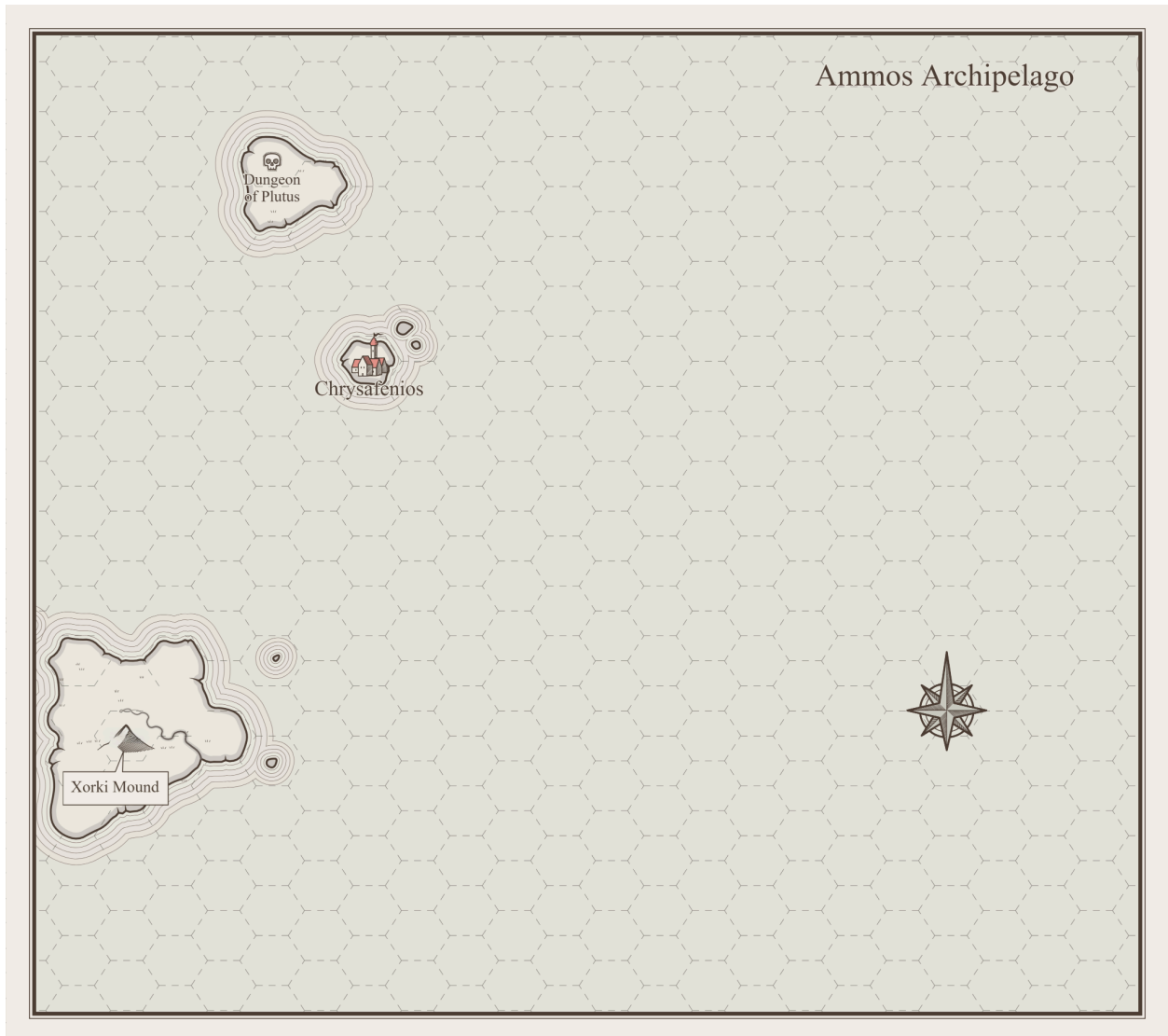


# Ammos Archipelago



1 Mile Hex Map

## **Ammos Archipelago**

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## Backstory

Diego Barros is the fourth son of a hardworking merchant family in Darokin. His family stopped funding his lifestyle after the Day of Dread in the fall of AC 1009, so he turned into a sophisticated high-end con artist. He orchestrates a five year-long deception targeting desperate merchants, the wealthy and poor families. His aim was to deceive 240 families by luring them with tales of a tropical paradise promising wealth. He builds trust through fake success stories, public appearances, and professional marketing materials, including detailed maps and brochures.

Diego's grand scheme took him on a daring voyage in the spring of 1010 AC across the Seas of Dread, where he discovered a cluster of sandbars. With his silver tongue and a few minor trinkets, he struck deals to acquire the islands. He then hired muscle to strip the sandbars of resources and build ships, dedicating the leftover space to establish Sandbar Town called Chrysafenios . In a masterstroke, he approached a priestess of Huuldaac, offering her a small Isle of two miles by two miles. Diego promised her that in five years, he would bring adventurers, and requested her help in constructing a dungeon. The priestess accepted the isle and began her work, building the dungeon for future adventurers and reinforcing the neighboring sandbar with walls of stone hidden beneath the sand as part of the deal. Diego's elaborate preparations continued, ensuring that his deceptive paradise would become a reality.

Aware that poor families could never afford the exorbitant 3,000 to 5,000 gold pieces required for the journey, Diego devised a clever strategy. He initiated a fundraising campaign, convincing members of high society to sponsor these families. Through lavish charity galas and emotionally charged presentations, he played on the donors' altruism and desire for social prestige. The wealthy benefactors were enticed by promises of tax incentives and structured sponsorship plans, ensuring their

contributions were pooled together to cover the settlers' expenses. Diego maintained the facade with community meetings, where actors shared personal success stories, and regular public appearances to reinforce his image as a benevolent leader.

As the families embarked on their journey, Diego's logistics team, composed of seasoned thieves and swindlers, ensured every detail upheld the illusion. The Newly built ships were disguised to appear seaworthy, and actors aboard continued to perpetuate the paradise until they reached a remote, desolate location where the truth could no longer be hidden. By exploiting the hopes of the poor and the charity of the rich, Diego amassed a fortune, leaving behind a trail of shattered dreams and showcasing the ingenuity and moral bankruptcy of high-end con artistry.

Upon arrival, families discover a small sandbar island with primitive huts, some actors come back from the Dungeon of Plutus with thousands of gold pieces in their hands and after an initial feast, the next morning they realize they've been duped when the actors, merchant, and loot vanish. Stranded with limited resources, they gather rainwater and try fishing using makeshift tools. Ten days later, a young Na'ulan boy named Kai visits from Pō'o'ula Isle, trading fish and fish hooks, sharing the history of the three isles, that Diego Barros "bought" two of the Isles from the local turtle clan even though the Council of Elders told him no one owned the sandbars. Kai warns them about the cursed southeast Isle. Kai will come back the next day with an old canoe for the settlers.

Determined to survive, some of the toughest settlers explore the northeast isle using the canoe. They discover a dungeon with a natural spring on the first level, providing a valuable water source. They battle sand creatures that look like goblins. The settlers gather rations, cloth and wooden doors from the dungeon avoiding the first-floor boss, making camp and encountering Yesha, a genie priestess of Huuldaac. Yesha explains that the island is holy, and the dungeon is a place for adventure, permitting them to

camp but stating they must eventually leave. After returning everyday, the settlers barely defeat a dungeon boss, a Sand Goblin Boss that earned a few boats filled with rations in baskets.

The settlers face dire challenges, including dangerous encounters with animals on the cursed southeast Isle, forcing them to retreat. Eventually, their desperation drives them to start setting goods aside to hire some adventurers to hunt down Barros and bring him to justice. With alliances formed and survival strategies in place, the settlers strive to transform their predicament into an opportunity for a new beginning.

A few built a small outpost just off Chrysafenios. This was a better option to them than sending a family member into the dungeons for resources. To their surprise there is fine gold dust in the sand itself. By gold panning these families hope that they will make enough money to secure their futures.

Kai will keep coming to Chrysafenios about every ten days, trading fish and primitive goods. He will show them good places to fish and give out a few survival tips. Kai tells the people he sent word to Darokin. A ship should come in a few months, more like 9 months.

### **About the Ammos Archipelago**

The Ammos Archipelago in the Seas of Dread stands out for its rich biodiversity, which includes large coral reefs teeming with fascinating creatures. Plutus, one of the islands, is renowned for its unique natural vegetation and serves as one of the few perching sites for the giant white eagles.

Additionally, marine creatures such as sea turtles, hawksbill turtles, and even giant sea serpents can be encountered. The reef itself is home to a variety of non-intelligent creatures like giant crabs, electric eels, and reef sharks. Brilliantly colored sea slugs and giant clams add to the vibrant underwater landscape, while manta rays gracefully glide through the water. Occasionally, giant octopuses can be seen camouflaging themselves among the coral.



It was once believed that giant sharks congregate here to mate; however, recently lucky for the settlers, what they thought are giant sharks seen in the area are young male reef sharks. Despite this, Chrysafenios, the sandbar isle, still witnesses some of the largest gatherings of reef sharks, with up to one hundred individuals gathering in the small inlet when the tide pushes plankton into the bay.

The average maximum daily temperature is around 30.7°C (87.3°F), making it perfect for sunbathing. During the winter season, the average maximum temperature is around 30°C (86°F), while in spring, temperatures rise to about 32°C (89°F). The average sea

temperature is around 28.5°C (83.3°F), ideal for swimming and relaxing in the sea. There are on average 13.2 days of rain per month, with the wettest season being winter, experiencing an average of 3 mm of rain. Chrysafenios enjoys 6.8 hours of sunshine per day on average, with the sunniest season being winter, offering around 8.3 hours of sunshine per day.

The most humid months typically fall between late spring to early autumn. During this period, the air becomes almost unbearably thick and heavy. Without the luxury of high-level magic, the 3,200 inhabitants of Chrysafenios must rely on simple solutions to cope with the oppressive heat and humidity. The settlers often seek shade under makeshift shelters or employ minor spells and enchantments, such as Endure Elements, to provide some relief. Additionally, it is common to see residents using large woven fans to cool each other down.

## **Dungeon of Plutus**

Isle 1: **Plutus**

Size: About 2 miles by 2 miles

### **Key Features**

Dungeon of Plutus: The dungeon, created by the Djinni Priest of Huuldacc, is located 3 miles northeast of Chrysafenios, across the sea. It is a labyrinth filled with traps, puzzles, animated objects, and minor hidden treasures.

Yesha was contacted by the merchant 5 years ago and told her that he was building an adventurers Island paradise. He needs a dungeon to attract them. She agreed and started construction. Yesha is not happy. She put a lot of effort in building this dungeon and now, instead of adventurers she gets commoners.

Currently, only the first 2 levels have been explored. The monsters look like goblins and orcs but made of sand<sup>1</sup>. The settlers so far have only dared challenge the 1st Floor Boss. The Dungeon of Plutus is looked after by a dozen loyal [Aranea\(s\)](#) with Magic Initiate (Cleric of Huuldaac) under the supervision of Yesha.

### **Yesha, Djinni Priest (14th-Level)**



**Race:** Djinni, **Class:** Vélstjóri Priest<sup>2</sup> (14th Level), **Alignment:** Lawful Evil

**Ability Scores:** Str: 21 (+5), Dex: 15 (+2), Con: 22 (+6), Int: 15 (+2), Wis: 20 (+5), Cha: 20 (+5)

**Armor Class (AC):** 17 (natural armor), **Hit Points:** 161 (14d10 + 84), **Speed:** 30 ft, Fly 90 ft

**Saving Throws:** Dexterity +6, Wisdom +9, Charisma +9; **Skills:** Insight +9, Religion +6, Perception +7; **Damage Immunities:** Lightning, Thunder; **Condition Immunities:** Exhaustion, Paralyzed, Poisoned, Unconscious

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<sup>1</sup> The sand creations are a version of Demi Shadow monsters. See Sands Goblins for more information.

<sup>2</sup> Specialist Cleric of Huuldaac.



**Senses:** Darkvision 120 ft, Passive Perception 13; **Languages:** Auran, Common, Celestial, Primordial

**Spellcasting: Innate Spellcasting:** The Djinni's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: Detect Evil and Good, Detect Magic, Thunderwave
- 3/day each: Create Food and Water (can create wine instead of water), Tongues, Wind Walk
- 1/day each: Conjure Elemental (air elemental only), Creation\*, Gaseous Form, Invisibility, Major Image, Plane Shift

\*Can create soft goods (up to 16 cubic feet) or create wooden items (up to 9 cubic feet) of a permanent nature.

**Cleric Spellcasting:** (sample of favorite spells)

**Cantrips (at will):** Guidance, Sacred Flame, Thaumaturgy

**1st level (4 slots):** Create Trap, Healing Word, Obscuring Mist, Shield of Faith

**2nd level (3 slots):** Hold Person, Silence, Prayer of Healing

**3rd level (3 slots):** Dispel Magic, Create Food and Water, Tiny Servant

**4th level (3 slots):** Guardian of Faith, Fabricate, Shape Stone

**5th level (2 slots):** Scrying, Wall of Stone or Animate Object

**6th level (1 slot):** Create Machine\*\* or Greater Anyspell

**7th level (1 slot):** Make Real

\*\*Armor Class 14 to Armor Class 19 and 30-50 hit points are typical. The cost of a machine is usually between 1,000 and 4,000 gp per hit point. On average each machine costs 100,000 gp.

**Domain: Vélstjóri; Command or Rebuke Construction(s):** Any cleric of Huuldaac has the power to affect construction creatures (such as golem, machines and robots) by channeling the power of his faith through her symbol. Like a ring of command can control constructions equal to 2 HD per level of cleric. Can Rebuke construction(s) at 1 HD per level of cleric. Command/Rebuke four times per day.

**Equipment:** Hammer of Disruption, Amulet as Holy Symbol, Cloud Temple, Bag of holding, and Charm of Mind Shielding

**Actions:**

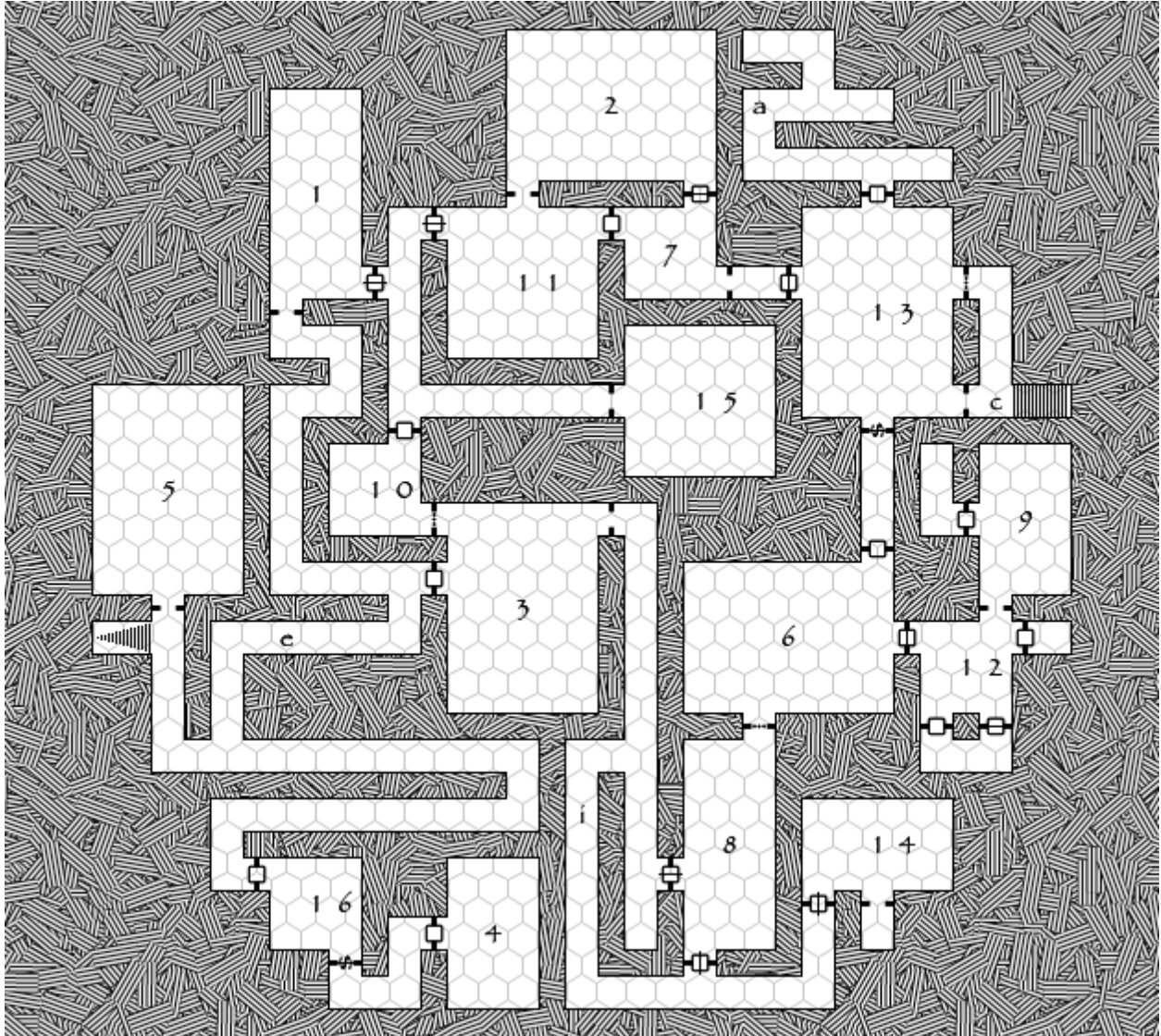
**Multiattack:** The Djinni priest makes three attacks with their Mace of Disruption.

**Hammer of Disruption:** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage, plus 3 (1d6) radiant damage. Additionally, if the target is a fiend or undead, it must make a DC 15 Wisdom saving throw or be destroyed if it has 25 hit points or fewer.

**Create Whirlwind:** A 5-foot-radius, 30-foot-tall cylinder of swirling air magically forms on a point the Djinni can see within 120 feet of it. The whirlwind lasts as long as the Djinni maintains concentration (as if concentrating on a spell). Any creature but the Djinni that enters the whirlwind must succeed on a DC 18 Strength saving throw or be restrained by it. The Djinni can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if the Djinni loses sight of it. A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 18 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

## Dungeon of Plutus

### First Floor



### General

**History:** The dungeon was created by Yesha, a lawful evil priestess, to test adventurers. Now it is a lifeline for nearby settlers. She is upset but maintains the dungeon.

**Walls:** Sandstone (DC 15 to climb)

**Floor:** Sandstone

**Temperature:** Hot

**Illumination:** Average (shadowy in most places, magical light in a few rooms)

## Corridor Features

### a. Sand Spray:

**DC to Find:** 10

**DC to Disable:** 10

**Effect:** Affects all targets within a 20 ft. cone

**Save DC:** 15

**Damage for Commoners:** 1d3 damage **Effect:** Target must succeed on a Dexterity saving throw or be blinded until the end of their next turn.

Hidden treasure concealed at end of hallway: Perception Check DC 15. **Success:** Roll on Sand Goblin Treasure Table.

### c. Entrance leads to a Fountain of Water:

Fresh water spring

### e. Spike Tile:

**DC to Find:** 10

**DC to Disable:** 15

**Effect:** Affects all targets within a 10 ft. square area

**Save DC: 20**

**Damage for Commoners:** 1d4 piercing and slow until healed

**i. Fear Trap:**

**DC to Find:** 10

**DC to Disable:** 10

**Effect:** Affects all targets within a 10 ft. square area

**Save DC:** 12

**Effect for Commoners:** Feared for 1d4 turns

**Room #1**

- **East Entry:** Trapped and Stuck Wooden Door (DC 25 to break; 60 hp)
  - Falling Block: DC 15 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 20 save or take 1d6 damage plus knock down.
- **South Entry:** Archway
- **Room Features:** Torches in stone sconces line the south wall, and someone has scrawled "*Artaman fell here, her luck ran out before her arrows*" on the north wall
- **Treasure:** Roll on Sand Goblin Treasure Table

**Room #2**

- **South Entry #1:** Archway (leads to Room #11, inhabited by **Sand Goblin**)
- **South Entry #2:** Locked Wooden Door (DC 15 to open, DC 30 to break; 60 hp) (slides up, leads to Room #7, inhabited by **Sand Goblin**)
- **Room Features:** A skeleton with a wooden shield and spear is on the floor. Perception Check DC 5: the skeleton is made of wood.
- **Monster:** 1 **Sand Goblin** (easy)

- **Treasure:** Roll once on Sand Goblin Treasure Table

### Room #3

- **West Entry #1:** Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) (leads to Room #10, inhabited by **Sand Goblin**)
- **West Entry #2:** Unlocked Strong Wooden Door (20 hp)
- **East Entry:** Archway
- **Room Features:** A shallow pit lies in the north-east corner of the room, and two Plutus Skull War Masks<sup>3</sup> hangs on the north wall
- **Monster:** 1 **Sand Goblin** (easy)
- **Treasure:** Roll once on Sand Goblin Treasure Table

### Room #4

- **West Entry:** Unlocked Good Wooden Door (15 hp)
- **Room Features:** A sloped pit lined with wooden spikes lies in the south-east corner of the room, and a wooden ladder rests against the west wall
- **Monster:** 1 **Sand Goblin** (easy)
- **Treasure:** Roll once on Sand Goblin Treasure Table

### Room #5

- **South Entry:** Archway
- **Room Features:** A narrow shaft descends into a tiny room off the map, and a broken wooden chest lies in the center of that room .
- **Treasure:** Roll on Sand Goblin Treasure Table

### Room #6

- **North Entry:** Stuck Strong Wooden Door (DC 15 to break; 20 hp)
- **East Entry:** Locked Sandstone Door (DC 15 to open, DC 25 to break; 60 hp) (leads to Room #12, inhabited by **Sand Goblin**)

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<sup>3</sup> Plutus Skull War Mask: Grants Heroism along with +5 hit points while inside Plutus Dungeon.

- **South Entry:** Ironwood Portcullis (DC 20 to lift, DC 25 to break; 60 hp) (leads to Room #8)
- **Empty:** Just a lot of Sand

### Room #7

- **North Entry:** Locked Ironwood Door (DC 15 to open, DC 30 to break; 60 hp) (slides up, leads to Room #2, inhabited by **Sand Goblin**)
- **West Entry:** Stuck Good Wooden Door (DC 15 to break; 15 hp) (leads to Room #11, inhabited by Sand Goblin)
- **East Entry:** Archway
- **Monster:** 3 **Sand Goblins** (hard)
- **Treasure:** Roll 3 times on Sand Goblin Treasure Table

### Room #8

- **North Entry:** Ironwood Portcullis (DC 20 to lift, DC 25 to break; 60 hp) (leads to Room #6)
- **West Entry:** Trapped and Unlocked Good Wooden Door (15 hp)
  - Spear: DC 10 to find, DC 10 to disable; +12 to hit against one target, 1d8 piercing damage
- **South Entry:** Trapped and Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp)
  - Contact Poison: DC 10 to find, DC 15 to disable; affects each creature which touches the trigger, DC 10 save or poisoned.
- **Empty:** Sand filled room. At 1 turn of searching roll a **Perception Check** DC 15. **Success:** Roll on Sand Goblin Treasure Table

### Room #9

- **West Entry:** Unlocked Ironwood Door (60 hp)
- **South Entry:** Archway (leads to Room #12)
- **Room Features:** Someone has scrawled a basic map of the dungeon on the north wall, and a wooden paddle.
- **Monster:** 2 **Sand Goblins** (medium)

- **Treasure:** Roll twice on Sand Goblin Treasure Table

## Room #10

- **North Entry:** Unlocked Good Wooden Door (15 hp)
- **East Entry:** Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) (leads to Room #3, inhabited by **Sand Goblin**)
- **Monster:** 3 **Sand Goblin** (hard)
- **Treasure:** Roll 3 times on the Sand Goblin Treasure Table

## Room #11

- **North Entry:** Archway (leads to Room #2, inhabited by **Sand Goblin**)
- **West Entry:** Trapped and Unlocked Good Wooden Door (15 hp)
  - Earthmaw Trap: DC 15 to find, DC 15 to disable; +8 to hit against one target, 1d3 piercing damage
- **East Entry:** Stuck Good Wooden Door (DC 15 to break; 15 hp) (leads to Room #7, inhabited by **Sand Goblin**)
- **Room Features:** A bubbling tar pit, 10 feet wide, in a sandy dungeon chamber, surrounded by gritty sand and emitting a strong bitumen odor.
- **Monster:** **Sand Goblin** (easy)
- **Treasure:** Roll on Sand Goblin Treasure Table

## Room #12

- **North Entry:** Archway (leads to Room #9, inhabited by **Sand Goblin**)
- **West Entry:** Locked Sandstone Door (DC 15 to open, DC 25 to break; 60 hp) (leads to Room #6)
- **East Entry:** Unlocked Good Wooden Door (15 hp)
- **South Entry #1:** Unlocked Ironwood Door (60 hp)
- **South Entry #2:** Locked Strong Wooden Door (DC 25 to open, DC 20 to break; 20 hp)
- **Trap: Mechanical Net Trap. Trigger:** Stepping on a trip wire. **Effect:** A net falls, covering a 10-foot-square area. Characters in the area must succeed on a DC 10 Strength saving throw or be restrained and knocked prone. **Escape:** A DC 10 Strength check frees



a character. The net has AC 10 and 20 HP; 5 slashing damage (AC 10) frees a trapped character.

- **Hidden Treasure:** Perception Check: DC 10. Unlocked Simple Wooden Chest (10 hp)
  - Roll on Sand Goblin Treasure Table

### Room #13

- **North Entry:** Stuck Simple Wooden Door (DC 10 to break; 10 hp)
- **West Entry:** Locked Good Wooden Door (DC 20 to open, DC 15 to break; 15 hp)
- **East Entry #1:** Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
- **East Entry #2:** Archway
- **South Entry:** Secret (DC 25 to find) Locked Good Wooden Door (DC 25 to open, DC 15 to break; 15 hp)
  - A sandstone bookcase and concealed door pivots smoothly
- **Room Features:** A narrow ledge runs along the south and east walls, and a simple wooden canoe sits against the north wall
- **Monster:** 1 **Sand Goblin** (easy)
- **Treasure:** Roll on Sand Goblin Treasure Table

### Room #14

- **South Entry #1:** Trapped and Unlocked Good Wooden Door (15 hp)
  - Falling sandstone and sand: DC 15 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 11 save or take 1d6 damage and blind for 1 turn.
- **South Entry #2:** Archway
- **Room Features:** A stone sarcophagus sits in the north-east corner of the room, and someone has carved "[Ninki](#) rests here". In the sarcophagus, 300 gp in jewelry with Plutus Club +2 but taking anything awakens the mummy.
- **Monster:** 1 **Sand Goblin** (easy)
- **Treasure:** Roll once on the Sand Goblin Treasure Table

### Room #15

- **West Entry:** Archway

- **Room Features:** The floor is covered in sand and is glows with continual light by a dozen Plutus Light Scarabs.
- **Monster:** **Sand Goblin Boss** (deadly, has key<sup>4</sup> to the stairway).
- **Treasure:** Roll 5 times on Sand Goblin Treasure Table

## Room #16

- **West Entry:** Stuck Ironwood Door (DC 25 to break; 60 hp)
- **South Entry:** Secret (DC 25 to find) Stuck Simple Wooden Door (DC 10 to break; 10 hp)
  - The door is located several feet above the floor and concealed behind a tapestry of the Immortal Huuldaac.
- **Room Features:** Someone has drawn an white dragon on the west wall, and a cold spot can be felt in the room (74°F or 23 °C)
- **Monster:** 1 **Sand Goblin** (easy)
- **Treasure:** Roll once on Sand Goblin Treasure Table

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<sup>4</sup> Without the key the dungeon divers cannot use the stairwell to the second floor.

## Sand Goblin<sup>5</sup>



**Small Humanoid (Goblinoid), Neutral Evil**

**Armor Class:** 12 ( sand leather armor, shield); **Hit Points:** 3\* (2d6); **Speed:** 30 ft.

**STR:** 8 (-1); **DEX:** 14 (+2); **CON:** 10 (+0); **INT:** 10 (+0); **WIS:** 8 (-1); **CHA:** 8 (-1)

**Skills:** Stealth +6; **Senses:** Darkvision 60 ft., Passive Perception 9; **Languages:** Can understand Common and Goblin but can only sign; **Challenge:** 20 XP\*; **Proficiency Bonus** +2

**Damage Vulnerabilities:** Water (if hit by a waterskin throw, causes 2d6 cold damage)

### Actions

**Sand Scimitar.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 2\* slashing damage.

**Sand Shortbow.** Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. **Hit:** 2\* piercing damage.

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<sup>5</sup> Sand Creations have 40% hit points, damage, experience along with a maximum armor class of 12. Limited abilities.

## Sand Goblin Boss<sup>6</sup>

**Small Humanoid (Goblinoid), Neutral Evil**

**Armor Class** 14 (chain shirt, shield); **Initiative** +2 (12); **Hit Points** 13\* (6d6); **Speed** 30 ft.

**Strength:** 10 (+0), **Dexterity:** 14 (+2), **Constitution:** 10 (+0), **Intelligence:** 10 (+0), **Wisdom:** 8 (-1),  
**Charisma:** 10 (+0)

**Skills:** Stealth +6; **Gear:** Javelin, Scimitar; **Senses:** Darkvision 60 ft., Passive Perception 9;

**Languages:** Understands Common and Goblin but can only sign; **Challenge Rating:** 120 XP\*

**Damage Vulnerabilities:** Water (if hit by a waterskin throw, causes 1d6 cold damage)

**Actions Multiattack.** The goblin makes two attacks with its scimitar. The second attack has disadvantage to hit.

**Sand Scimitar.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 3\* slashing damage.

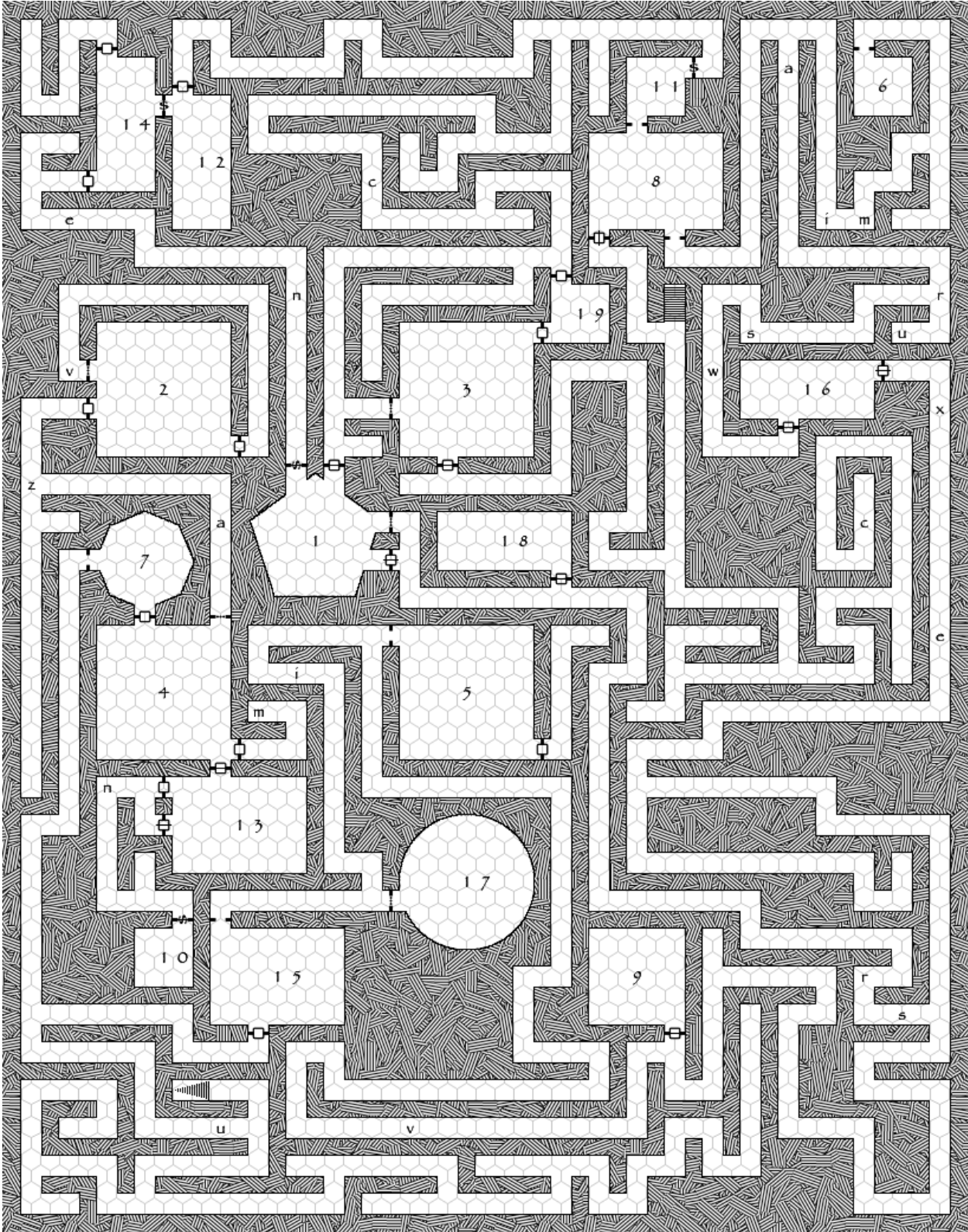
**Sand Javelin.** Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 30/120 ft., one target. **Hit:** 2\* piercing damage.

**Treasure:** Roll 5 times on Sand Goblin Treasure Table

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<sup>6</sup> Sand Creations have 60% hit points, damage, experience along with a maximum armor class of 14. Limited abilities.

Second Floor



## General Details:

- **Walls:** Sandstone (DC 15 to climb)
- **Floor:** Uneven Sandstone (DC 10 to charge or run)
- **Temperature:** Hot
- **Illumination:** Heavily Obscured areas (Darkness) except for Light Scarabs

## Corridor Features:

a: Several coconuts are impaled upon ironwood spikes on the ceiling

c: Plutus Light Scarabs about a dozen

e: Tracks in the sand

i: A large skull idol with golden pearl eyes sits in an alcove here

m: A fountain of water sits in an alcove here

n: Plutus Cube Charm +1 Saves, weighs 20 pounds

r: Perception Check Dc 15. A tore small purse made from spider silk with 5 Good berries

s: Webs in the area.

u: 1d3 gold pieces laying in the sand.

v: Aranea traveling merchant looking for her lost small purse. Reward 5 gp. Trading a Spidersilk Armor for 750 gp in barter.

w: Several alcoves are cut into the walls here with a dozen holy trinkets of Huuldaac.

x: A gecko lizard crawling on the wall

z: Scythe Blade: DC 15 to find, DC 10 to disable; +7 to hit against all targets within a 5 ft. arc, 2d4 slashing damage.

## Wandering Encounters (no treasure):

1. 1 x Sand Orc, easy; searching for a missing door

2. 4 x Sand Orc, deadly; gathered around an Huuldaac shrine
3. 2 x Sand Orc, medium; chasing a chicken.
4. 4 x Sand Orc, deadly; investigating a strange noise
5. Sand Orc, easy; searching the sand for something
6. 3 x Sand Orc, hard; trying to lure the party into an ambush

## Rooms

### Room #1:

- **North Entry #1:** Secret (DC 25 to find) Stuck Simple Wooden Door (DC 10 to break; 10 hp) ☉ A bookcase and concealed door pivots smoothly
- **North Entry #2:** Locked Ironwood Door (DC 25 to open, DC 30 to break; 60 hp)
- **East Entry #1:** Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
- **East Entry #2:** Trapped and Unlocked Good Wooden Door (15 hp) ☉ Plutus Teleporter  
Crystal: DC 20 to find, DC 15 to disable; affects each creature which touches the crystal, DC 15 save or be teleported back to the surface!!
- **Room:** Sand. Empty even with a Search.

### Room #2:

- **West Entry #1:** Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
- **West Entry #2:** Stuck Strong Wooden Door (DC 15 to break; 20 hp)
- **East Entry:** Unlocked Good Wooden Door (15 hp)
- **Room Features:** The south and east walls have been engraved with endless spirals, and someone has scrawled in Orc "Guilhug fell here" on the west wall

### Room #3:

- **West Entry:** Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
- **East Entry:** Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #19, inhabited by Sand Orc
- **South Entry:** Locked Strong Wooden Door (DC 25 to open, DC 20 to break; 20 hp)
- **Room Features:** A simple wooden table and basin of water sit in the north side of the room, and someone has scrawled "*Lightning comes before thunder unless it is a Thunderwave mine*" on the south wall

- **Monster:** 1 Sand Orc, easy
- **Treasure:** Roll once on the Sand Orc Treasure Table

#### Room #4:

- **North Entry #1:** Stuck Stone Door (DC 20 to break; 60 hp) → Leads to room #7
- **North Entry #2:** Ironwood Portcullis (DC 20 to lift, DC 25 to break; 60 hp)
- **East Entry:** Unlocked Strong Wooden Door (20 hp)
- **South Entry:** Locked Ironwood Door (DC 20 to open, DC 30 to break; 60 hp) → Leads to room #13
- **Room Features:** A stone dais and throne sit in the southeast corner of the room. Sit on the throne and a glass jar of salt<sup>7</sup> will appear on the dais (once per group).
- **Monster:** 1 Sand Orc, easy
- **Treasure:** Roll once on the Sand Orc Treasure Table

#### Room #5:

- **West Entry:** Archway
- **East Entry:** Stuck Simple Wooden Door (DC 10 to break; 10 hp)
- **Monster:** 1 Sand Orc, easy
- **Treasure:** Roll once on the Sand Orc Treasure Table

#### Room #6:

- **North Entry:** Archway
- **Room Features:** A circle of tall sandstones stands in the west side of the room, and several sand spikes are scattered throughout the room
- **Monster:** 9 Sand Orc, deadly (Roleplay is advised)
- The Orcs point at a sandstone that reads, 'Honor the Mighty Nine by a Song'

*"Oh, rise, mighty Nine, let your battle cry soar, With strength and with valor, let your enemies fall. For the blood of your kin, for the honor you hold, In the legends of old, your tale shall be told.*

*Through the forest you march, under moon's silver light, Your footsteps like thunder, a foreboding sight. With hearts forged in fire, and spirits so bold, Your courage unmatched, your glory untold.*

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<sup>7</sup> Glass Quart Jar worth 2 gp and the Salt is worth 1 gp.



*Oh, rise, mighty Nine, let your battle cry soar, With strength and with valor, let your enemies fall. For the blood of your kin, for the honor you hold, In the legends of old, your tale shall be told.*

*From the mountains to plains, your might echoes far, No foe stands a chance 'gainst your power and might. In the heat of the clash, your fury unleashed, The Nine reign supreme, til' the battle is ceased.*

*Oh, rise, mighty Nine, let your battle cry soar, With strength and with valor, let your enemies fall. For the blood of your kin, for the honor you hold, In the legends of old, your tale shall be told."*

- Complete the song and all 9 turn back to sand.
- **Treasure:** Roll 9 times on the Sand Orc Treasure Table

#### **Room #7:**

- **West Entry:** Archway
- **South Entry:** Stuck Stone Door (DC 20 to break; 60 hp) → Leads to room #4, inhabited by [Sand Orc](#)
- **Room Features:** A shallow pit lies in the east side of the room with 4 egg laying chickens in the pit.

#### **Room #8:**

- **North Entry:** Archway → Leads to room #11
- **South Entry #1:** Trapped and Locked Iron Door (DC 15 to open, DC 30 to break; 60 hp)  
Ⓢ Darts: DC 15 to find, DC 15 to disable; affects each creature which touches the trigger, DC 15 save or take 1d4 damage to everyone in the room.
- **South Entry #2:** Archway
- **Monster:** 1 [Sand Orc](#), easy
- **Treasure:** Roll once on the Sand Orc Treasure Table

#### **Room #9:**

- **South Entry:** Locked Iron Door (DC 20 to open, DC 30 to break; 60 hp)
- **Monster:** 4 [Sand Orcs](#), deadly
- **Treasure:** Roll 4 times on the Sand Orc Treasure Table

### Room #10:

- **North Entry:** Secret (DC 20 to find) Locked Stone Door (DC 25 to open, DC 25 to break; 60 hp) ⑤ The door is opened by standing on a small floor tile
- **Room Features:** A bag of bamboo seeds in the middle of a sandy floor.

### Room #11:

- **East Entry:** Secret (DC 25 to find) Stuck Good Wooden Door (DC 15 to break; 15 hp) ⑤ The door is located near the ceiling and concealed within a mosaic of a legendary battle of Huuldaac verse the Sinster Six.
- **South Entry:** Archway → Leads to room #8, inhabited by Sand Orc
- **Room:** Sand make a Perception Check DC 20. **Success:** Plutus Light Scarab<sup>8</sup>.

### Room #12:

- **North Entry:** Unlocked Strong Wooden Door (20 hp)
- **West Entry:** Secret (DC 25 to find) Trapped and Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp) ⑤ The door is concealed within the mouth of a gargantuan skull carved from stone ① Lesser Thunderwave Mine: DC 10 to find, DC 10 to disable; affects Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d4 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. → Leads to room #14, inhabited by [Sand Orc](#)
- **Room Features:** A mural of ancient mythology covers the ceiling of the Sapphire Kingdom, and a Plutus Crystal<sup>9</sup>

### Room #13:

- **North Entry:** Locked Iron Door (DC 20 to open, DC 30 to break; 60 hp) → Leads to room #4, inhabited by Sand Orc
- **West Entry #1:** Stuck Good Wooden Door (DC 15 to break; 15 hp)

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<sup>8</sup> Plutus Light Scarab equal to Light Stone has continual light cast on it.

<sup>9</sup> Plutus Crystal cast the spell called Create Water. Equal to one Waterskin.

- **West Entry #2:** Trapped and Locked Stone Door (DC 15 to open, DC 25 to break; 60 hp)  
Ⓣ Acid Spray: DC 15 to find, DC 10 to disable; affects all targets within a 20 ft. cone, DC 10 save or take 1d2 acid damage for 1d4 rounds
- **Room Features:** A well lies in the southeast corner of the room, and someone has scrawled a diagram of a mechanical trap on the west wall

#### Room #14:

- **North Entry:** Stuck Good Wooden Door (DC 15 to break; 15 hp)
- **West Entry:** Stuck Sandstone Door (DC 20 to break; 60 hp)
- **East Entry:** Secret (DC 25 to find) Trapped and Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp) Ⓢ The door is concealed within the mouth of a gargantuan skull carved from stone Ⓣ Lesser Thunderwave Mine: DC 10 to find, DC 10 to disable; affects Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d4 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. → Leads to room #12
- **Monster:** 3 Sand Orcs, hard
- **Treasure:** Roll 3 times on the Sand Orc Treasure Table

#### Room #15:

- **North Entry:** Archway
- **South Entry:** Stuck Simple Wooden Door (DC 10 to break; 10 hp)
- **Room:** Sand. Perception Check DC 10 after searching 2 turns. **Success:** Roll on Sand Orc Treasure Table.

#### Room #16:

- **East Entry:** Trapped and Stuck Good Wooden Door (DC 15 to break; 15 hp) Ⓣ Guillotine Blade: DC 10 to find, DC 15 to disable; +3 to hit against one target, 1d6 slashing damage
- **South Entry:** Locked Ironwood Door (DC 10 to open, DC 30 to break; 60 hp)
- **Room Features:** A well lies in the northwest corner of the room, and 1d6 spear lies in the northeast corner of the room
- **Monster:** 1 Sand Orc, easy
- **Treasure:** Roll once on the Sand Orc Treasure Table

- **Hidden Treasure:** Hidden (DC 25 to find) Locked Iron Chest (DC 20 to unlock, DC 30 to break; 60 hp): Roll on Sand Orc Treasure Table

**Room #17:**

- **West Entry:** Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp)
- **Room Features:** A cube of solid stone stands in the north side of the room with unknown glyphs.
- **Monster:** 1 Sand Boss, deadly
- **Treasure:** Roll 5 times on Sand Orc Treasure Table and **Key** to stairs to level 3.

**Room #18:**

- **South Entry:** Locked Iron Door (DC 15 to open, DC 30 to break; 60 hp)
- **Room Features:** A group of monstrous faces have been carved into the south wall, and the ceiling is covered in a Star Map.

**Room #19:**

- **North Entry:** Unlocked Simple Wooden Door (10 hp)
- **West Entry:** Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to room #3, inhabited by Sand Orc
- **Room Features:** The north and west walls have been engraved with glowing symbols.
- **Monster:** 2 Sand Orc, medium
- **Treasure:** Roll 2 times on Sand Orc Treasure Table
- **Trap:** Stink Trap: The trap erupts in a cloud of foul smelling gas when shattered. When broken, using an action, it fills a sphere with a 20 foot radius with a light mist. The sphere spreads around corners. It lasts for 5 minutes or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Each creature inside the radius must make a DC 15 Constitution Saving Throw, receiving 1d4 of Poison Damage and becoming Stunned on a failure. A creature beginning its turn covering its nose/mouth makes this save with Advantage. A creature that has Advantage on Perception Checks based on smell makes this save with Disadvantage. The Stunned Condition lasts until the afflicted creature has breathed fresh air (at least 10 feet away from the target sphere) for at least one turn.

## Sand Orc



*Medium Humanoid (Orc), Lawful Evil*

**Armor Class** 12 (hide armor), **Hit Points** 6, **Speed** 30 ft.

**STR:** 16 (+3), **DEX:** 12 (+1), **CON:** 16 (+3), **INT:** 7 (-2), **WIS:** 11 (+0), **CHA:** 10 (+0)

**Skills:** Intimidation +2, **Senses:** Blindsight 60 ft., Passive Perception 10, **Languages:** Understand Common and Orc but can sign, **Challenge:** 40 xp, **Proficiency Bonus** +2

**Damage Vulnerabilities:** Water (if hit by a waterskin throw, causes 2d6 cold damage)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Great Axe or Club.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 slashing or blunt damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 2 piercing damage.

## Orc Boss

*Medium Humanoid (Orc), Lawful Evil*

**Armor Class** 14 (hide armor), **Hit Points** 27, **Speed** 30 ft.

**STR:** 16 (+3), **DEX:** 12 (+1), **CON:** 16 (+3), **INT:** 8 (-1), **WIS:** 11 (+0), **CHA:** 10 (+0)

**Skills:** Intimidation +4, **Senses:** Blindsight 120 ft., Passive Perception 12, **Languages:** Understand Common and Orc but can sign, **Challenge:** 270 xp, **Proficiency Bonus** +2

**Damage Vulnerabilities:** Water (if hit by a waterskin throw, causes 1d6 cold damage)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Great Axe or Club.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 slashing or blunt damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 2 piercing damage.

### Traits and Abilities

- **Second Wind:** The orc has a limited well of stamina that the orc can draw on to protect itself from harm. On its turn, the orc can use a bonus action to regain hit points equal to 1d10 + 4. Once the orc uses this feature, the orc must finish a short or long rest before the orc can use it again.

### Actions

- **Multiattack:** The orc makes two attacks with its battleaxe.
- **Battleaxe:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 slashing damage.

**Treasure:** Roll 5 times on the Sand Orc Treasure Table and key to 3rd floor.

## Sand Goblin Treasure Table

1d10	Treasure
1.	Bundle of 10 foot long wooden poles (10 pcs) with barter value of 5 sp
2.	Small barrel of fresh water (10 gallons) with barter value of 2 sp
3.	Sack of flour (5 lbs) with barter value of 1 gp
4.	Basket of assorted fruits (10 pcs) with barter value of 3 sp
5.	Jug of wine (1 gallon) with barter value of 2 gp
6.	Cloth Bag of dried beans (2 lbs) with barter value of 5 sp
7.	Pouch of herbs and spices (3 oz) with barter value of 1 gp
8.	Barrel of salted fish (10 lbs) with barter value of 1 gp
9.	Wooden Crate of hardtack biscuits (20 pcs) with barter value of 8 sp
10.	Flask of olive oil (1 pint) with barter value of 5 sp

## Sand Orc Treasure Table

1d10	Treasure
1.	Bundle of beef jerky (10 lbs) with barter value of 5 gp
2.	Sandstone axe with barter value of 2 gp
3.	Basket of foraged berries (60 pcs) with barter value of 3 sp
4.	Used Flint and steel with barter value of 7 sp
5.	Leather Pouch of dried herbs (5 oz) with barter value of 8 sp
6.	Clay pot of honey (1 pint) with barter value of 6 sp
7.	Sandstone carving knife with barter value of 6 sp
8.	Bag of rice (50 lbs) with barter value of 5 gp
9.	Low quality linen sheet with barter value of 2 gp
10.	Fire hardened Wood Spear with barter value of 1 gp



## Chrysafenios

Isle 2: **Chrysafenios** (Sandbar Large Town)

Size: About 1 mile by 1 mile



### Key Features

Chrysafenios: Initially settled by Darokinians who were lured to the island by the merchant's promises of wealth and adventure, this makeshift settlement struggles for survival. The merchant hired a spellcaster to transform the sandbar island into a habitable place, building homes from wood harvested from Xorki. After a grand opening celebration, the merchant vanished, leaving the new residents with limited resources and far from normal trade routes. They now rely on expeditions to the Dungeon of Plutus to find resources and treasures to sustain their community.

## Lu'amalu (Smallest sandbar to West of Chrysafenios)



A few desperate Darokinian families that came to Chrysafenio decide to establish a small outpost (126) just off the Isle on the nearby sandbar. With the aid of Kai, they named it Lu'amalu, meaning "safeguarded haven" or "ward-off place." Though Kai questioned their decision and offered them the safety of Pö'o'olua Isle, which was only a few days' journey away, the families, considering most are elderly and disabled members, chose the shorter option. The healthier adults, having suffered severe wounds from their dungeon ventures, cannot or won't go into the dungeon anymore.

With what little they could carry, they ventured to this peculiar sandbar, which lay just a half mile away from Chrysafenio.

Their greatest surprise beneath their feet: Gold! Gold, Silver, and Copper coins wash onto the shore of Lu'amalu beach every few days. Each person can find about 2.8 gp per month. They are blessed and have a [Desalination Water 53-gallon Barrel \(3/day\)](#)<sup>10</sup> and a [Coral Trident of Fish Command](#) that washed ashore.

## **Xorki Mound**

Isle 3: Chak'Krak in Phanaton

Size: About 4 miles by 2.5 miles (7 miles southeast of Chrysafenios)

### **Key Features**

Phanaton Island or Chak'Krak was a small, lush haven measuring 4 miles by 2.5 miles, home to a close-knit community of around 600 phanatons. These peaceful forest-dwellers have lived in harmony with the island's rich ecosystem, their villages crafted high in the trees from wood and woven vines, connected by a network of rope bridges. Xorki Mound is an ominous mound that dominates the island, creating an eerie and foreboding atmosphere.

## **Chak'Krak**

Long ago, an elven druid named Eroan Zylvaris arrived on this tranquil island. Eroan, a heroic figure among the continent of Davania, had saved a majestic Tree of Life from a

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<sup>10</sup> This magic item produces 15.37 pounds of salt (about 6.97 kilograms) per use and makes 51+/- gallons of drinkable water.

devastating magical fire. As a token of gratitude, she received a treasured twig from the Tree of Life. With this twig, Eroan sought solitude on the island to meditate and prepare for her reincarnation.

Finding a weak bonsai tree atop the ominous Xorki Mound, Eroan used her druidic magic to meld the twig with the bonsai. She tirelessly cast spells, infusing the young tree with the essence of life itself and helped the phanatons. Through her dedication, the bonsai flourished, its roots intertwining with the island's soil, drawing strength from the earth. Eroan named the sapling Xorki and bestowed her final blessing, hoping it would protect the island long after her departure into a new existence.

Years passed, and Xorki grew into a Bonsai Tree of Life, standing as a symbol of hope and continuity. Its roots ran deep, and its leaves swayed in the tropical breeze. The phanatons lived peacefully, unaware of the shadows that loomed on the horizon.

However, their tranquility is shattered when human settlers arrive, intent on exploiting the island's bountiful resources to build the town on the nearby Chrysafenios. The humans ruthlessly cut down the forests and, in their greed, kill about 100 phanatons. Despair grips the phanaton community as they witness their home being torn apart, believing their way of life to be on the brink of extinction.

In this darkest hour, the phanatons turned to the Xorki Mound. The bonsai tree, imbued with Eroan's magic and the essence of the Tree of Life, awakened and called out to

them. It provided guidance, wisdom, and hope. Inspired by the druid's spirit, the phanatons rallied together, using the bonsai tree's magic to regrow parts of their forest and create powerful, nature-infused defenses.

After the humans got the resources they desired, they left the island. Only a few stayed behind, having discovered gold dust, dreaming of new beginnings. With newfound resolve, the phanatons launched strategic guerrilla attacks against the remaining human invaders, using their intimate knowledge of the island's terrain. They pushed the humans off their sacred lands.

## **Phanaton**

**Small humanoid (phanaton), chaotic good**

**Armor Class:** 13 (natural armor), **Hit Points:** 5 (1d6 + 2), **Speed:** 30 ft., climb 20 ft.

**Strength:** 11 (+0); **Dexterity:** 14 (+2); **Constitution:** 14 (+2); **Intelligence:** 10 (+0); **Wisdom:** 13 (+1); **Charisma:** 10 (+0)

**Skills:** Perception +3, Stealth +4; **Senses:** darkvision 60 ft., passive Perception 13;

**Languages:** Elvish, Treant, Phanaton (consists of hoots, chatters, and clicks); **Challenge:** 1/4 (50 XP)

**Surprise Attack:** If the phanaton surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

**Forest Camouflage:** The phanaton has advantage on Dexterity (Stealth) checks made to hide in forest terrain.

**Glide:** The phanaton can use its reaction to reduce any falling damage it takes by an amount equal to five times its Constitution modifier (minimum 5). When it does so, it can move up to 10 feet horizontally for every 5 feet it falls.

**Innate Empathy:** The phanaton has advantage on all Wisdom (Insight) and Charisma (Persuasion) checks made to interact with forest creatures.

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

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

### **Phanaton Chief** (Warchief)

**Small humanoid (phanaton), chaotic good**

**Armor Class:** 14 (natural armor), **Hit Points:** 22 (4d6 + 8), **Speed:** 30 ft., climb 20 ft.

**Strength:** 13 (+1); **Dexterity:** 15 (+2); **Constitution:** 15 (+2); **Intelligence:** 10 (+0); **Wisdom:** 14 (+2); **Charisma:** 11 (+0)

**Skills:** Perception +4, Stealth +6; **Senses:** darkvision 60 ft., passive Perception 14;

**Languages:** Elvish, Treant, Phanaton (consists of hoots, chatters, and clicks); **Challenge:** 1 (200 XP)

**Surprise Attack:** If the phanaton surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

**Forest Camouflage:** The phanaton has advantage on Dexterity (Stealth) checks made to hide in forest terrain.

**Glide:** The phanaton can use its reaction to reduce any falling damage it takes by an amount equal to five times its Constitution modifier (minimum 5). When it does so, it can move up to 10 feet horizontally for every 5 feet it falls.

**Innate Empathy:** The phanaton has advantage on all Wisdom (Insight) and Charisma (Persuasion) checks made to interact with forest creatures.

**Bite:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

**Simple Weapon:** Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) bludgeoning or piercing damage (depending on the weapon).

## **Phanaton King**

**Small humanoid (phanaton), chaotic good**

**Armor Class:** 15 (natural armor), **Hit Points:** 58 (9d6 + 27), **Speed:** 30 ft., climb 20 ft.

**Strength:** 15 (+2); **Dexterity:** 16 (+3); **Constitution:** 16 (+3); **Intelligence:** 12 (+1); **Wisdom:** 15 (+2); **Charisma:** 12 (+1);

**Skills:** Perception +6, Stealth +7; **Senses:** darkvision 60 ft., passive Perception 16;

**Languages:** Elvish, Treant, Phanaton (consists of hoots, chatters, and clicks); **Challenge:** 3 (700 XP)

**Surprise Attack:** If the phanaton surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

**Forest Camouflage:** The phanaton has advantage on Dexterity (Stealth) checks made to hide in forest terrain.

**Glide:** The phanaton can use its reaction to reduce any falling damage it takes by an amount equal to five times its Constitution modifier (minimum 5). When it does so, it can move up to 10 feet horizontally for every 5 feet it falls.

**Innate Empathy:** The phanaton has advantage on all Wisdom (Insight) and Charisma (Persuasion) checks made to interact with forest creatures.

**Bite:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage.



**Simple Weapon:** Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) bludgeoning or piercing damage (depending on the weapon).

## **Description**

Phanatons are small, intelligent forest-dwellers with strong ties to nature. They resemble a cross between a raccoon and a monkey, with a human-like face and a prehensile tail. They have membranes of skin stretching from arm to leg, allowing them to glide from tree to tree. Phanatons are gentle creatures who fight fiercely to protect their forest homes. They are known for their stealth and ability to launch surprise attacks against their enemies, particularly their hated foes, the aranea. Phanatons live in clans within tree villages and have a deep empathy with their forest surroundings, giving them a connection to the natural world.

Phanaton tribes are divided into clans, each consisting of 3d10×10 adult members, with an additional 25% of that number in offspring. These clans reside in villages built on platforms of wood and woven vines, interconnected by a network of rope bridges. Phanatons have a lifespan of up to 80 years, with litters typically consisting of 1d6 kits, who reach maturity within six months. While phanatons do not possess a written language, they cherish the oral tradition, passing down stories and legends from generation to generation. Many phanaton names are followed by a list of their ancestors' accomplishments. Phanatons are allied with treants and dryads, and are usually very friendly with elves, especially wood elves. Their traditional enemies are the aranea. Phanatons often come into conflict with humans, humanoids, and demihumans who seek to deforest their habitats. They attempt to thwart timber efforts through sabotage and by playing non-lethal, annoying tricks on the woodcutters.

A thriving forest or jungle often indicates the presence of phanatons. These creatures take great pleasure in tending to the woods around them, cultivating favorite plants, clearing away dead plant matter, and maintaining the balance of nature in their area. Phanatons are omnivorous, with a preference for fruits and vegetables, but they also consume meat, particularly relishing spiders.

**Xorki**, *Bonsai Tree of Life*



**Huge plant, unaligned** (Magic Item?)

**Armor Class:** 16 (natural barkskin); **Hit Points:** 75 (10d12+10); **Speed:** 20 ft.

**Strength:** 19 (+4); **Dexterity:** 8 (-1); **Constitution:** 12 (+1); **Intelligence:** 14 (+2); **Wisdom:** 14 (+2);  
**Charisma:** 10 (0)

**Damage Vulnerabilities:** Fire; **Damage Resistances:** Bludgeoning, Piercing; **Senses:** Passive Perception 12; **Languages:** Common, Phantom, Elvish, Sylvan and Telepathy (60 feet)

### Traits

**False Appearance:** While the tree remains motionless, it is indistinguishable from a normal tree.

**Constant:** *Aura of Vitality.* Healing energy radiates from Xorki in an aura with a 30-foot radius. The aura moves with Xorki, centered on Xorki. Xorki can use a bonus action to cause one creature in the aura (including Xorki) to regain 2d6 hit points.

### Actions

**Thorn Whip:** Melee Spell Attack: +6 to hit, reach 30 ft., one target. Hit: 2d6 piercing damage, and if the target is Large or smaller, it must succeed on a Dexterity saving throw or be pulled up to 10 feet closer to Xorki.

Or

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage

### Special Abilities

**Spellcasting:** Xorki is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +4 to hit with spell attacks). Xorki can cast the following druid spells at will:

**Druidcraft, Lesser Restoration, Cure Disease, Plant Growth and Conjure Animals**<sup>11</sup>

Those deemed worthy by the Xorki can receive five magical abilities, each usable once per day:

**Lesser Restoration, Cure Disease, Plant Growth, Aura of Vitality and Conjure Animals**

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<sup>11</sup> Xorki can only have one Conjure Animals Spell active at a time.