

# A Guide to the Isle of Dread

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**Getting Started** (p. 97)

- The characters Obtain several scroll-papers that hint at the location and wonders of the Isle of Dread, particularly that of a fabulous black pearl. They decide to book passage on a ship to explore the isle.

**Suggested Background** (p.98)

**Player Handouts #01 & #02**

Representing the parchment diary entry and the map sketch.

A **DC 15 INT(History)** or **DC 18 INT(Investigation)**

check on the parchment log reveals it is signed by Rory Barbarosa, a well-known adventurer and sea captain who died about 30 years ago. More research in local taverns (requiring spending **4d6 gp** to loosen some tongues) reveals to the players that just before he died, Rory was indeed recruiting for a journey south. He had been blown off course on his last voyage and had hardly been in town a day before he started signing on new hands. Unfortunately, Rory angered a powerful wizard over a lost wager and died horribly before his journey south began.

Players can start in **Daggerford** (say it was once called "Specularum")

## Obtaining a ship

[Refer to **Perparation** (p.99)]

- **Buy passage:** not likely - 2,000gp each PC each way (1,000 miles away from the mainland. 1gp per mile).
- **Split any treasure:** Must split any treasure 50-50 and swear to defend the ship (and any cargo) on the journey.
- **Buy a ship** 10,000 gp
- **Buy a decrepit ship** [half hit points and lower speed = 1/2 price]
- **Borrow the money** to buy a ship
- **Inherit a ship**

**The Adventure** (p. 99)

Refer to pages 117-119 of the Dungeon Master's Guide for information on ships, random encounters, visibility, and weather during the sea journey.

They will probably land at one of the native villages.

**Communication Gap** (p. 100)

Natives speak only an indigenous language known as **Tribal**.

**Exploring the Isle of Dread** (p. 100)

**Travel**

One hex is 6 miles.

**Move rate**

- **Fast pace:** 5 hexes per day, -5 penalty to WIS (Perception). Moving at a fast pace could lead to missing encounter sites or increase the odds that a monster ambushes the characters with surprise.
- **Normal pace:** 4 hexes per day.
- **Slow pace:** 3 hexes per day, can use stealth to possibly avoid encounters. Automatically encounter fixed locations on the map, Can map the terrain on their hex and the surrounding hexes, unless blocked by thick jungles or mountains.

Refer to **chapter 4 for wandering monsters**.

Moving through the dense **jungle** or **mountainous** hexes **halves the movement rate**. Traveling on an established **trail** or **road**, **doubles the movement rate**.

**Weather** (p. 100)

It is typically hot and humid with frequent precipitation in the form of soaking rainstorms and occasional heavy storm events. During a typical day temperatures range

from **85 to 105 degrees F**, with an **average of 90**. The winds are usually light and variable. Most days it **rains at least for a few hours in the late afternoon**.

#### Effects of Extreme Weather (DMG p. 110)

**Heat above 100 °F** without drinkable water: each hour DC 5(+1 for each additional hour) CON save or gain one level of exhaustion. Save at DIS if in heavy clothing, medium or heavy armor. Creatures with resistance or immunity to fire damage automatically succeed, as do creatures naturally adapted to hot climates.

**Strong wind:** DIS on ranged weapon attack rolls and WIS(Perception) checks that rely on hearing. Extinguishes open flames, disperses fog. Flying creatures must land at the end of its turn or fall.

**Heavy rain:** Everything is lightly obscured. Have DIS on WIS(Perception) checks that rely on sight or hearing. Extinguishes open flames.

#### Water intake (p. 101)

Each hour of travel without suitable water intake: DC 5 (+1 for each additional hour) **CON save** or 1 level of **exhaustion**. Save at DIS if wearing medium or heavy armor or heavy clothing. Creatures adapted to the environment don't need to make this saving throw, as well as creatures with fire resistance or immunity.

#### Foraging (p. 101)

Each PC requires one **pound of food** and **one gallon of clean, fresh water** per day. For each character spending an **hour foraging: DC 10 WIS (Survival) check yields 1d6 + the character's WIS modifier** in pounds of food or gallons of water. A critical success results in double the yield (or a rare plant find, Rare Plants Table), while a critical failure results in finding poisoned food or water. Each character that consumes tainted food: DC 10 CON save or poisoned condition for the next 24 hours.

## Map Keys

1. VILLAGE OF TANAROA (p. 122)
2. JAWS FROM THE DEEP (p. 125)
3. LAIR OF THE SEA SNAKES (p. 125)
4. RANDOM ENCOUNTER (p. 125)
5. CAVES OF THE ROCK BABOONS (p. 125)
6. LAIR OF THE GIANT SQUID (p. 127)
7. PIRATE LAIR (p. 127)
8. HIPPOGRIFF NEST (p.129)
9. RAKASTA CAMP (p.129)
10. PHANATON PLATFORMS (p.131)
11. LAIR OF THE LIZARDFOLK (p. 133)
12. NEANDERTHAL LAIR (p. 135)
13. AERIE OF THE GARGOYLES (p. 136)

14. ARANEA LAIRS (p. 136)
15. PTERANODON TERROR (137)
16. THE ROCS' ROOST (137)
17. DIMETRODON PERIL (137)
18. OGRE LAIR (137)
19. DERANGED ANKYLOSAURUS (p. 139)
20. ABODE OF THE GREEN DRAGON (p. 139)
21. LAIR OF THE WRETCHED TROGLODYTES (p. 141)
22. PLESIOSAURUS MENACE (p. 141)
23. RANDOM ENCOUNTER (p. 142)
24. THE SEA DRAGON (p. 142)
25. THE SHAMAN (p. 143)
26. THE DRUID (p. 144)
27. VILLAGE OF JAWALAAS (p. 145)
28. HAUNTED VILLAGE (p. 146)
29. BAY OF THE DEAD (p. 147)
30. SLUMBERING DRAGON TURTLE (p. 147)
31. PTERAFOLK LAIR (p. 148)
32. WYVERN LAIR (p. 148)
33. THE ENSHROUDED ISLAND (p. 148)
34. STUCK IN THE TAR (p. 149)
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38. MEGALITHIC CIRCLE (p. 149)
39. RAKASTA SHRINE (p. 150)
40. FORGOTTEN TEMPLE (p. 153)
41. IXZANDATHRU (p. 155)
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43. DINOSAUR BATTLE (p. 158)
44. BRAVORAX'S LAIR (p. 158)

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2. TREANT FOREST (p. 163)
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6. TOTEM GUARDIANS (p. 166)
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9. THE WRECK OF THE PALE COUNTESS (p. 168)
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## Taboo Island

### TEMPLE LEVEL 1 (MAP T-1)

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- AREA 2 - GUARD POST (p. 173)
- AREA 3 - MAIN CHAMBER (p. 171)
- AREA 3A-BARRACKS (p. 174)
- AREA 3B - TRIBAL WOMEN IN WAITING (p. 174)
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