



Dread on the Isle

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The savage tide is rising and the waters are far from calm. In order to keep you afloat, this article series presents you, the player, with the tips, tricks, and tools you need to keep your head above water. While the pages of *DUNGEON* present DMs with every vile plot and cunning monster needed to run the Savage Tide Adventure Path, *DRAGON* offers details and options to help you fight back. This month's installment gives you a host of rumors about the legendary Isle of Dread, new options for characters with animal companions and

ADVENTURE TIE

This installment of *Savage Tidings* links to the fourth episode of the Adventure Path, "Here There be Monsters," presented in *DUNGEON* #142.

familiars, as well as ideas for new characters who might be found in the isle's dangerous jungles.

Animals of the Isle

Druids and rangers traveling across the Isle of Dread soon find that the creatures native to the island are unlike those found anywhere else.

Naturally, some of these creatures might make for great animal companions. Wizards and sorcerers in search of new familiars might discover some of these creatures fit the role perfectly as well. Even those without

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a special bond to a creature might find a number of the inhabitants of the Isle of Dread useful as mounts. You should consult with your DM before selecting any of these creatures to determine which he allows as well as any other options not presented here.

Animal Companions

The lists in the *Player's Handbook* provide a wide variety of options when choosing an animal companion. While many of these creatures can be found on the Isle of Dread, some cannot, and others native to the isle make for fine choices. The following list of animals can be used by druids or rangers seeking new companions on the island. While most are from the *Monster Manual*, some of these creatures can be found in *Monster Manual II* (MMII), *Monster Manual III* (MMIII), *Monster Manual IV* (MMIV), or the *Fiend Folio* (FF). Other dinosaurs, found in DRAGON #318, might also make for a perfect animal companion (or familiar).

1st Level or Higher

Dire rat
Eagle (animal)
Hawk (animal)
Owl (animal)
Snake, Medium viper (animal)
Snake, Small viper (animal)
Swindlespitter (dinosaur, MMIII)

4th Level or Higher (Level -3)

Ape (animal)
Boar (animal)
Crocodile (animal)
Dire bat
Dire hawk (MMII)
Dire weasel
Fleshraker (dinosaur, MMIII)
Lizard, monitor (animal)
Sailsnake (MMIV)
Shark, large (animal)
Snake, constrictor (animal)
Snake, large viper (animal)

7th Level or Higher (Level -6)

Crocodile, giant (animal)
Cryptoclidus (dinosaur, MMII)
Deinonychus (dinosaur)
Dire ape
Dire boar
Dire toad (MMII)
Elasmosaurus (dinosaur)
Snake, Huge viper (animal)
Terror bird (FF)

10th Level or Higher (Level -9)

Bloodstriker (dinosaur, MMIII)
Dire snake (MMII)
Legendary eagle (MMII)
Megaraptor (dinosaur)
Sea tiger (MMIII)
Shark, Huge (animal)
Snake, giant constrictor (animal)

13th Level or Higher (Level -12)

Allosaurus (dinosaur, MMII)
Ankylosaurus (dinosaur, MMII)
Legendary ape (MMII)
Octopus, giant (animal)

16th Level or Higher (Level -15)

Dire shark
Legendary snake (MMII)
Quetzalcoatlus (MMII)
Squid, giant (animal)
Triceratops (dinosaur)
Tyrannosaurus (dinosaur)

Familiars

Sorcerers and wizards are rarely found without some sort of small creature soaring above them or perching on their shoulders. Those visiting the Isle of Dread might find they have a number of additional options when choosing familiars. While the bat, hawk, lizard, owl, rat, snake, and toad familiars can all be found on the island, the other standard choices cannot. In addition, the following creatures can be called to serve. Note that none of these choices require the Improved Familiar feat.

Monkey: Tiny monkeys can be found all across the Isle of Dread,

hiding in the trees and avoiding larger predators. As familiars, monkeys tend to be curious and easily agitated, spending much of their time climbing about their masters or grooming them. Use the statistics for a monkey found on page 276 of the *Monster Manual*. A monkey can be taken as a familiar by a 1st-level spellcaster. A character with a monkey familiar gains a +3 bonus on Climb checks.

Needletooth: This Tiny dinosaur is known for traveling in packs and for its bloodthirsty nature. Alone as familiars, they can be quite territorial about their masters, snipping at anyone who draws too close. Use the statistics for the lizard found on page 275 of the *Monster Manual*. In addition, anyone bit by a needletooth bleeds for 1 round, losing 1 hit point the following round. This bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic. A needletooth can be taken as a familiar by a 1st-level spellcaster. A character with a needletooth familiar gains a +3 bonus on Hide checks in forest or jungle environments.

Parrot: These colorful birds are found all over the Isle of Dread. Use the same statistics for the raven found on page 278 of the *Monster Manual*. A parrot can speak one language of its master's choosing as a supernatural ability. A character with a parrot familiar gains a +3 bonus on Appraise checks. A parrot can be taken as a familiar by a 1st-level spellcaster.

Mounts

While few creatures on the Isle of Dread make for natural mounts, some could be trained to serve as such with a significant amount of time and patience. A paladin might find a number of dinosaurs and other creatures suitable to serve as his mount. Note that your DM

WHAT DO YOU KNOW: THE ISLE OF DREAD

The "Ecology of the Isle of Dread," on page 58 of this issue, contains an extensive treatise covering the isle and its inhabitants. Larissa Vanderboren wrote the report during her time spent there, while her husband was busy founding the colony of Farshore. Kept in the Vanderboren vault for years, the journal is readily available as reference should you need it. The poster map contained in this issue is from that same journal and might also prove quite valuable.

Rumors

In addition to the journal, there are many tales and stories concerning the Isle of Dread and its inhabitants, the Olman. While most of them are assuredly false, some might hold a grain of truth.

- The Olman observe a form of totemic ancestor worship and animate some of their dead. They consider this a natural thing.
- A great plateau sits at the island's center, where ancient terrible gods slumber. Those who defile that sacred place risk waking them.
- Natives found on the islands east of the seven Olman villages are feral cannibals who attack and ritually consume strangers. They are known for their war drums and often form raiding parties on outrigger canoes.
- Spider demons dwell in the jungle. They seek to enslave and experiment on anyone who comes into their grasp.
- The Isle of Dread is filled with dinosaurs and other horrible monsters. The natives only go beyond the safety of their Great Wall in large numbers.
- Avoid the mysterious fogs on the main island at any cost. They herald the arrival of more dire creatures to our world. Never step into the heart of the fog or you won't return to this world ever again!
- As dangerous as the island's surface is, the world below the island is far worse. Great cavernous spaces beneath the jungle hold titanic water demons, performing foul rites and bloody sacrifices.

has the final say over what mounts are available and you should check before taking one of these dangerous creatures. See page 204 of the *Dungeon Master's Guide* for additional rules concerning unusual mounts.

A paladin of 6th level or higher can use a deinonychus (dinosaur), dire bat, giant lizard, or Large monstrous spider as a mount. At 7th level, a dire boar, giant eagle, rhinoceros, sea cat, and terror bird (FF) become available. At 8th level, a paladin might find a griffon as a mount. At 9th level, a bloodstriker dinosaur (MMIII) or megaraptor (dinosaur) become viable choices. A paladin of 10th level or higher can

use an allosaurus (MMII) or ankylosaurus (MMII) as a mount. At 12th level, a paladin might gain a mastodon (MMIII), quetzalcoatlus (dinosaur, MMII), triceratops (dinosaur), or tyrannosaurus (dinosaur).

While these represent just some of the choices, your DM might remove or add creatures to this list.

Replacement PCs

Death is an unfortunate possibility of every adventurer's life. Fortunately, even on the Isle of Dread, new characters can be found among the native population. Here are just a few of the options, from the fierce Olman to the monstrous aranea.

Aranea

A sizeable tribe of these shapeshifting spiders lives on the Isle of Dread. From time to time, outcasts find themselves in search of companionship and adventure. With their ability to take on humanoid form, they might even keep their true nature a secret until companions have earned their trust, instead posing as lost explorers or travelers until the time is right. Aranea have 3 monstrous Hit Dice and a level adjustment of +4, making the sample creature on page 15 of the *Monster Manual* a perfect choice for a replacement 7th-level player character. Aranea have the following racial ability modifiers: Dexterity +4, Constitution +4, Intelligence +4, Wisdom +2, and Charisma +4. Use these modifiers if generating unique ability scores for an aranea player character.

Lizardfolk

Adventurers and Olman are not the only explorers to be found on the Isle of Dread. Warriors from a large tribe of lizardfolk are often encountered hunting the vast jungles. These reptilian humanoids know a great deal about the jungle and respect its fierce predators, but they are not above roasting an Olman for a tribal feast if one crosses their path. Not all lizardfolk are so brutal, though, and a lizardfolk player character might make a noble warrior.

Use the rules for lizardfolk characters presented on page 169 of the *Monster Manual*. Lizardfolk from the Isle of Dread can learn Olman, Phanton, or Sylvan as bonus languages instead of Goblin, Gnome, or Orc.

Olman

The Olman have lived on the Isle of Dread for countless ages in small villages separated from the body of the island by a gigantic wall. While they are dedicated to their tribes, numerous individuals have left over

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the years to explore the world beyond. Many have traveled to the interior of the Isle never to be seen again, but others have returned bringing back tales of harrowing adventure. While traversing the island, it is quite possible to run into one of these natives whose interests in exploration and expert knowledge of geography could prove vital.

The Olman are divided into four clans, each of which venerates a fierce animal: the elk, hawk, tiger, and sea turtle. Each clan has its own proud traditions and rituals, but each comes to the defense of the others in times of crisis. While the leader of each clan is male, the leader of each village is female, ensuring a balance of power and opinions. Olman are not afraid of outsiders, instead finding them curious and almost foolish with their determination to explore the deadly island.

Olman are ordinary humans in all respects. All Olman learn their native tongue (Olman) instead of Common, but those who have frequent relations with outsiders quickly pick it up.

Phanaton

Known to live all across the Isle of Dread are a race of Small creatures that appear to be a cross between a raccoon and a monkey, with gray to brown fur, long prehensile tails, and thin membranes stretching between their arms and legs. These creatures, known as phanatons, are not unintelligent animals, as many first assume. They live in small villages high up in the canopy of the jungle, safe from the predators that dwell below. Organized into small clans, the phanatons have kings and war chiefs who make most of the important decisions, while the rest tend to the forest and the needs of the whole.

While afraid of others at first, phanatons can become quite friendly once a creature has proven that it means no harm to the clan or the nearby forest that sustains it. Some phanatons even agree to travel with other creatures, acting as guides or scouts. As such, phanaton adventurers are not uncommon. Phanatons despise spiders and spiderlike creatures, such as the aranea, attacking them on sight so long as the odds are in their favor.

Phanatons have large eyes hidden in a mask of darker fur. Their monkeylike hands have opposable thumbs and can be used for a variety of tasks. While their feet are flexible, they cannot be used to carry anything of weight or wield any weapons or shields. The tails of phanatons are almost four-feet long, which they use to assist in jumping and climbing. Phanatons speak their own language of hoots, chatters, and clicks.

Phanatons possess the following racial traits.

— -2 Strength, $+2$ Dexterity, -2 Constitution.

— Small size. $+1$ bonus to Armor Class, $+1$ bonus on attack rolls, $+4$ bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits $3/4$ those of Medium characters.

— A phanaton's base speed is 20 feet.

— Low-light vision.

— Natural Weapon: Bite (1d4).

— Forest Awareness (Ex): Phanatons have an empathic awareness in forests, which gives them a $+1$ racial bonus on all saving throws in forest locations.

— Gliding (Ex): A phanaton can use its wings to glide, negating damage from a fall of any height and allowing 20 feet of forward travel for every 5 feet of descent. Phanatons glide at a speed of 20 feet (average maneuverability). Even if a phanaton's maneuverability improves, it can't hover while gliding. A phanaton can't glide while carrying a medium or heavy load. If a phanaton becomes unconscious or helpless while in midair it cannot keep itself aloft and falls.

— $+4$ racial bonus on Move silently checks ($+8$ in forest areas), $+2$ racial bonus on Climb, Jump, Listen, and Spot checks.

— Automatic Languages: Phanaton, Elven. Bonus Languages: Sylvan, Goblin.

— Favored Class: Rogue. 

