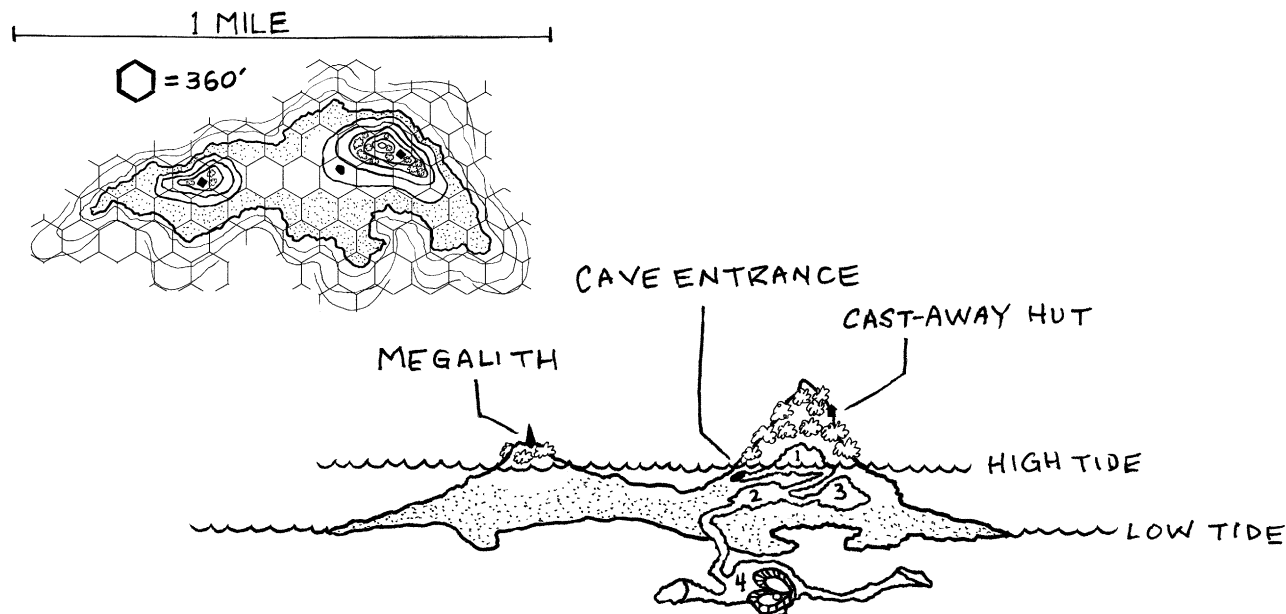




Isle of the Oxuders

At high tide, the Isle of the Oxuders appears to be two tiny islands.

The megalith is visible from a considerable distance to anyone keeping active watch. However, from the sea, it may be mistaken for a natural rock formation. The island's other points of interest are not evident unless the party makes a landing.

There is a 2 in 6 chance the cast-away will spot the PC's vessel, and ignite a signal fire on the highest point of the island, which otherwise appears uninhabited.

Boats landing on the beach at low tide must contend with oxuders, who often surprise by launching themselves from concealed burrows in the sand.

Oxuders

No. Enc.: 1d6 (2d8)
 Alignment: Neutral
 Movement: 90' (180')
 Armor Class: 6
 Hit Dice: 2
 Attacks: 1 (bite)
 Damage: 1d6
 Save: F2
 Morale: 9
 Hoard Class: None XP: 20

On land, these amphibious tribal creatures use their pectoral fins to move in a series of skips, catapulting themselves up to 10'. During high tide, the oxuders bury themselves in the sand and muck of the island's low-lying areas. Though of low intelligence, they communicate with a primitive language of gurgles and burps.

The oxuders on this island worship the giant oyster living in area 4.

The Megalith

The megalith was not erected by the oxuders, but by some other race who long since abandoned the island.

It is covered in glyphs and diagrams which, although severely weathered, the PC's could transcribe with a high degree of accuracy in about 4 turns. They describe a mass exodus from this and nearby islands, and the relocation of that population. The megalith is a trail marker so that "those left behind might later find the new home of our people."

Whether the maps inscribed on the megalith point to this final destination or to another marker is unclear.

The Caves

During high tide, the cave entrance is more than 10' below the surface of the water.

(1) Even during high tide, a large air pocket remains in the upper reaches of this cave. It is here that the giant bats nest.

(2) Slick with algae. Cave paintings.
 (3) This would be a good location to place the MacGuffin.

(4) The oxuders often bring the giant oyster sacrifices, which they cause it to "eat" by touching its fleshy tongue.

Any character tampering with the oyster must save versus Breath Weapon or be trapped inside the closed shell. If the trapped character does not struggle, the oyster will open again in 1d6 turns. The clam contains an enormous pearl worth 10,000 GP.

The cave is also home to thousands of non-giant oysters. Unarmored swimmers must take care not to be cut in this womb of jagged shells.

Oyster, Giant

No. Enc.: 1
 Alignment: Neutral
 Movement: 0'
 Armor Class: 1 (9 inside shell)
 Hit Dice: 5
 Attacks: 1
 Damage: Trap for 1d6 turns
 Save: F4

Morale: 12

Hoard Class: pearl worth 3d6 × 10 GP

XP: 50

The Cast-Away

The cast-away has lived in a small shack near the highest point on the island for many years. He does not remember his own name.

The dominant vegetation on the islet is a species of shrub with 1-2' long, sweet smelling orange or purple flowers and broad dark leaves. The leaves secrete an oil which induces mild hallucinations.

The cast-away subsists on a tea distilled from the leaves when unable to catch fish or scavenge eggs from the nests of sea birds.

Contact with the oil of the shrub sickens the oxuders, which is why they haven't tried very hard to eat the cast-away. (Also, they're not very good climbers.)

The cast-away will tell the PC's anything in order to get off the island, including the supposed location of a buried treasure.

Wandering Monsters

1. 1d6 oxuders
2. 1d10 giant bats (only at night)
3. Quicksand
4. 1d8 sea snakes
5. The cast-away
6. 2d8 oxuders

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