



ESCAPE THE DAWN WARRIOR ISLAND

A ONE-SHOT ADVENTURE NEAR THE LAND OF CHULT

A 2-3-hour adventure for 1st-2nd level characters

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Adventure

« I've had my fair share of tombs, and one thing I can tell you is that even the most ancient traps can't outwit a turtle's patience comfortably curled up in their shell – slow and steady looting wins the race! »

—Yog, a turtle's wanderings

Overview

Hired as mercenaries aboard the Lucky Star, a merchant ship, the story begins as a mutiny breaks out. The characters are forced to take part in the fight, but at the same time, a violent storm breaks out and the ship is wrecked off the Dawn Warrior island, a small piece of land off the mainland of Chult. A few hours later, the characters wake up, seemingly alone on a beach without any idea of where they are. They will have to explore the island in order to find a way to escape before they run out of food and water.

The adventure is designed to be played rather quickly (about two hours), and is perfect for introducing new players to D&D. Hopefully, those who don't enjoy the game won't think it is too long. On the other hand, those who will get excited about it won't think it is too short!

In the last section Ending the adventure, you will also find tips to use this adventure as a hook for the campaign Tomb of Annihilation.

Monsters and non-player characters's stat blocks that appear in this adventure are detailed in appendix A.

Getting Started

When you are ready to start the adventure, read or paraphrase the following.

Endowed with a reputation that precedes you, Thalora Stormrider, captain of The Lucky Star, has enlisted you to ensure the safety of her ship, its cargo, and her crew.

Departing from the old port of Baldur's Gate about a

month ago, you sailed the seas southward to reach the mysterious land of Chult, bringing supplies from the continent to the secluded city of Port Nyanzaru. The crossing was long and tiring. Captain says land is near, but a storm is brewing in the sky above, and tension is rising on the ship. The last days of rationing have frayed the nerves of the crew and it looks like mutiny is around the corner.

Soon enough, as the wind begins to blow and the waves grow violent, Tanux, the ship's second-in-command, a massive dragonborn brute with a protruding scar in the middle of his face, addresses the rest of the crew, speaking of you using his loud and gravelly voice: "If the blades for sale can't find food for themselves, they might as well feed the sharks. I'm not starving for those Baldur's Gate's jokers". With empty stomachs, the crew seems to approve.

Despite the words of the captain who tries to reason with them, the battle breaks out. Blades collide and dull in a flurry of insults and provocations. Unaware of the storm building up around you, you don't realize that waves have grown high enough to go way over your head.

You are quick enough to dodge a sword that was about to hit your arm. The sword is one of a mutineer. You look in her direction through the thick curtain of rain, trying to guess her next move, but you can barely see her figure having trouble keeping her balance. Then, just when you were about to get back at her, a giant wave washes up her whole body right before your eyes, and you see her fall down into the sea. At this moment, you realize that the main mast is about to break and you see another even bigger wave rise, threatening to swallow the whole boat and you with it. Like a huge fist, the wave crashes, causing the deck to tremble under your feet. Then something hits you from behind and you instantly see yourself fall unconscious into the water.

You wake up hours later, feeling nauseous and with a huge bump on the back of your head. The storm has passed, and it looks like you and your companions have been cast away by the current on an isolated shore. Looking around, you find yourself on a beach in the middle of the day.

Before you, stands a dense jungle populated by large exotic trees, a winding path covered with vines seems to sink into it. On your left, far in the distance, you see the top of a plateau rising above the canopy. On your right, the sand of the beach gives way to a strip of bare earth, from which huge trees emerge, whose tops culminate about 80 feet above your heads. You seem to hear a little commotion coming from that direction.

Locations

The following locations are keyed to the map of the Dawn Warrior island (see [appendix B](#)).

1. The Forest of Apes

When the characters arrive in this area, read or paraphrase the following description.

The air is thick with humidity, carrying the earthy scent of damp foliage and the distant perfume of exotic flowers. About 30 feet above the ground, a small group of apes has gathered. Looking more carefully, you catch sight of a gleaming object - a sword, its blade catching the light like a shard of a fallen star. The beasts play a mesmerizing game, their dexterous hands expertly tossing the sword to one another, the hilt and blade glittering in the sunlight as it spins through the air.

A total of 3 **apes** are playing with the sword they found on the shore a few hours before. They ignore the characters and attack only if attacked first. They don't use the sword to fight, and if two of them are killed, the last one flees, abandoning the sword to the characters. Of course, characters could also try different approaches. For example, one who speaks with animals could try to bargain with them, or convince them that the sword is a dangerous object for them to keep for some reason, with a successful DC 15 Deception check.

Treasure. The sword is a +1 rapier that belongs to **Thalora Stormrider**, captain of the **Lucky Star**. **Thalora** is nowhere to be found on the island. It is up to you to decide whether she survived the storm to use her in a next adventure.

2. Wreck of the Lucky Star

When the characters arrive in this area, read or paraphrase the following description.

Continuing on the beach path for 300 feet, you find the remains of the wreck of the **Lucky Star**. A few seagulls have gathered in hopes of finding food. On the other side of the wreck, you can see a path that goes up from the beach towards a small hill.

There are no survivors left in the wreckage of the ship. A character who searches the remains scattered on the shore for at least 15 minutes is likely to find interesting objects if they succeed on a DC 14 Perception check, see **Treasure** below.

Treasure. 4 potions of healing can be found in a half buried wooden crate covered with sand. The rest of it did not make it through the storm, and broken glass and spilled liquid are visible in the bottom of the crate.

3. Zaroum's Stash

When the characters arrive in this area, read or paraphrase the following description.

The path that leads to the top of the hill is uneven but you carefully manage to reach a plateau that overlooks the whole landscape around you. It looks like you are trapped on a small piece of land far off the island of **Chult** that you can barely see in the distance. Taking a look around, you notice a small cave nearby. On the opposite coast, you catch sight of a sailboat which has dropped anchor not far from a sandy beach.

It is obvious to the characters that **Chult** is too far away for them to make it by swimming. Their best chance of escape might be to join the sailboat.

A character looking for footsteps and succeeding on a DC 10 Survival check would find some going from the cave's entrance and descending a path that goes in the jungle below. The footsteps are those of **Yog**, a **turtle** who left the plateau about 30 minutes before the characters arrived. Characters also notice long continuous tracks, which are those of a cart pulled by **Yog**.

ENTERING THE CAVE

If characters enter the cave, read or paraphrase the following aloud.

The interior of the cave is 8 feet high, 15 feet long and 20 feet wide. The entrance to the cave is wide enough to let in enough daylight to illuminate the entire space, which is empty except for a chest placed on the back wall, where the light is lowest.