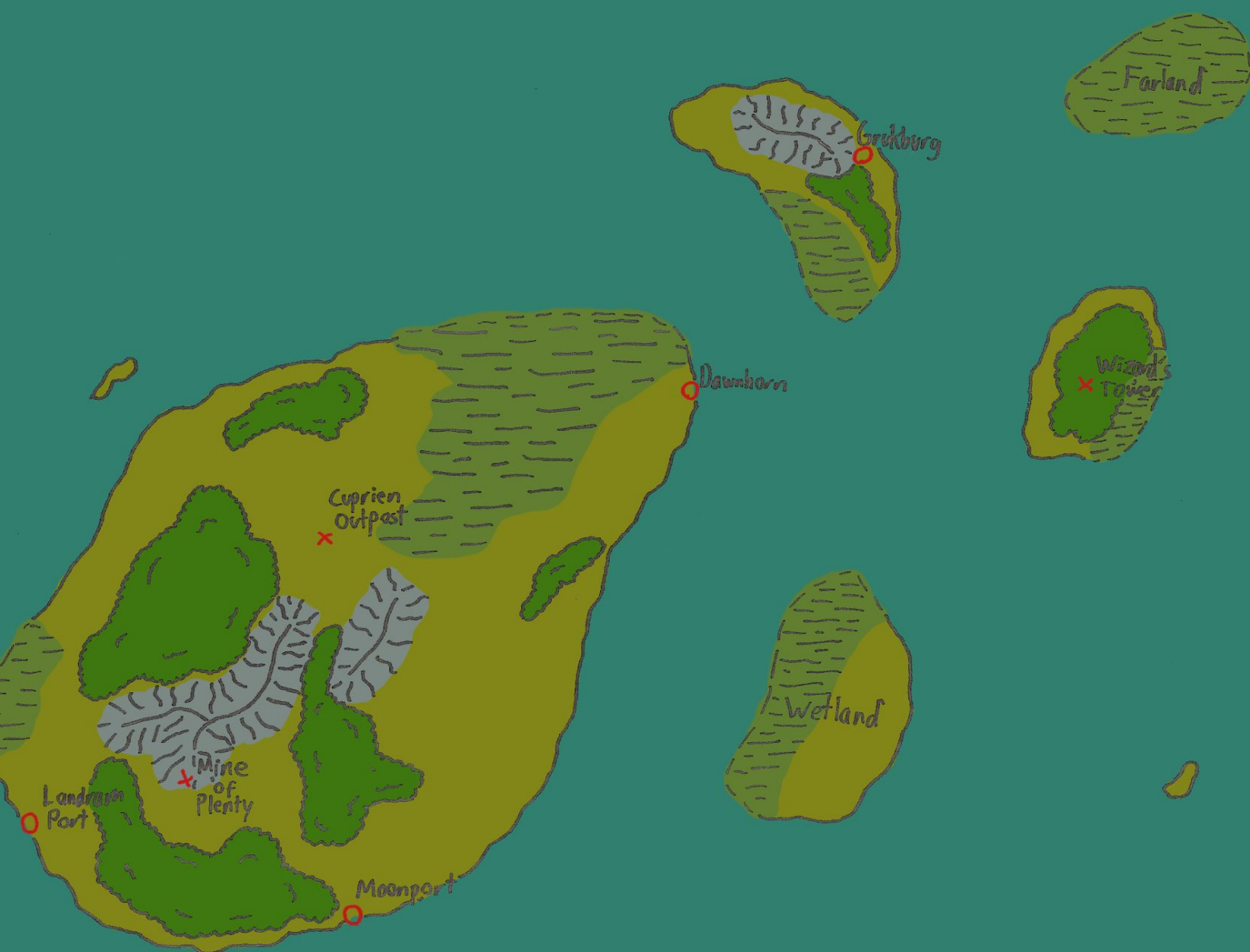


# The Forgotten Islands



Many Isles



# The Forgotten Islands

The future is looking quite dim for the human empire of Denise. The merchant nation is tallied from all sides by dwarven warships, goblinoid hordes, Ochebana Empire assaults, and a rising orcish threat. Too long have the merchant vessels not come back heavily laden with goods, for far too long have denisites been dying.

Further to the north, just east of Netache, lies a small group of islands called Forgotten Islands. Despite the whole group being only 120 km long, the 50 km long main island is coveted by many factions. A century ago, Denise had built trade posts there, around which small settlements had grown. Recently, orcish and ogre bands have landed on some of the smaller islands and are threatening to take them all over. Additionally, the western human empire of Cuprien sent soldiers and workers to the main isle, exploiting its rich coal and copper veins and endangering the interests of Denise. What will come out of this tense situation on these tiny islands?



## References

Monsters are presented in **bold**. Refer to the end of this document for their stat blocks, or look in the Monster Manual.

## Characters

This adventure is designed to take 2-3 sessions and is adapted for about 4 characters of level 6.

You can use standard 5e races and classes, if you wish. Or you can use Many Isle [races](#) and [classes](#). Make sure you read the Background first, however.

## Appendix

The appendix contains two stat blocks, for the **soldier** and **Haggen Durmun**.

### 5eS

This module uses the 5eS system. For more information, see the [Adventurer's Guide to Combat](#) or explore our [website](#).

## Background

This adventure plays in 89 b. OW in the Forgotten Islands, east of Netache and far north of Colupan, the denisite homeland. Tensions with the Cuprien Empire as well as marauding monsters and a dangerous wizard have been threatening to plunge the atoll into a bloody war.

### The Characters

A few weeks before the adventure begins, a fast sailing vessel entered the port of Denise, bringing the message that Dawnhorn - Denise's second-largest settlement in the Forgotten Islands - had fallen. Angry at these news, the First Marshall sent a call for adventurers to go north and avenge the fallen people. This means the characters may likely be relations or friends of the fallen brethren, or just ruthless people on the search for some coins in these difficult times. Alternatively, a character was convicted of medium charges and decided to go on this adventure instead of serving a sentence at home.

Thus, the adventurers all hail from Denise. This empire is largely human of the denisite ethnicity, but some other races, such as elves, gnomes and a few rare dwarves exist. The characters could be any of these races, of any gender. If they're of another race, they should discuss their backstory with the DM first.



# 1 - Moonport

The adventure begins with the party sailing across the wide ocean to Moonport, the last remaining denisite foothold in the Forgotten Islands.

## Prelude

If you wish, you can play through the party's voyage to the Moonport as a sort of prelude. To this effect, we use the rules presented in the [Adventurer's Guide to the Seas](#).

The party's vessel (Chapter 1) is a Denise patroller armed with a *ram* and a *ballista*. For the navigation itself, see Chapters 2 and 3. In case of battle, the ship is manned by three denisite soldiers with **guard** stats. One of them has an Intelligence of 17 and is the captain.

The total distance is approximately 500 miles (800 km), and the season is Late Summer.

## Moonport

As the party enters their destination, read:

Your vessel gently glides in a small sheltered bay, with a jagged brown coastline dotted with boulders stretching out to either side. The bay itself is surrounded with low cobblestone and thatch buildings, and beyond that, you see a wooden palisade lined with three towers.

The dock itself is large compared to the settlement's size, and can fit up to eight ships of your size. Two others are currently docked. On the land, waiting for you, stands a thick man clad in heavy furs and chainmail.

Docking is relatively easy in this acceptably sheltered port. The thick man on the land is named Wilbur, and is the guard's current captain. He greets the adventurers quite formally and with few words. He points them to the general store and tells them to suit up on anything they might need, then follow him out.

**General Store.** This building faces directly on the port, and is open on one side. A counter manned by a woman clad in furs stands before ranks of heavy wooden crates. The back of the store is attached to the merchant's warehouse, where they can stock goods on their way through. The woman can offer basic weaponry, rations in the form of salted fish, water, warm clothes and shelter, and basic tools. She does not have any armor beyond padded.

## Wilbur's Mission

As soon as the group has suited up, Wilbur calls to them and leads them along a bare dirt road through the cobblestone houses to one of the towers along the

palisade. He climbs it and tells the group to follow, pointing out at the landscape.

Wilbur points a thick finger almost directly to the west, straight at a thin forest of dark pines. "Beyond that, 'bout 80 arrowcurves, lies Landram Port. Be the hub of Cuprien invasion." He then moves his finger to the northwest, to a ridge of brown and grey just visible through the fog. "O'er there lies their mine. Don't go near it." He then points straight north, where another pine wood starts. "Quite far, they've made an outpost. Got a couple soldiers, nuthin' much. Over hunnerd arrowcurves." Finally, he turns to the northeast. "Along the coast, other side o'the island, is Dawnhorn. That's where ye're going."

The party's mission is to investigate Dawnhorn's remains and hunt down its attackers, as a sign of vengeance. Some of the adventurers are likely to have emotional ties in the loss of Dawnhorn, as well.

Additionally, Wilbur explains the difficult situation at hand. Cuprien invaders from the west, docking at Landram Port, are slowly taking over the main island and threatening Moonport. Additionally, wandering ogres and orcs pose a danger for anyone exiting fortified settlements. So, while the main mission is to investigate the ruins, Wilbur wouldn't be bothered if the Cuprien problem could be solved one way or another, and if the monstrous danger could be removed. Of course, Wilbur would be outraged if the party were to encourage the Cupriens to assault Moonport by a failed assault on one of their camps, and severely warns them against it.

## Setting Out

Once the guard captain has explained the tasks at hand, he grunts and points them down the palisade to the gates that were just opened by two guardsmen. It's pretty clear that the group will not find refuge here for even a single night, and that they should get their business done as quickly as possible.

It's up to the party where they go. Due to the marshy terrain and the late hour, it'll take them at least until the next day to reach Dwanhorn, and they might wish to visit or at least spy on some other locations first. You can find the locations of the Forgotten Islands in the part below.

## The Forgotten Islands

You can find the various localities in the Forgotten Islands here. Some places have adventures tied to them, as noted in their description.

**Moonport.** The last foothold of Denise is a grouping of two dozen cobblestone and thatch houses, with about 100 settlers. The place was mainly used as a stop for traders sailing north around the continent of Bao-Mou, but is now pretty much isolated. Most inhabitants spend





their days out fishing in small boats or hunting on the island. A few crops of sturdy plants exist, but not many. The place is guarded by a militia of a dozen trained warriors under Wilbur. The party can always find goods and an acceptable welcome here.

**Landram Port.** The Cuprien have arrived here only a year ago, and have already built a significant port on the main island's western coast. Set on a small stretch of flat rocky ground, it consists of a dozen wooden barracks surrounded by a thick but low palisade with a single gate. Ten ships can dock here simultaneously, and the spots are almost always full, with usually about 60 soldiers and as many workers in the village. It is mainly used as a waystation between the mine and the ships, and two shiploads of goods are freighted daily. There are standard-issue tools and weapons present, but those are all needed by the cupriens, and the party will not be greeted openly, although they won't be attacked, either. The cupriens mainly wish to be left alone in their enterprise. If the party requests to talk to someone, they'll point them northeast and say the commander is there.

**Mine of Plenty.** Along a quite used track east of Landram Port, the mine consists of a dozen huddled wooden constructions. Four tunnels lead into the low mountains of the main island, where workers industriously excavate coal and copper that is freighted onto wagons. 200 workers reside in barracks here, and 80 soldiers sleep in tents on the plain not far from the mines. They wish to be left alone in their projects and fiercely fight off any marauding monsters, but don't move out of the place except to protect the track to the port. They can offer no resources to the party, but tells them to go to the north (the Cuprien Outpost) and talk with the commander there if need be.

**Cuprien Outpost.** The commander of the cuprien troops moved out with 20 soldiers to the north, to check on ogre or orc tribes and make sure no great danger existed for the Mine of Plenty. However, fierce ogres forced them to dig in and fortify, and they are currently stuck in the spot. Find more information in Part 2.

**Dawnhorn.** This settlement was founded by people of Moonport when it was in its prime, and has hardly any trading history. Built on a wide but steep gorge plunging into the ocean, it profited from much warmer weather sheltered from the cold western winds. It consists of 20 ruined houses of occasionally whitewashed cobblestone, and is surrounded by a damaged stone mound. Find more information in Part 2.

**Grukborg.** On one of the smaller islands to the east of the main one, Grukborg is a recently constructed orkish village. Built of tanned hides and wood, it is currently the home of 50 orcs. They have a small herd of sheep, and hunt, fish or gather in the woods to survive. Occasionally, rafts full of ogres land on their southern coast, and they incur heavy losses fighting the monsters off. They would pay well in crude produce if the party could track down and interrupt the source. They believe that the ogres come from a dark island to their southeast.

**Wizard's Tower.** This is the big bad evil guy's "lair", and the final destination of the party. **Find it in Part 3.**

### Travelling

For travelling, use the rules in the [Adventurer's Guide to the Wilderness](#). Feel free to use some of its other rules, as well, to make the exploration and navigation of the cold and wet islands memorable.

### Main Island

For the sake of travel, the sodden plains count as Plains, high grass, and the swamps as Swamp. The central hills are Mountains, eased, and the single track between Landram Port and the Mine of Plenty is Road, rough.

Roll for random combat encounters when you see fit, to a mean of about once per day. Along or near the area between Landram Port and the Mine of Plenty, the party is likely to encounter cuprien soldier patrols as hunting bands, which are unlikely to attack them. Near Moonport, denisite hunters may well be spotted.

#### 1d4 Encounter

- |   |         |
|---|---------|
| 1 | Orcs    |
| 2 | Ogres   |
| 3 | Stirges |
| 4 | Wolves  |

**Orcs.** The party walks across a group of 2d6 orcs led by an **orog** and bolstered by an **orc eye of gruumsh**. They are a wild band and hunt or forage to survive, and are likely to eat the party, as well. This encounter should occur during the night, or when the party stumbles





across the sleeping group. The orcs flee if the orog or eye of gruumsh dies, or if 3 or more orcs die. If somehow cornered or questioned, they proclaim they need to survive in the face of powerful ogres, and point to the friendly village of Grukburg, to the northeast, which is also being harassed by ogres and know from whence they spawn.

**Ogres.** 2d4 **ogres** fall upon the adventurers. This can happen at any time. The ogres are extremely aggressive and fight to the death, pursuing any fleeing characters. All of them have a branding on their left chest depicting a sickle moon. A DC 13 Memory check by any character reminds them of the denisite emblem: a white sickle moon on blue background.

**Stirges.** 2d12 **stirges** appear from the dark night sky, falling upon the party and sucking their blood. They flee if they no longer outnumber the party 2 to one and the group doesn't seem extremely weakened.

**Wolves.** A group of 2d6 **wolves** tracks the party, likely at night. If the group seems defenseless, they attack; otherwise, they stalk around a bit and then move off.

### Grukburg's Island

This island to the northeast of the main one is home to a settlement of orcs. The terrain is similar to that of the Main Island, except that the hills are Mountains, rough, and there are no tracks.

The island is quite simple, and there is therefore only one encounter:

**Orcs.** The party stumbles across 3d4 **orcs** on a hunting trip. The orcs are not aggressive and are likely to parley, happily inviting the group to their settlement Grukburg. You can read more about the place above under "The Forgotten Islands".

### Wizard's Island

Towards the end of the adventure, the party will sail to this dark island. The terrain is similar to that of the Main Island, but the forest is quite thick and hard to navigate. It counts as Swamp.

Roll for a random encounter every hour, as the forest is chock-full of dangerous creatures, no doubt spawned by the infernal wizard.

#### 1d4 Encounter

- |   |                  |
|---|------------------|
| 1 | Ogres            |
| 2 | Stirges          |
| 3 | Shambling Mounds |
| 4 | Magical Trap     |

**Ogres.** 2d4 **ogres** fall upon the adventurers. This can happen at any time. The ogres are extremely aggressive and fight to the death, pursuing any fleeing characters. All of them have a branding on their left chest depicting a sickle moon. A DC 13 Memory check by any character reminds them of the denisite emblem: a white sickle moon on blue background.

**Stirges.** 2d12 **stirges** appear from the dark trees, falling upon the party and sucking their blood. They flee if they no longer outnumber the party 2 to one and the group doesn't seem extremely weakened.

**Shambling Mounds.** 1d2 shambling mounds creep out of the woods, launching themselves at the party.

**Magical Trap.** The party walks into an area warded by a spell. Roll a d2: on a 1, they walk through a 20-foot long barrier produced by the spell *Spencer's Hurtful Fence* (see the [Spell Index](#) for more info). On a 2, they trigger an explosive rune: within 10 feet of the leading character, a 20-foot sphere of fire appears. Any creature in the sphere must make a Dexterity saving throw, taking 5d8 fire damage on a fail, or half as much on a success.



## 2 - Finding Clues

Following the guidelines given in part 1 ("The Forgotten Islands"), the party can explore the main island and beyond, finding clues as to what's where.

The major way in which the party will find their clues is by investigating Dwanhorn's ruins. The other (and major) lead is the Cuprien Outpost and the commander there, for they apparently know quite a bit of the events unfolding around here. A third option, not explored in this part, is to visit Grukburg and hear the leads clearly pointing to the wizard's island from there.

### Dawnhorn

As the party approaches this ruined settlement, read:

The low fog covering the wet grass split before you, revealing a mellow hill circled by a piled stone mound. Bits of wooden fortifications are placed upon it, but many are covered in blood and broken.

As they get over the mound, continue:

You get over the wet mossy rocks, looking down a small half-basin with the ocean at its end. White cobblestone houses line its flanks, all piled up on one another and crossing in a mystical maze. However, the great magic of the place is long gone, and the only moving things is the occasional straw from one of the wrecked roofs and the raft bobbing at the dock.

Dawnhorn, once a beautiful albeit isolated village, was truly wrecked. Any amount of looking around among the partially destroyed houses reveals excess amounts of crumpled human bodies, bludgeoned to death between massive clubs and unforgiving stone. Among the great splatters of human blood, an occasional huge carcass can be spotted: one of the few ogres the villagers managed to beat down.

No living soul remains in the village. Observing an ogre corpse reveals a branding on its left chest depicting a sickle moon. A DC 13 Memory check by any character reminds them of the denisite emblem: a white sickle moon on blue background. A DC 15 Investigation check, or any extended search of the wreckage, finds multiple corpses clad in dark blue and chain mail, with a telltale insignia: soldiers of the Cuprien Empire. What did they have to do in this affair?

**Deductions.** The party can quite easily come to the conclusion that Dawnhorn has fallen to ogre attackers, which have since moved off. An analysis of their bodies, or even if the party encountered a group of them earlier, shows a unity about them: the moon on their chest. Cuprien corpses in this denisite settlement might be an additional lead.

### Further Actions

Any of the characters that had family in Dawnhorn should be allowed a moment to pray them goodbye, maybe even burying their lost mother or cousin.

Then, the party will have to take heart in their mission: hunt down the killers. Likely, they have no idea yet from where these ogres sprung, so their only hope might be to question the Cupriens in the western reaches of the main island, which will eventually lead them to the Cuprien Outpost. Alternatively, if the party came here with knowledge of the wizard's island, or interest in questioning the orcs in Grukburg, they could use the single remaining vessel in Dawnhorn's port: a sailing canoe. That's a Canoe (Sails) in the [Adventurer's Guide to the Seas](#).

### Sailing to other Islands?

In this adventure, the party will visit at least one other island than the main one, so they'll need a sailing vessel. To this effect, a sailing canoe is present in Dawnhorn. There are two other locations in which boats can be found on the main island.

**Moonport.** Although the citizens would prefer not to, they can grant the party a Light Sailor if the adventurers insist enough.

**Landram Port.** The Cupriens refuse to even allow the party to enter this settlement, and they dearly need the few vessels they have. However, they have both a Canoe (Sails) and a Sailor next to the Freighters that could be used by the party.

### Cuprien Outpost

Although it would originally seem that the adventurers should make a wide swath around Cuprien presence, the outpost will turn out to be the only lead they have.

The outpost is located centrally in one of the largest plains of the main islands, and can be found relatively easily - especially with the sounds of battle ringing so clearly. If it is night, flickering flames can also guide the party.

### Battle

As the group approaches, they see the source of the conflict: an entrenched and palisaded camp surrounded by large hulking forms smashing against it.

The outpost is being defended by 15 cuprien **soldiers**, led by the commander of the entire military force in the Forgotten Islands. They are being attacked by 12 **ogres**.

If the adventurers try siding with the ogres, the monsters attack them indiscriminately. The cuprien try fighting with the party. Make sure that during battle, the group notices a human female with golden pauldrons battling bravely and striking down an ogre.

All ogres have a branding of a sickle moon.



## The Cupriens

This outpost, originally one 20 strong, is led by the commander of the entire cuprien force, Cefrey Landram. She has been here for nearly a year, and knows her way around quite well.

She readily welcomes the party in her meager camp. The cuprien force is quite battered, but glad they had a short reprieve. She will happily tell the party whatever they might wish to know, but will not move out with them or grant them any soldiers, as they are needed to defend cuprien interests further south.

**The Fall of Dawnhorn.** Cefrey had been leading a force of a dozen soldiers along the eastern coast more than a month ago when they were assaulted by a horde of ogres. They fled, welcoming the help of Dawnhorn's citizens. The brave villagers held for many days, but in a last assault, the walls were overrun and the people massacred. The cuprien troops fought with them, but when the last ogre fell, only Cefrey and three others remained. They could do nothing for the lost people of Dawnhorn, and so they went back to Landram Port, sending a messenger to Moonport to inform them of the bad news.

**The Ogre Threat.** Soon after that first occurrence with the fall of Dawnhorn, Cefrey moved out again with a similar force to make sure the north was still safe. However, to her great shock, roaming bands of ogres had invaded the countryside, and she had to fight fiercely, regularly sending for reinforcements and battling the invaders back. Recently, the monsters came in hard, and she had to fall back into the outpost as a last-ditch defense to keep the mines safe. She knows that the ogres come from one of the islands in the east, for she saw rafts full of them land on multiple occasions.

## Conclusion

With Cefrey's information, the party now knows two important things: who actually destroyed Dawnhorn, and approximately where to hunt the monsters down to maybe save the Forgotten Islands.

The party can go to either the Moonport or Dawnhorn's ruined docks to get a vessel and go off eastwards, searching the islands for the source of the ogres. The party might arrange with Cefrey that she gives them a warrant in exchange for the promise of calling for more reinforcements further south while she battles on. The warrant grants them access to Landram Port and to borrow the sailing canoe there.

## Searching the Islands

After investigating throughout the Main Island and learning all there is to learn, the party can ready up and sail off with whatever vessel they've found, to explore the eastern islands. You can use the [Adventurer's Guide to the Seas](#) for this.

**Wetland.** This island is half a cold and muddy swamp, and half a wet green field eternally covered in swaths of mist.

**Grukburg's Island.** After any amount of time spent on this island, the adventurers will encounter a group of orcs happily leading them to Grukburg, from where the party will learn the location.

**Wizard's Island.** Here we are! Continue with part 3 below.







## Part 3 - Wizard's Island

This island lies to the east of Dawnhorn, and is covered in a thick and thorny pine forest. As the party's ship approaches it, read:

A shore of jagged black stone presents an unwelcoming sight, especially so with the thick and dark forest beyond them. Between the thick swaths of fog, you think you can discern a tall dark spire. On the northwestern edge of the island, a number of large moving shapes draw your eye. Ogres cut down trees and fashion them into rafts, ready to sail west and overrun the isle.

The party should not affront these ogres head-on, as they would be greatly outnumbered and outpowered. Instead, they should attempt landing among the rocky stones and proceed towards the tower from there.

Bringing the boat up against the jagged line and getting to land is a difficult enterprise, and may well end with a damaged vessel or wet character. In any case, the party will likely be quick in their travel towards the forest and the wizard's tower inside it.

You can find random encounter tables and terrain descriptions for the party's travel in part 1's "The Forgotten Islands". You can use the wilderness guide's chapter on navigation using 1-hour side hexes.

If the party goes too near to the ogre raft-building site, they will be likely to be spotted by the dozen monsters labouring there. Just next to the spot where they are clearing the forest, a cut trail leads straight through the rough woods towards the tower. That trail counts as "Road, rough", but carries great danger with it: encounters such as ogres and shambling mounds are much more common.

When within a kilometer (about an hour's walk through the forest) of the tower, occasional glimpses of it can be seen through the dark foliage.

Eventually, the party comes to a 200-foot radius ring of black pebbles surrounding a single tower made of shining black stone. No movement can be spotted around it, but a DC 18 Perception check spots a flitting shadow beyond a balcony far up the tower.

### Approaching the Tower

As soon as the party enters the ring of pebbles, they are spotted; once they enter further than 30 feet, the wizard, **Haggen Durmun**, appears. He is a tall human clad in blue-purple robes, and laughs maniacally as the party approaches.

He follows the given plan below as well as possible, until the party enters the open tower below. He has a 200-foot long playing field.

**Round 1:** As early as possible, he uses *Chain Lightning* on the group, catching as many characters as possible.

**Round 2:** If the adventurers are still relatively close to each other, he casts *Ice Storm* in the midst of the group. Otherwise, he casts *Senguine et Igni* on the most wounded character.

**Round 3+:** If any of the characters were wounded in the last rounds, he casts *Senguine et Igni* on them; else, if they are grouped together, he casts *Ice Storm* (keeping a 3rd-level slot in reserve) or *Arc Lightning*; otherwise, he uses *Scorching Ray* or *Drain*.

### The Wizard's Tower

Once the deadly approach completed, the adventurers enter through opened gates in a tall room.

Immediately before you, a circle of pulsating blue runes illuminates the room in a ghastly light. To the right, a flight of stairs leads upwards through the tower.

The tower has a 60 foot diameter.

#### Ground Floor

The bottom level of the tower serves as the teleportation chamber. A DC 15 Arcana check allows a character to realize the function of the runes. Further reflection might lead them to the realization that this is the source of the ogres: surely, the wizard summoned them from some wild place and unleashed them from here, likely with some magical orders driving them.

Other than the stairs leading upward to the second floor, there are no notable things.

#### First Floor

This low rooms seems to serve no purpose: it is illuminated only by four thin arrow loops, and is bare except for a few scuttling spiders. The stairs lead further up. If one listens intently, they can hear shuffling and scraping from above.

#### Second Floor

The stairs continue just as they did on the last floor. However, the room next to them is not empty: 6 **skeletons** and 3 **minotaur skeletons** loyal to the wizard Haggen. They launch themselves at the party, but do not pursue further than the ground floor.

#### Wizard's Chambers

The top level is Haggen's personal chambers, which open on one side to a balcony overlooking towards the north the dark woods and ocean beyond. The place itself is well furnished in thick bluish plushes, as well as shelves of books and a single desk.





Haggen Durmun stands just to the west of the balcony, ready to affront the assaulting party.

### Haggen's Final Battle

As the party enters the room, Haggen is standing up from a sitting position. Flames form next to them, widening into a fiery circle out of which two infernal eyes stare. A **barbed devil** springs out, gleefully attacking any creatures nearest to it.

Additionally, **Haggen Durmun** remains near the balcony at the back, following this schema to the best of his ability, ignoring the devil in his assaults as long as it doesn't attack him. Keep in mind that he is down all the spell slots he consumed on the party's approach, plus a 5th level slot.

**Round 1:** *Ice Storm* on the entrance, catching as many PCs as possible.

**Round 2:** If possible, last 4th-level slot in the form of *Wall of Fire*, penning the party in with the devil. Else, if he can catch at least 3 creatures, *Lightning Bolt*, or otherwise, *Scorching Ray*.

**Round 3:** If possible, *Lightning Bolt* or *Senguine et Igne*. If the party is beating the devil too easily, *Ice Knife* on the strongest. Otherwise, *Fog Cloud* in the midst.

**Round 3+:** *Scorching Ray* and *Ice Knife* as much as possible, reverting to *Arc Lightning* if running dry.

If at any moment a creature is getting too near him, he uses *Telekinesis* on that creature to throw it out of the balcony and to the ground, 120 feet below.

If the devil is beaten and the party is still in acceptably good condition and coming towards him, Haggen gives up and pleads for mercy.

### The Plot

If the party questions the defeated wizard, or leaves through the sheets on his desk, they find out about the evil plot that was the underlying reason for the attempted ogre invasion.

Indeed, two months ago, a fleet of denisite ships had sailed off towards the realms of the Cuprien Empire in the west. There, they had raided small coastal settlements to capture food and people, planning on bringing it all back secretly to Denise as a bounty to help stand these difficult times. However, the new Cuprien presence on the main island, along with a warcaster and a battleship, presented great danger to the returning convoy, and so, Haggen was hired to bring ogres to the isles to chase off the cupriens so that the slave convoy may pass through safely.

Unluckily, those aggressive ogres also attacked denisite settlements. Moonport's people realized this and asked the capital for help in hunting down the killers, and so they had to send adventurers, hoping that those reckless people would die attacking cupriens.

Sadly, this failed, as the adventurers uncovered the root of the problem and ended it.

### Loot

The party might be interested in plundering the wrecked room of the poor wizard.

Next to the desk lies a metal wand engraved with a sickle moon. It is a *Wand of Monster Domination*, and allows to control weak-minded individuals such as ogres to be given orders whilst being branded by the rod.

By the spot where the wizard fought lies a single ruby worth 999 gp.

In a cupboard in the desk lies a leather pouch containing 42 ep.

### Moral Dilemma

The planned encounter ends once the party defeats Haggen and unveils the plot. No further ogres will spew from this tower, and their mission is accomplished. However, what should they do now?

Their nation, and for some, their home, cheated on them. Ruthless denisite merchants and soldiers were ready to exterminate an entire island, on which their own people lived, for the sake of some food and slaves torn from their homes. How can this be? Where should the party go?

Maybe the group decides to find Cefrey Landram and propose to join forces with her, ambushing the slave convoy and freeing its load using the great naval combat rules in the [Adventurer's Guide to the Seas](#). Or they might decide to ignore it, sailing back home as if nothing happened and keeping the horrible secret for themselves. Or they might go to Moonport and inform its people there, which could lead to a dangerous situation: some of the guards as well as Wilbur were aware of the plot, whilst many of the commoners will be shocked and afraid at this revelation. A massacre might ensue if the party isn't careful.

The road is wide open from here.



# Thanks to You!!

v 1.0

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*Special thanks to u/beans665*





# Appendix

In addition to the monsters in the *Monster Manual*, this adventure uses two stat blocks shown below. On the next page, you'll find a map of the Forgotten Islands.

## SOLDIER

Medium humanoid

Armor Class d8, h17 (chain)  
Hit Points 22  
Speed 30 ft.

STR	DEX	CON	INT	WIS	HON
15 (+2)	12 (+1)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

### Actions

**Spear.** h +4 d +3, reach 5 ft., one target. *Hit:* 1d6+2 piercing damage

## HAGGEN DURMUN

Medium humanoid

Armor Class d11 h0  
Hit Points 22  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	15 (+2)

**Saving Throws** Int+6, Wis +4  
**Skills** Arcana +6, History +6

**Spellcasting.** The wizard is an 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following spells prepared:

- Cantrips (at will): *arc lightning, message, minor illusion*
- 1st (4 slots): *drain, fog cloud, ice knife*
- 2nd (3 slots): *immobilizer, scorching ray*
- 3rd (3 slots): *counterspell, lightning bolt, senguine et igni*
- 4th (3 slots): *ice storm, wall of fire*
- 5th (2 slots): *infernal calling, telekinesis*
- 6th (1 slot): *chain lightning*

### Actions

**Dagger.** +4 to hit, reach 5 ft., one target. *Hit:* 1d4+2 piercing damage

