

The Island Adventure



Materials

- **Overview Picture** of island with ocean, beach, jungle, mountain
- Maps

Map	Description
Ocean Map	A pirate ship sits offshore of a tropical island beach. The edge of the jungle is visible across the narrow beach strand.
Jungle Map	A winding dirt path leads through the jungle. It is covered by plants and vines in sections. At the far edge of the jungle, a rocky slope is the beginning of a mountain. This map is divided up into two parts.
Mountain Map	A winding rocky path leads up a steep mountainside. Everything off the path is too steep to traverse, although the mountain goats don't seem to have any trouble. The path has been broken way by a mountain stream, leaving a chasm.
Cave Map	A narrow passage leads to a blockade of boulders. Through a crack in the boulders, a wizards laboratory can be seen, complete with evil contraption and lava pool. The main laboratory entrance is on the far side.

- Pieces
 - Use cubes or D&D minis for players and monsters
 - Use cubes or create three small rowboat cutouts to use on ocean map
 - Create pirate medallions to award party members upon completion of adventure
 - Create monster / enemy sketches to show group
 - Print and hand out character sheets for party, keep a copy as DM
 - Print and keep monster / enemy sheets as DM
- Dice
 - Each player will require 1d6
 - Each player will require 1d20
 - DM will require 4d6
 - DM will require 1d20

Time to Play

This adventure can take 3-4 hours to play through. It may be advisable to split it into two to four sessions. The story is divided into four parts, each with its own map, which allows for natural break points.

Gameplay

Hero Turns

On each hero's turn, a player can move his or her hero up to the hero's speed, use an attack power, and use a special power (if possible). These actions can be taken in any order, unless indicated otherwise by the power descriptions.

Monster Turns

On each monster's turn, the Dungeon Master can move a monster up to its speed, use its attack power, and then use its special power (if possible). These actions can be taken in any order, unless indicated otherwise by the power descriptions.

Turn Order

Monster(s) go first. Then heroes go in order of their hero number, lowest number first. If more than one monster is in play, monsters go in order of their monster number, lowest number first, and then heroes. After the monsters and all players have gone, start a new round, monsters first!

Character Sheets

Each hero and each monster has a half-sheet (see Heroes section) that describes their armor class, hitpoints, speed, attack power, special power, and any utility feature they may have. Distribute a sheet to each hero. The heroes can track damage they take by filling in hitpoint bubbles on their sheet, and erasing them if they are healed.

The Story

Part 1: The escape

*The party has been captured and is being brought to an unknown island. As the ship is anchored offshore at night waiting for the morning high tide to allow them to come in to the island fortresses' harbour, a member of the ship's crew releases the party from their shackles and guides them in their escape. Show the **Overview Picture** to set the context for the story. Then show the full **Ocean Map** with the pirate ship sitting offshore.*

It's early morning. You are in the cargo hold of a pirate ship, tied up and gagged, unable to move or speak. The pirates who captured you are almost all sleeping, their snores changing every time the ship bobs up and down in the water.

Looking around, you see several other tied up prisoners (that's the rest of the heroes!). You see your weapons and armor stacked messily across the room, but you can't get to them.

The door to the cargo hold squeaks open. A pirate pokes his head through. "Shhhh!", he says as he creeps into the room. He looks friendlier than all the mean, nasty pirates that you've seen on the ship since you've been captured.

"My name be Ol' Jim. I'm going to help you escape. But in return, I need your help. Will you help me? Nod your head for yes."

[Wait for heroes to nod their heads]

"Ok, deal. Now, ye just follow along after I free ye. You're going to need to be ready to row for all you're worth when we get into the ship's boat. We're anchored just off-shore of an island. If we can make it to the trees we'll be safe."

Ol' Jim goes to each of the heroes and unties them. He this surprisingly quickly and quietly for a pirate with a pegleg and a hook for one of his hands.

"I be not much use for fighting anymore", he says as he waves his pegleg and hook at you. "We'll need to be sneaky getting off this boat."

You rub your wrists and ankles, sore from being tied up, then go and collect your weapons and armor from across them room. Following Ol' Jim, you sneak through the door, up a ladder onto the deck of the ship. By the light of the sun peaking over the horizon you see several pirates are sleeping on the deck.

Ol' Jim has a small ship's boat ready in the water. One by one you climb down a rope ladder into the boat. Ol' Jim follows last. As he's halfway down the rope ladder, his pegleg slips and he tumbles backwards with a loud yelp, falling down into the boat on top of the heroes. "Hey now, what's this!" Yells a pirate who had been dozing near the railing. "Prisoners escaping! Wake up, ya drunken louts! After them!"

As you get settled in the boats and start rowing, more and more pirates wake up and start yelling nasty threats. They start lowering two more boats launched to give chase behind them.

Encounter - The Escape

The goal is not to fight the other boats - they outnumber the party and the party should understand they would lose if they tried. The party, encouraged by the guide, are racing to the safety of the jungle where the pursuers will not follow.

Part 2 - The jungle

*The heroes are at the edge of the jungle on the **Ocean Map**.*

Welcome to the Jungle

As the party reaches the shelter of the trees and bushes, several pirates continue to chase after them. "Stop!", yells a pirate with a grizzly grey beard. "Don't follow the scurvy scoundrels into the jungle! It's too dangerous!"

One of the pirate, cutting diagonally into the jungle to cut the heroes off, didn't stop in time. As he disappeared behind a giant fern plant there was a YELP and the sound of the man crashing to the ground. Then silence.

"Leave them be, ya deck swabbers! The jungle will take care of them. Those soft land lubbers will never make it through alive."

*The heroes start on **Jungle Map 1**.*

Take turns moving through the jungle. Movement off path is at half speed. If they step in the pond, roll 1d6. If 3 or higher, they are stuck in pond mud and must be helped out.

As they approach the pond, they hear rustling in the bushes.

Encounter - The Jungle Snake

Treacherous Terrain

With the Jungle Snake defeated, Ol' Jim creeps out from behind a tree. "Whew! Boys, be thinking we be done for!"

"Good thing I had you along! Now, we need to make it through this treacherous jungle and to the mountain on the other side. That's where I be needing your help!"

*The heroes continue on **Jungle Map 2**.*

Take turns moving through the jungle. If they don't follow the path, they must move half speed.

As they approach the fork in the path, they are surprised when plants start growing toward them!

Encounter - The Living Vines

As the last of the vines shrivels away, you hear a loud thump as Ol' Jim falls out of a palm tree that a vine had pulled him up. "Yar! Me mum always be telling me to talk with her plants to help them grow. I don't be planning on talking to any plant ever again!"

Part 3 - The mountain:

The Goal Revealed

*The party members continue on **Mountain Map**, much of which is hidden. Only show the first 1/3 of the map, hide the rest. Put two mountain goats on the mountain, off the path, who will wander around.*

Ol' Jim looks up the steep mountain side and points. "Up there, behind the fog! There be a little cave opening near the peak? There we be going!"

His voice gets more serious. "Ye best be prepared. It's no small help that I be needing from ye! Yonder cave is back entrance to a cavern where a wizard be plotting great harm. The wizard is a contraption builder of the worst sort! He be almost finished a great device that can hurl giant balls of fire!"

"Once it be complete, the wizard will be unstoppable! Any ships sent against him will be burnt to a crisp! Any city that defies him will be melted into a puddle! But if he be surprised, we may be successful in stopping him!"

*The party members continue on **Mountain Map**. The map is revealed as they go.*

Encounter - The Chasm

*Once past the chasm, the party members continue on **Mountain Map**. Reveal the whole map, including two blocking goats if using the optional encounter.*

Optional Encounter - The Mountain Goats

- Just past the chasm, two goats are comfortably lying across the path. They refuse to move for the heroes.
- Heroes can attempt similar problem solving as with the chasm encounter to get over the goats
- Heroes can fight the goats, who will react by trying to knock the heroes down the path and off the mountain.

Optional additional narrative:

- Overlook (exposition) - Ol' Jim points out fortress town where they were headed with the boat to be slave labour.

At the top of the mountain is the entrance to the cave.

Part 4 - The cave - Finale

*The party members continue on **Cave Map**, much of which is hidden. Only show the first $\frac{1}{3}$ of the map, hide the rest - the boulders and inner cave section should not be visible.*

[Consider hiding everything except the squares immediately beside heroes in the cave.]

Through the Darkness

Ol' Jim pokes his head into the cave. "Yep, this be the cave I remember!"

He holds his hand and his hook up. "Only problem is - I never remember which tunnel to follow. I wrote it on my hand, but when I was running through the jungle I lost that hand to a crocodile! We'll just have to explore and find the way."

The party explores the dark cave until they see a crack of light through piled up boulders. They peak through the crack and look into the wizard's laboratory.

Start Rocking

*Reveal the whole **Cave Map**. The wizard is at the far end by the steps, working on his evil contraption. Place the robot on the side of the cave opposite the lava flow. The steps are the regular entrance to the cave.*

The heroes look through a hole in the rocks. They see a cube contraption made of gold and silver. Transparent tubes move different colours of liquid around the device in a dizzying pattern. Some of the coloured liquid empties into transparent mixing vats, that glow brightly as they swirl and empty into the heart of the mechanism. A mind-boggling array of gears and rotors are in constant motion. A thick gold tube pokes out, pointing at a crack in the rock ceiling through which sunlight streams into the room.

The only other way out of the chamber are steps leading up to an open iron door. The chamber is lit by sunlight coming through the crack in the rock ceiling, the swirling colours of the contraption, and by a lava pool at the side of the cave. The pool is constantly fed by a stream of lava pouring out from the ceiling, but the lava pool remains the same size.

Ol' Jim takes a turn to look through the hole in the rocks. He sees the wizard at the far end of the powering up his completed machine for the first time - there's no time to spare! "Hurry lads! Being time to stop the wizard now! Quickly now, help push this boulder out of the way!"

The heroes need to get a boulder out of the way to make it into the cave. All players roll strength dice (1d6). Average needs to be 4+. After three unsuccessful attempts, the robot companion notices the noise, comes and pulls the boulder out of the way and starts the wizard encounter.

Encounter - Wizard Showdown

As the heroes enter the laboratory, Ol' Jim hides behind a boulder.

"Look out! The wizard crafted himself a mean helper!"

The wizard's robot companion starts fighting the group when they enter the laboratory

The wizard continues to power up contraption until he is attacked or robot companion reaches half health. Powering up the contraption takes two rounds of combat.

If the contraption is powered up the group has two rounds to disable it before it shoots a fireball. Every time a fireball shoots out, Ol' Jim becomes more panicked!

The encounter ends when both the robot and the wizard are at zero hitpoints.

Ending the Evil

Once the wizard and his companion are defeated, Ol' Jim pokes his head out from the boulder he was hiding behind.

"Jolly well done, crew! I knowed freeing you scurvy lot was the right thing to do! Now for the last of it - break the dasterdly fire machine!"

The group needs to destroy the contraption permanently. Let the group try to figure out how to destroy it and if not successful the Ol' Jim will start musing hints ("I think we need something hotter...")

Solution:

- Only lava can destroy the contraption.
- The device is far too heavy to move. If the party tries to move it, have them roll strength but they will fail every time. Ol' Jim indicates that this won't work after a few failed tries.
- The party may try to use their weapons on it. Those with extra strength are able to make small dents, but nothing else has any effect.
- The party may have the wizard levitate boulders over the device and drop them on it. This will shatter tubes and seize gears in the device. Ol' Jim exclaims, "Good work lads! But it's still too easy for another tinkerer to fix. We be needing to utterly destroy this!"
- The lava pool has a drain that can be clogged by pushing or levitating a boulder into the pool the room will start to fill with lava. The heroes retreat up the stairs as lava fills the cave. Small, colourful explosions burst from the machine as it is swallowed up by lava. The gold and silver frame and machinery melt into beautiful metallic streams of liquid metal.

Conclusion

"Well! For a lumpy group of landlubbers, you did well! That's what needed to be done!", Ol' Jim exclaims.

He then continues,

- (If the contraption fired no fireballs) "That's saved us! You saved my family you did! I heard down at the island docks that my hometown was to be set ablaze by fireball, to strike fear in the hearts of all. But he failed, that treacherous tinkerer did, thanks to you!"
- (If the contraption fired a few fireballs) "I only hope we were fast enough! I heard down at the island docks that my hometown was to be set ablaze by fireball, to strike fear in the hearts of all. I hope that the few that fired off didn't burn down my town. Oh, I need to go back to see my family!"

The wizard is defeated and no one can recreate his machine - no one else can figure out how to make the one special magical part used to make it run.

Pirate medallions are presented to the party members.

Heroes

Geraldo Whitetower, Wizard

(1)

Mini with staff (Elf Druid #1)

Armor Class: 7

Hit Points: 5 ○ ○ ○ ○ ○

Speed: 5

Attack Power: Fireball (1d20+4), range 6 squares
Deals 1 point of fire damage.

Special Power: Blastwave
When your regular attack hits, roll a 1d6. If you roll 5 or higher, the target is partially stunned and has -5 to their next attack roll.

Utility: Levitate
Lift a small or medium creature up to 50' straight up in the air, or control a descent to a safe speed. The targeted creature will not be moved sideways by the spell. If the target is unwilling, roll 1d20. A roll over 12 succeeds.

Tristan Green, Ranger

(2)

Mini with longbow (Human Ranger #2)

Armor Class: 8

Hit Points: 5 ○ ○ ○ ○ ○

Speed: 5

Attack Power: Longbow (1d20+5), range 8 squares
Deal 1 point of piercing damage

Special Power: Bullseye
Roll a 1d6. If you roll 5 or higher, do an extra point of damage.

Utility: Rope, 6 squares long
The ranger has a steady arm, capable of throwing the rope end to any square within 6 squares of where the ranger is standing.

Maximilian (Max) Morrow, Knight

(3)

Use mini with hammer and sword (Dwarf fighter #1)

Armor Class: 13

Hit Points: 6 ○ ○ ○ ○ ○ ○

Speed: 5

Attack Power: Sword (1d20+5), melee range
Deal 1 point of slashing damage.

Special Power: Bash (reaction to being hit)
When damaged, hit the enemy with your hammer and knock the creature two squares back.
Roll a 1d6. If you roll 4 or higher, do an extra point of damage.

Utility: Really strong!
Roll 2d6 instead of 1d6 on any strength rolls.

Yartol (Yar) Raven, Shaman

(4)

Use mini with lightning (Human Sorcerer #1)

Armor Class: 7

Hit Points: 4 ○ ○ ○ ○

Speed: 5

Attack Power: Lightning bolt (1d20+3), range 20 (4 squares)
Deal 1 point of electric damage.

Special Power: Chain lightning
If you hit with your regular attack, roll a d20 for each monster standing next to the monster you hit. If you roll a 10 or above, you deal 1 point of damage to that monster as well. If another monster is hit, previously untargeted creatures next to it will also be affected.

Utility: Medicine
Once per map you may heal a friendly character for four hit points.

Jordil Finney, Rogue

(5)

Use mini with hand axes (Human ranger #1)

Armor Class: 9
Hit Points: 4 ○ ○ ○ ○
Speed: 6

Attack Power: Main Axe (1d20+6), melee range
Deal 1 point of slashing damage. If you are on the opposite side of the enemy as a friend, deal a bonus 1 point of backstab damage.

Special Power: Whirling Axes (1d20)
If your first attack hits, roll another 1d20 to attack with your off-hand to deal another point of slashing damage.

Utility: Sneaky
Won't be attacked by enemies until he attacks.

Rupert Stonehammer, Brawler

(6)

Use mini with hammer and sword (Dwarf fighter #2)

Armor Class: 10
Hit Points: 7 ○ ○ ○ ○ ○ ○ ○
Speed: 5

Attack Power: Hammer (1d20+4), melee range
Deal 1 point of crushing damage.

Special Power: Charge
If the brawler is not beside an enemy at the start their turn and an enemy is within 7 squares, charge up to the enemy and get +2 to attack power roll.

Utility: Really strong!
Roll 2d6 instead of 1d6 on any strength rolls.

Encounters

The Escape

Order of Play

1. Each party member decides if they will help row or try to use an ability to slow down the pirate boats instead (only wizard, ranger, and shaman have these abilities).
 - a. Every player that is rowing rolls strength (1D6 unless special) to see how well they are helping row. If average is > 3 , move two ocean squares; otherwise move one.
 - b. Players using an ability to slow down the other boat instead will roll 4d20.
 - i. Pirate boat armor class is 12

Class	Attack	Hit 1 of 4	Hit 2 of 4	Hit 3 of 4	Hit 4 of 4
Wizard	Fireball	Target boat can't go 3	Target boat speed - 1	Boat on fire, max speed 1	Boat stopped due to bonfire
Ranger	Arrow Volley	Target boat can't go 3	Target boat speed - 1	Max speed 1	Boat stopped due to hail of arrows
Shaman	Chain lightning	Target boat can't go 3	Target boat speed - 1	Target boat speed - 1, Second boat can't go 3	Both boats speed - 1
Knight, Rogue, Brawler	Insults!	Target boat can't go 3	Target boat speed - 1	Max speed 1	Boat stopped by reaction to insults

2. The pursuers (DM) rolls 2D6 for each boat.
 - a. If average < 2 , move one ocean square.
 - b. Otherwise, if average < 5 , move two ocean squares.
 - c. Otherwise, move three ocean squares.

For the entire event, be sure to dramatically tell the story of how every attack lands or misses, reactions from the pirates (rage, glee, intense focus, fear, panic). For the insults, make up silly insults that the pirates scoff at (not very effective insult) or are enraged by (effective insult distracting them from rowing).

The Jungle Snake

Armor Class: 13

Hit Points: 10 O O O O O | O O O O O

Speed (slither): 5

When the Jungle Snake moves it slithers. If it slithers past a character, it bumps them one square to the side. When moving through jungle, it can't be attacked from a distance.

Attack Power: Paralyze 1d20

The snake breathes poisonous gas at a hero. If a hero is hit by the cloud of gas they are paralyzed and can't move for one turn.

Special Power: Constrict 1d20

The Jungle snake attempts to wrap itself around a hero. If successful, the hero moves along with the Jungle snake. At the beginning of every turn in which the hero starts off constricted, the hero takes 1 point of squeezing damage. The hero must roll strength to escape the snakes' constricting coil. If 11 or higher is rolled, the hero escapes. The snake can have up to two heroes constricted at a time.

The Living Vines

Armor Class: 10

Hit Points: 6	O O O O O O	Vine #1
	O O O O O O	Vine #2
	O O O O O O	Vine #3
	O O O O O O	Vine #4
	O O O O O O	Vine #5
	O O O O O O	Vine #6

Speed: 0

These plants are rooted to the ground, growing in clumps of two or three.

Attack Power: Thorns 1d20

The plant grows weak vine tendrils with sharp thorns around a hero that is next to it. As the hero fights free of the vines the hero takes 1 point of piercing damage.

Special Power: Pull 1d20, range 5 squares

The plant grows vines out to a hero up to five spaces away and pulls them close to it. If another hero is adjacent to a pulled hero, the vines attempt to pull that hero as well.

The Chasm

On the way up the mountainside, the path has collapsed and a four square chasm is in the way. How will the party get past this hurdle?

The jagged ends of the path are unstable. If a party member steps on the end, they will fall into the pool below.

Requires a strength roll of 6 to throw a party member across.

If a party member falls into the pool below during the crossing, they take 1 point of fall damage.

Possible solution:

- Mage levitates a hero above the ground. A character pushes the levitated hero across the chasm. The ranger throws them the rope. The rope is secured on both ends. The heroes use it to cross.

Use mountain goats wandering up and down the mountain to knock players back onto the pathway (further down) if necessary.

The Mountain Goats

Armor Class: 12

Hit Points: 8 O O O O | O O O O Goat #1
 O O O O | O O O O Goat #2

Speed (leap): 5

A mountain goat can safely leap to any mountain square. When a goat is at half health, it will run away.

Attack Power: Shove 2d6

A mountain goat shoves at a hero, who needs to roll strength to not be moved. If the goat rolls higher, the hero is shoved backwards down the path. Any heroes directly behind a shoved hero is also shoved back down the path.

Special Power: Head butt 1d20

A mountain goat head butts a hero to knock them off the path. If successful, the hero flies through the air until they land back on the path further down the mountain, take 1 point of falling damage.

The Robot

Armor Class: 15

Hit Points: 12 O O O O O O | O O O O O O

Speed (roll): 6

The robot rolls around on six wheels, zooming quickly around the flat cave floor. It will not stop fighting until it is destroyed.

Attack Power: Grab 2d20

The robot spins after one of the heroes, reaching out with its four mechanical arms. Roll twice and take the best result. If the robot's attack hits, the hero is picked up by the robot.

Special Power: Fling 1d20

Once someone is caught in its whirlwind attack, the robot spins super fast, and then flings the captured hero up to 5 squares away into another hero. On a successful hit, both heroes are pushed two squares back, and the hero who was landed on takes 1 point of damage. On a miss (or if no one is in range of the robots fling attack), the hero who was thrown takes 1 point of damage.

The Wizard

Armor Class: 12

Hit Points: 10 O O O O O O | O O O O O O

Speed: 4

The wizard is a short legged old man. When he drops to zero hit points he screams "NO! My life's work!" and disappears in a puff of smoke, teleporting to a safer dimension.

Attack Power: Laser beam 1d20+2

The wizard whips out his wand and blasts a beam of sharp light. Separate rolls are taken to see if it hits any hero in the path of the beam.

Special Power: Teleport 1d20

If the wizard rolls 10 or higher, he successfully teleports to a location a minimum of four and a maximum of six squares away.