

Wyrmskeep Dungeons TZ3

The Forbidden Isle

Written by Joe Pearce

AN ADVENTURE FOR CHARACTER LEVELS 4-6



A renowned rogue has stolen an heirloom from a powerful family and fled to a little-visited island. There he waits for news from those who have offered to fence the item. A party of adventurers is being sought to both hunt the criminal down before he can escape the island, and return the treasure to its rightful owners. Unfortunately, there are complications.

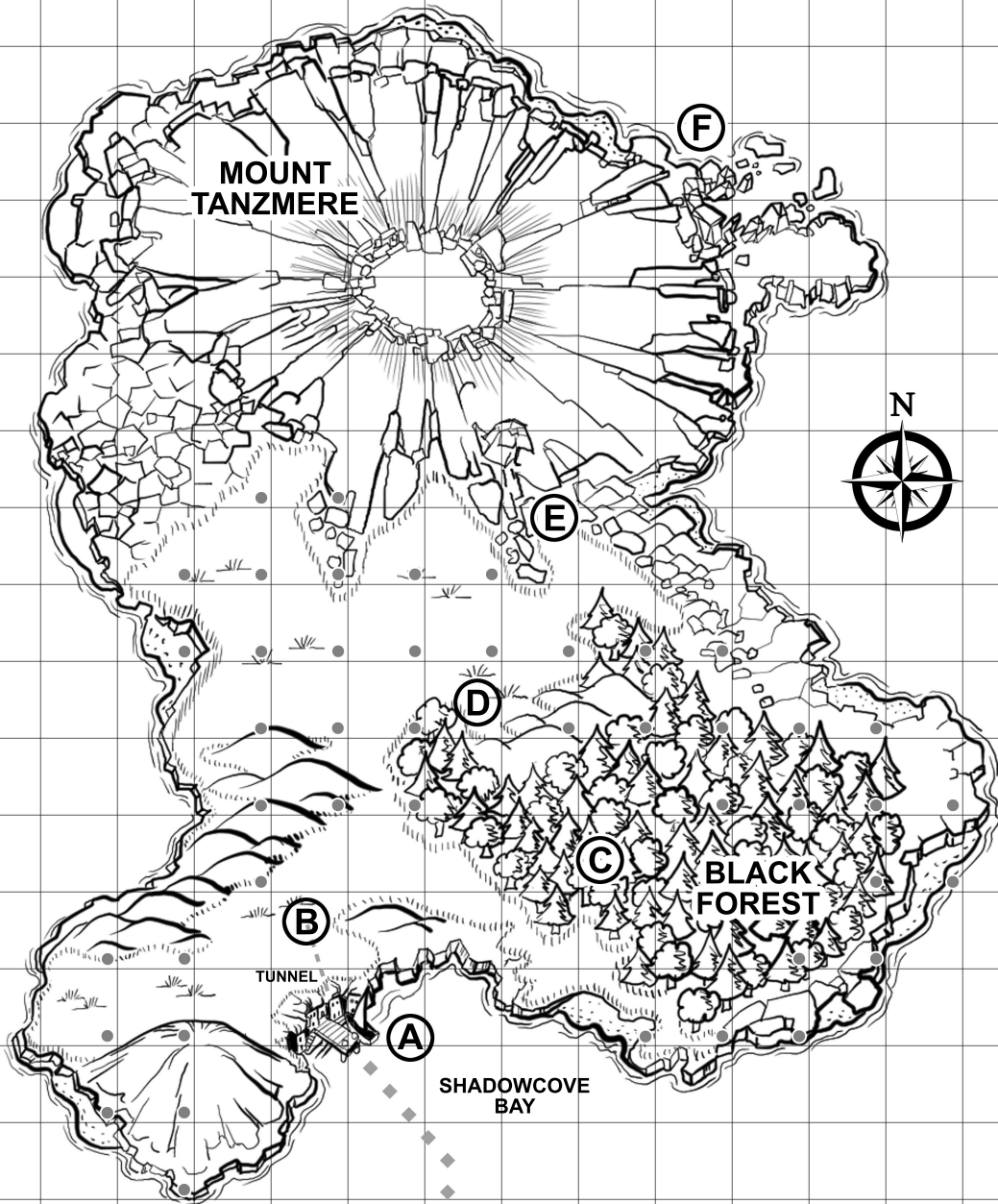
The Forbidden Isle™ is surrounded by foreboding magic, has some very strange geography, and is inhabited by dangerous creatures including the mysterious humanoids known as Icylanders. A final concern is that more than one group may be competing to win the bounty being offered! Can the adventurers beat the clock and their opponents?

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TANZMERE ISLAND

"THE FORBIDDEN ISLE"



FERRY ROUTE
TO INVERMOUTH

LAKE TANZ

1 MILE

Wyrmskeep Dungeons TZ3

The Forbidden Isle

AN ADVENTURE FOR CHARACTER LEVELS 4-6



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AUTHOR'S NOTE

Thank you for purchasing this module! The adventure within contains a challenging set of encounters requiring varied tactics and skill sets, which hopefully you and your players will enjoy!

GM INFORMATION

This module is designed for a group of 4th to 6th level characters, with a total of 25 to 35 levels. If the party is significantly weaker or stronger than that, you may need to adjust the hit points or number of opponents to compensate. The party should consist of at least two fighters, a cleric, a wizard, and a rogue (or similar classes).

The scenario can be run stand-alone or as part of a campaign. Feel free to change the names of locations to match your game world. FYI, the place names are from my campaign world and appear in other *Wyrmkeep Dungeons* modules.

The stat blocks for non-player characters and most monsters can be found at the back of the module along with descriptions of a new magic item and the **Sigil Alchemist** class listed immediately after.

BACKGROUND

A long east-to-west mountain range runs through the center the Great Northern Continent. The highlands of its southern slopes are known as **The Tanz**. The terrain of the region is highly varied, with forests, fertile farmlands (see *Wyrmkeep Dungeons TZ1: Raiders of the Cloud Castle*), rocky tundra, and high deserts (see *Wyrmkeep Dungeons TZ2: Curse of the Desert Outpost*). Nestled in a broad, wooded valley is the area's largest body of water: **Tanz Lake**.

The road that runs along the southern shore of the lake is a major trade route. The small town of **Invermouth** is a significant port as well as a layover point for travelers

Near the middle of Tanz Lake is **Tanzmere Island**, the so-called **Forbidden Isle**. Long before the present time, the island was much larger and a strategic location in an ancient war between long forgotten powerful races. The final battle wracked the island with great mystical forces and sunk all but the center below the sea.

Now the place is dotted with pockets of wild magic, including a large volcanic mountain along the northern coast the spouts ice instead of lava. The cold conditions attracted tribes of

Icylanders, a mysterious race of yellow-gray, primarily subterranean humanoids with little connection to demi-humans. They spread and prospered below the volcano.

The only regular transport to the island is a ferry that runs between Invermouth and the only civilized habitation on the island, the dwarven village of Shadowcove, on the southern coast of the island. The dwarves made arrangements with the Icylanders to dwell on the Forbidden Isle and mine the land around the village for silver.

RACE AGAINST THE CLOCK?

An abridged version of this module was run at a gaming convention in 2019. The adventure was presented as a race against the clock to prevent the rogue who stole an heirloom from leaving the Forbidden Isle. As such, the encounters are ordered in a very linear fashion, and the bulk of the scenario below follows that design. It was also assumed that the party would leave the island immediately after completing the mission.

If the GM chooses, the urgency can be reduced. This allows for some exploration outside of the primary goal during the hunt for Trevor Peatmoss. Or the adventure can still be a race against the clock, but afterward the party can explore the island at their leisure. See the section on **Exploring the Island** near the back of module.

PRELUDE IN INVERMOUTH

Each party member has recently arrived in the small, lakeside town of Invermouth located in the middle of the Tanz Woods. For some, it is very recently, as you are responding to a rumor that a rich family is offering a reward related to a wanted criminal. As such, a small crowd has congregated inside the **Mithral Flagon**, a local tavern favored by adventurers and where the person who has information about the job is expected to make an appearance.

If any of the player characters have not met before, give them time to introduce themselves to each other. Also allow the players the opportunity to ask questions about the tavern and the current patrons. The tavern has a bar tended by a burly, but clean-shaven, red-headed man in his forties. A pleasant-looking, brunette, the bartender's wife, and a dwarven female act as barmaids. There is also a stage beside a medium-sized fireplace. Most of the tables are

in use, with a mix of “civilized beings,” although predominantly humans. Not everyone in the tavern is looking for adventure though — some are just locals. The PC’s party is likely the largest group attending.

Shortly before mid-evening (and after a couple rounds of ale), a man in his thirties, with blonde hair and wearing fine clothing, enters the tavern. He speaks with the bartender for a moment, then walks to and stands on the small stage. He loudly clears his throat to get everyone’s attention.

“My name is Otto Melquick, and I am representing a well-off family that is interested in the return of an item that was stolen from them. I am seeking an accomplished group to undertake a mission to locate the scoundrel who performed this vile deed and take back his ill-gotten gains. Does anyone here think they have the expertise to achieve this goal?”

Before any of you can respond, a human in chainmail sitting with a dwarf shouts a question, **“Do you have any idea where this thief is?”** Otto replies, **“Yes. He has found his way to Tanzmere, the Forbidden Isle.”** The room becomes very quiet. Everyone has heard the rumors about the strange island at the center of the nearby lake. It is enveloped by mists that confuse and mis-lead the unwary sailor, and high cliffs that surround the coast, preventing easy access. One normally has to be granted permission to visit by the dwarves that live in the sole coastal settlement. Except for the dwarves, only monsters roam the island, including the tall, strange, and fierce yellow-and-gray-skinned humanoids that also call it home.

In addition to the aforementioned human and dwarf, you can see that a group of three casually dressed people (a male human, a male gnome, and a female half-orc) are listening intently.

“Does anyone else have a question?” asks Otto.

Otto will provide answers to these questions from the party:

Who is the thief? It is believed to be the notorious rogue, **Trevor Peatmoss.**

What is the item? An heirloom. A 16” tall bust of **Rheonny**, goddess of rivers and fortune, holding a baby figurine in light yellow clothing.

Which well-off family was the item stolen from? They wish to remain anonymous. I will be acting as intermediary and paying any compensation.

When did the theft occur? Two days ago. By chance the robbery was discovered quickly. The thief does not have that great a head start.

Why did the rogue go to the Forbidden Isle? That is not known for sure, but it is believed he is awaiting word from a fence or buyer.

Are you paying for the criminal’s capture? No, but I’m sure that he has a price on his head someplace. It is up to you to determine how to deal with the malcontent after you find him.

How much are you paying? I’ll discuss that with the party that I select.

How Otto will answer other questions, if at all, are left to the GM.

When the players’ party has decided they have asked enough questions, Otto will request those who are interested in the job to come forward. If the party does not immediately get out of their seats to talk to Otto, they can instead watch the reactions of the other patrons (or do that anyway). The human and dwarf seem to be frowning and give the impression they are not interested. The group of three they noticed earlier is having a discussion among themselves, but make no move to engage Otto.



Hopefully for the GM, the party will talk to Otto and agree to retrieve the statuary. His employers will pay 4,000 gp for the task. Plus, anyone who is killed and has their body returned will be raised for free. What a perk! Otto will ask for the names of the party members so he can prepare a contract, and instructs the party to meet him the next morning at the docks where a ship will ferry them to the island.

Otto describes Trevor Peatmoss as an elf with a medium build, dark brown hair and mustache, and hazel eyes. His most distinguishing mark is a scar behind his left ear.

During Otto's discussion with the party, the human and dwarf will get-up and leave — the dwarf giving a visible thumbs-down to his associate. The human, gnome, and half-orc will finish their drinks, smile at each other, and leave.

If the party decides to ask patrons about the two groups that left, no one recognizes the human and dwarf, but the others are known to locals: **Yute Quindel** (male human), **Gruesilla the Grim** (female half-orc), and **Warjin** (male gnome).

TANZMERE ISLAND

A map of Tanzmere Island is provided at the front of the module. Major points of interest are marked by letters ("A" through "F") and keyed that way in the text that follows. Two of these locations have their own detail maps.

Bright and early the next morning the party makes its way down to the Invermouth docks, where they find Otto waiting for them. After greeting them, Otto produces two copies of a contract for the party to sign. It seems legit, mentioning that the party will receive 4,000 gp for returning the statue, and that all other treasure found and any possible bounty on Trevor Peatmoss belong to the party.

Otto hands the party a document and says, **"This is a passport to enter the free town of Shadowcove on the coast of Tanzmere. The town is almost exclusively inhabited by dwarves. Access to the interior of the island is restricted, but a shopkeeper named Kromryl Garn can provide a means, and he even knows someone therein that can help you locate the thief.**

"There is a ferry leaving in half-an-hour. You can return via another ferry when you are done. Good luck!"

You board the ship and are joined by a few other passengers. Soon the crew of dwarves casts off the ropes and sets sail into the lake. You see Otto waving goodbye.

At this point the party can get a better look at that passport if they want. It has all their names on it, yet it is dated by some representative from Shadowcove more than a week ago. A DC 15 Forgery (Intelligence) check will reveal the document to be a fake. The good news is that if the party had a hard time determining that, an average government official probably will too.

After the players are done with any intra-party discussion, read them the following:

The ship is slowly sailing towards a fog bank ahead, in which likely resides the Forbidden Isle. As the mist is approached, a patch of it fades away, and a wooden object can be seen floating on the water. One of the ship's crew shouts, **"Buoy, ho!"** The ship turns to slip around the buoy and into a channel of clear water with additional buoys appearing every so often. Eventually, there is another shout, of **"Land, ho!"** and the ship soon arrives at the port of Shadowcove.

A. TOWN OF SHADOWCOVE

The passport document passes inspection, and you find yourself on a sandy beach in front of a tall cliff of dark-colored rock stretching from one side of the cove to the other. Dwarves and a few other types of demi-humans hustle to and fro like any other busy port. The town itself is composed of at least three levels of dwellings, offices, and shops built into the cliff face. Stairs and ladders provide relatively easy access between levels. Signs hang everywhere, although most only have a symbol on them with no writing.

If the party asks anyone for help, they will be instructed to go to the shop on the first level with a sign showing an owl. This is the information center. The half-elf that works there can point to a hanging map to show where to find Kromryl Garn's shop, the **Argent Chord**.

SHOP OF KROMRYL GARN

The directions you received to the Argent Chord take you to an ill-lit section of the second level of the cliff and down a thin corridor behind a

number of other shops. Finally you come to a sign depicting a gray pan flute on a black background hanging from the ceiling by rusty chains. Bits of the paint are peeling off, revealing the wood below. To the right of the sign is a wooden door in the stone wall.

The party can open the door, which is unlocked, or knock. In the latter case, a male voice will shout from inside the shop and say, in gruff tone, **“Don’t lag about out there. Come right in!”** Inside is the dwarf **Kromryl Garn**, proprietor of the shop, which is chock full of different musical instruments: from the common to the obscure to the down-right bizarre. The instruments are in various states of wear. Prices, which are helpfully written on small slips of paper attached to each by a thread, are generally 150% of what is standard for the instrument (alternately 1d6 x 10% over price).

Kromryl will engage the party in conversation trying to get them to purchase an expensive instrument. He will ask questions about what instrument they play or if they are interested in learning something new. Of course, the party really just wants to find out how Kromryl can assist them in getting onto the island proper.

The best way to get the dwarf to provide help is to buy some instrument. If the party *then* asks him about a way onto the island, he will become excited and suggest that the purchaser might be interested in a *very special* item he keeps in the back. If a PC wants to use Insight, a successful DC 10 check will determine that the dwarf is likely just being coy about providing them directions.

If the party agrees to follow Kromryl, read the players this:

Kromryl grabs a lantern from atop the desk and a longsword from under the counter, and leads the party through a door in the back of the shop. There is a tunnel beyond, which he walks down. After a minute or so, he stops at a door in the side of the tunnel. This door has a sign on it reading, in Dwarvish and Common, **“Danger! Do not enter!”** Kromryl says, **“Wait here. Do not wander off! You want to avoid finding yourself out in the open up there.”** He taps on the door with the sword and then points at an upward angle above the door. **“One can get lost, and then your only help might be finding the Crone that lives in the Black Forest to the**



east. I will return shortly!” He then continues down the tunnel, the light from his lantern slowly fading in the distance.

At this point the party ought to guess that they should, contrary to what Kromryl said, open the (unlocked) door and enter.

The party can also try to bribe Kromryl for information. If given 30 or more gp, he will gladly take it, but then act like they were just buying an instrument and ask they select one. Events then proceed as above.

Finally, the party could try to get the information from Kromryl by using Persuasion or Intimidation. If a DC 14 check is made, he states that he is just an honest businessdwarf and needs to make a living, so won’t they just buy something. A *second* successful check will cause him to defer and lead them into the tunnel as above. Roll one final check at DC 12; and if that succeeds, proceed as above. On failure, **3 Dwarf Thug bouncers** who work for Kromryl will jump through a secret trapdoor in the ceiling and attack the party, as will Kromryl! The thugs will also appear if the party just straight out attacks the shopkeeper.

If Kromryl is incapacitated, the party can investigate the tunnel and find the door, but will have no idea where to go next. The GM should adjust the adventure as seems fit. Also, the party may have some explaining to do when they return to Shadowcove!

Here is a side Challenge a few of the instruments are much more valuable than Kromryl is aware. A DC 14 Investigation check will notice these instruments (one to three based on how well the check was made; i.e., two at 16,

three at 18). The real value for these exceptional instruments will be 1d4+3 times their standard price if sold on the mainland to the right buyer!

A PC could also try to filch a smallish item by succeeding on a Sleight-of-hand contest vs. Kromryl's Perception. Failure means that Kromryl notices and politely asks culprit to pay for the instrument or put it back, and all future Sleight-of-hand contests with Kromryl will be at disadvantage. Stealing a bagpipe is right out.

Kromryl's cashbox under the counter has 120 cp, 50 sp, and 15 gp. The bouncers each have 15 sp.

B. TUNNEL OUT OF SHADOWCOVE

The tunnel you are in is extremely long. Although it has a few side passages, a quick check reveals each of them to be a dead-end. Eventually, you see a light ahead. Someone has placed a large stone lit by *continual flame* in a recess at the dead-end of this tunnel. Above you see a wooden trapdoor. What do you do?

Let the party go through any defensive preparation they wish to make here.

Beyond the trapdoor is a wooded area with rolling hills. The most impressive sight though is a mountain that takes up most of the view to the north. It clearly has a volcano's caldera at the top, but out of it flows ice glaciers that glisten in the afternoon sun.

Ask the players what they want to do now. One can assume they want to head in the direction of the **Black Forest**.

If the GM is not running the adventure in "Race against the clock" mode, the party can possibly run into a random group of monsters a few hundred yards from the exit. Roll on the **Wandering Monsters** encounter table from the **ISLAND RANDOM EVENT TABLE** found in the back of the module.

C. THE CRONE

After walking for a few miles, the density of plant life slowly increases; the trees become taller and their foliage starts to merge at the tops into a canopy. Eventually, you are unable to clearly see the sun and the whole area is shrouded in twilight. Or is the twilight actually approaching

early? Hard to tell. Either way, you decide it is late enough to make camp for the night.

You are about to break out your rations, when one of you hears the sound of movement nearby. The thought that there might be some tasty game that can be cooked for dinner — and honestly, who wants to eat rations — goes through more than one of your minds.

See if one of the players will volunteer their character to stalk the **Elk** lurking nearby. If that doesn't happen, the GM should try coaxing. On total failure of player initiative, have the elk run through the party's camp, kick a random character, causing 8 (2d4+3) bludgeoning damage, and frolic back into the forest. Hopefully that will get someone to track it down!

When someone takes aim at the elk, they will suddenly get a rap on their shoulder. (If the character has a feature that prevents them from being surprised, instead they sense the rap coming and instinctively block it with one hand, ruining their aim.)

You hear a woman's voice. "**What are you doing there, sonny/young lady?**" Behind you stands an elderly-looking woman wearing ill-fitting, rustic clothing, with a scimitar and wooden shield strapped to her back. She has a prominent mole by her nose. She holds the quarterstaff used to get your attention.

This is "The Crone," **Ester Cronus**, a hefty, short, human druid who looks elderly, but is actually in her 30's — she isn't too concerned about hygiene, being a hermit. Ester has a large mole on one cheek beside her nose, with a single hair growing from it. She has large unkept eyebrows. Her teeth are amazingly intact, with the incisors being exceptionally sharp. She is wearing clothing in colors that give her excellent camouflage.

Ester will be amiable towards the party, although a little quirky. If the party seems to be getting feisty, her "animal friends" will appear out of the forest and make a ring around Ester and the party: 5 elks, 2 brown bears, 5 blood hawks, and an orangutan. (The elk the party was considering shooting is one of those elks.) The animals will also appear as she travels with the party to where she will offer to prepare a nice, flavorful meal of vegetables.



some of the “yellow folks” met at the old **Keep Ruins (D)** northwest of “**here.**”

After the party has the information they need from Ester, read the the players the following:

This part of your quest complete, you prepare to settle in for the night. But to your surprise, the illumination in the forest is slowly increasing. This is odd as it shouldn't even be midnight! Yet, you can see the tell-tale signs of dawn. You also seem refreshed, as if you had a long rest. You had heard there were odd magicks on this island, but those in the Black Forest are strange indeed!

The party can treat this as an actual long rest and receive any benefits. If Ester is still on speaking terms at this point, she will say, “**Have a good day!**” and disappear, and her animal servants will disperse, except for the orangutan if successfully rented. In that case, the ape will beckon the party to follow him so he can lead them to the **Keep Ruins (D)**. Depending on how well they treat the ape, he/she (GM choice on gender) will stay with the party, even assisting in combat, until the party leaves the keep ruins!

D. KEEP RUINS

As you approach the supposed location of the keep, the forest begins thinning out. This gives the party a good view of the ruins of a 120 ft. diameter cylindrical building, surrounded by an deteriorated moat. The keep probably had more than one story previously, but only the bottom floor remains intact. From the ground you can't tell how much of the ground floor ceiling has survived. There is an annex on the near side that likely was the gateway to the drawbridge over the moat, but the bridge itself is now gone. The only obvious entry is through the gateway.

If the party decides to walk around the perimeter, they will find that the **Gateway (2)** is the only open entrance. Unless, or course, someone wants to climb the wall or can fly, in which case they can enter via the **Courtyard (3)**.

1. MOAT

A closer inspection of the moat reveals it to not be entirely dried-up. A few feet of standing water can be seen through the tall grass at the bottom. The sounds of crickets and croaking frogs can be heard.

Ester will be very cagy about giving information to the party. Although she will admit that she knows a lot about what is happening on the island via her animal scouts, she will want to make some kind of transaction to provide assistance in tracking down Trevor. She will suggest that the party “rent” one of her animals for a nominal fee of 50 gp (can be bargained down to 25 gp), and then that animal will lead them *and* follow simple instructions (either through hand signals or via *Speak with animals*).

If someone asks why she needs money, she will a) say that the person asking is being awfully rude and b) she does sometimes need supplies from the dwarves in Shadowcove, and that requires hard currency.

If the party gets super aggressive and tries to force her to disclose what she knows, she will sigh forlornly and order her animals to attack, with her joining-in initially by wild shaping into a **brown bear**. *Stat blocks for the animals, except the orangutan, are not included in this module. Please consult the 5th Edition SRD or other official sourcebook for the statistics.*

If Ester is knocked unconscious or killed, her body can be searched to find a small journal. Most of the entries are just musing on druidic life, but the last one mentions that an elf and

The moat can be easily forded. The animal sounds will cease while the party passes through the moat.

2. GATEWAY

Once inside the gateway, you find only the near section is still covered by a roof, the rest open to the sky. Rubble lies on the floor. The wrecked and rusted remains of a drawbridge winch system lies scattered on the right side. A passage to the right at the far end follows the edge of the keep outer wall for a short distance. From there you can either access a number of arrow slits on the right or an opening to the left proceeding deeper into the castle.

The passageway is also missing its ceiling. The opening leads to the courtyard.

3. COURTYARD

You are now in a large open area in front of a 60 ft. diameter courtyard. You are fairly sure this was a courtyard because you see no signs in the construction that there was ever a ceiling here. Also, there's not much stone rubble about. Across from where you entered is a stone well next to a sizable length of still standing wall. There is an opening to the left, just before the courtyard proper, one to your right into a small room, plus two more on each side of the courtyard.

Inspection of the well will reveal the brace and pulley designed to assist in pulling up water is damaged beyond repair. If someone takes a good look *down* the well, they will see something glistening at the bottom. These are the slimy skins of hacked-up creatures. A DC 12 Nature check will determine the remains are from multiple amphibian creatures, maybe frogs or salamanders.

4. GUARD HALL

This large hall takes up about a sixth of the total circumference of the keep. The ceiling is completely missing. There are stone stands designed to hold weaponry, none of which remain. A few stone benches are set in the center. The hall has no other exits

Beyond what is stated above, there is nothing else of interest.

5. NORTH CHAMBER

This is another large chamber. Only part of the eastern ceiling remains. A fireplace exists in the western wall, and there is one other exit.

Examining the fireplace will reveal it was used recently, as there are burnt pieces of wood, something that is unlikely to have survived the open conditions of the hall.

6. ANTECHAMBER

This antechamber is mostly complete and has a ceiling, but of the four openings into it, the eastern one on the south side is through a collapsed wall. Old metal spikes are nailed into the west wall, probably to hold coats, helms or other easily removable clothing.

Searching the room will reveal signs of recent blood stains on the floor. See the **Chapel (7)** for the source of the some of the blood.

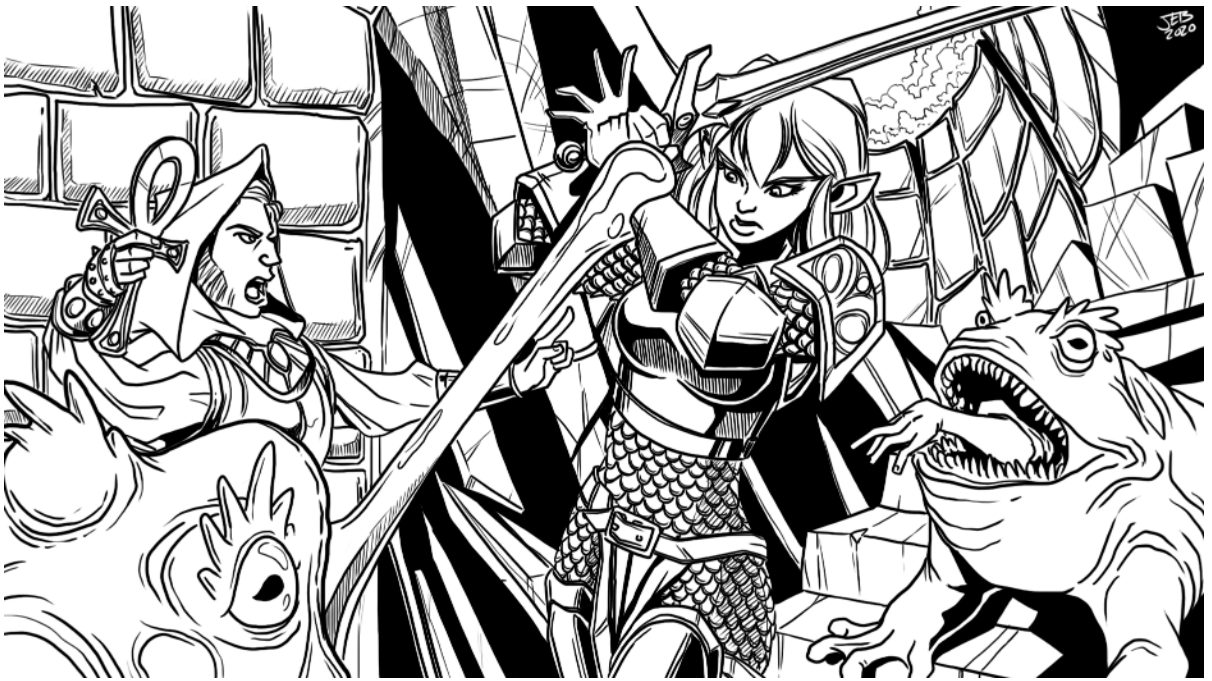
7. CHAPEL

This room has a ceiling, and this has helped preserve some of its contents. You believe this was once a small chapel, but it has been looted of everything of value. The one out-of-place thing in here is a crude, stone cairn that appears to have been built very recently.

Not surprisingly, the cairn is covering the body of a male gnome. This is **Warjin**, the third member of Yute Quindel and Gruesilla the Grim's adventuring party, who met a foul end in a battle in the **Antechamber (6)**. All his belongings have been taken, except for his bloody clothes, two copper pieces placed over his eyes, and a rapier on his chest.

Searching the room will uncover a partially burnt sheet of parchment, dropped and left unnoticed under a rotting wood bench during the battle where Warjin died. This parchment is a crude map that shows the location of a **cave** in the base of the island's mountain/volcano. A little scribble above the symbol for the cave looks like an **eagle's head**. This indicates that the cave is located below the Eagle's Head formation, a prominent landmark visible for a good mile around the cave. Of course, the party won't know this until they travel farther north.

When the party leaves the chapel for the first time, a loud sound of stone smashing against



stone can be heard. This will be followed by 5 **Rock Toads** emerging from the now unblocked fireplace in the **Small Hall (8)**, who will move to attack the party. Inside one frog's stomach is Warjin's leather purse holding 25 gp and 3 rubies (50 gp each).

8. SMALL HALL

The ceiling of this room is intact. There is a fireplace with a cracked mantle in the south wall. It looks like the chimney has also collapsed, covering the interior of the fireplace with stones.

Searching the room will discover a few drops of relatively fresh blood on the ground and some partially-dried, slimy substance. The fireplace looks like it would take some time to clear-out to allow for a thorough examination, time the party probably doesn't have.

9. GREAT HALL

A broken, wide, white marble table is the main feature of this long hall. The remains of rotting wooden chairs lie here and there. The hall's ceiling is missing its middle section, a small pine tree grows through the hole. There is one other exit.

Although there is nothing else of obvious interest, a careful search of the west wall will reveal a mis-match in the stonework on a DC 12 History (Intelligence) check. These stones can

be dislodged from the wall on a DC 14 Athletics (Strength) check to gain access to the **Sealed Room (11)**.

10. KITCHEN

This room is heavy damaged and exposed to the elements. Weathered stone tables sit against the two side walls, while a fireplace with chimney designed for cooking is set into the keep's exterior wall.

This was the keep's kitchen. A few rusted knives and spoons can be found resting in cracks in the floor.

11. SEALED ROOM

This small room appears to have been a site of a horrible, ancient tragedy. It appears some humans sealed themselves in (or were sealed-in by others) and perished, probably of starvation.

Disturbing the skeletal bodies will cause 5 **Will-o'-wisps** to manifest throughout the room and attack. These undead creatures will fight until destroyed

Mixed among the bones are three moldy leather pouches (one with 135 sp, the second with 60 cp and 25 gp, and the last with 3 diamonds (250 gp each) and a rusty iron case containing a **Wand of Clear Thought** (see **New Magic Items** section at end of module).

E. ICYLANDER CAVE

1. CAVE ENTRANCE

The search of the base of the ice volcano eventually leads to finding a cave below a rock formation shaped like a bird of prey's head. Maybe your mission is about to come to an end!

You cautiously enter the cave and find it unoccupied, but there are signs of recent use: multiple tracks and shifted dirt. The cave expands to about 40 ft. wide before narrowing again in the back and turning into a tunnel heading northwest.

If someone wants to try using their tracking skill, a DC 10 Tracking (Survival) check will discover that the tracks are of a tall demi-human and a number of other unknown humanoids.

2. DOWN INTO COLD

The tunnel at the back of the cave travels about 50' before beginning to both curve to the right and descend steeply. Also, patches of ice start appearing along the tunnel, increasing in frequency.

Give the players a chance to examine the area before proceeding. There is nothing special to discover though.

3. ICE TUNNEL

The tunnel curves to the left on a long semi-circular curve. When it straightens out again, you find the tunnel transitioning from rock with small areas of ice, to a passage actually cut *into* ice, with a flooring composed of slabs of slate. This must be carved right through a huge underground pocket of ice! At the edge of your vision the tunnel comes to an end at a smooth slab of ice.

If someone steps within 5 ft. of the apparent dead-end, they will set-off a pressure plate in one of the floor slabs. This will cause the ice slab at the end to *roll* into the wall, acting as a door. The slab will roll back once no one is within 5 ft' of the door on either side. If a rogue tries to find traps on the area in front of the door, they will succeed on a DC 12 Dexterity check. But of course, it's not really a trap.

Any characters with construction backgrounds (or dwarves) will be quite impressed with the

engineering of the door. Dwarves will consider the work to be superior, for a non-dwarf!

4. APARTMENTS

The door opens into a corridor that forms a complete circle around a set of living quarters carved in the ice. Short stairs give access to the two stories of spaces, the lower set half way below the corridor floor. There are additional doors approximately 120° around the circle in both directions.

All the apartments are currently unoccupied. The leader of the Icylander tribe thought that there might be trouble following Trevor, so he sent the young and elderly away with some guards, while the remaining able-bodied tribespeople are congregating near **The Bridge (8)** or with the leader in the **Labyrinth (10)**.

5. COMMON AREA

This room contains a number of ice-hewn tables covered by animal hide. Cylindrical ice stools are arrayed around the tables, each with a animal pelt cushion on it. The room is unoccupied. There is one other exit.

Nothing else special here except for the secret door (see below).

6. TRAIL TO GLACIAL COVE

The secret door to this passage is not controlled by a pressure-plate but instead requires manually rolling the door. It is well concealed and looks just like another ice wall. Only allow the party to realize it is there if shown by an Icylander or if all the tribespeople are deceased.

A little pressure on the wall here causes a circular seam to appear. Pushing the area within the seam inwards and to one side will cause it to roll, giving access to another ice tunnel.

If the party heads into the tunnel and starts walking down it, proceed to the introduction to the **Glacial Cove (F)**.

7. KITCHEN

Although the use of ice-based furnishings throws-off your initial interpretation of this chamber, it soon becomes clear this is just a simple, but functional, food preparation area. There is one other door.

Drawers made of ice reveal sporks (yep, actual sporks), knives, and hatchets made of ice. These utensils will not melt until brought to the boiling point of water, at which point they will just sublime in water vapor! The items might be of value as curiosities.

8. THE BRIDGE

The door opens into a generally 50 ft. diameter cylindrical room with a 30 ft. high ceiling. There is an additional cylindrical annex added to the back, making the room even longer. Benches made of ice ring the room, only broken-up by the three doors. A large, ornately-carved ice chair sits at the center of the annex. The head and backrest are shaped vaguely like the wheel of a sailing ship. The effect gives the room the look of the bridge of a ship instead of a throne room!

On one of the benches near the chair sit three humanoid creatures. When they see your party, that all stand, which gives you a good look at their form. They are about 7' tall, have shiny yellow-gray skin, appear to be bald, and have eyes that are like black pools of oil. Two are wearing hide armor and have a shield, war pick, and long bow, while the other is wearing light brown robes, has a shell-shaped piece of jewelry around its (his?) neck, and has two hand axes on a belt. He also has many tattoos in various colors on his forearms. The latter beckons you to come forward.

The **three Icylanders** will act like they don't understand the party's speech, trying to lure them deeper into the chamber. Once the Icylander in the robes, **Tremara Dohfem**, thinks he has gotten the party to move as close as possible, he will use the shell jewelry to blow a warning and **more Icylander Warriors** will enter through the two side doors. The total number of warriors, including the two already in the room, should be one more than the number of party members. Tremara will then speak to the party, in Common: **"Drop your weapons and state your reason for invading this home of the Icylanders! Be quick about it!"**

Tremara is not in the mood for much discussion or arguing, and will order his fellows to attack if party doesn't act as he directed. It should be possible for the party to surrender and be locked in the barracks until the leader returns and talks to them. Another end is for the party to

agree to leave peacefully (after dropping their weapons). The leader would then speak with them at the **Cave Entrance (1)** later.

If a battle does start and it seems like either side is close to being defeated, the **Icylander Commander, Burgu Marnul**, and two Warrior escorts will enter through the secret door behind the ice chair. He will shout, **"Halt!"**, which will cause the Icylanders to stop attacking, but retain a defensive pose. He will seek to wind down the conflict and have a reasonable talk with the party, even allowing the PCs to heal themselves.

Burgu is willing to help the party by a) telling them how to reach Trevor via the **secret trail (6)**, and b) provide a fake, broken child figurine to replace the one Trevor **returned to them after it was stolen many years ago**. Trevor didn't care about keeping the statuary together, because he also knew the items didn't belong together anyway!

Burgu has hidden the real "child" figurine, which is actually a sacred image of an Icylander, deep in the tunnel labyrinth of the island, and he will not reveal the location even to a trusted friend (so *charm person* won't help).

If the situation escalates out-of-control to the point Burgu is involved in combat, he wields a **War Pick +1**.



9. BARRACKS, ETC.

The room has many raised platforms made of ice along the walls, with leather hides and simple blankets on top. A large rug made of different animal pelts adorns the center of the room.

This room will likely be empty when the party examines it.

10. LABYRINTH

Beyond the door is a rocky tunnel that almost immediately starts descending deeper under the island. Even a period of walking down the passage shows that this is some kind of labyrinth, and a search would be a fool's errand.

Trekking into the labyrinth leads to an unending sequence of wandering monster encounters!

F. GLACIAL COVE

The tunnel continues deep into the mountain seemingly without end — which is getting to be a pattern for the Forbidden Isle. The temperature slowly drops as you trek forward. After maybe an hour of travel, you start to sense that you are now ascending. The air also begins to warm some, but remains chilly. You finally see light ahead as you approach and enter a large cavern. The source of the light is a cave mouth at the far end.

You peek out of the cave to see that you are standing on a rocky protuberance about a third-of-the-way up the side of the ice volcano. The sun shines brightly overhead giving you a clear view of a trail along the edge of the mountain heading east. Although there are patches of ice along the winding path, it does look safe for passage.

Your journey continues along the trail and then starts to descend. Shortly before you reach the base, the trail enters a cave and passes into the mountain again, still heading downward. This eventually leads into a larger cavern that is partially filled with a glacier. Following the route of the glacier, you soon see light again and hear the sound of the sea. You have come to a small, sheltered cove. A short distance away, an elf with dark brown hair and mustache in a heavy coat is sitting on a boulder near a blazing fire. Near him stand two Icylanders. You don't yet think they have noticed you.

The elf is **Trevor Peatmoss**. He is currently waiting for a boat to arrive to take him off the island. Trevor has hired the **two Icylander warriors** to act as guards.

The party could choose to just jump out and attack. Give the Icylanders a Perception check to notice the party and avoid being surprised. Trevor cannot be surprised. Or the party could slowly march in to the open and negotiate with the rogue.

In either case, the party and Trevor will almost immediately be joined by a third group: **Yute Quindel, Gruesilla the Grim, and 4 Orcs**. They took the long way around the mountains, which allowed the players' party to barely outrace them to this location. The four orcs are natives of the tunnels beneath the island, and were recruited by Gruesilla after her group's ill-fated visit to the **Keep Ruins (D)**.

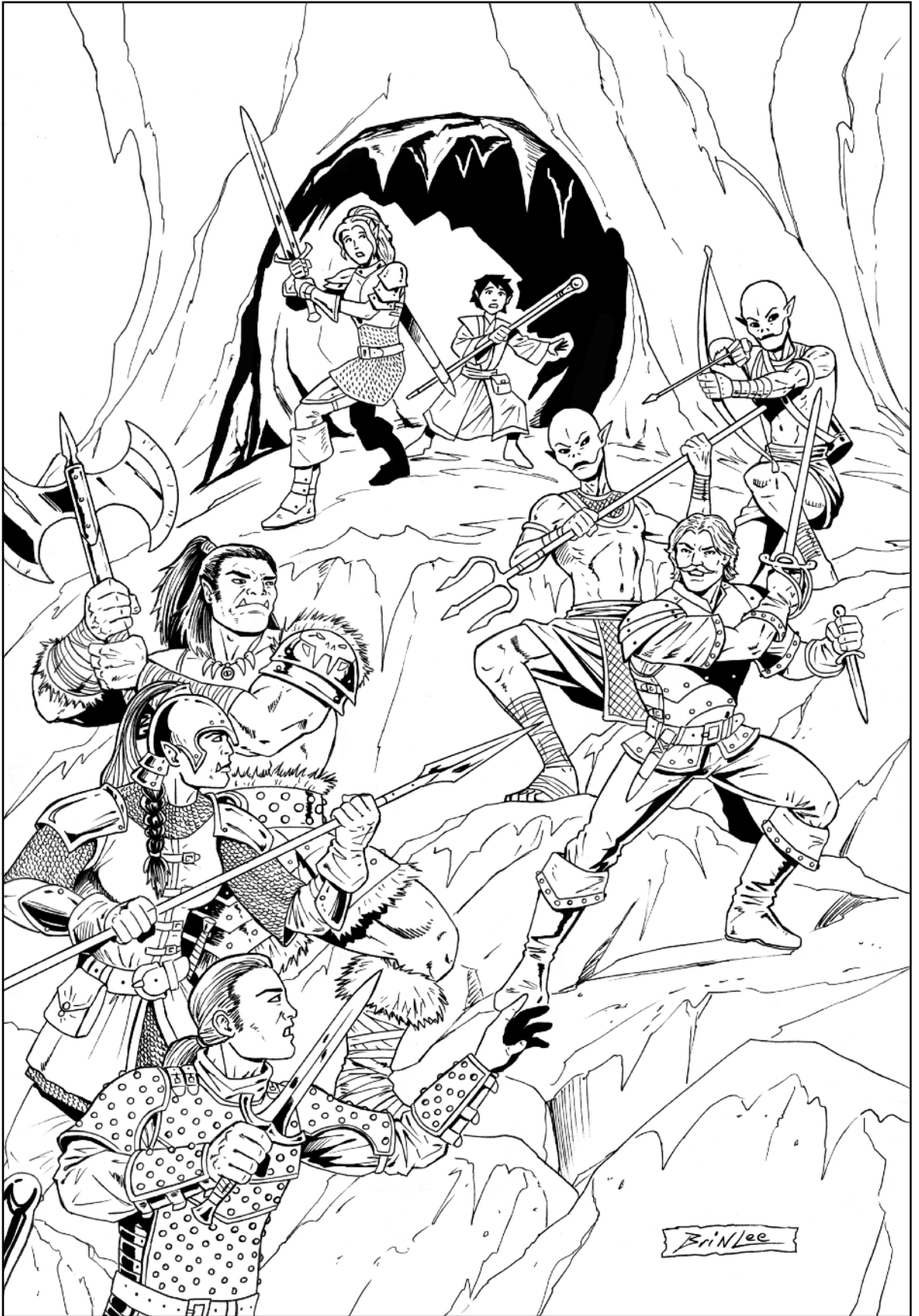
Assuming a battle isn't already in progress, they will insist on the statue being handed over to them. Yule and Trevor have a mutual reputation and will feign being pleasant with each other. This won't last long as Gruesilla will eventually get frustrated and order the orcs to attack, instigating combat. Yule and his group will try to take out the player characters before Trevor and his comrades, meaning that the party will find themselves the target of all their foes!

Gruesilla, the orcs, and the Icylanders will fight to the death, but Trevor and Yule are more pragmatic. If either are the sole member of their group still alive, they will seek to end the fight and negotiate a mutual withdraw. If both are the remaining foes, Trevor will seek an opportunity to surprise Yule and stab him in the back. This sneak attack should always succeed and leave Yule out-of-action.

Trevor's backpack is hidden in a boulder pile near the outlet of the cave. Inside is the statue of Rheonny, along with a complete Explorer's Pack, a set of Thieves' Tools, and a pouch with 150 gp, and 8 gems (50 gp each). If he needs to ransom his freedom by returning the stolen statue, he will point out the location.

EPILOGUE

When the party returns to Shadowcove, they will discover that Otto Melquick is waiting for them! He says that his employer was getting impatient, so he came to the island to **"speed things up."**



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If the party only has the main part of the statue, Otto will ask what happened to the “child figurine.” A convincing story will need to be told and a DC 11 Deception check made. On success, Otto will say he understands and hand over the reward. On failure, he will be quite irate and will say that only returning half the item will net only half the reward!

If the party has the main part of the statue and the fake, broken child figurine, Otto will be displeased but will pay the full reward.

In either of the above cases, if the party has brought the body of one of their own dead, Otto will go with the party to a dwarven temple in Shadowcove and pay for castings of *raise dead*.

If they do not have the statue, he will ask where it is. Their answer really doesn't matter. He will shake his head and say, “**I see that I chose poorly,**” and then turn around and leave. His last comment will be, “**You can pay for your own ferry trip.**” It's 10 gp per person.

If they have captured Trevor Peatmoss or have his body, they will need to transport it back to the mainland, which will cost the party 10 gp for a “passenger,” and they will need to seek out information on whether there is a bounty. That is an adventure for the GM to create!

BONUS EXPERIENCE POINTS

Each surviving party member should receive the following bonus experience points:

2000 XP for surviving the battle at the **Glacial Cove (F)**. The party also receives standard experience for defeating monsters.

2000 XP for retrieving the statue of Rheonny and returning it to Otto Melquick, with or without the faux child element provided by the Icylanders.

EXPLORING THE ISLE

Once the party completes their mission, successfully or not, they can choose to remain on the island to explore Shadowcove and the wilderness more thoroughly.

The population of Shadowcove is approximately 95% dwarven with the rest being various demi-humans. Shopkeepers are a lower percentage, closer to 90%. If a shop could be found in a small town, it will be possible to locate one here. Cost for most items are 150% of the standard amount. Lodging can be found at the sole inn, **The Restful Albatross**. Alternately, one of the

few available apartments could be rented. Other ways to reach the mainland of the island can be found on a DC 12 Investigation check.

Travel through the island interior can lead to encounters. The map of the island has a grid. Each square in the grid marked by a small, gray circle in the lower-right corner can have a random event. Roll on the **Island Random Event Table** below to see if there is something of interest and what it is. Only roll once for each square. Structures and tunnels found in a square will persist, but will necessarily be modified by the party's actions. Stat blocks for monsters that do not appear in the main adventure are not included in the module. See the SRD or other source material for stats.

The GM is welcome to add locations of interest to explore of their own design or from other sources. These could replace rolls of a **Ruin** on the table below or be placed explicitly on the map.

ISLAND RANDOM EVENT TABLE (d20)

1-15: No Event

16-17: Wandering Monsters

The party encounters a group of monsters on the hunt. Roll for surprise for both the party and monsters. If only the monsters are surprised, the party can choose to hide and avoid the encounter. Monsters are antagonistic and will attack if given the opportunity. **Roll a d6** and consult the table below for the type of creatures encountered. They are down on their luck and have only 6d6 cp among them.

1: 10 Orcs

2: 4 Hobgoblins and 10 Goblins

3: 8 Dwarf Thugs

4: 4 Ogres

5: 1 Wight and 8 Skeletons. When outside, unnatural fog will roll-in just before the encounter, eliminating the wight's *Sunlight Sensitivity*.

6: 3 Icylander Warriors. If the party has not yet met an Icylander, roll the d6 again. If 6 is rolled again, there is no encounter.

18: Cave

An outcropping of boulders conceals a passage downwards into a small cave complex (1d3 + 1 chambers). In one chamber is a group of creatures — roll on the table under **Wandering Monsters**. On a roll of 3 see below.

The monsters have been using the cave as a temporary lair for staging raids. As such, buried somewhere in the caves will be a leather backpack containing 6d20 cp, 8d8 sp, 4d6 gp, and a 50 gp gem. There is a 25% chance that a common or uncommon magical potion will also be found. A successful DC 10 Investigation check will locate the backpack.

On a roll of 3, the cave is instead being actively mined for silver by **8 Dwarven Prospectors**. They will be none-too-pleased and try to shoo away the party. They will fight to protect the silver they have mined, worth 250 gp. Treat them as **Dwarven Thugs** in battle. Three turns after any fight begins, **4 more prospectors** will appear, having just returned from Shadowcove. They will have a backpack filled as mentioned previously.

19: Ruin

The party discovers the ruins of a stone building. There are enough walls intact to provide hiding places for possible monsters (50% chance, roll on the table under **Wandering Monsters**). They will also have 6d10 cp among them. A search of the ruins may discover (50% chance) a long lost cache of valuables under some rubble. There is also a 50% chance that a poisonous snake lives in the location and will bite the searcher, requiring a DC 12 Constitution saving throw to prevent being *poisoned* (per the condition). A DC 12 Investigation check is needed to detect the snake beforehand, and a DC 12 Dexterity check to remove safely. The valuables will be double the amount in a **Ruins** backpack above.

20: Wild Magic

Tanzmere Island has abrupt bursts of wild magic. Unfortunately for the party, such an event is just about to occur! Roll a d6 and consult the table below. If the party struggles as a result, there is a 50% chance **Wandering Monsters** will show-up to complicate matters.

1-2: Sudden Freeze

A 60 ft. radius circle of ground around the party suddenly ices over. The air temperature drops to near freezing. All characters standing or moving on the ground must make a DC 12 Acrobatics (Dexterity) check each turn or fall to the hard, icy ground taking 3 (1d6) bludgeoning damage. The area is considered difficult terrain and weakly detects as magical. The

ice starts to melt after 10 minutes. There is a 20% chance that the liquid in one puddle of melted ice will become a common or uncommon magical potion!

3-4: Instant Copse of Trees

The ground below the party rumbles, and small trees burst forth under the characters. Each person must make a DC 12 Athletics (Strength) check to hold on for dear life or be flung 20 ft. into the air and land on the ground for 7 (2d6) bludgeoning damage. Even those flying require a save if less than 20 ft. off the ground. Those who save will find themselves in the upper branches of the new trees. No check is needed to climb down if a person takes their time.

5-6: Personal Rain Clouds

The sky above the party becomes cloudy over a period of ten minutes. Then the clouds break-up into 10 ft. diameter units, each floating over a target party member. Rain erupts from the clouds, soaking the target below. A cloud follows the target, continuing to rain, until a) the person is involved in combat, b) remains underground for ten minutes, or c) a 3rd level or higher damage spell (e.g., fireball) or weather control spell is cast at a cloud. Lightning bolt works for this purpose. but the target being rained upon must make a Dextetiry save against their own spell DC or take half damage from the electricity. *Dispel magic* will work too. A target cannot take a short or long rest while being pelted by the rain.

NPC DESCRIPTIONS

Kromryl Garn

Medium humanoid (dwarf), chaotic neutral

Male 4th level Fighter (Champion)

Armor Class 13 (shield)

Hit Points 30 (4d10 + 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	13 (+1)	12 (+1)	13 (+1)

Damage Resistances poison

Saving Throws Wis +6, Cha +2

Skills Performance +2, Persuasion,+2

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarvish.

Challenge 1 (200 XP)

Action Surge. On Kromryl's turn, he can take one additional action on top of a regular action and a possible bonus action. One use per rest.

Second Wind. As a bonus action, Kromryl can regain 8 (1d10 + 4) HP. One use per rest.

Improved Critical. Kromryl's weapon attacks score a critical hit on a roll of 19 or 20.

Dwarven Resilience. Kromryl has advantage on saving throws against poison.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit. *Hit:* 5 (1d8 + 1) slashing damage.

See page 5 for more information on Kromryl Garn.

Ester Cronus (The Crone)

Medium humanoid (human), neutral

Female 8th level Druid (Circle of the Land)

Armor Class 17 (studded leather, wooden shield)

Hit Points 44 (8d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	16 (+3)	18 (+4)	12 (+1)

Saving Throws Int +6, Wis +8

Skills Insight +6, Religion +3, Persuasion +6, passive Perception 16

Languages Common, Druidic, Dwarvish, Orc

Challenge 3 (700 XP)

Wild Shape. Ester can magically assume the shape of any CR 1 or lower beast that she has seen. She can transform twice before a rest. See the Druid class documentation for additional details of this feature.

Land's Stride. Ester can move through nonmagical difficult terrain at no extra movement cost. She can also pass through nonmagical plants without being slowed by them and without taking damage from thorns, spines, or a similar hazard. In addition, she has advantage on saves against plants that are magically created or manipulated to impede movement.

Ring of Water Walking. While wearing this ring, Ester can stand on and move across any liquid surface as if it were solid ground.

Spellcasting. *Spells prepared (slots):* Cantrips: *druidcraft, mending, poison spray, resistance*; 1st level (4): *cure wounds, detect magic, speak with animals*; 2nd level (3): *barkskin, darkvision, flame blade, spider climb, spike growth*; 3rd level (3): *call lightning, dispel magic, plant growth, protection from energy, sleet storm*; 4rd level (2):

blight, conjure woodland beings, divination, freedom of movement, polymorph. Actions

Scimitar. *Melee Weapon Attack:* +6 to hit. *Hit:* 6 (1d6+3) slashing damage.

Ester Cronus originally came to the Forbidden Isle at the request of a group of dwarven miners from Shadowcove who wanted someone to deal with a nest of ankhegs that were interfering with mining operations. After the mission was completed, she decided she liked the island and chose to stay. Although she is on generally good terms with the inhabitants of the isle, Ester's cantankerous nature has still earned her the nickname "The Crone."

Ester has a **ring of water walking** and **spell scroll** with *cure wounds*.

Tremara Dohfem (Icylander Shaman)

Medium humanoid (Icylander), lawful neutral

Male 5th level Sigil Alchemist

Armor Class 14 (leather armor)

Hit Points 40 (3d8+4d6+14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	14 (+2)	14 (+2)	13 (+1)	11 (+0)

Saving Throws Dex +6, Int +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 11

Languages Common, Icylander, Deep Speech
Challenge 2 (450 XP)

Magic Resistance. Tremara has advantage on saving throws against spells and other magical effects.

Calm Emotions (1/rest). Tremara can project a psychic influence on others identical to the *calm emotions* spell. Targets must make a DC 11 Wisdom saving throw to avoid the effects.

Spellcasting. *Spells prepared (slots):* Cantrips: *identify potion, mending, poison spray, shocking grasp*; 1st level (4): *cure wounds, heroism, grease, sleep*; 2nd level (3): *barkskin, darkvision, flame blade, spider climb, spike growth*; 3rd level (2): *dispel magic, lightning bolt*.

Actions

Handaxe. *Melee/Ranged Weapon Attack:* +4 to hit, one target, range 20/60. *Hit:* 4 (1d6+1) slashing damage.

Tremara Dohfem is a loyal lieutenant to his tribe commander Burgu Marnul. Tremara does have a tendency to reinterpret Burgu's orders relating to outsiders into a more violent course of action.

The shaman has a **potion of fire resistance**.

Trevor Peatmoss

Medium humanoid (elf), chaotic neutral

Male 9th level Rogue (Thief)

Armor Class 17 (+1 studded leather)

Hit Points 62 (9d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	15 (+2)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +8, Int +4

Skills Deception +4, Insight +3, Investigation +4, Persuasion +4, Stealth +8

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish, Dwarvish, Undercommon, Thieves' Cant

Challenge 3 (700 XP)

Fey Ancestry. Trevor has advantage on saving throws against being charmed, and magic can't put him to sleep.

Sneak Attack. Once per turn, Trevor can deal 5d6 extra damage with an attack if he has advantage or his opponent has another foe within 5 ft.

Cunning Action. Trevor can Dash, Disengage, or Hide as a bonus action.

Uncanny Dodge. Trevor can use his reaction to halve the damage from an attack he can see.

Evasion. When struck by an area effect that allows a Dexterity save for half damage, Trevor takes no damage if he saves, and half if he fails.

Spellcasting. Trevor can cast the cantrip *mage hand*. His spellcasting ability is Intelligence.

Actions

Rapier. *Melee Weapon Attack:* +8 to hit. *Hit:* 8 (1d8 + 4) piercing damage.

Shortbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. **Hit:** 7 (1d6 + 4) bludgeoning damage.

Trevor Peatmoss, which may or may not be his real name, was born in an elvish community located within the Tanz near the human village of Woodsend (see the epilogue of *Wyrmskeep Dungeons TZ1: Raiders of the Cloud Castle*).

Trevor has made a name for himself as a procurer of hard-to-find items, especially those that are behind supposedly impenetrable defenses. His friendly nature is his greatest tool, as "hacking" people is much easier than locks!

The elf is pragmatic; and when put in a situation where capture or death is the likely outcome, he will gladly chose diplomacy to avoid such fates.

Yute Quindel

Medium humanoid (human), neutral evil

Male 6th level Rogue (Thief)

Armor Class 15 (studded leather)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	13 (+1)	14 (+2)	11 (+1)

Saving Throws Dex +4, Con +8, Wis +4

Skills Acrobatics +6, Perception +4, Sleight of Hand +6, Stealth +6

Senses passive Perception 14

Languages Common, Dwarvish, Draconic, Thieves' Cant

Challenge 2 (450 XP)

Sneak Attack. Once per turn, Yute can deal 3d6 extra damage with an attack if he has advantage or his opponent has another foe within 5 ft.

Cunning Action. Yute can Dash, Disengage, or Hide as a bonus action.

Uncanny Dodge. Yute can use his reaction to halve the damage from an attack he can see.

Actions

Multiattack. Yute can makes two attacks, one with each of his weapons.

Dagger. *Melee Weapon Attack:* +6 to hit. *Hit:* 5 (1d4 + 3) piercing damage.

Shortsword. *Melee Weapon Attack:* +6 to hit. *Hit:* 6 (1d6 + 3) slashing damage.

Yute grew-up in a small town and was a member of a group of thieving urchins organized by a low-level rogue. A new "law-and-order" mayor set out to purge the town of such minor thievery — and succeeded! Yute was forced to flee, beginning his life as an itinerant adventurer. He tends to congregate with other unsavory individuals and aspires to have the respect among rogues that Trevor Peatmoss has acquired.

Gruesilla the Grim

Medium humanoid (half-orc), chaotic evil

Female 5th level Cleric (Battle Domain)

Armor Class 16 (scale mail & shield)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	12 (+1)	16 (+3)	13 (+1)

Saving Throws Wis +6, Cha +2

Skills Insight +6, Intimidation +2, Religion +2

Senses darkvision 60 ft., passive Perception 16

Languages Common, Orc, Goblin

Challenge 2 (450 XP)

Bonus Strike. After an Attack action, Gruesilla can make a weapon attack as a bonus action.

She can use this 3 times before a long rest.

Channel Divinity. Gruesilla can Turn Undead or add +10 to an attack roll (after rolling but before GM determines a hit) twice per short or long rest.

Relentless Endurance. When Gruesilla is reduced to 0 hit points but not killed outright, she can drop to 1 hit point instead. She can't use this feature again until she finishes a long rest.

Savage Attacks. When she score a critical hit with a melee weapon attack, she can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Spellcasting. *Spells prepared (slots):* Cantrips: *guidance, resistance, sacred flame, spare the dying*; 1st level (4): *command, bane, guiding bolt, healing word, shield of faith*; 2nd level (3): *augury, hold person, magic weapon, spiritual weapon*; 3rd level (2): *animate dead, bestow curse, spirit guardians. water walk.*

Actions

Spear +1. *Melee/Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Spear. *Melee/Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Although Gruesilla the Grim is a half-orc, she has gone all-in on worship of a major Orcish deity, becoming a warrior priest of the same. She enjoys finding ways to covertly damage "civilized" society, mainly by joining with those with a similar attitude.

MONSTERS (Open Gaming Content)

Icylander (Warrior and Commander)

Medium humanoid (Icylander), lawful neutral

Armor Class 15 (hide armor, shield)

Hit Points 19 (3d8+6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	11 (+0)	13 (+1)	11 (+0)

Skills Athletics +4, Perception +2

Senses darkvision 60 ft., passive Perception 11

Languages Common, Icylander, Deep Speech

Challenge 1 (200 XP)

Calm Emotions (1/rest). The Icylander can project a psychic influence on others identical to

the *calm emotions* spell. Targets must make a DC 11 Wisdom saving throw to avoid the effects.

Magic Resistance. The Icylander has advantage on saving throws against spells and other magical effects.

Actions

War Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, reach 150/600 ft. *Hit:* 5 (1d8 + 1) piercing damage.

An **Icylander Commander** has similar stats to a Warrior, but with these differences:

Armor Class 19 (breastplate, shield)

Hit Points 67 (9d8+27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	13 (+1)	14 (+2)	13 (+1)

Skills Athletics +6, Perception +4

Senses darkvision 60 ft., passive Perception 12
Challenge 3 (700 XP)

Any tribal Icylander who is skilled at medicine or can cast curative spells is called a **Shaman**.

Icylanders are a tall, yellow-and-gray-skinned, hairless humanoids. They prefer colder climes, dwell in dark environments, such as deep forests or caves, and are highly insular. Their leaders *will* work with other races if it benefits maintaining their independence.

Icylanders are highly anti-magical and are unable to cast arcane magic directly. Workarounds have been found (see the Sigil Alchemist class below). Clerics are also not found among them, as they intensely detest deities.

Their exact origins are unknown, even to the wise. One would think they were bred for battle. Rumors say the race is connected in some way to the Deep Horrors (see *Wyrmskeep Dungeons BW2: Befouled Maze of the Demi-Lich*).

Dwarf Thug

Medium humanoid (dwarf), chaotic neutral

Armor Class 13 (chain shirt)

Hit Points 32 (5d10 + 10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances poison

Skills Intimidation +2

Senses passive Perception 10

Languages Common, Dwarvish.

Challenge 1/2 (100 XP)

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

Dwarven Resilience. The dwarf thug has advantage on saving throws against poison.

Actions

Multiattack. The dwarf thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft.. *Hit:* 5 (1d10) piercing damage.

Orangutan (Ape)

Medium beast, unaligned

Armor Class 12

Hit Points 19 (3d8 + 6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5, Perception +3

Senses passive Perception 12

Languages —

Challenge 1/2 (100 XP)

Actions

Multiattack. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Don't call an orangutan a *monkey*. It makes them *irritable*.

Rock Toad

Medium monstrosity, unaligned

Armor Class 14

Hit Points 40 (4d8 + 12)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	4 (-3)	12 (+1)	5 (-3)

Skills Perception +2, Stealth +3

Senses darkvision 30 ft. passive Perception 12

Languages —

Challenge 3 (700 XP)

Amphibious. The rock toad can breathe air and water.

Standing Leap. The rock toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage (DC 13 CON save for half damage), and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. The rock toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target must make a DC 13 CON save or be *reduced* (per the spell *enlarge/reduce*). If the target is now Small or Tiny, they are swallowed, and the grapple ends. The swallowed target is blinded and partially restrained: they can only attack the inside of the toad with a weapon weighing 2 lbs or less and has disadvantage on attacks. They have total cover against attacks and other effects outside the toad, but take 5 (2d4) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone. It can also then make a save every turn to end the *reduce* affect,

Rock toads are 5 ft. long with greenish-gray skin with splotches of sapphire blue, and tongues that are entirely sapphire blue. Large eyes give rock toads superior vision, their coloration provides excellent camouflage, and they can move silently when stalking prey.

Will-o'-wisp

Tiny undead, chaotic evil

Armor Class 19

Hit Points 22 (9d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Damage Immunities lightning, poison

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12
Languages the languages it knew in life
Challenge 2 (450 XP)

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

Actions

Shock. Melee Spell Attack: +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

Orc

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft. *Hit:* 6 (1d6 + 3) piercing damage.

NEW MAGIC ITEM (Open Gaming Content)

Wand of Clear Thought

Wand, uncommon (requires attunement)

This wand has 7 charges. While holding it, you can use an action to expend a charge to produce one of the effects below. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Clear Will. A single creature within 60 ft. affected by a mental enchantment (*charm, fear, etc.*) may make a new saving throw at advantage to throw off the enchantment.

Clear Comprehension. A single creature within 60 ft. adds +10 to the number rolled on the next Intelligence or Wisdom-based ability check of its choice made within one minute. It can add the bonus before or after making the ability check, but before the GM determines the result.

NEW CLASS (Open Gaming Content)

SIGIL ALCHEMIST

Most crafters of magical potions and other potent liquids are quite content to abide in small shops and hidden laboratories, but some have learned methods to become more pro-active.

The Sigil Alchemist has discovered a way to modify their potion formulas to produce pigments that can be drawn as sigils on their flesh, and then later releasing the magic energy within by retracing the pattern and speaking a series of command words.

Creating a Sigil Alchemist

Creating the background for a sigil alchemist requires answering a few questions. How did the character become interested in both chemistry and magic? Did the character have to pursue intense study with another alchemist or sigil alchemist, or was a course of dangerous self-study involved? And why did the character choose to leave the relatively safe confines of a lab and instead begin the hazardous life of an adventurer? In any case, a sigil alchemist should have a high Intelligence, an above average Dexterity and Constitution, and skills that facilitate acquiring knowledge.

Sigil Alchemist Table

Level	Proficiency Bonus	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Features
1	2	3	3	2	-	-	-	-	-	-	-	-	Spellcasting
2	2	3	4	3	-	-	-	-	-	-	-	-	Sigil Recovery
3	2	3	5	4	2	-	-	-	-	-	-	-	
4	2	4	6	4	3	-	-	-	-	-	-	-	Ability Score Improvement
5	3	4	7	4	3	2	-	-	-	-	-	-	Potion Expertise
6	3	4	8	4	3	3	-	-	-	-	-	-	
7	3	4	9	4	3	3	1	-	-	-	-	-	Poison Resistance
8	3	4	10	4	3	3	2	-	-	-	-	-	Ability Score Improvement
9	4	4	11	4	3	3	3	1	-	-	-	-	
10	4	5	12	4	3	3	3	2	-	-	-	-	Master Decanter
11	4	5	13	4	3	3	3	2	1	-	-	-	
12	4	5	13	4	3	3	3	2	1	-	-	-	Ability Score Improvement
13	5	5	14	4	3	3	3	2	1	1	-	-	
14	5	5	14	4	3	3	3	2	1	1	-	-	Poison Immunity
15	5	5	15	4	3	3	3	2	1	1	1	-	
16	5	5	15	4	3	3	3	2	1	1	1	-	Ability Score Improvement
17	6	5	15	4	3	3	3	2	1	1	1	1	
18	6	5	16	4	3	3	3	3	1	1	1	1	Sigil Mastery
19	6	5	16	4	3	3	3	3	2	1	1	1	Ability Score Improvement
20	6	5	16	4	3	3	3	3	2	2	1	1	Signature Sigils

Class Features

As a sigil alchemist, you gain the following class features.

Hit Points

Hit Dice: 1d6 per sigil alchemist level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per sigil alchemist level after 1st

Proficiencies

Armor: Light armor

Weapons: Daggers, darts, slings, quarterstaves, light crossbows

Tools: Alchemist's supplies

Saving Throws Intelligence, Dexterity

Skills Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion



Equipment

You start with the following equipment, in addition to the equipment granted by your background:

alchemist's supplies,

(a) a quarterstaff or (b) a dagger,

(a) a scholar's pack or (b) an explorer's pack

Spellcasting

You have learned to create pigments from common and magical components which when drawn on your flesh and then later retraced, while speaking a series of command words, can produce magical effects that can alter nature and influence minds. These sigils do not detect as magic and cannot be washed off by anything other than extreme external forces.

Cantrips

You know three cantrips of your choice from the sigil alchemist spell list. You learn additional sigil alchemist cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Sigil Alchemist table. These spells are so simple that they can be cast without expending the sigil.

Spell (Sigil) Slots

The Sigil Alchemist table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot (sigil) of the spell's level or higher. This erases the sigil. You gain the ability to replace all expended spell slots when you finish a long rest.

As 1st-level and above spell sigils disappear after casting, you can choose to select a particular spell to fill more than one slot. Conveniently, you can use the energy of one sigil of equal or higher power to power another, expending the first sigil.

For example, if you have the 1st-level spell *cure wounds* available and have a 1st-level and a 2nd-level spell sigil available, you can cast *cure wounds* using either sigil.

Spells Known of 1st Level and Higher

You know three 1st-level spells of your choice from the sigil alchemist spell list.

The Spells Known column of the Sigil Alchemist table shows when you learn more sigil alchemist spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the sigil alchemist spells you know and replace it with another spell from the sigil alchemist spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Intelligence is your spellcasting ability for your sigil alchemist spells. Your magic comes from thoughtful mixing of ingredients into the pigments you use to draw the spell sigils on your body. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a sigil alchemist spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting

You can cast any sigil alchemist spell you know as a ritual if that spell has the ritual tag. This does not expend a sigil.

Spellcasting Focus

All non-ritual sigil alchemist spells require preparing magical pigments to be applied in specific patterns to the caster's body. These pigments act as spell casting foci. No other material components are required at casting time. Alchemical supplies are used as a focus when casting ritual spells.

Sigil Recovery

You have learned to quickly redraw some of your spell sigils. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your sigil alchemist level (rounded down), and none of the slots can be 6th level or higher.

For example, if you're a 4th-level sigil alchemist, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots..

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Potion Expertise

When you reach 5th level you gain expertise in use of Alchemist's supplies. You are also considered to have proficiency in the Arcana skill when crafting magical potion, or expertise if you already have proficiency.

Poison Resistance

When you reach 7th level you have advantage on saving throws against poison, and you have

resistance against poison damage. If you already have a feature that gives you resistance against poison, you take only half again as much damage.

Master Decanter

When you reach 10th level you gain the ability to increase the dosage of any potion by one. This feature can only be applied once to any potion. GM note: Unique potions that are plot-relevant may not be subject to this feature at GM's discretion.

Poison Immunity

At 14th level, long exposure to chemicals and countering their effects grants you immunity to poisons.

Sigil Mastery

At 18th level, you have achieved such mastery over certain spells that you can cast them similarly to cantrips. Choose a 1st-level sigil alchemist spell and a 2nd-level sigil alchemist spell. You can cast those spells at their lowest level without expending the spell's sigil when you have them prepared. If you want to cast either spell at a higher level, you must expend a higher level sigil as normal.

By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.

Sigil Alchemist Spells

Cantrips (Level 0)

Acid Splash
Fire Bolt
Identity Potion
Light
Mending
Poison Spray
Produce Flame
Shocking Grasp

Level 1

Animal Friendship
Burning Hands
Charm Person
Comprehend Languages
Cure Wounds
Detect Magic
Detect Poison and Disease
Disguise Self
False Life
Grease
*Healing Sigil
Heroism
Identify
Illusory Script
Jump
Mage Armor
Sleep

Level 2

Acid Arrow
Aid
Alter Self
Calm Emotions
Continual Flame
Enhance Ability
Enlarge/Reduce
Enthral
Invisibility
Lesser Restoration
Levitate
Magic Weapon
Misty Step
Protection from Poison
Scorching Ray
See Invisibility
Spider Climb
Suggestion

Level 3

Clairvoyance
Dispell Magic
Fireball
Fly
Gaseous Form
Glyph of Warding
Haste
Lightning Bolt
*Mass Healing Sigil
Protection from Energy
Stinking Cloud

Signature Sigils

When you reach 20th level, you gain mastery over two powerful spells and can cast them with little effort. Choose two 3rd-level sigil alchemist spells as your signature spells. You always have these spells prepared, they don't count against the number of spells you have prepared, and you can cast each of them once at 3rd level without expending a spell sigil. (Technically, you draw a sigil on-the-fly with pigment and cast that sigil.) When you do so, you can't do so again until you finish a short or long rest.

If you want to cast either spell at a higher level, you must expend a higher level sigil as normal.

NEW SPELL (Open Gaming Content)

Identify Potion

Divination cantrip

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a miniature silver spoon worth at least 10 gp)

Duration: Instantaneous

You choose one small object containing 8 ounces or less of liquid that you must hold in your palm. If it is a magic potion, you learn its properties and number of doses. You also learn if the liquid is poisonous and its general lethality.

Tongues
Water Breathing

Level 4

Blight
Compulsion
Death Ward
Fabricate
Fire Shield
Freedom of Movement
Giant Insect
Greater Invisibility
Polymorph
Stone Shape

Level 5

Antilife Shell
Awaken
CloudKill
Contagion
Dominate Person
Mass Cure Wounds
Modify Memory
Passwall
Telekinesis

Level 6

Chain Lightning
Create Undead
Disintegrate
Globe of Invulnerability
Greater Restoration
Heal

Heroes' Feast
True Seeing
Wind Walk

Level 7

Etherealness
Fire Storm
Forcecage
Regenerate
Simulacrum
Symbol
Teleport

Level 8

Antimagic Field
Antipathy/Sympathy
Dominate Monster
Incendiary Cloud
*Power Sigil Stun

Level 9

Foresight
Mass Heal
Meteor Storm
*Power Sigil Kill
Shapechange

*Spell has same features as spell with the same name with "Word" instead of "Sigil", but follows the standard Sigil Alchemist spell component rules.

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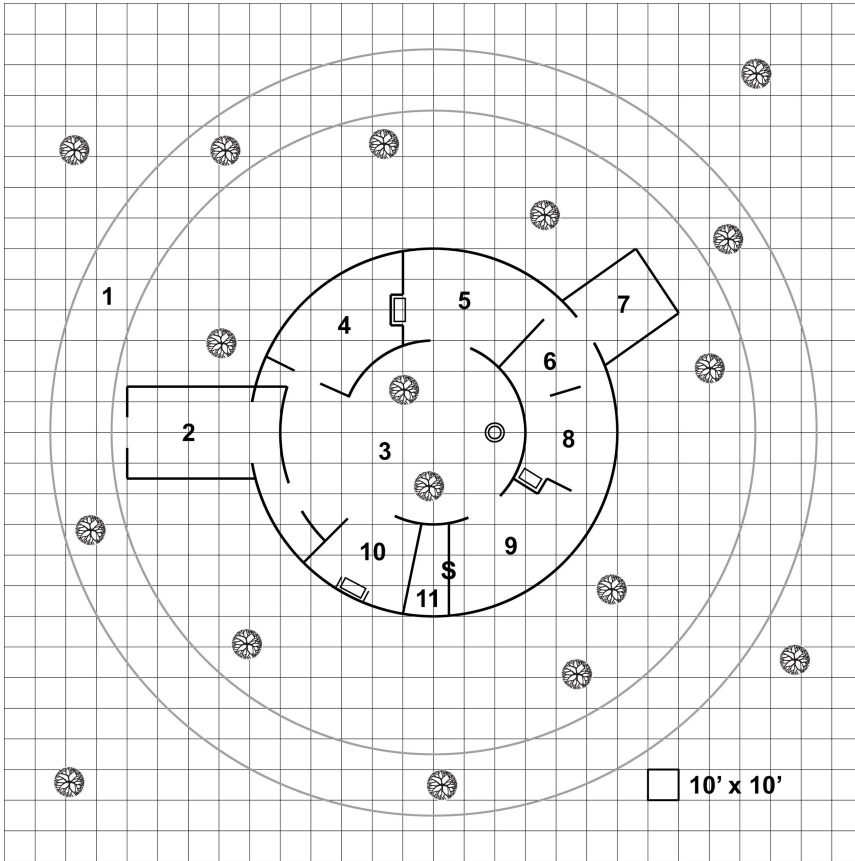
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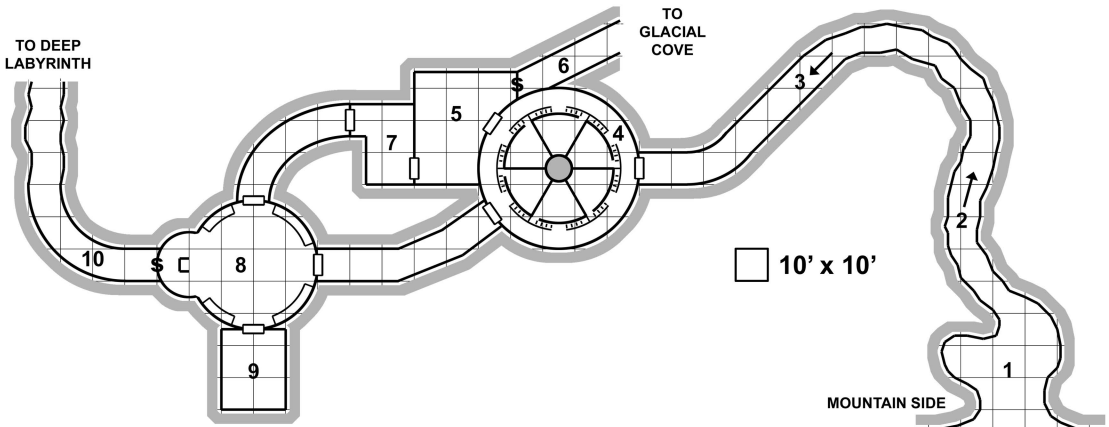
KEEP RUINS



LEGEND	
	Door
	Secret Door
	Stairs
	Furniture
	Fireplace
	Well
	Tree



ICYLANDER CAVE



Wyrmskeep Dungeons TZ3: The Forbidden Isle Supplement

Pre-Generated Player Characters

This document provides a set of ready-to-run characters for your players to use in the situation that they do not have characters of the appropriate level for the adventure.

Page 2: Xarvull Tarnashkmer • Male Blue Dragonborn Level 5 Fighter

Page 3: Biothya • Female Human Level 5 Fighter

Page 4: Syvis Laqen • Female Half-Elf Level 5 Cleric

Page 5: Arnoul Underburrow • Male Halfling (Lightfoot) Level 5 Druid

Page 6: Pinebaam • Male Rock Gnome Level 5 Ranger

Page 7: Bebrastr Bearbelly • Female Hill Dwarf Level 5 Rogue

Page 8: Kharis Inasys • Male High Elf Level 5 Warlock

Page 9: Henri Darke • Male Human Level 5 Wizard

Players can change the character names, genders, and alignments in consultation with the GM. They should be allowed to buy additional mundane (non-magical) equipment from their funds before the adventure starts.

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Xarvull Tarnashkmer • Male Blue Dragonborn Level 5 Fighter

Player: _____

Alignment: Chaotic Good

Strength: 16 (+3)
Dexterity: 13 (+1)
Constitution: 14 (+2)
Intelligence: 10 (+0)
Wisdom: 13 (+1)
Charisma: 10 (+0)

Armor Class: 17
Initiative: +1
Speed: 30
Hit Points: 44
Hit Dice: 5d10+10
Experience Points: 9500

Proficiency Bonus: +3
Passive Perception: 11

Saving Throws

Strength: +6 •
Dexterity: +1
Constitution: +5 •
Intelligence: +0
Wisdom: +1
Charisma: +0

Skills
Acrobatics: +1
Animal Handling: +4 •
Arcana: +0
Athletics: +6 •
Deception: +0
History: +0
Insight: +1
Intimidation: +3 •
Investigation: +0
Medicine: +1
Nature: +0
Perception: +1
Performance: +0
Persuasion: +3 •
Religion: +0
Sleight of Hand: +1
Stealth: +1
Survival: +4 •

• Proficient skills

Languages

Common
 Draconic
 Orc

Other Skills

Land Vehicles
 Leatherworker's Tools

Attacks	Bonus	Damage
Handaxe	+6	1d6+3 slashing
Greatsword	+6	2d6+3 slashing
Heavy Crossbow	+4	1d10+1 piercing
Breath weapon		Lightning, 5 x 30 ft. line, 2d6 lightning damage, DC13 Dexterity save

Features & Traits

Action Surge
 Damage Resistances: lightning
 Grappler
 Grappler Feat
 Great Weapon Fighting Style
 Improved Critical Hit
 Number of Attacks: 2
 Second Wind

Items

Pouch w/125 gp
Chain mail +1
 Waterskin
 Signet ring
 Bedroll
 Rations (1 day) (10)
 Leatherworker's Tools
 Rope, hempen
 Tinderbox
 Mess kit
 Backpack
 Clothes, fine
 Torch (10)
Potion of Healing

Biothya • Female Human Level 5 Fighter

Player: _____

Alignment: Lawful Good

<p>Strength: 14 (+2) Dexterity: 17 (+3) Constitution: 12 (+1) Intelligence: 14 (+2) Wisdom: 10 (+0) Charisma: 14 (+2)</p> <p>Armor Class: 17 Initiative: +3 Speed: 30 Hit Points: 39 Hit Dice: 5d10+5 Experience Points: 9500</p> <p>Proficiency Bonus: +3 Passive Perception: 10</p> <p>Saving Throws Strength: +5 • Dexterity: +3 Constitution: +4 • Intelligence: +2 Wisdom: +0 Charisma: +2</p>	<p>Skills</p> <p>Acrobatics: +6 • Animal Handling: +0 Arcana: +2 Athletics: +5 • Deception: +2 History: +2 Insight: +3 • Intimidation: +2 Investigation: +2 Medicine: +0 Nature: +2 Perception: +0 Performance: +2 Persuasion: +5 • Religion: +2 Sleight of Hand: +3 Stealth: +3 Survival: +0</p> <p>• Proficient skills</p> <p>Languages Common Dwarvish Undercommon</p> <p>Other Skills Glassblower's Tools</p>	<p>Attacks</p> <p>Longbow +8 <i>Scimitar +1</i> +7 Handaxe +5</p> <p>Features & Traits Action Surge Archery Fighting Style Improved Critical Hit Number of Attacks: 2 Second Wind</p> <p>Items Pouch w/75 gp Leather Armor Shield Arrow (20) Piton (10) Glassblower's Tools Waterskin Rations (1 day) (10) Rope, hempen Tinderbox Clothes, traveler's Hammer Backpack Crowbar Studded Torch (10) <i>Bag of Holding</i> <i>Potion of Healing</i></p>	<p>Bonus</p> <p>+8 +7 +5</p> <p>Damage</p> <p>1d8+3 piercing 1d6+4 slashing 1d6+2 slashing</p>
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Syvis Laqen • Female Half-Elf Level 5 Cleric

Player: _____

Alignment: Neutral Good

<p>Strength: 12 (+1) Dexterity: 10 (+0) Constitution: 14 (+2) Intelligence: 10 (+0) Wisdom: 17 (+3) Charisma: 15 (+2)</p> <p>Armor Class: 17 Initiative: +0 Speed: 30 Hit Points: 38 Hit Dice: 5d8+10 Experience Points: 9500</p> <p>Proficiency Bonus: +2 Passive Perception: 13</p> <p>Saving Throws Strength: +2 Dexterity: +1 Constitution: +3 Intelligence: +1 Wisdom: +7 • Charisma: +6 •</p>	<p>Skills Acrobatics: +0 Animal Handling: +3 Arcana: +0 Athletics: +4 • Deception: +2 History: +0 Insight: +6 • Intimidation: +2 Investigation: +0 Medicine: +6 • Nature: +0 Perception: +3 Performance: +2 Persuasion: +5 • Religion: +3 • Sleight of Hand: +0 Stealth: +0 Survival: +6 •</p> <p>• Proficient skills</p> <p>Languages Common Elven Goblin Sylvan</p> <p>Other Skills Pan Flute</p>	<p>Attacks Bonus Damage Mace +4 1d6+1 bludgeon</p> <p>Features & Traits Channel Divinity (Turn Undead, Preserve Life) Darkvision: 60 ft. Destroy Undead Disciple of Life Fey Ancestry</p> <p>Items Pouch w/15 gp Scale mail Shield Waterskin Candle Alms Box Incense (2) Rations (1 day) (2) Censer Vestments Tinderbox Clothes, traveler's Blanket Backpack Emblem Potion of Healing (2) Oil of Slipperiness Ring of Protection</p>	
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Spells

Ability: Wisdom

Spell DC: 14

Attack Bonus: +6

Cantrips

Guidance
Light
Spare the Dying
Thaumaturgy

1st Level [4]

Bless (Domain)
Cure Wounds (Domain)

2nd Level [3]

Lesser Restoration (Domain)
Spiritual Weapon (Domain)

3rd Level [2]

Beacon of Hope (Domain)
Revivify (Domain)

Syvis should prepare 9 spells from the 1st, 2nd and 3rd level Cleric spell list. He may prepare different spells after a long rest. Domain spells do not need to be prepared and are always available.

Arnoul Underburrow • Male Halfling (Lightfoot) Level 5 Druid

Player: _____

Alignment: Neutral

Strength: 10 (+0)
Dexterity: 13 (+1)
Constitution: 12 (+1)
Intelligence: 13 (+1)
Wisdom: 16 (+3)
Charisma: 14 (+2)

Armor Class: 16
Initiative: +1
Speed: 25
Hit Points: 33
Hit Dice: 5d8+5
Experience Points: 9500

Proficiency Bonus: +3
Passive Perception: 13

Saving Throws

Strength: +0
Dexterity: +1
Constitution: +1
Intelligence: +4 •
Wisdom: +6 •
Charisma: +2

Skills
Acrobatics: +1
Animal Handling: +3
Arcana: +1
Athletics: +0
Deception: +2
History: +1
Insight: +3
Intimidation: +2
Investigation: +1
Medicine: +6 •
Nature: +4 •
Perception: +3
Performance: +2
Persuasion: +2
Religion: +4 •
Sleight of Hand: +1
Stealth: +1
Survival: +6 •

• Proficient skills

Languages

Common
 Druidic
 Elvish
 Halfling

Other Skills

Herbalism Kit

<i>Attacks</i>	<i>Bonus</i>	<i>Damage</i>
Sling	+4	1d4+1 bludgeon
Scimitar	+4	1d6+1 slashing

Features & Traits

Brave
 Circle of the Land (Forest)
 Halfling Nimbleness
 Lucky
 Natural Recovery
 Naturally Stealthy
 Wild Shape

Items

Pouch w/40 gp
Leather Armor +2
 Shield
 Clothes, common
 Waterskin
 Candle
 Alms Box
 Incense (2)
 Rations (1 day) (2)
 Censer
 Vestments
 Tinderbox
 Blanket
 Backpack
 Signal whistle
 Sprig of mistletoe
 Explorer's Pack
 Antitoxin
Potion of Healing
Figurine of Wondrous Power, Silver Raven

Spells

Ability: Wisdom

Spell DC: 14

Attack Bonus: +6

Cantrips

Poison Spray
 Produce Flame
 Resistance
 Shillelagh

1st Level [4]

2nd Level [3]

Barkskin (Circle Spell)
 Spider Climb (Circle Spell)

3rd Level [2]

Call Lightning (Circle Spell)
 Plant Growth (Circle Spell)

Arnoul should prepare 9 spells from the 1st, 2nd and 3rd level Druid spell list. He may prepare different spells after a long rest. Circle Spells do not need to be prepared and are always available.

Pinebaam • Male Rock Gnome Level 5 Ranger

Player: _____

Alignment: Neutral

<p>Strength: 16 (+3) Dexterity: 15 (+2) Constitution: 14 (+2) Intelligence: 10 (+0) Wisdom: 12 (+1) Charisma: 9 (-1)</p> <p>Armor Class: 17 Initiative: +2 Speed: 25 Hit Points: 44 Hit Dice: 5d10+10 Experience Points: 9500</p> <p>Proficiency Bonus: +3 Passive Perception: 14</p> <p>Saving Throws Strength: +6 • Dexterity: +5 • Constitution: +2 Intelligence: +0 Wisdom: +1 Charisma: -1</p>	<p>Skills</p> <p>Acrobatics: +2 Animal Handling: +1 Arcana: +0 Athletics: +6 • Deception: -1 History: +0 Insight: +1 Intimidation: -1 Investigation: +0 Medicine: +1 Nature: +3 • Perception: +4 • Performance: -1 Persuasion: -1 Religion: +0 Sleight of Hand: +2 Stealth: +5 • Survival: +4 •</p> <p>• Proficient skills</p> <p>Languages Common Dwarvish Giant Gnomish</p> <p>Other Skills Bagpipes Tinker's Tools</p>	<p>Attacks</p> <p>Swor sword +1 +7 Longbow +5</p> <p>Damage 1d6+4 piercing 1d8+2 piercing</p> <p>Features & Traits Artificer's Lore Darkvision: 60 ft. Favored Enemy (Giants) Giant Killer Gnome Cunning Natural Explorer (mountain) Number of Attacks: 2 Primeval Awareness Tinker Two Weapon Fighting</p> <p>Items Pouch w/60 gp Arrow (20) Quiver Chain Shirt Shield Waterskin Bedroll Rations (1 day) (10) Rope, hempen Tinderbox Clothes, traveler's Mess kit Backpack Torch (10) Potion of Healing Potion of Water Breathing</p>	
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Spells

Ability: Wisdom

Spell DC: 12

Attack Bonus: +4

1st Level [4]

Alarm
Cure Wounds
Longstrider

1st Level [2]

Silence

Bebrastr Bearbelly • Female Hill Dwarf Level 5 Rogue

Player: _____

Alignment: Chaotic Neutral

Strength: 12 (+1)
Dexterity: 16 (+3)
Constitution: 14 (+2)
Intelligence: 14 (+2)
Wisdom: 12 (+1)
Charisma: 10 (+0)

Armor Class: 15
Initiative: +3
Speed: 25
Hit Points: 38
Hit Dice: 5d8+10
Experience Points: 9500

Proficiency Bonus: +3
Passive Perception: 11

Saving Throws

Strength: +1
Dexterity: +6 •
Constitution: +2
Intelligence: +5 •
Wisdom: +1
Charisma: +0

Skills
Acrobatics: +3
Animal Handling: +1
Arcana: +2
Athletics: +1
Deception: +3 •
History: +2
Insight: +4 •
Intimidation: +0
Investigation: +5 •
Medicine: +1
Nature: +2
Perception: +1
Performance: +0
Persuasion: +0
Religion: +5 •
Sleight of Hand: +6
Stealth: +9 •
Survival: +1

• Proficient skills

Languages

Common
 Deep Speech
 Dwarvish
 Goblin

Other Skills

Brewer's Supplies
 Thieves' Tools

Attacks	Bonus	Damage
Dagger	+6	1d4+3 piercing
Shortbow	+6	1d6+3 piercing
Shortsword	+6	1d6+3 piercing

Features & Traits

Cunning Action
 Damage Resistances: poison
 Darkvision: 60 ft.
 Dwarven Resilience
 Fast Hands.
 Eldritch Invocation: Gaze of Two Minds
 Second-Story Work
 Shelter the Faithful
 Sneak Attack
 Stonecunning
 Thieves' Cant
 Uncanny Dodge

Items

Pouch w/55 gp
 Studded Armor
 Clothes, common
 Arrow (20)
 Quiver
 Acid
 Piton (10)
 Waterskin
 Candle
 Lantern, hooded
 Oil (2)
 Thieves' Tools
 Incense (5)
 Rations (1 day) (5)
 Rope, hempen
 String
 Amulet
 Vestments
 Prayer Book
 Tinderbox
 Hammer
 Bell
 Backpack
 Ball bearings
 Crowbar
Potion of Healing (2)
Dust of Disappearance (2)

Kharis Inasys • Male High Elf Level 5 Warlock

Player: _____

Alignment: Chaotic Good

Strength: 10 (+0)
Dexterity: 14 (+2)
Constitution: 12 (+1)
Intelligence: 11 (+0)
Wisdom: 14 (+2)
Charisma: 16 (+3)

Armor Class: 14
Initiative: +2
Speed: 30
Hit Points: 33
Hit Dice: 5d8+5
Experience Points: 9500

Proficiency Bonus: +3
Passive Perception: 15

Saving Throws

Strength: +0
Dexterity: +2
Constitution: +1
Intelligence: +0
Wisdom: +5 •
Charisma: +6 •

Skills
Acrobatics: +2
Animal Handling: +2
Arcana: +0
Athletics: +3 •
Deception: +6 •
History: +0
Insight: +2
Intimidation: +6 •
Investigation: +0
Medicine: +2
Nature: +0
Perception: +5 •
Performance: +3
Persuasion: +3
Religion: +3 •
Sleight of Hand: +2
Stealth: +2
Survival: +2

• Proficient skills

Languages

Common
 Elvish
 Sylvan

Other Skills

Land Vehicles
 Playing Card Set

Attacks	Bonus	Damage
Dagger	+5	1d4+2 piercing
<i>Spear +1</i>	+4	1d6+1 piercing
Light Crossbow	+5	1d8+2 piercing

Features & Traits

Dark One's Blessing
 Darkvision: 60 ft.
 Eldritch Invocation: Armor of Shadows
 Eldritch Invocation: Beast Speech
 Eldritch Invocation: Fiendish Vigor
 Fey Ancestry
 Pact Boon: Pact of the Blade
 Trance

Items

Pouch w/80 gp
 Studded Armor
 Crystal
 Piton (10)
 Crossbow bolt (20)
 Waterskin (1)
 Rations (1 day) (10)
 Rope, hempen
 Tinderbox
 Hammer
 Backpack
 Crowbar
 Torch (10)
Potion of Healing
Boots of Speed

Warlock Spells

Ability: Wisdom

Spell DC: 14

Attack Bonus: +6

Slots: 2

Cantrips

Booming Blade
 Eldritch Blast
 Minor Illusion

1st Level

Command
 False Life (at will)
 Mage Armor (at will)
 Protection from Evil and Good
 Speak with Animals (at will)

2nd Level

Hold Person
 Shatter

2nd Level

Dispel Magic
 Vampiric Touch

Racial Spells

Ability: Intelligence

Spell DC: 11

Attack Bonus: +3

Cantrips

Mage Hand

Henri Darke • Male Human Level 5 Wizard

Player: _____

Alignment: Lawful Neutral

Strength: 10 (+0)
Dexterity: 14 (+2)
Constitution: 12 (+1)
Intelligence: 17 (+3)
Wisdom: 15 (+2)
Charisma: 12 (+1)

Armor Class: 14
Initiative: +2
Speed: 30
Hit Points: 27
Hit Dice: 5d6+5
Experience Points: 9500

Proficiency Bonus: +3
Passive Perception: 12

Saving Throws

Strength: +0
Dexterity: +2
Constitution: +1
Intelligence: +6 •
Wisdom: +5 •
Charisma: +1

Skills
Acrobatics: +2
Animal Handling: +2
Arcana: +6 •
Athletics: +0
Deception: +1
History: +6 •
Insight: +2
Intimidation: +1
Investigation: +2
Medicine: +5 •
Nature: +3
Perception: +2
Performance: +1
Persuasion: +4 •
Religion: +3
Sleight of Hand: +2
Stealth: +2
Survival: +2

• Proficient skills

Languages

Common
 Draconic
 Gnomish

Other Skills

Dragonchess Set

Attacks	Bonus	Damage
Quarterstaff	+3	1d6 bludgeon
Dagger +1	+6	1d4+3 piercing
Dagger	+5	1d4+2 piercing

Features & Traits

Arcane Recovery
 Evocation Savant
 Sculpt Spells

Items

Purse w/55 gp & a pearl (worth 100 gp)
 Knife, Small
 Signet ring
 Book
 Ink pen
 Ink
 Bag of Sand
 Parchment
 Backpack
 Clothes, fine
 Spellbook
Potion of Healing
Bracers of Defense
Wand of Enemy Detection

Spells

Ability: Intelligence

Spell DC: 14

Attack Bonus: +6

Cantrips

Fire Bolt
 Mage Hand
 Message
 Prestidigitation

2nd Level (Known) [3]

Continual Flame
 Enlarge/Reduce
 Knock
 Mirror Image
 Misty Step

Henri should prepare 8 spells from his 1st, 2nd and 3rd level known spell lists. He can change these spells after a long rest.

1st Level (Known) [4]

Charm Person
 Detect Magic
 Expeditious Retreat
 Feather Fall
 Identify
 Magic Missile
 Shield

3rd Level (Known) [2]

Fireball
 Haste

The adventure in this module is designed for a party of 5 to 8 characters of levels 4 to 6, approximately 25 to 35 levels total. We recommended that the party include at least two fighters, one cleric, one wizard, and one rogue (or equivalent classes). The scenario can be played stand-alone or part of a campaign.



This module is 5th Edition System Reference Document (SRD) compatible. The SRD can be found on multiple sites on the web — search for “5th Edition SRD” with your favorite browser. You can play this adventure with any fantasy role-playing system you want under the Open Game License v1.0a and is easily adapted to most campaign settings.

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