

The adventurers have come to a strange and remote island, somewhere none of them have ever been before. What has brought them here? What secrets await them beyond the shores? Will they survive as they trek further inland, ultimately returning triumphant with treasure, allies, or knowledge? Or will they fall here, forever forgotten and unmourned?

This Scenario Pack gives the GM several tables which will allow the quick creation of an adventure while the players are making their characters. You will find example names, information about the island and why the characters are here, numerous challenges, and sample monsters.

If you need to come up with names of people and places on the fly, use the following tables.

1d6	Island Name
1	Ship's End
2	Sun's Respite
3	Mudd
4	Watching Isle
5	Isle of Thunder
6	Kipotia

REMINDER!



ADD A LOCATION
TO THE MAP



ADD AN NPC
TO THE MAP

You will learn a lot about the great city and the mysterious island from the events the players roll while making their characters and the tables in this scenario pack. This will include information on the people who live there.

Use this table to come up with names for some of those people or the characters themselves.

1d20	Female Names	1d20	Female Names	1d20	Male Names	1d20	Male Names
1	Aiata	11	Luana	1	Akamu	11	Ku
2	Etini	12	Mele	2	Alika	12	Lopaka
3	Fetia	13	Moana	3	Amiri	13	Loto
4	Hereiti	14	Natia	4	Haku	14	Mahana
5	Huali	15	Nalani	5	Iosefa	15	Manu
6	Iwalani	16	Pania	6	Ioane	16	Pika
7	Kaulana	17	Poerava	7	Kahili	17	Rangi
8	Kini	18	Silivia	8	Keoki	18	Tua
9	La'ei	19	Vairea	9	Kealani	19	Uluwehi
10	Leilani	20	Wikolia	10	Keanu	20	Vaea

THE ISLAND AND ITS FOLK

First, determine just what sort of island the characters have found. Roll on the following table to determine the island's general topography and climate. Pick one of the characters at random. That character has some foreknowledge of the island or its inhabitants, whether through rumor or personal experience.



1d6	What is the environment of this island?
1	The island is covered in dense jungle. Travelers suffer a -2 penalty on all rolls to notice things, search, track, or find direction.
2	The island has few sources of water and is largely given over to desert. All travelers must make a Constitution check once per day or lose 1 hit point and suffer a -5 penalty to all rolls for the remainder of the day.
3	Mountains cover this island. While traveling from one spot on the island to another, the GM should call for a Strength, Dexterity, or Constitution check; failure means that the characters are bruised and tired, and suffer a -2 penalty on all rolls until rested.
4	A land of rolling green hills and plains, this island is fertile and even. Characters suffer no unusual penalties on this island.
5	In the distant north, the weather here is bitterly cold. Once per day, characters must make a Constitution check or get frostbite, losing 2 hit points.
6	The island is blanketed by a lush and verdant forest. One member of the group must make a Wisdom check each time they travel from one location to another, or the group becomes lost and wastes a day's travel.

The island's inhabitants will provide much of the drama for the session. The following tables will tell the GM who lives on the island and give some ideas for challenges related to these inhabitants.

1d8	Who lives here?
1	A trusting and friendly tribe of barbarians make their home here. The natives will be inclined to offer travelers hospitality, but will become angered if mistreated.
2	The island is inhabited by a hostile group of barbarians who are distrustful of outsiders. They will attack armed warriors if threatened in any way, and will otherwise be terse and aloof unless impressed by the travelers.
3	A group of wise and possibly dangerous simians make their home here. They do not speak human languages, but are intelligent and may be communicated with through signs and expressions.
4	A band of lizardmen dwell here, and perhaps have since before the rise of man. They have their own culture and society, which is largely alien to humans.
5	None now dwell here, but the island may be the home of the ghosts of a forgotten tribe, a lost kingdom, or other foolish travelers.
6	A coven of sorcerers and cultists came here several years ago and made a claim to the island. They use it as the setting for their dark rituals.
7	A group of lost and forlorn castaways live here. Their ship wrecked nearby sometime within the past five years, but they have eked out a meager existence on the island.
8	The island has no inhabitants now, but was once the site of a sorcerous battle between powerful magicians. Their constructs and guardians still dwell here.



1d6	What is going on with the inhabitants when the characters arrive?
1	The inhabitants assume that the characters are here for another purpose and are immediately distrustful.
2	Two factions of the locals are locked in a deadly struggle with one another.
3	The inhabitants are undergoing a crisis; perhaps they are in the midst of a famine, or the island is undergoing a volcanic eruption.
4	A beast, whether natural or unnatural, is hunting the inhabitants.
5	Recently, the leader of the inhabitants has died or gone missing.
6	One of the inhabitants has recently gone missing and is now either lost or held captive at the characters' destination.

THE ADVENTURE

At the start of play, it will be important for the players to understand why their characters have come here and what they must do. The following tables will guide the GM in establishing the background for this adventure. Each of the characters should have a clear idea of the goal and how to find it, more or less.

1d6	Why have the characters come here?
1	The characters are seeking a great treasure, such as a lost hoard of coins and gems or a valuable artifact.
2	An associate of the characters has gone missing, and all clues have led the characters to this island. The GM should choose an existing NPC from the characters' backgrounds to fill this roll.
3	The characters have come here seeking magical power, whether in the form of a magical item, a collection of knowledge, or a portal to another world.
4	A rival of the characters either lives or has fled here.
5	The characters were hired by an NPC in the great city to fetch an item or person on this island.
6	The characters seek glory and a name for themselves. They chose this island for its reputation or in order to slay a famous foe.

1d8	Towards what place on this island are the characters headed?
1	The heroes must reach the center of the island, which is dominated by a tall mountain or sheer cliff.
2	The adventurers' destination is a cave, or a network of caves, either lying beneath the land or carved into rock by the waves.
3	In the distant past, a long-forgotten and perhaps buried temple once made this island a destination for champions of the gods.
4	Somewhere on this remote island lie the remnants of a stone tower older than history itself.
5	Hidden here is a circle of alien stones which legends say sing in an unnatural language when the stars are right.
6	Somewhere on this stretch of land lie the remains of an ancient and forgotten city, now ruined and abandoned.
7	This is the last known nesting place of a horror from out of time, once a pet for the eldritch lords.
8	Travelers claim that, at the island's rocky heart, is the footprint of a forgotten god with no name.

1d6	What makes it difficult for the characters to reach this destination?
1	The destination is remote and difficult to reach. The characters will have to pass several physical challenges and find the location.
2	Hungry predators hunt the characters as they attempt to reach their destination, attacking as they travel or camp.
3	A great chasm or other obstacle prevents the characters from reaching their destination.
4	A large lake is in the center of this island, with a smaller island in its center. This is the characters' destination.
5	A single, large monster makes its home on the island and attack any who come near to the destination.
6	The island presents numerous hazards for unwary travelers, such as quicksand, clutching vines, or hidden traps.

1d6 What presents a further challenge for the characters as they reach their destination?

- 1** The path to the destination goes through a haunted area, like a graveyard or a land littered with the bones of great beasts.
- 2** The characters swim through an underground grotto in order to reach their final destination.
- 3** Just as the characters are nearing their destination, they are beset with terrible weather, like a hurricane or monsoon.
- 4** The spores of a blooming plant on the island cause vivid hallucinations. Characters must make a saving throw versus poison each day to avoid the effects.
- 5** The entrance to the destination opens only according to a strange, but obvious, calendar. Characters must defend their camp and feed themselves until it opens again.
- 6** The fishfolk emerge from the waters and attack the island, either ambushing the characters themselves or warring with the inhabitants.

1d6 Once the characters reach their destination, what foe stands in their path?

- 1** An enormous monstrosity, terror lizard, or serpent.
- 2** A powerful spirit who is the god of this island.
- 3** The lingering magics of a mad sorcerer.
- 4** A local inhabitant tries to intervene at the last minute.
- 5** A ghostly or Chaotic guardian protects the destination.
- 6** The characters are ambushed by other adventurers come to claim their prize.

If the player characters are struggling, or if it is time to break for snacks, use this table to give the characters a moment's respite in their adventure. If everything is going well, consider skipping the table entirely.

1d6 What strange details of the island provide relief to weary travelers?

- 1** An ancient, prehuman campsite encircled with rocks covered in the eldritch script. Those within the circle must make a saving throw against magic to make any attack.
- 2** A stranded sailor once lived here. A comfortable shack, a small well, and a weathered journal attest to her long isolation. At the bottom of the well is a copper cup that purifies all the water it touches.
- 3** The ghost of an explorer from the great city haunts this place, and he is still angry about falling prey to the island. He will happily give the player characters hints about the dangers that await.
- 4** The characters find the perfect cave in which to spend the night. It is just big enough for everyone in the party, and anyone who rests the full night recovers an extra hit point.
- 5** A strange multi-colored bird takes an interest in the characters, following them about most of the day, squawking and taking flight whenever a threat comes near.
- 6** A fresh spring bursts forth from a sacred rock watched over by a spirit of the balance. Any who drink from the water before it hits the ground are healed 2d4 hit points.

THE ROAD GOES ON

If the group is playing this scenario as a one-shot, success in their endeavor will probably be satisfying enough for the players. However, if the group plans to continue with these characters on further adventures, it might be nice to give them a reward. The following tables will give the GM some ideas for such rewards, as well as seeds to plant for further adventures.

1d6	What reward do the characters gain for their troubles?
1	The characters find or are gifted with a large chest filled with coins and treasures worth at least 800 silvers.
2	The characters find a precious idol of a forgotten god. The statuette is small but heavy, and the characters will have to find a buyer who realizes its true worth.
3	At the center of the island is a lost blade once blessed by a powerful god of Law. The sword grants its user a +2 to hit and damage and a 20% chance to resist any magical effect.
4	Either in the center of the island or in the possession of its inhabitants is a map showing the location of the Isle of Obsidian Teeth, a lost land said to contain fabulous treasures.
5	The characters uncover a hidden and bejewelled statue left by a previous civilization. If they are able to transport the object and find a buyer, it is worth a fortune.
6	On a sheaf of parchments held in a strange, black scroll case, the characters find a collection of magical lore. The scrolls contain the spells Call the Swarm and Counterspell, and the rituals Arcane Experiment and Hand of the Harpy.

The GM may want to leave the players with the seed of a future adventure involving the mysteries of this island. This allows the group to continue their story with the same characters later. This table will give a hook towards the end of the session which will lead to further play.

1d6	What leads the characters to their next adventure?
1	Near the end of their adventure, the characters realize that the island is far larger than they had first guessed. What other treasures are hidden here?
2	The inhabitants are greatly impressed with the characters' exploits and tell them of a fabulous treasure of their people. Unfortunately, the treasure was stolen several moons ago by a group of fishfolk who make their home nearby.
3	As they gather their reward, the characters notice a shimmering in the air and hear the sound of lilting laughter on the wind. As they begin to leave the island, they find themselves somewhere else entirely.
4	Through the whispers of a favorite courtier, the Emperor himself hears of the characters' adventures and "offers them the chance" to lead an expedition of his soldiers to a distant island in the west where a group of barbarians are plotting an attack on one of the Emperor's client kings.
5	As the characters are leaving the island, another ship appears on the horizon. It contains a band of violent slavers, intent on capturing anyone they find on the island, including the characters themselves.
6	When the characters return to the great city, they find that they were not the only ones seeking the island's treasure. A sly sorcerer and a clever thief have a plan to steal it.

RECENT EVENTS

Traveling to such a distant or hidden island is fraught with difficulty, and the journey here has not been easy. The previous tables all help the GM get some ideas about how to set up the adventure on the mysterious island, but the Recent Events table on this page pushes things into high gear.

The recent events described in this Scenario Pack are different from those in some of the other Scenario Packs. The entire group will experience one major event to jump start the adventure.

Just before the adventure begins, the player characters are all on a ship together, making their way to the mysterious island. Roll once for the entire group on the following table to determine what happened to them on the way to the island and how well it went for them.

Each of these events gives a necessary die roll. If it is a saving throw or attack roll, every character in the group must make the test. If it is an ability score check, then, while everyone is working on the problem together, only a single character may take the lead and make the roll. Discuss the scene and determine which character will make the test; others may help as normal. If there is any serious argument about who gets to test, use Initiative to solve the dispute.

When the characters have resolved this travel event, they will have made their way to the island and the game will be on!

1d8	What happened on the way to the mysterious island?
1	Due to terrible fortune and worse weather, the characters find themselves shipwrecked on the island. <i>Each character must save vs breath weapon or suffer 1d4+1 damage before the game begins.</i> The ship is either destroyed or severely damaged and the characters will find it difficult to leave the island.
2	While sailing on the seas the group is attacked by a band of ruthless pirates. <i>Each character must make an attack roll against AC 12.</i> If the group manages to cause a total of 2 points of damage per player, they steal the pirates' treasure and gain 4d10 silvers and 1d4 prisoners. Otherwise, the characters are forced to flee the struggle and each loses 1 HP.
3	In rarely traveled waters, the group is attacked by some sort of sea monster, or even a forgotten god of the deeps. <i>Each character must make an attack roll against AC 16.</i> If the group manages to cause a total of 2 points of damage per player, they drive it off and get an excellent trophy, as well as 100 XP each. Otherwise, the beast tears the ship's sails and batters the characters; each character loses 1d6 HP.
4	The ship encounters storms and other foul weather. <i>Test Wisdom</i> (skills like Sailing can help). If the roll is failed, all of the group's equipment and provisions are soaked through with salt water.
5	The ship encounters a giant whirlpool, deceptive shallows, or tricky waters of some other sort. <i>Test Intelligence</i> (skills like Navigation can help). If the roll is failed, it takes an extra week to navigate through or around the waters, and the characters arrive short of provisions.
6	There is a mutiny! <i>Test Charisma to quell the revolt.</i> If the roll is failed, all characters take 1d4+1 damage while subduing the mutineers.
7	A Lord of Chaos or other alien spirit sends a tempting vision to the characters. <i>Test Intelligence</i> (skills like Forbidden secrets can help). If the roll is successful, the GM should give the players a hint or two about the island. If the roll is failed, the characters disappoint the spirit and each loses a Fortune Point.
8	While on the way, the characters meet a sinking ship or other band of men in grave danger. <i>Test Strength</i> (skills like Athletics can help). If the roll is successful, the characters have saved some sailors who will become their henchman for the adventure. If the roll is failed, the characters instead watch the poor souls drown.

SUGGESTED MONSTERS

The following monsters are particularly appropriate for this scenario pack, so their summaries are here for your convenience. Feel free to use monsters from other sources as you see fit, of course, including our “Bestiary” booklet. With each category of monster is a suggested number which will provide a challenge to four Level 2 PCs. Groups which are smaller or larger, or which contain characters of higher levels, will require the GM to adjust the numbers accordingly.

ISLANDERS

The members of a barbarian tribe or clan are every bit as varied as humans from anywhere in the world. They are typically unarmored and only poorly armed. A group of six to eight should be enough of a challenge for second level characters to become aware of the danger around them.

LIZARD PEOPLE

Turn your natives into a forgotten race of lizard people by granting them +2 armor class and +5 XP.

ISLAND NATIVES

Most adults in the tribe are competent warriors, every bit the equal of their more “civilized” counterparts.

Hit Dice: 1d8 (5 HP)

AC: 13

Attack: +1 to hit, 1d8 damage (axe)

Alignment: usually Chaotic

XP: 20

ISLAND CHAMPIONS

The fiercest in a tribe, these champions drive their clanmates to great feats of martial prowess.

Hit Dice: 2d10 (11 HP)

AC: 13

Attack: +3 to hit, 1d8+2 damage (axe)

Alignment: usually Chaotic

XP: 50

Notes: *Martial Inspiration* (the turn after an island champion wounds a foe, his followers gain +1 to hit)

OUTRIGGER RIDERS

These islanders are avid sea-goers, travelling by canoe around and between nearby islands. Hunters and fishers as well, they hold a place of honor in the tribe.

Hit Dice: 2d8 (9 HP)

AC: 15

Attack: +3 to hit, 1d6 damage (bow)

Alignment: usually Chaotic

XP: 50

Notes: *At Home at Sea* (the rider travels with equal ease by foot and by canoe, and gains +2 to hit and damage from the canoe).

SPEAKER FOR THE VOLCANO

Most tribes have a spiritual advisor, either a man or woman of great cunning and knowledge. These sorcerers hold the tribes’ fortune telling devices, and their word holds at least as much weight at that of a chieftain or king.

Hit Dice: 3d6 (11 HP)

AC: 11

Attack: +1 to hit, 1d6 damage (staff)

Alignment: usually Chaotic

XP: 150

Notes: *Spellcasting* (the volcano speaker may cast spells and rituals as a level three mage; assume she has Intelligence and Wisdom of 13 for casting rolls)

TRIBAL RULER

Many tribes are led by a chieftain, king, or queen who is the foremost warrior and a charismatic leader.

Hit Dice: 4d8 (18 HP)

AC: 16

Attack: +4 to hit, 1d8+2 damage (enchanted blade)

Alignment: usually Chaotic

XP: 170

Notes: *Lead from the Front* (while the ruler is leading in combat, followers receive a +4 bonus to saving throws and +1AC; however, should the barbarian ruler fall, all followers will lose these benefits and suffer a -1 to hit and damage for the remainder of the combat)

GREAT SIMIANS

Even one great simian may be a danger to the party, but they may not want to fight at all.

APEKIN

The ordinary folk of the great simians are great warriors, tricksters, and storytellers. They are sociable and protect their kin with great pride and ferocity.

Hit Dice: 4d10 (22 HP)

AC: 16

Attack: +4 to hit, 1d10 damage (pummel)

Alignment: any

XP: 150

SIMIAN LORD

Those elected to chieftdom by the great simians must be both strong and clever, and are imbued by the trust of their kin with supernatural powers.

Hit Dice: 7d10 (39 HP)

AC: 20

Attack: +7 to hit, 1d10+4 damage (pummel)

Alignment: any

XP: 777

Notes: *Blessings of the Kin* (each simian lord knows two cantrips and has a Wisdom and Intelligence of 15 for casting rolls; they are fond of Beguilement and Bless), *Heavy Fists* (the simian lord may attack twice in each round of combat)

WILD BEASTS

Mundane creatures are perfect threats for the party as it travels through the island's unfamiliar terrain. Six dogs, five wolves, or a single hunting sea cat make good challenges for second level characters.

DOG

Hit Dice: 1d8 (5 HP)

AC: 12

Attack: +1 to hit, 1d4 damage (bite)

Alignment: Neutral

XP: 15

MONKEYS AND LESSER APES

Hit Dice: 1d8 (5 HP)

AC: 12

Attack: +1 to hit, 1d4 damage (fists or thrown stones)

Alignment: Neutral

XP: 35

SEA CAT

Cruel hunters in slick black fur, sea cats are the size of tigers. They dwell on land, but hunt just as well at sea.

Hit Dice: 6d8 (27 HP)

AC: 16

Attack: +6 to hit, 2d6 damage (claw)

Alignment: Neutral

XP: 325

SUPERNATURAL FOES

Unless they have magical weapons, a single Phantom can stymie a group, however with the right equipment, a group would be able to face three phantoms. If they prepare carefully, perhaps they might even face the Island God.

PHANTOM

A spirit unwilling to depart, perhaps a lost explorer or a native guardian. Though not always aggressive, a phantom's touch chills the soul, but scars like a burn.

Hit Dice: 2d6 (7 HP)

AC: 15

Attack: +2 to hit, 1d8 damage (chilling touch)

Alignment: any

XP: 80

Notes: *Incorporeal* (the phantom has no physical form, and is only affected by magic and silver weapons)

ISLAND GOD

This is the spirit of the island itself, worshipped by natives, and perhaps feared as well. It will oppose anyone that upsets the island's equilibrium.

Hit Dice: 8d8 (36 HP)

AC: 19

Attack: +8 to hit, 1d8 damage (trip or shove)

Alignment: Neutral

XP: 2,000

Notes: *Embodied Island* (the spirit is the island; otherwise it is Amorphous, see p.121), *Dangerous Presence* (when embodied but not actively attacking, this god causes 1 hit point of damage per round to all in near range, or 1d4+1 to up to 8 targets targeted directly), *Cantrips* (the island may cast the cantrips Blessing and Hexing; assume it has a Wisdom of 14 for casting rolls), *Immunity* (the god only be harmed by magical weapons or weapons made from the island itself), *True Name* (the god has a true name, which gives its foes and worshippers power over it)