

TMP2

Adventure For Character Levels 4-6

## Sapelo Island Plight of the Eagles

Tim Krause



# **Dungeon Module TMP2**

## **Sapelo Island: The Plight of the Eagles (TMP2)**

**by Tim Krause**

**A 5E MODULE FOR 4-6 PLAYERS, LEVEL 4 PLUS**

*The sacred island of the Platinum Eagles has been invaded by pirates. The marauders threaten the peace of the eagles and the future of Sapelo Island. Can your party save the Eagles from their demise? Are the promises of pirate treasure real or just the stuff of legend? Danger lurks in the swamps and the forests and success is anything but guaranteed. Will the party live up to their reputations, or will they too fade into the same failed history as Sapelo Island?*



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## DEDICATION

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This is the tenth *Dungeons and Dragons* game for Tomorrow River Games. A year ago, we had written and published our first, *On Ouisconsin*. The journey started with the discovery of a sequel to *White Plume Mountain* that I wrote about 35 years ago when I was 15 years of age, and just discovering the thrill of writing one's own modules. After years of moving, I had completely forgotten about it.

However, I had started playing *Dungeons and Dragons* at the urging of Andy Felt again in the summer of 2016 and was hooked. When I moved houses in the summer of 2017, I discovered that lost module and friends recommended publishing it. The three Keraptis modules were the second published for Tomorrow River Games.

In the meantime, I was diagnosed with Stage IV non-Hodgkin follicular lymphoma. While I didn't know it at the time, the outlook was grim, at best. I write this dedication almost one year to the date of a preliminary diagnosis, and after many months of fighting for my life. We are all warriors.

This dedication is also an echo of the dedication for TMP1, *The Mescalero Prophecy*, but it is different and for my high school friends. My apologies for leaving someone out: Noel Hanson, Mark Varga, Ron Thruman,

Ken Goss, Darrin Goss, Joel McNulty, Kipp Peloquin, and Brad Schmidt.

For those of you adventurers that are still on this crazy, rotating world, thank you.

For those of you who have moved on to another plane of existence, your friends and fellow adventurers will join you in that world before you know it.

Link arms, and into the sunrise we march.

And in the dead of night, we write on.

## CONTRIBUTORS

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## FOR THE DM

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### INTRODUCTION

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The Sapelo Island adventure begins with Xan Shay and the platinum eagle's request to help vanquish the pirates from their island. For Xan Shay it is a simple story of an invading party that has disrupted their tranquil way of life. The platinum eagle believes that the pirates are using the island as a place to hide stolen treasure. There is also a hint of their using the island as a home base, of sorts, for their operations.

Please read these notes carefully as there are more dynamics in play on Sapelo Island than Xan Shay is aware of and able to share.

### VANQUISHING THE PIRATES

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The party's goal will be to eliminate the pirates from Sapelo Island. They will be successful when they defeat the lead pirate as knowledge of this will spread quickly to any remaining pirates who will flee. The platinum eagles will see the rapid departure and will approach the party at that time. The end of the module describes that encounter.

### MITHRIL MINES

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What is not evident to the eagles, however, is that there is an even deeper mystery on Sapelo Island. The Alligator People found in Shell Circle are protecting the entrance

to a Mithril mine, of immeasurable fortune.

The pirates have found a small entrance into a corner of the mine, located at the Cocoa Plantation. They are using the cocoa farming operation as a means of hiding the entrance from the eagles—who are entirely unaware of the mines.

The party does not have to explore or even discover the Mithril mines to successfully complete their mission.

### MAPS OF SAPELO ISLAND

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There are two maps of Sapelo Island in the Appendix. The detailed map is for the DM. The less detailed map is for the party and represents the images of the island transmitted by Xan Shay to the party at the beginning of the adventure.

### NPCS

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There are some challenges that are specific to Sapelo Island. Before beginning the adventure, consider your party and character abilities. You may choose to have one or both NPCs from the appendix join the party. Most likely, the NPCs would be guests at Reynolds Mansion or Hog Hammock.

## ISLAND GEOGRAPHY AND WEATHER

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**Geography** - Sapelo Island is a coastal island mostly comprised of dunes and tidal marshes. It is approximately 9 miles long, and four miles wide (at the widest). There are occasional rises of land called hammocks and a few of them are of note for the adventure. The map indicates a number of small streams and creeks, that can be crossed without risk. They tend to be, on average, no more than about knee-deep for humanoids.

**Weather** - Sapelo Island is located in the tropics, and the weather will be extremely warm and humid. The party should be well-provisioned with fresh water and rations. Unless otherwise noted, the water on the island is not drinkable, and there is little in the way of foraging or hunting.

*Extreme Heat* – For each hour, characters must make a **Constitution** save, starting with a DC 5 or better and increasing by 1 for each additional hour. Characters wearing heavy armor save at disadvantage. Failing saves cause one level of exhaustion.

Level	Exhaustion
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

**Becoming Lost** - The adventurer navigating for the party makes a **Wisdom** check, typically **DC 10**. If the party is moving at a slow pace, modify the check by +5. If they are moving at a fast pace, modify the check by -5. On a fail, the party will take 1d6 hours finding their way again.

## LEGENDARY ENCOUNTERS

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Every random encounter has a 1-6 (1d6) chance of being a **legendary encounter (see appendix)**. These encounters require the optional dice and cards, originally offered through *Kickstarter*. They may also be purchased at Tomorrow River Games ([www.tomorrowrivergames.com](http://www.tomorrowrivergames.com)).

These legendary encounters pose significant challenge, risk and opportunity for the party and require careful planning. In many cases, the party may need to avoid legendary encounters—especially if they are not well-rested.

## ISLAND MAGIC AND CHALLENGES

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Sapelo Island will pose your adventurers many challenges that are most effective when there is a more realistic element of surprise. Asking party members to making saving throw rolls almost always alerts them to some kind of challenge or danger that relies on their **perception**—and results in a level of meta-gaming that we believe takes away from the fun of a



true adventure.

Before play begins, ask your players for the following information and record that here:


You will use this information in a variety of places as the adventure unfolds.

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### THE SURROUNDING SEAS

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If the party explores the seas around Sapelo Island, they will be able to travel freely provided that they stay within sight of the island, or roughly 1-2 miles.

On the other hand, if the party attempts to flee the island by water, they will find that every time they travel approximately five nautical miles, that they have returned to the opposite side of the island from which they departed. It may take trial and error for them to discover the pattern to their arrivals and departures.

The DM should roll for possible random monster encounters for every mile of sea that the party travels.

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### THE REAL SECRET OF SAPELO ISLAND

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As the DM might expect, all is not as it appears on Sapelo Island. The pirates are the first layer of intrigue on the island. And the Mithril Mines add yet another layer that the party will have to discover.

However, the driving force behind the platinum eagle's impending destruction is **Crow**.

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### THE ADVENTURE

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As the party departs from the Mescalero tribe, they are feeling emboldened from their adventure, but ready to return to their hometowns and families. It is a relief to discover that Nartan led you back to a trail and tells you that you are likely only a few short day's travel from home. He expects your travels to be uneventful and he once again thanks you for saving his tribe.

After about a day's travel, the terrain starts to slowly drop. Though the party still travels through fairly heavy woods, the mountains are quickly being left behind. At what the party believes is roughly a full day out from home, the party stops for the night. There is a small pond, where the water is crystal clear, and appears to be much deeper than its size would indicate. It is teeming with fish and the party will find it easy to catch enough for a meal of fish that resembles grilled trout. If there is a Ranger in the party, he or she will be

able to forage for nuts, berries and fresh scapes to go with the meal.

The party should be encouraged to set 3-4 watches for the evening, though there will be no random encounters.

There is a large full moon and the sky is teeming with stars. The forest is eerily quiet, and anyone character taking a watch is confident they will hear anything approaching camp.

The DM may either choose a random party member or target one with some experience with forested areas. While that party member, is sleeping they will have a dream or premonition. In the morning, that party member will not be able to distinguish whether had had a dream, or if what they remember actually happened. However, none of the rest of the party will be able to confirm it. The party member may choose how much—or how little—to share with their party.

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### THE PREMONITION

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The party member will have a sensation of waking up and noting that the moon has ascended to its highest point in the sky. It is a cloudless night, and comfortably cool, perhaps in the upper 50s or lower 60s (Fahrenheit). There is no wind, and the forest is quiet, as only a forest can be in the latest hours of the night. It is still hours before sunlight.

As the party member gazes at the stars, unable to sleep, she or he will note a quick shadow that briefly obscures a portion of the full moon. It is a large shadow, perhaps as large as a griffon. The shadow passes quickly, however, and the party member returns to gazing at the stars. Although not rational, the party member senses there is no danger and therefore she or he feels no need to alert the rest of the party.

A few short moments later, the party member feels a presence behind them. Turning, there is a very large bird perched on a branch in a large, dead oak tree near the party's camp. The bird seems unbothered by the camp, and stares with intense interest at the party member. Although, its beak remains closed, the party member distinctly hears a deep, resonant voice in his or her head that reverberates through their entire body—the creature clearly commands attention from some inner authority.

"I am Xan-Shay, lord of the Platinum Eagles, Over Lord of Sapelo. I come to you out of the greatest of need. Nartan has summoned me to you."







The Eagle continues, "For many, many thousands of moons, some say tens of thousands of moons, my kind have lived and ruled over the small island of Sapelo. We maintain balance between the sun and the stars, giant turtle, crafty spider, and wily gator."

"We fish in harmony with the small streams, crystal clear lakes, and mysterious waters of the deep."

"Of late, that harmony has been broken. Strange men have appeared in large ships from across the mysterious waters of the deep. They threaten Concord Shoal, Raccoon Bluff, and Shell Ring with their pillaging ways."

"Smoke darkens the morning sun, blood runs crimson red in our streams. The fish are no more. Skies that ran black with our brother and sister birds are empty, the trees have

fallen barren, and the Eagles are abandoning their nests."

"We ask your help. Rid Sapelo of these evil conquerors and help us return our island lands to the Eagles and those in our care. The danger is deep and around every bend in the rivers, in the depths of the waters, and in the darkness of the forests. But the rewards are endless if you are brave and willing to help my Eagle Brethren and Sisters."

"The Eagles have seen the invaders unloading vast treasures and burying them in the ground, sinking them to the bottoms of our springs, and hauling them into caves. My Brethren have no need for such things, and those spoils might be yours for restoring Sapelo to its pristine origins."

"Help us, please," the Eagle concludes. Xan Shay will not even pause after describing the plight of the Eagles. She will spread her massive wings, a full dozen feet across, platinum feathers fully resplendent in the full moonlight, and will fly off.

Before having time to even react, the party member will feel a crushing exhaustion and fall asleep. While the party member sleeps, he or she will see a series of dream-like images that they suspect are of Sapelo Island. Before waking, the images coalesce into a rough map of the Island (refer to **The Player's Map** in the Appendix).

In the morning, he or she will wake and discover a large, platinum feather lying in the dirt a short distance from where the party was sleeping.

Upon touching the feather, the entire party will be transported to Sapelo Island, and **High Point**. Based on the geography, the party members can all make a **DC 10 Wisdom** save to discern their starting point on the player map. On a failed roll, they will believe they are starting 1d6 tiles further north (1-2 roll on a 1d4) or 1d6 tiles further south (3-4 roll on a 1d4).



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## BLACKBEARD ISLAND

Blackbeard Island is separated from Sapelo Island by a brackish creek that runs from north to south. The water is too deep for the party to

wade across, and swimming comes with its own threats of attack from the fish in the waters.

**North Pond** – This is one of a handful of freshwater ponds on the island. This one is particularly shallow, but the water is drinkable. There are no fish in the pond, and nothing else of note.

If the party chooses to camp on the shore of **North Pond**, there is a 25% chance of a **Grassland or Forest** random encounter per four-hour watch.

**Lighthouse and Stockade** – The two separate, stone structures appear to have been long abandoned. The party may use the lighthouse to take stock of where they are on the island. There is nothing of value in the lighthouse.

The stockade is home to a party of 1d4+2 gnoll thieves. They will not have any useful information about the island, but will be carrying 1d10 sp, and 1d4 small gems valued at 1d6 gp each.

**Concord Shoal** – The shoal has naturally formed over decades and is made up of bones and shells. It serves as a natural barrier that protects fragile sandy beaches from the surf of the treacherous oceans surrounding Sapelo Island.

The pirates have also discovered that the shoal provides natural cover for their ship.



## Pirate Ship

The ship is a large wooden structure that is moored in **Concord Shoal**. The gang plank is down and unguarded, so the party will be able to walk on board, unprovoked.

There are two small boats on shore that the party will need to use in order to reach the pirate ship. As such, they will not be able to approach with surprise. Before they are able to board, the party will need to defeat 1d4+1 pirates. They will be carrying nothing of value.

1. **Captain's Quarters** – The Captain's quarters is surprisingly good sized. In addition to a sleeping quarters, it contains a small library and a table that seats up to eight. The **Tower Decks** are accessible by the stairs in the Captain's quarters.

There is nothing of any value that is portable in this space; however, there are two small storage areas accessible through secret doors.

The Captain will not leave his Quarters and will fight to the death. His stats are the same as the pirates. However, if the Captain is aware that the party is on its way, he will quickly don the armor and arm himself with the magical halberd in **Storage (4)** below.

Other than the armor and halberd, the Captain is wearing a simple leather necklace around

his neck with a key attached to it. The key is for the treasure chest located in the **Treasury (10)**.

If the party manages to capture the pirate captain and interrogate him, he will reveal the location of the two **Caves**. He will resist telling them about the dangerous tides unless he is pressed significantly to do so.

Additionally, the captain is aware of the **Mithril Mines** on the island but is only generally aware of their location (to the west). He is not involved with day-to-day operations and his only involvement is in occasionally transporting mithril ore.

2. **Lower Tower Deck** – The lower deck is a small enclosed space with no windows. There is nothing of value on the lower tower deck.
3. **Upper Tower Deck** – The upper deck is open to the elements and gives the party view to the majority of **Blackbeard Island**. Both the small cemetery to the north-west, and **Birdhouse Retreat** to the south are not visible from the Pirate Ship.
- **Storage** – This storage area is hidden by a secret panel in a small painting on the wall that requires a **DC 14 Wisdom** check to detect.

There is one medium-sized chest in the storage room. It is unlocked but trapped with a simple poison needle. Players not detecting the

trap need to save on a **DC 12 Dexterity** roll, or be struck, and then on a **DC 14 Constitution** roll, or be poisoned. Failing the **Dexterity** save inflicts 1d4 piercing damage; failing the **Constitution** save inflicts and additional 1d4 poison damage per turn until cured.

The chest contains the following treasure:

- black pearl (1), 500 gp
- 250 sp
- dagger (1), +2

4. **Storage** – This storage area is hidden by a pressure plate that is activated by removing the appropriate book from the small library. The pressure plate requires a **DC 10 Wisdom** roll to find.

This storage area contains a suit of padded leather armor, +1, and a halberd +1.

5. **Hallway and Storage** – This space is used as a pantry and storage area for the pirate ship. There are basic foodstuffs, water and a modest amount of wine stored in the hallway.

A total of 10 pirates in the two **Bunk** areas will use the door and secret door in an attempt to surprise and attack the party as soon as they enter the hallway. The four from the **West (7) Bunk** will attack first, hoping to give the remaining six the benefit of surprise.

If the pirates' numbers are reduced to four or less, they will attempt to flee. They will split up and try and use the secret doors before the party notices where they have gone.

6. **Bunks** – The bunk space sleeps up to 6 of the pirates. It is a very small space with just enough space to sleep 6 and store very basic clothing. There is nothing of value in the bunk room. Two of the pirates using this space to bunk were the original defenders of the ship, leaving four in this bunk area.

7. **Bunks** – This bunk area is identical to 7; however, one of the storage spaces contains a small leather bag with 1d10 sp. There are six pirates in this bunk area.

8. **Dining Room** – This is a very small dining room. Seating four at a time at the table. There is nothing of value in the room. It has a secret door purely for defensive reasons.

9. **Treasury** – The far west (inner) wall of the treasury contains a ten-foot wide chest that extends upward of another ten feet. It is comprised of three steel drawers that are spring-loaded. There is a master lock on the chest. The Captain has the key; otherwise, a **Strength DC 24** would be required of a single blow to smash the chest.

The drawers are protected by a simple spring-loaded trap that





can be detected by a **DC 14 Perception (Wisdom)** check. Success will reveal a small inset lever on the left side of the chest that needs to be pulled as the key is turned.

Failure to detect the trap causes all three steel drawers to shoot out with considerable force, crunching kneecaps and smashing shins. Because the party member will be so close to the chest when the trap is activated, it will require a **DC 18 Dexterity save** against **each of the three drawers**. Each failed save causes 1d6 damage.

Based on the amount of damage taken, the following results:

Damage	Impact
0-4	n/a
5-9	broken finger
10-12	broken wrist
13+	broken ankle

A broken finger results in -1 on attacks until healed; broken wrists or ankles result in attacks at disadvantage and -1 dexterity until healed.

The chest of drawers contains the following treasure:

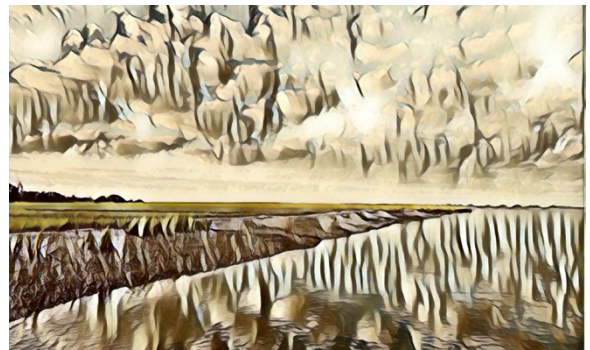
Silver and gold brooch	1,000 gp
Small gold bracelet	250 gp
Set of statuettes (3)	500 gp total

**There is a 25% chance** that if the trap is activated that the statuettes will be shattered, rendering them without value.

**10. Galley** – The ship's kitchen has a few basic cooking supplies, including a tinder box and a couple of knives that could be used as daggers.

**11. Storage** – The storage area is a jumble of a mess, and largely contains foodstuff for the pirates. The bags of flour are infested with a **swarm of cockroaches**. If the party desires, they will find the equivalent of 1 weeks' worth of rations in the storage room.

There are two caves just off of **Concord Shoal**. Both are only reachable by boat, and neither are visible from shore. They are however in view from the upper tower deck of the **Pirate Ship**.



**Cave 1** – This cave can be entered by boat. Boats can either be moored or beached as the cave features a gentle sand beach about 20' in from its opening. Unlike the second cave, the beach rises gently from the seas and both the party and their boat will be immune to any effects from the tides.



Because the cave interior is protected from the tides, the pirates are using it as a storage space.

**Cave 2** – Much like the first cave, the second can also be entered by boat. However, the beach is much shallower. The sands are rippled, and any party member making a **DC 10 Nature** check will recognize that the rippling is caused by tides.

This cave is empty because the tides completely flood it. For every turn that the party is in the cave there is a 10% chance that it will begin to flood with tidewaters. Once the high tides begin, the party's boat will be hard to maneuver out of the cave, requiring a median **DC 14 strength** check. The party will need to make three consecutive saves to exit the cave, and it will take a total of six turns for the cave to flood. Failed saves will push the party back and reset the number of saves needed to escape the cave.

At six turns, the party's boat will cap size and the **DC 14 strength** checks become individual saving throws. A failing throw results in 1d6 damage due to drowning. It will require six successful saves for a party member to exit the cave by swimming.

There is nothing of note in Cave 2.

**Flag Pond** – This is one of a handful of freshwater ponds on the islands. It is surprisingly deep and teeming with fish. The water is crystal-clear and drinkable. The fish are not dangerous.

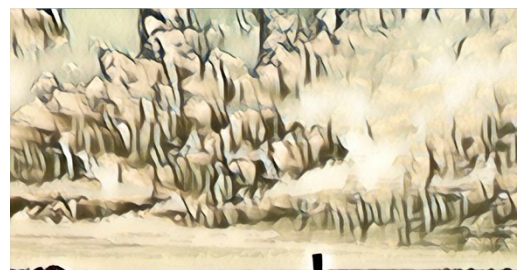
**Blackbeard Creek** – The creek is brackish water teeming with freshwater fish that have adapted to the higher concentrations of salt in the water. The water is shallow enough that the party can wade across (it is approximately knee-deep on a medium-sized humanoid). However, there is a 30% chance of a random attack by a freshwater fish (see the appendix).

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## LITTLE SAPELO ISLAND

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Little Sapelo Island is very swampy, with nothing more than an occasional deer trail cutting its way through the saw grass and other tidal grasses. A small number of mounds, called hammocks, stick out above the grasses. Unless the party has an encounter on a hammock, all other encounters occur in the swamp where characters will fight are at disadvantage.



There is little for the party to discover on Little Sapelo Island. Neither **Lumber Hammock** or **Gold Hammock** are noted on the map. For every 2 hours the party spends on **Little Sapelo Island**, roll for a random monster encounter using the sample encounter table in the Appendix. Per roll, there is a 25% chance of a random monster encounter which will occur on one of the two Hammocks.

1. **Lumber Hammock** – This rise of ground is covered in towering oak trees that are covered in hanging moss. The elevation and height of the oak trees make it visible from a mile away, even under the poorest of air conditions.

In addition to any random monster encounter, there is a 25% per character of being infested with 1d4 wood ticks.

2. **Gold Hammock** – A very small, short raise of land, **Gold Hammock** is almost indistinguishable from the surrounding sea marshes. It is distinguishable, however, because there are a handful of small rose bushes teeming with golden flowers. If investigated, a party member will note that the bushes have partially entangled a royal blue robe with platinum

stitching. It is clearly magical.

Any party member investigating the robe needs to make a **DC 12 Constitution** save or the perfume of the flower will entice them even closer. The party member will then need to make a second **DC 16 Dexterity** save or take 1d8 damage as the flowers and thorns inflict piercing damage.

Treasure: **Robe of the Platinum Eagles**

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## SAPELO ISLAND

Sapelo Island is a long, narrow island, roughly 9 miles in length and 4 miles wide (at its widest).

### High Point

The party will be teleported to High Point, which will be their initial exposure to Sapelo Island. The sun is shining, and it appears to be mid-day. However, the skies are dark with soot, and while it would appear that clear skies might allow them to see miles in any direction, the party can see only a short distance from where they stand.

Off to the east, they will be able to see what appears to be a tower, with something bright reflecting from the top of the tower (**Lighthouse and Stockade**).

To the south, they will be able to see three concentric, white rings sticking out of what appears to be shallow, brackish waters. If in fact this is Sapelo Island, the party might infer that they are on the north west corner of the island, though the rest of the island remains obscured to them because of the dark smoke.

The party can safely take either a short or a long rest without risk of encounters.

### Shell Ring

Shell Ring is visible from **High Point**. They will be able to see that there are three concentric rings in the reed grasses, and that the rings are surrounded by a series of approximately a half a dozen tents.

The Shell Ring is the home to a race of alligator people, and their tents surround the ring. They are a friendly race and will open their tents to the party. If the party spends any amount of time with the alligator people, they will learn that the Shell Ring is sacred to them.

There is also a sinister side to the Shell Ring, or so the alligator people believe. Once every three to four weeks, one of the alligator people's young will disappear without a trace—they believe the forces that created the Shell Ring are somehow responsible. Although the party will not solve this particular mystery, it will provide the best hint that the Shell Ring serves as a portal of some sort. The Shell Ring is the only way for the

party to enter the **Mithril Mines**.

Because the alligator people are eager to stop their young from disappearing, they will not resist or object if the party choose to inspect the Shell Ring.

On a **DC 12 Persuasion** check, 1d4 alligator people warriors may be persuaded to join the party in investigating the mines. They will agree only if the party agrees to share a small amount of any treasure that they may find in the mines. See below for the **Staff of the Alligator People**.

Shell Ring – As the party approaches, they will see three large, concentric white rings. The rings are made of shells and bones and appear to be held together by mud that has calcified in the hot sun.



Each ring is roughly 20 meters across. As the party approaches the rings, each has an opening through which they can enter. Otherwise, the rings are about 10 meters high and would need to be climbed (success roll, 1d4 if they fail and fall). Each ring has a stone inlay in the center, approximately 5x5 meters signifying the nature of the ring.

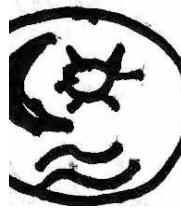


1. **Ring 1, The Sun** – Entrance on the east side



2. **Ring 2, The Moon** – Entrance on the south side

3. **Ring 3, The Ocean** – Entrance on the north side



In order for the rings to be activated, one or more party member needs to be standing in each of the three rings. Once the party is in position, the three circles will initially rotate before they expand to create one circle that encompasses all three symbols: sun, moon and ocean.

The large circle will slowly start to sink into the ground. They party may safely stand on the circle and be lowered into the **Entrance** of the **Mithril Mines**. If they step off of the circle, they will need 20' of rope to descend into the mines.

**Huts** – The huts are small and sit on tightly packed dirt ground. They smell damp and of rotting flesh. There is nothing of value in the huts; however, one of the huts will contain the **Staff of the Alligator People**.

Whether or not the alligator people warriors accompany the party into the mines they will offer their help in the form of the **Staff of the Alligator People**. They will refuse to use the staff themselves as they are visibly in awe and fearful of the power that it possesses. If the party is able to provide proof that they have rid the alligator people of the forces that are stealing their young, the alligator people will offer the party the staff as their gratitude for their efforts.

### **Mithril Mines**

The entrance to the mines is immediately visible once the party has solved the mystery of the three rings of **Shell Ring**.

1. **Mine House and Entrance** – The party will readily note from the condition of the mine walls and the evidence of foot traffic in the dirt floor that this is a very active mine. The entrance stands unguarded.

2. **Mine Shaft** – From above, the mine shaft is pitch dark. If the party drops a torch, it will disappear after what they estimate to be about 25'. If they drop anything that might make any noise (including a torch),

they will also observe metallic sound noises at regular intervals.

**A DC 12 Perception (Wisdom)**

check will cause them to conclude that the noise probably occurs every couple of feet that the object drops and likely indicates some kind of rungs that have been hammered into the mine walls.

The party will note that those rungs start just a few feet below the surface of the mine shaft. The rungs are visibly rusted, wet and covered with some kind of green-brown slime. They look extremely slippery, but they are also quite strongly hammered into the walls and the party suspects that there is little to no risk that the top rungs will come loose under their weight.

As the party descends, each party member makes a **DC 10 Acrobatics (Dexterity)** check every 25' or will fall. If a character falls before **Level 1**, they will get caught on a ledge at approximately the 30' mark and incur 1d8 damage.

If a party member falls between the 50' and 150' mark, they will incur 1d6 damage for every 25' they drop to the water level at the bottom of the mine shaft. If a party member falls into the water (or if they explore the water), they will drop 10' for every 25' that they dropped from above.

Party members wearing medium to heavy armor will require significant effort to swim back to the surface of the water and incur 1d4 damage for every 10' they have to swim back to the surface.

Any party member that descends, for whatever reason, to the 40' depth in the water makes a **DC 14 Perception (Wisdom)** check to notice a grate at the bottom of the mine shaft. It will take a **DC 12 Strength** check to open the grate. The tunnel to the east of the gate will immediately fill with water and party members will need to swim 60' before the tunnel rises above the level of the water.

As above, party members wearing medium to heavy armor will incur 1d4 damage for every 10' that they have to swim; unencumbered party members will incur 1d4 damage due to the effort involved in swimming the length of the submerged tunnel. Party members will incur the same damage when they swim back out of the tunnel.

- 3. Secret Store** – The room is protected by a secret door. The door is solid metal, though it is obvious that the dark and damp have taken its toll: it is wet and thoroughly rusted, though still solid in its construction. The party will





not be able to physically break down the door.

Barely visible through the rust is the visage of a strange-looking fish. The eyes appear to be alive and will move to follow the party members if they move in front of the door. The gill of the fish appears to be an inset hand hold.

On a **DC 16 Perception (Wisdom)** check, a party member will recognize that if they insert a finger in the eye of the fish, and then their opposite hand into the gill of the fish, the door will open uneventfully.

If the check fails, the party will still believe that the gill of the fish is a door latch. When a hand is placed into the gill, the gills are a series of poisoned needles that will cause an immediate 1d8 piercing damage, and then a **DC 12 Constitution** save or an additional 1d6 poison damage for each in a series of **4 saving throws** (1 per needle).

Once the trap is activated, the fish will speak: "It's like a poke in the eye!" It will repeat every few seconds until a party member pokes the fish in the eye, with either a finger or an object in their possession. The fish will squirt water from its mouth (harmless) and then the gill of the fish will

release the party member's hand and the door to the **Secret Store** will open.

The Secret Store contains bins of processed mithril that is cursed. A **DC 16 Perception (Wisdom)** save is required to detect the curse. If the curse is not detected, the party will determine that the mithril is of the highest quality they have ever seen, evidence of why the mining operation on the island is so lucrative. The curse may be removed.

Not only is the mithril of high quality, but it feels extremely durable and light to the touch. In fact, the party might readily conclude that armor and weapons made of this mithril would be almost feather-light!

If the party estimates the mithril quantities, they will believe that if each party member fills a backpack, they will be able to take roughly half of the mithril in one trip. The mithril won't feel as though it has any weight to it whatsoever.

By the time the party reaches the water-filled tunnel, each has a chance of recognizing that the mithril has gotten the smallest amount lighter.

**As the DM, roll the following as perception checks:**

Roll	Result
------	--------

Fail	No discernible difference
DC 12	The mithril has little weight
DC 12+	Mithril is noticeably heavy

For every 10' of tunnel, the mithril makes it harder to swim, and the carrier takes 1d4 damage in exhaustion from the extra effort required of swimming.

If a party member makes it out of the water, the mithril returns to its original weight. Each backpack recovered is worth 5,000 gp. For 1,000 gp, a backpack of mithril can be crafted into a ring or weapon with a +1 attack.



- .. Guard room – The race of Darkstone Dwarves has been enslaved to run and work in the mithril mines. They are deeply

cursed, and the curse cannot be removed until the mine leader has been defeated.

The guard room contains a small number of bunk beds and storage closets for a small amount of clothing and supplies. There are four dwarves guarding the entrance to the mine. Once three of the dwarves have been defeated, the fourth will attempt to flee and run directly to the **Chief's Office (8)**. The dwarf will yell, sounding the alarm the entire way. His noise will remove any chance at a surprise attack for 2d12 hours.

5. **Storage** – Storage will contain a variety of equipment useful in the mithril mines. You may allow the party to find some small combination of the following supplies: axes (2), pitons (6), rope (2 50' coils), lantern (1), oil (6), and large bags (12).
6. **Processing Area** – This is a large area punctuated by a fenced in area that contains **Mining Equipment (7)**, the **Chief's Office (8)**, and a **Mine Yard (9)** that is separated from the rest by an underground river.

When the party approaches the processing area, it is teeming with activity. There are 2d20+8 Darkstone Dwarves working in the area. If one of the guards have

alerted them, the dwarves will immediately spring to the defense of the area.

The Chief will only appear from the **Chief's Office (8)** when it appears that victory is imminent for the dwarves he commands. He will order them to take any remaining characters prisoner with the goal of interrogating them and then drowning them in the underground river.

7. **Mining Equipment** – This area is enclosed by a metal fence, with a closed gate on the eastern side. Although there is nothing of value in the gated area, up to 2 party members can use the mining equipment (constructed entirely of wood and only a small amount of metal) as partial cover during any encounters with the Darkstone Dwarves.

All attacks against them will be at disadvantage.

8. **Chief's Office** – The Chief has similar stats to the rest of the Darkstone Dwarves. Modify him by: **+10 HP** and **+2 AC**. If the Chief enters the battle, he will give the dwarves **pack tactics** and they will fight to the death.

The Chief's office is spartan: there is a small desk, and a couple of lit candles to provide light. There is a small scale and a ledger on the

desk where the Chief keeps track of the activities of the mine. The party will judge that the volume of the mine is relatively small, though the figures would suggest that the value produced is significant.

There is a note in the back of the ledger that will require an understanding of **runes**. It describes a method by which the darkstone dwarves are teleporting mithril to the **Secret Store (3)** when they are not shipping it through the **Mine Yard (9)** and out from Sapelo Island.

While the ledger is unclear, the party is able to teleport any combination of themselves and mithril to and from the **Secret Store (3)**. This includes any additional mithril that they find in the **Mine Yard (9)**.

There are additional runes that will allow for the teleportation of party members and mithril to and from Level 2 (**Staging Area 10**) and Level 3 (**Main Mine Area 16**). These runes will allow the party to avoid the **Mine Shaft (1)** and explains why the miners are also able to typically avoid the **Shell Ring** entrance to the mine.

9. **Mine Yard** – There is a wide wooden bridge that connects the Mine Yard to the **Processing Area (6)**. This long, narrow part of the

cave parallels the dark river that runs through the mithril mines. There are a small number of wooden carts in the area, though they are all empty.

Judging by the foot and cart tracks, the party will readily recognize that this area is used to prepare mithril for loading onto small boats to be transported out of the mine. At the moment, there is very little mithril in the area. The party may choose to gather any remaining mithril, collecting up to 1d12 x100 GP worth of the metal. It is not enough, or of a high enough quality, to convert it into an object, magical or otherwise.

**10. Staging Area (Old Mine)** – There are 2d4 darkstone dwarves working in the staging area. There is no light in this area. A small number of carts and miscellaneous mining equipment is strewn about this area.

**11. North Corridor and Mine** – This is an inactive mine area in Level 2. There is a 25% chance of a minor cave in that will cause 1d4 damage to any player standing at the end of the corridor.

**12. East Mine** – This is a long-abandoned mine. There is a ghost of a darkstone dwarf that haunts this section of the mine (use the **ghost** stats block in the **appendix**).

**13. South Mines** – This area of the mine is still active and there are 6 small tunnels that are being mined by the darkstone dwarves. 1d4 dwarves are actively mining each of the tunnels.

If any of the dwarves engage with the party, those in the other tunnels will come to their aid. It will take 1 turn for each tunnel that separates them (5 turns maximum between the northern- and southern-most tunnels).

The levels of the mine are isolated from each other, and the dwarves are unable to flee, fighting to the death.

**14. North Mine, Lower Level** – This is the most active area of mining on Level 3. There are 1d4 darkstone dwarves mining each of the three sub-tunnels. They will come to each other's aid in 2 turns.

**15. East Mine, Lower Level** - This is an inactive mine area in Level 3. There is a 25% chance of a minor cave in that will cause 1d4 damage to any player standing at the end of the corridor.



**16. Main Mine Area** – This is the staging area for Level 3 of the mine. There are 2d4 darkstone dwarves working in the staging area. There is no light in this area. A small number of carts and miscellaneous mining equipment is strewn about this area.

**17. South Mine, Lower Level** – The stairs to this level descend a breath-taking 200'. They are dark, wet and extremely slippery. Every 50' party members make a **DC 12 Acrobatics (Dexterity)** save or fall and take 1d4 bludgeoning damage.

If the party retreats from the lower level, they will traverse the stairs as though it were difficult terrain **or** must make a **DC 16 Acrobatics (Dexterity)** save or fall and take 1d4 bludgeoning damage.

When the party reaches the end of the mine, they will note that a combination of the pickaxe marks on the cave walls, and the stone stairs would all suggest that this portion of the mine has been abandoned for many centuries—if not longer.

The end of the mine is the lair of a darkstone dwarf that has been turned into an **abhartach** or vampire. The abhartach cannot be surprised.

It is guarding the following treasure:

- Small Pouch, Dust of Dryness (4)
- Statue of Abartach, 7,500 gp
- Scroll, *Resurrection*

The statue of abhartach is made of mithril and the eyes are emerald. Characters with an alignment other than evil will be cursed if they carry it and will perform all rolls at disadvantage. It will, therefore, be extremely difficult to sell the statue.

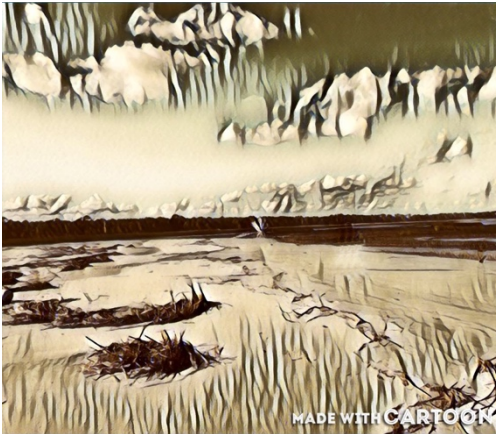
**18. Failed East Mine** – As the party walks back into this short mine tunnel, they will notice that it is relatively new, but that there is a fair amount of rocks and debris on the ground. Because the rocks were unstable in this part of the mine, it was abandoned.

As the party nears the end of the tunnel, there is a 25% chance of a minor cave in that will cause 1d4 damage to any player standing in the final 10' of the tunnel.





## Raccoon Bluff



The bluff sits high over Sapelo Island. Blackbeard's Island is clearly visible from the Bluff, including the long, winding creek that separates the two islands.

As the party approaches, they will almost immediately recognize that whatever community may have once prospered on Raccoon Bluff has long since been abandoned.

1. **Slave Quarter Ruins (4)** – There are four small stone houses that stand in various stages of ruin. They once housed the slaves that worked in the fields of Raccoon Bluff. They are empty of furniture or other items. None of the houses have roofs.

The slave quarters are each home to a **skeleton** (4) slave.

2. **General Store Ruins** – The old general store is close enough to **Bluff Cemetery** that there is a 25% chance of a random **cemetery encounter** (see appendix) when the party is either in, or in the vicinity of, the general store.

The inside of the store has fallen into significant disrepair. It

looks as though the store had likely been looted multiple times over the year, and it is virtually empty. There is nothing of value remaining in the store.

3. **Bluff Cemetery** – The cemetery holds roughly a dozen internments. The party might conclude from the markers, mostly constructed of wood, that **Raccoon Bluff** never prospered.

For every turn the party spends in the cemetery, there is a 25% chance of a random **cemetery encounter** (see appendix).

4. **Farm Ruins – House** – This small farm has been long abandoned. When Raccoon Bluff was founded, the residents thought that the bluff would be suitable for grapes and fruit trees. But the soil lacked many of the nutrients for farming to succeed on the land.

The house is two stories tall. The door has been broken down, and there are large gaps and holes in the decaying wooden siding.

The basement is home to a swarm of giant cockroaches.

The second floor has been taken over by a band of kobolds. Other than any treasure they may have in their possession, there is nothing of value in the farmhouse.



5. **Farm Ruins – Barn** – The barn is made of fieldstones but is covered in weeds on the exterior. The doors were once wooden but have rotted away to nothing. The barn is empty.

There are 1d4 riding horses in the yard surrounding the barn. The party can attempt to capture 1 or more horses requiring a **DC 14 Animal Handling (Wisdom)** check to be successful. Each party member may make one attempt. Any remaining horses will then run off before any further attempts may be made by the party.

6. **Farm Ruins – Fields** – The fields still contain the woody remnants of the sugar cane corps that were once planted in this area. There is nothing of value. For every turn the party lingers, there is a 25% chance of a random **Forest and Grasslands (see appendix)** encounter.

7. **Marsh Landing – Dock** – In addition to the dock, there is also a small dock house on the bank of **Blackbeard Creek**, separating **Blackbeard Island** from **Sapelo Island**. There are two small boats that are tied up at the dock. The boats include two wooden oars apiece.

The small dock house is in poor repair, lacks a door and has nothing of interest inside.

## Chocolate Plantation

Chocolate Plantation – This plantation appears to be in the process of being rebuilt after years of neglect and lack of use.

**Main House** – The main house is two stories tall and is surrounded by mature magnolia trees covered in long strands of moss. Moss also hangs off the house, obscuring most of the windows. What little the party can see of the house appears to be made of wood, and it is quite wet and slowly rotting.

All of the rooms are on the main floor, with the exception of the guest quarters.

1. **Entrance** – This is a grand entry way to what is otherwise a modest sized plantation house. The floors are constructed of wide, dark wooden planks of wood. The walls look like they have been whitewashed, and large paintings hang in gilded frames. There are unlit sconces on all of the walls. There is a solitary door on the north wall that is closed.

The party would rightly conclude that the plantation probably once hosted huge parties and was one of the central structures on the island. Much like the exterior of the house, it appears that the **chocolate plantation** is in the process of being renovated.

2. **Dining Hall** – The Dining Hall is an immense room with a large fireplace dominating the north wall. There is a huge table that dominates the center of the room. It seats roughly a dozen guests. The table is currently not set.

3. **Kitchen** – The kitchen is a reasonably good size and is well-stocked with basic food items.

There is a stairwell in the northeast corner that leads to the cellar of the plantation house.

4. **Guest Quarters** – There are two guest quarters on the first floor, and an additional four on the second floor.

5. **Foyer** – This room is hidden by a secret door and serves as a foyer to part of the plantation that was often reserved for guests who especially valued their privacy. The stairwell from the first floor of the Chocolate Plantation continues up to the second floor (additional guest quarters) and to the **Observation Tower**.

**Second Floor** – There are four additional guest rooms on the second floor. There is nothing of value in any of the rooms.

**Cellar** – The cellar serves as storage area for the **Kitchen (4)**. The party will find a small amount

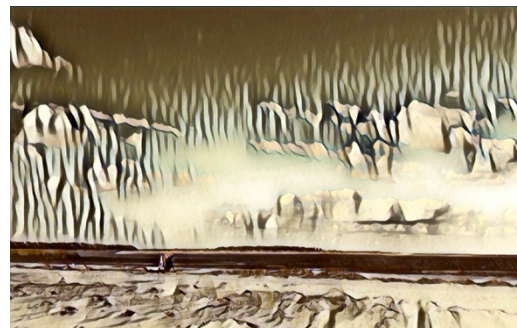
of wine and the equivalent of one week's rations in the basement. There is also a giant swarm of cockroaches in the cellar. There is nothing of value in the cellar.

**Observation Tower** – The views from the Observation Tower are stunning. The party will see Blackbeard Island and a trail that leads to **Birdhouse Retreat** to the east. To the south, they will see abandoned Fields (**Kenan Fields**) and **Long Lake**. There is nothing in the tower.

**Slave Quarters (4)** – A series of four small shacks surround the **Main House**. They are home to a total of eight Darkstone Dwarves.

### **Birdhouse Retreat**

Birdhouse Retreat is well-hidden among towering, ancient trees hanging with strands of grey-green moss. As the party approaches, they will see a modest sized house that, relative to the rest of the island, appears to be relatively new and well-kept.



The exterior is made of thick wooden slats. There is a small porch in the front, and there are two wooden chairs sitting to the right of the front door.

There are solitary windows on each side of the house. It has a steep pitched roof that is shingled with wood. Although there is a chimney, there is no smoke coming from it.

If the party suspects the house, they may choose to make an **Arcana** check, requiring a **DC 18 Wisdom** save as the Birdhouse Retreat is heavily camouflaged in magic. A **DC 18** roll will reveal this fact. A **DC 19** or better reveals that the magic is hiding something dangerous from the party.

Birdhouse Retreat serves the sole purpose as being a trap and prison for **Chogan**.

As the party approaches the Retreat, 1d12+6 **krake** will appear in a flock, attacking the party. Every turn, an additional 1d12+6 krake will appear. They will arrive from the north and west, effectively blocking the party from leaving and forcing them into the Retreat. The krake will not enter the Retreat; however, any party member leaving the Retreat will be immediately attacked by the assembled krake.

As party members enter the house, they must make a **DC 20 Wisdom save** or they will be unable to leave the Retreat until Chogan has been defeated. Once defeated, the party

may leave the Retreat; any remaining krake will immediately fly off.

There is nothing of value in the Birdhouse Retreat.

The Retreat is one story, and approximately a 25' x 25' large room.

### **Kenan Fields**

Kenan Fields – The Kenan Fields were once cultivated sugar cane but have long fallen into dis-use. The party will be able to discern very loose rows of sporadic sugar cane stalks in this clearing.

A small flock of **krake** (1d8+4) will attack the party in the Kenan Fields. Although they resemble crows, they are the size of vultures and are a prelude of the encounter with **Chogan** at **Birdhouse Retreat**.

Kenan Fields Cemetery – This cemetery is un-marked and there are no visible clues that there was ever a cemetery on this part of Sapelo Island. There is a 20% chance of a random **cemetery** (see **appendix**) encounter.





## Long Lake



This is a deep, clear and cold spring-fed lake. It is one of the few bodies of water that is drinkable and safe for human consumption.

**Northern Half** – The deeper half of Long Lake, If the party spends any amount of time near or on this portion of the lake, there is a 50% chance of a random **Water – Inland (see appendix)** encounter.

**Whirlpool** – A whirlpool has formed in the center of this long lake and separates the northern from the southern half. The whirlpool is extremely dark and is rotating clockwise very quickly. Boats approaching within 5' of the whirlpool will be pulled in and capsized. Anyone in the boat will have to make a **DC 15 strength** save or be pulled into the whirlpool, taking 1d4 damage per turn on continued saves. Every turn they are pulled into the whirlpool will take ½ turn to swim out. The maximum number of turns a character can be pulled into the whirlpool is four.

**Southern Half** – The shallower half of Long Lake, the water is murky with tannins, but contains small schools of fish that the party may catch and eat.



## Carbetta Island Encampment

The island is inhabited by a small, friendly community of Tôlbanaki (turtle people) who live in a small encampment of low straw, mud huts.

**1. Tents (6)** – The tents comprise the bulk of the encampment. Each tent is home to 2 adult Tôlbanaki and 1d4 young. They are harmless and will not attack. The tents contain areas for cooking and sleeping. Some of the tents contain a small number of shells and bones, though there is nothing of any worth in those tents.





2. **Chapel Tent** – The Chapel Tent is home to **Tôlban** the high priest of the Tôlbanaki. She has the ability to cure one affliction that is unique to Sapelo Island at a rate of 1/day. He is a very kind soul and does not charge for his curative abilities.



However, he will very strongly hint to the party that they leave some kind of offering to the gods and goddesses of the Tôlbanaki. If the party leaves what the DM considers to be a sizeable donation (e.g. at least 500 gp), he will offer to summon Snargosh, Tôlbanaki Goddess of Protection and Healing.

She will thank the party for their generous gift and offer her protection as they continue on their quest. Her gift of protection is in the form of the **Conch of the Tôlbanaki**. She is unable to provide any other assistance. Treasure: **Conch of the Tôlbanaki People**



3. **Stockade Tent** – This tent is guarded by 2 adult Tôlbanaki. They are guarding a very large darkstone dwarf, who was caught trying to steal from the Tôlbanaki.
4. **Storage Tent** – The storage tent is unattended and contains very basic items like torches (2), fishing nets (2), rations (8) and fresh water (8). If requested, the Tôlbanaki will offer the items denoted as (x) to aid the party. There are twice as many as each item indicated. If the party attempts to steal from the Tôlbanaki, the Tôlbanaki will defend themselves and their encampment. **Deduct 25%** experience if this action is counter to the general alignment of the party.



## Reynold's Mansion

Reynold's Mansion is the largest structure on the island and gives the appearance of once having been a grand old house. However, a combination of years and extreme weather have worn it down considerably.

The Mansion is obscured in shadows from ancient trees. Hanging moss darkens the grounds even further.

The outside of the building is stone, and the windows appear to have once held glass. The stone is dark with age and damp. It is crumbling at the corners, and significant cracks and holes mark the exterior of the Mansion. There are multiple chimneys jutting from a slate roof, which is also in disrepair: there are many shingles that are either broken off or missing.

1. **Entrance** – The Entrance to Reynold's Mansion is a heavy set of double-doors that are flanked on both sides by large stone pillars. The pillars are hung with ivy and moss. Inside the doors is a grand, open-air stairs that

ascends across twenty feet to a long patio.

At first glance, the Entrance borders on the grandiose and suggests an opulence in every inch of the Mansion's design. However, a perceptive party (**DC 12 Perception**) will recognize that the design of the Mansion also lends itself well to a combination of being well-defended in protecting the privacy of any guest who may have stayed at the Mansion.

**If the party decides to inhabit and maintain Reynold's Mansion**, one of their primary tasks will be in disarming the many number of **Guest Rooms** that are trapped in a variety of clever ways.

2. **Guest Room One** - The Guest Rooms are all furnished roughly the same way and contain a small bed, chest of drawers and an end table.

A complete set of clothing has been left behind in this guest room. The clothing is cursed: it is impervious to damage from heavy weapons; however, assaults by small weapons will succeed for **six times the weapon's normal damage**. Items that normally do not cause damage will cause 1d4 damage.

3. **Guest Room Two** – Much like the first guest room, a complete set of clothing has been left behind. This set of clothing includes a set of



boots. They are made of fine leather and have sturdy soles and golden buckles. They are adorned with a waterfall on the outer-worn side of each boot. The clothing is normal, but the boots are cursed.

If the party attempts to detect curse, the spell will be inconclusive as the boots convey **+1 protection**. However, once adorned, they cannot be removed. Every seven steps, the wearer of the boots feels compelled to use the bathroom. The curse can be avoided if the wearer is riding a horse, can fly or is carried. The boots may be cut off the wearer, but at a 50% risk of cutting themselves for 1d4 damage.

4. **Guest Room Three** – Other basic furnishings, there is nothing of value in this room. A previous occupant left a candle on the end table near the bed.
5. **Guest Room Four** – There is nothing of value in the room. A previous occupant left a complete set of clothing in the chest of drawers.
6. **Guest Room Five** – The door to this guest room is locked and cannot be opened by skill. If a party member decides to kick the door down, the victim will discover that the door was not solid and will cut their foot, doing 1d6 piercing damage.

The material also contains acid that will burn for an additional 1d8 damage for 4 turns, or until cured.

The occupant of this room appeared to leave in a hurry. There are two full sets of clothing, a handful of torches, and a couple of rations on the floor. The chest of drawers contains a small necklace of pearls worth 50 gp.

7. **Guest Room Six** – In addition to the usual furnishings, this guest room has a very small book shelf and library consisting of roughly a dozen books. The upper left and right books work in tandem with the other. Both are hollowed out. The left most book contains a key. The right most book is locked and requires the key from the other hollowed-out book. Attempts to open the lock without the key will release a poisoned dart. Failure on a **DC 12 Perception (Wisdom)** check results in 1d4 piercing damage, or 1 HP damage on success. An additional failure of **DC 18 Survival (Constitution)** save causes 1d12 poison damage, and attacks and saves will be at disadvantage for an additional 1d20 turns due to dizziness and disorientation from the poison. A successful save results in no damage from the poison.

The second book contains a small note that further directs the reader to the title of a book called **The History of Sapelo Island and Reynold's Mansion**. The book has been designed to hide a "book-within-a-book". The pages, when read, function as a **charm of greater restoration (2 charges)**. When the charges are used, the pages disappear from the book.

8. **Guest Room Seven** – There is nothing of value in the room. A previous occupant left a complete set of clothing in the chest of drawers, along with a pair of boots. Upon inspection, the boots are made of fine leather, and have copper buckles. They are not magical or cursed.

However, there is a razor blade in the bottom of the right boot. Putting on the boot will cause 1d4 damage. If the boot is walked upon, it will cause an additional 1d4 damage per step. The cut is significant enough that it will cause **-1 dexterity** until the damage from the wound has been healed.

9. **Guest Room Eight** – In addition to the standard furnishings of the other room, there is a large chest located at the foot of the bed. If the characters inspect the room, they will discover easily that the walls are full of small holes and arrow slits. If anyone steps into the room, they will take 1d8 x 1d4 HP damage from the number of

arrows that hit them. The damage will be repeated for every 5' they step into the room.

If the party lassos the chest, to pull it out of the room, it will hit a pressure plate and be flung toward them. The front-most character must make a **DC 12 Acrobatics (Dexterity)** save or be hit with the chest and take 1d8 bludgeoning damage. If they make the save, the character behind them must make a more difficult **DC14 Acrobatics (Dexterity)** check due to low visibility of the oncoming chest. If they fail, they take 1d8 bludgeoning damage.

The chest is unlocked and contains 100 PP.

10. **Guest Room Nine** – There is nothing of value in the room. A previous occupant left a complete set of clothing in the chest of drawers.
11. **Guest Room Ten** – There is nothing of value in the room. A previous occupant left a complete set of clothing in the chest of drawers.
12. **Hallway** – This long, open-air hallway extends 100' to both the east and west. The southern wall is dotted with locked doorways, five to a side. A solitary single door leads from the hallway to the main Mansion.
13. **Foyer** – This large foyer is enclosed and empty. There is a door on



each of the four walls.

- 14. Ballroom** – The ballroom is enormous by any standards. There are a handful of tables situated around the edges of the room, but nearly the entire room is dance floor. The eastern and southern walls both have two large fireplaces apiece adorning them, and all of the walls are lined with unlit sconces roughly every five feet.

The party suspects that the ballroom easily might have been host to dances with hundreds of guests—suggesting a grander history for Sapelo Island.

The northern wall of the ballroom is lined with three suits of armor along each side of the door. The middle suit of armor on each side is spectacular plate mail. If the party has encountered the **Mithril Mine**, they will immediately recognize the material.

A **DC 18 Perception (Wisdom)** check will alert the party that the suit of armor to the left of the door is **Plate Mail +1**, but it is light-weight (equivalent to a chain shirt). On the other hand, the opposite suit of armor to the right of the door is **Incredible Shrinking Armor**. Once the armor is in place it will begin to shrink. Every turn it shrinks, the wearer will take an increasing amount of incremental damage: 1d4, 2d4, 1d6, 2d6, 1d8, 1d12, 1d20, 2d20, 3d20 until either the curse and the armor are

removed, or they are crushed to death. If the wearer's HP drops below zero, the armor will continue to crush the body until it may not be revived or resurrected.

- 15. Courtyard** – The courtyard exemplifies the complexity of the architecture of the **Reynold's Mansion**. An enormous, central open-air courtyard is betrayed by limited access points that are designed exclusively to protect the guests of the mansion.

The Courtyard itself is dominated by a large fountain in the center of the space. The fountain is constructed of stone and features a humanoid crow, with outstretched wing and arm that holds a burnished bronzed bowl that slowly drips water into the surrounding pond. The pond is further surrounded by a dozen or more cement crows, that all face the central statue.

The water in the fountain is acidic, and only identified as such with a **DC 12 Perception (Wisdom)** check. It will cause 1d4 damage if it is touched or imbued.



**16. Dining** - The dining room is exceptionally large, though there is only one large, long oak table. It seats two dozen guests and is elaborately set. There are fireplaces at each of the long ends of the room, and candelabra adorn the table every three or so feet.

The table is currently set for up to eight guests. There are large plates of meat, flagons of mead and bowls of other delicacies. Only the meat is poisoned. The poison can be detected with a **DC 18 Perception (Wisdom)** check. Ingesting it will cause severe bloating. Those who eat the meat will make a **DC 16 Survival (Constitution)** check or will begin to bloat, taking 1d4 damage per turn for up to 20 turns, or until cured.

**17. Storage** – This area of the mansion is packed full of furniture and the type of supplies one might imagine necessary to maintaining a mansion of this size.

It is an unusual storage area in that there is a very narrow path through stacks and stacks of supplies that end in a stairwell that ascends to a **Master Suite**. Likely, the prior inhabitants chose to repurpose this part of the mansion as a way of hiding the stairwell to the Master Suite in relative plain view, rather than worry about hiding it through more direct means.

At the DM's discretion, the party might find a small number of supplies in storage provided that they are non-combat in nature, and not worth more than 1 gp per item.

**18. Large Guest Room** – This large room is opulent. There is a king-sized poster bed, large dresser, a sitting area and a small library.

The dresser is the height of a medium-sized humanoid and, although it has a lock in the top center, is unlocked. In the corner of the bottom drawer, pending a successful **DC 14 Perception (Wisdom)** check, is a small golden wedding ring, inset with a diamond. The ring is cursed. If the curse is not detected, the ring cannot be removed and will exude a horrible stench. Anyone within 10' of the wearer must make a **DC 8 Constitution** save or vomit. Any successful save does not need to be re-rolled. Unsuccessful saves must be re-rolled every 4 hours until a successful save is achieved. Targets failing their save, roll their next attack or save at disadvantage provided that it occurs within 30 minutes of their vomiting.

The north wall is dominated by two large floor to ceiling windows punctuated by a wooden door between them.

If the party chooses to inspect the library, they should individually



make **DC 12 Perception (Wisdom)** checks. For each of three successful checks they will find one each of:

- Scroll, 2<sup>nd</sup> level sorcerer spell
- Scroll, 2<sup>nd</sup> level wizard spell
- Scroll, 2<sup>nd</sup> level cleric spell

**19. Pantry** - The pantry is stocked with a variety of dried goods, to serve the kitchen. Food stuffs requiring any kind of refrigeration or cool air are stored in either the cellar or the **Root Cellar (4)**. If the party liberates Reynold's Mansion, they could provision the entire party for three full days. There is nothing else of value in the pantry.

**20. Storage** – This space is used for all of the other storage needs of the mansion. The room contains, torches, blankets, a small amount of dishes, and a few items of furniture. There is nothing of value in the storage area.

**21. Manager's Quarters** – The Manager, as it turns out, is the only occupant of the mansion when the party is exploring it. He will not leave his quarters for any reason. He is a Darkstone Dwarf and is under the spell of **Chogan**. Unlike any of the other Darkstone Dwarves, he will surrender once his HP drop below half.

The Dwarf will not know that he is under the influence of Chogan, but he does not know how he came to the Mansion, or what he is doing there. His eyes are gazed

over, and the party will readily determine that he is under the influence of some kind of magic or charm. If the party successfully dispels that magic, the Dwarf will then be able to tell them that the last thing that he seems to remember is having a vivid dream in which a very large, humanoid crow encountered him near the mines of Sapelo Island.

Although he doesn't believe the dream, the last thing he remembers is the crow trying to mesmerize him.

The Manager's Quarters have nothing of value in them.

**22. Kitchen** – This enormous kitchen features three cooking ovens and an open-air grill in the center of the space. It is staffed by three crow-people who will not put up any kind of fight. They will possess extremely limited knowledge of the Mansion but can direct the party to the **Ballroom (14)**, **Courtyard (15)**, and **Dining (16)**. They are vaguely aware of the location of the guest rooms, that they know are flanking the mansion to the north and south.

**23. Guest Room** – This guest room is similar to the guest rooms in the front of the mansion though it is much smaller in size. There is nothing of value in the room.

**24. Guest Room** – This guest room is similar to the guest rooms in the front of the mansion though it is

much smaller in size. There is nothing of value in the room.

**25. Guest Room** – The exterior guest rooms have been designed for the utmost in safety for their occupants. Although there are doors along a narrow corridor on their southern end, the corridor is only accessible by way of a secret door on the exterior of the mansion. Presumably, rooms **(25)**, **(26)** and **(27)**, would be occupied by a small party traveling together that desired their privacy.

The secret door on the exterior of the building is activated by a bas relief of a crow set into the stone. It requires two in order to activate it with each person placing a hand on the side of the crow's head to activate a pressure plate, and each of their second hand to pull up on one of the crow's legs. Figuring out how to activate the secret door requires a **DC 14 Perception (Wisdom)** check. Failure results in the crow's eyes to shoot out at its targets. A **DC 16 Acrobatics (Dexterity)** save is required to avoid the sharp eyes. Failure results in the eyes taking 1d4 piercing (or half) and an additional 1d8 poison (**DC 16 Constitution save**, or half) damage. If the party member fails both saves, the eyes will be embedded in their target's flesh and take an additional 1d4 damage per turn until they are removed. Removal requires a **DC 12 Dexterity** check.

This guest room is furnished much as the others. Although small, they are all well-decorated and comfortable. They contain single beds, a bedside table, small storage chest and a chamber pot. The storage chest in this guest room is unlocked and stands empty.

**26. Guest Room** – This room is protected by a secret door that is covered in plaster. It is revealed with a **DC 10 Perception (Wisdom)** check. Once the plaster has been removed, there will be three finger-sized holes about waist high to the right of the door.

The doors are non-magical and not cursed. There is an additional secret button that can be found with a **DC 12 Perception (Wisdom)** check—if the party bothers to make a second check after the plaster has been removed. If they do not, the finger-sized holes have razor blades in them and will inflict 1d4 damage per finger. Each finger inflicted with 4 HP damage has a 50% of being severed, taking an additional 1d8 in damage before the bleeding can be stopped.

This guest room looks to be more like a permanent residence than a guest room. There is a significant amount of clothing in the room. There is also a small golden necklace worth **50gp**, **10sp**, and **5 ep**.



**27. Guest Room** – This guest room is trapped and accessible in the same fashion as **Guest Room (26)**. However, there is nothing of value in this room.

**28. Large Guest Room Patio** – This is one of two large, walled patios attached to a guest room. From the outside, the walls give the impression that the mansion juts out into the yard. There are no windows, though the patio has an open roof.

**29. Patio** – If first noticed from the outside of **Reynold's Mansion**, the two patios betray the true nature of the Mansion as they are open-air and only separated from the surrounding area by a low iron fence. The patio includes a small table and two chairs, but there is nothing of value on the patio.

**30. Patio** – Identical to **Patio (29)**.

**31. Large Guest Room Patio** – Identical to **Patio (28)**.

**32. Guest Room** – The secret doors on the eastern guest rooms function differently than those on the west end of the mansion. They are detected with a simple **DC 12 Perception (Wisdom)** check and are un-trapped.

Immediately inside the door is a pressure plate that will cause the floor of the room to collapse 30 seconds after the pressure plate has been stepped on and then released. The floor will drop 10',

inflicting 1d6 damage to all in the room. It will pause for roughly 30 seconds, and then spring back to floor level. The furnishings of the room are bolted to the floor and will be unharmed when the trap is released.

There is nothing of value in this guest room, and it is empty of anything except for its basic furnishings.

**33. Guest Room** – Same as **Guest Room (32)**.

**34. Guest Room** – While this room functions the same as **Guest Room (32)**, the chest is full of clothing and there is a suit of **Padded Leather Armor +1** draped over a chair by the bed.

**Upstairs (Master Suite)** – The Master Suite is home to one of the lead **pirates** operating on the island. He has been coordinating the renovation of many of the buildings and using **Reynold's Mansion** as his base of operation.

If attacked, modify the **Pirate** stats block (**see appendix**) by **+2 AC** and **+15 HP**. The Pirate will continue to fight until his HP have been reduced to half or left at which point he will surrender and bargain for his life. He will reveal one secret to the party (1d4):

- 1-2 The location of **Mithril Mine**
- 3-4 The nature of **Birdhouse Retreat**

He has a 500 GP necklace.

**Downstairs (Cellar)** – Presumably, the pirate has not yet explored the Cellar. It is home to a **bheur hag**. The hag is protecting 1d8 x 100 PP located in a corner in a large leather sack. It is untrapped.

There is otherwise nothing of value in the cellar. It has been used as a pantry for the mansion, but is virtually empty when the party explores it.

## Hog Hammock

The small community of Hog Hammock rests on a rise of land, surrounded by forest and swampland. All of the buildings that comprise the little village are densely packed together to make the most of such a small tract of land.

### 1. Chiron's Blacksmith and Armory –

The Armory has a small wooden sign hanging on the wooden-framed doorway. The blacksmith sits under a short wooden awning on the side of the building. He is brusque and relatively unfriendly but will introduce himself as Chiron. He will offer to buy used weapons and armor that the party may have to sell, but at a 30% discount from what is listed in the **Player's Handbook**. His total budget is limited to 20 GP. Likewise, he will sell any weapon or piece of armor listed in the **Player's Handbook** for a 30% premium.

2. **Small Houses (6-8)** - The houses of Hog Hammock are constructed of wide oak boards. They are covered in lichen and moss, and appear to be quickly rotting in the hot, humid tropical air.

The houses are inhabited by the tavernkeeper and other locals. They contain nothing of value.

3. **Hog's Haven Tavern** - The Tavern is a small, wooden building that resembles little more than a shack. From the outside, it appears very worn down from the hot, humid weather.

Inside there is a small bar and a half dozen tables. When the party arrives, there will be a handful of patrons in the Tavern, though it will never be busy.

The Tavern has a small kitchen attached to it and serves fairly basic meals.

If the party spends any time at the Tavern, the locals there will make every attempt to persuade them to play one or more of the following games (**see appendix**):

*Ombre* (Cards)  
*Bone-Ace* (Cards)  
*Bankafalet* (Cards)  
*Ship, Captain and Crew* (Dice)

Up to 1d4 locals will join in any given game. Each player will have 1d8+4sp in total to start





whatever game the party chooses to play.

While playing, the locals of Hog Hammock will ask the party questions about why they are in the area. They will also share gossip and small talk about Hog Hammock and what little they know about the rest of the island. If the party has not visited the **Altar to Heregon (4)** or **Arden's Alchemist's Shop (6)**, they will be told about their existence.

- 4. Altar to Heregon (Small Church) –** Heregon is a quiet cleric, though he is friendly. When the party encounters him, they suspect that he has been drinking wine most of the day, though he is still in good spirits.

Heregon is willing to perform the following:

- Cure wounds (4)            25 GP
- Greater restoration (1) 100 GP
- Remove curse (1)        500 GP
- Resurrection (1)        1,000 GP

There is nothing of value in the church.

- 5. Schoolhouse –** The schoolhouse is small and perhaps could accommodate between 12 and 18 pupils at the most. Other than basic desks and school supplies, there is nothing of value or of interest in the schoolhouse.

- 6. Arden's Alchemist's Shop –** Arden is an ancient gnome who is very friendly and will welcome the party to his shop.

Arden does not have much in his shop but will be able to offer the following items. Unless, a member of the party has a **Merchant** background, they will not notice that the price of goods is roughly 10-25% higher than they might otherwise expect.

Arden's inventory includes the following items:

- Potion of healing (2)    50 GP
- Cure poison (2)        250 GP

If the party purchases at least one potion from Arden he will disclose to them that he has a special potion that he is willing to sell to them at a discount of 25 gp because he is uncertain what it is. The potion comes in a plain glass vial, with a small glass stopper. The interior of the vial is a dark red, and has a curved dark green arc suspended in the dark red fluid. As the party looks at the potion, the green arc appears to grow small thorns that then disappear back into the arc of green, before reappearing.

The potion is magical. If the party checks to see if it is cursed, the results are confusing: the potion sometimes feels as though it is cursed, and sometimes not. The caster will feel conflicted about the aura given off by the potion because it's not that the potion is sometimes cursed and sometimes not cursed. And it isn't that it changes either. The sense is that the caster can't tell what the nature of the potion is.

Whether or not the potion ultimately appears cursed or not depends upon the outcome of drinking it. This is the **Sapelo Island Love Potion**. The party member sipping from the potion will fall madly in love with the next being they see. The effects of the potion are immediate, though the individual drinking it will feel no other sensation.

While the effects of the potion on the individual drinking it will wear off in  $1d20 + 4$  hours, there are no guarantees how the target of her or his affection is going to feel after that time.

If there is more than one being in the drinker's presence, the DM should randomly determine who that party member next sets his or her eyes upon. Use a private note to convey to the player the target of their affection.

7. **Small Abandoned Farm** – This small abandoned farm is built entirely of wood and is slowly rotting in the hot and humid weather.

There is nothing of value in the farm.

8. **Large Abandoned Farm** – This was the largest farm in Hog Hammock. There is an old wooden farmhouse, bleached bare by the hot Sapelo Sun. To the east and north of the house sits a small dairy barn—it is constructed of field stones. The roof has collapsed.

There is also a small fenced in corral that is empty. Fields sit to the north of the house and once grew corn and

wheat for the local community. By their best estimate, the party thinks the farm has stood empty for decades.

While the party explores the farm, they might choose to set a sentinel or guard. If they do, each party member keeping watch has a **DC 12 Perception (Wisdom)** chance of noticing a large, green **thrakos** that will fly up from the south from **Bogdan's Swamp**.

If there is no one at guard, or if they fail their check, the **thrakos** will have initiative on the first round of attack. If the party takes cover in the farmhouse, the thrakos will use its lightning breath to set it on fire. The party will have 1 turn to flee from the house or will begin to take  $1d4$  damage from smoke for 3 turns. After an additional  $1d4$  turns, they will need to flee or incur damage from the flames for  $1d12$  per turn for every turn they remain in the house.

If the party takes refuge in the barn, however, the thrakos will not try not to set it on fire because its treasure is hidden under a hollow wooden floor. Once the creature's HP drops below 50%, it will set the barn on fire if there is a strategic reason to do so.

If the thrakos' HP drops to 25% or lower, it will attempt to flee.



The hollow wooden floor can be discovered with a **DC 12 Perception (Wisdom)** check. The Thrakos was largely attracted to shiny items and amassed a small fortune in the barn that included the following treasure:

- 2d6 x 100 CP
- 2d6 x 1,000 SP
- 6d6 x 100 GP
- 3d6 x 10 PP

The barn contains pitch forks, shovels, and basic tack for a horse.

**9. Tower** – The tower is a short, wooden structure that sits on the southern end of Hog Hammock. It appears to have been once used as a basic defense structure, though it now stands empty.

If the party ascends the tower, they will be able to see the basic outline of the **Encampment** on Cabretta Island to the east, and **Bogdan's Swamp** to the south.

## **Behavior Cemetery**

This is the largest of the cemeteries of Sapelo Island and it is thoroughly haunted. The main feature of the cemetery is **Jenning's Crypt**, identified on the map as the large tombstone with the cross atop it.

If the party explores Behavior Cemetery, there is a 40% chance of a random **cemetery encounter (see appendix)** per turn. If the party is being attacked, there is a continued 10% chance of an additional

random encounter for every turn the attack lasts. The party should quickly figure out that they should not linger in the cemetery.

## **Jenning's Crypt**

The crypt is located in the center of the cemetery, and towers above the gravestones that make up the rest of the area. The crypt is immediately visible when the party approaches the cemetery. It is carved from granite but is worn from the wind and the rain. Much of it is covered in moss that hangs from the oak trees that drape the cemetery in darkness.

The crypt door is heavy wood though it is slowly rotting on dull brass hinges. It is unlocked but will protest loudly when the party opens it. The door is flanked on both sides by three black marble pillars, suggesting a significance and wealth associated with whomever has been interred within.

**1. Vestibule** – The vestibule is dominated by a central dais constructed of the same black marble as the pillars outside the crypt. A series of four marble steps ascend to the dais which has a large monument in the center of it that depicts what resembles a Celtic cross.

To the right and left of the vestibule are two raised stone coffins. The coffins are unadorned. The arrangement of the central monument and four coffins give the impression that this is a family crypt.

In the south-west corner, a staircase descends rapidly before curving deeper and to the north, out of sight.

2. **Inner Sanctum** – This room is protected by a secret door. The mechanism can be discovered with a **DC 14 Perception (Wisdom)** check that reveals the Celtic Cross in the **Vestibule (1)** can be rotated with relative ease.

The Inner Sanctum contains a small number of valuable items that likely belonged to those who were interred here. They include:

- Small ivory statues (2), 250 GP
- Platinum black cross (1), 100 GP
- Necklace, Ruby gems, 350 GP

There is a secret door on the north wall. It is easily discoverable with a **DC 9 Perception (Wisdom)** check as a small brick in the wall that serves as a pressure plate. However, when the party member activates the brick, the door appears to be stuck.

The party can attempt to kick in the door and if they test it first, believe that it shouldn't take very much strength, a **DC 8 Athletics (Strength)** kick will accomplish the

task. However, the successful party member must then make a **DC 18 Acrobatics (Dexterity)** check or have their leg ensnared and get dragged into the stairwell.

There are skeletons (2) in the stairwell on the other side of the secret door who will attack the party. If a party member gets dragged into the stairwell, the skeletons attack with surprise.

3. **Main Crypt (False)** – When the party descends the stairs they will come to a large underground room, where the ceiling is held up by black marble pillars in the four corners.

The center of the Crypt is dominated by a large, raised stone casket in the center of the room. The casket is home to a **ghost**.

The casket is empty.

4. **Main Crypt** – The Main Crypt is cavernous. In the gloom of the space, the party can make out a small, raised casket in the center of the large crypt. It is surrounded by four small black, round pillars. The room's appears to be held up by four large, 5' x 5' square pillars that are offset from the center of the room.



In the back right and left corners of the crypt there are what appear to be a series of black gates. They appear to respectively run at least 30' along each wall of the crypt.

The central stone coffin is home to an **abhartach**. The undead that are living in the surrounding internments will enter the fight, but will do so at random (1d6), one turn at a time. After 6 turns, all of the undead will have entered the fight. The areas behind the gates (the six **Internments**) have nothing of value in them.

The coffin appears to be loose and can be slid aside from the small dais upon which it sits. Moving it requires **Athletics (Strength) DC 16**. When the coffin has been moved, it will trigger a spring trap that will propel anyone standing near the coffin toward the ceiling which is studded with iron spikes. Each party member should make a **DC 18 Acrobatics (Dexterity)** save or take 1d12 damage, or half if they succeed.

The area under the spring trap is hollow and contains the following items:

- Armor +2, half plate
- Belt of Cloud Giant Strength
- 100 PP
- Black Pearl, 1,000 GP

**5. Internment One – skeleton (2)**

**6. Internment Two – specter (1)**

**7. Internment Three – wight (2)**

**8. Internment Four – ghost (1)**

**9. Internment Five – ban sith (1)**

**10. Internment Six – skeleton (2)**

**Bogdan's Swamp** – This dense swamp covers the entire southern point of Sapelo Island. There is a significant chance (50%) that the party will get lost in the swamp and wander for 1d8 hours before they are able to find their way back to the north and near **Hog Hammock**.

### **Doboy Sound**

Doboy Sound is located off the Western coast of Sapelo Island. If the party explores the sound, they will quickly discover that it is teeming with sea creatures: they face a 25% chance of a random encounter for every turn they spend on the sound in the daylight, and a 50% chance per turn during evening hours.

### **Unmarked Locations**

There are a number of unmarked cemeteries on Sapelo island. Although there are graves, there are no tombstones. The DM's map of the island notes possible location of the cemeteries with simple crosses.

All three cemeteries are haunted and because they are indiscernible



as such, there is a good chance they will be greeted by surprise by the undead that haunt them.

For each of the three cemeteries, there is a 30% chance per turn spent in the cemetery of a random encounter (**appendix**).



**Belle Marsh Cemetery** – Sapelo Island has a reputation for having a large number of unmarked cemeteries. Belle Marsh Cemetery is one of those cemeteries.

**Doboy Cemetery** – This cemetery is located in a random location along the shore of **Doboy Sound**.

**Orleans Cemetery** – This is the third of the un-marked cemeteries of Sapelo Island and may be placed at the DM's discretion.

END

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For the party to successfully complete the adventure they must accomplish three goals: defeat the Captain of the Pirates, discover the mystery of the Mithril mine and at least temporarily defeat **Chogan**.

Wherever the party chooses to camp/spend the night on the first day after completing both goals, Xan Shay will return to the party member who had the original vision. If the party fails, they will need to figure out how to use the Shell Rings to return to their original location, pre-adventure.

Xan Shay will ask the party how they defeated the Captain of the Pirates and will thank them considerably for their assistance. She will again thank them for their help and tell them that their heroism will be forever remembered in the epic story of the eagles: Sapelo. She will also remind them that they may keep all of the treasure that they found while completing their quest.

Finally, Xan Shay will offer anyone from the party that is interested to take one of her platinum feathers from her tail. The feathers are a foot long, and platinum in color. The end of the feather is banded:

*gold/platinum/gold/platinum*. After the party has selected their feathers, she will tell them that each feather will grant the original owner one wish. But she warns them: "Wishes must be reasonable, and they must





be in the keeping of your character.” She continues, “If the wish is deemed by the Great Eagle to be unreasonable, the results will likely be catastrophic, and permanently so.” (See Appendix)

If any party member decides late to request a feather, all such requests will be refused.

If they accomplish one goal: party members will gain one-half additional level of whatever class they gained in TMP 1, plus one-quarter XP from the adventure toward their primary class. If the party has not played TMP 1, they will gain half XP from the adventure.

If they accomplish two goals (defeating the pirates and discovering the secret of the mine): party members will gain half additional level of whatever class they gained in TMP 1, plus one-half XP from the adventure toward their primary class. If the party has not played TMP 1, they will gain full XP from the adventure.

Xan Shay **will not** ask about Chogan as he remains unaware that Chogan is behind the efforts to destroy the platinum eagles. If the party mentions their encounter, Xan Shay will question them to learn what Chogan’s role in everything was. She will conclude that Chogan likely

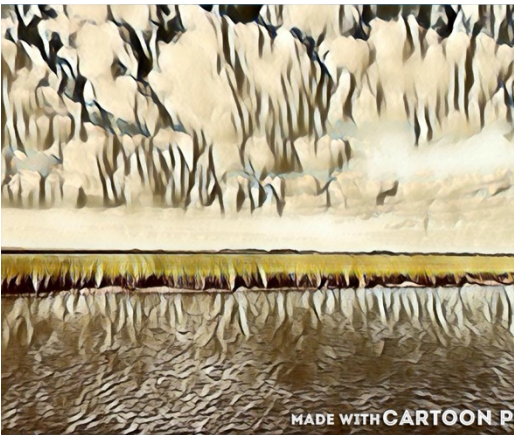
enslaved the darkstone dwarves and was ultimately the driving force behind the attempts at defeating the platinum eagles.

Xan Shay will express absolute gratitude to the party for defeating Chogan. She will tell the party that there are a few structures on the island (that they have likely visited) that are uninhabited. As a reward, they will be given one of those structures as well as the ability to teleport to and from that structure once per month.

The party will have to both renovate and then maintain each of the available structures:

Structure	Restore	Maint/Mo
Birdhouse Retreat	2,500	10
Chocolate Plantation	5,000	50
House, Hog Hammock	1,000	2
Reynold’s Mansion	10,000	250

The party will also receive an additional 50% XP toward their next levels.

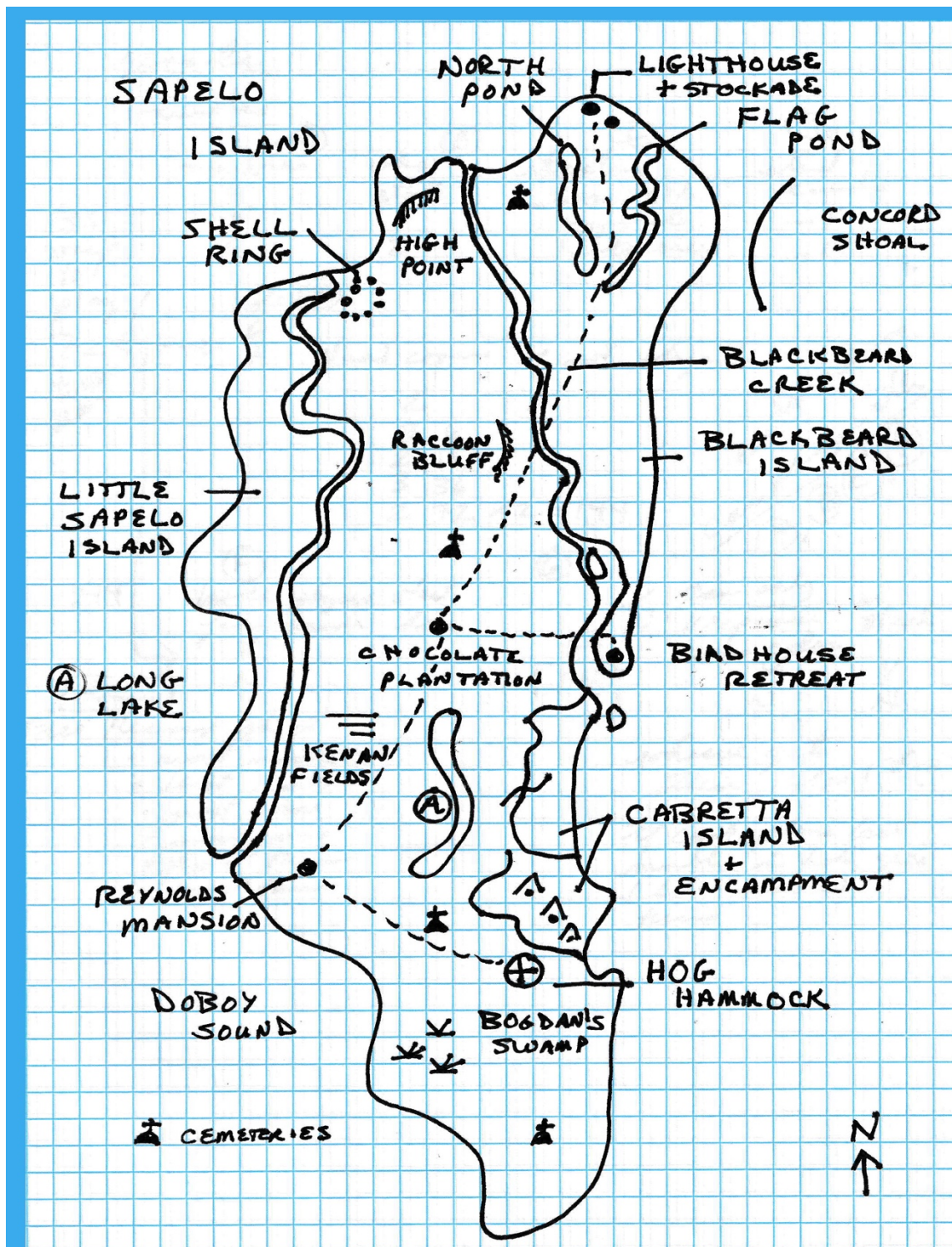


## APPENDICES

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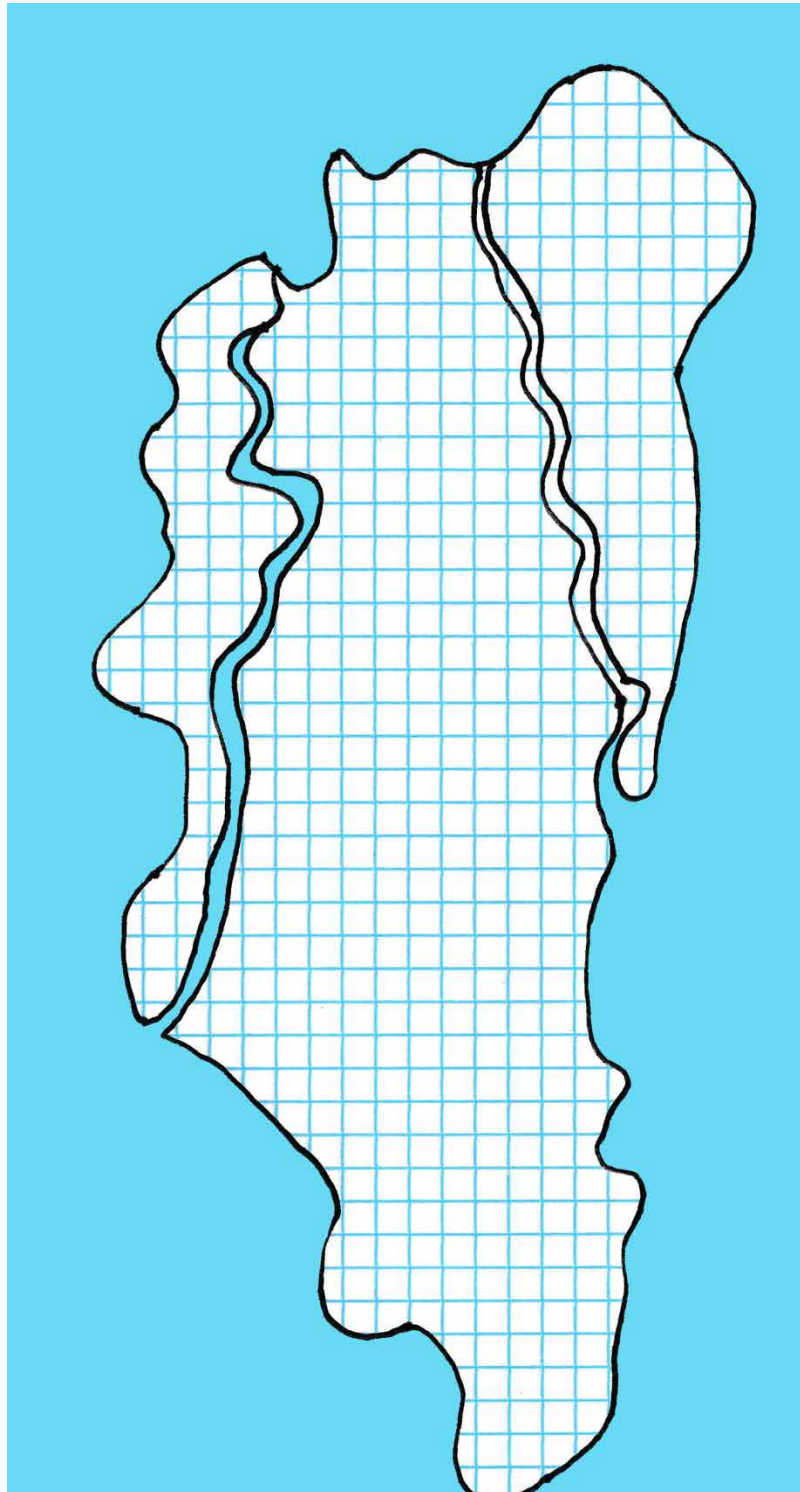


MAPS: SAPELO ISLAND - DUNGEON MASTER'S MAP



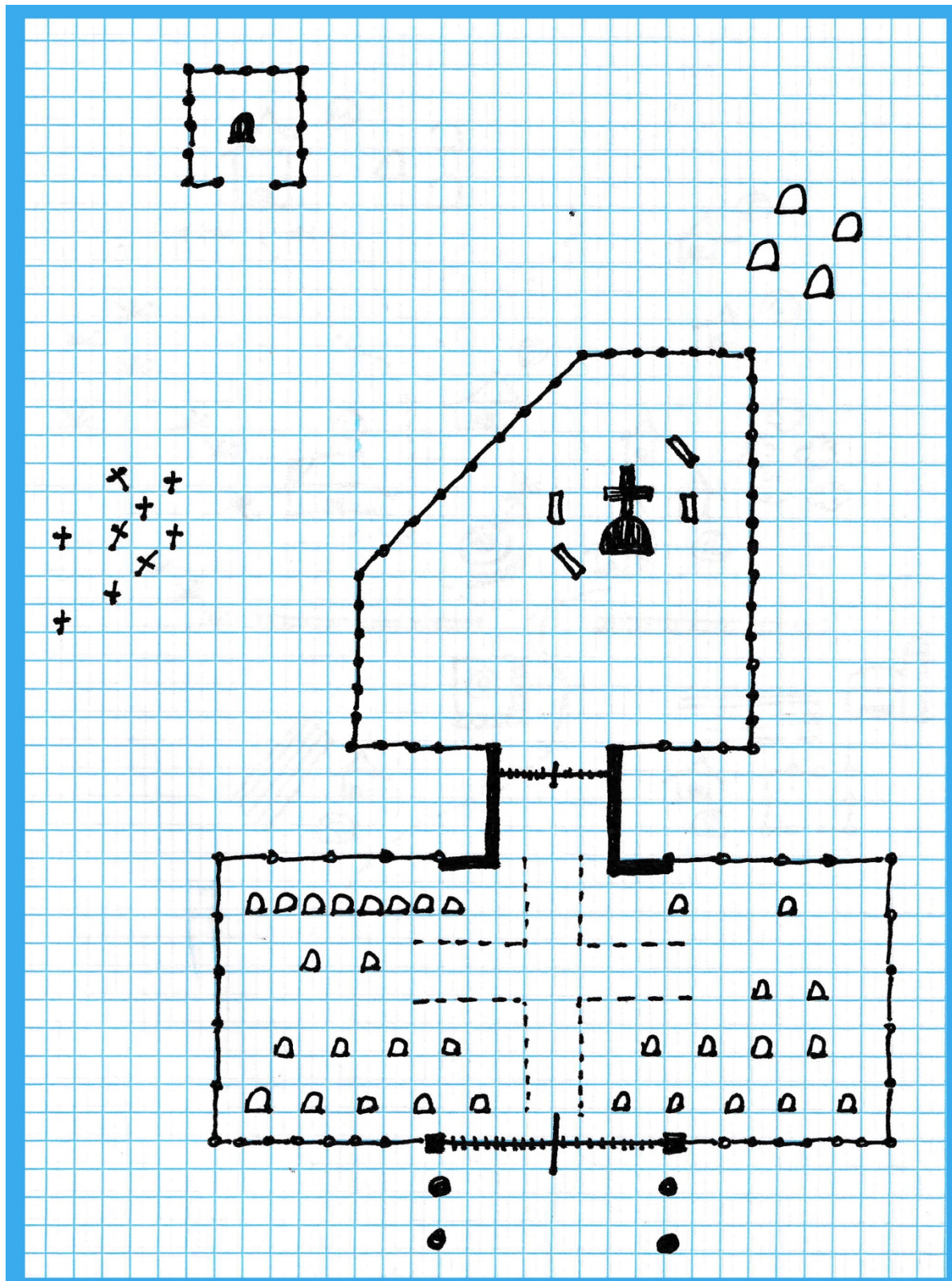
## MAPS: SAPELO ISLAND - PLAYER'S MAP

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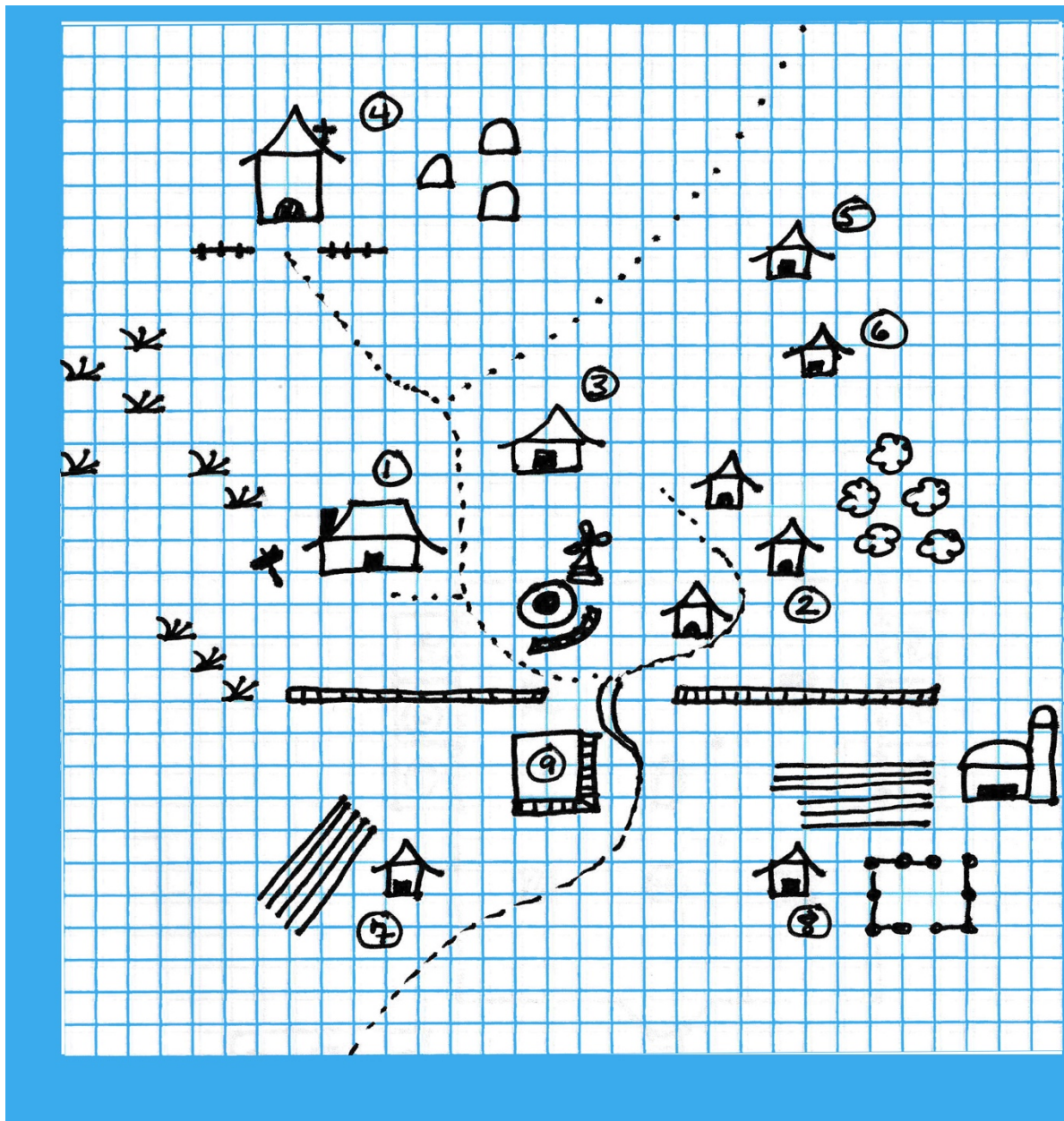




MAPS: BEHAVIOR CEMETERY

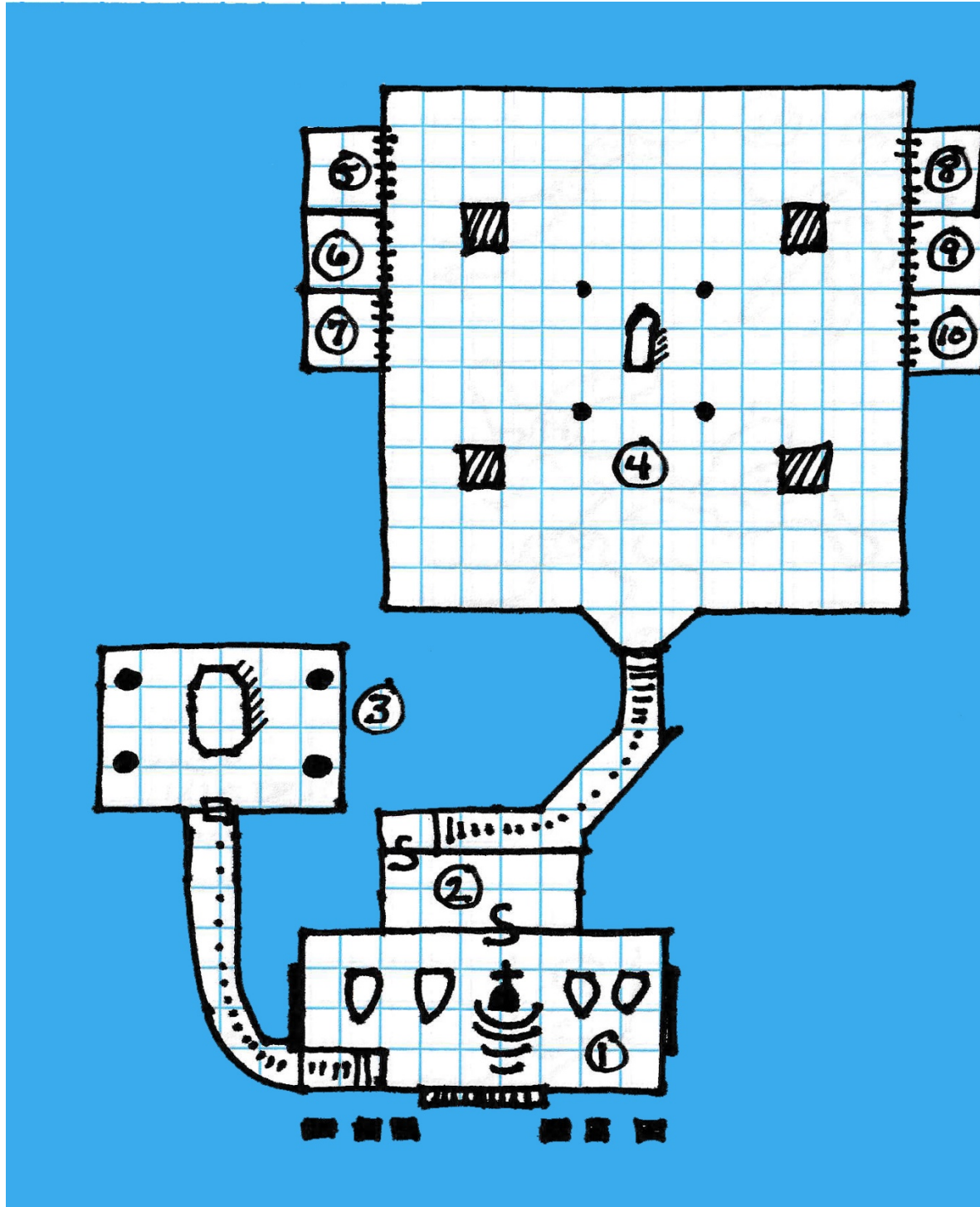


# MAPS: HOG HAMMOCK

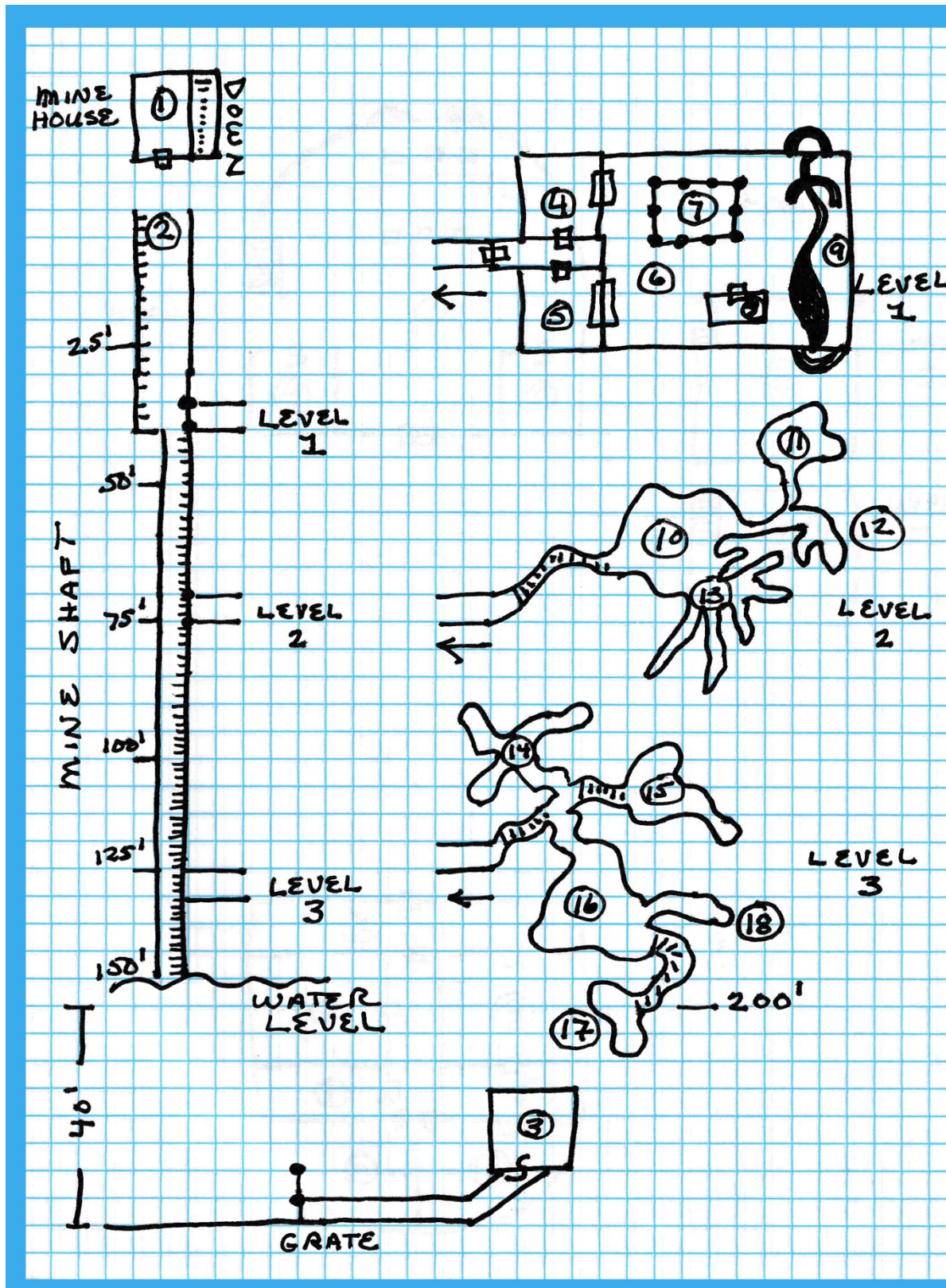




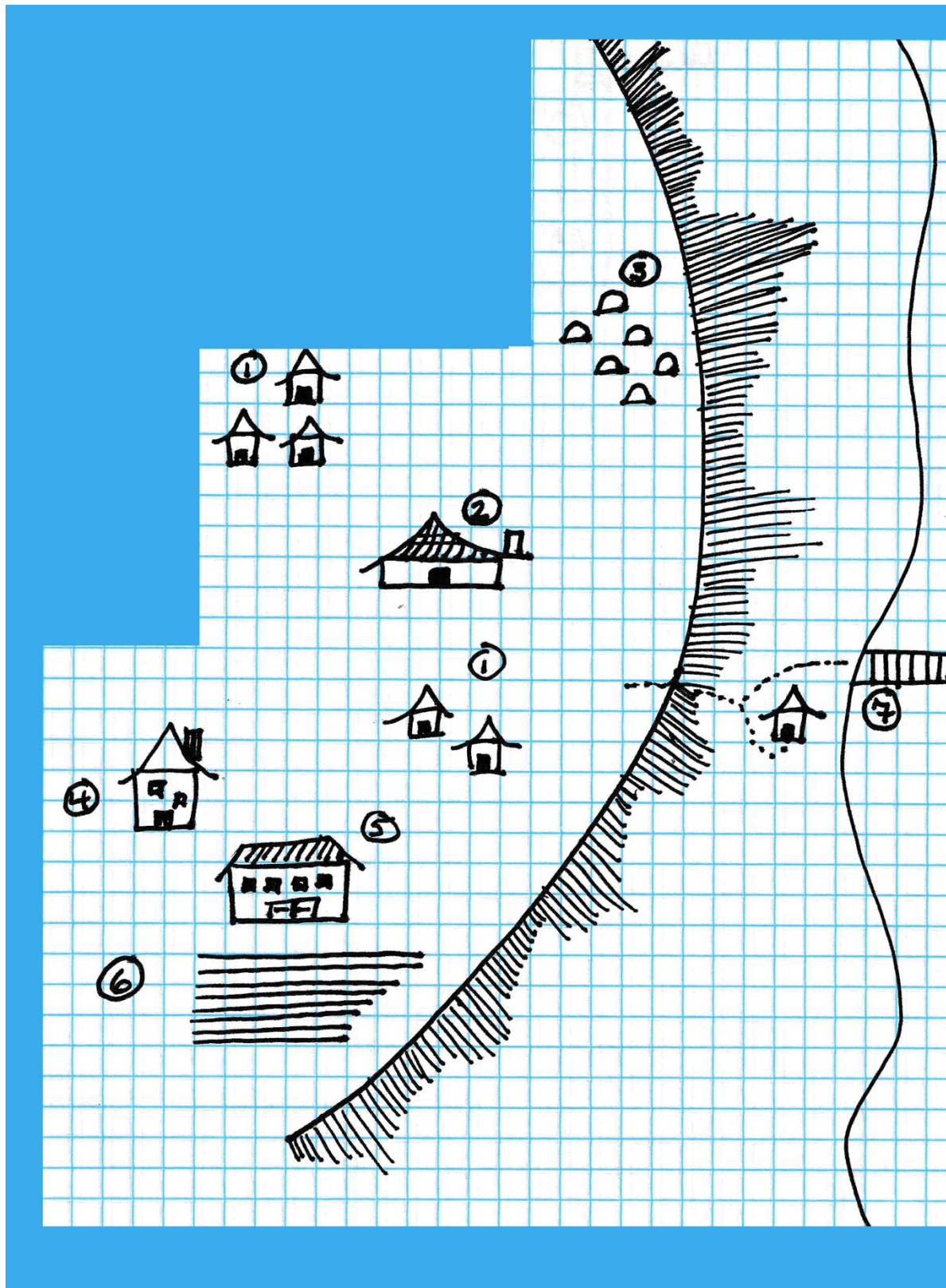
MAPS: JENNING'S CRYPT



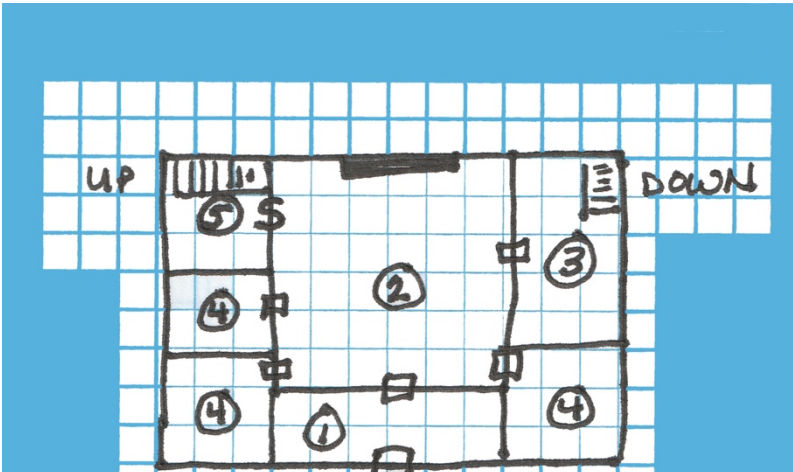
# MAPS: MITHRIL MINES



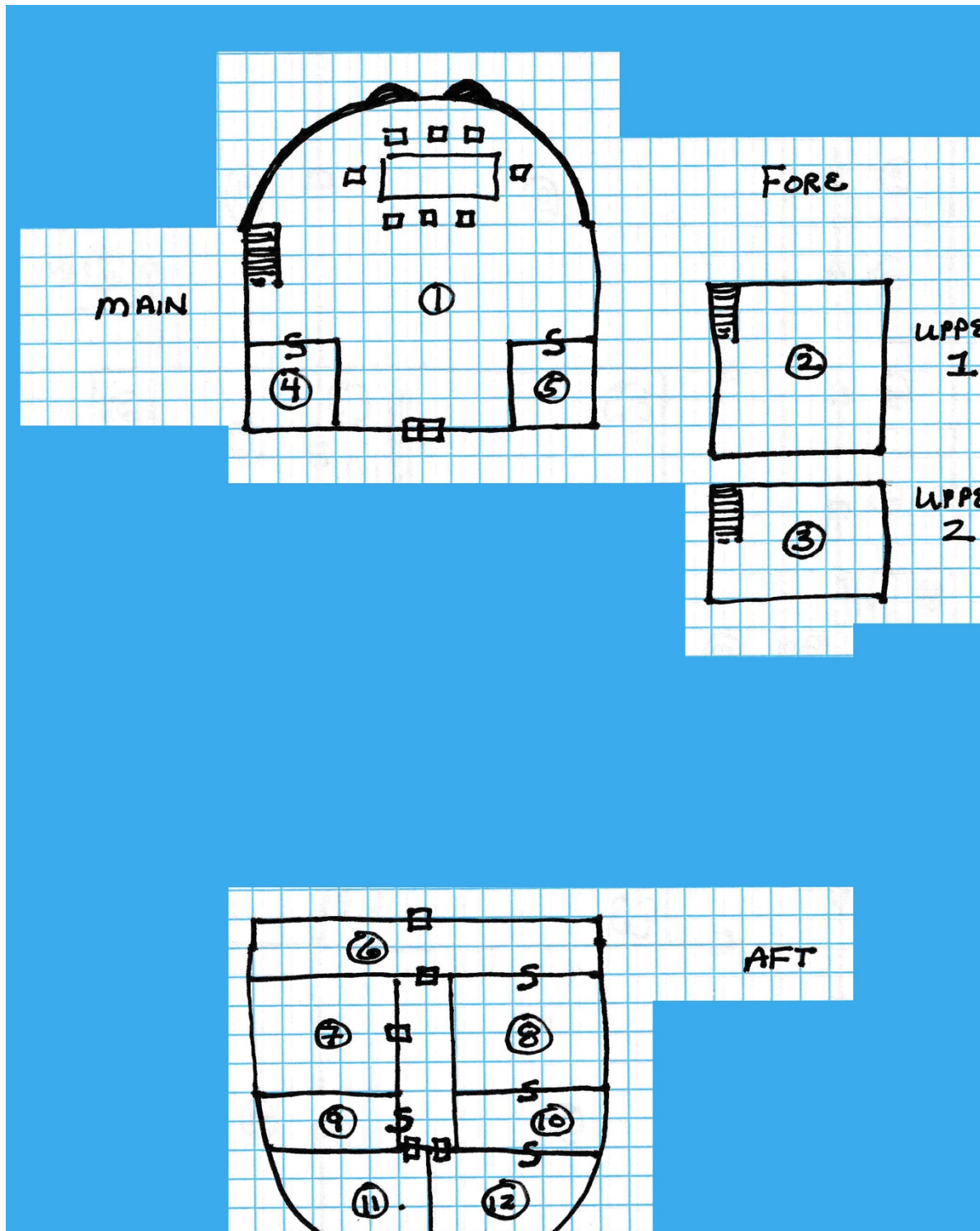




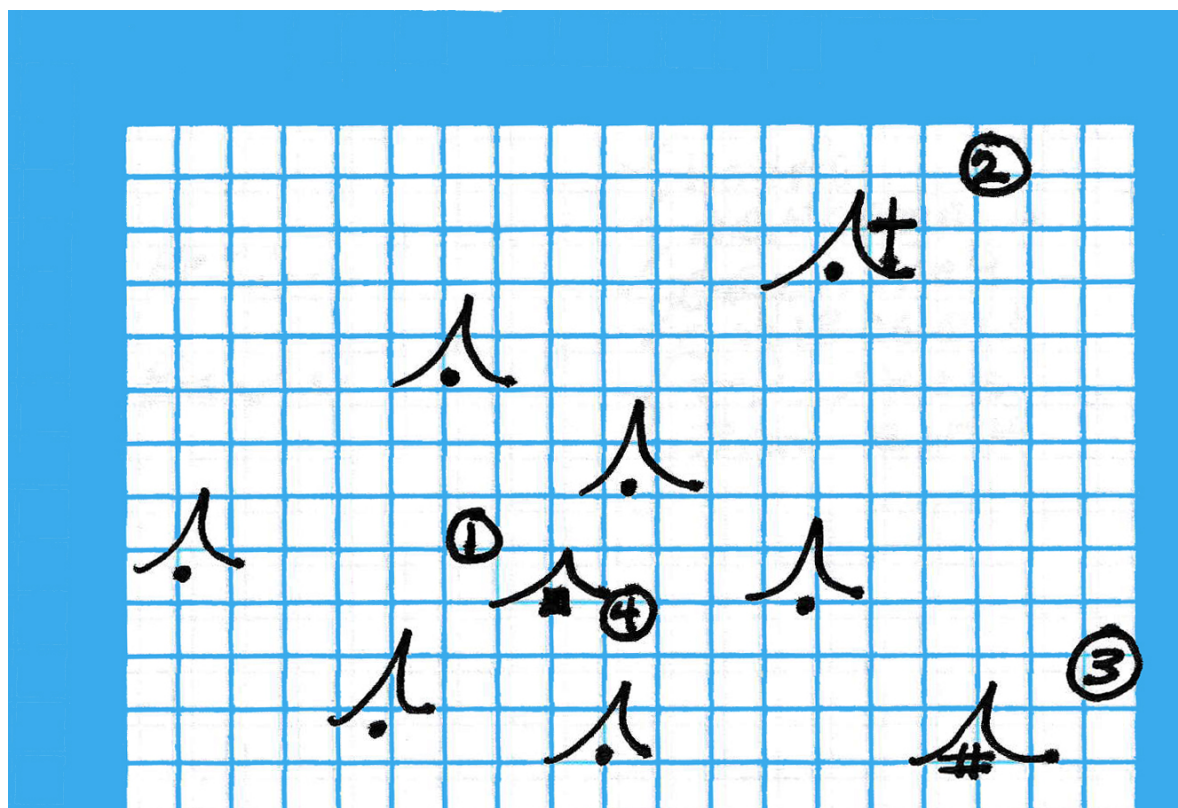




MAPS: PIRATE SHIP

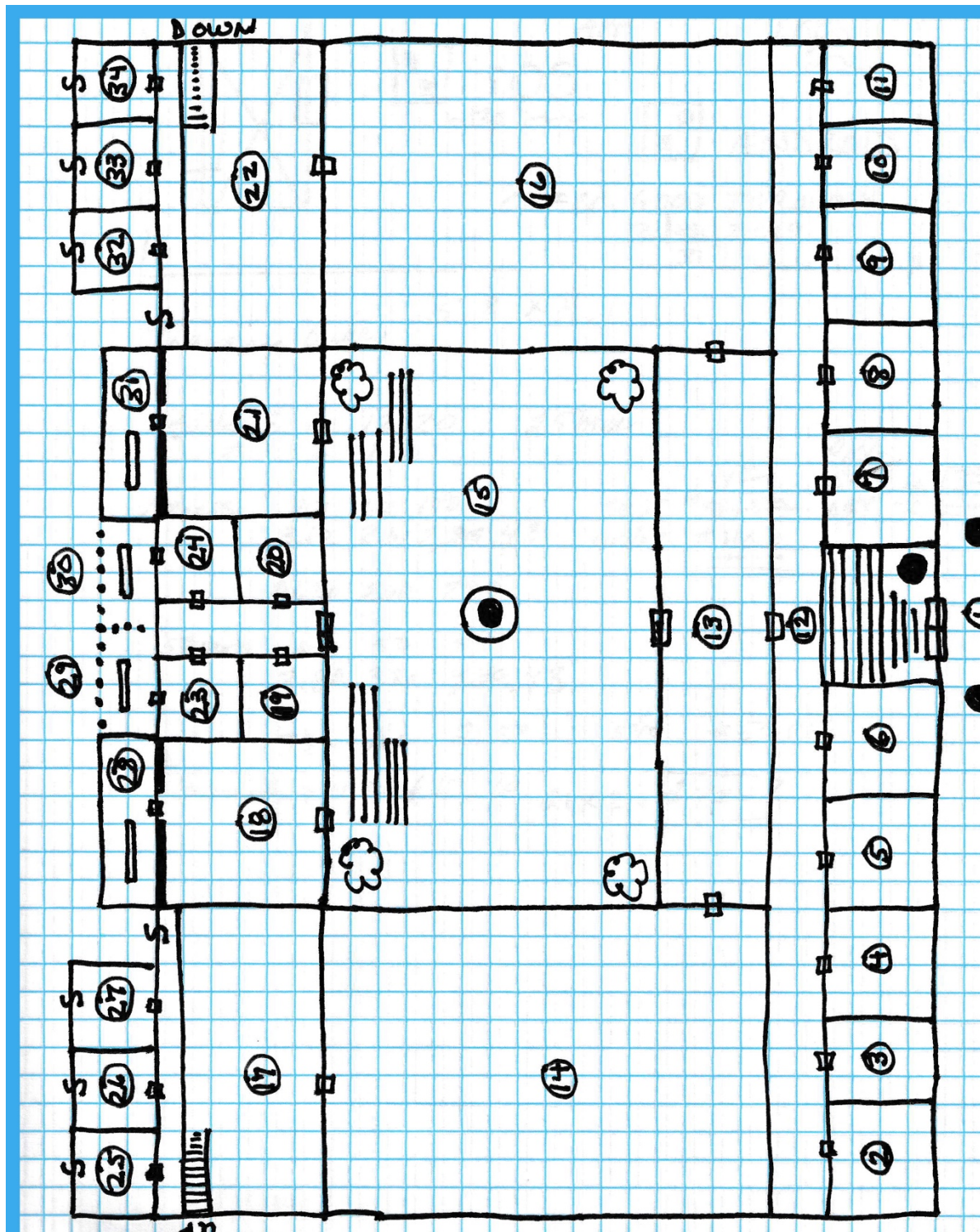


# MAPS: CABRETTA ENCAMPMENT





MAPS: REYNOLD'S MANSION



## NPCS: BERNA (CLERIC)

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<b>Level</b>	4	<b>Cleric, Half Elf</b>
<b>Armor Class</b>	18 (chain mail, shield)	<b>Initiative</b> +0
<b>Hit Points</b>	34	<b>Proficiency</b> +2
<b>Speed</b>	30'	

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STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	16 (+3)	8 (-1)	16 (+3)	10 (0)

Senses Darkvision 30', passive Perception 13  
Languages Elf, orc, goblin, draconic, common

### SKILLS

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Insight +5, Medicine +5, Persuasion +2, Religion +1  
Immune to magical sleep; advantage vs. charm

### ACTIONS

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**Mace:** +4 to hit; 1d6 + 2 bludgeoning damage

**Lt Crossbow:** +3 to hit; 1d8+1 piercing damage

**Divine Smite:** on melee hit, can spend one spell slot to deal extra radiant damage, 1d8; add 1d8 if target is undead or fiend

**Divine Sense:** (4x/long rest): until the end of next turn, know location of any celestial, fiend or undead within 60'.

**Lay Hands:** Point pool: Lvl + 5HP; Action: Heal any number of HP up to pool remaining; can cure one disease or poison for 5HP.

**Divine Health:** Immune to disease

**Cantrips:** Sacred Flame, resistance, spare the dying

**1<sup>st</sup> Lvl Spells:** Bless, cure light wounds, detect magic, shield of faith, guiding bolt, command (4 slots)

**2<sup>nd</sup> Lvl Spells:** Lesser restoration, spiritual weapon, hold person, prayer of healing (2 slots)

### EQUIPMENT

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Chain Mail, Shield  
Bolts (20), Light Crossbow  
Backpack, blanket  
Rations, Waterskin





## NPCS: VELNIUS (RANGER)

<b>Level</b>	4	<b>Ranger, High Elf</b>	
<b>Armor Class</b>	19 (studded leather, shield)	<b>Initiative</b>	+10
<b>Hit Points</b>	55	<b>Proficiency</b>	+2
<b>Speed</b>	30'		

STR	DEX	CON	INT	WIS	CHA
11 (-)	20 (+5)	13 (+1)	14 (+2)	14 (+2)	9 (-1)

Senses Darkvision 90', passive Perception 12  
 Languages Common, elvish, goblin, orc, giant

### SKILLS

Animal Handling +5, Nature +5, Perception +5, Sleight of Hand +8, Stealth +8., Survival +5  
 Immune to magical sleep; advantage vs. charm  
 Primeval Awareness: sense creatures

Favored enemies: Humanoids (+4 damage)  
 Greater favored enemies: Giants (+4 damage)

Hunter's Prey: Hord Breaker (2<sup>nd</sup> attack on another target within 5' of previous target)  
 Feat: Alert; cannot be surprised; +5 initiative

### ACTIONS

**Crossbow:** +10 to hit; 1d8 + 7 piercing damage  
**Longsword\*:** +8 to hit; 1d8 + 5 slashing damage  
**Shortsword:** +4 to hit; 1d6 + 5 slashing damage

\* or d10 if two handed

**1<sup>st</sup> Lvl Spells:** Goodberry (10), cure wounds, hunter's mark  
 (4 slots)

**2<sup>nd</sup> Lvl Spells:** Silence, find traps  
 (3 slots)

### EQUIPMENT

Studded leather, shield  
 Crossbow, Longsword, Short sword  
 Backpack, bedroll, waterskin  
 Rations (10 days)

## NEW MONSTERS

### ABHARTACH

Medium undead (vampire), Lawful Evil

**Armor Class** 16 (natural armor)

**Hit Points** 144 (17d8+68)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

**Saving Throws** Dex +9, Wis +7, Cha +9

**Skills** Perception +7, Stealth +9

**Damage Resistances** bludgeoning, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, frightened

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Languages known in life

**Challenge** 13 (10,000 XP)



**Shapechanger.** Can polymorph into a bat or cloud of mist. Walking speed of 5'; flying of 30'.

**Legendary Resistance (3/day).** Can turn a failing save into success.

**Misty Escape.** At 0 HP, transforms into a cloud of mist. It must reach its resting place in 2 hours or be destroyed.

**Regeneration.** Regains 20 HP at the start of turn with at least 1 HP. Does not function if damage is from holy water or radiant damage.

**Spider Climb.** Can climb difficult surfaces without ability check.

**Vampire Weaknesses.** Forbiddance: Can't enter a home without permission.

Harmed by running water: 20 acid damage if it ends its turn in running water.

Stake to the heart: Paralyzed until the stake is removed.

Sunlight: 20 radiant damage if it starts its turn in sunlight. Disadvantage on attack and ability checks.

### ACTIONS

**Multiattack (vampire form only).** Two attacks, only one of which can be a bite.

**Unarmed Strike (vampire form only):** +9 to hit Melee, 5' reach; Hit: 8 (1d8+4) bludgeoning or grapple instead (DC 18 to escape).

**Bite (vampire form only).** +9 to hit, 5' reach; Hit: 7 (1d6+4) piercing plus 10 (3d6) necrotic damage. Target's maximum HP is reduced by necrotic damage taken and vampire regains same number of HP. Reduction lasts until target takes long rest. Target dies if maximum HP is reduced to 0.

**Charm.** Targets a victim within 30'. Target must save DC 17 Wisdom or be charmed. Vampire becomes a trusted friend. Effect lasts 24 hours.

**Children of the Night (1/day).** Magically calls 2d4 swarms of bats or 3d6 wolves. They will appear in 1d4 turns.

### LEGENDARY ACTIONS

3 Legendary actions. Move: Move up to speed without provoking an attack of opportunity. Unarmed strike: makes one unarmed strike. Bite (2 actions): makes one bite attack. Can only make after end of another creature's turn.





## SAPELO ISLAND

### ALLIGATOR PEOPLE

Large dragon, Chaotic Evil

**Armor Class** 14 (natural armor)

**Hit Points** 114 (12d10+48)

**Speed** 40 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	8 (-1)	10 (+0)	9 (-1)

**Saving Throws** Str +7, Con +6

**Skills** Athletics +7

**Damage Resistances** slashing

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Common, Draconic

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



**Camouflage.** The alligator people has advantage on Dexterity (Stealth) checks when underwater.

### ACTIONS

**Multiattack.** The alligator people makes two bite attacks.

**Bite.** +5 hit, 5' reach; Hit: 10 (2d6+3) piercing damage. Creature is grappled (escape DC 13 strength) until it escapes. The alligator people can only bite grappled target (at advantage)

**Axe.** +7, 10' reach; Hit: 16 (2d10+5, piercing). Can choose to push the target away if it fails a DC 16 Strength save.

Medium undead (banshee), Chaotic Evil

**Armor Class** 12 (natural armor)

**Hit Points** 58 (13d8)

**Speed** 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

**Saving Throws** Wis +2, Cha +5

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Elvish

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

**Incorporeal Movement.** Can move through other creatures difficult terrain. Takes 5 (1d10) damage if ends turn inside a object.

### ACTIONS

**Corrupting Touch.** +4 to hit (spell attack), 5' reach; Hit: 12 (3d6+2) necrotic.

**Horriying Visage.** Creatures within 60' that can see her must make DC 13 Wisdom save or be frightened for 1 minute. Can repeat at end of each turn with disadvantage.

**Wail (1/day).** Mournful wail within 30' must make DC 13 Constitution save or drop to 0 HP. On success, targets take (3d6) psychic damage.



## CHIROGON

Large humanoid (chirogon), Chaotic

**Armor Class** 13 (natural armor)

**Hit Points** 72 (7d10+35)

**Speed** 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	6 (-2)	14 (+1)	20 (+5)

**Saving Throws** Str +7, Cha +8

**Skills** Perception +5, Stealth +6

**Damage Immunities** poison

**Condition Immunities** grappled, paralyzed, restrained

**Senses** blindsight 60 ft., darkvision 30 ft., passive Perception 15

**Languages** Common, Draconic

**Challenge** 7 (2,900 XP)

## ACTIONS

**Multiattack.** 2 attacks: one bite, one claw.

**Bite.** +10, 5' reach; Hit: 9 (1d8+5)

**Claw.** +7, 5' reach; Hit: 7 (1d4+5)

**Breath Weapon (Recharge: 5-6).** 60' line of acid Hit: 21 (7d6); DC 18 or half damage on success.



Large monstrosity, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 97 (13d10+26)

**Speed** 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	4 (-3)

**Senses** darkvision 60 ft., tremorsense 10 ft., passive Perception 11

**Languages** —

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

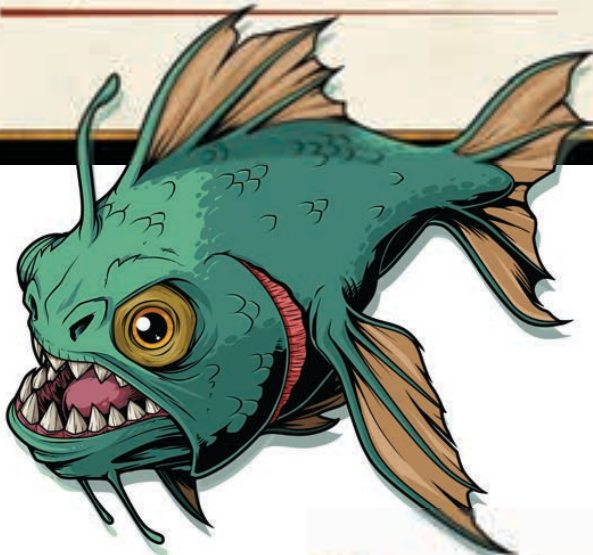
**Swallow.** If the chozech bites a grappled target, it is swallowed and the grapple ends. Once swallowed, the target is blinded and restrained. Target takes 10 (3d6) acid damage start of the chozech's next turn. If the chozech dies, the target can use 5' of movement to crawl out of the corpse.

## ACTIONS

**Multiattack.** The chozech uses its shriek, and makes two bite attacks.

**Bite.** +5 hit, 5' reach; Hit: 10 (2d6+3) piercing damage. Creature is grappled (escape DC 13 strength) until it escapes. The chozech can only bite grappled target (at advantage).

**Shriek.** The chozech lets out a blood-curdling shriek. Targets within 40' must save DC 12 Constitution or be frightened until the start of the chozech's next turn. Saves are immune from shrieks for next 24 hours.



Name: Robert Sabatke, Jr.



## COCKROACHES, SWARM OF GIANT

*Small beast, unaligned*

**Armor Class** 9 (natural armor)

**Hit Points** 66 (15d8)

**Speed** 30 ft., burrow 5 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	7 (-2)	10 (+0)	1 (-5)	2 (-4)	1 (-5)

**Saving Throws** Str -2, Dex +0, Wis -2

**Skills** Perception -2

**Damage Resistances** piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 8

**Languages** —

**Challenge** 3 (700 XP)

**Aggressive.** Bonus action: the cockroaches, swarm of giant can move up to its speed toward a hostile creature that it can see.

**Swarm.** Can occupy another creature's space and vice versa.

## ACTIONS

**Bite.** +0, 0' reach; Hit: 1d6, piercing. DC 12 Constitution save, or afflicted with gangrenous sores. Once afflicted, large, infected sores will begin to appear within 12 hours. 1d4 new sores will appear every 8 hours, causing an initial 1d4 damage per sore, and an additional 1d4-2 damage per sore every additional 8 hours. The party member does not make death saving throws and their HP continues to drop. Once HP equals the negative amount of their original HP, they are permanently dead, and may not be resurrected.



**Darkstone Dwarves** - Darkstone dwarves average 2-6 inches shorter than regular dwarves. Their eyes are largely sightless and very small from generations of working in the mines. They are exceptionally strong and are able to endure the extremes of both heat and humidity.

Sometimes called the Bryglurs, there are only a handful of them in existence, descending from Bryglur Darkstone's clan—a group of surface dwarves that lived on the continent some 500 years ago. Bryglur Darkstone was a legendary hero of yore that helped broker a long-lasting era of peace and prosperity between dwarves, humans and elves.

Generations later, the Darkstones were driven from their homelands by a vicious hoard of humanoids led by the dark elf wizard Raazlekurghe. Most of the survivors sought refuge on Sapelo Island. Since they were descended from surface dwarves, their time spent underground has had a negative impact on their eyesight.

<i>Medium humanoid, chaotic neutral</i>						
<b>Armor Class</b> 12 (natural armor)						
<b>Hit Points</b> 82 (11d6+44)						
<b>Speed</b> 30 ft.						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
20 (+5)	12 (+1)	18 (+4)	10 (+0)	10 (+0)	10 (+0)	
<b>Saving Throws</b> Str +7, Con +6						
<b>Skills</b> Intimidation +2, Perception +2, Survival +2						
<b>Senses</b> darkvision 120 ft., passive Perception 12						
<b>Languages</b> —						
<b>Challenge</b> 4 (1,100 XP)						
throws for half damage, darkstone dwarves takes no damage, or half on a failed save.						
<b>Shadowstrike.</b> Weapon attacks deal additional 9 (2d8) necrotic damage						
<b>ACTIONS</b>						
<b>Multiattack.</b> Makes two axe attacks						
<b>Axe.</b> +7, 5' reach; Hit: 7 (1d6+4) slashing plus 9 (2d8) necrotic.						
<b>Darkness Insanity.</b> Chooses a creature within 30' and assaults it with its mind. Must succeed on a DC 13 Wisdom save or be confused for 1 minute. Can repeat saving throw at the end of each turn.						




in



## SAPELO ISLAND

**Eagle, Platinum** - These majestic eagles are slightly larger than golden eagles. Their feathers are largely platinum, though their tail feathers are banded with gold. They are extremely uncommon but are known for their telepathic abilities.

EAGLE, PLATINUM						
Medium celestial, neutral good						
<b>Armor Class</b> 20 (natural armor) <b>Hit Points</b> 99 (18d6+36) <b>Speed</b> 20 ft., fly 120 ft.						
STR	DEX	CON	INT	WIS	CHA	ACTIONS
12 (+1)	19 (+4)	16 (+3)	18 (+4)	16 (+3)	20 (+5)	
<b>Saving Throws</b> Dex +6, Int +6, Wis +5, Cha +7 <b>Skills</b> Acrobatics +6, Arcana +6, Insight +5, Medicine +5, Nature +6, Perception +5, Religion +6 <b>Damage Immunities</b> fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks <b>Condition Immunities</b> charmed, frightened, invisible <b>Senses</b> darkvision 60 ft., truesight 60 ft., passive Perception 15 <b>Languages</b> Common, Elvish <b>Challenge</b> 4 (1,100 XP)						 <p>At will: guidance, purify food and drink, speak with animals</p> <p>3/day each: charm person, cure wounds (2d8+5), daylight, tongues</p> <p>1/day each: heal, reincarnate</p> <p><b>Multiattack.</b> Makes one bite and two claw attacks.</p> <p><b>Bite.</b> +5, 5' reach; Hit: 8 (1d10 + 3) piercing, plus 3 (1d6) lightning damage.</p> <p><b>Claw.</b> +6, 5' reach; Hit: 10 (2d8+4), slashing.</p> <p><b>Lightning Breath (Recharge 5-6).</b> The eagle, platinum exhales lightning in a 30' line that is 5' wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much on a successful one.</p>

GRUAGACH						
Medium humanoid, Chaotic Evil						
<b>Armor Class</b> 11 (natural armor) <b>Hit Points</b> 58 (9d8+18) <b>Speed</b> 30 ft. (40' in wolf form)						
STR	DEX	CON	INT	WIS	CHA	ACTIONS
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)	
<b>Skills</b> Perception +2, Stealth +3 <b>Damage Immunities</b> bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered <b>Condition Immunities</b> poisoned <b>Senses</b> darkvision 60 ft., passive Perception 12 <b>Languages</b> Common <b>Challenge</b> 3 (700 XP)						<p><b>Shapechanger.</b> Can morph into a wolf-humanoid hybrid, or a wolf. Statistics are the same for each form.</p> <p><b>Keen Hearing and Smell.</b> Advantage on all Wisdom (Perception) checks that rely on hearing or smell.</p> <p><b>Multiattack.</b> Makes 2 attacks: one bite and one with claw or spear.</p> <p><b>Bite (wolf or hybrid only).</b> +4, 5' reach; Hit: 6 (1d8+2) piercing. Humanoids save on DC 12 Constitution or be cursed with lycanthropy.</p> <p><b>Claws (Hybrid or Wolf form only).</b> +4 to hit, reach 5'. Hit: 7 (2d4+2) slashing damage.</p> <p><b>Spear (Humanoid Only).</b> +4 to hit, 5' reach or 20/60' range; Hit: 7 (2d4+2) piercing damage, or 6 (1d8+2) piercing damage if used with two hands to make a melee attack.</p>





## HODAG

Large monstrosity (hodag), Evil

**Armor Class** 16 (natural armor)

**Hit Points** 136 (16d10+48)

**Speed** 30 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

**Skills** Perception +5, Stealth +5

**Damage Immunities** lightning

**Senses** darkvision 90 ft., passive Perception 15

**Languages** Draconic

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



## ACTIONS

**Multiattack.** 2 attacks: one bite, and one to constrict.

**Bite.** +10 to hit, 5' reach; Hit: 22 (3d10+6) piercing.

**Constrict.** +10 to hit, 5' reach; 17 (2d10+6) bludgeoning plus 17 (2d10+6) slashing. Target is grappled. DC 16 to escape.

**Lightening Breath (Recharge 5-6).** Exhales a line of lightening 20' long and 5' wide. DC 16 Dexterity save, taking 66 HP (12d10) lightening damage, or half as much on success.

**Swallow.** If grappled, bite attack results in target being swallowed. Target is blind and restrained and takes 21 (6d6) acid damage at the beginning of every turn. If Thrakos takes 30 HP damage or more on a single turn, it must succeed on a DC 14 Constitution save or regurgitate the target.

Medium beast (Fish Swarm), Unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 104 (11d8+55)

**Speed** 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	2 (-4)	12 (+1)	4 (-3)

**Skills** Perception +4

**Damage Resistances** piercing, slashing

**Condition Immunities** grappled, incapacitated, paralyzed, prone, restrained, stunned

**Senses** blindsight 10 ft., passive Perception 14

**Languages** —

**Challenge** 5 (1,800 XP)



**Pack Tactics.** Advantage on attack if an ally is within 5'.

**Blade Fins.** If mashenomak strikes same target with fins and tail, it does 10 additional necrotic damage and it bleeds for 5 HP per turn for 2 more turns.

**Swarm Attack.** Attacks on the move: does not provoke attacks of opportunity as long as it attacked on the same turn.

## ACTIONS

**Multiattack.** One fin and one tail attack as long as it moved at least 5' before making first attack.

**Fins.** +9, 5' reach; Hit: 17 (2d10+6) piercing. Critical hit on a natural 19 or 20.

**Tail.** +9, 5' reach; Hit: 11 (1d10+6), slashing. Critical hit on a natural 19 or 20.

Name: Jangus C. Cooper



## MOSQUITO, SWARM

*Tiny beast, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 62 (25d4)

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

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

**Senses** darkvision 60 ft., passive Perception 9

**Languages** —

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

**Multiattack.** Swarm attack equal to number of surviving mosquitos. Initial attack strength: 25.

### ACTIONS

**Blood Drain.** +5,5' reach. Hit:1 (1d4-1) piercing damage, a the mosquito, swarm attaches to the target. While attach the mosquito, swarm doesn't attack. Instead, at the start each of the mosquito, swarm's turns, the target loses 1 ( HP due to blood loss.

The mosquito, swarm can detach itself by spending 5 f its movement. It does so after it drains 10 HP of blood fro target or the target dies. A creature, including the target, use its action to detach the mosquito, swarm.

**Infect.** Target must make a DC 13 Constitution save or be infected with Yellow Fever.

**Armor Class** 17 (studded leather, shield)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

**Saving Throws** Str +4, Dex +5, Wis +2

**Skills** Athletics +4, Deception +4

**Senses** passive Perception 10

**Languages** Common

**Challenge** 2 (450 XP)

### REACTIONS

**Parry.** pirate adds 2 to its AC against one melee attack th would hit it. To do so, the pirate must see the attacker an wielding a melee weapon.

### ACTIONS

**Multiattack.** The pirate makes three melee attacks: two with its scimitar and one with its dagger. Or the pirate makes two ranged attacks with its daggers.



## THRAKOS

Huge monstrosity (dragon), Neutral Evil

**Armor Class** 17 (natural armor)

**Hit Points** 169 (16d12+64)

**Speed** 50 ft., climb 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	7 (-2)	14 (+2)	12 (+1)

**Skills** Perception +6, Stealth +7

**Damage Immunities** lightning

**Senses** darkvision 90 ft., passive Perception 16

**Languages** Draconic

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

## ACTIONS

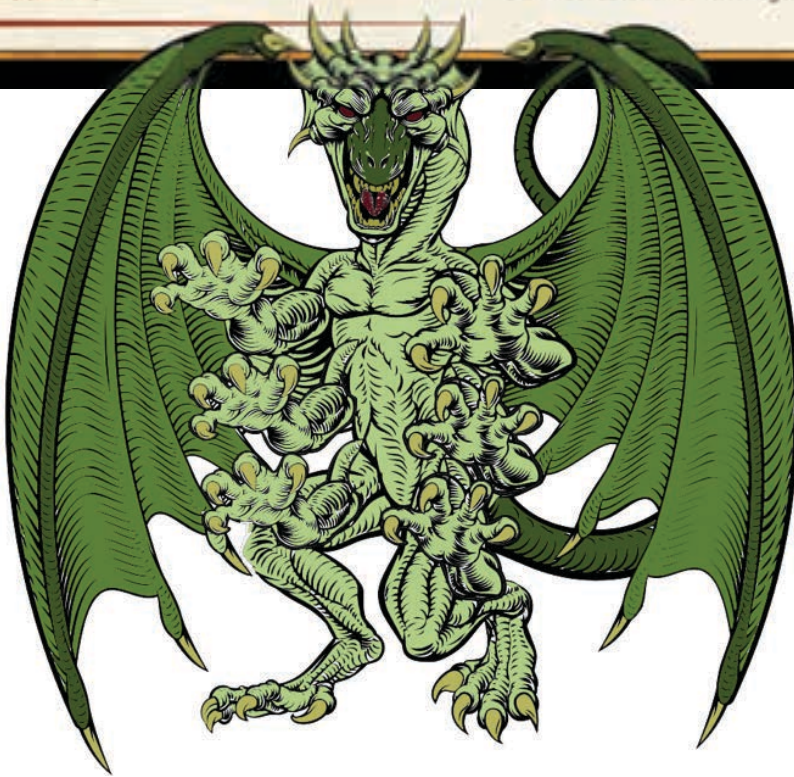
**Multiattack.** 2 attacks: one bite, and one to constrict.

**Bite.** +10 to hit, 5' reach; Hit: 22 (3d10+6) piercing.

**Constrict.** +10 to hit, 5' reach; 17 (2d10+6) bludgeoning plus (2d10+6) slashing. Target is grappled. DC 16 to escape.

**Lightening Breath (Recharge 5-6).** Exhales a line of lightning 20' long and 5' wide. DC 16 Dexterity save, taking 66 HP (12d10) lightning damage, or half as much on success.

**Swallow.** If grappled, bite attack results in target being swallowed. Target is blind and restrained and takes 21 (6d6) acid damage at the beginning of every turn. If Thrakos takes 30 HP damage or more on a single turn, it must succeed on DC 14 Constitution save or regurgitate the target.





## SAPELO ISLAND

**Tôlbanaki. (Turtle People)** - A generally peaceful people, the turtle people are almost always found near swamps and tidal waters. Extremely rare, they tend to keep to themselves, though they are welcoming to those that approach them. While the source of their powers is unknown, turtle people are known for their healing.

An homage to Tôlba, a legendary turtle who carried the world up from the depths of the ocean after Moskwas the muskrat dove down and gathered the mud to create the land. The myth is from the Abenaki people, indigenous to North America. (Courtesy of Jessa)

### TOLBANAKI

*Medium elemental, lawful*

**Armor Class** 11 (natural armor)

**Hit Points** 110 (13d8 + 52)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	18 (+4)	12 (+1)	16 (+3)	14 (+2)

**Saving Throws** Con +7

**Skills** Insight +6, Perception +6

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** incapacitated, paralyzed, petrified

**Senses** darkvision 30 ft., passive Perception 16

**Languages** Common

**Challenge** 5 (1,800 XP)

**Limited Magic Immunity.** The tolbanaki can't be affected or detected by spells of 2nd level or lower unless it wishes to be. It has advantage on saving throws against all other spells and

**Innate Spellcasting.** The tolbanaki's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The tolbanaki can innately cast the following spells, requiring no material components:

At will: detect thoughts, disguise self, mage hand, minor illusion

3/day each: charm person, detect magic, major image, suggestion

### ACTIONS

**Multiattack.** The tolbanaki makes two claw attacks

**Claw.** +7 to hit, 5' reach; Hit: 9 (2d6 + 2) slashing.



Name: Jessa

## WOODTICK

*Tiny beast, unaligned*

**Armor Class** 11

**Hit Points** 1 (1d4 - 1)

**Speed** 10 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	8 (-1)	1 (-5)	10 (+0)	2 (-4)

**Senses** darkvision 30 ft., passive Perception 10

**Languages** —

**Challenge** 0 (10 XP)

**Keen Smell.** The MON has advantage on Wisdom (Perception) checks that rely on smell.

## ACTIONS

**Bite.** +0 to hit, 5' ft.reach. DC 12 Constitution save or infected with Lyme's disease.

## ZORMANTH

*Large monstrosity, chaotic evil*

**Armor Class** 12 (natural armor)

**Hit Points** 75 (10d8+30)

**Speed** 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	10 (+0)	15 (+2)	14 (+2)

**Skills** Perception +5

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical weapons

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

**Languages** —

**Challenge** 5 (1,800 XP)

## ACTIONS

**Multiattack.** zormanth makes one tentacle attacks and one bite.

**Bite.** +7 to hit, 5' reach, Hit: 23 (3d8 + 10) piercing damage.

**Tentacle.** +7, 20' reach; Hit: 20 (3d6 + 10) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. zormanth may only grapple one target.

**Psionic Storm.** The zormanth magically creates three psionic bolts, each of which can strike a target the zormanth can see within 120 feet of it. A target must make a DC 18 Dexterity saving throw, taking 22 (4d10) psionic damage on a failed save or half as much damage on a successful one.





## CHOGAN (CROW)

**CHOGAN (CROW)***Large fey (crow), Chaotic Neutral***Armor Class** 17 (natural armor)**Hit Points** 161 (17d10+68)**Speed** 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	22 (+6)	19 (+4)	18 (+4)	22 (+6)	21 (+5)

**Saving Throws** Str +8, Wis +11, Cha +10**Skills** Acrobatics +11, Athletics +8, History +9, Perception +11**Damage Resistances** bludgeoning, cold; bludgeoning, piercing, and slashing from nonmagical attacks**Damage Immunities** lightning, thunder**Condition Immunities** charmed, frightened, grappled, incapacitated, poisoned, restrained, stunned**Senses** truesight 120 ft., passive Perception 21**Languages** All, telepathy 120 ft.**Challenge** 14 (11,500 XP)**Passive Perception.** 21**Bird Passivism.** No bird can willingly attack crow.**Flyby.** Doesn't provoke an opportunity attack when she flies out of enemy reach.**Magic Resistance.** Advantage on saving throws against spells and other magic effects**Rejuvenation.** Reforms in 1d6 on astral plane**Shapechanger.** Can use action to change into a platinum eagle, a medium, raven-haired human woman, or back into a crow. Statistics remain the same in each form.**Speak with Birds.** Can communicate with birds**Innate Spellcasting.** Charisma (Spell save DC 18, +10 to hit spell attacks); Can cast:

At will: dispel magic, gust of wind, spiritual weapon

3/day each: chain lightning, counterspell

1/day: control weather

**ACTIONS****Storm Strike Weapons.** Weapon attacks are magical. Attack deals an extra 2d6 damage as either lightning or thunder (plus or minus of attack).**Multiattack.** Two attacks in eagle or humanoid form; three attacks as crow: one talon, two spear**Storm Spear (Crow or Human only).** +11 to Hit, melee or ranged; 5' reach. Hit: 13 (2d6+6) slashing plus 9 (2d8) lightning or thunder. Target is grappled (DC 18 escape). Can automatically hit with talons until grapple ends. Grappled targets move with her.**Talons (Eagle or True Form).** +11 to hit, 5' reach. Hit: 11 (2d4+6) slashing plus 9 (2d8) lightning or thunder. Target is grappled (DC 18 escape). Can automatically hit with talons until grapple ends. Grappled targets move with her.**REACTIONS****Parry.** Adds 5 to AC against one melee attack that would hit.**LEGENDARY ACTIONS**

Can only be used at the end of another creature's turn. Regains at the start of her turn.

**Legendary Resistance (2/day).** Can choose to succeed on a failed saving throw.**Soar (Eagle or Crow).** Flies up to her flying speed.**Storm Spear (Humanoid or Crow).** Makes a storm spear attack.**Swooping Death (eagle or crow only).** Costs 2 actions; Attacks with talons. If the attack hits, can fly up to half her flying speed.

Name: Jangus C. Cooper

## THE STORY OF CHOGAN

Chogan was cursed by the old gods for her trickery, and she continues to use the curse to her advantage. Centuries old, Chogan has perfected the ability to change into two other forms, a female human with long raven-colored hair, and a platinum colored eagle. She uses these forms to aid her in her trickery

When the old gods still roamed, she stole a spear from a village of Dwarves. This spear was blessed and imbued with the magic of the storms. Over the years, the power of the spear has given Chogan the power of lightning

*Courtesy of Jangus C. Cooper*

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## LEGENDARY ENCOUNTERS

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Note: Some of the monsters for legendary encounters require the dice and card sets, a separate Kickstarter premium.

### **Land (1d6)**

1. Chirogon
2. Gruagach
3. Ban Sith
4. Hodag
5. Thrakos
6. Abartach

### **Water (1d6)**

1. Pepie the Lake Monster
2. Lake Winnebago Monster
3. Mashenomak
4. Chozech
5. Zormanth
6. Bon Secour



**Cemetery Encounters - Unmarked cemeteries (1, 2, 3, 4)**

1. Ghost (1d4)
2. Skeletons (2d6)
3. Spectre
4. Wight

**Forest and Grasslands**

1. Black Bear
2. Panther, Giant
3. Snake
4. Kobolds, Party of Thieves (1d4+2)

**Swamp**

1. Crocodile, Giant
2. Gnolls, Party of Thieves (1d4+2)
3. Bheur Hag
4. Cranium Rats

**Water - Inland**

1. Sturgeon, Large
2. Crabs, Large
3. Snake, Water
4. Vultures, Giant

**Water - Ocean**

1. Shark, Large
2. Octopus
3. Sea Hag
4. [Water Beast]



## BHEUR HAG

Medium fey (hag), chaotic evil

**Armor Class** 17 (natural armor)

**Hit Points** 91 (14d8+28)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	16 (+3)

**Saving Throws** Wis +4

**Skills** Nature +4, Perception +4, Stealth +6, Survival +4

**Damage Immunities** cold

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

**Languages** Auran, Common, Giant

**Challenge** 7 (2,900 XP)

**Passive Perception.** 14

**Graystaff Magic.** Carries a graystaff. Can ride as a broom of flying. When holding, can cast additional spells marked with \*. Cannot be used by the party.

**Ice Walk.** Can move across icy surfaces without ability checks. Moving on ice or snow does not cost extra movement.

**Innate Spellcasting.** Charisma (spell save DC 14, +6 to hit with spells). Can cast:

At will: Ray of Frost\*

3/day each: Cone of cold\*, ice storm\*, wall of ice\*

1/day: control weather

**Slam.** +4, 5' reach; Hit: 10 (2d8+1) bludgeoning plus 3 (1d6) cold damage.

**Maddening Feast.** Can feast on corpse of one enemy that has died within 1 minute. Creatures that can see within 60' must succeed on DC 15 wisdom or be frightened for 1 minute. While frightened, becomes incapacitated. DM controls that creature movements, which are erratic. Can repeat save at end of each turn.

## BLACK BEAR

Medium beast, unaligned

**Armor Class** 11 (natural armor)

**Hit Points** 19 (3d8 + 6)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

**Senses** passive Perception 11

**Languages** —

**Challenge** 1/2 (100 XP)

**Keen Smell.** The bear has advantage on Wisdom (Perception) checks that rely on smell.

## ACTIONS

**Multiattack.** The bear makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.



## SAPELO ISLAND

### CRAB

*Tiny beast, unaligned*

**Armor Class** 11 (natural armor)

**Hit Points** 2 (1d4)

**Speed** 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	10 (+0)	1 (-5)	8 (-1)	2 (-4)

**Skills** Stealth +2

**Senses** blindsight 30 ft., passive Perception 9

**Languages** —

**Challenge** 0 (10 XP)

**Amphibious.** The crab can breathe air and water.

### ACTIONS

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

### CRANIUM RATS

*Tiny beast (cranium rats), lawful evil*

**Armor Class** 12 (natural armor)

**Hit Points** 36 (8d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	15 (+2)	11 (+0)	14 (+2)

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 30 ft., passive Perception 10

**Languages** telepathy 30 ft.

**Challenge** 5 (1,800 XP)

**Passive Perception.** 10

**Illumination.** Can shed dim light in a 5' radius, or extinguish the light.

**Innate Spellcasting (psionics).** Intelligence (spell save DC 13).

As long as it has half HP, can cast:

At will: command, comprehend languages, detect thoughts  
1/day: confusion dominate monster

**Swarm.** Can occupy another creature's space and vice versa.

**Telepathic Shroud.** Immune to any effects to sense emotion or read thoughts; immune to divination spells.

### ACTIONS

**Bite.** +5, 0' reach. Hit: 14 (4d6) piercing or 7 (2d6) piercing if swarm has half HP or fewer.

### CROCODILE

*Large beast, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 19 (3d10 + 3)

**Speed** 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

**Skills** Stealth +2

**Senses** passive Perception 10

**Languages** —

**Challenge** 1/2 (100 XP)

**Hold Breath.** The crocodile can hold its breath for 15 minutes.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained and the crocodile can't bite another target.



## GHOST

Medium undead, any alignment

**Armor Class** 11

**Hit Points** 45 (10d8)

**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

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

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 11

**Languages** any languages it knew in life

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

**Ethereal Sight.** The ghost can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Incorporeal Movement.** The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

## ACTIONS

**Withering Touch.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

**Etherealness.** The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

**Horrifying Visage.** Each non-undead creature within 60 ft. of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. A target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a great restoration spell, but only within 24 hours of it occurring.

**Possession (Recharge 6).** One humanoid that the ghost can see within 5 ft. of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 ft. of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

## GNOLL

Medium humanoid (gnoll), chaotic evil

**Armor Class** 15 (hide armor, shield)

**Hit Points** 22 (5d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Gnoll

**Challenge** 1/2 (100 XP)

**Rampage.** When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

## ACTIONS

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

**Spear.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

**Longbow.** *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.



KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 12  
Hit Points 5 (2d6 - 2)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8  
Languages Common, Draconic  
Challenge 1/8 (25 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

ACTIONS

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.  
Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

Armor Class 11 (natural armor)  
Hit Points 7 (1d8 + 3)  
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	4 (-3)

Skills Perception +3  
Senses blindsight 10 ft., darkvision 25 ft., passive Perception 13  
Languages —  
Challenge 1 (200 XP)

Keen Sight and Smell. The krake has advantage on Wisdom (Perception) checks that rely on sight or smell.

the creature and the ally isn't incapacitated.

ACTIONS

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



## OCTOPUS

Small beast, unaligned

**Armor Class** 12

**Hit Points** 3 (1d6)

**Speed** 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	3 (-4)	10 (+0)	4 (-3)

**Skills** Perception +2, Stealth +4

**Senses** darkvision 30 ft., passive Perception 12

**Languages** —

**Challenge** 0 (10 XP)

**Hold Breath.** While out of water, the octopus can hold its breath for 30 minutes.

**Underwater Camouflage.** The octopus has advantage on

**Water Breathing.** The octopus can breathe only underwater.

## ACTIONS

**Tentacles.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage, and the target is grappled (escape DC 10). Until this grapple ends, the octopus can't use its tentacles on another target.

**Ink Cloud (Recharges after a Short or Long Rest).** A 5-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

## PANTHER

Medium beast, unaligned

**Armor Class** 12

**Hit Points** 13 (3d8)

**Speed** 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	3 (-4)	14 (+2)	7 (-2)

**Skills** Perception +4, Stealth +6

**Senses** passive Perception 14

**Languages** —

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

**Keen Smell.** The panther has advantage on Wisdom (Perception) checks that rely on smell.

**Pounce.** If the panther moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

## ACTIONS

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

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



## SEA HAG

Medium fey, chaotic evil

**Armor Class** 14 (natural armor)

**Hit Points** 52 (7d8 + 21)

**Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	12 (+1)	12 (+1)	13 (+1)

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Aquan, Common, Giant

**Challenge** 2 (450 XP)

**Amphibious.** The hag can breathe air and water.

**Horrific Appearance.** Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

**Hag Coven.** When hags must work together, they form covens, in spite of their selfish natures. A coven is made up of hags of any type, all of whom are equals within the group. However, each of the hags continues to desire more personal power.

A coven consists of three hags so that any arguments between two hags can be settled by the third. If more than three hags ever come together, as might happen if two covens come into conflict, the result is usually chaos.

**Shared Spellcasting (Coven Only).** While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

1st level (4 slots): *identify*, *ray of sickness*

2nd level (3 slots): *hold person*, *locate object*

3rd level (3 slots): *bestow curse*, *counterspell*, *lightning bolt*

4th level (3 slots): *phantasmal killer*, *polymorph*

5th level (2 slots): *contact other plane*, *scrying*

6th level (1 slot): *eye bite*

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 12+the hag's Intelligence modifier, and the spell attack bonus is 4+the hag's Intelligence modifier.

**Hag Eye (Coven Only).** A hag coven can craft a magic item called a hag eye, which is made from a real eye coated in varnish and often fitted to a pendant or other wearable item. The hag eye is usually entrusted to a minion for safekeeping and transport. A hag in the coven can take an action to see what the hag eye sees if the hag eye is on the same plane of existence. A hag eye has AC 10, 1 hit point, and darkvision with a radius of 60 feet. If it is destroyed, each coven member takes 3d10 psychic damage and is blinded for 24 hours.

A hag coven can have only one hag eye at a time, and creating a new one requires all three members of the coven to perform a ritual. The ritual takes 1 hour, and the hags can't perform it while blinded. During the ritual, if the hags take any action other than performing the ritual, they must start over.

## ACTIONS

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 10 (2d6 + 3) slashing damage.

**Death Glare.** The hag targets one frightened creature she can see within 30 ft. of her. If the target can see the hag, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

**Illusory Appearance.** The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (*Investigation*) check to discern that the hag is disguised.



## GIANT SHARK

*Huge beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 126 (11d12 + 55)

**Speed** 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

**Skills** Perception +3

**Senses** blindsight 60 ft., passive Perception 13

**Languages** —

**Challenge** 5 (1,800 XP)

**Blood Frenzy.** The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Water Breathing.** The shark can breathe only underwater.

### ACTIONS

**Bite.** Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 2 (3d10 + 6) piercing damage.

*Medium undead, lawful evil*

**Armor Class** 13 (armor scraps)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

**Damage Vulnerabilities** bludgeoning

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands all languages it spoke in life but can't speak

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

### ACTIONS

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

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



## CONSTRUCTOR SNAKE

Large beast, unaligned

**Armor Class** 12

**Hit Points** 13 (2d10 + 2)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

**Senses** blindsight 10 ft., passive Perception 10

**Languages** —

## ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

**Constrict.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

## SPECTER

Medium undead, chaotic evil

**Armor Class** 12

**Hit Points** 22 (5d8)

**Speed** 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands all languages it knew in life but can't speak

**Challenge** 1 (200 XP)

**Sunlight Sensitivity.** While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Life Drain.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Incorporeal Movement.** The specter can move through other



## STURGEON, LARGE

*Huge beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 126 (11d12+55)

**Speed** 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

**Skills** Perception +3

**Senses** blindsight 30 ft., passive Perception 13

**Languages** —

**Challenge** 3 (700 XP)

**Passive Perception.** 12

**Keen Hearing.** The sturgeon has advantage on Wisdom (Perception) checks that rely on hearing.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) piercing damage.

**Armor Class** 10

**Hit Points** 5 (1d8 + 1)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+0)	13 (+1)	2 (-4)	12 (+1)	4 (-3)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 0 (10 XP)

**Keen Sight and Smell.** The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

5 ft. of the creature and the any isn't incapacitated.

### ACTIONS

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



## WIGHT

Medium undead, neutral evil

**Armor Class** 14 (studded leather)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

**Skills** Perception +3, Stealth +4

**Damage Immunities** necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** the languages it knew in life

**Challenge** 3 (700 XP)

**Sunlight Sensitivity.** While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

**Life Drain.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

**Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

**Longbow.** *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

## APPENDICES: NEW MAGIC ITEMS

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**Axe of the Cocoa Dwarves** - Usage: 1/day; Duration: 30 minutes. The bearer of the axe can detect precious metals within 15'. Other ability: +1 hand axe, mithril.

**Conch of the Tôlbanaki** - Usage: 1/day; Duration: 30 minutes. When the conch is blown near water, the deep, resonant sound will summon one of the following familiars. The familiar will fight with the party until its HP drops to 0 or lower, at which point it will simply disappear. Other ability: cannot be charmed or put to sleep by magical means.

**Staff of the Alligator People** - Usage: 1/day; Duration: 30 minutes. When the staff is stricken to the ground near swamp, the resounding thud on the ground will summon one of the following familiars. The familiar will fight with the party until its HP drops to 0 or lower, at which point it will simply disappear. Other ability: +1 quarter staff, magical.

**Robe of the Platinum Eagles** - Usage: 1/day; Duration: 1 hour. The wearer, through images and intuition, can communicate with any sentient being. Other ability: +1 protection.





APPENDICES: DISEASES AND MALADIES

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**Note:** The following diseases and maladies are numbered (and in a random order) for a handful of encounters where the character may become infected with one of them. Some monsters are carriers of specific diseases, and this list serves as a reference point for those encounters as well.

1. **Yellow Fever** - After 24 hours, the party member will report a feeling of general dizziness, and attack at disadvantage. Any feats requiring dexterity will occur with a -2 modifier. After 48 hours, the party member will need to save at disadvantage (dexterity) after every attack or fall prone. The party member will remain prone until making a successful dexterity check. Yellow Fever can only be cured by **lesser restoration**.
2. **Lyme's Disease** - The disease will originally manifest itself as a small, red circle on the party member's inner arm or leg. It will not hurt or itch. Within 24 hours, the party member will begin to report exhaustion and attack at disadvantage. He or she will spend a sleepless night and will no longer receive the benefit of either short or long rests. Starting with the end of the first 24-hour period, and every 24-hour period thereafter, the party member will lose 1 constitution point; the party member will also lose 1 strength point every 48-hours. When either strength or constitution reaches 0, the party member's HP will drop to 0, and will need to make death throws to stabilize. Lyme's disease can only be cured by **lesser restoration**.
3. **Scarlet Fever** – This disease will manifest itself within 24 hours of infection. It will start with a red rash that looks like sun burn on the face and neck. The character will become flush, especially around the face and will begin to run a temperature. Within the second twenty-four hours, the character will begin running a fever and experience chills. They will be exhausted and will have to roll at disadvantage for all attacks and saving throws.

In the first forty-eight hours other characters have a 50% chance of becoming infected with **scarlet fever**. If they become infected, they must make a **DC 12 Constitution** save or show the same symptoms of the disease as above. If they do not exhibit symptoms, they become a further risk of infection to the rest of the party, but at a greatly reduced chance of 10% per infected party member.

Complications will develop by day 3, determined by 1d6:

- 1 – Tonsils; no additional damage, and will heal on its own in 1d4 additional days.
- 2 – Lungs; 1d20 every 12 hours until cured
- 3 – Skin; 1d6 damage every 24 hours until cured.
- 4 – Kidneys; 1d12 damage every 24 hours until cured.
- 5 – Blood; 1d10 damage every 24 hours until cured.
- 6 – Middle ear; no damage; the infected party is unable to walk.

**Scarlet Fever** can only be cured by **lesser restoration**.

- 4. Sapelo Grave Rot** – Sapelo Grave Rot is not unlike leprosy, though it manifests itself almost immediately—within 12 hours of infection (1d12 hours). The infected party will first notice painful skin lesions on their arms, legs and torso. Within 1d6 hours of first noticing those symptoms, they will become painful and will incur 1d4 hp damage. The infected party will also experience the following sensory loss based upon another 1d4 roll:

- 1 – sight
- 2 – touch
- 3 – hearing
- 4 – no sensory loss

Sapelo Grave Rot will quickly cause muscle weakness and the party will attack and make all saving throws at disadvantage.

Regardless of sensory loss, Sapelo Grave Rot will cause 1d6 hp every hour that it remains uncured. **One HP** per hour is lost permanently from the party's maximum HP.

Sapelo Grave Rot is only cured by cure disease. Once cured, the scarring from skin lesions will be permanently disfiguring and debilitating:

< 8 hours	-1 Charisma
9 -24 hours	-1 Charisma, -1 Dexterity
24-48 hours	-2 Charisma, -1 Dexterity, -1 Strength
+48 hours	-2 Charisma, -2 Dexterity, -2 Strength

Additional cure disease spells will reduce the long-term effects of the disease. For example, if the disease persisted for +48 hours, an additional **greater restoration** will reduce the effects to the equivalent of having the disease for 24-48 hours.



5. **Sapelo Grave Rot** – see 4, above.
6. **Sapelo Grave Rot** – see 4, above.
7. **Scaled Skin** - The party member's skin will begin to scale upon contracting this disease. It is a mixed blessing as it causes -3 charisma but +1 AC. Scaled skin can only be cured by **greater restoration**. Note: if a party member decides to live with the affliction, it will start to resolve itself at 72 hours at which time they will lose the +1 AC and the -3 Charisma will improve to a permanently incurable -1.
8. **Gangrenous Sores** - Once afflicted, large, infected sores will begin to appear within 12 hours. 1d4 new sores will appear every 8 hours, causing an initial 1d4 damage per sore, and an additional 1d4-2 damage per sore every additional 8 hours. The party member does not make death saving throws and their HP continues to drop. Once HP equals the negative amount of their original HP, they are permanently dead, and may not be resurrected. The sores can be healed by **lesser restoration**



## APPENDICES: FAILED WISHES

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At the end of Sapelo Island, each member of the party may be granted one wish apiece. They will be warned that their wishes need to be **reasonable**. Determining reasonable, is the discretion of the DM. If the DM deems that a wish is unreasonable, it will not only fail but will have the following disastrous effect. Either the DM or the effected player should roll 1d6, with no saving throw, and the following result:

1. **-2 wisdom**; The character's ability to convene with higher order beings, makes it more difficult to invoke spells (as a cleric or other healer).
2. **-2 intelligence**; The character struggles to find the right words in conversation. Although normally just embarrassing, the character struggles to cast spells.
3. **-1 charisma**; An open bloody sore appears on the character's primary hand.
4. **-2 dexterity**; The character's lower back twists, forcing the character to walk with a severe limp. Also reduces normal speed by 5'.
5. **-2 strength**; The character's primary upper arm muscles wither.
6. -3 [dungeon master's choice, but most damaging to the character's class]

\* If the character's wish drops an attribute to 0, they will have been killed by their wish. The character cannot be resurrected.

The results of a failed wish are permanent; however, the DM may create a quest or other **significant** means of reversing a failed wish. This means that **greater restoration** will not undue the effects of a failed wish. Regardless of the **cure**, the DM should ensure that this is an epic undertaking for the character with as much chance of failure (or worse) as there is of success.



## OMBRE (CARDS)

---

Players        Three

Card Deck    Remove 8-9-10 in each suit (resulting in 40-card deck)

### **The Play**

Each player receives 10 cards.

Place remaining cards facedown. This is the stock. Play starts with players bidding to name trump suit and then winning more tricks than either opponent individually.

The lowest bidding player makes any number of discards and draws replacements from the stock.

The next lowest does the same, except that the winning player must accept as trump the suit of the first card revealed from the stock.

The highest bidder goes last, chooses trump but must play their hand as dealt.

## BONE-ACE (CARDS)

---

Players Up to 8

Card Deck Full deck

### **The Play**

Each player is dealt three cards: two face down, and the third face up. Play is then divided into two parts:

8. The "Bone". The player who is dealt the highest ranked card wins and receives one coin from each of the other players. In the case of a tie, the person dealt first wins. Aces are high and worth eleven points, and the Ace of Diamonds, beats all other cards.
9. For the second part of the hand, the player whose hand comes closest to 31 points without going over wins. Face cards are valued at 10 points; other cards are worth their face value.

Bets are placed before each part of the game. The "Bone" is equivalent to an ante: all players bet before cards are dealt. Players may choose not to bet on the second part of the hand. As DM, you may choose a simple betting structure where the person to the left of the dealer establishes one fixed bet. Alternatively, players may increase bets. At any point, a player can "call" the play, ending all bets. If there is an open bet when the play is called, remaining bets must be placed, or players must drop before the final two cards are revealed.

There is a fixed house dealer for this game.



## BANKAFALET (CARDS)

---

Players Up to 8

Card Deck Full deck

### **The Play**

Dealer shuffles and cuts cards into equal piles as there are players, including one for himself.

Every player lays down a bet on his pile of cards. Each player turns over the top card on his pile.

The dealer must match the bet of those players whose cards are superior to his and collects the bets from those players whose cards are inferior to his own.

Play repeats until cards are gone.

Cards are valued as follows:

Ace of Diamonds – Best

Ace of Hearts

Ace of Clubs

Ace of Spades

King of Diamonds

King of Hearts

King of Clubs

King of Spades

Etc.

After all wages are settled, the next player in turn becomes the dealer.



## SHIP, CAPTAIN AND CREW (DICE)

---

Players      2 or more  
Dice          5

### **Object of the Game**

Roll a six (the “ship”), a five (“captain”) and four (“crew”) with three dice, and then the highest score with the other two dice (the “cargo”).

### **The Play**

Each player starts by rolling five dice. The player sets aside any die that they need, but only in descending order (6, 5, or 4). If the player rolls a **6, 4**, 3, 3, 1, they can bank the **6** but not the **4**.

Each player has only three rolls. After their third roll, they score their turn. If they have a crewed ship, then they score the “cargo” or total of the other two dice. If they do not have a crewed ship, they score nothing.



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# **Sapelo Island Plight of the Eagles**

**Tim Krause**



The Platinum Eagles need your help: pirates have invaded their sanctuary island of Sapelo and threaten their very existence.

While the eagles clearly need the party's help, there are also tales of legendary treasures on the island, rumored to have ancient, magical powers to grant the party's wishes.

However, there is also something more deeply mysterious: Xan Shae, Lord of the Platinum Eagles, suspects a deeper mystery surrounding an Alligator People living in a location called the Shell Circle.

Explore the mysteries of Sapelo island, free the Platinum Eagles and discover untold, ancient treasure.

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