

YAZUR ISLAND PLAYER'S GUIDE

Yazur Island is a 900-square-mile island off Omeria's northeastern coast. It's approximately 50 miles from Imfe Caan Asaari, the "capital" city of Vaskil Valley. Once the site of a few noteworthy Pressonian settlements, Yazur Island now serves as an arcane prison for Omeria's most dangerous spellcasters; that's because 20-foot-tall, mouthless, horned cyclopes that call the island home generate fields of antimagic that extend up to 15 miles off the island's shores. And if that's not bad enough, the quickest passage back to the mainland, the Straits of Libby, is riddled with dangerous creatures.

USING THIS GUIDE

This document is designed to be shared with players as a primer for creating characters and running adventures on the antimagic Yazur Island.

Character Options contains new material for players, including a new background and a method for determining the character's Effective Character Level (ECL) while on the island.

CREDITS

The following creators made this adventure possible:

Design and Writing. DMDave

Editing and Layout. Tony Casper

Cartography. DMDave with Inkarnate

Artwork. Midjourney, Matias Lazaro

Adventures on Yazur Island details how to travel around the island, activities the characters can perform in their downtime to help them survive, the island's trade system, and the island's factions.

The Player's Map of Yazur Island offers a look at the island without showing the exact location of many of its landmarks. The players may use this map to find their way around the island and avoid obvious hazards, such as its murky swamps and the treacherous karsts at the island's center.





YAZUR ISLAND CAMPAIGNS

The Yazur Island campaign takes place in the DM-Dave campaign setting of Omeria. Omeria is the name of the primary continent of Casar. Here are some things to know about Casar, Omeria, and its people:

1. Casar is not on the Material Plane.

Most worlds in Fifth Edition exist in a realm called the Material Plane. The Material Plane is the nexus where the philosophical and elemental forces that define the other planes collide in the jumbled existence of mortal life and mundane matter. However, Casar is not actually part of the Material Plane. Instead, it exists in a realm adjacent to the Material Plane called the Deep Ethereal. And while it shares many similarities with other Fifth Edition worlds, it is actually a demiplane.

While this fact might seem superficial, it changes the nature of the game in huge ways, particularly the way magic functions in Casar.

2. Casarians are not humanoids in the traditional sense.

Casar, like most Fifth Edition worlds, has its fair share of humans, elves, dwarves, halflings, and so forth. However, these creatures are not truly humanoids, at least not in the traditional sense. All life on Casar was created by the Great Creator's proxies to serve the Creator's experiment. While there are no differences from a game mechanics standpoint, it does create a few philosophical conundrums.

3. Casar is a world on the brink of destruction.

Since its inception, Casar has been doomed. In fact, it wasn't meant to last as long as it has. The Great

Creator and the four Elder Elementals responsible for its creation only designed Casar as a grand cosmic experiment. Much to their surprise, the experiment survived beyond its initial stages. Now, Casar thrives with intelligent life. But the foundation upon which Casar rests crumbles, slowly collapsing into a quasialemental plane of vacuum known as The Void.

4. Fiends and celestials are rare in Casar.

Because Casar exists in the Ethereal, it is not as connected to the Astral Plane and Outer Planes as other Fifth Edition worlds. As such, creatures that hail from the Outer Planes are somewhat rare in Casar. There are a few exceptions, of course. The danaavrakti are fiends that live in a demiplane adjacent to Casar. And the sun god Naeyer's demiplane-within-a-demiplane is home to several rogue celestial beings.

5. Gods are rare in Omeria.

Omeria has only a few true gods. Most beings that grant spells and powers are proxies for more extraordinary powers outside Omeria. While they are undoubtedly powerful—far more so than the average being—their divine might is far from that of other gods in Fifth Edition worlds. As such, divine magic is rare and limited to only a few worshipers, and warlocks are much more common.

6. Arcane Technology reigns supreme in Omeria.

During Casar's creation, the Great Creator and Elder Elementals imbued the land with the power of eight pseudoelements. Through the manipulation of these pseudoelements, Omeria's people created arcane technology. Some nations, such as the mighty nation of Odonburg in Southern Omeria, use this technology in all aspects of their life.

7. Characters affect the world.

Omeria is a living campaign setting; this means that players who participate in the world of Omeria and share their experiences with the DMDave team will affect Omeria's ongoing history. Will they be able to stop Omeria from destruction? Or will they hurry its doom along?

For more information on Omeria, check out *Pexia's Guide to Omeria* campaign guide and the *Hand of the Eight* adventure book.

CHARACTER OPTIONS

When you create a character for a campaign set on Yazur Island, you can choose from any of the options that Fifth Edition offers, including those described in this document. If you wish to bring an existing character into a Yazur Island campaign, make sure that you are aware of the effects Yazur Island's persistent antimagic field imposes on classes, particularly those with spells and other magical features.

OPTION: PRISONER ON THE ISLAND

The best way to get the characters involved in the Yazur Island story is to introduce them as prisoners to the island. A character imprisoned on the island is deprived of all starting equipment and coinage. All they have is a set of common clothes and simple, woven shoes. Characters in this position must work hard to survive on the cruel island. Unless they encounter NPCs who wish to help, they will need to forage for food and build shelters to survive. See the Downtime Activities section on page 14 for more information on island survival activities.

NEW BACKGROUND: ARCANE PRISONER

Prerequisite: The ability to cast at least one spell

Whether you are guilty of a crime or not, something happened in your past that caused those around you to fear your innate magical abilities. As such, you were captured and sent to a place where you no longer have access to your magical abilities.

Skill Proficiencies: Arcana, Insight

Tool Proficiencies: One of your choice

Languages: One of your choice

Equipment: A set of traveler's clothes, a diary, an ink pen, a bottle of ink, and a pouch containing 10 gp

The Charges

The charges are the reason for your status as an arcane prisoner. You decide whether or not you are guilty of the crime. Roll on the charges table to determine the nature of your charges.

Charges

d10	Charges
1	You didn't use your magic to protect others from harm; they were injured or killed.
2	You conjured a dangerous creature that injured or killed others.
3	You predicted a disastrous outcome that came to pass. Those affected blame you.
4	You used enchantment magic to force someone to do something against their will.
5	You used a conjuration or evocation spell to vandalize, injure, or kill.
6	You created illusions that were lewd or offended others.
7	You used necromancy to reanimate a dead creature that injured or killed others.
8	You transmuted someone into another creature or object against their will.
9	You draw your magic from a being others consider evil or unnatural.
10	You can trace your ancestry to creatures others deem evil or unnatural.

Feature: Adapted

Losing access to your magic has forced you to evolve your skillset. You gain one feat of your choice. The feat you choose must increase at least one of your ability scores.

EFFECTIVE CHARACTER LEVELS

Yazur Island is wholly divorced from magic. Only the most powerful artifacts and deities can use magic here. As such, spellcasters lose much of their power here. When a character of 2nd level or higher comes to Yazur Island, their level and experience remain the same. However, the character gains an Effective Character Level (ECL). The character's ECL factors in the character's loss of spells and magical abilities, if any. When determining the party's average party level (APL), use the characters' ECLs instead of their actual levels.

To determine a character's ECL, multiply the character's level by the multiplier listed in the table below (rounded down, minimum of 1). For example, a 15th-level wizard on Yazur Island would have an ECL of 6.

Character Class ECL Multipliers

Class	Multiplier
Barbarian*	1.00
Bard	0.60
Cleric	0.75
Druid	0.60
Fighter*	1.00
Monk*	1.00
Paladin	0.75
Ranger	0.75
Rogue*	1.00
Sorcerer	0.40
Warlock	0.75
Wizard	0.40

*Certain classes, such as barbarians, fighters, monks, and rogues, are usually unaffected by antimagic unless the character chooses a subclass that leans heavily on magic use. In instances such as these, grant the class a 0.80 ECL multiplier.

Multiclass Characters. For characters with multiple classes, multiply the individual class levels by the given multiplier. Then, add the levels back together. For example, a 9th-level character with three levels in the fighter class (3×1) and six levels in the bard class (6×0.6) would have an ECL of 6.

CHARACTER FEATURES

The classes most affected by Yazur's persistent antimagic field are the full caster classes, such as

bards, clerics, druids, sorcerers, warlocks, and wizards. However, the other classes aren't completely impervious. This section details the features affected by the island's antimagic. Only features explicitly detailed as magical cease to function.

Barbarians

All of the barbarian's class features function normally, as do the features for the Path of the Berserker subclass. When choosing a barbarian subclass other than Berserker, check to see if the feature is identified as being magical.

Bards

As full casters, Yazur Island severely limits what bards can do.

Spellcasting. Bards can't cast spells on the island.

Magical Secrets. Bards cannot cast the spells learned through their Magical Secrets feature, including those gained through the College of Lore.

Clerics

As full casters, Yazur Island severely limits what clerics can do.

Spellcasting. Clerics can't cast spells on the island.

Channel Divinity. All Channel Divinity effects are magical and, therefore, cannot be used on Yazur Island.

Divine Intervention. Divine Intervention still functions on the island, as deities can surpass antimagic effects.

Druids

As full casters, Yazur Island severely limits what druids can do.

Spellcasting. Druids can't cast spells on the island.

Wild Shape. A druid's wild shape is magical in nature; therefore, a druid cannot use this feature.

Timeless Body. Without magic, druids age normally on the island.

Fighters

None of a fighter's features are rooted in magic; therefore, the island's antimagic does not affect them. However, some of the fighter's subclasses may have magical features and the ability to cast spells, none of which would work on the island.

Monks

In Omeria, monks draw ki from themselves, not from magical forces. Therefore, ki is not considered magical. All of the monk's features work normally while on the island. The monk's Ki-Empowered Strikes still count as magical, too, allowing the monk to overcome resistance and immunity to nonmagical attacks and damage. However, features that allow the monk to create effects similar to spells do not function, so a monk would not be able to cast the *fireball* spell, even if it used its ki to cast it.



Paladins

Although paladins are potent warriors, many of their features rely on magic. A paladin cannot use the following features while on Yazur Island.

Spellcasting. Paladins can't cast spells on the island.

Divine Smite. Spell slots fuel a paladin's Divine Smite; therefore, a paladin cannot use its Divine Smite feature.

Divine Health. Divine magic fuels the Divine Health feature; therefore, a paladin is not immune to disease while on the island.

Channel Divinity. The effects of Channel Divinity are magical; therefore, a paladin cannot use them on the island.

Purity of Spirit. This Oath of Devotion feature duplicates the effects of a *protection from evil and good* spell. As such, it does not work on the island.

Rangers

As detailed below, many of the ranger's features do not work on the island.

Spellcasting. Rangers can't cast spells on the island.

Primeval Awareness. The ranger's Primeval Awareness feature uses a spell slot to fuel it; therefore, this feature does not function on the island.

Rogues

Except for spells and magical features gained through subclasses, none of the rogue's features are considered magical.

Sorcerers

As full casters that rely exclusively on raw magic, sorcerers are severely hindered while on Yazur Island.

Spellcasting. Sorcerers can't cast spells on the island.

Font of Magic. Sorcerers cannot use their Font of Magic feature or any abilities fueled by the sorcery points gained by it while on Yazur Island.

Sorcerous Origin Features. All Sorcerous Origin features are created by the magic flowing through the sorcerer's body; as such, the sorcerer loses access to all these features while on the island.

Warlocks

As full casters, warlocks lose many of their abilities and talents while on Yazur Island, as detailed below. Note that many features provided by the warlock's subclass do not qualify as magical, including those that might *seem* magical.

Pact Magic. Warlocks can't cast spells on the island.

Eldritch Invocations. The warlock loses access to its invocations while on Yazur Island.

Pact Boon. Warlocks lose access to their pact boons while on the island.

Mystic Arcanum. The warlock cannot cast or use the spells gained through its Mystic Arcanum feature.

Wizards

As full casters, wizards lose most of their power

while on Yazur Island; this includes many of the features offered by their subclasses.

Spellcasting. Wizards can't cast spells on the island.

Arcane Ward. This School of Abjuration feature requires the wizard to weave magic around themselves. Therefore, it does not work on the island.

Projected Ward. This feature relies on the abjurer wizard's Arcane Ward to function; therefore, it does not work on the island.

GAINING EXPERIENCE AND LEVELS

Characters use their actual level when determining the amount of experience they gain and when they level, regardless of their Effective Character Level.

If a new class level requires a character to learn or know a new spell, the character does not learn the spell until the character leaves the island and gains at least one character level. For example, a 5th-level wizard that gains their 6th and 7th levels during their stay on the island cannot learn the four spells they would typically gain until they leave the island and gain at least one more level (in addition to any other spells gained at that level).

Additionally, a character cannot multiclass into a full spellcasting class (bard, cleric, druid, sorcerer, warlock, or wizard) while on the island, even if they meet the requirements.





ADVENTURES ON YAZUR ISLAND

If you are a player or a gamemaster who wants to know more about Yazur Island, this section is for you. It goes into detail on how characters can cope on the island. It also further details how antimagic works and its few rare exceptions.

ANTIMAGIC

All of Yazur Island is under the effects of an aura of antimagic, similar to the *antimagic field* spell. The aura extends 15 miles off Yazur Island's coasts, making it difficult for prisoners to escape.

The Yazurian cyclopes that inhabit the island generate the antimagic. However, killing them isn't enough; their indestructible diamond bones lie buried under the surface of the island and its surrounding waters. The effects are permanent.

This area is divorced from the magical energy that suffuses the multiverse. Within the aura, spells can't be cast, summoned creatures disappear, and even magic items become mundane.

Spells and other magical effects, except those created by an artifact or a deity, are suppressed in the aura and can't protrude into it. Magical spell attacks created by undead creatures, such as a will-o'-wisp's Shock or a specter's Life Drain attack, do function within the aura. The Whistling Monolith, a pillar of pure *sjelestein*, also functions.

A spell slot expended to cast a suppressed spell is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

Targeted Effects. Spells and other magical effects, such as *magic missile* and *charm person*, that target a creature or an object in the aura have no effect on that target.

Areas of Magic. The area of another spell or magical effect, such as *fireball*, can't extend into the aura. If the aura overlaps an area of magic, the part of the area that is covered by the aura is suppressed. For example, the flames created by a *wall of fire* are suppressed within the aura, creating a gap in the wall if the overlap is large enough.

Spells. Any active spell or other magical effects on a creature or an object in the aura are suppressed while the creature or object is in it.

Magic Items. The properties and powers of magic items are suppressed in the aura. For example, a *+1 longsword* in the aura functions as a nonmagical longsword.

A magic weapon's properties and powers are suppressed if used against a target in the aura or wielded by an attacker in the aura. If a magic weapon or a piece of magic ammunition entirely leaves the aura (for example, if you fire a magic arrow or throw a magic spear at a target outside the aura), the magic of the item ceases to be suppressed as soon as it exits.

Magical Travel. Teleportation and planar travel fail to work in the aura, whether the aura is the destination or the departure point for such magical travel. A portal to another location, world, or plane of existence, as well as an opening to an extradimensional space such as that created by the *rope trick* spell, temporarily closes while in the aura.

Creatures and Objects. A creature or object summoned or created by magic temporarily winks out of existence in the aura. Such a creature instantly reappears once the space the creature occupied is no longer within the aura.

Dispel Magic. Spells and magical effects such as *dispel magic* have no effect on the aura. Likewise, the sphere created by an *antimagic field* spell doesn't nullify the island's effects.

EXPLORING YAZUR ISLAND

Yazur is a small island off the coast of the Summer Land, measuring approximately 900 square miles. Humanoids imprisoned on the island typically land on Yazur Island's northeast coast, a mile or two from Giannetto's Emporium. Most of Yazur Island is covered in tall, evergreen trees; however, there are plenty of grassy fields, murky swamps, and towering karsts, as well. When the characters first start their journey on Yazur Island, use these rules to help you run exploration of the campaign.

Using the Player's Map

The appendix includes a player's map of Yazur Island. Each day that the party travels through the wilderness, follow these steps:

- ▶ Using the map, identify the hex in which the party is currently located. Don't share this information with the players if the party is lost; otherwise, show the players the party's location by pointing to the appropriate hex on their map of Yazur Island.
- ▶ Let the players determine what direction the party wants to go and whether the party plans to move at a normal, fast, or slow pace (see "Travel Distances" below).
- ▶ Let the players choose a navigator, then make a Wisdom (Survival) check on the navigator's behalf to determine if the party becomes lost (see "Navigation" below).
- ▶ Check for random encounters throughout the day (see the Random Encounters section on page 8 for details).
- ▶ Before the characters undertake a long rest, determine if they have appropriate shelter (see "Shelter" below).

Travel Distances

On the map of Yazur Island, each hex measures 2 miles across. The time it takes to travel through a hex depends on its dominant terrain type, as shown in the table below. Characters can travel for up to 8 hours before resting, unless they perform a forced march as detailed in the Fifth Edition rules.

Travel Distances

Terrain Type	Fast Pace	Normal Pace	Slow Pace
Coast	30 minutes	1 hour	2 hours
Forest	1 hour	2 hours	3 hours
Grassland	30 minutes	1 hour	2 hours
Hill	1 hour	2 hours	3 hours
Mountain	—	6 hours	8 hours
Swamp	—	3 hours	4 hours

If the characters move at a fast pace, they take a –5 penalty to their passive Wisdom (Perception) scores. If the characters set a slow pace, they can move stealthily.

Navigation

The players must pick one party member to serve as a navigator. The navigator can be an NPC.

Each time the party wishes to move into a new hex, the gamemaster makes a Wisdom (Survival) check on behalf of the navigator. The result of the check determines whether or not the party becomes lost while traveling. The DC of the check is based on the hex's dominant terrain type—DC 10 for coasts, hills, and grasslands, and DC 15 for forests, mountains, and swamps. Apply a +5 bonus to the check if the group sets a slow pace or a –5 penalty if the group is moving at a fast pace.

If the check succeeds, the navigator knows precisely where the party is on the player's map of Yazur Island. If the check fails, the party becomes lost. Six other hexes surround each hex on the map; whenever a lost party moves one hex, roll a d6 to randomly determine which neighboring hex the party enters. Do not divulge the party's location to the players. While the party is lost, players can't pinpoint the group's location on their map of Yazur Island. The next time a navigator succeeds on a Wisdom (Survival) check to navigate, reveal the party's actual location to the players.

Finding Shelter

Characters who explore Yazur without any gear or supplies will need to find or make shelter before they take a long rest. If they don't, they could suffer severe consequences. The Crafting Items section on page 15 details the rules for building shelters.

A character that attempts to take a long rest outside of a permanent shelter must make a DC 10 Constitution saving throw at the end of the long rest. The table below shows different modifiers to add or subtract to the DC based on the character's sleeping arrangement and the type of terrain in which they find themselves. On a failed saving throw, the character does not gain the benefits of a long rest and takes one level of exhaustion.

Sleeping Situation Modifiers

Situation	Modifier
Sleeping in a makeshift shelter	–2
Sleeping near a campfire	–2
Sleeping on a bedroll or in a sleeping bag	–2
Sleeping in coastal, grassland, or hilly terrain	—
Sleeping in forest or mountain terrain	+5
Sleeping in a swamp	+10

RANDOM ENCOUNTERS

Each time the characters enter a new hex while exploring or whenever they camp in the wilderness, roll a d20. An encounter occurs on a roll of 20. Roll

percentile dice and check the Yazur Island Encounters table for the terrain appropriate to where the characters are. After determining what the characters encounter, you can use the information presented after the table to bring the encounter to life.

Yazur Island Encounters

Encounter	Coast	Forest	Grassland	Hill	Mountain	Swamp
Ankhegs	—	—	01–04	01–03	01–06	—
Awakened shrubs	01–05	01–04	05–08	04–06	07–12	01–06
Awakened trees	—	05–08	—	—	—	07–12
Bats	—	09–12	09–12	07–09	13–18	13–18
Bloodhawks	06–10	13–16	13–16	10–13	19–24	19–24
Brownies	—	17–19	—	—	—	—
Chuul	11–12	—	—	—	—	—
Druids	13–15	—	17–19	14–16	—	—
Dryads	—	20–22	—	—	—	—
Ettercaps	—	23–26	—	—	25–30	25–30
Ghouls	16–20	27–30	—	17–19	31–36	31–36
Giant badgers	—	—	20–23	20–22	—	—
Giant crabs	21–25	—	—	—	—	—
Giant octopus	26–30	—	—	—	—	—
Giant owls	—	31–34	—	22–25	—	—
Giant rats	—	35–38	24–27	26–28	—	37–42
Giant shark	31–33	—	—	—	—	—
Giant vultures	—	—	28–31	29–31	37–42	—



Encounter	Coast	Forest	Grassland	Hill	Mountain	Swamp
Giant wasps	—	38–42	32–35	32–34	43–48	43–48
Giant weasels	—	—	36–39	35–37	—	—
Goblinoids	34–40	43–45	40–42	38–40	—	—
Gremlins	41–45	46–49	43–46	41–43	—	49–54
Gricks	—	—	—	—	49–54	—
Horrorlings	—	50–53	—	—	—	55–60
Insects	46–55	54–57	47–50	44–46	55–60	61–66
Jackals	—	—	51–54	47–49	—	—
Killer whale	56–60	—	—	—	—	—
Manticores	61–65	58–61	55–58	50–53	61–66	—
Merfolk	66–70	—	—	—	—	—
Owlbears	—	62–65	—	54–57	67–72	—
Panther	—	66–69	59–62	58–60	—	—
Prisoners	71–78	70–72	63–66	61–63	—	—
Rust monsters	79–83	—	67–70	64–66	—	—
Shambling mound	—	73–75	—	—	—	67–72
Skeletons	84–88	76–79	71–74	67–70	—	73–78
Sprites	—	80–82	—	—	—	—
Stirges	—	83–86	—	71–74	73–78	—
Swarms of rats	—	87–90	75–78	75–78	—	79–84
The Anorians	89–90	91	79–80	79–80	79–80	—
Werevulture	91–92	—	81–82	81–82	81–90	—
Will-o'-wisps	—	92–95	83–86	83–86	—	85–90
Wolves	—	96–98	87–90	87–92	—	—
Yazurian cyclops	93–94	99–00	91–93	93–94	91–94	91–94
Zombies	95–00	—	94–00	95–00	95–00	95–00

Ankhegs

These large, burrowing, mantis-like creatures favor the island's grasslands and hills devoid of large tree roots. Unless the characters are moving stealthily, 1d2 **ankhegs** surprise them, emerging from the ground. The creatures are hungry but are easily deterred by prey that presents a formidable challenge.

Awakened Shrubs

The characters enter an area with 2d10 **awakened shrubs**. Most of the awakened plants that live on the island come from a time long before the cyclopes. Their numbers are dwindling, and these creatures fight for survival, shouting in the old elven tongues (Sylvan) before they enter combat.

Awakened Trees

The characters pass through a grove populated by 1d4 **awakened trees**. Most of the awakened plants that live on the island come from a time long before the cyclopes. Their numbers are dwindling, and

these creatures fight for survival, shouting in the old elven tongues (Sylvan) before they enter combat.

Bats

Huge colonies of bats emerge from the surrounding forests to hunt insects at night. They aren't above attacking larger prey, especially if they feel threatened. The characters encounter 1d4 + 1 **swarms of bats**.

Bloodhawks

Vicious and bloodthirsty, these large, red-feathered birds of prey attack without provocation. In the open, the characters spot the birds 1d4 × 100 feet away. In areas with lots of cover, like forests and mountains, the distance is instead 1d4 × 10 feet. There are 2d6 **blood hawks** in the flock.

Brownies

Brownies are diminutive fey creatures that live in Yazur Island's forests. The characters encounter a brownie scouting party. The party consists of 2d4



brownies (see the appendix), all riding **badgers**. Neutral creatures, brownies only fight if they feel threatened or the party has something they want. They are partial to strange trinkets and jewelry, especially those made from jade or emeralds.

Chuul

A lone **chuul** steps out of the ocean and attacks the party. Relics of a time long before the cyclopes came to the island, these strange, lobster-like monsters emerge from the sea looking for victims to drag back into the ocean depths at the behest of their lord and master, the kraken Giz'atar.

Druids

The Band of Stars, Yazur Island's largest druid circle, regularly sends its druids on scouting parties to other parts of the island. The group consists of 1d4 druids. Because the druids lack magic, use the **tribal warrior** stat block to represent them. Although the druids are not friendly towards strangers, they are not outwardly aggressive. If the characters speak with the druids and succeed on a DC 15 Charisma (Deception or Persuasion) check, they convince the druids that their intentions are noble. The druids share with the characters what they know about the island.

Learn more about the Band of Stars druids in the upcoming *Yazur Island: Band of Stars* adventure module.

Dryads

1d2 **dryads** spring from the nearest trees and attack without provocation. Once the protectors of Yazur

Island's awakened plants, these fey creatures have since turned twisted and angry, loathing humanoid life no matter its form.

Ettercaps

Incorrectly believed to be distant cousins of the krigs of Orbea, the titans created these spider-humanoid creatures before the Age of Elves. Now an endangered species, ettercaps live only in the farthest reaches of Omeria. Yazur Island's antimagic keeps them safe from the deadly mainland spellcasters responsible for eradicating most of their kind.

Highly territorial, ettercaps attack all trespassers. Otherwise, they only fight to defend themselves. Their territories are always covered in thick spider webs. The characters encounter 1d4 **ettercaps**.

Ghouls

For some unknown reason, necromancy functions in a limited capacity on the island, unsuppressed by the cyclopes' antimagic. These foul, rubbery beings are hungry but also fearful of the island's prisoners. These ghouls won't attack the party unless the ghouls outnumber the characters, the characters seem distracted (e.g. moving at a fast pace), or the ghouls are being led by a ghost. Otherwise, they keep their distance.

There are 1d6 **ghouls**, with a 25 percent chance that one of them is a **ghost**.

Giant Badgers

The characters spot 1d2 **giant badgers** hunting for small prey. These large, aggressive beasts are native to Yazur Island. Unless the adventurers provoke the

badgers or approach their young, the badgers ignore the characters.

Giant Crabs

The characters encounter 1d6 **giant crabs**. The crabs prefer Small prey, like halflings and gnomes, but will settle for a larger creature if desperate enough. Massive sea creatures are a common sight on Yazur Island's beaches and within the Tyrant's Riddle, the cold sea that surrounds it.

Giant Octopus

A deceptively intelligent **giant octopus** hides amid shoals, the ruins of a shipwreck, or a sandbar, hoping to attract land animals—the characters included.

Giant Owls

The characters encounter 1d2 **giant owls**. Stealthy and extraordinarily intelligent, these creatures mostly avoid the island's humanoids but might assist them if they sense that the characters are in distress. Yazur's giant owls despise the humanoids of Fury; if the characters are coming from Fury or wearing the colors of Fury's Unbeguiled, the owls attack.

Giant Rats

These massive rodents run rampant on the island, where their nasty diseases go unchecked due to the lack of healing magic. The characters encounter 1d4 **diseased giant rats** and 1d4 **swarms of rats**.

Giant Shark

These humongous predators stalk the waters just a few miles offshore, hoping to catch Medium or Small prey. Fortunately, they fight alone—the characters encounter only one **giant shark**.

Giant Vultures

Fear of the island's werenvultures keeps these large, intelligent predators safe, as most islanders can't tell the difference between naturally occurring giant vultures and the lycanthropes. The giant vultures use this to their advantage, attacking humanoids without fear of reprisal. There are 1d4 + 1 **giant vultures** in the wake.

Giant Wasps

A swarm of 1d4 + 1 **giant wasps** buzzes around the area, likely protecting a larvae-filled nest. The wasps won't hunt the characters but will make it difficult for the party to pass through the area without a fight.

Giant Weasels

A popular mount for the island's smaller inhabitants, giant weasels prefer to roam in areas of high grass and overgrowth. They won't attack humans and run when encountered. There are 1d4 **giant weasels** in the pack.

Goblinoids

The goblins of Gar Wabrizz are fearful of magic and loathe it. Most goblinoids who exhibit magical powers, particularly sorcerers, are exiled to the island. Most of Yazur's goblinoids live in the village of Rot, tucked away in the shadow of the island's great karsts.

There are 1d4 + 1 **goblins**, 1d4 **hobgoblins**, and 1d2 + 1 **bugbears** in the party.

After determining the party's makeup, use the tables below to determine the goblinoids' attitude.

First, roll or choose an attitude on the Goblinoid Attitude table. Then choose or roll for the goblinoids' purpose on the Goblinoid Purpose table. Each purpose is described after the table.

Goblinoid Attitude

d6	Attitude
1	Friendly
2–4	Neutral
5–6	Hostile

Goblinoid Purpose

d10	Purpose
1–2	Lost
3–4	Travelers
5–6	Explorers
7–8	Hunters
9–10	Bandits

Lost. Whether they entered the area intentionally or by happenstance, these goblinoids are lost. Friendly goblinoids may offer the characters a reward in exchange for helping them escape the area. Hostile goblinoids may intimidate and threaten the characters if they don't help.

Travelers. The goblinoid group is simply passing through. Friendly groups may offer the characters a chance to join them on their way through the forest. Hostile groups may lash out, believing the characters to be spies or bandits.

Explorers. Explorers are in the area searching for a specific location. Friendly explorers offer to exchange information or goods with the party. Hostile groups may lash out, believing the characters seek the same spot.

Hunters. Hunters in the area seek to kill or capture specific creatures that live there. Friendly hunters are looking for food or a way to clear the area of pests, such as the horrorlings and gremlins. Hostile hunters want to harm the benevolent creatures that live here, including the characters.

Bandits. Bandits use the area as the perfect site to get the drop on other humanoids that live on the

island. Friendly bandits might sense a kindred spirit among the characters, whereas hostile bandits view the characters as easy marks.

Gremlins

Don't let their cute appearance fool you; gremlins are the island's most significant pests. These small, furry creatures love to cause havoc wherever they go. While gremlins prefer to stick to their section of the island, they also love exploring and pestering the island prisoners. The characters encounter 3d6 **gremlins**. You can learn more about gremlins in the upcoming adventure module, *Yazur Island: Cemetery of Steel*.

Gricks

While traveling through a mountainous area, the characters encounter 1d2 **gricks**. Without magic weapons to harm them, gricks thrive on the island. Most grow larger than usual thanks to a bountiful supply of food. Yazur's gricks have the following changes:

- ▶ They have walking and climbing speeds of 25 feet.
- ▶ Their Dexterity score is 10 (+0).

Horrorlings

Part insect, part possum, and part alien lifeform, these horrible flying creatures build nests within the black branches of the island's dead trees. Horror-

lings emit a constant droning sound that confuses their victims, allowing them to swoop in and attack with their razor-sharp claws.

The characters encounter 1d6 + 1 **horrorlings** (see the appendix).

Insects

Characters moving at a normal or fast pace stumble into a nest of 1d2 **swarms of insects**. Those moving at a slow pace spot the swarms beforehand and avoid them.

Jackals

Jackals, coyotes, and other wild dogs roam the tall grasses and forests, looking for prey. The characters encounter a pack of 2d6 **jackals**. While the jackals are comfortable enough to attack a group of humanoids, they are easily scared away, especially if their numbers are reduced to half or less.

Killer Whale

A massive **killer whale** prowls the coastal waters looking for an easy target. Killer whales don't particularly enjoy the taste of humanoid flesh, but if times are lean, they'll make do.

Manticores

Manticores aren't indigenous to the island but enjoy the protections that the island's nonmagical nature offers them. The characters encounter 1d2 **manticores**. Intelligent creatures, the manticores prefer to bully groups into surrendering their possessions over attacking outright. Still, if the manticores spot a poorly equipped group, they'll go for the easy pickings.

Merfolk

Most of Omeria's merfolk live further south in the Ocean of Warna. However, the marids of Q'ek will sometimes send scouting parties into the Tyrant's Riddle to secure resources or find new allies. There are 2d4 **merfolk** in the scouting party, with a 25 percent chance that there is a **merrow** with them.

Owlbears

These large, ferocious predators aren't native to Yazur Island but are an invasive species. Extraordinarily tough to kill without the help of magic, owlbears prosper here. The characters encounter 1d2 **owlbears**. There is a 25 percent chance that they have 1d4 cubs with them. Owlbear cubs use the **black bear** stat block.

Panther

A lone **panther** stalks the party, using its Keen Smell to track them and Stealth to hide. It waits for one of the characters to fall behind, hoping to attack the character while it is alone. If the party is traveling before this encounter occurs, the panther attacks any character distracted by another activity (such



as foraging or navigating) or the character with the lowest passive Wisdom (Perception) score. When the combat begins, the panther and the target character are 2d4 × 10 feet away from the rest of the party.

Prisoners

The characters encounter 1d8 prisoners. Yazur Island's prisoners come in a variety of shapes and sizes. Plus, the characters are just as likely to encounter a friendly group of prisoners as they are belligerent ones.

All prisoners use the **tribal warrior** stat block, except they have Intelligence scores of 15 (+3) and proficiency in Arcana and History (+5 in both).

First, roll or choose an attitude on the Prisoner Attitude table. Then choose or roll for the prisoner's purpose on the Prisoner Purpose table. Each purpose is described after the table.

Prisoner Attitude

d6	Attitude
1	Friendly
2–4	Neutral
5–6	Hostile

Prisoner Purpose

d10	Purpose
1–2	Lost
3–4	Travelers
5–6	Explorers
7–8	Hunters
9–10	Bandits

Lost. Whether the prisoners entered the forest intentionally or by happenstance, these prisoners are lost. Friendly prisoners may offer the characters a reward in exchange for helping them escape the forest. Hostile prisoners may intimidate and threaten the characters if they don't help.

Travelers. The prisoner group is simply passing through. Friendly groups may offer the characters a chance to join them on their way through the forest. Hostile groups may lash out, believing the characters to be spies or bandits.

Explorers. Explorers are in the forest searching for a specific location. Friendly explorers offer to exchange information or goods with the party. Hostile groups may lash out, believing the characters seek the same spot.

Hunters. Hunters in the forest seek to kill or capture specific creatures that live here. Friendly hunters are looking for food or a way to clear the forest of its pests, such as the horrorlings and gremlins.



Hostile hunters want to harm the benevolent creatures that live here, including the characters.

Bandits. Bandits use the forest as the perfect site to get the drop on other humanoids that live on the island. Friendly bandits might sense a kindred spirit among the characters, whereas hostile bandits view the characters as marks.

Rust Monsters

The Pressonian colonists who lived here introduced the first rust monsters to the island, thinking the giant insects would eat the aging deadrunner rigs littering the island's western side. Now, the creatures are a huge problem for the islanders. The characters encounter 2d4 **rust monsters**. The rust monsters ignore the party if the characters lack ferrous weapons or armor. Otherwise, they attack aggressively.

Shambling Mound

These grotesque mounds of vegetation are usually found near murky water, like small ponds or large mud puddles. Characters traveling at a fast pace might not spot one until it's too late. There is one **shambling mound** in this encounter.

Skeletons

The skeletal remains of the island's past inhabitants often rise from the ground and attack; there are 1d8 **skeletons**. For an unknown reason, some necromancy still functions on the island despite the cyclopes' antimagic field.

Sprites

The sprites flit about the island, hoping to assist other fey creatures endangered by the island's antimagic and prisoner population. Unless the characters are traveling at a slow pace, they might not even notice the sprites, who remain hidden when large creatures come near. There are 1d4 **sprites** in the scouting party.

Stirges

Although these creatures rarely come out in the daylight, sometimes too much noise or the presence

of fire might disturb their sleep, causing them to rise and attack. Characters traveling at a fast pace automatically disturb 3d4 **stirges**. When traveling at a slow pace, the stirges remain asleep.

Swarms of Rats

Prolific and well fed, the rat population on Yazur Island is a massive problem. The characters encounter 1d4 **swarms of rats**.

The Anorians

Dinica and Xaril Colarn, a brother and sister team, keep watch over Yazur Island's inhabitants. They report any peculiarities to their handlers among the Otari monks on the mainland. Accustomed to a life without magic, these Anorian siblings rely on archaic weaponry (guns) to keep the peace. The pair avoid confrontation, preferring to observe and report. If they have to draw their weapons, they use their rifles and keep their distance.

Dinica and Xaril Colarn use the **Anorian gun mage** stat block in the appendix.

ANORIAN PISTOL

An Anorian pistol is a martial ranged weapon. The weapon has a trade value of 300 gp on the island and weighs 3 pounds. It has a range of 40/90 feet and has the loading property—the weapon deals piercing damage equal to 1d10 plus the user's Dexterity modifier.

Werevulture

Lycanthropes have lived on Yazur Island for as long as anyone can remember. The antimagic nature of the cyclopes protects the creatures from spells and other magic attacks, making them one of the most dangerous predators on the island. The prisoners protect themselves from werecreatures with silver smuggled onto the island and found among the Presonian ruins. Wolfsbane also grows in certain parts of the island, acting as a natural deterrent against the creatures.

Werevultures now represent the sole lycanthropic presence on Yazur Island. The leading group of werevultures calls themselves The Wake and lives within a tall karst near the island's center. Blessed with flight, the creatures plague the skies, looking for easy targets on the ground.

A lone **werevulture** (see the appendix) flies overhead. The characters may panic and hide, but fortunately, they are safe for the time being.

Will-o'-wisps

To the untrained eye, these nocturnal creatures appear as lamps drifting through the tall grass. Unfortunately, they are evil, life-hungry undead. The characters encounter 1d2 **will-o'-wisps**.

Wolves

Although the wolf population of Yazur Island isn't huge, it's still ever-present. These beasts usually attack in the early hours of the morning or at night. They prefer to attack slow-moving targets and will likely hunt the characters if they travel at a slow pace. There are 1d4 **wolves** in the pack.

Yazurian cyclops

The Yazurian cyclopes are best known for their antimagic aura extending from their skulls and bones. They are why Omeria's mainlanders use the island as a prison for its most dangerous spellcasters. Ironically, the cyclopes are peaceful. They lack mouths, which leads aberrationists to believe they devour arcane energy through some sort of osmosis. Even in death, the antimagic persists.

The characters encounter a lone **Yazurian cyclops** (see the appendix). The cyclops does not attack, nor does it interact with the characters. It is content to stand and passively drain magic from everything around it.

Zombies

The rotting remains of dead prisoners (and sometimes animals) reanimate and attack; the characters encounter 2d4 **zombies**. For an unknown reason, some necromancy still functions on the island despite the cyclopes' antimagic field.

DOWNTIME ACTIVITIES

When characters arrive on Yazur Island, they may find themselves without supplies or means to gather them. As such, they will need to take time to protect themselves if they hope to survive the cruel island. They may do this using downtime activity.

Downtime activities are tasks that take a day or longer to complete. These tasks on Yazur Island include hunting, gathering supplies, and building shelters. More downtime activities are detailed in other Fifth Edition books.

Resolving Activities

The descriptions of the downtime activities in this document explain how to resolve them. Most of these activities require a minimum of one workday. A character must spend at least 8 hours each required day engaged in the downtime activity for that day to count toward the activity's completion.

The days of an activity don't need to be consecutive; a character can spread them over a longer period than required. However, the period should be no more than twice as long as the required time. Otherwise, you should introduce complications such as random monster encounters or injuries and possibly double the activity's associated costs.

NEW DOWNTIME ACTIVITIES

The following activities are suitable for any character willing to spend the time pursuing them.

Crafting Items

Most characters begin their journey on the island without supplies, shelter, or other basic needs. If they can't quickly find allies, they must rely on their own skills to protect themselves. This downtime activity allows characters to build tools, shelters, and other goods to protect themselves while on the island.

Resources. The table below shows all the pertinent information for crafting items on the island, including required tools, raw materials, and the time it takes. A character can complete multiple items in a workday if the total required time for the items is less than 8 hours.

Multiple characters can combine their efforts. Divide the time needed to create an item by the number of characters working on it. Use your judgment when determining how many characters can collaborate on an item. A very small item, like a jug, might allow only one or two workers, whereas a large complex item, like a shelter, might allow four or more workers.

A character must be proficient with the tools needed to craft an item and have access to the appropriate equipment. Everyone who collaborates needs to have the appropriate tool proficiency. You need to make any necessary judgment calls regarding whether a character has the correct equipment.

Crafting Items

Item	Tools	Raw Materials	Time
Arrows or bolts (10)	Woodcarver's tools	1 sp	1 hour
Backpack	Leatherworker's or weaver's tools	1 gp	1 hour
Barrel	Carpenter's tools	1 gp	3 hours
Basket	Weaver's tools	2 sp	1 hour
Bedroll	—	5 sp	1 hour
Blanket	Weaver's tools	3 sp	4 hours
Bucket	Potter's or woodcarver's tools	5 sp	2 hours
Carpenter's tools	—	4 gp	8 hours
Clothes, common	Weaver's tools	5 sp	4 hours
Club	—	—	1 hour
Dagger	Smith's tools	1 gp	2 hours
Fishing tackle	Tinker's or weaver's tools	5 sp	1 hour
Furniture, small or medium	Carpenter's tools	2 gp	4 hours
Furniture, large	Carpenter's tools	4 gp	8 hours
Greatclub	—	1 sp	1 hour
Hammer	Smith's tools	5 sp	1 hour
Hammer, sledge	Smith's tools	1 gp	2 hours
Hide armor	Leatherworker's tools	5 gp	8 hours
Hunting trap	—	1 gp	1 hour
Javelin	Carpenter's or woodcarver's tools	5 sp	1 hour
Jug or pitcher	Potter's tools	1 sp	2 hours
Ladder	Carpenter's or woodcarver's tools	1 gp	1 hour
Leatherworker's tools	—	3 gp	8 hours
Light hammer	Smith's tools	5 sp	1 hour
Mace	Smith's tools	2 gp	8 hours
Mason's tools	—	5 gp	8 hours
Net	Weaver's tools	1 gp	4 hours
Pick, miner's	Smith's tools	1 gp	4 hours
Pole (10-foot)	Carpenter's or woodcarver's tools	1 sp	1 hour
Potter's tools	—	5 gp	1 day

Item	Tools	Raw Materials	Time
Pouch	Leatherworker's or weaver's tools	2 sp	1 hour
Quarterstaff	Carpenter's or woodcarver's tools	1 sp	1 hour
Quiver	Leatherworker's or weaver's tools	2 sp	1 hour
Rope, hempen	Weaver's tools	5 sp	1 hour
Sack	Leatherworker or weaver's tools	2 sp	1 hour
Shelter, 1-person (makeshift)	—	—	2 hours
Shelter, 1-person (permanent)	—	1 gp	2 hours
Shelter, 2-person (permanent)	Carpenter's or mason's tools	2 gp	4 hours
Shelter, 4-person (permanent)	Carpenter's or mason's tools	3 gp	6 hours
Shield	Carpenter's or woodcarver's tools	5 gp	4 hours
Shortbow	Woodcarver's tools	5 gp	4 hours
Shovel	Smith's tools	1 gp	4 hours
Sickle	Smith's tools	1 gp	4 hours
Sling	Leatherworker's tools	1 sp	2 hours
Smith's tools	—	10 gp	2 days
Spear	Smith's or woodcarver's tools	1 gp	2 hours
Waterskin	Leatherworker's or weaver's tools	2 sp	1 hour
Weaver's tools	—	1 gp	8 hours
Woodcarver's tools	—	1 gp	8 hours

Hunting and Gathering

If the characters are brought to the island as prisoners, then they arrive with little more than the clothes on their backs and shoes on their feet. They will need food and water to survive and shelter to protect themselves from the elements.

Resources. A character must spend at least one workday hunting and gathering (a minimum of 8 hours). Before the character begins, they must first declare the type of goods they wish to find: food and water or building materials. They must choose one or the other and cannot pick both. Then they must declare which of the island's hexes they wish to search. A character can only hunt and gather in a previously explored island hex within one hex of their current location. See the Exploring Yazur Island section on page 7 for details on exploration.

Resolution. The character must make a series of ability checks, with a DC based on the terrain where the character is searching (see the table below). Increase the DCs to find food and water in the winter by 5.

Hunting and Gathering DCs

Terrain	Food and Water DC	Building Materials DC
Coast	10	15
Grassland	15	15
Forest	10	10
Hill	15	15
Mountain	15	15
Ruins	15	10
Swamp	15	15

The character makes three ability checks: Strength (Athletics), Intelligence (Nature), and Wisdom (Perception). If the character is hunting for food, they can replace one of these checks with an attack roll using one of the character's weapons. Consult the Hunting and Gathering Results table to see how the character did.

Hunting and Gathering Results Table

Result	Food and Water Found	Building Materials Found
0 successes	—	—
1 success	1d2 pounds of food and 1d2 gallons of water	1d2 gp worth of building materials
2 successes	1d4 pounds of food and 1d4 gallons of water	1d4 gp worth of building materials
3 successes	2d4 pounds of food and 2d4 gallons of water	2d4 gp worth of building materials



FACTIONS

Yazur Island has been a prison for nearly 150 years. During this time, various settlements rose and fell, and from out of these settlements came factions, many of which are still present on the island. The island's eight most prominent factions are detailed below. Future installments of *Dungeons & Lairs: Yazur Island* will offer more information on these factions.

Blood of the Cyclopes

- ▶ Location: The Whistling Monolith
- ▶ Leader: Dezecratia
- ▶ Archetype: Militant force

Founded by a non-prisoner Anorian named Dezecratia, the Blood of the Cyclopes desires to demolish the Whistling Monolith, believing (correctly) that it is what keeps the cyclopes tied to the island. They theorize that once the monolith is gone, the cyclopes will travel to the mainland and wreak havoc. The Bloods maintain a ruined fortress a few hundred feet from the landmark.

The Empty Academy

- ▶ Location: Dinzertown
- ▶ Leader: Dezecratia
- ▶ Archetype: Academy

This faction of former Pexian scholars was banished for using unethical magic. Since their imprisonment, the faction shifted its focus, seeking to understand how magic permeates the world by running experiments within the antimagic aura. Their presence is

well known, especially in Dinzertown, where many prisoners volunteer to help them with their studies.

Giannetto's Helpers

- ▶ Location: Giannetto's Emporium
- ▶ Leader: Giannetto
- ▶ Archetype: Adventuring Guild

Giannetto, the eponymous owner of the emporium at the island's east end, is often one of the first people new prisoners meet on the island. The shopkeeper introduces newcomers to the ins and outs of Yazur Island and gives them essential gear and supplies in exchange for "volunteer services."

Last Smile

- ▶ Location: Tragylos Ruins
- ▶ Leader: Ginko Briarbriar
- ▶ Archetype: Religious order

Originally from the Forest of Faces, this clan of sprites struggles to preserve the old treants of Yazur Island. The Last Smile does not trust anyone who is not a fey creature, no matter their story or intentions. They make their home in the overgrown ruins of Tragylos, where they care for the indigenous sentient plants and fey that congregate there.

Master of Beasts

- ▶ Location: Megegon Ruins
- ▶ Leader: Master of Beasts
- ▶ Archetype: Ancient being

Although the Master of Beasts appears humanoid, it is a seemingly ancient and powerful monstrosi-

ty that possesses limited control over the island's beasts. Some of the island's prisoners serve the master, viewing it as a deity whose powers circumvent the cyclopes' antimagic auras.

The Nudniks

- ▶ Location: Frankmoor
- ▶ Leader: Mantix Nudnik
- ▶ Archetype: Aristocrats

The Nudniks are one of the oldest and "wealthiest" gnome families that live in the artificer-heavy village of Frankmoor on Yazur's east coast. Although only true Nudniks may rise in the ranks among the family, the family still employs plenty of prisoners to assist in their endeavors.

Unbeguiled

- ▶ Location: Fury
- ▶ Leader: Unbe Gallanda, Izarra Aierra, and Goitaa Uhagon
- ▶ Archetype: Sovereign

The three women who lead the Unbeguiled were once nobles from Arruquetta who used enchantment magic to earn their status. Although they no longer have access to their spellcasting powers, they still use their natural charms and cleverness to amass power in the prisoner settlement of Fury, frequently riling their followers into a frenzy. Many consider the three the most dangerous prisoners on the island.

The Unfurled Fingers

- ▶ Location: Freedom
- ▶ Leader: Xander and Reese Kairu
- ▶ Archetype: Criminal syndicate

This criminal organization operates out of the village of Freedom. Twin brothers Xander and Reese Kairu run the Fingers. Xander is the business mind, keeping the numbers clean, while Reese handles the violent side of the organization. The Fingers specialize in gathering the diamond bones of cyclopes, exchanging them for goods and services from off-islanders. The Fingers often work alongside the Unbeguiled.

TRADE SYSTEM

There are five major settlements on Yazur Island: Dinzertown, Frankmoor, Freedom, Fury, and Rot. And although these settlements vary in outlook, they all use the same exchange system, referred to simply as "the Trade System."

The Trade System does not use coins for goods and services but instead uses a method of trade where the exchange rates are usually equivalent to what they are on the mainland. For example, a character who wishes to acquire a shield from a vendor in Freedom must exchange one or more items worth 10 gp. These could be building supplies earned from the Hunting and Gathering downtime activity

(see page 16 for details), a battleaxe, or a bullseye lantern.

For simplicity's sake, the Yazur Island modules award gold piece values to treasure and other unique items.

Rare Items

Some items on the island are difficult to acquire since they cannot be made from the raw materials on the island and must be imported. These items are worth twice their expected value. The applicable items are listed below.

- ▶ Abacus
- ▶ Ball bearings
- ▶ Book (written off the island)
- ▶ Clothes, fine
- ▶ Hourglass
- ▶ Lantern, bullseye
- ▶ Lantern, hooded
- ▶ Lock
- ▶ Oil (flask)
- ▶ Perfume (vial)
- ▶ Rope, silk
- ▶ Scale, merchant's
- ▶ Spyglass

Illegal Items

Items that are used for magical purposes are not allowed on the island. Although there are no authorities on the island to police this law, smugglers caught bringing such items onto the island will be punished under the full penalty of the law set forth by an amendment to the Codes of Ushan in 911 AT. As such, these contraband items are worth five times their normal value on Yazur Island. The applicable items are listed below.

- ▶ Acid
- ▶ Alchemist's fire
- ▶ Arcane foci (any)
- ▶ Book (arcane texts only)
- ▶ Chalk
- ▶ Component pouch
- ▶ Druidic foci (any)
- ▶ Holy symbol (any)
- ▶ Holy water (flask)
- ▶ Spellbook
- ▶ Spell scrolls

Silver Items

Because of the constant threat posed by lycanthropes, undead, and other creatures with immunity to nonmagical attacks, silver is highly prized across the island. A single silver piece has the value of a gold piece, and silvered items are worth 10 times their normal value.

APPENDIX

Player's Map of Yazur Island



Anorian Gun Mage

Medium Humanoid (Elf), Any Alignment

Armor Class 15 (Unarmored Defense)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	11 (+0)	15 (+2)	10 (+0)

Skills Perception +4, Stealth +4

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish

Challenge 3 (700 XP) **Proficiency Bonus** +2

Dead Tongue. Using gestures and sounds, the Anorian can communicate with any undead even if it doesn't speak, such as a skeleton or zombie. Although the Anorian may communicate with an undead creature, it doesn't control it.

Fey Ancestry. The Anorian has advantage on saving throws against being charmed, and magic can't put the Anorian to sleep.

Unarmored Defense. While the Anorian is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiaction. The Anorian makes three attacks with its fists or two attacks with its pistol.

Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Pistol. Ranged Weapon Attack: +5 to hit, range 40/120 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Rifle. Ranged Weapon Attack: +5 to hit, range 80/240 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Gremlin

Tiny Monstrosity, Neutral Evil

Armor Class 12

Hit Points 2 (1d4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	6 (-2)	9 (-1)	7 (-2)

Skills Stealth +6

Damage Immunities bludgeoning

Senses darkvision 30 ft., passive Perception 9

Languages —

Challenge 0 (10 XP) **Proficiency Bonus** +2

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

ACTIONS

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Tamper. The gremlin targets one complex object that it can see within 5 feet of it. If the object isn't being worn or carried, the object ceases to function. The gremlin may only tamper with objects that have mechanical components such as a treasure chest with a locking mechanism or a light crossbow. The gremlin cannot tamper with simple objects such as articles of clothing or simple melee weapons.

If the object is worn or carried by a creature, the gremlin must make a Sleight of Hand check contested with a DC equal to the creature's passive Wisdom (Perception) score. If the gremlin succeeds, the object ceases to function until it is repaired. If the creature is carrying the object, they may not use the object until it is repaired. If the creature is wearing the object, the creature has disadvantage on Dexterity ability checks and saving throws until the object is repaired.

A creature may use its action to repair a disabled object, doing so with a successful DC 10 Intelligence check.

REACTIONS

Split. When the gremlin is subjected to bludgeoning damage, it splits into two new gremlins. Both gremlins have hit points equal to the original gremlin's, and they can't use this trait again for the next 24 hours.

Brownie

Tiny Fey, Neutral

Armor Class 14

Hit Points 3 (1d4 + 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	12 (+1)	14 (+2)	15 (+2)	17 (+3)

Skills Deception +5, Insight +4, Perception +4, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Gnomish, Sylvan

Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Forest Camouflage. The brownie has advantage on Dexterity (Stealth) checks made to hide in forests.

Pixie Cunning. The brownie has advantage on Intelligence, Wisdom, and Charisma saving throws against spells and other magical effects.

ACTIONS

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

Horrorling

Small Aberration, Unaligned

Armor Class 15 (natural armor)

Hit Points 11 (2d6 + 4)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	15 (+2)	3 (-4)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Confusing Drone. The horrorling emits a constant droning sound. When a creature that can hear the droning starts its turn within 60 feet of the horrorling, the creature must make a DC 11 Wisdom saving throw unless the horrorling is incapacitated.

On a failed save, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within its reach.

A creature that succeeds on a saving throw against this effect is immune to the Droning of all horrorlings for 24 hours. The horrorling can use its bonus action to turn its Droning on or off.

ACTIONS

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Werevulture

Medium Humanoid (Shapechanger), Neutral Evil

Armor Class 10

Hit Points 33 (6d8 + 6)

Speed 30 ft. (10 ft., fly 60 ft. in vulture form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	12 (+1)	8 (-1)

Skills Perception +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 13

Languages Common (can't speak in vulture form)

Challenge 3 (700 XP)

Proficiency Bonus +2

Keen Sight and Smell. The werevulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The werevulture makes two melee attacks, only one of which can be with its beak.

Beak (Vulture or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with werevulture lycanthropy.

Spear (Humanoid or Hybrid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage when wielded with two hands as a melee weapon.

Talons (Vulture Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Change Shape. The werevulture transforms into a vulture-humanoid hybrid or into a Large vulture, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Yazurian Cyclops

Huge Giant, Neutral

Armor Class 21 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	8 (−1)	9 (−1)	9 (−1)

Saving Throws Wis +2

Senses passive Perception 9

Languages understands Giant but doesn't speak

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Antimagic Aura. A 30-foot-radius, invisible sphere of antimagic surrounds the cyclops, as in the *antimagic field* spell. The aura continues even after the cyclops dies. The only way to end the aura is to completely destroy the cyclops' skull.

Diamond Bones. Any critical hit against the cyclops becomes a normal hit.

Legendary Stubbornness (1/Day). If the cyclops fails a Wisdom saving throw, it can choose to succeed instead.

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

ACTIONS

Multiattack. The cyclops makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

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