The Master's Vault

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A 5E Starter Adventure

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Roll20

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Chapter 1: Introduction to Roll20 and RPGs

You and some friends are in for a great time. If you're already familiar with 5th Edition and Roll20, feel free to skip ahead to the Adventure Overview section of this chapter. If you're new to 5th Edition, Roll20, or role-playing games in general, then you'll want to read everything before you dive head first into the adventure.

What is a tabletop role-playing game?

A tabletop role-playing game brings a bunch of friends together around a table, be it real or virtual, to create a story. In 5th Edition (and many similar role-playing games) most of the players play-act as fantastic heroes called **player characters**, or **PCs**, for short. Each player decides their individual PC's attitude, backstory, appearance, and actions. These heroes live in a world full of dangerous beasts like giant spiders, skeletons, and dragons. They find gold and magic items of great power in vast treasure hoards. Most importantly these heroes drive the story by making choices. The world they live in reacts to those choices. A big part of the game takes place in your imaginations, but you will need character sheets, dice, a few handouts, maps, and tokens. If you're reading this, then you already have all of those items loaded into Roll20 and you're ready to play *The Master's Vault*.

One player, called the **game master** or **GM**, decides how the story world, or setting, changes because of the actions of the PCs. The GM does not play a PC, but does control everything else in the world. The monsters, the people the PCs meet along the way (often called **non-player characters** or **NPCs**), and the environment are all controlled by the GM.

When a player wants their character to do something, they describe the PC's action to the GM and then the GM decides the consequences of the action. For instance a player might describe a wizard PC illuminating a dark underground cavern with a *light* spell. The GM would then describe what the player can now see in the cave.

Players will have their characters attempt actions with questionable outcomes, and that's where the dice and 5th Edition rules come in. If a player wants their character to scramble up the side of a cliff to get away from murderous goblins, that player will roll dice to make an ability check to see if they can climb the cliff. Based on the difficulty of the task, the character's ability to climb, and a roll of the dice, the GM then determines if the character is able to climb up the cliff, or is left clawing at rocks while goblins close in.

This PDF will teach you the basics of the rules for 5th Edition and how to play the game using Roll20. If you want to learn more about the game after you play through *The Master's Vault*, you can explore the [5th Edition Roll20 Compendium](#) or the game's [free Basic Rules](#) to find more monsters, character classes, races, magic items, and rules for diseases, madness, poison, and more. If you want to learn more about Roll20 capabilities, check out the [free Roll20 tutorial](#) after you complete this adventure.

Getting Started in Roll20

To begin playing *The Master's Vault* in Roll20, open your Roll20 account at roll20.net, click on the GAMES tab in the top menu bar, then select MY GAMES from the pull-down menu that appears. On the MY GAMES screen select the adventure *The Master's Vault*.

Once you're on *The Master's Vault* page, click the purple INVITE PLAYERS button. Enter the email address of the people you want to invite to the game. *The Master's Vault* supports play for up to seven people, including you. The other players should accept the invitation to the game and follow the instructions to create a free Roll20 account if they haven't already.

If you are not going to be the GM, hover your cursor over the player icon of the person you want to be the GM after that person has accepted your invitation to the game. The player's icon should appear beneath the INVITE PLAYERS button after joining. Click PROMOTE TO GM.

Once all the players have accepted the invitation to your game, launch the virtual table for The Master's Vault by clicking the pink JOIN GAME button and asking everyone else to do the same in their accounts.

If you are not the GM, but you started the game on Roll20, you will have to rejoin the game as a player. To do this, simply click on the ⚙ on the MENU on the right side of the screen. This symbol ⚙ represents Roll20's MY SETTINGS window. Scroll to the bottom of the settings menu and click the gray RE-JOIN AS PLAYER button.

Once the table launches, you are ready to play! If you want to learn more about Roll20's display, keep reading, but if you want to get right to playing, skip ahead to Pick Characters.

Roll20's Display

The first screen you should see in Roll20 should look like this for players:
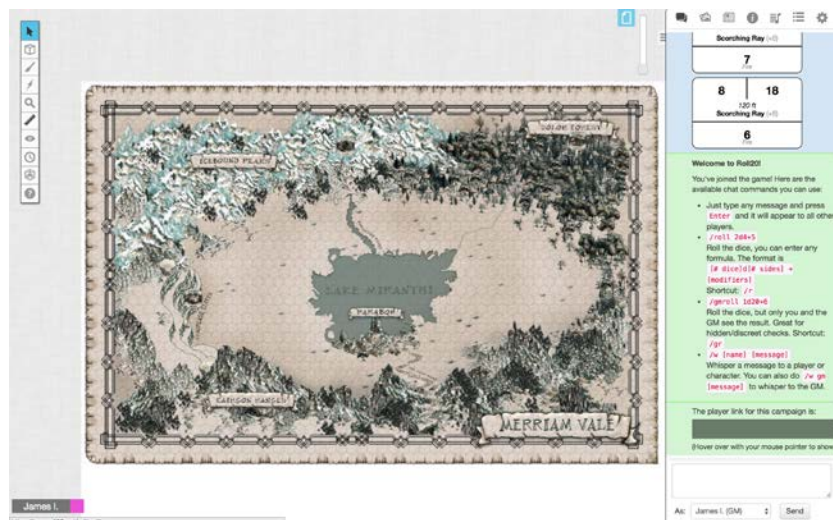
Roll20 is updated in real time. Players can see anything the GM drops, draws, or adds to the table as soon as it's there.

Roll20 has three main features. The TOOLBAR on the left side of the screen, the MENU on the right hand side of the screen, and the TABLE, which takes up most of the screen

The Toolbar

The players and the GM all have the following tools on the TOOLBAR on the left side of the screen:

SELECT/MOVE and **PAN VIEW**

DRAW. The DRAW tool is actually three separate tools that allow you to draw directly onto the table in the following ways: FREEHAND, POLYGON/LINE, DRAW SHAPE, and TEXT.

ZOOM. The ZOOM tool lets you instantly get closer or further from the table in 10% increments. For finer control, use the ZOOM SLIDER on the right side of the screen next to the MENU.

RULER. The RULER tool is a quick way to measure on the table. It is set to scale with the map you're viewing.

DICE ROLLER
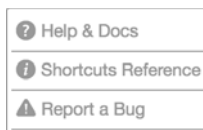
HELP & DOCS, **SHORTCUTS REFERENCE**, and **REPORT A BUG**

GMs have the following extra tools on their TOOLBAR:
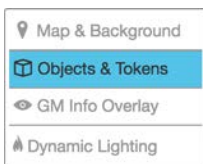
LAYER SELECTION. The LAYER SELECTION tool allows you to move between the MAP & BACKGROUND layer, OBJECTS & TOKENS layer, and the GM INFO OVERLAY layer. If you have a PLUS or PRO Roll20 account, you should also be able to select the DYNAMIC LIGHTING layer.
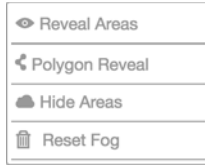
FOG OF WAR. The FOG OF WAR tools allow a map with FOG OF WAR functionality turned on to REVEAL AREAS, POLYGON REVEAL, HIDE AREAS, and RESET FOG.

TURN TRACKER

Only GMs with PRO Roll20 accounts have access to the following tool:

EFFECTS TOOL

The Menu

The players and the GM all have the following windows on the MENU on the right side of the screen.

CHAT. The CHAT window allows you to type public and private messages to your fellow players and see the results of dice rolls. You can:
• **Send a public message**. To type a message to everyone simply enter your message into the white text box at the bottom of the screen and click the SEND button.
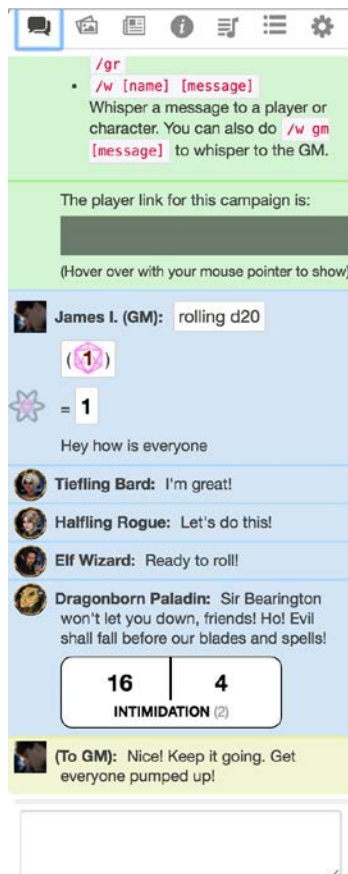
• **Send a private message**. To type a private message to just one other player begin your message with the command "/w" and then follow the command with the player's name or the name of their character, and then type your message as normal. e.g. If you wanted to ask Nolan, playing the character Barath, what AC means you could type, "/w Nolan What does AC mean?" or "/w Barath What does AC mean?"

• **Roll dice**. The results of any dice rolls appear in the CHAT window. You can also roll dice in a message with the command, "/r" followed by the die or dice you want to roll with modifiers applied. e.g. Typing "/r 1d20+5" will roll a 20-sided die and add 5 to the result and typing "/r 2d6-1" will roll two 6-sided dice and subtract 1 from the result. There are lots of other dice commands that you can type in Roll20. You can find a list of these commands in the Roll20 Dice Reference.

JOURNAL. The JOURNAL window allows you to look at PLAYER CHARACTERS, NPCs, and HANDOUTS. In this window players can:

• **Drag your character's TOKEN onto the TABLE**. To drag your character's TOKEN onto the table from the JOURNAL window, simply click and drag your character's name from the window onto the table and the PC's TOKEN should appear.

• **Access your CHARACTER SHEET**. Players can see their character's CHARACTER SHEET in the JOURNAL window.

• **The GM can access MONSTER CHARACTER SHEETS**. Like PCs, all of the monsters found in *The Master's Vault* have their own CHARACTER SHEETS. Only the GM can see and interact with these sheets.

• **Access HANDOUTS**. HANDOUTS are documents the GM is meant to reveal to the players during play.

COMPENDIUM. The COMPENDIUM window allows you to search for descriptions of rules, monsters, items, spells, and more.

JUKEBOX. The JUKEBOX window allows GMs to search for and play music and create playlists that everyone signed into the table can hear.
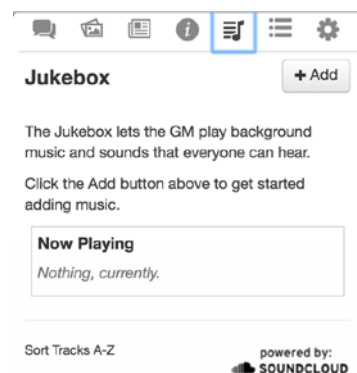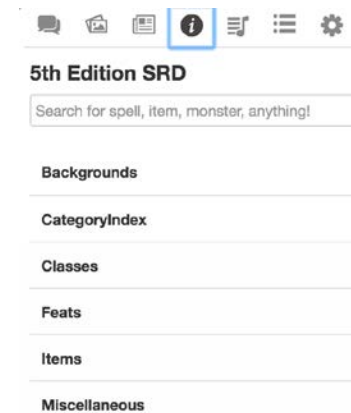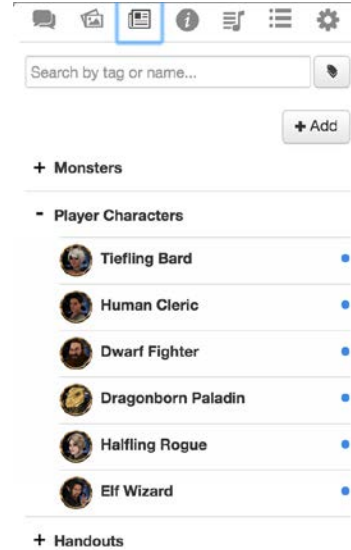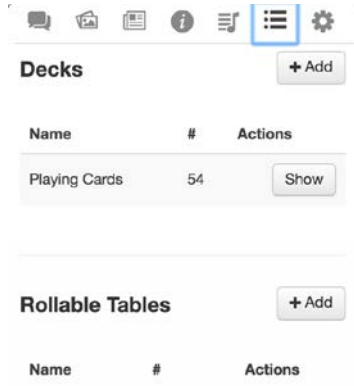
DECKS & TABLES. *The Master's Vault* does not require the use of these features, but if you're curious about this check out the free Roll20 tutorial.
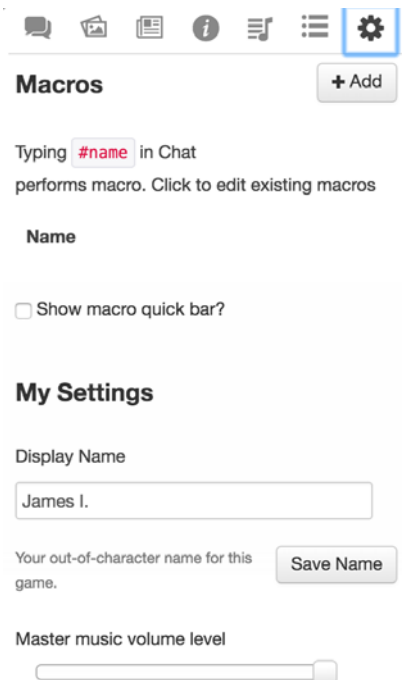
MY SETTINGS. The MY SETTINGS window allows you to change many of the display settings, enable 3D dice, change your voice and video settings, and exit the game.

Only GMs have the following window in their MENU:
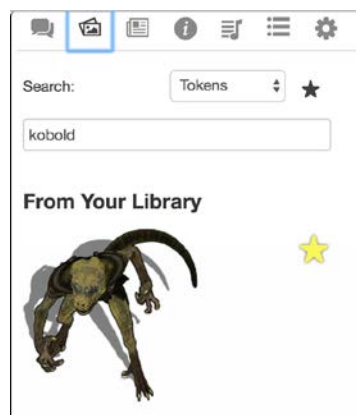
ART LIBRARY. The ART LIBRARY window allows the GM to search Roll20's massive library of free art for tokens, maps, portraits, and more. All of the art required for *The Master's Vault* is already loaded into the table, so you probably won't need this feature, but you will once you begin creating your own adventures.

The Table

The TABLE takes up most of Roll20's interface. This is where players and GMs alike can see TOKENS, MAPS, and more. The table is broken into layers.

• The OBJECTS & TOKENS LAYER is the top layer of Roll20's TABLE. Both players and GMs can drawn and see everything on the OBJECTS & TOKENS LAYER. The GM can manipulate any TOKEN and the players can manipulate any TOKEN assigned to them. This is where TOKENS that represent PCs, NPCs, monsters, and some objects are manipulated.

• The MAP & BACKGROUND LAYER is the bottom layer of Roll20's TABLE. GMs can see and manipulate this layer while players can only see it. The GM can manipulate elements of a MAP, just like TOKENS.

• The GM INFO OVERLAY LAYER is a special layer of the TABLE that can only be seen and manipulated by GMs. Hidden creature and object TOKENS can be placed here without the players knowing it. If you add a TOKEN on the GM INFO OVERLAY LAYER to the TURN TRACKER, only you will be able to see it in the TURN TRACKER. The players won't know it's there until you move the TOKEN to another layer.

• DYNAMIC LIGHTING LAYER: If you have a Roll20 Plus or Pro account, you have access to this special layer of the TABLE. Here you can use the DRAW tool to create obstacles for light, movement, and sight. If you have a Plus or Pro account, the DYNAMIC LIGHTING in *The Master's Vault* is already set up for you. To learn more about DYNAMIC LIGHTING checkout the Roll20 Wiki.

GMs Only: The Page Toolbar

The PAGE TOOLBAR is a special part of the Roll20 table available only to GMs. To access the PAGE TOOLBAR click the SYMBOL in the top right of the TABLE.

When you open the PAGE TOOLBAR all of the PAGES for *The Master's Vault* will appear. PAGES are the images and maps you can bring up on the TABLE. To bring up a new PAGE on the TABLE simply click the PAGE you want and it will appear in the TABLE. Note the red PLAYERS BANNER. As the GM you can bring up a PAGE and have the players on a different PAGE, to give yourself time to prepare before they see the PAGE you're on. When you're ready to reveal a PAGE to the players, click and drag the PLAYERS BANNER to the PAGE you want the PLAYERS to see and interact with. To learn more about the PAGE TOOLBAR give the Roll20 Tutorial a try.

Pick Characters

Once all the players and the GM are in the table, it's time to pick characters. At launch every player can view each character in the JOURNAL window in the MENU, but no player has the power to edit or control any character yet.

There are six pre-generated characters that come with *The Master's Vault*. Each has a brief description below. The first word in the character's title describes the character's **race**, which is all about your character's genetic heritage (dwarf, elf, human, etc.). The second word describes the character's **class**, which describes what your character can do (fighter, paladin, wizard, etc.).

Tiefling Bard. As a tiefling you are an outcast. Many people fear you. An actual devil is your ancestor, which accounts for your horns, tail, red skin, and innate magical abilities. As a bard you have learned to harness another kind of inner magic through performance arts like music, dance, and acting. The spells you can cast when you perform charm, confuse, and distract your enemies and buff and heal your allies. You're also pretty good with a bow and a blade.

Human Cleric. As a human you are versatile. You learn more quickly and your ability to adapt is second-to-none. As a cleric you are a devout servant and conduit of Igna, goddess of life. You smite enemies with your mace and radiant fire and you bolster and heal your allies with divine spells.

Dwarf Fighter. As a dwarf you are stalwart, tough, and direct. Dwarves are a proud people with a great martial tradition. As a fighter, you are second to none in hand-to-hand combat. You wear heavy armor, are difficult to kill, and fell foe after foe with your axe.

Dragonborn Paladin. As a dragonborn you carry the blood of the world's mightiest creatures in your veins. Your head is that of a dragon, you breathe fire, and your body is covered in fire-resistant gold scales. As a paladin you are a holy warrior devoted to protecting the innocent with your sword and shield. Your body courses with divine power that lets you sense evil and heal your allies.

Halfling Rogue. As a halfling you are the smallest of all PC races. What you lack in size you make up for in speed, wit, and luck. As a rogue you are a master of stealth, acrobatics, and striking precise blows with blade and bow that drop your enemies quickly. You are an escape artist who is good at picking locks and detecting traps.

Elf Wizard. As an elf you are long-lived and youthful at any age. Your spirit is free, your body is lithe, and you are naturally smart. As a wizard you have spent years studying magic and are the most versatile of spellcasters. You carry a book of spells that can lay enemies low with arcane acid, fire, and thunder. Your spells can also transform objects and creatures, predict the future, protect your allies, summon monsters to fight for you, and more.

Have the players decide amongst themselves which characters they want to play. If two or more players want to play the same character, have each roll a 20-sided die by typing "/r d20" into the CHAT window. The higher roll gets to play the character. Reroll any ties.

To assign a player control over a character, the GM must click on the character in the JOURNAL window on the MENU, click the EDIT button in the top right of the pop up window, find "Can Be Edited & Controlled By," and select the appropriate player's username from the pull-down menu. That player now has control over the character.

Non-GMs, Stop Reading!

If you're not planning on being the game master as you play through *The Master's Vault*, stop reading this document now. You don't want to have the story spoiled for you.

Your Role as the Game Master

As the GM you are a world builder, actor, and referee. It is your job to inhabit the NPCs and monsters, set obstacles in front of the players, adjudicate the outcome of actions, and fill-in the gaps where rules are concerned. Role-playing games allow players to do anything their characters can do in real life. The 5th Edition rules are robust, but they don't cover every scenario. When your players decide to do something with their characters not covered by the rules, you determine any necessary checks that need to be made, and you

determine the outcome of the action. The number one rule for you to remember as the GM is that as long as everyone at the table, including you, is having a good time, you're doing it right.

Before you start playing, you'll want to review this entire document so you're fully prepared to give your players the adventure of a lifetime.

Nice to Meet You, I'm...

Before the game begins, have the players take a moment to look over their CHARACTER SHEETS in Roll20. This gives players a few moments to go over all the details about their characters before you begin playing.

Most of the information on these pages is just for you. You don't want to read the entire adventure verbatim to your players. Instead anything you are supposed to read or paraphrase out loud will be contained in a box like this:

> Hey everyone! Welcome to our first 5th Edition game on Roll20. This is going to be a blast. Let's begin by having each player introduce their character to the group. Tell us the name you came up with for your character, your race, your class, your background, and an interesting fact about your character that you made up.

Adventure Overview

The Master's Vault is a 5th Edition adventure for four to six 1st level characters from Roll20. At the end of the adventure, the characters should level up to 2nd level. The adventure is meant to teach the basics of 5th Edition and Roll20 to new players, but veteran gamers will still have fun diving into *The Master's Vault*.

Adventure Background

For more than a century Elaria Feywing, known to many as The Master, mentored young adventurers in combat, exploration, and magic. Little is known about the elf woman's past and her days as a wandering wizard, but her status as a teacher is legendary. Many young fortune-seekers made the trek out to the small village of Parabor on the frontier of the Merriam Vale to seek Elaria's expertise. She took only a handful of these pupils every year. Her favorite group of disciples was also her last and most recent: the player characters.

Adventure Synopsis

The adventure begins three days after Elaria sent the PCs off to seek their fortunes. She taught them all she could. The very night Elaria told the characters their training was

complete, Elaria died peacefully in her sleep. Having no surviving family, Elaria's funeral was immediate and the burial was simple as described in the elf's last will and testament.

The same document leaves further instructions - a final test for her favorite students. The PCs must work together to gather magic tiles hidden all over the Merriam Vale that serve as the key to Elaria's treasure vault. Finding the tiles won't be easy. Dangerous beasts, sinister traps, and clever NPCs are obstacles the characters must overcome. If the PCs can recover the tiles, the treasure inside is theirs... as well as some knowledge about who their mentor really was in her past life.

What the PCs Don't Know

The PCs don't have the following information, but they will figure it out if they survive the adventure and open Elaria's vault. Elaria Feywing is a fake name. The Master's real name is Erris Dawnforge. Her story is all but lost to time. Years ago Erris and the rest of her adventuring party stole the Eye of Death, a powerful artifact used to create undead monstrosities, from an organization of necromancers called the Pact of the Lich. The organization's agenda is to transform the entire population of Skylark into undead using the *Eye of Death*. They believe unlife is the next stage of humanoid evolution and the key to greatness and immortality.

The Pact of the Lich killed all of Erris' companions in a horrific battle the night they stole the *Eye of Death*. Thinking the wounded organization could come looking for her once they had a chance to regroup, Erris changed her name and started a new life in Parabor after hiding the *Eye of Death* somewhere in the Merriam Vale.

Erris, now Elaria, put contingencies in place should she die suddenly. With no one to trust she used her new identity to be on the lookout for adventurers with great potential. Through training she could vet them. If they passed her tests, they would be next in line to receive her will and final instructions should she die at the hands of the Pact of the Lich. Her heirs change with each class of successful pupils, so the Pact of the Lich can never predict who is next in line for carrying on Elaria's duty.

Elaria was poisoned by a Pact of the Lich necromancer named Drazal Vibbin. Drazal searched the estate and found the vault, but he cannot figure out how to get inside. For now he is lying in wait, hoping someone comes along and opens the vault.

Chapter 2: Flashback

If you're already familiar with 5th Edition and Roll20, you may want to skip this chapter and go right to Chapter 3. This introductory encounter is meant to get players used to the basics of ability checks and combat. If you are new to 5th Edition, Roll20, or both, play through this flashback encounter as a way for everyone to learn the rules of the game and mechanics of the virtual table.

2A. Why Did You Come Here?

A big part of role-playing games is asking the players open-ended questions about their characters and letting them create the responses. Any reasonable answer is acceptable. Begin by setting the scene for your players and then ask them an open-ended question by reading or paraphrasing the following boxed text:

> It was six months ago that Elaria Feywing, known throughout the Kingdom of Skylark as The Master, took all of you in as pupils. The old elf woman's skills in magic, combat, and survival are legendary. She trained Marigold the Brave, who slew the infamous great blue dragon Diraxthese, and Blouton Buttertree, who closed the Demon Portal of Nargoth, and so many other famous heroes. Of all the would-be treasure seekers, mercenaries, and do-gooders that came across her doorstep begging for her wisdom,

> it was you who were selected by Elaria. Why did you come to The Master's mansion before beginning your life of adventure?

Give each player a chance to answer the question. Make sure they understand that any answer is acceptable as long as it keeps to the theme of a medieval fantasy world. A player could say something simple like, "I came to learn how to survive in the wilderness because I grew up in a city and know nothing of the outdoors," or have an answer more tied to their character's backstory like, "I came to show up my father, Felgar Fentwhistle, who told me I'd never amount to anything." Let the players give their own answers and take note of their responses, as you could use the details as part of a future adventure.

If a player has an impressive response award their character inspiration. They can mark that they have inspiration on their character sheet and redeem it to get advantage on a future ability check, save, or attack.

Once each player gives a response, read or paraphrase the following boxed text. Think about how Elaria might sound when you speak in her voice. You should feel free to change your voice, posture, and mannerisms each time you speak as an NPC. Have fun with it!

> Over the last half-year you've learned Elaria Feywing is intense, but fair and encouraging. Though The Master is over eight centuries old, her elf blood keeps her thin, lithe, and youthful which allows her to enforce your rigorous training regimen. You are each learning different skills in magic, combat, and more, but you all take your

meals together.

You are sitting at a long dining table enjoying a hot breakfast together. Elaria puts down her porridge spoon and stands up, looking you all in the eye, her golden hair framing her own green orbs. She cracks a smile as she begins speaking.

"It is time for your first test in real combat. We have a rat infestation in the basement. A giant rat infestation. I managed to get them contained in the larder, but they'll soon eat through all our supplies and the door itself if you don't go down there to exterminate." Her green eyes twinkle with mischievous delight as she adds, "I also seem to have misplaced the key to the larder after locking them in, so you'll have to get through the door and past the barricade I set up before you can get to the rats."

The Master sits back down in her chair and puts a spoonful of porridge to her lips. Before actually eating she looks at all of you and says, "Well what are you waiting for?" You know by now that's your cue to head down to the basement.

If the characters have any questions for Elaria, she answers them cryptically or not at all. She urges them to take action in the basement. Every moment that passes is another piece of food the rats can devour.

Elaria actually knows where the key to the larder is. It's on the great ring of keys she keeps in her robes, but she won't share that information with the PCs. If they ask where the rats came from, she smiles and says she has no idea, which is also a lie.

What is inspiration?

You can award inspiration for great roleplaying. A PC either has inspiration or doesn't—they can't stockpile multiple "inspirations" for later use. Players can track inspiration on their CHARACTER SHEETS.

If a PC has inspiration, they can expend it when they make an attack roll, saving throw, or ability check. Spending your inspiration gives them advantage on that roll.

She brought them into her home to test the PCs.

A PC might try to pick Elaria's pocket to remove the key. To do so the character must make a DC 15 Dexterity (Sleight of Hand) check. If another PC distracts Elaria while her pocket is being picked, give the PC picking her pocket advantage on the check. Success means Elaria's pocket is picked without her noticing and the PC has the key in hand. A failure means Elaria notices the PC trying to pick her pocket, scolds that character, and keeps her hand in her pocket so that it is unable to be picked.

If a character wants to pick pocket Elaria, reveal **Handout #1 - Ability Checks** in the JOURNAL window to all players. If they don't do it, reveal the handout later, when a PC makes an ability check for the first time.

2B. Basement Hall

When the PCs head down to the basement, open the PAGE TOOLBAR in Roll20. DRAG the PLAYER BANNER to the PAGE labeled 2B-2C. Hall & Larder and then select the same PAGE so it comes up on your screen. Either you or the players should place the PC TOKENS in their starting position indicated on the map below by dragging them over from the JOURNAL window.

Right now this map has enabled FOG OF WAR functionality. You can see the whole map, but the players can only see the hall leading to the door. You can reveal the rest of the map using the REVEAL AREAS tool on the TOOLBAR, but wait until the characters get the larder door open.

Also note the partially visible cloud of gas in the hall and broken door in the larder. The players can't see this either because it is on the GM INFO OVERLAY layer of the map. If they trigger the poison gas trap or break down the door, you can reveal the cloud or broken door by switching to the GM INFO OVERLAY layer on the TOOLBAR, right-clicking the gas cloud token, and selecting Layer > Map Layer.

Read or paraphrase the following boxed text when the players enter the basement hall:

> The basement steps of Elaria's mansion lead to a stone passage ending in a wood door. You know that beyond the door is a large larder filled with all manner of cheese, grains, meat, and produce. The rats inside can live like royalty for months on all the food within.

Characters who listen at the door can hear the chatter and scurry of giant rats within. The rats are so large it sounds more like dogs running around than rodents.

The door to the larder is locked. The characters can open the door in the following ways:

• **Use the key**. If the character picked Elaria's pocket as outlined in section 2A, they can use that key to unlock the door.

• **Pick the lock**. A character with thieves' tools can attempt to pick the lock with a DC 12 Dexterity check. If the character has thieves' tools, they can use the thieves' tools to aid them in the roll. If the PC does not have thieves' tools, a character can use a pin, wire, or similar thin metal object to pick the lock with disadvantage. If the character fails the check to pick the lock, the poison gas trap activates if it hasn't already been disarmed (see Poison Gas Trap later in this section).

• **Force the door open**. A PC can attempt to force the door open with a successful DC 15 Strength check. The hall is wide enough that two characters can attempt this at the same time. If this happens, the character with the lower Strength bonus makes no check

while the character with the higher Strength bonus gains advantage on the check. If this method of opening the door is successful, the Poison Gas Trap activates if it hasn't already been disarmed (see Poison Gas Trap later in this section).

• **Break the door down**. The characters can attack the door to break it down. The door has AC 15, 18 hit points, and is immune to poison and psychic damage. If the door is reduced to 0 hit points it is destroyed and the poison gas trap activates if it hasn't already been disarmed (see Poison Gas Trap later in this section). When the door's hit points are reduced to 0 it is broken down. The door automatically fails any saving throws. If the characters attack the door using attacks and by casting spells that deal damage, reveal **Handout #2 - Attacks and Damage** to the players and if a character casts a spell at the door, reveal **Handout #3 - Spellcasting** to the players. If the characters don't cast any spells or attack the door, save these handouts for the first time one of them does the corresponding action.

Poison Gas Trap

The lock on the door to the larder is equipped with a poison gas trap which is triggered if someone attempts to pick the door's lock and fails, or if someone forces the door open or breaks it down. The PCs don't know this trap is in the lock, since Elaria never locked the door to the larder during their stay before now. A character looking at the lock can detect a small nozzle just above the keyhole with a successful DC 12 Wisdom (Perception) check. A character investigating the

nozzle can make a DC 12 Intelligence (Investigation) check to discover the nozzle is connected to a canister of gas hidden inside the door, triggered to spray when someone tampers with the door. A character can disarm the trap with a successful DC 15 Dexterity check made with thieves' tools. If the check fails, the character triggers the trap.

When the trap is activated, a 10-foot cloud of poison is sprayed in front of the door. Each character in the cloud must make a DC 13 Constitution saving throw or become poisoned for 1 hour. If the characters have to make this saving throw, reveal **Handout #4 - Saving Throws** and **Handout #5 - Conditions**.

The cloud dissipates immediately after it is released. You can make the cloud appear on the map by following the steps at the beginning of this section.

To give the characters a better idea of how the trap works, reveal the handout **Poison Gas Trap** to give them a visual.

> ### Where are the Monster Stats?
>
> Anytime you see the name of a creature in **bold** that creature has combat statistics. That creature's CHARACTER SHEET can be found in the JOURNAL window on the MENU.

2C. The Larder

When the characters open the door, reveal the rest of the map using the REVEAL AREAS tool on the TOOLBAR.

When the characters enter the larder, read or paraphrase the following boxed text:

> The heavy smell of giant rat dung hits you square in the face as the door swings open. A scamper of feet can be heard as rodents the size of golden retrievers run back and forth at the opposite end of the room amid gnawed-open crates, barrels, and bags of food. Between the rats and you is a line of boxes set up by Elaria to keep the rodents on the far side of the room.

The six **giant rats** in this room have actually eaten a hole through two of the boxes in the barricade (marked with Xs on the GM INFO OVERLAY layer of the map in Roll20). The characters notice the holes with a successful DC 10 Wisdom (Perception) check. Once they actually walk into the room, read or paraphrase the following boxed text:

> As you enter the room, two rats emerge from small holes gnawed through the barricade of crates and barrels. They hiss and attack.

Combat has started! Move two giant rat tokens onto the side of the barrier with the door to the larder and PCs.

The other rats come through the holes two at a time on their turn each round, or they stay on the other side of the barricade and attack if any PC crosses over.

When combat begins, reveal **Handout #6 - Initiative**, **Handout #7 - Your Turn in Combat**, **Handout #8 - Reactions and Opportunity Attacks**, and **Handout #9 - Death Saving Throws**.

Initiative

When combat starts you should toggle on the TURN TRACKER by clicking on in the TOOLBAR.

Instead of rolling initiative for each monster you control in the battle, make one roll for an entire group of identical creatures (so in this case the rats, so each member of the group acts at the same time. Monsters don't have an initiative section on their CHARACTER SHEETS the way PCs do. Instead simply make a Dexterity check for a monster and the result is its turn in the initiative order. Then right click the monster's TOKEN and select "Add Turn" to add the creature to the TURN TRACKER. Then click on the number next to the creature in the TURN TRACKER and manually enter its initiative.

Once all creatures have been entered into the TURN TRACKER, click the SETTING button , and then click DESCENDING next to "Sort Order."

Barricade

The PCs can cross the barricade of crates and barrels several ways.

   • **Leap over**. A character can leap over the barricade as part of a move by succeeding on a DC 13 Strength (Athletics) check. Failure on the check means the character's leap isn't high enough and they fall prone on the side of the barricade where they began their leap.
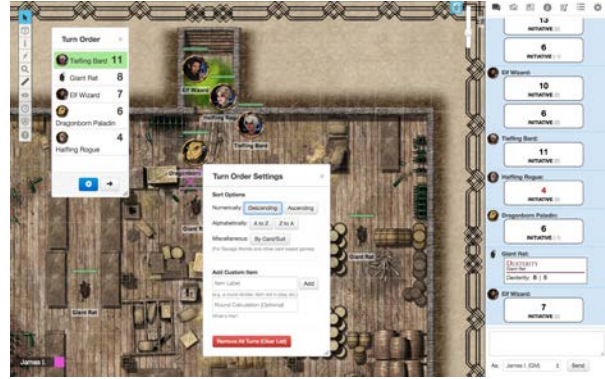
   • **Move a crate**. As an action a PC can push or pull a crate 5 feet in any direction to an unoccupied space with a DC 13 Strength check. As an action a character can pick up a crate if they have both hands free and succeed on DC 15 Strength check. While holding the cumbersome crate, the character moves at half speed. The two crates with the holes in them can be moved without requiring a check, since their contents have been devoured by the rats. You can indicate that a crate has been moved on the map using the DRAW tool.

   • **Slide through the rat holes**. A character slides through one of the rat holes in the barricade as part of a move by succeeding on a DC 15 Dexterity (Acrobatics) check. Small characters have advantage on this check. Failure means the character misses the rat hole and smashes into the side of the barricade they started on, falling prone.

   • **Crawl through the rat holes**. A Small character can crawl through a rat hole, by dropping prone and spending 10 feet of movement to crawl through the 5-foot hole. A Medium character can crawl through a rat hole, but they must squeeze, which means that while the PC is in the space it has disadvantage on attack rolls and Dexterity saving throws and attack rolls against the PC

have advantage. A Medium character must also drop prone and spend 15 feet of movement to crawl through a 5-foot hole.

Outsmarting the Rats

Some characters may not wish to harm the rats, but try to lead them out of the mansion by making a trail of food, luring them into crates and barrels, or using some other tricks to best the beasts. That kind of outside the box thinking is what makes RPGs fun! Combat is not the answer to every problem. This idea applies not only to this battle, but all the battles in the adventure.

If a player wants their PC to use Wisdom (Animal Handling) to try and handle a rat, the rodent must be able to see and hear the character and the character must be Medium size. The character then makes a DC 15 Wisdom (Animal Handling) check. The PC has disadvantage on this check if the characters have already harmed one or more of the rats in some way. If the check succeeds, the rat stays out of the fight and allows the character who made the check to pick it up, if both of the PC's hands are free. As long as the rat isn't attacked or harmed by any of the PCs, the rat remains calm and amenable to being handled.

Victory!

Once the players triumph over the rats, Elaria Feywing appears in the door to the larder. Read or paraphrase the following text:

> As the last rat is dealt with, you hear the sound of applause come from the doorway behind you. The

> Master beams. "Excellent work. You are the most impressive group of students I've had in more than a century. You learned quickly that you are stronger as a team than you are as individuals."
>
> The elf looks at the state of her larder and gives a small laugh. "I always forget how expensive this test is." She smiles, "No matter. Let me clean up. I think you've earned the rest of the day off."

At the end of this encounter, the PCs should get the benefit of a long rest. That means they are completely healed, and all of their spells and abilities should be recharged.

Chapter 3: Parabor

The adventure begins in the town of Parabor, a small village of hardy mining folk and explorers living on the edge of the Merriam Vale's uncharted wilderness. Read or paraphrase the following boxed text to the players. If you started the adventure with the optional flashback in Chapter 2, inform the players it is now six months later.

While the characters are in town, move the PLAYERS BANNER in the PAGE TOOLBAR to the PAGE labeled "Merriam Vale."

> Welcome to Parabor, a frontier village of diverse miners and adventurers. This community's economy is fueled by silver in the Cairgon Ranges, mithral in the Icebound Peaks, and explorers like you who scout the Merriam Vale for treasure.
>
> The Cairgon Ranges cut Parabor and the Merriam Vale off from the rest of the Kingdom of Skylark where King Raziel Fortwyth II rules a prosperous civilization. While the small village falls under his domain, he largely ignores the village. Its operations are in the hands of Governess Judith Seagarten, who keeps a small guard and can raise a larger militia if any trouble comes to town. She lets the villagers keep to themselves, coming around with her guards once a year to collect taxes.
>
> The dangerous jobs and remote location of Parabor attract more than miners and adventurers. Plenty of people running from something be it the law, a shady past, or an angry ex-lover come to Parabor for refuge from their previous life. This is a village where people ask where you're going, not where you came from.
>
> Three days ago, Elaria Feywing, a renowned mentor to many famous adventurers died. She was known in the Merriam Vale as The Master. You were her final pupils. The ancient elf who taught you secrets of combat, magic, and wilderness survival passed away in her sleep on the same night she told you your training was complete. You had not even begun to look for work when the news of her death came. Though The Master was over eight hundred years old, she was lithe and energetic. It seemed she could have lived another eight centuries.
>
> Per the instructions of her last will and testament, Elaria was buried quickly in a simple ceremony. While many who live in Parabor came to see The Master laid to rest, you were her only students able to attend given the short notice. Golonna, the local dwarf priestess who runs The Holy Beacon, Parabor's temple of Lux, god of light, asked you each to say a few words about Elaria in eulogy by sharing a favorite memory of an unexpected lesson the elf taught you. What memory did you share at the funeral?

Each player should answer the question. It can be a short response like, "I tell them about the time Elaria made me my favorite cake for my birthday," or the player can deliver a eulogy in character. Let everyone do whatever is most comfortable and fun for the individual when it is that person's turn to speak. The purpose of this question is to help the players build the backstory

between their characters and The Master. That backstory gives the PCs a vested interest in pursuing the quest that is to come. The Master's Vault isn't just about seeking treasure - it should be a story with personal stakes for each character. If any player delivers a particularly impressive story, grant their PC inspiration.

After the characters give their responses, read or paraphrase the following boxed text:

> When you are exiting The Holy Beacon, Yelsa Hodwick, the only solicitor currently working in Parabor, approaches. The middle-aged gnome woman pushes up her half-moon spectacles, wiping tears from her eyes as she embraces you one by one, barely holding back hysterical tears. "Ms. Feywing spoke fondly of all of you. In fact, you are all mentioned in her last will and testament. If you have time today, would you please stop by my office? I know it is a lot to ask... but..." Yelsa cannot finish her sentence as the tears finally come. She walks away from you, honking into her handkerchief. "Please... stop by... later," she manages to get out through the tears.

Important Sites in Parabor

Parabor's important buildings and NPCs are outlined in this section. The only place the characters need to go to continue the adventure is area 3A to meet with Yelsa Hodwick. They may want to do some shopping, eating, or carousing before or after meeting with the solicitor. You can also use the places and NPCs below to create further adventures once you complete *The Master's Vault*.

Characters can buy services and goods found in the 5th Edition Roll20 Compendium or the game's free Basic Rules.

3A. Parabor Solicitor

Yelsa Hodwick, a nervous, emotional gnome is the only solicitor in the entire village. When the characters arrive at her office, she is still upset over the death of Elaria, though she has gained some composure. When the characters enter Yelsa's office, read or paraphrase the following boxed text:

> A small bell rings in the doorframe as you enter the solicitor's office. The smell of paper twinges in your nose. Neatly stacked books and files seem to fill every shelf, table, and available surface of the gnome's crowded workspace. "Thank you so much for coming," Yelsa's voice chirps shakily behind her desk. The gnome scurries off her chair and says, "Oh excuse me. I seriously need to file these," as she picks up papers off the seats of three chairs and couch set up across from her desk. "Now, may I offer you all some tea?"

If the characters wish to converse with Yelsa before getting down to business, she is happy to get to know them better. She does not know them well but Elaria told her that the PCs were her favorite pupils and often shared stories of their training. Yelsa came to Parabor because she knew the village was without any solicitor. She knew if she braved the trek it would be worth her while and so far business has been quite lucrative.

When the characters are ready to get down to business, read or paraphrase the following boxed text:

> Yelsa unseals a small envelope with an E.F. pressed into its wax seal. As she pulls forth the letter within the gnome speaks in a grave tone. "Now, as I said at the services, Elaria included you in her last will and testament. She has no family and you are the only people mentioned in the document. She wanted me to read aloud and then give you the following instructions to take with you:
>   My gold has dwindled in 800 years
>   But there's some left, so be all ears.
>   My mansion, my treasures are all yours,
>   If you can open the last of my doors.
>   The vault in the backyard is my final test,
>   You must work together to complete this quest.
>   The door can be opened with strength of the mind,
>   But before you attempt, find the tiles—all nine!
>   Three are hidden where she creeps and crawls,
>   The one with eight legs and venomous jaws.
>   Three are entrusted to one born of dragons,
>   Who cannot be reached by boats or by wagons.
>   Three still are buried with a friend long forgotten
>   Who lingers long after her body is rotten.
>   Unlock the vault! Do not delay.
>   For others are hunting my treasure this day.
>   Every moment you wait puts people at risk.
>   So take up the task and please do be brisk.
>   All will make sense when you open the vault,
>   And realize my death was not nature's fault."

The last line of The Master's will chokes up Yelsa and she sucks in her breath to compose herself. What could this all mean? Elaria's property now belongs to all of you, that much is clear. You all remember there is a stone trapdoor behind the mansion that was always locked and had no key. The door did have nine square shaped divots in it... perhaps this is the vault Elaria's poem refers to?

Once you have read the text, reveal the handouts, **Elaria's Will** and **Elaria's Memories** to the players.

Armed with this information allow the characters to discuss the handouts.

The handouts should be enough to get the characters onto the next section of the adventure, but if they get stuck or need a hint, feel free to give them one to keep the game moving. Make it clear to them that time is of the essence as Elaria's will points out.

3B. The Holy Beacon

While all the other gods (see the Appendix) have small shrines dotted throughout Parabor, Lux, the god of light, has a standing temple thanks to the efforts of Golonna Sunbraid. The devout priestess came to Parabor as a missionary. Her work has converted many lost souls who came to Parabor running from a shady past. These new worshippers financed construction of the temple. Read or paraphrase the following boxed text when the PCs enter the temple:

A brazier that must always burn fills this circular stone building with the smell of holy incense. Opposite the door the image of an enormous sun, the holy symbol of Lux, is emblazoned on a wall of white bricks. The dwarf priestess Golonna Sunbraid pokes at the fire, adding fuel with her other hand. Her blue eyes sparkle and her blonde hair pokes out from under her white hood as you move closer to the cozy fire. "Welcome, my friends. How can the grace of Lux serve you this day?"

Golonna is willing to heal the sick and injured in exchange for a small donation to the temple. She can cast *cure wounds* three times per day and *lesser restoration* twice per day. She charges 5 gp per casting of *cure wounds* (heals 1d8+3 damage) and 10 gp per casting of *lesser restoration*. If a character is clearly in dire need of one of her spells, she can be convinced to cast the spell for free with a successful DC 15 Charisma (Persuasion) check.

3C. Hinger's Hammer

Deggle Hinger might be a halfling, but his small size didn't stop him from becoming the best blacksmith in Parabor. The overly muscled halfling has three tattoos of Draconic symbols all on his right arm that mean "strength," "determination," and "steel." The halfling is a hard worker and fair businessman who says little. Read or paraphrase the following boxed text when the characters enter the shop:

> The din of a rhythmic hammer pounding metal can be heard before even entering this sweltering blacksmith's shop. Suits of armor and fine weapons line the walls. Behind the counter, the burliest, sweatiest halfling you've ever seen pounds out an unfinished sword on an anvil made for someone just his size. Without stopping his work he shouts, "Dino! Mari! Customers."

Deggle's twin son and daughter, Dino and Mari, help him around the shop. They are organizing the inventory in the basement when the characters enter and scramble up the steps to help. Both are nearly as burly as their father and more talkative. They don't try to sell too hard, but answer any questions the characters have about their wares.

The PCs can purchase any mundane weapons or armor at the shop for the normal price.

3D. Pegleg Trading Post

A half-elf with one leg and a boisterous personality runs Pegleg Trading Post. Montague "Monty" Delforte is the child of a noble male human and peasant female elf. He came to Parabor to start a new life in a place where he wouldn't bring shame to his father's family. Thanks to his connections Monty was able to establish a regular supply train that brings goods from the rest of the Kingdom of Skylark to isolated Parabor.

The merchant lost his leg to orc raiders during his move to Parabor but he didn't lose his good humor or happy disposition. Read or paraphrase the following boxed text when the characters enter the shop:

> Neatly arranged rows of rope, tools, rations, and more line the perfect shelves of Pegleg Trading Post. A half-elf in tan pants and a green doublet is surprisingly nimble on his wooden leg as he stocks the shelves. He gives an enormous smile when he notices you in the shop. "Well met! What can I do for ya?"

Monty sells all manner of mundane adventuring gear and tools.

3E. Quill and Stopper

If ever there was a person who embodied the saying, "You can't judge a book by its cover," it's Groknarg Wrathaxe, the half-orc wizard. As a half-orc Groknarg was always ostracized by others. His brilliance and natural talent with magic made many fear him all the more. To continue his studies in peace Groknarg moved to Parabor, where most don't give him a second look. When his money began to run out, he opened a small shop that sells potions and scrolls to the many adventurers and explorers who come through the village. Read or paraphrase the following boxed text when the characters enter the shop:

> This small shop is kept clean and neat. Several scroll cases marked with arcane runes and small vials of red and green liquid sit on display inside a glass counter. Behind the counter sits a well-groomed half-orc in blue robes reading a tome. He looks up as you enter and says in perfect Common, "Groknarg Wrathaxe at your service. How can I be of assistance on this fine day?"

Groknarg sells *potions of healing*, *potions of climbing*, and *spell scrolls* which can contain any level 1 wizard spell for 50 gp each.

3F. The Rowdy Room

Zara and Rayline Gold run the largest inn and tavern in Parabor. This married couple is constantly bickering with each other, breaking up fights amongst the patrons, and instigating others for fun. Zara, a female human with a long braid of black hair down her back and tattoos on her arms, runs the bar. She also signs rooms and keys out to guests who wish to stay in their cheap, filthy rooms. Rayline, a female human who dyes her hair blue, works the kitchen and serves food. She's a great chef but a lousy waitress and often serves her meals with a side of attitude. Read or paraphrase the following boxed text when the characters enter the Rowdy Room:

> As you open the door you are greeted to the smell of stale ale and roasting meat. A loud crash draws your attention to the center of the room where two human miners brawl on the ground. Behind the bar, a woman with a long black braid and tattooed arms gives a loud laugh at the fight. The door to the kitchen swings open and a wiry, blue-haired woman wearing an apron and wielding a rolling pin like a club dashes in and starts beating the drunken brawlers. "All right, all right. Break it up, you fools!" the blue-haired woman bellows as the miners stumble to opposite corners of the room clearly terrified of the chef. She turns to the woman behind the bar and says, "Really Zara? It's too early for this," before storming off into the kitchen. The bartender just laughs all the harder.

A room at the Rowdy Room costs 1 sp per night and meals are 6 cp each.

Chapter 4: The Merriam Vale

In order to find the nine tiles that open Elaria's vault, the characters must follow The Master's clues in the **Elaria's Will** and **Elaria's Memories** handouts and head into the wilderness of the Merriam Vale. When the characters first leave Parabor, read or paraphrase the following boxed text:

> Cool air blows off Lake Miranthi as you walk into the grassy plain of the Merriam Vale. To the North and South mountains rise high into the sky, full of silver and mithral. To the East, the dark of Dolor Forest rustles in the wind. This is the unexplored valley of riches and danger that calls to so many who have made Parabor home.

When the characters travel from one place to the next you don't need to describe every single step they take. Feel free to skip forward to their destination, but it helps if you give a little bit of flavor. Describe how traveling along the banks of the Miranthi River cakes their boots with mud and the faint howl of wolves can be heard in the distance as the PCs near Dolor Forest.

The chart gives the distance it takes to get from one area of interest to another as the characters travel the Merriam Vale. The PCs should be able to visit every location in a single day, since a typical adventuring party can travel up to 24 miles per day. Make sure they understand that time is of the essence and they shouldn't be stopping to rest very often.

Areas of Interest

Allow the players to tackle the adventure sites in any order the choose.

Travel Distances in the Merriam Vale

	Dolor Forest	Parabor	Staircase Cliffs	Vixthra's Lair
Dolor Forest	–	2.5 miles	5.1 miles	2.5 miles
Parabor	2.5 miles	–	1.9 miles	2.3 miles
Staircase Cliffs	5.1 miles	1.9 miles	2.4 miles	
Vixthra's Lair	2.3 miles	2.3 miles	2.4 miles	–
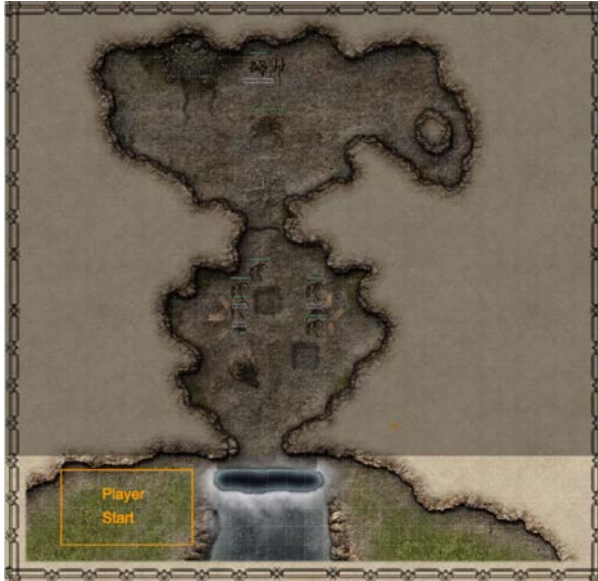
4A. Vixthra's Lair

Elaria told the PCs many times about a spider the size of a warhorse the miners called Vixthra. The spider's lair is in a cave behind a waterfall that runs into the Miranthi River in the Icebound Mountains. In this same cave Elaria placed three of the tiles that unlock her vault door.

Recently a small group of kobolds (small, evil, lizard humanoids) were chased into the cave by orcs who killed the rest of their tribe. Vixthra killed and ate the orcs before they could harm the kobolds. The monsters think the spider is a divine savior and now worship her as a god. They bring her animals and the occasional miner as a gift of food. Vixthra's intelligence is bestial but she understands keeping the kobolds alive is a way for her to get more food so she lets the creatures live.

As the characters approach the waterfall, have each make a DC 12 Wisdom (Perception) check. On a success the character notices small humanoid shadows moving behind the water. If they fail this check, the kobolds catch the PCs surprised when they enter the lair.

If the PCs wish, the characters can attempt to sneak into the lair and gain surprise. Have each PC make a DC 8 Dexterity (Stealth) check, and those who succeed catch the kobolds surprised. The low DC for this check is determined by the kobolds poor passive Wisdom (Perception) score.

When a creature is surprised, that creature can't move or take an action on your first turn of the combat, and it can't take a reaction until that turn ends.

Use the PAGE labeled "4A. Vixthra's Lair," for these encounters. Note the starting positions of the PC tokens and that FOG OF WAR is turned on the map. When the characters first enter the cave, reveal the entrance chamber with the REVEAL AREA tool, but leave Vixthra's chamber hidden until the characters enter that area through the curtain.

Also note the partially visible pits in the entrance chamber, bone cage, and giant spider on this map. These items are on the GM INFO overlay layer, since they are hidden when the PCs first enter.

Entrance Chamber

The first chamber of Vixthra's lair is also the kobold's main area for sleeping, eating, and crafting. They have rigged this room with traps and attack any non-kobold who enters immediately. When the characters enter the room, read or paraphrase the following boxed text:

> Five gnome-sized lizardfolk with canine-shaped heads play dice and roast rats over a small fire in this room. As you enter they grab their bows and daggers, screaming in high-pitched voices.

The five **kobolds** in this room try to draw PCs into the pit traps by attacking with arrows, hoping melee-focused characters charge at them. They then gang up on weaker PCs and rain arrows down on anyone in a pit. If any of the PCs speak Draconic, they hear the kobolds scream, "Meals for the eight-legged mother!" when the characters first enter the room. If two or less kobolds remain, they run into Vixthra's chamber.

Pit Traps

The 10-foot-square pits are on the GM INFO OVERLAY layer since they are hidden pit traps. When the battle begins only you as the GM can see pits. Reveal each pit by moving them to the MAP & BACKGROUND layer when a player falls into it or detects it. You can reveal the **Pit Trap** handout to the players to give them a better visual once the trap is noticed or sprung.

Kobolds are master trapmakers. They dug these 10-foot-deep pits in the cavern and covered them with canvas painted to look like the floor. A character spots the trap with a successful DC 15 Wisdom (Perception) check. Any creature stepping on the canvas falls through the floor and takes the canvas with them, revealing the trap. The creature falls to the bottom of the pit taking 3 (1d6) bludgeoning damage and lands prone. A creature can climb out of the pit with a successful DC 15 Strength (Athletics) check and by using 20 feet of movement.

Vixthra's Chamber

The kobolds hung a heavy curtain between the chambers, since Vixthra does not like the light of their cook fires. If combat breaks out in the entrance chamber, the creatures

> ### Vixthra's Lair: Features of the Area
>
> **Ceilings**. The ceilings in Vixthra's lair are all 30 feet high.
> **Illumination**. Bright light fills Vixthra's lair from a cook fire in the entrance chamber and the vault tiles in Vixthra's chamber.

here are ready for the PCs. Vixthra, a **giant spider**, hides in her webs in the ceiling to get the drop on PCs. Meanwhile Brevark the Snub-nosed, a **kobold shaman** who prays constantly to Vixthra, stands at the opposite end of the chamber, ready to spring his bone cage trap on the PCs as soon as they enter. When the PCs move beyond the curtain in this area, read or paraphrase the following boxed text:

> This entire cavern is bathed in a bright blue light. Throughout the room, long strands of sticky rope hang from the ceiling. A kobold wearing a skull as a hat and using a human femur bone as a staff stands at the opposite end of the chamber. Behind him is a huge pile of discarded bones and smelly refuse. He grabs a metal lever sticking out of the ground and pulls it back, laughing maniacally.

When the characters enter the chamber roll a Dexterity (Stealth) check for Vixthra. Compare the result to the PCs' passive Perception scores. If her roll is higher than all their scores, the PCs do not notice her; leave her token on the GM INFO OVERLAY layer (which is the layer she starts on) until she drops from the ceiling to attack. She has advantage for being hidden when

she attacks. If any of the PC's passive Perception scores are higher than the result of Vixthra's check, reveal her on the map and add:

> Above you in a tangle of webs you can make out the silhouette of an enormous spider.

As soon as the PCs enter Vixthra's chamber, Brevark sets off the bone cage trap. If the PCs didn't notice Vixthra, the giant spider attacks the characters while they are surprised. Brevark and Vixthra fight to the death. Any remaining kobolds flee once Brevark or Vixthra dies.

Bone Cage Trap

A bone cage on a rope of spider silk falls from the ceiling, activated by Brevark pulling the lever when a PC enters the room. The bone cage is on the GM INFO OVERLAY layer. Don't reveal the cage until it drops from the ceiling. Reveal it by moving it to the MAP & BACKGROUND layer when the trap is sprung. You can also show the **Bone Cage** handout to the players to give them a better visual once the trap is revealed.

When the cage drops, any creature who would be caught inside must make a DC 15 Dexterity saving throw. On a success the creature moves out of the way and ends up in any unoccupied space next to the cage of its choice. On a failure the creature stays where it is and is trapped inside the cage. The creature cannot leave the area without being freed, but while in the cage it can move around freely and see through the bars. Creatures inside the cage have half cover from creatures on the outside and vice versa. A creature with the benefit of half cover has a +2 bonus to AC and Dexterity saving throws.

A creature next to the cage with both hands free can attempt to lift it as an action by making a DC 15 Strength check. That creature can keep the cage raised allowing any Medium or smaller creatures within to escape. The creature drops the cage if it picks up a different item in either hand or moves away from the cage. After a creature lifts the cage it must succeed on another DC 15 Strength check at the start of each of its turns to keep the cage raised, but this check counts as no action.

The cage has AC 15, 27 hit points, is immune to poison and psychic damage, and vulnerable to bludgeoning damage. If the cage is reduced to 0 hit points, it falls apart and the creatures inside can move out of the cage.

A creature next to the lever can pull it as an action to raise or lower the cage.

Treasure

A DC 12 Wisdom (Perception) check notices something gleaming in the pile of refuse. A character who searches through the pile for one minute finds 3d6 cp, 1d6 sp, and 1d4 ep. After three such searches no more than bones and garbage can be found in the pile.

Vault Tiles

Vault tiles 1, 2, and 3 were embedded in the ceiling by Elaria. A DC 10 Wisdom (Perception) check notices the tiles in the ceiling radiating magical blue light.

Characters can climb the hanging 30-foot strands of spider silk that lead up to the ceiling by succeeding on a DC 10 Strength (Athletics) check. The character uses 2 feet of movement for every 1 foot traveled up the rope. Pulling a tile out of the ceiling requires one free hand and a DC 10

Strength check made as an action. If a PC rolls a natural 1 on their Strength check to pull a tile from the ceiling, that character pulls too hard, loses balance, doesn't get the tile out of the ceiling and falls 30 feet to the cave floor below taking 10 (3d6) bludgeoning damage and landing prone.

Allow players to get creative when the PCs are dislodging the tiles from the ceiling. Maybe they try to blast at the rock near the tiles using spells, or drink a potion of climbing to scale the wall of the cavern instead of using the hanging webs. If it sounds legitimate to you, then let them tackle the issue however they like.

When the characters get the tiles, do not tell them the corresponding numbers of the tiles they have.

4B. Staircase Cliffs

Elaria often mentioned her good friend, Alcaeus Scaevola, a dragonborn hermit who lives in a small yurt on the Staircase Cliffs and worships Silvanna, goddess of nature. Alcaeus is a mighty blue-scaled dragonborn who defies the archetypal hermit. He's loud, jovial, and personable.

The Staircase Cliffs are so named because they are a series of short plateaus, one on top of the other. Alcaeus' yurt is on the lowest plateau or bottom "step" of the staircase. The cliff leading up to his home is a bit of a treacherous climb, but the real danger is the nest of winged snakes that lives in the wall of the lowest cliff.

Elaria gave Alcaeus three of her vault tiles that he keeps with him at all times. He takes his vow to protect the tiles seriously and was told by Elaria that in the event of her death The Master's chosen pupils would be able to brave the cliff on their own. She tells him the PCs should know her as well as he does. The PCs must find the dragonborn and convince him they are worthy of relieving him of the vault tiles.

Treacherous Climb

Move the PLAYER BANNER to and select the PAGE labeled "4B Staircase Cliffs," for this encounter. The flying snake TOKENS are on the GM INFO OVERLAY layer of the map and should not be revealed to the players until the snakes come out of their holes and start attacking.

When the characters approach the Staircase Cliffs, read or paraphrase the following boxed text:

> A series of plateaus stacked on top of one another rise high into the sky and give the Staircase Cliffs their signature look. Here the wind comes down hard from the Icebound Peaks in the North, chapping your face. As you get closer, you can make out the details of the lowest plateau.
>
> The 75-foot-high cliff leading up is marred with small, circular holes big enough for a rat. At its top you can make out a yurt covered in animal skins.

Climbing the cliff requires a DC 10 Strength (Athletics) check with both hands free or a DC 15 Strength (Athletics) check with just one free hand. One or more PCs could climb the cliff and throw down a rope (see below). The DC for the Strength (Athletics) check to climb for any character using a rope is reduced by 5. Climbing always requires 2 feet of movement for every 1 foot traveled. While a creature is climbing, attacks against it are made at advantage and the creature makes Dexterity saving throw at disadvantage.

The cliff face has several small 5-foot-wide ledges of varying length. At 40 feet up the cliff's face, one of these ledges spans the width of the entire cliff. A Medium or smaller creature can stand comfortably on these ledges. As an action, a PC standing on one of these ledges with a climber's kit can install a piton into the cliff and throw down a rope for others below.

If a PC rolls a natural 1 on a Strength (Athletics) check while climbing the cliff, they fall from the place where they began their climb. If the PC is less than 30 feet up the cliff, they fall to the ground and land prone. If the PC is 30 feet or higher up the cliff, they fall onto the ledge at 40 feet high and land prone. For every 10 feet (rounded down) the character falls, it takes 3 (1d6) bludgeoning damage. When a PC falls this way, it falls straight down. For every ledge the character passes along the way, allow them to make a DC 15 Dexterity saving throw, provided the PC has at least one hand free. If the PC succeeds the character grabs onto the edge of the ledge, takes no damage, and stops their fall. The character can pull themself up onto the ledge by climbing as normal.

The first time a character makes it to the ledge at 40 feet their climb disturbs the nest of winged venomous snakes that live in the side of the cliff. The holes are their way in

and out of their nest. Bring the five **flying snakes** onto the OBJECTS & TOKENS layer and begin attacking the characters as they make their climb, with the serpents moving freely around the cliff thanks to their flight ability. The snakes are panicked and fight until death. As an action a character can make a DC 15 Wisdom (Animal Handling) check to calm a snake, which flies back into the nest, away from battle on its next turn, unless it is attacked or harmed before it has a chance to do so.

Alcaeus Scaevola

When the PCs make it to the top of the cliff, read or paraphrase the following boxed text:

> On this first step of the Staircase Cliffs the wind roars over your body billowing your cloaks and sweeping your hair in chaotic patterns. Those of you standing downwind of the yurt smell a delightful meal coming from the cozy home and hear a deep baritone voice half-singing and half-shouting the words to some forgotten drinking song.
>
> As you get closer to the home, its door flies open. A blue-scaled dragonborn standing 7 feet tall with a greataxe strapped across his back and a muscular frame wrapped in animal skins gives an ear-to-ear smile showing off his fine set of bestial teeth. "Well, come on in then. That climb was draining and the wind is cold. I've got plenty of rabbit stew to share, if you've got good stories."

Alcaeus is welcoming to the PCs. He brings them into his small but warm hut

Side View Battlemaps

Note that the battlemap for this encounter takes a side view of the cliff. Most maps for a fantasy tabletop RPG like 5th Edition are a top-down, or bird's eye, view. When you're at a physical table it's difficult to use side view battlemap, since your tokens would slide right off the map, but that's not a problem in Roll20.

and invites them to sit on the fur-covered floor. He introduces himself as Alcaeus Scaevola, serves them stew, and if any of the characters are visibly injured, Alcaeus is able to cast cure wounds twice (restoring 1d8+3 hit points each time). He enjoys joking and laughing with the characters.

During their time with Alcaeus, allow the PCs to take a short rest. They can spend their Hit Dice during this time and may have some other abilities that recharge indicated on their character sheets. Reveal **Handout #10 - Hit Dice** to the players.

Vault Tiles

Alcaeus has vault tiles 4, 5, and 6. If the characters ask about Elaria's tiles, the hermit becomes sad. He realizes this means his friend is dead. He is guarded about the tiles and wants to make sure the PCs are really as close to Elaria as they say. Before giving them the tiles he asks each PC to tell him a story about a personal interaction they had with Elaria that they believe defined whom The Master really was. There are no wrong answers here. The purpose is to deepen the characters connection to Elaria and prove to Alcaeus they knew the woman well. If a player gives a particularly entertaining or moving answer, give their

character inspiration. When each PC has spoken, he hands the tiles over and sends the characters on their way.

Some PCs with less-than-good morals may decide to try and kill Alcaeus to get the tiles from him. If they go this route, Alcaeus has the statistics of a **berserker** (found in the [Roll20 Compendium](#)). This adventure assumes the characters won't take this route, so no battlemap is prepared but feel free to draw your own or conduct the battle in the theater of the mind using Roll20 to roll dice and track statistics. Make it clear to any player thinking about this tactic that Alcaeus is a formidable opponent and that the other PCs do not need to join in the battle if they don't want to.

When the characters get the tiles, do not tell them the corresponding numbers of the tiles they have.

4C. Dolor Forest

Elaria frequently told the PCs stories about her friend Helene Aerdune, one of her first pupils who stayed around after her training was complete to help Elaria teach. Helene was so dedicated to The Master that even in death she could not leave Elaria. Helene's love for the elf keeps her soul bound to the world of the living as a ghost. Elaria gave the woman some of her tiles to guard in the hope that when she died, Helene would be able to pass on the vault tiles to Elaria's heirs and then finally be at rest. After centuries as a ghost, Helene's mind has degraded a bit but her love for Elaria is no less.

The Master's guilt over the whole matter saw Elaria making frequent trips to Dolor Forest where Helene is buried and her spirit resides. The former student's grave is remote for the safety of Helene and any others who might cross her path. During these visits, Elaria tells Helene of her latest crop of trainees, so that the ghost will know who to give the tiles to.

Though the characters have never been to Helene's grave, they know from Elaria's stories it is within Dolor Forest and that Elaria marked all the trees along the way to the grave by carving her initials (E.F.) into trees along the path.

Finding the Grave

Dolor Forest is a dark and mystical place that saps a person's strength. Spending too much time amongst its trees has a physically draining effect. Read or paraphrase the following boxed text when the characters first enter the forest:

The ancient, twisted pines grow so thick within Dolor Forest that sunlight and moonlight barely penetrate. It is as if you have entered another world. Your head feels lighter and you are almost groggy as you make your way through the dark groves. Your packs feel heavier. Despair is nipping at your soul.

The characters need to find Elaria's marked trees in order to make their way to Helene's grave. Have the players pick one character to lead them through the forest. Suggest they pick the character with the highest Wisdom (Survival) modifier since that is the skill used in tracking. The character should make a DC 12 Wisdom (Survival) check each hour they travel through Dolor Forest. If at least one other PCs aids the leader in tracking, the leader has advantage on this check. After one successful check the PCs encounter three wolves (see Wolf Attack). After a second success, the PCs make it to Helene's grave (see Helene Aerdune).

Each time the leader fails the check, the PCs are lost in the forest for an hour before finding the path again. Have all the PCs make a DC 12 Wisdom saving throw each time they become lost. On a failure the PC suffers one level of exhaustion as panic sets in, causing the character physical and emotional strain.

Wolf Attack

Move the PLAYER BANNER to and select the PAGE labeled "4C. Dolor Forest" for this encounter.

As the characters travel Dolor Forest they draw the attention of hungry wolves.

Read or paraphrase the following boxed text before the wolves attack:

The forest is eerily quiet save the babbling of a brook bubbling with dark water. A bone-chilling howl pierces the night in the chilly forest. Another immediately follows and then a third. Behind you three wolves rush forward along the brook's muddy bank, their yellow eyes gleaming with hunger. Their foaming mouths and determined swiftness suggest these wolves are driven by a force beyond nature to kill.

The three wolves charge the party using their pack tactics to gang up on the PC closest to them. If the wolves manage to kill or knock a PC unconscious, they stand over the body defending the kill and themselves but do not give chase if the other PCs run away. If the characters kill two of the wolves, the third runs off into the forest.

These wolves have had their minds twisted by Dolor Forest. A PC can attempt a DC 15 Wisdom (Animal Handling) check

to calm one of the wolves as an action but the check is made with disadvantage. If the character succeeds, the wolf backs away from the fight growling on its next turn and then runs into the night. If the wolf is attacked or harmed before it gets a chance to run away, it is no longer calmed and keeps fighting as normal.

Muddy Bank

The brook is only 1-foot deep but after a storm it becomes a much bigger river. As a result, its muddy bank stretches 10 feet in either direction of the brook. This muddy bank is difficult terrain (it costs 2 feet of a creature's movement to move 1 foot through the muddy area). A creature knocked prone while in the muddy area must make a DC 10 Strength check at the start of its turn. On a failure the creature cannot stand-up or move during its turn. One creature can pull another creature within reach who is prone in the mud out by using an action to make a DC 10 Strength check, which pulls the character to their feet, ending the prone condition.

Trees

The PCs can climb the twisted trees with a DC 10 Strength (Athletics) check if both hands are free or with a DC 15 Strength (Athletics) check if they have only one free hand. If a character climbs at least 10 feet up in a tree there are enough strong branches the player can stand, make attacks, and cast spells. Climbing always requires 2 feet of movement for every 1 foot traveled.

Helene Aerdune

The grave of Helene Aerdune is hidden two hours deep into Dolor Forest. When the characters find their way there, read or paraphrase the following boxed text:

> The trail Elaria has left leads you to a small grove of trees covered in sweet-smelling wisteria vines. The purple flowers of the vines hang down, petals falling like snow onto the ground. Among the trees a mound of moss-covered rocks are piled before a boulder with the carved initials "H.A."
>
> Without warning the wind picks up and a sudden chill makes it so you can see your breath. From behind the grave, a figure made of mist, cold, and light rises, forming the shape of an old human woman wearing leather armor. Her eyes are wild, and her hair is pulled back into a tight bun. She looks at you with a stare that could freeze a dragon. "Why have you come? Speak for your life depends on the answer!"

Helene's reaction to the characters is distant at first. She worries they could be grave robbers come to move or disturb her bones. If the characters mention Elaria at all, she softens a bit but remains standoffish. Centuries of death have made the **ghost** emotionally distant and a little delusional. She does not want to believe Elaria is dead. If the characters share this news, Helene simply denies it over and over again with louder protests each time and won't listen to what the PCs have to say. She does not attack the characters unless they try to harm her. (Make sure the PCs know that such an action will most-likely result in all their deaths should they

consider this path. The ghost statistics can be found in the [Roll20 Compendium](#) but hopefully it does not come to that.)

Helene can be convinced that Elaria is dead if one of the PCs talking to her succeeds on a DC 12 Charisma (Persuasion) check. Helene is saddened by the news but she becomes calm and listens to anything else the characters have to say.

A PC can also try to intimidate Helene into calming down and listening to them, but that is a more difficult proposition and requires a successful DC 17 Charisma (Intimidation) check.

Vault Tiles

Helene has vault tiles 7, 8, and 9. When the PCs finally calm her down, she listens to their explanation of why they have come. If the PCs ask for the tiles because Elaria is dead, read or paraphrase Helene's response in the following boxed text:

> "So The Master has died? Well if you are her latest batch of prized pupils, then you must prove to me you are who you say. I have other methods of discovering the truth, but those are less pleasant."

Helene then asks each PC to perform a task they excel in. She knows the character's abilities well since Elaria shared so many stories with her. Below is the command Helene issues to each PC and the relevant ability check required. The DC for all of these tasks is 15. Allow the players to do more than just roll dice. Let them role-play their response by describing their action or answer in detail. If it is a particularly inspired piece of acting or description, give the PC advantage on the check.

Character's Class	Command	Ability Check (DC 15)
Bard	"Perform for me your finest routine."	Charisma (Performance)
Cleric	"Show me how to stop a bleeding person from dying."	Wisdom (Medicine)
Fighter	"Climb to the top of that tree in less than a minute."	Strength (Athletics)
Paladin	"Tell me a tale that would frighten me."	Charisma (Intimidation)
Rogue	"Balance on this tree's thinnest branch."	Dexterity (Acrobatics)
Wizard	"Tell me a secret of the multiverse I do not know."	Intelligence (Arcana)

When a PC succeeds on a check, Helene is satisfied that the character is the pupil of Elaria they claim to be. The PC lives up to the stories she has heard. If a PC fails a check, Helene apologizes and tells the character there is only one other way to verify the truth. She momentarily enters the body and mind of the character that failed the check and sorts through their thoughts in a very painful process. The creature must succeed on a DC 13 Wisdom saving throw or take 3 (1d6) psychic damage. Either way Helene gets her answer. The PCs are who they claim to be. She gives them the tiles, which she produces from an extradimensional space only she can access. When the characters have the vault tiles in hand, read or paraphrase the following boxed text:

For the first time since you're seen her, Helene seems truly calm. "I have served The Master well in my life and beyond. There is no more for me in this world. Make her proud, my fellow students. I go to my rest at her side." With that the ghost fades into the chilly night air of the forest.

When the characters get the tiles, do not tell them the corresponding numbers of the tiles they have.

Chapter 5: The Master's Vault

Once the characters have all the tiles, they will need to head back to Elaria's mansion in Parabor.
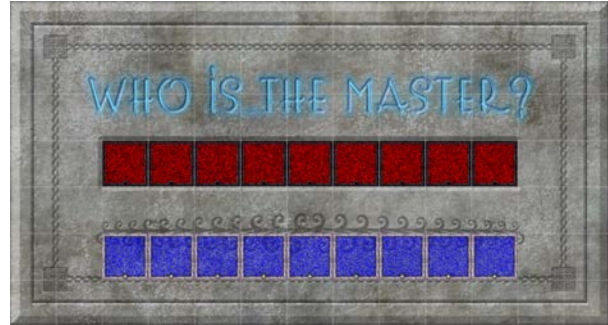
5A. Vault Door

As the PCs walk into the backyard of Elaria's mansion, read or paraphrase the following boxed text:

> The field behind Elaria's house is peaceful and serene. Her home is on a hill at the edge of Parabor, overlooking the rest of the town from the front yard. Lake Miranthi and the rest of the Merriam Vale can be seen from the back of the house. On cool Summer nights you would sit on the house's back porch drinking cold tea after a long day of training and watch the sun set over Dolor Forest.
>
>   Before you is the mysterious trapdoor in the center of the backyard. You have never see the door opened. Nine red square-shaped divots are lined up in a single row across the door's center.

If the characters have all nine of the vault tiles with them, add:

> Those of you carrying the tiles feel them grow warmer the closer you get to the trapdoor. Suddenly glowing blue letters in Common appear at the top of the door, just above the red divots. The phrase reads, "WHO IS THE MASTER?"

Move the PLAYER BANNER to and select the PAGE labeled "5A. Vault Door" for this encounter.

When you bring the characters to the puzzle screen in Roll20 they should be able to manipulate the blue tiles. As the GM you can see the numbers on the blue tiles but the players cannot. Let them try placing the tiles in various divots. Odds are they will eventually find the solution just by experimenting. When the blue tiles are placed in numerical order over the red tiles their image come together to spell out the word DAWNFORGE, Elaria's real last name. This might raise more questions for the characters (who don't yet know about Elaria's previous life as Erris) but they're about to get some answers.

If the players are struggling with the puzzle, you can call for a DC 10 Intelligence check. If any PC succeeds, lock the first tile into place for them and then allow them to figure out the rest.

Once the puzzle is completed the PCs hear the door click. The vault is unlocked. When the PCs open the door they see a set of finely carved stone stairs leading down.
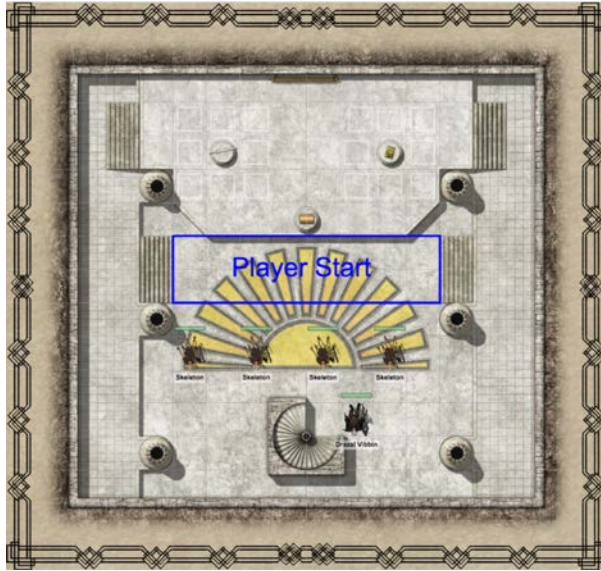
5B. Inside the Vault

Read or paraphrase the following boxed text as the characters make their way down the steps of the vault:

The stairs of this chamber lead down into a room of smooth white walls that glow with a magical light. Three marble pedestals stand on top of a raised platform opposite the stairs. On the left pedestal sits a longsword with a silver hilt shaped to look like the wings of an angel. The middle pedestal holds a small, metal chest. The right pedestal has a single, perfect pearl placed on top of a leather-bound, dog-eared journal. On the wall behind the pedestals is a framed map of the Merriam Vale with all sorts of strange markings.

Suddenly an image of Elaria Feywing appears in the center of the chamber. She appears much younger than she was at the end of her life and wears beautiful, purple robes. She speaks. "If you've made it this far, I'm probably dead. And if radiant fire hasn't started raining down, then you're probably not a necromancer. That means you are my most recent batch of students.

"I know it is confusing now but all is explained in the journal and map. The sword, the riches, and the magic pearl are yours too but the journal and the map are the most important items." The image of Elaria takes a deep breath before continuing.

"This may come as a shock but my real name is not Elaria Feywing. It is Erris Dawnforge. I changed my name after my friends and I stole a precious artifact, the Eye of Death, from a group of necromancers called the Pact of the Lich." The elf looks down at the floor. Tears form in her eyes but she does not sob. After a moment she looks up and continues. "I was the only one who escaped.

"I hid the artifact here in the Merriam Vale beyond the Dolor Forest where few dare to go. If I have died it is most likely because the Pact of the Lich has taken my life. They are searching for the eye and will use it to change all the people of Skylark into undead. Guarding the eye is now your task. Everything is detailed in the journal."

Elaria smiles to herself. "All of Skylark is counting on you. I hope I trained you well." The illusion of the woman disappears.

"Touching," a withering voice behind you comments. You turn to see the pale sunken face of a thin bald man wearing black robes emblazoned with a red skull on the chest. His green eyes flare at you from under his hood. Before the man four animated human skeletons carrying swords creek and clack

> as they fidget, ready for murder. "But that map leads to an item that is and always was the rightful property of my masters. I have come to take back what was stolen."

Drazal Vibbin and his four **skeletons** fight the PCs until death. Drazal is a true zealot and will let nothing else stop him. Even if he falls, the skeletons continue fighting, carrying out their last order to kill the PCs. Drazal does his best to keep the skeletons between himself and the characters as he rains spell after spell down on them. Before coming down into the vault, Drazal casts mage armor on himself.

The ceiling in the vault is 20 feet high and stairs lead up to 5-foot high platforms on the East and West ends of the vault. Stairs on those platforms lead up to a 10-foot-high platform that holds Elaria's treasure. If a creature falls 10 feet off the highest platform to the lowest level of the vault it takes 3 (1d6) bludgeoning damage and lands prone.

Radiant Beams

Elaria rigged a magic trap in the walls of the room that is set off in the presence of undead. At the start of the first round of combat and then at the start of every round thereafter, a beam of radiant energy shoots out of one of the walls at random creature in the vault. Determine which creature the beam hits by assigning each conscious creature a number, and then rolling a d12 (rerolling any results which have no corresponding creature). The creature whose number comes up must succeed on a DC 13 Dexterity saving throw or take 5 (2d4) radiant damage. The trap stops shooting beams of radiant energy when all the skeletons are dead.

Treasure

The sword on the pedestal is a *+1 longsword* that laughs like Elaria when swung. The pearl is a *pearl of power*. The small chest is unlocked and contains 600 gp and 7 bloodstones worth 50 gp each. The magic items are described in the COMPENDIUM window of the MENU.

Drazal carries a spellbook that includes all the spells he has prepared plus *alarm*, *disguise self*, *grease*, *hideous laughter*, and *invisibility*.

Concluding the Adventure

The adventure is over when the PCs defeat Drazal Vibbin or he defeats them. If Drazal defeats them, the Pact of the Lich finds the Eye of Death and uses it to turn all of Skylark into undead horrors.

If the characters defeat Drazal, they recover Elaria's map and journal. The details of these items are up to you though the journal could shed some light on a few more details about Elaria's past (see "What the PCs Don't Know" in Chapter 1). You can use these items to create your own adventures in the Merriam Vale using Roll20! The Pact of the Lich is still out there and needs to answer for the murder of Elaria. Learn to build you own adventures by taking a few minutes to go through Roll20's free and easy tutorial.

At the end of this adventure the characters should get 400 experience points each which is enough to level them up to level two! If the characters played through the optional encounter in Chapter 2, give them another 50 experience points each.

Appendix

This appendix provides a few quick details about the religion of the people of Skylark and statistics for new creatures in the adventure.

Gods of Skylark

The people of Skylark are polytheistic. While some folk choose a patron deity most people pray to all of the at different times. For instance a farmer might pray to Silvanna, goddess of nature, before a harvest but then pray to Lux, god of light, to send plenty of sun to make the crops strong after planting. Below is a chart of the gods of Skylark's people.

God	Depiction	Symbol	Domain
Abonal, goddess of death	An old human in a black dress carrying a net	A black net	Death
Denitor, god of knowledge	A spectacled gnome carrying a book almost as large as him	An open tome	Knowledge
Igna, goddess of life	A young elf clutching a baby to her chest	A swaddled baby sleeping peacefully	Life
Lux, god of light	A gold-scaled dragonborn in bronze armor carrying a torch	A blazing sun	Light
Silvanna, goddess of nature	A dwarf covered in vines head to toe	A thorny vine wrapped around a closed fist	Nature
Trantor, god of storms	A halfling riding a bolt of lightning	A bolt of lightning	Tempest
Unlout, god of trickery	A tiefling wearing a cloak which obscures half his face	A half of a tiefling face	Trickery
Venice, goddess of war	A half-orc covered in spiked armor carrying an enormous maul	A maul	War

New Creatures

Kobold Shaman

Small humanoid (kobold), lawful evil
Armor Class 12
Hit Points 14 (4d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	15 (+2)	11 (+0)	8 (−1)	15 (+2)	8 (−1)

Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 1/2 (100 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

Spellcasting. The kobold is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following spells prepared:

   Cantrips (at will): *produce flame*, *resistance*
   1st level (3 slots): *fog cloud*, *healing word*, *jump*, *thunderwave*

Actions

Dagger. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.
Sling. *Ranged Weapon Attack*: +4 to hit, range 30/120 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

Drazal Vibbin

Medium humanoid (human), lawful evil
Armor Class 12 (15 with mage armor)
Hit Points 18 (4d6 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	14 (+2)	12 (+1)	15 (+2)	11 (+0)	10 (+0)

Saving Throws Int +4, Wis +2
Skills Arcana +4, Deception +2, History +4
Senses passive Perception 10
Languages Common, Draconic, Elvish
Challenge 1 (200 XP)
Spellcasting. Drazal is a 4th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). He has the following spells prepared:

   Cantrips (at will): *chill touch, minor illusion, ray of frost, shocking grasp*
   1st level (4 slots): *mage armor, magic missile, shield, thunderwave*
   2nd level (3 slots): *blindness/deafness, ray of enfeeblement, scorching ray*

Actions

Dagger. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Handout #1: Ability Checks

How to Make an Ability Check in Roll2O

Access your CHARACTER SHEET from the JOURNAL window on the MENU. Find the abilities on the left side of the CORE section of the sheet. Click on the name of the ability with which you wish to make an ability check. The result of the check appears in the CHAT window. Use the first result that appears on the left, unless you have advantage or disadvantage on the check. If the result meets or exceeds the DC, the check succeeds. Otherwise, it's a failure, which means the character or monster makes no progress toward the objective or makes progress combined with a setback determined by the GM.
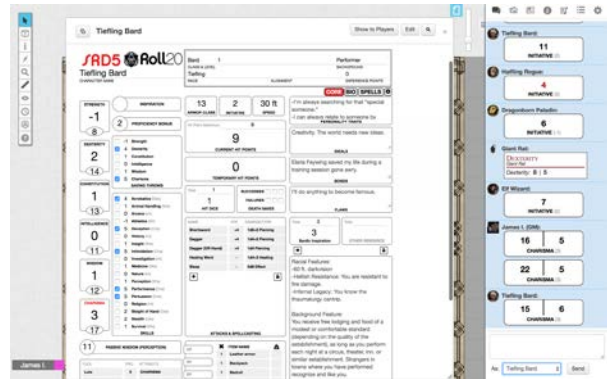
How to Make an Ability (Skill) Check in Roll2O

To make an ability (skill) check, open your CHARACTER SHEET. Find the "Skills" on the left side of the sheet. Click the name of the skill with which you'd like to make a check. The result of the check will appear in the CHAT window.
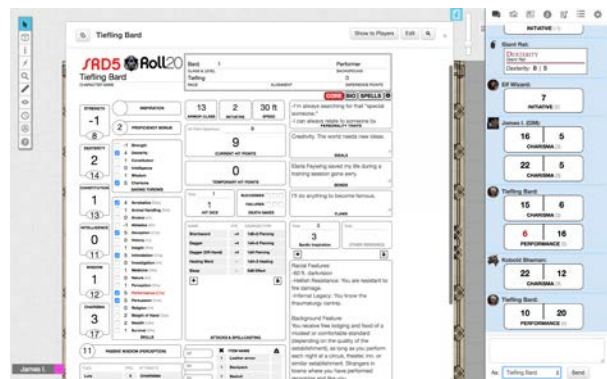
How To Make an Ability Check with Tools in Roll2O

Access your CHARACTER SHEET. Find the "Tools" on the lower left of the CORE section of the sheet. Click the name of the tool you'd to use with the check. The result of the ability check appears in the CHAT window.
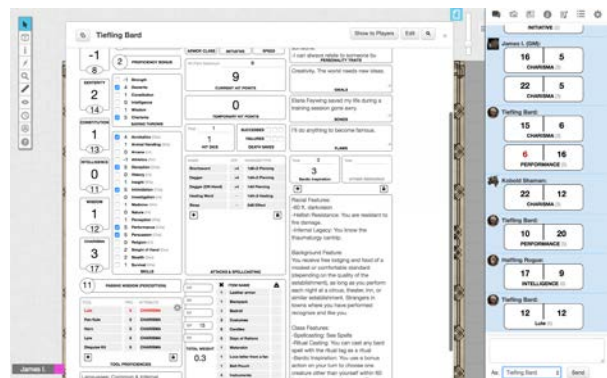
The mechanics behind ability checks

An ability check is made by rolling a d20 and adding the relevant ability modifier. If the check uses a skill or tool the character is proficient in, the character also gets to add their proficiency bonus to the check.

Advantage and Disadvantage

Note that every time you make a check, Roll20 provides two results. Sometimes a special ability or spell tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

Handout #2: Attacks and Damage
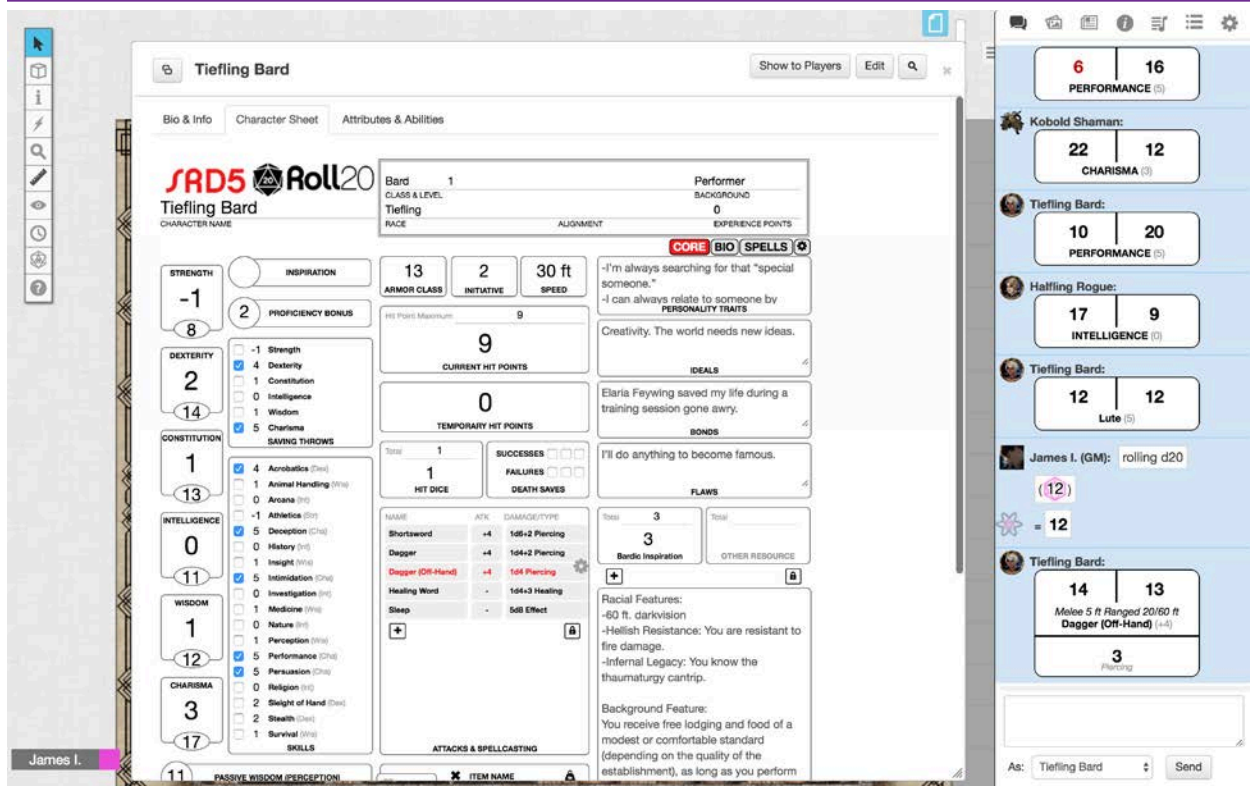
How to Make Attack and Damage Rolls in Roll2O

Making an attack in Roll20 is simple. First determine a target who is within the range of your attack. Open up your CHARACTER SHEET in the JOURNAL window from the MENU. Then follow the instructions below.

On the CORE section of the CHARACTER SHEET find the "Attacks & Spellcasting" section in the middle of the sheet. Click on the spell or weapon with which you want to attack. Roll20 will display the results of your attack roll on top of your damage roll in the CHAT window.

If the result of the attack roll is equal to or higher than the target's Armor Class (AC), found on the target's CHARACTER SHEET and in BAR 2 of the TOKEN, the attack hits the target. The target then subtracts the result of the damage roll from its hit points (In BAR 1 of the TOKEN for monsters and PCs and in the top middle of the CORE section of a PC's CHARACTER SHEET) and resolves any other effect of the attack. If the attack misses, nothing else happens.

Automatic Miss. If the result of your attack roll is displayed in red in the CHAT WINDOW, that attack is an automatic miss, even if the result meets or is greater than the target's AC.

Critical Hit. If the result of your attack roll is displayed in green in the CHAT WINDOW, then that attack is a critical hit. The attack is an automatic hit, even if the result is less than the target's AC and you do extra damage, indicated in your damage roll below the result of the attack roll.

The mechanics behind attacks and damage

Attack Rolls
When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers.

Ability Modifier. The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. Weapons that have the finesse or thrown property break this rule. Some spells also require an attack roll. The ability modifier used for a spell attack depends on the spellcasting ability of the spellcaster.

Proficiency Bonus. You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency, as well as when you attack with a spell.

Rolling a 1 or 20
If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. When you score a critical hit, roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

Damage Rolls
When attacking with a weapon, you add your ability modifier—the same modifier used for the attack roll—to the damage. A spell tells you which dice to roll for damage and whether to add any modifiers.

Handout #3: Spellcasting

How to Cast a Spell in Roll20

To cast a spell simply click the spell's name in the SPELLS section of your CHARACTER SHEET. The rules and results of the spell casting should appear in the CHAT window. Keep track of the number of spell slots you have using the two boxes next to the spell level.

To understand the full mechanics behind spellcasting explore the 5th Edition Roll20 Compendium or the game's free Basic Rules.

Handout #4: Saving Throws

How To Make a Saving Throw in Roll2O

Find the "Saving Throws" in the upper left of the CORE section of your CHARACTER SHEET. Click on the relevant ability to make a saving throw with that ability. The result of the saving throw appears in the CHAT window. Use the first result that appears on the left, unless you have advantage or disadvantage on the check. If the result meets or exceeds the DC, the save succeeds. Otherwise, it's a failure.

The mechanics behind saving throws

To make a saving throw, roll a d20 and add the appropriate ability modifier.

Handout #5: Conditions
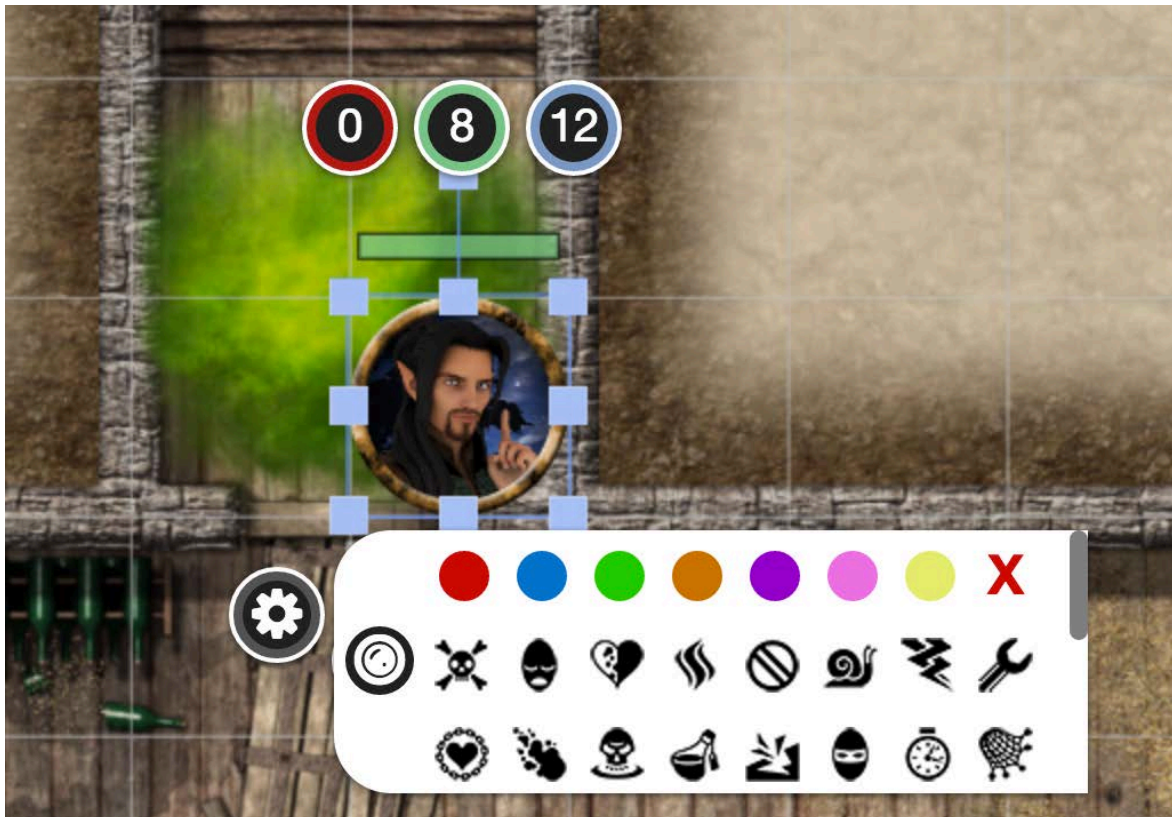
Conditions

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a spell, a class feature, a monster's attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous.

   A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

   If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

   In Roll20 you can use MARKERS on TOKENS to track conditions.

   The following definitions specify what happens to a creature while it is subjected to a condition.

Blinded

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

Deafened

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

Exhaustion

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

Frightened

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

Grappled

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the thunderwave spell.

Incapacitated

- An incapacitated creature can't take actions or reactions.

Invisible

- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed

• A paralyzed creature is incapacitated (see the condition) and can't move or speak.

• The creature automatically fails Strength and Dexterity saving throws.

• Attack rolls against the creature have advantage.

• Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Petrified

• A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.

• The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.

• Attack rolls against the creature have advantage.

• The creature automatically fails Strength and Dexterity saving throws.

• The creature has resistance to all damage.

• The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

Poisoned

• A poisoned creature has disadvantage on attack rolls and ability checks.

Prone

• A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.

• The creature has disadvantage on attack rolls.

• An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

Restrained

• A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.

• Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

• The creature has disadvantage on Dexterity saving throws.

Stunned

• A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.

• The creature automatically fails Strength and Dexterity saving throws.

• Attack rolls against the creature have advantage.

Unconscious

• An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings

• The creature drops whatever it's holding and falls prone.

• The creature automatically fails Strength and Dexterity saving throws.

• Attack rolls against the creature have advantage.

• Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Handout #6: Initiative
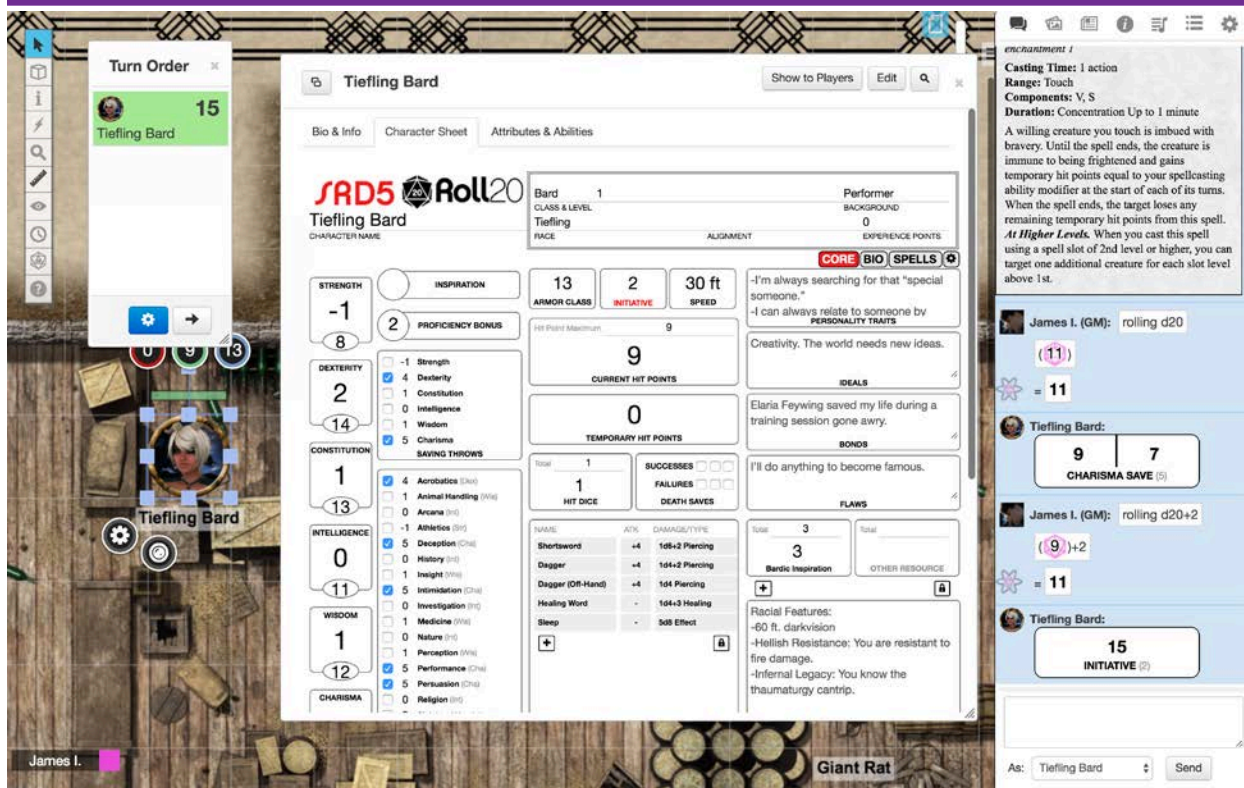
How to Roll Initiative in Roll20

Select your character's TOKEN. Then open your character's CHARACTER SHEET in the JOURNAL WINDOW of the MENU. In the CORE section of the sheet find initiative in the upper middle of the sheet and click it. Your TOKEN and initiative result will appear in the TURN TRACKER (your result will also appear in the CHAT window, as all rolls do). The GM will handle the rest.

The Mechanics Behind Initiative

When combat starts, every participant makes a Dexterity check to determine their place in the initiative order.

The combatants are ranked in order from the one with the highest Dexterity check total to the one with the lowest. This is the order (called the initiative order) in which they act during each round. The initiative order remains the same from round to round.

Handout #7: Your Turn in Combat

Your Turn in Combat

On your turn, you can move a distance up to your speed and take one action. You decide whether to move first or take your action first. Your speed—sometimes called your walking speed—is noted on the upper right in the CORE section of your CHARACTER SHEET in the JOURNAL WINDOW of the MENU. In "The Master's Vault", each square of any combat encounter map's grid equals 5 feet to make tracking movement easy. If your speed is 30 ft., that means you can move 6 squares in any direction, including diagonally.

The most common actions you can take in combat are attacking and spellcasting. Other actions can be found in the 5th Edition Roll20 Compendium or the game's free Basic Rules.

You can forgo moving, taking an action, or doing anything at all on your turn.

Bonus Actions

Various class features, spells, and other abilities let you take an additional action on your turn called a bonus action. The Bardic Inspiration feature, for example, allows the bard to take a bonus action.

You can take a bonus action only when a special ability, spell, or other feature of the game states that you can do something as a bonus action. You otherwise don't have a bonus action to take.

Handout #8: Reactions and Opportunity Attacks

Reactions

Certain special abilities, spells, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the reaction.

Opportunity Attack

The most common reaction is an opportunity attack. You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack occurs right before the creature leaves your reach.

Disengage

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

Handout #9: Death Saving Throws
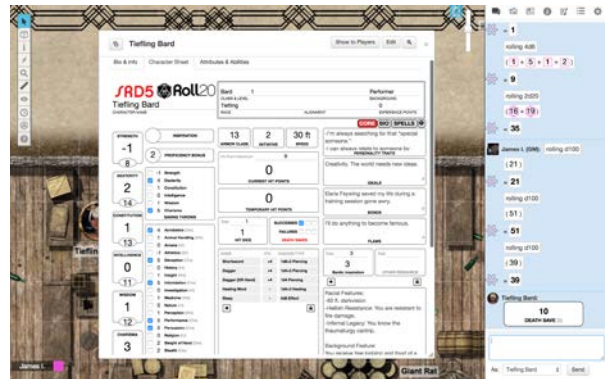
Death Saving Throws

Monsters die when they reach 0 hit points, but PCs don't. Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. This is the simple roll of a d20 without any modifiers.

PCs make death saving throws by opening their CHARACTER SHEETS in the JOURNAL window from the MENU. Look for "Death Saves" in the middle of the sheet and click it to make a death saving throw. The result appears in the CHAT window.

If the result is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable. On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both on your sheet using the check boxes until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.

Rolling 1 or 20. When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

Damage at 0 Hit Points. If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.


Stabilizing a Creature

The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed by a failed death saving throw. You can use your action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful DC 10 Wisdom (Medicine) check.

A stable creature doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and must start making death saving throws again, if it takes any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

Handout #10: Hit Dice
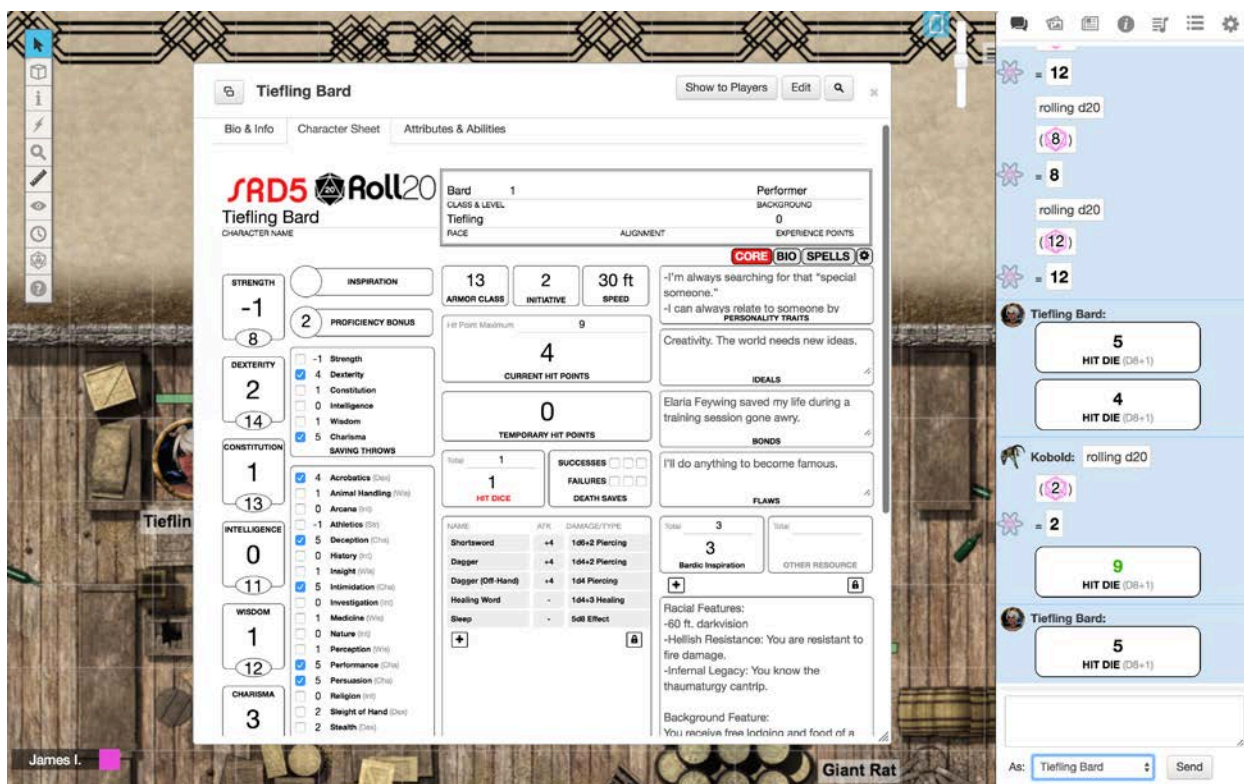
How to Roll Hit Dice in Roll20

To heal using hit dice during a short rest find "Hit Dice" in the middle of the CORE section of your CHARACTER SHEET. Click Hit Dice to roll hit dice and see the result in the CHAT window. The result equals the number of hit points you regain. Modify the number of Hit Dice you have remaining. The player can decide to spend an additional Hit Die after each roll. A character regains some spent Hit Dice upon finishing a long rest, as explained later in this PDF.

The Mechanics behind Hit Dice

For each Hit Die spent, the player rolls the die (type determined by class) and adds the character's Constitution modifier to it.

Being the final will of
Elaria Feywing

My gold has dwindled in 800 years, but there's some left, so be all ears.

My mansion, my treasures are all yours, if you can open the last of my doors.

The vault in the backyard is my final test, you must work together to complete this quest.

The door can be opened with strength of the mind, but before you attempt, find the tiles—all nine!

Three are hidden where she creeps and crawls, the one with eight legs and venomous jaws.

Three are entrusted to one born of dragons, who cannot be reached by boats or by wagons.

Three still are buried with a friend long forgotten, who lingers long after her body is rotten.

Unlock the vault! Do not delay.

For others are hunting my treasure this day.

Every moment you wait puts people at risk.

So take up the task and please do be brisk.

All will make sense when you open the vault, and realize my death was not nature's fault.

Ellaria Feywing

If you travel up the Miranthi River you'll find a waterfall coming down off the Icebound Peaks. Behind this waterfall is a cozy cave, but enter with caution. For inside lairs Vixthra. She is a spider as large as an ogre with an unforgiving appetite.

I may be old but I'm still an adventurer. I even climb the Staircase Cliffs from time to time. I have to. My dragonborn friend Alcaeus Scaevola won't climb down so I must climb up. Trust me! His company and cooking are worth the effort.

Of all my old pupils I remember Helene Aerdune best. She was so passionate about adventuring! When she retired, she came back here to teach with me. So dedicated was she to me that even in death her soul could not rest. That's probably why I remember her so well. Her ghost still haunts the Dolor Forest where I buried her. My guilt drives me to see her, hoping to convince her to depart this world and be at rest. I fear as long as I'm alive she will continue to haunt those woods. It can be impossible to find one's way through the Dolor Forest and that is why I marked the path to get to Helene's grave by carving my initials into the trees.