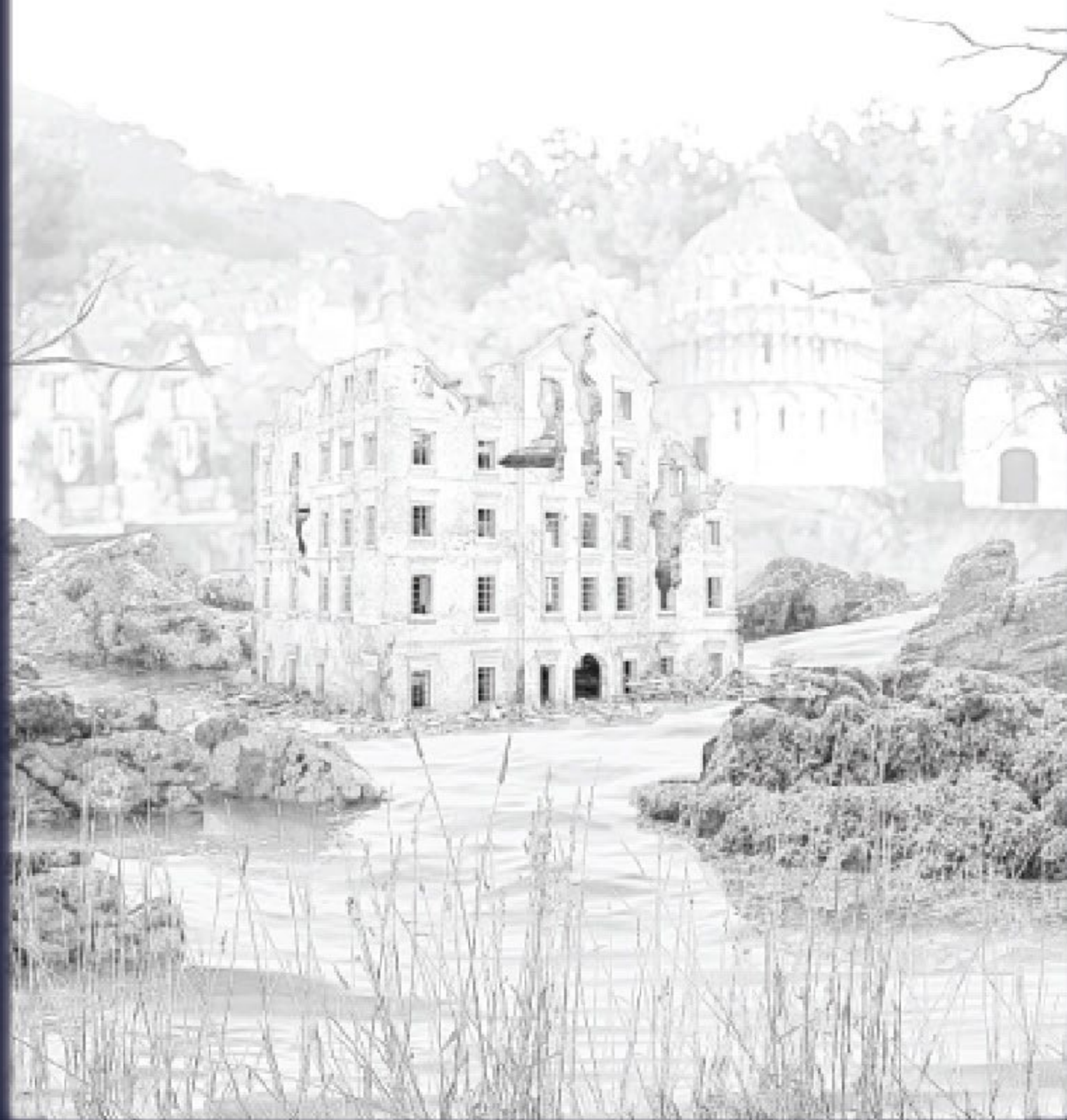


# Tale of the Wizard's Eye

Written by: W.S. Quinton



The writings of a dead paladin record the legend of the ruined city of Pintlas. Once home to the wizard Salen, Pintlas was abandoned when flooding changed the course of the river, leaving the city underwater. Salen is said to have escaped the disaster, but was forced to leave his most treasured possession, a powerful magical orb, as he fled for his life.

In the centuries since Pintlas was lost, the surrounding forest has grown dark with menace. Now the Howling Forest erupts each night with the howls of the dying and the blood curdling cries of the damned. Dark creatures haunt the night, stalking man and beast alike.

In drowned Pintlas something stirs under the waters.

Will you brave the terror of the Howling Forest?

Do you dare to explore the drowned city?

If you dare, if you survive, then you can tell the tale of the Wizard's Eye!



## Tale of the Wizard's Eye

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## For the Dungeon Master:

This module is designed to be completed in one game session of three to four hours and was written for three to six characters of sixth to ninth level. Additional materials have been included that will allow you to easily expand on the module to facilitate use for multiple play sessions.

This module is setting neutral, meaning you can plop it down in any game world you like. This does mean you will have a few things to do when you prep for running this adventure. Don't worry! You will find that this book is written with several aides included to help you during the play session.

You will find an encounter tracking table in the back of this book. You may print or copy this table for use in your game. It will aid you in keeping tracking of the encounters from this adventure.

Salen's vault is located in a cavern under the riverbed, and is difficult to access without the keys. The locations of those keys have been provided, but they are not necessary to the completion of this adventure and retrieval of the Wizard's Eye.

### To do list:

1) Read the adventure module: You will want to be fully versed in the story that is to unfold before you run your game session. Encounters in this adventure range from moderate to deadly difficulty. Some encounters may cause lingering effects upon player characters such as disease, death, and/or undeath. Be mindful of your group's capabilities and, if necessary, adjust encounters to suit your group's style of play. Some encounters have notes for increasing difficulty for higher ends of the level range for this adventure module.

2) Determine your geography: Since this module is setting neutral, you will need to place the action in your setting. This is easily done by looking for suitable geographic features on your world map. The ruins the characters explore are located on a major river in a forested area. These are traits common to most game worlds, so finding a suitable location should only take a moment. You will find a player hand out map for your use located in the back of this book (page 41). Permission is granted to print for personal game use. Please do not redistribute.

3) Identify evil deity: There is a shrine to an evil deity located in the Cavern of the Damned. You will need to determine the evil deity to whom it is devoted in advance of running the game.

4) Prepare to play: Every Dungeon Master has his or her own methods for pre-game preparation. This module contains several things to aid you during play. You will find a table of encounters, map sheets, and player handouts in the back of this adventure. You may print these for your own personal game use. Please do not distribute.

5) Gather your friends: It's time to play!

# Chapter One: Background Information

## The City of Pintlas and the Wizard Salen:

The city of Pintlas was home to Salen, a wizard known for his studies of the enchantment of magical items. The wizard Salen enchanted an alabaster orb with powers to aid him in his studies. Many who dealt with Salen often saw him use the orb in his investigation of items brought to him. Using the orb and his own expertise, Salen was adept at identifying magical items and discerning their properties.

As Salen's success and power grew he expanded his tower to a magnificent four stories. He also expanded his laboratories deeper underground, eventually breaking into a subterranean cavern. That cavern held a pool that was fed from the river. For reasons Salen was never able to discern, the cavern never flooded from this source. One day, Salen came to possess a dragon egg. When the egg hatched, Salen cared for the wretched hatchling and placed it in the cavern as a treasured pet, to guard against intrusions from the river.

Two hundred years ago, the spring brought rains that drenched the region for weeks. The river overflowed its banks, toppled Pintlas's modest walls, and flooded the city. People fled in desperation to escape the rising waters. Salen was forced to flee for his life, leaving his precious orb and his treasures behind.

Over the following years Salen's fortunes waned. Without his orb to aid him, Salen fell victim to a cursed ring. Suffering from profoundly bad luck, Salen was soon ridiculed by his peers who began to whisper that Salen was little more than a charlatan who had depended on the powers of his magical orb to appear so potent. Salen died in poverty, ten years after the destruction of Pintlas.

Salen's dragon slumbers for long periods in the cavern beneath the tower. When awake, the dragon swims out into the river in search of food and amusement.

Pintlas lies abandoned. The river had changed its course during the floods and now runs directly through the ruins of the city. In many areas of the ruined city, the sewers and streets withstood the river. Those braving the current can swim, or walk along streets submerged under five feet of rushing water (athletics test DC: 15). In other areas, all has been washed away and the river bottom lies thirty feet down. Salen's tower rises twelve feet above the water surrounded by swift moving water that is fifteen feet deep. The roof is riddled with holes, a section of the north wall has fallen away, leaving an opening a mere five feet above the river's rushing waters.

## The Howling Forest:

The Howling Forest gets its name from the wolves lurking in the area. Over the last year, the forest has earned a dark reputation as people have periodically vanished in the area. Hunters, who had hunted those woods for decades, have disappeared. Nearby farms have been found abandoned.

Months ago, a hunting party braved the forest in force. Of the twelve hunters who entered, only one survived. He told a harrowing tale of wolf-men who hunted the party through the forest, killing the other men then fading into the night. The survivor managed to escape the forest to tell his tale, but killed himself soon thereafter by drinking a tonic of hemlock and wolf's bane. Villages in the region began to look for heroes to brave the Howling Forest, but none came, until now.

The Howling Forest is home to a werewolf tribe. The werewolves took up residence in the Howling Forest a year ago. Then, a few months ago, a vampire and his spawn took up residence in the Cavern of the Damned. The werewolves found themselves being hunted by the undead. The werewolves began chasing off (or killing outright) anyone who sought to enter the forest, to prevent the vampire from creating more minions.

## Mud Flats:

A muck filled waste of sparse vegetation. The area is flat for miles and river water flows inches deep throughout the region. Catfish, freshwater eels, frogs, turtles, and more mosquitoes and biting insects than seem possible call the Mud Flats home.

Movement through the Mud Flats is tediously slow, fraught with danger, and plagued by vermin. Quicksand is common, and many of the insects carry disease. A giant beast lurks here, periodically slipping into the river in search of prey. Creatures who wander into this area are often consumed by the beast.

Werewolves and giants avoid the area, and will not venture into the Mud Flats unless forced to do so by combat, or the direst of circumstances. Characters skilled in tracking will notice signs of giants and werewolves indicating the monsters turn away from the Mud Flats, never venturing into the area.

{**Quicksand:** Survival (Wisdom) skill checks (DC:13) allow characters to avoid quicksand. Characters in the area should each make at least one such skill test while in the Mud Flats. A failed test means that character has stepped into quicksand and is considered to be grappled. Each round a character can attempt to escape using either a Survival skill test (DC:13) or an Athletics skill test (DC: 13). Each failed attempt to escape causes that character to sink deeper into the Mud Flats. For small characters, three failed attempts to escape makes them submerged. Medium sized characters who have failed four tests to escape are submerged. Submerged characters suffer a cumulative -1 penalty to attempts to escape and may drown.

{**Swamp Rot:** A disease spread by various types of biting insects. When a humanoid creature is bitten by vermin carrying Swamp Rot, that creature must succeed on a (DC: 13) Constitution saving throw or become infected. It takes 1D12 hours for Swamp Rot's symptoms to manifest. Symptoms include fatigue, fever, and necrotizing of the flesh at the site of the infected bite. Humanoids suffering from Swamp Rot suffer one level of exhaustion, regain hit points at half the normal rate from spending hit dice, no hit points regained from a long rest, and suffer 1D4 hit points of damage every six hours (four times daily) as their flesh necrotizes. Humanoids may attempt a Constitution saving throw (DC: 13) once a day. If the character successfully saves then the necrotizing stops spreading (though it will leave a terrible scar unless healed by magical means), a second successful saving throw allows the character to recover by using hit dice at their full value, and a third successful saving throw removes the fever and fatigue conditions from the infected humanoid. It always takes at least three days for humanoids to naturally recover from Swamp Rot. Magical curatives effectuate recovery normally.

## The River:

The river flows swiftly past the Howling Forest, over a miles wide shallows and into a large lake. Travel upriver by boat is difficult, but possible. When passing the mudflats, an encounter with the beast would be an excellent opportunity for waterborne combat. Be aware that traveling by water effectively eliminates the threat of the vampires and werewolves and their effect on this adventure. If your group does travel to Pintlas via boat, it could be fun to have a werewolf steal the boat while the group is in Salen's tower. This would provide a good deal of incentive for the group to travel overland, to get back, and would put the group in encounters with the factions at play in the Howling Forest. This may also serve to expand the use of this module to more than one play session, at your discretion.

## The Island:

Home to a small tribe of hill giants, this island is terribly dangerous for any character to land upon. The island hosts a small hill on the east side of the island, which is the highest point on the island as well as the location of a camp of hill giants. Among the spoils of the giant's encampment lies a key to Salen's vault.

## The Shallows:

Rarely exceeding four feet in depth, the shallows are a miles wide area of swift water. Hill giants from the island regularly traverse this area, swatting at fish and crossing into the forest to hunt for victims/food. On a clear day the giants can see the entirety of the Shallows, from their camp. The giants will view any boats or characters wading/swimming the Shallows to be perfect dinner guests (as the main course). At night, from the Shallows, characters can see a large fire burning atop the island's highest point (the camp of the hill giants). Hill giants will wade out to throw rocks at characters and boats they spot in the Shallows.

## Trallisu:

Trallisu is a treant of great age and wisdom. Trallisu remembers when the oldest tree in the Howling Forest were just seedlings. He is the last treant in the Howling Forest, as the others died in a fire long ago. Surrounded by "young" trees to watch over, Trallisu spends his days in quiet contemplation and periodically chastising woodpeckers. Trallisu was a friend to the druid Kyldri. Years ago, Kyldri found a key she believed once belonged to Salen. Kyldri asked Trallisu to hold the key for safekeeping. Kyldri spent a good deal of time searching the Howling Forest, but never told Trallisu what she was searching for. Trallisu keeps the key in a small hollow on his trunk. Trallisu hasn't seen the druid in "a little while" and doesn't know that she was killed by the vampire Luther months ago.

Years ago Kyldri had given a map to the paladin Glennis. That same map is now provided for the players as a hand out (page 41). Kyldri was killed by Luther as the vampire was leaving the Howling Forest. Her body was torn asunder and left to rot.

Trallisu may be convinced to give the key he holds to the player characters if they would destroy the vampire nest in the Cavern of the Damned. (Dungeon Master: This side quest is provided as an opportunity to expand the playability of Tale of the Wizard's Eye. This quest would afford the group more encounters, great risk, and the opportunity to earn the reward of a key to aid in opening Salen's vault).

## The Cavern of the Damned:

Some places have a history where some evil deeds have occurred. Other places are steeped in evil, and evil seems to find a reason to occur there. The Cavern of the Damned is the latter type of place. Consecrated to an evil deity (Game Master: select an evil deity from your setting that would be appropriate for undead evil to revere) the Cavern of the Damned has been home to monsters of various sorts for centuries.

Months ago, a vampire fled to the Cavern of the Damned to escape an enemy. The vampire created vampire spawn to serve him. He and his brood began preying on nearby farms, hunters, and then upon the werewolves who roam the Howling Forest.

The vampire, who calls himself 'Luther', has left the Howling Forest to investigate the rumor of the death of the necromancer Olar. Leaving his spawn to hold the Cavern of the Damned until his return, he has ordered them to continue to hunt the werewolves and wipe them out. Lynda, the most powerful of these minions commands them in Luther's absence. Lynda was one of Luther's first victims, and his bride. She has steadily grown in power over the last hundred years and is intent on wiping out the werewolves per Luther's command.

The Cavern of the Damned contains an ancient shrine to an evil deity (DM: remember to select that deity in advance). The shrine remains intact to this day, and the vampire spawn attend it and perform blood sacrifices upon its altar when victims are available. Among the treasures of the vampires is one of the keys to Salen's vault.



# Chapter Two: Introduction to Pyrius

## Game Master Information:

In this part of the adventure, the player group is introduced to the pyromancer, Pyrius. Pyrius can be encountered in any setting needed. If you wish to introduce him in a town or city the characters frequent, then Pyrius will have set up a small table at the back of his wagon in the market area. There he will be selling a wide array of items. If your group is not near a town or city then the group can encounter Pyrius as he makes his way overland with his wagon of goods. Pyrius will be wary of groups he meets on the road, but if the group appears to have a degree of wealth, he may offer his goods for sale. A list of goods Pyrius has in his wagon is listed with his statistics. Pyrius will display his wares to characters he meets on the road, but is reluctant to produce merchandise if characters are rude to him or don't appear to have money. Among the items Pyrius has for sale is a diary of the noted paladin Glennis, containing a map and legend that leads the party off into this adventure.

The diary was of little interest to Pyrius as he knew Glennis and had read some of it, but not all. He is ignorant of the map and notes in the back of the book which contain information on the Wizard's Eye. This map and the notes within the book tell an intriguing tale, certain to interest your group. A description of the diary is included in this section, a player handout detailing the map within is provided in the back of this book. If the group shows no interest in the diary, then place the information in the back of the spell book Pyrius has for sale.

Once the player characters have the diary (or spell book), provide the handouts associated with it to the players (found on pages 40 and 41), and the adventure begins.

If the group is to encounter Pyrius in town read the following:

You find yourselves passing several merchant stalls in the market square. Brightly colored tarps, blankets holding a variety of wares, wagons loaded with exotic foods, and barkers glorifying the wonder of their goods are all around. People bustle about, trading coin for an amphora of wine here, a basket of apples there, or smoked fish from a monger's cart. A riot of odors fill the square.

On the south end of the market, a man is setting up a table laden with an array of goods. Trinkets, bits of armor, books, glassware, jewelry, and small vials are arrayed for sale. Within minutes, the table is laden with his merchandise. The man draws forth a slender wand, a ribbon of fire flowing through the air at his will, and begins calling to the crowd:

"Ladies and Lords, hear me! Before me you see the bounty of my latest adventure. I deal only in the finest of relics, the best of arms, and the most potent of magics!"

"Step up my good people and behold!"

"From my victory over the dread necromancer Olar, and his minions, this fine helmet of the purest mithral!"

"See here, the sword of the hero Glennis, whom the necromancer's henchmen slew before we took the villain's head!"

"A magical tome containing spells most potent, that once belonged to a wizard lord! The diary of the noble hero, Glennis, who died at the hands of the necromancer!"

"Bring your coin good people and these treasures can be yours!"

If you prefer the group to encounter Pyrius while traveling on the road read the following:

The rattling noise of a wagon reaches your ears moments before you see it approaching you. A colorfully dressed man reigns his draft horse and brings the wagon to a stop. He considers you for a moment, then speaks:

"If you are bandits, be warned. I am Pyrius, the renowned pyromancer and adventurer, and if you should try to rob me I shall sear the flesh from your bones."

"What say you? What are your intentions?"

\*\*\*\*\*

Pyrius the Pyromancer

Medium Humanoid (Human) Lawful Neutral

Armor Class: 12 (15 with mage armor)

Hit Points: 35

Speed: 30 feet

Str: 10

Dex: 14

Con: 10

Int: 18

Wis: 12

Cha: 14

Saving Throws: Int: +7 Wis: +4

Skills: Arcana +7, History +7

Senses: Passive Perception: 11

Languages: Common, Elven, Dwarven, Draconic  
Challenge: 6 (2300 xp)

Spell casting: Pyrius is a 9th level spellcaster. His spell casting ability is based on his intelligence (Spell DC 16, +8 to hit with spell attacks). Pyrius has the following spells prepared:

Cantrips (usable at will): Firebolt, Light, Mage Hand, Prestidigitation

First Level: (4 slots) Burning Hands, Color Spray, Grease, Mage Armor

Second Level: (3 slots) Flaming Sphere, Scorching Ray, See Invisibility

Third Level: (3 slots) Dispel Magic, Fireball, Protection from Energy

Fourth Level: (3 slots) Conjure Minor Elemental, Fire Shield, Wall of Fire

Fifth Level: (1 slot) Conjure Elemental

Pyrius also keeps five healing potions (2d4+2 healed) on his person at all time.

Actions:

Pyrius's Magic Wand

Wand, Unique (requires attunement by a spellcaster with Scorching Ray on available spell list)

This wand holds a maximum of seven charges.

With this wand, you may expend a single charge to cast Scorching Ray (three rays are produced).

Range: 120 feet

Damage: 2D6 damage per ray

This wand regains 1d4+3 charges daily at dawn.

If all charges are expended, roll a d20.

On a roll of 1 the wand bursts into flame dealing 1d4 damage to anyone holding it and setting fire to combustibles within one foot. The wand is reduced to ash from this conflagration.

Possessions Pyrius has for sale and prices:

Diary of Glennis the paladin (with map and notes on the legend of the Wizard's Eye) (50 gp), various bits of mundane adventuring gear (game master feel free to flesh out this list as best fits your campaign), A silver broadsword (formerly owned by the heroic Glennis)

(150 gp), a mithral helmet (300 gp), a cookbook of dwarven recipes (5 gp),

Potion of climbing (100gp),

Potion of fire giant strength- Str:25(500gp),

Potion of poison resistance(100gp),

Potion of water breathing(75gp),

A battered grimoire of magical spells, containing some interesting entries {Notes on summoning elemental beings, map and notes on the legend of the Wizard's Eye (see player handout, a map to the ruins where the Wizard's Eye may lay). Contains

Burning Hands, Comprehend Languages, Detect Magic, Feather Fall, Unseen Servant, Continual Flame, Flaming Sphere, Scorching Ray, Web, Bestow Curse, Counterspell, Remove Curse, Tongues,

Banishment, Conjure Minor Elementals, and Secret Chest}.

(asking 1500gp, will accept no less than 750gp).

Pyrius has the following in coin:

Gold: 500 Silver: 1200 Copper: 50

Pyrius is an adventuring magician who is presently engaged in selling off much of the loot from a recent adventure.

A few months ago, Pyrius and his comrades came into conflict with the necromancer Olar, who was creating an army of undead. After defeating the necromancer and his minions, the group divided the loot. Pyrius is still trying to sell off much of his share.

The silver broadsword was recovered from the necromancer's hoard. It once belonged to a heroic paladin named Glennis, who used it in her efforts to rid the world of lycanthropes. Glennis was killed by the necromancer Olar himself, and her body was destroyed (burned to ash and those ashes scattered to the winds) to prevent any chance of resurrection.

If asked about the items he has for sale, Pyrius has the following information to offer:

Silver broadsword: "This sword was recovered from the hoard of the necromancer. I recognize the weapon from my long acquaintance with Glennis. She was a wonderful woman, and a devout paladin of her order. The necromancer boasted of her murder before he died."

Mithral helmet: "This fine helm was found in the hoard of the necromancer. I know not to whom it once belonged, but my friend Wilgar swears it was crafted by dwarven smiths."

Potions: "The potions were tested by Boyles the alchemist. They are free of poisons and should work perfectly." (Potion of climbing, Potion of fire giant strength- Str:25, Potion of poison resistance, Potion of water breathing)

Grimoire: "This grimoire contains potent spells. It can be yours for a fair price..."

Diary: "This diary was kept by the heroic paladin, Glennis. She was a noble woman and a genuine hero. I fear I may never meet her like again. She is, perhaps, best known for her efforts at destroying lycanthropes. Alas, she was slain by minions of the necromancer Olar. The villain actually boasted of killing her before my companions and I bested him."

### For the Game Master:

Should the group not be interested in obtaining the diary, you can still impart the story hook by other means. You know your group best, so if the story hook of the diary isn't something suited for your players consider one of the options below, or invent a suitable hook that can place the map in the character's hands is expedient and recommended.

### Optional Hooks:

1)The characters hear of the ruins of the drowned city of Pintlas: A once prosperous city known as Pintlas was home to a wizard of some renown. Two hundred years ago, heavy rains flooded Pintlas. The flooding changed the river's course and today it flows through the ruins. Without the map to guide them, the group would face the prospect of trekking through the Howling Forest relying upon their own skill to find their way. Finding the vault containing the Wizard's Eye is by no means certain, so the party may spend considerable time searching the flooded ruins. (This is a good option if you want to stretch the adventure to multiple sessions, but is not covered by the content of this book).

2)Wandering adventure. The characters journey into the Howling Forest (reasons may include hunting, exploring, looking for the lost ruins of Pintlas, searching for herbs, or whatever may interest the characters). The characters happen upon the corpse of an adventurer. The corpse's gear has been stripped away and valuables stolen, but his satchel can be found in the brush nearby containing the diary.



**Pyrius the Pyromancer**

# Chapter Three: The Road to Hell isn't Paved at All!



Reference copy: Player handout is located in the Dungeon Master resources of Chapter 5.  
Scale : 1 inch equals 1 mile

This adventure is constructed to permit you to place encounters as you need. A steady walking pace along the trails can get the party to the ruins of Pintlas in about 24 hours of hiking or 16 hours riding (the woods are not the best environment for swift riding).

While in the Howling Forest, each day and each night should bring at least one encounter. If you plan to resolve the adventure in one session simply use the first encounters for daytime/nighttime and then those encounters that are location specific. Let the pace, play style, and preferences of your group's game guide your choices.

Encounters in this adventure are numbered for reference purposes, so you can find them on the encounter table in the back of the book.

## Daytime Encounters:

**Encounter 1:** A pair of hill giants recently killed a man who wandered too far into the Howling Forests. They are in the middle of roasting the corpse on a spit when the player characters discover them. They treat any humanoids entering their campsite as potential food. These two giants are from the tribe living on the island (see encounter 9) and came to the forest to gather food.

{Dungeon Master: There is a reference illustration for this encounter on the following page and a reference map on page 42}

Hill Giants  
Huge Giant, Chaotic Evil  
Armor Class: 13 (Natural Armor)  
Hit Points: 108 / 115 (for large parties of 8th-9th level add one giant with 110 hp)  
Speed: 40 ft.  
Str: 21 (+5)  
Dex: 8 (-1)  
Con: 19 (+4)  
Int: 5 (-3)  
Wis: 9 (-1)  
Cha: 6 (-2)  
Skills: Perception +2  
Senses: Passive Perception 12  
Languages: Giant  
Challenge Rating 5 (1800xp)

### Actions:

Multi-attack: The giant makes two great club attacks.  
Great club: Melee weapon attack +8 to hit, Reach 10 ft., one target. Hit: 18 (3d8 +5) bludgeoning damage.  
Rock: Ranged weapon attack +8 to hit, range 60/240ft., one target. Hit: 21 (3d10 +5) bludgeoning damage.





**Encounter 2:** A group of five werewolves are out for blood. They are motivated to kill or curse any people they encounter, as killing people prevents them from being turned into vampires and cursing them with lycanthropy increases the number of werewolves to fight the vampires.

When encountered the werewolves will shift into the wolf-hybrid form and attack. This pack will pursue characters who flee relentlessly. They are looking for prey and will attack the group savagely, they have no interest in conversation, won't be bribed, and will kill and eat the characters if they can. They will flee if three or more of their number are slain.

\*\*\*\*\*

**Werewolves:**  
 Medium humanoid (Human, shapechanger)  
 Chaotic Evil  
 Armor class: 11 (human form),  
 12 (natural armor/wolf/hybrid form)  
 Hit Points: (9d8+18) (58/56/60/64/57)  
 (for large parties of 8th-9th level add two more werewolves with 50 hp each)  
 Speed: 30 ft. (40 ft. in wolf form)  
 Str: 15 (+2)  
 Dex: 13 (+1)  
 Con: 14 (+2)  
 Int: 10 (0)  
 Wis: 11 (0)  
 Cha: 10 (0)  
 Skills: Perception +4, Stealth +3  
 Senses: Passive Perception 14  
 Damage Immunities: Bludgeoning, piercing, and slashing from nonmagical attacks that are not made with silver weapons.  
 Languages: Common (can't speak in wolf form)  
 Challenge: 3 (700xp)

**Shapechanger:** The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, 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.

**Keen hearing/smell:** The werewolf has advantage on Perception (Wis) checks that rely on hearing or smell.

**Actions:**

**Multi-attack (Human/Hybrid form only):** The werewolf makes two attacks: One with its bite and one with its claws or spear.

**Bite (Wolf or Hybrid form only):** Melee Weapon Attack +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) piercing damage. If the target is a humanoid, it must succeed on a DC: 12 Constitution saving throw or be cursed with werewolf lycanthropy.

**Claws (Hybrid form only):** Melee Weapon Attack +4 to hit, reach 5 ft., one creature. Hit: 7 (2d4+2) slashing damage.

**Spear (Humanoid form only):** Melee or Ranged Weapon Attack +4 to hit, reach 5ft. or range 20/60ft., one creature. Hit: 5 (1d6+2) piercing damage, or 6(1d8+2) piercing damage if used with two hands to make a melee attack.



## Additional daytime encounters for expanded play:

**Encounter 3:** Werewolves: In this area a pack of six werewolves attack the player characters. They will coordinate like a pack of wolves, using hit and run tactics (dash in, strike and fall away while another pack member rushes in). These werewolves will surround the party before they enter combat.

\*\*\*\*\*

Werewolf  
 Medium humanoid (Human, shapechanger)  
 Chaotic Evil  
 Armor class: 11 (human form),  
                   12 (natural armor/wolf/hybrid form)  
 Hit Points: (9d8+18) (64/54/72/63/48/59)  
 Speed: 30 ft. (40 ft. in wolf form)  
 Str: 15 (+2)  
 Dex: 13 (+1)  
 Con: 14 (+2)  
 Int: 10 (0)  
 Wis: 11 (0)  
 Cha: 10 (0)  
 Skills: Perception +4, Stealth +3  
 Senses: Passive Perception 14  
 Damage Immunities: Bludgeoning, piercing, and  
 slashing from nonmagical attacks that are not made  
 with silver weapons.  
 Languages: Common (can't speak in wolf form)  
 Challenge: 3 (700xp)

Shapechanger: The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, 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.

Keen hearing/smell: The werewolf has advantage on Perception (Wis) checks that rely on hearing or smell.

Actions:  
 Multi-attack (Human/Hybrid form only): The werewolf makes two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid form only): Melee Weapon Attack +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) piercing damage. If the target is a humanoid, it must succeed on a DC: 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid form only): Melee Weapon Attack +4 to hit, reach 5 ft., one creature. Hit: 7 (2d4+2) slashing damage.

\*\*\*\*\*

**Encounter 4:** Hill giants: An additional pair of hill giants from the island have wandered into the Howling Forest hunting for food.

Hill Giants  
 Huge Giant, Chaotic Evil  
 Armor Class: 13 (Natural Armor)  
 Hit Points: 120 / 117  
 Speed: 40 ft.  
 Str: 21 (+5)  
 Dex: 8 (-1)  
 Con: 19 (+4)  
 Int: 5 (-3)  
 Wis: 9 (-1)  
 Cha: 6 (-2)  
 Skills: Perception +2  
 Senses: Passive Perception 12  
 Languages: Giant  
 Challenge Rating 5 (1800xp)

Actions:  
 Multi-attack: The giant makes two great club attacks.  
 Great club: Melee Weapon Attack +8 to hit, Reach 10 ft., one target. Hit: 18 (3d8 +5) bludgeoning damage.  
 Rock: Ranged weapon attack +8 to hit, range 60/240ft., one target. Hit: 21 (3d10 +5) bludgeoning damage.



## Night time Encounters:

**Encounter 5:** A trio of vampire spawn: This encounter occurs one hour after sundown. These terrible undead creatures are hunting for werewolves but will gladly attack, and bite/kill the player characters. These three are the spawn which lair in Cavern room A (see Cavern of the Damned). If they have been slain prior to this encounter, then this encounter doesn't occur.

Medium Undead  
Neutral Evil  
Armor Class: 15 (Natural Armor)  
Hit Points: 80/92/76  
Speed: 30 feet  
Str: 16  
Dex: 16  
Con: 16  
Int: 11  
Wis: 10  
Cha: 12  
Saving throws: Dex +6 Wis +3  
Skills: Perception +3, Stealth +6  
Senses: Passive Perception: 13, Darkvision 60ft  
Languages: Common  
Challenge: 5 (1800)

**Regeneration:** The vampire spawn regains 10 hit points at the start of its turn if it has at least 1 hit points and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

**Spider climb:** The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Vampiric Weaknesses: Forbiddance** – The vampire can't enter a residence without an invitation from one of the occupants.

**Harmed by Running Water** – The vampire takes 20 acid damage when it ends its turn in running water.

**Stake to the Heart** – The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

**Sunlight Hypersensitivity** – The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

**Actions:**

**Multi-attack:** The vampire spawn makes two attacks, only one of which may be a bite attack.

**Claws:** Melee Weapon Attack: +6 to hit, reach 5ft, one creature. Hit: 8 (2d4 +3) slashing damage. Instead of dealing damage, the vampire may choose to grapple the target (escape DC: 13).

**Bite:** Melee Weapon Attack: +6 to hit, reach 5 ft, one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 6 (1d6+3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Encounter 6:** A group of three werewolves. This encounter occurs after midnight. These werewolves are out for blood. They are motivated to kill or curse any people they encounter as killing people prevents them from being turned into vampires and cursing them with Lycanthropy increases the number of werewolves to fight the vampires. When encountered the werewolves will be in hybrid form. This pack will pursue characters who flee relentlessly. This group is out looking for prey. They will attack the group savagely, have no interest in conversation, won't be bribed, and will kill and eat the characters if they can. If two are slain the survivor will fight to the death.

**Werewolf**  
Medium humanoid (Human, shapechanger)  
Chaotic Evil  
Armor class: 11 (human form),  
12 (natural armor/wolf/hybrid form)  
Hit Points: (9d8+18) (52/46/60)  
Speed: 30 ft. (40 ft. in wolf form)  
Str: 15 (+2)  
Dex: 13 (+1)  
Con: 14 (+2)  
Int: 10 (0)  
Wis: 11 (0)  
Cha: 10 (0)  
Skills: Perception +4, Stealth +3  
Senses: Passive Perception 14  
Damage Immunities: Bludgeoning, piercing, and slashing from nonmagical attacks that are not made with silver weapons.  
Languages: Common (can't speak in wolf form)  
Challenge: 3 (700xp)

**Shapechanger:** The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, 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.

**Keen hearing/smell:** The werewolf has advantage on Perception (Wis) checks that rely on hearing or smell.

**Actions:**  
**Multi-attack (Human/Hybrid form only):** The werewolf makes two attacks: one with its bite and one with its claws or spear.

**Bite (Wolf or Hybrid form only):** Melee Weapon Attack +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) piercing damage. If the target is a humanoid, it must succeed on a DC: 12 Constitution saving throw or be cursed with werewolf lycanthropy.

**Claws (Hybrid form only):** Melee Weapon Attack +4 to hit, reach 5 ft., one creature. Hit: 7 (2d4+2) slashing damage.

**Spear (Humanoid form only):** Melee or Ranged Weapon Attack +4 to hit, reach 5ft. or range 20/60ft., one creature. Hit: 5 (1d6+2) piercing damage, or 6(1d8+2) piercing damage if used with two hands to make a melee attack.



## Additional nighttime encounters for expanded play:

**Encounter 7:** Werewolves: In this area a pack of six werewolves attack the player characters. They will coordinate like a pack of wolves, using hit and run tactics (dash in, strike and fall away while another pack member rushes in). These werewolves will surround the party before they enter combat.

**Werewolves**  
Medium humanoid (Human, shapechanger)  
Chaotic Evil  
Armor class: 11 (human form),  
12 (natural armor/wolf/hybrid form)  
Hit Points: (9d8+18) (55/56/64/64/54/72)  
Speed: 30 ft. (40 ft. in wolf form)  
Str: 15 (+2)  
Dex: 13 (+1)  
Con: 14 (+2)  
Int: 10 (0)  
Wis: 11 (0)  
Cha: 10 (0)  
Skills: Perception +4, Stealth +3  
Senses: Passive Perception 14  
Damage Immunities: Bludgeoning, piercing, and slashing from nonmagical attacks that are not made with silver weapons.  
Languages: Common (can't speak in wolf form)  
Challenge: 3 (700xp)

**Shapechanger:** The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, 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.

**Keen hearing/smell:** The werewolf has advantage on Perception (Wis) checks that rely on hearing or smell.

**Actions:**  
**Multi-attack (Human/Hybrid form only):** The werewolf makes two attacks: one with its bite and one with its claws or spear.

**Bite (Wolf or Hybrid form only):** Melee Weapon Attack +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) piercing damage. If the target is a humanoid, it must succeed on a DC: 12 Constitution saving throw or be cursed with werewolf lycanthropy.

**Claws (Hybrid form only):** Melee Weapon Attack +4 to hit, reach 5 ft., one creature. Hit: 7 (2d4+2) slashing damage.

**Spear (Humanoid form only):** Melee or Ranged Weapon Attack +4 to hit, reach 5ft. or range 20/60ft., one creature. Hit: 5 (1d6+2) piercing damage, or 6(1d8+2) piercing damage if used with two hands to make a melee attack.

**Encounter 8:** Three vampire spawn. They are out hunting for werewolves. These three lair in Cavern Room B (see Cavern of the Damned) if that encounter has already resulted in these three having been slain then this encounter doesn't occur.

Medium Undead  
Neutral Evil  
Armor Class: 15 (Natural Armor)  
Hit Points: 90/72/103  
Speed: 30 feet  
Str: 16  
Dex: 16  
Con: 16  
Int: 11  
Wis: 10  
Cha: 12  
Saving throws: Dex +6 Wis +3  
Skills: Perception +3, Stealth +6  
Senses: Passive Perception: 13, Darkvision 60ft  
Languages: Common  
Challenge: 5 (1800)

**Regeneration:** The vampire spawn regains 10 hit points at the start of its turn if it has at least 1 hit points and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

**Spider Climb:** The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Vampiric Weaknesses:** Forbiddance – The vampire can't enter a residence without an invitation from one of the occupants.

**Harmed by Running Water** – The vampire takes 20 acid damage when it ends its turn in running water.

**Stake to the Heart** – The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

**Sunlight Hypersensitivity** – The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

**Actions:**  
**Multi-attack:** The vampire spawn makes two attacks, only one of which may be a bite attack.

**Claws:** Melee Weapon Attack: +6 to hit, reach 5ft, one creature. Hit: 8 (2d4 +3) slashing damage. Instead of dealing damage, the vampire may choose to grapple the target (escape DC: 13).

**Bite:** Melee weapon Attack: +6 to hit, reach 5 ft, one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 6 (1d6+3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

## The Island:

The island rests on the west end of the Shallows. It is home to a small tribe of hill giants who made their encampment on the high hill on the east end of the island. The Shallows to the east, rarely exceed four feet in depth, making them no real challenge for the hill giants to tread through. The hill giants regularly fish these waters and hunt in the Howling Forest and surrounding areas. There are four giants on the island when the player characters arrive. Among the spoils of the giant's encampment lies a key to Salen's vault. A reference map is found on page 43.

**Encounter 9:**  
Hill Giant encampment: Four hill giants

Hill Giants  
Huge Giant, Chaotic Evil  
Armor Class: 13 (Natural Armor)  
Hit Points: 120 / 117 / 107 / 124  
Speed: 40 ft.  
Str: 21 (+5)  
Dex: 8 (-1)  
Con: 19 (+4)  
Int: 5 (-3)  
Wis: 9 (-1)  
Cha: 6 (-2)  
Skills: Perception +2  
Senses: Passive Perception 12  
Languages: Giant  
Challenge Rating 5 (1800xp)

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**Actions:**  
**Multi-attack:** The giant makes two great club attacks.  
**Great club:** Melee Weapon Attack +8 to hit, Reach 10 ft., one target. Hit: 18 (3d8 +5) bludgeoning damage.  
**Rock:** Ranged weapon attack +8 to hit, range 60/240ft., one target. Hit: 21 (3d10 +5) bludgeoning damage.

## The Mud Flats:

The entire area is difficult terrain. Vegetation is sparse and the river frequently floods the area. The stink of rot and decay is everywhere.

Player characters who brave the mud flats will discover that all movement is through difficult terrain and speed is further cut by half. For every hour in the mudflats, one character is bitten by an infected insect. Randomly determine which character is affected (a die roll is recommended). A Constitution saving throw versus a DC: 15 is needed to avoid contracting Swamp Rot. The remainder of the bites received by insects are merely discomforting.

**{Swamp Rot:** A disease carried by various types of biting insects. When a humanoid creature is bitten by vermin carrying Swamp Rot, that creature must succeed on a DC: 13 Constitution saving throw or become infected. It takes 1D12 hours for Swamp Rot's symptoms to manifest. Symptoms include fatigue, fever, and necrotizing of the flesh that begins at the site of the infected bite. Humanoids suffering from swamp rot suffer one level of exhaustion, regain hit points at half normal from spending hit dice, no hit points from completing a long rest, and suffer 1d4 hit points of damage every six hours (4 times daily) as their flesh necrotizes. Humanoids may attempt a saving throw each dawn after infection. On a DC: 13 save the necrotizing of flesh stops spreading (though it will leave a terrible scar unless healed by magical means), a second successful saving throw allows the character to recover by using hit dice at their full value, and a third successful saving throw removes the fever and fatigue from the infected humanoid. After the fever and fatigue save is made, the character may then recover normally after completing a long rest. It always takes at least three days for a humanoid to naturally recover from Swamp Rot. Swamp Rot is not magical in nature and has no resistance to healing magic.

{**Quicksand:** Survival (Wisdom) skill checks DC: 13 allow characters to avoid quicksand. If characters enter the Mud Flats, then each should be required to make at least one test to avoid quicksand during their time there. A failed test means the character has stepped into quicksand and is considered grappled. Each round a character can attempt to escape either using Survival (Wisdom) or an Athletics (Strength) skill check (DC:13) each failed attempt causes that character to sink deeper into the mud. For gnome and halfling characters, three failed attempts to escape make them submerged. For medium sized characters four failed attempts to escape make them submerged. Submerged characters suffer a cumulative -1 modifier to attempts to escape the quicksand and may drown.}

**Encounter 10:** An ancient alligator of enormous proportions lurks here. It has no fear and will try to eat any creature it can catch.

Great Gator  
 Huge Beast, unaligned  
 Armor Class: 17 (natural armor)  
 Hit Points: 97  
 Speed: 30 ft., swim 40 ft.  
 (Note: Great Gator is not hampered when moving in the through the mudflats)  
 Str: 24 (+7)  
 Dex: 10  
 Con: 18 (+4)  
 Int: 2 (-4)  
 Wis: 10  
 Cha: 5 (-3)  
 Skills: Stealth +4  
 Senses: Passive Perception 12  
 Languages (none)  
 Challenge: 5 (1800 XP)

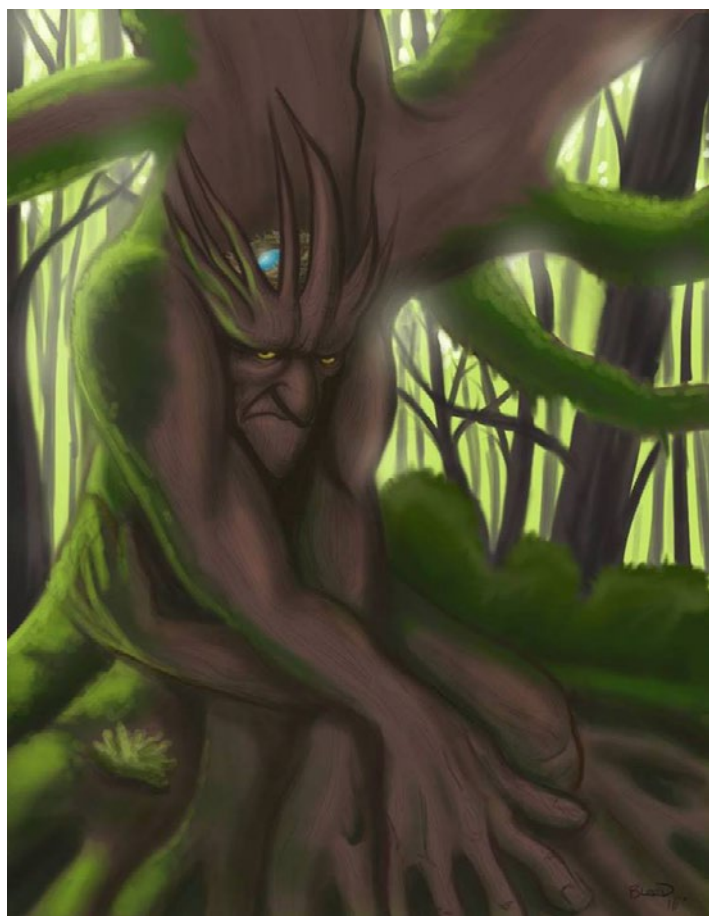
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**Hold Breath:** The Great Gator can hold its breath for 30 minutes without requiring any tests.

**Actions:**  
**Bite:** Melee Weapon Attack +4 to hit, reach 5ft., one creature. Hit: 12 (2d6+6) piercing damage, and the target is grappled (escape DC: 14). Until this grapple ends, the target is restrained, and the alligator can't bite another target.

## Trallisu:

**Encounter 11:** This is a social encounter, but the treant will turn violent if attacked. Trallisu knows of “dread creatures” that have been lurking in the wood, calling them “man beasts” and the “eaters of the living” (werewolves and vampire spawn respectively). He also knows something of the legend of the wizard said to have created the orb.

Trallisu will engage in conversation with characters who are not exhibiting evil behavior. Trallisu didn't know Salen, but knew of his reputation as a wizard of keen insights into the lore of magical items. Trallisu wishes to rid the wood of the vampires and werewolves as they have been decimating the local wildlife. Trallisu will ask the characters to travel to the Cavern of the Damned and slay the dread creatures that lair there. It asks the characters to be brave and do this service for all the world, but can also offer “the key to opening Salen's prize”. If the group vanquishes the vampire spawn of the Cavern of the Damned, Trallisu will provide the key he holds. A full page image of the treant can be found on page 47.



Trallisu the Treant  
 Huge Plant, Chaotic Good  
 Armor Class: 16 (natural armor)  
 Hit Points: 200  
 Speed: 30 ft.  
 Str: 23 (+6)  
 Dex: 8 (-1)  
 Con: 21 (+5)  
 Int: 14 (+2)  
 Wis: 20 (+5)  
 Cha: 12 (+1)  
 Damage Resistances: Bludgeoning, Piercing  
 Damage Vulnerabilities: Fire  
 Senses: Passive Perception 13  
 Languages: Common, Druidic, Elvish, and Sylvan  
 Challenge: 9 (5000xp)  
 {Note: this is not meant to be a combat encounter, but a social one. If the characters agree to wipe out the creatures in the Cavern of the Damned they will each receive a 500 xp bonus for doing so}.

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**False Appearance:** While the treant remains motionless, it is indistinguishable from a normal tree.  
**Siege Monster:** The treant deals double damage to objects and structures.

**Actions:**  
**Multi-attack:** The treant makes two slam attacks.

**Slam:** Melee weapon attack +10 to hit, one target.  
 Hit: 28 (4D10 +6) bludgeoning damage.

**Animate Trees (1/day):** The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have intelligence and charisma scores of 1, they can't speak, and they have only the slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Dialogue Examples for Trallisu:

“Man-thing, set aside your axes and mind your flames. I bear you small creatures no ill will.”

“The little creatures flee this wood. The eaters of the living prey upon the weird wolves and any of your kind. The small creatures flee in fear.”

“You seek Salen's prize too? Many have gone before you and all have failed. Some few have survived and fled, while many more never returned.”

“You remind me of a stubborn woodpecker I once met. You too irritate my bark.”

“I know some things that may aid you. Yes. The druid Klydri thought a key was needed to lay claim to the Salen's prize. She had it with her when last she came to speak with me. I have it now. If you would perform a task I have in mind, I should be grateful to give it to you.”

“I never knew the wizard Salen. I knew some and met others who claimed to know him. All seem to think him brilliant.”

“Pardon me, the groundhog once again tickles my roots.”

“No. You may NOT have the egg from the nest. The robin has been most pleasant with her bird song. I should hate to see her saddened by the loss of her egg.”

“The others who sought Salen's prize were so eager and so determined. It is odd that not all returned. I heard those who survived tell of things in Salen's tower which prevented them from seizing any of Salen's treasures. They mourned the loss of those who did not return, but never mentioned how their companions met their ends. All things die though. Soon even you will rot in the ground. All in the course of time. Have a pleasant day and may fortune smile upon your efforts.”

# Cavern of the Damned:

Dungeon Master:

Encounters within the Cavern of the Damned are not necessary for the completion of the adventure.

Player characters may elect to confront the Cavern of the Damned out of curiosity, or at the behest of the treant, Trallisu. In either case, there is one of the keys to Salen's vault being held in the cavern. Retrieval of the key will make accessing Salen's vault less difficult.

A map of the Cavern of the Damned is provided for your reference on the page 46.

Some of the vampire spawn that lair here are encountered during the night, in the Howling Forest. Vampire spawn destroyed in those encounters are absent from the cavern when the player characters enter.

During daylight hours, the vampire spawn lair within the Cavern of the Damned. During the night Lynda and her handmaidens usually stay in the lair. So far these monsters have been satisfied with killing off werewolves as they find them. It is a cautious approach with minimal risk, which is quite an appealing mode of operation for Lynda.

Description:

Entrance: "A cave mars the dark rock wall of the hill. The cave narrows into a tunnel that plunges into darkness as it winds its way gradually deeper underground. Dark and dank with the scent of rot, and menacing in its silence, the tunnel is a forboding in its stillness. The rough footing and natural stone show no sign of being worked with tools. Within the darkness you can hear only your own foot falls and the soft echo of your own breathing."

**Cavern A:** During daytime, this cavern is the resting place of the trio of vampire spawn from encounter 5. If they have not yet been destroyed, they are found here during daylight hours. The vampire spawn lay on the bare earth during daylight hours and are out hunting werewolves (and people) at night.

Use Encounter 5 from the encounter table, if these vampire spawn have not already been destroyed.

Descriptive text for your use:

"To your right a narrow fissure opens in the rock. It appears to curve to the right a short distance ahead."

When the characters enter the fissure: "Barely four feet wide, it is difficult to navigate these tight confines. As the fissure curves ever so slightly, you soon see a larger cavern ahead."

Dungeon Master: During daylight hours, compare any skill results the player characters produced to move silently against the passive perception of the vampire spawn within (13). If the player characters surpass the passive perception total of the vampire spawn within, then the player characters find the vampire spawn "sleeping" on the bare earth. During night hours compare perception tests versus the player character skill tests.

**Cavern B:** During daytime this cavern is the resting place for the trio of vampire spawn from encounter 8. If they have not yet been destroyed, they are found here during daylight hours. These lay in a trio of crude coffins during the day.

Use Encounter 8 from the table, if these vampire spawn have not already been destroyed.

Descriptive text for your use:

"A wide branch in the tunnel opens to your left. You see it opens into a larger cavern ahead. An odor of old blood and rot lingers in the area."

Dungeon Master: During daylight hours, compare any skill results the player characters produced to move silently against the passive perception (13) of the vampire spawn within their crude coffins. If the player characters surpass the passive perception total of the vampire spawn within, then the player characters find the vampire spawn "sleeping" in their crude coffins. These coffins do not have lids, as there was never a need for them. During night hours compare perception tests versus the player character skill tests.

**Cavern C:**

**Encounter 12:** There are two vampire spawn resting in this part of the Cavern. These are Lynda's handmaidens. While she is active they attend to her needs, including capturing victims for her blood lust and for sacrificial rituals. They lay on the bare earth during daylight hours, and attend Lynda's needs during night time.

Descriptive Text for your use:

"Another wide tunnel branches off to the left. It curves slightly as it twists its way lower into the earth."

"The tunnel curves into a cavern that reeks of old blood. A pair of blood stained basins lay near the entrance you are approaching."

Dungeon Master: During daylight hours, compare any skill result the player characters produced to move silently against the passive perception of the two vampire spawn within. If the player characters surpass the passive perception total of the vampire spawn, then the player characters find the vampire spawn "sleeping" on bare patches of earth within. During night time hours, this room is empty as the two handmaidens will be with Lynda in Cavern D.

Vampire Spawn Handmaidens  
Medium Undead  
Neutral Evil  
Armor Class: 15 (Natural Armor)  
Hit Points: 81/86  
Speed: 30 feet

Str: 16  
Dex: 16  
Con: 16  
Int: 11  
Wis: 10  
Cha: 12  
Saving throws: Dex +6 Wis +3  
Skills: Perception +3, Stealth +6  
Senses: Passive Perception: 13, Darkvision 60ft  
Languages: Common  
Challenge: 5 (1800)

Regeneration: The vampire spawn regains 10 hit points at the start of its turn if it has at least 1 hit points and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb: The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampiric Weaknesses: Forbiddance – The vampire can't enter a residence without an invitation from one of the occupants. Harmed by Running Water – The vampire takes 20 acid damage when it ends its turn in running water. Stake to the Heart – The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place. Sunlight Hypersensitivity – The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions:

Multi-attack: The vampire spawn makes two attacks, only one of which may be a bite attack.

Claws: Melee Weapon Attack: +6 to hit, reach 5ft, one creature. Hit: 8 (2d4 +3) slashing damage.

Instead of dealing damage, the vampire may choose to grapple the target (escape DC: 13).

Bite: Melee Weapon Attack: +6 to hit, reach 5 ft, one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 6 (1d6+3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



### **Cavern D:**

Lynda lairs within this cavern. Luther, the vampire who created her, is away and will not return during this adventure module. (Look for Luther to appear in future books!). Lynda stays here during the night unless she is hunting victims. There is a shrine to an evil deity (DM it is important to define this deity in advance) located in this part of the cavern. Lynda is present during the day, and sleeps on the cavern ceiling, while Luther is away.

There is a shrine dedicated to an evil deity worshiped by Lynda and Luther, located opposite the entrance to this cavern.

### **The Shrine:**

The polished skulls of a dozen victims adorn the altar of this obscene shrine. Three brass plated braziers, adorned with bloodstone and embossed scripture, burn here. These braziers are adorned with blasphemous scriptures, sacred to the evil deity. They have significant value to worshipers of this dark deity (worth 300 gold pieces combined) each brazier weighs 60 pounds.

A plain bed rests along the southernmost wall of the cavern. At the foot of the bed sits an oaken chest.

**Dungeon Master:** During daylight hours, compare any skill result the player characters produced to move silently against Lynda's passive perception (13). If the player characters surpass the passive perception total of the vampire spawn, then the player characters find the vampire spawn "sleeping" while hanging upside down from the cavern ceiling. During night time hours, this cavern holds the two handmaidens as well as Lynda (see encounter 12).

Descriptive text for your use:

"The dank tunnel ends in a large cavern. On the southernmost wall rests a plain bed, large enough for two people to sleep upon. An oaken chest sits at the foot of the bed. To its left, sits an unholy shrine, adorned with the skulls of victims, it somehow projects an malicious presence beyond what you have experienced in the cavern so far."

**During the day:** "A beautiful woman, in a simple dress hangs upside down from the ceiling. Oddly, her dress brushes against the caverns ceiling."

### **During the Night:**

"A trio of women are present. Two are attending to the third. One handmaiden is brushing her hair, while the other is bathing her feet in a basin of blood. They look upon you displaying their elongated fangs. The glow of their eyes betrays a ferocious, unholy hunger."

"The two handmaidens move with alarming swiftness, interposing themselves between you and their mistress."

"Welcome to my boudoir. I am Lynda, mistress of this sacred place. I bid you welcome to dinner, and to our family. You will serve me well and faithfully. In time, you may even be fit to wash my feet."

"Lynda and her handmaidens move with impossible grace as they close the distance between you."

"Mistress, I hunger, may I have one as my own?" moans the handmaiden on Lynda's left.

"I as well, mistress. I beg your leave to take sustenance." coos the second.

"In time my dears. In time. I too have a hunger, and the time for sacrifice is nigh. We are truly blessed that such a fine feast has found us. We shall take them, and add them as our own. Save one for the altar my dears. We mustn't forsake our devotions after all."

"The creature 'Lynda' smiles with malicious intent. The hems of their gowns barely move as the three monsters glide forward. The stench of blood becomes more pronounced as they approach."



**Encounter 13:**

Lynda, vampire spawn sorceress, and bride of Luther.  
(Vampire spawn, medium undead)

Neutral Evil

Armor Class: 16 (Natural Armor) + 1 (enchanted item)

Hit Points: 103

Speed: 30 feet

Str: 16

Dex: 16

Con: 16

Int: 14

Wis: 12

Cha: 18

Skills: Perception +3, Stealth +6

Senses: Passive Perception: 13, Darkvision 60ft

Languages: Common

Challenge: 5 (1800)

**Regeneration:** The vampire spawn regains 10 hit points at the start of its turn if it has at least 1 hit points and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

**Spider climb:** The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Vampiric Weaknesses:** Forbiddance – The vampire can't enter a residence without an invitation from one of the occupants.

**Harmed by Running Water** – The vampire takes 20 acid damage when it ends its turn in running water.

**Stake to the Heart** – The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

**Actions:**

Spell casting: Lynda is a sorceress as well as a vampire spawn. (Spell DC: 16, +6 to hit with spell attacks)

Cantrips: Chill Touch, Message, Poison Spray,

Ray of frost

1st level spells (Lynda has a total of 3 spell slots):

Charm Person, Fog Cloud, Sleep

**Multi-attack:** The vampire spawn makes two attacks, only one of which may be a bite attack.

**Claws:** Melee Weapon Attack: +6 to hit, reach 5ft, one creature. Hit: 8 (2d4 +3) slashing damage. Instead of dealing damage, the vampire may choose to grapple the target (escape DC: 13).

**Bite:** Melee weapon Attack: +6 to hit, reach 5 ft, one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 6 (1d6+3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Enchanted Necklace:**

Old tarnished silver necklace adorned with blood red crystals. This item provides a +1 natural armor bonus to anyone who wears it. The necklace is cursed, and any who wear it acquire the vampire's weakness to sunlight (sunlight hypersensitivity). This necklace cannot be removed unless a remove curse spell or other magic suited to negating the curse is employed.

**Loot:**

Luther and his brood brought their most treasured possessions with them to the Cavern of the Damned. They have since succeeded in accumulating treasures from their many victims. The treasures of the vampires lay in a heavy oaken chest with iron bands (200 pounds plus weight of the loot) which is fitted with a complex lock and a poison needle trap. Luther took the key to the chest with him when he left.

**Poison Needle Trap****Mechanical Trap**

Located in the lock built in to the chest, this trap is primed to punish would-be thieves. Luther took the key with him when he left. A successful DC: 20 investigation (Intelligence) check reveals to a character the presence of the trap. A successful DC: 15 Dexterity check using thieves' tools will disarm this trap. An unsuccessful disarm test triggers the trap as does any unsuccessful attempt to pick the lock without first disarming this hazard.

If the trap is triggered, a needle extends 3 inches from the lock. A character within range takes 1 point of piercing damage and 2d10 poison damage. A character injured by this trap must succeed on a DC:15 Constitution saving throw or suffer the poisoned condition for 1 hour. In order to pick the lock a character must succeed at a DC: 15 Lockpicking (Dexterity) test.

Within the large chest are the following treasures:

1100 copper coins

700 silver coins

190 gold coins

13 platinum coins

A silver chalice set with 4 sapphires

(An exquisite piece worth 400 gold)

A gold tiara (worth 200 gold)

A pair of gold earrings. (worth 40 gold)

A pearl necklace (worth 250 gold)

A plain looking iron key

(DM Note: this key fits Salen's vault)

Magic items: A Ring of Swimming.

Encounter notes on tactics:

With three vampire spawn in a confined space this encounter can be perilous even to groups of higher level characters (within the level range this module was designed for). This encounter is designed to be a deadly challenge.

It is recommended that you NOT enhance this encounter to make it more difficult. This is, after all, a side quest to aid the characters in achieving the overall objective of recovering the Wizard's Eye.

As noted in the encounter details for Encounter 11:Trallisu the treant, the characters will receive a 500xp bonus for destroying the vampire spawn. If any vampire spawn should survive, they will notify Luther of the destruction of the nest. Luther will want vengeance for the death of Lynda, his bride. A future adventure book will detail Luther's quest for vengeance.

## Chapter Four: Searching the Ruins

Once the characters are within sight of the ruins of Pintlas, read the following to your players:

“The drowned city of Pintlas lays in ruins in the river. The map from the diary seems to indicate that a fractured ruin of a tower, jutting up from the river, was once the tower of Salen. The tower is a hundred yards from the bank of the river and appears to be mostly intact. Holes in the roof are evident, as is a hole in the north face of the wall, some five feet above the waterline. The river runs swiftly over tumbled walls, and sunken streets.”

Any character under five feet tall will be forced to swim in difficult conditions. Athletics (Strength) tests are needed to move in the swift flowing waters. Every minute a character is attempting to cross to the tower requires a DC: 15 Athletics (Strength) test. Failed saving throws may place the character at risk of drowning. Running in the river is not possible. Any character with a Ring of Water Walking or similar magic item, or who is capable of flight, is unaffected by the hazards of this terrain.

The tower is four stories tall. The first two floors are fully underwater, with the top two being easily visible as one of the most intact structure left in the city. Below the water line, the ruined tower of Salen is wet and slick with mosses and slimes. The tower is magically sealed and protected from the water by weakening abjuration magic. Over the years water has washed in from the ruined upper walls and from the holes in the ceiling, bringing some water within the tower. Two centuries of damp conditions, disrepair and rot have ruined all of value within the tower itself. Guardian automatons, constructs built by Salen to protect his home, remain active on the first floor. They silently wait for a master who is long dead and never to return. These constructs will attack intruders with ruthless mechanical efficiency.

Below the tower, and beneath the riverbed lies a great cavern. Water covers almost half of the floor in this large cavern. A young dragon, once a beloved pet of Salen, has grown and still lairs here. The dragon sleeps upon a pile of coins left for him by Salen centuries ago. Behind the dragon, lies Salen’s vault.

The cavern is 65 feet wide, east to west, and 70 feet north to south. The ceiling is 50 feet high and vibrates with the sound of the river rushing above. A flooded tunnel opens within cavern. It runs to a deep cave four miles to the north that lies at the bottom of the river, a branch of the tunnel also wends its way to the Mud Flats where its waters eventually flow into the river again.

Salen’s vault was built in the cavern. It remains locked and just as formidable as the day it was built. Its alchemically treated metals are unmarred by rust or corrosion of any sort. Three key holes are hidden among the symbols on the vault door. Attempts to pick the locks are made against a DC: 20. If any attempt to open a lock fails then all the locks cycle and re-lock, dislodging any tools in the mechanism in the process. The three keys for these locks are scattered but may be recovered through the course of adventure. If the player characters have recovered the keys, they may open the vault in moments as they fit the keys to the locks and turn them easily. (No test needed if all keys three keys are used).

The map for this area is provided on page 48.

{Dungeon Master: parties making their way to the tower by boat will need to secure their vessel in some manner. If the party has not taken measures to prevent their watercraft from drifting away, it will begin floating away when the characters disembark.}

**Encounter 14:** Guardian Constructs  
Large Construct, unaligned  
Armor Class: 18 (‘Natural’ Armor)  
Hit Points: 140 (undamaged one) and  
85 (damaged one)

Speed: 30 ft  
Str: 18(+4)  
Dex: 10(0)  
Con: 18(+4)  
Int: 7(-2)  
Wis: 10(0)  
Cha: 3(-4)  
Senses: Blindsight 10ft., Darkvision 60ft.,  
Passive Perception 12  
Damage immunities: Poison  
Condition Immunities: Charmed, Exhaustion,  
Frightened, Paralyzed, Poisoned  
Languages: Can understand all languages but  
cannot speak  
Challenge Rating: 7 (2,900 XP)

Regeneration: The first automaton (the undamaged one) regains 8 hit points at the start of its turn so long as it has at least 1 hit point remaining. The second automaton had a design flaw that prevents its regeneration ability from functioning, which is how it has accrued damage over the years.

Actions:  
Multi-attack: These automatons make two fist attacks.  
Fist. Melee weapon Attack: +7 to hit, reach 5ft., one target. Hit: 11 (2d6+4) bludgeoning damage.

Burning sight: Once per round, as a bonus action at the end of the round, the automaton may fire a bolt of fire from its helmet visor.

Fire bolt. Ranged attack: +5 to hit, range 40 ft., one target. Hit: 10 (2d10)

Descriptive text for your use:

Top, fourth, floor of tower: two stories above the waterline:

“The roof is missing several tiles above you, letting shafts of light pierce into the room. The remains of a campfire occupy the middle of the room. If there was ever anything of value here, it has long ago been removed or else rotted away. A single stair on the west wall leads down into the ruin.”

Dungeon Master Note: There is nothing of value here. The remains of the fire are years old, and little more than old char.

Third floor, just above the water line: “Blocks have fallen away from the north facing wall, creating an opening large enough for a large man to climb through. Stone steps run from the west wall at the ceiling to the floor. A second set of steps on the east wall lead down into the ruins. A human skull, laying next to two vertebrae, rests in the middle of the room.”

Dungeon Master Note: The third floor is where characters entering from the river would first set foot in the tower. The hole in the north wall is just wide enough for a medium sized creature to climb into the tower. If the characters swam or waded the river to get to the tower, they will discover that the water around the tower is quite deep (it drops more than twenty feet to the old street level). Climbing the water slick stones to get into the tower requires a successful climbing check (DC: 15). If the characters arrived by boat, it is very easy to access the third floor and no test is required.

Second Floor:

“The room is empty, but smells faintly of the river. A set of steps on the west wall lead down into darkness.”

First floor:

“Debris lies upon the floor here. The sound of the rushing river is drowned out by the sound of gears turning as two automatons take notice of your arrival.”





**Encounter 15:** The dragon Xyshirishzac. Hatched under the watchful eyes of Salen, this dragon was reared by the wizard. The dragon has been sleeping for several days, and would continue to do so, but the presence of adventurers in the cavern calls that into question.

Descriptive text for your use:

“The stygian darkness is filled with echoes of dripping water, an odd stench, and the thrumming sound of the river above. A great pool of water occupies fully half of this cavern. A large shape shifts rhythmically to the sound of the river. The great mass moves lazily, and the sight of the great snout of a dragon can be made out. Behind it, a vault door is fitted into the rock wall.”

The young green dragon Xyshirishzac

Large dragon, lawful evil

Armor class: 18 (Natural Armor)

Hit Points: 162

Speed: 40 ft., fly 80ft., swim 40ft.

Str: 19 (+4)

Dex: 12 (+1)

Con: 17 (+3)

Int: 16 (+3)

Wis: 13 (+1)

Cha: 15 (+2)

Saving Throws: Dex +4, Con +6, Wis +4, Cha +5

Skills: Deception +5, Perception +7. Stealth +4

Damage Immunities: Poison

Condition Immunities: Poisoned

Senses: Blindsight 30ft., Darkvision 120 ft.,

Passive Perception 17

Language: Common, Draconic

Challenge: 8 (3900 XP)

Amphibious: The dragon can breathe air and water.

Actions:

Multi-attack: The dragon makes three attacks: one with its bite and two with its claws.

Bite: Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 +4) piercing damage plus 7(2d6) poison damage.

Claw: Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit: 11 (2d6+4) slashing damage.

Poison Breath (recharge 5-6): The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC: 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save or half as much damage on a successful save.

Xyshirishzac takes any trespass into his domain as a personal insult. For the last three days he has slept peacefully, lulled by the rhythm of the river above and the gleam of the gold of his horde. Have the player characters make tests against Xyshirishzac’s Passive Perception (DC:17). If any tests fail, then they have awakened the dragon!

Xyshirishzac will attack the group brutally once awake. If the player characters are overpowering the dragon it will attempt to retreat through the water, eventually erupting from the river. He would then harass the characters from the air, when they leave the tower and seek to escape the ruins.

Xyshirishzac’s Horde

(The young dragon likes to sleep on this pile of coin)

750 gold coins

900 silver coins

The vault:

The vault is an exceptional piece of work. Locked for centuries, the alchemically treated steel has not one spot of rust of it. The lock was created by a master Dwarven locksmith. It has three separate locks, each is DC: 20 to defeat. Defeating each will allow the vault to be opened (though some rubble will have to be cleared away). If an attempt to pick one of the locks fails then each lock cycles and locks. If the party has retrieved the three keys scattered throughout this adventure, then no test is needed. Using the keys opens the vault. If players do not have all three keys, then lock-picking tests are needed for any lock for which they do not hold a key.

Contains the Wizard’s Eye, a pearl of power, a +1 magic weapon of the Dungeon Master’s choice.

The vault also contains 1000 silver coins and a letter of indebtedness from an elf wizard identified as “The evocator Illian Naillo” for services rendered, for the amount of 500 gold.

# Chapter Five: Dungeon Master's Resources

## The Wizard's Eye

Said to be an item of immense magical power, The Wizard's Eye grants great abilities to its user. Whether Salen created the fabulous orb or discovered it elsewhere is a fact now lost to time. It was left in the ruins when the city flooded, locked away in the vault, and guarded by a young dragon.

The Wizard's Eye was used by the wizard Salen as an adjunct for his trade in magical items.

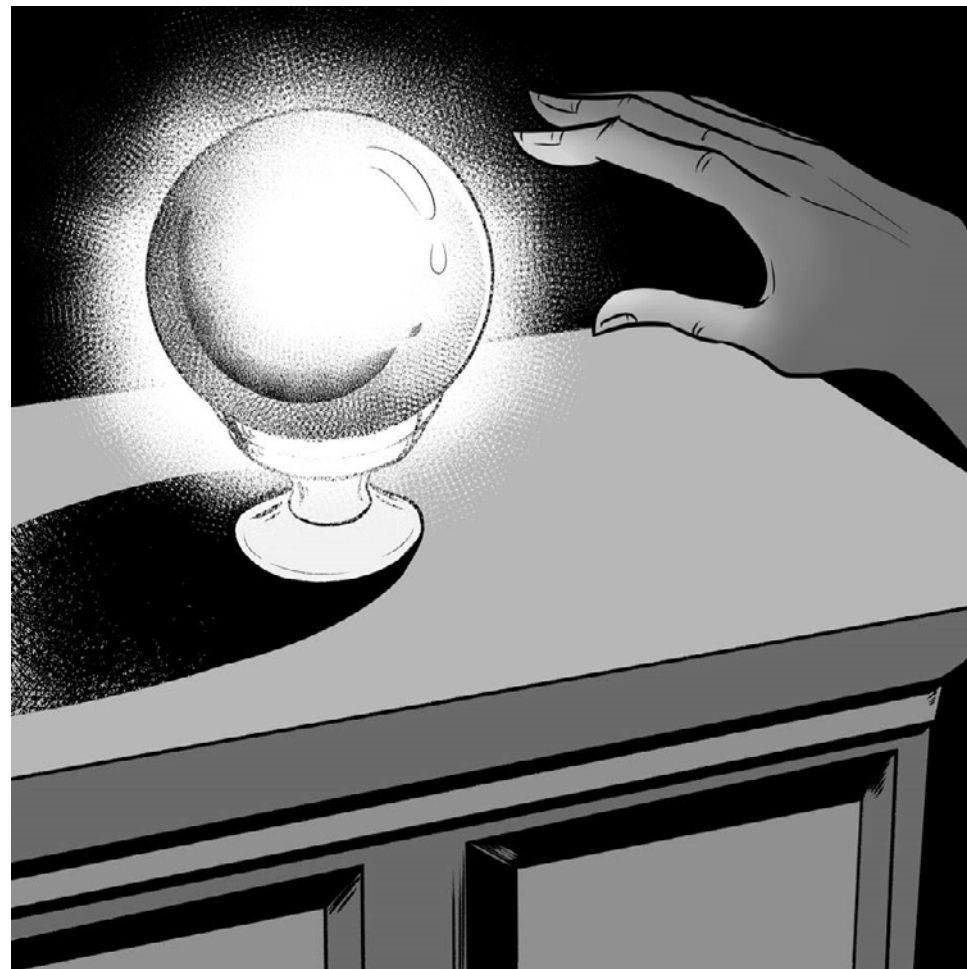
The Wizard's Eye, is an orb of polished alabaster, four inches in diameter. It continually radiates a soft white light (equal to a torch as a light source). This item must be attuned to have any further effect.

Attunement requirements: Levels in Sorcerer, Wizard, or Warlock class.

### Powers and abilities:

While holding the orb in either hand, the attuned character may Detect Magic, as the spell of the same name, once an hour without expending any personal spell slots.

Once per day, while holding the orb in either hand, the attuned character may use Identify (as the spell of the same name) on an item touched by that character without expending any personal spell slots. This use does not require material components for the Identify spell effect to work. Once used, this power becomes available at the next dawn.



# Encounter Tracking Table:

Encounter Number	Creature Type	Armor Class	Hit Points							
			A	B	C	D	E	G	H	
1	Hill Giants	13	108	115	110*					
2	Werewolves	11 human 12 wolf/hybrid	58	56	60	64	57	50*	50*	
3	Werewolves	11 human 12 wolf/hybrid	64	54	72	63	48	59		
4	Hill Giants	13	120	117						
5	Vampire spawn	15	80	92	76					
6	Werewolves	11 human 12 wolf/hybrid	52	46	60					
7	Werewolves	11 human 12 wolf/hybrid	55	56	64	64	54	72		
8	Vampire Spawn	15	90	72	103					
9	Hill Giants	13	120	117	107	124				
10	Great Gator	17	97							
11	Trallisu the Treant	16	200							
12	Vampire Spawn Handmaidens	15	81	86						
13	Lynda the Vampire Spawn sorceress	15	103							
14	Guardian Automotons	18	140	85						
15	Xyshirishzac the Young Green Dragon of the cavern	18	162							

\* Optional creature statistic for enhancing the encounter difficulty

Dungeon Master: This sheet is designed for easy tracking of encounters presented in this book. You may print this sheet for use in your campaign, for reference and to track encounter hit points.

In the legend of the drowned city of *Pintlas* there stands, a most interesting tale. The wizard *Salen*, a scholar of the mystic arts, did a great trade in enchanted goods. It is said that *Salen* was well respected as an expert on even the most rarified oddity. So respected was his ability to discern the most intricate of enchantments that other sages would seek his council. The sage *Milnoc* records that *Salen* had of his own power enchanted an orb that somehow aided him in his studies. In the final spring of the city of *Pintlas* the rains were great. The river rose to the very walls of the city itself and the citizenry began to flee. Survivors of the flood claim that *Salen* was seen attempting a working of magic as the walls collapsed and flood waters came. Taking flight, *Salen* fled with the rest of the of the survivors. It was known that *Salen* lost all his possessions in the flood. Though he continued to practice the arcane arts, his talent was soon called into question. In a matter of months he was regarded as a charlatan or incompetent. The once well regarded wizard, died in poverty decades later. Some say that *Salen's* orb was the real source of his power. It has been speculated that *Salen* found the orb and was able to harness it's power to his own gain. The alabaster orb, once owned by *Salen* has never been found. Said to be the source of *Salen's* profound insights, the orb has come to be called the wizard's eye.

Perhaps such a relic could provide the knowledge I need. Would that I could find the orb in the drowned city. Duty keeps me away.

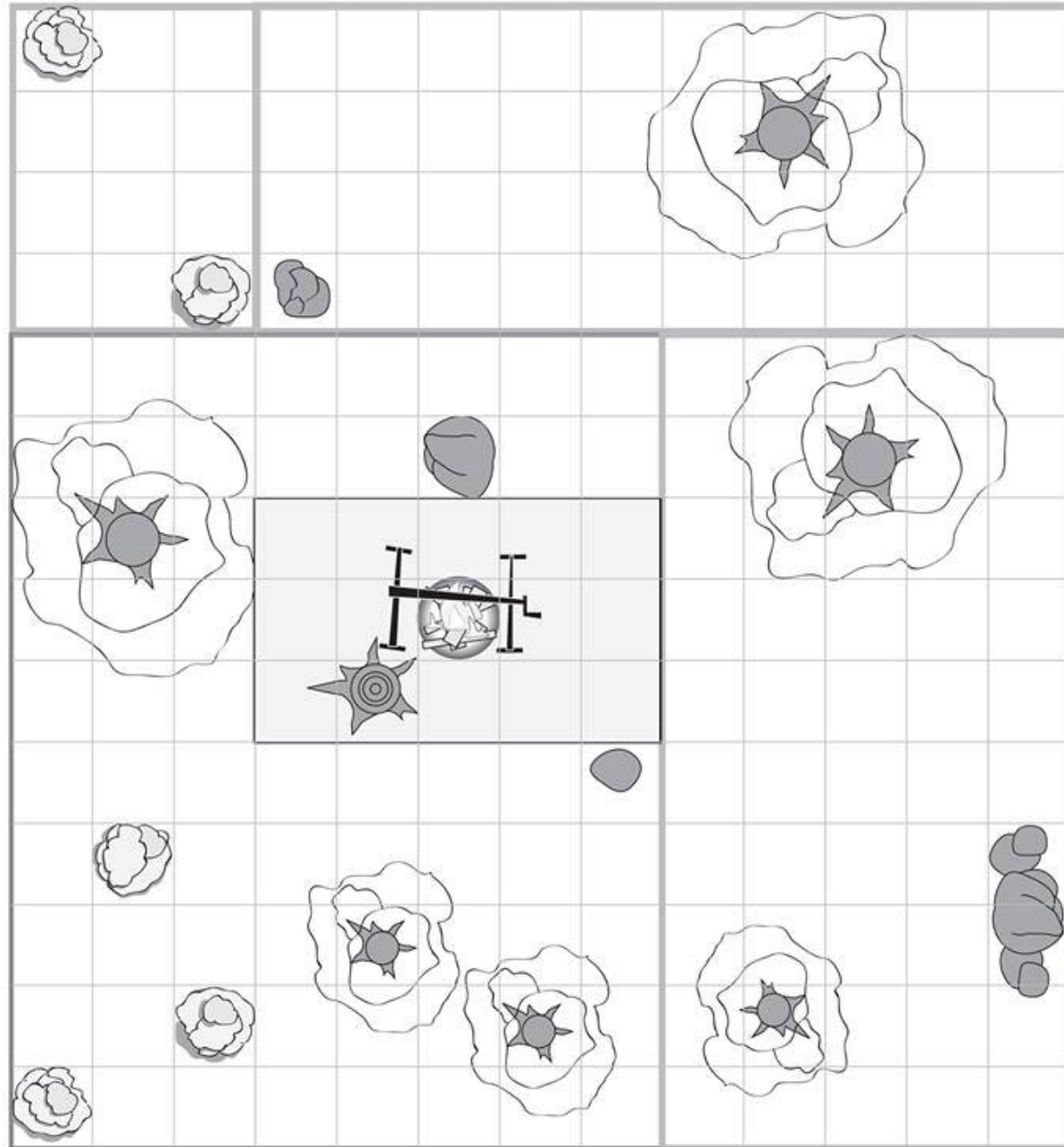
Map drawn by the Druid *Kyldri*.

Note to self-get reinforcements to enter cavern

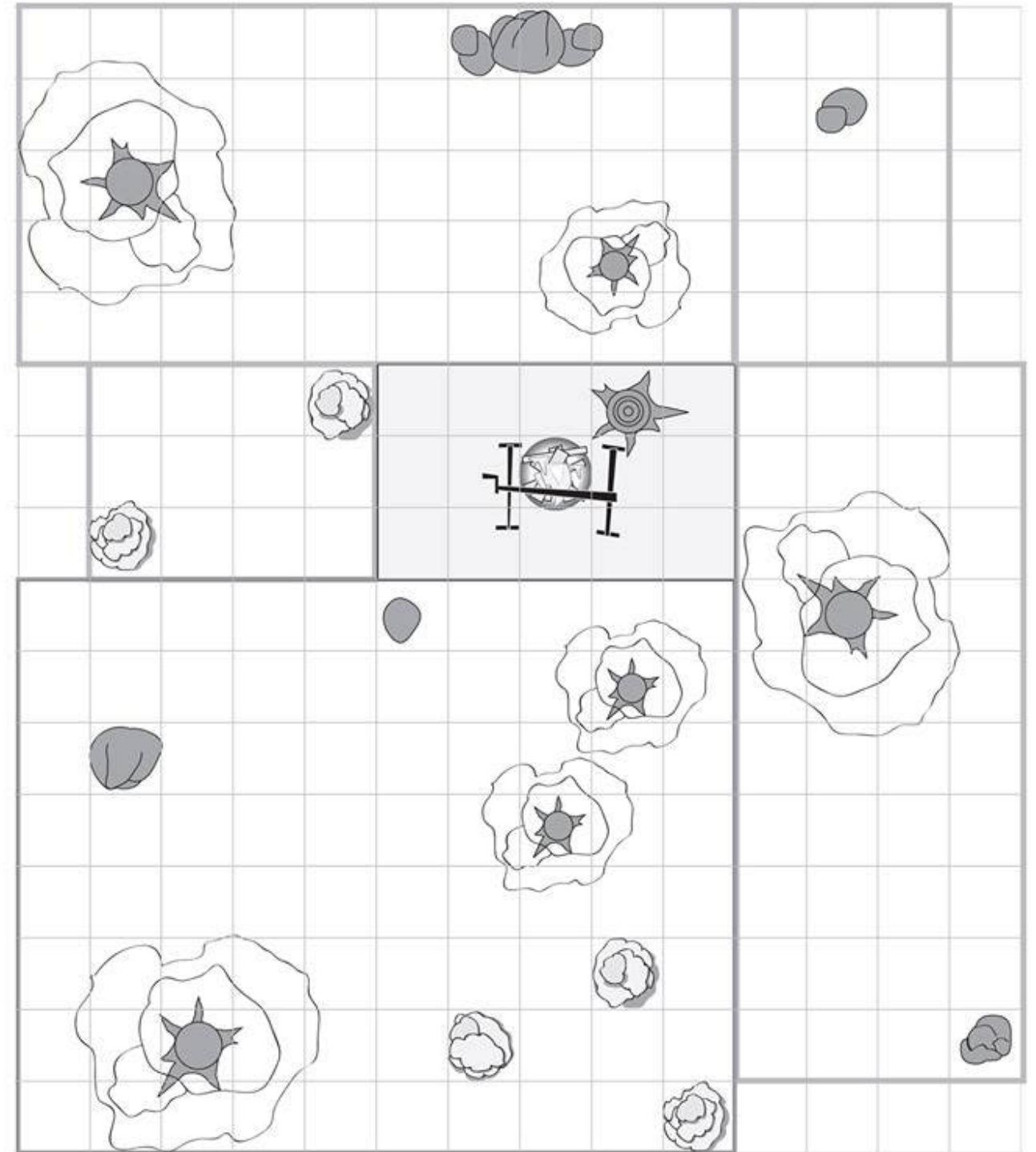


The following pages are suggested layouts for the encounters in this module. These layouts function as your encounter maps. They use our Encounter Scale System. Tale of the Wizard's Eye Encounter Scale System map pack is available from Sinopa Publishing LLC on drivethrurpg.com.

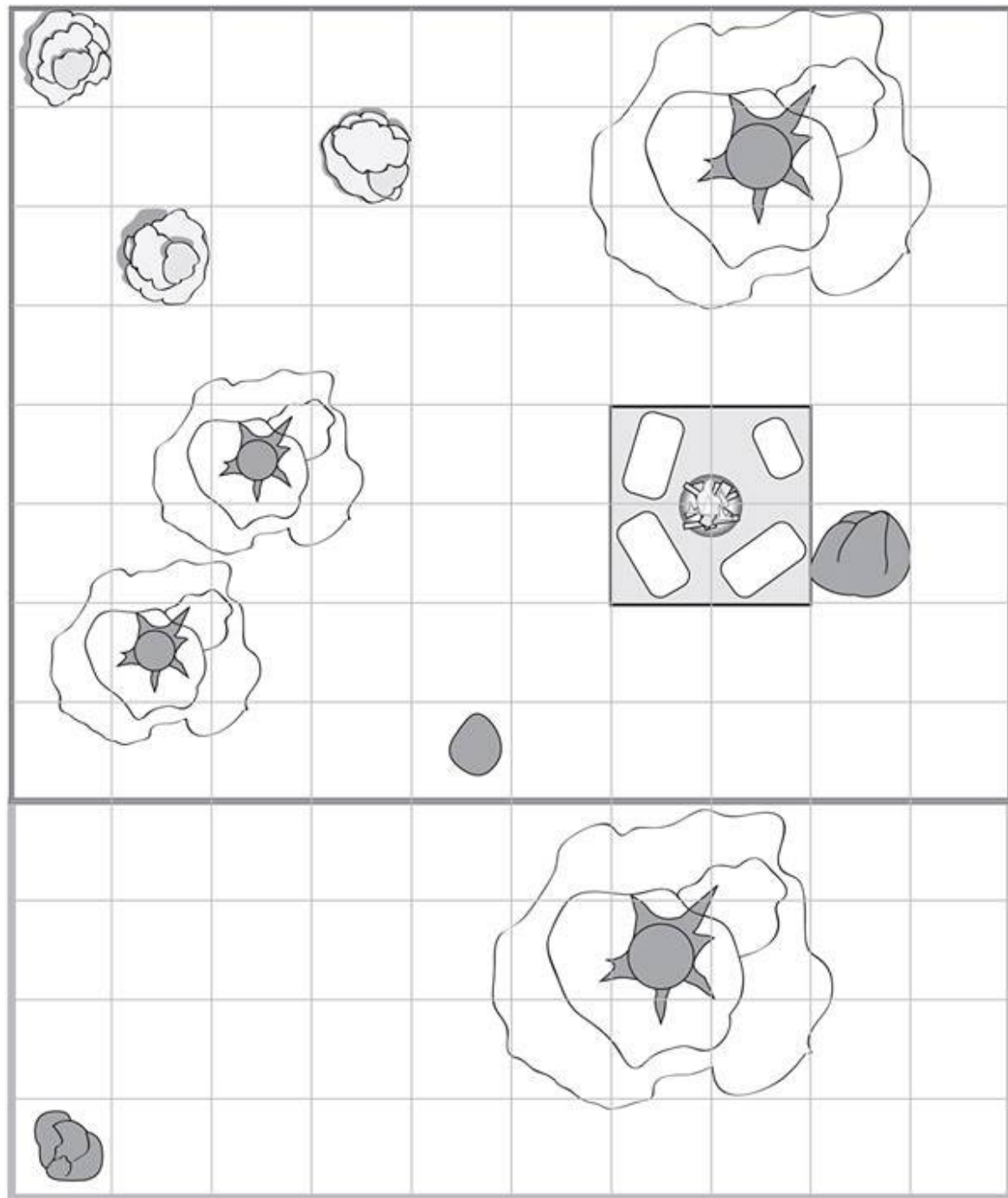
As the DM, you are encouraged to find an arrangement that suits you and your players best. The ESS Map Pack is not required for the module, but it makes your job a lot easier, as it provides printable maps scaled for use with miniatures.



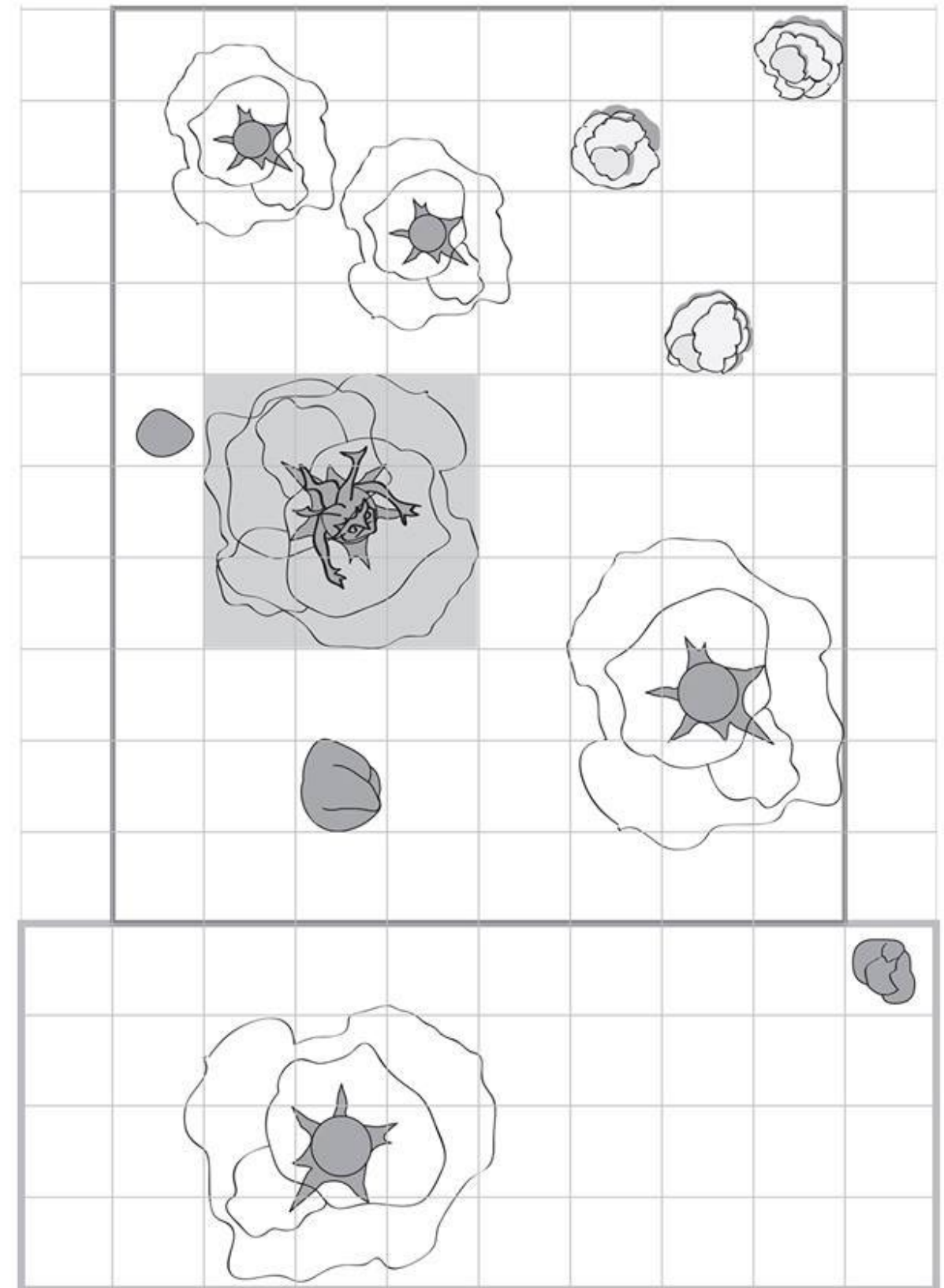
Encounter 1: Suggested Layout



Hill Giant Island: Suggested Layout

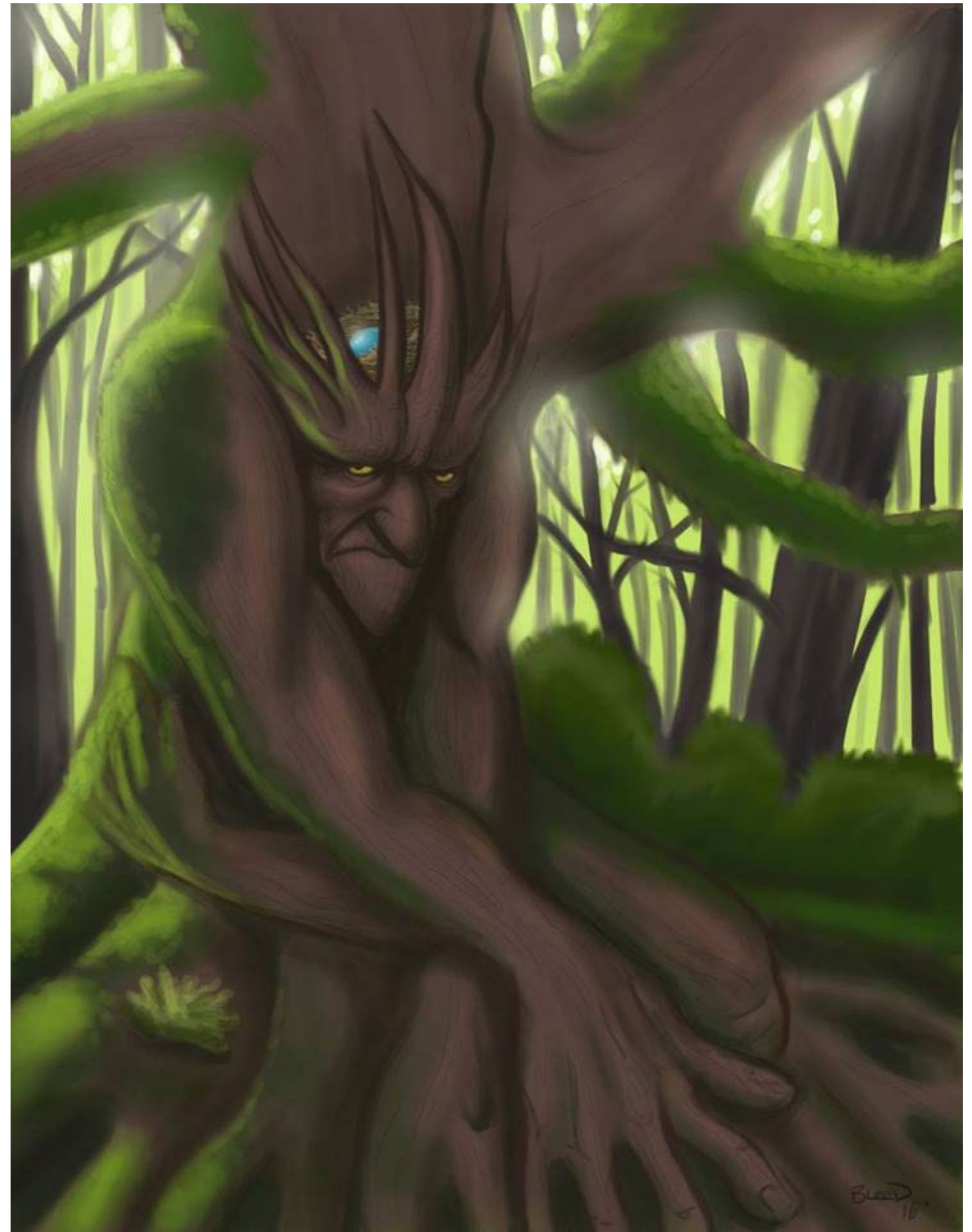
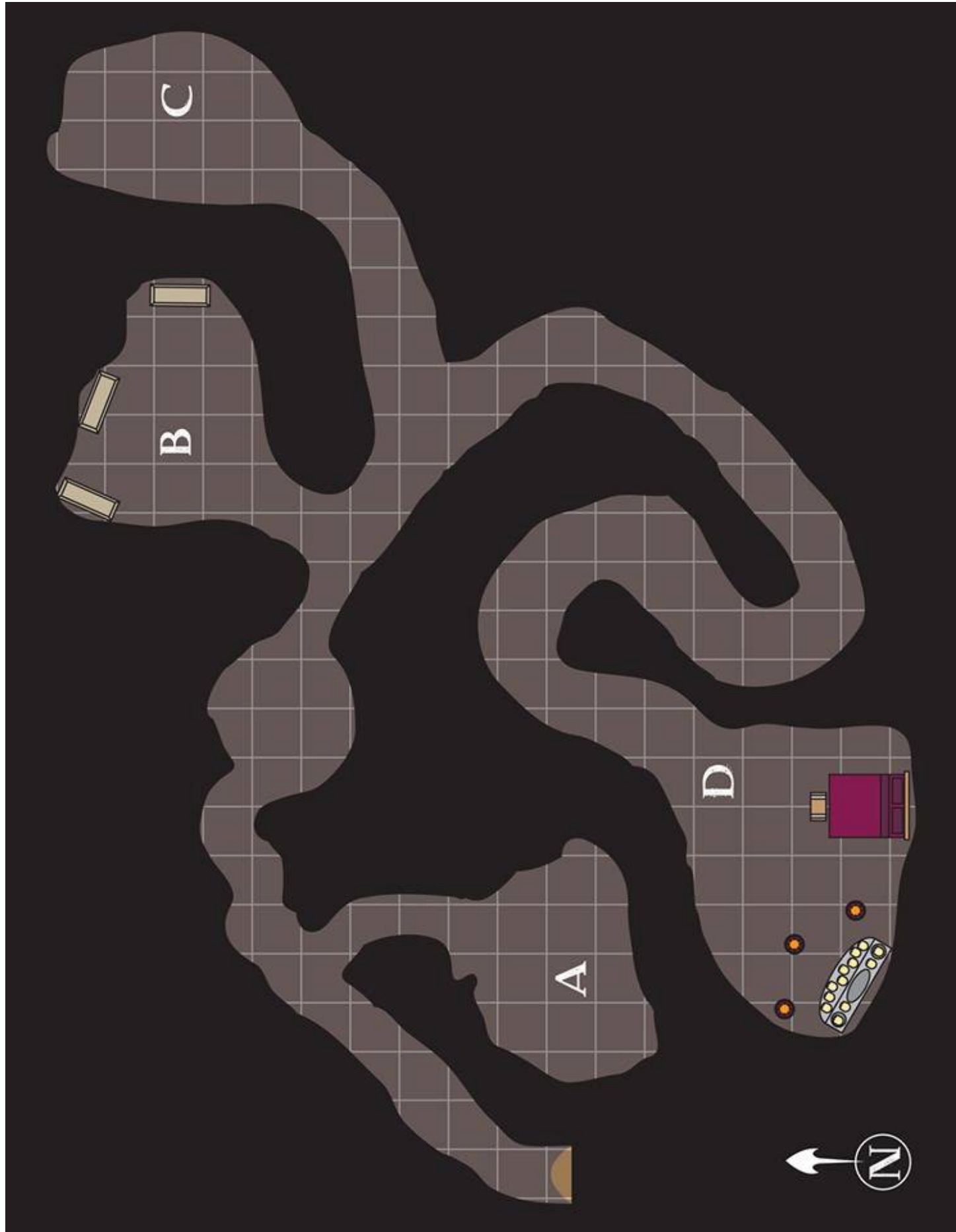


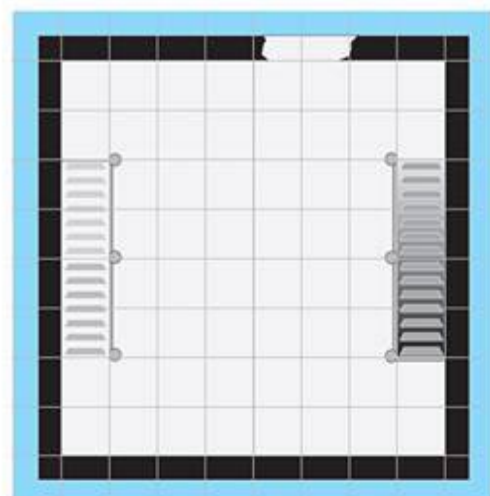
Night Encounter: Suggested Layout



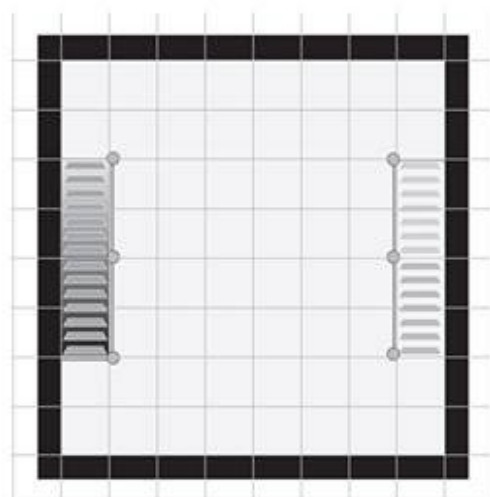
Trallisu Encounter: Suggested Layout



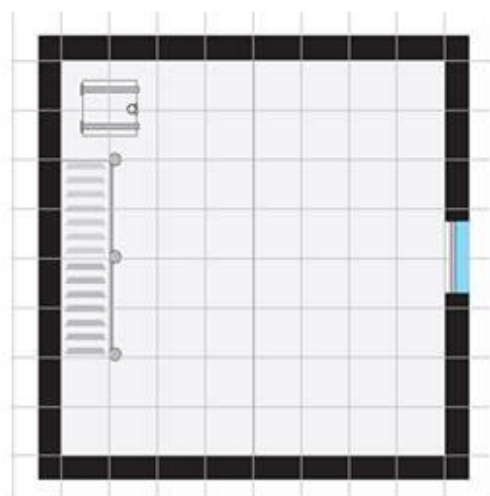




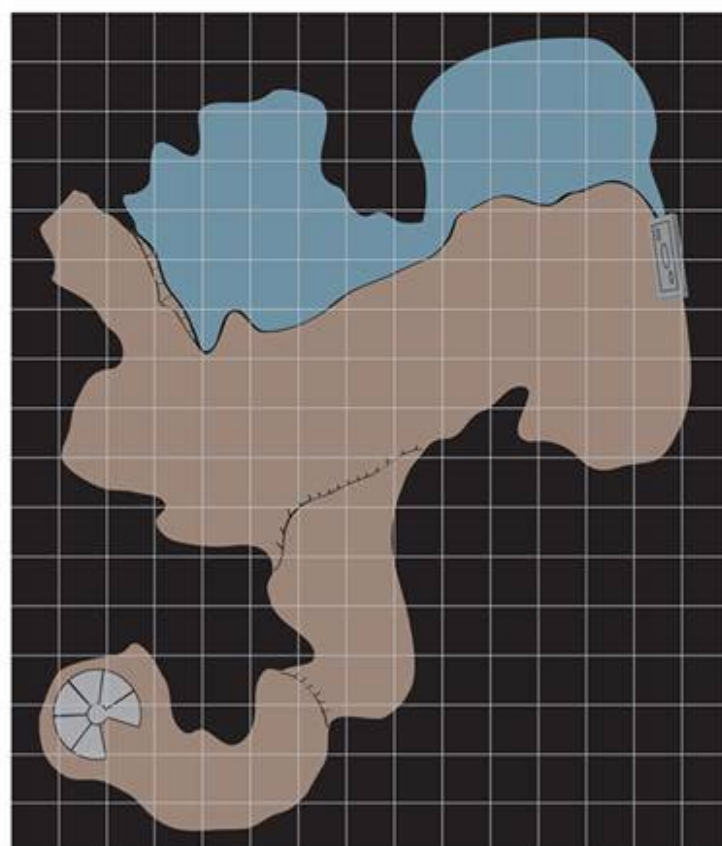
THIRD FLOOR



SECOND FLOOR



FIRST FLOOR



TOWER CAVERN

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## Artists Credits:

### Rebecca Elisbet Coulthart

Rebecca is a freelance artist who attended The Kubert School and graduated from County College of Morris with an Associates in Fine Art. She is a digital artist who tends to lean towards cartooning and horror with an interest in character design and storytelling. She eventually hopes to work on creator-owned comics.

You can find more of Rebecca's art online at:  
<https://rcoulthart.carbonmade.com/>  
(Color on page 11, Art page 38)

### Brian Lee

My name is Brian Lee, aka Bleed (Brian Lee Drawings). I grew up with two older brothers in a pretty rural part of Richmond, KY. My parents only allowed a very short amount of TV and video games, so drawing became one of my main sources of entertainment. I had never been a good student in class. I would rather doodle in my notebooks than pay attention to the teachers. I graduated high school in 2006 and it was hard to find a school for artists in my area. I enrolled at Spencerian College and got my Associates Degree in Graphic Design. I was able to get a few freelance gigs designing logos for local businesses but it was not the real artistic outlet I was looking for.

In 2012 I moved to New Jersey after I was accepted into The Kubert School of Cartoon and Graphic Art. The Kubert School is notorious for being one of the hardest schools for artist. 8 hours a day, 5 days a week you will be drawing. That does not include the sleepless nights doing homework for your 10 classes you have every week. They strongly recommend that you do not have a job while attending because of the workload, but I had to for rent and food. It was the hardest 3 years of my life, but I got out alive and graduated in May of 2015. Now here I am, ready to work on what I love to do.

You can find more of Brian's art online at:  
<http://www.thefullbleedart.net/>

(Art on pages: 11, 14, 16, 18,20, 24, 28, 36, 47 and back cover art)

### James Lee

James holds and MFA from William Paterson University for his work in sequential art and printmaking. He shares a home with his siren and muse Joeleen, and their twin boys. When he's not chasing after his progeny, James enjoys geeking out to the finer points of graphic novels and solid design. James has over 20 years of experience with RPG design, play testing, and game mastering. And if you ask real nice, he'll let you read his self-published 24-hour comic "Snooze".

You can find more of James' art online at:  
<https://sequentialjames.carbonmade.com/>

(Art on pages: 42, 43, 44, 45, and 46)

### Phoenix O'Faery

Phoenix O'Faery is an enlightened, creative, and eclectic star spirit who prides herself on never ending self-education and self-realization. She flocks to the study and practice of creative arts because anything less than what she's truly interested in would drive her insane with boredom. She can be found lost inside her own head, in nature with a camera, and occasionally bursting out random thoughts and emotions on the written page or on canvas. When Phoenix has the afterthought to openly share her creativity, she loads her works on Facebook or Deviant Art.

You can find more of Phoenix's art online at:  
<http://artist-phoenix.deviantart.com/>

(Cover by Phoenix, internal art on pages: 1, 12, 40, and 41)

### Zachary Viola

My name is Zack Viola and I'm a New Jersey based artist and graduate of The Kubert School in Dover. I am the son of a Cuban born immigrant who fled with her family after the communists came into power. I was born on a military base in Colorado but grew up most of my life in New Jersey along with my younger brother. Aside from my love of comics, I have always been an avid gamer and lifelong proponent of the medium for its use in story telling. I specialize in concept art, vehicle, character and weapon design, drawing a lot of my inspiration from current and past technology to create heavily grounded and believable designs for use in science fiction and fantasy.

The arts have always had a huge place in my life whether it be drawing or music, film, or culinary. I'll experiment and play with just about anything I can get my hands on. Drawing used to be a hobby but has become my career, so now my hobby has been target shooting. I am a huge fan of firearms and other weapons. I've fired and used a wide variety of weapons and ammunition, and I love blowing off steam at the range. For anyone wondering, I have never, nor do I plan on going hunting. I started playing RPG's like Dungeons and Dragons when I started college at The Kubert School and I instantly fell in love with them, I have since completed 6 campaigns, hosted 1, and plan to play a lot more."

You can find more of Zack's art online at:  
<http://zackveearmory.deviantart.com/>

(Art on pages: 34 and 35)

### Coming Soon from Sinopa Publishing LLC:

Tarot Adventures, Book One: The Draw of Glenfallow

Sometimes a man's destiny can change as quickly as the draw of a card.

Pieron is an honest man. A commoner who was looking for work and found none. His money stolen, he made to move on, to leave the city he had hoped would offer him work. Instead he found a strange woman, a deck of cards, and his fate forever changed.

The Keep at Glenfallow fell to monsters long ago. Now a new lord is on his way to vanquish the evil that still lies there.

Will you take up the cause, the new lord of Glenfallow, in driving out evil? Will you lend your steel, strength and courage to a good man?

Will your fortunes change as quickly as the Draw of Glenfallow?

Coming in 2017!



**Art by: Christian Martinez**

Created for: The Draw of Glenfallow

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You can learn more about Christian and his art online at: <http://sinopublishing.sinopublishing.com/p/biography-of-freelance-artist-christian.html>

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(Rest in Peace Stewart, you are missed)

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## From the Author:

Twenty-five years of role-playing game experience, a quarter century of rolling dice, playing games, and creating fantastic stories and lasting memories with my friends. Role-playing games have been very kind to me.

Now I am pleased to be able to present a book to help bring the same experience to you. It is my sincerest hope that people playing through this adventure module will have fun with their friends and build a great memory of their time together. May this book help bring adventure and joy to your game table.

Tale of the Wizard's Eye was my first role-playing game adventure module I self-published. It has been an informative, interesting, and very satisfying experience. The efforts of creating a story for people I have not played with, the balancing of encounters for a wide array of group types, the design of aids for the Dungeon Masters, and coordination of artists were all fantastic challenges. I'm happy to be able to present this book to you, now that those challenges have been overcome, and the book has published.

Publishing your own work is very much a case of working without a net. There is no guarantee that you will even complete the project as any number of things can interfere. Art may be delayed, life may throw an obstacle in your path, writer's block, or any number of other problems could prevent completion of a book. As I look back at some of the stumbling blocks that were overcome to finish the Tale of the Wizard's Eye, I am very proud of the book that has been created.

Sinopa Publishing LLC is the beginning of one of my personal dreams. As a very new publisher I've got much to learn about the business. I've accepted that, and will strive to improve my skills in order to produce the best books I possibly can. So look for more role-playing game titles to be released from Sinopa Publishing LLC over the covering months and years.

I wish to thank you for your patronage, and I would also like to extend my heartfelt gratitude to the backers who supported this project through KickStarter. Your support was critical to making this book a reality.

I invite you to join me on my adventure into publishing. I have been maintaining a blog on the experience, where I post information on projects, things I learn, mistakes I make, and various thoughts and insights I gleam along the way. It is my hope that those of you who may one day publisher your own work, can learn from my experiences and benefit from them. It is also a nice way to see what is coming out well ahead of release. You can find my blog at the URL below.

<http://wsquinton.sinopapublishing.com/>

Enjoy Tale of the Wizard's Eye.

Thank you for helping to transform a dream of mine into a reality.

W.S. Quinton  
Author  
Founder, Sinopa Publishing LLC