

4 PCs



Level 1

CROW'S REST ISLAND



A0

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A 5th Edition compatible adventure for four 1st level PCs

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Author Notes



This adventure was designed as a prelude to the AdventureAWeek.com adventure module A01: Crypt of the Sun Lord. It is a short adventure designed to run for 1-3 hours of standard play, and 2-4 hours on a virtual tabletop program.

A0: Crow's Rest Island, the introduction to the Aventyr Campaign Setting and A-series Adventure Path, was created by the entire AAW Games team. The following individuals made this adventure possible: Todd Gamble, Joshua Gullion, Nathan Land, Will Myers, Jonathan Nelson, Tim Tyler, and Stephen Yeardeley.



Important Locations

Klavek Kingdom (country)

Sometimes referred to as the Klavek Homeland, the Klavek Kingdom hosts the most powerful military in the known world. The Klavek Kingdom is ruled by King Tokolvor XIII, a tyrannical leader and military genius.

Mohkba (capital)

Capital City of the Klavek Kingdom. A fortress-like city of towering spires topped with onion-domes. Mohkba is home to the Royal Monarchy and the majority of the Klavek Kingdom's military when not at war. Mohkbavians are both feared and respected throughout the land.

Rybalka (village)

A Klavekian controlled fishing village, deep within Vikmordere territory and adjacent to a very lucrative iron mine. Rybalka was once a Vikmordere village but was taken by the Klavekians in a bloody war.

Serpent Lake

A massive glacial lake that meanders through a valley surrounded on all sides by the Vikmordere Valley.

Vikmordere

The word Vikmordere has two meanings and refers either to the land, or the people who dwell there. The Vikmordere are the original inhabitants of the Vikmordere Valley. They are a race of nomadic barbarians who (according to the Klavekians) utilize Serpent Lake and Serpent Tail River to conduct their bloody raids on Klavekian villages in the lowlands.

Introduction

The PCs hail from the Klavek Kingdom, the most powerful country in the world.

The kingdom is paying citizens to pack up and relocate to the small Klavekian fishing village of Rybalka. The monarchy has had difficulty convincing citizens to relocate to Rybalka due to its location within Vikmordere territory.

The horrific stories of Vikmordere brutality keep many Klavekians from accepting the relocation offer. Tales persist of frequent raids on the Klavekian lowland towns and villages. All Klavekian children are told frightening bedtime stories of the Vikmordere. These tales speak of Vikmordere warriors that arrive



at nightfall to slay the Klavekians and steal their belongings. These men are described as “ghostly” and “demon-like.” They return to their ships with their loot, only to sail away and disappear back into the mountains from which they came. Recently the monarchy has sought out adventurers looking for fame and riches, both of which are promised to be found in Vikmordere lands. The Klavek Kingdom is paying a handsome sum to those brave enough to make the trek to Rybalka. In the past, the journey to Rybalka has been plagued by many tragedies. Thus the Klavekian Military now personally escorts potential new citizens and adventurers to Rybalka via longboat.

Using Your Own Campaign Setting



If you do not wish to use the Aventyr Campaign Setting you may relocate Crow's Rest Island and the village of Rybalka to any region containing sub-arctic forest, surrounded by snow-covered mountains.

Adventure Background

There are places along the main routes taken by ships travelling back and forth between Mohkba and Rybalka that draw wary glances and nervous tension from the sailors, but none as much as Crow's Rest Island. With nearly every sailor on these waters seeming to know a tale or two about a friend of a friend who was forced to the island by weather, the collection of stories have made sure that this small, densely-forested piece of land has remained undisturbed for many a year.

Crow's Rest Island was not always such a place of dread, nor was it always so devoid of life. There was, at one time, a settlement of Vikmordere people here, living a peaceful existence attuned with the world around them, taking only what they needed from the bounty that their island provided.

Decades ago, the icy waters of Serpent Lake and the creatures gliding below its surface claimed a vessel of Vikmordere raiders, leaving only one survivor. That boy laid upon a section of the masthead in the freezing water for days before being spotted and rescued from his people's fate. Traumatized past the point of speech, the boy had no means to communicate with the villagers, having never learned to read or write himself. They took him in as one of their own, showing him compassion and patience while letting him heal and find his voice again. By the time adulthood hung upon the boy's shoulders, he had long ago sworn to never leave these people, pledging his life to their safety. Adopting the name Koli (Vikmordere word for fish), he took to the woods surrounding his new home and forged a life among the wildlife, emulating the voices of the many animals. Learning the way of the druid with a natural grace that endeared him to the local wildlife, Koli never strayed far from the community that had given him a second chance on life. Koli's life was fairly easy as the island saw little in the way of dangerous adversaries, until a small group of

kobolds was itself washed ashore.

After coming inland from the coast and locating the Vikmordere settlement, the kobold shaman Tekkuhl began plotting the theft of various goods and supplies from the human barbarians. It was the peak of winter, and Tekkuhl knew his clutch mates needed the humans' supplies. Between the kobolds and the village stood the lone druid Koli, who had long ago pledged his life to these simple people. Turned away into the wild by Koli, Tekkuhl vowed vengeance.

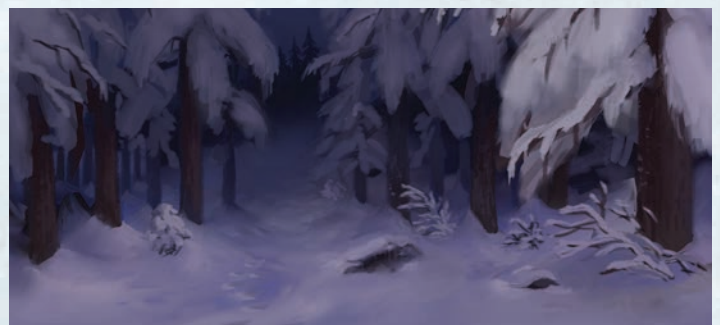
Summoning an Ice Devil as his means of evening up the odds, Tekkuhl ordered an attack on the human settlement, meaning to execute all of the Vikmordere. The over-matched Koli saw no way to save his people from certain doom, and thus rushed them into the longhouse. If he could not save their flesh, he was determined to at least save their souls from being taken by the Ice Devil. Thus, Koli had them begin a ritual of binding that would lock their spirits to the land. Succeeding beyond his expectations, the ritual not only locked the souls of the villagers to the longhouse, it sealed the longhouse from any of evil intent or thought. The last sounds the villagers heard before the ritual stripped them of mortality were Koli's screams as he fought outside the longhouse, his last breath keeping the vast majority of enemies from opening the door.

However, a lone kobold, through sheer force of will and determination, managed to endure the pain of entering the building and stole the spirit wheel used as the item of focus for the ritual, permanently trapping the villagers in their current forms. What the kobold thief was unaware of was the importance of the calumet he left behind, as the villagers had used a combination of the two focus items to complete the ritual.

With one of the two items taken, the spirits found themselves trapped between worlds, neither living nor dead. Unable now to physically affect the kobolds, the spirits set about playing upon the kobolds' fears and superstitions, driving them from their lands by haunting them past the point of sheer terror.

The spirits reach out from time to time to passing ships and travelers always manifesting as crows outside of the longhouse sanctuary, and never for longer than an hour at a time. As time drags on, the spirits have found it increasingly difficult to communicate with others and request aid.

With each passing season the legend of the haunted island has grown, turning Crow's Rest Island into an area few ever visit willingly. It has become one of those near-silent places in the world that make the hairs on sailors' necks raise as they sail by. An island perhaps populated by a few too many shadows at the high point of the day, or home to many more crows than the climate would dictate.



Adventure Synopsis

Travelling into the frozen frontier of the Vikmordere Valley, the PCs are in for more than just a relocation of their lives, and shall find adventure long before seeing their new homes.

Forced ashore by a heavy snowfall, the PCs find themselves face-to-face with the spectral remnants of an abandoned settlement. Drawn into a quest for a missing item of power, the PCs must solve the mystery behind the lost souls, and finally put these once proud people to rest.



Adventure Hook

The PCs begin the adventure sailing upon a mighty Vikmordere raiding vessel. The vessel and its crew navigate the great Serpent Lake en route to Rybalka. This enormous raiding vessel was taken by the Klavek soldiers after their victorious battle against the Vikmordere in Rybalka. The Vikmordere ship is now used for passenger and cargo transport by the Klavekian soldiers.

The adventure begins with the Klavekian-manned Vikmordere ship approaching Crow's Rest Island.

Chapter I: Impending Storm Vikmordere Ship

A captured vessel left over from the initial battles between the Klavekians and the barbarous Vikmordere, the craft you ride upon cuts the icy waters of Serpent Lake with ease, gliding north into the frontier. Dark clouds heavy with the coming storms hang on the horizon, threatening to impede your voyage. The mood amongst the crew and captain has been foul for most of the day as the clouds have loomed closer. More than once you have heard the mention of Crow's Rest, and the disdain in the voices speaking the name has been evident.

Weather 1

Dark clouds hang on the horizon, threatening to push over the mountains and onto Serpent Lake.

The sailors begin to search for a suitable place to drop anchor while a lone soldier scans the horizon with a spyglass, seeking a suitable place to seek shelter from the impending storm.

Looking through the spyglass



Weather 2

The ship begins to take on snow and the wind picks up.

The PCs may move across the deck of the ship, attempting to find and speak to the NPC with the spyglass. (If you're using a VTT program, the players may move their tokens.)

Once they locate the NPC they may utilize the spyglass and also search the horizon. Upon doing so they spot a longhouse and smattering of structures a short ways from a suitable landing site for the ship. It will take a bit of a hike to reach the site, but there is just enough time to do so before the storm hits.

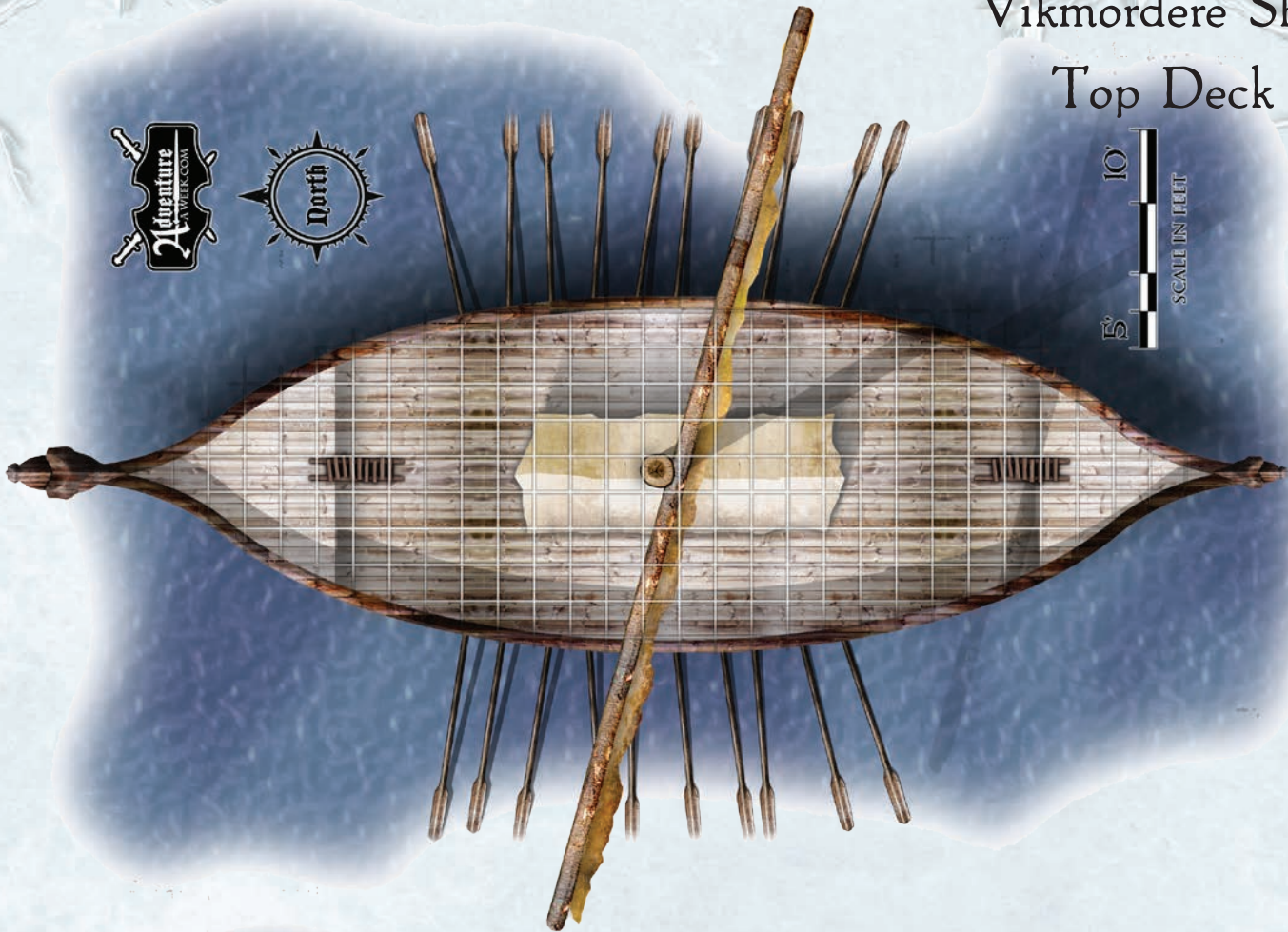
Weather 3

The ship begins to take on even more snow and the wind grows so strong it begins to push the ship off course.



Vikmordere Ship

Top Deck



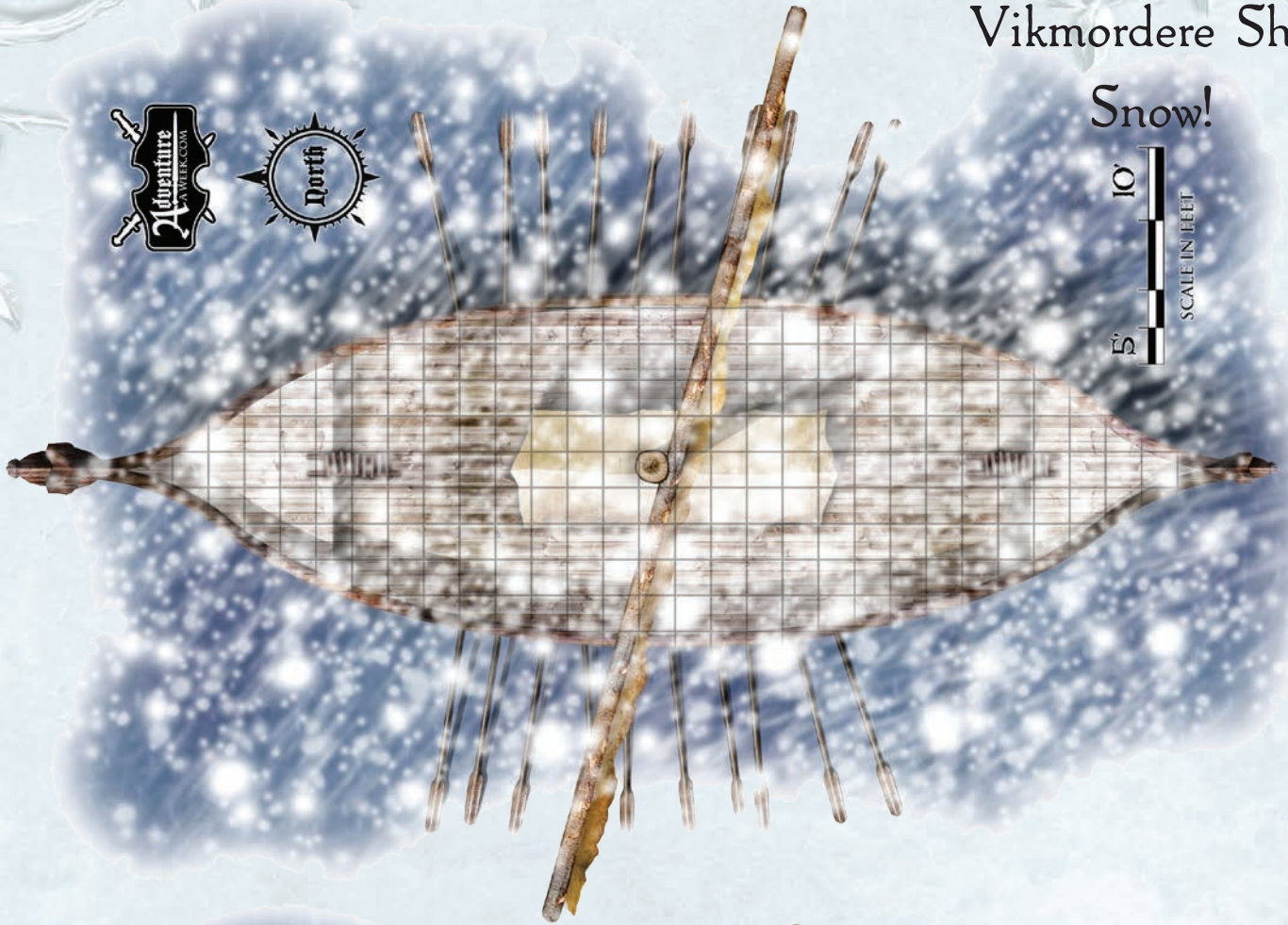
Vikmordere Ship

Below Deck



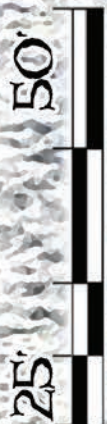
Vikmordere Ship

Snow!



Vikmordere Ship
In the Thick of the Storm





SCALE IN FEET



Chapter 2: Shelter from the Storm

Skill Check

Intelligence (Nature)/Wisdom (Survival) DC 10

Success = The direction the wind blows, along with the color and shape of the clouds, leads you to believe it is certain suicide to head into the storm, or stay on the lake for that matter. The most logical course of action is to head for shore, drop anchor, and seek shelter on solid ground. The impending storm is so strong it could sink the ship.

Telling the captain to head for shore Charisma (Persuasion) DC 15

Success = You convince the captain to take shelter on the island.

Telling the captain to pass up Crow's Rest Island Charisma (Persuasion) DC 20

Success = You convince the captain to head away from the island. (This will only last for 5-10 minutes before the captain changes his mind as the storm increases in intensity and he gives the order to double back whilst glaring at the PC.)

Eventually the captain deems the snow too heavy for them to safely continue on, and orders the crew to drop anchor off the shore of the island.

Read the following:

"Damn the tales, lads! We have to seek shelter 'afore the weight of the snow sinks us straight into the Serpent's belly!"

The crew scrambles to turn the vessel into the shores of the island, aiming for a protected outcropping of rock near a small beach. The mood has gone from foul to downright miserable as the entire crew seems to be caught in a nervous energy. Looming ahead is the island, growing ever larger by the minute...and you would swear that several of the crows circling have now taken perch upon branches to watch as the ship approaches.

Allow for the group to role-play as much of the landing and debarking as they wish. In the end the captain will be sending them off alone to venture into the woods to seek shelter. During the unloading of supplies, the group will have their initial encounter with one of the spirits haunting this island.

Read the following:

Landing upon stacks of supplies is a large crow, whiter than the falling snow. Its caw etches itself across your soul, as if it were calling out from the pits of despair themselves. Oddly you notice that although not one sailor is willingly going near the supplies where the crow has landed, none of them seem to actually see the crow. Flying a short distance ahead into the woods, the crow lands and watches, seemingly waiting to see if you will follow.

If the PCs choose to follow the crow they will find themselves led through the woods on overgrown paths that they very well may have missed without their unlikely guide. Along their journey however, they will cross paths with a small group of kobold warriors.

Read the following:

Venturing through the undergrowth of these woods, you could almost believe you were entirely alone on this island. The solitude and silence of the woods is enveloping. Stepping into a clearing, the tranquility of your surroundings is shattered by a surprised scream from a small reptilian humanoid, who is immediately joined by three comrades. They look upon you with hunger in their eyes as they advance, pulling their cruelly curved blades.

Combat

Combat - (4) Kobold, CR 1/8; medium 200 xp.

See the official entry for full Kobold stats.

As with all cowardly things, given enough time the kobolds have become emboldened again, and have begun rooting through the remains of the village. Their salvage attempts have been largely unsuccessful since a great deal of the useful items of this village were taken by previous generations of kobold invaders. Still, the mystery as to why the longhouse has managed to survive the elements and neglect, and the sheer fact that none of them seem to be able to enter it has roused their curiosity.





10'

5'



SCALE IN FEET



This group of kobolds are in fact returning to the caves the tribe makes its home within on the Western side of the island, having again failed to gain entrance into the longhouse. Depending upon the strengths of your PCs, feel free to lower the threat of the kobolds by removing a hp or two from each to demonstrate their recent ordeal of trying to enter a warded area.

If one can be captured and interrogated/intimidated, it will reveal the following information



Skill Check

Intelligence (Investigation) or Charisma (Intimidation)

DC 5 Kleimtuhl is their chief, and is descended from the great shaman Tekkuhl, who once swept the lands of humans. (true)

DC 10 Tekkuhl's success was dependant upon an Ice Devil he swore a pact with. To this day, the creature demands tribute from the tribe. (half true - the thing demanding tribute is a homunculus crafted in the form of an ice mephit by the ice devil before it left this island, and has no contact with the actual devil)

DC 15 An item was retrieved from the forbidden place by a great hero of the tribe, only to be taken by the Ice Devil when it left the island (half true...the spirit wheel was stolen from the longhouse, but it lies within the wreckage of the village)

DC 18 The crows fly in and out of the forbidden place with no harm, teasing and taunting the innocent kobolds who have done nothing to deserve their plight (true according to the kobolds)

DC 20 Never once in all the years has a kobold managed to catch or trap a crow, even though this area is filled with them. (true)

Read the following:

After you finish dispatching the kobolds the white crow again returns, this time landing close enough to be touched. As you approach the bird shifts into the form and stature of a woman of Vikmordere descent. Glowing with a soft white essence, with a form of milky incorporeality, the woman is nonetheless beautiful to behold.

"My people need you, heros from another land. Please, you must follow me."

Upon her final word she again takes on the form of the white crow, and flies ahead, always careful to stop just within sight. Her eyes speak to the desperation of her plight.

Vikmordere Village

When approaching the village the first thing the PCs notice is the large number of crows throughout the site.

As the PCs enter the boundaries of the ruins of this village, they are surrounded by a murder of crows, which envelop the PCs in a wall of flying, flapping feathers. Amongst the midnight black of the surrounding feathers surfaces the pure white of the crow that led them here. Shifting form again to that of a mortal, she begins to tell the tale of her people, as it springs to visual reality upon the feathered walls surrounding the PCs, allowing them to see the tale of these Vikmordere people.

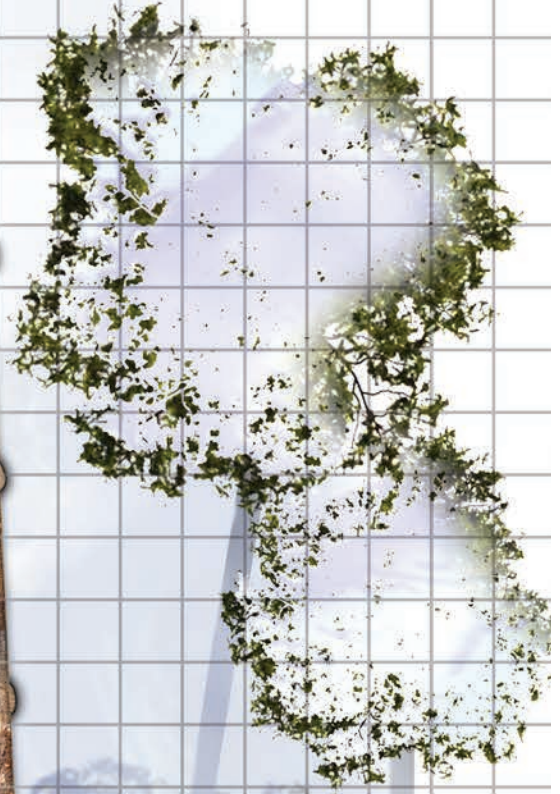
Read the following:

Following the white crow to a ruined village, within which only one longhouse still remains, you find yourselves at the center of a swirling mass of flying crows. Tighter and tighter the crows fly, enveloping you in walls of undulating feathers, blocking out the sun of the day, the scream of the wind, and the cold of the season. There within this perfect black does the white crow again take on the form of the woman from earlier. Beckoning with her hands towards the walls surrounding you she begins the story of her people, and images leap from the dark, illuminating her tale.

"Ours was a simple life, one lived in concert with the waters of the lake, the animals of the woods, and the crops of the land. We wanted for nothing, and lived in peace. That was all changed by a group of reptile-spawned men-things. Impure to our shores, we know not how they arrived, but their intentions were obvious. Koli, sweet brave Koli, turned them away. Drove them fleeing into the night. But they returned in league with a summoned devil of vast strength. Knowing we would never survive the onslaught of them all, Koli bade us escape our mortal frames by an ancient ritual that bound our spirits to this land. His intention was to deny the devil our souls, and spare us the pain of death. The last sound I heard that day was the sound of my sweet Koli's death scream as he gave his life protecting the door to the longhouse, giving us the time to finish the ritual."

The visuals manifesting in front of the PCs as she speaks should clearly convey the helplessness of that night. The terror among the villagers as this Ice Devil laid into those who volunteered to face it and try and slow its pace as it made its way into the settlement. The visuals should be from various angles and viewpoints, some tall,





5' 10'

SCALE IN FEET

some short. It should become evident to the players that what they are seeing are more than just the memories of the woman who is speaking to them, and that the crows flying around them comprise the rest of the remaining villagers. These are their visual memories of that night, before locking themselves into the longhouse. The visual array of thoughts should close on multiple viewpoints all focusing on two items laying upon a table, a spirit wheel and a calumet.

Read the following:

As one, the mass of crows all grow more immaterial, until you can clearly see the front of the longhouse through them. Losing their clearly defined shape and outline, the crows all merge into a mass of spectral energy that tapers into one long flowing current as the spirits retreat back within the confines of the longhouse, leaving you to the silence of the ruins of their village.

Before you stands all that remains of these once proud and happy people. The longhouse is impressive in its construction, and is adorned with the markings of a tribal people, with antler, tusk, tooth and totems surrounding and framing the building. The two totems at the front door give the uneasy feeling of watching your every step as you approach the door.

Combat

Combat - (10) Kobold, CR ¼; deadly 625 xp See the official entry for full Kobold stats.



The PCs should find themselves with their backs to the longhouse with a larger body of enemies pushing at them, forcing a retreat into the longhouse for safety. Obviously this module assumes there are no PCs of evil alignment within the group, as the wards on the longhouse would repel them if they tried to enter. This ward keeps the kobolds at bay outside of the building.



Chapter 3: Dark Omens Vikmordere Longhouse

Entering the longhouse, the first thing the PCs should see are the piles of clothing and furs dominating the central hall. Eight doors lead off from the hall to smaller private rooms, four on each side, with a door at the far end of the hall leading back out of the building. The door at the end of the hall has had a log hammered into the wall across its breadth. The clothing would be from the villagers who made the transformation here from a being of the physical world into that of a more spiritual existence.

Read the following:

Light seems to come from the very air itself within this structure, as a soft glow illuminates the dwelling. The air holds a staleness of age and the longhouse has the feel of a place long left undisturbed. Random furs and cloth lay scattered throughout the main hall, looking to have not been touched since they fell. Four doors line each side of the hall, each crafted with the same care and talent that laid the walls and floors of the hall you stand within. If you knew nothing else of these people, the skill they demonstrated in the construction of their dwelling should tell you theirs was a people that took great pride in its work, and its efforts. At the far end of the hall resides a final door that stands out from the rest, as it has had a log hastily jammed into its frame. Crude nails still protrude from the wood, showing an unsuccessful attempt to secure it fully. Several tables of simple design rest within the hall, and upon one rests the calumet you were shown within the visions by the spirit crows. This wooden pipe, decorated with bird feathers and claws, measures a foot in length. The connection between bowl and stem is webbed with an intricate carving of a spirit wheel.

Treasure

The PCs should feel welcome to search the longhouse and its eight rooms, finding:

- various woodcarvings
- furs and pelts
- a small assortment of weaponry (hand axe, 2 daggers, 1 damaged longsword, 2 bows w/ 1 quiver)
- a small cache of polished stones of various colors
- tobacco herb and tinder
- the calumet from the vision shown them by the crows

Once the PCs are satisfied with their search, make sure to point out the continued sounds of the kobolds outside of the building to them. Then have the spirits manifest again to communicate with them.

Read the following:

Heroes, hear us. For many moons now we have waited for ones such as yourself to enter our lodge, and come to our aid. All that you see within these walls is yours to take, as we have nothing left to offer you save our gratitude. We ask only that you light the calumet and follow the path of its smoke to our stolen spirit wheel. Please find that which we need to be free, to feel the wind again, to know the touch of another...to age and finally pass as nature intended. We beg you to set us free!

If the PCs agree to help the spirits and have not yet located the smoking herbs and tinderbox, the spirits will be more than helpful in leading them to these items, as well as directing them in the understanding that the calumet's smoke will point towards the general current direction of the spirit wheel, but that the smoke can only be trusted for the first few feet, after which the winds may affect the smoke's path.

The spirits will in fact help the PCs locate anything else they may have missed within the walls of the longhouse, and offer the PCs shelter until the storm passes. The spirits are genuine in their need of aid from the party, and as long as the PCs appear to be willing to help them, they are perfectly safe within the longhouse. If the spirits however feel that they are being betrayed they will begin turning to the same tactics they use against the kobolds, trying to scare the PCs into running from the longhouse. In the end, the spirits have no physical means to do harm to the PCs, nor even the kobolds, and are reduced to bluffing and scaring their opponents into fleeing or harming themselves.

Locale Info

Location Vikmordere Longhouse

Dangers Spirits

Lighting Faint glow from spirits

Walls Solid Cedar Wood

Doors Worn Cedar

Mood/Theme Desperate

Whether the PCs choose to wait out the storm within the longhouse, or try their luck now, they will find the kobolds waiting for them. The scaly cowards have taken refuge within the various ruined buildings of the village. If the PCs emerge from the front of the building they find themselves barraged with a hail of stones from 2d4 slings within one round of exiting the shelter. If the PCs chose another method of exit, allow them a **Wisdom (Perception) check DC 10** to see the kobolds. Assuming success, grant the PCs two rounds to plan before giving the kobolds the same skill check to detect the PCs presence and attack.

Combat

Combat - Kobold, CR 1/8; varies. See the official entry for full Kobold stats.

The number of kobolds present for this battle is dependent upon how many the PCs killed when this group first attacked them in front of the longhouse. Simply subtract the appropriate number from 10 to get the new total.

On the second turn of combat the crows will burst forth from the longhouse, once again filling the air, driving the kobolds to panic, making it easier for the PCs to finish them or simply let them flee. If they allow the kobolds to flee, mark how many escaped, as they will make one more attempt as the PCs return to their ship.

With the kobold menace dealt with, the crows, like midnight given winged form, circle and land. They cover every surface they can find to land on, staring at the holder of the calumet, intensely studying them, waiting for their next move.

Upon lighting the calumet the smoke begins to drift in the general direction of a small grouping of ruined dwellings. With a quick search (**Wisdom (Perception) check DC 10**) the PCs will locate the spirit wheel buried with the skeleton of a long dead kobold. He apparently made it to a dwelling but expired here when the roof caved in upon him, hiding him and his treasure away for these many years.

With the spirit wheel found, all that remains is for the PCs to return both the wheel and the calumet to the longhouse so that the spirits may begin their ritual, and finally know peace. The crows again take flight, forming a wall of feathers surrounding the PCs

Read the following:

Enveloping you again within a wall of swirling feathers, the crows fly around you, as the white crow takes form to thank you.

"For ever more shall your names be sung upon the lips of our people, and carried upon the winds of this island. You have earned praise here today outlanders, and that shall not go unnoticed."

Surrounding the woman of white are visions of the villagers as they were long ago, clasping their hands in thanks to you all.

"We ask of you that you place the wheel and calumet back within the lodge, and leave the island as our friends. We honestly know not what will come from reversing the ritual, and wish not to risk your safety our saviors. Please, take our love and gratitude and leave this place to us."

With the closing of the door behind the PCs as they exit the longhouse, the voices of the villagers rise from within. As if in answer the winds pick up, creating a howling accompaniment to the choir of voices coming from within. As the snows rise with the winds, visibility is reduced to barely 5 feet in front of the PCs.

Within minutes the winds drop, the snow settles, and the longhouse is gone, as if it was never there. Allow the PCs to investigate the site, but they will find no answers as to where the building or the spirits of the villagers have gone. There is literally nothing left here for them, and it is time to honor the wishes of the spirits, and leave the island. As they turn to go, a lone white feather drifts down from above, landing on whichever PC was the strongest advocate for helping the Vikmordere tribe. This feather is imbued with the divine essence of the spirits and confers advantage to any checks involving negotiation or diplomacy with Vikmordere tribal members. The feather must simply be carried by a PC to function, but only functions for the individual. Only the PCs may utilize the powers of the feather and strangely enough the feather does not detect as magical.

Upon the return trip to the boat the PCs will be attacked by the remaining kobolds and a homunculus formed to resemble an ice mephit.

Combat

Tactics:

The remaining kobolds have become emboldened by the presence of the Ice Homunculus joining their ranks. The kobolds will fight to the last one should the homunculus still stand, but should their fearless leader fall, the kobolds will flee like screaming children into the woods.

Combat - Kobold, CR ½; varies. and Ice Homunculus, CR 0; 75 xp. See the official entry for full Kobold stats.

Ice Homunculus

Tiny construct, neutral

Armor Class 13 (natural armor)

Hit Points 5 (2d4)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	7 (-2)

Damage Immunities cold

Condition Immunities charmed

Senses Darkvision 60 ft., passive Perception 10

Languages Common (cannot speak), telepathic link

Challenge 1/8 (25 XP)

Telepathic Bond. While the homunculus is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage and 2 (1d4) cold damage.

A homunculus is a construct that acts as an extension of its creator, with the two sharing thoughts, senses, and language through a mystical bond.

Conclusion

You find yourself reaching the beach as the storm dies off, the crew waiting for you to return. With new stories to share with your shipmates you load back on board, and re-embark headed for the village of Rybalka. Looking back to the island as you sail off you see one white crow perched on a high branch, watching you go.

New Magic Items

Spirit Wheel

A band of polished wood within which hangs a web of strands, the Spirit Wheel is adorned with feathers, bones and beads. Each item hung within the wheel represents something of great importance within the history of this item, and those who have previously handled it.

The Spirit Wheel, when placed within a properly prepared place of honor, will protect a village from evil spirits by acting as a ward vs. evil undead (incorporeal). It can also be used to summon spirits and control them if the correct rituals are performed.

The Calumet



This wooden pipe, decorated with bird feathers and claws, measures a foot in length. The connection between bowl and stem is webbed with an intricate dreamcatcher.

The Calumet offers the wielder a 1d4 bonus on Intelligence (Religion) or Intelligence (Arcana) checks. The wielder gains the benefits only if the Calumet is in one of his hands.

When lit the pipe will emit smoke in the general direction of the Spirit Wheel, regardless of wind direction, making the calumet the best option to find and retrieve the spirit wheel.





Ronius — Level 1 Human Fighter

Ability scores: STR: 16 (+3) DEX: 13 (+1) CON: 14 (+2) INT: 12 (+1) WIS: 13 (+1) CHA: 9 (-1)
Saving throws: STR: +5 DEX: +1 CON: +4 INT: +1 WIS: +1 CHA: -1

Initiative: +1 Speed: 30 Passive perception: 11 Size: Medium

Proficiency bonus: +2 Gender: Male

Hit points: 12 Hit dice: 1d10

Armor: Chain mail and Shield

AC: 18

Melee weapons:

Longsword (+5 to hit) 1d8(1d10)+5 slashing damage

Ranged weapons:

Long bow (+3 to hit) 1d8+1 piercing damage Range: 150/600 20 arrows

Proficient skills: Animal Handling +3, Athletics +5, Insight +3, Intimidation +1

Non-proficient skills: Acrobatics +1, Arcana +1, Deception -1, History +1, Investigation +1, Medicine +1, Nature +1, Perception +1, Perform -1, Persuasion -1, Religion +1, Sleight of Hand +1, Stealth +1, Survival +1

Languages: Common, Celestial

Other proficiencies: Dice games, Land vehicles

Abilities: Fighting Style (Dueling), Second Wind

Equipment: Insignia of rank, War trophy, Bone dice, Common clothes, Explorer's pack **Wealth:** 70 gp

Background: Soldier (Scout)

Personality: I face problems head-on. A simple, direct solution is the best path to success.

I can stare down a hell hound without flinching.

Ideal: Nation. My city, nation, or people are all that matter. (Any)

Bond: Someone saved my life on the battlefield. To this day, I will never leave a friend behind.

Flaw: I'd rather eat my armor than admit when I'm wrong.



Meeris — Level 1 Human Cleric (Life domain)

Ability scores: STR: 14 (+2) DEX: 13 (+1) CON: 13 (+1) INT: 10 (+0) WIS: 14 (+2) CHA: 12 (+1)
 Saving throws: STR: +2 DEX: +1 CON: +1 INT: +0 WIS: +4 CHA: +3

Initiative: +1 Speed: 30 Passive perception: 12 Size: Medium

Proficiency bonus: +2 Gender: Female

Hit points: 9 Hit dice: 1d8

Armor: Chain mail and Shield

AC: 18

Melee weapons:

Mace (+4 to hit) 1d6+2 bludgeoning damage

Spear (+4 to hit) 1d6(1d8)+2 piercing damage

Ranged weapons:

Spear (+4 to hit) 1d6+2 piercing damage Range: 20/60

Proficient skills: Insight +4, Medicine +4, Persuasion +3, Religion +2

Non-proficient skills: Acrobatics +1, Animal Handling +2, Arcana +0, Athletics +2, Deception +1, History +0, Intimidation +1, Investigation +0, Nature +0, Perception +2, Perform +1, Sleight of Hand +1, Stealth +1, Survival +2

Languages: Common, Elvish, Dwarvish, Celestial

Abilities: Spellcasting, Divine Domain, Bonus proficiency, Discipline of Life

Equipment: Holy symbol, Prayer book, Common clothes

Wealth: 135 gp

Current spells: Bane, Detect Evil and Good, Healing Word

Cantrips: Guidance, Sacred Flame, Spare the Dying

Cleric Domain Spells: Bless, Cure Wounds

Spell slots: 2 first level Spell save DC: 12 Spell Attack Modifier: +4 Can prepare 3 spells

Background: Acolyte

Personality: I am tolerant (or intolerant) of other faiths and respect (or condemn) the worship of other gods.

Nothing can shake my optimistic attitude.

Ideal: Faith. I trust that my deity will guide my actions, I have faith that if I work hard, things will go well. (Lawful)

Bond: I would die to recover an ancient relic of my faith that was lost long ago.

Flaw: I judge others harshly, and myself even more severely.



Kale — Level 1 Human Wizard

Ability scores: STR: 12 (+1) DEX: 15 (+2) CON: 12 (+1) INT: 17 (+3) WIS: 11 (+0) CHA: 12 (+1)

Saving throws: STR: +1 DEX: +2 CON: +1 INT: +5 WIS: +2 CHA: +1

Initiative: +2 Speed: 30 Passive perception: 10 Size: Medium

Proficiency bonus: +2 Gender: Male

Hit points: 7 Hit dice: 1d6

Armor: None

AC: 12

Melee weapons:

Dagger (+4 to hit) 1d4+2 piercing damage

Ranged weapons:

Dagger (+4 to hit) 1d4+2 piercing damage Range: 20/60

Light crossbow (+4 to hit) 1d8+2 piercing damage Range: 80/320

20 bolts

Proficient skills: Arcana +5, History +5, Insight +2, Investigation +5

Non-proficient skills: Acrobatics +2, Animal Handling +0, Athletics +1, Deception +1, Intimidation +1, Medicine +0, Nature +3, Perception +0, Perform +1, Persuasion +1, Religion +3, Sleight of Hand +2, Stealth +2, Survival +0

Languages: Common, Halfling, Goblin, Giant

Abilities: Spellcasting, Arcane Recovery

Equipment: Black ink, Quill, Colleague's letter, Common clothes, Explorer's pack, Component pouch, Spellbook **Wealth:** 110 gp

Spellbook: Burning Hands, Chromatic Orb, Comprehend Languages, Protection from Good and Evil, Sleep, Thunderwave

Current spells: Chromatic Orb, Comprehend Languages, Protection from Good and Evil, Sleep Cantrips: Chill Touch, Fire Bolt, Mage Hand

Spell slots: 2 first level Spell save DC: 13 Spell Attack Modifier: +5 Can prepare 4 spells

Background: Sage (Wizard's apprentice)

Personality: I'm convinced that people are always trying to steal my secrets.

I . . . speak . . . slowly . . . when talking . . . to idiots, . . . which . . . almost . . . everyone . . . is . . . compared . . . to me.

Ideal: Power. Knowledge is the path to power and domination. (Evil)

Bond: I've been searching my whole life for the answer to a certain question.

Flaw: I am easily distracted by the promise of information.



Willow — Level 1 Human Rogue

Ability scores: STR: 15 (+2) DEX: 16 (+3) CON: 15 (+2) INT: 8 (-1) WIS: 12 (+1) CHA: 16 (+3)

Saving throws: STR: +2 DEX: +5 CON: +2 INT: +1 WIS: +1 CHA: +3

Initiative: +3 Speed: 30 Passive perception: 13 Size: Medium

Proficiency bonus: +2 Gender: Female

Hit points: 10 Hit dice: 1d8

Armor: Leather

AC: 14

Melee weapons:

Rapier (+5 to hit) 1d8+3 piercing damage

2 Daggers (+5 to hit) 1d4+3 piercing damage

Ranged weapons:

Short bow (+5 to hit) 1d6+3 piercing damage Range: 80/320 20 arrows

2 Daggers (+5 to hit) 1d4+3 piercing damage Range: 20/60

Proficient skills: Deception +7 (Expertise), Perception +3, Perform +5, Persuasion +7 (Expertise), Sleight of Hand +5, Stealth +5

Non-proficient skills: Acrobatics +3, Animal Handling +1, Arcana -1, Athletics +2, History -1, Insight +1, Intimidation +3, Investigation -1, Medicine +1, Nature -1, Religion -1, Survival +1

Languages: Common, Thieves' Cant, Goblin **Other**

proficiencies: Disguise kit, Thieves' tools

Abilities: Expertise, Sneak Attack (1d6), Thieves' Cant

Equipment: Token, Common clothes, Explorer's pack, Thieves' tools **Wealth:** 90 gp

Background: Urchin

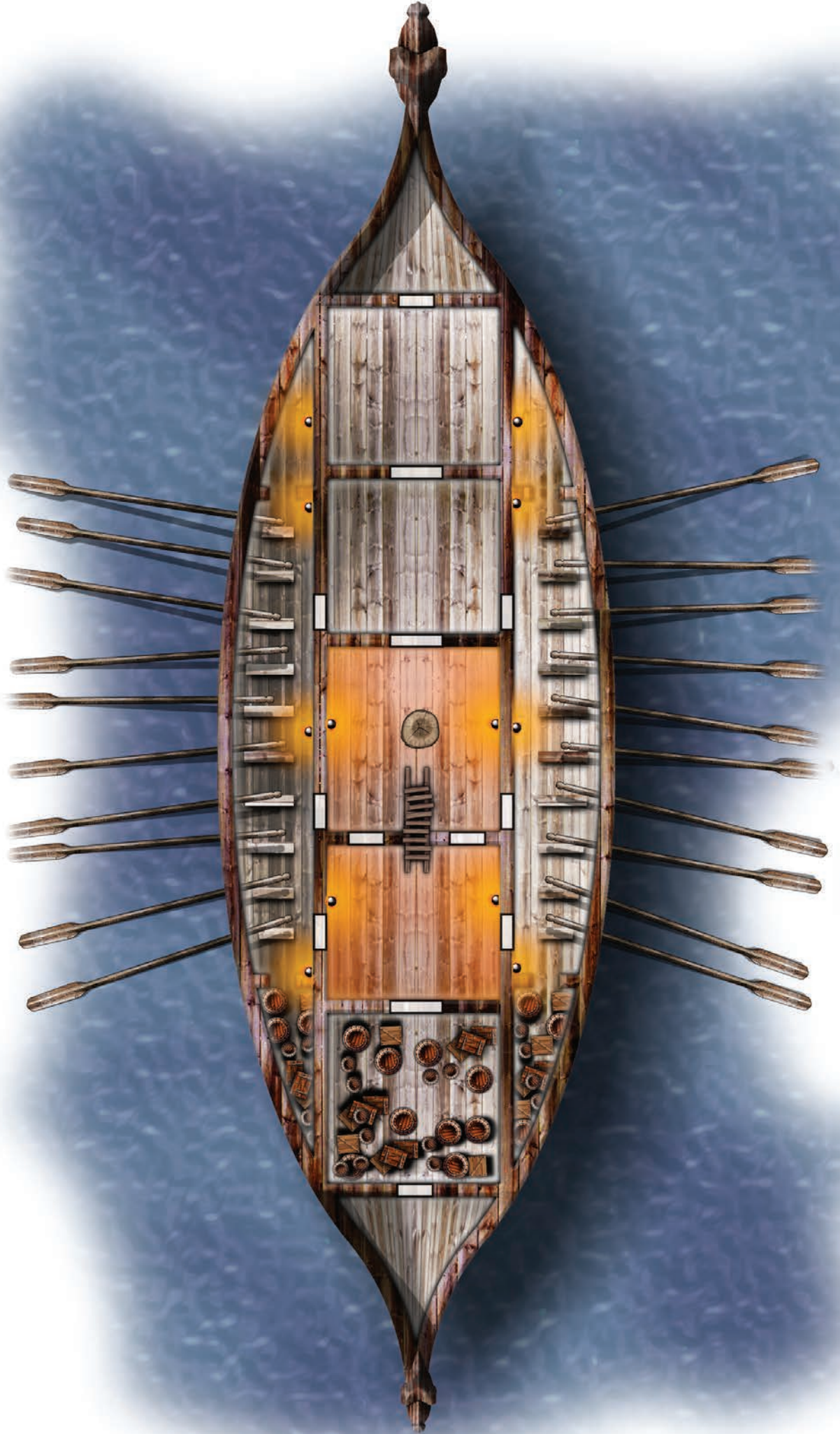
Personality: I think anyone who's nice to me is hiding evil intent. I eat like a pig and have bad manners.

Ideal: Community. We have to take care of each other, because no one else is going to do it. (Lawful)

Bond: My town or city is my home, and I'll fight to defend it.

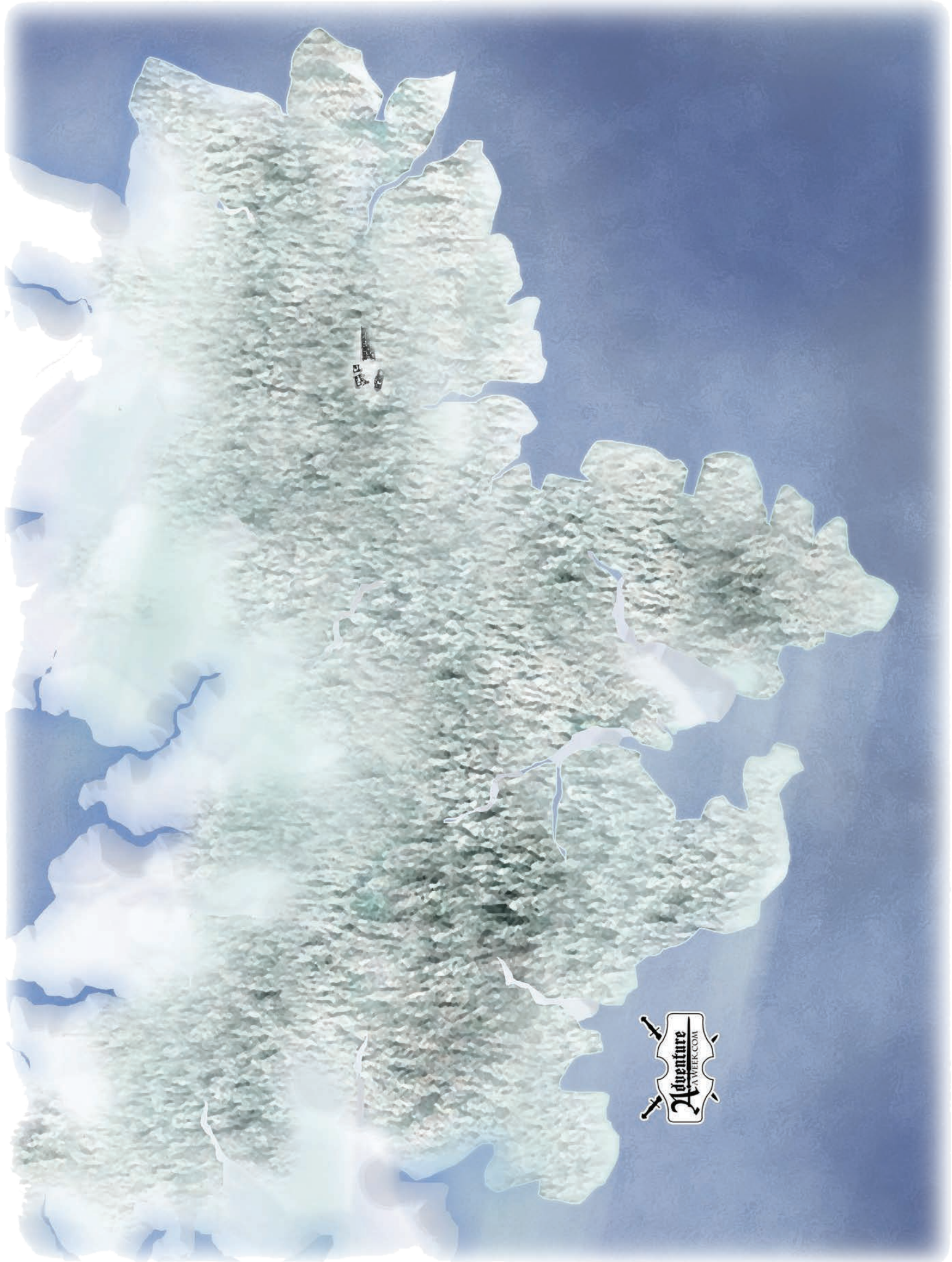
Flaw: If I'm outnumbered, I will run away from a fight.

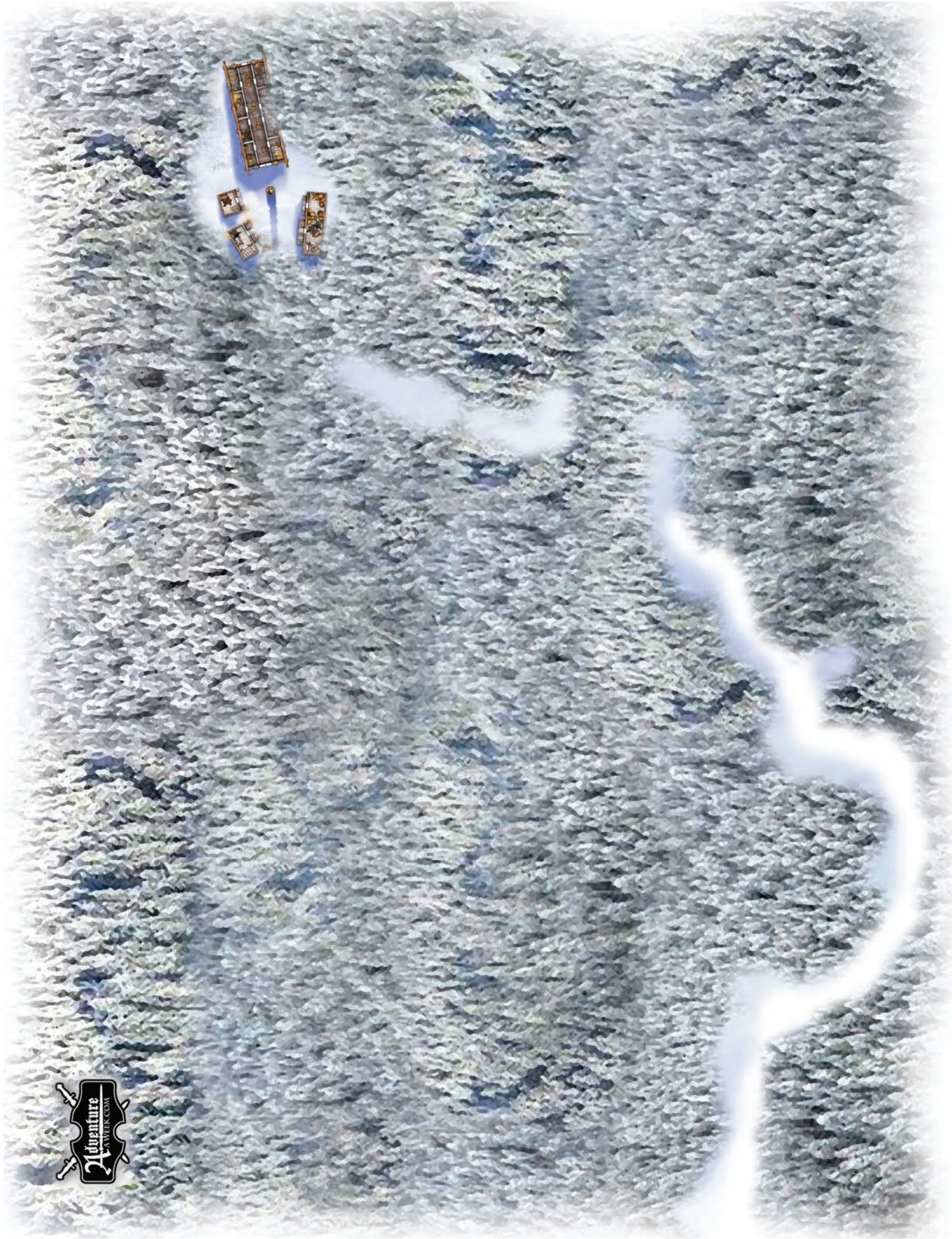
















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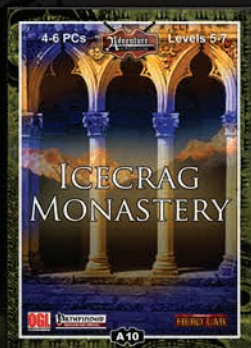
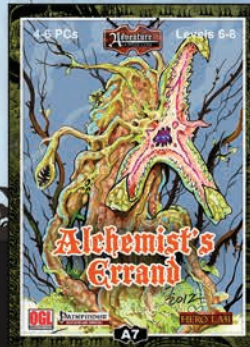
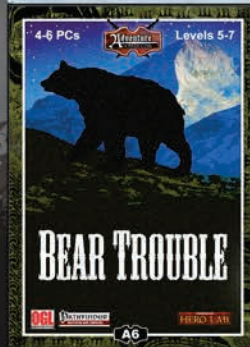
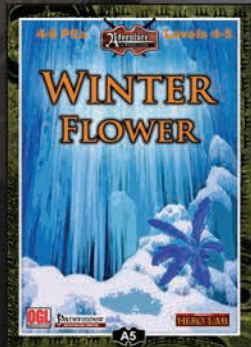
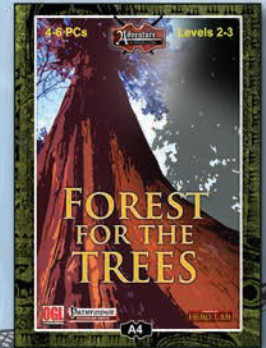
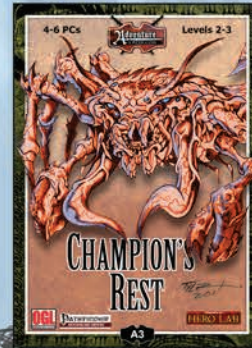
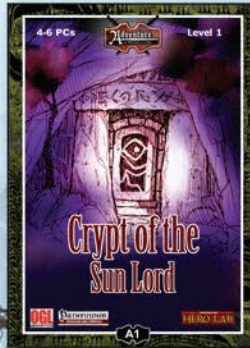
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