

A DMDAVE ADVENTURE FOR FIFTH EDITION



# A W A K E N

THIS IS THEIR ISLAND.  
AND THEY DON'T WANT YOU HERE.

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## Introduction

**A**waken is a Fifth Edition adventure for **three to five characters of 5th to 7th level** and is optimized for a party of **four characters with an average party level (APL) of 5**. Although the adventure sees a fair amount of combat, it also requires critical thinking and roleplaying. Players who only wish to fight their way out of situations may not enjoy this adventure.

The adventure takes place as part of the Mystery Island adventure series but is otherwise setting agnostic. This entire adventure and its related parts can be placed into any campaign setting of your choice. You may run this adventure just as it is, but you may also combine this adventure with the other adventures in the Mystery Island series, returning to sections of this adventure where appropriate. Tips for weaving the adventures together are included throughout the document.

## Backstory

Far out in the middle of the ocean stands an island of sand, rock, jungle, and creatures. This island isn't on any map. It isn't in any history books. No sea shanties share songs of its existence. No, this island is a total mystery. For centuries, it's trapped explorers, both domestic and extraterrestrial, within its watery borders. Humanoid, animal, fiend, or celestial, no one has ever been able to escape Mystery Island.

## Awaken: War for the Crystal Cavern

They say there are two sides to every story. In this adventure, there are three.

The first side of the story involves a colony of intelligent, talking animals. Brought to sentience through druidic magic fifty years ago, these animals believe it is their duty to protect a cavern full of agate gems. Agate, as it so happens, is the key ingredient to awakening new creatures. So long as the cavern remains, these creatures can continue to awaken more of their kind.

However, the agate also serves other purposes. Xorn, the strange, three-legged creatures from the elemental plane of earth, see agate as a delicacy. In fact, its properties function for xorn much in the same way goodberries function for humans. Just one small sliver of the banded gem can feed a

single xorn for an entire month. Having already exhausted their food supply, a small group of xorn, trapped on the island themselves, need the agate to survive.

Also, agate is the key ingredient to the magic item *luck stone*. Not too far from the animal's enclave, a band of similarly trapped pirates believe that the probability-altering properties of the agate can help their ship, the Leviathan, escape the island and the invisible wall surrounding it.

Three factions—none of whom are inherently evil—vie for control of the agate. So far, this War of the Crystal Cavern has been a cold one. However, the introduction of the characters will be sure to tip the scales into the favor of one or more of the factions.

## Adventure Summary

The characters find themselves on a nameless, magical island with no easy way to escape. While exploring the island, they hear a cry for help. The characters discover an awakened bat named Georgie under attack from an awakened tyrannosaurus rex named Esmerelda. One or both of the talking beasts lead the characters to their home, the Enclave, which is only inhabited by awakened animals. These special animals draw their intelligence from a well-guarded agate-filled cavern.

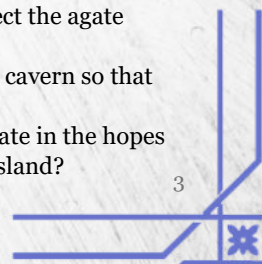
As the characters get to know the awakened animals and their leader, Major Mitchell, they learn that there are two factions on the island who wish to take the agate from them.

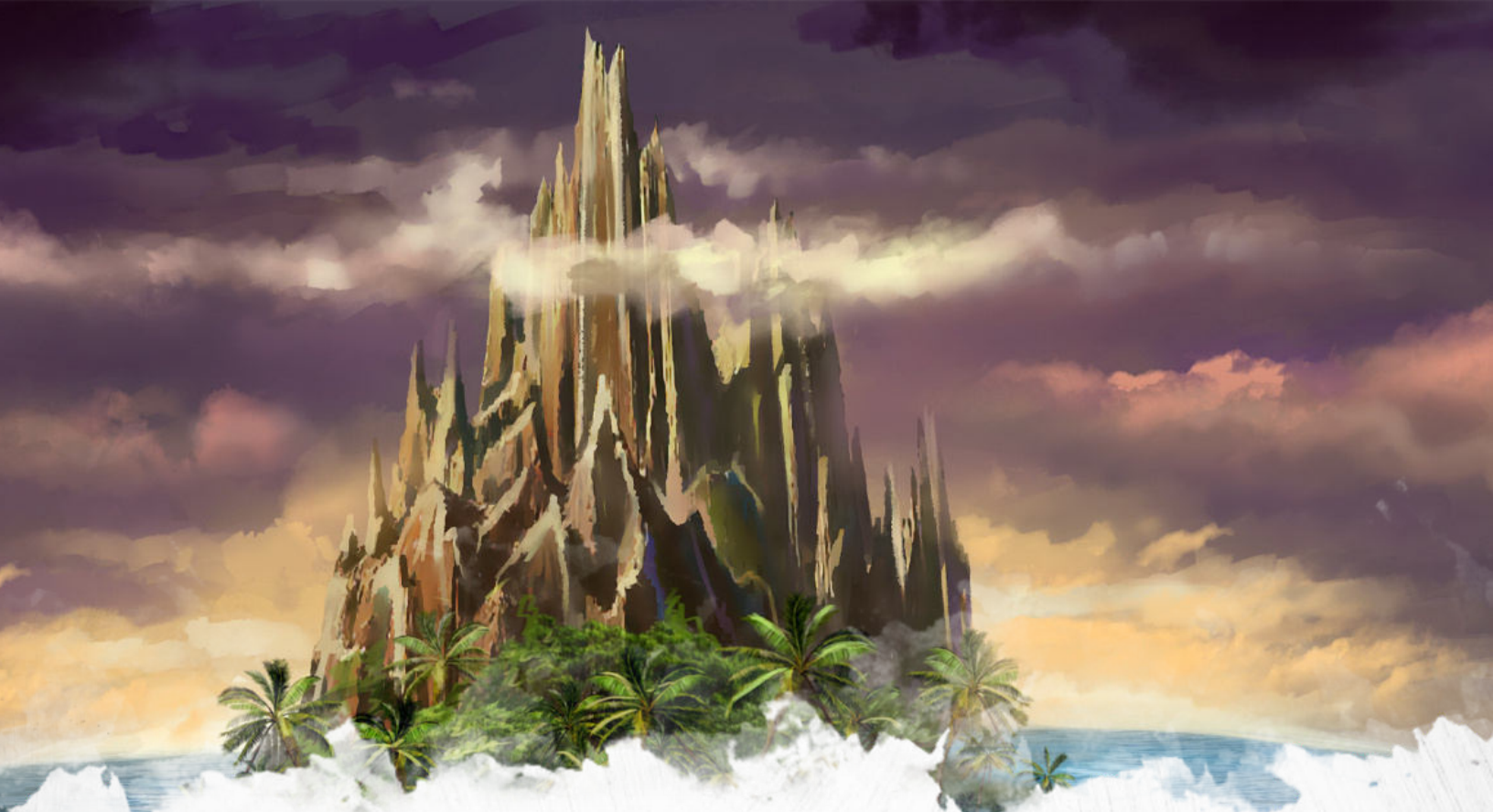
First, a gang of xorn regularly raids the Enclave in hopes that the animals will surrender the supply of agate. Trapped on the island, the xorn are starving—the agate is their last hope.

Second, a band of pirates operating from a fortress a few miles east of the Enclave hopes to steal the agate. They believe that the agate's inherent luck properties will help them escape the island via a magical whirlpool.

After the characters get to know the three factions and their goals, they must choose which of the factions (if any) they wish to support.

- Do they help the awakened animals protect the agate cavern from the other two factions?
- Or do they help the xorn secure the agate cavern so that they don't die of starvation?
- Perhaps they help the pirates steal the agate in the hopes that the pirates will help them leave the island?





# Chapter 1. Mystery Island

**S**un, sand, and water. In any other situation, this place would be a veritable paradise. Of course, that isn't the case in this adventure. Thick forests filled with dangerous, primordial creatures blanket almost the entirety of the island. A violent volcano coughs fumes and molten rock down its sides. Evil sea-bound creatures lurk

along its coasts and cliffs. Dangerous machines and horrible aberrations haunt the northern end of the island. At the island's center, ghostly pirates and gold-hungry treasure hunters clash. To the west, a stubborn druid protects a valuable resource from ravenous elementals and magic-wielding buccaneers.

There's no escaping the island, either. Any magic that would teleport creatures away from its confines fails. Creatures on the island are invisible to diviners, too—in fact, it creates a memory-altering effect that makes those on the outside forget those on the inside ever existed. Even extraplanar creatures can't escape the island—not even in death.

Welcome to Mystery Island.

## Running This Chapter

This chapter serves as an introduction to Mystery Island and the unusual situation into which it puts the characters. Throughout this chapter, the characters must work together to survive this new setting by finding resources, building a camp, and exploring the island. They will face dangers both big and small, mundane and extraordinary.

### Level Advancement

This adventure assumes that the characters are 5th level when they first appear on the island. The challenges presented in this chapter and chapter 2 should offer enough experience for the characters to gain at least one level, achieving a maximum of 7th level.

### Arrival

Regardless of what the characters were previously doing, their arrival is the same. Read the following:

You're awake. Above, seagulls pass overhead, sailing through a blue sky unmarred by clouds. The sun's shining. Its rays grant you a sense of warmth and comfort, almost as if it were saying that you belong here. And then there's the sand. All around your head, hands, and feet, you feel soft, white sand.

Looking around, you see that you're on a beach. The gentle song of the ocean sloshing against the shoreline fills your ears. Opposite the crashing waves, a dense jungle stands; its canopy is so thick, it bathes its floor in certain darkness. Insects, frogs, and unseen animals cry out from within.

That's when it hits you—you don't remember how you got here. Nor do you know where "here" even is.





One minute, the character was somewhere else entirely minding their own business. Next thing they know, they're on this island. They don't remember how they got to the island, either. No recollection of sailing on a boat, no memories of teleportation. They are just here.

Looking around, the characters discover that they are together, each of them waking to similar situations. If you're starting this adventure at the 5th level, this might be the first time the characters have ever met each other. And if you're continuing a campaign, the characters will likely be glad to see each other. Unfortunately, even their combined knowledge isn't enough to unlock the mystery as to how they arrived here.

## Mystery Island Description

The island itself measures approximately 625 square miles, or 25 miles across. As a subtropical island, its temperatures range from cool at night, warm in the morning, and hot and humid throughout the remainder of the day.

The island itself has multiple types of terrain for the characters to navigate. Sandy beaches surround the majority of the island, occasionally broken up by rocky cliffs that stand 20-30 feet over the crashing waves. Dense jungles consume most of the island's interior. Two mountain ranges dominate the landscape, both visible from nearly all angles. The island's regular inhabitants have taken to calling the two mountain ranges the Eastern Range and the Hot Range. The Hot range gains its name from the awkwardly named volcano at its center, Mount Pew Pew Rocky Rock.

## Settlements

There are four semi-permanent settlements on the island.

- The Enclave, a small village home to intelligent, talking animals, stands close to the westernmost coast of the island. It's featured in the Awaken quest path.
  - Just a few miles from them on the coast proper live a band of sailors who call themselves the Lonely Bay Pirates. The pirates are featured in the Awaken quest path.
  - At the north end of the island there is a village of mixed humanoids, all folks who found their way to the island one way or another. Named Memory, this settlement is detailed in this chapter and serves as quest givers for many of the quests on this island.
  - Finally, there is a camp of treasure hunters who operate from the center of the island; they've named their home Camp Bravery. Camp Bravery is featured in the quest [Captain Grisly's Treasure Hunt](#).
- The Mind Crawler Ship is featured in the adventure [Attack of the Mind Crawlers](#) (optimized for level 9).
  - Mount Pew Pew Rocky Rock, the volcano, is featured in the adventure [Jungle Heat](#) (optimized for level 5).
  - Perimus, the Sunken Castle, is featured in the adventure [Curse of the Sunken Castle](#) (optimized for level 8).
  - Sparkcoil's Workshop is featured in the adventure [Warbis Sparkcoil's Incredible Mechagnome](#) (optimized for level 7).

## Magical Protections

Mystery Island is protected by ancient magic from an unknown source. You're free to come up with your own reasons for why Mystery Island won't allow its inhabitants to escape, but the adventure works best when it remains a mystery even to you. That way, anything can and will happen on the island.

An invisible barrier extends roughly half a mile around the entirety of the island in all directions, including up and down. Similar to a *wall of force*, no creature or object can pass through this invisible barrier. Oddly, water and air seem to be the exception to this rule. Additionally, it prevents creatures from teleporting into the area or using portals, such as those created by the *gate* spell. The magical protection protects the area against planar travel and prevents creatures from accessing the area by way of the Astral Plane, Ethereal Plane, Feywild, Shadowfell, or the *plane shift* spell.

Sound can't pass through the barrier at its edge. Sensors created by divination spells can't appear inside the warded area or pass through the barrier at its perimeter. Creatures and objects in the area can't be targeted by divination spells. The barrier prevents creatures from passing through.

To those who view the island from outside this barrier, they see nothing more than ocean water. Furthermore, they're convinced to travel around the area as if affected by the *antipathy* spell. In fact, creatures who knew the island's inhabitants before they became trapped on the island eventually forget they ever knew the inhabitant. It's as if the island completely erases everyone on it from history.

## Other Island Locations

As the characters explore Mystery Island, they may come across map locations not featured in Awaken. You can either run the adventure listed below or create some of your own.

- The Cliffs of Longing are featured in the adventure of [the same name](#) (optimized for level 6).
- The Festering Minnow along with Camp Bravery is featured in [Captain Grisly's Treasure Hunt](#) (optimized for level 5).

## Living on the Island

When the characters arrive, they will only have the clothes on their back, their supplies, personal effects, and their weapons and armor. With ever changing weather conditions and dangers besetting them on all sides, they will need to establish a camp and begin to explore the island. This section offers rules alterations to the downtime rules featured in the Fifth Edition handbook for players. Just like in normal downtime, periods of downtime can vary in duration, but each downtime activity requires a certain number of days to complete before the character gains any benefit, and at least 8 hours of each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If the character has more than the minimum amount of days to spend, they can keep doing the same thing for a longer period of time, or switch to a new downtime activity. The rules for recuperating remain unchanged.

The players are free to suggest different downtime activities than those presented here. You're free to incorporate and create new downtime activities for the characters to partake as you see fit.

## Crafting

Right away, the characters might realize that they need to create shelter and other amenities to help them survive their stay on the island. Using the downtime crafting rules, the characters can create many of the items listed on the Adventuring Gear table. Because certain resources won't be available to the characters, they can't make everything on the list. Items that the characters aren't able to make include:

- Any item that costs 10 gp or includes specialty components that the characters aren't likely to find on the island. This includes but is not limited to most arcane foci, books, climber's kits, component pouches, ink, locks, magnifying glasses, spellbooks, and spy glasses.
- Any items requiring alchemical concoctions such as acid and alchemist's fire.
- Items made of worked steel or iron such as ball bearings, caltrops, manacles, steel mirrors, etc.

At your discretion, the characters may be able to create simplified versions of these items that use the resources they have on hand. However, these items should always be less effective than their mainland counterparts. For example, caltrops made from wood and vines require a DC 10 Dexterity saving throw to avoid versus DC 15.

Below are a few items that the characters should consider making right away and their resource costs.



## Shelter/Tents

With bad weather a constant threat on the island, the characters will need to create shelter for themselves. If they don't already have tents available, it takes approximately 4-5 hours for a character to gather enough resources to create a shelter (see Gathering Resources below) and an additional hour to assemble the structure.

## Basic Weapons

The characters can create many of the simple weapons featured in the Fifth Edition handbook for players so long as the weapon doesn't incorporate iron or steel. Greatclubs, javelins, quarterstaves, and spears can be crafted without any penalty. The characters may create other simple weapons such as daggers, handaxes, and sickles, but these weapons are weaker than their steel counterparts. When a character makes an attack with a weapon that uses substitute parts and rolls a 20 on the attack roll, the weapon breaks.

## Hunting Traps

Easier than searching through the jungle for game, hunting traps allow the characters to put their foraging skills on autopilot. A hunting trap requires a character to spend at most 4-5 hours finding components in the jungle with which to create the trap, then another hour assembling the trap.

Once the trap is created, each day, roll a d6. On a result of 4-6, the trap catches an animal. The animal provides enough food for 1 day's worth of rations. If the characters create multiple traps, they can potentially catch more animals, up to a maximum of 4 animals per day. Make a roll for each trap separately.

## Gathering Resources

Before the characters can craft things, they will need to gather resources to do so. Using this altered version of the practicing a profession downtime activity, a character can spend 1 hour gathering resources from the surrounding area. Each hour spent doing this creates "1 gp" worth of resources which can only be used to craft objects. These resources include timber, palm fronds, vines from the forest floors, stone, detritus, and other useful items.

Characters who have proficiency in the following skills or tools double the value of resources that they find: Nature, Survival, carpenter's tools, weaver's tools, and woodcarver's tools. You might also allow characters of certain backgrounds, especially those related to living in the wild, to increase the value of the resources they find, but no more than 2 gp worth of resources per hour.

## Hunting and Gathering

Unless the characters have a spellcaster who can create magical food substitutes handy, they will need to search the jungle for food. To hunt and forage, a character must spend hours scouring the surrounding area. At the end of the hunt, they must make four different DC 12 ability checks. Those checks are: Intelligence (Nature), Wisdom (Perception), Wisdom (Survival), and an attack roll. If more than one person joins the hunting/foraging party, these checks can be divided evenly between the hunters and gatherers.

Alternatively, one character can add a +1 bonus to each check for each person that joins them (your discretion). Refer to the Hunting and Gathering table to determine how much food the character finds based on the number of successes.

## Hunting and Gathering

Number of Successes	Result
0-1 successes	The character fails to find food
2 successes	The character finds 1 day's worth of rations
3 successes	The character finds 1d4+1 day's worth of rations
4 successes	The character finds 2d4+2 day's worth of rations

Because it rains so often on the island and there are so many readily available sources of water, the characters do not need to actively pursue potable water.

## Researching

While the characters may not have access to a library, rumor mill, or other reliable source of information, they can spend time exploring the island, learning a bit more about its nature, and finding out other odd things about it.

To start researching, a character must declare the intent of their research. You then determine whether the information is available with what few means they possess and how many days of downtime it will take. Simple things like "what's 1 mile beyond camp?" requires only 1 day of research. More complicated matters such as "what the hell was that monster that almost ate us?" may take up to 5 or more days. You decide. Once the character has spent the allotted amount of downtime doing research, have the character make an Intelligence (Investigation) check with a DC equal to 10 plus the minimum number of days they spent performing the research. The character gains a +1 bonus to the check for each day they spent beyond the minimum number of days performing the task (maximum bonus of +5). For example, a character who wants to learn more about the nature of the talking animals at the west end of the island may need to spend 5 days performing research, at the end of which they must make a DC 15 Intelligence (Investigation) check. The character opts to spend an additional 3 days learning about the animals. Thus, when they make their check they add +3 to the result.

## Training

Although the characters won't have ready access to trainers, they do have each other. So long as one character possesses knowledge of using a tool set or a particular language, another character can learn from that character. There is no gold cost for learning this way, but the time it takes to earn the new language or tool is still 50 days. Furthermore, the instructor must spend half the required time teaching the character the tool or language.



# Exploring the Island

Once the characters get themselves situated on the island, they will likely want to explore the area. While the researching downtime activity may reveal a little bit about what's going on, the best way for characters to learn more about the island is through empiricism. This section offers the rules for exploring the island.

## Island Travel

On the map of Mystery Island on page 5, each hex measures 1 mile across. Characters moving at a normal pace can travel 1 hex per hour on foot through the hill, jungle, mountain, or swamp regions, and 2 hexes per hour on the coastal and grassland regions.

Characters can double their travel time by moving at a fast pace. Moving at a fast pace imposes a -5 penalty onto their passive Wisdom (Perception) scores, making them more likely to miss clues and walk into an ambush.

Likewise, the character can move at a slow pace. While this cuts their travel time in half, it does allow them to move about the island stealthily. This will help them avoid potential dangers such as deadly monsters and hazards.

## Weather

As a subtropical island, it rains nearly every day on the island. Once every eight hours, roll a d6. On a result of 3-6, it begins to rain and continues to rain for the next six to eight hours. Outdoor areas are lightly obscured as it rains, and creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight.

## Random Encounters

The jungle teems with dangerous wildlife and hazards. While exploring or camping in the wilderness, roll a d20 three times per day of game time, checking for encounters each morning, afternoon, and evening or night. An encounter occurs on a roll of 16 or higher. Roll percentile dice and check the Island Encounters table for the terrain appropriate to where the characters are. Random encounters aren't tailored to characters of a particular level. If the characters encounter hostile creatures beyond their ability to defeat, give them opportunities to run, hide, negotiate, or otherwise avoid certain death. You can also have other creatures arrive and provide distraction that the characters can use to make their escape. For example, the awakened tyrannosaurus rex, Esemeralda, may appear and save the characters—quite the twist!

### Random Encounters Table Part I

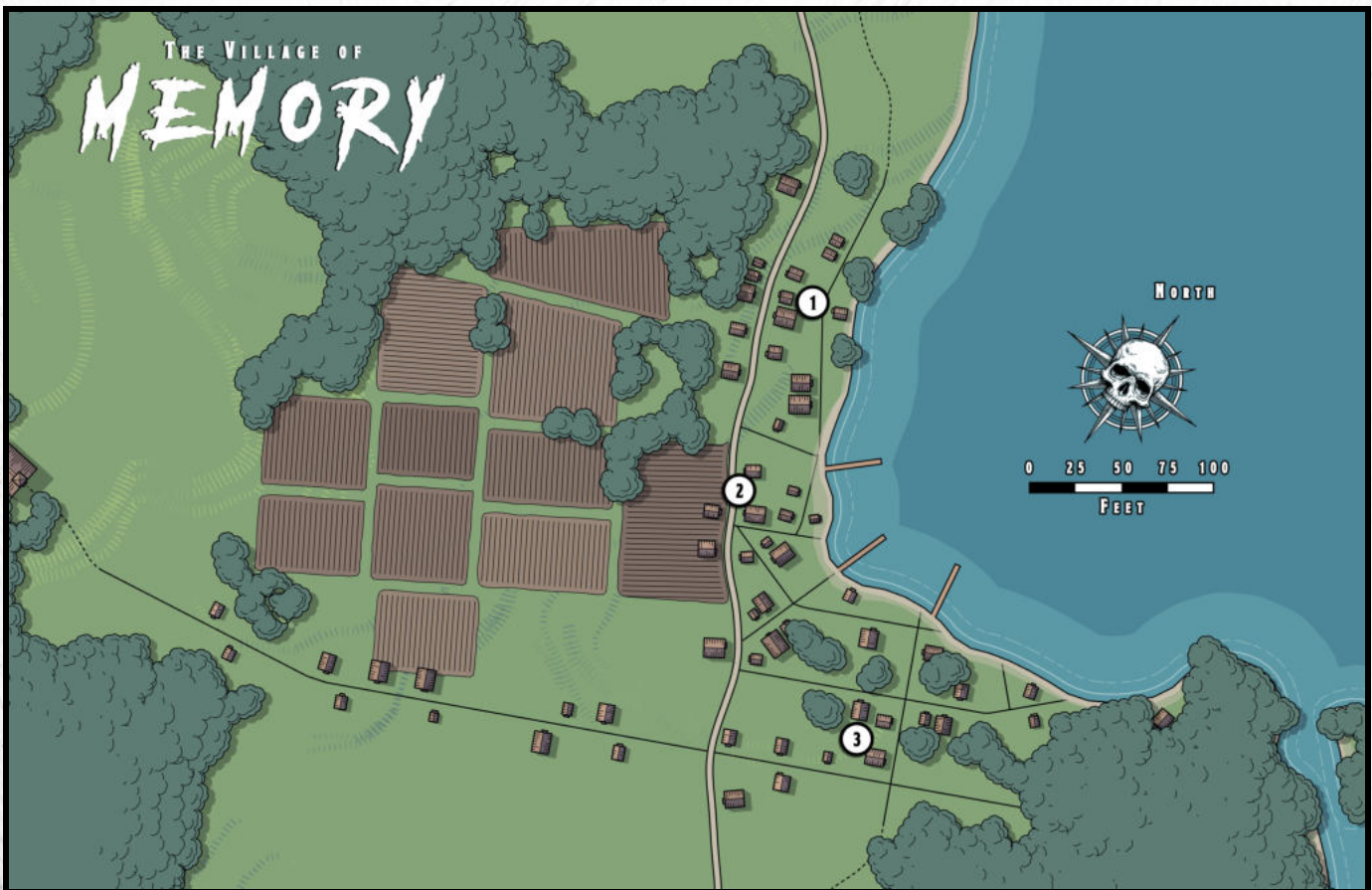
Encounter	Coast	Grasslands	Forest	Hills	Mountain
1d6 + 1 ankhegs	—	01-08	01-03	01-07	01-05
1d8 +1 apes	—	—	04-07	08-09	—
3d6 baboons	—	—	08-10	—	—
1 basilisk	—	09-11	11-12	10-14	06-09
1 berstuc (see the Appendix)	—	—	13-15	—	—
1d4 boars	—	12-14	16-21	15-19	—
1d4 chuuls	01-03	—	—	—	—
1d4 constrictor snakes	—	—	22-26	—	—
1d6 crocodiles	—	—	27-29	—	—
1d6 + 2 flying snakes	—	15-19	—	—	—
1 ghost	04-06	20-22	30-31	20-21	10-11
1 giant ape	—	—	32	22-23	12-13
2d6 giant bats	—	—	33-34	24-26	14-18
2d6 giant centipedes	07-09	23-28	35-37	27-31	19-23
1 giant constrictor snake	—	—	38-39	—	—
2d6 giant crabs	10-12	—	—	—	—
1 giant crocodile	—	—	40	—	—
1d4 giant frogs	—	—	41-42	—	—
1 giant octopus	13-15	—	—	—	—
1d6 + 2 giant poisonous snakes	16-18	29-31	43-44	—	—
3d6 giant rats	—	32-37	44-46	32-35	24-28
2d4 giant sea horses	19-21	—	—	—	—
1 giant shark	22-24	—	—	—	—
2d6 giant spiders	—	—	47-49	36-40	19-33
3d6 giant wasps	—	38-42	50-52	41-45	34-38





## Random Encounters Table Part II

Encounter	Coast	Grasslands	Forest	Hills	Mountain
1d4 hunter sharks	25-31	—	—	—	—
3d6 lizardfolk	—	—	53-55	—	—
1d4 merfolk	32-38	—	—	—	—
1 merrow	39-41	—	—	—	—
1 panther	—	43-48	56-61	46-50	39-43
2d6 pirates (see the Appendix)	42-48	49-51	61-62	—	—
1 plesiosaurus	49-51	—	—	—	—
1d4 + 1 ratfolk (see the Appendix)	52-54	52-56	63-65	51-55	44-49
1d8 + 2 reef sharks	55-64	—	—	—	—
1d4 + 2 sahuagin	65-67	—	—	—	—
1 shambling mound	—	57-59	66-67	—	—
3d6 skeletons	68-74	60-64	68-70	56-49	50-55
5d6 stirges	—	—	71-72	60-64	56-63
1d8 swarms of bats	—	—	73-74	65-69	64-71
1d8 swarms of insects	75-84	65-72	75-79	70-76	71-79
1d6 swarms of poisonous snakes	85-91	73-80	80-83	77-81	80-84
1d6 + 2 swarms of rats	—	81-86	84-86	82-86	85-92
2d6 tribal warriors led by 1 berserker	91-93	87-89	87-91	87-91	92-95
1d4 triceratops	—	90-92	—	—	—
1 tyrannosaurus rex	—	93-95	92-93	91-92	—
1d4 + 2 will o wisps	—	—	94-96	—	—
2d6 + 4 zombies	94-00	96-00	97-00	93-00	96-00



# The Village of Memory

Many of the people who find their way onto the island eventually discover the existence of the village of Memory. Located at the north end of the island, Memory works as another starting point for the adventurers if you choose not to use one of the other quest locations in this adventure path, or you want to run more campaigns from this location. Details of this village are intentionally left vague so you can fill it with as much detail as you like as befits your campaign.

## Memory Basics

**Population.** 150 citizens (42% human, 16% dwarf, 10% halfling, 32% other)

**Leader.** Hehnir Zehra (LG female half-elf **veteran**) acts as Memory's elected leader. While friendly, most of the people of Memory find her to be somewhat doltish and ineffective. She's missing three fingers on her left hand which has earned her more than a few loathsome nicknames.

**Defense.** Almost everyone who lives in Memory is a capable fighter or spellcaster. The village can muster up to 75 soldiers (**guards**) and 6 **veterans**.

**Commerce.** Like many of the other communities on the island, Memory's citizens take a communal approach to trade. All citizens of Memory are given enough food and water to survive. Beyond the basics, the citizens must offer at least 8 hours of work per day crafting, researching, or performing manual labor. Performing these tasks grants the characters "1 gp" worth of labor credits which can be used to purchase supplies from the trade shop (see below).

**Organizations.** Although small, Memory isn't without its guilds and organizations. The Fishmongers of Memory supply the majority of Memory's meat in the form of fish, crabs, and other seafood. The Farmers' Guild tends to the fields and supplies fresh vegetables. The Defenders of Memory are the best trained members of the militia who pledge their support directly to Hehnir. Despite the visible lines these guilds create, they still work well together. Issues that arise between the organizations are often meted out among themselves.

## Locations in Memory

While the majority of Memory's buildings serve as residential homes for the village's inhabitants, below are a few locations that serve the community as a whole. These locations are keyed to the map of Memory on page 9.

### 1 - The Hostel

*Hostel and inn*

Newcomers to Memory who don't strike the villagers as a threat are offered a spot at the Hostel. The Hostel offers a collection of twenty beds each with its own footlocker. With the exception of those unable to provide manual labor to the village, the Hostel requires that all temporary residents find, build, or trade for their own place to live in the village within thirty days of arrival.

The Hostel is managed by a neutral good gray-haired dwarf **priest** named Reg. At any given time there are 1d6

other newcomers at the Hostel, most of whom are new arrivals to the island.

### 2 - The Supper House

*Town hall and communal dining area*

The Supper House is a large, open-air building that serves breakfast, lunch, and dinner for citizens of Memory. During these feasts, the leaders of the community address the citizens with any special announcements that they have to share. They also bring up any current issues or hazards the community may face. Any issues that require more consideration are put to a vote. All of the diners have until the meal ends to cast their vote in a large, black vase called the Voting Jar. All issues require a two-thirds majority vote in order to pass one way or the other. Votes that fail to meet this minimum are considered a tie, in which case Hehnir Zehra decides which way the vote swings.

Those who help catch and grow food and prepare the meals for Supper Hall are among the most respected citizens of Memory. The head chef is a violet-skinned, neutral-aligned female **kobold** named Mac. Mac wears small gold spectacles which she frequently pushes up her nose when she speaks. The spectacles lack lenses—Mac just thinks they make her look smart.

Mac keeps a small nest of her eggs under one of the tables in the open-air kitchen. The warmth from her hearths keep the eggs incubated while she toils.

### 3 - The Trading Post

*Trading post and general store*

While food, water, and basic shelter are provided to the citizens of Memory, the Trading Post offers goods and services beyond the basics. The trading post uses a trade system based on labor credits. The citizens of Memory earn 1 labor credit per day performing downtime tasks similar to the ones described earlier in the chapter.

The Trading Post offers all of the items listed in the Fifth Edition handbook for player's adventuring gear, weapons, and armor using the same rules as detailed on page 6. Because the community has a wider variety of people arriving, searching, and exploring the island, there may also be a few "rare" items on offer in the trading post such as alchemical compounds, steel weapons, and expensive items. The trading price for these items will be much higher, anywhere from 2 to 3 times their normal cost. For the purpose of trades here, 1 labor credit is worth 1 gp in trade value.

The Trading Post is managed by a lawful neutral female half-orc **mage** named Woz. Woz oversees all trades and hates swindlers, cheats, and those who don't carry through on their promises. A saying around Memory goes, "I fear the law. But I fear Woz more."





## Chapter 2. The Animals of the Enclave

**S**eventy years ago, a band of explorers settled Mystery Island and built a small village in the forest on its eastern coast. One of the explorers, a druid named Daebalar Summercloud, discovered a blue-lit cavern north of the village. The cavern's walls were filled with agate, a gem commonly used in *awaken* spells. Instead of turning this treasure trove over to his colleagues, Summercloud used its magic to *awaken* animals on the island. One of the first animals gifted intelligence by Summercloud was a pink-crested cockatoo named Major Mitchell.

Eventually, the explorers vanished into the jungle. Only Summercloud remained, content to stay with his awakened animal friends. Before he passed away from old age, Summercloud taught Major Mitchell the way of druidism. A wise and fastidious bird, Mitchell learned how to *awaken* animals himself. Following his master's lead, Mitchell continued to *awaken* animals on the island. In time, the former human village became known as the Enclave.

### Running This Chapter

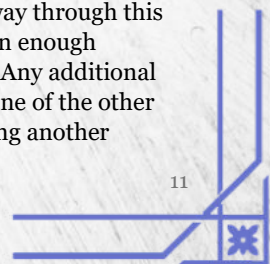
This chapter introduces the characters to some of the island's most important inhabitants, the animals of the Enclave.

Gifted self-awareness, intelligence, and language by the Crystal Cavern, the awakened animals consider themselves the protectors of the island. So long as the characters do not pose a problem for the animals, the animals welcome them into their community.

Below are a series of scenes to help introduce the characters to the Animals of the Enclave, their current predicaments, and the major NPCs of this adventure. Feel free to change any of the scenes as befits the decisions of the players.

### Character Advancement

Characters who successfully navigate their way through this chapter and the previous chapter should earn enough experience to gain one level, up to 7th-level. Any additional levels that they gain must be done through one of the other quests included in this series or by completing another chapter in this quest path.



## Scene 1 - Esmerelda and Georgie

At some point after the characters have had the opportunity to settle into their new reality, likely while exploring the island, a cry in the jungle disrupts their expedition.

“Help! Help! She’s going to eat me!” cries a small, squeaky voice from beyond the trees ahead of you.

If the characters investigate the cries for help, they discover an unusual sight:

An enormous lizard—easily twenty-feet tall—snaps its massive, fang-filled jaws at a small hole cut into the side of a rocky cliff. From within the hole, the small voice cries again, “Please! Help! She’s gone mad, I tell you!”

The lizard is an *awakened* **tyrannosaurus rex** named Esmerelda. She’s currently trying to eat an *awakened* **bat** named Georgie who’s trapped in the cave. Unless the characters have a way to see through the rock, they won’t know that Georgie is an awakened bat. Additionally, until Esmerelda speaks, it’s not immediately obvious that she’s an intelligent creature.

Once the characters attack Esmerelda she cries out, “Ow! What the hell!” and backs away from Georgie. Quickly, she tries to assess the situation and dissuade the characters from attacking her further. Meanwhile, Georgie uses the opportunity to escape from the cave. As he flies away, he says, “Thank you!” to the characters.

### Meet Esmeralda

So long as the characters stop attacking Esmerelda, she surrenders and speaks plainly.

The huge lizard sighs and growls. “Why did you let him escape? He’s a criminal and a traitor!”

Esmerelda is clearly irritated. She recently learned that Georgie is working alongside Captain Pebblelegs and his crew. Esmerelda did not wish to kill Georgie. She hoped to capture him in her jaws and bring him back to the Enclave to stand trial before the elders. Plain-spoken and brutally honest, Esmerelda shares all of this information with the characters.

After she’s had a chance to calm down, she finally introduces herself.

“I’m sorry. I realize that you probably didn’t mean to interrupt. After all, I’m a tyrannosaurus rex, albeit a talking one. Very strange, right? Anyways, nice to meet you—I’m Esmerelda. And who might you all be?”

Although famously short-tempered, Esmerelda is very friendly for a terrifying beast. She freely answers any questions that the characters have regarding how she came to be, where she comes from, and why she wanted to stop Georgie. Throughout it all, she insists the characters travel with her to the Enclave where they can meet Major Mitchell.

“Look, I’m sure you have questions, especially since you’ve probably just learned that you’re permanently trapped on this island. But don’t worry—Major Mitchell will explain everything, I promise.”

From there, Esmerelda tells the characters to follow her back to her home, the Enclave.

## Scene 2 - Welcome to the Enclave

It takes Esmerelda and the characters about two hours to reach the Enclave from where they met her in the forest. Esmerelda walks nearly as fast as she talks and will often forget that humanoids are relatively slower than she is. “Oops, sorry. I forget that I’m fast sometimes.”

Once they arrive:

The trees part to reveal an impressive collection of sandstone buildings flanking a clean-water canal. Right away, you notice something odd—while this village seemingly lacks humanoids, it doesn’t lack life. Dozens of animals move to and fro around the buildings, roads, and grounds of the village. A pair of wolves roll a barrel into a building while an elephant lifts a lemur into the window of a nearby tower. At the edge of the water, a panther and a large constrictor snake speak to each other in Common. A pink-crested cockatoo leads a discussion in front of a class made up of mice, turtles, and monkeys.

This is the Enclave. Once the animals catch sight of the characters, they stop what they’re doing and gather around. Esmerelda ensures that the characters aren’t “one of them” (referring to Captain Pebblelegs and the other Lonely Bay Pirates). Eventually, the pink-crested cockatoo, **Major Mitchell** (see the Appendix) flies over and lands in front of the characters.

A white-feathered bird with a pink crest flies over and lands on a branch a few feet from you. “Welcome to the Enclave, my friends,” says the bird. “I am Major Mitchell. How can we help you?”



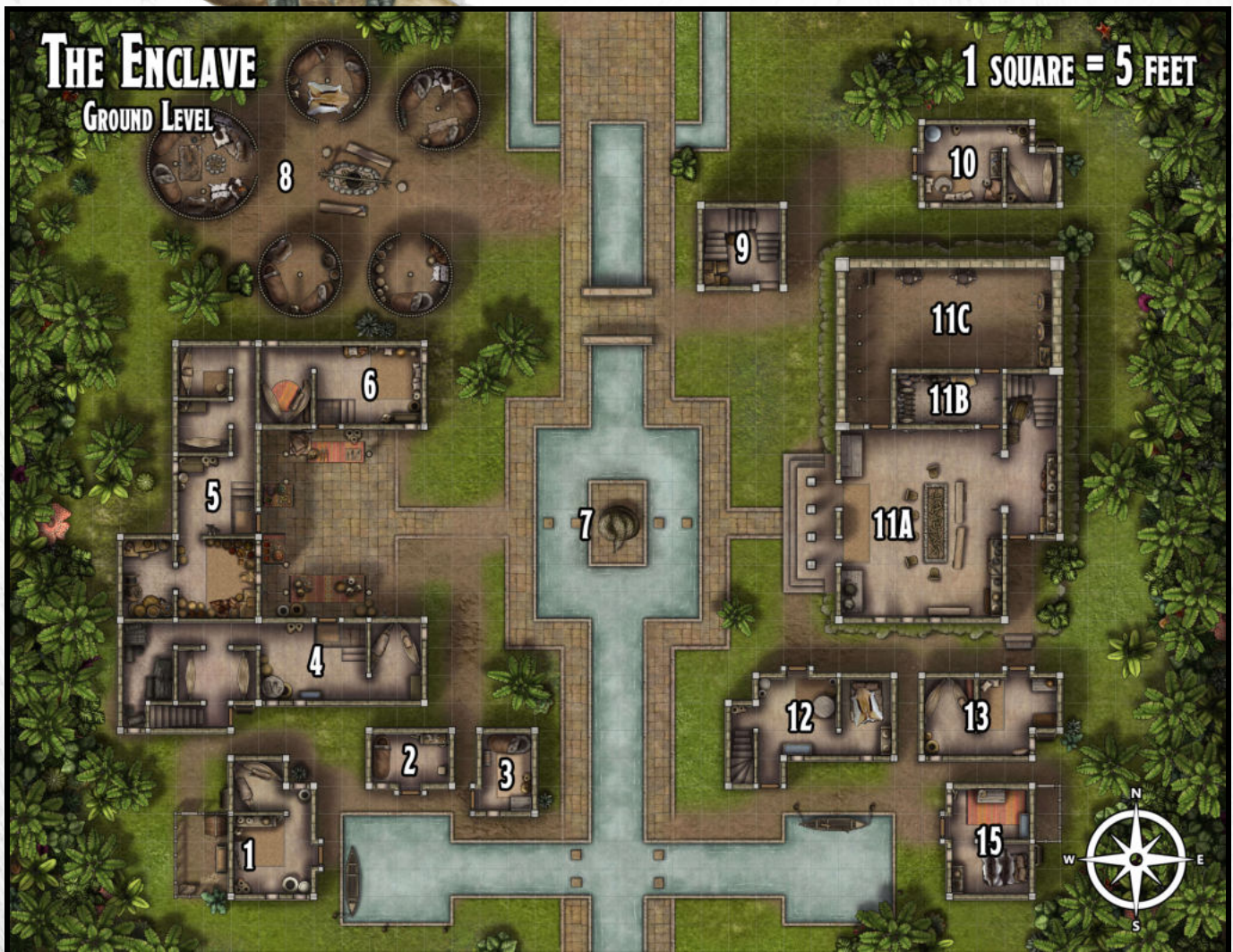
Major Mitchell has served the Enclave as its leader since he was first awakened, nearly sixty years ago. Major Mitchell’s stats are included in the Appendix.

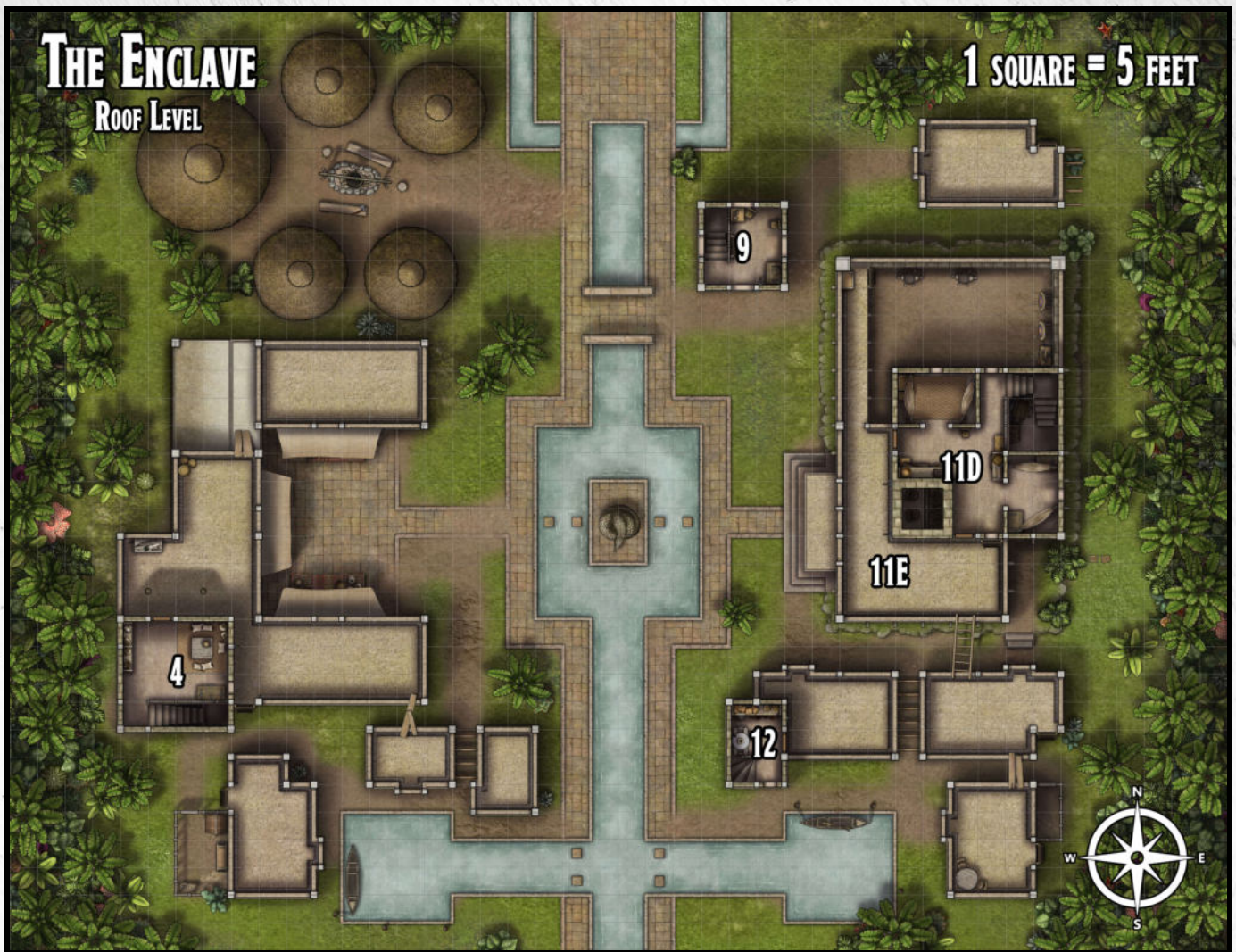
Likely, the characters will be interested in escaping the island. Major Mitchell carefully listens to their story and troubles. Once they’re done speaking, he lowers his head, saddened.

“Unfortunately, my friends, this island is protected by powerful magic put in place by a power mightier than even the world’s greatest spellcasters. Seventy years ago, our master Daebalar Summercloud was like you—stranded on this island. He also could not escape.

“I understand that this is information that you probably do not want to hear, as I’m sure you all have lives outside of here to which you would like to return. Just know that we will do everything that we can to make your stay comfortable.”

True to his word, Major Mitchell offers a place for the characters to stay in the Enclave (area 1) plus any food supplies that they need.





## Scene 3 - Life in the Enclave

If the characters choose to remain in the Enclave, this section offers an overview of the Enclave, its personalities, and a few side quests to get the characters involved in the animals of the Enclave's way of life.

### General Features

Once home to islanders who mysteriously vanished before the arrival of the animals, the Enclave is a small village comprising sturdy mudbrick buildings and thatch-roof huts. Except for the guard tower and meeting hall, all of the village's buildings are residential homes that look as they did when humanoids lived there.

**Awakened Animals.** All of the animals of the Enclave are *awakened* creatures. Typically, only animals of Intelligence 3 or less can be awakened. However, the agate used to *awaken* the creatures on this island was especially potent, capable of awakening creatures with Intelligence scores of 6 or less. Unless stated otherwise, all of the Enclave's awakened creatures have Intelligence scores of 10 and the ability to speak Common.

## Important Locations in the Enclave

The following locations are keyed to the map of the Enclave on page 13 and 14.

### 1 - Empty House

This house once belonged to a family of awakened wild dogs who helped protect the Enclave. One of the dogs, a pup named Boulder, acted as Major Mitchell's apprentice. Sadly, the four dogs vanished mysteriously a year ago. Their home has remained empty since.

### 2 - Armando's Home

Armando, an *awakened constrictor snake*, lives in this small home. There are various holes dug into his walls through which he may slip out unnoticed. Armando is somewhat asocial and prefers to be left alone. Still, he loves the Enclave and protects it at all costs.

### 3 - Leonard's Home

The young *awakened lion*, Leonard, claims this home as his own. His door is usually open, even when he's out hunting. Leonard is talkative and prefaces many of his sentences with "back when I was in the pride."

## 4 - Chimpanzee House

The Enclave's three awakened chimpanzees (all of whom are named Charlie) live in this home. Use the *awakened baboon* stat block for the Charlies. Blessed with fingers and thumbs, they act as the village's crafters. They're usually too busy for casual conversation but do enjoy the occasional prank. Joining the chimps is a cantankerous old *awakened baboon* named Glover.

## 5 - The Aviary

Six awakened toucans (*awakened ravens*) live here. The toucans serve as the Enclave's fruit and nut collectors. Their names are Bert, Chester, Diana, Lulu, Sammy, and Snowy.

## 6 - Terry's Home

Terry the tapir (an *awakened boar*) is the village's tastemaker. For many of the village's inhabitants, her opinion means everything. Even Major Mitchell trusts her for her insight. Terry collects flotsam and jetsam and other lost items around the area.

## 7 - The Council of Wise and Powerful Water Breathers

The Council of Wise and Powerful Waterbreathers (or "those bloody fish" as Zoot, the awakened crocodile, refers to them) congregate around the snake statue at the center of the village. Leading the council is a snaggle-toothed awakened piranha (an *awakened quipper*) named His Divine Eminence High Priest Erranorim the All-Seeing. He's joined by thirty other awakened fish (a **swarm of awakened quippers**) who hang on his every word. Of course, Erranorim is all scales, no teeth. For all his talk, he has no true power.

The *awakened crocodile* Zoot also lives near the center of the canal. He's frequently heard yelling at the fish to "stop their bloody yammering" while he tries to sleep at night.

## 8 - The Den

Ten *awakened wolves* call this section of the Enclave home. The wolves act as the Enclave's defenders and hunters. The wolves' leader, Ranger, lives in the largest hut at the west side of the Den. Ranger is wise enough to trust Major Mitchell's leadership. However, Ranger's son, Omen, believes that Major Mitchell isn't doing enough to ensure the continued survival of the Enclave.

## 9 - Watchtower

Twenty awakened bats (treat them as a **swarm of awakened bats**) live at the top of this watchtower. Day and night, the bats keep an eye on the Enclave. The bat Georgie once lived with the bats but has since been ousted from the tribe for acts of sedition.

## 10 - Rawlins' Home

An old, blind *awakened tiger* named Rawlins lives in this northernmost house. Because Rawlins' blindness comes from age and not an affliction, Major Mitchell is unable to cure the blindness with his magic. Rawlins rarely leaves his home. Although he's not nearly as old as Major Mitchell—Rawlins is thirty years old, quite old for a large feline—Rawlins is one of the Enclave's most trusted members. Major Mitchell often turns to Rawlins for council.

## 11 - The Meeting House

The Enclave's six elders—Boulevard, Erranorim (in a glass bowl), Major Mitchell, Rawlins, Ranger, and Terry—meet in this large building to discuss matters important to the Enclave. Four *awakened bonobo* (see the Appendix) serve as the meeting house's inhouse guards and sleep upstairs. The meeting house also holds the Enclave's armory (area 11b) and training grounds (area 11c). The armory is always kept locked. Only the elders hold the keys.

## 12 - Major Mitchell's Home

The Enclave's wise leader and druid, Major Mitchell, lives in this quaint home, once the residence of his master, Daebalar Summercloud. Many of Summercloud's personal belongings remain, including Summercloud's yew wand.

A small bed once belonging to the wild dog pup, Boulder, still rests in the corner. Boulder was Major Mitchell's student.

## 13 - Ivan's Home

The *awakened brown bear* Ivan lives in this house. Ivan has permanent scars across his face and chest thanks to a fight with the xorn. Despite his frightening appearance the bear is playful and loves cracking jokes.

## 14 - Boulevard's Home

Considered by most of the Enclave to be their greatest warrior, the *awakened ape* Boulevard, lives in this house. Boulevard says little but does enjoy strumming a small harp he found in the jungle.

## Additional Residents

Some of the animals of the Enclave are too large to live in the Enclave's houses. Others simply prefer to remain outdoors. The *awakened tyrannosaurus rex* Esmerelda has a small clearing she calls home a mile west of the Enclave. The *awakened elephant* family lives in another clearing to the east. The bull's name is Joseph, the cow's name is Elaine, and their calf is named Peanut. Finally, a dinner-knife-wielding *awakened crab* named Sir Jasper the Bold works as the Enclave's spy, keeping watch over the Lonely Bay pirates. Jasper's "squire", an awakened pelican (an *awakened eagle*) named Johnson, flies Jasper across the island in his beak. When Sir Jasper returns to the village, he lives under a bucket in Ivan's home while Johnson sleeps atop the building.

## A New Home

Major Mitchell shows the characters area 1, offering it to them as their home in the Enclave. The house once belonged to a family of wild dogs who served as the Enclave's hunters. The dogs vanished a year ago, an event many of the animals still openly mourn.

The characters are free to make whatever changes that they feel are necessary to the house. As to be expected, many of the Enclave's citizens view the characters as interlopers. It's been a long time since humanoids lived among them.



# Exploration, Status, and Downtime

With a place to call home, the characters have an opportunity to explore the island, take downtime actions, and make allies (or enemies) among the Enclave's inhabitants. Below are details on how the characters can spend their time on the island.

## Exploration

Mystery Island is filled with dangers, hazards, and intrigue. For additional adventures involving the island, check out the other adventures in the Mystery Island series. Each of these adventures offer opportunities for the characters to escape the island outside of the one presented in Chapter 4 of this adventure.

Refer to the Mystery Island map for additional spots the characters might explore. You are also free to add in additional adventures and side quests not found within this material.

## Status

In this adventure, Status is an earned characteristic that influences social interactions with the animals of the Enclave. Characters use their Status to learn lore, earn goods, and convince the animals of the Enclave to trust their decisions. Each character has their own status score, although associating with characters whose Status scores are negative might affect the positive Status scores of other characters.

Characters gain Status through their actions; impressive actions garner greater influence among the animals. Likewise, a character can lose Status by acting contrary to the Enclave's goals.

**Starting Status.** Every character's starting status among the animals is equal to the character's charisma modifier, adjusted as follows.

- If a character has the Fey Ancestry trait (elves, half-elves, etc.) or they possess the Speak with Small animals trait (such as gnomes), they add 1 to their starting status.
- If the character is a bard or druid capable of casting the spell *awaken*, they add 2 to their starting status.
- If the character travels with an animal companion or familiar, they add 1 to their starting status.

**Gaining and Losing Status.** Status is hard to gain but easy to lose. The table below lists many of

the opportunities in which a character can gain or lose Status among the animals of the Enclave. You can grant other Status awards or penalties as appropriate.

## Gaining and Losing Status Table

### Status Action

+3	Save an animal from abduction
+2	Defeat a xorn (limit five times)
+1	Defeat a pirate or ratfolk (limit five times)
+1	Succeed on a Charisma (Deception, Persuasion, or Intimidation) check (limit once per skill)
+1	Succeed on an Intelligence (Arcana) check or any check using tool proficiency (limit once per skill)
-1	Attempt to browbeat or threaten any of the animals
-1	Entering another animal's house without permission
-1	Failure to help the animals with their chores/defense for 1 week
-2	Associating with pirates or xorn
-2	Stealing from an animal
-3	Killing an animal for any reason
-5	Stealing agate from the crystal cavern
-5	Threatening or attacking any awakened animal
-6	Threatening or attacking any of the elders
-8	Threatening or attacking Major Mitchell

**Charisma (Status) Checks.** At various times in this adventure, there will be calls for Charisma (Status) checks. These checks work like normal skill checks, except characters making these rolls add their Status bonus (or penalty) to their Charisma modifier instead of their proficiency bonus.

**Current Status and Animal Behavior.** The character with the highest Status is always seen as the leader of the characters by the animals, even if they are not. However, the party's overall Status defaults to the character whose status is the lowest. The table below summarizes how the characters are regarded (if at all) by the animals of the Enclave, depending on the status of the lowest-ranking party member with them during the time of interaction. Unless personally angered by the characters, Major Mitchell continues to treat them with respect.

## Current Status and Animal Behavior

### Status Behavior

0 or lower	Invisible. The characters are largely ignored by the animals of the Enclave. They may even have trouble finding food and drinking water.
1-10	Barely Acknowledged. The animals speak with the characters, but many of the animals treat the characters poorly. This is the animals' starting attitude.
11-15	Respected. The characters have earned the respect of most of the Enclave's animals. Some of the animals—particularly the oldest members—may still insult the characters openly.
16-20	Honored Guests. The characters have earned a valued spot among the animals of the Enclave. Even cranky old Glover thinks well of them.
21+	Community Elders. One of the characters is chosen to represent their interests among the elders. A character who holds this rank might even sway the interests of the entire community.



## Downtime

While in the Enclave, characters can still spend their downtime as described in “Living on the Island” in Chapter 1. The following introduces variants that apply within the Enclave.

**Crafting.** The Charlies (see area 4) are the Enclave’s foremost crafters. Of course, the demand for crafted goods usually exceeds their capability. Characters can spend downtime helping the chimpanzees build requested goods. For every day of downtime that the characters spend crafting, they can craft one or more items with a total market value not exceeding 5 gp. Because the chimpanzees lack ways to smelt iron and steel, they must rely on what the jungle offers them: reed, wood, wool, loose fabrics (from wrecked ships), and other knickknacks. Helping the chimpanzees increases the character’s status among the animals of the Enclave at a rate of +1 status for every 25 gp worth of items crafted. Once the characters earn a total of +4 status for helping the Charlies, they can no longer gain status this way.

**Profession.** Although the characters can’t earn gold practicing a profession, they can earn status by assisting the Enclave’s animals with chores, tasks, and other “things-that-need-doin’”. A character gains +1 status for each week (5 workdays) they help the animals. Once the characters earn a total of +4 status for helping, they can no longer gain status this way.

**Recuperating.** The rules for recuperating are unchanged. So long as the characters have Status scores above 1, Major Mitchell will provide healing when needed.

**Researching.** Although many of the animals of the Enclave can speak Common, nearly all of them are illiterate, the obvious exception being Major Mitchell. Still, the characters can spend downtime gathering information about the island’s locations and its inhabitants. A character must determine the information they wish to learn. Then, they must spend one week speaking with the Animals of the Enclave. At the end of the week, the character must make a Charisma (Status) check, then reference the Research Outcomes table below to determine what the character learned. If you need ideas for what the characters can learn, “Research” tables are included in sidebars in most of the quests in this adventure.

Some topics might decrease a character’s Status score, especially as it pertains to the Enclave’s wellbeing. See the tables above for details.

## Research Outcomes

### Check Total Outcome

1-10	Nothing learned.
11-20	The character learns one piece of lore.
21-30	The character learns two pieces of lore.
31+	The character learns three pieces of lore.



## Side Quests

The best and fastest way to earn status among the animals is to complete important tasks and side quests for the animals. Introduce as many or few of these side quests as you like. If you can’t decide which side quest to choose, roll a d8.

### 1 - Find the Spyglass

One of the birds from area 5 saw a spyglass while collecting fruit in the forest. Terry needs the spyglass to complete a project she’s been working on for some time—a telescope for Major Mitchell. If the characters agree to help Terry, they must spend 1 full day (8 hours) searching for the spyglass in the forest near the mango trees. At the end of the day, one character must make a DC 20 Intelligence (Investigation) or Wisdom (Perception) check. If more than one character helps with the search, the character making the check does so with advantage. On a success, the character discovers the spyglass.

Completing this side quest earns each member of the search party +2 status.

### 2 - Recover Boulevard’s Harp

The gorilla, Boulevard, (see area 14) had his harp stolen from him by an unawakened axe beak, a creature considerably faster than he and much larger than the other animals of the Enclave. Boulevard turns to the characters for help. If the characters agree to assist Boulevard, they must spend at least 1 hour hunting the axe beak. At the end of the hour, one character must make a DC 11 Wisdom (Survival) check. On a success, they track the **axe beak**. From there, they must devise a way to trap the creature and recover Boulevard’s harp.

If the characters recover the harp without killing the axe beak, each character involved earns +1 Status.

### 3 - Check in on Jasper and Johnson

Sir Jasper the Bold and his squire Johnson (see Additional Residents above) were camped out near the Lonely Bay Pirate’s hideout. However, the pair haven’t been seen in a few days. Major Mitchell asks the characters to investigate what happened to Jasper. Mitchell warns the characters not to engage with the pirates; they should only observe and report. If the characters agree, he gives them directions to Jasper’s lookout point near the pirate’s beach.

Successfully completing this task without engaging the pirates earns each character involved +1 Status.

### 4 - Rescue Ivan

The lovable bear Ivan was captured by a gang of six ratfolk during one of his expeditions. The ratfolk demand that the animals of the Enclave work on their behalf and relinquish half of their agate reserves. Major Mitchell sends the characters along with Boulevard, Omen, and Leonard to reclaim Ivan. The **ratfolk** (see the Appendix) hide within an abandoned mine a mile north of the village.

Successfully rescuing Ivan earns each character involved +3 Status.



## 5 - Slay the Berstuc

A year ago, the wild dog family that lived in area 1 disappeared. While on a hunt, Ranger and his pack discovered items belonging to the dogs in a clearing not too far from the village. After speaking with the trees in the area, Major Mitchell learned that the dogs were slaughtered by a diabolical demon called a **berstuc**. Mitchell asks the characters to hunt the **berstuc** (see the Appendix) and destroy it before it kills more members of the Enclave.

If the characters agree to hunt the berstuc demon, they have their work cut out for them. The berstuc is impossible to track thanks to its Twisted Path trait. The characters may have to travel and camp in the forest until the berstuc discovers them. If it seems like the characters are hunting the berstuc, have the berstuc make a Wisdom (Insight) check contested by the character whose passive Charisma (Deception) score is the lowest.

Successfully slaying the berstuc earns each character +5 Status in the community.

## 6 - Discover the Fate of Georgie

So long as Georgie escaped during the first scene of this chapter, the awakened bats in area 9 ask the characters to find Georgie, if only to know what happened to them. They suggest that the characters inspect the Lonely Bay Pirates' hideout. If Esmerelda survived the encounter with the party, she told everyone that Georgie was working alongside the pirates as a spy. See Chapter 4 for details.

If the characters discover what happened to Georgie and report back to the bats, they each earn +1 Status.

## 7 - Investigate Mount Pew Pew Rocky Rock

Major Mitchell worries that Mount Pew Pew Rocky Rock, the active volcano at the western end of the island, might soon erupt. He asks the characters to travel to that end of the island and use any means that they have available to determine the volcano's status. Clerics with the *divination* spell can ask their gods if the volcano is near erupting. Failing this, they may have to travel to the mountain itself and speak with the earth and fire elementals that inhabit the area. See the adventure [Jungle Heat](#) for details.

If the characters learn the volcano's current status and return with the information, they receive +2 Status among the animals of the Enclave.

## 8 - Seek Help from Camp Bravery

With the looming threat of the Lonely Bay Pirates and xorn, the Enclave's elders hope that the characters can convince the humanoids living in the valley to join their efforts in protecting the Crystal Cavern. Major Mitchell asks the characters to travel to Camp Bravery and speak with its leaders. See the adventure [Captain Grisly's Treasure Hunt](#) for details.

If the characters agree and travel to Camp Bravery, they each receive +1 Status with the animals, even if they aren't successful. However, if they successfully gain the help of Bravery's humanoids, they receive an additional +2 Status.

# Scene 4 - The Crystal Cave

Major Mitchell and the other animals of the Enclave harbor a great secret. Three miles northwest of the Enclave, in a small cavern tucked into the foothills of the island's easternmost range, hides the source of the animals' awakened nature: the Crystal Cave.

The crystal cavern's walls glitter with blue agate. The agate here is particularly potent, too, amplifying the effects of spells when used as components. When used with the *awaken* spell, it allows animals with Intelligence scores of 6 or less to gain sentience, instead of just those with 3 or less. And *stones of good luck* developed from the agate grant +2 bonus to ability checks and saving throws instead of +1 (treat such items as rare instead of uncommon).

For decades, Major Mitchell and the animals have protected the agate from those who'd strip it bare of its wealth. A powerful druid, Major Mitchell regularly uses the agate to *awaken* new animals through an event known as the Awakening Ceremony.

## The Awakening Ceremony

If the characters earn the trust of the animals and secure a group Status score of 11 or better, they're invited to a special event: The Awakening Ceremony. Earlier that day, the wolves rescued a mundane frog from being killed by a poisonous snake. Within this frog, Ranger felt a kinship. The other elders felt it, too.

The wolves usher the characters to The Crystal Cave where all the other animals gather.

This small, dark cavern glows with blue light cast by fantastic gems embedded in its walls. Every member of the Enclave is in attendance, including all seven of the Enclave's elders. One of the chimpanzees places a small, covered basket at the center of the cavern's floor, then removes its lid. A small frog inside the basket croaks and blinks.

The cockatoo leader of the Enclave, Major Mitchell, flutters over to the frog's basket.

"Hello there, friend," he says peering down at the confused-looking frog.

Major Mitchell casts his head back up and addresses every creature in the cavern.

"My friends, welcome. Elder Ranger has nominated this frog to become the newest member of the Enclave. The other Elders and I agreed to Ranger's nomination. We now ask all of you here, within this sacred space, if you object to our recommendation. Speak now, or forever hold your peace."

Major Mitchell waits a minute for the animals of the Enclave to object. If the party has a Status score of 16 or better, they, too, may object. Otherwise, they're ignored. None of the other animals object.

If the characters do not object, Major Mitchell continues the ceremony.

"Then with the power invested in me by the spirits of this island, I award you, dear frog, the gift of greater intelligence. Awaken!"

Major Mitchell casts the spell and immediately the frog begins to speak. She declares that she's quite excited to suddenly understand the world in which she lives but is quite confused. Laughing, Major Mitchell awards her a name: Monica. The other animals cheer her newfound sentence—"Three cheers for Monica!"

After all of the animals take the time to introduce themselves to Monica, they turn to leave.

## Xorn Attack

As soon as the animals and characters leave the cavern, they're surprised by six **xorn** who emerge from the ground in front of the cavern. Gibjim, the xorn's purple-spotted leader, leads the raid; Gibjim is a **xorn** with 98 hit points. In Terran, Gibjim commands the other xorn to take one or more of the animals prisoner. As soon as a xorn grabs one of

the animals, it phases into the ground, taking the animal along with it.

The xorn continue to fight until they've captured at least three animals or one of them is seriously injured or killed. Before Gibjim flees, he tells Major Mitchell, in broken Common, "Gib gems! Xorn no food have. Xorn die when no food have. Xorn until animals gib gems, friends xorn keep!"

The Crystal Cavern is protected by a permanent *forbiddance* spell that prevents the xorn (and other elementals) from entering the cavern and eating its valuable agate. Having already exhausted the rest of the island's natural gem supply, the Crystal Cavern's agates are all the desperate xorn have left.

## The Xorn Problem

Even if the characters weren't present for the xorn attack, they learn about it from the other animals. Major Mitchell knows that the xorn live in a series of caverns below the island. And even if the animals free their friends from the xorn, the xorn won't stop attacking them—and likely, they will become more desperate. Major Mitchell knows that the xorn are starving but refuses to relinquish any of the Crystal Cavern's lode. In his eyes, losing the agate means losing the Enclave.

Finally, Major Mitchell asks the characters to seek the xorn in their caverns, save any animals who were captured during the Awakening Ceremony, and destroy the xorn once and for all. If the characters agree, Major Mitchell shares the three known entrances into the xorn's tunnels.

Proceed to Chapter 3.





## Chapter 3. The Xorn

Customarily, an elemental's destruction on the material plane will return it to its home domain. This is not the case with the island. A planar outsider who dies on Mystery Island is permanently slain. This is the problem that a gang of xorn from the Elemental Plane of Earth now face.

Since becoming stuck, the xorn made the best of their difficult situation. Unfortunately, the island lacks the bountiful resources of the Elemental Plane of Earth. Both gems and precious metals are in relatively low supply on the island, and since this is the xorn's primary food source, they're starting to run low on supplies.

The xorn discovered the Crystal Cavern and its massive supply of banded agate. The *forbiddance* spell cast on the Cavern prevents them from entering. Starving and desperate, the traditionally peaceful creatures have had to resort to violence in order to save themselves from death.

Most of the animals of the Enclave are not aware that the xorn need the agate to survive. They believe that the xorn are nothing more than mindless elementals hell bent on ruining their way of life. Major Mitchell's, the Enclave's leader, understands the xorn's plight—and he doesn't care. Mitchell will not surrender even one bit of the agate supply to the xorn or anyone else who'd hope to take it from the animals.

### Running This Chapter

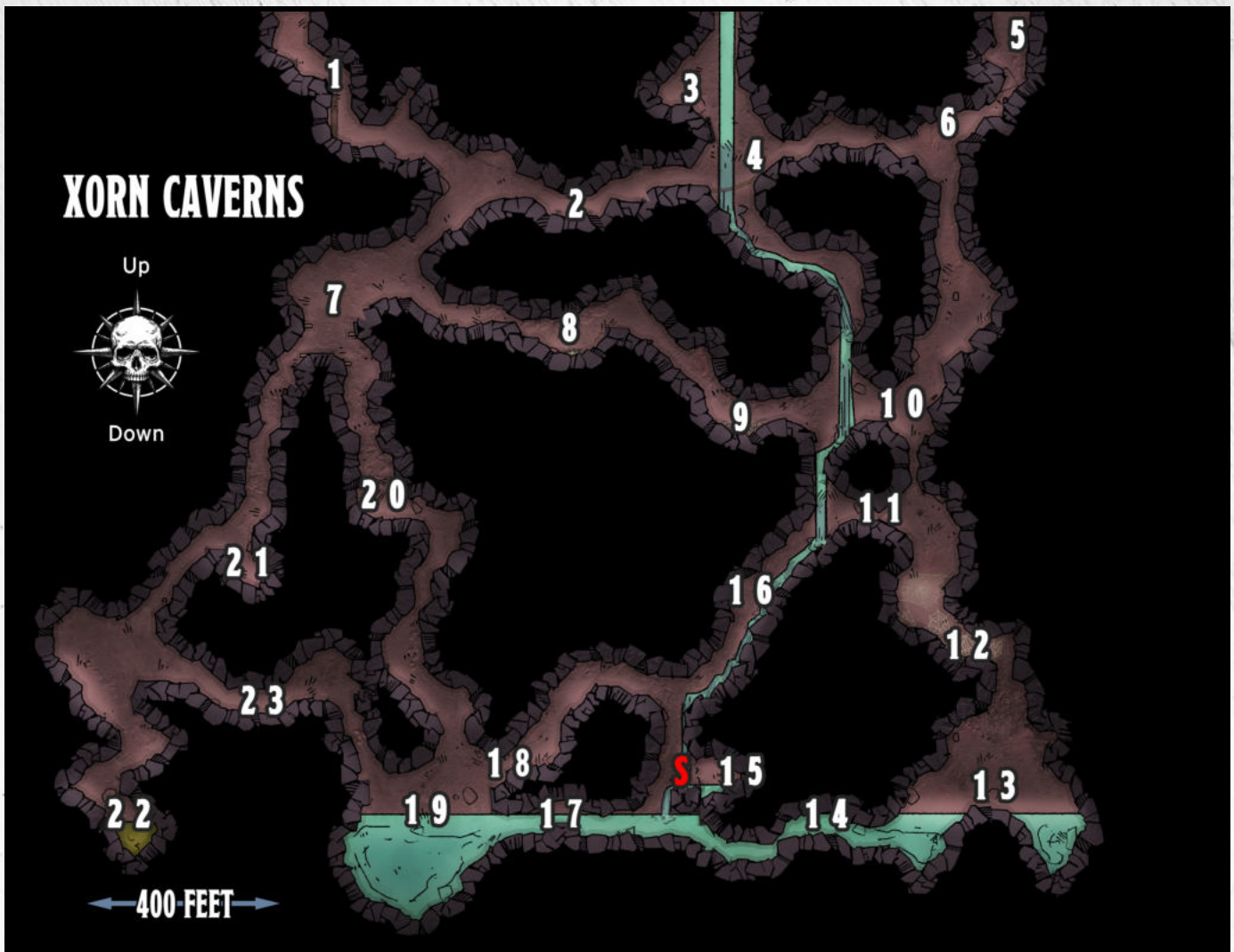
After the xorn attack and potentially capture animals of the Enclave, Major Mitchell asks the characters to enter their lair and deal with the issue. Mitchell points to three entrances to the xorn's mine: an entrance through an abandoned mine, a pit through which a large waterfall pours, and a cavern cut into the nearby hillside.

### Character Advancement

Characters who accept this quest should be at least level 6 before they descend into the xorn's tunnels. Even then, some of the challenges therein might be beyond the characters' level, especially if they choose to shoot first and ask questions later.

Characters who successfully navigate the dangers of the xorn caverns and defeat the xorn—or negotiate a peace treaty—should earn enough experience to reach the next available level, up to 10th level.





## The Xorn Caverns

The xorn caverns descend nearly a half-mile below the island's surface. The map on this page shows a version of the map, with each square representing 30 feet. Thus, the party will have to navigate through a series of deadly pitfalls to reach the xorn lair.

### General Features

Unless stated otherwise, the xorn caverns have the following features:

**Natural Caverns.** All of the caverns are made from stone shaped by natural processes. Thus, the xorn can use their Earth Glide feature to move freely throughout the complex.

**Vertical Shafts.** The majority of these caverns are organized by vertical shafts. Climbing down these shafts without magic or another aid is a grueling task. A creature that lacks a climbing speed that ascends or descends a shaft without aid must make a successful DC 12 Strength (Athletics) check for every 15 feet moved. Failing this check by 5 or more causes the creature to fall, suffering 3 (1d6) bludgeoning damage for every 10 feet it falls (to a maximum of 20d6).

**Waterfall.** A huge waterfall cuts through the center of the xorn's caverns. While breathtaking to look upon, it does create a few hazards with which the characters will need to contend. First, the sound it makes as it crashes into the caverns is deafening. All Wisdom (Perception) checks made to hear in this part of the cavern are made with disadvantage. Additionally, scaling the walls in this part of the cavern is much more difficult; Strength (Athletics) checks made to climb up or down the slippery rock surrounding it have a DC of 17.

**Subterranean Lake.** At the caverns' deepest point, a lake of cold, brown water covers the majority of the areas. The water lightly obscures everything, making it difficult for creatures that lack blindsight to swim through, even with a source of nonmagical light. Because these areas may require extended periods of swimming under the surface, be sure to review the rules for holding one's breath as well as underwater combat before running encounters in these areas.

**Cavern Dimensions.** The map on page 21 shows the height of the cavern's ceilings as well as the chambers' width west to east. A cavern's width north to south is between 50 and 85 feet. The provided location maps show accurate representations of the keyed location's top-down dimensions.

**Light.** With the exception of the caverns closest to the entrance, the caverns lack light, natural or otherwise. The text blocks assume that the characters have darkvision or their own sources of light.

**Xorn Encounters.** Every hour that the characters spend in the xorn caverns, roll a d20. On a result of 18 or higher, the characters encounter 1d4 + 1 **xorn**. If the xorn saw the characters at the Awakening Ceremony (see page 18), they assume that the characters are agents of the animals and attack. Otherwise, they cautiously approach the characters. With the exception of Gibjim, none of the xorn speak Common, only Terran. Hungry and frustrated, it takes very little to enrage the xorn.

## Keyed Locations

Certain locations on the map have encounters and events that happen within certain chambers and tunnels of these caverns. The provided maps are top-down versus vertical like the main map.

### X1 - Cliffs and Ladders

A hole cut into the hills near the Enclave offers the westernmost entry point to the Xorn caverns. After descending the 120-foot shaft from the surface, a series of three ledges presents an additional obstacle. The westernmost ledge descends 40 feet, the central ledge descends 130 feet, and the easternmost ledge descends another 40 feet. Each ledge has a ladder that runs the full height.

**Hazard: Ricketty Ladders.** The three ladders are poorly designed. When a creature weighing 100 pounds or more starts its turn on one of these ladders, roll a d6. On a result of 6, part of the ladder breaks. The creature must succeed on a DC 12 Dexterity saving throw to prevent itself from falling.

**Encounter: Ratfolk.** Four **ratfolk mercenaries** (see the Appendix) hide throughout this cavern, protecting the entrance. They work for the xorn, so if they suspect that the characters are there to cause trouble, they attack.

**Treasure: Ratfolk Goods.** If the characters kill the ratfolk, they find a sack on one of them that contains goods they've secured for their xorn allies. The sack contains 100 pp, a golden idol worth 250 gp, and six hunks of amber, each one worth 100 gp.

### X2 - Lost Ruins

The stalactite-stricken ceilings of this chamber soar 30 feet above its floors. Tumbledown walls crowd the space, signs that a humanoid civilization once inhabited this section of the caverns. Loud snoring coming from one of the demolished buildings rocks the whole cavern.

A closer look reveals black char and ash marring the ruins' walls and floors.

**Dead Xorn.** The bodies of two dead xorn lie in the middle of the western most building. They were burned to death by the young red dragon (see below) after they tried to steal some of its hoard.

**Encounter: Young Red Dragon.** A **young red dragon** named Alrycryd rests in this chamber, specifically within the ruins of the centermost building (area X2b). Alrycryd is a heavy sleeper—to sneak past the dragon without waking it, the characters must succeed on a group DC 13

Dexterity (Stealth) check. If the characters wake the dragon, it does not react kindly to intruders, paranoid that they may be here to steal the treasure pile upon which he sleeps. Should the characters make the poor choice of instigating a fight, Alrycryd is petty enough to chase them throughout the entirety of the caverns until he tires or they do.

**Encounter: Ratfolk.** A pair of **ratfolk mercenaries** (see the Appendix) hide in the building directly across from Alrycryd's lair. They're plotting to steal treasure from the dragon's pile.

**Treasure: Alrycryd's Hoard.** The young red dragon rests atop 10,000 sp, 2,000 gp, and 100 pp. There are also 13 gems worth a total of 650 gp altogether. Finally, the hoard holds a +1 *light hammer* and a *necklace of adaptation*.

### X3 - Ledge

This pocket cavern overlooks the massive waterfall at the center of this chain of caverns.

**Entrance.** The central entrance to the caverns opens up here, along the path of the waterfall. See the general features for details on the waterfall.

**Encounter: Xorn.** A single **xorn** scrounges around this cavern looking for loose gems and precious metals. Alone, it flees as soon as it's spotted.

### X4 - Rope Bridge

An 80-foot-deep gorge divides the western and eastern portions of the caverns. A ramshackle bridge of rope and slick timbers provide a way across.

**Waterfall.** See the general features for details on the waterfall and the hazards it creates.

**Hazard: Rope Bridge.** The bridge itself is sturdier than it looks, but it's slick. A creature who takes the Dash action while standing on the bridge must make a DC 15 Dexterity (Acrobatics) check. On a successful check, they move without any issue. On a failure, they slip and fall prone. Failing this check by 5 or more causes the creature to fall off the bridge onto the rocks 80 feet below.

**Encounter: Xorn.** The moment the characters start to cross the bridge, two **xorn** appear, one on either side of the bridge. The xorn challenge the characters in Terran, asking them their intentions. If the characters fail to respond in a language that the xorn understand or threaten the xorn, the xorn slash the bridge's ropes with their claws. Characters at the center of the bridge fall, no save allowed. Characters within 10 feet of the bridge's edge can try to catch themselves on the gorge's edges with a successful DC 15 Dexterity saving throw. Because of their Earth Glide ability, the xorn do not take falling damage when they hit the rocks below—instead, they dive into it like it's water.

### X5 - Mine Shaft

The third way into the xorn's caverns involves entering through a fissure in western side of this old mine.

**The Old Elevator (X5a).** This old service elevator grants access to the mine from the topside. Unfortunately, it's seen better days. If more than 300 pounds of weight are put into the elevator, its ropes snap sending the car crashing 100 feet down. Any creature inside the elevator when this happens must make a DC 15 Constitution saving throw. A creature takes 10 (3d6) bludgeoning damage plus 10 (3d6) piercing damage on a failed saving throw, or half as much on a successful one. If the characters inspect the rigging

### X1 CLIFFS AND LADDERS

1 SQUARE = 5 FEET



### X2 LOST RUINS

1 SQUARE = 5 FEET



### X3 LEDGE

1 SQUARE = 5 FEET



### X4 ROPE BRIDGE

1 SQUARE = 5 FEET



### X5 MINE SHAFT

1 SQUARE = 5 FEET



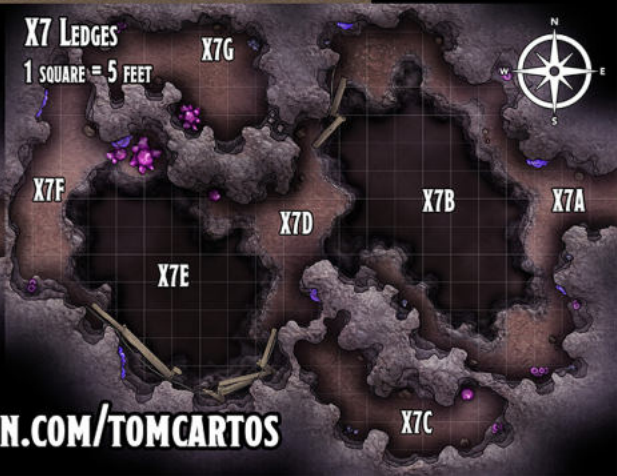
### X6 GORGE

1 SQUARE = 5 FEET



### X7 LEDGES

1 SQUARE = 5 FEET



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before they set foot in the elevator, they can determine the poor state of the elevator with a successful DC 10 Intelligence (Investigation) check. Before or after it tumbles, the characters can climb up and down the elevator shaft with successful DC 12 Strength (Athletics) checks.

**Manager's Workroom (X5b).** This refectory/office served as a place for the mine's employees to gather. Moldy, yellowing blueprints detailing the mine litter the tables. Beyond that, there's nothing of interest here.

**Reservoir (X5c).** A small pool of clear water hugs an alcove against the southern wall. The body of an adventurer slain by the xorn lies at the bottom of this pool. The adventurer carries a pack, within which the characters will find 200 sp and 70 gp.

**Labyrinthine Path (X5d).** This winding series of passageways is bedecked on all sides by 30-foot-deep pits. A single xorn sniffs around the bottom of these pits looking for gems. It attacks if it feels threatened but flees when its hit points are reduced to half or fewer.

**Entrance to the Caverns (X5e).** Two xorn stand next to a gaping hole at the south end of this part of the cavern. If the xorn recognize that the characters were sent by the animals of the Enclave, they attack, but won't fight until destroyed.

The 120-foot-deep hole leads down to area X6.

## X6 - Gorge

A 450-foot-deep, 35-foot-wide crevasse divides this large cavern. An old bridge that once spanned the area lies in tatters at either end of the gorge.

The characters can shimmy along the walls to the north and south of the gorge; doing so requires successful DC 10 Strength (Athletics) checks for every 15 feet they climb. If the check fails by 5 or more, the character falls into the gorge. While climbing, the characters have disadvantage on attack rolls as well as Strength and Dexterity checks and saving throws, plus attack rolls made against them are made with advantage. If a character takes damage climbing along the walls, they must make a DC 10 Dexterity saving throw or fall into the gorge.

**Encounter: Xorn.** A single xorn can be found here, gliding through the stone at the north end of the cavern. The xorn can trap its legs within the stone, which allows it to make attacks almost as if the wall was solid ground.

**Hostage.** If the xorn captured two or more animals from the Enclave, this xorn is carrying one of those creatures. It uses the hostage as leverage, threatening to drop it into the gorge. If the xorn only captured only one animal (or none), this xorn is not carrying a hostage, and simply attacks.

## X7 - Ledges

This cavern is dominated by two large pits; both appear to be impossibly deep. Ramshackle scaffolding offers narrow access between the pits and the distant ledges. Glittering pink and purple gems decorate its walls.

**Tricky Footing.** The easternmost pit (X7b) drops 360 feet down to area 20. The westernmost pit (X7e) drops 480 feet down into the pit at area 21. The rocky ledge sandwiched between the two pits (X7d) is a full 60 feet lower than area X7a. Finally, the ledge at the far end of the cavern (X7f) is roughly parallel to area X7a.

**Scaffolding.** Shoddy scaffolding hugs the caverns walls. A creature can move across the scaffolding without any issue. However, their footing is trepidatious. If a character takes damage while moving across the scaffolding, they must make a DC 10 Dexterity saving throw. On a failed saving throw, the character falls prone in their space. If the check fails by 5 or more, they tumble into the nearest gorge.

**Encounter: Ratfolk.** Two ratfolk mercenaries (see the Appendix), allies of the xorn, hide in this cavern. One watches from the small opening in the wall in area X7g, while the other keeps watch in area X7c. The two ratfolk prefer to wait to see what the characters do before they make a move. If the characters get into a confrontation with the ruby oozes (see below), they use the distraction to surprise the characters.

**Encounter: Ruby Oozes.** The large gems in the walls aren't rubies—after all, the xorn would have eaten them. They are actually ruby oozes (see the Appendix), four in all. These oozes remain motionless until a creature comes within 5 feet of it. The ratfolk hiding in the tunnels know better than to come close to the oozes.

## X8 - Boneyard

Hundreds of bones—small, large, and everything in between—bestrew this cavern. Pink-capped mushrooms join the mushrooms, sprouting up in various locations.

This cavern was once home to dangerous creatures that died years ago.

**Hazard: Pink Caps.** The mushrooms are pink caps, a fungus that grows only underground. Any time a creature comes within 5 feet of the mushroom, the mushroom releases spores into the air. Each target must make a DC 13 Constitution saving throw or take 6 (1d12) poison damage and become poisoned for 1 hour. While poisoned, the target is incapacitated.

## X9 - Mushroom Grotto

A thick carpet of mushroom, moss, and lichen consumes the entirety of this large cavern.

**Hazard: Spores.** The cavern's air is thick with spores. The first time a creature enters this area and each time it starts its turn in this area, it must make a DC 13 Constitution saving throw. On a failed saving throw, the target is poisoned for 1 minute after they leave the area. Each time a target that's been poisoned by the spores fails another saving throw to avoid the spores, they gain one level of exhaustion.

**Encounter: Xorn.** Three xorn are searching the walls of this cavern for gems. The xorn fight until their hit points are reduced by half or they get the poisoned condition from the mushrooms.

## X10 - Upper Passage

This pass is sandwiched between two huge pits. The roar of the waterfall separating this area from area 9 drowns out nearly everything. The caved-in skulls of humanoids and giants decorate the various nooks and crannies of the area. Everything here smells like body odor.



**X8 BONEYARD**

1 SQUARE = 5 FEET



**X9 MUSHROOM GROTTO**

1 SQUARE = 5 FEET



**X10 UPPER PASSAGE**

1 SQUARE = 5 FEET



**X11 LOWER PASSAGE**

1 SQUARE = 5 FEET



**X12 WEBS**

1 SQUARE = 5 FEET



**X13 THE ISLAND**

1 SQUARE = 5 FEET



**X14 SUBMERGED TUNNEL EAST**

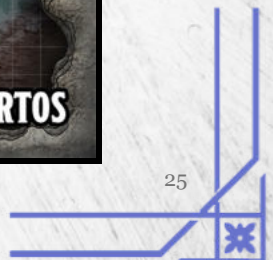


**X15 SECRET CAVERN**

1 SQUARE = 5 FEET



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**Encounter: Cave Giant.** A one-armed **cave giant** named Sutrac (see the Appendix) claims this cavern as his own. Sutrac spends most of his days napping beside the bones of his dead mate who was killed by a cave dragon over a year ago. So long as the characters don't disturb him, Sutrac lets them pass without issue—his days of brutality are behind him. He can also be coaxed to give directions to the xorn's lair with a successful DC 11 Wisdom (Persuasion) check.

Due to his missing arm, Sutrac can only make one attack with his handaxe each turn instead of two and he can't carry anything in two hands. Because of this, his Challenge Rating is 9 (5,000 XP).

## X11 - Lower Passage

Like area 10, this lower passage is stuck between two sheer drops, the sound of the waterfall to the west drowning out nearly all sound.

**Trap: Brittle Ledges.** The xorn trapped the ledge at the far eastern side of the cavern so that it collapses whenever a creature weighing 50 pounds or more sets foot onto it. A target caught under a collapsing edge must succeed on a DC 15 Dexterity saving throw to prevent falling almost 400 feet down into area 12. Fortunately (or unfortunately) they won't hit the rocks below, but instead, get caught in the pervasive spiderwebs in that area. Spotting the weak ledge requires a successful DC 15 Intelligence (Investigation) check made in the area around it.

## X12 - Webs

Thick, silvery webs cover the entirety of this dark cavern. At regular intervals, cocooned corpses hang by the strands. Some appear to have been animals. Others seem to have been humanoid.

Not only do the webs cover the entirety of area 12, but they also choke the vertical shaft at the western end for approximately 120 feet. Creatures entering area 12 from this direction will not only have to make the normal checks for climbing down into this cavern but must also contend with the seemingly endless blanket of webbing.

**Hazard Webs.** A creature entering a webbed area for the first time on a turn or starting its turn there must succeed on a DC 12 Dexterity saving throw or become restrained by the webs. This check is made with disadvantage if the creature is climbing down the cavern walls unless the creature possesses a climbing speed. A restrained creature can use its action to try to escape, doing so with a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check. Of course, there's always the possibility that the target becomes trapped high above the cavern floor; breaking free of the webs could result in a long, hard fall to the ground.

**Encounter: Giant Spiders.** This entire section of the xorn's caverns is infested with giant spiders. The first time the characters enter the area and every 10 minutes they remain, roll a d6. On a result of 5 or 6, 2d6 **giant spiders** appear. Feel free to handwave the total number of spiders that lurk in this area. There's probably far too many for

the characters to handle. However, if you wish to limit the number of encounters that the characters experience, each time the characters encounter and fight spiders, roll a d20 and add the number of giant spiders that they've killed in combat. If the number roll is 25 or higher, no more giant spiders attack for the next 24 hours.

**Treasure: Victims.** Like the spiders, the number of victims that decorate this cavern seems innumerable. After the characters spend 10 minutes or longer in the caverns, roll another d6. On a result of 6, they discover a corpse, a stuck bag, or a glittering magic item stuck in the webs. Roll a d20 and refer to the "Spider Treasure" table below to determine the nature of the treasure.

## Spider Treasure

### d20 Treasure

1-10 A bag/chest/sack containing 10d6 gp

11-14 A piece of jewelry worth 100 gp

15-17 A piece of jewelry worth 250 gp

18-19 A small bag containing 2d4 gems, each one worth 50 gp

20 One uncommon magic item (your choice)

## X13 - The Island

This colossal chamber boasts 270-foot-high ceilings. Cold, brown water consumes the majority of the floor. Although it's impossible to tell from the surface, the water is 120-feet-deep at its deepest point. All manner of strange, blind fish and other subterranean aquatic creatures swim in this pool; fortunately, none of them are aggressive.

The only other feature of note in this cavern is the island at its center.

The entrance to area X14 is not obvious from the surface.

## X14 - Submerged Tunnel East

This dark tunnel is completely submerged.

**Encounter: Swimming Xorn.** A **xorn** swims through this area. Despite its awkward shape, it's decent at swimming, shifting its prism-shaped body like a propeller to move through the water. The xorn is searching for gems and has actually managed to find a few.

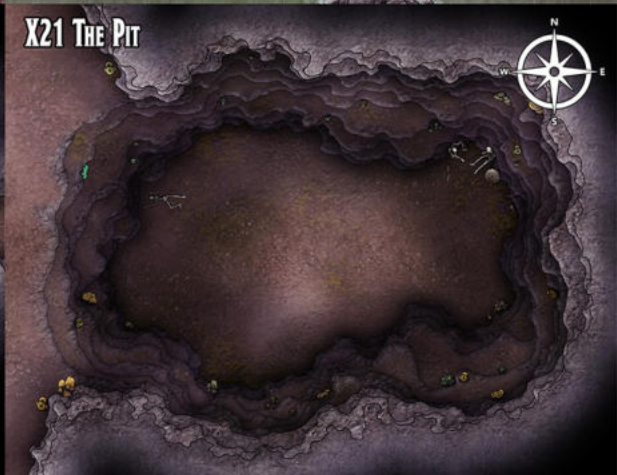
**Treasure: Xorn's Gullet.** The xorn is carrying a small number of gems in two of its three claws. Altogether the gems are worth 50 gp.

## X15 - Secret Cavern

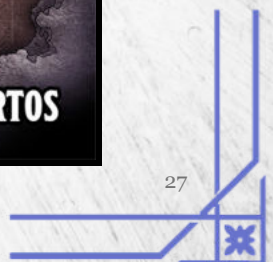
Finding this cavern requires a character to succeed on a DC 18 Wisdom (Perception) check made near the waterfall at its western side.

Ten-foot-high ceilings rise above the pool at the center of this hidden cavern. At the northeastern side of the cavern, a small, rocky beach clings to the walls.

**Encounter: Pechs.** Three **pechs** (see the Appendix) use this cavern to separate themselves from the dangers of the caverns. The pechs are allies with the xorn and understand



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their plight. Good creatures, the pechs will encourage the characters to join them to rest. If the characters agree, they share their story.

Like the xorn, the pechs traveled to the material plane to escape the persecution of evil earth djinnis. Unfortunately, what first seemed like freedom turned out to be just another prison. While the pechs do not require air, food, drink or sleep to survive, the xorn have no such advantages. Without a steady supply of gems and valuable metals to consume, the xorn have started to die. And since the island does not allow for interplanar travel, the xorn do not return to their plane when they die; they simply wither and fade as flesh-and-blood creatures do.

The pechs encourage the characters to work out an agreement with the xorn. They understand the xorn may seem strange to humanoids but assure them that they only want what is best for their people. The pechs know where the xorn lair is and are even willing to travel with the characters there and act as ambassadors and translators.

**Treasure: Pech Axe.** The leader of the pechs wields a glimmering pickaxe that it found within the caverns. The axe is decorated with gnomish runes. The pickaxe counts as a +2 *warpick* which allows a creature holding it to speak and understand Gnomish and Terran.

## X16 - Downstream

Water from the towering falls to the east slams into the rocky surface and roars down this 400-foot slope until crashing into the pools far below. While the majority of this rapid waterway offers very little footing for travelers, it does widen enough at its middle to allow hikers reprieve from its inherent danger.

**Hazard: Rushing Water.** The water here is extraordinarily fast and difficult to traverse. Strength checks made to climb and swim in this area are made with disadvantage. A creature who involuntarily falls into the water or starts their turn in the water must make a DC 20 Strength saving throw or become restrained by the current. A restrained creature moves 60 feet downslope (west) at the end of each of their turns and must make another DC 20 Strength saving throw, taking 5 (2d4) bludgeoning damage on a failed saving throw or half as much damage on a successful one. If the character fails to catch themselves before reaching the vertical shaft approximately 200 feet from this cavern, they fall the full 180+ feet down to the lip of the waterfall near the secret cavern (area X15), taking 70 (20d6) bludgeoning damage from the fall.

**Encounter: Ropers.** Two **ropers** flank the waterway here. Most days, the pair catch small animals caught in the fast-moving falls, but they're more than happy to pluck an unlucky adventurer or two out of the water.

## X17 - Submerged Tunnel West

Most of this tunnel is completely submerged. However, there is a small pocket of air through which air-breathing creatures can take a moment to catch their breath (X17).

**Encounter: Pechs.** Two **pechs** (see the Appendix) are swimming in this cavern, looking for gems to feed their xorn allies. The pechs are good-aligned creatures who will try to help the characters. Of course, their off-putting appearance might challenge the characters' fight or flight response.

See area 15 for details regarding the pechs and their relationship with the xorn.

## X18 - The Leap

As the characters approach this area, they can hear the low moans of the ropers that haunt the stalactite strewn ceilings above.

It's a dead end! Or so it seems. The passageway through the caverns terminates at this cliff face that overlooks a huge pool of water 75 feet below.

**Encounter: Cloakers.** Three **cloakers** lurk above the cliff. Recognizing their strength relative to that of the adventuring party, they gleefully attack, anxious to have a humanoid snack so far below the surface.

**Leaping from the Cliff.** The characters should realize pretty quickly that fighting three cloakers is folly. Their best recourse is to leap from the cliff where the cloakers won't follow them. Leaping from the cliff requires a character to make two ability checks. First, a character makes a DC 5 Wisdom saving throw. On a failed save, the character is frightened of the cliff until the start of its next turn. A character who succeeds on their saving throw cannot be frightened by leaping from great heights for 24 hours. After the character overcomes their fear, they must make a DC 10 Strength (Athletics or Acrobatics) check (the player's choice). If the check fails, the character falls awkwardly into the pool below and takes 10 (3d6) bludgeoning damage as a result. If the check succeeds, the character successfully leaps from the cliff and dives into the water below without taking damage. Characters who leap into the pool find themselves at the easternmost end of area 19.

## X19 - The Depths

Unlike the other sub-maps in this part of the adventure, this area's dimensions are 220 feet wide north to south and 170 feet wide east to west. The water is over 200 feet deep at its deepest point. Beyond strange, eyeless fish and bizarre nonaggressive oozes that emit bright light in a 1-foot radius, there are no creatures here that hope to attack the party.

**Treasure Island.** A tall spire of rocks rises from the pool (area X19b), offering a spot to recover from the pool's cold water. The skeleton of a gnome rests on the island. They're still clutching a *bag of holding*. The bag contains ten gems worth 50 gp each, a *spell scroll of light* and two *potions of healing*.

## X20 - Cliffs

Three rough-looking walls divide this cavern into four parts. The westernmost cliff (X20a) is 150 feet tall, the central cliff is 160 feet tall, and the easternmost cliff is 150 feet tall.

**Encounter: Xorn.** Two **xorn** hide in the walls and floors of this area. If they sense the characters via their tremorsense and believe that the characters are a threat, they wait until the characters are in precarious positions—such as in the middle of climbing down one of the walls—and shove them from their position on the wall. If the character isn't tethered to the wall or some other form of support and they fail their shove contest with the xorn, they fall to the rocks below, taking 3 (1d6) bludgeoning damage for every 10 feet they fall.

## X21 - Pit

This 8-foot-deep pit is filled with animal and humanoid bones plus other random bits of garbage.

**Confusion Gas.** An invisible gas fills the entirety of this pit. A creature that starts their turn in the pit must make a DC 10 Constitution saving throw or become poisoned until the start of its next turn. While poisoned in this way, the affected target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior for that turn.

## Confusion Gas

### d6 Effect

1 The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn. If the creature is climbing when this happens, it falls from the cliff and down to the pit floor below, taking 1d6 bludgeoning for every 10 feet it falls.

2-6 The creature doesn't move or take actions this turn.

## X22 - Mud Pit

A 40-foot-deep pit of stinking, brown mud fills most of this cavern.

**Hazard: Mud.** When a creature enters an area with the mud, it sinks 1d4 + 1 feet into it and becomes restrained. At the start of each of the creature's turns, it sinks another 1d4 feet. As long as the creature isn't completely submerged in the mud, it can escape by using its action and succeeding on a Strength check. The DC is 5 plus the number of feet the creature has sunk into the mud. A creature that is completely submerged in mud can't breathe.

A creature can pull another creature within its reach out of the mud pit by using its action, no check required.

Creatures with the Earth Glide trait can move through the mud without any issue.

## X23 - Xorn Tunnel

Although the xorn can rest anywhere, they've chosen this deep cavern as their lair. When the characters first arrive here, there are five **xorn** here. Two of the xorn are suffering from two levels of exhaustion due to starvation. They appear white and sickly. Every 10 minutes the characters remain, roll a d6. On a result of 6, 1d4 more xorn appear.

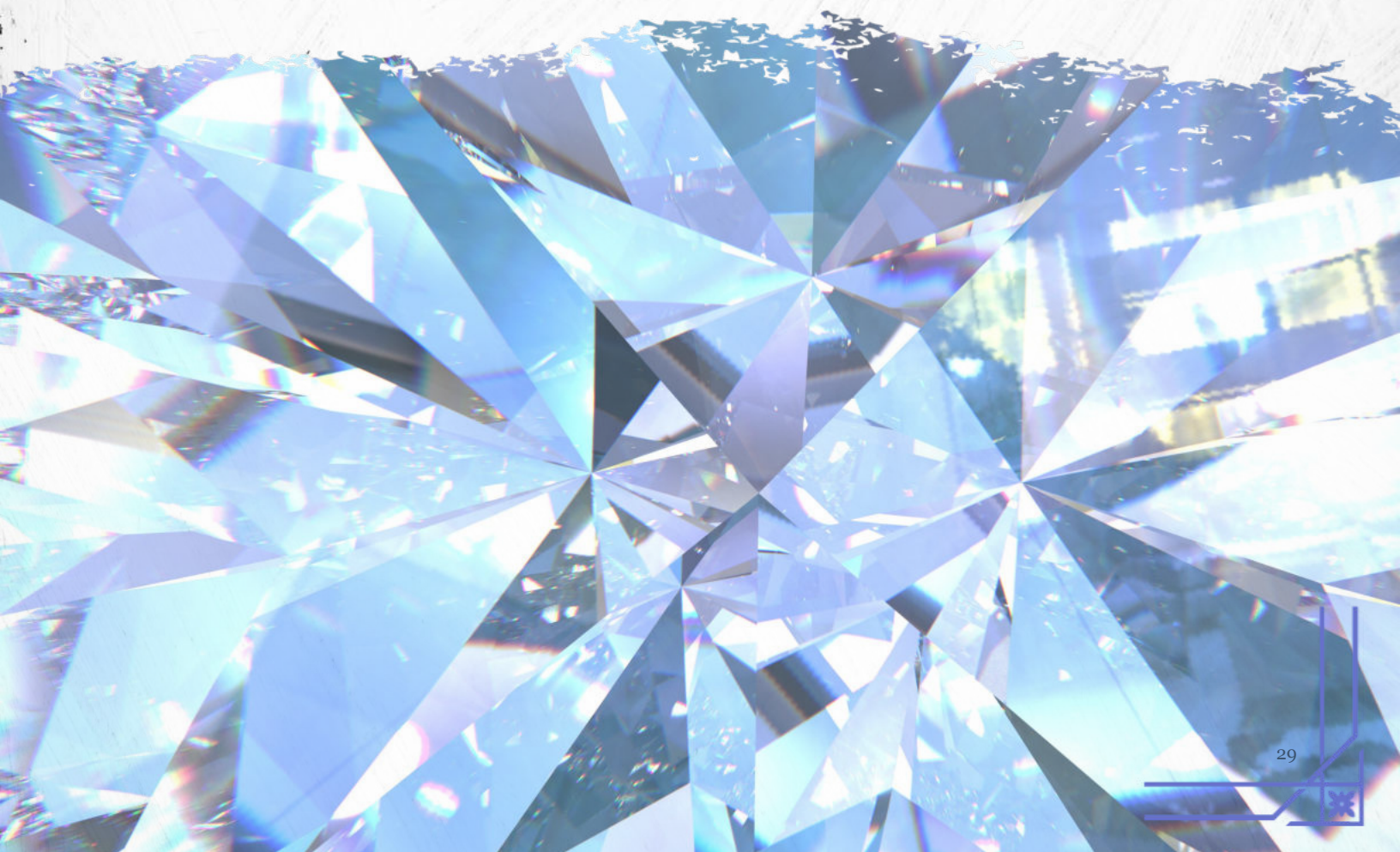
Any animals or allies captured during the xorn's assault on the Enclave that weren't already accounted for are kept in this cavern. The xorn have been taking care of them, feeding them edible mushrooms and giving them clean drinking water from nearby springs.

The xorn's leader Gibjim is quick to arms, but also willing to listen to reason. Gibjim speaks broken Common but prefers to converse in Terran. Gibjim will explain what's happened to the xorn and how they're starving. If the characters refuse to listen to Gibjim, one of the animal captives will speak on his behalf, commiserating with the xorn.

Gibjim believes that the enchanted agate in the cavern should have enough inherent earth magic to feed himself and the other xorn for decades—and that's with only half the supply. Gibjim begs the characters to convince Major Mitchell to spare the agate so that his people can live.

If the characters agree to help the xorn, the xorn use their Earth Glide ability to help the characters reach the surface level without having to climb all the way back.

If forced to fight, the xorn do so recklessly; they make melee attack rolls at advantage and attack rolls made against them are also at advantage. Knowing they're out of options, they thrash and bite until they've won or they're dead.





## Chapter 4. Lonely Bay Pirates

**F**ive years ago, a band of pirates aboard a ship named the Leviathan stumbled across Mystery Island. Not on any maps in their possession, the pirates saw the island as an opportunity to find adventure and, quite possibly, treasure. Unfortunately, all they discovered was a dangerous, aggressive island from which they could not escape. Since that time, they've made the best of their situation. In the small bay where the Leviathan stays anchored, they've built a fortress in the nearby cliff face. Leading the pirates is a gnomish explorer named Wilhemina "Bill" Hardy. Bill used to go by the name Dead Eye Dolly when she sailed the seas, but life on the island has calmed her somewhat.

The pirates have successfully explored the majority of the island and possess maps to many of its unusual locations. Bill keeps most of them in her office. About ten miles off the coast of the island just before The Wall, the pirates discovered a huge, magical whirlpool. Using divination spells, Hardy discovered that the pool magically transports creatures and objects to a similar whirlpool just outside of The Wall. The only trouble is that the whirlpool crushes nearly anything that goes through it.

Recently, Bill's nephew, a gnome tinkerer named Zap, ran a few tests using bits of the magical agate found in the nearby forest. Zap's experiments revealed that with enough agate placed into the Leviathan's arcane engines, it will actually alter probability in the ship's favor. This could potentially allow the ship to pass into the whirlpool without being destroyed.

Bill knows all about the agate supply at The Enclave. Zap believes that if at least half of the agate stored in the cavern is placed into the Leviathan's engine, they can escape the island and go back to their lives as buccaneers. Of course, the only trouble is convincing The Enclave's stubborn leader, Major Mitchell, to part with his supply.

### Running This Chapter

When and where the characters first meet the Lonely Bay Pirates is up to you. You might introduce them shortly after the characters meet the bat, Georgie. Georgie is an ally of the pirates. Or you may introduce them as part of the side quest that asks the characters to check in on Jasper and Johnson (see Chapter 2). Either way, the pirates are an important part of the overarching plot as they possess one of the few ways for the characters to escape the island.

### Character Advancement

This portion of the adventure involves very little fighting (or should at least), so the party can be of any level. Depending on how successful the characters are in finding a solution to unite the pirates' and the awakened animals' interests, you may reward a level of experience, but no higher than 10th level.

### Lonely Bay

Lonely Bay is divided into two distinct areas where the pirates operate. At the northeastern side of the bay, the pirates live within a series of caverns carved into the face of the mountain. They call this hideout Skull Cove. The other area of importance to the pirates is onboard the Leviathan itself, which remains anchored roughly 200 feet from Skull Cove. Both locations are detailed below.

#### Pirates

Unless stated otherwise, all of the pirates in Skull Cove use the **pirate** stat block (see the Appendix) and are lawful neutral humans. Pirate officers also use the **pirate** stat block but have 36 hp and proficiency in Wisdom saving throws (+3).





## Skull Cove

The pirates spend the first two years of their time on the island building this elaborate hideout in the bay's northern cliff side. The cove itself is only accessible via boat; there are no other egresses beyond climbing in through one of the eye-socket windows on the upper level.

### General Features

The entirety of the cove is built from wooden planks pulled from the surrounding forest. Ceilings in all the chambers are 10 feet high. Candles and lanterns illuminate the entire area, even during the day. Doors are made from solid wood and usually kept unlocked. Even still, they all possess simple rotating locks for the sake of privacy. A locked door can't be picked but can be shoved open with a successful DC 13 Strength (Athletics) check.

### Keyed Locations

The locations below are keyed to the map of Skull Cove on page 31 and 33.

#### 1 - Docks

The only proper access to Skull Cove exists here at its docks. Rowboats equipped with simple sails allow the pirates to travel back and forth between the Leviathan and the beaches to the south.

**Encounter: Pirates.** During the day, there are usually 1d6 + 1 **pirates** working here. At night, 1d4 **pirates** keep watch over the cove. If a fight breaks out here, there's a chance that Georgie (area 2) will intervene.

#### 2 - Landing

The north end of the cove's docks work as the entrance to the cove proper (area 2a), a storage area for potable water and edible goods (2b), and a place for the hardworking pirates to crash (3c). The staircase here leads up to area 3.

**Encounter: Georgie.** After Georgie the *awakened bat* (see Chapter 2) flees the Enclave, he sets up a home among the rafters of this area. If Georgie recognizes the characters, he immediately tries to ingratiate himself with them, explaining that he hopes they work with Captain Hardy to escape from the island. Georgie knows that it will take a lot of convincing to bring Major Mitchell around to relinquishing the animals' agate supply.

### 3 - Bar and Commons

The majority of the upper level is dominated by a bar. The bar serves primarily rum made from high-sugar-bearing plants on the island, vodka distilled from wild potatoes grown nearby, and even homemade beer. There's plenty of seating all around, with private rooms to the westernmost and easternmost sections of the level (area 3b and 3d respectively). A pair of windows (area 3b)—or eye sockets, as it were—grant a view of the bay beyond.

**Encounter: Pirates.** During the morning and afternoon, 1d4 + 2 **pirates** can be found here, including one who serves behind the bar. In the evening, the place is packed, with 3d10 **pirates** here. There's even a twenty-five percent chance that Captain Bill is among them. During the dead of night, the place is empty save for a few unconscious pirates who had too much to drink earlier that evening.

**Treasure: Big Sally.** Nearly every table in the place has a slot to hide a knife or similar small weapon. The bartenders go a step further—they've hidden a huge bulette gun behind the bar. Nicknamed Big Sally, this Anorian bulette gun has a range of 50/150 ft. and deals piercing damage equal to 4d8 plus the attacker's Dexterity modifier. After the attacker fires a shot, the attacker must reload the weapon before they fire again, using their action or bonus action to do so. In campaign settings that lack guns, feel free to replace this weapon with a magic weapon or similar valuable device.

### 4 - Bill's Office

Captain Bill uses this office for coffee and contemplation. If the characters haven't encountered her anywhere else yet, there's a twenty-five percent chance that she's here. See the sidebar for her stats.

**Treasure: Maps.** Bill keeps a box filled with hand drawn maps of the island. The maps detail all of the locations featured in the Mystery Island adventure series.

**Secret Doors.** There are two secret doors in this room, one in the eastern wall and one in the western wall. Finding either door requires a successful DC 15 Wisdom (Perception) check. Bill keeps these doors locked with *arcane lock* spells. Picking a lock requires a successful DC 23 Dexterity check using proficiency in thieves' tools. Breaking a door down requires a successful DC 25 Strength (Athletics) check. All of the pirates know about her secret doors but pretend that they don't exist out of respect for the captain.

### 5 - Bill's Treasure Hoard

Bill keeps all her treasure stash in this room. The stash includes 5,000 sp, 10,000 gp, 1,000 pp, eighteen gems each one worth 100 gp, a pair of *winged boots* and a *necklace of adaptation*.

### 6 - Bill's Armory

Two large chests dominate this hidden room. Each chest contains Bill's weapons and armor, which includes: +1 *breastplate armor*, a heavy crossbow with 300 bolts, a +1 *scimitar* named Plunder (whenever it hits a target, the sword's pommel growls "Arrr!"), and an explorer's pack containing double the amount of rations.

The trapdoor at the northwestern side of this room leads down to area 7.

### 7 - Bill's Bed Chambers

Captain Bill uses this comfortable room to get away from the rest of the crew. There is a small table here that details the Enclave and the location of the Crystal Cavern. There is also a small notebook where she's taken notes on Zap's experiments concerning the agate. The words "Zebra Powder" have been written on the cover.

A character who spends at least 10 minutes reading through the book and succeeds on a DC 8 Intelligence check learns about the magical whirlpool and how it offers a way off the island. Further reading reveals that only the agate in the Crystal Cavern can alter the laws of probability enough to allow a seafaring vessel to escape through the whirlpool unscathed.

If the characters haven't encountered Captain Bill anywhere else yet, there is a twenty-five percent chance that she is here. See the Appendix for her statistics.

The ladder against the northern wall leads up to area 6.

**Treasure: Bills' Valuables.** An arcane locked chest stands next to Bill's bed. The chest requires a successful DC 25 Dexterity check using proficiency in thieves' tools to unlock. Inside, Bill keeps an old, folded wedding gown, and a large, diamond engagement ring worth 1,000 gp. She also keeps a *spell scroll of sequester* and two more scrolls of *arcane lock* here.

### 8 - Gallery

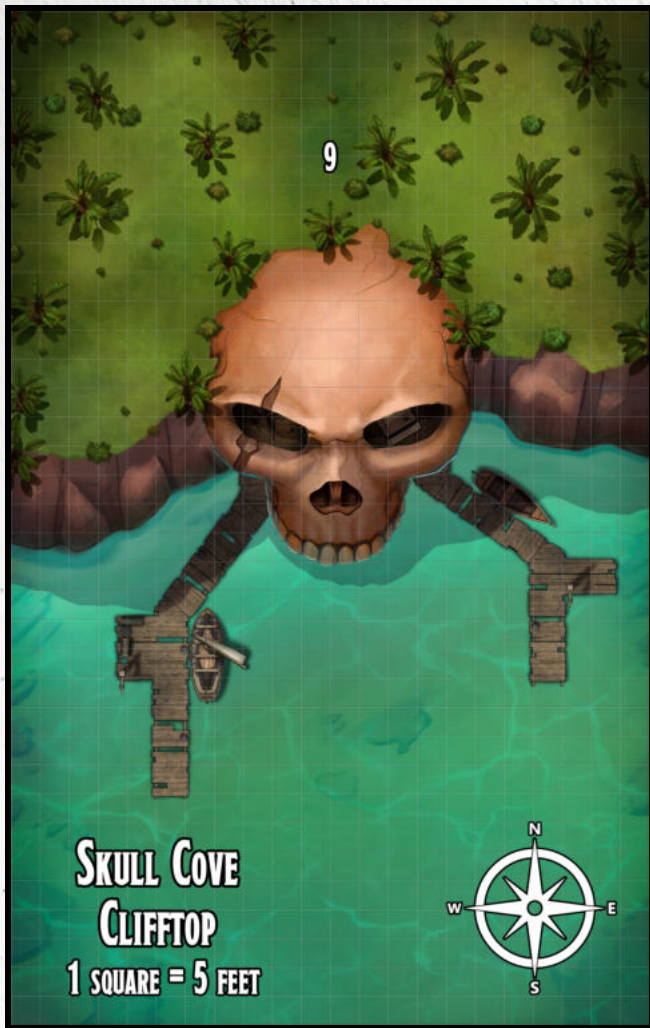
Captain Bill has a secret love for esoterica. Knickknacks she's picked up while exploring the island are kept on display in this room. Although the pirates know this room exists, they don't know what's kept here. There is a wooden platform against the northern wall upon which thaumaturgic symbols have been drawn. Above the platform, enchanted manacles dangle. A *detect magic* spell cast here reveals the presence of both abjuration and transmutation magic.

**Encounter: Zebra Powder.** If a creature speaks the phrase Zebra Powder in this area, a *sequestered bone devil* appears on the platform with its hands in the shackles. The shackles restrain and incapacitate the devil and force it to only speak the truth (as per the *zone of truth* spell). Only Hardy knows the phrase to unlock the shackles, but a divination spell such as *legend lore* or *divination* will reveal that the phrase "Pile of Dogs" unlocks them. Otherwise, a creature must succeed on a DC 20 Dexterity check using proficiency in thieves' tools to unlock the shackles. Celestials, elementals, fey, and fiends have disadvantage on the check. The shackles have AC 20, 20 hp each, and immunity to bludgeoning, piercing, and slashing damage from non magical attacks, as well as immunity to poison and psychic damage.

This bone devil was summoned by Captain Hardy in the hopes that it would reveal secrets of the island. However, the bone devil found itself just as trapped and confounded as the pirates.

The devil wishes to escape its shackles and free itself from this chamber and will promise anything to get what it wants. If the characters make the mistake of freeing it, it immediately slaughters any creature it can get its hands on—that failed to bake its own personal safety in a deal, of





course—and then seeks Captain Hardy. Like every other creature on the island, the devil’s destruction does not result in its return to its home plane. Realizing this, the devil focuses on self-preservation when its hit points are reduced to half or fewer and flees via flight. So long as the bone devil is still wearing its shackles and standing on the platform, speaking the phrase Zebra Powder sequesters it once again.

**Escape Hatch.** The hatch set into the floor of this chamber offers a short ladder down to the water that sloshes below the floors of the cove’s ground level. Captain Hardy tethered a small rowboat with a go-bag (an explorer’s pack stuffed with 20 days of rations) to the nearby wall.

### 9 - Clifftop

The top of skull cove offers a breathtaking view of the Lonely Bay and the anchored Leviathan.



## The Leviathan

The pirates’ arcane ship, the Leviathan, is anchored roughly 200 feet from Skull Cove. This impressive sailing ship uses both sails and a magically-enchanted engine to traverse the waters. It also serves as the pirates’ second base-of-operations. The gnome tinkerer Zap works from this ship.

### General Features

The ceilings in the lower deck, holds, and cabins are 8 feet high with 6-foot-high doorways. All of the doors are made of wood and have AC 15, 18 hit points, and immunity to poison and psychic damage. A lock can be picked with a successful DC 15 Dexterity check made using thieves’ tools, or the door can be forced open with a successful DC 20 Strength (Athletics) check. Hanging lanterns cast bright light throughout the ship day and night; they all use continual flame and do not require oil.

**Pirate Locations.** The table on the next page lists the ship’s pirates and their starting locations. As a lively ship, though, they can easily be anywhere that they need to be, especially if combat breaks out on the ship. Pirates whose names are marked with an asterisk are featured in the Appendix.

### Keyed Locations

The following locations are keyed to the map of the Leviathan on page 34.

#### 1 - Main Deck

During most hours, there are five **pirates** working here overseen by one **pirate officer**. At night, there’s always two **pirates** stationed here as guards.

The forecabin (area 1b) is equipped with a ballista to drive off any potential threats. The ballista is a Large object with AC 15, 50 hp, and immunity to poison and psychic damage. It takes three actions to load, aim, and fire the ballista (range 120/480 ft., one target.) On a hit, the ballista deals 3d10 piercing damage.

The quarterdeck (area 1c) is equipped with harpoon posts. Treat the harpoons as javelins, except an attacker can double their proficiency bonus on the attack roll when they fire a harpoon from one of the posts (+7 for the pirates).

#### 2 - Wheel Room

The ship’s wheel stands tall in this room. Drawings of a magical device hang from the walls. A character with proficiency in Arcana who reviews the drawings recognizes that the drawings depict a device that would empower the ship with the probability-altering powers of agate, essentially turning the entire vessel into one giant *luck stone*.

#### 3 - Captain’s Quarters

Once upon a time, this was Captain Hardy’s room. It now serves as Zap’s room and study, who is almost always found here (see the Appendix for Zap’s stats). Zap is always friendly, even if it seems like the characters are intruders on the ship. He gladly explains the discovery of the magical whirlpool and how the agate supply protected by the animals can help the Leviathan—and potentially the characters—escape from the island.

## Pirate Locations

Area	Day	Night
1	5 pirates led by 1 pirate officer	2 pirates
3	Zap*	Zap*
4	—	“Jolly” Roger (veteran)
7	2 pirates	4 pirates
8	1 pirate	—
9	—	1 pirate officer
10	—	1 pirate officer per room
11	—	3 pirates
12	4 pirates led by 1 pirate officer	—
13	—	2 pirates



**Treasure: Zap’s Supplies.** A thorough search of the room turns up a small pouch containing 50 gp, a set of alchemist’s supplies, two *potions of keen intellect* (see the Appendix), the contents of a scholar’s pack (minus food and water), and a spellbook that contains all the spells Zap has prepared plus all of the 1st- and 2nd-level divination spells from the Fifth Edition handbook for players.

### 4 - Roger’s Quarters

“Jolly” Roger Reynolds (lawful good male half-elf **veteran**) is the Leviathan’s quartermaster. During the day, he’s usually found working topside, helping the other pirates finish their chores, but during the evenings and night, he’s here resting.

Beyond a half-finished bottle of 30-year bourbon, there’s nothing else of value here.

## 5 - Galley

The pirates who live on the ship prepare their own meals here. There used to be a dedicated cook that worked the galley, but the cook was eaten by a shark two years ago.

**Treasure: Gold Spatula.** The old cook's favorite spatula was cast in gold and hung on the northern wall in commemoration. It's worth 10 gp.

## 6 - Pantry

Dried goods, preserves, and other foodstuffs clutter the shelves of this cramped pantry.

## 7 - Common Area

This is where most of the ship's pirates relax between shifts. During the day, there's two **pirates** here, eating a meal before they get back to work. At night, there's three **pirates** here.

## 8 - Lower Deck

During the day, there's one **pirate officer** here. At night, this area's empty.

## 9 - Officer's Room

At night, one of the ship's **pirate officers** uses this room. They aren't here during the day.

## 10 - Crew Quarters

Privileged pirates use these rooms as their own private quarters. During the day, the rooms are empty and usually kept locked. At night, there is a sleeping **pirate officer** in each one.

**Treasure: Booty.** A thorough search of each room reveals the pirate's personal stash, consisting of 1d4 - 1 gp.

## 11 - Barracks

The few pirates not so privileged to get their own quarters share this cramped space. During the day, this area is usually empty. At night, there's three **pirates** sleeping here.

## 12 - Hold

Before the Leviathan got stuck on the island, it was transporting 50 tons of rat poison which they hoped to deliver to a rat-infested city. Of course, they never reached their final destination. The rat poison continues to sit under netting in the ship's hold.

During the day, four **pirates** work here. The room is empty at night.

## 13 - Bunks

A pair of beds fill the majority of this room's space at the rear of the hold. During the day, this room is empty. At night, there are two sleeping **pirates** here.

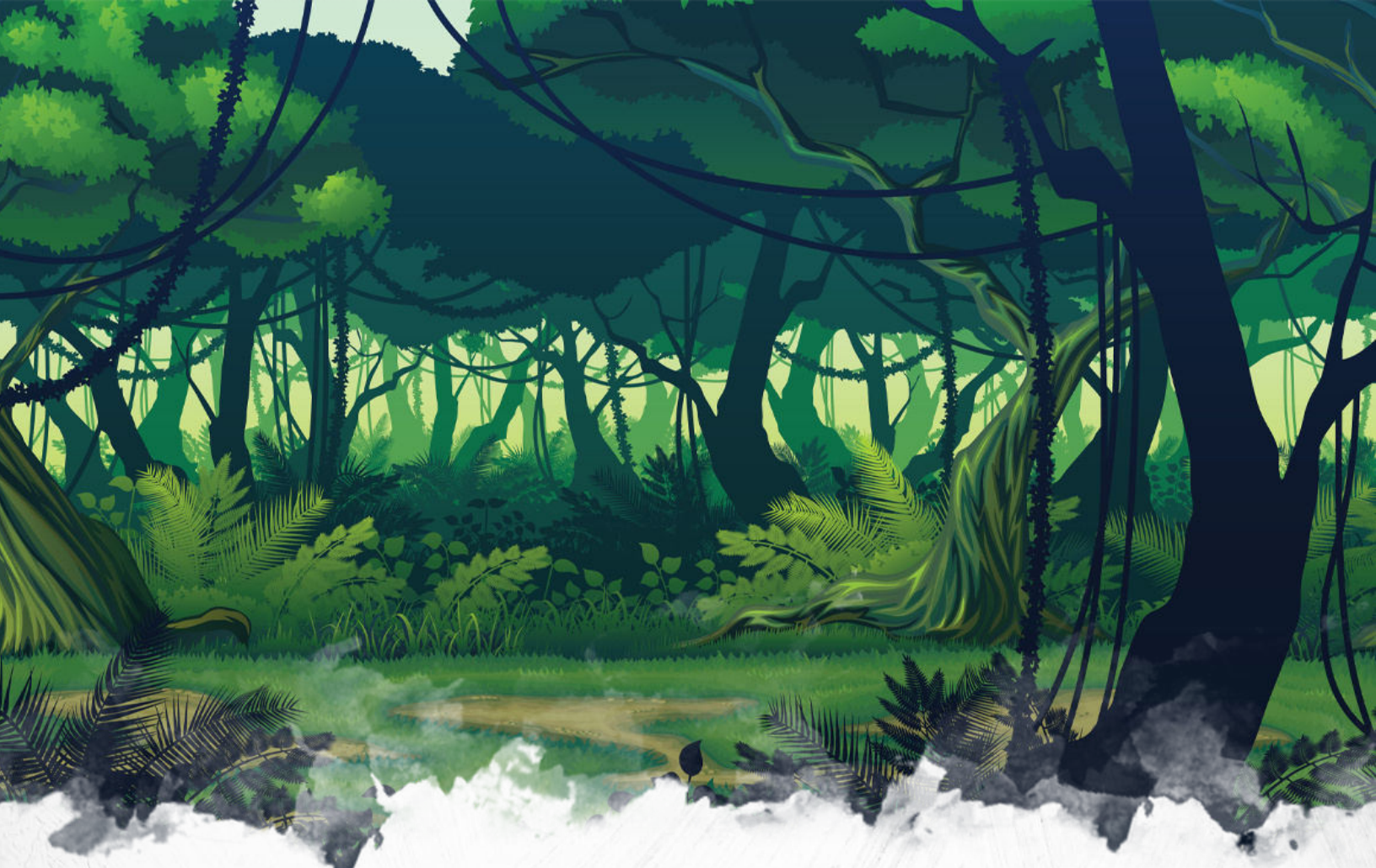
## 14 - Armory

The door to this room is locked. Captain Hardy, Zap, Jolly Roger, and all of the pirate officers possess keys.

All of the pirates' weapons are stored here. It contains the following weapons:

- Three light crossbows
- Five hundred crossbow bolts
- Twelve scimitars
- Ten hand axes
- Four shields
- Four suits of padded leather armor





## Chapter 5. The Dilemma

The Crystal Cavern’s value can’t be understated. Three separate factions vie for control of the valuable agate within. The animals of the Enclave have claimed it as their own for the last five decades. Major Mitchell believes that it’s their duty to protect the agate and under no circumstances should they share it with people from the outside world.

Far below the island, the xorn are dying, driven to starvation by their inability to escape the island. The xorn leader, Gibjim, theorizes that the magical properties of the agate will be enough to sustain his people for years.

Finally, Captain Hardy and the crew of the Leviathan need the agate to power a probability-altering device that will allow them to escape the island.

### Running This Chapter

Once the characters have a chance to meet members of the three factions and learn their personal dilemmas and how it relates to the cavern’s agate supply, they will have to decide which faction is most deserving of the magic gems.

While this chapter is meant to be a little “looser”, woven into the other parts of the story where you see fit, it does offer details and scene ideas to further elevate the moral quandary at the heart of this adventure.

There is no one simple solution for dealing with the three factions. In the end, one or more of the factions are likely to lose their claim to the agate. The characters decide who that faction is.

### Character Advancement

Since there isn’t a lot of “adventuring” in this part of the story per se, feel free to reward the characters with a level if they come up with an effective solution to satisfy at least one of the parties involved—and especially award them experience if they come up with a creative solution to solve the problems of all three factions.



## Supporting the Animals

If the characters decide to support the animals, this immediately elevates their status to 11 if it's not already higher. Below are a few scenes detailing interactions between the animals of the Enclave and the other two factions. You are free to edit these scenes as you see fit.

### Xorn Scene 1 - One Last Plea

At one point or another, the leader of the xorn, Gibjim, surfaces and approaches the animals and characters. He carries the body of one of his fellow xorn, starved to death. Gibjim makes one last plea to Major Mitchell. Unless convinced otherwise by the party, Mitchell still refuses to help.

### Xorn Scene 2 - Red Dragon

So long as Gibjim or at least one of the **xorn** are still alive and Alrycryd, the **young red dragon** in area X2b is still alive, the xorn cut a deal with the dragon—Alrycryd can have half of the agate supply if it helps claim it. Unlike the xorn, Alrycryd can enter the cavern and take the supply without issue.

Alrycryd's assault begins at night, the dragon laying waste to the large swaths of the Enclave with its breath weapon. Meanwhile, the xorn sneak into the home of Major Mitchell and take him hostage. If they are still present, the characters must battle all of the remaining xorn—ten of them—plus the dragon. The xorn don't wish to kill anyone.

The xorn only want Mitchell to surrender the cavern. Mitchell refuses to the end, using his spells to fight the xorn. Unless the characters intervene, Mitchell is killed by the xorn.

If Alrycryd survives the assault, the dragon claims the cavern as its own and refuses to surrender the agate. Knowing that the xorn can't enter the cavern due to its *forbiddance* spells, it taunts them from outside.

### Pirates Scene 1 - Mutiny on the Leviathan

Shortly after the characters meet the pirates, "Jolly" Roger, Captain Hardy's first quartermaster, starts a mutiny with the pirates of the Leviathan. Frustrated that Hardy hasn't made any moves to overthrow the animals of the Enclave and seize the agate there, they decide to take matters into their own hands. Zap is still onboard the ship during the mutiny and becomes their de facto hostage.

If the characters have a good relationship with Hardy, Hardy asks the characters to help her take back control of the ship. She asks that the characters not use deadly force as the pirates are not just her crew, but her allies—even if they don't agree with her methods.

### Pirates Scene 2 - Assault on the Enclave

If the characters fail to stop the mutiny, Roger leads the mutineering pirates on an assault of the Enclave. The pirates and the animals are somewhat evenly matched. After both sides suffer serious casualties, the pirates surrender. Frustrated by their invasion, Major Mitchell imprisons Roger and the pirates in an earthen hole dug on the Enclave's grounds. He then holds an emergency meeting with elders. Unless the characters use their status to convince Mitchell and the others that the pirates should be found not guilty, Mitchell sentences the pirates to death at the hands of the carnivorous animals of the Enclave.

### Pirates Scene 3 - Poison Waters

After she learns about the death of the mutineers, Captain Hardy swears vengeance against the animals of the Enclave. Six of her best trained pirates sneak into the Enclave and pour poison into the animals' water supply. The next morning, every animal in the Enclave is poisoned. If the characters have been drinking from the water supply, they will all need to make DC 12 Constitution saving throws, taking 3 (1d6) poison damage and becoming poisoned on a failed saving throw, or taking half as much damage and not becoming poisoned on a successful one. After all of the animals have been poisoned, Hardy and her pirates enter the Enclave with the intent of stealing all of the agate. The characters are the last line of defense.



## Supporting the Xorn

If the characters choose to help the xorn, they will need to convince Major Mitchell and the other animals to surrender half the agate supply. Mitchell stubbornly refuses to share even one bit of the agate to the xorn; the cockatoo sees the xorn as primitive and monstrous. No amount of nonmagical coaxing can change his mind. Even if the characters convince the other elders to surrender some of the agate, Mitchell overrides the others.

If the characters lack the appropriate status to sway decisions, their support of the xorn might cause them to be ejected from the Enclave altogether.

## The Deal

Gibjim and the xorn make a deal with the characters: they will surrender half the agate supply to the characters if they help them claim the caverns. If the characters have already met the pirates, they might see the value in this arrangement. After all, the pirates need the agate to escape through the magic whirlpool.

Gibjim suggests that they dispel the *forbiddance* spell protecting the cavern. This ensures that the xorn can sneak into the cavern and remove the agate. If the characters don't have the means to *dispel magic*, Gibjim grants them an ancient, dwarven scroll of *dispel magic* that he and the other xorn recovered from the caverns.

How and when the characters perform the raid on the caverns is ultimately their choice. Naturally, there's a chance that the animals are anticipating such an attack on the caverns. The characters will have to decide how they handle the creatures. If Major Mitchell catches wind that the characters are helping the xorn and the characters have done little to earn Mitchell's favor, the bird attacks with intent to kill.

Xorn are neutral creatures. Whether or not they actually live up to their agreement is ultimately up to you. It's possible that once they get ahold of the agate, they decide to keep it all to themselves.

## Supporting the Pirates

The pirates offer the characters the only real solution for escaping the island. Although there's a few peculiarities with them—such as Captain Hardy's proclivity for the dark side of the arcane arts—overall, the group is friendly and willing to work alongside the characters.

Like the xorn, the pirates need approximately half of the agate supply to power the Leviathan in order to escape through the whirlpool without being crushed.

The situation here is similar to the xorn's. Major Mitchell still refuses to surrender the agate supply. However, he's less aggressive than he would be if the characters supported the xorn. Mitchell understands that the characters want to escape. And while he won't give in, he won't punish them for going against his wishes.

With the characters helping the pirates, Captain Hardy stops waffling and decides to approach the animals with greater aggression. Although she doesn't wish to shed blood, she recognizes that the pirates want to escape the island and return to their normal lives.

Unlike the xorn who might decide they want to eat all of the agate, Captain Hardy is true to her word. As soon as the characters help the Lonely Bay Pirates secure the agate, she leaves half for the animals (or xorn, as it were).

## Scene 1 - Vengeance

Once the pirates get a hold of the agate, it takes Zap two weeks to imbue the Leviathan with its power. During that time, the Leviathan and Skull Cove might come under attack from the xorn, the animals, or both.

The tactics that these factions use are similar to those described in the other sections, including the xorn's usage of the young red dragon, Alrycryd. The characters will need to protect the Leviathan and its crew from the wrath of the Alrycryd and the xorn. Recognizing that the ship offers no true value to the dragon or the xorn, Alrycryd tries to completely destroy it with its breath. Statistics for the Leviathan are included in the Appendix. Moreover, the Leviathan likely won't have the same abjurations protecting it from the xorn as the cavern.

The animals use stealth to fight the pirates, preferring to take out high-profile targets first, especially Zap who is the only one who has the means to operate the ships.

## Scene 2 - The Whirlpool

If the characters manage to keep both the Leviathan and Zap safe from the assaults of the animals and the xorn, Zap can complete the project without any further issue. It takes another few days for the Lonely Bay Pirates to bring all their gear back to the ship. A few of the pirates decide to stay behind, preferring life on the island over that of the seas.

The Leviathan then sails out to the whirlpool. Zap powers up the probability-altering engine which casts the entire ship in a warm, pink glow.

The journey through the Whirlpool is a tumultuous one. While there are plenty of hooks, handles, and ropes for the characters to support themselves, they will still need to make a series of ability checks to avoid taking considerable damage, or worse, falling overboard.



## Whirlpool Travel Saving Throws

### Order Saving Throw

- |     |  |
|-----|--|
| 1st | As the ship enters the whirlpool, each character must secure themselves or risk being thrown around the interior of the ship. Each character must make a DC 15 Strength saving throw.                        |
| 2nd | The ship tips vertically, diving into the whirlpool. Each character must make a DC 15 Dexterity saving throw.  |
| 3rd | The Leviathan starts to spin in place as it sinks into the magical portal. Each character must make a DC 15 Constitution saving throw.   |
| 4th | After the ship sinks into the whirlpool, it travels through realms outside of space and time. Vivid colors flash before the characters' eyes. Each character must make a DC 15 Wisdom saving throw.          |
| 5th | As the ship draws closer to the other end of the portal, it begins to shift in and out of reality. Each character must make a DC 15 Charisma saving throw.   |
| 6th | The ship starts to climb back out of the portal, but the instability violently shakes the ship. Each character must make a DC 15 Strength saving throw.  |
| 7th | Finally, the ship reemerges from the portal, bursting through the psychic force field that protects the material plane from rogue psychic waves. Each character must make a DC 15 Intelligence saving throw. |

## Whirlpool Travel Dangers

Failed Saving Throw	Outcome
---------------------	---------

- |     |   |
|-----|---|
| 4th | The character is mesmerized by the flashing lights and driven mad. The character leaps overboard while the ship is between planes and vanishes into the multiverse. Whether or not they are still alive is up to you.                             |
| 5th | The stress of traveling between dimensions tears the character apart. The character takes 44 (8d10) force damage. If this reduces the character's hit points to 0, they are completely annihilated. Only a <i>wish</i> spell can bring them back. |
| 6th | As the ship pushes out of the exit portal, the character is slammed against the walls, floors, and ceilings. The character takes 13 (3d8) bludgeoning damage plus 13 (3d8) piercing damage as a result.   |
| 7th | The psychic assault punishes the character's feeble consciousness; the character takes 14 (4d6) psychic damage.   |

Have each character make a series of saving throws. The number of saving throws and the order in which they should be made are listed on the Whirlpool Travel Saving Throws table below. If a character succeeds on three saving throws before they fail four saving throws, they make it through the whirlpool without any issue. However, if a character fails four saving throws before they succeed on three saving throws, they suffer consequences. The consequences they suffer depends on the fourth saving throw they fail. Refer to the Whirlpool Travel Dangers table below to determine what happens to them.

## Aftermath

There are no easy choices in this adventure. Ultimately, one or more of the factions—or possibly even the characters—will turn up empty-handed.

If the animals lose control of all of the agate, they will no longer be able to awaken new animals. In time, their presence on the island fades. Eventually, the forest reclaims the Enclave. Through the creepers and collapsing walls, very few hints remain that talking animals once lived among the buildings.

Should the xorn fail to seize the agate, it only takes a few months for the rest of their number to perish from starvation. Gibjim is the last to die. The elementals' leader continues to curse the animals to the bitter end.

When the pirates discover that they're unable to escape the island, they eventually surrender to their fate as permanent marooned. In time, they decide to join forces with other factions on the island and build a new civilization. Ω

# Appendix

**H** *waken* features a number of new creatures, as well as an item, and a vehicle. You can find the details for all these entities below. The berstuc, cave giant, pech, ratfolk, ratfolk mercenary, and ruby ooze can be found in Kobold Press's [Creature Codex](#) or [Tome of Beasts](#).

## New Magic Item

### Potion of Keen Intellect

*Potion, rare*

For 1 hour after drinking it, you have advantage on Intelligence ability checks. The potion is light red and fizzes when shaken.

## New Vehicle

### The Leviathan

The Leviathan belongs to the pirates of Lonely Bay. It is anchored in front of Skull Cove. Normally captained by Captain Bill Hardy, she spends most time on land and so its crew is led by Zap and 'Jolly' Roger Reynolds.

### The Leviathan

*Gargantuan vehicle (100 ft. by 20 ft.)*

**Creature Capacity** 30 crew, 20 passengers

**Cargo Capacity** 100 tons

**Travel Pace** 5 miles per hour (120 miles per day)

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

**Damage Immunities** poison, psychic

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

### Actions

On its turn, the ship can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than twenty crew and only 1 action if it has fewer than ten. It can't take these actions if it has fewer than three crew.

**Fire Ballista.** The ship can fire its ballista.

**Move.** The ship can use its helm to move with its sails.

## New Creatures

### Berstuc

*Although slightly stooped, this male figure is muscular and broad-shouldered. The creature's head is lost in a riot of moss, and a thick mustache and beard reach almost to its waist.*

The hulking, moss-haired berstuc looks sculpted out of a primordial forest—and it stands over 12 feet tall and weighs 800 pounds. Despite its great stature, it seems strangely gentle, with a serene, almost soothing presence. Nothing could be further from the truth; the berstuc is a murderous demon that stalks woodlands and jungles of the Material Plane.

**Poisoned Fruit.** Berstuc prowl forests in search of travelers to torment. A berstuc demon poses as a benevolent, or at least indifferent, wood spirit to gain the trust of mortals. It allows itself to be persuaded to help lost travelers (reluctantly) or to lead them to their destinations. Once it draws its unwitting prey deep into the woods, it strikes.

**Verdant Nature.** The berstuc doesn't require food or sleep.

### Hull

**Armor Class** 15

**Hit Points** 300 (damage threshold 15)

### Control: Helm

**Armor Class** 18

**Hit Points** 50

Move up to the speed of the ship's sails, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

### Movement: Sails

**Armor Class** 12

**Hit Points** 100; -5 ft. speed per 25 damage taken

**Speed** (water) 45 ft., 15 ft. while sailing into the wind; 60 ft. while sailing with the wind

### Weapon: Ballista

**Armor Class** 15

**Hit Points** 50

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



## Berstuc

Large fiend (demon), chaotic evil

**Armor Class** 18 (natural armor)

**Hit Points** 157 (15d10 + 75)

**Speed** 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	12 (+1)	14 (+2)	19 (+4)

**Saving Throws** Str +10, Wis +6, Cha +8

**Skills** Deception +8, Nature +10, Stealth +4 (+8 in forest terrain), Survival +6

**Damage Resistances** acid, fire; bludgeoning, piercing, and slashing damage from nonmagical weapons

**Damage Immunities** lightning, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Abyssal, Common, Sylvan, telepathy 120 ft.

**Challenge** 11 (7,200 XP)

**False Presence.** The berstuc counts as a fey for purposes of spells and magical effects that detect otherworldly creatures. Beasts and plants are comfortable around the berstuc and will not attack it unless ordered to or provoked.

**Magic Resistance.** The berstuc has advantage on saving throws against spells and other magical effects.

**Twisted Path.** The berstuc leaves no path through natural terrain and can't be tracked with skill checks or other natural means. Creatures that travel with it can't retrace their own trails, and they become hopelessly lost after 1 hour of travel. Creatures led astray by a berstuc have disadvantage on attempts to discern their location or to navigate for 24 hours.

## Actions

**Multiattack.** The berstuc makes three slam attacks and Absorbs once.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage and if the target is a creature, it is grappled (escape DC 16).

**Absorb.** The berstuc draws a Medium or smaller creature it has grappled into its body. An absorbed creature is no longer grappled but is blinded and restrained, has total cover from attacks and other effects from outside the berstuc, and takes 14 (2d8 + 5) piercing damage plus 27 (5d10) poison damage at the start of each of the berstuc's turns. The berstuc can hold one absorbed creature at a time.

If the berstuc takes 20 damage or more on a single turn from a creature inside it, the berstuc must succeed on a DC 17 Constitution saving throw or expel the absorbed creature, which falls prone within 5 feet of the berstuc. If the berstuc dies, an absorbed creature is no longer restrained and can escape from the corpse by using 5 feet of movement, exiting prone.

## Bonobo

Tiny beast, unaligned

**Armor Class** 12

**Hit Points** 2 (1d4)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	11 (+0)	3 (-4)	12 (+1)	5 (-3)

**Senses** passive Perception 11

**Languages** —

**Challenge** 0 (10 XP)

**Pack Tactics.** The bonobo has advantage on an attack roll against a creature if at least one of the bonobo's allies is within 5 feet of the creature and the ally isn't incapacitated.

## Actions

**Bite.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.



# Captain Bill

Small humanoid (gnome), neutral

**Armor Class** 17 (+1 breastplate)

**Hit Points** 55 (10d6 + 20)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+2)	17 (+3)	14 (+2)	13 (+1)	14 (+2)	14 (+2)

**Saving Throws** Dex +5, Int +3

**Skills** Arcana +5, Insight +4, Perception +4, Religion +3, Sleight of Hand +7

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Infernal, Gnomish

**Challenge** 4 (1,100 XP)

**Gnome Cunning.** Captain Bill has advantage on Intelligence, Wisdom, and Charisma saving throws against spells and magical effects.

**Sea Legs.** Captain Bill has advantage on Strength saving throws against effects that would knock her prone.

**Sneak Attack.** Once per turn, Bill deals an extra 17 (5d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Bill that isn't incapacitated and Bill doesn't have disadvantage on the attack roll.

**Speak with Small Beasts.** Through sounds and gestures, Captain Bill can communicate simple ideas with Small or smaller beasts.

**Spellcasting.** Bill is a 10th-level spellcaster. Intelligence is her spellcasting ability (spell save DC 11, +3 to hit with spell attacks). Bill has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *fire bolt*, *mage hand*, *minor illusion*, *prestidigitation*

1st-level (4 slots): *charm person*, *sleep*, *silent image*

2nd-level (3 slots): *invisibility*, *mirror image*, *suggestion*, *web*

## Actions

**Plunder (+1 scimitar).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

**Fire Bolt (Cantrip).** *Ranged Spell Attack:* +3 to hit, range 120 ft., one target. *Hit:* 9 (2d10) fire damage.

## Reaction

**Uncanny Dodge.** When an attacker that Bill can see hits her with an attack, the damage is reduced by half.



## Cave Giant

*This towering hulk stinks of rot and smoke. Its already pale skin is smeared with white ash and daubed with crude designs in old blood. The foul, untanned hide of a cave bear serves as its loincloth. Hunched and long-armed, the giant carries two stone-headed axes, and two massive tusks jut up from its protruding jaw.*

Cave giants are primitive brutes who keep a tribal society built around grisly shamanistic beliefs. They are exclusively carnivores and prefer the flesh of humanoids and other giants above all others. While they can subsist on animal flesh, they consider it disgusting and bad luck, to be undertaken only if absolutely necessary for survival.

**Dwellers in the Deep.** Cave giants shun sunlight and fear its touch. The sun's glare slowly turns cave giants to stone. They lurk in tunnels and caves beneath the earth and deep in the hearts of mountains. The brutes make forays into the lands of surface-dwellers that extend beneath the surface, such as dwarven strongholds, in search of meat and sacrifices.

**Brutish and Primal.** Cave giants are deeply superstitious and see their shamans as messengers and tools of the spirits. Thus, a charismatic shaman will dominate any given group of cave giants. The giants believe that eating another creature allows them to consume its spirit as well as its flesh and seek to devour as many sentient creatures as possible, especially spellcasters whose power they believe they can steal.

## Cave Giant

*Huge giant, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 200 (16d12 + 96)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	8 (-1)	3 (+1)	6 (-2)

**Saving Throws** Dex +4, Con +10, Wis +5

**Skills** Athletics +12, Perception +5, Survival +5

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Giant

**Challenge** 10 (5,900 XP)

**Sunlight Petrification.** If the giant starts its turn in sunlight, it takes 20 radiant damage. While in sunlight, it moves at half speed and has disadvantage on attack rolls and ability checks. If the giant is reduced to 0 hp while in sunlight, it is petrified.

### Actions

**Multiattack.** The giant makes three attacks: two with its handaxe and one with its tusks.

**Handaxe.** *Melee or Ranged Weapon Attack:* +12 to hit, reach 10 ft. or range 20/60 ft., one target.

*Hit:* 18 (3d6 + 8) slashing damage.

**Tusks.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage, and if the target is a Large or smaller creature it must succeed on a DC 20 Strength saving throw or be knocked prone.

**Rock.** *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target.

*Hit:* 30 (4d10 + 8) bludgeoning damage.

## Major Mitchell

Major Mitchell has served the Enclave as its leader since he was first *awakened*, nearly sixty years ago. He is a pink-crested cockatoo.



## Major Mitchell

*Tiny beast, lawful neutral*

**Armor Class** 12

**Hit Points** 45 (18d4)

**Speed** 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	10 (+0)	13 (+1)	18 (+4)	10 (+0)

**Saving Throws** Int +3, Wis +6

**Skills** Animal Handling +6, Arcana +3, Insight +6

**Senses** passive Perception 14

**Languages** Common, Druidic

**Challenge** 4 (1,100 XP)

**Spellcasting.** Major Mitchell is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following druid spells prepared:

Cantrips (at will): *druidcraft, mending, produce flame*

1st-level (4 slots): *cure wounds, entangle, goodberry, speak with animals*

2nd-level (3 slots): *hold person, lesser restoration*  
3rd-level (3 slots): *dispel magic, plant growth, wind wall*

4th-level (3 slots): *dominate beast, locate creature, stonework*

5th-level (1 slot): *awaken*

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

**Change Shape (2/Day).** Major Mitchell magically polymorphs into a beast with a challenge rating of 3 or less, and can remain in this form for up to 9 hours. Major Mitchell can choose whether his equipment falls to the ground, melds with his new form, or is worn by the new form. Major Mitchell reverts to his true form if he dies or falls unconscious. Major Mitchell can revert to his true form using a bonus action on his turn.

While in a new form, Major Mitchell retains his game statistics and ability to speak, but his AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and he gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that he lacks. He can cast his spells with verbal or somatic components in his new form.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.



## Pirate

Medium humanoid (any), any non-lawful alignment

**Armor Class** 12  
**Hit Points** 32 (5d8 + 10)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

**Saving Throws** Con +3  
**Skills** Athletics +4, Intimidation +2  
**Senses** passive Perception 11  
**Languages** any one language (usually Common)  
**Challenge** 1/2 (100 XP)

**Sea Legs.** The pirate has advantage on Strength saving throws against effects that would knock it prone.

## Actions

**Multiattack.** The pirate makes two scimitar attacks.

**Scimitar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

## Pech

Small elemental, neutral good

**Armor Class** 15 (natural armor)  
**Hit Points** 33 (6d6 + 12)  
**Speed** 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	13 (+1)	11 (+0)

**Saving Throws** saving\_throws  
**Skills** Athletics +5, Perception +3  
**Damage Vulnerabilities** damage\_vulnerabilities  
**Damage Resistances** Resistances  
**Damage Immunities** Damage\_Immunities  
**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, prone, restrained, unconscious  
**Senses** darkvision 120 ft., passive Perception 13  
**Languages** Common, Terran, Undercommon  
**Challenge** 2 (450 XP)

**Light Sensitivity.** While in bright light, the pech has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**One with the Stone (Recharges after a Short or Long Rest).** As a bonus action, the pech can draw on the power of unworked stone, as long as it is in contact with stone. Until the end of the pech's next turn, it gains resistance to piercing and slashing damage.

## Actions

**Multiattack.** The pech makes two attacks: one with its pick and one with its hammer. If the pech hits the same target with both attacks, the target must succeed on a DC 11 Constitution saving throw or be incapacitated until the start of its next turn.

**Pick.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Hammer.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

## Pech

*Natives to the Elemental Plane of Earth, the stalwart and humble pech often cross to the Material Plane to escape threats in their homeland, seek valuable gems and ore, or serve masters in the formation of great stone creations. They also trade with topsiders to obtain new stoneworking equipment, and they have a strong affinity for the ale that they cannot brew themselves.*

**Carved from Stone.** Pech are small in size, slightly taller and broader than deep gnomes. Their long arms and legs are made of knotted muscles that appear chiseled from

stone. Slate grey eyes bulge from their angular heads. They rarely have hair on their heads or bodies, and those that do sprout hair grow it in thick strands as sharp and rigid as a metal brush. A pech's fingers and toes are long and thin and topped with long, sharp nails as hard as stone. These nails allow them to climb sheer rock walls, acting as pitons.

**One with the Stone.** Pech are born to work stone, to live their lives with a pickaxe in one hand and a hammer in the other, and to die with the understanding that their spirits will merge with the stone for eternity, forever surrounding their progeny. Pech society is built around the notion that pure enlightenment can be attained by communing with the stone that surrounds them. The more one works the stone, the closer one gets to becoming one with it: eternal, immovable, and stalwart. Pech mine the valuable substances provided by the stone and train their minds to harmonize with the rock. Those that master certain techniques become stonemasters, who often lead a clan of pech. Truly talented and dedicated stonemasters that reach a higher level of enlightenment with the stone might become lithlords, who travel from clan to clan and teach the young pech the way of the stone.

**Servants of the Giants.** The pech sometimes come to the surface world to act as servants of the stone giants. Pech transport bring enormous stone monoliths to the heathers and moors of otherwise stone-free land, which the stone giants can then use for their strange, mystical ceremonies. Decades later, humans walking through the flat fields can only wonder how these huge stone monoliths seemingly appeared out of nowhere.

**Elemental Nature.** A pech doesn't require air, food, drink, or sleep.

## Ratfolk

*Ratfolk are the size of halflings, though smaller in girth and quicker in their movements. At a glance they might even be mistaken for halflings if not for their twitching snouts, bony feet, and long, pink tails.*

The ratfolk are canny survivors, rogues and tricksters all. Their strong family ties make it easy for them to found or join criminal societies--though others serve as expert scouts and saboteurs, able to infiltrate army camps, city sewers, and even castle dungeons with equal ease. Ratfolk leaders are often spellcasters and rogues.

**Adaptable.** Ratfolk swim well and can survive on little. Some groups are endemic to tropical and subtropical islands. Others inhabit forests, sewers, labyrinths, and ancient, ruined cities.

**Fast Fighters.** Ratfolk prefer light weapons and armor, fighting with speed and using numbers to bring a foe down. They have been known to ally themselves with goblins, darakhul, and kobolds on occasion, but more often prefer to serve a "Rat King" who may or may not be a rat of any kind. Such rat rulers might include a wererat, a rat king, an ogre, a minor demon or intelligent undead.

## Ratfolk

*Small humanoid (ratfolk), neutral*

**Armor Class** 14 (studded leather)

**Hit Points** 7 (2d6)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)

**Skills** Perception +2

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common

**Challenge** 1/4 (50 XP)

**Nimbleness.** The ratfolk can move through the space of any creature size Medium or larger.

**Pack Tactics.** The ratfolk has advantage on its attack roll against a creature if at least one of the ratfolk's allies is within 5 feet of the creature and the ally is capable of attacking.

## Actions

**Dagger.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

## Ratfolk Mercenary

Ratfolk survive by their wits and bargains. They are notorious for their willingness to work as mercenaries in large dungeon complexes and to strike pacts with far greater powers than themselves. Ratfolk mercenaries often work in tandem with warlocks acting as captains or sergeants for their employers.

**Mercenary Flexibility.** Ratfolk mercenaries can be bribed and corrupted with a large enough payment, but they like to say that they "stay bought until payday comes." Usually their loyalty is strong until matters turn against their current master--in some cases they have been known to offer their services to a foe mid-fight!

**Night and Tunnel Specialists.** Ratfolk mercenaries excel at work in dark, tight quarters, against cavern monsters, and in old dwarven holds. They also enjoy city kidnappings, guarding towers or dungeons, or silent moonlight scouting in hills or forests. They prefer to avoid working in full sun on open fields, though they are professional enough that they can create an effective ambush on riverbanks, in forest shadow, or elsewhere.

## Ratfolk Mercenary

Small humanoid (ratfolk), neutral

**Armor Class** 15 (leather armor)

**Hit Points** 45 (13d6)

**Speed** 25 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	11 (+0)	14 (+2)	10 (+0)	10 (+0)

**Saving Throws** Dex +6, Int +4

**Skills** Acrobatics +8, Deception +2, Intimidation +2, Perception +2, Stealth +8

**Damage Vulnerabilities** damage\_vulnerabilities

**Damage Resistances** Resistances

**Damage Immunities** Damage\_Immunities

**Condition Immunities** condition\_Immunities

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common

**Challenge** 2 (450 XP)

**Chopper Squad.** The ratfolk mercenary's melee weapon attacks deal one extra die of damage if at least one of the mercenary's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Nimbleness.** The ratfolk mercenary can move through the space of any Medium or larger creature.

**Pack Tactics.** The ratfolk has advantage on attack rolls against a creature if at least one of the ratfolk's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Packing Heat.** If the ratfolk mercenary moves at least 10 feet straight toward a target and then hits it with a shortsword attack on the same turn, the mercenary can make one dart attack against another target within 20 feet as a bonus action without disadvantage.

## Actions

**Multiattack.** The ratfolk mercenary makes two attacks with its shortsword or dart. If both shortsword attacks hit the same target, the ratfolk mercenary can use its bonus action to automatically deal an extra 4 (1d8) piercing damage as it bites the target.

**Shortsword. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage

**Dart. Ranged Weapon Attack:** +6 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage

## Reactions

**Guard the Big Cheese.** When a creature makes an attack against the ratfolk mercenary's current employer, the mercenary grants a +2 bonus to the employer's AC if the mercenary is within 5 feet of the employer.

## Ruby Ooze

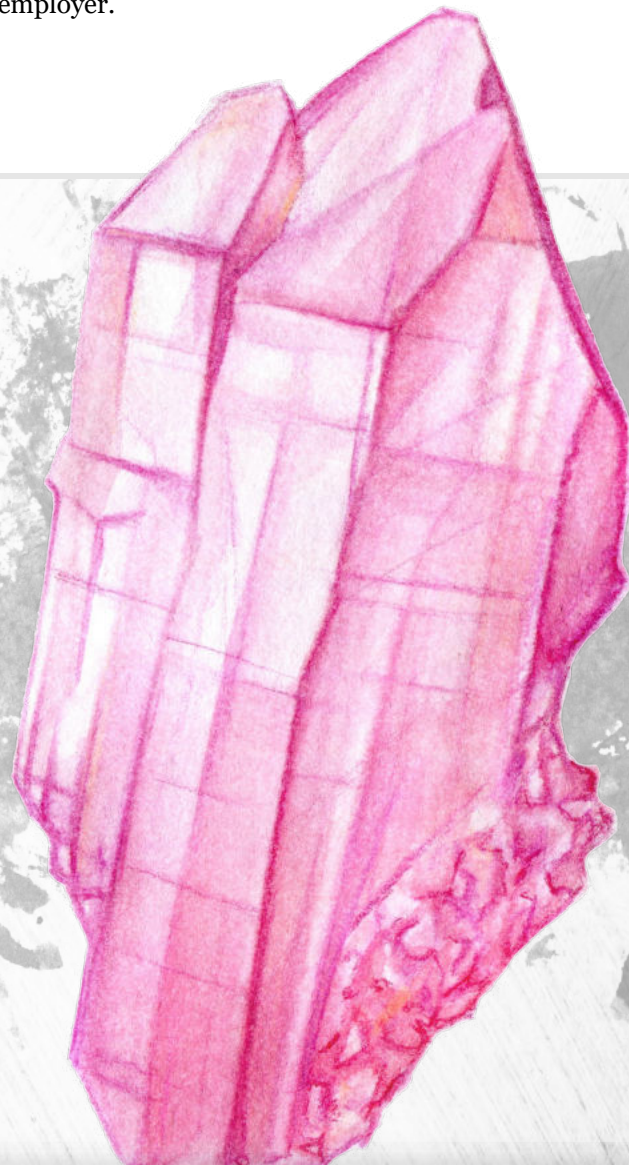
The rough stone wall reveals a vein of blood-red gemstone running through it.

**Miners' Menace.** The ruby ooze has simple tricks, but they work well where humanoids are concerned. Ruby oozes hunt by packing themselves into crevasses in walls and surfaces near areas of high traffic, which has led to many costly battles inside mineshafts.

**Treasure Stalker.** Ruby oozes are known to take on a semisolid form that strongly resembles a pile of cut stones. As soon as something warm and moving comes within reach, the ruby ooze lunges with its pseudopods. When confronted with strong and resisting prey, the ruby ooze launches some of its own protoplasm at the creature. This substance hardens the flesh it touches into a ruby-like stone, slowing and harming the creature enough for the ruby ooze to devour what flesh remains. When its prey is immobilized by its acid, the ruby ooze covers the body entirely and dissolves it down to the odd tooth or bit of ruby-colored bone.

**Hoard Bane.** The creatures have been employed by those wishing to protect hoards of wealth, but the number of substances the ooze can dissolve makes this an infrequent method of security.

**Ooze Nature.** A ruby ooze doesn't require sleep.



## Ruby Ooze

Medium ooze, unaligned

**Armor Class** 9  
**Hit Points** 93 (11d8 + 44)  
**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	18 (+4)	2 (-4)	6 (-2)	1 (-5)

**Damage Vulnerabilities** lightning  
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks  
**Damage Immunities** acid, fire  
**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone  
**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8  
**Languages** —  
**Challenge** 6 (2,300 XP)

**Ambusher.** The ooze has advantage on attack rolls against any creature it has surprised.

**Amorphous.** The ooze can move through a space as narrow as 1 inch wide without squeezing.

**Corrosive Form.** A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 7 (2d6) acid damage. Any nonmagical weapon made of metal or wood that hits the ooze is coated in a corrosive red slime. After dealing damage, the

weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the ooze is destroyed after dealing damage. The ooze can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

**False Appearance.** While the ooze remains motionless, it is indistinguishable from a pile of rubies.

**Spider Climb.** The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

## Actions

**Multiattack.** The ruby ooze makes two pseudopod attacks.

**Pseudopod. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 14 (4d6) acid damage.

**Acid Spray (Recharge 5-6).** The ooze sprays its bright red protoplasm in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw. On a failure, the creature takes 21 (6d6) acid damage and is restrained as its flesh begins to turn into a translucent ruby-like stone. On a success, the creature takes half the damage and isn't restrained. The restrained creature must make a DC 15 Constitution saving throw at the end of its next turn, taking 21 (6d6) acid damage and becoming petrified on a failure or ending the effect on a success.

## Zap

Small humanoid (gnome), neutral good

**Armor Class** 12 (15 with *mage armor*)  
**Hit Points** 17 (5d6)  
**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	17 (+3)	14 (+2)	11 (+0)

**Saving Throws** Int +5, Wis +4  
**Skills** Arcana +5, History +5  
**Senses** darkvision 60 ft., passive Perception 12  
**Languages** Common, Gnomish  
**Challenge** 3 (700 XP)

**Gnome Cunning.** Zap has advantage on Intelligence, Wisdom, and Charisma saving throws against spells and magical effects.

**Sea Legs.** Zap has advantage on Strength saving throws against effects that would knock him prone.

**Speak with Small Beasts.** Through sounds and gestures, Zap can communicate simple ideas with Small or smaller beasts.

**Spellcasting.** Zap is a 5th-level spellcaster. Intelligence is his spellcasting ability (spell save DC 13, +5 to hit with spell attacks). Zap has the following wizard spells prepared:

Cantrips (at will): *mage hand, mending, minor illusion, shocking grasp*  
1st-level (4 slots): *expeditious retreat, floating disk, mage armor, magic missile, shield*  
2nd-level (3 slots): *invisibility, mirror image*  
3rd-level (2 slots): *lightning bolt*

## Actions

**Dagger. Melee or Ranged Weapon Attack:** +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

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