

Wyrmskeep Dungeons T22

Curse of the Desert Outpost

Written by Joe Pearce

AN ADVENTURE FOR CHARACTER LEVELS 2-4



A mansion, once an oasis and outpost for a sheikdom and its clan, has mysteriously reappeared after being lost to the desert sands decades ago. This mansion's location is significant in resolving a simmering border dispute between rival clans, which has lead the current sheik to hire a party of adventurers to scout the building and recover a token of authority that should be found within.

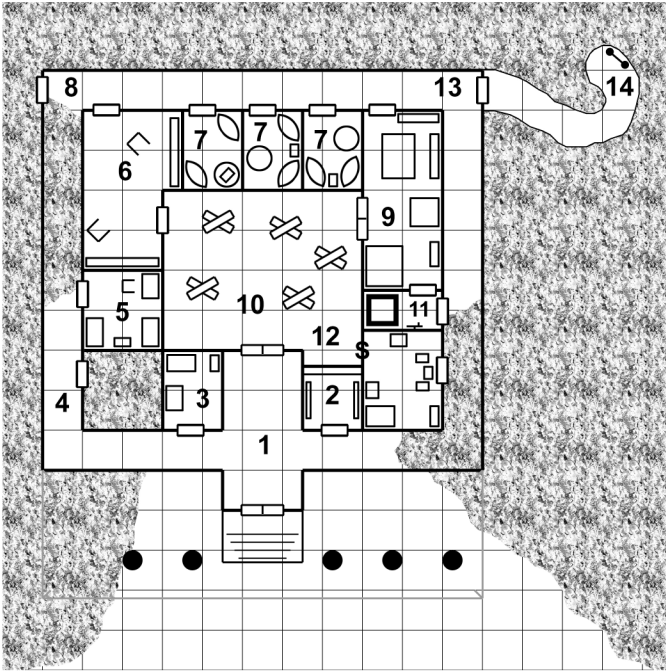
Rumors state that the entire place was cursed by the attackers (or maybe the defenders). Even if that is true, with courage and resourcefulness, the explorers surely can overcome the many threats of the Curse of the Desert Outpost™ and collect the riches that remain.

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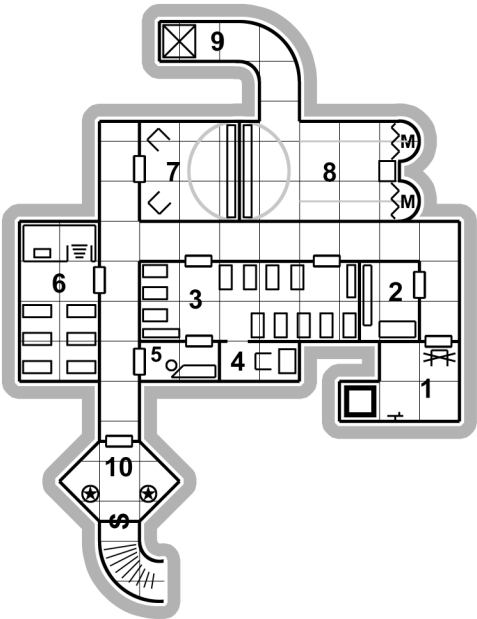


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GROUND FLOOR



10'x10'



FIRST DUNGEON LEVEL

LEGEND	
	Door
	Double Door
	Secret Door
	Stairs
	Lift and Crank
	Pit
	Furniture
	Pile of Junk
	Column
	Roof Corner
	Ladder
	Statue
	Sand/Dunes

Wyrmskeep Dungeons TZ2

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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 2nd to 4th level characters, with a total of 15 to 25 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 mage, and a rogue (or similar classes).

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

The stat blocks for non-player characters and monsters can be found at the back of the module, with descriptions of new magic items listed immediately after.

BACKGROUND

The desert in the eastern highlands of the Tanz is home to a multitude of human-dominated clans. Two of these clans, the Bahula and Lakhem, have ruled adjacent sheikdoms and have a long, belligerent rivalry.

Decades ago a mansion, built as an outpost by the Bahula sheik at the time, was attacked by unknown forces, suspected of being mercenaries hired by the Lakhem clan. Only a handful of servants escaped, and their description of events was very fragmentary. The most significant report was that someone brought down a curse on the outpost, causing the place to be swallowed-up by the desert sands. It is unknown which side was responsible for this act.

Nothing lasts forever though, even curses.

PROLOGUE

This prologue assumes the party members do not generally know each other until after they joined a caravan as guards. If the module is being run as part of a campaign and PCs are already traveling together, you may need to reword the description below.

Your caravan has arrived at the village of Artesia, located in the high desert in the east of the Tanz

region. Hired on as guards, the journey turned out to be uneventful. During the trek you have all had a chance to get to know each other; and after being paid, you all decide to go to a tavern, the Parched Camel, for a some revelry.

At this point allow the players to introduce their characters to each other before proceeding

After a couple of rounds of drinks, a human dressed in well-made desert garments enters the tavern, looks around, and walks over to the table where you are sitting.

“Greetings! I am Sheik Hassan. Are you among those that acted as defenders of the recently arrived caravan?”

Let the players respond as they wish, but Hassan will continue on as he already knows they were the guards.

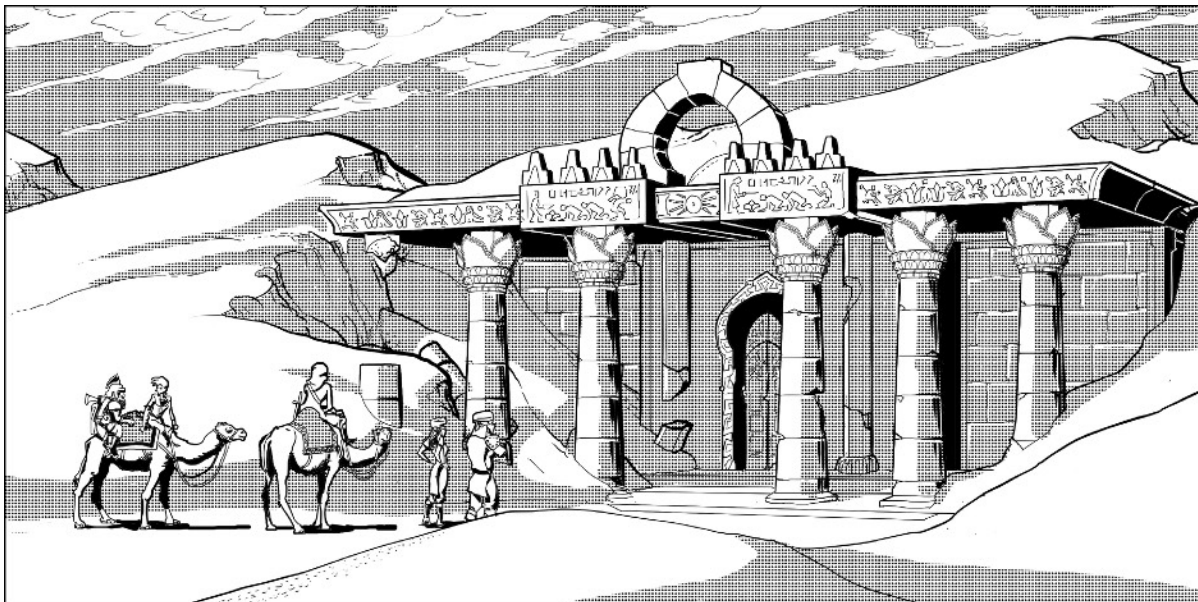
“May I join you?” asks Hassan. Before you have a chance to answer, he pulls up a chair and sits. You get the feeling this is a man that does not take “No” for an answer.

“It is fortuitous that you have arrived at this time!”, he says. **“My Bahula clan is in need of some stalwart explorers to retrieve an important item. An outpost of my clan, a mansion of sorts, was lost to the sands before I was born, but has reportedly been sighted again, partially exposed. If this is true, it would help me defend our border claims against those of the Lakhem clan. To prove it is our property, a Token of Authority known to be in a vault within must be found and returned to me. Would you be interested in this job?”**

He adds, **“I should mention that the mansion was supposedly cursed in some way during an attack, and this was the cause of it being swallowed by the desert!”**

The players can discuss the offer. Hassan doesn't have much more information about the mansion other than it did have below-ground levels. He will pay 500 gp to the party and passage to their next destination — no need to be hired onto another caravan. **And** they can keep anything recovered from the outpost minus the Token, but Hassan wants a chance to buy back any heirlooms.

After the party agrees to take the mission, read the players the following:



You are invited to stay at the sheik's villa here in town overnight. As you will need to travel by camel, everyone who needs training gets a crash course in riding the beasts. After a comfortable night's sleep, you make final preparations and head on out.

intersects the hall. A quick peek down the corridor both ways reveals that the right corridor is blocked by sand after 20 ft., and the left corridor is clear and turns right after 40 ft. or so. There is one door visible along both corridors and double doors ahead at the end of the hall.

OUTPOST RUINS

After a long trek by camel to the reported location of the lost mansion, you are rewarded to the sight of columns supporting an exterior roof peeking out of a sand dune. Conveniently, the roof seems to have kept sand away from a set of double doors!

The double doors have a lock, but it has been broken, allowing easy access to the interior.

KEY TO GROUND FLOOR

Walls and Ceiling. Walls are made of beige stucco applied over stone bricks. The ceilings are 15 ft. high.

Doors. All doors are made of wood with metal bindings and locked unless noted otherwise, but can be picked on a DC 10 Lock Picking check. Doors can also be destroyed with 50 HP of damage.

1. ENTRANCE HALL AND CORRIDOR

The double door from outside opens into a 20 ft. wide by 40 ft. long hall. There is a light dusting of sand granules on the floor. A 10 ft. wide corridor

If the party examines the walls of the hall, they will find hooks that once supported tapestries. If the floor is examined and a DC 14 Tracking (Survival) check is made, it can be determined that creatures have disturbed the sand, but there is insufficient detail to determine the identity of the creatures.

2. CLOAKROOM / ARMORY

This room has many wooden stands and hooks along the walls. It may have once been used as a cloakroom or armory or both, but is currently devoid of such.

Knocking on one section of the back wall will reveal a hollow sound. Two of the hooks can be rotated in opposite directions to cause that area of wall to slide down to reveal some hidden equipment: three well-crafted scimitars, two well-crafted spears, and two shields. The fine-quality of the weapons allows them to do **+1 damage**, and when wielded inside the outpost or by a member of the Bahula clan they are treated as magical. The weapons have advantage on saving throws against any effect that would cause them damage or their destruction. See the **Epilogue** for the value of these weapons.

3. BEDROOM

The furniture in this room includes a bed, a chest of drawers, and a desk. You would guess that someone has rummaged through the room's contents, although the bedding looks semi-organized too. Maybe a courteous burglar?

Morri, the kobold warlock, sometimes meditates in this room. He will *not* be in here when the party is searching the outpost. There is a pouch with 125 sp in the top drawer of the desk.

4. TROUBLESOME DOORS

Looking around the corner of the corridor, you see two doors, the far one almost entirely covered by an accumulation of sand blocking the corridor about 30 ft. down.

If the first door is opened, sand will start pouring out. A DC 10 Athletics (Strength) check must be made to close the door before enough sand spills out to fill the area and make access to the second door impossible. If a second person is within 5 ft., they can provide advantage to the initial opener's check. The room beyond the door is basically inaccessible.

Digging out the second door to **room 5** requires a way to dig effectively, e.g., a shovel, and will take 20 minutes. Any chance of surprising the kobolds in the **Dining Hall (10)** will be lost also, as this activity will make quite the racket.

5. BEDROOM

The furniture in this room includes two beds, a chest of drawers, and a writing desk. There is nothing to indicate that the room has been ransacked.

For some reason the kobolds never decided to excavate the door to this room, so its contents are intact. Moving the chest of drawers reveals a loose stone in the floor below. Beneath is a small metal box containing 300 sp, 60 gp, and a vial of **Potion of Acid Resistance**.

6. LOUNGE

At one time this may have been a lounge given the two wooden chairs upholstered in red fabric and the multiple bookshelves, but all the books and tapestries that may have been hanging on the walls are gone. The upholstery of both chairs has been slashed, exposing the down stuffing.

The kobolds have looted all the valuables.

7. SERVANT'S QUARTERS

The furniture in this room includes two hammocks, a wooden chest, and a small table. Blankets are draped over the hammocks.

This former servant's quarters has been repurposed by the kobolds. The wooden chest contains simple hide pants and dark tan sarongs.

8. SAND DOOR

If the party opens this door (which is not locked from this side), read them the following:

The door suddenly bursts open with great force and sand flows in at predacious rate! You don't know if it is possible to stem the flow by closing the door.

A DC 15 Athletics (Strength) check is needed to close the door, and only the opener can make this check. Failure causes the end of the corridor to fill beyond the door to **room 6**, and requires the opener to make a DC 10 Dexterity saving throw or be buried in sand! The person takes 4 (1d6+1) bludgeoning damage per turn until they can be dug out by others, which requires digging implements and a DC 12 Athletics (Strength) check. Note that if no attempt is made to close the door, no checks are needed to get out-of-the-way.

9. KITCHEN

This room has many tables, shelves and cabinets with pots, pans, knives and utensils. There is also a wide, wood-burning stove with a chimney. There have been recent attempts to make use of the facilities.

Stored in one cabinet is dried meat and filled water pouches taken by the kobolds in raids on caravans.

10. DINING HALL

This large room looks to have been originally used as a dining hall, but the chairs and tables have been scattered about, and rugs and tapestries are piled here and there. What a mess! There is a single door on the far-end of the left wall and double doors opposite on the right wall. There is a 15 ft. long alcove in the wall to your right.

Hiding in the room are fourteen **Desert Kobolds** have been using the ruins as a hideout for the

last few weeks between raids on caravans. Two of these kobolds are special. One is **Morri, a 5th level Desert Kobold Warlock**, and the other is **Alfikr, the tribe's Desert Kobold Leader**.

Each standard desert kobold has a pouch with 2d6 sp. Morri has one packet of **Dust of Disappearance**. Alfikr wields a **+1 Dagger** and wears three gold rings each with a ruby gem (60 gp each). Hidden in one of Alfikr's boots is a key to locked chests in the **Master Bedroom (12)**.

The secret door in the southeast corner of the room can be found with a DC 12 Investigation check. The fact that there is something off about the wall there can be noticed by anyone with a passive Perception of 14. Once the door is found, read the players the description to the **Master Bedroom (12)**.

11. LIFT DOWN

A 6 ft. square area of the floor of this small room is made of wood instead of stone. On one wall is a wooden wheel with a handle sticking out at one point along its circumference. There is also a second door.

The wheel can be turned to lower or raise the wooden section to the **Room 1 (Lift Up) of the Upper Dungeon Level**. The handle makes turning the wheel easy.

Opening the eastern door will cause a manageable amount of sand to flow in and allow access to the corridor with a little digging.

12. MASTER BEDROOM

You find a hidden latch between two bricks in the wall. Pulling it with a couple of fingers causing a secret door to slowly open into a 20 ft. by 25 ft. room. Inside are a large bed, a couple of tables, a wardrobe, and three chests. The chests are sitting next to a "standard" door near the center of the opposite wall.

The kobolds store their ill-gotten gains in this bedroom. Each chest is locked (DC 12 Lock Picking check) and trapped (DC 12 Intelligence check to find, DC 10 Dexterity check to disarm) with a poison needle that does 9 (2d8) poison damage, DC 12 Constitution save for half damage. Success on a pick locks, find trap, or disarm trap roll on one chest gives advantage on the check for the other chests. Using Alfikr's key will allow opening a chest without activating its trap.

Chest 1 contains two sacks with 2000 cp each. Chest 2 contains one sack with 1500 sp and a jewelry box with 3 silver necklaces worth 25 gp each. Chest 3 contains one small sack with 250 gp, two loose gold and silver goblets worth 50 gp each, and four bottle of expensive wine wrapped in protective bindings worth 100 gp each.

The wardrobe has been looted of its contents and the bed's linens are soiled and of no value.

Opening the second door will cause sand to start flowing into the room. A DC 10 Athletics (Strength) check must be made to close the door before enough sand spills out to make closing it impossible. The sand will quickly bury the chests if they have not been moved away from the eastern wall.

13. REVERSE TRAPPED DOOR

Read this to the players if they are seeing this door from the inside of the mansion.

Someone has prepared a crude trap to plunge two scimitars into anyone that opens this door from the outside.

The door is not locked from this side. Opening it causes anyone in the doorway to take 9 (2d8) piercing damage as the scimitars are thrust at the victim. Although simple, the trap cannot be effectively disarmed from outside!

Beyond the door is a tunnel through the sand.

14. ESCAPE ROUTE

After a curve to the left, the tunnel dead ends. A crude wooden ladder is propped against the side wall and leads to a hole above. The sky can be seen through the hole.

This is an escape route from the mansion. It is not clear when it was cleared or if it is natural. The ladder is a recent addition of the kobolds.

THE DUNGEONS

The lower levels of the mansion have been affected by a curse that allows various creatures to manifest as if the floor was made of loose sand instead of stone. This means that no place in the dungeons beyond the the **Lift Up room (1)** is safe from these monsters. Removing the barricades from that room will cause the ground floor to become accessible to monsters.

Any time a short rest is taken, there is a 2-in-6 chance random monsters will appear and attack.

This chance rises to 4-in-6 for a long rest! GM's discretion in whether to give the party one "free" short rest where no encounter will occur.

Random Monster Encounter Table (d6)

1-2: 1d3+1 Dust Mephits

3-4: 1d2+1 Ankhegs

5-6: 1d4+1 Giant Spiders

KEY TO UPPER DUNGEON LEVEL

Walls and Ceiling. Walls are made of unadorned, thick, sandstone bricks. The ceilings are 10 ft. high.

Floors. All floors, except in the **Lift Up room (1)** are covered with a half-inch of fine sand.

Doors. All doors are made of wood with metal bindings and locked unless noted otherwise, but can be picked on a DC 10 Lock Picking check. A door requires 50 HP of damage to destroy. Smashing doors has a 1-in-6 chance of attracting a random monster *except* for the door to the **Chapel (6)**.

1. LIFT UP

The lift lowers into a 10 ft. square alcove of a 20 ft. square room. There is a 6 inch wide slit in the south wall from floor to ceiling through which a wooden support allows the lift to move up and down. Another wooden crank wheel exists on the wall to the right. A barricade made of wooden chairs and planks has been erected to block a door in the left wall. One plank appears to have words painted on it. Someone definitely wanted to keep something from getting into this room.

The words are in black ink and read, in Draconic (Kobold dialect), "**Hate grows beyond!**" The furniture and refuse blocking the door must be removed to open the door *inward*. Mention the layer of sand on the floor in the corridor outside.

2. WINE CELLAR

This has the looks of an old wine cellar. There are racks for six casks and some one hundred bottles, but it appears that all the casks and most of the bottles have been smashed. 9 bottles still remain intact in the racks.

The remaining intact bottles are of a good vintage worth 10 gp each. The bottles will need to be properly protected to avoid breaking while adventuring.

3. BARRACKS

This long room is furnished as a common rest area or barracks. There are 12 beds and a couple of shelves. There are two other doors and an open passage to another room at the back.

The only things on the shelves are a few helmets and one wooden shield. Stored under three of the beds are daggers. A random skull of a human is under one of the corner beds. Anyone holding the skull will experience an hallucination of the sound of swirling winds, but this has no ill effects.

4. OFFICE

This small adjoining room has a desk and chair. It may have been a small office.

Hidden on the underside of the desk is a small wooden lockbox (DC 12 Lock Picking check to open) with 60 sp, 15 gp, and a silver whistle. This whistle is ultrasonic and can only be heard by dogs and other sensitive animals. It is worth 5 gp.

5. SMALL KITCHEN

This looks like a small food preparation area. It has a table, a few knives (some on the table and some on the floor), and a cask.

The cask has potable water. There is nothing else of interest.

6. CHAPEL

Read to the party only after the door is unlocked.

The door only opens a crack. Something appears to be blocked the door from the other side!

A DC 15 Athletics (Strength) check is needed to push away the debris blocking the door. Two people can try at once giving advantage to the more skilled person. A person cannot try again until after a short rest. Once inside they see:

You are in a chapel. There are three sets of pews and a short, curved flight of stairs leading to a platform with a lectern. Behind that, hanging on the wall, is a piece of crocheted art showing the image of an arm holding a scimitar horizontally. Below the image is a phrase, in Common, "**Remember always, we are family.**" The floor is littered with bones and various bits of clothing, including leather and hide armor and some simple weapons.



The phrase on the art piece is a hint to the command word for the white, marble orb in the **Crypt (8, lower dungeon level)**.

Approximately one minute after the party enters the room, the situation changes. Read the following to the party.

As you begin to examine the room, a noise rises, like the sound of the flowing sand. Some of the robes and sarongs begin to float, spectral figures inhabiting the garments. One such shape glides up to the lectern, and a hallow voice can be heard from where the head would be: **“This place is under a great curse to repel invaders! Prove you are not aligned against us by departing, or suffer the bitter sands!”** The apparition looks back and forth among the party members.

Although the party might try to negotiate with the apparition, it will be non-responsive. It is merely a *programmed illusion*. At best it will just repeat itself.

Nothing else will happen until someone touches anything in the chapel. This will cause the other floating, robed shapes to “solidify” into **5 Dust Mephits** that attack! Mephits will avoid including other mephitis in the area of effect of their breathe weapon or *sleep* spells. Observant players can use this to their advantage.

In a pocket of one of the mephit’s robes is an iron key with a grotesque face embossed on the key’s bow. This is the first of the keys needed in the **Gargoyle Statues room (10)**. If the mephit explodes, the key will likely be blasted into some nearby wall, making a loud *bang* sound on impact.

Also on the floor is an intact set of medium-sized leather armor, a couple of damaged sets of hide armor, two daggers, a broken spear, a scimitar, 23 sp, and 81 cp.

7. ROTATING WALL

Opening the door, you see a room containing two dark-green, upholstered chairs at the corners of the near wall, two portraits of humans in desert garb hanging on the side walls, and a bookshelf covering the back wall. If it wasn’t for the light layer of sand on the floor, it would be a comfy study.

If the players ask for a more detailed description of the bookcase, mention that the books are *mostly* poetry and histories. Clearing away the sand and inspecting the floor will reveal a telltale semi-circular break in the bricks centered on the bookshelf.

Pulling the one book on astrology on the shelves will activate a latch that causes the wall and part

of the floor to rotate! When rotating from the default to alternate position, it is too fast to avoid being dragged along. When rotating back it is slower, allowing a DC 10 Dexterity check to jump off. The wall on the opposite side has bookshelves too, but all the books are fakes and permanently attached, except for one “book” that can be pulled out slightly to rotate the wall again.

The first time the wall rotates, **two gricks** will be attracted by the noise, materialize through the floor, and attack. If the gricks make a Stealth check vs. the party, they have surprise.

The paintings are worth 25 gp each.

8. FEARFUL ROOM

The rotating floor comes to a rest. You take a moment to get your bearings. The room effectively extends the previous one by over 40 ft. There is a corridor exiting out of the room just to the left. Two curtains cover the left and right side of the far wall. A wooden piece of furniture, maybe a small chest of drawers, sits between the curtains. There are two 25 ft. long, 2 ft. wide, straight, etched grooves on the floor running out from the far wall, centered on the curtains.

Stepping off the rotating part of the floor will result in an odd event:

With a “schick” sound, the curtains suddenly part. Behind each is a ghoulish figure in tattered gray robes, arms outstretched. Both zoom out towards you!

Anyone in the room who sees the ghoulish figures must make a DC 16 Wisdom saving throw or be gripped by fear. This will result in an irrational urge to run as far from the figures as possible, and the only place to run is the corridor. Once restrained and out-of-sight of the figures, a new saving throw is allowed every turn. Victims will attack those attempting to restrain them!

The figures are not actual undead, just mannequins, but *are* the source of the magical effect. The figures will roll back into their alcoves and the curtains close after one minute. A mannequin is destroyed if it takes 15 points of damage.

The wooden furniture is a writing desk with a curved, scrollable cover. Inside is a coil of hempen twine with a small, metal hook attached to the end, and a metal lockbox (DC 12 Lock Picking check to open) containing an iron key



with a grotesque face embossed on the key's bow. This is the second of the keys needed in the **Gargoyle Statues room (10)**.

9. FALL DOWN

The corridor turns to the left and ends in a dead end after 10 ft. There is a fresco of an executioner just about to behead a man on the far wall.

The pit at the end is 20ft. deep, doing 7 (2d6) bludgeoning damage to anyone who falls in, plus acid will spray out on those at the bottom doing 7 (2d6) acid damage. A DC 12 Dexterity saving throw will avoid the acid damage **if not impaired** by the fear affect. Otherwise, saving just halves the damage. Anyone in the pit by themselves gets a new save vs. fear.

There are two dissolved human bodies at the bottom of the pit. All the metal bits are useless, but a **Potion of Diminution** in a crystal vial has survived along with a ceramic tube with a twist top containing 3 sticks of **Incense of Protection from Evil and Good**. (See item's description at back of module.)

10. GARGOYLE STATUES

The only prominent features in the small, hexagonal room are two identical gargoyle statues standing against two of the far walls. The gargoyles each sit on a base designed to look like a small boulder and have an aggressive look with their teeth visible.

The secret door in the far wall can be noted by a character within 5 ft. with a passive Perception of 12. The door will only open if the locks hidden in the mouths of the gargoyles are unlocked.

A lock can be found by pulling down the loose bottom jaw of a statue. The two keys are located in the **Chapel (6)** and the **Fearful Room (8)**.

Each lock can be picked on a DC 12 Lock Picking check. Missing the check causes the jaw to clamp down suddenly, causing 1 HP of bludgeoning damage and crippling the hand unless a DC 14 Dexterity saving throw is made. This trap can be found and disabled on a DC 14 Investigation and Dexterity check, respectively. A *lesser restoration* spell will restore a crippled hand.

The stairway beyond the secret door leads to the **Lower Dungeon Level** near the **Gates (1)**.

KEY TO LOWER DUNGEON LEVEL

Walls and Ceiling. Walls are made of unadorned, thick sandstone bricks. The ceilings are 10 ft. high.

Floors. All floors, except in the **Vault/Crypt (8)** are covered with a half-inch of fine sand.

Doors. All doors are made of wood with metal bindings and locked unless noted otherwise, but can be picked on a DC 10 Lock Picking check. Wooden doors require 50 HP of damage to destroy. Smashing doors has a 1-in-6 chance of attracting a random monster, but **not** if the spirit of Malcolm Salu is with the party.

1. GATES

10 ft. and 20 ft. down two corridors of this T-intersection are metal gates. Each has a very visible lock.

The gates are made of wrought iron and locked, but can be picked on a DC 12 Lock Picking check. Gates take 250 HP of damage to break, but the bars can be bent to allow party members to squeeze through on a DC 20 Athletics (Strength) check.

2. GUARD ROOM

This small room has a desk and chair. A lantern and short sword hang from hooks on one wall.

The desk has a drawer. Inside are some sheets of paper with faded, illegible text and a key ring with four keys, one for each cell.

3. EMPTY CELLS

The door has a small, barred window that allows viewing inside. The 10 ft. by 15 ft. cell beyond has a metalwork sleeping platform chained to the side wall. Whatever mattress was on the platform has decayed away over the years.

These empty cells have nothing else of interest in them. You can skip this description for other cells, just saying it looks the same, except for the **“Occupied” Cell (4)** below.

4. “OCCUPIED” CELL

The door has a small, barred window that allows viewing inside. The 10 ft. by 15 ft. cell beyond has a metalwork sleeping platform chained to the side wall. Whatever mattress was on the platform has decayed away over the years. Lying on the platform is the skeletal remains of a medium-sized humanoid.

If the skeleton is touched by anyone, a **specter** of the dead occupant of the cell will appear in the corridor behind the party. This is the spirit of **Malcolm Salu**, a human rogue. Unlike a normal specter, Malcolm can speak and will completely reject the idea that he is dead, giving fanciful explanations why anything odd happens related to him. See Malcolm’s stat block at the back of the module for more information on his abilities.

He will attempt to follow the party around. If he is turned, he will eventually seek out the party again once the effect ends. If the party is attacked by *humanoids*, either alive or undead, Malcolm will join the fight, but will attack the nearest creature, whether a party member or not, hoping to possess them! He does this instinctively.

5. MAGIC LAB

The door opens into a 40 ft. by 25 ft. room which is stocked as a laboratory. It has two tables on which sit various flasks, tubes, beakers, and unlit candles. There is also a small writing desk. Three shelves stand against the walls, one containing books and others with additional lab equipment.

This is in fact a wizard’s lab. Most of the books are on the theory of magic and potion making. There are four large tomes with locks in the room, three on the book shelf and one on a table. Each is bound in different-colored leather (red, green,



and black for those on the shelf, blue for the one on the table), and all detect as magic. The red leather-bound book requires a DC 12 Lock Picking check to unlock and seems like a simple journal of various (unenlightening) magical experiments, but closer inspection (DC 12 Intelligence check or passive Perception 14) reveals that the back cover is extra thick. A secret panel can be opened from the interior revealing a neatly folded **spell scroll (counterspell)**.

The other three locked books are much more dangerous. When an attempt is made to unlock one of them, the book grows teeth and attacks, as it has become a **Tome of Teeth!** The other two remaining tomes also unlock and attack.

On the writing table is a small journal with very insightful notes on potion making. Anyone who consults this journal while trying to learn potion making can reduce their training time by 40%! In the back of the journal is a folded piece of parchment that gives directions to a dungeon that can be explored. GM's decision on where this map leads or whether it might be bogus.

All the other regular books are worth as a bundle 25 gp total.

6. TURNING WALL AGAIN

There are two possibilities here. If the party left the **rotating wall in room 6, upper level**, in it's original position, then the corridor here turns left, although the corner itself is a little odd in not being a simple 90 degree turn. If the rotating wall is in the alternate position, the corridor turns right, still with an odd corner, and allows access to the **Vault (8)**. This wall can only be turned in sync with the rotating wall above.

7. TRAPS ON TRAPS

The door at this dead end is doubly trapped. Every person who steps on the pit trap has a 50% of setting it off. Everyone over the pit falls in taking 7 (2d6) bludgeoning damage and the spikes at the bottom require a DC 12 Constitution save or take an additional 5 (1d10) poison damage.

The lock on the door is **very easy to pick**: DC 8 Lock Picking check. If the person picking the lock makes the roll by 5 or more, this simplicity will be recognized. Opening the door has two effects: it opens the pit if not already open and, a few moments later, a flurry of eight spears will shoot from behind the door to strike those down the

corridor. The spears attack at +4 to hit, do 4 (1d6+1) piercing damage, are poisoned (see above), and are arranged to try to hit four squares, 2 spears each. A DC 14 Intelligence check is needed to detect either trap, and a DC 12 Dexterity check to disable. The small room beyond has nothing but the mechanism to launch the spears.

8. VAULT (AND CRYPT)

You enter a 50 ft. diameter circular room. At the center is a 10 ft. diameter stone column reaching the ceiling. The outer walls are made of sheets of stone instead of brickwork. If there is any other exit to the room it must be obscured by the column.

There is no other exit to the room, but the back of the "column" has a thin door made of the same material as most of the other doors in the dungeon. The door is locked and takes a DC 15 Lock Picking check to open. Any attempt to open the lock will result in the stone slabs to fall away revealing 16 alcoves and a small altar. Each alcove contains one of **16 Skeletons** that will animate and attack. One skeleton is wearing a **Ring of Protection +1** and so is **AC 14**. Choose which skeleton has the ring at random.

The altar holds a **small, white marble orb** on a stand. Grasping this orb will cause all the skeletons to look at that character. If they use the command word "**Family**" or a phrase using that word, the skeletons will obey the wielder of the orb. Failure to give a valid order in one turn will cause all skeletons to attack the character who touched the orb! If another party member blocks a skeleton from reaching its target, the skeleton will try to kill the blocking character first. Skeletons crumble to dust if they leave the mansion. **If a character finds a way to use the orb to distract the skeletons, give that character an inspiration point!** The orb is worth 10 gp for its ornamental value.

Inside the column is white, marble shelving. On the top shelf sits the **Token of Authority** (a 5" diameter circular, brass disk embossed with the Bahula clan crest) that sheik Hassan desires. On other shelves are the following: two large wooden boxes holding 3000 sp and 2000 gp; a jewelry box with a silver broach (25 gp), 3 gold rings (50 gp each), 2 silver bracelets with emerald gems (100 gp each), and a gold necklace with a ornate sapphire and platinum

pendant (750 gp); three ornate, silver-edged scimitars (60 gp each); three potion bottles contains a red liquid, one brighter than the others (two **Potions of Healing** and one **Potion of Greater Healing**); and a brass crown with little more than sentimental value (10 gp).

EPILOGUE

Once the party returns the Token of Authority to Sheik Hussein, he will pay them the agreed upon compensation. Also, as per their agreement, he will want to see what other treasures they found. He will point out the three well-crafted scimitars and two spears, and offer the party 100 gp per scimitar and 25 gp per spear. The party can decline with no repercussions, although they won't find a better offer anywhere else.

BONUS EXPERIENCE POINTS

Each surviving party member should receive **600 XP** for recovering the Token of Authority.

NPC DESCRIPTIONS

Malcolm Salu (Variant Specter)

Medium undead (former human), chaotic evil
Male 5th level Rogue (Thief)

Armor Class: 12
Hit Points: 22 (5d8)
Speed: 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	12 (+1)	10 (+0)	11 (+0)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Skills: Deception +3, Lock picking +5
Senses darkvision 60 ft., passive Perception 13
Languages: Common, Goblin, Thieves' Cant
Challenge: 2 (450 XP)

Incorporeal Movement. Malcolm can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.
Sunlight Sensitivity. While in sunlight, Malcolm has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage.

The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.
Possession. Malcolm can attempt to touch (+4 to hit, reach 5 ft.) any humanoid with 0 HP. This includes humanoid skeletons and zombies. If he succeeds, he possesses the target, who dies if not already dead. He gets a separate 22 (5d8) HP total when possessing a body, similar to a druid's *wild shape* feature. His sunlight sensitivity is abated, but he loses the benefit of his damage resistances. He can leave a body as a bonus action.

MONSTERS (Open Gaming Content)

Desert Kobold

Small humanoid (kobold), lawful evil
Armor Class 12 (14 with shield)
Hit Points 9 (2d6+2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	9 (-1)	8 (-1)	8 (-1)

Senses darkvision 60 ft., passive Perception 9
Languages Common, Draconic
Challenge 1/8 (25 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.
Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

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

Desert Kobold Warlock

Small humanoid (kobold), lawful evil
5th Level Warlock
Armor Class 14 (armor of shadows)
Hit Points 22 (5d6+5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	12 (+1)	12 (+1)	13 (+1)	15 (+2)

Senses darkvision 60 ft., passive Perception 11
Languages Common, Draconic
Challenge 1 (200 XP)

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

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

Spellcasting. *Spells known (slots):* Cantrips: *eldritch blast* [two targets], *prestidigitation*, *true strike*. 1st level: *comprehend languages*, *expeditious retreat*, *hellish rebuke*. 2nd level: *misty step*, *ray of enfeeblement*, 3rd level: *vampiric touch*. Invocations: *armor of shadows*, *thirsting blade*, *repelling blast*.

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Desert Kobold Leader

Small humanoid (kobold), lawful evil

Armor Class 14 (hide armor)
Hit Points 38 (7d6+14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	12 (+1)	11 (+0)	13 (+1)

Skills Str +3, Sex +5
Senses darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 1 (200 XP)

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

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

Actions

Multiattack. The kobold leader makes two attacks, one with each of the daggers.
+1 Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.
Dagger. *Ranged Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Grick
Medium monstrosity, neutral

Armor Class 14 (natural armor)
Hit Points 27 (6d8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	11 (+0)	3 (-4)	14 (+2)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft. passive Perception 12
Languages —
Challenge 2 (450 XP)

Stone Camouflage. The grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The grick makes one attack with its tentacles. If that attack hits, the grick can make one beak attack against the same target.
Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.
Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dust Mephit
Small elemental, neutral evil

Armor Class 12
Hit Points 17 (5d6)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	9 (-1)	11 (+0)	10 (+0)

Skills Perception +2, Stealth +4
Damage Vulnerabilities fire
Damage Immunities poison
Condition Immunities poisoned
Senses blindvision 60 ft., passive Perception 12
Languages Auran, Terran
Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of dust. Each creature within 5 feet of it must then succeed on a DC 10 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.
Innate Spellcasting (1/Day). The mephit can innately cast *sleep*, requiring no material components. Its innate spellcasting ability is Charisma

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) slashing damage.

Blinding Breath (Recharge 6). The mephit exhales a 15-foot cone of blinding dust. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tome of Teeth a.k.a. Puppeteer Bookworm

Small monstrosity, unaligned

Armor Class 13 (leather and metal binding)

Hit Points 27 (6d6+6)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	3 (-4)	7 (-2)	3 (-4)

Damage Vulnerabilities fire

Damage Resistance bludgeoning, psychic

Senses blindsight 30 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

False Appearance. While the tome of teeth remains motionless, it is indistinguishable from an ordinary book.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus target must make a DC 10 Intelligence saving throw or suffer disadvantage on all Intelligence-based rolls until *remove curse* is cast on target.

A Tome of Teeth is the result of a large book being infected by a Puppeteer Bookworm. A Tome normally has a fake lock to insure that the bookworm’s victim gets close enough to the “mouth” that forms when the book opens. The Bookworm feeds on the knowledge of both the written word and the minds of those it bites. Books infected by a Bookworm loses all value as a book.

In its natural form a Puppeteer Bookworm is **size Tiny, AC 12, HP 1, move 1 ft. (crawl)** and has no method of attack that would harm a demi-human.

Skeleton

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Ankheg

Large monstrosity, unaligned

Armor Class 14 (natural armor), 11 while prone

Hit Points 39 (6d10+6)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	13 (+1)	1 (-5)	13 (+1)	6 (-2)

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

Acid Spray (Recharge 6). The ankheg spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

Giant Spider

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10+4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

NEW MAGIC ITEMS (Open Gaming Content)

Incense of Protection

Wondrous item, uncommon

Found in sets of three in a small tube, these sticks of incense can be lit to produce a misty smoke that surrounds the holder in a 10 ft. radius. The smokes provides protection from some effect to all creatures in the radius. Roll on the table below to determine the protection All sticks found are the same.

Roll (d6)

- 1: Protection from Evil and Good
- 2: Protection from Energy (acid)
- 3: Protection from Energy (cold)
- 4: Protection from Energy (fire)
- 5: Protection from Energy (lightning)
- 6: Protection from Energy (thunder)

Each stick burns for ten minutes. The holder can move at most 10 ft. a turn for the smoke from the incense to be effective.

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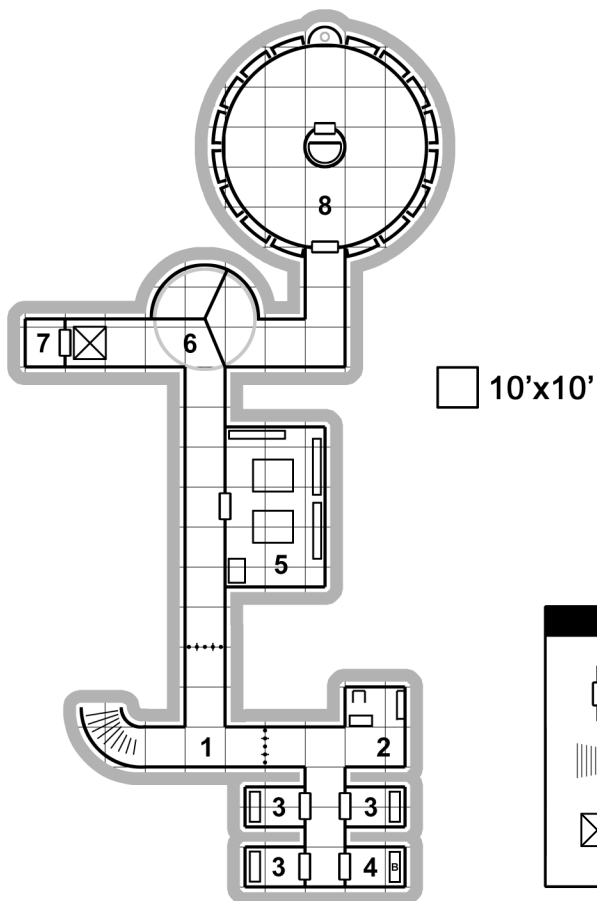
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SECOND DUNGEON LEVEL



LEGEND	
	Door
	Furniture
	Stairs
	Gate
	Pit
	Rotating Walls



The Wurmkeep
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Wyrmskeep Dungeons TZ2: Curse of the Desert Outpost 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: Barllen Ungart • Male Hill Dwarf Level 3 Cleric

Page 3: Esmeri al'Terrul • Female High Elf Level 3 Rogue

Page 4: Gurin Ungart • Male Hill Dwarf Level 1 Barbarian

Page 5: Hadric Solheart • Male Human Level 3 Fighter

Page 6: Maryam Mohsen • Female Human Level 3 Ranger

Page 7: Mialeth Ealelon • Male Red Dragonborn Level 3 Warlock

Page 8: Rav Bersk'I • Female Half-Elf Level 3 Fighter

Page 9: Theadric Tealfur • Male Halfling (Lightfoot) Level 3 Wizard

Page 10: Varwena Summerwood • Female Rock Gnome Level 3 Druid

Although nine character are available, we suggest that the party should be composed of a maximum of eight members. Players can change the character names, genders, and alignments in consultation with the GM. The characters should be allowed to buy additional mundane (non-magical) equipment from their funds before the adventure starts.

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Barllen Ungart • Male Hill Dwarf Level 3 Cleric

Player: _____

Alignment: Lawful neutral

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

Armor Class: 18
Initiative: +0
Speed: 25
Hit Points: 24
Hit Dice: 3d8+1
Experience Points: 1500

Proficiency Bonus: +2
Passive Perception: 13

Saving Throws

Strength: +2
Dexterity: +0
Constitution: +1
Intelligence: +0
Wisdom: +5 •
Charisma: +3 •

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

• Proficient skills

Languages

Common
Dwarvish
Orc

Other Skills

Brewer's Supplies
Smith's Tools

Attacks	Bonus	Damage
Warhammer	+4	1d8+2 bludgeon
Sling	+2	1d4 bludgeon

Features & Traits

Channel Divinity (Turn Undead, Preserve Life)
Disciple of Life
Dwarven Resilience
Stonecunning
Darkvision: 60 ft.
Damage Resistances: poison

Items

Pouch w/110 gp
Chain mail
Shield
Sling stones (10)
Waterskin
Candle (10)
Alms Box
Incense (2)
Rations (1 day) (2)
Censer
Vestments
Tinderbox
Clothes, traveler's
Blanket
Brewer's Supplies
Smith's Tools
Backpack
Emblem
Immovable Rod
Potion of Healing (2)

Spells

Ability: Wisdom

Spell DC: 13

Attack Bonus: +5

Cantrips

Guidance
Spare the Dying
Thaumaturgy

1st Level [4]

† Bless
† Cure Wounds

2nd Level [2]

† Lesser Restoration
† Spiritual Weapon

Barllen should prepare 6 spells from the 1st and 2nd 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.

Note. Barllen and Gurin (see page 4) are brothers.

Esmeri al'Terrul • Female High Elf Level 3 Rogue

Player: _____

Alignment: Neutral good

Strength:	12 (+1)	Skills		Attacks	Bonus	Damage
Dexterity:	16 (+3)	Acrobatics:	+5 •	Rapier	+5	1d8+3 piercing
Constitution:	12 (+1)	Animal Handling:	+0	Shortbow	+5	1d6+3 piercing
Intelligence:	14 (+2)	Arcana:	+2	<i>Dagger +1</i>	+6	1d4+4 piercing
Wisdom:	10 (+0)	Athletics:	+1	Dagger	+5	1d4+3 piercing
Charisma:	13 (+1)	Deception:	+3 •			
		History:	+2	Features & Traits		
Armor Class:	15	Insight:	+2 •	Darkvision: 60 ft.		
Initiative:	+3	Intimidation:	+1	Fey Ancestry		
Speed:	30	Investigation:	+2	Trance		
Hit Points:	21	Medicine:	+0	Cunning Action		
Hit Dice:	3d8	Nature:	+2	Fast Hands		
Experience Points:	1500	Perception:	+2 •	Second-Story Work		
		Performance:	+3 •	Sneak Attack		
Proficiency Bonus:	+2	Persuasion:	+1			
Passive Perception:	12	Religion:	+2	Items		
		Sleight of Hand:	+5 •	Pouch w/60 gp		
Saving Throws		Stealth:	+7 •	Studded leather armor		
Strength:	+1	Survival:	+0	Arrows (20) and quiver		
Dexterity:	+5 •			Disguise Kit		
Constitution:	+1	• Proficient skills		Forgery Kit		
Intelligence:	+4 •			Thieves' Tools		
Wisdom:	+0	Languages		Piton (10)		
Charisma:	+1	Common		Waterskin		
		Elvish		Candle (5)		
		Gnomish		Lantern, Hooded		
		Thieves' Cant		Oil (2)		
				Rations (1 day) (5)		
		Other Skills		Rope, Hempen		
		Disguise Kit		String		
		Forgery Kit		Tinderbox		
		Thieves' Tools		Hammer		
				Bell		
				Backpack		
				Clothes, Fine		
				Ball bearings		
				Crowbar		
				<i>Cloak of Elvenkind</i>		
				<i>Potion of Healing</i>		

Spells

Ability: Charisma

Spell DC: 12

Attack Bonus: +4

Cantrips

Mage Hand (racial)

Gurin Ungart • Male Hill Dwarf Level 1 Barbarian

Player: _____

Alignment: Neutral good

Strength:	15 (+2)	Skills		Attacks	Bonus	Damage
Dexterity:	12 (+1)	Acrobatics:	+1	Greataxe	+4	1d12+2 slashing
Constitution:	16 (+3)	Animal Handling:	+0	Handaxe	+4	1d6+2 slashing
Intelligence:	10 (+0)	Arcana:	+0			
Wisdom:	10 (+0)	Athletics:	+4 •	Features & Traits		
Charisma:	12 (+1)	Deception:	+1	Dwarven Resilience		
		History:	+0	Stonecunning		
Armor Class:	14	Insight:	+0	Darkvision: 60 ft.		
Initiative:	+1	Intimidation:	+3 •	Damage Resistances: poison		
Speed:	25	Investigation:	+0	Rage		
Hit Points:	38	Medicine:	+0	Frenzy		
Hit Dice:	3d12+9	Nature:	+2 •	Danger Sense		
Experience Points:	0	Perception:	+0	Reckless Attack		
		Performance:	+1			
Proficiency Bonus:	+2	Persuasion:	+1	Items		
Passive Perception:	10	Religion:	+0	Pouch w/50 gp		
		Sleight of Hand:	+1	Explorer's Pack		
Saving Throws		Stealth:	+1	Clothes, Traveler's		
Strength:	+4 •	Survival:	+2 •	Horn		
Dexterity:	+1 •			Mason's Tools		
Constitution:	+5	• Proficient skills		<i>Potion of Healing</i>		
Intelligence:	+0					
Wisdom:	+0	Languages				
Charisma:	+1	Common				
		Dwarvish				
		Undercommon				
		Other Skills				
		Horn				
		Mason's Tools				

Background. Gurin and Barllen (page 2) are brothers.

Hadric Solheart • Male Human Level 3 Fighter

Player: _____

Alignment: Lawful good

Strength:	16 (+3)	Skills		Attacks	Bonus	Damage
Dexterity:	14 (+2)	Acrobatics:	+4 •	Scimitar	+5	1d6+3 slashing
Constitution:	14 (+2)	Animal Handling:	+2 •	Light crossbow	+4	1d8+2 piercing
Intelligence:	12 (+1)	Arcana:	+1			
Wisdom:	10 (+0)	Athletics:	+5 •	Features & Traits		
Charisma:	13 (+1)	Deception:	+1	Defense Fighting Style		
		History:	+1	Critical Hits: 19-20		
Armor Class:	19	Insight:	+0	Action Surge		
Initiative:	+2	Intimidation:	+3 •	Second Wind		
Speed:	30	Investigation:	+1			
Hit Points:	28	Medicine:	+0	Items		
Hit Dice:	3d10+6	Nature:	+1	Pouch w/70 gp		
Experience Points:	1500	Perception:	+0	Chain mail		
		Performance:	+1	Shield		
Proficiency Bonus:	+2	Persuasion:	+1	Crossbow bolt (20);		
Passive Perception:	10	Religion:	+1	Piton (10)		
		Sleight of Hand:	+2	Waterskin		
Saving Throws		Stealth:	+2	Rations (1 day) (10)		
Strength:	+5 •	Survival:	+0	Rope, Hempen		
Dexterity:	+2			Tinderbox		
Constitution:	+4 •	• Proficient skills		Hammer		
Intelligence:	+1			Backpack		
Wisdom:	+0	Languages		Crowbar		
Charisma:	+1	Common		Dice Set		
		Dwarvish		Torch (10)		
				Potion of Climbing		
		Other Skills		Potion of Healing		
		Dice Set				
		Land Vehicles				

Maryam Mohsen • Female Human Level 3 Ranger

Player: _____

Alignment: Chaotic good

Strength:	14 (+2)	Skills		Attacks	Bonus	Damage
Dexterity:	15 (+2)	Acrobatics:	+2	<i>Longsword +1</i>	+5	1d8+2 slashing
Constitution:	12 (+1)	Animal Handling:	+3 •	<i>Longbow</i>	+6	1d8+3 piercing
Intelligence:	12 (+1)	Arcana:	+1			
Wisdom:	13 (+1)	Athletics:	+4 •	Features & Traits		
Charisma:	14 (+2)	Deception:	+2	Archery Fighting Style		
		History:	+1	Favored Enemy		
Armor Class:	15	Insight:	+1	Horde Breaker.		
Initiative:	+2	Intimidation:	+2	Natural Explorer (forest)		
Speed:	30	Investigation:	+1	Primeval Awareness		
Hit Points:	25	Medicine:	+1			
Hit Dice:	3d10+3	Nature:	+3 •	Items		
Experience Points:	1500	Perception:	+1	Pouch w/45 gp		
		Performance:	+2	Chain Shirt		
Proficiency Bonus:	+2	Persuasion:	+4 •	Arrows (20) and Quiver (1)		
Passive Perception:	11	Religion:	+1	Explorer's Kit		
		Sleight of Hand:	+2	Leatherworker's Tools		
Saving Throws		Stealth:	+4 •	Clothes, Fine		
Strength:	+4 •	Survival:	+3 •	Signet Ring		
Dexterity:	+4 •			<i>Wand of Magic Detection</i>		
Constitution:	+1	• Proficient skills		<i>Potion of Healing</i>		
Intelligence:	+1					
Wisdom:	+1	Languages				
Charisma:	+2	Common				
		Draconic				
		Elvish				
		Goblin				
		Other Skills				
		Land Vehicles				
		Leatherworker's Tools				

Spells

Ability: Wisdom

Spell DC: 11

Attack Bonus: +3

1st Level [2]

Alarm
Cure Wounds
Speak with Animals

Mialeth Ealelon • Male Red Dragonborn Level 3 Warlock

Player: _____

Alignment: Neutral

Strength: 14 (+2)
Dexterity: 10 (+0)
Constitution: 12 (+1)
Intelligence: 11 (+0)
Wisdom: 13 (+1)
Charisma: 16 (+3)

Armor Class: 12
Initiative: +0
Speed: 30
Hit Points: 21
Hit Dice: 3d8+3
Experience Points: 1500

Proficiency Bonus: +2
Passive Perception: 11

Saving Throws

Strength: +2
Dexterity: +0
Constitution: +1
Intelligence: +0
Wisdom: +3 •
Charisma: +5 •

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

• Proficient skills

Languages

Abyssal
Common
Draconic

Other Skills

Herbalism Kit

Attacks	Bonus	Damage
Spear	+4	1d6+2 piercing
Dagger	+4	1d4+2 piercing
Light Crossbow	+2	1d8 piercing

Breath Weapon. Fire, 15 ft. cone, 2d6 fire damage, DC 11 DEX save.

Features & Traits

Damage Resistance: fire
Dark One's Blessing
Eldritch Invocation: Gaze of Two Minds
Eldritch Invocation: Repelling Blast
Pact Boon: Pact of the Blade

Items

Pouch w/35 gp
Crossbow bolt (20)
Clothes, Common
Herbalism Kit
Crystal
Piton (10)
Waterskin
Rations (1 day) (10)
Rope, hempen
Tinderbox
Hammer
Blanket
Backpack
Crowbar
Torch (10)
Bracers of Defense
Potion of Healing

Spells

Ability: Wisdom

Spell DC: 13

Attack Bonus: +5

Slots: 2

Cantrips

Eldritch Blast
Minor Illusion

1st Level

Charm Person
Comprehend Languages
Protection from Evil and Good

2nd Level

Shatter

Rav Bersk'I • Female Half-Elf Level 3 Fighter

Player: _____

Alignment: Chaotic Good

Strength:	14 (+2)	Skills		Attacks	Bonus	Damage
Dexterity:	16 (+3)	Acrobatics:	+5 •	Greatsword	+4	2d6+2 slashing
Constitution:	12 (+1)	Animal Handling:	+0	Longbow	+7	1d8+3 piercing
Intelligence:	13 (+1)	Arcana:	+1	Net	+7	Restrain*
Wisdom:	10 (+0)	Athletics:	+4 •			
Charisma:	12 (+1)	Deception:	+1	*DC 10 STR check to remove		
		History:	+3 •			
Armor Class:	14	Insight:	+0	Features & Traits		
Initiative:	+3	Intimidation:	+1	Darkvision: 60 ft.		
Speed:	30	Investigation:	+1	Fey Ancestry.		
Hit Points:	25	Medicine:	+0	Critical Hits: 19-20		
Hit Dice:	3d10+3	Nature:	+1	Archery Fighting Style		
Experience Points:	1500	Perception:	+2 •	Second Wind		
		Performance:	+1	Action Surge		
Proficiency Bonus:	+2	Persuasion:	+3 •			
Passive Perception:	12	Religion:	+1	Items		
		Sleight of Hand:	+5 •	Pouch w/80 gp		
Saving Throws		Stealth:	+3	Arrow (20) and Quiver		
Strength:	+4 •	Survival:	+0	Leather Armor		
Dexterity:	+3			Waterskin		
Constitution:	+3 •	• Proficient skills		Signet Ring		
Intelligence:	+1			Bedroll		
Wisdom:	+0	Languages		Rations (1 day) (10)		
Charisma:	+1	Common		Rope, Hempen		
		Elvish		Dragonchess Set		
		Giant		Tinderbox		
		Sylvan		Mess Kit		
				Backpack		
		Other Skills		Clothes, Fine		
		Dragonchess Set		Torch (10)		
				Potion of Healing		

Theadric Tealfur • Male Halfling (Lightfoot) Level 3 Wizard

Player: _____

Alignment: Neutral good

Strength:	10 (+0)	Skills		Attacks	Bonus	Damage
Dexterity:	14 (+2)	Acrobatics:	+2	Quarterstaff	+2	1d6 bludgeon
Constitution:	12 (+1)	Animal Handling:	+1	Dart	+4	1d4+2 piercing
Intelligence:	15 (+2)	Arcana:	+4 •			
Wisdom:	13 (+1)	Athletics:	+0	Features & Traits		
Charisma:	12 (+1)	Deception:	+1	Arcane Recovery		
		History:	+2	Brave		
Armor Class:	13	Insight:	+3 •	Evocation Savant		
Initiative:	+2	Intimidation:	+1	Halfling Nimbleness		
Speed:	25	Investigation:	+2	Lucky		
Hit Points:	17	Medicine:	+3 •	Naturally Stealthy		
Hit Dice:	3d6+3	Nature:	+2	Sculpt Spells		
Experience Points:	1500	Perception:	+1			
		Performance:	+1	Items		
Proficiency Bonus:	+2	Persuasion:	+3 •	Pouch w/65 gp & a pearl (worth 100 gp)		
Passive Perception:	11	Religion:	+2	Knife, Small		
		Sleight of Hand:	+2	Book		
Saving Throws		Stealth:	+2	Ink		
Strength:	+1	Survival:	+1	Ink Pen		
Dexterity:	+3			Bag of Sand		
Constitution:	+2	• Proficient skills		Clothes, Traveler's		
Intelligence:	+5 •			Parchment (10)		
Wisdom:	+4 •	Languages		Backpack		
Charisma:	+2	Common		Alchemist's Supplies		
		Elvish		Spellbook		
		Halfling		<i>Ring of Protection</i>		
				<i>Potion of Healing</i>		
		Other Skills				
		Alchemist's Supplies				

Spells

Ability: Charisma

Spell DC: 12

Attack Bonus: +4

Cantrips

Light
Message
Ray of Frost

1st Level [4]

Detect Magic
Expeditious Retreat
Feather Fall
Identify
Mage Armor
Magic Missile
Thunderwave

2nd Level [2]

Enlarge/Reduce
Mirror Image
Spider Climb

Theadric should prepare 5 spells from his 1st and 2nd level known spell lists. He can change these spells after a long rest.

Varwena Summerwood • Female Rock Gnome Level 3 Druid

Player: _____

Alignment: Neutral

Strength:	12 (+1)	Skills		Attacks	Bonus	Damage
Dexterity:	12 (+1)	Acrobatics:	+1	Scimitar	+3	1d6+1 slashing
Constitution:	12 (+1)	Animal Handling:	+2	Sling	+3	1d4+1 bludgeon
Intelligence:	16 (+3)	Arcana:	+3			
Wisdom:	14 (+2)	Athletics:	+3 •	Features & Traits		
Charisma:	10 (+0)	Deception:	+0	Darkvision: 60 ft.		
		History:	+3	Artificer's Lore		
Armor Class:	14	Insight:	+2	Gnome Cunning		
Initiative:	+1	Intimidation:	+2 •	Natural Recovery		
Speed:	25	Investigation:	+3	Tinker		
Hit Points:	21	Medicine:	+4 •	Wild Shape		
Hit Dice:	3d8+3	Nature:	+5 •			
Experience Points:	1500	Perception:	+2	Items		
		Performance:	+0	Pouch w/25 gp and Gem		
Proficiency Bonus:	+2	Persuasion:	+0	Leather Armor		
Passive Perception:	12	Religion:	+3	Shield		
		Sleight of Hand:	+1	10 Sling Stones		
Saving Throws		Stealth:	+1	Waterskin		
Strength:	+1	Survival:	+2	Bedroll		
Dexterity:	+1			Rations (1 day) (10)		
Constitution:	+1	• Proficient skills		Rope, Hempen		
Intelligence:	+5 •			Tinderbox		
Wisdom:	+4 •	Languages		Mess Kit		
Charisma:	+0	Common		Backpack		
		Druidic		Totem		
		Gnomish		Torch (10)		
				Explorer's Pack		
		Other Skills		Dice Set		
		Dice Set		Herbalism Kit		
		Herbalism Kit		Tinker's Tools		
		Land Vehicles		<i>Circlet of Blasting</i>		
		Tinker's Tools		<i>Potion of Healing</i>		

Spells

Ability: Wisdom

Spell DC: 12

Attack Bonus: +4

Cantrips

Druidcraft
Poison Spray
Shillelagh

2nd Level [2]

Theadric should prepare 5 spells from his 1st and 2nd level Druid spell lists. He can change these spells after a long rest.

1st Level [4]

The adventure in this module is designed for a party of 5 to 8 characters of levels 2 to 4, approximately 15 to 25 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 may want under the Open Game License v1.0a and is easily adapted to most campaign settings.

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