, and can usually be convinced to trade items or information. She's also the most prone to romantic dalliances, and had a relationship with Captain Keelhaul when he was mortal. Because of this, she's likely to have a lot of information about him, especially about the figureheads of his ship and his lost love, Drue. Captain Keelhaul himself may even visit her, but she doesn't find him as attractive as she used to, given his current undead state. She was also the hag who ensnared Moku Va'a's grandfather, and if she encounters Moku Va'a, he's familiar to her but she isn't sure why.

WHAT FELA YALA KNOWS

- Keelhaul's backstory
- The Bloody Twins' backstory
- About an ingredient in the Glowing Caves that explodes when mixed with alcohol

PHEONA YALA

The oldest of the sisters, she's ancient in appearance, a typical granny. She has long swamp-gray hair she plaits into intricate braids and wears a cozy-looking bathrobe lined with flamingo down. She's as round as her flamingoes are thin, and wears many rings on her pudgy fingers. Her magical interest is written spells, and she loves books of all types. She's always looking to expand her library, and is one of the few living beings who possesses any of Kumuhea's writings (a couple stone tablets, and some ancient leaves that have fragmetns of writing remaining). Pheona Yala has been trying to translate them but has only the faintest understanding of the words. She'll exchange quite a bit of information for being taught how to read the writings of Kumuhea. She also keeps flamingos, usually a flock of five to seven are found near her hut, with her hut hovering over them like a mother hen. She loves her flamingos and talks to them like they're her children, and will be very upset if anything happens to them.

WHAT PHEONA YALA KNOWS

- Kumuhea's backstory
- How to read some of Kumuhea's writing (but not well enough to teach anyone)
- Iolana is on her way to becoming something greater than she currently is



HOW DID WE GET HERE? (WEEK 10)

From SpringBog

As you sail north of Keyport, you pass a small Manaki fishing boat. When you hail them, they wave frantically to you until you pass close enough for conversation.

The captain of the boat explains that they're returning empty again, but this time with puzzling news. They frequently fish a freshwater spring off an island northeast of Keyport. It's always been full of fish, even though the island near it is foreboding, they and other fishing parties often go there. But recently the fishing has been poor, and the water murky, almost as if the island's swamp is beginning to reach out into the seas. The captain wanted to go ashore and see what was going on, but his crew refused.

"Too much magic," one crewmember says, shaking his head. "My grandfather went ashore there once. Came out with tales of a beautiful witch who lived there, and he spent his days trying to get back there to her, but no one would take him to the island. Eventually he jumped off his fishing boat one day and the last anyone saw him he was swimming toward the island, engulfed by the mist."

"Superstitious nonsense," the captain snorts, but the rest of the crew looks uneasy. "I've heard of you all, I know you're very brave. We aren't warriors, we're fishers, but without fish . . . Could you please see if something on the island is driving the fish away?"

From the Glowing Caves

On your way out of the Glowing Caves, you pass by a group of merfolk examining a portion of the mosaic. You hear a merfolk child ask "Why are the houses on legs?" This grabs your attention and you look at the mosaic. It shows a swamp with four buildings: one a sinking, leaning tower, the other three, buildings on legs. The mosaic is crumbling, so you can't quite tell what the legs are, but all of them are animal legs of various types.

"Those are the huts of the three sisters," says one of the merfolk, who seems to be the art expert. "They hold much magic, but no one's seen them in many years; no one's dared brave the mist that shrouds the island. Only the surface dwellers go near there, even then only as far as the freshwater spring."

"Much good it'll do them," says another merfolk. "The water there grows cloudy with algae and no one knows why. Perhaps the three sisters know. But from what I've heard from the Manaki sailors, they've lost a major food source. Perhaps someone brave will investigate the island."

Sailing through the ocean, a thick cloud of mist rolls in from a distant source. It first appears to be a low storm cloud, but as you near it, the dim form of an island takes shape. It's very gloomy and murky, in contrast to the other, colorful islands. As you near the island,

the water becomes thicker, with dim shapes swimming slowly around and beneath the boat. There's nearly no birdsong, instead it's replaced by the incessant sound of overwhelmingly loud insects.

HOW DID WE GET HERE? (WEEK 14)

When leaving either Entropy Abyss or Skyreach Temple, the party come across a group of Skati's **lesser draugr** (see chapter 9). They overhear:

"The great lord wants us to head to the Swamps. His old enemy still lives there, and he knows secrets that the lord would rather keep hidden. Word is his tower is already sinking, let's bring him back to our lord and sink that tower once and for all.

"The lord also wants to find out if the hags and their huts are friends to his old enemy. If they are, they could put up quite a defense of that tower. Maybe we could even use the huts, if we kill the hags!"

People also are reporting that the murk that infested the freshwater spring is spreading, and the island might be starting to sink, as SpringBog did. It's a race against time to get the huts, with or without the hags, off the island before they sink and become unusable as weapons by either side.

FEATURES

Impossible Natural Density. Nearly the entire island is covered with treacherous swamp. Other than a few trails of stepping stones and logs, there are no safe paths through the murk. Strange creatures roam the swamps and carnivorous plants are always ready and hungry for trespassers. Characters have disadvantage on checks made to navigate and, unless inside a building, the entire island is considered difficult terrain. The presence of one of the hags increases the chance of sinking at any given time, as they instantly call upon magic to camouflage treacherous areas (they're particularly adept at making crocodiles look like harmless logs).

Variant: Disease and Other Icky Things. One major reason most intelligent creatures avoid Turntail Swamp is the high probability of contracting a disease. From parasites in the water to berries that can change from harmless to poisonous within a few days in their ripening cycle, there are many things that can inconvenience or even kill a visitor. In week 10, for every 1d6 hours spent in the swamp, the characters must succeed on a DC 14 Constitution saving throw made with disadvantage or contract a disease from the **Turntail Swamp Ailments table**. By week 14, the water is becoming more polluted and various things on the island are becoming more dangerous, so the saving throw must be made every 1d4 hours spent in the swamp, and the DC increases to DC 18.

Variant: Strange Magic, Even for Manaki. The swamps are deeply infused with ancient magic, and spells cast here can go badly awry; every time a character who isn't from Turntail Swamp casts a spell, roll on the **Raw Magic Effects** table in chapter 2. As a further variant, NPCs native to the swamp can choose whether or not their spells cause an effect.

Turntail Swamp Ailments

d4	Disease	Cause	Effect
1	Otter Flu	Contact (within 10 feet) with otter	Intense facial itching around the nose (where an otter's whiskers would be), intense thirst and gains 1 level of exhaustion. The creature doesn't regain hit points from finishing a long rest.
2	Swamp Stomach Rot	Infected water, either from a source in the swamp, or water supplies brought to the swamp, but carried around the swamp for more than 2 days	After drinking infected water, the creature is subject to intense vomiting spells for 1d4 rounds and its Dexterity score is reduced by 2 for 2 days.
3	Cranberry Cramps	Eating swamp cranberries during their "bad ripening" phase	Within 1 round of eating the cranberries, the creature has debilitating stomach cramps for 1 day and its Dexterity score is reduced by 3 for 1 day. The creature can't spend Hit Dice and doesn't regain hit points from finishing a long rest.
4	Swamp Light Sickness	Disorientation from the filtered light in the swamp	The strange light in the swamp begins to affect the eyesight. For each day spent in the swamp after contracting this disease, the creature has a –1 penalty on attack rolls and on ability checks that require sight.



Cranberries

LOCATIONS

FRESHWATER SPRING

This area near the island is the one thing that draws Manaki and Ikolf there. The fishing is usually quite good, and worth the risk of going near the island. Few set foot on the island, as rumors swirl of dangerous and perverse magical beings that live there. The water there used to be clear and full of life, but now it's clouded with algae and not nearly as many fish. Venturing into the spring attracts the attention of some crocodiles. During week 10, the party encounter two **giant crocodiles** and three **crocodiles**. By week 14, the smaller crocodiles have grown, the party encounter five **giant crocodiles**.

FISHING SHANTY

The one place on the island that outsiders are ever willing to visit, the fishing cottage is a 20-foot-by-40-foot Manaki-style building. It's a place to provide a temporary respite from the boat, should a fishing party find themselves stranded here for a few days because of storms. One wall is lined with bunks (enough for 10 people to sleep somewhat comfortably), and there are sealed boxes with dried fish, fruit, and other rations. There's a stash of rusted fishing gear and weapons. There's a secret trapdoor under one of the bunks that Moku Va'a knows how to find and open, or it can be found with a successful DC 14 Wisdom (Perception) check and opened with a successful DC 12 Dexterity check using thieves' tools. Under it is a waterproof wooden box with a polished stone that can repel will-o'-wisps, a bottle of basic tattoo ink, tattooing tools, and a crude map of the swamp that shows a leaning tower and some huts on legs, with a note pointing to each of the huts that says "Location may vary."

SWAMPLANDS

Beyond the freshwater spring lie the swamplands that make up most of the island. The swamps are boggy and treacherous, and count as difficult terrain.

Swamp Encounters

d6	Week 10	Week 14
1	A hydra	3d6 crocodiles disguised as a log path
2	2d6 giant constrictor snakes	An undead wurm (see chapter 9)
3	Quicksand pit (DC 14, see the <i>Dungeon Master's Guide</i>)	2d6 sunken sailors (see chapter 9)
4	2d6 shambling mounds	Quicksand pit (DC 18, sink 1d6 feet)
5	2d6 will-o'-wisps	2d8 lesser draugr (see chapter 9)
6	2d4 crocodiles disguised as a log path	2d6 dusted ancients (see chapter 9)

THE HAGS' HUTS

While wandering the Swamplands, characters can spend an hour and make a DC 18 Wisdom (Survival) check to hunt down one of the huts. On a success, they encounter:

hut hunting

d6	Hut
1–2	Fela Yala
3–4	Chela Yala
5–6	Pheona Yala

When the hags are alive but not in their huts, entering a hut it's while moving requires a successful DC 18 Dexterity (Athletics) check to climb the moving legs and get inside. While in the house, the hut continues to move, and creatures unfamiliar with the hut can't move around it easily. A creature that moves more than 5 feet at a time must succeed on a DC 14 Dexterity saving throw or fall prone.

If the party happens upon the huts while the hags are inside, the hags come outside before the party can enter the hut.

Each hag is the only person capable of controlling her own hut while she lives, unless she takes the time to introduce someone to the hut and teach them how to operate it. Upon the hag's death, the hut goes "wild" and one can only gain control by first making a successful DC 20 Dexterity (Athletics) check to enter the hut while it's moving, then making a successful DC 25 Wisdom (Animal Handling) check to calm it to a standstill. The hut can only be calmed from the inside, but for each party member actively fighting the hut, reduce the DC of the Dexterity (Athletics) check to get inside by 1 (i.e. if three people are fighting the hut, reduce the DC to DC 17).

The huts can't swim or move underwater, and are far too large to transport safely on a boat. The only way to get them off the island is via Kumuhea's tunnels.

CHELA YALA'S HUT

The slowest of the huts, but impenetrable to those who attack it. This hut plods around on turtle legs and is 20 feet in diameter. The interior holds few belongings. It's far from minimalist, however, as the walls and every surface are elaborately painted. The simple furniture has painted vines and flowers spiraling all over, with species of plants native to the swamp represented prominently. The walls depict scenes from the history of the Isles, including the stories of Kumuhea and Skomm Fylkir. Just looking at the walls of this hut gives a decent overview of the Isles' history. Next to the largest window is a decorative, painted wooden panel portraying a swamp scene rich with plants and animals. This painted panel allows control of the hut in the event of Chela Yala's death.

Control of Chela Yala's hut

Painting	Direction
Red rose leaning to the right	Right
Orange lily leaning to the left	Left
Frog sitting on a lily pad	Jump
Thistle bush in center of panel	Attack

FELA YALA'S HUT

This 20-foot-by-10-foot hut travels about on tiger-striped cat's paws and is surprisingly silent, no matter how sticky and squelchy the swamp muck might be. The hut itself is cozy, with a warm fire, delicious food (mainly fish) cooking, and lots of soft blankets and pillows. There are 2d4 house **cats** wandering about. It's an inviting place to rest for a bit, but the welcoming atmosphere is deceiving. Fela Yala is a great collector of trinkets, including small cat figurines made of all materials from plain stone to one of alabaster with jeweled eyes (worth 20 gp), some pudgy wooden dolls with fluffy hair of all colors, tiny jars with various colors of sand and dirt that are labeled with different island names and some other places, small bells, and hourglasses. Some may be harmless, others not so much. Possible effects of picking a trinket up can include:

Trinket Side Effects

d6	Effect
1	The trinket bursts into a cloud of 1d8 fuzzy cat toys
2	You spontaneously hum for 1 minute
3	You regain 2d6 hit points
4	You take 13 (3d8) lightning damage
5	You are knocked unconscious for 1 round
6	The trinket turns into a pot of putrid-looking but delicious stew

There's a realistically carved life-size statue of an elderly Manaki Man. The only color in the statue are the eyes (a rich, deep brown) and an eye-shaped emerald hanging about the statue's neck from a leather thong turned to stone. The eyes seem to follow people, and the statue seems almost alive. If Moku Va'a finds it, he instantly recognizes his grandfather.

The hut is controlled from a knickknack shelf bolted below the largest window, allowing the controller to see outside. The shelf is filled with many worthless items, none of which can be removed from the shelf. When touched, they move the hut in a specific way.

Control of Fela Yala's hut

Knickknack	Direction
Pink stone statuette of a Manaki woman holding up her right hand	Right
Gray stone statuette of a Manaki man holding up his left hand	Left
Carved wooden rabbit	Jump
Carved wooden crocodile	Attack

PHEONA YALA'S HUT

This 15-foot-square hut travels on flamingo legs, which navigate the swampy terrain effortlessly, and keeps this hut out of reach of all but the highest flood waters. This hut is crammed with books and scrolls from all over the world, collected from shipwrecks and obtained by other means unknown. There are even some stone tablets that have the writings of Kumuhea. If deciphered (see “The Standing Stone” in the “Primal Archipelago” section), these tablets outline Kumuhea’s future plans for tunnels, including methods for shoring them up under less stable islands like SpringBog and Turntail Swamp. Kumuhea thinks she might have this problem solved, but won’t know until the tunnels are completed.

A bookshelf near the largest window has books that can’t be removed from the shelf by any means. In the event of Pheona Yala’s death, the hut can be controlled by touching these books.

Control of Pheona Yala’s hut

Book	Direction
<i>The Rights of Statues</i>	Right
<i>The Left-Behind Hag</i>	Left
<i>The Jumping Frog of Manaki</i>	Jump
<i>The Attack of the Wizard</i>	Attack

LEANING WIZARD TOWER

Many years ago, the tower of the wizard Rimin Speki was a wonder of the swamp. He raised it with a combination of magic and hard work, derived from his deep passion and skill for construction. Unfortunately, the unpredictable nature of the island caused one of its cornerstones to slip, and it began sinking shortly after its construction. The tower is 50 feet in diameter, and has three levels: the main level, which as of week 10 is partially submerged, and at week 14 fully submerged; the center level, which is partially submerged at the start of week 14 and gets progressively deeper, and the upper level.

Main Level. This was Rimim’s living area when he was alive, and in his death it became his main haunt. It has a sofa, a table, and cabinets all fallen into disrepair. There’s a fireplace with a rusted-through cauldron laying on its side. There’s a checked game board with stone figures of Ikolf design laid out on it, and the pieces aren’t covered in dust and mold as the rest of the items in the tower are. Rimim will often exchange information with someone willing to sit and play a game with him. Anyone with an Ikolf background would know how to play, and many Manaki would too if they’ve spent a lot of time with Ikolf.

Center Level. This was Rimim’s bedroom during his days among the living, and he still retreats here when he feels the need to rest. There’s a collapsed bedstead and some rotted bedding, and another fireplace. There are some crude drawings on the wall that look like

caricatures of Skati (including one with a ridiculous mustache and one with diamond-shaped spectacles). A successful DC 18 Intelligence (Investigation) check uncovers a moldy journal with illustrations of magic spells and notes in Ikolf runes. There are drawings of Skati sacrificing his victims, a balancing scale with notes (readable with a successful DC 20 Intelligence check, reduced to DC 12 if the character speaks Old Ikolf) that imply it works better with a blood relative, and plans for an octagonal puzzle box.

Upper Level. This was Rimim’s magic laboratory. There are shelves full of samples of water, land, plant life, animal life from all over the Isles. One large glass jar has a paper label with a mushroom drawn on it, and contains 2 lb. of *Glowing Caves soil* (see chapter 8). Attempting to remove anything from the laboratory without Rimim’s permission awakens the **stone golem** guardian.

A carved stone bench with a mouse-gnawed red velvet cushion is set into the wall. Sitting on the cushion triggers a cloud of dust that deals 7 (2d6) poison damage to the creature, only touching the cushion deals 3 (1d6) poison damage. A successful DC 18 Intelligence (Investigation) check reveals that the stone bench is hollow and there’s a puzzle lock set into the top underneath the cushion. The lock is protected with another poison trap, discoverable with a successful DC 16 Intelligence (Investigation) check, that can be disarmed with a successful DC 18 Dexterity check using thieves’ tools. Opening the lock reveals a small compartment in the bench with one item: an octagonal wooden box. Touching the box, Speki’s phylactery, immediately brings down the **lich**’s wrath on the party.

TUNNEL ENTRANCE

Kumuhea has just completed one of her new tunnels as of week 10, connecting Turntail Swamp to Kadaur. This was a tunnel she’d planned in her original project, but was only able to complete it after her resurrection. While the tunnel from the Junction at Alaula Cove isn’t a viable option for the party to reach Turntail Swamp at the beginning of Week 10, it can be used when leaving Turntail Swamp upon completion of the week 10 adventure (using the **Turntail Swamp Tunnel Encounters table**).

The tunnel entrance is located in a cluster of thickly ensnared trees. Thick hanging moss hangs over an archway like a curtain, and the tunnel beyond is only noticable with a successful DC 14 Intelligence (Investigation) or DC 16 Wisdom (Perception) check. The tunnel has an **undead worm** (see chapter 9) putting the final touches on the tunnel. The undead worm attacks the party when they enter the tunnel, unless Kumuhea is there to stop it (which she does if she’s encountered the party before, no matter her feelings toward them).

QUESTS

SILVER ALERT (WEEK 10)

As the party pulls up to the island on Moku Va's boat, he seems pensive.

Moku Va'a stares at the mist-shrouded island for a moment, then looks at his boat. He comes to a decision as he nods and beckons to another Manaki. "You're now in charge. I'm going ashore. I can't ask others to go where I dare not. And perhaps I can find a sign of where my grandfather went, and give my old grandmother some peace after so many years." Moku Va'a turns to the party. "You go there seeking water. I go to seek my grandfather. May I travel with you? I can offer some assistance if I accompany you."

Moku Va'a will guide the party to the fishing shanty. He pulls out a map from the hidden trapdoor.

"My grandfather made this, much good it would do him or anyone. He stayed on this island for many years, his whole family thought he had perished here. He escaped only by chance when he stumbled out of the swamp near this fishing hut. He said nothing after he came back here, but would draw this and other pictures of these huts with legs. He'd often point to cats, with a strange look on his face. Almost as if . . ." Moku shakes his head. "It was just unnatural. My poor grandmother loved him so much, but all he would do was draw maps and chase after cats. I took him on the boat to the island, thought that might help him. He leapt off the boat as soon as the island was in sight, swam into the mist, and we never saw him again."

When they bring the map into the misty area of the swamp, the houses begin to move around the map. One moves slowly and plods about, one sometimes creeps and other times darts, one almost gallops across the page. These allow for real-time identification of the location of the hag's huts.

If the party and Moku Va'a find Fela Yala's hut, they find the statue of Moku Va'a's grandfather's statue. Moku Va'a swears to his grandfather that he'll find a way to free him. Attempting to move the statue will instantly summon Fela Yala to the hut. Moku accuses her of stealing his grandfather and attacks her. Fela Yala casts a spell to immobilize Moku while she explains herself.



Fela Yala's necklace

"He was such a beautiful boy," Fela Yala says, stroking the statue's cheek. "But one of my other lovers became jealous, one man who would have tortured this poor soul to death if he found out about him. It seemed simplest and kindest to send him back to his family. Then he showed up again, a few years ago. He wouldn't leave me alone, insisted we were to be together always. So I granted his wish," she shrugs. "He's been in my hut ever since. If you want him back, I can reverse it. But I require something in return. My garden falters as the freshwater worsens, even those plants who thrive in brackish water. Only one soil on these islands can help: soil from the Glowing Caves. Do you happen to have that marvelous substance?"

If the party has Glowing Caves Soil, they can exchange it with Fela Yala.

If the party doesn't have the soil:

"You don't have any on you? Ah, not to worry. That nincompoop of a wizard Speki had some, as he was a collector of samples of all things on the island. I can't explore his tower, because of the same mutual magic that prevents my sisters and I from entering each other's homes. It was how we kept peace in the swamp, knowing we each had our own space. That's the key to any long-term relationship, isn't it?" Moku makes an impatient noise. "Ah, yes. Speki should have some, if you can get it before that tower of his sinks completely."

The party can then acquire the soil via the Flood Damage quest.

Once Fela Yala has the soil, she exclaims joyfully over it and places it in a wooden bowl on her table. The bowl starts to sprout roots, growing quickly and latching onto any organic matter nearby. She quickly transfers it to a metal bowl, which contains the soil safely.

"Ahhh, at long last, my garden will flourish again. Although even with this soil, I don't know how much longer, not without the return of the freshwater."

"My grandfather?" Moku asks.

"Yes, yes," Fela Yala places one hand over a green gem located over Moku's grandfather's heart. It glows briefly, then the gemstone necklace comes free in her hand, and Moku's grandfather's stone flesh becomes soft and warm again. His grandfather blinks once at Moku, then his gaze goes to Fela Yala. He reaches for her.

"No, no. No more of that," Fela Yala laughs. "Go to your family. They've missed you long enough."

Moku will then leave the party, taking his grandfather home. Moku will then tell the party to look him up if they ever have need of him on the mainland or at sea.

If at this point the party hasn't had the Who Stole the Water? quest, Fela Yala can ask them to find out which of her sisters is responsible for the loss of the water. In return, she offers the green gem, **Fela Yala's Loving Eye**, she took from the statue, saying that it might be of use to offset one of her magical regrets.

WHO STOLE THE WATER? (WEEK 10)

If the party hasn't completed the Silver Alert quest and been asked by Fela Yala to discover the issues with the water, they can have an encounter in the swamp with any one of the hags per the chart below:

d6	Hag
1-2	Chela Yala
3-4	Fela Yala
5-6	Pheona Yala

You come to an open area of the swamp where a hag is looking at an area of putrid water that might have been a streambed. She's lifting rocks, tapping the ground with a stick, and then sitting the rocks back down and digging about in the ground. She's mumbling something about "Sisters, sisters, taking water for themselves. They'll have to deal with me at some point, they can't continue to hog all the fresh water!"

The hag stares in shock at you. She draws back one hand as though to throw something, then changes her mind, sits down on a rock, and bursts into tears.

"Please? Do you have any fresh water? I'm so thirsty, so, so thirsty."

If the party doesn't give the hag water, she attacks. If reduced to 10 hit points or less, she calls upon her house, which walks into the area, leaps into it, and escapes. In future encounters with this hag, she will be hostile. In 2 rounds, another one of the hags shows up and the same scenario plays out. If the party denies all three hags, 2 rounds after the final hag is denied water, the party come across the three facing against each other in a magical battle. They end up destroying each other, and while their huts remain and still can be searched and even brought under a character's control, the hags are no longer a source of information or alliance.

If the party gives water to the hag, she drinks the entire contents of whatever she's offered.

"Oh thank you," the woman says, water sloshing onto her dress. "It's been so long since I had fresh water. My sisters have turned all the freshwater on the island bitter, and my water magic has gone awry in recent days, so I can no longer purify water. I don't know why my sisters would do this, but it surely must be them. It isn't just about drinking water, one can drink more than water. You wouldn't happen to have any whisky, would you? The animals and plants go awry. Snakes are losing their venom. Frogs no longer secrete toxins. How can I do any sort of spellwork without venoms and toxins, I ask you!? Would you find which of my sisters is responsible? I can't enter their huts, as they can't enter mine, but they must be hiding some fresh water there, if they can access it."

If the hag encountered is Pheona Yala, she also asks the party to be on the lookout for her flamingos, as they recently left her and she's worried half to death about

them. The hag then departs, leaving the party to search for the solution themselves.

The party can search the swamp looking for the houses of the other hags. Investigating them won't reveal any fresh water stores. When they come to the hut of Pheona Yala, they see the hut on flamingo legs looking around as if missing something.

After searching the third hut, the party see a **swamp otter** (see chapter 9) being attacked by a **hydra**.

You exit the hut and hear a loud commotion nearby. Just outside the hut, a lone swamp otter is beset by a hydra. The otter is larger than a common otter, and a fierce fighter, but the hydra has the better of it. The otter spots you and lets out a loud squeak that sounds like "Help! Help!"

If the party saves the otter, it approaches the party.

The otter pads over to you, his tail flipping about rapidly in excitement. His black eyes glitter as he rises up on his back legs and bends his body completely in half as he bows to you. "I thank you for coming to my aid. My name is Flip-Tail, of the Turntail Swamp Otter clan. Those hydras have been after us more and more lately, thank you so much for helping me. Is there any way I can be of service?"

If the party asks him what he knows about the fresh water, Flip-Tail will scoff at the idea that the water has gone missing by magical means.

"Those hags. We otters steer clear of them, they like our fur a bit too much." Split-Tail strokes his silky tail and looks a bit frightened. "But we can tell when they've been working their magic, and at all the freshwater places I've been to, there's no sign that they, or anyone else, used magic. The ground is shifting, and that's disrupting the fresh water. A bit worrisome, that, if it were magic of one of those hags, like as not they'd fight it out and then our fresh water would come back."

Finding the first hag and telling them this will result in her and her sisters reconciling. As a thank you, each one will give the party a gift. Fela Yala will give them a *Cloak of the Manta Ray*, as well as Fela Yala's Loving Eye (if she hasn't already given it to them). Chela Yala will give them a tattooing kit that replenishes its inks within a day when they're depleted. Pheona Yala will give the Flamingo Whistle, a carved wooden whistle in the shape of a flamingo. They also offer their assistance in the future.

If the cause isn't found and communicated to the hags, on the second visit to Turntail Swamp, the party find them dead from a battle between the three of them, and the huts roam freely about the swamp, attacking everything they run into.

Variant: New Construction

If Kumuhea is still alive, more can be discovered about the sinking of the island when first talking with Flip-Tail.

"That new tunnel is affecting the island. It interrupted the freshwater spring, so no one can find fish there anymore. And our own otter tunnels are moving, shifting. The ground is changing here, I don't know if the island will survive these new creatures from the tunnel."

There are five **flamingoes** (see chapter 9) outside the tunnel. If the party injures any of the flamingos, this causes Pheona Yala to appear. She also appears if the *flamingo whistle* is used.

"My babies!" Pheona Yala croons, cradling the injured flamingo. "What are you doing here?"

"They came to me," Kumuhea says, pushing back the moss curtain that hides the tunnel. "Greetings, Pheona Yala."

"You!" Pheona exclaims. "We thought you long in the ground! Are you back to your digging?"

"Of course," Kumuhea says. "I just completed it. I must apologize, your island seems to be sinking."

Pheona lets out a scream, and her sisters appear. "Sisters! It was she! She's the cause of our island's troubles!" The hags then attack Kumuhea.

The party can pick a side and join the fight, or flee. The hags and Kumuhea are far more interested in each other, so they only attack the party if they decide to join the fight. In addition to **Kumuhea**, there are also four **dusted ancients** (see chapter 9) accompanying her.

If the party chooses to fight against Kumuhea, any hags that survive will be most grateful to the party. They give the party the items as described above (Cloak of the Manta Ray, Fela Yala's Loving Eye, tattooing kit, and Flamingo Whistle), and offer their aid in the future. They also will tell the party that they could sense the Shameful King's influence on Kumuhea, suggesting that they visit the tower in the center of the swamp, as the one who used to live there knew the King.

If the party fights against the hags, Kumuhea is grateful to them, and her reactions on future encounters will be as favorable as if they'd retrieved her at the start of the adventure. If they had also retrieved her body, she's unlikely to be hostile to them in any situation that Skati isn't also present, unless they're hostile to her. She tells them that Skati especially desired this tunnel finished, as he wanted to visit an old friend in the center of the swamp.

If the party flees, Flip-Tail will accompany them as far as the fishing hut. The otter bids them farewell, and tells them to call upon him should they find themselves in the swamp again. Flip-Tail advises them that they might want to visit the tower in the center of the swamp, but he won't accompany them there, as few otters who venture there ever return.



FLOOD DAMAGE (WEEK 10)

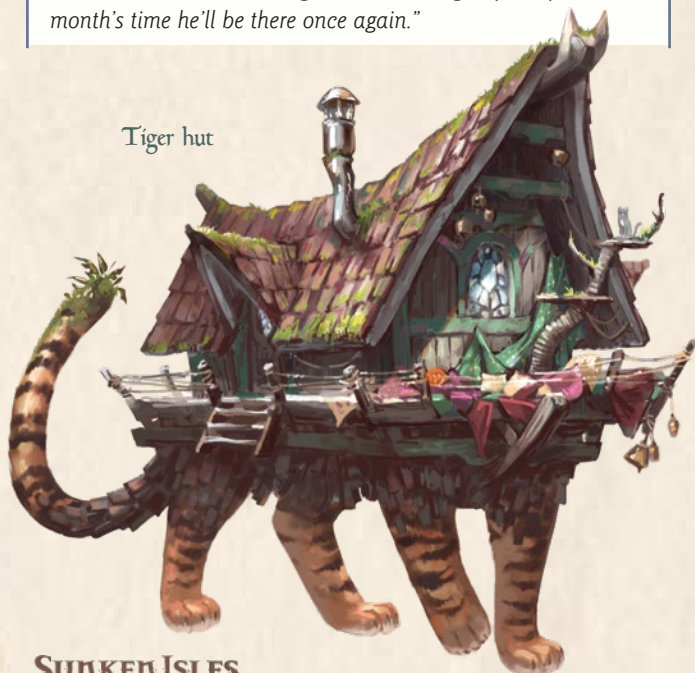
Prompted by either the hags, Flip-Tail, or Kumuhea, the party ventures to the tower at the center of Turntail Swamp. The flooding of the island is evident here. The tower leans at a 75-degree angle, and the front door is half submerged in swamp water.

Splashing through the murky water, you enter the tower, pushing the door open. Ripples spread through the first floor tower room.

A faint, whispery voice comes from somewhere above you. You look up the tower stairs and see a lich there, glaring at the water covering the first floor. "Water, water everywhere! I fled my home across the water, I fled my king across the water, and now the water has come to claim my home! It rises, I can't abide it, and now the waters are filled with undead I can't abide as well. If only I had my golden chalice, the one thing left from my home that hasn't tarnished with age. Retrieve for me, and I won't kill you, and perhaps I have information of use to you."

Entering the lower level of the tower the party will encounter 10 **sunken sailors** (see chapter 9). After destroying them, the golden chalice can be found with a successful DC 18 Wisdom (Perception) check, under a loose stone by the fireplace. Upon receiving the chalice, Speki uses it as a scrying device to see what his old friend Skati is up to.

"I thank you for giving me back my eyes. I sensed that Skati has arisen, but now I can know more of his exact movements. I always knew that one day I must face him. Years ago, he was my king, and I one of his most trusted advisors. We came to blows, and I was defeated. I was able to escape execution, as he had other matters to attend to, and I fled here, knowing one day I'd have to face him again. Now I know he's back, and perhaps I must face him again. But I know he'll return to his old seat of power, in search of items that once both aided and hindered him. He still gathers his strength, perhaps in a month's time he'll be there once again."



Tiger hut

EVENT: LEAVING TURNTAIL SWAMP (WEEK 10)

Either Rimin or the Hags can alert the party that there are strange things stirring in Seputus, or that a visit to the Wishmaster's Conclave might prove valuable.

BATTLE HUTS ASSEMBLE! (WEEK 14)

If one or all the hags are dead from week 10, their huts are now roaming freely and must be brought under control before they can be taken off the island. (See the Hut descriptions as to how to achieve this). Once a hut is under the control of a character, the choice is to either find a boat big enough to transport it, or take it through the tunnels. The huts can be used in fulfilling other quests.

If all the hags are still alive at this point, there are two options for obtaining the huts as weapons: killing a hag and taking control of her hut, or convincing a hag to ally. As the hags can sense the island sinking, it isn't too difficult to persuade them, especially if the party aided the hags against Kumuhea in Week 10. But, of course, they want something in return for their alliance.

ALLY WITH CHELA YALA

Chela Yala wants a new tattoo and plans to visit Iolana for it, but she needs two more specialty ink ingredients to enhance the tattoo.

One ingredient is in Rimin Speki's laboratory, a sample he took from the Glowing Caves many years ago (can be any applicable ingredient from the Specialty Ink Component table). Rimin Speki's laboratory is currently under siege by Skati's undead, but it's possible to skirt around them and scale the back side of the tower with a successful DC 16 Strength (Athletics) check and a successful DC 14 Dexterity (Stealth) check. Taking ingredients from the laboratory will trigger Rimin's **stone golem** guardian.

The other ingredient is in an area of the swamp where the water is rapidly rising and will soon cover all the plants. There's a bush there that grows clusters of a noxious green berry that's poisonous to Humanoids, but a valuable tattoo ingredient. The plant is under the watch of a **hydra** who likes to nibble the berries.

Chela Yala will ally with the party for either one of these ingredients, and will let them have enough of the ingredient obtained for one tattoo. Getting both secures an alliance with her and lessons on how to control her hut should she fall in battle, as well as ingredients for tattoos for all the party members.

ALLY WITH FELA YALA

"You want me to ally with you? I sense my old lover now wanders these lands again. Is he one of the ones you fight? If so, why should I ally with you? Tell me a tale of what he's been up to."

A successful DC 20 Charisma (Persuasion) check is needed to convince Fela Yala and gain her alliance. She's more interested in the artistry and skill of the tale, rather convincing related to Keelhaul's character. If music is used as well, reduce the DC to DC 14.

If the party retrieved Keelhaul's body and encountered the Bloody Twins, and mention them in their story, Fela Yala will also give them Fela Yala's Loving Eye.

ALLY WITH PHEONA YALA

Pheona Yala's flamingos are missing again, and needs help finding them all. She tasks the party with finding 1d4 + 2 **flamingos** (see chapter 9) and asks the party to safely bring them to her. Places where the party may find them are listed below. All the flamingoes can be in one place, or the GM can roll for each flamingo. Once the party returns with all the missing flamingoes, Pheona Yala will agree to aid the party in fighting the rising tide of undead with both her own skills and her hut's. She gives the party the flamingo flute, if she didn't already give it to them in week 10.

d4	Place
1	Eating fish caught in the waters of Rimir Speki's Tower, main floor
2	Bothering Flip-Tail in the swamp
3	Fishing shanty, caught in a net
4	Nipping at the heels of one of the other hag's huts

DOUBLE TROUBLE (WEEK 14)

The Bloody Twins have arrived on the island, having been freed by the party at the Living Wall in week 8, broken free of the ship and Keelhaul on their own, or broken free of the Keelhaul's ship, now in the possession of the party after they acquired it in week 10. If the party freed the twins or has an otherwise good relationship with them, they can have nonhostile interaction with them. If they didn't free the twins or attempt to help them, the twins are hostile to the party.

As you walk through the swamp, you spy Flip-Tail splashing as fast as he can. When he notices you, he gasps, "Run! They're coming!" You look in the direction from which he's fleeing and see two vicious-looking sirens swimming toward you. They seem to be carved out of wood and make no sound as they approach, but the expressions on their face are chilling. They each wear a red gemstone necklace shaped like half a heart.

Variant: Friendly Twins. If the party is on good terms with the Bloody Twins, the Twins communicate via hand gestures that they seek someone who knows something about their necklaces. A successful DC 16 Intelligence (Investigation) check notices that the red gemstones that each of the twins wear is of an identical cut to the emerald of Fela Yala's Loving Eye. The party can take the Twins to find Fela Yala.

Variant: Hostile Twins. If the twins attack the party, a successful DC 18 Wisdom (Perception) check or a successful DC 13 Wisdom check using jeweler's tools notices that the red gemstones that each of the twins wear is of an identical cut to the emerald of Fela Yala's Loving Eye. If any party member has that, the twins won't attack that person.

As the sirens approach, they suddenly stop a few feet away from you. They look at each other, and seem to be conversing silently. They look at each of you carefully and finally settle on one.

The sirens approach the party member that carries the eye. They point to the red gemstones they both wear, then you. Once they see Fela Yala's loving eye, they point around the swamp, as though asking where she is. The party can lead them to Fela Yala's house.

If the party doesn't possess Fela Yala's Loving Eye and the twins won't communicate with the party, Fela Yala will eventually sense the twins' presence as they attack the party and come to them.

When Fela Yala sees the Twins, she sighs as if annoyed.

"Ah. I knew that would come back to haunt me. The Captain once asked for my heart, but alas, I don't have one. So I gave him the necklace. It had some of my magic, but I didn't think he'd be fool enough to split the heart. What on earth he thought he'd accomplish by these necklaces, I have no idea. Oh well. I suppose I should make this right."

Fela Yala walks to the Bloody Twins. She holds out her hands, one hand to each necklace. The Twins stay motionless as Fela Yala takes a heart half in each hand. At her touch, the necklaces turn from wood to leather straps, and Fela Yala yanks them free of the Bloody Twins.

The twins' wood-grained flesh fades into green-tinged skin. The wooden eyes shine bright green. The twins' faces, able to move after so many years, stretch into a scream that rings through the swamp. They dive into the swamp and swim away as Fela Yala looks at the necklaces in distaste.

If Fela Yala is on good terms with the party, she offers them the necklaces. "Useful if you ever want to turn an adversary into wood! Don't worry, they won't come to life." Fela Yala stops to consider for a moment. "As long as there's no unusual magical activity in the area."

VARIANT:

LOVE AMONG THE SINKING (WEEK 14)

Captain Keelhaul, if still alive at this point, may decide to visit his old flame Fela Yala. He tries to get her to ally with him as well, and she asks the party to convince her why. Under these circumstances, a successful DC 22 Charisma (Persuasion) check is needed to convince Fela Yala and gain her alliance. If music is used as well, reduce the DC to DC 18.

If the Bloody Twins and Captain Keelhaul encounter each other, they attack him, ignoring all others in the area. The party can also attack Keelhaul at this point. Fela Yala will come by, sit on a rock and enjoy the show, while giving the party the story of the Bloody Twins. Keelhaul will travel with 1d4 + 2 **sunken sailors** (see chapter 9) which will attack the party in these encounters.

If Keelhaul survives the encounter, he tries to convince Fela Yala to ally with him instead. If she's encountered the Bloody Twins, she refuses him automatically.

If the Bloody Twins survive and the party destroys Keelhaul, they consider the party allies, if they didn't already.

TOWER SIEGE (WEEK 14)

Rimin Speki has even more issues this week. Not only has the tower sunk further into the water, he's besieged by Skati's Undead as they seek to capture him and his phylactery. When the party visits the tower, there's a battle in progress between Rimin and the Undead. The party can join in to keep Rimin and his knowledge from falling into Skati's hands. Rimin can also promise the party "a great treasure" if they ally with him. If the party undertakes this combat, they face 2d6 **lesser draugr**, 1d6 **draugr warmonger**, and two **greater draugr** (see chapter 9).

If the party and Rimin defeat the Undead, Skati arrives to take care of matters himself.

"Speki!" comes an unearthly cry from within the swamp. You hear splashing, and striding through the water toward the tower comes Skati himself. "You owe me a death! You stole from me and kept information from me. Now, you must die."

"I died years ago!" Rimin shouts back at his former monarch. "This time I'll defeat you!" As Skati advances, Rimin turns to you. "Go! Get my journal, and the treasure under my bed. The golem won't harm you. Skati must not find my journal!"

The party can either fight **Skati, the Undead King** (see chapter 9) along with Rimin (a **lich**), or get the journal (see "Leaning Wizard Tower") and the treasure (3d10 items of gold and silver jewelry and loose gemstones worth 10 gp each). If Skati is defeated, Rimin gives the party the same items.

After the fight, read the following boxed text:

"Should Skati find a way to return again, keep him from finding the scales. If that fails, keep him from his blood relatives! They'll grant him even more power. And be warned, I sense the wards I once helped put in place at Redfield have fallen. There will be even more vicious creatures roaming the Isles soon." Rimin nods in farewell and returns to his tower. As he goes through the door, the tower shudders violently. The ground begins to quiver and the tower is sucked under the swamp waters entirely.

As the tower begins collapsing on its way down, each character nearby must succeed on a DC 16 Dexterity saving throw or take 19 (3d12) bludgeoning damage.

EVENT: LEAVING TURNTAIL SWAMP (WEEK 14)

One of the hags (likely Fela Yala) will point out an interesting loophole with Keelhaul's undead status, if he hasn't been defeated.

"Keelhaul's weakness has always been his love of drink. Were the man alive, some might say, it would be a simple thing to slip poison in his cup and be done with him once and for all. But those that have already died can't be poisoned. However, those that are undead can be exploded just easily as the living. Keelhaul can no longer taste, but he loved his drink too much in life to stop now. In the Glowing Caves there grows a flower whose seeds explode when mixed with alcohol. One must move quickly, as you'll only have a minute after adding it to the drink before the explosion!"

Also, any of the hags or Rimin Speki know this piece of information about *Allay*:

"The Glowing Caves have many plants, but the true miracle is the soil. It has many uses, one lesser known is that when obtained on the evening of a full moon and the longest day, a mud made from the soil will mend bones. Not the bones of the living, but bones separated from the body—including those used in tools or weapons. A weapon coated in the mud at this convergence event could mend itself when fractured or even splintered to bits."

If any of the hags is allied with the party at this point and willing to teach a party member how to use the huts, they recommend a visit to the Isle of the Watching Woman, as the beaches there are suitable for this purpose.



WISHMASTER'S CONCLAVE

The conclave of wishmasters is a hidden sanctum where genie nobles gather to play games and discuss politics and intrigues. Combining their four elements in layers, deep beneath the waves, this stone structure can be found full of fresh air, with a roaring fire at its center at all times.

Few know of the exact location of this comfortable, well-hidden hideaway, though otherworldly visitors have been seen to come and go as they seek the favor of the genies. From outside, the structure is disguised by illusion to resemble a gargantuan beast that floats serenely in the water, driving most potential visitors away.

Inhabitants. The Wishmaster's Conclave has no permanent residents, but four genies can be summoned from the Elemental Planes.

HISTORY

The Wishmaster's Conclave has been located in a number of places over the years, with only the most recent incarnation in the waters of the Isles. No matter the plane of existence or the location, it's always been the private gathering place of no more than four noble genies. If one dies (an incredibly rare occurrence), another of their kind replaces them. The rooms are always lushly decorated and richly furnished no matter the period.

IMPORTANT CHARACTERS

ROLEPLAYING THE GENIES

The genies are proud, stubborn, and intensely bored. They enjoy receiving visitors as it helps relieve the boredom, but they're seldom helpful or kind. They also aren't particularly fond of one another and argue about trivial matters when they meet among themselves.

BIBBLEDRAZE

Bibbledraze is a **djinni** with deep-blue skin and dark-black hair. He wears trousers of the finest silk and a dazzlingly white silk shirt topped with a deep-purple velvet waistcoat. A red silk scarf is tied around his neck, as well as dozens of gold chain necklaces. He has a pointed goatee and long moustaches waxed into curlicues that point to the heavens. There's nothing Bibbledraze appreciates more than good entertainment, something he doesn't feel he's experienced in a good many years. He ends almost every sentence with a "Yes?" as if seeking agreement.



Godmeat

GODMEAT

Godmeat is an **efreeti** with skin so deeply red it's almost purple in the extremities. He has no hair on his head, not even eyebrows, but has a deeply furrowed brow. He wears finely tooled leather breeches worn smooth and supple, a golden nose ring, and golden bracers with gems, but no other adornment. His heavily muscled torso is naked and unscarred. He won't speak to a visitor until someone in the group speaks his name. Godmeat enjoys physical exertion but hates to be disturbed. He's very disappointed that the last five groups to visit the conclave were unable to solve his riddle (and were summarily killed). In fact, the only one who's ever worked it out was a tiefling carrying a quarterstaff.

SKEGOLOM

Skegolom is an extremely tall **efreeti** with freckled light red-brown skin and two pronounced horns. He wears a burnished leather chest harness and golden silk trousers tied about with a golden, gem-encrusted belt. He has a particularly deep voice and speaks slowly, as if he doesn't think whoever is listening will understand what he's saying. As the oldest of the conclave genies, he thinks himself better than the others and isn't afraid to say so, repeatedly.

THERAFUZE

Therafuzze is a muscular **djinni** with almost-turquoise blue skin. His arms and torso are tattooed with glowing, stylized words in Primordial (the names of his children with mortal partners: Nibikon the Better, Lalladah the Swift, and Dhaasseel the Trustworthy). He wears relatively simple silken clothing compared to the others and is dressed more for ease of movement than to display wealth. His face is clean-shaven and his hair is worn in a topknot. When he speaks, he looks whoever he's talking with directly in the eye. The most direct of the genies and the most in touch with his mortal soul, Therafuzze respects the strong.

HOW DID WE GET HERE? (WEEK 11)

The party could have heard about the Wishmaster's Conclave from Iolana in Kauhale, any of the hags in Turntail Swamp, or from a last-minute request from Larry in Keyport. Their motives for coming could be to investigate the hidden magical location to benefit from potentially powerful wishes. Proceed to the Finding the Conclave quest.

LOCATIONS

FOYER

Accessible via a strange, shimmering membrane that acts like an airlock, the grandiose foyer sets the tone for the entire structure. This round room has a 40-foot diameter and two doors—the membranous entrance and an ornately carved marble door leading to the Wishmaster's Lounge that operates on a pivot—locatable with a passive Wisdom (Perception) score of 15 or higher or a successful DC 12 Intelligence (Investigation) check. The walls are carved stone featuring highly detailed carvings of djinni and efreeti engaged in heroic but somewhat unlikely activities, such as single-handedly defeating a tarrasque or accepting worship from a gathered collection of royalty. The floor is thickly and richly carpeted with assorted plush carpets, including a well-trained **rug of smothering** (which attacks only if someone attempts to remove it or in self-defense). If water drips on the rug, it immediately dries, making a slurping sound as it does. A painted stone carving of two djinni and two efreeti stands in the center of the room, each standing regally but with a different expression on their faces: curiosity (djinni), disdain (efreeti), pride (efreeti), and determination (djinni).

SPARRING QUARTERS

The sparring quarters are accessible only via a teleportation circle and are used by Therafuz as a gladiatorial arena to fight those who seek a wish from him. The round room has a 40-foot diameter and is located directly below the foyer. The outer edge of the room contains a 5-foot-wide, fenced-off viewing platform 20 feet above the rest of the arena. The upper walls are padded and surrounded in thick, velvet drapes that muffle sound. The lower pit has tiled marble walls and a stone floor inset with drains around the edge. The center of the floor includes a 10-foot-diameter teleportation circle.

WISHMASTER'S LOUNGE

The Wishmaster's Lounge is 60 feet by 30 feet. Opposite the pivoting door that provides access from the foyer are four large chairs set in front of four immaculate marble arches which each include a noticeable indentation as if waiting for an object to be placed inside. Inscribed around each arch are writings that describe, in excessively flattering words, how impressive and awe-inspiring the genies of the conclave are. The ceiling above has its own writing that rings around the room:

*Behold the Conclave of Wishes,
The home of genies four.
Employ the colored ore,
To open any door.*

In the exact center of the room sits a table that contains four round gems, exactly sized to fit the indentations in the arches: a sapphire, a ruby, a pearl, and a geode. Small side tables sit next to the chairs, some stacked with games (chess, playing cards, knucklebones, etc.), others contain 1d6 + 1 crystal decanters filled with liquids (see the table below), hookah pipes, and small plates of bite-size food replenished at dawn by two *unseen servants*.

Crystal Decanters

d6	Contents
1	Pure, sparkling water tasting of mountain streams and fresh-melted snow
2	<i>Moondew</i>
3	<i>Potion of gaseous form</i>
4	<i>Potion of growth</i>
5	<i>Potion of poison</i>
6	An incredibly potent clear alcohol that knocks the imbiber unconscious for 1d4 hours unless it succeeds on a DC 16 Constitution saving throw

Djinni
archway



The four chairs and their respective arches are as follows:

Chairs and Arches

Stone	Chair	Arch
Sapphire	An incredibly plush armchair with overstuffed tufted cushions, everything in varying shades of blue from royal blue to periwinkle, and wooden lion paw feet	Carved to resemble a waterfall, with long, flowing lines. The indentation for the sapphire is between a female merfolk's outstretched hands
Ruby	<p>A rosewood chair with no cushioning, but with elaborate flame-like carvings and a tall back that almost reaches the ceiling. Behind this chair, almost as if scorched into the wall, is the following:</p> <p>I rage like spreading fire, Do not open my door. For if you invoke my ire, My blade will invoke your gore.</p> <p>But if you speak my name, I'll listen to your plea. Do not belittle my fame, Or the deaths will number three.</p> <p>To earn my lordly claim, View you a graven beast. Ignore those that are same, And offer a favored feast.</p> <p>Move its tail to its head, But alter not its meal. Speak all of what now is read, When you're facing my ordeal.</p> <p><i>Inscribed near the puzzle:</i> A dog A turtle A lizard</p> <p>GM Note: The answer is "Godmeat." The turtle and lizard are both reptiles, and so can be ignored. After the "head" and "tail" of the remaining animal are swapped, you get "god" (i.e. dog spelled backward), and a dog's favorite meal is meat.</p>	Carved to resemble an open fireplace mantle. The indentation for the ruby is the eye socket of a sideways-facing imp
Pearl	A carved, alabaster-white marble chair with a gilded cushion upon the seat and padded armrests	Carved to resemble clouds, complete with flying birds of all shapes and sizes. The indentation for the pearl is in the open mouth of a seagull
Geode	A large amethyst geode cracked in half and made into a chair, with the purple edges inside worn smooth	Carved to resemble a natural cave opening. The indentation for the geode is in the exact center of the top of the arch

QUESTS

FINDING THE CONCLAVE

The Wishmaster's Conclave isn't something that can simply be stumbled upon. Once the party learns of it, they know only its approximate location. Roll a d4 to determine the structure's current illusory appearance:

Conclave Appearance

d4	Illusory Appearance
1	A gargantuan, unblinking, one-eyed narwhal floats motionless in the water, its mouth agape
2	A sleeping kraken with a slow stream of bubbles escaping its open maw
3	A gargantuan octopus floats in the water, its tentacles gently waving in the current, its mouth gaping open as if it were yawning
4	A gargantuan purple worm, strangely out of place, floats coiled like a snake in the water, its wide maw slack-jawed and open, showing all of its teeth

As the party approaches:

As you descend into the waters around where you've been told the wondrous place you've been looking for might be located, you see a strange sight: [describe the Illusory Appearance you rolled].

If a party member casts *detect magic* within 30 feet of the illusion, they determine that something magical is in front of them, but won't be able to determine its exact nature other than it's from the school of illusion. If a party member casts the *true seeing* spell or has truesight, they detect that the creature is illusory and the mouth of the beast is a disguised entrance. If the party closely observes the illusory beast for 5 minutes or more, they witness a passing grouper (a fish) swim right through part of it but dart out of the way of the creature's mouth.

If the party attacks the illusory beast or touches any part of it other than the mouth area (entrance), it (and the Wishmaster's Conclave) disappears and reappears in a random nearby location at least 300 feet away, requiring a successful DC 15 Intelligence (Nature) or Wisdom (Survival) check to locate it again.

Once the party have entered via the mouth:

As you push through a membranous portal into the foyer, you're surprised to find it full of air—and rich, opulent decorations. A striking set of four statues, two djinni and two efreeti, stands in the center of the room. The floor is layered with thick carpets with unusual patterns that feel soft against your feet. The walls attract the most attention, however. It would take hours to study all the fanciful carvings.

At the GM's discretion, if the party doesn't discover the pivoting marble door to the Wishmaster's Lounge on their own, an *unseen servant* comes through that door to light the torches in the foyer, returning to the lounge when finished.

Once the party have entered the Wishmaster's Lounge:

This large room is decorated even more extravagantly than the last. Four wildly different but equally impressive chairs sit in a line, each with an archway behind it. A table in the center of the room holds four stones: a sapphire, a ruby, a pearl, and a geode. The ceiling and some of the walls, especially the area next to the archway which resembles a large walk-in fireplace, bear writing in both Common and Primordial. The ceiling's writing is particularly noticeable, though you have to spin around to read it all:

*Behold the Conclave of Wishes,
The home of genies four.
Employ the colored ore,
To open any door.*

SUMMONING THE GENIES

Each of the noble genies can be summoned by placing the appropriate stone in the right indentation. After satisfactorily completing an encounter with a genie, they may be granted one or more wishes, with any restrictions as noted. Wishes may be fulfilled at the GM's discretion with the recommendation that the more complex, difficult, or extravagant a wish is, the more likely it is to have a setback or twist. For instance, requesting a very rare or legendary weapon might indeed summon the weapon here, but also summons its wielder.

The genies may be summoned one at a time or all at once, though some will immediately attack. The quests below are written with the assumption that the genies are called out one by one and should be adjusted accordingly during play.

The party can rest in between summoning the genies, exploring the Wishmaster's Lounge and the foyer, and speaking with any of the previously summoned genies. Up to $1d4 + 1$ *unseen servants* will provide food and any creature comforts.

Variant: Aggressive Secretary. If you feel the chapter is moving too slowly or wish to increase the difficulty, each summoning stone can be guarded by a **clay golem**, a **flesh golem**, or a **stone golem** that must be defeated before the object can be used to summon its respective genie.

GM Note: All earned wishes must be redeemed during their stay at the Wishmaster's Conclave and can't be saved for later use.

THE SAPPHIRE

Bibbledraze wants the party to perform a story or a tale or even a recounting of one of their past adventures for him. If the characters make a successful DC 20 Charisma (Performance) check he grants the party a wish. As a bonus, if the players describe the performance in detail or roleplay it appropriately, he also gives the characters a *cloak of displacement*.

If the party places the sapphire into the appropriate indentation:

With a puff of smoke, a finely dressed djinni appears. Dancing about the room, he sings out:

*"I am the lord of bubbling brine,
And all inside are mine.
Know my name, the king of waves,
The mighty djinni Bibbledraze!*

*I grant the worthy wishes,
Of which they value so!
But can they offer riches,
Or face a raging flow?*

*Yet a story told with passion,
Will give me quite a show!
I reward a tale in fashion,
What stories do you know?"*

After the last verse, he performs one last midair pirouette and sits down in his chair, looking at you expectantly.

If the party earns a wish, Bibbledraze will grant them one with the stipulation that he won't "give them any weapons of destruction, for all the world's a stage and we should play upon it, not make war."

Bibbledraze



THE PEARL

Therafuze desires to face a party member in single combat and will grant anyone who beats him two wishes instead of one. However, he chooses the fighter and the more a particular character is pushed forward, the less likely he is to select them. The GM can either directly select a party member for Therafuze to fight or choose randomly.

If the party places the ruby into the appropriate indentation:

In a shower of sparks, a djinni appears. Performing a series of well-choreographed roundhouse kicks and flips, he bellows:

*"My name is Therafuze, My title is that of lord.
I grant wishes in twos, If mortals can afford.*

*Yet my interests reach afar, And dueling joys me so.
Can I be bested in a spar, And fein their final blow?*

*I promise a gift of grandeur, One to guide the just.
Face me without fear, voyeur, Lest your form be crushed."*

After the last verse, he clasps his arms across his chest and looks at each of you in turn. "Are you game?" he asks, with a rakish grin.

If the party agrees, select a party member to fight Therafuze. The **djinni** claps his hands, immediately teleporting the chosen party member to the center of the sparring quarters and everyone else, including any other summoned genies, to the viewing platform to watch the combat.

If Therafuze kills the combatant during the battle, he teleports everyone back to the Wishmaster's Lounge, including the dead body. If none of the remaining party members are capable of casting *gentle repose*, *revivify*, or a similar spell, and the character died bravely, he offers them a unlabeled ointment that acts as a *gentle repose* spell. Otherwise, he offers only a dissatisfied shrug and sits down in his chair.

If the combatant bests Therafuze in battle (reducing him to 0 hit points immediately ends combat, at which point he snaps his fingers and is completely healed), he grants them two wishes with the stipulation that he won't "bathe them in riches."

THE RUBY

Godmeat, saddled with a name strange by even genie standards, wants nothing more than for someone to figure out his name, which is written on the wall in riddle form alongside his archway (see the **Chairs and Arches table**). However, he wants them to figure it out by deciphering the riddle and immediately launches a surprise attack when summoned. If any party member shouts out his name, he ceases fighting immediately and grants that party member a *wish*.

If the party places the ruby into the appropriate indentation:

In a burst of flame, an efreeti appears in the fireplace-like alcove of his archway. He immediately attacks the one who placed the ruby.

If another genie has already been summoned and their riddle or task has been solved, they may, at the GM's discretion, offer a clue such as "Such a useless riddle, it's no wonder you always have to kill them. You can't move the tail of a written word!"

If a party member correctly guesses Godmeat's name, he immediately stops fighting and grins broadly, doing a slow clap. He grants that party member a *wish* with the stipulation that he won't deal in "life or death, for that is not my place—except, of course, for those I kill in battle."

If the characters are unable to guess Godmeat's name, but defeat him, he disappears in a cloud of smoke, leaving behind a *circlet of blasting* and won't return unless called back by the other genies to settle the An Ages-Old Argument quest.

THE GEODE

Skegolom will only give his wish if the party effectively declares him the "best" of the genies by first summoning and besting or defeating the other genies and then giving Skegolom their gems. If this occurs, the An Ages-Old Argument quest can't be completed.

If the party places the geode into the appropriate indentation:

A deep, resonant voice rings out, beginning before the efreeti even appears already lounging comfortably in his chair, one leg crossed over the other.

*"My worth is more than yours, A lord of gems and gold.
Together we speak in fours, Our debate is ages old.
Show these other fools, That Skegolom is their better.
Steal and jar their jewels, As we converse the weather.
When all doors are shut but mine, Show me your earnings.
I'll pay you more than fine, If never the others are learning."*

If the other genies are present when Skegolom is summoned, they groan aloud after his song and roll their eyes, insisting he's no better than they, even if he's older.

If the party has already resolved the other genies' riddles and tasks, and removes and takes all the other gems



(sapphire, ruby, and pearl), effectively unsummoning the others, and then present the stones to Skegolom, he offers them a *wish* without any imposed restrictions, as they’ve “crowned him the best of them all.”

AN AGES-OLD ARGUMENT

The genies have been embroiled in an endless argument for longer than they can remember. Each one believes they’re the best at coming up with riddles and the others are weak-minded and foppish. If engaged in conversation about riddles or their argument, they invite the party to decide for themselves who’s the best riddler, with each offering their favorite puzzle:

Bibbledraze: “You measure my life in hours and I serve you by dying. I’m quick when I’m thin, but slow when I’m fat. The wind is my enemy.” (Answer: A candle)

Godmeat: “You see a ship filled with people. It hasn’t sunk, but as you look again you don’t see a single person on the boat. Why?” (Answer: All the people were married)

Skegolom: “What vanishes without a trace as soon as you call its name?” (Answer: Silence)

Therafuz: “It belongs to you, but everyone else uses it.” (Answer: Your name)

For every riddle the party answers correctly, the genies provide a reward, as follows:

Riddle Rewards

Genie	Reward
Bibbledraze	Decanter of endless water
Godmeat	Dust of dryness
Skegolom	Cloak of protection
Therafuz	Elemental gem (blue sapphire)

Selecting a Single Winner. If the characters select one of the genies as the winner, the other genies will cast *bestow curse* spells upon each member of the party that agrees with that assessment. The winning genie laughs, but leaves the curses intact. They do, however, give the party a *bag of beans*.

Everyone’s a Winner. If the characters insist all the riddles are equally good, they must make a successful DC 20 Charisma (Deception or Persuasion) check to convince the genies they’re telling the truth. On a success, the genies offer the party a toast from the crystal decanters. If the party join the toast, roll on the Crystal Decanters table to determine what they drink.

The four genies raise their glasses in a toast, waiting until you join in to drink. They drain their glasses in one quick gulp, and toss their glasses into the air, where the goblets disappear in a flash. They grin broadly as you drink.

After the toast, the four genies offer the entire collection of decanters to the party, as well as a *deck of illusions*. On a failure, the genies begin to argue among themselves, ignoring the characters and becoming so engrossed that they don’t even notice when the party leave.

It’s a Tie. If the characters can’t decide and select two or three of the genies as the best riddlers, the unselected genies cast *bestow curse* on an equal number of random party members. The winning genies won’t remove the curses, but give the party an *eyes of charming*.

No One’s a Winner. If the characters refuse to select a winner, the genies snarkily ask the party if they think they can do better. If the party members come up with a riddle of their own, they can be awarded an *efreeti bottle* at the GM’s discretion or the genies can dissolve into one of their endless arguments, ignoring the party.

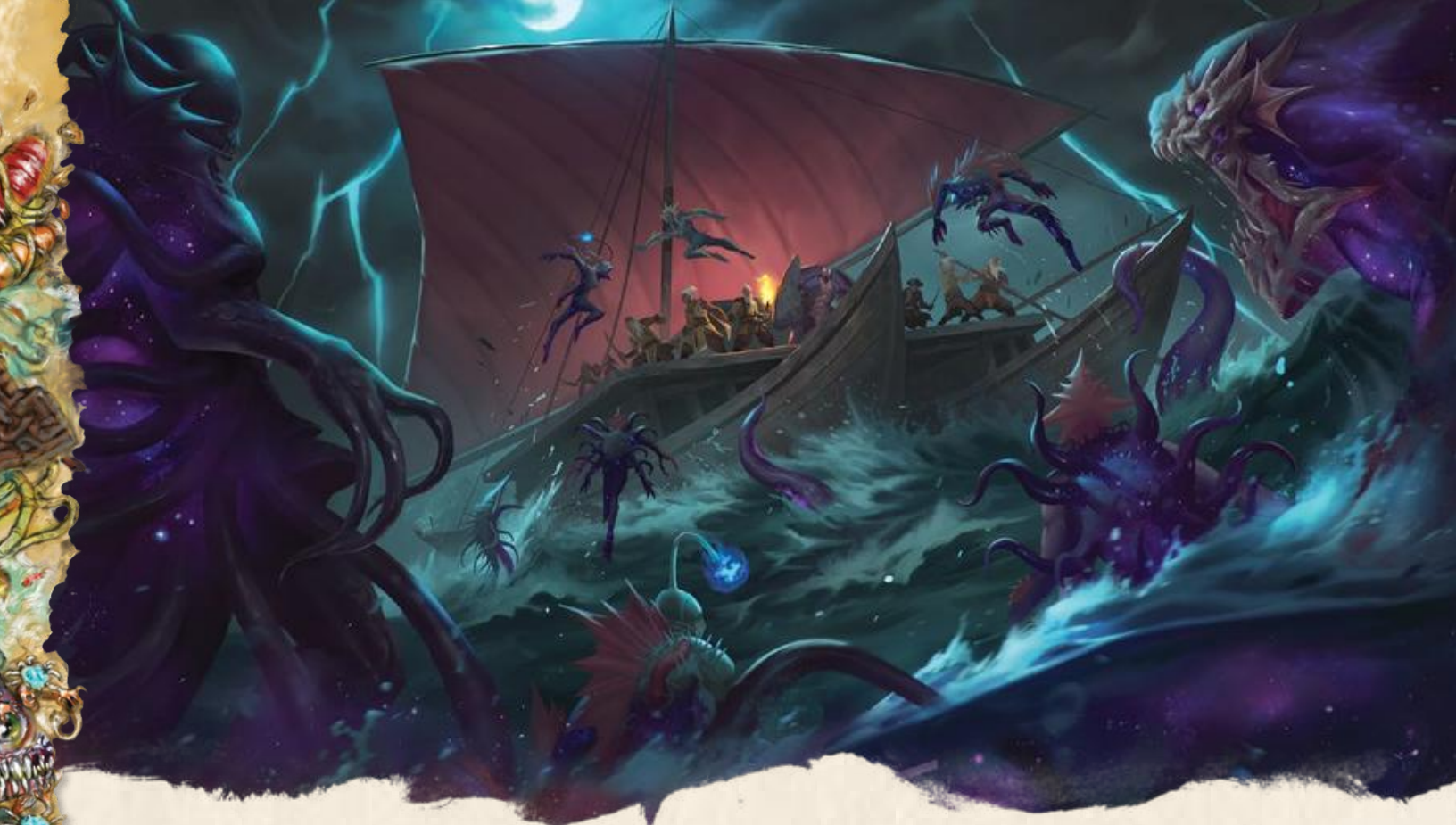
LEAVING THE WISHMASTER’S CONCLAVE

Before leaving the Wishmaster’s Conclave (unless the genies fell into their ages-old argument), one of the genies gives some final advice to the party:

The genie looks down upon you, somehow appearing even taller than before. “We mostly keep to ourselves here or to our respective planes, but even we’ve seen that there are strange things going on in these fair Isles. We’re even considering moving our conclave to a safer location. So you might, perhaps, be our last guests here. As such, I feel some advice is in order. I sense that your next best move would be to assist those who keep the lighthouse. But I also sense that those strange creatures, the decapodians, are in grave danger in Chitoni and, without your help, may suffer grave losses.”



Cloak of Protection



CHAPTER 7: THE WAR FOR THE ISLES OF MANAKI



PREPARING FOR THE WAR

To prepare for this part of the adventure, the GM needs to run through the list of allies and enemies that follows. The forces opposing the party depend on the party's previous actions, and whether or not the character is still alive in this part of the adventure. Due to the branching style of the adventure, events in this section must be created by the GM, but the general outline and sequence of events is as follows: the party must fight through waves of differently themed enemies, reaching the Black Atoll after the battle.

THE STAGES OF BATTLE: UNFINISHED BUSINESS

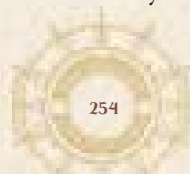
When calculating allies, remember each character with a rival will be present to help fight that rival. Crew members the party has amassed can each help in one

fight, determined either by the GM or the characters that enlisted them. The fights should go in an order similar to: **the Undead Lords, Kada, the Ecliptic Articulata**. Each of fight can take place on the enemy's vessels or on the party's current ship, and can be played out normally or described narratively, if the session feels too drawn out.

Once the party has defeated their enemies, they reach the Black Atoll. Optionally, any ecliptic forces the characters would fight during this chapter can be relocated to the Black Atoll.

Did We Do Too Well? If the party has defeated most or all of the Undead Lords, and dealt with Kada, the forces of the ecliptic should replace their presence. When facing the Star Breather, the text mentions how destructive the party has been.

Oops. If the party failed to save any cultures in the Isles, including the decapodians in Chitoni, the mirescales on SpringBog, and the islanders on Kadaur, they find only the undead fighting the ecliptic forces.



POTENTIAL ALLIES IN THE FIGHT FOR THE SUNKEN ISLES

The choices the party makes during the campaign have consequences, especially in which allies are available to them in the final weeks. Whenever the party make a decision about which location to visit, they are, perhaps unwittingly, choosing who will fight alongside them at the end.

Ally Name	Location	Condition	Type of Ally	Rivals
Anson Drah	Alaula Cove, Eastguard or Westguard	The party must be involved with Keelhaul in some way, and find Anson after week 5	Crew	Captain Keelhaul
Alamea	Alaula Cove, the Glowing Caves	Letting her join the Wormy Research quest	Temporary crew	—
Gigas	Chitoni	Humor the strange clam	Gift giver	Ecliptic
Old Shell	Chitoni	Impress Old Shell, or save Chitoni and his community	Advisor, half immortal	Skati Fylkir, the Undead
The Decapodians	Chitoni	Save Chitoni during the decapodian's molting	Various, can serve as skilled workers or warriors depending on the party's involvement and requests	The Undead
Krinssk	Chitoni, The Glowing Caves	Meet Krinssk	Tattoo artist	—
Ginning Taela	Eastguard or Westguard	Meet Ginning, recruit Ginning	Advisor, crew	—
Skree	Eastguard or Westguard	Help Skree operate the lighthouse, save sailors from an ecliptic attack	Advisor	Skati Fylkir
Captain Jackdaw	Entropy Abyss	Rescue him from the entropic mirescales	Crew	—
Juvenile Tyrannavis Deus	Entropy Abyss	Rescue him from the entropic mirescales and bring him to Tyrannavis Deus	Warrior	—
Makana Asteria	Isle of Watching Woman	Meet some or all of her requirements	Advisor, gift giver, half immortal	—
Ahonui	Kauhale	Meet Ahonui, Hani in Makolf or Onaona	Advisor	—
The Kia'i	Kauhale	Save Kauhale from the ecliptic, or help the survivors recover	Warriors	Ecliptic, the minax
Unu	Kauhale	Complete the Heavy Is the Head quest	Gift giver	Ecliptic, the minax
Onaona	Kauhale, Keyport	Meet Onaona, Ahonui, or Hani	Healer, temporary crew	—
Iolana	Kauhale, various	Help Iolana with any of her endeavors, or provide her with materials	Advisor, half immortal, tattoo artist	—
Chuck Lawrence	Keyport	Meet Chuck	Crew	Ecliptic, Captain Keelhaul
Larry Baker	Keyport	Meet Larry	Advisor	—
Rockjaw	Keyport	Convince him to join the crew	Advisor, crew	—
Quarala and Quing	King's Tomb	Visit King's Tomb and deal with Kish	Advisors, gift givers, half immortals, warriors	Kish, The Undead
Makolf Villagers (Ikolf and Manaki)	Makolf	The party must save Makolf from Skati and Kada's endeavors	Various, can serve as a skilled workers or warriors depending on the party's involvement and requests	Ecliptic, the Undead

POTENTIAL ALLIES IN THE FIGHT FOR THE SUNKEN ISLES (CONTINUED)

Ally Name	Location	Condition	Type of Ally	Rivals
Batholomew and the Barrel Bandits	Primal Archipelago	To on one of their two tasks, and don't backstab them	Warriors	—
Tyrannavis Deus	Primal Archipelago	Convince the beast tyrant to help fight for the Isles	Half immortal, warrior	Ecliptic
Xavier D. Drake	Primal Archipelago	Convince him to join the party or enlist his help when convincing the beast tyrant	Crew or warrior	—
Batibat	Redfield	Meet Batibat and don't ally with Zorgomuth	Advisor, crew	Zorgomuth
Frizzle	Redfield	Meet Frizzle and don't ally with Thrugnon	Advisor, crew	Thrugnon
The Fiend Swarms	Redfield	Save Redfield, reopen one or both of the portals	Warriors	Skati Fylkir
Thrugnon	Redfield	Help him defeat or make peace with Zorgomoth, save Redfield	Gift giver, warrior	Zorgomuth
Zorgomuth	Redfield	Help him defeat or make peace with Thrugnon, save Redfield	Gift giver, warrior	Thrugnon
Duxxack	Seputus	The party sides with Duxxack and stops Vomm	Advisor, warrior	The Undead
The Minax	Seputus	The party sides with Duxxack and stops Vomm	Warriors	The Undead
Kadeus	Skyreach	If the party convinces Kada to side with them	Warrior	Ecliptic, the Undead
Pehtrok	Skyreach, Entropy Abyss	The party brought him to the Entropy Abyss	Battlefield or barrier (at the GM's discretion) or crew	Kada
Kada	Skyreach, Various	Convince Kada to help save the Isles, or use a forbidden ritual to charm him	Half immortal, warrior	Skati Fylkir
GoodEye	SpringBog	Recruit GoodEye, or help save the mirescales	Crew	—
LickSpittle	SpringBog	Meet LickSpittle	Advisor	—
The Mirescales	SpringBog	Save the mirescales when SpringBog sinks	Warriors	Ecliptic, the Undead
Berthyn	The Glowing Caves, the Living Wall	Find a way to let her travel above water	Advisor, crew	—
Itsk	The Living Wall	Save him from collapsed debris	Warrior	Ecliptic
The Bloody Twins	The Living Wall, Turntail Swamp	Free them from Keelhaul's boat	Warriors	Captain Keelhaul
Doni Steinn	The Ruins	Help Doni with the "Classroom Janitor"	Advisor	The Undead
Inda Jenos	The Ruins	Meet Inda	Advisor	The Undead
Captain Moku and his fishing party	Turntail Swamp	Convince the captain and his crew to join the party's boat	Advisors, crew	Ecliptic, the Undead
The Hag Huts	Turntail Swamp	Ally with the hags, or learn to control the huts	Mounts, warriors	—
The Hag Sisters	Turntail Swamp	Appease the hags by helping them	Advisors, gift givers, warriors	Captain Keelhaul, the Undead
The Keahi	Various	If the party completes two of the following quests: Saving the Mirescales, Saving the Kia'i, Saving the Decapodians, or Saving the Reef	Warrior	Ecliptic

POTENTIAL ENEMIES IN THE FIGHT FOR THE SUNKEN ISLES

Enemy Name	Condition	Transgressions or Objectives	Type of Enemy	Rivals
Ecliptic Articulata	Any of the more powerful enemies have been defeated, and the ecliptic could have located their body	To assimilate all life in Manaki	Ecliptic	Everyone
Captain Keelhaul	He hasn't been slain in previous encounters	To plunder, raid and take his blind vengeance out on the open seas	Undead Lord	Anson Drahl, The Party
Captain Keelhaul's Recruits	—	To follow the guidance of the Undead Lords and to stop the ecliptic	Undead	Everyone
Entropic Mirescales	Optional: Any survivors from the <i>Mired Sail</i> escape the Entropy Abyss	To reclaim their "Beast Princess" or take vengeance on the party	Misc.	Captain Jackdaw, the party
Flamingo Shrimplords and the Flamingos	Optional: Other enemy forces are sparse	To be temperamental	Misc.	Everyone
Kada	The party stopped Kadaur from sinking itself, but didn't ally with the spirit	To stop the party from reaching the Star Breather	Spirit	The party, Skati Fylkir
Kumuhea	She hasn't been slain in previous encounters	To connect all the Isles and continue her research as an undead	Undead Lord	The native islanders, The Party
Kumuhea's Recruits	—	To follow the guidance of the Undead Lords and to stop the ecliptic	Undead	Everyone
Kish	Kish wasn't defeated at King's Tomb	To destroy the gold dragon legacy	Undead	Quing, Quarala
Pehtrok	If the party allies with Kada after reviving the spirit	To stop Kada and the party from reaching the Black Atoll (in the final fight, either place two stone golems on the black ring or use the island as a persistent, sentient <i>wall of stone</i> spell)	Spirit, Construct	Kada
Skati Fylkir	His special death requirements haven't been met in previous encounters	To vengefully destroy the descendants of his people, and restart his empire on the ashes of Manaki	Undead Lord	Everyone
The Ecliptic	—	To assimilate all life in Manaki	Ecliptic	Everyone
The Fiends	If Redfield is saved but never visited	Wanton destruction or to conquer the Isles	Fiend	Everyone
The Minax	Skati's forces enlisted them in Seputus	To fight fiercely and prove their value to their allies	Minax	The ecliptic, the kia'i
The Undead Horde	—	To follow the guidance of the Undead Lords and to stop the ecliptic	Undead	Everyone
The Undead Wurms	Kumuhea wasn't stopped in her efforts to control the wurms	To obey Kumuhea's commands	Undead	—
Vomm or Duxxack	The party didn't visit Seputus	To fight fiercely and prove their value to their allies	Minax	The ecliptic, the kia'i

THE BLACK ATOLL

This otherworldly atoll sits on the southern edge of the Isles, and contains one of the first two structures brought to Manaki. This structure is a magic seal, acting as a counterpart to Skyreach that keeps the Isles tied to the reality it sits in. The water inside the atoll is impossible to see through, and flows gently toward the center of the formation. Most people feel something profound is staring back at them if they stare too long into the atoll. The coral around it grows strangely, and the fish that feed around it are deformed due to the Star Breather's recent activity.

Destined. A character wielding a weapon dipped in ichor is immune to the effects of the Voice.

The Pull. All currents within a half-mile radius of the atoll flow toward the atoll's center. Any ship that enters the radius suddenly becomes more difficult for the sailors to control, forcing disadvantage on any attempts to leave the radius.

The Voice. Any creature swimming in the water within a half-mile radius of the atoll hears indiscernible whispers. Every minute, it must succeed on a DC 14 Wisdom saving throw or spend its movement swimming toward the Black Atoll, and can't move away from the atoll for the next minute. Creatures that arrive at the atoll then spend their move actions swimming down into the darkness and are unlikely to be seen again. A creature that succeeds on its saving throw is immune to the Voice for 1 hour. The DC of the saving throw increases to DC 16 on week 10 and to DC 18 on week 17.

Fish are also affected by the Voice, most noticeably on the outside of the Dark Ring, where their bodies and bones cling to the coral like glue.

IMPORTANT CHARACTERS

THE STAR BREATHER

The roaming deity that created the Isles can be found inside the Black Atoll, and uses the formation as a lens to watch over its creation. After inciting the reformation of the Isles in response to Kada's actions, it's been waiting for a mortal to enter the endless depths and prove its worth.

HOW DID WE GET HERE? (WEEK 19)

At the end of week 18, all mortals and immortals feel an overwhelming pull toward the Black Atoll—a pull none can resist. If the party is leaving the peak of Kadaur, they see numerous vessels and bodies on the southern waters. Hundreds of boats, makeshift or otherwise, are floating on the open water engaged in battle or pursuing other boats and creatures. If the party is leaving the Living Wall, all the ecliptic redirect their forces in instantaneous unity. If the party is leaving King's tomb, they may be ushered to the site of the war by Quarala.

As you set sail one last time, you find the open ocean more of a battlefield than a peaceful horizon. Countless ecliptic, undead, islanders, and every creature in between are swarming toward the location you all feel a draw toward: the Black Atoll. Cannonballs, arrows, claws, and spells fly over and under the water's surface as every creature fights for the right to survive, with the forces that command them instead fighting for the Isles themselves.

The Atoll



HOW DID WE GET HERE? (WEEK 20)

Once the party has escaped or pushed through the opposition, they should reach the center of the Black Atoll. Their reason for being here is to come face to face with the Star Breather, and stop the end of the Isles of Manaki.

LOCATIONS

THE DARK RING

A tubular pillar whose walls are 600 feet thick is this atoll's main feature. From a distance, the ring is made from a type of gray coral, but creatures that get close enough quickly realize the ring is composed of dead coral, driftwood, and bones from countless creatures all packed so tightly one can't tell where each feature begins or ends.

Few creatures visit this ring aside from the *kia'i*, who brave the edge of the atoll each season to offer up their dead for recreation. Monstrous creatures from the Entopy Abyss may be found picking at the bones of the dead deep under the water, while undefinable creatures emerge from the center of the atoll itself. The few that reach the ocean quickly find the environment inhospitable to their physical forms, quickly drowning or being devoured by natural beasts.

OUTSIDE THE TEMPLE, SHE WATCHES

Just before the party can enter the temple after the war, Makana Asteria will stand in their way. She explains she has no intention of fighting them, but asks if they think they're worthy of saving the Isles. Regardless of the party's answer, she then asks if they've created a worthy weapon. At this time, if the GM deems the weapon worthy of being realized as *Allay* (see "Realizing the Weapon" in chapter 8), the Watching Woman gives it her blessing.

TEMPLE OF SACRIFICE

This temple sits above an endlessly deep pool of water that's kept there only by the strange behavior of waves around the atoll. It stands three stories tall and is made of a single piece of marble. Creatures that wish to reach the temple must dock outside the atoll and then swim to the temple itself, which is made surprisingly easy by the current that tugs swimmers toward the steps of the building. The main room on the first floor is empty, with a few other rooms accessible via archways.

ULTIMUS SANCTUM

The Ultimus Sanctum is the lowest floor of the temple, and is a circular chamber whose marble walls are engraved in completely indiscernible writings. This part of the temple is partially submerged in water, with an open face at the bottom serving as an entry to the atoll's water.

The Reflector's Window. This 20-foot-diameter pool sits in the center of the Ultimus Sanctum and appears to provide access to the Dark Ring. A creature that dives into the pool is sent to the Endless Depths, a mirror dimension that contains an empty version of the temple floating through a celestial plane. The first time a creature enters the pool, a silhouetted duplicate of them (use the creature's character sheet or stat block and their current hit points) climbs out of the pool 1d4 rounds later. This duplicate is hostile to the intruder and its allies and attacks them on sight.

The Marble Portal. A distinctly carved archway stands pressed against the wall in the sanctum, with a small downward arrow shaped indentation in its side. Placed on the floor under this archway is a small arrow made of obsidian pointing upward. If the arrow is picked up, the holder will find it impossible to point the arrow downward.

If the arrow found in the Cradle of Reality at Skyreach is placed inside the indentation, the space inside the archway fills with a pale white sheet. This portal is useless unless both arrows have been placed, in which case it can be used to instantly teleport to the Temple of Sacrifice.

THE ENDLESS DEPTHS

This section of the temple can only be accessed after entering the Reflector's Window. Once inside, creatures find themselves set adrift in an infinite ocean of reality. Small motes of light that resemble stars fill the space between drifting clouds of color, and streams of ichor flow like rivers through the infinite unknown. (See "The End of the Isles" below.)

INFORMERY

This strange room resembles a private office with arcane writings that cover the walls, floor, and ceiling in clean, almost symmetrical patterns. An attentive creature who lingers in this room long enough will find that the writing slowly changes, adding more information in random spots. There's also a desk made of pearl, gold, and carved gemstones facing the entryway. There are 2d4 scrolls neatly lined up on the surface of the desk, a string of shells with writing that describes the Ceremony of Rebirth, and one smaller scroll inside the desk's main drawer.

THE CEREMONY OF REBIRTH

Four times a year, select kia'i Reclaimers visit the Black Atoll to perform the Ceremony of Rebirth, gifting the dead to the Star Breather so that they may be reborn once again into the Isles. A specially constructed raft is made from driftwood collected from all over the Isles, hollow pieces of corals that have died (so that they too can be reborn), and woven kelp. Depending upon the number of dead, additional rafts may be constructed, tied together in a long train with figure eight knots to represent the unending cycle of life.

The bodies of the dead that have been stored in the Relinquit at Kauhale are carefully loaded onto the rafts and copper tokens are placed over their eyes. The four Reclaimers stationed at each corner of the raft "chain" wear maile leis (flowerless lei made from leaves and vines) around their necks. As they transport the dead from Kauhale to the Black Atoll, they each in turn chant a prayer to the Star Breather, extolling the lives of those that are to be committed, giving praise to the god, and making promises for the future.

Once they near the Black Atoll and can feel the pull from the Voice begin, the Reclaimers gather at the back of the rafts. In unison, they chant one last prayer, ending with a repeating chorus of "A hui hou, a hui hou" (until we meet again). They then all cast a combined *control water* spell, propelling the rafts through the opening into the Dark Ring. Upon returning to Kauhale, the Reclaimers spend the next three days within the Relinquit, cleaning it and making it ready for any new dead to come.

The Writings. The writing covering this room is difficult to decipher, mainly because there's no clear starting point. Over the course of an hour, a character who makes a successful DC 30 Intelligence check can decipher 1 square foot of this writing. Alternately, a character can succeed automatically by using *comprehend languages* spells over the course of 1d4 hours. The translated text documents a random event that occurred within the last 20 weeks in incredibly precise detail. This event is chosen by the GM, and can be related to the party or not.

The Scrolls. Each of the scrolls on the desk has an enhanced form of the *legend lore* spell written on them. Using a scroll takes 1 minute, after which the user can name a person, place or object. The caster can then ask three questions about the thing named instead of receiving a summary, each of which will be answered by a divine voice that can be heard throughout the temple. These answers are given in detail, but vary depending on the wording of each question.

The Smaller Scroll. The scroll kept inside the desk has a symbol on the back the same shape as the atoll. When opened, the scroll appears blank unless one of the party members has learned the Immortal Plea from Skyreach (see "The Immortal Plea" on page 174 for further details). Whoever knows the words to this ritual instead sees them written, with a second

incomprehensible line of writing below it. They suddenly feel whispering voices surround them, calling them to cast the spell and learn more. If a creature casts the spell, the writing unravels for them and they learn a new ritual: *obedist mihi in aeternum*.

OBEDIST MIHI IN AETERNUM

Ancient Ritual, Evocation

Level requirement: 20

Casting Time: 1 minute

Range: Unlimited

Components: V, S

Duration: Instantaneous

You recite the words to this spell in a continuous loop, magically growing from a whisper to the voice of absolute power. At the end of the casting, target one deity or similar being that you can contact. Choose one of the following effects:

- You command the entity to forget one thing. This can be an action or transgression, a location, a creature, or something similar. The deity can no longer approach or interact with the chosen object.
- You forge a pact with the entity, becoming a vessel of its will. You gain equal dominion over all its creations, but the entity retains its power and can challenge your actions, but neither of you can defeat the other.
- You erase all memory of the entity as well as all its creations. If the entity survives being forgotten, it can continue to create, but can never reform what was lost.

Maledictio. The caster is completely disintegrated by the spell, and all memory of them and their actions vanish with them. Any creature descended from them is also affected by this spell.

REMNISCIANRY

The Remniscianry is a room that resembles a blank art gallery. Several pale frames hang on the walls and the floor is decorated with engraved tiles. When a creature enters this room, the frames slowly fill with moving paintings only that creature can see. These paintings depict the most important points in the creature's life, from their failings to their successes. Each creature that explores the Remniscianry must make a DC 20 Charisma saving throw. Neutral-aligned creatures have disadvantage on this throw. On a failed save, the creature gains 3 levels of exhaustion as it is consumed by its regrets and failures. On a success, the creature gains strong confidence in its identity. Until the creature finishes a long rest, whenever it makes an attack roll, an ability check, or a saving throw, it can roll a d4 and add the number rolled to the result.

THE WHEEL

The Temple of Sacrifice always spins slowly, and in the center of its uppermost floor is a ship's wheel. With a successful DC 20 Strength check, a character can turn the wheel one full rotation in either direction, causing time around each creature touching the wheel to flow forward or backward for 1 minute. If this check succeeds three times, the momentum of the temple shifts and increases the time traveled to 1 hour per turn.

EVENTS

THE END OF THE ISLES

Once the party has explored the temple, and taken a rest if needed, they should dive into the Reflector's Window to meet the Star Breather. The realm they enter is where the being resides while dealing with the Isles, and the only place where it can be directly interacted with.

The Face of the Star Breather. The **Face of the Star Breather** (see chapter 9) can be found by any creature seeking it in the Endless Depths. It manifests faintly, appearing worlds away, but attempting to move toward it and making a successful DC 20 Wisdom check will draw the face closer and bring more clarity to its celestial features.

The Verdict. The Star Breather addresses the party once it appears:

"Welcome, travelers. You few are the bravest and strongest forces my creation has ever seen, but your efforts have been in vain. Look back on the wake of destruction you've helped cause, look now at the suffering and war and greed that plagues the land I created."

The drifting rivers of ichor then reshape, showing scenes from across the Isles. Some images are from past events, others depict the war still raging outside.

"Why would you want to keep the Isles in this state? Why have you ventured so far as to seek me? What hope could you possibly still have?"

At this point, each character is allowed one chance to explain why they think Manaki is worth saving. The GM should respond with questions about their motives, and contradict them where possible. As it listens to them, the face of the deity draws close enough to attack if the party has *Allay* or a weapon dipped in ichor. The adventure can end multiple ways, depending on the party's choices and actions:

Diplomat's Ending: A Hard Life Is One Worth Living.

If the adventurers make a good argument for why the Isles of Manaki shouldn't be destroyed, the Star Breather may spare them. It then entrusts the party members with the safekeeping of its creation, and gives each of them one of the following domains: Decay, Distance, Drama, Fabrication, Fate, Potential, and Time.

They then become half-immortal spirits and are allowed to return to the Isles, finding that the ecliptic have all vanished. Forces like the Undead, Skati, and other groups still roam the Isles, but if Kada was active at the end of the adventure, he has returned to his dormant state as the island of Kadaur. If the GM allows, and if the characters are interested, they can design their own islands that each party member embodies.

Warrior's Ending: Allay, Allay. If a party member attacks the Star Breather with *Allay*, or a weapon dipped in ichor, they instigate a fight with the **Face of the Star Breather** (see chapter 9). If *Allay* deals the final blow, it kills the deity and destroys the Isles of Manaki, which are an extension of its life. If an ichor-coated weapon that isn't *Allay* is used instead, the Star Breather's connection to this reality breaks and it vanishes. Upon exiting the Endless Depths and the Black Atoll, the adventurers find countless ecliptic bodies floating in the open water.

Prophet's Ending: A Catalyzed Apocalypse. If *obedist mihi in aeternum* is cast, and the Star Breather is commanded to forget the Isles of Manaki, it immediately vanishes from the Endless Depths. The caster and all memory of them vanishes, leaving the rest of the party floating in the void without a clear explanation as to why the deity left. The adventurers can then return to the Isles, finding both the Undead and the ecliptic still active in their destructive endeavors. The future of the Isles becomes uncertain, with no deity actively watching over them. Half-immortals are severed from one of their forms, becoming dormant, or mortal and dying shortly after.

Prophet's Ending: From Nonbeliever to God.

If *obedist mihi in aeternum* is cast, and the caster forges a pact with the Star Breather. They vanish, and a second face appears next to the Star Breather. The player whose character cast the spell can then decide what happens, given it's approved by the GM.

Prophet's Ending: The Forgetting. If *obedist mihi in aeternum* is cast, and the deity is erased along with its creation, the adventure immediately ends.

Failure's Ending: Final Transgression. If the party attacks the Star Breather and is defeated, the adventure immediately ends.



Cosmic Bowl



CHAPTER 8: ITEMS, MAGIC, AND EXTRAS

MAGIC TATTOOS

An art form, a tradition, and a way to transcribe protective talismans, magic tattoos can permanently alter their bearer in both positive and negative ways. Each culture in the Isles has its own methods for applying tattoos as well as a special mark imbued with power known only to them. These powerful tattoos take 1d4 + 1 hours to apply, and depending on the tattoo, the GM may have the party gather materials for it first.

Specialty Ink Components. When encountering tattoo artists in the Isles, the party will quickly learn that each tattoo may require uncommon materials. Most of these uncommon ingredients can only be found in the Glowing Caves' gardens. Many tattoo artists will offer their services for free in exchange for materials for

their supplies. Some examples for materials that amplify tattoos are listed below.

DECAPODIAN TATTOOS

Decapodian tattoos are an interesting art, and some of their methods have been adapted to apply the magic to those lacking a carapace. Several mant-i are capable of applying these tattoos, but most will only do so after being bested in a fight.

MANT-I FRY TATTOO

Wondrous Item (Tattoo), Uncommon

You gain a +1 bonus to AC. Additionally, you have disadvantage on Charisma checks made to interact with a mant-i that can see your tattoo or knows about it.

Tattoo Materials

d6	Ingredient Encountered	Part Needed	Effect
1	Tiny orange reptile	Tail dropped by reptile when it feels threatened	The tattoo's bearer regains an extra 1 d6 hit points when a spell restores its hit points
2	A cluster of fungus that resembles a brain	Spores	The creature summoned by the <i>jungle companion tattoo</i> can speak Common
3	Bush with clusters of hard white berries	Berries	The <i>dive deep tattoo</i> lets you breathe water for an extra 3 hours a day
4	Egg from a cave-nesting bird	Egg yolk and shells	The tattoo's bearer can speak its command word and cause it to shed dim light in a 30-foot radius. If spoken again, the tattoo ceases to glow.
5	Stala Being ink	Ink secreted from Stala Beings during an alarm	Inverts the effect of the tattoo, if possible
6	Strange beetle with too many horns	Shell and horns	The <i>SwiftScale tattoo</i> gains an extra charge (for a total of 3 charges)

MARK OF THE MANT-I STRIKER TATTOO

Wondrous Item (Tattoo), Uncommon

As a bonus action, you can attack with a projection of the tattoo. It is a melee weapon attack and uses your reach. You are proficient with it, and you add your Strength modifier to its attack roll. It deals 1d12 + your Strength modifier piercing damage plus 1d4 fire damage. You can't use this property again until you finish a short or long rest.

In addition, if a decapodian would be hostile toward you at the start of an encounter and this tattoo is visible, the decapodian is instead indifferent.

IKOLF TATTOOS

With the exception of the *dive deep tattoo*, these tattoos are much more difficult for the characters to acquire. If the party is on good terms with any of the Undead Lords, or if the GM deems an NPC from the Ruins a reasonable artist, the party may receive a small number of these tattoos.

DIVE DEEP TATTOO

Wondrous Item (Tattoo), Uncommon

You can breathe water for up to 8 hours a day. The duration resets daily at dawn. If the tattoo was applied by an amateur artist, roll on the table below to determine its potency. At the GM's discretion, an experienced artist may be able to rework an amateur *dive deep tattoo* into a standard one.

Amateur Dive Deep Tattoos

d6	Water Breathing Duration
1	10 minutes
2	30 minutes
3	1 hour
4	3 hours
5	8 hours
6	24 hours

FEHU TATTOO

Wondrous Item (Tattoo), Rare

You have advantage on Charisma (Deception or Persuasion) checks made to barter.

THURISAZ TATTOO

Wondrous Item (Tattoo), Rare

The *thurisaz tattoo* (sometimes called a thruma tattoo) is given to Ikolf warriors that are expected to fall in battle. It resembles two lightning bolts that extend from the wearer's hands to their heart.

When you are reduced to 0 hit points, the *thurisaz tattoo* sends an electrical jolt through your muscles and claps your hands together. You take 2d6 lightning damage and every creature within 60 feet of you takes

2d6 + 2 thunder damage. You can also activate this ability as an action. This property can't be used again until you finish a long rest.

KIA'I TATTOOS

The *kia'i* rarely share their tattoos' magic with surface dwellers. Iolana is the person most likely to help the party gain their benefits, but if the party allies with the rest of the *kia'i*, they can receive any of these tattoos in Kauhale.

AQUATIC ARCANIST TATTOO

Wondrous Item (Tattoo), Rare

You learn the *prestidigitation* cantrip. Intelligence is your spellcasting ability for this spell.

FRIEND OF THE KIA'I TATTOO

Wondrous Item (Tattoo), Rare

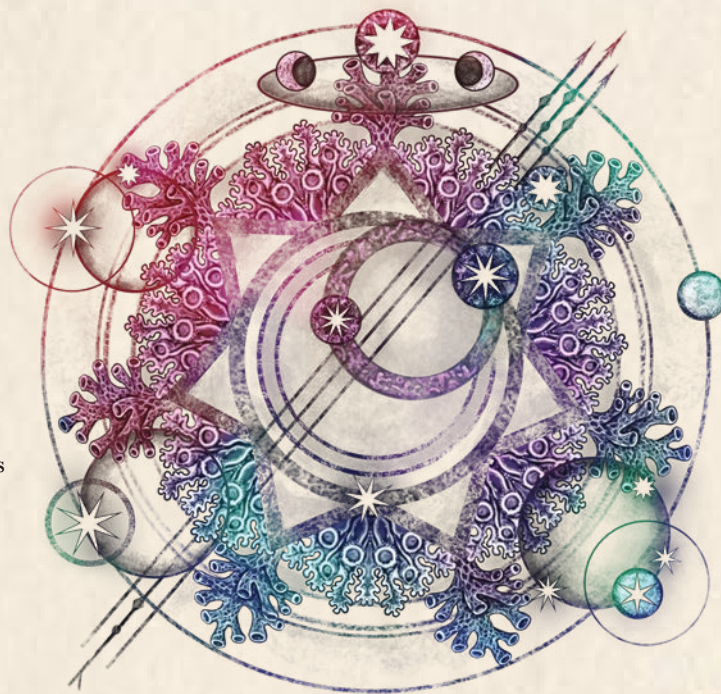
You gain a 10-foot bonus to your swim speed, if you have one, and you can cast the *water breathing* spell from this tattoo. Once you do, this property can't be used again for 7 days.

In addition, if a *kia'i* would be hostile toward you at the start of an encounter and this tattoo is visible, the *kia'i* is instead indifferent.

TRUE PASSAGE TATTOO

Wondrous Item (Tattoo), Very Rare

By pressing the tattoo against a door or a wall as an action, you can teleport 5 feet through the touched surface. If you would arrive in a space already occupied by an object or a creature, you instead take 3d6 force damage, and the effect fails. This property can't be used again until you finish a short rest.



Kia'i tattoo

MANAKI TATTOOS

Manaki tattoos can be applied by various islanders, but Alo in Makolf is arguably the most prolific and the easiest to reach. Iolana is familiar with all tattoos, and can give the party any Manaki tattoo, at the GM's discretion.

CLAM DIGGER TATTOO

Wondrous Item (Tattoo), Common

When you forage for resources, roll a d4 and add the number rolled to your ability check.

FISHERMAN'S FRIEND TATTOO

Wondrous Item (Tattoo), Common

When you gather food by fishing, roll a d4 and add the number rolled to your ability check.

GOOD GROWTH TATTOO

Wondrous Item (Tattoo), Common

When you plant, tend to, or harvest plants, roll a d4 and add the number rolled to your ability check.

JUNGLE COMPANION TATTOO

Wondrous Item (Tattoo), Common

When you enter an unclaimed area of jungle, this tattoo magically attracts a Tiny creature. The creature will help guide you through the area, but the degree of help is based on the animal's nature. If the creature thinks you need food, it will direct you to food.

RAY OF SUNSHINE TATTOO

Wondrous Item (Tattoo), Common

You have advantage on Charisma checks made to interact with good-aligned creatures and have disadvantage on Charisma checks made to interact with evil-aligned creatures.

MIRESCALE TATTOOS

In a recent growth of tattoo art, a number of mirescales have taken quickly to learning and developing magical inscriptions. TinyClaw in SpringBog is the most active mirescale artist, and is happy to help the party with what she's learned thus far.

SWIFTSKALE TATTOO

Wondrous Item (Tattoo), Uncommon

This tattoo has 2 charges and regains expended charges daily at dawn. When you are hit by an attack, you can use your reaction to expend 1 charge and activate this tattoo. The tattoo's scales harden and cover the limb they were applied on and you gain a +2 bonus to AC until the start of your next turn, including against the triggering attack.



MAGIC ITEMS AND ARTIFACTS

ABYSSAL ESSENCE

Adventuring Gear (Consumable)

Vials of this essence can be found in the Scoria, a well on Seputus. Each vial weighs 1 pound. As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the vial as an improvised weapon. On a hit, the target takes 3d6 necrotic damage.

ECLIPTIC HAULER'S NET

Wondrous Item, Uncommon

This net has an interior space considerably larger than its outside dimensions, roughly 4 feet in diameter at the mouth and 4 feet deep. The net can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the net requires an action.

If the net is overloaded, pierced, or torn, it disintegrates and is destroyed, and its contents are released on the spot. Items or creatures held in the net are visible from the outside. Creatures caught inside the net can breathe normally, but are grappled.

BRACERS OF HUNTING

Wondrous Item, Rare (Requires Attunement)

While wearing these bracers, you gain a +2 bonus to Wisdom (Survival) checks. In addition, depending on the type of hide used, you gain one of the following effects:

Boar	Boar Rush. You can use a bonus action to improve your next shove or melee attack this turn. If the attack hits, it deals an extra 1d6 bludgeoning damage. If you successfully shove a creature, it is pushed an extra 10 feet.
Goat	Goat Fortitude. Your Constitution score increases by 1 and you have advantage on saving throws against being poisoned.
Owlbear	Owlbear's Vision. You gain a +2 bonus to Wisdom (Perception) checks.

CLAPPER OF SAINT A.J.

Weapon (Greatclub), Very Rare

This bell clapper is said to have been transferred from the hands of an ancient warrior into Old Shell's bell. You have a +1 bonus to attack and damage rolls with this weapon. This weapon has 6 charges and regains 1d6 + 1 expended charges daily at dawn. While holding it, you can expend 3 charges to cast *shatter*, *silence*, or *thunderwave* (2nd-level version) from it (spell save DC 16).

DRAGONFIRE SAFE

Wondrous Item, Rare

A *dragonfire safe* is made from a metal that defies identification. It resembles an urn, and often has a dragon drawn on it. If a fire-breathing dragon willingly breathes into it, once the safe is closed, the fire is safely contained inside. This container can then be opened as an action, unleashing the dragon's breath weapon but dealing only half damage.

EVENT COMPASS

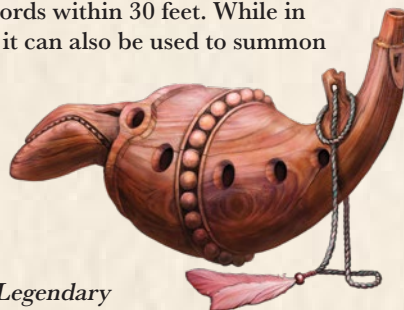
Wondrous Item, Very Rare (Requires Attunement)

This brass compass feels heavier than it should be. Half-encased in a leather pouch, it features an array of tools on the lid: a sundial to check the time that magically works even when the sun is obscured, and seafaring aids for measuring the distance to the horizon. Once open, its strangeness becomes even more apparent. The cardinal directions are clearly marked along the edges, but the compass arrow isn't always visible. When the arrow is visible, it acts as a portent for the coming days, pointing to a distant or nearby location where something horrible is at risk of happening.

FLAMINGO WHISTLE

Wondrous Item, Uncommon

This whistle calms any hostile flamingos and flamingo shrimplords within 30 feet. While in Turntail Swamp, it can also be used to summon Pheona Yala.



THE FLUX

Wondrous Item, Legendary

The *Flux* was taken from the Entropy Abyss by BlackClaw, one of the first mirescales. It has a changeable appearance, though it's always small enough to fit in the palm of a hand.

As an action, it can be dipped into an alcoholic liquid to give it the properties of moondew. This property can't be used again until the next dawn.

FRIENDFIRE

Weapon (Dagger), Uncommon

Friendfire is a dagger used by Skati Fylkir for ritual sacrifices. This weapon deals an extra 1d4 psychic damage to creatures that are friendly to you.

GIGAS PEARL

Wondrous Item, Very Rare

A pearl created by its namesake, Gigas the gargantuan oyster. There are many potential uses for this new pearl, as described below:

Craftsperson (Location)	Magic Item and Further Information
Hamhand the Red (Chitoni)	Hamhand the Red can make two <i>pearlescent shields</i> from the pearl. Pearlescent Shield <i>Armor (Shield), Rare</i> While holding this shield, you have a +2 bonus to AC (in addition to a shield's normal bonus). Once per day, you can use your reaction to gain advantage on a saving throw against a spell or magical effect.
Old Shell (Chitoni)	Requirement: The party must have saved both Old Shell and Chitoni in Week 12 and have spoken to Old Shell about the pearl at that time. If the pearl is left with Old Shell at the end of week 12, he creates the <i>Sands of Time</i> , a carved pearl hourglass filled with pulverized pearl dust. It takes three weeks to create and will be delivered to the party's location during week 15 by a mant-i patrol (Charaktu and Scarracks, if they're still alive). Sands of Time <i>Wondrous Item, Legendary</i> When an Undead or ecliptic is reduced to 0 hit points, the bearer of this hourglass can use a reaction to activate it. On activation, time for that creature is then turned back one week. If an Undead was reanimated within that week, they return to life without memory of anything after their death. An ecliptic created within that week reforms into their original form at their time of death. This property can't be used again until the next dawn.
SmashThumb (SpringBog) or Either blacksmith (Makolf)	SmashThumb or a blacksmith in Makolf can break the pearl into a collection of 10d20 + 10 <i>radiant pearl arrows</i> . Radiant Pearl Arrows. <i>Weapon (Arrow), Rare</i> You have a +1 bonus to attack and damage rolls against Celestials, Fiends, and Undead made with this magic arrow. Additionally, when you hit with an attack using this arrow, the target takes an extra 1d4 radiant damage. Once it hits a target, the arrow is no longer magical.
Unu and Onaona (Kauhale)	Together, Unu and Onaona can transform the pearl into a highly concentrated spell component and also create the <i>circle of radiance</i> spell which utilizes it. This spell is on the bard, cleric, druid, sorcerer, warlock, and wizard spell lists. See Circle of Radiance sidebar for more information. Circle of Radiance. <i>6th-Level Evocation</i> Casting Time: 1 action Range: 150 feet Components: V, S, M (crushed Gigas pearl powder) Duration: Instantaneous A sphere of divine radiant energy ripples out in a 60-foot-radius sphere from a point within range. Each creature in that area must make a Constitution saving throw, taking 8d6 radiant damage on a failed save, or half as much damage on a successful one. At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d6 for each slot level above 6th.
The Hags (Turntail Swamp)	The hags covet the pearl and wish to grind it down to dust to use as a component in their spells and workings. They offer a <i>crystal ball of mind reading</i> in exchange for it.
Olaf the Enchanter (Makolf)	Olaf can use his enchantment skills to transform the pearl into a <i>pearl guardian</i> . Pearl Guardian. <i>Wondrous Item, Rare (Requires Attunement)</i> The <i>pearl guardian</i> , which resembles a large, floating translucent pearl with a simple, smiling face, bobs along behind you until activated. As an action, you can cast <i>spirit guardians</i> (4th level) from the <i>pearl guardian</i> . Once activated, the pearl guardian transforms into a shimmering spirit that behaves as described in the spell and deals radiant damage.

GIGAS PEARL TRIDENT

Weapon (Trident), Very Rare (Requires Attunement)

Carved in part from a pearl produced by Gigas and then set into an elkhorn coral shaft, this trident is a treasure of the merfolk of the lagoon. It was given to them as a reward for helping safeguard the reef many years ago against a particularly virulent fungal attack. This trident shines a brilliant, pearly white and sheds dim light in a 30-foot radius. You have a +2 bonus to attack and damage rolls made with this weapon and it deals an extra 1d4 radiant damage on a hit. When you make a ranged attack with this weapon, it returns to your hand immediately after the attack. Additionally, the normal and long ranges of this weapon are doubled when it is thrown underwater.

GLOWING CAVES SOIL

Wondrous Item, Rare

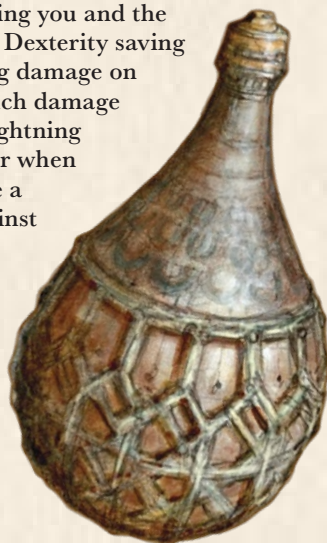
A rich, loamy soil that greatly enhances the growth of plant material, even if dead. Must be transported in a sealed glass or metal container. Any plant matter it touches instantly sprouts roots, leaves, or whatever it would sprout under normal growth circumstances. The growth can only be stopped by setting the plant matter on fire. Creatures within 5 feet of the soil experience harmless, benign audiovisual hallucinations.

HEARTRIPPER

Weapon (Spear), Rare (Requires Attunement)

This barbed spear was designed and created by the mirescale GoodEye. When you make a ranged attack with this weapon, immediately after the attack, it flies back to your hand. When you make a ranged weapon attack with *HeartRipper* and hit, you can use your bonus action to magically pull in the target. The target must succeed on a Strength saving throw or be pulled 10 feet toward you. The DC for this saving throw equals 8 + your Strength modifier + your proficiency bonus.

When you hurl *HeartRipper* and speak its command word (“CrickCrack”), it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 60 feet. Each creature in the line excluding you and the target must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning bolt turns back into a spear when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from *HeartRipper* plus 4d6 lightning damage. This property can’t be used again until the next dawn.



ITSK'S TOOTH

Wondrous Item, Rare

You can use an action to blow this hollow tooth while underwater. In response, the giant eel *Itsk* (see chapter 9) swims to your location in 1d4 rounds and provides whatever assistance he can, including taking directions if the creature that summoned him speaks Primordial. *Itsk* then remains by his summoner’s side until dismissed or until reduced to 20 hit points or less. Once you use the tooth, it can’t be used again for 1d6 days. Additionally, while wearing this item, you gain a +5 bonus to Animal Handling checks made to interact with sea creatures that aren’t killer whales.

MARROW

Weapon (Spear), Artifact

Marrow was one of the Star Breather’s rib bones, and is the strongest symbol of both power and authority in the Isles. It was used to seed Kadaur, the first island, which later fostered all others. When Kada chose to manifest, he ventured into the heart of Kadaur and took the bone, which he would then use to further protect the new nature of the Isles.

After the threat of Skati Fylkir nearly reshaped the Isles irreparably, Kada thrust *Marrow* into the king’s heart, letting it remain until a greater threat was posed to the Isles. Now Skati has been freed, and greater dangers along with him, *Allay* may be the Isles’ only chance of survival.

You have a +1 bonus to attack and damage rolls made with this weapon. When you hit a creature that has less than half its maximum hit points with *Marrow*, you can force the target to make a DC 20 Constitution saving throw. On a failed save, the target becomes paralyzed, immovable, and invulnerable for 7 days. If the spear is removed from the affected creature, the effect ends early. Once this property has been used, it can’t be used again until the next dawn.

MOONDEW

Potion, Uncommon

Special moonshine made by the mirescale RoundBelly on SpringBog, *moondew* requires various ingredients (and an infusion of arcane energies from the *Flux*). Due to the entropic nature of the artifact used to make it, drinking a shot of *moondew* can have varying effects. The drink’s appearance changes depending upon its effect, though taking a swig from a covered mug or flagon lends an air of mystery until you taste it. This is the preferred method for mirescales, as they enjoy the added suspense. Others like to pour it into a glass and wait until they see the desired look (it changes every 60 seconds) before quickly downing the shot. The mirescales credit the special drink with their survival on the harsh island of SpringBog. As *moondew* is, by its nature, a change catalyst, the GM can add additional options at their discretion.

Moondew Effects

d12	Appearance and Taste	Effect
1	Murky blue, tastes vaguely of berries	Health. Acts as a <i>potion of healing</i> . For characters who are level 10 or higher, it instead acts as a <i>potion of greater healing</i> .
2	Swirling purple and red, strong peppery aftertaste	Strength. For 1 hour, your Strength score increases by 2.
3	Crystal clear, tastes of ozone	Resistance. You gain resistance to cold, fire, and lightning damage for 1 hour.
4	Sickly green with floating white specks, thick on the tongue and tastes of grass	The Zombie. For 1 hour, you gain resistance to necrotic damage and are invisible to Undead of CR 2 or lower.
5	Deep purple, with an indescribable flavor that burns the throat	Mind Reading. Acts as a <i>potion of mind reading</i> .
6	Sunset pink, with a strong sugary sweet flavor	Quickness. For 1 hour, your speed is doubled, you have advantage on Dexterity saving throws, and you can take the Dash or Disengage action as a bonus action. You also talk at twice your normal speed.
7	Brilliant turquoise, sweet but with a salty aftertaste	Heroism. Acts as a <i>potion of heroism</i> .
8	Nearly black, with a taste no one can remember	Oblivion. This drink immediately makes the imbiber drunk for 1d6 hours. During this time the imbiber's Strength and Charisma scores are increased by 2, they have advantage on saving throws against fear, and they have disadvantage on attack rolls and Dexterity saving throws. When the duration ends, the imbiber is unable to clearly recall their actions after drinking the <i>moondew</i> .
9	A fizzy red mixture whose bubbles sound like giggles as they pop	Social Magnate. For 10 minutes, other creatures have advantage on Charisma checks made to interact with you.
10	A muddy brown concoction tastes of fur and has bits floating in it	Fuzzball. Acts as a <i>potion of animal friendship</i> .
11	A clear liquid with a red bubble that constantly shrinks and grows, easy on the tongue	Go Big or Go Home. Acts as a <i>potion of growth</i> .
12	A swirling bright green liquid with specks of turquoise blue floating in it, tasting of moonlight	Spellcaster's Delight. A magic-user who drinks this regains an expended spell slot of 5th level or lower, or gains a temporary spell slot of the highest level they can cast (maximum 5th level) that lasts for 8 hours.

OLD SHELL'S MANTLE

Armor (Medium or Heavy, but Not Hide), Very Rare (Requires Attunement)

You have advantage on death saving throws while you wear this armor. Additionally, you have resistance to a random damage type, chosen daily at dawn by rolling on the following table:

d10	Damage Type	d10	Damage Type
1	Acid	6	Necrotic
2	Cold	7	Poison
3	Fire	8	Psychic
4	Force	9	Radiant
5	Lightning	10	Thunder

STONE FLASK OF DUPLICATION

Wondrous Item, Uncommon

This small stone flask does not open, instead bearing small slits on its stopper. If the flask is dipped into a liquid for 1 minute, it will slowly begin to produce more of the liquid over time. Every 1d6 days it will glow faintly, and the stopper can be removed to produce 8 ounces of the liquid. If the flask was dipped in a potion of rare or higher rarity, it instead produces clean water.

VOMM'S BONEKEEPER STAFF

Staff, Very Rare (Requires Attunement)

You have a +1 bonus to attack and damage rolls made with this weapon, which is two-handed and deals 1d12 bludgeoning damage. This magic weapon has 3 charges and regains 1d3 expended charges daily at dawn. While

holding it, you can use an action and expend 1 charge to release a wave of terror. Each creature within a 30-foot radius of you must succeed on a DC 15 Wisdom saving throw or be frightened of you for 1 minute. While frightened this way, a creature must spend its turns trying to move as far away from you as it can, and it can't willingly move towards you to a space within 30 feet of you. It also can't take reactions. For its action, the affected creature can only take the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can take the Dodge action. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

WAVESPLITTER

Weapon (Dagger), Artifact (Requires Attunement)

You have a +1 bonus to attack and damage rolls made with this weapon. While attuned to this dagger, you can breathe underwater and can stand on and move across any liquid surface as though it were solid ground. As an action you can part sections of a nearby body of water for 1 minute, either in a 60-foot radius around you or in a stationary, 40-foot-diameter tunnel that is 120 feet long or tall and originates from a point within 5 feet of you. This property can't be used again until the next dawn.

WORM BRACELET

Wondrous Item, Rare (Requires Attunement)

This bracelet has 3 charges and regains all expended charges daily at dawn. You can activate this bracelet as an action by expending 1 charge and petting the bracelet's carved worm's head. For 10 minutes, you can give simple commands to any worms within 60 feet.

ALLAY, THE WEAPON OF LEGEND

Whispers appear in ancient writing, in the minds of powerful beings and forgotten spirits, all of which quietly describe the most powerful tool in the Isles: *Allay*. It is said that if every item of power or mystery is combined, they will form a tool with three main functions: as a paintbrush, as a needle, and as a weapon. Old texts, and a few elders such as Kada or Old Shell, know that the collective power of *Allay* is equal to that of the Star Breather's.

REALIZING THE WEAPON

The weapon can only be recognized by the Watching Woman, who knows its fated purpose. Be it *Marrow*, *Wavesplitter*, or a mundane weapon, anything has the potential to become *Allay*. Makana doesn't see the weapon as anything more than a toy, but when combined with a user who's earned the right to wield its name, she offers her blessing and permits *Allay* to exist.

THE ELEMENTS OF ALLAY

Like the wild magic of the Isles themselves, there is no correct way to construct this legendary weapon. *Allay* adapts to whatever power it's combined with, but only one form of *Allay* can exist at a time.

Elements of *Allay*

Element	Owner and/or Location	Effect
Marrow	Kada or Fylkir's Fall	This spear forms the base for <i>Allay</i> . You have a +1 bonus to attack and damage rolls made with this weapon (cumulative with other elements of <i>Allay</i>). When you hit a creature that has less than half its maximum hit points with <i>Allay</i> , you can force the target to make a DC 20 Constitution saving throw. On a failed save, the target becomes paralyzed, immovable, and invulnerable for 7 days. If <i>Allay</i> is removed from the affected creature, the effect ends early. Once this property has been used, it can't be used again until the next dawn.
Makana's Blessing	Isle of the Watching Woman or the Black Atoll	Once per day, when you hit a creature with <i>Allay</i> , it takes an extra 100 force damage.
Quarala's Blessing	King's Tomb	Whenever you roll a 1 on an attack roll or a damage roll with <i>Allay</i> , you can reroll the die.
Convergence Soil	The Glowing Caves	When harvested during the full moon, on the longest day of the year, mud made from Glowing Caves soil has the power to mend bones not attached to the living. A weapon coated with this mud mends itself, is immune to rusting, and if destroyed, reforms from the debris after 1 round.
Dipped in Ichor	The Pool of Paint at Skyreach Temple	This boon allows any weapon to damage the Star Breather. In addition, any weapon with this boon has its damage type altered to a random new type (bludgeoning, piercing, or slashing).
The Flux	RoundBelly in SpringBog or Captain Jackdaw at the Entropy Abyss	When the <i>Flux</i> imbues a weapon, the <i>Flux</i> is immediately destroyed. Whenever you make an attack roll with <i>Allay</i> , you can change its damage type (e.g. acid, necrotic, or slashing). In addition, <i>Allay</i> can be activated as an action. For 1 minute, <i>Allay</i> acts like a paintbrush that creates a constant stream of magical darkness. During each of your turns, you can fill spaces you move through with this darkness (no action required). The amount of spaces (5-foot cubes) you can paint per turn is equal to 1 + your Dexterity modifier (minimum 1). The darkness vanishes after 1 minute, or you dismiss it as a bonus action.
Jarn Axehead	Isle of the Watching Woman	Forged by the Watching Woman herself, this axehead can be attached to a staff or spear to turn it into a greataxe. You have a +2 bonus to attack and damage rolls made with this weapon (cumulative with other elements of <i>Allay</i>). The jarn axehead can cut through nonliving material with ease. If used to attack a door or similar object, it deals double damage.
Thrust into the twin rings of Redfield	Redfield	As an action, you can use the weapon as a paintbrush to paint a wide circle, and create a portal to Sedeh or to Sera and summon a Fiend randomly selected by the GM. You can use this property twice and regain expended uses daily at midnight.
Wavesplitter	Unu at Kauhale	This dagger can be added to <i>Allay</i> , opposite the axehead given by the Watching Woman. Attacks made using the wavesplitter modification are glaive attacks. You have a +1 bonus to attack and damage rolls made with this weapon (cumulative with other elements of <i>Allay</i>). While attuned to <i>Allay</i> , you can breathe underwater and can stand on and move across any liquid surface as though it were solid ground. As an action you can part sections of a nearby body of water for 1 minute, either in a 60-foot radius around you or in a stationary, 40-foot-diameter tunnel that is 120 feet long or tall and originates from a point within 5 feet of you. This property can't be used again until the next dawn.



CHAPTER 9: PEOPLE, CHARACTERS, AND SPECIES

NATIVE CULTURES OF MANAKI

DECAPODIANS

Both the mant-i and the 'ula'ula are most comfortable in the water, where they're at their most graceful. Mant-i, which evolved from mantis shrimp, are particularly strong fighters and, whenever possible, fight in pairs as a basher and a striker, the two different attacks complimenting each other. As colorful as they are strong, the mant-i are warriors through and through. 'Ula'ula, evolved from lobsters, are much more introspective and slower to fight, though they're very capable once roused to action. Their strong carapaces and ability to quickly dash backward serve them well.

ADULT 'ULA'ULA

Medium Humanoid, Any Alignment

Armor Class 16 (natural armor); 13 when molting

Hit Points 60 (8d8 + 24)

Speed 20 ft., swim 40 ft.

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

Skills Arcana +4, History +4

Damage Resistances cold, fire; bludgeoning and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 12

Languages Common, Primordial

Challenge 2 (450 XP)

Proficiency Bonus +2

Limited Amphibiousness. The 'ula'ula can breathe air and water, but must be submerged in saltwater for 1 hour a day or it dries out and gains 1 level of exhaustion. This level of exhaustion can't be removed until the 'ula'ula spends 1 hour in saltwater.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

REACTIONS

Backward Dash. While the 'ula'ula is underwater, if it takes damage from a melee attack, it can use its reaction to swim up to 30 feet away from the attacker. This movement doesn't provoke opportunity attacks.

MANT-I BASHER

Medium Humanoid, Any Alignment

Armor Class 17 (natural armor); 14 when molting

Hit Points 112 (15d8 + 45)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	16 (+3)	8 (-1)	11 (+0)	7 (-2)

Skills Perception +6

Damage Resistances thunder; bludgeoning and slashing from nonmagical attacks

Senses darkvision 120 ft, passive Perception 16

Languages Common, Primordial

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Limited Amphibiousness. The mant-i can breathe air and water, but must be submerged in saltwater for 1 hour a day or it dries out and gains 1 level of exhaustion. This level of exhaustion can't be removed until the mant-i spends 1 hour in saltwater.

ACTIONS

Multiattack. The mant-i makes two Superheated Bash attacks.

Superheated Bash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage and the target must succeed on a DC 14 Constitution saving throw or take 5 (2d4) fire damage. If this attack is performed underwater, the mant-i can force a creature within 5 feet of the target to make a DC 12 Constitution saving throw. On a failed save, the creature takes 5 (2d4) fire damage.

MANT-I STRIKER

Medium Humanoid, Any Alignment

Armor Class: 17 (natural armor); 14 when molting

Hit Points 90 (12d8 + 36)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	16 (+3)	8 (–1)	13 (+1)	7 (–2)

Skills Perception +7

Damage Resistances cold, fire, thunder; bludgeoning and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 17

Languages Common, Primordial

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Limited Amphibiousness. The mant-i can breathe air and water, but must be submerged in saltwater for 1 hour a day or it dries out and gains 1 level of exhaustion. This level of exhaustion can't be removed until the mant-i spends 1 hour in saltwater.

ACTIONS

Superheated Skewer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 31 (4d12 + 5) piercing damage. The target must make a DC 16 Strength or Dexterity saving throw. On a failed save, the target takes 5 (2d4) fire damage and is grappled (escape DC 16). Until this grapple ends the creature is restrained and the mant-i can't attack another creature.



Mant-i basher

KIA'I

Graceful swimmers with long, flowing fins and webbed feet and hands, the kia'i are formidable fighters in the water, but also strong upon land. Their innate spellcasting gives them many advantages when doing battle in the water, but their strong sense of justice and leadership serves them well anywhere. Their coloration, which ranges primarily between blue-green and deep purple, serves as excellent camouflage under water.

KIA'I ADULT

Medium Humanoid, Any Alignment

Armor Class 13

Hit Points 55 (10d8 + 10)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	15 (+2)	11 (+0)	10 (+0)

Skills Arcana +4, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Primordial

Challenge 3 (700 XP)

Proficiency Bonus +2

Amphibious. The kia'i can breathe air and water.

ACTIONS

Glaive. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Spellcasting. The kia'i casts one the following spells, requiring no material or verbal components and using Intelligence as the spellcasting ability (spell save DC 12):

At will: *prestidigitation*

1/day each: *control water*, *create or destroy water*, *detect magic*, *fog cloud*



KIA'I ELDER

Medium Humanoid, Any Alignment

Armor Class 16 (natural armor)

Hit Points 117 (18d8 + 36)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	20 (+5)	16 (+3)	14 (+2)

Skills Arcana +9, Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Common, Primordial

Challenge 11 (7,200 XP)

Proficiency Bonus +4

Amphibious. The kia'i can breathe air and water.

ACTIONS

Multiattack. The kia'i makes four Quarterstaff attacks.

Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if wielded with two hands.

Spellcasting. The kia'i casts one the following spells, requiring no material or verbal components and using Intelligence as the spellcasting ability (spell save DC 17):

At will: *detect magic*, *prestidigitation*

3/day each: *awaken* (as an action), *commune with nature*,
control water, *create or destroy water*

1/day: *conjure elemental*

VARIANT: MINAX ELDER

A minax elder uses the kia'i elder stat block, with the following changes:

- it has immunity to poison damage.
- It knows the following spells:

At will: *darkness*, *thaumaturgy*

3/day each: *banishment*, *create or destroy water*, *ray of enfeeblement*

1/day: *dispel magic*, *hallucinatory terrain*

KIA'I GUARD

Medium Humanoid, Any Alignment

Armor Class: 18 (natural armor)

Hit Points 143 (22d8 + 44)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	14 (+2)	15 (+2)	14 (+2)	10 (+0)

Saving Throws Str +8, Dex +9

Skills Arcana +6, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Primordial

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Amphibious. The kia'i can breathe air and water.

ACTIONS

Multiattack. The kia'i makes three Glaive attacks.

Glaive. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Spellcasting. The kia'i casts one the following spells, requiring no material or verbal components and using Intelligence as the spellcasting ability (spell save DC 14):

At will: *detect magic*, *fog cloud*, *prestidigitation*

3/day each: *control water*, *create or destroy water*, *hold person*

1/day: *conjure animals*

VARIANT: MINAX GUARD

A minax guard has the same statistics as a kia'i guard except it uses a bone maul in place of a glaive, has immunity to poison damage, and has a different spell list.

At will: *darkness*, *inflict wounds*, *thaumaturgy*

3/day each: *banishment*, *create or destroy water*, *pass without trace*

1/day: *dispel magic*

Bone Maul. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.



MINAX

Physically similar in many ways to the more humanoid *kia'i* that came after them, the minax who survived their creator's disavowal and the subsequent burial of their home were changed by the experience. Hidden from even the dappled light that bathes Kauhale, the minax grew pale and sinewy. Their skin colors range from fish belly white to ashen gray.

Before they were forgotten and buried, the minax numbered over three hundred. But once *Seputus* sunk, they were trapped in a strange limbo where they stopped physically aging and could no longer reproduce. Over the years, their numbers dwindled as they killed each other in petty feuds until less than a hundred remained. Now they have risen, they wish to reclaim what they feel was stolen from them—to live once again.

ROLEPLAYING THE MINAX

The minax have created a harsh, unforgiving, and brutal culture. They believe firmly in might makes right and their preferred language is Primordial. Angry at their banishment and confused by the vast changes in the world above, minax act in whatever way will benefit themselves or their people.



MIRESCALES

Mirescales are dinosaur-like humanoids born from an entropic accident of fate. Small in size, they have elongated, armored snouts, lengthy clawed legs, and stocky arms with strong sickle-clawed hands. Defensive scales cover most of their bodies, though some have fringes of feathers located around their eyes, neck, or chest.

ENTROPIC MIRESCALE

Medium Humanoid, Any Alignment

Armor Class 14 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 25 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	15 (+2)	8 (−1)	16 (+3)	11 (+0)

Skills Perception +5, Stealth +5, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Hold Breath. The mirescale can hold its breath for 1 hour.

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

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Cutlass. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.



MIRESCALE SHAMAN

Small Humanoid, Any Alignment

Armor Class 14 (natural armor)

Hit Points 39 (6d6 + 18)

Speed 25 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	8 (–1)	15 (+2)	12 (+1)

Skills Medicine +4, Stealth +5, Survival +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Primordial

Challenge 2 (450 XP)

Proficiency Bonus +2

Hold Breath. The mirescale can hold its breath for 15 minutes.

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

Spellcasting. The mirescale shaman is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12). The mirescale shaman has the following spells prepared:

Cantrips (at will): *druidcraft*

1st level (3 slots): *floating disk*, *purify food and drink*

2nd level (2 slots): *blindness/deafness*, *flaming sphere*

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage. *Hit or Miss:* The mirescale can take the Disengage action as a bonus action this turn.

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

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

MIRESCALE VILLAGER

Small Humanoid, Any Alignment

Armor Class 14 (natural armor)

Hit Points 13 (2d6 + 6)

Speed 25 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	8 (–1)	15 (+2)	12 (+1)

Skills Medicine +4, Stealth +5, Survival +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Primordial

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Hold Breath. The mirescale can hold its breath for 15 minutes.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage. *Hit or Miss:* The mirescale can take the Disengage action as a bonus action this turn.



PEOPLE AND INDIVIDUALS

ANSON DRAHL

Medium Humanoid (Human), Neutral Good

Armor Class 18 (plate armor)

Hit Points 153 (18d8 + 72)

Speed 30 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	9 (-1)	17 (+3)	14 (+2)

Saving Throws Wis + 7, Cha +6

Skills Athletics +8, Perception +7

Senses passive Perception 17

Languages Common, Dwarvish

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

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

Hold Breath. Anson can hold his breath for 15 minutes.

ACTIONS

Multiattack. Anson makes two Cutlass attacks.

Cutlass. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 4 (1d10 - 1) piercing damage.

BLOODY TWIN

The Bloody Twins are two sirens that were confined to wooden forms. Once their ship has been raised, or the party frees them from the ship, the magic of the Isles returns a semblance of life to them. The vengeful constructs are likely to be found in Turntail Swamp, awaiting their captain.

BLOODY TWIN

Large Construct, Lawful Neutral

Armor Class 17 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	21 (+5)	11 (+0)	14 (+2)	7 (-2)

Damage Resistances fire

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 12

Languages understands Common and Primordial but can't speak

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

ACTIONS

Multiattack. The bloody twin can use Siren's Call, if its twin hasn't used the same ability this round. It then makes two Slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Siren's Call. Each non-Undead creature within 60 feet of the bloody twin that can hear it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target is also petrified until freed by the *greater restoration* spell or other magic. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a creature's saving throw is successful or the effect ends for it, it is immune to this bloody twin's Siren's Call for the next 24 hours.



GIGAS

Gargantuan Beast, Neutral

Armor Class 20 (natural armor)

Hit Points 186 (12d20 + 60)

Speed 0 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	2 (-4)	20 (+5)	13 (+1)	8 (-1)	10 (+0)

Saving Throws Dex +1

Damage Resistances force

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned

Senses tremorsense 120 ft., passive Perception 9

Languages Common, Primordial

Challenge 14 (11,500 XP)

Proficiency Bonus +5

ACTIONS

Clamp. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 32 (6d8 + 5) piercing damage. If the target is a Huge or smaller creature, it must succeed on a DC 20 Dexterity saving throw or be swallowed by Gigas. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside Gigas, and it takes 21 (6d6) acid damage at the start of each of Gigas's turns.

If Gigas takes 30 damage or more on a single turn from a creature inside him, Gigas must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Gigas. If Gigas dies, a swallowed creature can escape from his corpse with a successful DC 18 Strength (Athletics) check, exiting prone in space within 5 feet.

GOODEYE

Small Humanoid (Mirescale), Chaotic Good

Armor Class 15 (studded leather armor)

Hit Points 71 (11d6 + 33)

Speed 25 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	10 (+0)	13 (+1)	12 (+1)

Skills Intimidation +3, Medicine +3, Stealth +5, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Primordial

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Gut by Grak. GoodEye has advantage on saving throws against being poisoned.

Hold Breath. GoodEye can hold her breath for 15 minutes.

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

Slippery. GoodEye has advantage on rolls against being grappled.

Special Equipment. GoodEye carries a *HeartRipper*.

ACTIONS

Multiattack. GoodEye makes two Claws attacks. She can replace one Claws attack with a HeartRipper attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage. *Hit or Miss:* GoodEye can take the Disengage action as a bonus action this turn.

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



ONAONA

Medium Humanoid (Cleric, Half-Kia'i), Lawful Neutral

Armor Class 13 (natural armor)

Hit Points 110 (20d8 + 20)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	12 (+1)	20 (+5)	14 (+2)

Skills Arcana +5, Medicine +9, Perception +9

Senses darkvision 60 ft., passive Perception 19

Languages Common, Primordial

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Amphibious. Onaona can breathe air and water.

Spellcasting. Onaona is an 18th-level spellcaster. Onaona's spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). Onaona has the following cleric spells prepared:

Cantrips (at will): *guidance*, *mending*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *create or destroy water*, *cure wounds*, *detect magic*, *sanctuary*

2nd level (3 slots): *aid*, *lesser restoration*, *zone of truth*

3rd level (3 slots): *beacon of hope*, *dispel magic*, *mass healing word*

4th level (3 slots): *control water*, *death ward*, *freedom of movement*, *polymorph*

5th level (3 slots): *dispel evil and good*, *greater restoration*, *hallow*

6th level (1 slot): *forbiddance*, *heal*, *true seeing*

7th level (1 slot): *regenerate*

8th level (1 slot): *holy aura*

9th level (1 slot): *mass heal*

ACTIONS

Glaive. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d10) slashing damage.



VOMM

Large Humanoid (Minax), Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 170 (20d10 + 60)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	20 (+5)	16 (+3)	14 (+2)

Skills Arcana +9, Intimidation +6, Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Common, Primordial

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Amphibious. Vomm can breathe air and water.

Special Equipment. Vomm carries and is attuned to Vomm's bonekeeper staff.

Spellcasting. Vomm can cast the following spells, requiring no material or verbal components and using Intelligence as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks):

At will: *darkness*, *thaumaturgy*

3/day each: *banishment*, *create or destroy water*, *ray of enfeeblement*

1/day each: *dispel magic*, *hallucinatory terrain*

ACTIONS

Multiattack. Vomm makes four Bonekeeper Staff attacks.

Bonekeeper Staff. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) bludgeoning damage.





ECLIPTIC

Whenever a direct physical approach is necessary during its works of creation or destruction, the Star Breather creates ecliptic to act as an extension of itself. Ecliptic were there during the original formation of the Isles, and were returned to an amorphous state without consciousness when their work was complete, to be reborn as the Isles' first Manaki, kia'i, decapodians, and simple creatures of both land and sea.

Born from Recycled Flesh and Mind. When first created, ecliptic are totally loyal to the Star Breather and dedicated to their assigned mission, but subsequent rebirths may weaken this attachment. While obedience to the deity is still a primary motivator, the weight and experiences of the recycled souls at their core also have a pull. As a consequence, the newly formed ecliptic encountered in *The Sunken Isles of Manaki* are torn between their divine duty and the memories of the souls they were formed from.

Depending on the materials the Star Breather had to work with at the time, ecliptic come in a wide variety of forms. Some might have tentacles, fins, claws, jaws like a shark or a barracuda, sea urchin spines, octopus eyes, or any combination of qualities from the source materials, including souls or parts from Manaki, Ikolf, kia'i, or anything else that has been given to the Black Atoll. Some ecliptic have body parts that provide them with special abilities beyond those of an ordinary ecliptic.

Communication and Interaction. Generally, the more complex the ecliptic, the more intelligent it is, but given the varied creation process, not all ecliptic can talk, and even those that can aren't inclined to communicate complicated thoughts. A very few with particularly old or experienced souls can be reasoned

with, but, ultimately, all are soldiers bent on the annihilation of the Isles. Unless the characters are at the target of their next attack, most ecliptic ignore adventurers unless interfered with, as they single-mindedly go about their goals. If attacked first, they respond in kind. Scavengers and haulers never attack unless attacked first.

Crashing Warfront. Like the sea, ecliptic attacks come in waves. The first wave is the smallest and simplest, containing only scavengers and haulers. But, as more source materials are returned to the Black Atoll, the waves become larger, more dangerous, and more complex. Depending on the ecliptic's particular purpose, they converge and swarm upon specific locations either as directed to, or as supernaturally called to by their past lives. If the ecliptic hunters are defeated, any scavengers and haulers bring the dead back to the Black Atoll to be reborn again. At the GM's discretion, before battle, ecliptic send out a call much like a whale's song. Any ecliptic within a radius of 300 feet rush to join the fight.

Ecliptic Hierarchy. There are no leaders among the simpler or weaker ecliptic, they are simpleminded and focused upon their assigned task. However, they will accept minimal direction from hunters. Among the hunters is a hierarchy based on strength and intelligence. Lesser ecliptic will accept orders from stronger ones, and so on. All ecliptic accept the orders of an articulata as if it were the word of the Star Breather.

Challenge Table. When designing encounters using ecliptic, the table below provides a guide to which ecliptic can be formed and introduced during which weeks.

Week	Scavengers	Haulers	Shockers	Anglers	Lesser Hunter	Hunter	Greater Hunter	Articulata
1	X	X						
2	X	X	X					
3	X	X	X	X				
4	X	X	X	X				
5	X	X	X	X	X			
6	X	X	X	X	X			
7	X	X	X	X	X			
8	X	X	X	X	X			
9	X	X	X	X	X			
10	X	X	X	X	X			
11	X	X	X	X	X	X		
12	X	X	X	X	X	X		
13	X	X	X	X	X	X		
14	X	X	X	X	X	X		
15	X	X	X	X	X	X		
16	X	X	X	X	X	X	X	
17	X	X	X	X	X	X	X	
18	X	X	X	X	X	X	X	
19	X	X	X	X	X	X	X	X
20	X	X	X	X	X	X	X	X



ECLIPTIC SCAVENGERS

Ecliptic scavengers are the ultimate experts in the efficient cleaning and stripping of organic matter from any surface, alive or dead. The creatures are primarily a combination of snails, slugs, shrimps, and nudibranchs. They are fist-sized and armored with an iridescent spiked shell. They have both a simple lung and gills, making them comfortable in any environment. Depending on the materials the Star Breather had to work with, they might also have tentacles, pincers, or claws. They operate in swarms. Scavengers won't attack unless attacked first or actively directed to do so by a greater ecliptic.

SWARM OF ECLIPTIC SCAVENGERS

Medium Swarm of Tiny Celestials, Typically Lawful Evil

Armor Class 12 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
3 (−4)	8 (−1)	13 (+1)	2 (−4)	11 (+0)	1 (−5)

Condition Immunities charmed, frightened, grappled, paralyzed, prone, restrained, stunned

Senses blindsight 20 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Blood Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The swarm can breathe air and water, but needs to be submerged in saltwater for 1 hour a day to avoid suffocating.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny snail. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Multiattack. The swarm make one Bites attack and one Pincers attack.

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half its hit points or fewer.

Pincers. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 2 (1d4) piercing damage.

VARIANT: SATED SWARM OF SCAVENGERS

Scavengers that have eaten their fill become swollen. In this state, it is a Large swarm of Small Celestials, its Armor Class is reduced to 10, and its speeds are reduced to 5 feet.

If the swarm is reduced to 0 hit points, it explodes and each creature within 10 feet of it must make a DC 10 Constitution saving throw. On a failed save, the creature takes 3 (1d6) poison damage and is poisoned until the end of its next turn. On a success, the creature takes half as much damage and no additional effects.

ECLIPTIC HAULER

Haulers are many-legged, segmented, undulating creatures. Haulers are the draft horse workers of the Ecliptic. They transport the scavengers to wherever needs cleansing and also haul them (and their spoils) back to the Black Atoll once an area is stripped bare. Haulers have varying numbers of clawed or suckered arms and double-jointed legs. Every hauler wields a special ecliptic tool; a hauler's net. It's in this that they transport scavengers and the dead to and from the Black Atoll. Haulers won't attack unless attacked first and, even in a battle situation, may go back to their primary duty of picking up dead or fallen bodies or scavengers for transport.

ECLIPTIC HAULER

Large Celestial, Typically Lawful Evil

Armor Class 16 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	14 (+2)	7 (-2)

Skills Perception +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Celestial, Primordial

Challenge 3 (700 XP)

Proficiency Bonus +2

Limited Amphibiousness. The ecliptic can breathe air and water, but needs to be submerged in saltwater for 1 hour a day to avoid suffocating.

ACTIONS

Multiattack. The ecliptic makes four Grasping Limb attacks. It can replace one Grasping Limb attack with its Hauler's Net, if available.

Grasping Limb. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage, and the creature is grappled (escape DC 13) if it is a Medium or smaller creature. Each limb can grapple one creature, and the ecliptic has four limbs available for this attack.

Hauler's Net (1/Day). The ecliptic launches a **swarm of ecliptic scavengers** at a creature within 15 feet. The swarm can then make one Bites attack. As an action, the ecliptic can use scoop the swarm back into its net and regain the use of this ability.

ECLIPTIC SHOCKER

Ecliptic shockers are the scouts responsible for searching out organic life forms to target them for collection. They resemble lithe eels with elongated snouts similar to a sawfish and have a ridged fin that runs all the way down their spine to their tail.

ECLIPTIC SHOCKER

Medium Celestial, Typically Lawful Evil

Armor Class 16 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 25 ft., fly 30 ft. (hover), swim 40 ft.

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

Saving Throws Cha +1

Skills Perception +6

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 16

Languages Celestial, Primordial

Challenge 3 (700 XP)

Proficiency Bonus +2

Limited Amphibiousness. The ecliptic can breathe air and water, but needs to be submerged in saltwater for 1 hour a day to avoid suffocating.

Stealthy Swimmer. While underwater, the ecliptic has advantage on Dexterity (Stealth) checks and it can take the Hide action as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Electric Bolt. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 6 (1d12) lightning damage.

Pin Flick. *Ranged Weapon Attack:* +4 to hit, range 15/30 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. The ecliptic casts one of the following spells, requiring no material or verbal components and using Wisdom as the spellcasting ability (spell save DC 14):

3/day each: *bane*, *command*, *detect magic*, *hold person*

2/day each: *clairvoyance*, *sending*

1/day: *locate creature*

ECLIPTIC ANGLERS

Ecliptic anglers are hunters that specialize in luring their prey away from others, and collecting bodies one by one. Their innate magic lets them create strange charms that dance above the water, and their glaring eyes numb the senses, making capture easier to accomplish.

ECLIPTIC ANGLER

Medium Celestial, Typically Lawful Evil

Armor Class 12 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft., swim 40 ft.

STR 12 (+1) **DEX** 13 (+1) **CON** 14 (+2) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 16 (+3)

Saving Throws Wis +4

Skills Perception +4, Stealth +3

Damage Immunities poison

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 14

Languages Celestial, Primordial, and up to two languages its body knew in life

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Cruel Hunter. The angler deals an extra 4 (1d8) psychic damage against creatures that are charmed by it.

Limited Amphibiousness. The angler can breathe air and water, but needs to be submerged in saltwater for 1 hour a day to avoid suffocating.

Line Cast. The angler can spend 1 minute to set a 5-foot-square psychic trap within 300 feet of it. The next Medium or larger creature that isn't an ecliptic and that sees this trap must succeed on a DC 14 Wisdom saving throw or be charmed by the angler for 1 minute, and be compelled to approach the angler for the duration. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage plus 4 (1d8) poison damage.

Dazzling Gaze. The angler chooses one creature within 30 feet of it that can see it. It then projects images of lost loved ones, fulfilled hopes, dreams, and bliss. The target must succeed on a DC 14 Wisdom saving throw or be charmed for 1 minute. While charmed this way, a creature's speed is reduced to 0. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ECLIPTIC HUNTERS

Called forth and created with whatever source materials and souls are available in the Black Atoll, ecliptic hunters have no uniform appearance. As the campaign to save the Sunken Isles rages on, and the Star Breather uses increasing numbers of the dead to create more and larger ecliptic to hasten the end, more sophisticated ecliptic hunters begin to appear.

Ecliptic hunters all contain remnants of the souls of humanoid species and can speak the common tongues of the souls they're composed of. Their voices are a chorus of the multitude of souls they contain; an unearthly sound at once both terrifying and beautiful.

VARIANT: ENTROPIC ECLIPTIC HUNTERS

For a more diverse and challenging experience, the GM can introduce entropic hunters—ecliptic which have blessings from the Star Breather in addition to their varying anatomy. To create an entropic hunter, roll once on each table below and apply the results to the **lesser ecliptic hunter** or the **ecliptic hunter stat block**; or roll twice and apply the results to the **greater ecliptic hunter** or the **ecliptic articulata** stat block.

Ecliptic Blessings

d4	Blessing
1	Vitality Chant (Recharge 5–6). As a bonus action, the ecliptic casts the <i>healing word</i> spell using Charisma as the spellcasting ability.
2	Guided Hunt (Recharge 4–6). As a bonus action, the ecliptic casts the <i>guidance spell</i> , targeting itself, using Charisma as the spellcasting ability.
3	Reclaimer's Smite (Recharge 5–6). As a bonus action, the ecliptic channels the power of the Star Breather. The ecliptic's next weapon attack deals an extra 7 (2d6) radiant damage.
4	Hastened Hunt. The ecliptic gains a +10 bonus to its speed, and gets an extra reaction that can only be used for opportunity attacks.

Ecliptic Anatomy

d6	Ecliptic Anatomy
1	Trapping Filament. <i>Ranged Weapon Attack:</i> +5 to hit, range 30/60 ft., one creature. <i>Hit:</i> The target is restrained by filament (AC 10, 5 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage). As an action, the restrained target can make a DC 12 Strength check, breaking free on a success.
2	Extendable Jaw. Increase the reach of the ecliptic's Bite attack by 10 feet.
3	Diving Attack. If the ecliptic swims at least 20 feet toward a target and then hits with a Bite attack on the same turn, the target takes an extra 9 (2d8) piercing damage.
4	Call of the Depths (Recharge 5–6). As a bonus action, the ecliptic creates an illusory tentacle next to a creature within 30 feet of the ecliptic and strikes out with it. <i>Melee Spell Attack:</i> +5 to hit, <i>Hit:</i> 6 (1d12) psychic damage.
5	Armored Scale. The ecliptic gains a +2 bonus to AC.
6	Heightened Awareness. The ecliptic can't be surprised, and has advantage on Wisdom (Perception) checks.

LESSER ECLIPTIC HUNTER

Large Celestial, Typically Lawful Evil

Armor Class 15 (natural armor)

Hit Points 71 (11d10 + 11)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	13 (+1)	10 (+0)	16 (+3)	10 (+0)

Skills Perception +6, Stealth +7, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Celestial, Primordial, and up to two languages its body knew in life

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Amphibious. The ecliptic can breathe air and water.

Stealthy Swimmer. While underwater, the ecliptic hunter has advantage on Dexterity (Stealth) checks and it can take the Hide action as a bonus action.

ACTIONS

Multiattack. The ecliptic hunter makes three Bite or Claws attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage.

ECLIPTIC HUNTER

Huge Celestial, Typically Lawful Evil

Armor Class 18 (natural armor)

Hit Points 123 (13d12 + 39)

Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	17 (+3)	12 (+1)	18 (+4)	10 (+0)

Skills Perception +8, Stealth +8, Survival +8

Senses darkvision 60 ft., passive Perception 16

Languages Celestial, Primordial, and up to two languages its body knew in life

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Amphibious. The ecliptic can breathe air and water.

Stealthy Swimmer. While underwater, the ecliptic hunter has advantage on Dexterity (Stealth) checks and it can take the Hide action as a bonus action.

ACTIONS

Multiattack. The ecliptic hunter makes two Bite or Tail attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 28 (6d6 + 7) piercing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one creature. *Hit:* 26 (3d12 + 7) slashing damage.





GREATER ECLIPTIC HUNTER

Huge Celestial, Typically Lawful Evil

Armor Class 19 (natural armor)

Hit Points 189 (18d12 + 72)

Speed 40 ft., burrow 20 ft., fly 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	18 (+4)	14 (+2)	20 (+5)	10 (+0)

Saving Throws Dex +7, Con +9, Wis +10, Cha +5

Skills Perception +10, Stealth +7, Survival +10

Senses darkvision 120 ft., passive Perception 20

Languages Celestial, Primordial, and up to two languages its body knew in life

Challenge 16 (15,000 XP)

Proficiency Bonus +5

Amphibious. The ecliptic can breathe air and water.

Legendary Resistance (3/Day). If the greater ecliptic hunter fails a saving throw, it can choose to succeed instead.

Stealthy Swimmer. While underwater, the ecliptic has advantage on Dexterity (Stealth) checks and it can take the Hide action as a bonus action.

ACTIONS

Multiattack. The ecliptic can use its Frightful Presence. It then makes one Bite attack and two Claws attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) radiant damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one creature. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the ecliptic's choice that is within 120 feet of the ecliptic and aware of it must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this ecliptic's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The greater ecliptic hunter can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ecliptic regains spent legendary actions at the start of its turn.

Divine Judgment. The ecliptic targets one creature within 30 feet of it. The creature must succeed on a DC 20 Charisma saving throw or take 16 (2d10 + 5) psychic damage.

Soul Sense. The ecliptic learns the exact location of the three nearest creatures to it.

Mindcloud (Costs 2 Actions). A 60-foot radius of illusory darkness extends all around the ecliptic. The area is heavily obscured until the end of the ecliptic's next turn.



ECLIPTIC ARTICULATA

Ecliptic Articulata are huge, bloated creatures composed of all manner of organic matter and souls. However, in the rush to create them, the materials haven't been completely reformed, which means the articulata's bodies bristle with the somewhat intact arms, legs, fins, tentacles, claws, and more from any number of creatures from the Isles, including Humanoids. Any creature thus incorporated retains some memory of its past life and, perhaps, desires as well.

ECLIPTIC ARTICULATA

Gargantuan Celestial, Typically Lawful Evil

Armor Class 21 (natural armor)

Hit Points 363 (22d20 + 132)

Speed 60 ft., burrow 30 ft., fly 60 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	22 (+6)	16 (+3)	22 (+6)	19 (+4)

Saving Throws Dex +11, Con +13, Wis +13, Cha +11

Skills Perception +13, Survival +13

Senses truesight 120 ft., passive Perception 23

Languages Celestial, Primordial, telepathy 120 ft.

Challenge 21 (33,000 XP)

Proficiency Bonus +7

Amphibious. The articulata can breathe air and water.

Legendary Resistance (3/Day). If the articulata fails a saving throw, it can choose to succeed instead.

Stolen Identities. The articulata can gain up to two traits or actions from up to two other creatures, chosen at its creation. (Consider the powerful creatures that have died in the Isles recently when making your selection.).

ACTIONS

Multiattack. The articulata can use its Frightful Presence. It then makes two Limbs attacks and one Slam attack.

Limbs. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one creature. *Hit:* 14 (2d6 + 7) slashing damage.

Slam. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 6 (1d12) radiant damage.

Frightful Presence. Each creature of the articulata's choice that is within 120 feet of the articulata and aware of it must succeed on a DC 19 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this articulata's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The articulata can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The articulata regains spent legendary actions at the start of its turn.

Divine Judgment. The articulata targets one creature within 30 feet of it. The creature must succeed on a DC 20 Charisma saving throw or take 13 (2d12) psychic damage plus 6 (1d12) radiant damage.

Soul Sense. The articulata learns the exact location of all creatures within a quarter mile of it.

Traumatize. The articulata plays into the emotions of its prey, imitating the creatures used to build its body. Any creature within 60 feet of it that can see it, and is familiar with the creatures the articulata is made of, must succeed on a DC 23 Wisdom save or take 19 (3d12) psychic damage and be frightened until the end of its next turn.



UNDEAD ANTAGONISTS

CAPTAIN KEELHAUL

Large Undead, Chaotic Evil

Armor Class 18 (natural armor)

Hit Points 225 (18d10 + 126)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	25 (+7)	9 (–1)	17 (+3)	14 (+2)

Saving Throws Con +11, Int +3, Cha +6

Skills Athletics +10, Perception +7

Damage Resistances bludgeoning from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Common, Dwarvish, Old Ikolf

Challenge 11 (7,200 XP)

Proficiency Bonus +4

Waterlogged Body. If Keelhaul dies, his body explodes into a shower of wet, rotten flesh. Each creature within 30 feet of him must succeed on a DC 15 Constitution saving throw or take 14 (4d6) poison damage and be poisoned for 1 minute. A creature swallowed by Keelhaul has disadvantage on the saving throw.

ACTIONS

Multiattack. Keelhaul makes two attacks using Cutlass, Flintlock Pistol, or a combination of them. He can replace one of the attacks with his Barrel Chug, if available, or a Bite attack, if he doesn't have a creature swallowed.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage, and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside Keelhaul, and takes 10 (3d6) necrotic damage at the start of each of Keelhaul's turns. Keelhaul can only have one creature swallowed at a time. If Keelhaul takes 20 damage or more on a single turn from a creature inside him, he must succeed on a DC 22 Constitution saving throw at the end of that turn or regurgitate the creature, which falls



prone in a space within 10 feet of him. If Keelhaul dies, a swallowed creature can escape from his corpse using 5 feet of movement, exiting prone.

Cutlass. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Flintlock Pistol. *Ranged Weapon Attack:* +4 to hit, range 20/40 ft., one target. *Hit:* 18 (4d8) piercing damage.

Barrel Chug (Recharge 5–6). Keelhaul drinks greedily from his whiskey barrel, dulling his senses and sparking his rage. Keelhaul has advantage on his next attack roll this turn and gains resistance to damage from the next attack that hits him before the start of his next turn.

KUMUHEA

Medium Undead (Druid), Lawful Neutral

Armor Class 15 (natural armor)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	18 (+4)	20 (+5)	12 (+1)

Saving Throws Con +6, Cha +5

Skills Animal Handling +9, Arcana +8, History +8

Damage Resistances bludgeoning from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses truesight 60 ft., passive Perception 15

Languages Common, Druidic, Old Ikolf, Primordial

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Spellcasting. Kumuhea is a 16th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). Kumuhea has the following druid spells prepared:

Cantrips (at will): *guidance*, *mending*, *sacred flame*

1st level (4 slots): *animal friendship*, *detect magic*

2nd level (3 slots): *animal messenger*, *moonbeam*, *spike growth*

3rd level (3 slots): *conjure animals*, *meld into stone*, *speak with plants*

4th level (3 slots): *conjure woodland beings*, *dominate beast*, *stone shape*

5th level (2 slots): *commune with nature*, *insect plague*, *wall of stone*

6th level (1 slot): *move earth*, *wind walk*

7th level (1 slot): *regenerate*, *reverse gravity*

8th level (1 slot): *earthquake*

Stony Stride. Kumuhea is unaffected by difficult terrain.

ACTIONS

Multiattack. Kumuhea makes four Quarterstaff attacks.

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if wielded with two hands.

Earthshatter (Recharge 5–6). Kumuhea unleashes a pulse of energy to warp the ground in a 15-foot radius around herself, causing it to become difficult terrain or normal terrain, provided it is made of stone or earth.

SKATI FYLKIR, REBORN IN BLOOD

Medium Undead, Lawful Evil

Armor Class 16 (chain mail)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	18 (+4)	16 (+3)	12 (+1)	16 (+3)

Skills Arcana +6, History +6, Perception +4, Persuasion +6

Damage Resistances fire

Damage Immunities lightning, necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Old Ikolf, Primordial

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Spellcasting. Skati can cast the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *chill touch* (2d8 necrotic), *shocking grasp* (2d8 lightning)

4/day each: *charm person*, *comprehend languages*, *magic missile*

2/day each: *bestow curse*, *blindness/deafness*, *counterspell*, *flaming sphere*, *lightning bolt*

Rejuvenation. Unless his head is cut off, his body burned, and his ashes cast into the sea, Skati gains a new body in 1d6 + 1 days, regaining all his hit points and becoming active again. The new body either appears in the same space he died or in the nearest available space.

ACTIONS

Draining Grasp. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) necrotic damage. Skati then regains 4 (1d8) hit points. In addition, the target has disadvantage on the next Constitution saving throw it makes before the end of its next turn.

BONUS ACTIONS

Lord of Corpses. Skati creates an Undead servant from the remains of a dead creature within 15 feet of himself. This Undead is under Skati's control and is either a skeleton or a zombie, determined by the remains available.

SKATI FYLKIR, THE UNDEAD KING

Huge Undead, Lawful Evil

Armor Class 18 (natural armor)

Hit Points 250 (20d12 + 120)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	18 (+4)	12 (+1)	16 (+3)

Saving Throws Dex +6

Skills Arcana +10, History +10, Perception +7, Persuasion +9

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

Damage Immunities fire, lightning, necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Common, Old Ikolf, Primordial

Challenge 19 (22,000 XP)

Proficiency Bonus +6

Empowered Attacks. Skati Fylkir's attacks are magical.

King of Corpses. Any creature that dies within 30 feet of Skati Fylkir becomes a **lesser draugr** under Skati's control at the start of his next turn.

Magic Resistance. Skati Fylkir has advantage on saving throws against spells and other magical effects.

Rejuvenation. Unless his head is cut off, his body burned, and his ashes cast into the sea, Skati gains a new body in 1d6 + 1 days, regaining all his hit points and becoming active again. The new body either appears in the same space he died or in the nearest available space.

Spellcasting. Skati can cast the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks):

At will: *bestow curse*, *call lightning*, *comprehend languages*, *chill touch* (4d8 necrotic)

4/day each: *dominate person*, *magic missile*

3/day each: *chain lightning*, *counterspell*, *delayed blast fireball*, *finger of death*

1/day: *control weather*

ACTIONS

Multiattack. Skati Fylkir makes three Draining Grasp attacks.

Draining Grasp. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) necrotic damage. Skati then regains 6 (1d12) hit points. In addition, the target has disadvantage on the next Constitution saving throw it makes before the end of its next turn.



LEGENDARY ACTIONS

Skati can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Skati regains spent legendary actions at the start of his turn.

Popped Vessel. Skati shoots out a pressurized stream of blood in a line 60 feet long and 1 inch wide. Each creature in that line must succeed on a DC 18 Dexterity saving throw or take 11 (2d10) piercing damage.

Boiling Blood (Costs 2 Actions). Skati chooses one creature within 60 feet of him. That creature must make a DC 18 Constitution saving throw, taking 13 (3d8) fire damage and 9 (2d8) necrotic damage on a failed save, or half as much damage on a successful one.

Empower Minion (Costs 2 Actions). A **lesser draugr** within 30 feet of Skati gains a fraction of his power and transforms into a **draugr warmonger**.

CAPTAIN KEELHAUL'S UNDEAD

Captain Keelhaul has the ability to raise countless Undead of his own, and he does so from the seas he terrorized in life. Sunken sailors are culled from shipwrecks, any flesh they have left is waterlogged, putrid, and smells of rotting fish. Dusted ancients generally come from the same source, but had spellcasting abilities in life, which have carried over into their new existence. All have a ravenous appetite that exceeds any normal Undead's.

DUSTED ANCIENT

Medium Undead, Typically Neutral Evil

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Cha +3

Skills Arcana +4, History +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Primordial

Challenge 2 (450 XP)

Proficiency Bonus +2

Decrepit Fortitude. If damage reduces the ancient to 0 hit points, it must make a Constitution saving throw with DC of 5 + the damage taken, unless the damage is bludgeoning, radiant, or from a critical hit. On a success, the ancient drops to 1 hit point instead.

Spellcasting. The dusted ancient is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *chill touch*, *druidcraft*, *message*

1st level (4 slots): *longstrider*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *heat metal*, *misty step*

ACTIONS

Koa Spear. *Melee or Ranged Weapon Attack:* +1 to hit, reach 5 ft. or range 30/90 ft., one target. *Hit:* 2 (1d6 − 1) piercing damage, or 3 (1d8 − 1) piercing damage if used with two hands to make a melee attack.

SUNKEN SAILOR

Medium Undead, Typically Neutral Evil

Armor Class 14 (studded leather armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft., swim 30 ft.

STR 14 (+2) **DEX** 14 (+2) **CON** 16 (+3) **INT** 7 (−2) **WIS** 11 (+0) **CHA** 12 (+1)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarvish

Challenge 2 (450 XP)

Proficiency Bonus +2

Bloated Burst. When the sunken sailor is reduced to 0 hit points, its body bursts and flesh falls around it within a 5-foot radius. The bones remain animated, and lumps of flesh take on an animallike nature. A **skeleton** and 1d4 + 1 flesh lumps are created in its place. Use the **rat** or the **quipper** stat block for the flesh lumps, based on where the sailor dies.

Putrid Flesh. Any creature that starts its turn within 15 feet of the sunken sailor must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to this sunken sailor's Putrid Flesh for 24 hours.

ACTIONS

Rusted Cutlass. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 3 (1d6) poison damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



KUMUHEA'S UNDEAD

After her reanimation, Kumuhea goes back to her old ways, both for her own and for Skati's purposes. With her new powers, Kumuhea has the ability to transform young worms of the right size into undead wurms. Their purple-brown segmented skin is slimy to the touch, though it appears cracked and ancient. Their large, many-toothed mouths are ideal for burrowing.

UNDEAD WORM

Huge Undead, Unaligned

Armor Class 16 (natural armor)

Hit Points 150 (12d12 + 72)

Speed 30 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	22 (+6)	4 (−3)	12 (+1)	6 (−2)

Skills Perception +4

Damage Immunities poison

Condition Immunities poisoned, prone

Senses tremorsense 120 ft., passive Perception 14

Languages —

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Keen Smell. The worm has advantage on Wisdom (Perception) checks that rely on smell.

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The worm makes two Bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 24 (3d12 + 5) piercing damage.

SKATI'S UNDEAD

Once reborn, Skati Flykir begins to build his army of Undead. Draugr are undead revenants created from the ranks of the Ikolf, looking as they did in life but with telltale details that show they're no longer among the living: gray, crumbling skin, gaping wounds, and ever-present grave dirt, especially around their nails. Greater draugr, which were animated using Skati's blood, have veins and eyes that glow an intense red. Even lesser draugr have eyes that gleam red in the right light.

BLACK DRAGON DRAUGR

Huge Undead, Typically Neutral Evil

Armor Class 19 (natural armor)

Hit Points 309 (26d12 + 140)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	11 (+0)	20 (+5)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Dex +6, Con +11, Int +7

Damage Resistances fire, lightning, necrotic

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 13

Languages Draconic, Old Ikolf

Challenge 18 (20,000 XP)

Proficiency Bonus +6

Undying Restoration. When the draugr is reduced to 0 hit points, it must make a Constitution saving throw with a DC of the damage taken, unless the damage is radiant or from a critical hit. On a success, the draugr drops to 1 hit point instead. Unless the damage that reduced the draugr to 0 hit points was fire, or fire is used to burn its body, after 1d6 + 1 days the draugr regains all of its hit points and becomes active again.

ACTIONS

Multiattack. The draugr can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 4 (1d8) necrotic damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Frightful Presence. Each creature of the draugr's choice that is within 120 feet of the draugr and aware of it must succeed on a DC 19 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the draugr's Frightful Presence for the next 24 hours.

Culling Breath (Recharge 5–6). The draugr exhales an inky cloud in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 54 (12d8) necrotic damage on a failed save, or half as much damage on a successful one. A Humanoid reduced by 0 hit points by this attack dies, and rises as a lesser draugr at the start of the next round.

DRAUGR WARMONGER

Medium Undead, Typically Neutral Evil

Armor Class 15 (rusted breastplate)

Hit Points 30 (4d8 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	10 (+0)	13 (+1)	5 (–3)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Old Ikolf

Challenge 1 (200 XP)

Proficiency Bonus +2

Frostborn Fortitude. When the draugr is reduced to 0 hit points, it must make a Constitution saving throw with a DC equal to the damage taken, unless the damage is fire, radiant, or from a critical hit. On a success, the draugr drops to 1 hit point instead.

ACTIONS

Multiattack. The draugr makes two Shortsword attacks or two Shortbow attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

GREATER DRAUGR

Medium Undead, Typically Neutral Evil

Armor Class 16 (rusted plate armor)

Hit Points 95 (10d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	20 (+5)	12 (+1)	16 (+3)	7 (–2)

Skills Perception +5

Damage Resistances fire, lightning, necrotic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Common, Old Ikolf

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Undying Restoration. When the draugr is reduced to 0 hit points, it must make a Constitution saving throw with a DC equal to the damage taken, unless the damage is fire, radiant, or from a critical hit. On a success, the draugr drops to 1 hit point instead. Unless the damage that reduced the draugr to 0 hit points was fire, or fire is used to burn its body, after 1d6 + 1 days the draugr regains all its hit points and becomes active again.

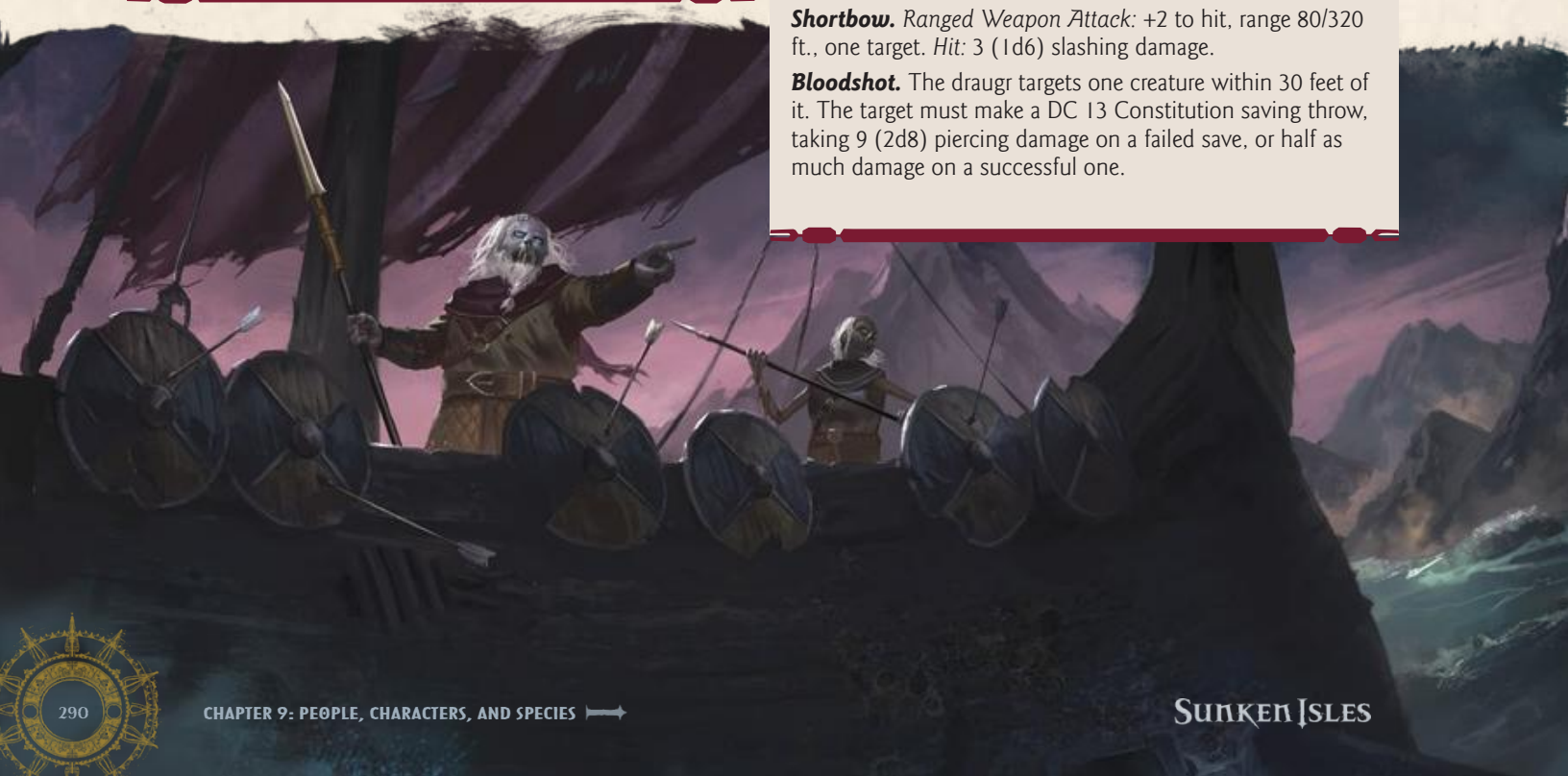
ACTIONS

Multiattack. The draugr makes three Shortsword attacks or two Shortbow attacks. It can replace two attacks with its Bloodshot.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 3 (1d6) slashing damage.

Bloodshot. The draugr targets one creature within 30 feet of it. The target must make a DC 13 Constitution saving throw, taking 9 (2d8) piercing damage on a failed save, or half as much damage on a successful one.



LESSER DRAUGR

Medium Undead, Typically Neutral Evil

Armor Class 12 (rusted chain shirt)

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (–1)	16 (+3)	10 (+0)	12 (+1)	5 (–3)

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Old Ikolf

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Frostborn Fortitude. If damage reduces the draugr to 0 hit points, it must make a Constitution saving throw with a DC of the damage taken, unless the damage is fire, radiant, or from a critical hit. On a success, the draugr drops to 1 hit point instead.

ACTIONS

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

WYRMLING DRAUGR

Tiny Undead, Typically Neutral Evil

Armor Class 16 (natural armor)

Hit Points 21 (6d4 + 6)

Speed 10 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (–1)	13 (+1)	2 (–4)	11 (+0)	9 (–1)

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Frostborn Fortitude. If damage reduces the draugr to 0 hit points, it must make a Constitution saving throw with a DC of the damage taken, unless the damage is fire, radiant, or from a critical hit. On a success, the draugr drops to 1 hit point instead.

ACTIONS

Weakening Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) necrotic damage.

Necrotic Breath (Recharge 5–6). The wyrmling draugr exhales a thick, ghastly fog in a 15-foot cone. Each creature in the area must make a DC 11 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.



NATIVE SPIRITS OF MANAKI

FACE OF THE STAR BREATHER

Colossal Celestial, Lawful Good

Armor Class 20 (natural armor)

Hit Points 101 (7d20 + 28)

Speed 0 ft.

STR 20 (+5) **DEX** 20 (+5) **CON** 18 (+4) **INT** 30 (+10) **WIS** 30 (+10) **CHA** 30 (+10)

Damage Vulnerabilities bludgeoning, piercing, and slashing from *Allay*

Damage Resistances psychic

Damage Immunities acid, cold, fire, force, lightning, necrotic, poison, radiant, thunder; bludgeoning, piercing, and slashing from weapons that aren't dipped in ichor

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, incapacitated, paralyzed, petrified, poisoned, prone, restrained

Senses truesight 5 miles, passive Perception 20

Languages all, telepathy 5 miles

Challenge 30 (155,000 XP)

Proficiency Bonus +9

Godly Presence. The Star Breather regains all its hit points at the end of each creature's turn. If reduced to 0 hit points, its connection to this reality breaks and it vanishes. In addition, if the Star Breather is vanquished this way, it is unable to return to this reality by any means. If *Allay* reduces the deity to 0 hit points, it dies instead.

Godly Resistance. If the Star Breather fails a saving throw, it can choose to succeed instead.

ACTIONS

Command the Work. The Star Breather casts one 9th-level spell and one spell of 3rd level or lower, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 27, spell attack bonus +19).

LEGENDARY ACTIONS

The Star Breather can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Star Breather regains spent legendary actions at the start of his turn.

Reclaim the Gift. The Face stares at one creature within 60 feet of it. That creature must succeed on a DC 24 Charisma saving throw or its Intelligence score is reduced by 2. If this reduces a creature's Intelligence score to 0, it dies.

Speak Truth. The Face speaks a True Word, overwhelming the consciousness of mortal beings. Creatures within 60 feet of the Face that aren't deafened and can understand a language must succeed on a DC 22 Intelligence saving throw or its Wisdom score is reduced by 2. If this reduces a creature's Wisdom score to 0, it ceases to experience time, falling into an incomprehensible dream state forever.

Inhale (Costs 2 Actions). The Face opens its mouth and inhales, sucking the life energy from nearby creatures. Each creature within 60 feet of the Face must succeed on a DC 22 Constitution saving throw or its Strength score is reduced by 4. If this reduces a creature's Strength score to 0, it is crushed by the atmosphere and reduced to ash.

IOLANA

Medium Humanoid (Kia'i), Neutral Good

Armor Class 17 (natural armor); 19 with StrongScale Tattoo

Hit Points 135 (18d8 + 54)

Speed 30 ft., swim 30 ft.

STR 12 (+1) **DEX** 14 (+2) **CON** 16 (+3) **INT** 17 (+3) **WIS** 15 (+2) **CHA** 16 (+3)

Saving Throws Wis +7, Cha +8

Skills Perception +7

Condition Immunities exhaustion, petrified

Senses passive Perception 17

Languages Common, Primordial

Challenge 14 (11,500 XP)

Proficiency Bonus +5

Blessed by Ink. When not in combat, Iolana has advantage on ability checks and adds her proficiency bonus to all ability checks.

Dominant Domain: Fabrication. Iolana's form can't altered by any spell or effect she refuses. In addition, Iolana can direct spirits to inhabit items with their personality at will, bridging the gap between the mortal and the immortal languages.

Iolana's Familiar Spirits. Iolana has the ability to imbue items with native spirits (from the Familiar Spirit table) and make it into a sentient magical item that requires attunement.

ACTIONS

Multiattack. Iolana makes three Tentacle Tattoo or Urchin Spear Tattoo attacks.

Tentacle Tattoo. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) bludgeoning damage.

Urchin Spear Tattoo. *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* 9 (3d4 + 2) piercing damage.

StrongScale Tattoo. Iolana gains a +2 bonus to her Armor Class for 10 minutes.

Familiar Spirit

d6	Sentient Spirit
1	<p>Spiny Urchin (Wana)</p> <p>Senses Hearing and blindsight to a range of 60 ft.</p> <p>Intelligence 8 (–1)</p> <p>Wisdom 16 (+3)</p> <p>Charisma 8 (–1)</p> <p>This spirit is a bit prickly, but loyal. Once joined with an item, it communicates with the attuned bearer via sharp but relatively painless pinpricks to the hand or the back of the neck. It warns of impending traps or approaching enemies with a single sharp jab: the wielder can't be surprised. It can answer yes-or-no questions with a single jab for a yes and two pokes for a no, giving you information about nearby locations and creatures within range of its senses. Additionally, the bearer gains a +4 bonus to Wisdom (Survival) checks.</p>
2	<p>Ribbon Eel (Puihi)</p> <p>Senses Hearing and darkvision to a range of 120 ft.</p> <p>Intelligence 12 (+1)</p> <p>Wisdom 10 (+0)</p> <p>Charisma 14 (+2)</p> <p>This spirit is both tricky and charismatic. Once joined with an item, it communicates with the attuned bearer telepathically in a sibilant voice in their mind, giving advice, but only about the best way to persuade or intimidate a creature it can sense. Additionally, the bearer gains a +4 bonus to Charisma (Intimidation) and Charisma (Persuasion) checks.</p>
3	<p>Parrotfish (Uhu)</p> <p>Senses Hearing and darkvision to a range of 60 ft.</p> <p>Intelligence 10 (+0)</p> <p>Wisdom 10 (+0)</p> <p>Charisma 16 (+3)</p> <p>This spirit wears its charm in a flamboyantly obvious manner. Once joined with an item, it communicates with the attuned bearer by transmitting emotions such as anger (someone has lied), fear (a trap lies nearby), joy (treasure lies within range), or sadness (a friend is in dire danger; i.e. they have less than 15 hit points). Additionally, the enchanted item takes on rainbow coloration and grants a +4 bonus to Charisma (Performance) checks.</p>
4	<p>Hermit Crab (Unauna)</p> <p>Senses Hearing and normal vision to a range of 30 ft.</p> <p>Intelligence 16 (+3)</p> <p>Wisdom 12 (+1)</p> <p>Charisma 9 (–1)</p> <p>This spirit is stubborn and timid, but overprotective. Once joined with an item, it communicates with the attuned bearer via speech only they can hear, like a tiny whisper in their ear. It can speak Common and Primordial. It's especially knowledgeable about all things arcane, and grants the bearer a +4 bonus to Intelligence (Arcana) checks and one of the following benefits (selected at attunement):</p> <ul style="list-style-type: none"> • It gains a +2 bonus to AC. • A creature with a Spellcasting feature can gain an extra 1st-level spell slot and an extra 2nd-level spell slot. • A creature with the Pact Magic feature can gain a +1 bonus to spell attack rolls and the spell save DCs of its warlock spells. In addition, once per long rest it can spend 1 minute communing with the spirit to regain one warlock spell slot.
5	<p>Flying Fish (Malolo)</p> <p>Senses Hearing and darkvision to a range of 120 ft.</p> <p>Intelligence 12 (+1)</p> <p>Wisdom 10 (+0)</p> <p>Charisma 15 (+2)</p> <p>This spirit is excitable and friendly. Once joined with an item, it communicates with the attuned bearer by telepathy, using a high-pitched, happy voice. If the bearer falls, the spirit casts <i>feather fall</i> on it. Additionally, the bearer gains a 20-foot bonus to its flying speed, if it has one.</p>
6	<p>Flounder (Paki'i)</p> <p>Senses Hearing and darkvision to a range of 30 ft.</p> <p>Intelligence 12 (+1)</p> <p>Wisdom 14 (+2)</p> <p>Charisma 10 (+0)</p> <p>This spirit has an air of calmness and stillness about it. Once joined with an item, it communicates with the attuned bearer via bursts of emotion: serenity (when all is well), anxiousness (when enemies approach). Additionally, the bearer gains a +4 bonus to Dexterity (Stealth) checks and has advantage on death saving throws.</p>

Alternatively, the GM can design their own native spirit and accompanying abilities based on the item being enchanted and the character who carries it.

KADAUR

KADA, THE BODY OF KADAUR

Medium Elemental, Lawful Neutral

Armor Class 20 (natural armor)

Hit Points 228 (24d8 + 120)

Speed 20 ft.

STR 20 (+5) **DEX** 14 (+2) **CON** 20 (+5) **INT** 10 (+0) **WIS** 16 (+3) **CHA** 14 (+2)

Saving Throws Con +11, Int +6

Skills Perception +9

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

Condition Immunities petrified, poisoned

Senses passive Perception 19

Languages Common, Draconic, Druidic, Primordial

Challenge 17 (18,000 XP)

Proficiency Bonus +6

Cursed by the Star Breather. Kada has disadvantage on Constitution saving throws and saving throws against being knocked prone.

Dominant Domain: Drama. Kada's attacks deal double damage (already included). In addition, every 1d4 rounds,

Kada takes an extra turn on initiative count 20 (losing ties).

Legendary Resistance (2/Day). If Kada fails a saving throw, he can choose to succeed instead.

ACTIONS

Multiattack. Kada makes two Seeking Staff or Shot Put attacks.

Seeking Staff. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage.

Shot Put. *Ranged Weapon Attack:* +11 to hit, range 30/60 ft., one target. *Hit:* 21 (2d10 + 10) bludgeoning damage. If Kada is inside the Abyss or the Pool of Paint, Kada can deal damage of any type instead of bludgeoning.

LEGENDARY ACTIONS

Kada can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Kada regains spent legendary actions at the start of his turn.

Call of the Spirits (Costs 2 Actions). Kada chooses one creature within 60 feet of him and calls on the elements to claim it. The target must succeed on a DC 21 Dexterity saving throw or take 13 (3d8) cold, fire, or lightning damage (Kada's choice).

Manifest Spirit (Costs 3 Actions). Kada summons two **mephits** of his choice. The mephits appear in unoccupied spaces within 30 feet of Kada.

KADAKIM

Small Construct, Lawful Good

Armor Class 16 (natural armor)

Hit Points 76 (17d6 + 17)

Speed 25 ft.

STR 16 (+3) **DEX** 16 (+3) **CON** 12 (+1) **INT** 18 (+4) **WIS** 13 (+1) **CHA** 12 (+1)

Saving Throws Wis +4, Cha +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands Common and Primordial but can't speak, telepathy 60 ft.

Challenge 6 (2,300 XP)

Proficiency Bonus +3

ACTIONS

Multiattack. Kadakim makes two attacks.

Hot Tea. *Ranged Weapon Attack:* +6 to hit, range 10/20 ft., one target. *Hit:* 13 (2d12) fire damage.

Knowledgeable Insult. Kadakim insults a creature it can see within 60 feet of it, targeting deep insecurities or regrets. The target must succeed on a DC 15 Wisdom saving throw or take 14 (4d6) psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

KADAGAN

Medium Construct, Lawful Good

Armor Class 16 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., swim 60 ft. (in liquid form)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	18 (+4)	13 (+1)	12 (+1)

Saving Throws Wis +4, Cha +4

Damage Vulnerabilities bludgeoning from magical attacks (in glass form)

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

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands Common and Primordial but can't speak, telepathy 60 ft.

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Variable Nature. Kadagan takes a glass form when it feels under pressure, otherwise it takes a liquid form. In its glass form, it has vulnerability to bludgeoning damage from magical weapons. In its liquid form, it gains a swim speed of 60 feet.

ACTIONS

Multiattack. Kadagan makes two Slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage. If Kadagan has less than half its maximum hit points, the target also takes 3 (1d6) slashing damage.

Prismatic Core. Kadagan casts *blur* or *color spray* at 2nd level without requiring verbal or material components.

KADAMY

Medium Construct, Lawful Good

Armor Class 17 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	14 (+2)	18 (+4)	13 (+1)	12 (+1)

Saving Throws Wis +4, Cha +4

Damage Vulnerabilities fire

Damage Resistances bludgeoning and slashing from nonmagical attacks

Damage Immunities piercing, poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands Common and Primordial but can't speak, telepathy 60 ft.

Challenge 6 (2,300 XP)

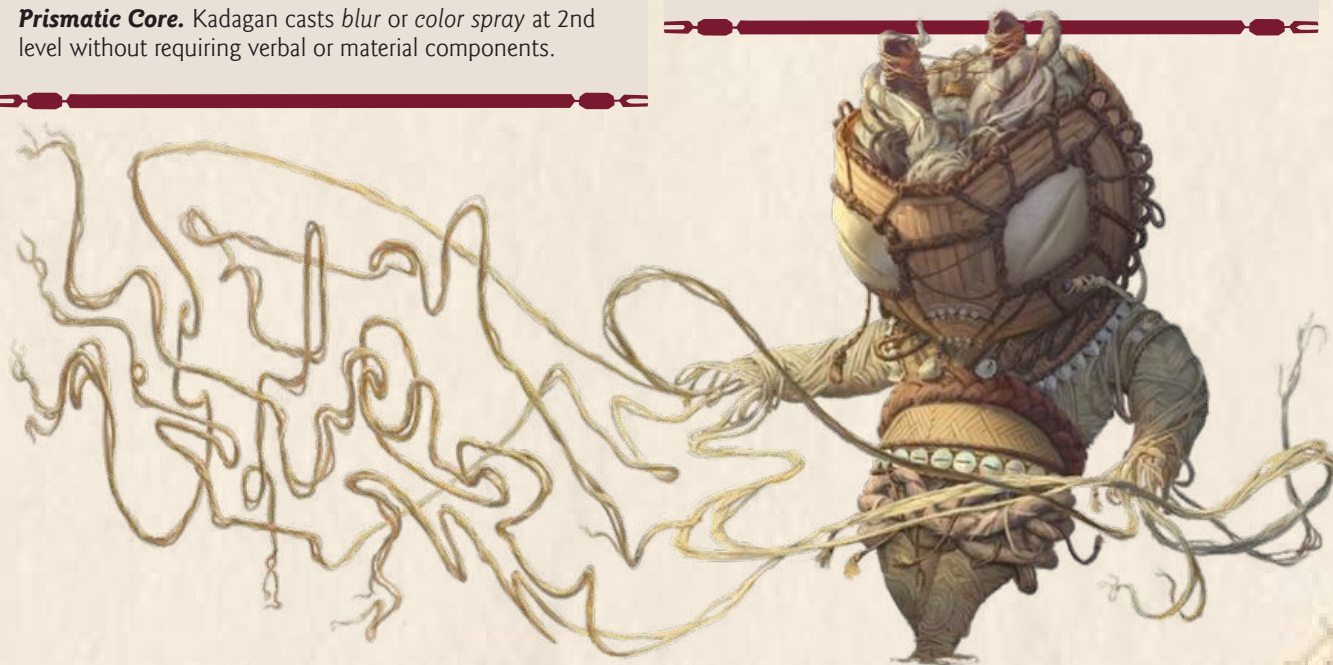
Proficiency Bonus +3

ACTIONS

Multiattack. Kadamy makes two Yarn Whip attacks. It can replace one Yarn Whip attack with Garrote.

Yarn Whip. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 5) bludgeoning damage and the target falls prone.

Garrote. Kadamy targets a prone creature within 10 feet of it and launches a tight string bolas. The target must succeed on a DC 15 Dexterity saving throw or take 18 (4d8) bludgeoning damage and begin to suffocate. The garrote can be removed with a successful DC 15 Dexterity (Sleight of Hand) check.



KADEUS, THE SEVEN-FACED STEWARD

Huge Construct, Lawful Good

Armor Class 16 (natural armor)

Hit Points 253 (22d12 + 110)

Speed 40 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+6)	16 (+3)	20 (+5)	10 (+0)	16 (+3)	6 (−2)

Saving Throws Cha +3

Skills Perception +8

Damage Immunities piercing, poison, psychic

Condition Immunities exhaustion, petrified, poisoned

Senses passive Perception 18

Languages Primordial

Challenge 15 (13,000 XP)

Proficiency Bonus +5

ACTIONS

Multiattack. Kadeus uses Speak. It then makes one Slam attack.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Speak. The steward speaks ancient magical words, whose effect varies based on which face is speaking. Kadeus can't use the same face twice in a row:

Timius. Each creature within 30 feet of Kadeus that can hear it must succeed on a DC 19 Constitution saving throw or age 1d4 years and take 16 (3d8 + 3) psychic damage.

Dramius. Each creature within 30 feet of Kadeus that can hear it must succeed on a DC 19 Dexterity saving throw or take 17 (2d10 + 6) force damage plus 16 (3d8 + 3) psychic damage.

Disteus. Each creature within 30 feet of Kadeus that can hear it must succeed on a DC 19 Charisma saving throw or take 16 (3d8 + 3) psychic damage and be teleported 30 feet in the air.

Decius. Each creature within 30 feet of Kadeus that can hear it must succeed on a DC 19 Wisdom saving throw or take 13 (2d12) necrotic damage plus 16 (3d8 + 3) psychic damage.

Fabius. Each creature within 30 feet of Kadeus that can hear it must succeed on a DC 19 Constitution saving throw or take 16 (3d8 + 3) psychic damage and be deafened and blinded until the end of its next turn.

Fateus. Each creature within 30 feet of Kadeus that can hear it must succeed on a DC 19 Strength saving throw or take 16 (3d8 + 3) psychic damage and have disadvantage on attack rolls until the end of its next turn.

Proteus. Each creature within 30 feet of Kadeus that can hear it must succeed on a DC 19 Dexterity saving throw or take 16 (3d8 + 3) psychic damage. In addition, up to 1d4 weapons not being held become **flying swords**. This effect ends after 1d6 rounds, if the weapon is reduced to 0 hit points, or if Kadeus is reduced to 0 hit points.



MAKANA ASTERIA, THE WATCHING WOMAN

Large Celestial, Neutral

Armor Class 22 (natural armor)

Hit Points 323 (34d10 + 136)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	24 (+7)	30 (+10)	20 (+5)

Saving Throws Dex +11, Con +11, Int +14, Cha +12

Skills Arcana +14, History +21, Perception +24, Religion +14

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities force, psychic

Condition Immunities blinded, charmed, frightened, petrified

Senses truesight 300 ft., passive Perception 24

Languages Common, Draconic, Primordial, telepathy 120 ft.

Challenge 24 (62,000 XP) **Proficiency Bonus** +7

Dominant Domain: Fate. Makana can't be the target of a spell of 5th level or lower, or spell-like ability, that she refuses. In addition, she can give one creature her boon as an action, allowing them to alter the future. Roll a d8. For the next week, whenever the creature fails an attack roll or an ability check, it can reroll the outcome up to that many times.

Immortalizing Gaze. When a creature that can see Makana's eyes starts its turn within 30 feet of Makana, she can force it to make a DC 20 Constitution saving throw if she isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly transformed into an immortal form. This immortal form can be a stone, a pool of water, or a similar type of elemental essence. Otherwise, a creature that fails the save begins to transform and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, losing their mortal body on a failure or ending the effect on a success. The transformation lasts until the creature is freed by a *greater restoration* spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see Makana until the start of its next turn, when it can avert its eyes again. If the creature looks at Makana in the meantime, it must immediately make the save.

Inscrutable. Makana is immune to any effect that would sense her emotions or read her thoughts, as well as any divination spell that she refuses. Wisdom (Insight) checks made to ascertain Makana's intentions or sincerity have disadvantage.

Magic Weapons. Makana's weapon attacks are magical.

Spellcasting. Makana is a 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 25). She requires no material components to cast her spells. Makana has the following spells prepared:

Cantrips (at will): *mage hand*, *mending*, *prestidigitation*
1st level (4 slots): *comprehend languages*, *detect magic*, *shield*
2nd level (3 slots): *hold person*, *locate object*, *suggestion*
3rd level (3 slots): *dispel magic*, *haste*, *remove curse*
4th level (3 slots): *confusion*, *polymorph*
5th level (1 slot): *legend lore*, *scrying*

ACTIONS

Multiattack. Makana makes three attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

LEGENDARY ACTIONS

Makana can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Makana regains spent legendary actions at the start of her turn.

Evoke Arcana. Makana casts a spell.

Mirrored Fate (Costs 2 Actions). Makana casts the most recent spell that targeted her or included her in its area. This spell doesn't require material components, it doesn't expend a spell slot, and it uses Wisdom as the spellcasting ability (spell save DC 25, +17 to hit with spell attacks).



OLD SHELL

Huge Humanoid (Decapodian), Lawful Good

Armor Class 20 (natural armor)

Hit Points 224 (16d12 + 128)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	27 (+8)	24 (+7)	16 (+3)	11 (+0)

Saving Throws Dex +5, Int +12, Cha +5

Skills Arcana +12, History +12, Insight +8, Perception +8, Religion +12

Damage Vulnerabilities acid

Damage Resistances cold, thunder; piercing and slashing from nonmagical attacks

Damage Immunities bludgeoning, fire

Condition Immunities exhaustion

Senses darkvision 60 ft., truesight 10 ft., passive Perception 18

Languages Common, Old Ikolf, Primordial

Challenge 16 (15,000 XP)

Proficiency Bonus +5

Amphibiousness. Old Shell can breathe air and water.

Dominant Domain: Time. Old Shell is immune to any effect that would age him, and he can use an action to touch a creature and prolong its life by 1d6 years. For the duration, the creature is immune to disease and has advantage on death saving throws.

Legendary Resistance (3/Day). If Old Shell fails a saving throw, he can choose to succeed instead.

ACTIONS

Multiattack. Old Shell makes three Claw attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage.

REACTIONS

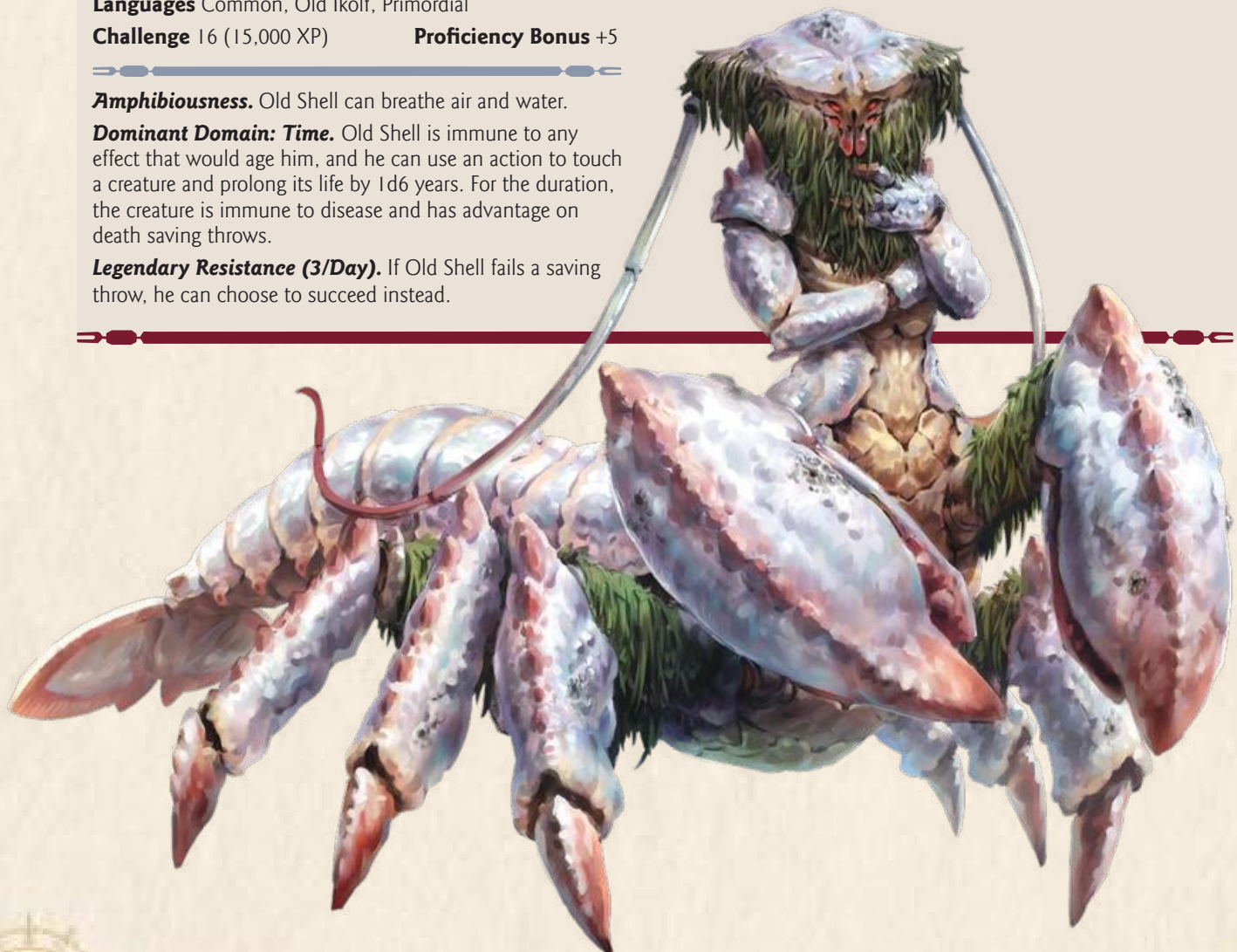
Backward Dash. If Old Shell takes damage from a melee attack while underwater, he can use his reaction to move up to 30 feet away from the attacker. This movement doesn't provoke opportunity attacks.

LEGENDARY ACTIONS

Old Shell can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Old Shell regains spent legendary actions at the start of his turn.

Rapid Claws. Old Shell makes one Claw attack.

Doom Future (Costs 3 Actions). Old Shell targets one creature he can see within 60 feet of him. The target must succeed on a DC 18 Constitution saving throw or age 1d10 years and have disadvantage on its next 1d4 rolls.





QUING

Gargantuan Undead, Lawful Good

Armor Class 17 (natural armor)

Hit Points 186 (12d20 + 60)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	17 (+3)	20 (+5)	20 (+5)	24 (+7)	18 (+4)

Saving Throws Dex +9, Con +11, Wis +13, Cha +11

Skills History +11, Perception +13

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

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses truesight 120 ft., passive Perception 23

Languages all, telepathy 120 ft.

Challenge 19 (22,000 XP)

Proficiency Bonus +6

Dominant Domain: Decay. Quing is immune to disease and cold, necrotic, and poison damage, and can't lose these immunities under any circumstances. As an action, Quing can extend these immunities to up to six creatures he can see for 1d8 days.

Incorporeal Movement. Quing can move through other creatures and objects as if they were difficult terrain. Quing takes 6 (1d12) force damage if he ends his turn inside an object.

ACTIONS

Multiattack. Quing makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 9 (2d8) necrotic damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Decaying Breath (Recharge 5–6). Quing exhales an ethereal fog in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 31 (7d8) necrotic damage plus 27 (6d8) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Quing can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Quing regains spent legendary actions at the start of his turn.

Passing Embrace. Quing moves up to his speed. Any creature he passes through must succeed on a DC 21 Constitution saving throw or take 10 (3d6) necrotic damage. No creature can take this damage more than once per turn.

Etherealness (Costs 2 Actions). Quing enters the Ethereal Plane from the Material Plane, or vice versa. He is visible on the Material Plane while he is in the Border Ethereal, and vice versa, yet he can't affect or be affected by anything on the other plane.



TYRANNAVIS DEUS

Gargantuan Beast, Chaotic Neutral

Armor Class 20 (natural armor)

Hit Points 315 (18d20 + 126)

Speed 100 ft., fly 120 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	6 (−2)	18 (+4)	10 (+0)

Saving Throws Dex +8, Con +13, Cha +6

Skills Insight +10, Perception +10

Condition Immunities blinded, poisoned

Senses truesight 120 ft., passive Perception 20

Languages Common, Druidic, Primordial

Challenge 20 (25,000 XP)

Proficiency Bonus +6

Dominant Domain: Distance. Tyrannavis Deus is immune to any effect that would teleport, banish, or move her in any way she refuses. In addition, at the end of each of her turns, Tyrannavis Deus can teleport up to 60 feet to an unoccupied space she can see or Tyrannavis Deus can target a creature within 60 feet of her that she can see and teleport it to an unoccupied space within 60 feet of its original position that she can see.

Legendary Resistance (3/Day). If Tyrannavis Deus fails a saving throw, she can choose to succeed instead.

Magic Weapons. Tyrannavis Deus's attacks are magical.

ACTIONS

Multiattack. Tyrannavis Deus uses her Frightful Presence. She then makes one Beak attack and two Talon attacks.

Beak. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Talon. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Frightful Presence. Each creature of Tyrannavis Deus's choice that is within 120 feet of Tyrannavis Deus and aware of her must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Tyrannavis Deus's Frightful Presence for the next 24 hours.

Spellcasting. Tyrannavis Deus casts one of the following spells, requiring no spell components and using Strength as the spellcasting ability:

At will: *locate creature*

1/day: *conjure animals*

LEGENDARY ACTIONS

Tyrannavis Deus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Tyrannavis Deus regains spent legendary actions at the start of her turn.

Deafening Shriek. Tyrannavis Deus lets out an earsplitting cry, and each creature within 30 feet of her must make a DC 22 Constitution saving throw. On a failed save, it takes 9 (2d8) thunder damage and is deafened until the end of its next turn. On a success, it takes half as much damage and no additional effects. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

Wing Attack (Costs 2 Actions). Tyrannavis Deus beats her wings. Each creature within 30 feet of her must succeed on a DC 22 Dexterity saving throw or take 9 (2d6 + 2) bludgeoning damage and be knocked prone. She can then fly up to half her flying speed.

THE KEAHI

The Keahi was one of the first ecliptic formed during the creation of the Isles, perhaps *the* first. Originally, all ecliptic were used to build up the Isles and nurture its birth. When the other ecliptic returned to the Black Atoll to be repurposed and given new life, the Keahi instead swam down into a freshwater vent, where it hid while at least four generations of Manaki lived and died. It had tasted of life and, perhaps even bearing a spark of the Creator, didn't want to relinquish it, even to be reborn again.

The Keahi was witness to the raft of escapees from the Primal Archipelago entering the Entropy Abyss and was there when the mirescales emerged. It observed from the Eye as they built SpringBog into a home. Watching over their triumphs and struggles awakened something almost parental in the ecliptic, something the Star Breather would never have imagined in his creation.

The Keahi has grown to gargantuan proportions, larger than the largest whale and can be considered of the articulata class. Piscine in form, it has scales that grow backward—opening toward the front instead of the rear. Perhaps as a consequence of this, it's equally comfortable swimming forward or backward and even has an additional set of eyestalks near its midsection that can swivel in any direction.

Over years of studying the mirescales, the kia'i, and the decapodians, the Keahi has learned to communicate telepathically, though it seldom chooses to.

GM Note: The Keahi can be recruited as an ally for the final battle but only if party completed at least two of the following quests:

- Saving the Mirescales (Week 9)
- Saving the Decapodians/Chitoni (Week 12)
- Saving the Kia'i (Week 17)
- Saving the Reef (Week 18)

THE KEAHI

Huge Aberration (Ecliptic), Lawful Neutral

Armor Class 16 (natural armor)

Hit Points 161 (14d12 + 70)

Speed 5 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	12 (+1)	18 (+4)	14 (+2)

Saving Throws Str +8, Con +9, Int +5

Skills Arcana +5, History +5, Perception +8

Condition Immunities all (with Dominant Domain: Potential)

Senses darkvision 120 ft., passive Perception 18

Languages Primordial, telepathy 120 ft.

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Dominant Domain: Potential. Being able to alter the outcome of most situations, the Keahi is immune to all conditions. It loses this ability while it is at 0 hit points. In addition, the Keahi can use an action to attune a creature it can see to its ideal reality, granting them a 1d6 bonus to attack rolls, ability checks, and saving throws until the creature finishes a short or long rest.

Vessel of Life. The Keahi's spirit is shared with all other creatures in a subtle way, and the strength of this energy constantly spreads life. Once an hour, a random object within 60 feet of the Keahi awakens (as the *awaken* spell).

ACTIONS

Multiattack. The Keahi makes three attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.



SPECIES

ABYSSES PISCATOR

Abysses piscators are large hunters whose bodies naturally attract weaker fish. They draw in most small fish and other creatures with hypnotic patterns, and clamp their jaws around each unsuspecting meal before they realize the situation.

ABYSSES PISCATOR

Large Beast, Unaligned

Armor Class 18 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 5 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	3 (−4)	13 (+1)	8 (−1)

Saving Throws Dex +6, Con +8

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 11

Languages —

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Bioluminescent. The abysses piscator sheds dim light in a 60-foot radius.

Psychic Beacon. Any creature that comes within 120 feet of the abysses piscator that can see it must succeed on a DC 14 Wisdom saving throw or be charmed for 1 minute. While charmed this way, a creature must spend its turn approaching the abysses piscator. A creature can repeat the saving throw at the start of each of their turns, ending the effect on itself on a success.

ACTIONS

Multiattack. The abysses piscator makes two Bite attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage plus 7 (2d6) bludgeoning damage.



ALBERTONYKUS

Tiny Beast, Unaligned

Armor Class 11

Hit Points 2 (1d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	2 (−4)	14 (+2)	8 (−1)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

Carving Claws (Recharges after a Short or Long Rest).

The albertonykus can spend 1 minute to destroy up to 1 square foot of nonmagical wood.

Standing Leap. The albertonykus's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

AQUILOPS

Tiny Beast, Unaligned

Armor Class 13 (natural armor)

Hit Points 2 (1d4)

Speed 25 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
5 (−3)	14 (+2)	11 (+0)	2 (−4)	10 (+0)	7 (−2)

Senses passive Perception 10

Languages —

Challenge 0 (0 XP)

Proficiency Bonus +2

Lightweight. If an aquilops falls 30 feet or less, it doesn't take any falling damage. In addition, an aquilops doesn't sink in water unless it's carrying more than 3 pounds.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

DODO BIRD

Small Beast, Unaligned

Armor Class 7

Hit Points 3 (1d6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	5 (−3)	11 (+0)	7 (−2)	10 (+0)	7 (−2)

Damage Vulnerabilities piercing, slashing

Senses passive Perception 10

Languages —

Challenge 0 (0 XP)

Proficiency Bonus +2

ACTIONS

Beak. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

DOGHOUSE BUSH

On average, this shrub grows 4 feet tall and 5 feet wide. Its buds contain one seed each, about the size of an egg. When ripe, these buds explode and launch the seeds at a high speed into the ground, about 10 to 30 feet out depending on the bush's root system. Each seed remains attached to the bush by a strong vine. These seeds then grow into Small to Medium dogs that lie dormant in the soil, nestled into the shrub's roots. When the shrub reaches maturity (2 to 3 months) one seed becomes sentient and guards the bush.

Roothound. Each dog rests under the earth, with a small crest of leaves housing a new seed above ground. These leaves rest on the dog's head. The guardian, covered in leaves and flowers, stays above ground and hides in the doghouse bush. When the guardian is killed or its vine is severed, all roothounds burst from the ground to protect the bush.

DOGHOUSE BUSH

Medium Plant, Unaligned

Armor Class 16 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
3 (−4)	1 (−5)	15 (+2)	2 (−4)	12 (+1)	2 (−4)

Skills Perception +3

Damage Vulnerabilities fire

Damage Resistances piercing

Senses tremorsense 60 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +2

False Appearance. To any creature unfamiliar with a doghouse bush, it appears indistinguishable from a normal bush unless a hound is active.

Guardian Hound. A mature doghouse bush is protected by a doghouse guardian, which acts as an extension of the bush. The bush and the guardian share hit points.

Pack Defense. Once a doghouse bush reduced to 32 hit points or less, its doghouse guardian dies and 2d4 + 1 roothounds burst from the ground to defend the bush.

ACTIONS

Exploding Pod. *Ranged Weapon Attack:* +2 to hit, range 30/60 ft., one target. *Hit:* 5 (2d4) bludgeoning damage.

DOGHOUSE GUARDIAN

Medium Plant, Unaligned

Armor Class 14 (natural armor)

Hit Points — (shared with doghouse bush)

Speed 30 ft. (can't move more than 60 feet from the bush)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	10 (+0)	2 (–4)	12 (+1)	2 (–4)

Skills Perception +3

Damage Vulnerabilities fire

Damage Resistances piercing

Senses tremorsense 60 ft., passive Perception 13

Languages —

Challenge — **Proficiency Bonus** +2

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Retreat. The guardian retreats inside the doghouse bush and gains total cover against attacks and other effects outside the bush. While in the bush, the guardian's speed is 0, it can't take reactions, and the only action it can take is a bonus action to emerge.

ROOTHOUND

Small Plant, Unaligned

Armor Class 11

Hit Points 4 (1d6 + 1)

Speed 20 ft., burrow 10 ft. (can't move more than 60 feet from the bush)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	2 (–4)	10 (+0)	2 (–4)

Skills Perception +2

Damage Vulnerabilities fire

Damage Resistances piercing

Senses tremorsense 60 ft. passive Perception 12

Languages —

Challenge — **Proficiency Bonus** +2

False Appearance. While the rothound remains motionless, it is indistinguishable from a mess of gnarled roots.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

DREPAROUS

Tiny Undead, Typically Neutral Good or Neutral Evil

Armor Class 15 (natural armor)

Hit Points 10 (3d4 + 3)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (–4)	13 (+1)	12 (+1)	4 (–3)	11 (+0)	14 (+2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Ethereal Sight. The dreparous can see 60 feet into the Ethereal Plane.

Incorporeal Movement. The dreparous can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Weakening Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) necrotic damage.

Etherealness. The dreparous enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Necrotic Breath (Recharge 5–6). The dreparous exhales a thick, ghostly fog in a 15-foot cone. Each creature in the area must succeed on a DC 12 Constitution saving throw or take 9 (2d8) necrotic damage.



FLAMINGOS

The flamingos of the Isles are larger than a normal flamingo, grown plump and tall from the innate magics present. Their feathers are a brilliant, shocking pink and their beaks are the gleaming black of obsidian. Flamingo shrimplords stand at least a foot taller than the average flamingo and have an intense, unblinking gaze that can scare off most predators.

FLAMINGO

Medium Beast, Unaligned

Armor Class 11

Hit Points 17 (3d8 + 3)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	6 (–2)	12 (+1)	7 (–2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

ACTIONS

Beak. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

FLAMINGO SHRIMPLORD

Large Beast, Unaligned

Armor Class 15 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 30 ft., fly 45 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	6 (–2)	14 (+2)	10 (+0)

Skills Perception +5, Survival +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 15

Languages —

Challenge 7 (2,900 XP)

Proficiency Bonus +3

ACTIONS

Multiattack. The flamingo shrimplord makes three Beak attacks.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Menacing Glare (Recharges after a Short or Long Rest).

The flamingo shrimplord glares furiously in a direction, asserting its influence on creatures of its choice in a line that is 30 feet long and 3 feet wide. Each creature of the flaming shrimplord's choice must make a DC 14 Charisma saving throw. On a failed save, it takes 11 (2d10) psychic damage and is stunned until the start of the flamingo shrimplord's next turn. On a success, it takes half as much damage and no additional effects.

FUNGALOIDS

Fungaloids only engage in combat if attacked. Their method of defense is to release poisonous spores at the attacker. In combat, they first use their sleep spores. If an attacker persists, they escalate to their poison spores, and finally with their coma spores if the first two weren't enough to deter their attackers. The fungaloids eject anyone subdued by their coma spores from the Fungal Grotto and bar them permanently from the tavern.

FUNGALOID

Medium Plant, Typically Neutral

Armor Class 13 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 25

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	10 (+0)	12 (+1)	11 (+0)

Skills Medicine +3

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 11

Languages Common, Fungish

Challenge 3 (700 XP)

Proficiency Bonus +2

ACTIONS

Coma Spores. One creature within 5 feet of the fungaloid must succeed on a DC 19 Constitution saving throw or fall asleep for 24 hours. Creatures that succeed on this saving throw are immune to this effect for 24 hours.

Poison Spores. One creature within 5 feet of the fungaloid must succeed on a DC 17 Constitution saving throw or become incapacitated for 5 hours.

Sleep Spores. One creature within 10 feet of the fungaloid must succeed on a DC 15 Constitution saving throw or fall asleep for 2 hours.



GRANDIS LUMINOSUS OS

Grandis Luminosus Os are large, eellike creatures which can distend their massive jaws to swallow their prey whole. They dwell in the Abyss, usually at deep depths, using their own innate luminescence for light.

GRANDIS LUMINOSUS OS

Huge Beast, Unaligned

Armor Class 15 (natural armor)

Hit Points 157 (15d12 + 60)

Speed 5 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	18 (+4)	4 (−3)	12 (+1)	5 (−1)

Saving Throws Wis +5

Skills Perception +5

Senses passive Perception 15

Languages —

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Bioluminescent. The grandis luminosus os sheds bright light in a 30-foot radius, and dim light for an additional 30 feet.

ACTIONS

Gulp. *Melee Weapon Attack:* +11 to hit, reach 5 ft., up to two Medium or smaller targets. *Hit:* 25 (4d8 + 7) piercing damage. If a target is a Medium or smaller creature, that creature is swallowed. While swallowed, a creature is blinded and restrained, it has total cover against attacks and other effects outside the grandis luminosus os, and it takes 13 (2d12) bludgeoning damage at the start of each of the grandis luminosus os's turns. The grandis luminosus os can have up to two creatures swallowed at a time.

If the grandis luminosus os takes 20 damage or more on a single turn from creatures it hasn't swallowed, the grandis luminosus os must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which are expelled into a space within 10 feet of the grandis luminosus os. If the grandis luminosus os dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Draw In. The grand luminous os draws in a swell of water, forcing creatures within a 30-foot cone of its mouth to make a DC 18 Strength saving throw. On a failed save, the creature is drawn 15 feet closer to the grand luminous os. Creatures that are drawn within 5 feet of the grand luminous os take 6 (1d12) piercing damage as they get caught in its teeth.

HAGS

The Yala Hags are an enigmatic trio, hailing from an unknowable land with impossible magic. They entered the Sunken Isles from somewhere beyond the Glowing Caves in search of magic to further empower them. They may have been a simple coven of green hags when they arrived, but the magic infused in the swamp has granted them unrivalled arcane power. Although they often revel in their rotten and deformed visages, the few visitors that have seen them are only familiar with beautiful disguises. They have a close bond with their huts, which act almost as extensions of each hag's existence.

YALA HAG

Large Fey (Hag), Typically Chaotic Neutral

Armor Class 18 (natural armor)

Hit Points 144 (17d10 + 51)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	18 (+4)	15 (+2)	13 (+1)

Saving Throws Con +7

Skills Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Common, Primordial, Sylvan

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

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

Magic Weapons. The hag's weapon attacks are magical.

ACTIONS

Multiattack. The hag makes three Claws attacks.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 5 (1d10) poison damage.

Change Shape. The hag polymorphs into a crocodile, a swarm of insects (wasps), or back into its true form. Anything the hag is wearing transforms with it.

Spellcasting. The hag casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: dancing lights, darkness, hold person, magic missile
3/day each: fear, hypnotic pattern

YALA HAG'S HUT

Gargantuan Construct, Unaligned

Armor Class 16 (natural armor)

Hit Points 125 (10d20 + 20)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	15 (+2)	3 (-4)	12 (+1)	5 (-3)

Saving Throws Dex +3, Con +6, Cha +1

Damage Immunities poison

Condition Immunities blinded, charmed, petrified, poisoned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 11

Languages understands Primordial and Sylvan but can't speak

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Antimagic Susceptibility. The hut is incapacitated while the magic gem that animates it is in the area of an *antimagic field*. If targeted by *dispel magic*, the hut must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute. It gains a 1d4 bonus to its saving throw if it is being steered by a creature it trusts.

Charge. If the hut moves at least 30 feet straight toward a creature and then hits it with a Claws attack, a Talons attack, or a Trample attack on the same turn, the target takes an extra 10 (4d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The hut makes two melee attacks.

Claws (Fela Yala's Hut Only). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Talons (Pheona Yala's Hut Only). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Trample (Chela Yala's Hut Only). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.



IMPERATRIX LEVIATHAN

Gargantuan Beast, Unaligned

Armor Class 18 (natural armor)

Hit Points 232 (15d20 + 75)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	20 (+5)	4 (–3)	14 (+2)	6 (–2)

Saving Throws Dex +9, Con +10

Skills Perception +7

Senses darkvision 120 ft., passive Perception 17

Languages understands Primordial but can't speak

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Bioluminescent. The leviathan sheds dim light in a 45-foot radius.

ACTIONS

Multiattack. The leviathan makes one Bite attack and two Tail attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage and 9 (1d4 + 7) bludgeoning damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage.

ITSK

Gargantuan Beast, Unaligned

Armor Class 16 (natural armor)

Hit Points 217 (14d20 + 70)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	20 (+5)	6 (–2)	18 (+4)	8 (–1)

Saving Throws Con +10, Wis +9

Skills Perception +9

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

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 19

Languages understands Primordial but can't speak

Challenge 16 (15,000 XP) **Proficiency Bonus** +5

ACTIONS

Multiattack. Itsk makes one Jutting Bite attack and one Tail Slam attack.

Jutting Bite. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage.

Tail Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., up to two targets within 5 feet of each other. *Hit:* 21 (3d8 + 8) bludgeoning damage and the targets must succeed on a DC 19 Strength saving throw or be pushed 10 feet away.

SWAMP OTTER

The swamp otters of Turntail Swamp are wolf-sized, with thick pelts that easily repel water. Though primarily peaceful, they defend themselves when attacked with their strong teeth.

SWAMP OTTER

Medium Beast, Typically Chaotic Neutral

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	12 (+1)	16 (+3)	12 (+1)



Skills Perception +6, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Druidic

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

ACTIONS

Multiattack. The swamp otter makes two Bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (2d12 + 3) piercing damage.

VIPERA PISCIS

Vipera piscis are long fish with jaws filled with jagged, needlelike teeth. They serve as common hunters that prowl the abyssal depths, searching for smaller prey or corpses from recent shipwrecks. Their eyes are weak, but strong enough to notice and attack sources of light.

VIPERA PISCIS

Medium Beast, Unaligned

Armor Class 14 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	12 (+1)	4 (−3)	11 (+0)	8 (−1)

Skills Perception +2

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Bioluminescent. The vipera piscis sheds dim light in a 30-foot radius.

Keen Smell. The vipera piscis has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The vipera piscis makes two Bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.



YOUNG WURM

Large Beast, Unaligned

Armor Class 16 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	6 (−2)	11 (+0)	6 (−2)

Skills Perception +2

Condition Immunities prone

Senses tremorsense 120 ft., passive Perception 12

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Keen Sight and Smell. The worm has advantage on Wisdom (Perception) checks that rely on sight or smell.

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves an 8-foot-diameter tunnel in its wake.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.





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THE ISLES OF MANAKI



- 1 SKYREACH TEMPLE
(ON THE PEAK OF MOUNT KADAUR)
- 2 MAKOLF
- 3 FYLKIR'S FALL
- 4 THE RUINS
- 5 KEYPORT
- 6 ALAULA COVE
- 7 SPRINGBOG
- 8 CHITONI
- 9 EASTGUARD
- 10 WESTGUARD
- 11 THE PRIMAL ARCHIPELAGO
- 12 TURNTAIL SWAMP
- 13 THE GLOWING CAVES
- 14 REDFIELD
- 15 KAUAHALE
- 16 THE LIVING WALL
- 17 KING'S TOMB
- 18 WISHMASTER'S CONCLAVE
- 19 THE WATCHING WOMAN
- 20 ENTROPY ABYSS
- 21 THE BLACK ATOLL



THE ISLES OF MANAKI

Once a tropical paradise, kept pure and hidden from the world. Over time, evil kings and pirates from outside lands came to conquer and mark the Isles as their own. New settlers in the Isles and their need for external goods led the Isles to open themselves to the greater world.

But with expansion comes destruction. The ancient and powerful spirits that inhabit this magical paradise have noticed the industry, seeing the waters littered with raided ships and its people poisoned by external motives.

Now, the spirits of the Isles take their first move toward cleansing the isles and returning them to their previous state.

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SUNKEN ISLES INCLUDES:

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