Intrepid Expeditions: The Island of Life

Alex Riggs, Justin Holloway, Joshua Zaback

ROLEPLAYING GAME COMPATIBLE

Authors Alex Riggs, Joshua Zaback, Justin Holloway

Editor Rosa Gibbons

Monster Design Justin Holloway, Alex Riggs



Necromancers of the Northwest, LLC 9111 242nd St SW Edmonds, WA, 98026 www.necromancers-online.com

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Introduction

This book details the mythical island of Kawa'lea, an excellent place for your players to visit. Kawa'lea is a primal place, rich in a strange and ancient magic, enshrouded in mysteries and secrets, and begging to be explored. Due to a mysterious force at the island's center, the entire place is flooded with raw life energy, which has a curious effect on the local flora and fauna, causing them to mutate into primeval beasts. On Kawa'lea, you will find numerous cultures adapted to the island's strange life magic, hidden sites of magical wonder, and a great mystery millennia in the making.

Kawa'lea is too large and has too many different facets for a single adventure to cover them all. For this reason, this book does not attempt to create a specific adventure, with a deliberate story, or carefully-crafted dungeons with statistics entries for each and every encounter. Instead, the book aims to provide GMs with everything they need to know about the island in order to craft their own adventures. You will find that the book is rich with plot hooks and interesting places to visit, but leaves many of the details up to the imagination of the reader, allowing them to fill in the blanks when using the island themselves, customizing it to their group's play style.

To this end, this book is divided into three

sections: the first section contains an overview of Kawa'lea as a whole, and discusses its various magical properties, addresses its flora and fauna in general terms, and also its climate. The second section details various locations in the island, and the third section contains a bestiary of some of the strange and unusual creatures found only on Kawa'lea.

A second book is included with this one, as well, which contains information for players who will be journeying to Kawa'lea island. It includes some of the information about the island that can be found in this book (that information which might have reached the PCs as rumor or legend before they set out), and also contains a special prestige class, which is available only to characters who have experienced the island's unique rejuvenation effects.

Using Kawa'lea

Because Kawa'lea does not belong to any specific campaign setting, it should be relatively easy to include it in just about any existing game. There's no specific place that the island is near, no spot on any map that will tell you where it must be found. Simply find a convenient stretch of relatively empty and out-of-the-way ocean in a semi-tropical climate, and there you have it. Even if your world doesn't have semi-tropical climates, you can simply explain away the difference as another magical effect of the island. It is our intention that Kawa'lea be relatively unexplored, with little known about it before the PCs arrive. Though it has certainly been visited by the outside world in the past, the reefs that surround it and the very nature of the island itself mean that few who do arrive here are ever able (or, in some cases, willing) to leave, meaning that only rumors and superstitions are available to those who would know more about it, and travelers there will find little in the way of civilization when they arrive. While you are free to change this aspect of the island, we caution you to give thought to it before you do so, as it is one of the island's more important aspects.

You can bring your PCs to the island in a number of different ways. They might be intentionally setting off to the island, either in search of lost treasure (such as that found on the skeletons of ships sunk by the reef surrounding the island, or the infamous Fountain of Eternal Youth, which is said to lie hidden on the island somewhere), or simply to explore it for the sake of exploring it. Alternatively, they might not be headed for the island at all, but may find themselves shipwrecked there quite by accident.

However they get there, we recommend making it difficult for them to leave, at least at first. At low levels, this can be as simple as leaving them shipwrecked (or having the boat that took them here simply drop them off, promising to return for them at a later date, if you're feeling generous), but at high levels, this might require adjusting the island's magical properties to interfere with teleportation, as well. A major part of the island's atmosphere involves feeling "cut off" from civilization, and knowing that one is only a quick teleport away from the comforts of home undercuts that feeling immensely.

As a final note for using Kawa'lea in your game, be aware that while we have provided guidelines for a number of various NPCs as far as their class, race, and level are concerned, feel free to tweak these to your liking, especially in terms of an NPC's level. Though the book was written largely with characters of 6th to 12th level in mind, it should be easily adjustable for characters of other levels.

Climate on Kawa'lea

Kawa'lea has a tropical monsoon climate, meaning that it essentially has two seasons: the hot and wet summer season (also known as the monsoon season), and the relatively cool and dry winter season. The storms of the monsoon season are quite severe, and can sometimes make adventuring all but impossible. PCs visiting the island during the monsoon season will have to deal with heat, humidity, violent winds, and torrential rain.

The weeks leading up to the monsoon season are characterized by rising temperatures and often comprise the hottest part of the year, with temperatures often reaching over 100° F. Soon, though, there is a sudden shift in the winds and dark clouds fill the sky before releasing huge amounts of rain over the island. The island typically receives about 80% of its precipitation during this season, which lasts for about 5 months. During this time, the sea levels rise and cover most of the beach areas of the island; additionally, much of the Eastern Forest becomes almost completely flooded, with waters reaching several miles inland in some places.

During the dry season, the weather is relatively stable, but during the monsoon season it can become an adventure in and of itself. If you want to make the monsoon weather a part of your game, use the following table to determine the weather each day. Descriptions of each result are given below. For more information on the mechanical effects of wind and rain, see the weather section of the *Pathfinder Roleplaying Game Core Rulebook.*

Table 1-1: Monsoon Weather

weather	
No storm	
Downpour	
Light storm	
Strong storm	-
Hurricane	
	No storm Downpour Light storm Strong storm

No Storm: The weather is clear and normal. There may be clouds in the sky, but there is no rainfall, and the wind speed never exceeds light or



Image: Cloud Over Yucatan, by Sensenmann

moderate.

Downpour: As described in the *Pathfinder Roleplaying Game Core Rulebook*, this weather indicates a heavy precipitation of rain, which additionally obscures vision as though it were fog. In such weather, however, the wind is relatively calm, not exceeding light or moderate wind speeds. The downpour itself does not last the entire day, but rather indicates that there will be 1d4 showers scattered throughout the day, each of which lasting 1d6 hours.

Light Storm: This result indicates that sometime during the day there will be a storm, albeit not a terribly severe one. A light storm includes rainfall accompanied by strong or severe winds. Such storms typically last 2d6 hours on the island.

Strong Storm: This result indicates that sometime during the day there will be a relatively strong storm. A strong storm indicates a downpour accompanied by severe or windstorm winds. Additionally, there is a 50% chance that any strong storm is a thunderstorm. Such storms typically last 2d6 hours on the island. Hurricane: This result indicates that sometime during the day there will be a hurricane, as described in the *Pathfinder Roleplaying Game Core Rulebook*. A hurricane always has the hurricane wind speed. Hurricanes on the island tend to last 1d4 hours, though they are often accompanied by 2d6 hours of lesser storms.

Heat and Humidity

Even the winter season is fairly warm, with average temperatures of about 70° F in the cooler months. However, when combined with the humidity from the surrounding sea, it can often feel much hotter. Even when not dealing with monsoon storms, adventurers will have to deal with sweltering heat and formidable humidity, both of which can take a significant toll on their strength. The average daily temperature can, if desired, be determined by rolling on the table below. Otherwise, assume an average daily temperature of about 70° F in the dry season, and about 95° F (very hot conditions) in the monsoon months, with exceptionally hot days in those months easily exceeding 10° F (extremely hot

conditions).

Table 1-2: Island Temperatures

Season	Temperature	
Dry	65 + 4d6 degrees	
Monsoon	80 + 2d20 degrees	

The island's high humidity (the amount of water vapor in the air) makes the normal heat hazards even more excessive, as it makes it harder for the body to cool itself through sweating, and causes things to feel hotter than they actually are. In humid environments like this one, simply getting into the shade or waiting for nightfall does not end the danger posed by the temperature (though it does grant a +4 circumstance bonus on further Fortitude saves to resist its effects). For more information on heat hazards, see the *Pathfinder Roleplaying Game Core Rulebook*.

Magical Properties

Kawa'lea has a number of unusual magical properties which will be of keen interest to anyone who finds themselves on it. These can largely be divided into three categories: a strange rejuvenation effect, which resurrects those who die there, granting them strange mutations in the process; an abundance of fruit with magical properties; and an alteration in the way a variety of different types of spells function when cast on the island.

Rejuvenation

Easily the island's most striking magical property, the abundance of life energy has a curious effect on creatures that die here, reincarnating them with new life, and transforming or mutating them in the process. At the same time, however, another mysterious force on the island draws life energy toward the center of the island, where it becomes trapped in a sort of limbo (see the section detailing Mount Kawa'lea, below, for more information). Whenever a creature dies on Kawa'lea, it must succeed on a Will save. The DC for this Will save is based on the number of Hit Dice the creature possessed, as indicated on the table below, because creatures with stronger life energy feel the pull to the center of the island more strongly. Additionally, the DC increases by +2 for each time that the creature has previously died on the island.

Table	1-3:	Rejuv	enation	DC
***. ***				

Hit Dice	DC
5 or less	10
6	n
7	12
7 8	12
9	13
10	14
11	14
12	15
13	16
14	17
15	18
16	20
17	21
18	23
19	25
20	26
21 or more	28

If the creature fails its Will save, it does not rejuvenate, and its soul is pulled to the center of the island. Once this happens, the creature cannot be resurrected by any means that requires its soul to be free and willing to return, and the only way to return the creature to life is to venture into the heart of the island and retrieve its soul.

If the creature succeeds on its Will save, however, it grows a new body over the course of 4d6 hours. The creature awakens fully healed, as though it had been affected by a *true resurrection* spell, with one exception: its body has been infused with extra life essence, which causes one or more mutations to arise.

Whenever a creature is rejuvenated in this way, roll on Table 1-5: Minor Mutations once for each time that the creature has been rejuvenated in this fashion (though all mutations from previous rejuvenations are lost). At the creature's option, it can choose to "trade in" two rolls on Table 1-5: Minor Mutations to instead roll once on Table 1-6: Moderate Mutations, or "trade in" four rolls on Table 1-5: Minor Mutations for a single roll on Table 1-7: Major Mutations. These decisions must be made before the rolls in question are made.

You cannot have the same mutation twice at any one time. If you roll a mutation that you already possess, roll again. Mutations that you had before but have since lost do not count as mutations you possess.

If a creature possessing one or more mutations dies while away from the island, it retains its mutations if returned to life with a *raise dead* or *resurrection spell*, but not a *reincarnate* or *true resurrection* spell. Further, the spell *remove curse* can be used to remove mutations from a creature. Removing mutations in this way is damaging to the creature's body, however, and if the mutation is successfully removed, the target takes an amount of damage based on the type of mutation. The DC to remove mutations in this way, and the amount of damage the target suffers, is indicated on Table 1-4: Removing Mutations.

Table 1-4: Removing Mutations

Mutation	DC	Damage
Minor	15	3d6
Moderate	20	6d6
Major	25	9d6

Mutations

Minor Mutations

Backwards Knees (Ex): Your legs bend backwards, rather than forwards, allowing you to jump much higher and faster than you would normally be able to. You gain a +4 racial bonus on Acrobatics checks made to jump. These legs are less well-adapted for ducking, weaving, and rolling, however, and you suffer a -2 racial penalty on Acrobatics checks made to avoid attacks of opportunity.

Balancing Tail (Ex): You grow a tail, which helps you to keep your balance. You gain a +4 racial bonus on all Acrobatics checks made to maintain

Table 1-5: Minor Mutations	
d%	Mutation
01 - 05	Backwards Knees
06 - 10	Balancing Tail
11 - 15	Beak
16 - 20	Chameleon Skin
21 - 25	Colorful Plumage
26 - 30	Compound Eyes
31 - 35	Disease Resistant
36 - 40	Echolocation
41 - 45	Frog Tongue
46 - 50	Fur
51 - 55	Hump Back
56 - 60	Immunity
61 - 65	Long Arms
66 - 70	Long Legs
71 - 75	Night Vision
76 - 80	Poison Resistant
81 - 85	Scaly Hide
86 - 90	Snout
91 - 95	Vertical Pupils
96 - 100	Webbed Feet
and the second se	

balance.

Beak (Ex): Your mouth transforms into a bird's beak. This has no mechanical effect, but may influence the way that various NPCs interact with you.

Chameleon Skin (Ex): Your skin subtly changes color to reflect your surroundings. It does this on its own, and you have no control over it. This grants you a +4 racial bonus on Stealth checks, but also imposes a -2 penalty on Bluff and Diplomacy checks, as most characters find it offputting and suspicious.

Colorful Plumage (Ex): You develop a number of brightly-colored feathers around your head and face. These serve no apparent purpose, but make you more noticeable, imposing a -2 penalty to all Stealth checks made to avoid being seen.

Compound Eyes (Ex): Your eyes transform into compound eyes, like those found on insects. This grants you a +2 racial bonus on visual Perception checks made to detect creatures or movement, but also imposes a -4 penalty on any other visual

Perception check.

Disease Resistant (Ex): Your body is specially adapted to be resistant to diseases. You gain a +4 bonus on Fortitude saves to resist diseases. This comes at the cost of resistance to other harmful factors, however, and you suffer a -2 penalty on all non-disease related Fortitude saves.

Echolocation (Ex): Your sense of hearing improves greatly, and you are able to "see" the world through sound. You gain blindsense 60 feet.

Frog Tongue (Ex): You have a long, prehensile tongue, like that of a frog, which can lash out and back into your mouth again at high speeds. Your tongue can grab and lift objects up to six cubic inches in volume or two pounds in weight. If the item cannot fit in your mouth, it is deposited on the ground in your square.

Fur (Ex): Your body is covered in a thick layer of hair, which keeps you warm. You gain a +2 racial bonus on Fortitude saves made to resist the effects of cold environments.

Hump Back (Ex): You grow a large hump on your back, similar to a camel's, which stores water and nutrients, allowing you to go for a full week without either food or water before suffering any ill effects. The hump does not affect your movement or balance very much, but it is very noticeable, and may affect how some characters interact with you.

Immunity (Ex): Your body has developed immunity to a specific poison or disease. Choose a single poison or disease (including magical poisons and diseases, but not curses). You are immune to that poison or disease.

Long Arms (Ex): Your arms are exceptionally long, giving you greater reach. You increase your reach by 5 feet when wielding a melee weapon. This does not give the weapon the reach quality, but rather allows you to threaten and attack creatures at the normal range for your weapon (adjacent creatures for most melee weapons, 10 feet away for reach weapons), as well as threaten and attack creatures 5 feet farther away (10 feet away for most melee weapons, 15 feet away for reach weapons). Your longer arms are unwieldy, however, and impose a -1 penalty on attack rolls made with melee weapons, regardless of how far away the target is.

Long Legs (Ex): Your legs are exceptionally long, allowing you to run faster. Your base movement speed increases by 10 feet. Your long legs are a bit less steady than shorter legs, however, and you suffer a -2 penalty to CMD versus bull rush, overrun, and trip attempts.

Night Vision (Ex): Your eyes are specially adapted for the dark, and you gain darkvision 60 feet. This leaves your eyes ill-adapted for bright light, however, and you become blinded for 1 round when exposed to bright light (such as sunlight or the *daylight* spell). Further, as long as you remain in an area of bright light, you are dazzled.

Poison Resistant (Ex): Your body is specially adapted to be resistant to poisons. You gain a +4 bonus on Fortitude saves to resist poisons. This comes at the cost of resistance to other harmful factors, however, and you suffer a -2 penalty on all non-poison related Fortitude saves.

Scaly Hide (Ex): Your skin is covered in thick, rough scales. Your natural armor bonus to AC increases by +1.

Snout (Ex): Your nose transforms into a snout, like that of a pig. You gain the scent special quality.

Vertical Pupils (Ex): Your eyes have vertical pupils, like a cat or a reptile. You gain low-light vision. Your eyes have difficulty adjusting in bright light, however, and you suffer a -2 penalty to sight-based Perception checks while in areas of bright illumination.

Webbed Feet (Ex): Your hands and feet are webbed, giving you a +4 racial bonus on Swim checks. This makes some fine manipulation more difficult, however, and you suffer a -1 penalty on Craft, Disable Device, and Sleight of Hand skill checks.

Moderate Mutations

d%	Mutation	
01 - 10	Altered Form	
11 - 20	Amphibious	
21 - 30	Bestial Claws	
31 - 40	Crab Claw	
41 - 50	Fire Breath	. 6
51 - 60	Poisonous Skin	
61 - 70	Prehensile Tail	
71 - 80	Regeneration	1.
81 - 90	Savage Jaws	
91 - 100	Tentacles	-

Table 1-6: Moderate Mutations

Altered Form (Ex): Your body undergoes a radical transformation, completely altering your race. You must randomly determine your new humanoid race as though you had been subject to a *reincarnate* spell.

Amphibious (Ex): Your body is now amphibious, and you can breathe water as easily as air. You gain the aquatic subtype and the amphibious special quality. You also gain a swim speed equal to your base movement speed. Additionally, your skin now has a thin mucus membrane, which dries out if you are out of water for too long. If you go for longer than 1 hour per point of Constitution you possess without immersing yourself in water, you automatically become fatigued.

Bestial Claws (Ex): You gain two primary claw natural attacks. If you are Medium-sized, these attacks deal 1d4 points of damage on a successful hit. Your hands are no longer suited for fine manipulation, however, and you take a -1 penalty on all attack rolls with manufactured weapons, as well as a -2 penalty on Craft, Disable Device, and Sleight of Hand skill checks.

Crab Claw (Ex): One of your arms mutates into a huge pincer, similar to that of a crab. This grants you a single primary claw natural attack that deals 1d8 points of damage if you are Medium-sized. This transformation renders that arm useless for holding weapons or a shield and for fine manipulation, however, and cannot be used for those purposes.

Fire Breath (Su): Your digestive system has been dramatically altered, allowing you to breathe fire. Once per day, you can release a 30-foot cone of fire that does 1d8 points of fire damage per Hit Dice you possess to each creature caught in the blast. A successful Reflex save (DC 10 + 1/2 your Hit Dice + your Constitution modifier) halves this damage. This power comes at a cost to your immune system, however: you suffer a -3 penalty on all Fortitude saves.

Poisonous Skin (Ex): Your skin creates a toxin which affects those who bite you. Any creature that successfully damages you with a bite attack, or which otherwise swallows or ingests part or all of you, must succeed on a Fortitude save (DC 10 + 1/2 your Hit Dice + your Constitution modifier) or suffer 1d6 points of Constitution damage. This poison must be ingested to have any effect, so creatures that hit you with other natural attacks, or which grapple you, are not affected. Further, the poison does not last long when separated from your body, and so cannot be applied to a weapon. Creatures that are immune or resistant to poison apply that resistance or immunity to this effect.

Prehensile Tail (Ex): You gain a prehensile tail. The tail can manipulate objects (though you suffer a -10 penalty on any activity that requires fine manipulation), and can even wield a melee weapon, attacking at a -5 penalty.

Regeneration (Ex): Your body heals quickly, and you can even regrow lost limbs. Each hour, you regain a number of hit points equal to your Hit Dice. Unlike the regeneration universal monster ability, this does not render damage dealt to you as non-lethal damage, and does not prevent you from dying. Further, if one of your limbs is severed, a new one will grow in its place. This process takes 1d4 days, and is incredibly painful. While you are regrowing a limb, the other properties of your regeneration cease to function, and you do not regain hit points each hour.

Savage Jaws (Ex): You gain a primary bite natural attack. If you are Medium-sized, this attack deals 1d6 points of damage on a successful hit. The malformation of your jaw makes precise speech difficult, however, and you must concentrate and enunciate very heavily in order to make yourself easily understood. This also increases your arcane spell failure chance for any spell with verbal components by 5%.

Tentacles (Ex): One of your arms is replaced by two tentacles. These tentacles are prehensile, and can grip things, but are not suited for fine manipulation, and any attempt to wield a weapon with one or both tentacles imposes a -5 penalty on all attack rolls made with that weapon. The tentacles can be used as natural attacks, however, and you gain two secondary tentacle attacks that deal 1d4 points of damage on a successful hit if you are Medium-sized.

Major Mutations

Table 1-7: Major Mutations

d%	Mutation	
01 - 10	Baleful Polymorph	
11 - 20	Beast Shape	
21 - 35	Exoskeleton	
36 - 50	Extra Arms	
51 - 65	Spellsheen Scales	7
66 - 80	Sticky Skin	
81 - 95	Wings	
96 - 100	Other	

Baleful Polymorph (Sp): You are permanently polymorphed into an animal of the GM's choice, as the spell *baleful polymorph*, except that you need not make a secondary Will save to retain your mental capabilities.

Beast Shape (Sp): You gain the ability to transform into a specific animal at will. Choose a single creature of the animal type, whose CR is less than or equal to 1/2 your Hit Dice, and which is no smaller than Diminutive size and no larger than Huge size. As a standard action, you can transform into that animal, as the spell *beast shape III*, except that this effect has no duration. This choice is made when the mutation is first gained, and cannot later be changed (unless the mutation is lost and gained again).

Exoskeleton (Ex): Your bones are replaced by a thick outer carapace which not only holds your

body together but also protects you from harm. Your natural armor bonus to AC increases by an amount equal to 4 plus 1/2 your Hit Dice (to a maximum of +14 at 20th level). This exoskeleton is large and bulky, however, and you are unable to wear armor over it. Further, it imposes a 15% arcane spell failure chance on any spells with somatic components that you attempt to cast.

Extra Arms (Ex): You grow two additional arms from your torso, a little below your other arms. These arms are fully functional, though you are not automatically proficient in using more than two arms at a time, and attempting to wield four weapons will incur the standard penalties for doing so unless you have the Multiweapon Fighting feat.

Spellsheen Scales (Su): Your body is covered in thin, reflective, silvery-looking scales that reflect magic. You gain spell resistance equal to 10 + your Hit Dice. This spell resistance cannot be suppressed, and is applied to harmless spells as well as harmful ones. Further, the first time you hold or put on a magic item, there is a 20% chance that your body's magic resistance rejects the item, and, as long as you are holding or wearing it, its magical properties are suppressed as though it were in an antimagic field. This chance applies only the first time you try to use the item: putting it down and picking it back up again will not allow you to roll again.

Sticky Skin (Ex): Your skin oozes with a thin, glue-like substance that causes you to stick to objects you touch. You are constantly affected as though by the spell *spider climb*, and you gain a +8 racial bonus to CMD versus attempts to disarm you or your opponents' attempts to escape from a grapple or pin (this does not, however, apply to your CMD versus attempts to start a grapple, or to pin you). It does come with some drawbacks, however, and you suffer a -8 penalty on all Escape Artist checks, as well as grapple checks made to escape a grapple or break a pin. Further, it takes you five times as long as normal to remove your armor, and it is a full-round action to drop or put away any item you are holding.

Wings (Ex): Your bones become light and hollow,

and you grow a pair of wings. These wings might be leathery and bat-like, or they may be feathered and bird-like, or they may even be gossamer, insect-like wings. Whatever their appearance, they grant you a fly speed equal to your base land speed, with average maneuverability. The adjustments to your bone structure necessary for flight, however, have left you somewhat more fragile: your maximum hit points are permanently reduced by an amount equal to your Hit Dice, and from now on, whenever you gain a new level, you gain one less hit point than you normally would (this can result in you gaining o hit points).

Other: The nature of these mutations means that there are nearly limitless possible mutations, far more than can be included in this book. This result indicates that one of these other mutations is the result. The player and GM should work together to create a new mutation or set of mutations that roughly matches the other major mutations, and which both parties can agree to.

Magical Vegetation

The magical life energy of Kawa'lea infuses even the fruit that grows on its trees, and, in fact, those few sailors who have ever returned from the island told fantastic stories of food that would heal wounds, or improve the eater's physical prowess, or any number of other incredible things. Not all of the fruit on the island is magical, and the magical effects are not restricted to any specific location or type of fruit. The fruit can have a number of different magical effects, which are determined at random for each piece of fruit. Once picked, a given fruit retains its magical properties for 1d4 hours, after which it becomes a normal piece of fruit of its kind. The caster level for any magic effects of the fruit is the minimum caster level required to cast the spell in question.

Table 1-8: Magical Fruit Effects d% Spell Effect

01 - 04	Charm person ^{1, 2}
05 - 08	Endure elements
09 - 12	Enlarge person
13 - 16	Jump
17 - 20	Protection from chaos

21 - 24	Protection from evil
25 - 28	Protection from good
29 - 32	Protection from law
33 - 36	Reduce person
37 - 40	Sleep ¹
41 - 43	Alter self
44 - 46	Bear's endurance
47 - 49	Blindness/deafness ^{1,3}
50 - 52	Bull's strength
53 - 55	Cat's grace
56 - 58	Darkvision
59 - 61	Detect thoughts
62 - 64	Eagle's splendor
65 - 67	Fox's cunning
68 - 70	Invisibility
71 - 73	Levitate
74 - 76	Resist energy
77 - 79	Owl's wisdom
80 - 82	Spider climb
83 - 85	Touch of idiocy
86	Arcane sight
87	Beast shape I
88	Beast shape II
89	Confusion'
90	Dispel magic ⁴
91	Fly
92	Gaseous form
93	Heroism
94	Hold person'
95	Rage
96	Remove curse
97	Slow
98	Tongues
99	Water breathing
100	Roll again twice

1. This spell targets the character who consumed the fruit, even though it is not beneficial. If the spell effect allows a saving throw, the character may attempt it. Even if the spell would normally have other targets, such as the *sleep* spell, only the character who consumed the fruit is affected.

 The creature that the target becomes enamored of is the next creature that he looks at after consuming the fruit.
The GM determines whether the character becomes blinded or deafened.

4. This effect functions as the targeted dispel version of the spell, targeting the character who consumed the fruit. In general, there is about a 25% chance that a given piece of fruit has any kind of magical property, though a successful Survival check (DC 15) and 10 minutes' time will yield 1d6 pieces of magical fruit. With the aid of detect magic, an individual piece of magical fruit can be identified with a successful Spellcraft check (DC 15 + the spell level of the spell the fruit replicates).

Each piece of fruit contains only enough magical essence for one person to benefit from the effect. If multiple characters eat from the same piece of fruit, only the one who consumed the most (or, failing that, consumed the fruit first) is affected.

Altered Spell Effects

In addition to the other various magical effects of the island, the potent life energy which suffuses the place interacts with some kinds of spells, altering the way they work when cast on the island. Unless stated otherwise, these adjustments apply to divine spells as well as arcane ones, and apply whether the spell in question is being cast normally, or from a magic item (such as a wand or scroll), or is a spell-like ability, or so on. A full description of the various types of spells that are altered, and how, is given below.

Healing Spells: With so much extra life energy on the island, it's no surprise that healing spells are augmented. Any spell of the healing subschool is automatically maximized, as the metamagic feat Maximize Spell. This does not cause the spell to take up a higher-level spell slot. If the spell has other effects besides restoring hit points, only the number of hit points restored is maximized.

Necromancy: Because the island is so flooded with life energy, spells of the necromancy school are more difficult to use since the dark energies used to power them are in scarce supply. In order for necromancy spells to work properly on the island, the caster must provide them with additional energy. Whenever a character casts a spell from the necromancy school, he must expend an additional prepared spell or unused spell slot of the same spell level or higher, or else the spell has no effect. Even if the caster is not aware of the magical properties of the island, as long as he has at least 1 rank in Spellcraft he automatically knows as he casts the spell that more spell power will be required, and is aware of how he can overcome that difficulty.

If the necromancy spell is being cast from an item, the caster may have more options. If the item has charges (such as a wand), he can simply expend an additional charge to power the spell. If it only has a single use (such as a scroll), he must still expend a prepared spell or spell slot in order to make it work. Potions, spell-like abilities, and any item which can replicate the necromancy spell at will are not affected.

Polymorph: The island's curious mutation effect (see Rejuvenation, above), also interferes with spells of the polymorph subschool. Any time a creature is subject to a polymorph effect, it gains a number of mutations as though it had been rejuvenated. These mutations last as long as the polymorph effect does, and disappear when the creature returns to its original form. The exact number and type of mutations is determined by the level of the spell, as indicated on Table 1-9: Mutations and Polymorph, below.

Table 1-9: Mutations and Polymorph Spell

Level Mutations

0	None
ıst	One minor
2nd	Two minor
3rd	One minor, one moderate
4th	Two minor, one moderate
5th	One minor, two moderate
6th	Two minor, two moderate
7th	Two minor, one moderate, one major
8th	Two minor, two moderate, one major
9th	Two minor, two moderate, two major

Summon Nature's Ally: As the island's life energy mutates and transforms creatures that live here, so it affects natural creatures summoned via the summon nature's ally spells, as well. Any creature summoned to the island by a *summon nature's ally* spell gains a single mutation, as though it had been affected by the island's unique rejuvenation effect. The type of mutation is determined by the level of the spell: the 1st-, 2nd-, and 3rd-level versions of the spell impose a single minor mutation, while the 4th-, 5th-, and 6thlevel versions of the spell impose a single moderate mutation. Finally, the 7th-, 8th-, and 9th-level versions of the spell impose a single major mutation.

Regions of Kawa'lea

The following section of the book describes the island of Kawa'lea in more detail, examining places of interest on the island. The island can be roughly divided into five geographical regions, based on the kind of terrain in the region. These regions are the island's beach and surrounding waters, the large plains on the southern end of the island, the damp, swampy forest on the eastern side of the island, the comparatively drier forest on the western side of the island, and Mount Kawa'lea, the dormant volcano that rises more or less in the island's center.

Each of these regions, in turn, contain a number of places of interest for those exploring or living on the island, which are described at length in this section of the book.

The Beach

The island's coastal region consists largely of sandy beaches which encircle the entire island, surrounded by a roughly circular coral reef about a half-mile out to sea. While the beach itself has few distinguishing features apart from a healthy supply of driftwood and the occasional beach weed, the reef (and the lagoon between the reef and the island in particular) offers a wide variety of exciting opportunities for adventurers of all kinds. Whether it's the magical pearls highly sought after by canny spellcasters, or the treasure of countless scores of ships sunk by the great reef, the island's costal region has plenty to offer prospective treasure hunters, while more exploration-oriented adventurers might instead spend their time among the great reef and its many caves and underwater coves. The warm

tropical waters support a wide variety of ocean life, often altered in numerous ways by the island's primal magic. Travelers should be advised that they will likely encounter a diverse assortment of aquatic life, some of it hostile or predatory, while swimming in the coastal waters. Particularly persistent underwater explorers may even find themselves face-to-face with the Serpent King's Court, a sort of royal court comprised of various marine creatures ruled over by a powerful, intelligent sea serpent.

Travelers exploring the island's coastal region will likely find water-breathing magic to be a necessity to thoroughly explore the area around the island's coast, as much of the "action" happens underwater. Prospective explorers should also remember that certain weapons are less effective underwater, and some thought should be put into exactly what kind of gear an adventurer brings on an underwater excursion. Care should be taken where armor is concerned, since the sometimes swift currents can make swimming difficult in heavy armor. Wizards should be reminded to take steps to safeguard their spellbooks against water damage before embarking on an underwater journey of any kind. Finally, spells like telepathic bond and freedom of movement will be immensely useful to adventurers who wish to communicate with one another and act naturally underwater.

The Reef

Surrounding the island in a roughly circular pattern is a great atoll coral reef, roughly 900 feet thick, over 150 miles in diameter, and nearly a half-mile deep. This reef serves as both a physical and magical border for the island, being its outermost land mark as well as roughly defining the limit of the island's magical influence. The reef is also largely responsible for the limited number of visitors to the island, scuttling any ship much larger than a row boat which tries to cross it. Making matters worse, the island's magical influence has caused the reef to adopt a rather inconspicuous coloration, making it difficult to spot from above water (DC 20 Perception check), meaning that many ships' crews do not see their demise until it is upon



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them.

Conversely, the reef is also largely responsible for the abundance of marine life in the surrounding area, boasting an even more robust ecosystem than most coral reefs.

The reef is littered with tunnels and caves all along its circumference, some natural and some dug out by aquatic humanoids and other intelligent ocean dwellers. Many of these caves simply dip a short ways into the reef widthwise, providing shelter for marine life and excellent hiding places for smugglers and pirates to hide their loot. A handful of these tunnels, however, run all the way through the reef, allowing for easy travel from one side of the reef to the other for sea-bound creatures. Dangerous predatory creatures such as dire sharks and dragon turtles often linger in or around these caves, hoping to catch unwary prey in the cramped confines of the tunnels.

However, not all the tunnels merely dip into the reef widthwise; a great web-like network of tunnels called the Reef Hall runs through much of the reef's edge lengthwise on the northern side of the reef. This network started as a natural formation, which over the centuries has been expanded by the merfolk and sahuagin which call the Reef Hall home. While it can be easy to get lost in the winding, hive-like structure, the Reef Hall is the largest civilized area on the island, housing enough aquatic inhabitants to be considered a proper city, with small, largely unrelated groups of mainly intelligent aquatic creatures coexisting in a concentrated area. Many Hall Dwellers (as they call themselves) find common ground in their distaste of the serpent king's de facto rule of the lagoon outside the reef's comparative safety. Rea (CG female merfolk ranger 4/cleric7), the leader of an uncommonly large tribe of aquatic humanoids, is the most outspoken of these dissidents and actively tries to undermine the serpent king at every opportunity.

This dissidence can take a number of forms, from publicly denouncing the serpent king to daring hit-and-run raids on his enforcers or his vast storehouses filled with treasure and tribute. She generally takes advantage of the serpent king's constant motion around the island, being careful to keep as much reef as possible between her rebels and the monstrous overlord they fight against. Rea is not particularly trusting of newcomers; however, she is happy to lend her services as a guide and healer to anyone who will join her campaign against the serpent king, and who can prove that they are worthy of her trust.

A second tunnel located on the reef's most southwesterly point runs at an almost straight angle from the reef's peak to the ocean floor, where it joins a natural cave extending deep into the earth. While this tunnel is a subject of great interest to many creatures in the reef and in the surrounding lagoon, no creature which descends into the earth has ever returned from its depths. While no creature is willing to travel down the tunnel, the serpent king himself has made it known that he will bestow a knighthood on any soul brave enough to fully explore the tunnel.

The Graveyard of Ships

The so-called graveyard of ships is the result of countless ships colliding with the reef over the generations, then being dragged by the tide down into the lagoon, where they litter the sea floor. The skeletal remains of ships of dozens of different designs greet visitors to the lagoon, providing a haunting glimpse into the past and enticing the ambitious with a promise of treasures buried at sea.

There is no shortage of treasure in the graveyard of ships, despite the toiling of greedy adventurers past, as new ships crash every year, bringing with them chests of silver and gold, and perhaps even a few magical trinkets. Of particular interest to treasure hunters is the wreck of the Lyrica, which was said to be transporting magic artifacts from a conquered kingdom back to the conquerors' homeland when it disappeared in this region. Unfortunately, finding the Lyrica in the graveyard of ships is extremely difficult, and local superstition says it is guarded by a terrible creature with power to rival even the serpent king. Of course, the locals occasionally salvage the treasure from a ship just after it sinks, but mostly the natives stay clear of the graveyard due to the dangerous creatures which call that place home, leaving plenty of opportunity for treasure hunters who are bold enough to plumb those dread depths.

The fallen ships provide an excellent habitat for terrible undersea monsters who prefer darkness, as well as for countless fish and undersea plants which give the ships a ghostly appearance, particularly when viewed from a distance. To make matters worse for would-be treasure hunters, many of the ships are "haunted" by the reincarnated forms of their former crew. These lingering crewmen might be loyally guarding treasures rightfully theirs, or merely be looking for somewhere familiar to call home; either way, they rarely respond well to looters breaking into their former ships. One such individual, Berthilis Hiwai (N male elf fighter 13) who gained was rejuvenated by the island's magic and awoke with gills, is a fierce fighter and the former first mate of the Qualmi, a beautiful elven caravel which sunk nearly 30 years ago. Berthilis has been hard at work since his death and subsequent rebirth, attempting to repair his ship and recruit a crew so that he can resume his former life. The Qualmi is nearly ready to go, but Berthilis' harsh personality and short temper has interfered in his efforts to recruit a proper crew, leaving him with only a pair of eccentric wizards to help him man (and defend) his ship.

The Serpent King's Court

The serpent king (LN male advanced colossal sea serpent wizard 4, with 25 hit dice and Int 18) is widely thought to be the most powerful being within the lagoon, and serves as the de facto ruler of all intelligent creatures who dwell there. The serpent king was formerly a human court wizard before he arrived at the island, died in a shipwreck and was reincarnated as a sea serpent. With his new body, he commanded instant respect from many of the creatures within the lagoon, and with his sharp mind and



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knowledge of government he was able to quickly organize a following. Now, generations later, the serpent king has grown to prodigious size (360 feet long) and most of the intelligent creatures, and, surprisingly, a number of the unintelligent creatures as well, instinctually look to him for leadership, or at least differ to his judgment.

In his role as a king, the serpent king holds a migrating court which travels clockwise around the inner circumference of the reef at a rate of about 12 miles a day. The serpent king's court consists of his two high ministers, kindly Norika (CG female nixie rogue 1) and solemn Ripiki (LN male gnome bard 11), a few score knights appointed by the serpent king for performing a service at his request, and a dozen lords and ladies who are the most capable leaders among the knights, and therefore fit to command lesser knights. The purpose of the court is largely to address the disputes of various intelligent entities and pass judgment in these matters, with the loser to abide by the serpent king's decision on penalty of being eaten. While the serpent king has final say in all such disputes, he often holds a vote among his court as to who should win the dispute, and he seldom discounts strong majorities.

In addition to solving disputes, the serpent king hears petitions asking for his aid in one form or another. Usually these petitions come at the behest of air breathers searching for the serpent king's boon. This boon, which the serpent king may bestow or revoke as a free action to any living creature within the lagoon, allows the recipient to breath water so long as he or she remains within the lagoon.

Occasionally these petitioners instead request the serpent king's aid in fighting some foe or performing some other task. When faced with such decisions, the serpent king typically passes summary judgement, but occasionally can be convinced to call for a vote among his court, and then be bound to abide by the majority decision.

Magic Pearls

Throughout the island's coastal region are large, magically-altered oysters which contain pearls with potent magical powers. These oysters can be found underwater in either the reef or graveyard of ships areas. Prying open one of these oysters requires a Strength check (DC 16+1d8; roll once for each oyster) and each oyster yields only one pearl. When you first pry open an oyster, roll on the following table to determine what kind of pearl the oyster possessed.

Table 2-1: Pearl Types

d%	Type of Pearl
01 - 50	Worthless
51 - 90	Valuable pearl worth 50 gp
91 - 100	Magical pearl worth 1000 gp

If the pearl is magical, roll on the following table to determine its effect.

Table 2-2: Magical Pearl Effects

d6	Magical Effect
1	User gains the benefit of the water breathing spell for 24 hours
2	User regains the use of a 1st-level spell as though he had used a <i>pearl of power</i> (1st)
3	User gains the benefit of the <i>freedom</i> of movement spell for 24 hours
4	User regains the use of a 2nd-level spell as though he used a <i>pearl of power</i> (2nd)
5	User immediately rejuvenates
<u>5</u> 6	Roll twice on this table

Using a magic pearl is a standard action that provokes attacks of opportunity. Once a pearl is used it is entirely consumed, destroying it in the process.

The Plains

Located in the southern section of the island, the plains offer a chance for the adventurers to trade the stifling closeness of the jungles for the open air, though the lack of shade may not make this an entirely appealing option. The vegetation of this area is perhaps not as diverse as that of the jungles, as most of the land is covered in a coarse, bright green grass. Still, there are many different flowers that grow haphazardly about the plains, coming in blues, pinks, purples, yellows, oranges – just about any color imaginable. There are also a few varieties of shrubs that grow in clumps in some places, and a few trees offer a bit of shade for those who seek respite beneath their branches. There are several areas to explore and potential friends to be made on the plains; in fact, adventurers will likely find their best ally on the island in this region.

Likely, the first thing travelers will notice when exploring the plains is the giant wizard's tower in the center of the plain, stretching 60 feet into the sky. Should they choose to visit the tower, they will meet Pennar, a human wizard who has made it his life's work to study the unique environment of Kawa'lea. He is friendly to visitors unless they give him a reason to distrust them, and should be a source of valuable information about the island.

Another major feature of the plains is the abandoned settlement, near the Eastern Forest. It was built by the survivors of a shipwreck several years ago. The heavy rains of the island have taken its toll on the small village, though the bare structures still remain, and there may still be things to discover in the ruins.

Finally, those who spend some time exploring the plains will soon run into a nomadic group made up of horses, centaurs, pegasi, and other horse-like creatures. These creatures refer to themselves simply as "The Herd," and can prove either a helpful ally or a vexing enemy to travelers on the island.

The Abandoned Settlement

One of the few man-made structures on the island, these rotting ruins are all that remains of a settlement built by shipwrecked sailors decades ago. Finding themselves stranded on the island's dangerous reefs and washed up ashore, some two-score survivors banded together to try to build a shelter and create enough order and civilization for all of them to survive until, with a bit of luck, they could be picked up by a passing ship.

The ruins are made of wood, scavenged from the remains of the various ships which litter the waters around the island, and cobbled together into a sort of fort, the walls of which range from 10 to 15 feet high, and are of haphazard construction. These days, the main gate remains halfway open, attached by only a single hinge and unable to stand properly.

Inside the walls are a number of ramshackle huts and shacks, which still contain the various tools and gear of the settlement's previous inhabitants, left untouched after all this time. No animals make their homes within the settlement, even rats, insects, and other vermin that usually infest such places. Still, anyone wandering the rotting shelter can't help but feel that they are being watched by someone or something with malicious intent.

Those few who have been brave enough to explore the small ruin found no evidence of the previous inhabitants. Those in search of answers about their fate would do well to question members of The Herd, a group of horse people that live on the plains (see below), who can confirm that the settlement was occupied by stranded sailors, and that they had even had some trade with The Herd for a time, before one day they simply barred their gate and refused to acknowledge the outside world. One night not long after, various members of The Herd can testify to strange lights and sounds issuing from the structure, and ever since it has remained uninhabited.

The Herd

The Herd is a semi-nomadic group of centaurs, pegasi, unicorns, and horses (some of whom are sentient) who roam the plains, claiming it as their own. Their numbers vary, but most times there are anywhere from 40 to 60 creatures in The Herd. Despite the wide array of species, the various members of The Herd generally get along fairly harmoniously, especially because most of its members come from races naturally predisposed to living in herds. Further, each and every member of The Herd understands that together they are strong, and protected from the many predators that roam Kawa'lea, while apart they would be easy prey. This message is the heart of The Herd's social fabric, and is imprinted on its members from a very early age.

The Herd is run democratically, with each member being given equal say, from the very young to the infirm, and from newly adopted members to those who have lived in The Herd all their life. Equal weight is even given to the nonintelligent members of The Herd, and most of the intelligent members of the group consider themselves to have a closer bond of kinship to the unintelligent horses within The Herd than to other intelligent creatures, such as travelers on the island. Those members with only animal intelligence naturally have difficulty making their wishes known, though, luckily, The Herd always has a number of druids and clerics on hand who are able to communicate with such individuals and interpret for them whenever it comes time for The Herd to have a vote.

For the most part, The Herd concerns itself with its own survival, and with the happiness of its members. This means that, for the most part, The Herd spends its time running on the open plains, travelling from place to place, and stopping only to graze (and, in the case of some of its members, to hunt and forage). The Herd does its best to avoid large predators, but, when pressed, will not hesitate to fight them.

The Herd's sense of self-preservation generally leads it to be suspicious of newcomers to the island. They have a long-standing rivalry with the wizard naturalist Pennar (see below), who they blame for ruining the beauty of the plains with his tower, and who they suspect is secretly trying to bring "civilization" to the island in the form of construction and deforestation. Still, as long as a traveler doesn't appear to have the intention or the means of doing any kind of real harm to the island, The Herd is generally willing to at least talk with them, and possibly

trade with them as well.

Anyone who really wants to get the aid of The Herd must become an honorary member, however. This is not a simple prospect, and requires that the prospective member go through a number of difficult trials, as well as perform a great service for The Herd, in order to prove both their worth and their devotion. Even then, they must be accepted by a general vote of The Herd. If accepted, one immediately gains the full rights of a herd member, and all members of The Herd have a starting attitude of helpful towards him or her.

Pennar's Tower

Near the center of the plains can be found a magnificent 6o-foot tall tower, home to the human wizard, Pennar (LG male human wizard 12). The tower is built of white stone, which nearly gleams in the sunlight, and topped by a peaked roof. Entering through the ornate wooden doors, PCs will find a grand staircase that winds along the walls to the top of the tower. The bottom floors serve mostly as libraries for both Pennar's collection of books, as well as his numerous notes from his island studies. The uppermost floor is equipped with a telescope that allows Pennar to look out upon the island; the floor directly below this is his bedroom.

Like many of those who have visited the island, Pennar first found himself here quite by accident when his ship wrecked on the dangerous reef. Having always had something of a naturalist bent, he was enthralled by the fantastic flora and fauna of the island, and found himself quite reluctant to leave when he and the other survivors were rescued by a passing ship a few months later. It was only another few short months later that he returned to the island, this time prepared to stay as long as it took to properly document all the mysteries of the island's life. He has now been on the island for close to 10 years, and has amassed volumes of notes about the various plants and animals on the island, as well as noting the strange reincarnation magic and proposing a few theories about how, exactly, it works. He wishes for the island to be preserved as it is, fervently



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declaring that "much can be learned from careful study and observation of this unique ecosystem," and will oppose any suggestions of "civilizing" the island, or worse, exploiting it for resources or any other reason.

Pennar himself is well past middle-aged, with thinning grey hair and a short beard (which, despite living alone, he keeps fastidiously wellkept). He is generally mild-mannered, except when talking about the island – then, he speaks excitedly, increasing in both speed and pitch and often jumping about in topics in a somewhat confusing manner, until he remembers his visitor and apologizes, citing his lack of human companions. He is almost always accompanied by his air mephit familiar, Pivizlix. Pennar has a good heart and is eager to befriend newcomers to the island, happy to have an audience for his discoveries. However, he takes a dim view of those who seek to harm the island, or would use him, and when faced with such individuals Pennar will completely shun them, locking himself up tight in tower and refusing to let them in. Smart adventurers avoid losing his favor, however, as he can prove to be a valuable ally and resource.

Pennar has a variety of services to offer, and is one of the few places on the island for such things. Though, as he will explain to anyone who will listen, he prefers to focus on field work and study, Pennar is in fact an accomplished alchemist and enchanter, and can provide potions and, given time, even magic items for those who befriend him. Though he charges for his services (he explains sadly, if asked, that his research is very expensive, and he is quite underfunded by his order, so he must find funding somewhere), he has been known to waive such fees in exchange for various services to aid in his research, such as the capture of certain live specimens for him to examine, gathering samples of the local flora, and so forth.

The tower also contains a permanent teleportation circle which grants Pennar easy access to civilization, depositing travelers in the wizard's home on the mainland, not far from the academy that provides him what funding he receives. Pennar uses this teleportation circle to send his results (and requests for funding and supplies) back to his peers, and also to ship in the various supplies (including food, alchemical and spell components, oil, wax, paper, ink, and the like) that allow him to continue living comfortably. Pennar himself never leaves the island, always sending Pivizlix in his stead. The wizard doesn't mind allowing travelers to use the teleportation circle for free, though regrettably the enchantment was improperly installed, and only works some of the time. While travelers can go from the wizard's home on the mainland back to the tower at any time, travel off of the island functions only on the first day of each month.

The Western Forest

Less immediately hostile than the Eastern Forest, this region of the island is still a wild place, and not somewhere for adventurers to let their guard down. It is notably drier than the Eastern Forest in that it has a relatively solid ground to walk on, though it is still quite humid, and often shrouded in thick, jungle mists. In addition to an abundance of plant and animal life, this region is home to no less than three different cultures of intelligent life.

The predominant intelligent race in this region of the island is dryad, and, indeed, nearly all of the island's dryad population is contained within this section of the forest. Most of these dryads are bonded to a single, magical tree which is hidden deep in the Western Forest. They concern themselves primarily with this tree's protection, and also with the protection and cultivation of a unique grove of magical fruit, also hidden in the region.

Their chief competitor in the area is a race of primeval ape-men, known as the uktan, who reside in an ancient and abandoned temple from a time long forgotten, and venture out to hunt and protect what they consider to be their territory, which encompasses anywhere that they happen to travel to. They are very aggressive and insulated, and so react poorly to travelers.

Finally, the closest thing to a bastion of civilization in this especially primeval section of the island is a small, hidden town, whose population is comprised entirely of sentient, talking animals. Known simply as "the village" to its inhabitants, this anomaly is likely an adventurer's best hope for hospitality in this section of the island.

The Animal Village

Not all of the life in the Western Forest is hostile to travelers, and, in fact, some of its inhabitants just want to be left in peace. The best place for an adventurer to look for hospitality is the fabled "animal village" located in a hidden valley deep in this section of the island. Though the remote spot is not easy to find, the village's inhabitants are generally quite friendly, as long as those who visit their hideaway are not themselves hostile, and promise not to reveal the location of



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the village to anyone.

As the village's name implies, the villagers are all animals (and, in a few rare exceptions, magical beasts). Despite this, they are all intelligent, and all capable of speech. Most of the animals in the village are either humans who died on the island and then transformed into an animal through the strange rejuvenation process unique to this island, or else are the descendants of someone who did. A handful of the village's inhabitants, however, such as Tizmar (N male manticore fighter 6), the manticore who serves as its self-appointed guardian, are naturallyintelligent magical beasts who joined the small community for one reason or another. The village also houses a few individuals who are still relatively humanoid, but have been heavily altered by mutations of various sorts, and also, oddly, a few natural animals that have somehow developed sentience.

Life in the village is fairly peaceful, and first-time visitors are often surprised to see predators getting along with and working beside their natural prey, rather than simply eating them. Though the villagers aren't vegetarian (at least, not the ones that normally eat meat), it is expressly forbidden to attack another member of the village, and so the predatory villagers are always careful to check whether their next meal is able to talk before digging in.

Most of the villagers live in simple huts made of available materials, sized appropriately for the inhabitants, but some prefer a more natural living space. There are usually more large huts available than are actually being used, and so space can typically be found for visitors. The villagers are generally happy to share what they know about the island, though few of them ever venture far from the village itself, and almost none of them ever leave the Western forest.

Nathrigaeus, the Immortal Tree

Hidden deep within the Western Forest is a singular tree, known to those few who have heard of it as "Nathrigaeus," or "The Immortal Tree," but known to the massive number of dryads bonded to it simply as "the Master." Though it is taller than most other trees on the island, it does not quite tower over the rest of the forest, and is, in fact, quite hard to find. Though some lucky few have managed to achieve an audience with the tree (mostly those living on the island, such as Pennar, though strangers on the island are allowed to reach the tree with surprising frequency; see below), it is said that the only way to find the grove in which it resides is if the tree, itself, wants to be found. The exact nature of this protection is unknown, but it is generally believed that the dryads, or perhaps the tree itself, use powerful illusion and enchantment magic to misdirect travelers, and, in extreme cases, influence plants and animals to drive away unwanted trespassers—lethally, if necessary.

Perhaps the most surprising thing about the tree is that it is intelligent, and, in fact, was not always a tree. Nathrigaeus began life as a human sorcerer, centuries ago, and as he began to near old age he determined to unlock the secrets of eternal youth. Having heard rumors about the island's magical properties, he set out to see if he could unravel their secret and live forever. While on the island, however, the local wildlife got the better of him and he died, only to find himself reborn as a sapling.

His intelligence and magical powers remained, however, and after a few decades he managed to learn how to cast spells without the benefit of a mouth or hands. Shortly after this he began using his powers to influence the island's dryad population, charming them and bringing them under his power, one by one, until he was personally bonded with nearly every dryad on the island, who each serves and tends him with a feverish devotion.

The ancient tree sorcerer uses these dryads as his eyes, ears, and hands throughout the Western Forest, and is able to directly control the actions of several at a time, seeing through their eyes and speaking through their mouths. He is careful to keep the dryads from wandering too far from him, however, because after a certain range (about 15 miles), not only is he unable to control them directly, but his sorcerous hold over their minds begins to fade and unravel. A handful of dryads have escaped his control in this fashion, and remain outside this range, charming animals and passersby to aid them in trying to free their sisters. Nathrigaeus is keenly interested in becoming human again, and believes that his time here has infused him with enough life energy that he should be able to live for eons yet to come, even as a human. His soul nearly did not survive his first rejuvenation, however, and he is not willing to risk that method of returning to his natural form. For this reason, he is usually willing to meet with adventurers or travelers on the island, in the hopes that they will have information that can aid him in his goals. He is prepared to offer great rewards to any who can aid him in becoming human again.

The Orchard of Enlightenment

This mythical orchard is hidden relatively near the home of Nathrigaeus, the Immortal Tree (see above), and is constantly guarded and tended by the dryads under Nathrigaeus' command. The grove is always inhabited by at least two dozen dryads, who see to the needs of the dozens of very special trees that can be found only in this small section of the island.

Though many of the fruits and vegetables of the island have magical properties that benefit those who eat them, the fruits from this orchard are special even on this island. The fruit from these trees is a bright red, and about the size of an adult human's head. They are very lightweight, as their skin is quite thin, and their insides are naturally light and airy. They are said to taste incredibly sweet, though that is not the reason why they are highly sought after.

According to rumor, anyone who consumes one of these fruits becomes awakened to a great secret, and becomes "enlightened." The exact nature of this divine truth is rarely even speculated at in rumor, though those few dryads who have escaped from Nathrigaeus' control will confirm for anyone who asks that these fruit do, indeed, grant enlightenment, though the dryads themselves are forbidden from tasting the fruit or bonding with the fruit's trees, for fear that the Immortal Tree will lose his grip over them. Nathrigaeus is, in fact, quite protective of the fruit, and only very rarely shares even a single piece of it, and then only to those who have done



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the tree a great service. Most of the orchard's harvest is collected by the dryads and buried beneath the great tree's roots, though what, if anything, the Immortal Tree gets from consuming such large quantities of the fruit is unclear.

Any time a creature consumes one of these fruits, he is immediately cured of any charm or compulsion effect which may have been affecting him. Additionally, the very first time (and only the first time) that a creature consumes one of these fruits, he may immediately increase his Intelligence, Wisdom, or Charisma score by +1. This bonus is permanent, and stacks with any other bonuses to that ability score. He may choose only one ability score to increase, and eating more fruit will not allow him to increase other ability scores.

Uktan Temple

The most easily-located landmark in the Western Forest is probably the ancient temple that is the home of the Uktan, a race of primitive, ape-like humanoids. The temple, which takes the form of a stone ziggurat some 150 feet tall, towers above the forest canopy. Its position at the top of a large foothill near the base of Mount Kawa'lea means that it is easily visible from great distances away, as long as one can get a good view through the forest's thick vegetation. No one is certain who built the temple, as it appears to be far older than even myths and legends about this island. It is generally agreed (though not in any way confirmed) that who- or whatever was responsible for the construction of this building also built the similar structure in the Eastern Forest. Indeed, the architecture between the two, and also the lesser-known temple at the top of the mountain, are similar, but the Uktan are far too territorial and aggressive to allow anyone to closely study their home for clues as to its origin.

In fact, the Uktan claim to be the original creators of the temple, and to have lived in it since the beginning of the world. While these claims seem unlikely, they do serve to illustrate the important point that no one knows the identity of the temple's builders, or what has become of them. It is entirely possible that the Uktan may be the last remnants or descendants of the island's original inhabitants, and that, buried deep in their fortress-like compound, there may be answers to the island's history and the nature of the strange magics that suffuse it.

The Uktan live very primitive lives, with the majority of an Uktan's daily life being spent hunting and gathering in the areas around their temple, and protecting the area from trespassers, which, to the Uktan, include any intelligent creatures. Usually anyone unfortunate enough to come across a hunting Uktan is subdued on the spot, and taken back to the temple, where they are brought before the Uktan chieftain (typically the most powerful warrior in the tribe: the current chieftain is named Gorthak (CE male Uktan barbarian 6), a particularly violent and ambition chieftain), who then presides in judgement over them. Some travelers who were able to offer something of value to the tribe (or at least to the chieftain), have been allowed to go free, but most are killed and eaten by the savage Uktan, making any attempt to search the temple for information or treasure a very risky proposition, indeed.

Those that do, however, may be rewarded with some remnants of the ancient civilization that once inhabited the island, and whether or not the uktan are, in fact, descendants of that civilization (see Carnunnar, the Spirit of Rebirth, in the section detailing Mount Kawa'lea, for more information). Further, they will find a special *teleportation circle* designed to allow easy travel between this temple, the one in the Western Forest, and the one in the caldera at the heart of the island. The magic inherent in the *teleportation circle* has stopped working, having apparently been dispelled ages ago by some powerful force. The various runes and sigils are all still in place, however, and can prove invaluable in restoring the teleportation circle in the eastern temple to life, allowing easy access to the third temple.

The Eastern Forest

This section of the island is separated from the Western Forest not so much by any specific landmark, but rather by a change in the nature of the land itself. While the Western Forest has a thick and humid air, and can hardly be called "dry," the Eastern Forest is undeniably the damper forest, and, in fact, much of this region is more of a thick bog or swampland than a proper forest.

As though to match the terrain, much of this section of the island is dominated by the armies of a creature known as the Marsh King. Twisted, abominable monstrosities, these perversions of nature stalk the forest looking for healthy creatures to take back to their fell master, making this region one of the least hospitable ones on the island.

Beyond that, the region boasts more insects and tangling underbrush than anywhere else in the island, and is also home to more poisonous plants and creatures, as well as more sources of rank disease than any other part of the island. As a final addition to its charm, it is also rife with quicksand and other natural hazards, making it a nightmare for even seasoned bushwhackers.

The region does boast some hidden treasures that may be worth an adventurer's time, however, including a fountain of youth, a mysterious and ancient stone temple that may hold some of the island's secrets for those brave enough to plumb its depths, and a ring of mystical standing stones carved in the shape of faces.

The Abandoned Temple

One of the few structures on the island, this massive stone structure is located near the heart of the Eastern Forest, and has been abandoned for longer than just about anyone on the island can remember. Built in the form of a massive ziggurat out of huge slabs of stone, the temple is simply proving too heavy as the Eastern Forest slowly becomes more and more of a swamp, and has been sinking into the murk for decades, losing nearly fifteen feet of height. Luckily, the temple has an entrance at its top, allowing those daring enough to explore it the opportunity to do so, except during monsoon season, when the entire structure becomes submerged beneath the rising waters.

No one is quite sure what is to be found inside the temple: the Marsh King's followers avoid it, and all the previous adventurers who have tried to explore it have never returned. There can be no denying that it is man-made and quite ancient, however, and it is generally considered the best place to go for those in search of the source of the island's unique magical properties, as the only other widely-known structure on the island, a similar building in the Western Forest, is inhabited by the fiercely territorial and deadly Uktan, making uncertainty the more attractive of the two options.

One thing that is certain about the temple (though not known except to those who discover it on their own) is that it contains the partiallyruined remains of a teleportation circle designed to connect it to the other two temples on the island: in the Western Forest and in the caldera at the top of Mount Kawa'lea. Though the *teleportation circle* is currently not functioning, close magical scrutiny (Knowledge (arcana) or Spellcraft DC 20) reveals that several of the glyphs have been badly damaged and are completely illegible. Because of the unique nature of this *teleportation circle* (allowing travel to multiple locations), it will be all but impossible to guess the nature of the damaged glyphs, but those who visit the temple in the Western Forest will find a similar teleportation circle there that may be able to help in that regard.

The temple may also contain hints as to the nature of the island's secret, or at least its ancient history. See Carnunnar, the Spirit of Rebirth, in the section describing Mount Kawa'lea, for more information.

The Fountain of Eternal Youth

According to legend, hidden somewhere deep within the Eastern Forest, there is a spring or fountain that can grant the gift of eternal youth and vigor, preventing any who drink its waters from the ravages of time. Many an explorer has ventured to Kawa'lea in the past in search of just this prize, though if any of them were successful they did not share this fact with the world. In fact, its exact location seems to be unknown to the island's inhabitants, or, rather, any who do know are likewise silent about where it can be found, though it is generally agreed by the island's intelligent inhabitants that the fountain does exist, and that it can be found somewhere in the Eastern Forest.

One thing that the rumors (both local and abroad) of the fountain disagree on is its origin. Most of the island's inhabitants simply don't question the reason behind its mythical effect: so many things on the island can magically alter a creature's life, why should this spring be any different? Those who consider such things, however, point out that most of the waters on the island do not have this effect, begging the question of what is special about this in particular spring. Some believe that the waters from this fountain (or well, or hot spring, or, in some cases, even pond or creek: the legends and rumors vary) are fed directly from the heart of the island, and somehow connected to the source of the place's magic, or maybe even its cause. Others believe that it was created by an ancient and forgotten race that once inhabited the island, or else a long-dead deity that once watched over it.

All rumors about this particular "fountain of youth," however, agree on the nature of the

blessing it grants to those who drink its waters, which is one of the strongest pieces of evidence in favor of the rumors being true. Any living creature that drinks from the fountain is immediately restored to the prime of their youth (roll the character's new age by rolling on the Random Starting Ages table from the *Pathfinder Roleplaying Game Core Rulebook* using the character's race and class). The character no longer ages, and is immune to aging effects of all kinds. This effect is permanent: only one drink from the fountain is required to gain eternal youth.

Any undead creature that drinks from the fountain is affected as though by the spell *cure critical wounds*. An undead creature that is completely submerged in the fountain is instantly destroyed. Creatures that are neither living nor dead (such as constructs) are unaffected by the fountain.

The waters of the fountain only keep their potency for so long once they are removed from the fountain, however: within one week of being removed, water from the fountain becomes ordinary spring water.

The Marsh King

The undisputed ruler of the Eastern Forest is the Marsh King, a feral tyrant who commands an army of twisted and mutated slaves that shamble through the region's fetid murk, seeking out prey or slaves to hand over to their twisted master. The Marsh King desires nothing less than complete domination of the island, and it is no secret that he desperately covets the secret of the island's excess life energies, though the exact reason for this is known only to a select few of the Marsh King's confidants.

Most know the Marsh King only by reputation, and through the actions of his soldiers, who are universally mutated in horrible and grotesque ways, and generally border on mindlessness, barely intelligent enough to understand the Marsh King's simple instructions to "attack intruders and bring prisoners to me." Many fail in this, as well, simply butchering any intelligent creatures on the spot, or devouring them whole. In fact, many of the Marsh King's "soldiers" are mutated animals, rather than mutated humanoids, though whatever process transforms them in this way seems to actually improve the intelligence of such animals, and some of them can even talk, even if they rarely have much to say. These mutations are a puzzle to many of the other inhabitants of the island, as they are very distinct from those caused by the island's curious rejuvenation property, and generally manifest in malformed limbs that are either withered or oversized, as well as skin discolorations and huge tumors which bulge underneath the creature's skin.

The Marsh King is, in fact, a particularly powerful and ancient hezrou demon named Karthukus (CE male advanced hezrou, CR 15) who has dwelt on the island for millennia. Like many mortals after him, the Marsh King travelled to Kawa'lea in order to unravel the mysteries of the island's potent life magic, and to corrupt them to his own ends. Somehow, he became imprisoned deep in a cave beneath the Eastern Forest, though the means by which he was trapped is something the demon refuses to discuss with anyone. It's possible that he was imprisoned by the island's original inhabitants, who built the various stone temples found across the island, or that some deity that watches over the island intervened, or perhaps even a traveler to the island was responsible. Whatever the case, the Marsh King has dwelt at the bottom of a cavern in the middle of the swamp, unable to leave, for centuries.

This has given the Marsh King plenty of time to corrupt the region around him, at it is in fact his presence that has caused the Eastern Forest to become such a fetid swamp, and his personal hand that has mutated the various creatures that serve him.

At any given time, the Marsh King is concerned with three things, and those who wish to deal with him (or fear that they may be brought before him by his minions) may be able to use these to their advantage. His primary concern is to find a way to free himself from his prison, though he has no idea how to do so, and becomes quite angry with any who ask him. His second-most immediate concern is ensuring a steady supply of the various "simple pleasures" any hezrou enjoys: murder, sadism, sacrilege, and so on. It is for this reason that he has his "soldiers" bring prisoners to him, as well as to bolster his forces by transforming any who survive his attentions. Finally, his third concern is to learn more about the nature of the island's magic (he has developed some theories in his long time here, but has been unable to confirm any of them), and to find a way to corrupt or pervert it.

Beyond that, the Marsh King focuses on expanding his territory. Exactly how he does this is unclear: he may send his deformed minions out into territory near his own, and they in some way corrupt it or at least prepare it for his influence, or else his corruptive miasma spreads outward on its own (possibly intensified by his will), and then his minions follow. Either way, the size of the Eastern Forest has been slowly but steadily growing for centuries. In recent years, it had grown at a much faster rate, but has thankfully been stopped (temporarily, at least), by a large river which now separates the Eastern Forest from the Western Forest.

The Standing Stones

These massive stones stand about 20 feet tall, and have clearly been carved in the shape of heads. There are four of them, each facing outwards from a center point about 10 feet from each of the stones, with one stone in each of the cardinal directions. Though they seem to be carved from normal stone, they have a number of powerful magical properties. Firstly, they seem to slowly regenerate: while they can be damaged normally, such damage heals on its own after a day or so. This also means that the stones appear to be freshly carved, with no indication of erosion on their features (though some of them are fairly overgrown with moss and vines in places).

Whenever a creature stands in the center of the stones, or any time a spell with the light or healing descriptor is cast within 100 feet of one of the stones, they animate, all speaking in unison with a deep tone reminiscent of the very earth itself. The language they speak is long dead, though creatures benefitting from comprehend languages, tongues, or similar spells or effects can understand the speech clearly. The stones explain that they were placed as guardians of the island (though they do not reveal by who), and that they watch over it. They then go on to detail a ritual that can be used to invoke their protection. This ritual involves standing in the center of the stones at sunrise and asking the stones for their protection. Though the stones are not intelligent, and cannot think to say so to those who encounter them, this ritual must be performed in the same language that the stones themselves are programmed to speak.

Those who successfully perform the ritual are permanently blessed by the stones, and gain a limited protection from spells of the necromancy school. Whenever the character is allowed a saving throw to resist the effects of a necromancy spell, he may reroll that saving throw once, though if he does he must take the second result. This ability must be used before the success or failure of the saving throw is announced. Only one person can invoke the standing stones per day, though characters who have been granted this boon retain it indefinitely.

By contrast, however, characters who cast a spell of the necromancy school within 30 feet of the stones immediately attract their ire: all the stones turn to face the caster, and speak a warning (also in their dead language) that such magic is forbidden on the island. If the caster casts another spell of the necromancy school (even years later) within this range, the stones attack him (treat the stones as immobile stone golems that do not have their slam attack, but instead can cast *searing light* once per round, with the rays firing from the stones' eyes, and the spell's caster level being equal to the golem's hit dice).

Mount Kawa'lea

The center of the island is dominated by an inactive volcano, which towers over the rest of the island with a summit of 12,000 feet. The mountain's broken peak is home to the largest standing body of fresh water on the island, known



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to the locals as Caldera Lake. Caldera Lake's waters are primarily the result of excess rain from the monsoon season and runoff from the snow and ice which accumulate on the high peaks, and account for the source water for the island's many rivers and streams. Though the lake is relatively clear, its floor is lost to darkness, leaving the true depths of the lake a mystery to the casual observer. Concealed within the lake's shadows is a great stonework temple. Strangely immune to erosion, this mammoth structure resembles an overgrown ziggurat, with exaggerated terraces and massive obelisks adorning each level.

The temple is not the mountain's only secret, however, and the great slopes hide numerous other hidden facets. Like much of the island, the mountain is heavily forested up to a distance of about 10,000 feet, beyond which the colder temperatures and swift waters of the changing seasons keep the vegetation to a minimum. Hidden among the river-strewn jungle are a number of spectacular waterfalls. Among these, one is remarked as being particularly grandiose. Known to the locals as the Silver Veil, this immense waterfall is the result of the island's great river breaking over a massive cliff on the mountain's south face. The effect is a 1700-footwide, 700-foot waterfall emptying into the island's second largest lake, known as Silver Lake. This lake then spills into a large river that separates the Eastern and Western forests. Behind the swiftflowing white waters of the Silver Veil is a great system of caves, said to be home to a group of fey who call themselves "Custodians of the Veil." Despite being a relatively small area, these caves offer some of the most isolated locales on the entire island. Hidden in one such recess is a mighty druid, whose isolation and preference for solitude may suggest great knowledge or simple lunacy.

Adventurers on the mountain would do well to bring climbing equipment and survival gear. Explorers to the Caldera Lake or Silver Veil may wish to bring magic to aid in swimming or breathing underwater, while those looking to explore the hidden temple or Veil Caves will find light spells and darkvision quite useful. Finally, those seeking the hermit or the fey should come prepared to parley, as these isolationist denizens may not be in a talking mood.

The Caldera

The broken peaks of the mountain encircle a massive caldera left over from the volcano's last ancient days of activity. This caldera extends nearly 2000 feet into the mountain's heart, where the volcanic rock has hardened over much of the volcano's crater, leaving a tremendous chamber that houses a miraculously intact stonework temple. Both the caldera and the chamber are now, after thousands of years, filled with water, the result of monsoons and melting snowcaps. The lake forms the island's largest body of fresh water, both in terms of volume and area. Caldera Lake's unnaturally clear waters are home to numerous forms of marine life, including fish, sharks, dragon turtles, and even a handful of bronze and black dragons. These creatures often possess incredible mutations and strange powers that make them extraordinarily formidable. About 200 feet down, the clear water begins to become more murky, as sediment from the volcano starts to cut off the light from above, providing a rather convenient cover for the even more dangerous creatures which lurk in the darkness. While exploring the caldera, adventurers will quickly notice that most of the creatures near the heart of the island are predatory and fiercely territorial, making reaching the hidden temple a difficult and deadly task. The closer to the temple one journeys, the more dangerous the surrounding waters become, with the temple itself protected by a dreaded kraken called Versuvium, which considers it his.

Versuvium (LE male advanced kraken, CR 19) is a dangerous beast with little tolerance for invaders into his territory. Still, despite his impressive physical prowess and violent disposition, Versuvium is a creature of cunning intellect ruled by greed. While he generally kills anything to enter his territory, he often stops humanoids or other intelligent creatures and engages in dialogue with them before indulging his murderous nature. Versuvium is open to bribery and will often allow his victims to exchange a magical item for their lives and safe passage either to or from the temple (but not both, unless the traveler is clever enough to specify). He is particularly fond of the magical pearls found in the island's coastal region, to which he has no access without wandering adventurers. Despite a reputation for treachery, Versuvium will keep his word and abide by the letter of any deal he makes. It would be wise for adventurers who encounter Versuvium to keep any deals they make with him simple and with little room for interpretation, for while more complicated deals can be struck with the kraken, his powerful intellect and cruel nature often see him inclined to incorporate loopholes which are disastrous for the other side.

The Temple

Hidden within the icy depths of the vast caldera chamber, in the exact center of the mountain, is a great stonework temple. The stone of the temple is magically preserved despite millennia underwater, and shines with a subtle copper florescence, making it clearly visible in the surrounding darkness a beacon that can be seen for several hundred feet through the watery gloom. Over 200 feet high, the temple rises in ten 20-foot-high terraces, forming a truly massive ziggurat. At each corner of each terrace is a large obelisk of black volcanic stone, 40 feet hight and carved with strange ancient runes in a language long lost to mortal memory, which glow softly in the vast sea. The base of the temple is unlike the others, in that it is devoid of such obelisks, instead featuring a group of identical, square, megalithic, 150-foot-high towers.

The temple's most obvious entrance is a pair of thick stone doors found at its base on the northern side. These also bear carved and glowing runes, and have no handles or other visible means of opening. In fact, they were designed to open magically with a command word (in a now-dead language), and even if the word were to be discovered, they opened outwards, and the pressure of millions of tons of water ensures that explorers will have great difficulty in gaining access to the temple this way. Characters who search to top of the four larger towers at the temple's base will find that each of these has a stone door which can be opened inwards with relatively little difficulty, though doing so without flooding the entire compound may prove difficult.

The best means of entering the temple is actually not here at all, but rather via the other two temples located on the island, in the eastern and western jungles. Each of the three temples contains a room designed to allow quick transport from one temple to another, in the form of special *teleportation circles* which can teleport creatures to either of the other two temples. Neither of the other temples' circles currently functions, but one can be salvaged with a little work. See the temples' respective entries for more information.

However one gains entrance to the temple, they quickly find that while the stone may have been magically preserved throughout the centuries, the interior of the building has been dramatically changed. If one looks very closely, evidence can be found of the temple's origins, and subtle clues can be seen that a given room might once have been the sleeping chambers of a peaceful monk, or a kitchen, or a place for daily prayer.

What is immediately obvious, however, is that everything has been covered in a weird, mutant substance that appears at first to be a mold or fungus of some kind, but is actually animal in nature. It pulses and glows in unnatural shades of green and purple, and has grown to cover nearly every surface of the forgotten temple. Other mutated forms of life can be found throughout the temple, as well. Horrific and unrecognizable, most of these shambling monsters barely seem alive, with their organs on the outside, and strange appendages growing from unusual places. Those with a strong grasp of biology will discover that these creatures (many as large as a man or larger) are actually highly mutated bacteria and similar creatures, which have been trapped in the temple since ancient times and warped by the power at its heart.

The other common sight in the temple is the souls of creatures (sentient and otherwise) that have died on the island. Pulled in by the energies the temple constantly exudes, these souls are trapped in the temple, unable to leave, and, eventually, are absorbed in the temple's heart. Those with enough willpower to maintain at least some control are able to wander the temple, however, and may aid travelers and provide them with information, or, just as likely, attack them, especially as many of the souls belonged to predatory beasts in life.

A large room on the ground floor of the temple contains a swirling vortex of such souls, which glow with a blue-green luminescence, and appear hazy and misty from a distance, but, viewed up close, are perfect (if translucent) images of the creature as it appeared in life. A raise dead, resurrection, or true resurrection spell targeted on one of these souls can instantly return it to life.

At the bottom of this ghostly vortex is a hollow stone pillar, about ten feet tall and five feet to a side, which forms a shaft leading down to a chamber below the bottom floor of the temple, which houses the source of the abundance of life energy on Kawa'lea.

Carnunnar, the Spirit of Rebirth

At the heart of the ancient temple at the bottom of a massive caldera on the peak of the mountain at the center of Kawa'lea lies Carnunnar, an ancient god of fertility, life and rebirth. Or, rather, what lurks there are the remains of Carnunnar, a deity that has been trapped in a quasi-dead state for eons, ever since a powerful ritual to invoke his power went horribly awry.

Long ago, the island was inhabited by a people singularly devoted to the worship of Carnunnar. It is these people that built the temples on the island, including the temple in which Carnunnar now resides. For quite some time, things went quite well, and the life on the island was prosperous and good.

One day, however, a terrible plague struck the island. This plague was horribly deadly, causing horrible growths and cancers to erupt throughout a victim's body, resulting in a gruesome death within a day or so. The island was ravaged, and in days only about one in ten of the island's inhabitants was still alive. The remaining people prayed to Carnunnar to save them, and to return to life those that had already died, for such miracles were things that the god of rebirth had been known to do in the past. Carnunnar, however, drew his power from the belief of his followers, and the plague had left him nearly powerless, as it had claimed nearly all of his believers, and he was unable to adhere to their requests.

When their prayers went unanswered, the high priestess of Carnunnar determined that the plague had been a sign of Carnunnar's displeasure, and that in order to end the plague and have their prayers granted, a great ritual needed to be held to appease him. This involved a massive human sacrifice which claimed nearly all of the island's remaining inhabitants, including the priestess herself, who spoke the final words of the ritual with her dying breath, believing that, should the ritual succeed, all those who were sacrificed would be returned to life by the benevolent god.

Robbing Carnunnar of the last of his worshippers did not make things better, however. Though the god would normally have simply faded into nothingness, the nature of the ritual actually called him forth to the temple, and empowered him with the life energy of all those who had been sacrificed, infusing their souls into his form. By now, though, the god's mind was gone: only divine essence and the life force of the sacrifices remained.

And that was how it remained. The semidivine being that was no longer Carnunnar drew in the spiritual remains of those that died on the island, slowly consuming them in order to grow larger and gain power, as though striving to return to its former glory. Perhaps unconsciously, or perhaps simply through its very presence, the god-thing reanimated creatures that died on the island. But the process was flawed, and those returned to life were mutated and transformed in the process. This might be because the god itself was tainted by lingering plague in those who performed the sacrifice ages ago, or it may be that the god lacked true intelligence, and simply did not know to do differently. Over the ages, the creature gradually gained intelligence, cobbled together from bits and pieces of the souls it has absorbed. It knows its own origin, and that it was once a god named Carnunnar, but its mind now is entirely different from Carnunnar's, and it remembers those times more as a story than an actual memory.

Now, this godling, which appears as nothing so much as a floating sphere of blue-green light, desires to ascend to true godhood by gaining followers, giving it more power and, it hopes, the power to leave the temple it is currently trapped in, allowing it to spread its influence beyond the island. If encountered by adventurers, it attempts to convert them to worshipping it, or at least aiding it, offering great rewards for compliance, and, quite possibly, resorting to violence if refused.

The Silver Veil

The largest waterfall on the island has a drop-off of 700 feet and is 1700 feet wide, culminating in a large lake before the river continues its course. The sound of water crashing can be heard for miles around, and the Silver Veil is one of the most recognizable landmarks in the otherwise thick and near-unnavigable jungle that drapes the mountain. The lake is perfectly clear, about 40 feet deep at its deepest, and serves as a popular watering spot for many local animals. Strangely, relatively few attacks occur at the water's edge, which many believe to be the work of the fey.

The cascading waterfalls that give the Silver Veil its name obscure an immense cave system inhabited by a large number of sprites. These miniscule fey, while lacking any sort of real government or social structure, generally follow the leadership of either Herdi (CG female pixie ranger 4/sorcerer 9) or Guan (CN male grig bard 6), depending largely on which of them decides to be in charge for the day. Herdi is kindly and works hard to ensure that nature is allowed to take its course (with a little bit of help to ensure everything works out fine). Her chief concerns are ensuring that everyone nearby is happy and that dangerous things stay far, far away from the Silver



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Veil. She will happily work with passing travelers and will actively seek out adventurers to aid her in her goals. By contrast, Guan is trickster who enjoys causing chaos. Though he rarely intends to do real harm, sometimes he does so incidentally. He desperately wants to avoid being on Herdi's bad side, and so will only attempt what he calls "daring pranks" when she's not around. He is primarily concerned with killing his boredom and will happily stir up trouble if he thinks it will make things more exciting; it is his dearest wish to leave the island, with a lover, and strike out on an exciting life somewhere far away.

Deep within the caves of the Silver Veil, and under the guardianship of the fey, is a pool of pure spring water, affected by the Life-Giving Force's unique magic. The fey will only allow an adventurer who has performed them a special service to drink from this enchanted spring and will attack any character they catch attempting to drink from the spring without permission. Any character who drinks from the spring permanently gains immunity from death effects.

The Creatures of Kawa'lea

The following section presents information on a sampling of the various creatures native to the island of Kawa'lea. Because of the island's plentiful life energies, as well as its mysterious rejuvenation property, Kawa'lea is home to a number of strange and unique races of animal, magical beast, and even some exotic and dangerous plant creatures.

Each creature in this section has combat statistics, as well as a description of their ecology and behavior when in their natural habitat, as well as information on their preferred tactics in combat.

While the creatures in this section are notable in that they are found only on this island, they are by no means the full extent of the island's natural life. GMs should feel free and encouraged to populate the island with other animals, vermin, and magical beasts that can be found in warm environments, and to invent his or her own strange and unusual flora and fauna to inhabit the island, as well.

Table 3-1: Monsters by CR

Creature	CR	
Arcanum Bird	3	
Crab Jelly	4	
Megastirge	4	
Uktan	5	
Spellvine	6	
Chitinfin Swarm	7	
Mantrix	7	
Plague Beast	8	
Chamolith	9	
Puppeteer Plant	10	
Forgebelly Fish	11	
Island Behemoth	15	

Arcanum Bird

This small bird is covered in feathers of all imaginable colors. Atop its head are several ornate feathers which form a magic-looking crest.

ARCANUM BIRD

CR 3

XP 800 N Small magical beast Init +3; Senses arcane sight , darkvision 60 ft., low-light vision; Perception +10 DEFENSE AC 16, touch 15, flat-footed 12 (+3 Dex, +1 dodge, +1 natural, +1 size) hp 22 (4d10+4) Fort +5, Ref +7, Will +3 SR 14 OFFENSE Speed 10 ft., fly 60 ft. (good) Melee 2 talons +7 (1d4), bite +7 (1d3) Spell-Like Abilities (CL 4th)

Constant—arcane sight At will—acid splash, arcane mark, dancing lights, flare (DC 14), ghost sound (DC 14), prestidigitation, ray of frost 3/day—color spray (DC 15), magic aura, magic missile, sleep (DC 15) 1/day—entangle (DC 15), obscuring mist

STATISTICS

Str 10, Dex 16, Con 12, Int 2, Wis 15, Cha 18 Base Atk +4; CMB +7; CMD 17 Feats Dodge, Weapon Finesse Skills Fly +7, Perception +10, Perform (dance) +8; Racial Modifiers +8 Perception SQ reflective feathers

ECOLOGY

Environment the forests, beaches, and mountain on Kawa'lea island Organization solitary Treasure incidental SPECIAL ABILITIES

Reflective Feathers (Su): The arcanum bird's feathers deflect cones, lines, rays, and *magic missile* spells, rendering the arcanum bird immune to such effects. There is a 5% chance a deflected effect reflects back in full force at the caster; otherwise it simply has no effect.

Arcanum birds are a type of rainbow-colored tropical bird native only to Kawa'lea, which possesses the ability to utilize magical energy. These abilities manifest themselves in several ways, most notably through the bird's feathers, which are able to reflect magical energy.

In addition to the arcanum bird's reflective feathers, they also possess enough magical talent to use a number of spell-like abilities, which they use for a number of purposes. Their ability to see magical auras allows them to easily locate their primary source of food, the many different types of magical fruit that are found throughout the island. Some say that it is this diet of magical food that grants the bird its magical properties.

The birds also use their magic in complex mating rituals. The male arcanum bird gathers magic items to decorate his love nest, and in the absence of magic items he will use his magic aura spell-like ability to decorate the nest with various types of magical auras. They also incorporate their spell-like abilities into their intricate mating dance, creating orbs of light that swirl around them or within clouds of mist, creating a haunting melody that the bird harmonizes with, or even incorporating minor magical tricks through the use of prestidigitation. Strikingly, the birds use arcane mark to claim their territory, placing such marks around groves of fruit they favor. Each bird's mark is unique, and the marks are subtly different when the bird is being especially territorial, such as when it is caring for offspring.

Arcanum birds generally weigh between 6 and 11 pounds and have a wingspan of up to 4 feet. Their feathers come in all imaginable colors, with many individual feathers bearing three or more. Each arcanum bird also bears a single, much larger tailfeather, which is even more brightly colored than the rest of its body. If four or more of these ornamental feathers are consumed as an optional material component while casting a spell, that spell is not subject to spell resistance. As such, arcanum birds, and their feathers, are highly sought-after: a tailfeather will typically fetch 5,000 gp, while a living specimen might go for 10,000 gp, and a mated pair could easily be worth 30,000 to the right buyer.

Island Behemoth

This huge creature towers over the surrounding forest, easily pushing aside the trees that stand in its path. It is vaguely humanoid, but horribly hunched and distorted, with massive claws and a terrible, gaping maw.

BEHEMOTH, ISLAND

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XP 51,200 N Gargantuan magical beast Init +5; Senses darkvision 120 ft., low-light vision, scent; Perception +27 DEFENSE AC 18, touch 8, flat-footed 16 (+2 Dexterity, +10 natural, -4 size) hp 270 (20d10+160); fast healing 10 Fort +21, Ref +13, Will +7 DR 10/epic; SR 23; Resist fire 15 OFFENSE Speed 40 ft. Melee 2 claws +24 (3d8+13/19-20) and bite +24 $(6d6+18/x_3)$ Special Attacks behemoth strikes, colossal might, death throes STATISTICS Str 28, Dex 12, Con 24, Int 2, Wis 16, Cha 8 Base Atk +20; CMB +33 (+45 for maneuvers that move the target); CMD 43 Feats Awesome Blow, Diehard, Endurance, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw), Power Attack, Snatch, Toughness Skills Athletics +21, Perception +27 Racial Modifiers +12 Athletics SQ mighty leaper, mutations, unstoppable force ECOLOGY Environment the mountain and forests of Kawa'lea island Organization solitary or mated pair **Treasure** incidental SPECIAL ABILITIES

Behemoth Strikes (Ex): An island behemoth applies one and a half times its Strength modifier and threatens a critical hit on a 19–20 with its claw attacks, as well as applying twice its Strength modifier and having a x3 critical modifier with its bite attack. Additionally, an island behemoth's natural attacks ignore all forms of damage reduction (except DR/-, but including DR/epic).

Colossal Might (Su): An island behemoth counts as Colossal for the purposes of determining its CMB, CMD, natural attack damage dice, and its carrying capacity, regardless of its actual size.

Death Throes (Su): When killed, an island behemoth explodes in a 100-foot-radius burst as its massive life energy is released back into the world. This explosion deals 12d6 damage to each creature in the blast. Half of this damage is fire damage, and the other half is sacred damage, and not subject to energy resistance. A successful Reflex save (DC 23) halves the damage. An island behemoth never rejuvenates when it dies. The save DC is Constitution-based.

Mighty Leaper (Ex): An island behemoth uses its Strength to modify Acrobatics checks made to jump, and has a +12 racial bonus on Acrobatics checks made to jump.

Mutations (Ex or Su): An island behemoth possesses two minor mutations, two moderate mutations, and two major mutations. See the rejuvenation section for more information on mutations.

Unstoppable Force (Su): An island behemoth is unaffected by abilities and effects which hinder its movement. It can move through any form of difficult terrain completely unhindered, as well as being completely immune to the entangled condition and the movement hindering aspects of the fatigued and exhausted conditions. The behemoth's movement can still be stopped by a grapple, and it is not immune to the grappled or the pinned conditions. Finally, an island behemoth gains a +12 bonus to CMB checks made to move creatures.

Island behemoths are likely the largest and most dangerous creatures to naturally occur on Kawa'lea island. They are vaguely humanoid, but tower above the landscape. Their skin is thick and grey like an elephant's and their fingers end in large, razor-sharp claws. Their arms and legs are disproportonately thick, and they tend to lumber about the island in a half-crouch. Because each island behemoth bears its own unique combination of mutations, no two are quite alike, and some are in fact barely recognizable.

Island behemoths are gargantuan and primal predators, they hunt and kill only to provide themselves with nourishment. They take no pleasure or delight out of killing, they just live on instinct. Island behemoths tend to view any creature smaller than themselves as potential prey and since they are among the largest creatures on the island, they see almost everything as a potential meal. Their status as the island's apex predator also means that few island behemoths ever encounter a creature powerful enough to prey upon them, and so they generally have no fear of other creatures, even those larger than themselves.

Island behemoths tend to live in the deepest and darkest parts of either of the island's two jungles, as well as on the mountain in the island's heart. The behemoths that reside within the swampy jungle for the most part seem immune to the Marsh King's influence, and behave just like their kin in the western jungle. For the most part, the oldest, toughest, and largest island behemoths make their territory in

higher elevations, meaning that the most dangerous behemoths can be found near the peak of Mount Kawa'lea.

When an island behemoth is on the move, the very earth shakes beneath it, alerting anything within a mile or so to its presence. An area heavily traveled by island behemoths can be readily discerned by the churned soil and fallen trees that will litter the landscape. That said, many are still caught unawares by the beasts, as island behemoths move with a speed that is unnatural for a creature of their size, and nothing seems to be able to slow one down once it has set its sight on its prey.

It is unknown whether island behemoths possess the ability to reproduce or if they are created as a direct result of the island's mysterious rejuvenation property. No juvenile island behemoths have ever been sighted and if the creatures have gender, no one has yet discerned a female behemoth from a male one and lived to tell the tale. The fact that all behemoths seem to have obtained a number of mutations similar to those caused by the rejuvenation process only strengthens this theory, though the exact link between the behemoths and the rejuvenation is unclear. Some of the

the rejuvenation is unclear. Some of the island's inhabitants believe that anyone who is rejuvenated enough times eventually becomes an island behemoth, while others believe the creatures are created from nothing by whatever mysterious force is behind the island's excessed life magic.

Island Behemoth Hide

Armorsmiths can work with the hides of island behemoths to produce armor of masterwork quality. Island behemoth hide has hardness 10 and 30 hit points per inch of thickness.

One island behemoth produces enough hide for four suits of masterwork hide armor for Medium-sized creatures. Alternatively, eight such Small-sized armors could be made, or two Large-sized ones, or a single suit of masterwork hide armor for a Huge creature. In all cases, enough hide is available to produce a light or heavy masterwork shield for each suit of armor crafted.

Armor made from island behemoth hide grants its wearer damage reduction of 5/magic, and a +4 bonus on Fortitude saves versus death effects. Finally, the armor's wearer can move through difficult terrain without penalty.

Chamolith

This huge reptile looks like an overgrown chameleon with a horned crest on its head and several large spikes at the end of its tail. Though this creature is massive its mastery of illusions makes it nearly impossible to spot.

CHAMOLITH

CR 9

XP 6,400 N Huge magical beast Init +5; Senses darkvision 60 ft., low-light

vision; Perception +7

DEFENSE

AC 22, touch 9, flat-footed 21 (+1 Dex, +13 natural, -2 size)

hp 114 (12d10+48)

Fort +12, Ref +9, Will +6

OFFENSE

Speed 40 ft., climb 40 ft.

Melee 2 claws +17 (1d8+7), bite +17 (1d10+7), tongue +15 (1d6+3 plus grab), spiked tail +15 (1d8+3)

Space 15 ft.; Reach 15 ft. (40 ft. with tongue) Speacial Attacks illusionary skin (DC 20), sticky tongue

STATISTICS

Str 24, Dex 12, Con 18, Int 1, Wis 15, Cha 12 Base Atk +12; CMB +19; CMD 30 Feats Alertness, Improved Initiative, Multiattack, Power Attack, Skill Focus (Perception), Skill Focus (Stealth) Skills Climb +15, Perception +7, Stealth +22; Racial Modifiers +12 Stealth SQ natural invisibility

ECOLOGY

Environment the eastern forest of Kawa'lea island

Organization solitary or pair

Treasure incidental

SPECIAL ABILITIES

Illusionary Skin (Su): A chamolith has such control over its appearance, that it can actually cause its skin to resemble things other than its immediate environment, and in great detail. This functions as the spell *major image*, except that the effect is limited to the area that the chamolith occupies, and the chamolith need not concentrate to maintain the effect. The illusion need not take up the entirety of the chamolith's body. It could, for example, use this ability to make just the inside of its mouth appear to be a bird's nest. The save DC for this ability is Constitution-based.

Natural Invisibility (Ex): A chamolith can make itself invisible at will as a swift action. This invisibility is constant, even if the chamolith attacks, and cannot be dispelled by *dispel magic* and similar effects. The chamolith can become visible again with a swift action. Against foes that cannot pinpoint it, the creature gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in the statistics above.

Sticky Tongue (Ex): Once per hour as a fullround action, a chamolith can secrete a sticky substance that covers the fleshy mass on the end of its tongue; this sticky substance functions exactly like *sovereign glue*, except it doesn't stick to the inside of the chamolith's mouth and it only dries (gluing a creature or object to the end of the tongue) when it strikes or is struck with an amount of force equal that of a successful attack. Finally, the substance dries instantly, rather than requiring 1 round to dry. Once a glued creature is in the chamolith's mouth, its tongue secrets a second substance (similar to universal solvent) that dissolves the glue, allowing the chameleon to swallow the creature without swallowing its own tongue.

This huge reptile is closely related to the common chameleon, though it appears to be a magically enhanced prehistoric relative, and probably bears a more immediate resemblance to dinosaurs than to their smaller, color-changing cousins. Their natural invisibility makes it difficult to find out exact details to their appearance. Even in death, a chamolith's body does not revert to its natural coloring, if it has one, instead "locking" into place in whatever coloration the chamolith was using to hide itself at the time. In this way, a chamolith that died in the jungle and was dragged out onto the plains would simply look like a chamolith-corpseshaped piece of jungle.

The chamolith is a very dangerous and effective ambush predator that uses its natural
invisibility to catch their prey unawares. More than their ability to blend in perfectly with their surroundings, however, they also possess extraordinary control of their skin pigmentation, allowing them to actually make their skin look like something that isn't actually there, effectively creating illusions on their own body. Chamoliths typically employ this ability by disguising their mouth or tongue as something tasty (magical fruit, nests full of eggs, and small, sleeping animals are favorites), and then waiting for something to go for the bait. Once they do, the chamolith quickly devours them whole.

This illusory ability is also used when it comes time for a chamolith to attract a mate, and the brief chamolith mating season, chamolith males trade in their invisible coloration, instead causing their scales to become a constant rippling and swirling pattern of every color imaginable, as they try to outshow their various rivals.

When numbers permit, a male chamolith generally forms a "harem" of 3 to 10 female chamoliths during the mating season. While male chamoliths rarely fight over females (instead competing using their color patterns), female chamoliths in a harem will actually challenge new females in the harem

before allowing them to join. This combat is brief, and usually ends without much injury: if the new female can defend herself well enough that the fight might turn deadly, the other females accept her. If not, she surrenders and begins searching for another mate.

At the end of the mating season (which typically lasts about eight weeks, including courtship) each chamolith female lays a clutch of 2-4 eggs, which she burys at the base of a tree. The male and female chamoliths go their separate ways at this point, as chamoliths do not mate for life, and are typically solitary creatures. After 6-8 months, the eggs hatch, and the young chamoliths are left to fend for themselves.

Adult chamoliths generally measure 25 - 30 feet in length, and weigh around 10,000 pounds, with the males usually much smaller and less aggressive than the females.

The chamolith's tongue glands can be useful in constructing sovereign glue and similar sticky magical items. A single chamolith's glands count as 600 gp worth of raw materials, offsetting the total cost of the item's final creation. These glands can be harvested from a chamolith's body with a successful Heal, Knowledge (nature), or Survival check (DC 15), and remain usable for about five days before rotting, unless they are magically or otherwise preserved.

Because a chamolith's hide retains its appearance after death, the skin of chamoliths who died in interesting surroundings are highly valued as material for clothing or decoration, and some Uktan hunters have taken to capturing chamoliths and killing them in idyllic surroundings, then harvesting the decorative hide. Such hides could be traded with the Uktan, and might well fetch somewhere between 2,000 and 4,000 gp in civilized society.

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Chitinfin Swarm

These amphibious, flying creatures are best described as fish, though they breathe air as well as water, and fly through the air as though it were water. Their silvery bodies are covered in chitinlike plates more reminiscent of an insect than a fish.

CHITINFIN SWARM

CR7

XP 3,200

N Tiny magical beast (aquatic, swarm) Init +4; Senses darkvision 60 ft., scent; Perception +14

DEFENSE

AC 23, touch 11, flat-footed 23 (+13 natural, +1 size)

hp 85 (9d10+45)

Fort +12, Ref +7, Will +4

Defensive Abilities half damage from weapons, swarm traits

OFFENSE

Speed 10 ft.; fly 30 ft. (perfect); swim 30 ft. **Melee** swarm (2d6 plus distraction)

Space 10 ft.; Reach o ft.

Special Attacks distraction (DC 19)

STATISTICS

Str 20, Dex 10, Con 20, Int 2, Wis 12, Cha 16 Base Atk +9; CMB —; CMD —

Feats Alertness, Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Perception)

Skills Fly +12, Perception +16, Swim +13 SQ amphibious

ECOLOGY

Environment the beaches, plains, and forests of Kawa'lea island

Organization solitary, pair, school (3 - 8 swarms)

Treasure incidental

SPECIAL ABILITIES

Chitinfins are a species of tiny insect-like fish. Unlike other fish, chitinfins are covered in a chitinous shell, rather than scales. These shells are decorated with bright colorful markings, which cause their shoals to appear as an undulating mass of color. Each chitinfin's markings is unique, though the differences are often subtle and difficult to detect.

Chitinfins are capable of effortlessly propelling themselves through both water and air with the use of their four wing-like pectoral fins. Specially adapted to be able to hunt in any terrain, chitinfins are equally at home underwater or in the air, using their gills to breathe underwater and absorbing oxygen through tiny holes in their chitinous shell while above water.

Ravenous and unrelenting hunters, chitinfins are constantly on the move, and nearly always hungry. Because they travel in large swarms, they regularly attack creatures much larger than themselves, and will, for the most part, attempt to devour anything that moves, using the multiple rows of needle-sharp teeth that fill their mouths to strip flesh from bone in seconds.

While they do spend most of their time in the water, they will not hesitate to chase fleeing prey onto land. Most of the island's natives have learned to search for cover when they hear the buzzing sound created by the many small wings of a chitinfin swarm.

Chitinfins can be found in any and all of the island's waterways, including the lagoon and the nearby ocean, the caldera at the top of Mount Kawa'lea, and the island's various rivers, lakes, and marshes. During the monsoon season, when the chitinfin spawn, their numbers swell dramatically, sometimes to as much as four times their normal number, making the flooded marshes and jungles a truly dangerous prospect.

Most islanders consider chitinfins a nuisance at best, while others see them as a scourge upon the island, and still others must take constant care not to be devoured by them. Chitinfin populations have been slowly rising for several decades now, and they threaten to drive a number of other exotic species of island fish to extinction.

Chitinfins normally tend to grow to be between 5.5 to 10 inches long, with some specimens growing up to 17 inches in length.

Crab Jelly

These ponderous creatures skitter about the surf, occasionally wandering onto dry land. They have the body and pincers of a crab, but from the bottom erupt a mess of short, stubby tentacles, which allow it to shuffle about. A pair of longer tentacles allow it to manipulate its surroundings.

CRAB JELLY

CR4

XP 1,200 N Small magical beast (aquatic) Init +3; Senses darkvision 60 ft., low-light vision; Perception +4 DEFENSE AC 24, touch 11, flat-footed 23 (+13 natural, +1 size) hp 47 (5d10+20) Fort +7, Ref +4, Will +2 OFFENSE Speed 15 ft., Swim 30 ft. Melee 2 claws +7 (1d4+2 plus grab), 2 tentacles

+2 (1d4+1 plus stunning tentacles) **Special Attacks** constrict (1d4+2), numbing tentacles (DC 15), poisonous barbs

STATISTICS

Str 14, Dex 10, Con 16, Int 1, Wis 12, Cha 6 Base Atk +5; CMB +6; CMD 20 Feats Diehard, Endurance, Toughness Skills Perception +6, Survival +7, Swim +10; Racial Modifiers +4 Perception SQ defensive build, water dependency ECOLOGY Environment the beaches and reef on and around Kawa'lea island Organization solitary or swarm (4-12) Treasure incidental

SPECIAL ABILITIES

Defensive Build (Ex): A crab jelly's squat build and hard shell grant it a +4 racial bonus to CMD.

Numbing Tentacles (Ex): A crab jelly's tentacles are coated in a mild, paralytic poison that numbs creatures hit with them. A creature struck by the jelly's tentacles must succeed on a Fortitude save (DC 15) or suffer a -2 penalty to attack rolls, AC, and reflex saves for one round. The save DC is Constitution-based. **Poisonous Barbs (Ex):** Creatures that attack a crab jelly with natural weapons or melee nonreach weapons risk getting poisoned by the poisonous spines that cover the crab jelly's back. Creatures that successful hit a crab jelly with those attacks must make a Fortitude save or be affected by the crab jelly's poison.

Poison (Ex): Poisonous spines—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d4 Dex; cure 1 save. The save DC is Constitutionbased.

Water Dependency (Ex): Crab jellies can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.

Crab jellies are a strange species of crustaceans which appear to be a combination of several different species of marine life. It has the shell and pincers of a crab, but the top of its shell is covered in venomous spines like a sea urchin. The crab jelly crawls about on tiny jellyfish-like tentacles, while using its longer, octopus-like tentacles to manipulate objects. Its spines and tentacles secrete a venom that can paralyze an adult human easily.

Since crab jellies are mainly aquatic creatures they tend to live in the wetter portions of the island, such as the beach and reef, though much larger relatives of the crab jelly, known as monstrous crab jellies (9 HD, giant crab jelly, CR 7) can be found in the swampy jungle. This larger species of crab jelly possesses a much more toxic venom that its spines secrete (inflicts Constitution damage instead of Dexterity damage).

Crab jellies tend to be omnivores, eating sea weed and algae as well as small fish or any other animals they can get their claws on. A lone crab jelly tends towards kelp or smaller prey, but when they are in large numbers they become much more bold, attacking Medium or larger prey.

Crab jellies generally grow to be up to a width of around 2 feet, and weigh around 30 pounds. Crab jellies are prized for exquisite taste and live ones can be sold for around 300 gp.

Forgebelly Fish

These massive fish have huge mouths lined with hundreds of tiny needle-like teeth, and even huger bellies, which appear to be enormous sacs of glowing red flesh beneath the rest of the fish's body.

CR 11

FORGEBELLY FISH

XP 12,800

N Huge magical beast (aquatic) Init +0; Senses darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 29, touch 8, flat-footed 29 (+21 natural, -2 size)

hp 161 (14d10+84)

Fort +16, Ref +9, Will +6

Immune fire

OFFENSE

Speed 5 ft.; swim 50 ft. Melee bite +21 (2d6+12 plus grab)

Space 15 ft.; Reach 10 ft.

Special Attacks breath weapon (80 ft. line, DC 22, 8d10 fire), suction, swallow whole (1d8+14 plus 8d10 fire, AC 20, hp 16)

STATISTICS

Str 26, Dex 10, Con 20, Int 1, Wis 14, Cha 6 Base Atk +14; CMB +26; CMD 36 Feats Endurance, Great Fortitude, Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (bite) Skills Perception +19, Swim +16

SQ extreme capacity

ECOLOGY

Environment the reefs and ocean surrounding Kawa'lea island

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Extreme Capacity (Ex): Because a huge proportion of the forgebelly fish's body is its massive belly, it can use its swallow whole and suction abilities on creatures up to its own size category.

Suction (Ex): When a forgebelly fish first opens its mouth, it creates a massive amount of suction, potentially drawing in unlucky creatures into its mouth. When the forgebelly fish opens its mouth it can attempt to draw in and swallow nearby creatures. The forgebelly fish makes a combat maneuver against up to two creatures that are within 60 feet of the fish, on a success this creature is automatically swallowed whole.

Forgebelly fish are a huge type of fish that tend to dwell in the coastal areas of the island, as well as the caldera lake at the top of Mount Kawa'lea. They are equally adept at living in both fresh water and salt water. Forgebelly fish are most notably recognizable by their bulbous, translucent belly, which glows a dull and angry red. This fiery marking serves as a warning and deterrent to other predators.

The insides of a forgebelly fish are an alchemist's dream of chemical mixtures, which create an intense heat within the creature's massive digestive sac, roasting anything it consumes alive. The forgebelly can also use these chemicals to breathe forth a line of boiling water, scalding any predators or other threats in its path, and disorienting fleeing prey.

A forgebelly fish is 28 feet long and weighs 7,500 pounds. The forgebelly fish's fire glands can be used to make *elixir of fire breath* or similar fiery liquids. A single forgebelly fish's fire glands count as 1,000 gp worth of raw materials, offsetting the total cost of the item's final creation.



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Mantrix

The woman before you suddenly grins evilly and transforms before your eyes into a huge, mantis-like monster, with jagged talons and sharp, wicked-looking mandibles. It cackles gleefully as it attempts to lop off your head.

MANTRIX

CR₇

XP 3,200 N Large magical beast

Init +4; Senses darkvision 60 ft., low-light

vision; Perception +16

DEFENSE

AC 19, touch 14, flat-footed 14 (+4 Dex, +1 dodge, +5 natural, -1 size)

hp 76 (9d10+27)

Fort +9, Ref +10, Will +3

OFFENSE

Speed 30 ft.; climb 30 ft., fly 40 (poor) **Melee** 2 claws +12 (2d6+4 plus bleed/19-20) and bite +12 (1d4+4)

Space 10 ft.; Reach 10 ft.

Special Attacks bleeding strikes, devour head, lunge, sudden strike

STATISTICS

Str 18, Dex 18, Con 17, Int 14, Wis 10, Cha 16 Base Atk +9; CMB +14 (+18 grapple); CMD 28 (32 vs. trip)

Feats Dodge, Improved Natural Attack (claw), Mobility, Skill Focus (Bluff), Spring Attack Skills Bluff +15, Climb +12, Fly +7, Perception +16, Stealth +13 (+21 in forests); Racial Modifiers +4 Perception, +4 Stealth (+12 in forests)

SQ assume form

ECOLOGY

Environment anywhere on Kawa'lea island Organization solitary

Treasure standard

SPECIAL ABILITIES

Assume Form (Su): A mantrix can assume the forms of the creatures whose heads it has devoured in the last 2 days. This functions as the spell *polymorph*, except that the effect lasts indefinitely, and additionally the mantrix gains all of the devoured creature's armor and weapon proficiencies, as well as the ability to use any spell trigger or spell completion items that the devoured creature was capable of using, for the duration of the effect. The mantrix can end return to its normal form as a standard action. A mantrix that hasn't devoured the head of a creature can't use its assume form ability.

Bleeding Strikes (Ex): A mantrix's claws are serrated and sharper than steel, they also secret a type of liquid that prevents blood clotting. Its claw attacks inflict 2d6 points of nonlethal bleed damage. This bleed damage can only be stopped by magical healing.

Devour Head (Ex): A mantrix can attempt to devour the head of a helpless or pinned creature as a full round action which provokes attacks of opportunity. The target must be alive, be no larger than the mantrix, and have a head. The mantrix performs a special coup de grace against the creature which inflicts 2d12+16 points of damage. The creature must then succeed on a Fortitude save (DC 10 + damage dealt) or die instantly. If the creature is slain by this attack, the mantrix devours the creature's head.

Lunge (Ex): A mantrix's limbs are capable of reaching much farther than normal for a creature of its size. As a full-attack action, it can make a single attack with each of its claws at double its normal reach. A giant mantis cannot make attacks of opportunity with this ability.

Sudden Strike (Ex): A giant mantis is particularly adept at moving quickly when its foes are surprised. During a surprise round, a giant mantis may act as if it had a full round to act, rather than just one standard action.

One of Kawa'lea's more cunning and grim species, the mantrix in its natural state most closely resembles the humble preying mantis insect, and most likely these creatures share some common ancestry with those creatures, though the magical energies of the island have caused them to grow and mutate over the generations into their current form.

Standing at roughly 8 feet tall and 16 feet long, and weighing around 700 pounds, mantrixes cut an imposing visage. They have the long abdomens of preying mantises, as well as the wings and the tell-tale scythe-like arms. The largest visible difference between a mantrix and a more mundane giant mantis is its head. While a mantrix still possesses large, wicked mandibles, the rest of its head is disturbingly humanoid, and is not covered by the creature's chitinous exoskeleton. Its flesh in this area is a sickly, pale green several shades duller than its carapace, and it has long, stringy black hair. It does not have compound eyes, but rather black, empty pools. Its jaw (which is lined with dozens of needle-thin teeth) can unhinge like a snake's allowing it to swallow large objects, specifically severed heads.

Mantrixes are carnivorous, and their preferred method of hunting is by using their assume form ability to lure their prey into letting the mantrix within arm's reach, charming or seducing intelligent prey as necessary. Once the situation is to their advantage, they strike, seizing the unfortunate creature in their large, jagged arms, and pinning it while their mandibles decapitate it.

Though mantrixes always devour a creature's head first, it would be wrong to assume that they subsist entirely on severed heads: they simply need to devour a creature's still-living head in order to use their assume form ability. Once the creature is dead, the mantrix eagerly goes to work on the rest of the body, which is usually devoured in an hour or so in the case of Medium-sized creatures, and is completely consumed, bones and all.

One of the most striking aspects of the mantrix is the fact that it is truly intelligent, despite clearly being a product of Kawa'lea's unique ecosystem. Few of the species unique to the island do develop sentience, which raises the question of why mantrixes have.

The answer is clearly not that mantrixes have a complex society: in fact, mantrixes seem to have no society or culture whatsoever, as a race. There are no mantrix villages, and mantrixes do not gather in groups, not even families, mated pairs, or parent and young. Any two mantrixes that meet in the wild will immediately attempt to slay one another, and it seems that a mantrix's favorite meal is, in fact, other mantrixes. The creatures don't even speak when they are in their natural form, only bothering to do so when they have assumed the form of another intelligent creature, and are trying to lure another victim to his death.

Some of the few scholars who have been able to study the island's ecology have theorized that the mantrix was actually purposefully created, rather than having evolved as a product of outof-control life magic. They believe that some intelligent force on the island wanted to ensure that the various civilized races that lived on the island (such as the Uktan, and the creatures making up the Herd) had their populations kept in check, and so created a predator specially suited for this task. The fact that mantrixes seem to infinitely prefer intelligent prey over unintelligent supports this theory, as does their odd mating habits.

Mantrixes are an all-female race, and are dependent on other species to fertilize their eggs. Roughly once per year, shortly after the island's monsoon season ends, the mantrix begins seeking out a mate. They almost always prefer an intelligent species for this, though there is no evidence that it is required. After devouring the head of a female of the desired mate's species, the mantrix assumes its form and uses it to mate. Once finished, it is all too happy to devour its partner. It lays a clutch of eggs about a month later, which, after another month, produces anywhere from 6 to 12 infant mantrixes. The eggs are left in a protected place, then abandoned, and the new mantrixes are left to fend for themselves.

In theory, because mantrixes are intelligent, it might be possible to reason with them, but so far any attempts to reach out to members of the race have not been particularly successful. While they are sentient, their mindset is very insectile and alien, and their thoughts and goals seem generally incomprehensible to most humanoid species. That said, if the offer in question was going to further the mantrix's ability to hunt (for example, taking it off of the island) it might very well prove amenable, although it likely would not prove a very trustworthy business partner.

Megastrige

This distant relative of the stirge is far larger and more primal, being about the size of a dog. Its body is fatter and more bloated than a normal stirge, and its wings fill the air with a thick, persistent humming noise.

MEGASTRIGE

CR4

XP 1,200

N Small magical beast

Init +3; Senses darkvision 60 ft., low-light

vision, scent; Perception +8

DEFENSE

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 natural, +1 size) hp 37 (5d10+10)

Fort +6, Ref +7, Will +1

Immune mind-affecting

OFFENSE

Melee touch +9 (attach) or bite +9 (1d4 plus poison and diseased)

Special Attacks blood drain, diseased, hypnotic buzz

STATISTICS

Str 10, Dex 17, Con 14, Int 2, Wis 10, Cha 6 Base Atk +5; CMB +4 (+16 grapple when attached); CMD 17 (25 vs. trip) Feats Ability Focus (hypnotic buzz), Ability Focus (poison), Weapon Finesse Skills Fly +9, Perception +8

ECOLOGY

Environment anywhere on Kawa'lea island **Organization** solitary, colony (2–4), flock (5–8), storm (9–14 plus an equal number of striges), or swarm (15–40 plus an equal number of striges) **Treasure** none

SPECIAL ABILITIES

Attach (Ex): When a megastirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. An attached megastirge is effectively grappling its prey. The megastirge loses its Dexterity bonus to AC and has an AC of 15, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A megastirge has a +12 racial bonus to maintain its grapple on a foe once it is attached. An attached megastirge can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the megastirge is removed.

Blood Drain (Ex): A megastirge drains blood at the end of its turn if it is attached to a foe, inflicting 1d4 point of Constitution damage and exposing them to the megastrige's poison. Once a megastirge has dealt 12 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the megastirge's appetite has been sated, the megastirge detaches and seeks a new target.

Diseased (Ex): Due to the stagnant swamps in which they live and their contact with the blood of numerous creatures, megastirges are harbingers of disease. Any creature subjected to a megastirge's blood drain attack has a 15% chance of being exposed to filth fever, blinding sickness, or a similar disease. Once this check is made, the victim can no longer be infected by this particular megastirge, though attacks by different megastirges are resolved normally and may result in multiple illnesses.

Hypnotic Buzz (Ex): As a move action, a megastirge can cause its wings to brush together at high speeds, creating a humming sound which fascinates the megastirge's prey. All humanoid creatures within 30 feet of the megastirge that can hear it must succeed on a Will save (DC 16) or be fascinated by the sound. The save DC is Constitution-based.

Poison (Ex): Attach/Bite—injury; save Fort DC 16; frequency 1/round for 6 rounds; effect 1d4 Strength damage; cure 2 saves. The save DC is Constitution-based.

These larger relatives of the more common stirge are roughly the size of a small dog or halfling. They are more agressive and far deadlier than their smaller kin, and unlike such creatures, will drain an average humanoid completely of blood before becoming satiated. They use the low thrumming sound of their wings to hypnotize and confuse their prey, then immediately begin draining as much blood as possible. They usually congregate into large groups, which often contain large numbers of regular stirges, as well.

Plague Beast

This lumbering and hairless creature's skin is cracked and broken, with pus oozing from beneath. Its odor is far more distinct than its appearance, however, and it stinks of death and decay.

PLAGUE BEAST

CR 8

XP 4,800 N Huge magical beast

Init –1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +4

Aura stench (30 ft., DC 22, 10 rounds)

DEFENSE

AC 22, touch 7, flat-footed 22 (-1 Dex, +15 natural, -2 size) hp 116 (8d10+72)

Fort +16, Ref +5, Will +4

Defensive Abilities disease host

OFFENSE

Speed 40 ft.

Melee bite +14 (2d6+7), 2 claws +13 (1d8+7) Special Attacks breath weapon (40 ft. cone, DC varies), stench

STATISTICS

Str 24, Dex 8, Con 26, Int 2, Wis 18, Cha 6 Base Atk +8; CMB +17; CMD 26 Feats Endurance, Great Fortitude, Toughness,

Weapon Focus (bite)

Skills Perception +13

ECOLOGY

Environment the eastern forest, beaches, and mountain of Kawa'lea island **Organization** solitary

Treasure incidental

measure meldental

SPECIAL ABILITIES

Breath Weapon (Su): A plague beast's breath weapon does not deal normal damage, but instead exposes each creature within the blast to a highly virulent strain of each disease the plague beast is currently infected with. Each creature in the area must immediately make a saving throw to resist each of those diseases, using the disease's normal DC +2. Any creatures that contract a disease in this way are affected by it immediately, bypassing the normal incubation period.

Diseased Host (Ex): A plague beast is immune to the effects of diseases, but is still capable of

carrying and spreading diseases. A given plague beast is infected with 1d6+1 diseases at any given time. The most common diseases that plague beasts carry are blinding sickness, demon fever, devil chills, filth fever, mindfire, red ache, and slimy doom.

Plague beasts are huge, disgusting creatures that are thankfully found only on Kawa'lea. Their sickly, almost half-dead appearance masks their robust and deadly nature. The plague beast's unique immune system allows them to carry diseases but not actually be harmed by them, acting instead as a perfect incubator. They, in turn, use their diseases both as a defense against predators and as a way to capture prey.

Plague beasts tend to be solo hunters, when not subsisting on carrion. They are known for ambushing their prey, exposing it to whatever diseases the beast itself is carrying, via its breath weapon. If the immediate onslaught of disease is not enough to render the target easy prey, the plague beast lets it escape, but begins tracking it, waiting for the disease to bring the creature low before striking. Then the plague beast will stalk its prey for many days or even weeks, waiting for the diseases to bring its prey to the brink of death, ensuring an easy kill for the plague beast. Even though a plague beast could probably kill most of the creatures they prey upon without the aid of their diseases, most would rather not work so hard for their meals.

It is said that eating the flesh of a plague beast actually increases one's resistance to diseases, and this is true, after a fashion. A character who consumes plague beast flesh recieves a +4 alchemical bonus on Fortitude saves made to resist diseases for the next 7 days. At the same time, however, no matter how well-prepared the meat is, there is still a 33% chance that the character will be exposed to 1d4 of the diseases the plague beast was carrying, and be forced to save against them normally.

Plague beasts are generally 26 feet tall and weigh around 8,000 pounds.

Puppeteer Plant

This vine-like plant appears to be nothing so much as a harmless piece of flora. A number of long, ropy vines ending in sharply barbed tips come together in the center to form a tight wad of plant-flesh, with a single bright red flower in its center.

PUPPETEER PLANT

CR 10

XP 9,600

N Medium plant

Init +3; **Senses** low-light vision, tremorsense 60 ft.; Perception +0

DEFENSE

AC 23, touch 13, flat-footed 20 (+3 Dex, +10 natural)

hp 127 (15d8+60)

Fort +13, Ref +7, Will +5

Immune plant traits; Resist electricity 10, fire 10

OFFENSE

Speed 5 ft.

Melee 2 slams +16 (1d6+5)

Special Attacks burrowing tendril, implant

seed, paralyzing pollen (DC 21)

STATISTICS

Str 20, Dex 16, Con 18, Int -, Wis 10, Cha 6 Base Atk +11; CMB +16; CMD 29

SQ meat puppet

ECOLOGY

Environment the forests and plains of Kawa'lea island

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Burrowing Tendril (Ex): As a full-round action, a puppeteer plant can extend a sharp, barbed tendril into the body of an adjacent, unresisting creature. The target must be at least Small size, either helpless, willing, or dead, and have a body made primarily of flesh and bone. If the creature is alive, it must succeed on a Fortitude save (DC 21) or die instantly as the tendril plunges into the creature's heart. Even if the save is successful, the target still takes 3d6 points of piercing damage. The save DC is Constitution-based.

If this successfully slays the victim, or the target was already dead, the plant may choose to move into the target's body, boring open a space within the corpse for the plant's body. Depending on the nature of the corpse, this may allow the puppeteer plant to use its meat puppet ability.

Implant Seed (Ex): Whenever the puppeteer plant uses its burrowing tendril ability, if it does not choose to inhabit the target's body, it may instead choose to deposit a single seed in the hole. This seed matures in 1d8 days, at which point it grows into a new puppeteer plant, which grows inside of the corpse, and may be able to use it for its meat puppet ability.

Meat Puppet (Ex): A puppeteer plant that is successfully inhabiting the corpse of humanoid or monstrous humanoid that is no smaller than Small and no larger than Large can use its vines and tendrils to animate the corpse, acting as a sort of grotesque mannequin.

When inhabiting a body in this way, a puppeteer plant gains a number of benefits, based on the nature of the corpse it inhabits. It gains its host's base movement speed (but not any other movement types), and uses either its natural armor bonus or the host's, whichever is higher. If the host had natural attacks (such as a claw or bite attack), the puppeteer plant can use those attacks instead of its own natural attacks, though it uses its own base attack and Strength modifiers. The puppeteer plant cannot make more than four natural attacks in a turn, regardless of the number of natural attacks its host may have possessed. Finally, any attacks that would damage a puppeteer plant inhabiting a meat puppet deal half their damage to the corpse it inhabits, instead. Once a puppeteer plant's meat puppet has taken 30 points of damage, it is destroyed, and the puppeteer plant can no longer inhabit that corpse.

Paralyzing Pollen (Ex): A puppeteer plant is covered in a thin layer of toxic pollen, which is released into the air as it moves. Whenever a puppeteer plant hits a creature with its slam attack, or whenever a creature hits the puppeteer plant with a melee attack made with a non-reach weapon, that creature must succeed on a Fortitude save (DC 21) or be paralyzed for 1 round. The save DC is Constitution-based. These grotesque plants feed on dead animal tissue, and manipulate the bodies of corpses in order to move about in search of prey, as well as a suitable place to implant seeds. At its core, a puppeteer plant is little more than a large bulbous wad of plant matter, from which extend 8 to 12 long vines, each about as thick as a rope. These vines are quite strong, and capable of highly delicate movement, and the puppeteer plant uses them to move its host about, wrapping the vines around the corpse's limbs and manipulating them like a puppet, which is how the plant received its name.

Contrary to what one might expect, this macabre hi-jacking is not designed as camouflage, and very few creatures indeed would be fooled into believing that the shambling, vine-wrapped corpse a puppeteer plant was inhabiting was, in fact, a living member of the species. Instead, it seems to be primarily a concern of protecting the plant from the attacks of both its predators and its prey, as well as being a faster mode of transportation than attempting to drag itself along the ground.

The other major use that a puppeteer plant has for the corpses of various animal creatures is to use them as incubators and fertilizer for their young, implanting their seeds into the creature's body. Puppeteer plants do this as often as they are able, which is good for the species, because while corpses do provide an excellent source of nutrients, as well as protection from the elements, they also tend to attract predators and scavengers, and if the corpse is consumed before the seed is able to mature, then the young puppeteer plant will not be able to do anything to resist being consumed and digested, as well. For this reason, puppeteer plants often remain near any offspring that they have implanted until they mature, at

which point the highly-territorial puppeteer plant either leaves the area, or else drives its offspring away.

For the most part, puppeteer plants spend their entire lives inhabiting one body or another, moving from one to the next as they begin to decay and rot, or simply fall apart from the strain of being used as the puppeteer plant's meat shield. In rare cases, though, a pupeteer plant does find itself devoid of a host. This usually happens because the body it was inhabiting was destroyed in combat, but occasionally other situations (such as a long fall, or simply going a long time without finding a suitable host body) can cause a

puppeteer plant to find itself in this state.

> In such an event, the plant's first priority is for its own safety, and if it is engaged in combat, it will typically flee at this point, unless one of its foes is already dead or paralyzed, in which case it attempts to take them as a new host.

If it is not in combat, or no suitable hosts are available and it is force to flee, the plant will usually settle down to wait for prey. Puppeteer plants can will themselves to flower, creating a beautiful yellow blossom roughly the size of a man's head. The center of this flower is a dark, blood red, giving the whole thing a look remniscient of an eye. The plant typically only bothers to grow flowers when stranded without a corpse, and it uses this flower to attract creatures, which it promptly attempts to paralyze with its pollen. In desperate cases, where the plant's lure goes untaken, and it begins to starve, it will begin crawling slowly through the jungle searching for a corpse to inhabit, and attacking any creature it sees in an effort to make one, if necessary.

Spellvine

This strange, four-legged creature appears to be composed entirely of vines and brambles massed together. A number of these tendrils flare open to reveal a sort of mouth, and it charges forward, snarling.

SPELLVINE

CR 6

XP 2,400
N Medium plant
Init +3; Senses low-light vision, scent;
Perception +1
DEFENSE
AC 19, touch 13, flat-footed 16 (+3 Dex, +6
natural)
hp 67 (9d8+27)
Fort +9, Ref +6, Will +4
DR 5/slashing; Immune plant traits; Resist
electricity 5, fire 5
OFFENSE
Speed 50 ft., climb 30 ft.
Melee bite +10 (1d6+2 plus dispel magic), 4
tentacles +5 (1d4+1)
Space 5 ft.; Reach 5 ft. (10 ft. with tentacles)
Special Attacks devour magic, magical growth
STATISTICS
Str 14, Dex 18, Con 16, Int -, Wis 12, Cha 8
Base Atk +6; CMB +8; CMD 21
ECOLOGY
Environment the eastern and western forests
and plains of Kawa'lea island
Organization solitary, pair, or pack (4-12)
Treasure incidental
SPECIAL ABILITIES

Devour Magic (Su): A spellvine's bite attack dispels magic on a successful hit, as the targeted dispel version of the *dispel magic* spell. If a spell is successfully dispelled or suppressed in this way, the spellvine heals 1 point of damage per level the spell possessed.

Magical Growth (Su): Whenever a spellvine is affected by a hostile spell, it grows in size and becomes stronger and more durable. For the purposes of this ability, a hostile spell is any spell that allows a saving throw or requires a touch attack, and is not described as "harmless." When the spellvine is grown, it gains a +4 enhancement bonus to its Strength and Constitution scores, as well as a +2 size bonus to its CMB and CMD. This bonus persists for 1 minute, and multiple instances of this ability do not stack.

Spellvines are a strange omnivorous form of plant monster that takes the general form of a wolf or other canine, made up of a mass of vines and other plant matter, with a pair of tentacle-like vines growing from its shoulders. They are generally carnivorous, but are also known to supplement their diet with various types of fruit. Spellvines seem to prefer food that is rich in magic, so they most commonly prey upon the arcanum birds that are native to Kawa'lea, or search out magical fruits. This preference of magical sustenance is probably a side-effect of the curious way a spellvine's body reacts to spells, drawing in the magical energy and converting it into temporary biomass, increasing the creature's size, strength, and stamina. This process may not protect the spellvine from the spell, but it does allow it to better incapacitate the caster.

Spellvines tend to live within either of the island's jungles. Those that live in the deeper and darker portions of the jungle are known to climb up into the jungle's canopy and sun themselves in order to get the daily amount of sunlight that they require to be able to process and digest their meals. Spellvines live in packs consisting of between 4–12 spellvines. These packs patrol large portions of the jungle which that pack considers its territory. They are highly territorial, and fights over territory are not uncommon. The packs will attack each other until either one pack is left or what's left of both packs combines to make a new pack.

Generally, a spellvine stands from 2-3/4 to 3-1/2 feet tall at the shoulder and weighs between 55 and 175 pounds. The body of a slain spellvine can be made into a fertilizer for fruit trees that causes the next fruits grown by the tree after the fertilizing to become magic fruit (see magical vegetation, under magical properties, near the beginning of the book, for more information). This fertilizer affects fruit trees on or off the island, and a tree can only grow a total of 2d4 magical fruits per dose of the fertilizer.

Uktan

This large creature resembles nothing so much as a gorilla or other ape, though its forelimbs are somewhat shorter, and it seems relatively well accustomed to walking upright. It still looms well over even tall men, and has muscled arms the size of small tree trunks.

UKTAN XP 1,600

CR 5

N Large monstrous humanoid Init +1; Senses darkvision 60 ft., scent;

Perception +13

DEFENSE

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size)

hp 73 (7d10+35)

Fort +8, Ref +6, Will +8

Defensive abilities ferocity

OFFENSE

Speed 40 ft.

Melee 2 claws +12 (1d8 + 5), bite +12 (1d6 + 2)

STATISTICS

Str 20, Dex 12, Con 18, Int 8, Wis 16, Cha 10 Base Atk +7; CMB +12; CMD 23

Feats Great Fortitude, Improved Initiative,

Toughness, Weapon Focus (claw)

Skills Climb +15, Perception +13, Survival +13

Languages Common, Uktan

ECOLOGY

Environment the eastern forest of Kawa'lea islan **Organization** solitary, pair, hunting party (1d6 plus one 3rd-level warrior), or tribe (5d12 plus 2d6 3rd-level warriors plus one barbarian of at least 5th level)

Treasure standard SPECIAL ABILITIES

The uktan are a race of savage ape-men that closely resemble gorillas. Unlike most primates of their size, they are fiercely intelligent, and have their own culture and language, something that makes them more or less unique on Kawa'lea.

The uktan are, in fact, probably Kawa'lea's most civilized indigenous population, because while, for example, members of the Herd on the plains might be more accomodating to travelers, the Uktan actively use tools, and have a social hierarichy (albeit primitive ones, in both cases). Additionally, while the origins of the Herd and similar groups on the island are mixed at best, and contain many immigrants to Kawa'lea, the uktan have been on the island for as long as legends can recall, and in fact the uktan themselves believe that they were the island's original inhabitants, and that they built the great temples in the eastern and western jungles.

Whether or not these claims are true, there is no disputing that the uktan have lived on the island for quite some time. In fact, it is somewhat unusual that their race hasn't mutated over the centuries of exposure to Kawa'lea's excessive life energies, as many other strange races on the island have. One theory is that the uktan were once humans or elves or similar creatures, and that they have in fact been mutated, slowly regressing into a more and more primitive and apelike society, until one day they will truly cease to be intelligent altogether. Another theory is that precisely because their race has lived on the island for so long, they have become immune to that in particular aspect of its magic.

Of course, it's also possible that the uktan's strict policy of killing anyone and anything that shows signs of mutations (such as those gained after being rejuvenated) might have something to do with their race's relatively mundane features. The uktan, in fact, ascribe a quasi-religious significance to these mutations, claiming that creatures who possess them are "corrupters," who seek to destroy the uktan and all that is good (to the uktan, these are more or less the same thing). The uktan, in fact, do not believe that the rejuvenation process even returns the deceased to life, but rather that rejuvenated creatures are, in fact, evil spirits that have taken the form of the deceased in order to better infiltrate the living and further their dark agenda.

The uktan deal harshly with more than just the mutated, however. Incredibly territorial and xenophobic creatures, uktan do not tolerate outsiders in territory they consider to be theirs, which happens to extend quite a ways from the ancient temple that is the center of all uktan civilization. Trespassers are usually given the option to surrender, though because many uktan don't speak common, this offer is not always understood. If the trespassers refuse, the uktan attack, generally making an effort to take the trespassers alive, but rarely displaying much concern if their assault proves lethal.

The uktan are primarily carnivorous (though their diet does include some amount of fruits and berries, they prefer meat, and it is the main component of most uktan meals), and so most

> captured prisoners eventually wind up being eaten by the uktan,

though it is not impossible to convince these creatures to release a captive, if something of proper value to them is being offered.

The uktan make use of primitive tools, and are in fact quite adept at leatherworking. Some uktan hunters use primitive spears with stone tips (or scavenged weapons from slain explorers), but over the last few generations it has become more fashionable amongst the uktan for hunters to display their prowess by doing their fighting and killing with their bare hands.

While uktan are generally distrustful of magic, they do possess a priest caste, which consists of a number

of shamans (usually between 10 and 15 at any given time) which provide magical services to the tribe. The uktan beliefs about magic are somewhat muddled, and even most uktan don't fully understand them, but they can generally be summarized as "magic cast by the uktan shamans is good, any other magic is evil." This doesn't stop the uktan from using magic items, however, and magic weapons and armor scavenged from travelers to the island are among the uktan's most valued possessions.

As a tribe, the uktan have a warrior culture, with nearly all uktan (male and female) serving as hunters, as well as warriors for the tribe, defending it from any trespassers they find in their area. While there are many creatures on the island that can slay a single uktan, there are relatively few that can stand against a determined hunting pack of 4 to 8 of them, and in rare cases, with the help of their shamans, the uktan have even been able to take down some of the great island behemoths that roam Kawa'lea.

> An individual uktan's primary concern is his or her own personal

honor and prowess, which generally determines one's ranking in the tribe's social hierarchy. The tribe is led by a single chieftain, who is generally the tribe's strongest warrior, though exceptions have been made in the past, where particularly skilled tacticians have led the tribe, or when warriors who were great in their youth, but have since become aged and decrepit, are able to retain their chieftainship due to the great respect the tribe has for that uktan's previous achievements. Though any uktan can challenge the chieftain to a fight for leadership of the tribe, any uktan who wishes to

do so must first accept the challenges of any tribe member who does not feel he deserves the chance to battle the chieftain, and any such fight has the potential to be to the death (though they are not always, and surrender is usually accepted, if often accompanied by exile from the tribe). Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

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Bestination: Adventure

Legend, myth, and rumor tell of a mysterious and secluded tropical island by the name of Kawa'lea. This lush paradise is said to be home to an amazing variety of plants and animals not found anywhere else in the world. Far more exciting, though, it's said that the island is steeped in powerful life magic, and that it can have curious effects on those who land upon its shores. Some say that it is the location of the mythical fountain of eternal youth. Others say that the island's powers return the dead to life.

But there are darker ruins about this mythical island of life. Some say that it twists and corrupts all who travel there, transforming them into feral and misshapen monsters. Others say that its jungles hold ancient and terrible creatures, great predators whose footsteps cause the very ground to quake. Still other rumors hint at a dark secret somewhere in the heart of the island.

Intrepid Expeditions: The Island of Life provides a GM with background information on the island of Kawa'lea. It gives general descriptions of the island as a whole, including its curious and unique magical effects. It also provides more in-depth descriptions of each of the island's five regions, detailing various items of interest, such as magical landmarks, ancient ruins, potential allies and deadly enemies. The book also details a number of new creatures native to the island. A separate player's guide provides background information on the island to whet players' appetites for adventure, as well as a prestige class that taps into Kawa'lea's unique magical properties.

If you're looking for a fun place for your players to explore, and ideas to spark your own adventure through a fantastic terrain like nowhere your party has ever gone before, this is the book for you.

ROLEPLAYING GAME COMPATIBLE