

THE LAKE'S REFLECTION

AN ADVENTURE MODULE FROM THE GM'S SECRET STASH

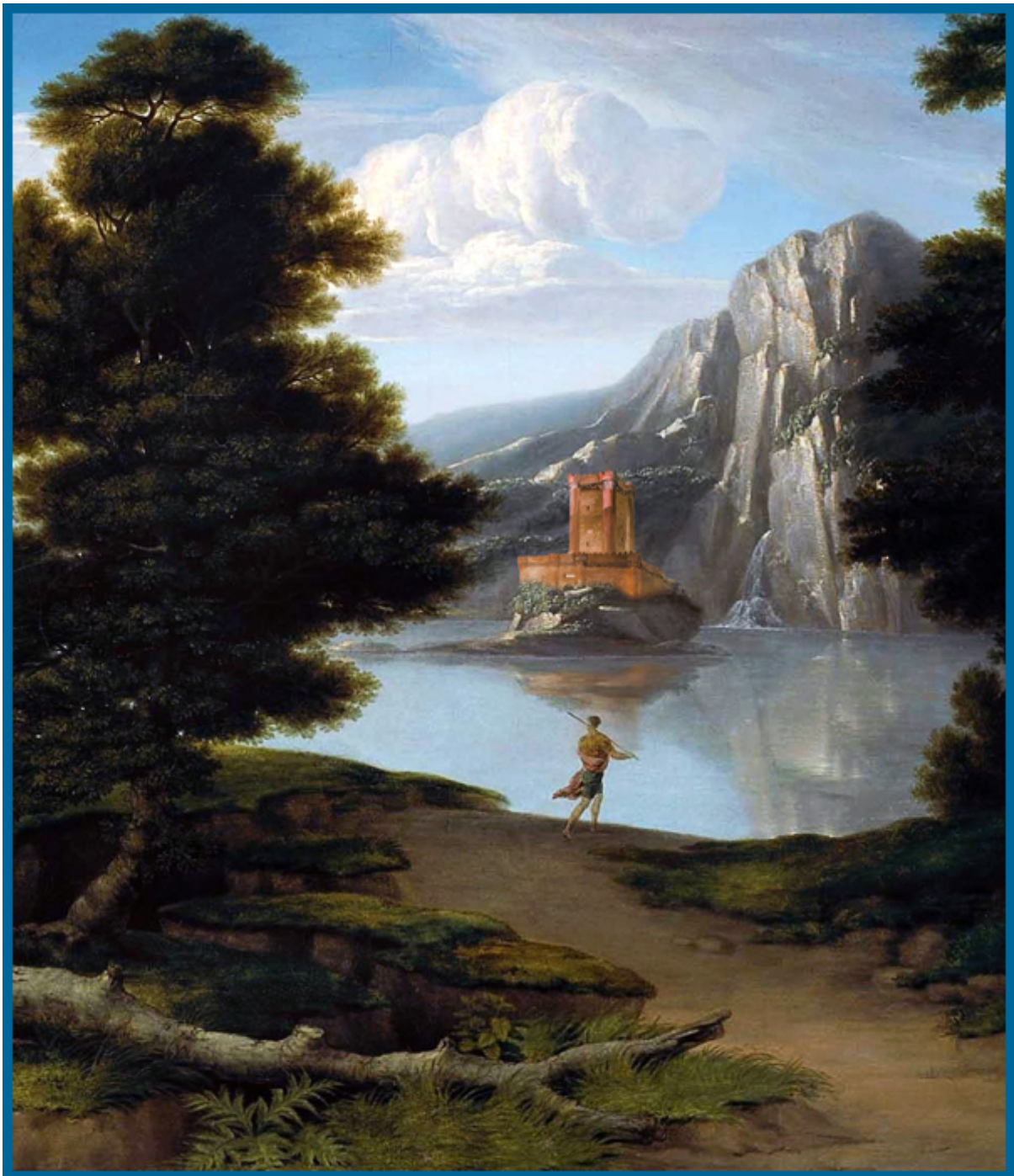
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The Lake's Reflection

An Adventure Module from the GM's Secret Stash



Presented by Quickphix

The Lake's Reflection

A 3 - 4 Hour Adventure for 10th to 11th Level Characters

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“Assembled Lords – brave warriors! There’s no greater glory than earning the favour of the Benefactors. I won’t mince words: This challenge is deadly. Some of you will perish – others will abandon it. Yet, the last three to stand will earn the riches and glory their bravery demands!” Excerpt from Dawin Lande’s speech

Summary

The farmers of the continental mountain range of Isares aren’t much used to travellers. The surrounding landscape is hostile, there’s no major trade route and no landmarks to visit nearby. Yet, for days now, armed men have been traveling through Isares’ sparse fields and have paid the locals horrendous amounts of money for some conserved foodstuffs. Most of these men wear richly decorated armour or travel with exotic weapons. They also don’t seem to speak the language of the region all that well. Even those who speak without much of an accent are unwilling to disclose their destination, but the locals are sure it must be somewhere beyond the mountain pass. However, one thing is clear: Whatever these men hope to find, seems to fill them with both determination and fear.

In this 3 – 4-hour adventure, a party of three 10th to 11th level characters will stumble across the secret tournament held by the “Benefactors” once every 100 years. Will they be able to compete against the best warriors from all over the continent? What is the fabled prize and who are these Benefactors, hiding in their castle upon “The Lake’s Reflection”?

Premise: A Curious Invitation

While traveling through the mountains, the party happens to notice, that they are being followed. A small gnome in a jester-costume has been tracking them at a distance for quite some time. After a while, or if the party chooses to confront him, he introduces himself as Dawin Lande, servant of the Benefactors. He notes, that

the players look strong and invites them to participate in the 100-warrior tournament. According to him, the price is eternal glory and all the riches they could ever carry. To earn these spoils, they’d compete against the noblest warriors from all over the land.

The Town of Mirror Lake

Dawin leads the party through the mountain pass to a hidden valley at the foot of glacier. The low hanging sun is reflected off a big and completely smooth lake. In its middle stands an old looking keep – seemingly not connected to the land at all. The small town of Mirror Lake is located at the shores of its namesake. However, the entire town is surrounded by many tents in styles from cultures all over the continent. Ignoring the party’s questions, Dawin leads the party to a large inn. He informs them, that they’d be welcome to spend the night for free, if they identified themselves to the owner as participants in the tournament. With these words, he vanishes into the crowd.

A Dedicated Town

The town looks shabby. There are only a few sparse fields and some sickly-looking animals. Looking around, the players will notice that there aren’t many male natives around: just some young boys and old men. Asking around town, the following things can be learned:

- The tournament takes place every 100 years (true). However, nobody exactly knows what the price is (not true).

In your Campaign:

This adventure works best with a party of three. The tournament featured in the adventure is meant to be beaten by characters with little to no magical background. However, it might be funny to take a party of wizards and have them cheat their way through the tournament.

- The town can only survive thanks to the Benefactors, who provide the natives with seeds and magical weather (true).
- The men of the town are “out working”. The townsfolk don’t really want to talk about it. If pressed, they’ll just say, that the men are working “at the keep” (kind of true).
- Dawin was chosen by the Benefactors to organize the tournament (true). He’s a native of Mirror Lake (true).
- The tournament is different each year, but it always ends with a group of successful warriors entering the keep (true) and considerably less of them leaving with a lot of gold (true).
- The Benefactors were the founders of Mirror Lake (false) and defended it against a horrible beast in the distant past (kind of true).
- Since there are no greater magicians than the Benefactors, the tournament is centred around physical strength. Any use of magic within the tournament is considered an affront the Benefactors and therefore forbidden (true).

An Inn Full of Warriors

The inn (called Benefactors’ Glory) is filled with unpleasant looking warriors. They are all together in groups of three. Talking to them can reveal the following bits of information:

- They were all summoned here by a strong vision they experienced in a dream. In it, the so-called Benefactors invited them by name to join this tournament. Every night since then, they’ve dreamed about the path leading to Mirror Lake.
- The locals say the tournament is held every 100 years and the winner gets to go home with as much gold as they can haul away.
- All of them had to complete a series of three difficult test set by Dawin to even be allowed to enter the tournament.
- Some of them have seen the Benefactors from afar. They look like normal old men.

Apparently, they live in the stone castle in the middle of the lake.

- A huge feast will be held before the start of the tournament.
- Some warriors have already died challenging each other to duels prior to the tournament.
- All the warriors despise magic, saying it spoils the spirit of a noble tournament. Most of them even tell the party, that it is against the rules to use magic.

A Glimpse at the Benefactors

The players hear a loud cheer from outside. A large group of natives have gathered around the lake’s shore, shouting praise towards three robed figures standing in a boat upon the mirror lake. They just wave for a few minutes until their boat vanishes back towards the castle. The crowd disperses afterwards.

Zealots in the Night

During the night, the players are attacked in their room by a group of three bare-chested men. At first it seems they just want to get rid of a few potential competitors – but it soon becomes clear that they are fighting in a drugged frenzy.

Ability Scores

AC: 14 / HP 130 / Speed 25

STR: 17 (+3) / DEX: 13 (+1) / CON: 15 (+2)

INT: 11 (+0) / WIS: 12 (+1) / CHA: 11 (-0)

Traits

Fighter’s Instinct. These men are clearly used to fighting for their lives. They get advantage on all Strength saving throws.

Drugged. These men aren’t feeling any pain, nor will they be able to stop fighting. They are immune to being frightened and being charmed.

If I'm going down. These men fight in a vicious frenzy. If their hitpoints drop to 0, they get to make one last melee attack as a reaction.

Actions

Multiattack. The attackers make three melee attacks or a grapple and two melee attacks.

Banded Clubs. Melee Weapon Attack +6 to hit, reach 5 ft, one target. Hit: 9 (1d12 +3) slashing damage.

Grapple. The attacker makes a strength check against its target, which must contest with an athletics or acrobatics check. On a failed save, the target is grappled. If the attacker is holding a creature at the beginning of its turn, it can knock that creature prone as a bonus action.

How to run this encounter

The three raging assassins will attack until they are unable to move. It'll be hard for the players to get rid of them without killing them.

After the encounter

As the three barbarians slump dead to the floor, some other teams and the innkeeper will finally drop by to find out what the commotion was all about. The locals running the inn will dispose of the corpses without many questions asked – noting mysteriously that “these things happen”.

The Tests of Worthiness

The next morning, Dawin knocks on the party's chamber door and invites them to follow him. He explains, that the party must still pass one hurdle before the tournament. To participate, the party must first prove itself worthy. Dawin asks, which of them is the most dexterous, the strongest and the toughest. After every player has been assigned one of these roles, he takes them all to the first test. On the way he warns the players: “I shouldn't have to tell you this, but just to be clear: a noble warrior will never stoop so low as to use magic in this tournament. It isn't strictly against the rules – but getting caught would have dire consequences”.

The Test of Quickness

The first test takes place in a small round hut. A puppet is suspended in the air between two poles in the middle of the hut. It is bound to the poles with 8 strings, arranged in a radial pattern around it (see Appendix I). The player is handed a simple wooden bow and a single arrow. The player is then told to cut down the doll using only the bow and this arrow.

There's of course only one real solution to this riddle: taking one of the arrows in a hand and cutting the doll down manually. However, the GM should probably allow for other solutions (like climbing to the huts roof and shooting down from above or something crazy like that).

The Test of Strength

The second test takes place in a round stone arena with a line on the ground running through the back third of it. The chosen player is told to strip down to his or her underwear and get rid of all equipment. Dawin will then whistle, and a large gorgon bull will appear in the arena. The player is told to enter on the opposite site of the ring and try to push the gorgon over the line in the back. The Gorgon will charge at the player as soon he or she enters.

The easy way to end this encounter is to stand behind the line and let the gorgon charge over it. But the player can also try to wrestle it over the line.

The Test of Toughness

The final test takes place in a small, 5ft. wide and 60ft. long underground corridor. The floor is covered in shards and burning coals. Again, the player is told to strip. At the end of corridor, the player can see another puppet. The goal is to get it safely back to Dawin. The player can either walk through the corridor as implied or try to climb over the floor by pressing himself against the walls.

In Case of Failure

Should the players be unable to finish some or all these tasks, Dawin will just give them a smirk and say they could still participate, but he doubts they'd survive it.

The Last Feast

After the three tests, Dawin will lead them back to town. In the town square, he'll loudly proclaim the beginning of the last feast: a giant banquet at the lake's shore. It will be the last bit of hospitality the warriors are afforded before tomorrow's trials. The GM should use this chance, to introduce some of the NPC warriors to the party (see Appendix II).

The Race of Swords

The next day, all the warriors are assembled before Dawin. He informs the teams of today's mission: Just outside Mirror Lake lies a mountain with a long flank, its steep cliff overlooking the town. On its top, the party can see something glimmering in the sunlight. Dawin then takes everyone to the stables and provides each team of three with horses. He explains: "On top of this mountain rest 9 swords befitting brave warriors such as yourselves. Everyone getting back to Mirror Lake with one of these swords will be able to move on to the final trial. It doesn't matter how you get these swords – fight for them if you must. However, as soon as you are back here, there won't be any more duels. At this point, just accept your loss. The tournament starts, as soon as I give the signal, and it ends the same way." With these instructions, he sounds a horn and the race officially starts.

Among Lions

Just as the riders have sped out of Dawin's sight, one of the teams will shoot at the horses of the players, either forcing them to fall off or get slowed down. The players now have four strategies they can use to win:

1. Try to race after all the other teams.

2. Climb up the cliff to take a shortcut.
3. Wait for the returning players and take their swords.
4. Risk using magic (assuming they have any). If they are seen, all other players will drop what they are doing and attack the players.

The first team of NPC warriors to get to the swords will grab them and jump off the cliff. However, instead of dropping to their death, they'll produce small gliders slowing their fall enough to land safely back at the start. This team will always outperform the players, no matter what they do.

If the players get their swords (small, golden rapiers), all other NPCs without swords will try to steal them from them. Using force if necessary. Some might also lie in ambush near the start of the race to attack the returning players.

If the GM isn't fine with the adventure coming to close, they might have to fudge the players rolls a bit or lend them a bit of divine luck to get to the swords.

For Honour

The surviving warriors and the party gather below the cliff before the sneering Dawin. Their ranks have diminished considerably – of the 100 warriors only a few dozen left. Dawin walks through their ranks and hands all the warriors without one of the swords a small golden medal and proclaims:

"Return now from whence you came. Let this bauble remind you and your descendants that you fought bravely yet failed to earn eternal glory. Maybe in a hundred years your children will return, and finish what their ancestors couldn't"

Surprisingly, all the losing teams pack up and leave Mirror Lake without much of a fuss.

The Night of the Nine Swords

The 9 chosen warriors are led back to the inn, where they are given a chance to rest. Dawin tells them to

assemble at the lake's shore at midnight and reminds them again, that the chosen warriors aren't allowed to attack each other at this point.

Midnight Boatride

Exiting the inn at midnight, the party realizes that a full moon is hanging high in the sky. Dawin is waiting next to a small row-boat. He tells them, the next task is to retrieve three keys – one key per team. The teams are supposed to work together on this. The mission is only successful if all the warriors make it back. Should one of them fall in combat, it becomes the duty of all the remaining warriors to take their body back as well. No-body will be left behind.

He commands the warriors to board the boat and points them towards the moon's reflection on the water. "The mission begins as soon as the boat enters the moon's reflection" Dawin smirks and turns away. The grumbling warriors grab the oars and begin rowing towards the reflection. Just as the boat is about to drive into it, it falls through the lake's surface, as if a hole had opened beneath it.

The Moon-Beast's Island

The party and the 6 other warriors find themselves at the shore of a perfectly circular, white island. Looking around, they'll see their ship gently drifting in an infinite, smooth sea. With a lack of any other direction, the party heads to the centre of the island.

The Moon Beast

In the middle of the island, three keys (Gold, silver, lead) are hovering in mid-air. Shortly after, the Moon-beast will reveal itself. A huge, lumbering, vaguely humanoid creature with several beady little eyes. It carries the keys around its neck on a chain. Its voice echoes in the minds of the assembled warriors:

"In the name of the accursed Benefactors I greet thee. I pity you, for thou are trapped in their game just like me.

I don't really care if thou take these keys or not – as long as you provide me with something I want in exchange. What can thou offer me?"

The Moon Beast is looking either for something to nourish it (life / energy / etc.) or a means to escape. If the players take too long deciding on something, one of the warriors will just attack the beast from ambush and start a battle.

Ability Scores

AC: 18 / HP 94 / Speed 60ft (hovering)

STR: 21 (+5) / DEX: 21 (+5) / CON: 20 (+5)

INT: 16 (+3) / WIS: 15 (+2) / CHA: 18 (+4)

Traits

Saving Throws. STR +8, DEX +8, CON; +8, WIS +5

Resistances. Cold; bludgeoning, piercing and slashing damage from nonmagical weapons.

Immunities. Fire damage, being prone or toppled.

Truesight. The Moon Beast can see invisible creatures and objects in this realm and can see through normal and magical darkness (60ft).

Cursed. The Moon Beast's movements are fast but kind of unprecise. The players get the feeling, that it is in immense pain. The Moon Beast has disadvantage on Constitution saving throws.

Innate Spellcasting. The moon beast's innate spell-casting ability is Charisma (spell save DC15). It can innately cast the following spells, requiring no material components:

- **At will:** major image, planar binding, ice knife
- **3/day:** greater invisibility
- **1/day:** wall of ice

Incorporeal. The Moon Beast is semi-incorporeal when standing in moonlight and is immune to all non-magical attacks in such conditions. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source, except for force damage.

Actions

Multiattack. The moon beast makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (1d12 + 5) piercing damage.

Claw. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Tail. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage.

Legendary Actions

The moon beast can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The moon beast regains spent legendary actions at the start of its turn.

- **Spellcasting.** The moon beast casts one of its spells
- **Move.** The moon beast moves up to its speed.
- **Ripple (2 Actions).** The moon beast magically ripples like moonlight on the surface of water. Until the start of its next turn, all attacks against it have disadvantage.

How to run this encounter

The Moon Beast was telling the truth when it said it had no investment in the tournament. It has been imprisoned in this space by the Benefactors for a long time. All it wants is either some distraction (which the fight will provide) or something it can hold on to, which might help it escape the prison someday. If the players manage to make it an offer like this, there might be no need for a fight. Otherwise, the beast will fight until it has killed either 2/3 of one team or for as long as the GM sees fit. Afterwards it'll proclaim, the warriors wouldn't even be able to serve as a distraction. It'll vanish, leaving the keys behind. It does the same, if it is put in mortal danger.

Returning to Mirror Lake

After each team obtains a key, they'll notice the reflection of the moon on this endless sea (even though

there's no moon in the sky). Going there by boat or some other measure will drop them back into Mirror Lake. Dawin will be waiting for them in a small rowboat, smiling.

Castle Mirror Lake

"The Benefactors are waiting for you", Dawin informs the surviving warriors. With his little rowboat, he shows them the way into the watery keep in the middle of the lake. They enter through a tunnel leading to a stone landing beneath the keep. The inside is lit by torches and a narrow staircase is leading upwards. Dawin points up and tells the warriors to move ahead.

Greeted by the Benefactors

The Benefactors are indeed waiting for them – three old men in white robes offer the surviving warriors wine from golden chalices. They congratulate and tell them stories of the champions of the past. They skilfully ignore any questions into how the tournament works or what exactly the price is. "The final test still awaits you. A test of foresight, bravery and strength" they explain.

Elemental Doors

The Benefactors lead them deeper into the keep. They walk through a chamber decked out in riches: Statues wearing jewellery, candelabras made out of gold, etc. "These are but a fraction of the riches awaiting the champions" the Benefactors explain. Finally, they all come to a hold in front of three large doors. They are labelled Wind, Fire, Water and seem to all lead into the same round room. "This is the final test", one of the Benefactors explains, "Once you are the last team standing, the door on the other site of the next room will open. Your goal is to unlock these doors, step through and bring something back. Now: choose wisely."

With these words, the Benefactors step aside and let the team holding the golden key choose the first door to step through. The team with the silver key gets to

choose the second door and the lead key team goes last.

Three-Way-Standoff

The party finds itself within a stone arena surrounded by a shimmering forcefield. Stepping through the door they felt a strange energy surrounding them. The swords from the race also started to glow in a colour corresponding to the chosen element: red for fire, blue for water, green for wind. The room only has one exit – with three crystals glowing with the same three colours.

To get out of the room, the party must eliminate all other warriors and be the last “element” standing. However, the colour barrier surrounding each player follows a rock-paper-scissors logic: the water team has advantage on all attack rolls against the fire team, the fire team has the same against the Wind team and so forth. The player can instinctively feel this.

The other warriors will not be talked out of this fight. They players must either fight or perish. Each time one of the elements is completely wiped out, the colour of one of diamonds on the door switches to the element which defeated the previous one. Once all the diamonds are in the colour of the remaining element, it'll open.

One Final Step

The door swings open with a loud creak. Behind it, the players can see nothing but an inky sea of blackness. The players going through it don't so much step through but disintegrate before the eyes of their party-members. They can feel an amazing heat and must pass a wisdom saving throw to not take damage. Yet, after an immeasurable amount of time, they emerge back into the same stone arena they had fought in before – as if they'd just turned around. Unlike before, the arena looks clean and the elemental doors are open. The keep beyond is quiet and empty. The riches seen just moments ago have completely vanished, leaving only cobblestone behind.

Exploring the keep, the party will sooner or later stumble across an exit to the outside. To their surprise, the shore of Mirror Lake is empty. No village, no warriors – nothing but the arid mountainside. From higher up in the keep, the players can hear laughter.

Confronting the Benefactors

The laughter is coming from a room where three young men are drinking merrily. These are the younger versions of the Benefactors – but they won't introduce themselves this way, unless the players figure it out themselves. The Mirror Lake the players see around them is in fact the past.

The Benefactors greet the players as the chosen champions: “You stand where only few have stood before. There will be no more trials - we ask just for one favour before bestowing you with immeasurable riches. You currently do not reside in your own world – take this goblet back through the portal you used to get here.”, he takes out a simple chalice and casts a spell. The water near the keep starts to boil and the silhouette of the moon appears on the water – even though it is a bright sunny day. The cup slowly fills with a golden liquid. He hands it to the party. “Don't drink it or spill it – it would kill you instantly. Present it to the Benefactors and they will reward you.”

The Benefactors' Secret

From here on, everything depends on the party's choices. Some context for the GM to decide what would happen for any eventuality. The Benefactors are powerful mages, who managed to imprison the Moon Beast ages ago. They can use its power to prolong their life, but their magical abilities will dwindle over the years. Therefore, every decade they summon the mightiest warriors of their time, who can withstand the mental and physical stress of traveling through a time portal back to their youth. On the height of their magical power, they can cast a spell to fill a chalice with enough energy to sustain them for another 100 years, thus continuing the cycle.

It All Ends with a Choice

From here on out, there are several ways the adventure can conclude. Here are some of them:

1. The players decide to attack the Benefactors or spill the chalice: The young Benefactor should be able to outmatch anything the players could throw at them. They'll kill all but one player and then try to force him to walk through the rift.
2. The players drink from the chalice: The raw magic within the chalice will destroy an inexperienced mind. If the player in question manages a very high Wisdom saving throw, his body will be healed, and his age reduced by half. The Benefactors will refill the chalice and still insist the (remaining) players deliver it through the portal.

If the players choose to step through the portal, they will reappear in the arena, with the older Benefactors waiting for them. They are scanning the players with detect thoughts and have a level 5 hold person spell ready. Here are some other choices, the players could make

1. The players decide to spill the chalice: If the Benefactors detect this (DC 16 Wisdom saving throw to avoid getting the players intentions read), they'll get a surprise round to cast hold person (DC 16 Wisdom saving throw) on each of them. If the entire contents of the cup are spilled, the Benefactors will turn to ash and die.
2. The players decide to attack the Benefactors: Two of the Benefactors have the hold person spell ready at level 5 and they will cast it in combat. Afterwards, their magic is used up (unless they're able to drink from the chalice). Should they succeed in paralyzing all players, a platoon of guards led by Dawin will storm into the arena and try to kill the players.
3. The players give the Benefactors the chalice: They will drink it and restore their power and youth for another hundred years.

Consequences

Killing the Benefactors any way will free the Moon Beast imprisoned in Mirror Lake and restore it to full power. It will wreak havoc on the lake town and kill everything in sight, except for the players who freed it.

Getting the chalice to the Benefactors will restore them to their youth. As a reward, they'll lead the players down into the keep's depths. Below the surface of the lake, the secret of the Benefactors' wealth is revealed. The players are led to a sort of balcony, looking down into a huge chasm, where dozens of young men are tirelessly mining gold. They are offered as much gold as they can fit into a circle on the floor. Once the players have finished that task, they are teleported far away from Mirror Lake. The last thing they see, are the Benefactors' bright and youthful smiles.

Reward

If the players kill the Benefactors, they are free to loot the keep's decorations. Maybe they'll even discover the access to the mine under the keep.

If the players fulfil the Benefactors' last task, they'll be awarded as much gold as they were able to fit into the teleportation circle.

What's next?

The players will either have freed the terrible Moon Beast back into the world of men or will have learned the Benefactors' secret. In the former case, they might feel responsible to hunt it down or try to use its magic for themselves. In the latter case, they might try to find their way back to Mirror Lake. However, the Benefactors will make sure to remain hidden - at least for the next hundred years.

Appendix I – Puppet Riddle



Appendix II: Different Warrior Clans (one sheet per clan)

The Delmirev Clan – Dragonborn Berserker

Strong, tall and ruthless looking warriors from the far east.

Ability Scores

Armor Class: 14 (Chain shirt) | Hit Points: 130 (20d8 +40) | Speed: 30ft | Proficiency: +2

STR 18 (+4) | DEX 12 (+1) | CON 14 (+2) | INT 10 (+0) | WIS 11 (+0) | CHA 11 (+0)

Actions

Multiattack. The Berserker makes four weapon melee attacks or four ranged attacks.

Greataxe. Melee Weapon Attack +6 to hit, reach 5 ft, one target. Hit: 10 (1d12 +4) slashing damage.

Javelin. Melee Weapon Attack +6 to hit, range 30/120ft, one target. Hit: 7 (1d6 +4) piercing damage. Properties: Thrown: range 30/120ft,

Special Abilities

Indomitable: The berserker has advantage on saving throws against being frightened.

You are coming with me. When the berserker drops to 0 hit points he can try to make one melee weapon attack as a reaction to one enemy at 5ft of him.

Racial Features

Draconic Ancestry. Their dragon ancestry is the Copper Dragon.

Damage Resistance. They have resistance to Acid damage

Breath Weapon. The Berserker exhales an breath of 5 by 30ft line (Dex. Save) that deals Acid damage. The DC is 8+Con+Prof. The Creatures takes 2d6 on a failed save, half on a successful one. If the CR is 6 the damage is 3d6, CR 11 - 4d6, CR 16 - 5d6 Acid damage.

Languages. speaks Common and Draconic

The Farild Brothers – Halfling Swordsmen

Halfling nobility. Quick on their feet and hard to hit. Keen sense of honour.

Ability Scores

Armor Class: 17 (Rich leather) | Hit Points: 130 (20d8 +40) | Speed: 25ft | Proficiency: +3

STR 12 (+1) | DEX 18 (+4) | CON 14 (+2) | INT 10 (+0) | WIS 8 (-1) | CHA 9 (-1)

Actions

Multiattack. The Swordsman makes four weapon melee attacks or four ranged attacks.

Scimitar. Melee Weapon Attack +7 to hit, reach 5 ft, one target. Hit: 7 (1d6 +4) slashing damage.

Shortbow. Ranged Weapon Attack +6 to hit, range 80/320ft, one target. Hit: 7 (1d6 +4) piercing damage. Properties: Ammunition: range 80/320ft, Two-handed,

Special Abilities

Dervish. Due to their high prowess with the sword, they can use a bonus action to take the Dash or Disengage action.

Sword Dancing. They can make a performance check to dance with their blades. They are considered proficient with it and the check uses DEX as its attribute. Can be used in combat as a bonus action to give +2AC until the start of their next turn

Racial Features

Ability Modifiers: +2 Dex, +1 Cha

Small Size: Can run through spaces with creatures one size or bigger than it without being hindered

Lucky: When they roll a 1 on an attack roll, ability check, or saving throw, they can reroll the die and must use the new roll.

Brave: They have advantage on saving throws against being frightened.

Stout Resilience: They have advantage on saving throws against poison, and they have resistance against poison damage.

Languages: speaks Common and Halfling

The Auxlan Brotherhood – Human Champions

They interpreted the vision in their dream as a message from their God. They think they are here on a holy mission.

Ability Scores

Armor Class: 18 (Full-Plate Armor) | Hit Points: 172 (23d8 +69) | Speed: 30ft | Proficiency: +3

STR 19 (+4) | DEX 11 (+0) | CON 17 (+3) | INT 11 (+0) | WIS 13 (+1) | CHA 15 (+2)

Actions

Multiattack. The Champions make four weapon melee attacks or four ranged attacks.

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

Shortbow. Ranged Weapon Attack +6 to hit, range 80/320ft, one target. Hit: 7 (1d6 +4) piercing damage. Properties: Ammunition: range 80/320ft, Two-handed,

Special Abilities

Holy Servant. Once per short rest the champion can conjure, as a bonus action, the spell Healing Word (1d4 + Cha, range 60ft).

Holy Smite. Once per short rest the champion can enchant his greatsword as a bonus action with holy power. The next two weapon attacks will do an additional 1d8 radiant damage.

Riding Proficiency: The champion is proficient in riding and mounted combat.

Racial Features

Ability Modifiers: +1 to all

Charger. When they use an action to Dash, they can use a bonus action to make one melee weapon attack or to shove a creature. If they move at least 10 feet in a straight line immediately before taking this bonus action, they either gain a +5 bonus to the attack's damage roll (if they chose to make a melee attack and hit) or push the target up to 10 feet away from them (if they chose to shove and they succeed).

Languages. Common, Elven and Gnomish



The Ohig Household – Dwarfen Scoundrels

Rich merchants who bought their way into mobility. They want to prove themselves worthy of the title by competing in this tournament.

Ability Scores

Armor Class: 14 (Fur Armor) | Hit Points: 132 (24d6 +48) | Speed: 25ft | Proficiency: +3

STR 8 (-1) | DEX 16 (+3) | CON 12 (+1) | INT 14 (+2) | WIS 9 (-1) | CHA 12 (+1)

Actions

Multiattack. The Scoundrels make four weapon melee attacks or four ranged attacks.

Actions

Dagger. Melee Weapon Attack +6 to hit, range 20/60ft, one target. Hit: 5 (1d4 +3) piercing damage. Properties: Thrown: range 20/60ft, Finesse, Light,

Light Crossbow. Ranged Weapon Attack +6 to hit, range 80/320ft, one target. Hit: 7 (1d8 +3) piercing damage. Properties: Ammunition: range 80/320ft, Loading, Two-handed,

Special Abilities

Sneak Attack. Once per turn, the scoundrel can deal 21 (6d6) extra damage to one creature he hits with an attack if the scoundrel has advantage on the attack roll. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action. Due to its high agility and cunning he can use a bonus action to take the Dash, Disengage or Hide action.

Tool Proficiency. The scoundrel is proficient with the Thieves' Tools and the poisoner's kit

Racial Features

Ability Modifiers: +2 Con, +1 Wis

Dwarven Resilience: advantage on saving throws against poison and resistance against poison damage.

Stonecunning: proficiency on History checks related on stoneworks and add double proficiency on it.

Dwarven Combat Training: proficiency with the battleaxe, handaxe, throwing hammer, and warhammer.

Darkvision: 60ft (18m / 12sqr)

Languages: speaks Common and Dwarvish

The House Ayrthwil – Half Orc Knights

Highly trained thrill-seekers who have abandoned their place within their lord's court to travel the lands seeking worthy foes.

Ability Scores

Armor Class: 20 (Full Plate Armor) | Hit Points: 180 (24d8 +72) | Speed: 30ft | Proficiency: +3

STR 16 (+3) | DEX 8 (-1) | CON 17 (+3) | INT 8 (-1) | WIS 12 (+1) | CHA 10 (+0)

Actions

Multiattack. The Knight makes four weapon melee attacks or four ranged attacks.

Charging Lance. Melee Weapon Attack +6 to hit, reach 10 ft, one target. Hit: 16 (2d12 +3) piercing damage. Properties: Reach, Special: Disadvantage to attack a target at 5 feet of their position. Can be used in one hand while riding.,

Longsword. Melee Weapon Attack +6 to hit, reach 5 ft, one target. Hit: 7 (1d8 +3) slashing damage. Properties: Versatile (1d10)

Shortbow. Ranged Weapon Attack +6 to hit, range 80/320ft, one target. Hit: 7 (1d6 +4) piercing damage. Properties: Ammunition: range 80/320ft, Two-handed,

Special Abilities

Horse Companion: The knight has a favourite horse and has advantage on any animal handling checks with him.

Charge: If the knight moves at least 15ft in a straight line while riding his weapons attacks deals one extra die of damage (already considered for the damage calculation).

One with your mount: The knight can force a target attack at his mount to target himself instead.

Mounted Combat. The knight is proficient in mounted combat and can use ranged and melee weapons without disadvantage while riding.

Racial Features

Ability Modifiers: +2 Str, +1 Con

Menacing: They have advantage on intimidate checks

Darkvision: 60ft

Relentless Endurance: When the knights are reduced to 0 hit points but not killed outright, they can drop to 1 hit point instead. They can't use this feature again until they finish a long rest.

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

Languages: speaks Common and Orc

Appendix III: The Benefactors (full power)

The ancient rulers of Mirror Lake. They get their magic power from the imprisoned Moon Beast.

Ability Scores

Armor Class: 16 (with mage armor) | Hit Points: 170 (20d10 +60) | Speed: 30ft | Proficiency: +6

STR 10 (+0) | DEX 16 (+3) | CON 16 (+3) | INT 15 (+2) | WIS 12 (+1) | CHA 20 (+5)

Spells

Spellcasting. The Benefactors at full power are 20th-level sorcerers. Their spellcasting ability is Charisma (spell save DC 19, to hit with spell attacks +11)

Cantrips (at will): Acid Splash, Mage Hand, Mending, Ray of Frost, Fire Bolt,

1st level (4 slots): Expeditious Retreat, Mage Armor,

2nd level (3 slots): Cloud of Daggers, Crown of Madness, Hold Person, Shatter, Gust of Wind,

3rd level (3 slots): Fly, Hypnotic Pattern, Slow, Protection from Energy, Lightning Arrow, Gaseous Form,

4th level (3 slots): Dimension Door, Wall of Fire, Dominate Beast, Blight,

5th level (3 slots): Hold Monster, Seeming,

6th level (2 slots): Arcane Gate,

7th level (2 slots): Reverse Gravity,

8th level (1 slots): Incendiary Cloud,

9th level (1 slots): Meteor Swarm, Power Word Kill, Time Stop,

Special Abilities

Years of experience: When casting an area spell that deals damage, the Benefactors can exclude a number of targets from their area equal to their spellcasting modifier. The targets don't receive any damage or effect from that spell.

Ability Modifiers: +2 Dex, +1 Int

Fey Ancestry: They have advantage on saving throws against being charmed, and magic can't put them to sleep.

Darkvision: 60ft (18m / 12sq)

Trance: meditate for 4 hours instead of sleep.

Keen Senses: proficiency in the Perception skill.

Languages: speak Common, Elvish, Gnomish and Abyssal