

STRUGGLE IN THREE HORN VALLEY



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SURVIVE THE JUNGLE, PROTECT THE RUINED FORTRESS, & SAVE THE LOST TRIBE!
A DUNGEONS & DRAGONS 5E ADVENTURE DESIGNED FOR CHARACTERS OF 3RD - 4TH LEVEL



STRUGGLE IN THREE HORN VALLEY

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CHAPTER 1: INTRODUCTION

RUNNING THIS ADVENTURE

Struggle in Three Horn Valley is designed to be completed in about 6 hours of play.

It has been calculated to present a challenging yet fulfilling experience for four characters of 3rd level. Whilst being optimized for an average party level (APL) of 3rd level, it will also provide a less challenging yet still enjoyable experience for an APL of 4th level.

This adventure is a location based adventure. The map in **Appendix B** will help you, the Dungeon Master, to drive the scenes as our heroes explore different locations accessible to them around the western parts of the Island of Selu.

TIME PASSING

Use the below table to track relative **Time of Day (TOD)**; this will assist you with ruling the survival/exhaustion rules above.

As each group completes a given amount of encounters (see **Total Encounters Completed** within this section) and depending on if they have had a long rest or not, describe the time of day to that particular group as per the table below.

This may vary depending on the different group decisions, and should only be used as a guide. Feel free to change this as you see fit.

Total Encounters Completed	TOD (No Long Rest)	TOD (With Long Rest)
2	Afternoon	Midnight
4	Twilight	Predawn
6	Evening	Dawn
7	Midnight	Mid-Morning
8	Predawn	Noon
9	Dawn	Afternoon
10	Mid-Morning	Twilight
11	Noon	Evening

Note: Remember to check the PCs for Exhaustion as soon as the time reaches, or moves beyond, the Evening hours in the table above.

SURVIVAL

Unforgiving Wilderness. The Island of Selu, where this adventure is set, is an unforgiving land. Survival in the wilderness is tough, and it is vital that the PCs keep themselves nourished if they are to survive the multitude of dangers that the island presents. If the heroes do not eat food and drink some water at least once per day, they will gain 1 level of **Exhaustion (PHB, pg. 291)** each evening of the food-less/drink-less day.

ENCOUNTER PACING

Party Split. At the beginning of this adventure there is an option to split the party intentionally. This is due to the heroes being shipwrecked and sees our heroes wash ashore in two different locations. It is heavily advised that if you choose this option that you rotate between groups on conclusion of each encounter. For instance, once Group 1 has completed the **1A Northern Beach Awakening** encounter and they begin to move on to another area, pause their scene and begin the Group 2 starting encounter **1B Southern Beach Awakening**, or wherever seems like an organic time to switch for your story flow. Then on completion, move back to Group 1 and so forth.

Time Passing. Please refer to the **Time Passing** table to estimate what time of day it is at any given moment and describe accordingly.

CHARACTER ADVANCEMENT

This adventure is designed to utilize the Milestone leveling system, by which it is expected that the characters start at level 3 or 4 at the beginning of the adventure. Upon defeating Dorrn and securing **Nula Ruin (Area 17)**, the heroes should advance by one level automatically.

This adventure runs fine with Experience Points based leveling, and you are encouraged to use XP if it is a better fit for you and your playing group.

BOXED TEXT

This adventure includes boxed text to assist those Dungeon Masters who like to have a description of a scene or location. The use of boxed text is by no means required; many great Dungeon Masters avoid the use of boxed text and instead feel more comfortable describing the action in their own words. You should consider what works best for you and your group. If you choose not to read aloud any of the text provided, you should at least paraphrase the information to keep the players aware of their environment.

SETTING & LOCATION

Struggle in Three Horn Valley is primarily designed to be used in the Forgotten Realms setting. However, with some tweaks in the lore of the island, a savvy Dungeon Master can drop and play this adventure into any campaign.

ADVENTURE BACKGROUND

In the unclaimed waters far off the Sword Coast, pirates dare to board, loot and kill unsuspecting ships and their crews. The notorious pirate ship, *The Black Spectre*, captained by the infamous pirate Captain Korugk Gold-Tusk, has recently embarked on a journey in search for not only their next big haul of booty, but a new home base of operations. Little does Captain Gold-Tusk know, he and his crew may receive more than they bargained for.

The Lost Island of Selu (Appendix B and C), hidden deep in a magical fog, is in the uncharted waters far from sight and far off the coast of Chult. Here, the view on the stars are muddled in the sky, and the world's magnetic poles seem to change direction at a moment's notice making navigation impossible. The island is inhabited by dinosaurs, lizardfolk, jungle creatures and three human tribes. The Paku tribe, located on the western side, have lived in peace for as long as the eldest elder can remember. Their two warring cousin tribes fight between themselves for territory and honor on the eastern side of the island. They pay no heed to the Paku. That is about to change, for when Captain Gold-tusk and his scurvy lieutenant, ***Dorr n (Appendix A)***, step ashore and unite the eastern tribes, the Paku's peaceful way of life will be changed forever.

The Paku's only hope lies with a small group of

heroes who have washed ashore. It will be their task to help protect the good people of the Paku tribe, though first they must survive the wilds on the Island of Selu!

HOOK SUGGESTIONS

This adventure does not have any setting specific adventure hooks though the following are provided as suggestions to hook your players and campaign into this adventure. However you decide to hook this adventure into your campaign, ensure that the heroes are accompanied by the beautiful young elven woman named ***'Raven' (Appendix A)***, as she becomes a vital NPC within this adventure:

- An elven nobleman at the local tavern is looking for adventurers to escort and protect his estranged daughter, named ***'Raven'***. She is to be placed in the care of relatives who live in a distant coastal city. Passage will be bought aboard a cargo ship, for his daughter and the PCs, to travel down/up the coastline to the destination.
- The local Town Guard Captain has offered the heroes a handsome reward for escorting a dangerous prisoner to a maximum security prison via way of a cargo vessel up/down the coast. She is an elven ranger that goes by the name of ***'Raven'***. The prison is built into the side of a giant shard of rock soaring up from sub-aquatic depths located in the middle of a vast ocean.
- The heroes need passage to another city along the coast, and travel by sea is the fastest route. They find positions available on board a cargo ship, offering free travel for working deckhands whilst at sea. A beautiful female elven ranger, who goes by the name of ***'Raven'***, is also hired along side the heroes to embark on the journey.
- The heroes are hired by a wealthy historian to investigate rumours of the infamous and lost pirate shipwreck of ***'Bone-Beard's Galley'*** which is said to hold immense treasure and magical items. He provides coordinates and the name of a cargo vessel traveling in the same direction. He also sends along his apprentice, an elven archaeologist, her name is ***'Raven'***.

CHAPTER 2: SHIPWRECKED!

This chapter kicks off our adventure with the heroes having taken passage to sea embarked on a *Cargo Sailing Ship (DMG, pg. 119)* named *'The Lady Luck'*. The young elven woman, **Raven**, who is accompanying them is terribly sea-sick and their destination is some days off. The ship has been forced to navigate off course, slightly further out to sea, in an attempt to evade a large storm spotted on the horizon. Little do the heroes, Raven, and the crew know, this action has set off a series of events that will lead them on an epic adventure through the lost Island of Selu.

PIRATES'ARRR'US

As the heroes wake in the morning of the second day at sea, read or paraphrase the following, and edit where required to fit your specific hook:

As you wake in the chill early morning, the rocking of the cargo vessel, named 'The Lady Luck', reminds you of the horrible ten-day at sea that is yet to come. Gulls squawk from the open ocean skies, and heavy boots stamp over the upper-decks above your bunk.

There seems to be a commotion among the crew members, as you sit up from the straw stuffed mattress that you had spent the past night slumbering in. You see your fellow companions mirror your actions, as you look to each other for any explanation to the raised voices and alarmed shouts above. Raven, the elven woman accompanying you, is fast asleep, having spent the night retching up her stomach from sea-sickness.

Allow the players time to discuss between themselves what their next actions are and what they might want to do before moving above deck. If they decide to awaken Raven, she will refuse to move, being still very ill, and roll back over to sleep.

The compartment that the heroes share is actually a storeroom; bags of flour, rice and

spices are stacked in the spaces between the makeshift bedding. The floors, walls and ceiling are all wooden planks. Two opposing walls of the compartment are actually the hull of the ship, and crashing water can be heard rushing along side it. A staircase leads up to a hatch that opens onto the bow (front deck) of the ship.

1. UPPER-DECKS

When the heroes decide to leave the storeroom, read or paraphrase the following:

As you open the inclined hatch; salty sea spray splashes your face and the ship's bow comes to life before you. The crew are rushing to and fro, some readying themselves with small weapons such as knives and various clubs, whilst others are looking out to sea to the south from the direction in which the vessel had first embarked from.

A lookout from high up on the ship's main mast calls out bearings to the crew below, and has his arm fixated constantly to the south. As dark clouds begin to fill the skies, the crew seem to be searching for something in the distance.

A **DC 13 Wisdom (Perception) check** will allow a hero to hear past the gusting wind, and hear what the lookout is calling back to the crew:

- **"Pirates now closing; bearing one hundred and seventy five degrees, due south!"** and
- **"They have a Galley-ship! We can't outrun them! Prepare to receive their boarding, captain!"**

If the heroes look to the south, a successful **DC 12 Wisdom (Perception) check** will see the single mast of the pirate's ship emerging from the horizon, a black flag streaming from its crow's nest in the wind.

THE PIRATES

The 60 pirates aboard the “*The Black Spectre*” (*Galley Ship, DMG, pg. 119*), are lead by the notorious orc pirate; **Captain Korugk Gold-Tusk** (see *Appendix A: NPCs and Monsters*). These are his waters, and his crew noticed the cargo vessel steering off-course and into his territory. Never a pirate to shy away from an opportunity to plunder more booty, Captain Gold-Tusk commanded his salty crew to chase down the cargo ship, board her, take control, kill her crew and plunder her cargo.

CLOSING DISTANCE

The Black Spectre is currently 2 miles away from *The Lady Luck*, and is closing at a speed of 2 mph. It will take 1 hour of open water chase for *The Black Spectre* to be close enough to board their victims. This is assuming that *The Lady Luck* is traveling at top speed away from the pirate vessel.

Note: Should *The Lady Luck* decide to approach and meet the pirates halfway; it will take only 20 minutes for the two ships to meet.

SURROUNDING ENVIRONMENT

- **North:** A misty haze stunts visibility to a distance of 3 miles.
- **South:** The pirate ship continues to close.
- **East:** The storm approaches, lightning crashes, and thunder booms in the distance.
- **West:** A misty haze stunts visibility to a distance of 3 miles.

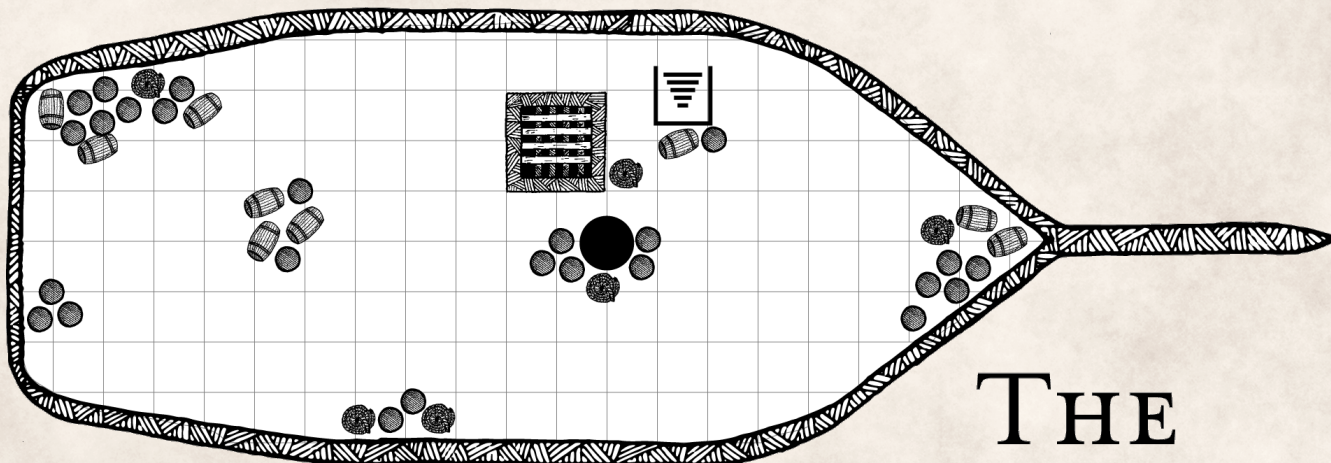
Note: The captain of the *The Lady Luck*, Captain Rodney De'Bargo, will want to try to buy as much preparation time for his crew members as possible, and head north at top speed (2 mph), though a successful **DC 18 Charisma (Persuasion/Intimidation) check** will change his mind. Regardless of which direction the heroes choose to have the ship go, the pirates will catch up to them before reaching any other destination (see *Pirate Boarding encounter, Area 2*)

If the heroes do persuade the captain to turn the ship around and face their foe, the pirates will be slightly intimidated, and send fewer men over in the boarding attempt.

Note: If the players attempt to fetch Raven, they will find her bunk empty and the elf nowhere to be found.

In actual fact, due to the commotion on the upper decks, Raven decided to leave her bunk, and look through the cargo hatch in the central lower compartment to see what might be happening. She then moved to the main deck, through the hatch, and blended in with the crew. When the pirates board the *The Lady Luck*, the pirate lieutenant, Dorrn, lands on the deck right beside Raven and immediately takes her captive. The heroes will see this in the *Development of the Pirate Boarding encounter*.

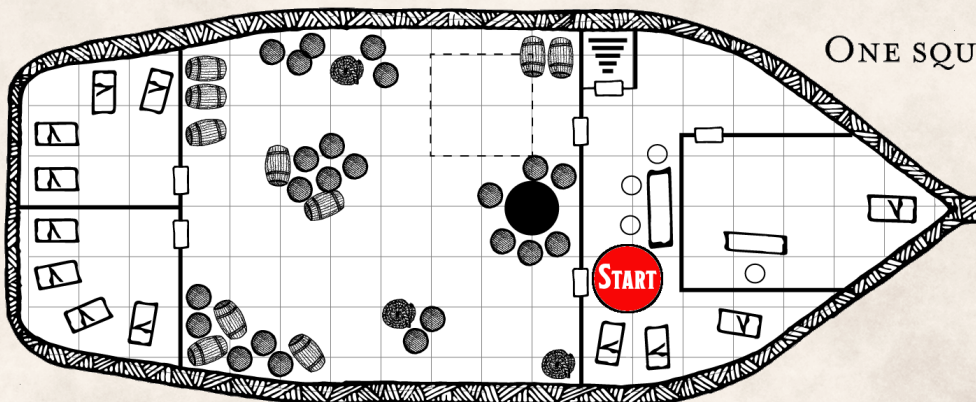
Note: If you chose to run with the ‘*Prisoner*’ suggested hook and Raven was tied up or manacled by the heroes, then she was able to escape by using her magical abilities to coerce a stowaway rat into chewing through her bindings and setting her free.



MAIN DECK

THE LADY LUCK

ONE SQUARE = 5 FEET



CARGO HOLD

KEY

	CARGO HATCH		BUNK
	BARRELS & CRATES		LADDER
	TABLE/DESK & CHAIRS		MASTS
	DOOR		SHIP'S WHEEL
			STAIRS

2. PIRATE BOARDING

Regardless of which direction *The Lady Luck* ended up going, read or paraphrase the following:

As the pirate ship draws nearer, two thirds of *The Lady Luck*'s crew members ready their weapons, whilst the rest keep the ship underway.

Black clouds loom ominously overhead, as the first crack of lightning splits the gloomy sky. "**One mile and closing!**" you hear from the crow's nest above. The cargo vessel starts to pitch up and down as the swell begins to grow.

Over the next hour the pirates draw closer and are finally within archer range. You can see around 60 savage pirates shouting taunts and hooting in laughter! As the pirate ship draws within close range, a large orc wearing black leggings, a purple long tail jacket, and a tricorn pirate hat can be seen standing on the command deck, eagerly awaiting the conflict.

At this point, allow the players to decide if they want to launch a ranged assault on the pirate ship first.

Note: If the PCs aim for *Captain Gold-Tusk (Appendix A: NPCs and Monsters)*, he will use his reaction to cast his *Shield* spell on himself in an attempt to deflect any arrows.

After 1 round, read or paraphrase the following:

Just as the black pirate ship gets within about 20 feet from the cargo vessel, two large ballista can be seen taking aim across your decks. Thick coils of berthing rope with large grappling hooks attached to their ends, fire across *The Lady Luck*'s deck and land in the water on the opposite side. Immediately after, another two are fired to the same effect. The pirates begin to operate a large crank for each rope. As the grappling hooks take a firm hold, and the ropes begin to wind in, the 2 ships are brought along side each other.

If the pirates chased down the cargo vessel, read or paraphrase the following:

25 pirates begin to clamber and struggle to get across the rails of the ships as they begin their assault. Lightning cracks and strikes the water 20 feet away. Rain begins to pour and the ships pitch up and down, and side to side, crashing into each other in their chaotic tango.

If the cargo vessel turned to face the pirates, read or paraphrase the following:

The pirates' cheers and taunts seem half-hearted as they visibly become slightly unsure of the crew's bravery in meeting them for battle. Only 15 pirates begin to clamber and struggle to get across the rails of the ships as they begin their assault. Lightning cracks and strikes the water 20 feet away. Rain begins to pour and the ships pitch up and down, and side to side, crashing into each other in their chaotic tango.

Note: All checks and rolls to hit will be done so with **Disadvantage**, due to balance being effected by the severe weather and the ship's unsteady deck. Exceptions to this rule are where a PC has proficiency in **Dexterity (Acrobatics)**, or the **sailor background**. All of the pirates and cargo crewmen are immune to this effect.

Should a savvy PC attempt to free the vessel's hold, each of the 4 berthing ropes has an **AC 11**, and **30 Hit Points**. However, any attack on the ropes will be done with **Disadvantage** (unless exempt) due to the rough sea swell, as per the note above.

As the pirates begin their assault on *The Lady Luck*, allow the PCs to attempt to stop them from climbing over, either by an opposed **Shove (PHB, pg. 195)** verses the **pirate's Dexterity (Acrobatics) check**, or via a standard attack action. None of *The Lady Luck*'s crew will attempt this. Once some of the pirates make it across, **roll for initiative**.

CREATURES

25 x Pirates (15 if *The Lady Luck* turned to face them) (**Bandits**, **MM**, **pg. 343**).

10 x Cargo Crewmen armed (**Commoner**, **MM**, **pg. 345**).

5 x Cargo Crewmen unarmed (**Commoner**, **MM**, **pg. 345**).

TACTICS

The surviving boarding pirates will spread themselves evenly amongst the heroes and crewmen, and begin their attack. All pirates fight to the death, and no pirate will accept surrender from either *The Lady Luck*'s crew or the players.

Allow the combat to go on for as long as it appears the party are still able to fight. Once the party or the pirates are on minimal hit points, or begin to lose, then proceed to **Development** (this page).

Note: You may find it difficult to run an encounter with so many NPCs fighting, and your players may become bored. In this case, it is suggested that you run the combat with two pirates to every one PC. For example, if you have four PCs, then only eight pirates will engage them in combat, and the rest of the battle between pirates and crewmen is thematically played out as background action.

DEVELOPMENT

Read or paraphrase the following:

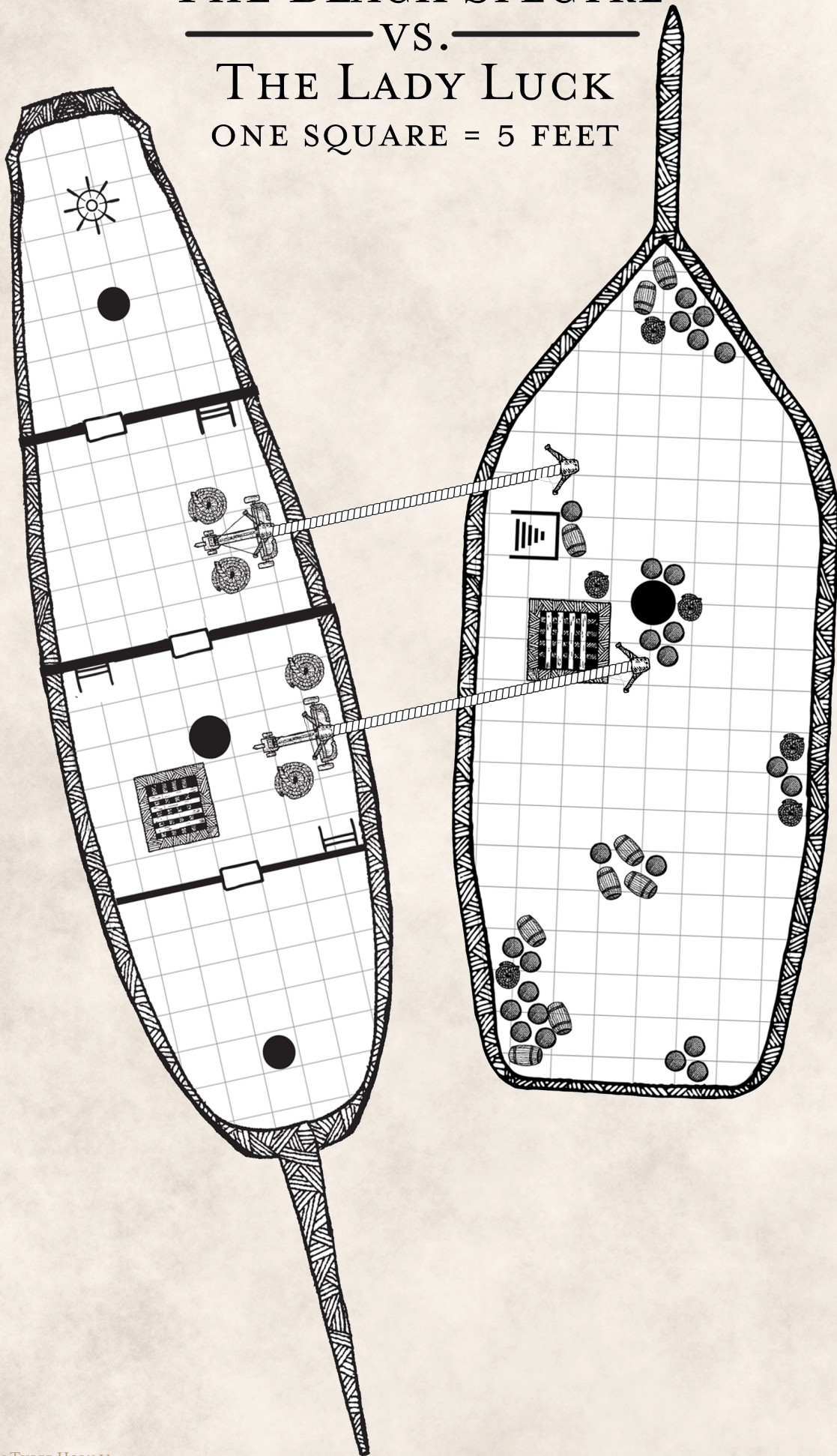
Suddenly, you each look up to see another large orc pirate; this one carries a large trident, with a bandanna over his head. He is dragging Raven by her hair along the deck; you visibly see fear welling up in her eyes as she hopelessly fights to escape.

The swell dips incredibly low, as the sea begins to rise in a wall of water. You look up momentarily as a gigantic tidal wave looms from above, gathering momentum and size. Both ships begin to move involuntarily into the sucking force of the wave. All fighting ceases and it quickly becomes every man and woman for themselves. Pirates and crewmen alike, clamber to find something to hold onto, as it becomes glaringly obvious that both ships are going to be swallowed and capsized by the immense power and force of the wave.

As the ships turn upside down halfway up the wall of water, they begin to fall back on themselves and into the distant ocean below.

The impact with the ravaging ocean is hard, and then the world as you know it goes black.

THE BLACK SPECTRE — VS. — THE LADY LUCK ONE SQUARE = 5 FEET



CHAPTER 3: THE LOST ISLAND OF SELU

The Island of Selu was once a mighty nation of warriors, in ages past. The land and the wildlife thrived, as so did its people. Secluded just off the coast of the mainland of Chult on the Sword Coast, it took a daring adventurer to decide to visit the wilds of the island, and while some did attempt Selu, few ever returned. No guts, no glory they say, and the same rang true with those that did survive, for they returned wealthier than kings, bringing back with them hoards of gold, sacks full of rare rubies, and relics of ancient magical power.

Hundreds of years ago, some unknown force ripped the island from its place off the shores of Chult and cast it deep into uncharted waters within the Trackless Sea. There the island sat for hundreds of years undiscovered, surrounded by a magical fog and an ever revolving mega-storm that protected it from discovery. Occasionally, a ship and its crew stumble upon the island by accident, face the storm at its most furious, and are never seen nor heard from again.

The Island of Selu is a place of undisturbed adventure, hulking dinosaurs, grave danger, and fierce tribal warriors. Magic is generally feared by all three inhabiting tribes, and is forbidden to all except the three witch doctors. There is one witch doctor per tribe, and even then, they are looked upon with fear and distrust.

Welcome to the Lost Island of Selu!

1. STARTING LOCATIONS

The heroes will regain consciousness and find themselves washed ashore at one of the following two starting locations:

- **1A:** Northern Beach Awakening, or
- **1B:** Southern Beach Awakening

From this point forward, follow the wilderness map (**Appendix B: The Lost Island of Selu - DM's Map**) to cross-reference the respective encounter numbers as the adventurers explore the chosen part of the Island of Selu.

Choose one of the following two options to start this adventure depending on how challenging you want this adventure to be. The first is to start the adventurers at the same location; a random roll of the dice will determine which location they start at. The second is to split the party; this will increase the challenge of the adventure, and survival in the wilderness becomes a much harder task:

1. **Same starting location (medium).** Roll a d20 for the party as a whole. On a roll of 1-10 the entire party awakens on the **Northern Beach (area 1A)**. On a roll of 11-20 the entire party awakens on the **Southern Beach (area 1B)**.
2. **Splitting the party (hard).** Roll a d20 for each player within your group. On a roll of 1-10 that PC will awaken on the **Northern Beach (area 1A)**. On a roll of 11-20 the PC will awaken on the **Southern Beach (area 1B)**.

Note: Alternatively you may pick, as to your desire, which PC starts where at any point/encounter along the Seluian coast line.

1A. NORTHERN BEACH AWAKENING

As the heroes awaken from being washed ashore, they can see each other spread sporadically about the beach (unless alone, as per the d20 location roll). On a successful **DC 13 Wisdom (Survival) check** or an **DC 13 Intelligence (Investigation) check**, the PCs can work out that they are located on the northern side of the island. They will only find those party members starting on **Northern Beach**.

Read or paraphrase the following:

You hear birds screaming, and your head thumps in pain. You open your eyes to bright and blinding sunlight. You can feel the sunburn setting into your skin and your mouth feels like cotton as the thirst hits you hard. As you raise your head you look around to see a white sandy beach stretching for miles. Inland you see what looks to be the beginnings of grassy plains.

At this point, have the heroes each roll a **DC 11 Constitution saving throw**. On a failed save, the hero will gain 1 level of **Exhaustion (PHB, pg. 291)**. Finishing a long rest reduces the heroes exhaustion level by 1, provided that they have also ingested some food and drink in the past 24 hours. If the heroes do not eat food and drink some water at least once per day, they will gain 1 level of Exhaustion each evening on the days that they do not eat or drink.

If multiple PCs washed ashore in the same place, read or paraphrase the following:

You notice movement a few hundred feet from you, as you sigh in relief to see your companion also making their way to their feet, obviously in a similar condition to yourself.

Allow the players to rendezvous on the beach, and decide where they would like to explore next. This may be aided by showing them the **Player's Map of the Lost Island of Selu (Appendix c)**.

If the party was split, move on to the other group of heroes who awaken in **1B - Southern Beach Awakening**.

1B. SOUTHERN BEACH AWAKENING

As the heroes awaken from being washed ashore, they can see each other spread sporadically about the beach (unless alone as per the d20 location roll). On a successful **DC 13 Wisdom (Survival) check** or a **DC 13 Intelligence (Investigation) check** the PCs can work out that they are located on the southern side of the island. They will only find those party members that start on the **Southern Beach** with them, at this point.

Read or paraphrase the following:

With an aching head and a mouth full of sand, you awaken on a black sand beach. As you open your eyes, the first thing you see is a black stream of smoke bellowing from behind tropical forest in the distance. Getting to your unsteady feet, you first notice the beach ends a few hundred feet inland and then turns into what looks to be the beginnings of foothills. They must lead closer to the mountain range that completes the picturesque background of the tropical island. Large birds circle the skies above.

At this point, have the heroes each roll a **DC 11 Constitution saving throw**. On a failed save, the hero will gain 1 level of **Exhaustion (PHB, pg. 291)**. Finishing a long rest reduces the heroes exhaustion level by 1, provided that they have also ingested some food and drink in the past 24 hours. If the heroes do not eat food and drink some water at least once per day, they will gain 1 level of Exhaustion each evening on the days that they do not eat or drink.

If multiple PCs washed ashore in the same place, read or paraphrase the following:

You notice movement a few hundred feet from you. Worried at first, you recognise them as companions.

Allow the players to rendezvous on the black beach, and decide where they would like to explore next. This may be aided by showing them the **Player's Map of the Lost Island of Selu (Appendix C)**.

2. PIRATE ENCAMPMENT

In this scene the adventurers will make their way slowly along the beach to the east; large cliffs shoot up from the sandy shoreline leaving the beach narrow and full of sand dunes. The heroes will eventually come over a large sand dune where they will discover the pirate's shipwreck. A short distance up the beach a group of around 30 pirates seem to be making a camp and attempting to rescue provisions from their ruined ship. The pirate survivors will not spot the adventurers from this distance, unless the adventurers make themselves known. There is no way further east, other than choosing to climb the **mountains (see area 4)**, without going across the beach occupied by pirates, who will likely spot any foolish adventurer who tries to attempt it. The pirate who seems to be in charge does not look like the golden-tusked orc pirate captain seen earlier during the boarding. The hulking hobgoblin is the ship's lieutenant, **Dorr n (see Appendix A: NPCs and Monsters)**. He wears a red bandanna around his head, and he carries a large trident.

If the heroes decide to spy on the pirates, and manage to succeed a combined average **DC 15 Dexterity (Stealth) check**, they will be able to get close enough, hiding in some shrubbery, to hear the pirate's conversation.

They will learn that:

- **The pirates plan to scout the western side of the island.**
- **They then plan to raid, pillage, and enslave any small town or village they come across, and take it as their own to use as their base of operations.**
- **They are also attempting to tame some large reptilian beasts into fighting alongside them.**

If the heroes try to move any further up the beach, they will need to succeed on a **DC 20 Dexterity (Stealth) check**. On failure, the pirate lookouts will spot the heroes. They will alert the entire camp of 30 pirates (**Bandits; MM, pg. 343**) who will attempt to chase them down, herding them back towards the west. Once past the dunes, as shown on the map of the Island of Selu, the pirates will give up on the chase.

CLIFFS & MOUNTAINS

Please see **Area 4: Dead-end Mountains**.

Note: The aim of this scene is to deny the players access to the eastern side of the Island of Selu. This is due to the eastern side being designed for future sequel adventures of a higher level character than this adventure is designed for. This is in the PCs best interests for survival, as well as helping drive this story to its epic conclusion.

3. PLAINS OF THE TRICERATOPS

This encounter will see the adventurers come across a large herd of triceratops grazing on the grassy plains.

As the heroes make their way up to the plains from the beach (or whichever direction that they came from), read or paraphrase the following:

As you make your way up onto the vast grassy plain you at once notice hundreds of large creatures, slowly going about their business, grazing on the sporadic bushes and grass, much like large cows with three horns, one on their snouts and two above their brows

On a successful **DC 15 Intelligence (Nature or History) check**, a hero will recognise the dinosaurs as **Triceratops (Appendix A)**, read or paraphrase the following:

As you come closer to one you realise, to your amazement, that this is no mere animal, but something rarer, something that you have only ever heard about in children's stories. Huge dinosaurs, called triceratops. From the brows blossom out large bony frills, obviously used as a kind of armor. They look peaceful enough though, but you get the feeling you would not want to alarm them.

If the adventurers move through the grassy plains, they will notice that if they move normally (no stealth attempt) any triceratops close-by will start to become a little agitated, snorting and swaying its head from side to side. If the heroes continue on this path, the triceratops will charge at them but will go back to its grazing after one attempt. This can be avoided with a successful

DC 5 Dexterity (Stealth) check by each of the adventurers.

Once they are halfway, read or paraphrase the following:

As you reach the midway point of the plain of the three horned beasts, a scream for help pierces the air. The dinosaurs begin to become restless and agitated but return to their grazing once the noise stops. The source of the cry for help seems to be coming from the steep rock formations at the base of the mountains to the south-east.

If the heroes decide to move through the herd to go and investigate the cry for help, read or paraphrase the following:

Approaching the rocky crags that lead into the mountains, you come to the far side of a large rock. Here you see a member of the Black Spectre's pirate crew cornered by one of the furious three-horned beasts, his back flat against the rock's hard surface. As he looks at you with fear in his one good eye, the dinosaur lowers its deadly horns and hoofs the ground, ready to charge.

"Help me please! Kill the beast! Lead it away! Anything!!!", he pleads.

TACTICS

If the heroes talk to him or interrogate him, the pirate, Wyatt, will convey his change of heart in becoming a pirate (*see Wyatt's Story, this page*). If the PCs decide to help Wyatt, he will simply

prove to be a good guy that chose to take the wrong job. If rescued, Wyatt will join the heroes and help where required, to the best of his average & cowardly abilities.

The heroes can use whatever means necessary to either calm or scare the triceratops away. Regardless of the skill check used, they must succeed against a **DC 13**. On failure, the triceratops will charge at Wyatt and attack with a **Gore Attack (Appendix A: NPCs and Monsters, or MM, pg. 80)**.

WYATT'S STORY

The pirate's name is Wyatt Threetooth (**Appendix A**) and he was a deckhand aboard the Black Spectre. He resented being at the bottom of the pecking order in the pirate crew, and had serious reservations about signing up to begin with. Now this; a dinosaur readying to charge and skewer him on its horns. He didn't need this, and he had decided, just recently (in the past few minutes in fact), that he just wasn't cut out for being a pirate.

DEVELOPMENT

If the triceratops was calmed, either magically or by using a skill such as **Wisdom (Animal Handling)** for instance, then it will peacefully move back to the herd and resume its grazing.

If the triceratops was scared away, with a skill such as **Charisma (Intimidation)** or any attack on it (magical or otherwise), the triceratops will skitter and charge back to the herd. However,



in doing so the herd will go berserk. Before the heroes can do anything, other than to attempt escape, 100 triceratops begin to stampede towards their direction from the northern plain; they are currently 100 feet away and approaching.

Advise the players that there are 3 immediately obvious escape routes:

- One option is to climb over the edge of the nearby cliff that drops into the valley below, by using hanging vines that lead over its edge. A successful **DC 11 Strength (Athletics) check** will ensure that the heroes keep hold of the vine. On failure, allow the hero to attempt it two more times as they slide further towards the dangling end of the vine. If the hero fails all three checks, they will slide off the end of the vine and drop 50 feet into a ***Pteranodon Nest* (see Area 5)**.
- The second escape option is to make a **Dash Action (PHB, pg. 192)** for the valley entrance pathway located on the opposite/western side of the cliff, 100 feet away, between the jungle and the mountains. The idea is that the PCs must get across the edge of the cliff before the stampede cuts them off. **Roll Initiative** and allow the players to dash or make any action of their choosing on their turn. On the triceratops stampede turn, roll 10d10 to see how far (in feet) the stampede advanced each round. Play this round by round to increase tension as the PCs try to outrun the stampede. If a hero is caught by the stampede, roll a **DC 13 Dexterity saving throw**; on a failed save the hero will take **38 (6d10 + 6) bludgeoning damage** as they are stomped and trodden on. A successful save will see the hero nimbly skip to safety.
- The third option is for the heroes to flee to the east. They will immediately realise that the way is blocked by the steep rock-face that shoots up into the mountains spires beyond, and the stampede is coming their way. However, on a successful **DC 10 Wisdom (Perception) check** the heroes will discover a small cave entrance hidden behind a small grove of bushy trees. This will lead to the ***Lizardfolk Tunnels* (Area 14)**.

Once the triceratops stampede gets to where the heroes were originally, they will wheel around to the east, just missing running over the cliff. They will then slowly disperse and return to their grazing about the open plains.

4. DEAD-END MOUNTAINS

The mountains that separate the western half of the Island of Selu from the eastern side rise up in tall peaks that disappear from view above the enveloping volcanic smoke clouds. The only true path east is via the Nula Ruins in Three Horn Valley.

If the heroes decide that they want to scale the cliff and climb into the steep mountains beyond, allow them to try. The initial cliff face scales up 700 feet. Have the PCs roll a **DC 10 Strength (Athletics) check** for every 50 feet they climb, over the first 300 feet. At 300 feet this will increase to **DC 15** and the hero will gain 1 level of ***Exhaustion* (PHB, pg. 291)**. On a failed **Strength (Athletics) check**, the hero will also gain a level of Exhaustion and will physically feel their grip start to slip. The PC will be given the opportunity to easily climb back down with no damage taken. If the hero insists on trying to climb the cliff again, the next failed check will result in the adventurer losing their grip, and falling the distance to the ground, thereby taking the relevant ***Falling Damage* (PHB, pg. 183)**.

Note - The aim of this scene is to deny the players access to the eastern side of the Island of Selu. This is due to the eastern side being designed for future sequel adventures of a higher level character than this adventure is designed for. This is in the PCs best interests for survival, as well as helping drive this story to its epic conclusion.

5. THE PTERANODON NEST

There are three ways that a hero can enter this encounter by:

- dropping into the pteranodon nest from failing their strength checks in ***Area 3 - Plains of the Triceratops***;
- being attacked by swooping pteranodons in ***Area 12 - Pteranodon Beach*** and carried back to the nest.
- jumping across to the nest via the lookout ledge in ***Lizardfolk Tunnels* (Area 14)**.

It is also possible that all of these scenarios happen. If this is the case, run the encounters separately if required, or run it with all heroes entering it at the same time; either should be fine.

Read or paraphrase the following:

You drop heavily into what seems, at first, to be a bunch of twigs and branches mottled together and hanging from the side of the cliff face. When you raise your head, you notice that it is actually a nest with some broken shells from a recent hatching.

A ‘squawk’ almost deafens you from behind, and you turn to find the three dinosaurs with wings, about the size of wolves; one red, one green, and one yellow. It seems that you have found some hatch-lings. Within seconds, a large shadow looms over you and you are suddenly aware of the watchful eye of their mother, obviously preparing her young for their first lesson in hunting.

The young pteranodons begin to hop forward nipping at the air in front of you; their razor sharp teeth snapping dangerously.

On a successful **DC 11 Wisdom (Perception) check**, each succeeding hero notices the following:

You notice, from the corner of your eye, a large and ruined ancient structure in the valley below. A stream of water runs through its centre. It looks more secure and defensible than anywhere else you have seen thus far on this island.

CREATURES

1 x Large Pteranodon Mother (*Appendix A: NPCs and Monsters*)

3 x Pteranodon Hatch-lings (*Appendix A: NPCs and Monsters*)

TACTICS

If the heroes linger or decide to attack the hatchlings, roll for initiative and apply the following:

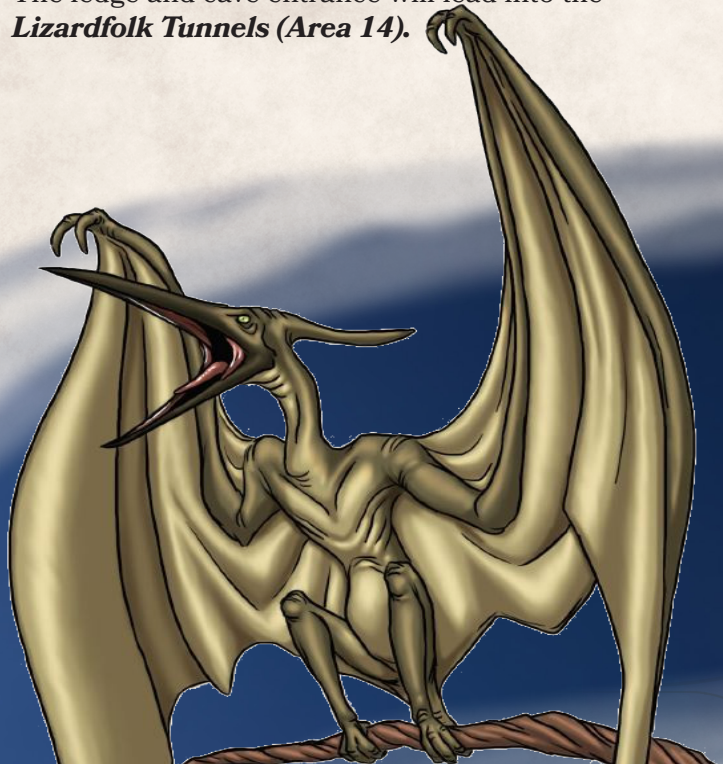
- The hatch-lings will snap at the heroes with their **Bite Attack**, attempting to utilise their **Pack Tactics** feature.
- The mother pteranodon will not allow the heroes to attack her young without punishment, and will attack with her **Bite Attack** from behind, utilising her **Flyby** feature.

Note: If there are heroes still hanging from the vines above, allow them the opportunity to join the combat after round 1.

DEVELOPMENT

Once the heroes have either defeated the pteranodons, or they have decided to look for an escape avenue, advise the heroes that there is a ledge with a cave entrance only a short 10 feet leaping distance from the nest. A successful **DC 10 Strength (Athletics) check** will allow a hero to jump and reach the ledge. On a failed check, the hero will need to make a **DC 15 Dexterity saving throw**; on a success the hero will grab the edge of the ledge and will be able to pull themselves up. On a failed save, the hero will fall 50 feet to the valley floor below (*Area 16*), taking **5d6 bludgeoning damage** (*PHB, pg. 183*).

The ledge and cave entrance will lead into the *Lizardfolk Tunnels* (*Area 14*).



6. A CLIFF WITH A VIEW

If the heroes are either looking out over the cliff into the valley below, still hanging from the vines or running down the western path to the village, they notice the following:

- In the heart of the valley, an ancient ruined fortress with a stream of fresh looking water running through it. It will look as though it is easily defendable and a perfect place for shelter.
- A multi-legged beast climbs a cliff face some distance away towards the opposite side of the valley. A rider is harnessed to its back and they move with speed towards what looks to be a small village to the west of the valley. (**Note to DM:** That rider is, in fact, **Raven**, the young elven woman who was traveling with the heroes aboard *The Lady Luck*. She has befriended a young behir as her companion and mount)

7. THE FOOTHILLS

As the heroes make their way into the foothills, read or paraphrase the following:

You come upon a scene of rolling foothills. They appear to get larger the closer they get to the central mountains to the north and west. These scenic mountains soar to great heights, forming a serene prehistoric backdrop. Grass rises to waist height and flows in a silent dance as the southern winds blow across their surface.

After a few miles of walking, or when you deem that the time is right, any PC succeeding a **DC 13 Wisdom (perception) check** will notice three strange shapes cutting through the waist high grass, zigzagging from the east, south and west. They then begin to move in figure 8 patterns, holding a position at about 500 feet away.

They look like long whip-like tails sprouting up from the flowing tall grass.

SITUATION

These fast moving whip-like tails cutting through the tall grass are actually a pack of **Velociraptors** (**Appendix A: NPCs and Monsters**).

If the heroes keep the same pace or stop, the velociraptors will continue to move in figure 8 patterns and follow slowly, keeping a safe distance of around 250 feet. They are toying with the PCs. This will continue until either the adventurers reach **Raptor Pass (Area 8)** or break into a run to escape the pursuers.

If the heroes decide to run away, the velociraptors will move in for the kill, as three more join in on the hunt (6 in total). They will surround the adventurers approaching at their normal speed (60 feet per round) from the east, south and west sides; leaving only the north as a possible escape route. **Roll initiative** and run the following combat encounter when they catch up to the adventurers:

TACTICS

Note - If the heroes did not spot the velociraptor's approach, then they will be surprised for the first round of combat.

Round 1: The first three velociraptors will each speed up to the adventurers and utilize their **Pounce** feature to burst from the curtain of grass with ferocity.

- The other group of three velociraptors will hang back until the first three have been defeated, or wait until round 4 and then move in.

Rounds 2 & 3: The attacking three velociraptors will attack to kill their prey with combinations of either **Bite** or **Claw**.

Round 4: The second group of three velociraptors will start to harass the party, running past the heroes (on their southern flank) leaving enough distance not to attract an **attack of opportunity**. This will continue until the heroes break into a run towards **Raptor Pass (Area 8)**.

(**Note to DM:** You may need to drop a hint that the Raptors will continue to harass them until they eventually gain the upper hand and that retreat (towards Raptor Pass) is always an option.)

8. RAPTOR PASS

This encounter is a small passage located in between a pass through two small mountain

peaks. This is the velociraptor nesting territory. If the heroes have been chased here by the pack on the foothills, they have been lead here via a hunting technique that the velociraptors employ. They use it for capturing larger prey, by herding the prey into the heart of their nesting area, only to be ambushed by the rest of their pack.

After the heroes have traveled through the foothills for a few miles, read or paraphrase the following:

As you make your way over the last of the foothills, you come upon a gap in the mountain peaks. It seems to be a passage into the safety of the valley beyond. At the bottom sits an old ruin of a fortress lost to a time long ago.

When the heroes decide to venture into the pass, read or paraphrase the following:

The cut through the mountains is covered in low grass, as the rocky crags stretch high above on either side. You can see the ruined fortress loom closer the further you descend into the valley. It is only when you are about one hundred feet into the pass that you hear the **'BARK'** echo from behind you. Looking over your shoulder you see many small dinosaurs, with whip-like tails, and one razor sharp claw on each foot. It is then that you notice the numerous nests scattered about the rocky terrain. The path ahead of you is clear of dinosaurs and the safety of the fortress is within reach. Let the chase begin!

THE CHASE

Have your players roll for initiative and run the following chase map utilising the **chase rules** (DMG, pg. 252) with the following **Chase Rule** variations:

CHASE RULES

Starting Distance - 100 feet as shown on the map.

Dashing: Any participant, during the chase scene, may freely use the **Dash** action a number of times equal to **3 + its Constitution modifier**. Each additional Dash action that it takes during the chase requires the creature to succeed on a

DC 10 Constitution saving throw at the end of its turn or gain one level of exhaustion. A short or long rest will remove the levels of exhaustion gained during the chase.

Opportunity Attacks: All participants within the chase cannot gain an opportunity attack. However, any creature that is not considered as part of the chase, such as a any creature crossing the chases path, may take an opportunity attack.

Escape Factors: See **Ending The Chase** (DMG, pg. 253) for rules applying to escaping or ending the chase. For this particular chase scene, there are large craggy rocks, caves and streams that a PC may attempt to hide in or behind.

Chase Complications: At the end of each participant's turn, they must roll a **d20** against the **Wilderness Chase Complications table** (DMG, pg. 254) to possibly incur a random complication or obstacle:

- Re-roll: 4s, 7s, and 8s
- **On rolling a 10 (Player):** Add another velociraptor to the chase. It jumps out of a nest or cave, and joins the rest of the pack.
- **On Rolling a 10 (Velociraptor):** A large pteranodon swoops down from high above, snatches the velociraptor in its talons, and flies away with its prey into the mountains.

The Pursuers: There are 4 velociraptors per each PC involved in the chase. They begin the chase from behind the heroes, 100 feet away, and higher up the pass. They seem to have ambushed the heroes. They will **never** use their **Dash** action, and will always run at their normal speed of 60 feet. **Allow the PCs to be able to drop obstacles in the pursuer's path to slow them down as a bonus action.**

Escape Point: The chase will end once the heroes each pass the **'finish line'** on the chase map. At this point the velociraptors will be killed by several arrows that appear from nowhere.

DEVELOPMENT

Once the heroes have successfully reached the escape point of the chase, a group of tribal hunters carrying longbows will greet the surviving heroes at the end of the map; jump straight to **Three Horn Valley (Area 16)**.



VALLEY CHASE

ONE SQUARE = 10 FEET

TOTAL CHASE LENGTH = ~250 FT.

9. THE MAELSTROM

If the heroes decide they want to travel east along the southern beach, read or paraphrase the following:

You begin to hear the loud roar of water up ahead and you make your way along the southern coast of the island. Before long, you come upon a large bay where the mountain suddenly meets the ocean, blocking any true passage east. Engulfing the entire body of water is a giant maelstrom, twisting and turning in a chaotic dance; any further passage in that direction will meet with nothing but peril.

This area is practically impassable, and if the heroes attempt to swim the maelstrom, they will gain one level of exhaustion per round and require a successful **DC 25 Strength (Athletics) check** for every 10 feet of controlled swimming. On a fail, the hero will be swept in a clockwise direction, and gain one level of exhaustion per round until successfully making the check.

Note: If the hero decides to return to the western shore and exit the water, allow them to do so without the need for further ability checks.

Once the hero reaches exhaustion level 5, they will be unable to hold themselves afloat; run the **suffocating rules (PHB, pg. 183)** from this point forward as they dip beneath the surface of the carnage. Other PCs may be able to rescue a drowning hero.

If the heroes decide to try and climb the mountainous peaks, please see **Area 4: Dead-end Mountains**.

10. THE JUNGLES OF SELU

The Jungles of Selu are a dangerous place indeed, not only because of the many types of dinosaurs, beasts, and monsters, but the environment itself has been known to cause many deaths. Pit holes, poisonous plants and tribal hunting traps can often cause the less perceptive or experienced adventurers much trouble in the thick jungles of Selu.

Travel in the Jungle: Traveling through the thick jungle can be difficult and taxing at the best of times. Treat traveling through the jungle as **rough terrain (half movement speed)**. For every 500 feet, or 1 hex on the map (**see Appendix C: Player's Map**), the PCs must succeed on a **DC 10 Constitution saving throw** or gain 1 level of exhaustion.

For every 500 feet, or 1 hex, that the adventurers travel whilst in the jungle area, roll a **d20**; on a 1-14, roll against the **Random Jungle Encounters** table below.

Note: After the adventurers have been moving through the jungle for a while, or on the third encounter, see **Tribal Guide (area 10A)**.

10A. TRIBAL GUIDE

Read or paraphrase the following:

Three tribal men step out from behind the thicket of giant jungle plants. They wear loin cloth, carry short spears, and adorn tribal war paint over the rest of their bare bodies.

They say nothing, only hold their fingers to their lips in a 'shhh', signaling to keep quiet.

They beckon you to follow them, and walk on leading you through much easier passages in the jungle. Before long you come to the edge of the jungle where the clay structures of a tribal village appear before you.

Once the heroes arrive at the village, let them find refuge and refer to **Paku Village (Area 15)**.

RANDOM JUNGLE ENCOUNTERS

d12 Encounter

- 1 3x **Velociraptors (Appendix A)** ambush and surround the party in a small outcropping; they attack to kill and will attempt to flee if one of them dies.
- 2 Hunter's trap! A successful **DC 13 Wisdom (Perception) check** will allow the characters to see the carefully placed giant jungle leaves covering a pit trap. If not specifically avoided, a hero will fall into the pit taking 1d6 piercing damage from the spikes within it.
- 3 The heroes approach a small outcropping with a small rock-pool of fresh water. Beside it is an **Ankylosaurus (MM, pg. 79)** casually refreshing itself in the stifling heat. If the heroes leave the Ankylosaurus alone, it will pay them no heed. If they disturb it physically, it will attack out of annoyance. Allow the PCs to refresh themselves to avoid exhaustion if they wish.
- 4 A lost band of **Pirates (Bandit; MM, pg. 343)** attempting to find their way through the jungle. They will attack on sight in an attempt to loot the heroes of water and food for survival.
- 5 A wild boar is caught in a hunter's trap. It struggles weakly but is ultimately dying. As it draws its final breaths, allow the heroes to use the dead boar as a source of food to avoid exhaustion.
- 6 The heroes come upon a small hill of twisted vines and rotting vegetation that blocks their path. If the heroes attempt to climb over it, they will immediately awaken the **Shambling Mound (MM, pg. 270)**, with **50 hit points**. It attacks.
- 7-9 The heroes sight a multi-legged monster high above, jumping from tree to tree; a successful **DC 13 Intelligence (Nature) check** will recognise it as a **Behir (MM, pg. 25)**. On its back rides a beautiful elven woman, with long blonde hair and a mischievous look. Its **Raven!** She gazes over at the heroes, smiles, nods in acknowledgment, and then kicks her mount to race ahead, disappearing into the thicket of the jungle treetops towards the east.
- 10 Three tribal men step out from behind the thicket of giant jungle plants. They wear loin cloth, carry spears, and are adorned with tribal war paint over the rest of their bodies. **See 10A: Tribal Guide.**
- 11 Suddenly the ground slopes down unexpectedly, and the heroes must succeed a **DC 15 Dexterity saving throw** or slip onto their backs and slide steeply into the shallow valley below. It is filled with **Snakes (2x swarm of Poisonous Snakes; MM, pg. 338)**. They attack.
- 12 The heroes approach a large nest that sits about the size of a small house. Many bones and rotted carcass lay about, half eaten. An egg sits in the middle of the nest, with no mother to be seen. A successful **DC 15 Intelligence (Nature) check** will deduce that this is a **Tyrannosaurus Rex's (MM, pg. 80)** nest. The mother, presently absent, is not known to venture far, and may return at any moment.

11. PTERANODON BAY

As the heroes make their way onto the beach read or paraphrase the following:

As you and your companions make your way further along the sandy beach, you hear a loud bird-like '**CAWWW**' from high above.

Upon looking up, you see several large bird-like silhouettes circling in the sky. Suddenly one dives, and then another. As they drop closer and closer at top-speed, you realise that these are no normal birds; they are winged dinosaurs, and they want you for their next meal.

Have the players **roll for initiative**.

CREATURES

10 x Large Pteranodon Mother (**Appendix A: NPCs and Monsters**).

TACTICS

The Pteranodons swoop, but not to kill. They attempt to snatch and carry away any hero that they can, starting with the smallest hero first. Run the **grappling rules (PHB, pg. 195)**, with the Pteranodons having **advantage** on their **Strength (Athletics) check** to grapple.

Note: If the hero is of the large size category or above, the Pteranodon will be unable to lift the hero off the ground and will release them on the failed attempt.

DEVELOPMENT

As long as the heroes are in the Pteranodon Bay zone (**Appendix B: DM's Map**) they will continue to be attacked by the Pteranodons. The attacks cease once the characters exit the area.

If a hero is carried away, read or paraphrase the following:

As the large flying dinosaur takes hold, it begins to rise higher, and higher. The island below shrinks away, and you get a bird's-eye view of this part of the island.

You first notice the large valley and realise that this may be your destination. Within the valley stands an old ruined fortress, a stream running through it looks to flow with fresh water from the rain forest and mountains.

Flying past the ruins, the pteranodon eventually hovers over a large nest within the valley, high up a cliff face. Landing heavily, you are dropped into a nest.

For the heroes that were swept away, run the encounter in **Area 5: The Pteranodon Nest**.

Note: Every hero that was carried away will be dropped into the same nest. Any hero that attempts to break the grapple whilst in mid-flight will fall 500 feet (at its zenith). Employ the **falling rules** (**PHB, pg. 183**).

12. FOR GRICKS SAKE

Traveling along the beach, or through the Jungles of Selu, the heroes come to a black pebbled beach on the north-western side of the island. Many **Gricks** await them, hiding beneath the surface of the pebbled beach ready to pounce.

For every 500 feet (**one hex on Appendix B: DM's Map**), roll a **d20**; on a 10 or below, run the following encounter:

Read or paraphrase the following:

As you begin to approach the north-western beach of the island, the silky white sand starts to become littered with shiny black pebbles. Before long the sand disappears and the beach is taken over by the smooth obsidian rocks, which shift under your feet as you walk.

Roll the Grick's stealth check with advantage (as per its **Stone Camouflage** feat), versus the characters **Wisdom (Perception)** check.

For any hero that succeeds in spotting the Grick, read or paraphrase the following:

You travel a few miles more when you notice the pebbles shift slightly a few feet away from you. Something sits below the surface of the black rocks.

Any hero that did not spot the Grick will be **surprised** (**PHB, pg. 189**) for the first round of combat when it abruptly breaks the surface and attacks the group. Read or paraphrase the following:

Just as you start to move, the beach seems to explode in black pebble shrapnel. Bursting from the ground is a large worm-like creature as black as the ground it emerged from. Four tentacle type extremities flare out with viscous hooked claws on their ends. A drooling beak salivates from their centre. It attacks.

A successful **DC 13 Intelligence (Nature)** check will recognise this monster as a **Grick**.

CREATURES

1x Grick (**MM, pg. 173**)

TACTICS

The Grick will attack to kill the heroes.

If its Hit Points are lowered to below 10% of its original hit points, the Grick will attempt to flee back underground, burrowing into the pebbles and disappearing.

13. THE LADY LUCK SHIPWRECK

The Lady Luck, that the adventurers first embarked on, was shipwrecked. It washed ashore and now sits in pieces on the westernmost beach of the Island of Selu. As the heroes approach the western beach, read or paraphrase the following:

The long beach stretches on. Before long you spot the shape of some kind of structure protruding the surface of the shallow waters off of the most western point of the island, far ahead.

As you get closer it becomes evident that this is the shipwreck of *The Lady Luck*. Various cargo is spread along the shoreline - bags of wool, depleting sacks of salt and wheat, and many crates of fruits, nuts, cheeses and other food supplies. There are also many bodies of those who obviously didn't survive the storm.

Allow the heroes to check the bodies in search for their companions, and scavenge what they need from the list of goods below.

SHIPWRECK LOOT

- 6000 lb of bagged wool
- 3000 lb of bagged salt (saturated, ruined and depleting)
- 10 barrels of assorted fruits & nuts in various stages of ruin (unless you decide to have the barrels sealed water tight).
- 2 kegs of ale
- 3 bottles of fine elven wine
- 4 dead crewmen bodies (including the ship's captain)
- 5 dead pirate bodies (no captain pirate)
- **OPTIONAL:** 5 random trinkets found in Loot The Room's random trinket tables
(<http://www.dmsguild.com/product/194390/Loot-The-Room-100-New-Trinkets>)



14. LIZARDFOLK TUNNELS

The lizardfolk have inhabited the Island of Selu for as long as any living soul can remember. Once a thriving community, they were hunted to near extinction, driven from the western jungles of Selu, and finally found refuge in this tunneling cave system in the **Three Horn Valley**. They are very protective of their home, having once almost lost everything, and they will fight to the death to avoid losing what little they do have.

A. ENTRANCE FROM THE PLAINS

Read or paraphrase the following:

You enter a dank and moist cave entrance; the stench of mold and dampness appears to be a common feature of the area. The area is gloomy, and plunges into darkness towards the back of the cave. You find that at the back of the cave, the area narrows and starts to descend into the earth. You find a set of crudely made steps carved out of the earth's stone leading the way down. Lying on the steps are the skeletal remains of what looks to have been a gnomish adventurer, obviously having met an untimely death within these tunnels.

Note: A light of some sort will be required once the party moves beyond this room, with only those with darkvision being able to see unaided.

B. SACRIFICIAL ALTAR

In this room, the heroes interrupt a ritual sacrificing a shaman lizardfolk and his follower are conducting. They have kidnapped a young tribal boy, and though his face scowls with defiance, tears can be visibly seen running down his mud streaked face.

CREATURES

1x Lizardfolk Shaman (*MM*, pg. 205)

1x Lizardfolk (*MM*, pg. 204)

1x Zol (Young Tribal Boy) (*Tribal Warrior*; *MM*, pg. 350), with 4 Max Hit Points

DEVELOPMENT

If the boy is rescued, he will not be able to speak any language that the heroes know. He will point to his chest and say his name 'Zol', he will then give each a warrior's handshake to show his respect for their bravery. He follows the heroes but does not participate in combat. Once outside, he leads the heroes to **Paku Village (Area 15:)**.

C. WEAPONS ROOM

This room holds a pile of crude weaponry - spears, clubs, and shields made from turtle shells with large spiked animal horns protruding from their centre. There is a pile on each side of the narrow walkway; there is another staircase leading down.

D. SLEEPING DEN

This room is filled with 6 slumbering **lizardfolk** (*MM*, pg. 204). Each PC must succeed a **DC 13 Dexterity (Stealth) check** if they decide to move through this room without waking them. The heroes may wish to attack from range, catching the sleeping lizardfolk by **Surprise**. Alternatively, they may wish to avoid the room altogether.

Note: There is a chance that the slumbering lizardfolk will awaken to any combat within the **Weapons Room (Area 14.C)** or the **Nesting Area & Secret Room (Area 14.G)**. If this is the case, they will venture to investigate the sound of combat, and possibly join the fight.

CREATURES

6x Lizardfolk (*MM*, pg. 204)

E. FEEDING ROOM & LOOKOUT

As the heroes enter this room, they will smell it before they see it; the smell of rotting flesh. Upon entering, they will see piles of bones pushed into each corner, and a large slab of stone sits 10 feet long in the middle of the area; obviously used as a table by the lizardfolk.

Daylight streams through a cave opening at the end of a corridor sprouting out from the southern wall.

THE LOOKOUT

Once the heroes make their way up the passageway on the southern side of the feeding room, read or paraphrase the following:

As you approach the fresh air from the opening, you hear the '**SCREEE**' of a bird close by.

You come to the edge of the opening, and realise that a small platform hangs out over the edge of the steep cliff about halfway up from the ground.

To your left is a large nest, as some winged dinosaur hatch-lings cry out for their mother.

You also notice, in the valley below, an ancient ruined fortress stands with a clean stream of fresh water running through its centre.

On a successful **DC 13 Intelligence (Investigation) check**, a hero deduces, from the piles of bird carcass in the feeding room, and the strategic positioning of this ledge, that the lizardfolk hunt pteranodon hatch-lings for one of their food sources, and this is where they hunt from.

Note: There is a chance for the heroes that awoke in **Area 1B: Southern Beach Awakening** to have been dropped into the pteranodon nest at the same time that this ledge is discovered within this encounter, and this may very well be the point at which some of the heroes rendezvous again.

F. THE POOL ROOM

As the heroes approach the pool room, a pungent odor fills the air. When the PCs move into the room, they will find 3 lizardfolk cooling off in a community pool. The water is greenish and swamp-like, and small insects fly about the stench.

Unless successfully stealthing, the lizardfolk will immediately attack with their claws and bite as the heroes enter the room. They are very territorial and will fight to protect their home.

CREATURES

3x Lizardfolk (*MM*, pg. 204)

LOOT

The heroes will find a **Decanter of Endless Water** (*DMG*, pg. 161) laying at the bottom of the pool if checked. It seems the lizardfolk were using it to keep the water levels in their pool topped up.

G. NESTING AREA & CONCEALED ROOM

This area is warm and the heroes will firstly notice that the room is empty of creatures. They will, however, find that there are three large eggs, about knee height, and each is sitting in the warmth of a bundle of dried grass.

The eggs are incubating and will hatch baby lizardfolk within the next **5d4 days**. If the eggs are lifted and dropped to the floor, roll a **d20** against the egg's AC to determine if dropping it has damaged the shell. They have an **AC of 15**, and a **Maximum Hit Points of 18**, once the egg has reached 0 Hit Points, the shell will break open revealing the undeveloped lizardfolk fetus inside.

CONCEALED DOOR

At the far western side of this room, behind the three lizardfolk eggs, is a concealed passage. It is hidden by a large piece of bark pulled from a tree outside. A successful **DC 11 Wisdom (Perception) check** will notice that the piece of bark is oddly placed and that the room extends into another small area behind it. Within the small area an old pirate booty chest can be found, likely carried away from a shipwreck many years ago.

LOOT

The chest is locked, and likely never opened by the lizardfolk; a successful **DC 13 Dexterity (Thieves' Tools) check** will open the chest. It holds a **Dagger (+1)**, and **50 feet of Hempen Rope**.

H. THE LIZARD KING

As the heroes approach the exit of the lizardfolk cave lair, read or paraphrase the following:

The heavy, moldy stench to the air begins to clear, as a fresh breeze touches your skin. The opening beckons you to exit to the valley beyond.

You approach the exit and you notice large skeletal bones piled high around an open, dug-out area; they seem to be from large three horned animals. As you walk out into the centre of the three horn graveyard, a large lizardfolk monstrosity steps out from behind an enormous dinosaur skull up on the high rise. He jumps down with ease into the pit.

He wears a crown made from bone, and carries a large trident. He speaks something in a foreign language, laughs and rushes towards you.

The Lizard King does not mourn for any dead kin, as he simply sees them now as fresh meat for his next meal. He relishes the challenge of combat. Have the PCs **roll for initiative**.

CREATURES

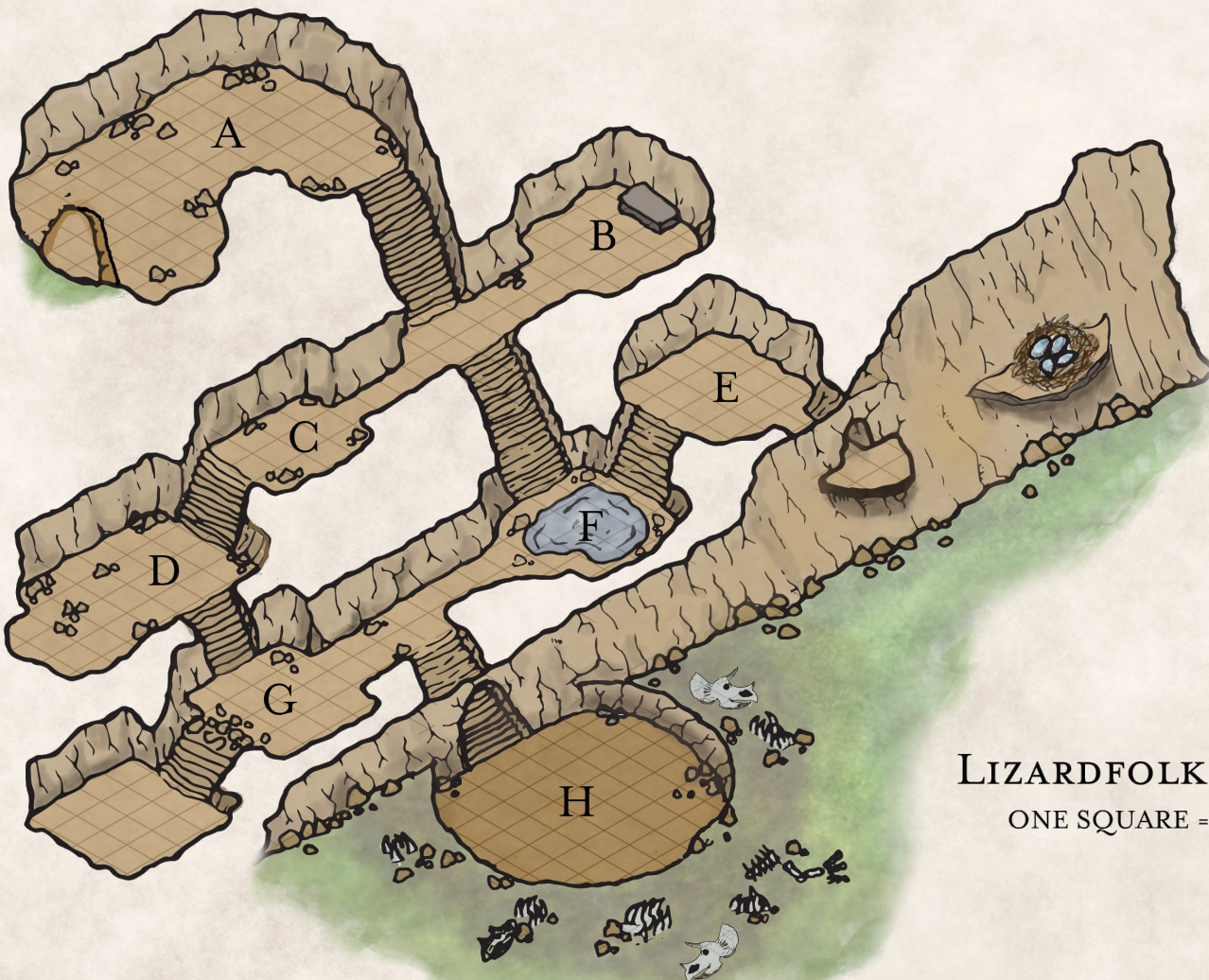
1 x Lizard King (*MM*, pg. 205)

TACTICS

He will attack to kill, dealing as much damage as possible to the biggest of the heroes by utilising his **Skewer Feat**. The Lizard King then deals with any ranged or magic users thereafter.

DEVELOPMENT

Once the party overcome the Lizard King, any hero who succeeds a **DC 10 Wisdom (Perception) check**, will notice a narrow path that leads up and out of the pit. It winds through the piles of triceratops bones, and out into the valley beyond (see *Three Horn Valley, Area 16*).



LIZARDFOLK TUNNELS

ONE SQUARE = FIVE FEET

15. PAKU VILLAGE

Paku village is the village of the Paku Tribe, who inhabit the western most part of the Island of Selu. Their population is less than 100, and is made mostly of tribal hunters and gatherers. Their hunters, whilst doubling as the village's militia in times of war, are not trained warriors or fighters. This is due to the fact that the island's three tribes have been at peace for as long as the eldest of the Seluian tribesman can remember.

All of that is about to change as the surviving Captain Gold-Tusk has begun to rouse the warrior tribes on the eastern side of the island, in an effort to take control of the western side of Selu. A scouting party of pirates, lead by Gold-Tusk's fearsome orcish pirate lieutenant Dorrn, makes their way from the east, through Three Horn Valley and will shortly march upon Nula Ruin, the single point of defense for the Paku Village.

Time Passing. The day will become evening very quickly as the heroes make their way into the village, if it is not the evening already (*see the Time Passing table in Chapter 1: Running this Adventure*). Remember; if the heroes do not eat food and drink some water at least once per day, they will gain 1 level of **Exhaustion (PHB, pg. 291)** each evening of the foodless/drinkless day.

As the heroes approach Paku Village, read or paraphrase the following (you may want to improvise a little if a guide has lead them there):

The evening truly sets in as the darkness envelopes the land. You approach the tribal village as a large bonfire roars at its inner circle, casting a flickering orange hue across the many crudely made huts and clay structures.

There is no one to be seen but murmuring voices can be heard coming from the larger clay building to the east of the village.

The voices can be heard coming from the Community Hall (*see Dire News from the East, Area 15A*).

15A. DIRE NEWS FROM THE EAST

Normally this hall is empty, however the first time that the heroes enter Paku Village, the community hall will be teeming with people. The entire Paku Tribe, it seems, is crammed into the hall.

The Paku tribe is holding an emergency gathering to discuss the invasion threat marching towards the village from the only passage east, via **Three Horn Valley (Area 16)**. A stranger riding a 'tamed' behir has brought word of this as warning. This stranger is none other than Raven, the elf who accompanied them on their ship voyage.

Read or paraphrase the following when the heroes approach the gathering at the community hall:

You approach the hall as the voices murmur in worry. You can see easily into the cramped space within, and notice immediately the worrying, and questioning looks that the tribes-people cast each other.

You can see that one man sits in a throne made from what looks to be the bones of some large creature. He wears tribal warpaint, a sharp claw from some long dead dinosaur is pierced below his bottom lip, and long, heavy dreadlocks fall around his muscular shoulders and bare chest. He raises his fist and the room becomes quiet.

He begins to talk in broken common **'Tribesmen, family. Me Chief Cargoth call you here with regret. Terror comes Paku's way from east! Evil strangers from distant land come to take our home! New friend here...'** at this he motions to the slender form in the shadowy corner **'...comes to warn Paku tribe. Paku hunters must prepare to defend Paku Village by manning Nula Ruin, enemy comes by way of Three Horn Valley tonight!'**

With this, the slender figure steps forth from the shadows, it is Raven, the elven girl that accompanied you on the ship voyage not so long ago. She catches sight of you and your companions, she smiles in acknowledgment before slipping out of the back door as the crowd begin to chatter and murmur loudly in worry.

At this point, allow the PCs to talk amongst themselves, or even decide to take an action, if desired. Depending on their actions, the following boxed text may need improvisation.

After a few moments, read or paraphrase the following:

'Go now, and begin to prepare, we go, one hour!' Chief Cargoth orders as he rises to make his way out of the hall.

Before you can make any other action; Raven appears at your side **'Shhh'** she presses her finger to her lips **'come, we don't have much time and your help is required!'** she whispers, and turns to lead you away from the tribes-people.

15B. A RAVEN REUNION

WHAT RAVEN KNOWS

Information

There are 30 pirates, including their Orcish Lieutenant, and a human magic user, that are moving west through the valley. They are made up of a mixture of orcs, humans, and a few halflings. They all look like brutes and fighters, and they come heavily armed with melee weapons and bows. They also have at least 1 velociraptor that their magic user seems to have been able to tame; it travels with, and hunts for them.

The Paku archers are of about 30 men, and will be positioned at higher vantage points in the cliffs and tall trees within the valley that are en rout to the Nula Ruin. They hope to thin the enemies forces before the battle meets at the ruins.

The Nula Ruin, sitting in the middle of the valley that separates the west from the east, is an ancient guard post for the western side of the island. This was once used, in ancient times, as a defensive post in times of war, for protection against any foe marching from the east.

Three Horn Valley is the valley to the east of Paku Village, and is the only main passage through the mountains that separate the western side of Selu from the east. It earned its name, Three Horn Valley, due to the triceratops graveyard located at the mouth of the valley, between Paku Village and Nula Ruin.

The island is known as the Island of Selu, and has been secluded in mysterious fog for a very long time, now forgotten by the world. No one, however, has been able to tell Raven, in her brief talk with the Paku witch doctor, or Chief Cargoth, how or why the island came to be hidden as such, how one might leave the island, or how the Paku came to know Common.

Raven's time on the island. She will tell her story emphatically about how she woke in the midst of the pirate shipwreck to the north of the island. Overheard their plans to scout the west of the island, through the central valley, and take over and enslave the first town that they come across to make as their base of operations. They march from the east now, through the valley, and will approach Nula Ruin this night. She ran into the jungle and came upon a Behir, which she tamed using her divine ranger magic. She then rode the behir west, to find the first populated settlement to warn them of the danger that approaches from the east. She found the Paku tribe.

The heroes are lead to a small outcropping in the jungle on the edge of the village. Here Raven will tell them of her story since the shipwreck, including the knowledge of the current threat from the east. She will then allow the PCs to ask any question that they wish, she will answer as much as she can based on the ***What Raven Knows table*** below.

Read or paraphrase the following:

Raven leads you away from the tribe preparing its hunters for battle, to a small outcropping.

She stops and turns, bright eyed and energetic **'I cannot believe that you are here! Alive!'** she smiles brightly.

She continues **'and lucky too, the pirates begin their invasion from the east through the valley over yonder; your skills will be much appreciated! The fate of the Paku Tribe may depend on it!'**

Use **What Raven Knows table** above as a source of inspiration when role-playing her as an NPC. If the conversation leads to something that is not covered in the table above, improvise to the best of your ability and make the character your own.

If the heroes hesitate in accepting the quest to help the Paku, read or paraphrase the following:

'Well, it is with all of the luck of Tymora that we meet here, on the verge of battle! Or was it something more than luck I wonder? In any case, you must join up to help protect these people. They are not warriors, but simple hunters and gatherers. You must join me in manning Nula Ruin whilst the Paku archers take their posts in the valley's wilderness vantage points. What say you?'

Once the heroes have finished talking to Raven, she will offer to introduce them to Chief Corgoth, and receive replenishments in food and water at **Paku Meal Hall (Area 15C)**. If they do not wish to do so, jump straight to **Three Horn Valley (Area 16)**.

15C. PAKU MEAL HALL

As Raven escorts the heroes to the Paku meal hall, read or paraphrase the following:

Raven leads you through the clay huts, over to another large hall. Inside a fire blazes in the south-eastern corner; atop a pot of stew is bubbling away. Clay basins of drinking water and clay cups sit on a large stone slab along the eastern wall.

A long and crude wooden table stretches the length of the hall, where hunters and gathers are eating prior to leaving for battle.

Chief Corgoth stands to the north-west corner silently smearing fresh warpaint across his cheeks and forehead. He looks up at you with immediate aggression as you enter the hall, only to relax a little when he notices Raven is escorting you.

Raven strides confidently up to Chief Corgoth and says **'these are friends, here to help with the battle, they will stand and fight at Nula Ruin with you and me, oh courageous and fearsome chief.'**

Allow the heroes the chance to role-play and engage with Chief Corgoth. At first he will be short with his replies, in broken common, but proud in his stance. He honors courage and strength, and if the heroes show traits of this to him, he will warm to them immediately. If they do not show traits of courage and strength, Corgoth will remain short and cold with the heroes. Either way he will motion to the food and water in acceptance of their help, then turn to go back to his preparation once the conversation has ceased.

After an hour the chief will call for the Paku hunters, Raven, and the PCs to rise and set off to move east into **Three Horn Valley (Area 16)**.

Note: Allowing the heroes to consume food and drink here will stop any onset of **Exhaustion** (see **Chapter 1: Running this Adventure**).

16. THREE HORN VALLEY

There are two different encounters that can be run in Three Horn Valley, and it depends on the time that the heroes enter the valley as to which encounter you should run:

- One is designed for when the heroes enter the valley before the Paku hunters leave their village to protect the Nula Ruins.
- The second is for after the Paku hunters have left the village.

Run either of the encounters below depending on the timing of the scene:

16A. BEFORE AREA 15 (PAKU VILLAGE)

The heroes may enter Three Horn Valley via multiple encounters within this adventure. In each case they will be met as they enter the valley, by a group of three Paku hunters who are patrolling the area after news that a threat looms from the east. The Paku hunters are immediately suspicious of the heroes, stopping them at spear-point and taking them into custody. They will attempt to move the heroes back to Paku Village to be interrogated there. A successful **DC 10 Charisma (Persuasion) check** will convince them that the heroes are not a threat, and they will treat the heroes friendly from that

point forward, inviting and leading them to ***Paku Village (Area 15)***.

As the heroes walk through Three Horn Valley, read or paraphrase the following:

As you walk through the valley, steep mountainous cliffs breach the earth and stretch skyward. Before long you start to see massive corpses and skeletons of huge three horned dinosaurs littered about the place. It seems that this place is a final resting place for the majestic beasts. A graveyard of sorts.

Once the heroes begin to approach Area 15 as shown on the ***Dungeon Master's Map of the Lost Island of Selu (Appendix B)***; jump straight to ***Paku Village (Area 15)***.

16B. AFTER AREA 15 (PAKU VILLAGE)

If the heroes enter Three Horn Valley after the Paku hunters have left the village to take up position in preparation for the battle at Nula Ruin, read or paraphrase the following:

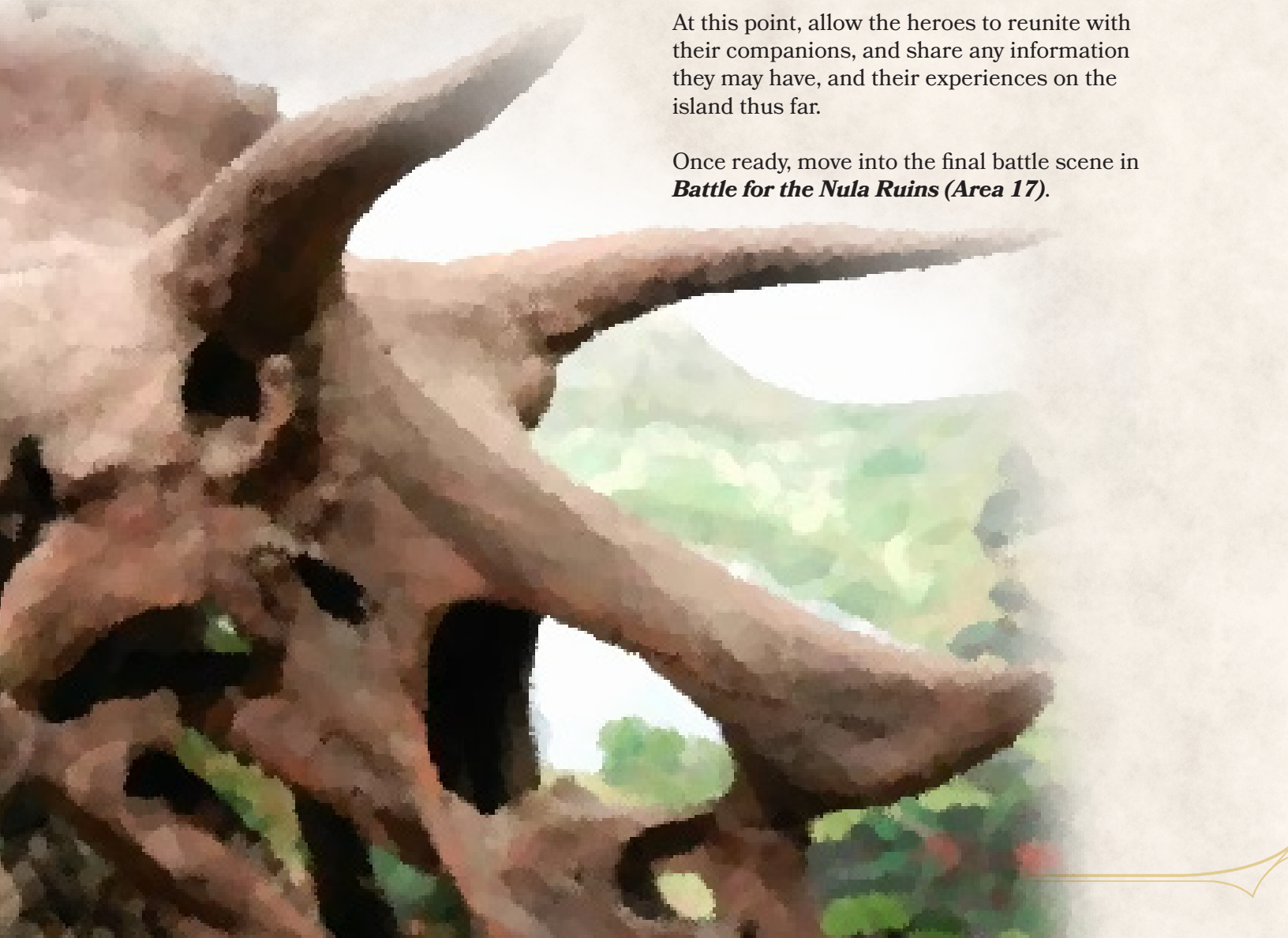
As you walk into the valley, you are met by a group of tribes-people armed with long bows and throwing spears. They have war paint smeared all over their bare bodies, with each only adorning a small loin cloth around their waist.

Then you see them, your lost companions. It seems that they were not lost at sea, but also here roaming the island.

They travel with a group of around 30 tribes-people, who are obviously dressed for battle. They are lead by a huge man, with thick and long dreadlocks draping over his muscular barrel chest. He wears a crown made from the bones of some long dead creature.

At this point, allow the heroes to reunite with their companions, and share any information they may have, and their experiences on the island thus far.

Once ready, move into the final battle scene in ***Battle for the Nula Ruins (Area 17)***.



17. BATTLE FOR NULA RUINS

Nula Ruins were once a mighty stronghold, protecting the only major passage through to the west of the Island of Selu from the east. In ancient times of war, the Paku tribe, then a thriving community with thousands of warriors, would man the fortress to protect the Paku from invading armies. The fortress never fell, and the Paku survived through to times of peace, for which the island has seen for countless years. Over time, the fortress, being left unused and unkempt, began to erode and fell to ruin, a state in which it has been for many generations. It seems now, that Nula Ruins must reignite its former glory and protect the Paku once more.

As the heroes and the Paku hunters approach the Nula Ruins (within 500 feet; 1 hex), read or paraphrase the following:

You walk through the valley of three horned skeletons, finally seeing large stone walls rising up from the craggy ground from out of the night's darkness.

Now open and inviting, these tall but broken walls and open archways once held back any oncoming forces. Vines and shrubbery now grow through the corroding blocks of stone.

Once the heroes decide to move into the Nula Ruins, read or paraphrase the following:

As you approach the main western entrance of the crumbling fortress, Chief Cargoth motions to two of his head hunters to move their forces into position. One half of the hunter group heads to the southern edges of the valley, the other to the north. Both disappear around the side of Nula Ruins.

Left behind with your party is Raven, mounted on her behir, four hunter archers, and Chief Cargoth, who looks over to you and states '**We man fortress, hunters man valley high spots and some fortress high spots. Job for you; stop enemy coming into fortress. Job for hunters; make less enemy before they get to fortress.**'

He then leads the way into the ruins.

Allow the PCs to position themselves around the battle map provided.

Once the heroes are inside and relatively positioned on the battle map, read or paraphrase the following (if their view is blocked to the east, they will hear this rather than see it):

Two archers position themselves on each of the north-eastern and south-eastern corners of the Nula Ruins. You hear a birds cry, and Chief Cargoth looks to you '**they come**' as he motions out to the east.

You see many lit torches making their way through the dark valley, then a snap of a bow splits the silence, then another, and another after that. You hear cries of pain and sudden panic as the torches begin to fall to the floor. You can see the enemy begin to come into view as they rush for cover.

Suddenly cries begin to come from the hunter's vantage points, and screeches of viscous beasts cry out in blood-lust.

Only a few enemy survive the initial surprise attack. You notice a large three horned beast charging up to the fortress; an orcish pirate rides on its back shielded by the beast's bony and arrow riddled frill. Three of his men dodge their way through the arrows and enter the Nula Ruins below you.

Following shortly after, four speeding dark shapes, with whip like tails and screeching with hunger enter the ruins.

The orcish pirate is none other than **Dorrñn**, the pirate lieutenant, and three of his **Pirate** men. Dorrñn is mounted upon a **Triceratops** and will dismount once in the battle area. Following them are four **Velociraptors**. All five of the dinosaurs have been magically charmed by the pirate magic user to fight along side them. They will enter the main circle and attack.

Roll initiative.

CREATURES

1 x Dorrn (*Appendix A: NPCs and Monsters*).

3 x Pirates (*Bandits; MM, pg. 343*).

4 x Velociraptors (*Appendix A: NPCs and Monsters*).

1 x Chief Cargoth (*Appendix A: NPCs and Monsters*).

4 x Paku Archers (*Scout; MM, pg. 349*) with **5 Hit Points** each, only carry longbows.

1 x Raven (*Appendix A: NPCs and Monsters*) mounted on her Behir (*MM, pg. 25*).

1 x Triceratops (*Appendix A: NPCs and Monsters*).

TACTICS

The **Pirates** will rush up the ancient stairs to attack immediately with their scimitars.

The **Velociraptors** will head directly for the four archers at Dorrn's command.

The **Triceratops** will utilise its **Trampling Charge** feat to run into the walls of the Nula Ruins. Each time it hits a wall, any hero standing on that particular partition must succeed on a **DC 13 Dexterity saving throw**. Any creature that fails the save will fall prone until their next turn. **It will not attack any heroes actively.**

Raven will ride her behir around the walls of the inner circle of Nula Ruins, and attack from range with her Paku longbow. **The behir is purely a mount for Raven, and will not use its attack actions.**

The **Paku Archers** will attempt to fire arrows at the velociraptors before they reach them.

Chief Cargoth rushes at Dorrn to melee range and attacks with his warhammer.

Dorrn gets within 60 feet of Chief Cargoth, and attacks at range with his trident throw. He will utilise his **Retrieve Trident** feat as a bonus action to retrieve it. He will then fight in melee once within range with his handaxe.

DEVELOPMENT

Once the battle is complete, skip ahead to **Chapter 4: Epilogue** to complete the adventure.

ADJUSTING ENCOUNTER FOR 4TH LEVEL

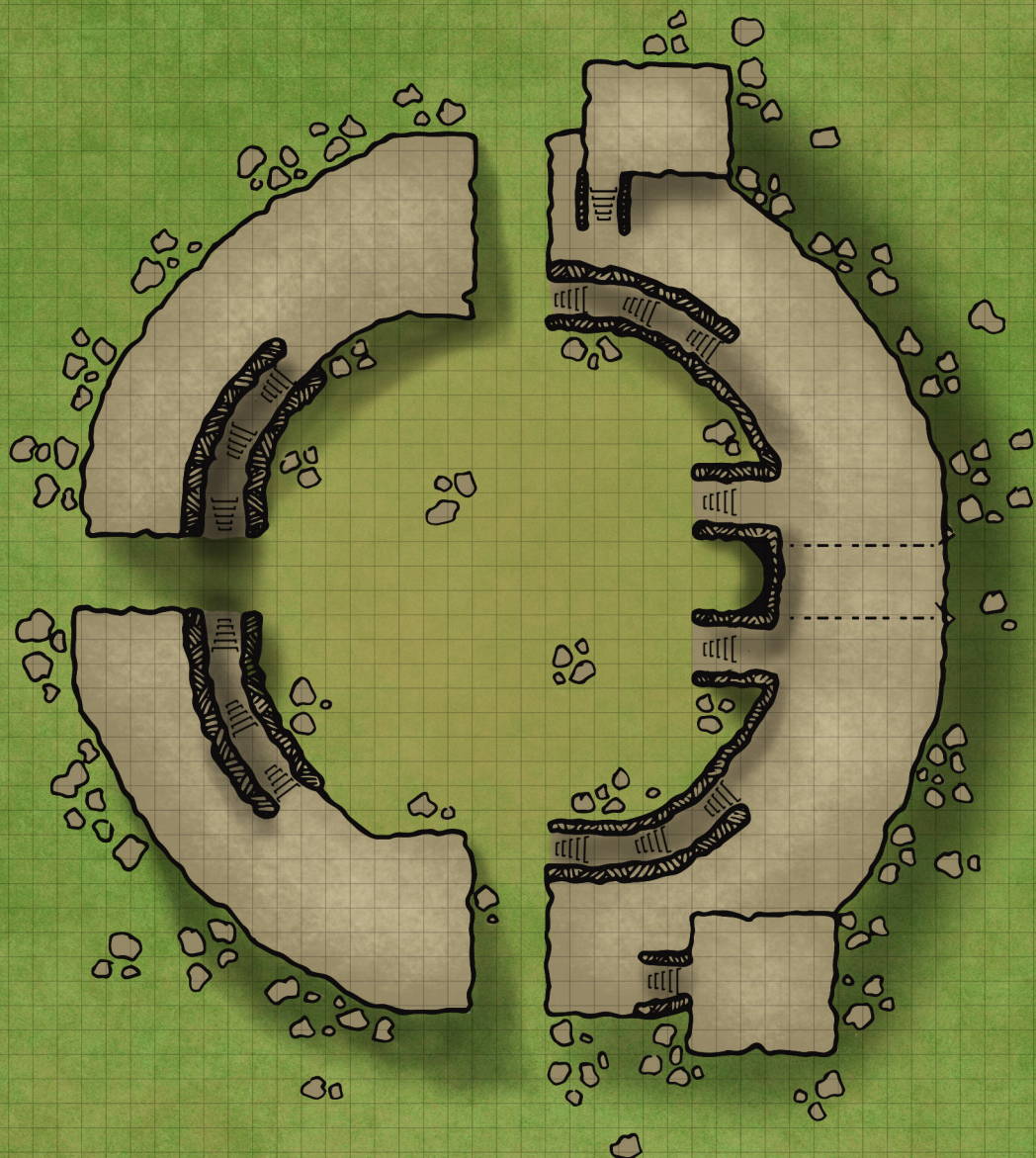
To increase the difficulty of this final encounter to cater for a group of 4th level (APL) characters, make the following changes:

- Add 1x **Allosaurus** (*MM, pg. 79*)

TACTICS

The Allosaurus will enter the central area of the Nula Ruins and:

1. Firstly attack the closest ranged fighting PC.
2. Secondly it will chase and attack Raven and the Behir.
3. Finally, once all ranged opponents are depleted, the Allosaurus will attack the closest melee fighting PC.



NULA RUINS
ONE SQUARE = 5 FEET

CHAPTER 4: EPILOGUE

The epilogue is a great way to close off any loose ends that may be left over in the story. This can include such things as:

- Were there any other pirates following Dorrn?
- Whatever happened to the pirate ship 'The Black Spectre'?
- What happens if Chief Cargoth dies during the battle of Nula Ruins?

Read or paraphrase the following epilogue:

The battle ends as the night draws on, and before long the sun begins to rise. Finally, after long hours of silence, the surviving Paku hunters begin to trickle back into the Nula Ruins beaten, slashed and bloodied. Of the 32 that had left the Paku Village the night before, only 20 will return this day; their dead having died with honor.

After tending to wounds and resting tired bodies, a group of hunters, lead by Raven and her behir, are sent out to scout to the east. They later return with news that the abandoned pirate ship, 'The Black Spectre', is not as wrecked as one might first think, and Raven believes it may be salvaged.

They also report that the pirate forces have moved to the far east of the island, beyond the volcano, the fire, and the ash. They seem to have allied with the two eastern, more savage tribes. They, however, do not look to be marching to invade any time soon, and the Paku Tribe seem to be safe for now.

Who knows what the next day or two will bring but if it's anything like the past two days, it will be interesting, and that's for sure.

With the Black Spectre there for the taking, you now have an opportunity to seize the ship and leave island for good, but who knows what fate will fall over the Paku tribe once you depart, now that war has begun on the Lost Island of Selu!

WHAT'S NEXT?

Struggle in Three Horn Valley is intentionally left open with a couple of options for the players. They may wish stay and fight the war for glory and righteousness, or they may wish to capture The Black Spectre for their own and escape the island to return to their original campaign story arcs.

If they do, indeed, wish to escape the island on The Black Spectre, a full multi level map of the pirate galley ship has been included in this adventure's appendices for their further adventuring purposes.

If your players decide to stay on the Island of Selu to fight in the oncoming war, the next adventure in this series, *'Dinos of Darkness'*, will delve deeper into the Island of Selu and the war that beckons.

If you and your group are eager to press on with the adventure before *'Dinos of Darkness'* is released, here are some suggestions of what you may wish to include going forward:

- The pirate, Captain Korugk Gold-Tusk, has allied the two warring eastern tribes, the Kagu, and the Narup tribes. He plans to use their warriors as an army to overrun the island and take it for his own.
- The pirate's spellcaster (*Mage; MM, pg. 347*) has magically charmed the more viscous, and larger carnivore dinosaurs. They now command the allied eastern tribes, and also a large contingent of dinosaur mounted forces.
- Raven begins to work her magic on training the herbivore dinosaurs on the western side of the island to help the heroes and the Paku tribe in an effort to level the war. Harnesses are made, some attached with ballista possibly salvaged from The Black Spectre, others with large, and sharp mounted lances.
- The war climaxes in a battle between the two sides; heroes versus pirates, west versus east, and herbivore dinosaur riders versus carnivore dinosaur riders.

APPENDIX A: NPCs AND MONSTERS

This appendix contains statistics for new NPCs and monsters that appear in this adventure.

WYATT THREETOOTH

Medium humanoid (human), neutral

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	8 (-1)	9 (-1)

Senses passive Perception 9

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Wyatt was a deckhand aboard The Black Spectre. He resented being at the bottom of the food chain in the pirate crew. He was picked on, spat on and made to do the jobs that no one else wanted to do. It was fair to say that Wyatt had some serious reservations about signing up to begin with. Now this; being marooned on a lost island with vicious dinosaurs. He didn't need this, and he had decided, just recently that he just wasn't cut out for being a pirate.

Role-playing Wyatt. The ex-pirate is about as wise as a rat, in saying that if there is a situation where Wyatt is forced to make a decision, he will make the wrong choice 90% of the time. He also has a bad habit of calling out 'YARRRR' in a pirate accent at the most inappropriate times.



DORRGN (ORC), PIRATE LIEUTENANT

Medium humanoid (orc), lawful evil

Armor Class 13 (studded leather)

Hit Points 80 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	11 (+0)	10 (+0)

Skills Intimidation +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the Dorrn can move up to his total speed toward a hostile creature that it can see.

Retrieve Trident. Dorrn's trident has a length of rope attached to it at one end, and tied off around his wrist at the other end. As a bonus action Dorrn can pull back with the rope, and on a successful **DC 13 Dexterity (Acrobatics) check** can retrieve his thrown trident, back into his possession.

ACTIONS

Trident. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage when held with two hands and used to make a melee attack.

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

RAVEN

Medium humanoid (elf), neutral good

Armor Class 14 (studded leather)

Hit Points 17 (3d8 + 9)

Speed 30 ft, mounted 60 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	16 (+3)	10(+0)	18 (+4)	12 (+1)

Skills Acrobatics +4, Perception +6

Senses passive Perception 16

Languages Common, Elvish

Challenge 1 (200 XP)

Archer's Eye. (3/Day). As a bonus action, Raven can add 1d10 to her next attack or damage roll with a longbow or shortbow.

Mounted Melee Advantage. Whilst mounted on her behir, Raven has advantage on melee attack rolls against any unmounted creature that is smaller than the mount.

Spellcasting. Raven is a 2nd-level ranger spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Raven has the following ranger spells prepared:

1st level (3 slots): *Animal Friendship*, *Beast Bond*, *Speak with Animals*

ACTIONS

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

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





CAPTAIN KORUGK GOLD-TUSK

Medium humanoid (orc), neutral evil

Armor Class 16 (hide armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	16 (+3)	10 (+0)	8 (-1)

Skills Intimidation +3, Animal Handling +4, Perception +4, Survival +4

Senses passive Perception 14, darkvision 60 ft.

Languages Common, Orc

Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the Dorrgrn can move up to his total speed toward a hostile creature that it can see.

Great Weapon Fighting. Captain Gold-tusk can reroll 1's and 2's on two-handed melee weapon damage dice.

Spellcasting. Captain Gold-tusk is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *Shape Water*, *Shocking Grasp*

1st level (5 slots): *Shield*

2nd level (4 slots): *Blur*, *Gust of Wind*

3rd level (3 slots): *Fear*, *Hypnotic Pattern*

ACTIONS

Multiattack. Captain Gold-tusk makes three melee attacks; two with his glaive, and one with his spiked boot

Glaive (two handed). *Melee Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 3) slashing damage.

Spiked Boot. *Melee Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and target is pushed back 5 feet.

CHIEF CARGOTH (OF THE PAKU TRIBE)

Medium humanoid (human), lawful good

Armor Class 14 (hide armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	12 (+1)	8 (-1)	13 (+1)	13 (+1)

Skills Intimidation +3

Senses passive Perception 11

Languages Common, Paku

Challenge 1 (200 XP)

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

Paku Haka. Chief Cargoth can spend 10 minutes inspiring his companions with a brutal tribal war-cry/dance, igniting a warrior's rage within them and will up their resolve to fight. When he does so, choose up to six friendly creatures (which can include himself) within 30 feet of Chief Cargoth who can see or hear him. Each creature can gain temporary hit points equal to 3 + Chief Cargoth's Charisma modifier. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest..

ACTIONS

Warhammer +1 (two handed). *Melee Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 3 + 1) bludgeoning damage.



DINOSAURS

LARGE PTERANODON MOTHER

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 26 (6d8)

Speed 10ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	10 (+0)	2 (-4)	9 (-1)	5 (-3)

Skills Perception +1

Senses passive Perception 11

Languages -

Challenge 1 (200 XP)

Flyby. The pteranodon doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 7 (2d4 + 2) piercing damage.

PTERANODON HATCH-LING

Small beast, unaligned

Armor Class 11 (natural armor)

Hit Points 8 (1d8)

Speed 10ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+3)	10 (+0)	2 (-4)	7 (-2)	9 (-1)

Skills Perception +0

Senses passive Perception 10

Languages -

Challenge 1/8 (25 XP)

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

ACTIONS

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

VELOCIRAPTOR (SELUIAN)

Small beast, unaligned

Armor Class 12 (natural armor)

Hit Points 23 (3d10 + 6)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	8 (-1)	11 (+0)	5 (-3)

Senses passive Perception 10

Languages -

Challenge 1/2 (100 XP)

Pounce. If the velociraptor moves at least 30 feet straight toward a creature and then hits with a claw attack on the same turn, that target must succeed on a **DC 11 Strength saving throw** or be knocked prone. If target is prone, the velociraptor can make one bite attack as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 7 (2d4 + 2) piercing damage.

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

TRICERATOPS

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	5 (-3)

Senses passive Perception 10

Languages -

Challenge 5 (1,800 XP)

Trampling Charge. If the triceratops moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, the target must succeed on a **DC 13 Strength saving throw** or be knocked prone. If the target is prone, the triceratops can stomp attack it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 24 (4d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., 1 prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage

APPENDIX B: THE LOST ISLAND OF SELU

DM's MAP

The Lost Island of Selu



LEGEND

- | | | | |
|----|----------------------------|-----|-----------------------|
| 1. | Starting Locations (A & B) | 10. | The Jungles of Selu |
| 2. | Pirate Encampment | 11. | Pteranodon Bay |
| 3. | Plains of the Triceratops | 12. | For Gricks Sake |
| 4. | Dead-end Mountains | 13. | Cargo Shipwreck |
| 5. | The Pteranodon Nest | 14. | Lizardfolk Tunnels |
| 6. | A Cliff with a View | 15. | Paku Village |
| 7. | The Foothills | 16. | Three Horn Valley |
| 8. | Raptor Pass | 17. | Battle for Nula Ruins |
| 9. | The Maelstrom | | |

APPENDIX C: THE LOST ISLAND OF SELU

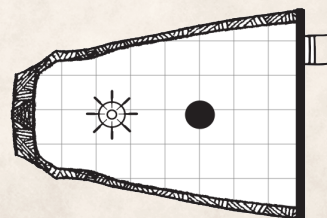
PLAYER'S MAP



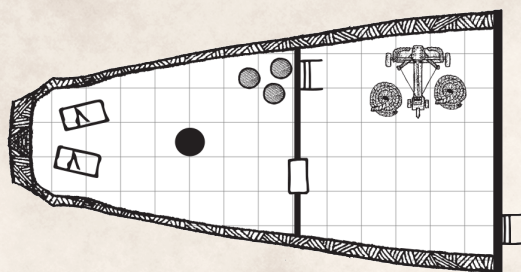
APPENDIX D: ADDITIONAL MAPS

THE BLACK SPECTRE

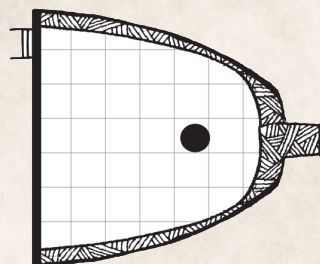
ONE SQUARE = 5 FEET



POOP DECK



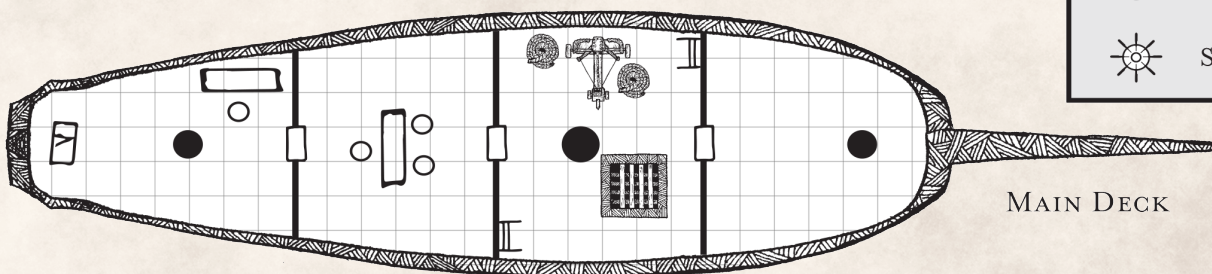
QUARTERDECK



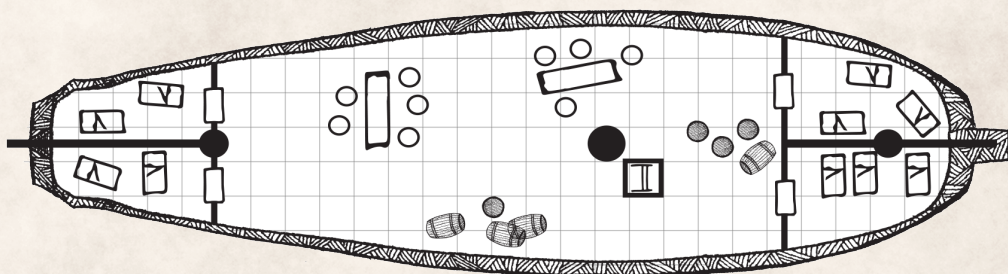
FORECASTLE

KEY

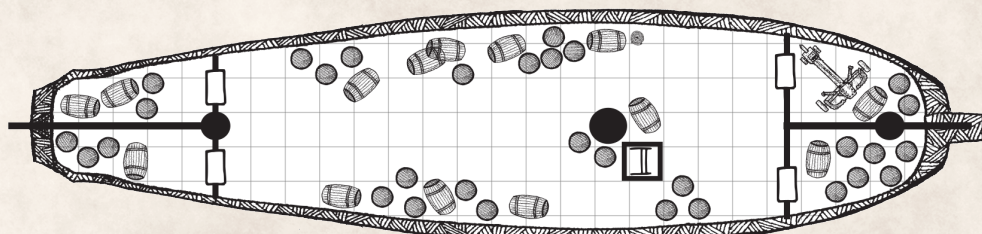
	BALLISTA & ROPE
	CARGO HATCH
	BARRELS & CRATES
	TABLE/DESK & CHAIRS
	DOOR
	BUNK
	LADDER
	MASTS
	SHIP'S WHEEL



MAIN DECK



ORLOP DECK



CARGO HOLD

OTHER TITLES

BY

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<http://bit.ly/2ncOC46>



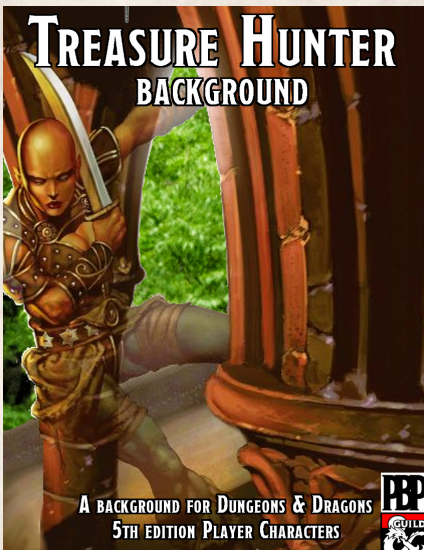
“My players were afraid to enter a room, but also excited!”
 “This is truly awesome. Well Done!”

<http://bit.ly/2nkORue>



“In my opinion, this is the best take of a witch class for 5e...”

<http://bit.ly/2nvtzsZ>



“A really flavorful background that does a great job of channeling the Indiana Jones archetype...”

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“Nicely done! This is a great murder mystery that introduces a new Forgotten Realms town...”

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