

Wyrmskeep Dungeons BW1

Temple of the Dragon Kin

Written by Joe Pearce

AN ADVENTURE FOR CHARACTER LEVELS 6-8

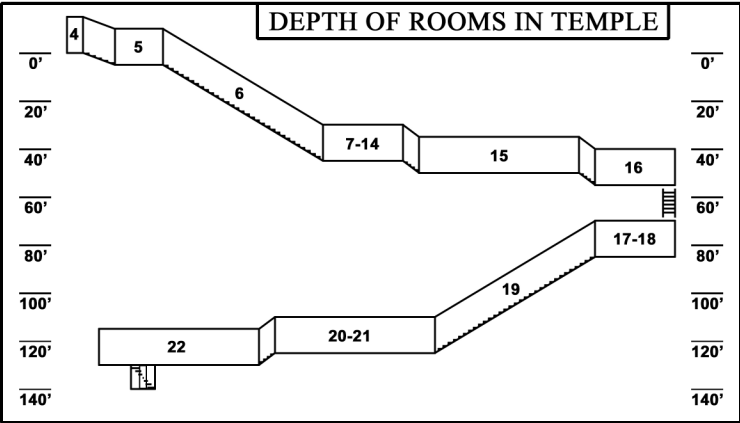
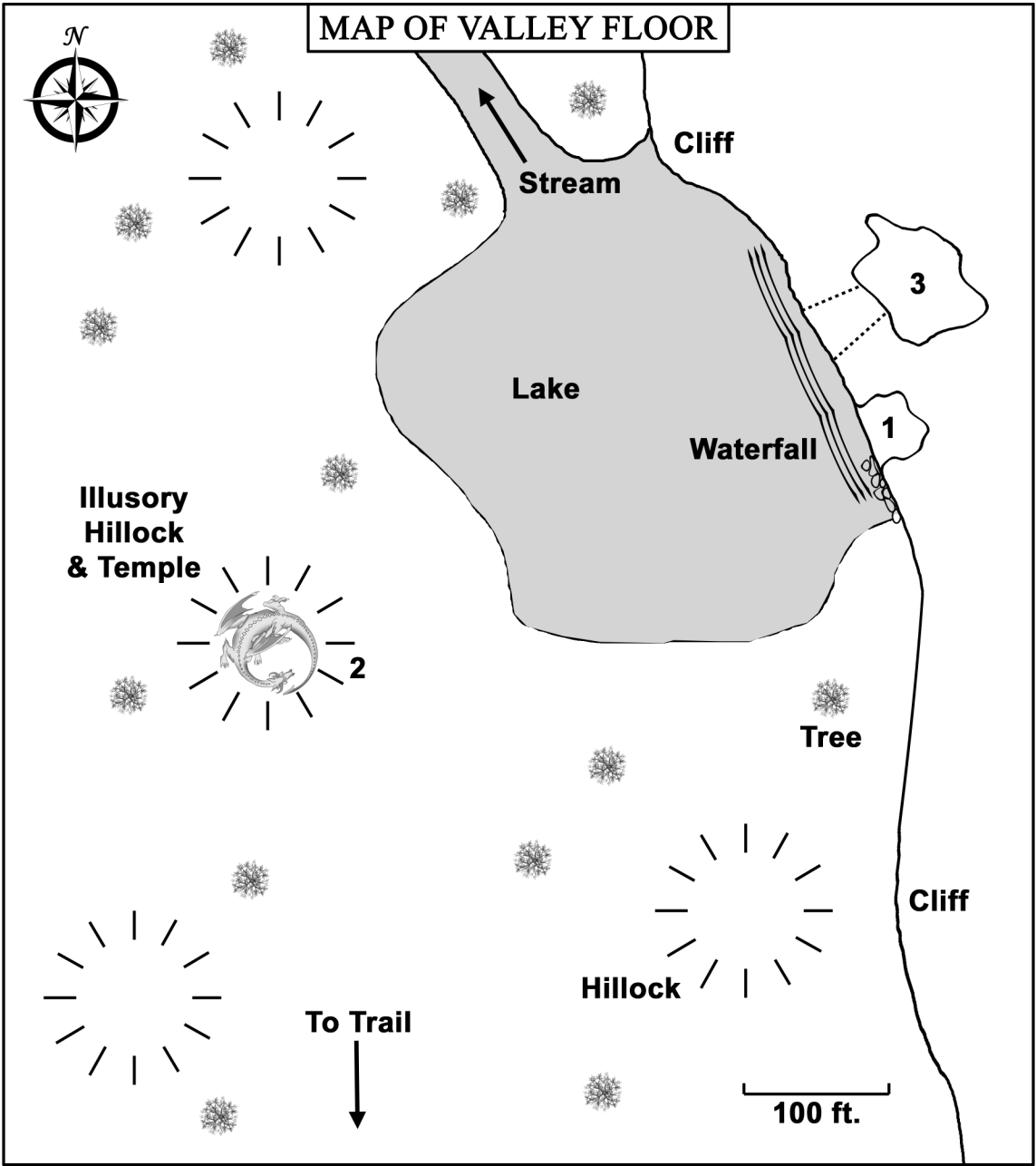


The learned sage, Gaspar Uberbellum, has made it known that he seeks to hire a party of stalwart adventurers to find and explore a lost temple dedicated to the veneration of dragons and their humanoid children, the dragonborn. Within this **Temple of the Dragon Kin™** is supposedly a powerful magic item that the sage covets: the **Helm of the Dragon Lord**. The group will be paid handsomely for successfully locating, extracting, and returning the Helm to Gaspar.

Sounds like a profitable arrangement! Simple really. Well, the adventurers should expect to encounter deadly traps, inscrutable puzzles, and powerful guardians along the way. Nothing that a strong and resourceful party of adventurers cannot overcome. Although they might still want to be a bit wary about dragons!

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AN ADVENTURE FOR CHARACTER LEVELS 6-8



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AUTHOR'S NOTE

Thank you for purchasing this module! The adventure within has a mix of physical and mental challenges allowing for varying roleplaying styles, as well as yours as the GM. Hopefully my multi-decade experience in creating both fantasy and other genres of roleplaying scenarios has produced an experience you and your players will enjoy!

GM INFORMATION

This adventure is designed for a group of 6th to 8th level characters, with total levels of around 50. 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 three fighters, a cleric, a mage, and a rogue.

The scenario can be ran stand-alone or as part of a campaign. Feel free to change the names of locations to match your game world. FYI, the place names are from my campaign world and may reappear in future 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 appearing immediately after.

BACKGROUND

Many decades ago a group of wealthy, second and third-generation dragonborn formed an organization to promote and protect those like themselves and to venerate their dragon ancestors: **The Society of the Winged Serpent**. Over time the Society expanded to offer membership to well-off and influential non-dragonborn demi-humans. This lead to corruption and a drift towards control of the Society belonging to those with evil dragon ancestry. It was during this period that the **Temple of the Dragon Kin** was built as a sanctuary.

One member of the Society, a powerful wizard, crafted a weapon for their use, the **Helm of the Dragon Lord**. In a bit of irony, the Helm never saw much use in battle, and was lost along with the Temple during a short war between the forces of good and evil. This war lead to the almost complete destruction of the Society. Although remnants of the group still exist in the present day, they do not play into the events of this module.

THE TOWN OF BARROWASH

Barrowash is a medium-sized town located near the conflux of two rivers and built partially on the western slope of a tall hill. There is a wall with multiple towers that encloses much of the town. The derivation of the town's name is somewhat in dispute, but it is known that the one of the two rivers is prone to flooding every few decades.

A rumor has spread though the taverns and other locations where adventurers frequent in nearby villages and towns: a wealthy individual living in Barrowash, possibly a sage, is seeking a bold party to retrieve a powerful magic item. Details beyond that are vague, but the place to visit to learn more is **The Broken Crow**, a tavern located in the dodgy part of Barrowash. If the player characters are not as yet an adventuring group, the tavern is the perfect place to discover their common interest and form a tentative team.

Sometime after the party arrives at the tavern and settles down for some rounds of ale, a beautiful, female half-elf sitting at a table in one corner will start singing songs on the topic of brave and foolhardy deeds. She will occasionally switch to playing a flute to punctuate some lyric. After a couple of songs, she will ask others in the tavern to tell her a brief account of a past adventure, that she will then spin into an impromptu ballad.

This half-elf is **Lynnlly Avondale**, a well-known resident of Barrowash. She seeks out tales of tavern-goers to evaluate credentials for hiring by



her employer, **Gaspar Uberbellum**. The GM can assume the party suitably impresses her, and she will provide them a piece of parchment with information on how to locate Gaspar and a time to arrive.

The instructions will lead the party to a door in an out-of-the-way alley that opens into a winding stairway, at the bottom of which is a small room with one locked door. Knocking will result in Lynnlly opening the door and beckoning the party inside to be introduced to Gaspar, a middle-aged man with a short beard wearing expensive clothing. He sits behind a desk piled with books.

GASPAR'S PROPOSAL

Gaspar wants to commission the party to locate and explore the lost Temple of the Dragon Kin. The goal once inside is to find a magical helm adorned with draconic designs and return it to Gaspar. For this service he will offer 1,000 gp per party member. He is willing to negotiate for a higher amount, but will balk at going over 30,000 gp total. OK, he will go as high as 45,000 gp total, but only after letting the party leave and then having Lynnlly chase after them to request they come back to discuss the matter more.

Gaspar will not prepay any of this reward, but he has set-up accounts at some local establishments where the party can acquire for free any reasonable non-magical supplies (and possibly a **potion of healing** or two) for their expedition. He will tell the party to contact **Sven Silvermane**, a local merchant, who will facilitate these transactions.

Gaspar will require the party to sign a contract. They should read this document, as it requires giving Gaspar 10% of all treasure recovered beyond the helm itself. He will agree to cross out this section if the party insists. Really, he just wants the helm in the end.

Once they agree to the assignment and sign the contract, the party will be given a leather packet containing a 2" diameter amethyst lens, a brass key with a ring of small sapphire gems set in it that can supposedly open the vault that holds the helm, and a sheet of paper with information on the general location of the Temple with notes on Gaspar's research that indicates the entrance to the Temple is disguised in some way, and the lens is needed to reveal it.

A scribbled addition at the bottom of the sheet says the party should seek out Lynnlly after

recovering the helm. She will then take them to see Gaspar again to complete the transaction.

If the party made the unfortunate decision of using the *inhibiting phrase* on the Helm (see description of item in back of module), Gaspar will believe the Helm to be a fake and will **not** pay for it. **"What are you trying to pull? This helmet doesn't even detect as magical?"** The party can confirm that is indeed true. He can be convinced to pay 20% of the negotiated amount as a "kill fee." He will keep the "fake" Helm.

If the party is underpowered, the GM can offer to include Lynnlly on the mission as an NPC. They will have to agree to give her an equal share of any loot.

ON THE ROAD

Once the party has acquired supplies and began their journey, read the players this description of the first part of their trek:

After a day's journey on the main road from town, you encounter a less traveled trail leading from the road and into the hills. Gaspar's directions indicate you should take this trail until you find a pass into a wooded valley. The party decides to camp that night near the road and then proceed in the morning. Shortly before noon the next day, the trail passes by an open route down into a valley, so you veer off into the light woods and rolling hillocks beyond. An hour later you are rewarded by discovering a waterfall coursing over a cliff into a small lake, just as noted in the directions. Now you just need to figure out how to find the Temple entrance based on a cryptic clue: **"Through convex amethyst and flowing water will those who seek draconic might know respite."**

KEY TO VALLEY FLOOR

1. BEHIND THE WATERFALL

The lake appears fairly deep, but it becomes less so near the cliff. A series of rocks and boulders have been built-up along the lake edge, providing a way to reach a cave *behind* the waterfall. You are fairly sure the arrangement is not natural.

The path is completely safe to cross for anyone with a Dexterity of 8 or more. The cave behind the waterfall is not deep, but does have enough room for the entire party.

Placing a lens or large cut gem of amethyst over one eye and looking through it and the waterfall (“flowing water”) will reveal the Temple. Read this to the player:

As you peer through the waterfall, the closest hillock in the valley begins to fade away to reveal beneath a building shaped like a large dragon lying on the ground with its mouth open. This must be the Temple of the Dragon Kin!

This ability to see through the illusion hiding the Temple lasts 24 hours for each character that looks through a lens or gem and waterfall. There is nothing else of interest in the cave.

2. TEMPLE EXTERIOR AND ENTRANCE

Only read this to the players if at least one party member has successfully seen through the illusion covering the Temple.

Inspecting the perimeter of the building confirms that there is only one obvious entrance, a door located in the rear of the “dragon’s” mouth. The door has a lock. The interior of the mouth is carved to appear as the top and bottom of an actual mouth, with a tongue as a floor. There are also some bits of bone and metal strewn around the tongue.

The bone and metal fragments are weathered and barely identifiable, but appear to be from a humanoid, while the metal parts are the remains of armor and a helmet. If the party chooses to pick through the material, they will find shards of broken glass, a cracked wooden tube containing a torn scroll that may have once held a spell, and a intact 100 gp amethyst gem.

The door is locked, and the key Gaspar gave the party does not fit. The lock requires a DC 15 Dexterity check to pick. Failure will set off a trap: hidden holes in the mouth floor will open and metal bars will shoot up trapping those in the mouth unless a DC 12 Acrobatics roll is made. The “tongue” will then rise up to meet the top of mouth, crushing anyone still in the mouth for 55 (10d10) damage, save vs. DC 15 Athletics roll for half damage. A DC 18 Intelligence roll is required to identify the trap, which will then allow disarming it on a DC 15 Dexterity roll. The tongue will reset after 5 minutes.

When the door is opened, a low rumble like the roar of some creature will be heard. This is just the **Curved Stairwell (6)** trap and **Pit cover (7)**

resetting after having been tripped by earlier adventurers.

3. CLIFF AND HIDDEN LAIR OF A DRAGON

If the party successfully retrieves the Helm of the Dragon Lord and did not invoke the Kunchi’s phrase to inhibit the Helm, then they will have one additional challenge to overcome. Once the person with the Helm gets 100 ft. from the Temple, read the players the following:

After such a tough adventure, you are all glad to get back on the road and claim your reward. As you are discussing how you’ll spend the money, a low rumble begins to sound — like the start of an earthquake! This is accompanied by a geyser of water erupting from the waterfall about halfway up the cliff, followed by a barrage of rocky rubble. Out of this explosion emerges a 20-foot-long white dragon. It flaps its wings a few times to hover in place, giving it a chance to spy the party. More significantly, it looks directly at where the Helm you fought so hard for is! With another flap of its wings, the dragon flies towards that direction.

This is a **Young White Dragon** and its goal is to retrieve the Helm. It will not be deterred from this endeavor until it can no longer sense the Helm or is killed. The dragon can magically detect the Helm’s location out to a distance of one mile. As soon as the dragon has possession of the Helm, it will fly away, trying to put as much distance as it can between itself and the party, even at the loss of its hoard!

The dragon was having a nice, long sleep in a hidden cavern in the cliff. At the center of the cavern is a small pile of treasure: 12,000 sp, 2,000 ep, 175 pp, 12 clear topaz gems (10 gp each), 4 diamonds (100 gp x3, 500 gp), 3 silver goblets (250 sp each), 2 bolts of silver-trimmed fabric (100 sp each), a **mithral chain shirt**, and a **potion of flying**. If you notice a theme here, you’re right — this dragon loves white and silvery things.

TEMPLE OF THE DRAGON KIN

The interior of the Temple has these features:

Walls, floors, ceilings, and corridors. The interior of the temple is composed mainly of well-hewn stone blocks. The ceilings are arched and average 15 ft. in height. Corridors vary in width from 10 ft. to 20 ft.

Doors. Unless otherwise noted, all doors are made of oak with metal bracing, open inward into rooms, are locked (DC 10 Dexterity check to pick), and take 50 hit points to destroy.

Candle sconces. Most areas in the Temple have magical candle sconces. The location of sconces are marked on the maps. If any candle in a sconce is lit, all other candles in the same area will light. Behind the candle is a 1" diameter hole that is 6" deep and leads to a network of tiny channels in the walls that allow Mist Drakes in gaseous form access to most of the Temple. Non-magical methods of blocking these holes will be ineffective. The result of magical blockage is up to the GM. Rooms without sconces will be noted.

Draconic text. There are many places in the Temple where text in Draconic is written. If a character waves a hand in front of the text, it will temporarily change to the native language of that character.

Random encounters. If the party takes a short or long rest inside the Temple, there is a chance that 1d3+1 Mist Drakes will interrupt the rest by manifesting and attacking. The chance is 75% during a long rest and 25% otherwise. If Drakes do appear, they will not do so again on an immediate attempt to rest again. The party is safe if they are in a sealed room with no sconces, although exhausting the air supply in such a room might be an issue. Being extremely noisy, e.g., hacking down doors, can also attract Drakes! It is up to the GM to decide if there will be any encounters with monsters if the party rests outside the Temple.

KEY TO TEMPLE UPPER LEVEL

4. ENTRANCE CORRIDOR

Behind the door is a 10 ft. by 10 ft. entryway. Beyond is a curved stairway leading to the right and down into a large chamber. The walls are engraved to give the impression that you are inside the back of the mouth of a dragon. It's kind of eerie. There are two sconces holding unlit candles on either side of the doorway.

Lighting either candle causes all candles in both the corridor and **Vestibule (5)** to light!

5. VESTIBULE

This room would properly be called a vestibule. The left wall is engraved with two dragons



chasing each other's tails. Wooden pegs are embedded along the right wall. Some of these pegs hold purple robes with hoods. The robes are trimmed in fabric of different colors. The far wall has an exit into another corridor. There are candle sconces beside the entrance and exit.

Lighting any candle causes all candles in both this room and **Entrance Corridor (4)** to light.

The robes are made of some hard-to-identify fabric (woven mineral fibers) and trimmed in a similar fabric with a more "scaly" appearance and in different colors: two black, two green, one white, one blue, and one red. Each robe also has a fabric belt in the same color and material as the trim, and two large pockets. The robes are AC 11 and all classes are considered proficient to wear! They might be worth 25 gp each to the right person. On the wall behind the robes is a small metal plaque with writing in Draconic that reads, "**For the masters only!**"

6. CURVED STAIRWELL

You are on the platform just before a long, curving stairwell leading down and to the right. The ceiling is arched with curved beams every 15 ft. There is a candle sconce just before the first step, and you can see at least one more sconce down along the stairwell's left wall.

The stairs are a very well-crafted trap. It is rigged to collapse into a long slide that will deposit trespassers into a pit in the corridor below. The pit top will also open at the same time! See **Pit and Mist Drakes (7)** for details. The 26th and 51st step act as counters — when pressure is placed on *either* step a total of three times in 10 minutes, the trap will activate.

The fact that there is something odd about the stairs can be gleaned by anyone with a passive Perception score of 15 just *after* stepping off one of the trigger steps. Closely examining the steps and making a DC 15 Investigation check will reveal the true nature of the trap. After that, identifying the trigger steps requires a DC 15 Dexterity check. The trap cannot be disabled, only avoided by not walking on the trigger steps.

There are candle sconces above the 26th, 51st, and 76th step. These help those who are aware of the trap to know which steps to hop over. There are 101 steps total.

7. PIT AND MIST DRAKES

There is a pit trap at the bottom of the stairs. It does not cover the entire width of the corridor, so

can be walked around. A DC 15 Perception check is required to detect the telltale signs of unusual wear patterns on the floor, and a DC 15 Investigation check to confirm the pit trap. Those falling into the 25 ft. deep pit take 10 (3d6) damage from falling, plus an additional 11 (2d10) damage from the spikes at the bottom.

Anyone sliding down the collapsed stairs has a chance to either slide around the pit (DC 15 Acrobatics check) or grab the edge (DC 15 Athletics check). The character's player must suggest what action to perform to avoid the pit. Once two characters have successfully used a method to avoid the pit, others are at disadvantage to use the same method!

30 seconds (5 turns) after the pit opens, **5 Mist Drakes** will manifest: two from the side walls at **A**, two from the wall at **B**, and one in the **Vestibule (5)**. There will be one each of the white, red, blue, black and green kinds of Drake. Roll randomly to determine which kind of Drake appears at each location. They immediately swoop in and attack. The drake that appears in the vestibule will try to grapple opponents there and push them down the stairwell!

The remains of an elf, a human and a gnome are in the pit. Their clothing and armor is in tatters, being alternatively burnt, melted, or blown to bits. The human body is wearing an intact backpack containing a white-trimmed temple robe, two daggers, and two potion vials with small ribbons tied to the necks. Words are written on the ribbons: "**undead**" and "**shock**." These vials contain a **potion of necrotic resistance** and a **potion of lightning resistance**, respectfully. On the pit floor, under the bodies, is collectively 120 cp, 50 sp, 15 gp, an intact longsword, and a **+2 shield**.

The stairs can be reset and the pit cover closed by pulling the handle on the chain hidden in the **Ravaged Chapel (16)**.

8. COMMON ROOM

The double doors open into a large room. At the center is a long rectangular table with rounded corners and a number of chairs arrayed around it. Along the walls are eight doors, two located in each direction. The floor is engraved to look like the wing of a dragon, with the point where the wing joins the body at the double doors.

There are twelve chairs in total around the table. Each is made of a dark wood with leather



cushions. The headrests have an illustration of a small dragon sown into them. None of the single doors have locks. There is nothing else of interest in the common room.

9. PANTRY

There are shelves holding plates, cups, utensils, baskets, and small boxes in this room. On the floor are three casks. A general smell of decay permeates the air.

The baskets and boxes once held breads, fruits, vegetables, and meats, but all the food has spoiled and decomposed over the decades. Two of the casks contain ale that has gone flat. The third cask contains potable water.

10. LATRINE

This room has two stone benches, each with two holes. A wooden sign hanging on the far wall reads, in Common, **“Items dropped in holes should be considered lost!”** Possibly the same message is written below that in Draconic.

The holes are very deep and lead to an underground stream that empties into the lake outside. The chance of recovering a lost item is low — GM’s option on the chances.

11 to 14. QUARTERS

You would guess this room is a kind of quarters for two occupants. It is furnished with two beds, a wardrobe, and a writing desk with chair.

These six rooms are mostly identical except as noted below.

The wardrobes have unlocked double doors that open into a closet for hanging clothes. These closets are empty except for **room 12**, which holds a blue-trimmed temple robe. All wardrobes have a drawer at the bottom containing beige linens for the beds.

Each desk has an inkwell and one drawer. The ink has dried-up. Sheets of parchment can be found in each drawer. The drawer in **room 13** also has a slightly tattered letter that reads, in Common, **“Dear merchant or courtier, you are cordially invited to join us at a special retreat where you will discover the benefits of becoming part of a society of like-minded individuals. Ask for ‘Basil’ to confirm your interest. Wing and Claw.”** Of course, whoever this “Basil” was is long dead.

A small journal has been hidden under the bed mattress in **room 14**. The journal has a few entries written in Common:

Entry 1: **“By my count there appear to be five of us here seeking membership, four men and one woman. We have all been given ‘fledging names’ to use while at the temple. Mine is *[crossed out text here]* I shouldn’t write that down. I am sharing my quarters with a moneychanger from Oakney. Actually, we’re not supposed to reveal such details of our backgrounds, but he just insists on blabbering. Probably nervous.”**

Entry 2: **“This morning we were all lead via a respectful and colorful processional to the chapel. The prelates were very insistent that we walk the paths in a very exacting manner! The service of the chapel was quite inspirational! I can’t record what happened there though, obviously.”**

Entry 3: **“The woman claims that there is a prisoner somewhere in the temple. If there is, I’m not sure where he is kept. Not in one of the quarters. Maybe there is more to this place than meets the eye!”**

Entry 4: **“One of the prelates has informed all the initiates that today’s services may end early. A sense of dread has fallen over the place. I think that enemy forces are on the move and an evacuation is planned.”**

15. PUZZLE ROOM: TWO-BY-TWO

This long room has a very brightly colored floor! After 10 ft. of normal brick and a short stairway down, the floor is made off five strips of tiles stretching to the opposite side. The left, right and center strips are green, while the other two are white with red accents and black with blue accents. Round shields and sabers have been hung on the side walls, with candle sconces between. At the far end there is another stair down leading to a door. Two candle sconces are beside each set of doors.

The party will not be able to reach the far doors unless they discover the rule that allows passage through the room. The only clue to be found can be seen by any party member that turns around and looks up. On the wall above the door is a plaque engraved with text in Draconic script. Translated into Common it reads, **“Master and apprentice, separate but together.”**

To reach the opposite side, characters must cross in groups of two, with one person wearing a temple robe. Each must walk on a different path, white or black, and remain within 5 ft. of each other along the paths. Any mismatched person will perceive the far side as slowly receding as they try to walk to the far end. Stopping and turning around will reveal the character has only traveled some 10 ft. from the first stairs! This is not an illusion, but a magical spatial distortion, which applies to ALL forms of movement.

Walking on the white or black path back towards the entrance does not illicit the distortion effect. This means only one robed character is needed to bring the party safely across, although requiring multiple trips.

Any person that treads on the green tiled areas will cause one of the sword and saber sets to begin rattling. If the character does not immediately move back to the first stairs, a **Flying Shield** and **Flying Saber** will zoom off the wall and attack. Additional sets will attack if other characters try to join the battle.

If the players need help to solve the puzzle, the GM can provide a hint about the temple robes and/or the white and black paths being important on a successful DC 12 Arcana or Religion check.

16. RAVAGED CHAPEL

The doors open into a large chapel. You can identify it as such because of the pews, altar, arched ceiling, and many stands holding thick, cylindrical candles. A long vertical crack exists at the far end of the left wall. Some kind of slimy, translucent, amber goo exists all around this crack, the walls, and furnishings nearby. There are some splotches on the right side of the room too, but there is enough uncontaminated space to allow careful movement without touching any. You don't see another exit from the room .

There are no candle sconces in this room.

Years after the Temple was abandoned, an earthquake caused a crack to form in one wall of this chapel, leading to a significant area of the floor, walls and furniture being covered by an invasive **Amber Mold**. View of the main body of this mold, a blob on the floor at **M**, is blocked by the pews. The mold covers enough of the far wall to prevent access to the hidden door at its center and can only be removed by attacking and destroying the mold's body. Beyond the



hidden door is a small room with a long ladder at the end, which leads 30 ft. down to **room 17**.

Four adventurers have fallen to the mold and become **Amber Mold Zombies**. The bodies are lying on the floor hidden behind the pews (each noted by a **Z**). If party members move to a location where a zombie could “see” them, all four will rise-up and attack. Each is connected to the body of the mold by six tendrils. A zombie is limited to being 80 ft. from the mold body as that is how far tendrils can stretch. That restriction ends if all tendrils are severed.

The zombies are wearing useless fragments of armor. One wears a tattered temple robe with red trim. In the pocket of the robe is a another brass key, like the one received from Gaspar, but with a ring of small emerald gems set in it.

Scattered on the floor is 350 cp, 125 sp, 45 gp, and 3 pp. The 8 candle stands are made of white wood with gold filigree, while the candle holders at the top or the stands are made of gold and worth 200 gp each. (The candles in these stands do *not* “auto-light” if another one is lit.) The altar has a small hatch that can be opened to reveal a handle on a chain. When the chain is pulled, the **Curved Stairwell (6)** trap and **Pit cover (7)** will be reset if triggered earlier.

KEY TO TEMPLE LOWER LEVEL

17. LADDER AND CRANK

At the bottom of the ladder you find a short passage that leads to a dead end. Or maybe it isn't, because a metal crank wheel is set into the wall to the left of the dead end.

Turning the wheel will slowly lift a block of stone at the dead end and provide entry to the adjacent room.

18. PUZZLE ROOM: MOVE THE STATUES

You now have access to a 50 ft. by 50 ft. room. Unlit lanterns hang from chains attached to the ceiling by a hook at each corner. Statues of armored knights holding Kite shields and wearing sheathed swords stand along the walls, each a few feet off-center. Oddly, the shields are painted silver with a colored stripe. Parts of the floor are lower than the rest by some 6". This includes a 20 ft. by 20 ft. section in the middle, plus four 4 ft. wide, off-center paths that lead to each wall, then turn 90° and end adjacent to a statue. In the center are four 4 ft. by 4 ft. white-painted squares with black 6" diameter dots. One square has one dot, the next two, then three, and finally four. There is Draconic writing on northern wall above the statue.

There are no candle sconces in this room. The walls of this room are 6 ft. thick, including secret doors. The writing translates to "**In sequence by tincture ordinary.**" This is a hint to solve the puzzle of the room.

The entrance block will automatically start to lower and close after 10 minutes. The wheel can be turned again to move the block back up.

If the party searches the room, they will find what appears to be a secret passage at the center of each wall on a DC 15 passive perception score. In the case of the north and west walls, these "signs" are totally fake. This can be determined by a DC 15 Investigation check. There is only solid rock beyond the faked exits. An actual secret door exists at the center of the south wall: another block of stone that will slide upwards if the party can solve the room's puzzle. This block will also lower and close after 10 minutes.

Each statue can be pushed or pulled along the indented sections of the floor. They must be placed at the proper white squares in the correct sequence (one dot square, two dot square, etc.)

based on the heraldic names of the color ("tincture") of the central ("ordinary") stripe of the shields ("azure," "gules," "sable," and "vert"). One person can move a statue into position in about four minutes; two people working together can do so in half that time. Placing them in the right order causes the exit secret door block to rise.

If the party wants a description of the shields, read them this:

The stripes on the silver shields are, in clockwise order from the entrance, a diagonal black stripe from top-left to bottom-right, diagonal blue stripe from top-right to bottom-left, a green vertical bar down the center, and red horizontal bar down the middle.

In heraldic terms these would be *argent, a bend sable*; *argent, a bend sinister azure*; *argent, a pale vert*; and *argent, a fess gules*.

A character can make a DC 18 Intelligence check to guess that the clue refers to the heraldic meaning of the stripes. Any character skill in heraldry gives proficiency *and* advantage on the check. Allow *players* to apply their heraldry knowledge at no role-playing penalty!

If the statues are placed in the wrong positions, covers will slide open to reveal small holes near the ceiling, allowing **4 random Mist Drakes** to enter and attack!

If the room is empty of living beings and both exits are closed, the statues magically return to their original positions. Just outside the secret door is another metal crank wheel that when turned lifts *both* blocks of stone.

19. ANOTHER CURVED STAIRWELL

You are on the platform just before another long, curving stairwell leading down and to the right. It appears to be the same in all ways as the stairwell found on the upper floor of the temple.

If the party wants to be reminded of the details, just re-read them the description for **Curved Stairwell (6)**. Candle sconces are above the 25th, 50th, and 75th steps, and there are 101 steps total.

Unlike the previous stairs, there are no traps. As GM, you are welcome to heighten any paranoia the party might be having when they are unable to find any evidence of traps associated with this stairwell!

20. POOLS, CELLS, AND PRISONER

The double doors open into an oddly shaped room. At the center are five pools of water arranged in a pentagonal pattern. Each pool is about 5 ft. in diameter and producing a soft, blue glow that provides sufficient light to see clearly. The ceiling is engraved to look like the wing of a dragon, with the point where the wing joins the body at the double doors. Small holes are visible near the ceiling at the center of both side walls. The far side of the room is composed of metal bars, having the appearance of a prison. You count three doors in the bars, opening into what are likely cells. There is movement in the center cell!

There are no candle sconces in this room. Some heavy wards have been cast here: no one can teleport in or out, spells that allow access or movement to other planes of existence do not function, and scrying will reveal nothing but a haze!

The pools are magical fonts that create the Mist Dragons that guard the temple. Each pool is rimmed in dragon scales of one evil dragon type: white, blue, black, green, and red. The conjured drakes can then seep into the small holes in the walls to reach almost any area of the Temple. Casting *dispel magic* on the pools will deactivate them for one hour on a failed save vs. DC of the cast spell at +6. Emptying a pool of liquid is pointless as it will magically refill in one minute.

The party will need to move beyond the pools for a proper look at the cells. When they do, read the players the following:

Each cell is vaguely circular with the bars in the front being set in a curve. There is a stone slab that one could sleep on in the back. A magic circle is engraved on the floor with the stone slab contained entirely within, and bars and door just outside. Not surprisingly, the doors have locks. In the center cell is a 10 ft. tall bird-like humanoid with white plumage and red highlights, talons and beak, and green eyes. The beast says, **“Thank the gods you finally made it here. Do me a favor and unlock this door. And make it quick!”**

The frightful looking creature, appearing vaguely like a vrock, is in fact a **Kunchi**, a celestial from the upper realms. He is telepathic, so listeners will hear him in their native tongue. He tends to

speak very informally. He has been locked in the temple since before it was abandoned decades ago. His mission was to sneak into the temple and destroy or neutralize the Helm of the Dragon Lord to keep it from being used in a long ago war. He was discovered and imprisoned inside a magic circle that keeps him from escaping his cell. At this point the Kunchi just wants out of his cell and this room so he can return to his home dimension. (He will cast *banishment* on himself!)

The door to his cell and the others are locked, but can be picked on a DC 12 Dexterity check. Opening the door cancels the enchantment of the magic circle. A ritual must be performed to enable the circle again. The circles in the other cells are not active.

The Kunchi will answer a few questions before becoming a bit indignant. The “good” part of being chaotic good is a struggle for him right about now! If he gets extra ticked-off by the party or determines the party is evil, he may try to kill the party leader (and maybe more) before leaving. He only knows details about the upper level of the temple, which is the only areas he has seen beside this room.

He *does* know the *inhibiting* phrase for the Helm, which he will offer as the Helm’s *attunement* phrase as a bargaining chip to gain his freedom. The Kunchi will provide the phrase in Draconic. If any party member understands Draconic, the phrase translates to **“Let the serpent be still for now.”** See the Helm’s description at the back of this module for more details.

Given the opportunity, he will ask if anyone has found a ring in the temple. He wants to recover his **ring of disguise**, but he won’t reveal to the party what the ring does. If anyone says they have, he will ask to inspect the ring. If the ring is not his, he will look at it for a moment and then return it. If the ring *is* his, the Kunchi will say, **“Thanks!”** and put the ring on with the intention of keeping it!

21. DOORS AND SYNCHRONIZED LOCKS

When anyone gets a good view of one of the double doors, read the players the following:

The double doors ahead are made of iron with metal handles. They are set in a 20 ft. section of wall also made of metal. An illustration of a dragon is embossed across both doors. The right door has a lock with a small gem set above it.



The western door has a sapphire (blue) gem, the southern one an emerald (green) gem, and the eastern one a ruby (red) gem. The gems can be pried off with no ill effects and worth 50 gp each.

The key that Gaspar gave the party will open the western door, while the key found on the zombie in the **Chapel (16)** opens the southern door. The final key is simply not available. All three doors must be unlocked simultaneously or no door will open. Turning all the keys simultaneously requires a DC 8 Dexterity check by each person involved. Failure will cause one Mist Drake to materialize from the sconces near each door and attack. The “trap” part of summoning drakes can be disabled on a DC 16 Dexterity check once the mechanism is understood by making a DC 18 Investigation check.

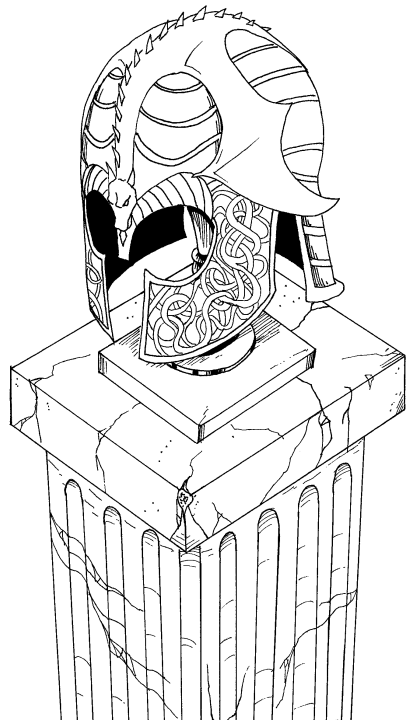
Picking the locks of these doors requires a DC 16 Dexterity check. All locks must still be unlocked simultaneously whether by key or lock picking! Magical attempts to open the doors require three simultaneously cast *knock* spells, one on each door. Once unlocked, the doors can be easily pushed open. Doors are locked from *both* sides!

The doors can take 300 hit points of damage before breaking, and at least 100 hit points of damage must be inflicted before it even *appears* that they are being affected! Mist Drakes will also attack at that point.

22. HALL OF CHAMPIONS

The double doors open into a wide entryway with a short flight of stairs that leads down into a huge, octagonal room approximately 80 ft. in diameter. The ceiling is 30 ft. high and supported by ten columns. The five walls without doors have large banners hanging on them. Each is a different color and features a white silhouette of a person with a dragonic features. At the center of the room is a 3 ft. diameter, 5 ft. high pedestal on which sits a helmet on a short wooden stand. The helmet is protected by a glass cover with a handle at the top. At each corner there is a stand holding an unlit, thick, cylindrical candle.

This room has no candle sconces. The helmet on the pedestal is **not** the Helm of the Dragon Lord — it is a non-magical duplicate. The real Helm is close by though! The candle holders at the top or the eight candle stands are made of gold and worth 200 gp each.



The banners are 20 ft. tall, 10 ft. wide and hang on three hooks 5 ft. below the ceiling. The name of the person represented is written in Dragonic at the bottom of the banner. If the party wants a details about the banners, read them this:

In clockwise order from the northern wall there are a grey banner with a woman wearing chain armor and vestments, holding a mace and shield named **Drakka Brighteyes**; a black banner with a man wearing leather armor and light clothing, holding a rapier, named **Orde Fishersson**; a blue banner with a man wearing robes and a fez, holding a wand, named **Scirokko the Wild**; a green banner with a woman wearing fur clothing and holding a battle axe, named **Tyto-ru**; and a red banner with a large man wearing plate armor, holding a greatsword, named **Captain Cozzi**.

These five dragonborn are the ancient champions of the Temple. (See front cover for illustrations of these characters.) If the glass cover or helmet is removed from the pedestal or an attempt is made to damage any banner, the banners will fly off their hooks and move about the room. Each will then curl and fold into the shape of a humanoid figure and transform into the actual individuals they represent! Drakka, the cleric, will shout, “**You hooligans have violated a precious sanctuary! The price for that intrusion is your lives!**” and then all five will

attack. See their **NPC Descriptions** for a complete list of armor, weapons, items carried, spells available, etc.

The champions will materialize in the most advantageous location in the room. Orde, the rogue, will appear behind a column if possible, giving him a chance to surprise attack. Scirokko, the sorcerer, will start behind one of the heavily armored champions to gain some protection from immediate attack and allow better use of his magic and **wand of re-evocation**.

The champions will quickly close and lock the Hall's doors if all opponents retreat out of the room without the *real* Helm, otherwise the champions will follow the party to regain the Helm.

A champion can exist for one hour before reverting to banner form, which will heal all wounds and restore all spell slots and magic item charges. Banners will drift back to where they were hanging. Champions who die in combat *do not* revert and their possessions can be taken.

There is a loose stone in the floor at **X**. Beneath is a handle on a chain that can be pulled. This will cause a ring of floor around the pedestal to descend forming a 5 ft. wide spiral staircase down. 10 ft. below the floor under the pedestal is an alcove holding the real **Helm of the Dragon Lord**. Below the alcove is a locked safe (DC 15 Dexterity roll to pick). Inside is 27 gold bars (150 gp each), a small box with 19 rubies (50 gp each), a large pouch with 1750 sp, a **tome of understanding** that will be usable in 9 months, **3 potions of greater healing**, and a **ring of disguise** (the Kunchi's ring). Taking the Helm will cause the champions to manifest if they have not already been defeated.

EXPERIENCE POINT REWARDS

It is recommended that the GM award the following additional experience points to each party member for meeting various goals.

Successfully avoiding both the **slide (6)** and **pit (7)** traps: **800 XP**

Navigating the first **puzzle room (15)** without being attacked: **500 XP**

Solving the second **puzzle room (18)** without being attacked: **500 XP**

Securing the *real* **Helm of the Dragon Lord** without the Helm being inhibited: **4000 XP**

NPC DESCRIPTIONS

The NPC descriptions below provide simplified features and traits of the character classes to ease play by the GM. You are welcome to expand the descriptions with additional class and archetype features, spells known vs. prepared, etc.

Lynnly Avondale's description is more detailed as she can be included as an NPC in the player's party.

Lynnly Avondale

Medium humanoid (half-elf), neutral good

Female 6th level Bard, College of Lore

Armor Class: 16 (studded leather)

Hit Points: 45 (6d8+12)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	14 (+2)	12 (+1)	17 (+3)

Saving Throws: Dex +7, Cha +7 (ring)

Skills: Arcana +5, Insight +7, Performance +6, Persuasion +6, Sleight of Hand +6, Stealth +9

Senses: darkvision 60 ft.

Languages: Common, Elvish, Draconic, Goblin

Carried Items: flute, **+2 rapier**, dagger x2, **ring of protection +1**, **potion of speed**, 100 gp pearl, 60 gp, 140 sp

Challenge: 2 (450 XP)

Fey Ancestry. Advantage on save vs. charm; magic cannot put Lynnly to sleep.

Bardic Inspiration/Cutting Words. Lynnly can inspire her allies and demoralize her foes, thereby affecting dice rolls a total of 3 times per long rest. See rulebook for details.

Spellcasting. *Spells Known (slots):* Cantrips: *dancing lights, message, vicious mockery*; 1st level (4): *charm person, goodberry, identify, thunderwave, unseen servant*; 2nd level (3): *enhance ability, find traps, invisibility, shatter*; 3rd level (3): *major image, speak with dead*.

Other Bardic Features. Jack of all Trades, Song of Rest, Font of Inspiration.

Actions

+2 Rapier. *Melee Weapon Attack:* +8 to hit. *Hit:* 10 (1d8+5) piercing damage.

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

Countercharm. Lynnly can perform a song that gives her and any friendly creatures within 30 ft. advantage on saving throws against being frightened or charmed. This effect lasts until the end of her next turn.

Gaspar Uberbellum

Medium humanoid (human), lawful neutral

Male 12th level Wizard, School of Divination

Armor Class: 12

Hit Points: 74 (12d6+24)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+1)	15 (+2)	14 (+2)	19 (+4)	14 (+2)	12 (+1)

Saving Throws: Int +8, Wis +6

Skills: Arcana +8, History +8, Investigation +8

Languages: Common, Elvish, Draconic, Dwarvish, Orc, Sylvan

Carried Items: +2 quarterstaff, 135 gp, 10 pp

Challenge: 5 (1800 XP)

Spellcasting. *Spells Prepared (slots):*

Cantrips: *fire bolt, light, mending, message, prestidigitation*; 1st level (4): *alarm, comprehend languages, detect magic, magic missile, shield*; 2nd level (3): *alter self, flaming sphere, knock, see invisibility*; 3rd level (3): *dispel magic, fireball, remove curse*; 4th level (3): *confusion, dimension door, locate creature*; 5th level (2): *conjure elemental, passwall*; 6th level (1): *true seeing*.

Actions

+2 Quarterstaff. *Melee Weapon Attack:* +5 to hit. *Hit:* 4 (1d6+3) bludgeoning damage.

Orde Fishersson

Medium humanoid (dragonborn), chaotic evil

Male 11th level Rogue (Thief)

Armor Class: 18 (+1 studded leather)

Hit Points: 80 (11d8+22)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	15 (+2)	14 (+2)	13 (+1)	11 (+0)

Saving Throws: Dex +9, Int +6

Skills: Athletics +6, Acrobatics +9, Sleight of Hand +9, Stealth +9

Damage resistances: acid

Languages: Common, Draconic, Thieves' Cant

Carried Items: +1 rapier, dagger (x3)

Challenge: 5 (1800 XP)

Two-weapon Fighting. Orde can use a bonus action to attack with dagger after attacking with rapier.

Sneak Attack. Once per turn, Orde can deal 6d6 extra damage with an attack if he has advantage or his opponent has another foe within 5 ft.

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

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

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

Actions

+1 Rapier. *Melee Weapon Attack:* +10 to hit. *Hit:* 11 (1d8+6) piercing damage.

Dagger. *Melee & Ranged Weapon Attack:* +9 to hit. *Hit:* 8 (1d4+5) piercing damage.

Breath weapon. Orde can exhale acid in a 5 ft. by 30 ft. line. Each creature in the area takes 14 (4d6) damage, DEX save vs. DC 14 for half damage. Usable once until a short rest.

Scirokko the Wild

Medium humanoid (dragonborn), lawful evil

Male 11th level Sorcerer, Draconic Bloodline

Armor Class: 15 (natural armor)

Hit Points: 63 (11d6+22)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	13 (+1)	15 (+2)	20 (+5)

Saving Throws: Con +6, Cha +9

Skills: Acrobatics +6, Deception +9, Insight +6, Medicine +6

Damage resistances: lightning

Languages: Common, Draconic, Sylvan

Carried Items: dagger (x2), wand of re-evocation

Challenge: 5 (1800 XP)

Spellcasting. *Spells Known (slots):* Cantrips: *prestidigitation, shocking grasp, true strike*; 1st level (4): *magic missile, thunderwave*; 2nd level (3): *blur, hold person*; 3rd level (3): *counterspell, lightning bolt*; 4th level (3): *blight, confusion*; 5th level (2): *telekinesis*; 6th level (1): *chain lightning*.

Metamagic. Scirokko has 11 sorcery points useable to empower or quicken a spell, or convert to spell slots.

Actions

Dagger. *Melee & Ranged Weapon Attack:* +6 to hit. *Hit:* 8 (1d4+2) piercing damage.

Wand. Scirokko has a wand of re-evocation. See details in **New Magic Items** section below.

Breath weapon. Scirokko can exhale lightning in a 5 ft. by 30 ft. line. Each creature in the area takes 14 (4d6) damage, DEX save vs. DC 14 for half damage. Usable once until a short rest.

Tyto-ru

Medium humanoid (dragonborn), chaotic evil

Female 11th level Barbarian, Path of the Berserker

Armor Class: 16 (unarmored defense)

Hit Points: 126 (11d12+44)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	12 (+1)	13 (+1)	16 (+3)

Saving Throws: Str +9, Con +8

Skills: Athletics +9, Intimidation +7, Survival +5

Damage resistances: poison

Languages: Common, Draconic, Orc

Carried Items: +1 greataxe

Challenge: 5 (1800 XP)

Extra Attack. Tyto-ru can attack twice, instead of once, whenever she take the Attack action on her turn.

Relentless Rage (4/day). Tyto-ru can become enraged. She gains advantage on STR checks and saves, increased STR damage bonus (+3), and resistance to bludgeoning, piercing, and slashing damage. She also can avoid unconsciousness from damage with a DC 10 CON save (DC +5 per subsequent attempt). On success, she drops to 1 hit point instead of 0.

Danger Sense. Tyto-ru has advantage on DEX saving throws against effects that she can see.

Actions

+1 Greataxe. *Melee Weapon Attack:* +10 to hit. *Hit:* 13 (1d12+6) slashing damage. Increases to 16 (1d12+9) when enraged.

Breath weapon. Tyto-ru can exhale poison gas in a 15 ft. cone. Each creature in the area takes 14 (4d6) damage, CON save vs. DC 16 for half damage. Usable once until a short rest.

Captain Cozzi

Medium humanoid (dragonborn), chaotic evil

Male 11th level Fighter (Champion)

Armor Class: 19 (+1 half plate)

Hit Points: 103 (11d10+33)

Speed: 30 ft.

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

Saving Throws: Str +8, Con +7

Skills: Athletics +8, Insight +7, Intimidation +7

Damage resistances: fire

Languages: Common, Draconic, Goblin

Carried Items: +1 greatsword

Challenge: 5 (1800 XP)

Extra Attacks. Cozzi can attack three times, instead of once, whenever he take the Attack action on his turn.

Second Wind. Cozzi can regain 17 (1d10+11) hit points as a bonus action. He must take a short or long rest before using this feature again.

Actions

+1 Greatsword. *Melee Weapon Attack:* +9 to hit. *Hit:* 12 (2d6+5) slashing damage.

Breath weapon. Cozzi can exhale fire in a 15 ft. cone. Each creature in the area takes 14 (4d6) damage, DEX save vs. DC 15 for half damage. Usable once until a short rest.

Drakka Brighteyes

Medium humanoid (dragonborn), lawful evil

Female 11th level Cleric (Storms Domain)

Armor Class: 19 (+1 chain mail and shield)

Hit Points: 110 (11d10+33)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	17 (+3)	12 (+1)	18 (+4)	14 (+2)

Saving Throws: Wis +8, Cha +6

Skills: Insight +8, Medicine +8, Perception +8

Damage resistances: cold

Languages: Common, Draconic, Elvish

Carried Items: +1 mace

Challenge: 5 (1800 XP)

Channel Divinity. Drakka can either turn/destroy undead or increase the damage by a cold-based spell to maximum damage 3 times before a rest.

Divine Strike. Once per turn Drakka can do an additional 1d8 cold damage with her mace.

Spellcasting. *Spells prepared (slots):* Cantrips: *guidance, resistance, sacred flame, spare the dying, thaumaturgy*; 1st level (4): *fog cloud, thunderwave, bane, guiding bolt, healing word, shield of faith*; 2nd level (3): *gust of wind, shatter, blindness/deafness, hold person, lesser restoration*; 3rd level (3): *sleet storm, wind wall, bestow curse, dispel magic, spirit guardians*; 4th level (3): *control water, ice storm, banishment, death ward, freedom of movement*; 5th level (2): *cone of cold, insect plague, contagion, mass cure wounds*; 6th level (1): *harm*.

Actions

+1 Mace. *Melee Weapon Attack:* +6 to hit. *Hit:* 6 (1d6+2) bludgeoning damage.

Breath weapon. Drakka can exhale cold in a 15 ft. cone. Each creature in the area takes 14 (4d6) damage, CON save vs. DC 15 for half damage. Usable once until a short rest.

MONSTERS (Open Gaming Content)

Mist Drake

Medium dragon (construct), neutral evil

Armor Class: 16 (natural armor)

Hit Points: 45 (7d8+14)

Speed: 30 ft., burrow 15 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	6 (-2)	11 (+0)	11 (+0)

Saving Throws: Dex +2, Con +4, Wis +2, Cha +2

Skills: Perception +4, Stealth +2

Damage resistances: non-magical weapons

Damage Immunities: by kind (see below)

Senses: blindsight 20 ft., darkvision 90 ft., passive Perception 14

Languages: Common, Draconic (but does not speak)

Challenge: 4 (1100 XP)

Gaseous Form. The drake can assume gaseous form, transitioning to gaseous form or back as a bonus action. The drake cannot attack while gaseous and will only do so to reach an opponent.

Pack Tactics. The drake has advantage on attack rolls against a creature if at least one of the drake’s allies is within 5 ft. of the creature and the ally isn’t incapacitated.

Actions

Multiattack. The drake makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +4 to hit. *Hit:* 7 (1d10+2) piercing damage plus 3 (1d6) damage by kind (see below).

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

Breathe Weapon (recharge 5-6). Does 18 (4d8) damage to all creatures in area that fail a save vs. DC 12, half damage on success. See below for damage type, area of effect, and saving throw ability score.

Kinds

Black. Immune to acid. Bite does extra acid damage. Breathe weapon is 15 ft. line of acid, 5 ft. wide, save vs. DEX.

Blue. Immune to lightning. Bite does extra lightning damage. Breathe weapon is 30 ft. line of lightning, 5 ft. wide, save vs. DEX.

Green. Immune to poison. Bite does extra poison damage. Breathe weapon is 15 ft. cone of poison gas, save vs. CON.

Red. Immune to fire. Bite does extra fire damage. Breathe weapon is 15 ft. cone of fire, save vs. DEX.

White. Immune to cold. Bite does extra cold damage. Breathe weapon is 15 ft. cone of cold, save vs. DEX.

Mist Drakes are guardians created from a pool forged with scales of one type of evil dragon. Each pool can only make one kind of Drake. Drakes are formed in a gaseous state, but must assume material form to attack. Its unusual body gives it resistance to non-magical weapons. The color of a drake’s scales are less bright than the equivalent dragon kind.

Flying Shield

Small construct, unaligned

Armor Class: 17 (natural armor)

Hit Points: 22 (5d6+5)

Speed: 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities: poison, psychic

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages: —

Challenge: 1/4 (50 XP)

Antimagic Susceptibility. The flying saber is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the saber must succeed on a CON saving throw against the caster’s spell or fall inert for 1 minute.

False Appearance. While the shield remains motionless, it is indistinguishable from a normal shield.

False Target. While flying the shield appears to be wielded by an invisible opponent. “Hitting” this invisible opponent (AC 15) does no damage to shield. Shield must be targeted explicitly.

Actions

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

Flying Saber

Small construct, unaligned

Armor Class: 17 (natural armor)

Hit Points: 17 (5d6)

Speed: 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Damage Immunities: poison, psychic
Condition Immunities: blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages: —

Challenge: 1/4 (50 XP)

Antimagic Susceptibility. The flying saber is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the saber must succeed on a CON saving throw against the caster's spell or fall inert for 1 minute.

False Appearance. While the saber remains motionless, it is indistinguishable from a normal saber.

False Target. While flying the saber appears to be wielded by an invisible opponent. "Hitting" this invisible opponent (AC 15) does no damage to saber. Saber must be targeted explicitly.

Actions

Saber. *Melee Weapon Attack:* +4 to hit. Hit: 6 (1d8+2) slashing or piercing damage.

Amber Mold

Large plant, unaligned

Armor Class: 9

Hit Points: 85 (10d10+30)

Speed: 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	4 (-3)	6 (-2)	1 (-5)

Saving Throws: Int +0, Wis +0

Damage resistances: slashing

Damage Immunities: fire, lightning

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages: —

Challenge: 2 (450 XP)

Heat Resistance: Mold is immune to fire-based damage. Even more, it is healed 5 damage when struck by a fire-based attack.

Physical Magic Resistance: Mold has advantage on saving throws vs. magic that has physical effects while attached to at least one amber mold zombie. Zombies do *not* have this feature.

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

Spore Attack. On a successful attack may splatter amber mold containing spores on target,

causing 3 (1d6) cold damage per turn to target until healed or cured. See Pseudopod attack below.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit. *Hit:* 6 (1d8+2) bludgeoning damage plus 3 (1d6) cold damage and splattered by amber mold spores that continue to do 3 (1d6) cold damage per turn on failed DC 10 CON saving throw. On success target takes only half cold damage and no splatter.

These large, slimy, yellow blobs of mold are found near hot or fiery environments. When a mold kills a creature, it can infest the body to create an amber mold zombie which will guard the mold.

Amber Mold Zombie

Medium plant (humanoid), unaligned

Armor Class: 11 (natural armor)

Hit Points: 45 (6d8+18)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	5 (-3)	6 (-2)	5 (-3)

Saving Throws: Int +0, Wis +0

Damage Immunities: fire, poison

Condition Immunities: poisoned

Senses: blindsight 60 ft., darkvision 60 ft., passive Perception 8

Languages: —

Challenge: 2 (450 XP)

Heat Resistance: Zombie is immune to fire-based damage. Even more, it is healed 5 damage when struck by a fire-based attack.

Spore Attack. On a successful attack may splatter amber mold containing spores on target, causing 3 (1d6) cold damage per turn to target until healed or cured. See Slam attack below.

Tendrils. A zombie is attached to the body of an amber mold by six tendrils that can stretch up to 80 ft. Tendrils take 6 hit points of damage to sever and must be targeted specifically by an attacker. Damage done to tendrils does not apply to zombie. Area effect attacks targeting tendrils sever one tendril per 6 points of damage. One tendril can reform per turn as a bonus action if zombie is within 5 ft. of body of an amber mold.

Regeneration: The zombie regains 5 hit points at the start of its turn. If the zombie takes acid or cold damage or has no tendrils attaching it to the body of an amber mold, this trait doesn't function at the start of the zombie's next turn. The zombie

dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Slam. *Melee Weapon Attack:* +4 to hit. *Hit:* 6 (1d8+2) bludgeoning damage plus 3 (1d6) cold damage and splattered by amber mold spores that continue to do 3 (1d6) cold damage per turn on failed DC 10 CON saving throw. On success target takes only half cold damage and no splatter.

The amber mold zombie is not undead, but is instead a dead body animated by an amber mold infestation. It cannot be turned or cured.

Kunchi

Large celestial, chaotic good

Armor Class: 15 (natural armor)

Hit Points: 105 (11d10+44)

Speed: 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	12 (+1)	13 (+1)	8 (-1)

Saving Throws: Dex +5, Wis +4, Cha +2

Damage resistances: cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: poison

Condition Immunities: poisoned

Senses: darkvision 120 ft., passive Perception 11

Languages: Celestial, telepathy 120 ft.

Challenge: 6 (2,300 XP)

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

Actions

Multiattack. A kunchi makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +6 to hit. *Hit:* 10 (2d6+3) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit. *Hit:* 14 (2d10+3) slashing damage.

Stunning Screech (1/Day). A kunchi emits a horrific screech. Each creature within 20 ft. that can hear it and isn't a celestial must succeed on a DC 14 CON saving throw or be stunned until the end of the kunchi's next turn.

Innate Spellcasting. A kunchi knows the cantrip *sacred flame* that it can cast once a turn. It can cast the following cleric spells once every two hours: *bane*, *silence*, *daylight*, *banishment*. The kunchi's spellcasting ability is Wisdom (spell save DC 16).

A Kunchi is a bird-like humanoid from the upper realms and is, in many ways, a good counterpart to a vrock.

Young White Dragon

Large dragon, chaotic evil

Armor Class: 17 (natural armor)

Hit Points: 133 (14d10+56)

Speed: 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	11 (+0)	12 (+1)

Saving Throws: Dex +3, Con +7, Wis +3, Cha +4

Skills: Perception +6, Stealth +3

Damage Immunities: cold

Senses: blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages: Common, Draconic (does not speak)

Challenge: 6 (2,300 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Difficult terrain composed of ice or snow doesn't cost it extra movement.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10+4) piercing damage plus 4 (1d8) cold damage.

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

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 CON saving throw, taking 45 (10d8) cold damage on a failed save, or half as much on success.

NEW MAGIC ITEMS (Open Gaming Content)

Wand of Re-evocation

Wand, rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to recast the last evocation spell you cast. It costs 1 charge to recast a cantrip or 1st level spell, 2 charges for a 2nd or 3rd level spell, 3 charges for a 4th or 5th level spell. 6th level and higher spells cannot be recast. After expending any charges, you must cast another evocation spell before invoking the wand again.

The wand regains 1d6+1 expended charges daily at dawn. If you expend the wand's last

charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Ring of Disguise

Ring, rare (requires attunement)

Once a day you can cast *alter self* with the additional benefit that your height and weight can be altered by plus or minus 50%.

Helm of the Dragon Lord

Wondrous item, legendary (requires attunement)

Once a day the wearer can summon an adult black, blue, green, red or white dragon. This dragon acts as if it is under the effects of a *dominate beast* spell. If the dragon drops below half its hit point total, self-preservation will kick in

and allow the dragon to begin making saving throws to disobey. After 8 hours or if killed, the dragon disappears.

Although the helm can be attuned by any class or race of character, knowledge of the history of the Society that created the helm is required and must be intoned during attunement.

The helm also has an *inhibiting* phrase: “Let the serpent be still for now.” When spoken in Draconic within 5 ft., the helm becomes unattuned, no longer detects as magic, and cannot be attuned. This can be undone by performing a ritual requiring bathing the helm in the blood of three adult or older black, blue, green, red, or white dragons.

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10' x 10'

LEGEND

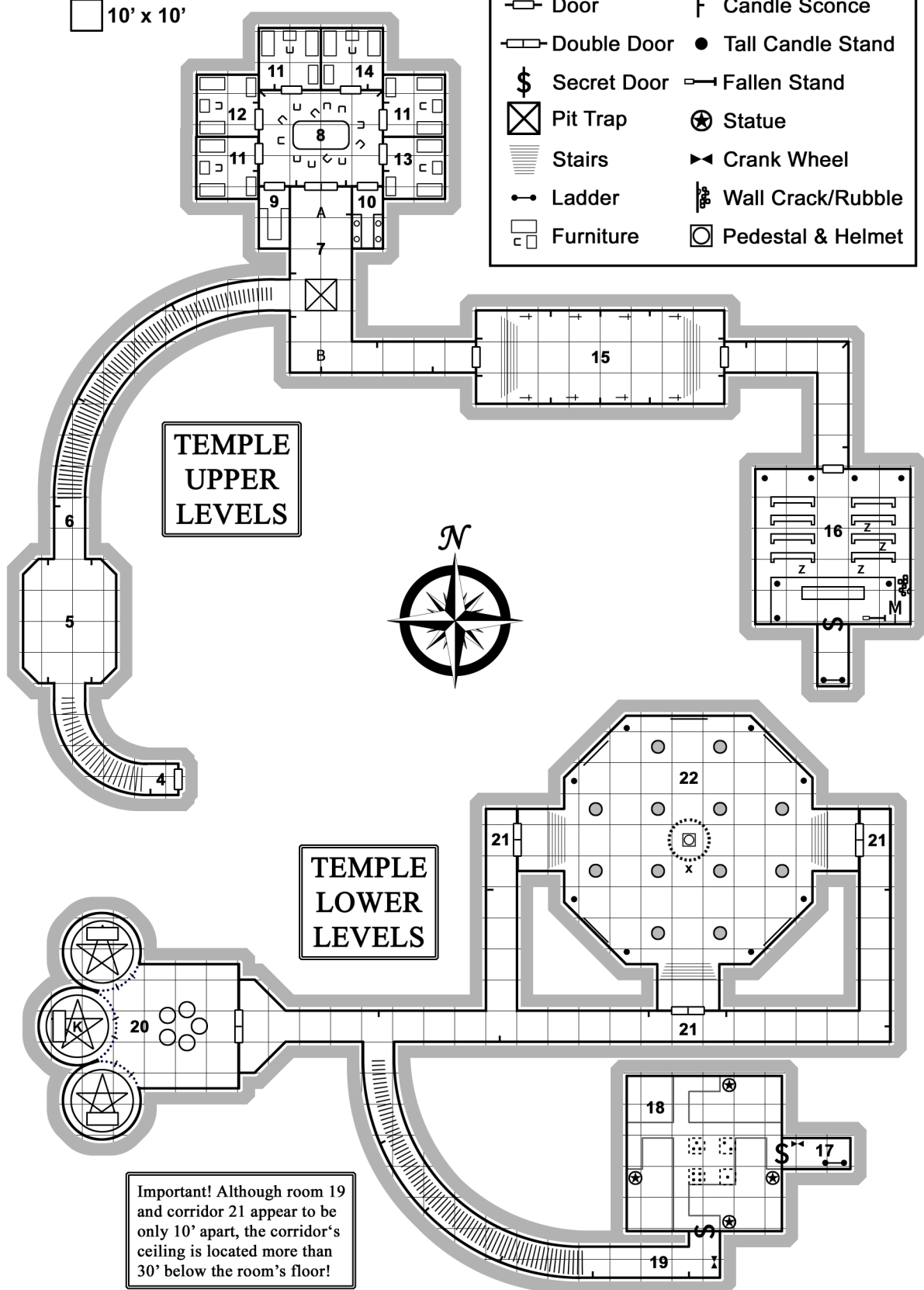
- | | | | |
|--|-------------|--|-------------------|
| | Door | | Candle Sconce |
| | Double Door | | Tall Candle Stand |
| | Secret Door | | Fallen Stand |
| | Pit Trap | | Statue |
| | Stairs | | Crank Wheel |
| | Ladder | | Wall Crack/Rubble |
| | Furniture | | Pedestal & Helmet |

TEMPLE UPPER LEVELS



TEMPLE LOWER LEVELS

Important! Although room 19 and corridor 21 appear to be only 10' apart, the corridor's ceiling is located more than 30' below the room's floor!



Pre-Generated Characters

This document is a supplement to **Wyrmskeep Dungeons BW1: Temple of the Dragon Kin** and provides a set of six 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: Markus Telerow • Male Human Level 8 Fighter (Champion)

Page 3: Kara Brolmas • Female Hill Dwarf Level 8 Fighter (Champion)

Page 4: Garwan Bramblewood • Male Halfling (Stout) Level 8 Rogue (Thief)

Page 5: Orlan Urheart • Male Human Level 8 Cleric (Life Domain)

Page 6: Elnoa Greenleaves • Female Gnome Level 8 Wizard (Enchantment)

Page 7: Laeroth Keacaryn • Male Elf Level 5 Ranger / Level 3 Rogue (Thief)

The characters' alignments (and player's names) have not be filled-in. Alignments should be chosen by the players in consultation with the GM.

The cleric and wizard can choose to change their prepared spells after a long rest. Any of the cleric's spells not marked as prepared are domain spells and do not need to be memorized. The wizard has a rat familiar, and the ranger/rogue has a panther companion.

Page 8 is a ready-to-run write-up of **Lynnly Avondale**, an NPC that appears in the module that can be included in the party if the GM feels the group is underpowered for the adventure. This gives the GM an option to hand the write-up to a player so Lynnly can be run as a quasi-PC instead of the GM running her as an NPC.

Markus Telerow • Male Human Level 8 Fighter (Champion)

Player: _____

Alignment: _____

Strength:	14 (+2)	Skills		Attacks	Bonus	Damage
Dexterity:	20 (+5)	Acrobatics:	+8 •	Rapier	+8	1d8+5 piercing
Constitution:	16 (+3)	Animal Handling:	+0	+1 Spear	+6	1d6+3 piercing*
Intelligence:	10 (+0)	Arcana:	+0	Long bow	+5	1d8+5 piercing
Wisdom:	11 (+0)	Athletics:	+2	* Two-handed does 1d8+3		
Charisma:	13 (+1)	Deception:	+1			
		History:	+3 •			
Armor Class:	21	Insight:	+0	Features & Traits		
Initiative:	+7	Intimidation:	+1	Defense		
Speed:	30	Investigation:	+0	Second Wind		
Hit Points:	76	Medicine:	+0	Action Surge		
Hit Dice:	8d10+24	Nature:	+0	Improved Critical		
Experience Points:	34,001	Perception:	+3 •	Remarkable Athlete		
		Performance:	+1	Extra Attack		
Proficiency Bonus:	+3	Persuasion:	+1	Items		
Passive Perception:	13	Religion:	+0			
Saving Throws		Sleight of Hand:	+5	Pouch w/340 sp & 136 gp		
Strength:	+5	Stealth:	+8 •	Black Ink & Quill		
Dexterity:	+5	Survival:	+0	Colleague's Letter		
Constitution:	+6	• Proficient skills		Explorer's Pack		
Intelligence:	+0			Flask of Holy Water		
Wisdom:	+0	Languages		Vial of Acid		
Charisma:	+1	Common		+1 Studded Leather Armor		
		Gnomish		Shield		
		Dwarvish		Rapier		
		Goblin		+1 Spear		
				Long bow		
				20 Arrows		
				Potion of Healing		
				Boots of Striding and Springing		
				Bag of Holding		

Kara Brolmas • Female Hill Dwarf Level 8 Fighter (Champion)

Player: _____

Alignment: _____

Strength:	19 (+4)	Skills		Attacks	Bonus	Damage
Dexterity:	14 (+2)	Acrobatics:	+2	Scimitar	+7	1d6+4 slashing
Constitution:	16 (+3)	Animal Handling:	+3 •	Spear	+7	1d6+4 piercing*
Intelligence:	12 (+1)	Arcana:	+1	Long bow	+5	1d8+5 piercing†
Wisdom:	11 (+0)	Athletics:	+7 •	* Two-handed does 1d8+4 † Using +1 Arrows adds +1 bonus & damage		
Charisma:	10 (+0)	Deception:	+0			
		History:	+1			
Armor Class:	17	Insight:	+0			
Initiative:	+4	Intimidation:	+4 •	Features & Traits		
Speed:	25	Investigation:	+1	Darkvision		
Hit Points:	76	Medicine:	+0	Dwarven Resilience		
Hit Dice:	8d10+24	Nature:	+4 •	Stonecunning		
Experience Points:	34,001	Perception:	+0	Dwarven Toughness		
		Performance:	+0	Two-Weapon Fighting		
Proficiency Bonus:	+3	Persuasion:	+0	Second Wind		
Passive Perception:	10	Religion:	+1	Action Surge		
		Sleight of Hand:	+2	Improved Critical		
Saving Throws		Stealth:	+2	Remarkable Athlete		
Strength:	+7	Survival:	+0	Extra Attack		
Dexterity:	+2	• Proficient skills				
Constitution:	+6					
Intelligence:	+1	Languages				
Wisdom:	+0	Common				
Charisma:	+0	Dwarvish				
		Other Skills				
		Mason's tools				
		Dice games				
		Land vehicles				
		Items				
		Pouch w/347 sp & 138 gp				
		Insignia of Rank				
		War trophy				
		Dungeoneer's Pack				
		Flask of Holy Water				
		Half plate				
		Scimitar (2)				
		Spear				
		Long bow				
		16 +1 Arrows				
		20 Arrows				
		Potion of Healing				
		Gloves of Swimming and Climbing				
		Wand of Magic Detection				

Garwan Bramblewood • Male Halfling (Stout) Level 8 Rogue (Thief)

Player: _____

Alignment: _____

Strength:	10 (+0)	Skills		Attacks	Bonus	Damage
Dexterity:	19 (+4)	Acrobatics:	+4	+1 Shortsword	+8	1d6+5 piercing
Constitution:	14 (+2)	Animal Handling:	+0	Dagger	+7	1d4+4 piercing
Intelligence:	14 (+2)	Arcana:	+2	Short bow	+7	1d6+4 piercing
Wisdom:	10 (+0)	Athletics:	+0			
Charisma:	14 (+2)	Deception:	+5 •	Features & Traits		
		History:	+2	Lucky		
Armor Class:	16	Insight:	+0	Brave		
Initiative:	+7	Intimidation:	+2	Halfling Nimbleness		
Speed:	25	Investigation:	+5 •	Stout Resilience		
Hit Points:	59	Medicine:	+0	Sneak Attack (4d6)		
Hit Dice:	8d8+16	Nature:	+2	Cunning Action		
Experience Points:	34,001	Perception:	+3 •	Fast Hands		
		Performance:	+2	Second-Story Work		
Proficiency Bonus:	+3	Persuasion:	+5 •	Uncanny Dodge		
Passive Perception:	13	Religion:	+2	Evasion		
		Sleight of Hand:	+10•			
Saving Throws		Stealth:	+10•	Items		
Strength:	+0	Survival:	+0	Pouch w/347 sp & 138 gp		
Dexterity:	+7			Insignia of Rank		
Constitution:	+2	• Proficient skills		War trophy		
Intelligence:	+5			Dungeoneer's Pack		
Wisdom:	+0	Languages		Flask of Holy Water		
Charisma:	+2	Common		Studded Leather Armor		
		Halfling		+1 Shortsword		
		Thieves' Cant		Dagger (2)		
				Short bow		
		Other Skills		20 Arrows		
		Thieves' Tools	+3	Potion of Healing		
		Disguise Kit		Gloves of Missile Snaring		
		Forgeery Kit		Wind Fan		

Orlan Urheart • Male Human Level 8 Cleric (Life Domain)

Player: _____

Alignment: _____

Strength: 16 (+3)
Dexterity: 11 (+0)
Constitution: 14 (+2)
Intelligence: 13 (+1)
Wisdom: 18 (+4)
Charisma: 10 (+0)

Armor Class: 19
Initiative: +0
Speed: 30
Hit Points: 59
Hit Dice: 8d8+16
Experience Points: 34,001

Proficiency Bonus: +3
Passive Perception: 14

Saving Throws

Strength: +3
Dexterity: +0
Constitution: +2
Intelligence: +1
Wisdom: +7
Charisma: +3

Skills
Acrobatics: +0
Animal Handling: +4
Arcana: +1
Athletics: +3
Deception: +0
History: +4 •
Insight: +7 •
Intimidation: +0
Investigation: +1
Medicine: +7 •
Nature: +1
Perception: +4
Performance: +0
Persuasion: +0
Religion: +4 •
Sleight of Hand: +0
Stealth: +0
Survival: +4

• Proficient skills

Languages

Common
 Elvish
 Goblin
 Giant

Other Skills

—

Attacks	Bonus	Damage
+1 Mace	+7	1d6+4 bludgeon
Javelin	+6	1d6+3 piercing
Lt. crossbow	+3	1d6 piercing

Features & Traits

Channel Divinity: Turn Undead
 Channel Divinity: Preserve Life (heal 40 hp)
 Blessed Healer
 Divine Strike (1d6 radiant damage)
 Channel Divinity: Destroy Undead (CR 1)

Items

Pouch w/500 sp & 116 gp
 Holy Symbol
 2 Flasks of Holy Water
 Healer's Kit
 Splint Mail
 Shield
 +1 Mace
 Javelin
 Lt. Crossbow
 20 Crossbow Bolts
 Potion of Healing
 Scroll of Augury
 Ring of Evasion (3 charges)

Spells (+ Prepared)

Ability: Wisdom

Spell DC: 15

Attack Bonus: +7

Cantrips

Guidance
 Sacred Flame
 Spare the Dying
 Thaumaturgy

1st Level [4]

Bless
 Cure Wounds
 + Command
 + Detect Magic
 + Inflict Wounds
 + Shield of Faith

2nd Level [3]

Lesser Restoration
 Spiritual Weapon
 + Enhance Ability
 + Hold Person
 + Prayer of Healing

3rd Level [3]

Beacon of Hope
 Revivify
 + Bestow Curse
 + Clairvoyance
 + Meld Into Stone

4th Level [2]

Death Ward
 Guardian of Faith
 + Banishment
 + Freedom of Movement

Elnoa Greenleaves • Female Gnome Level 8 Wizard (Enchantment)

Player: _____

Alignment: _____

Strength: 10 (+0)
Dexterity: 16 (+3)
Constitution: 14 (+2)
Intelligence: 19 (+4)
Wisdom: 12 (+1)
Charisma: 10 (+0)

Armor Class: 15
Initiative: +3
Speed: 25
Hit Points: 52
Hit Dice: 8d6+16
Experience Points: 34,001

Proficiency Bonus: +3
Passive Perception: 11

Saving Throws

Strength: +0
Dexterity: +3
Constitution: +2
Intelligence: +7
Wisdom: +4
Charisma: +0

Skills
Acrobatics: +3
Animal Handling: +1
Arcana: +7 •
Athletics: +0
Deception: +0
History: +7 •
Insight: +4 •
Intimidation: +0
Investigation: +7 •
Medicine: +1
Nature: +4
Perception: +1
Performance: +0
Persuasion: +0
Religion: +4
Sleight of Hand: +3
Stealth: +3
Survival: +1

• Proficient skills

Languages

Common
Gnomish
Elvish
Draconic

Other Skills

—

<i>Attacks</i>	<i>Bonus</i>	<i>Damage</i>
+1 Dagger	+7	1d4+4 piercing
Dagger	+6	1d4+3 piercing
Lt. crossbow	+6	1d6+3 piercing

Features & Traits

Darkvision
Gnome Cunning
Natural Illusionist
Speak with Small Animals
Arcane Recovery
Enchantment Savant
Hypnotic Gaze
Instinctive Charm
Familiar: Rat

Items

Pouch w/92 sp & 77 gp
Black Ink & Quill
Explorer's Pack
Component Pouch
Arcane Focus
Spellbook
+1 Dagger
Dagger
Lt. Crossbow
20 Crossbow Bolts
Potion of Healing
Oil of Slipperiness
Bracers of Defense

Spells (+ Prepared)

Ability: Intelligence

Spell DC: 15

Attack Bonus: +7

Cantrips

Control Flames
Fire Bolt
Friends
Minor Illusion (racial)
Shocking Grasp

2nd Level [3]

+ Cloud of Daggers
+ Invisibility
+ Knock
Misty Step

4th Level [2]

+ Confusion
Conjure Minor Elemental
Otiluke's Resilient Sphere
+ Phantasmal Killer

1st Level [4]

+ Charm Person
+ Chromatic Orb
Detect Magic
Find Familiar
Identify
+ Shield
Sleep
+ Thunderwave

3rd Level [3]

Fly
+ Dispel Magic
+ Haste
+ Sleet Storm

Laeroth Keacaryn • Male Elf Level 5 Ranger / Level 3 Rogue (Thief)

Player: _____

Alignment: _____

Strength: 11 (+0)
Dexterity: 18 (+4)
Constitution: 14 (+2)
Intelligence: 13 (+1)
Wisdom: 14 (+2)
Charisma: 10 (+0)

Armor Class: 19
Initiative: +7
Speed: 30
Hit Points: 55
Hit Dice: 5d10+3d8+16
Experience Points: 12,001

Proficiency Bonus: +3
Passive Perception: 15

Saving Throws

Strength: +3
Dexterity: +7
Constitution: +2
Intelligence: +4
Wisdom: +2
Charisma: +0

Ranger's Companion

Panther
 20 HP
 15 AC
 Keen Smell
 Pounce
 Bite +7 to hit (1d6+5)
 Claws +7 to hit (1d4+5)

Skills
Acrobatics: +6 •
Animal Handling: +5 •
Arcana: +1
Athletics: +3 •
Deception: +0
History: +1
Insight: +2
Intimidation: +0
Investigation: +1
Medicine: +2
Nature: +4 •
Perception: +5 •
Performance: +0
Persuasion: +0
Religion: +1
Sleight of Hand: +4
Stealth: +10 •
Survival: +5 •

• Proficient skills

Languages

Common
 Elvish
 Orc
 Goblin
 Abyssal
 Thieves' Cant

Other Skills

Lyre
 Thieves' Tools +3

Attacks	Bonus	Damage
Rapier	+7	1d6+8 piercing
+1 Spear	+4	1d6+1 piercing*
Long bow	+7	1d8+4 piercing

* Two-handed does 1d8+1

Features & Traits

Darkvision
 Keen Senses
 Fey Ancestry
 Trance
 Favored Foes (Orcs, Kobolds)
 Natural Explorer (Forest)
 Dueling
 Primeval Awareness
 Extra Attack
 Expertise
 Sneak Attack (2d6)
 Cunning Action
 Fast Hands
 Second-Story Work

Items (except weapons)

Pouch w/128 sp & 51 gp
 Hunting Trap
 Animal Trophy
 Explorer's Pack
 Thieves' Tools
 Healer's Kit
 Studded Leather Armor
 +1 Shield
 Rapier
 +1 Spear
 Long bow
 20 Arrows
 Potion of Healing
 Cloak of Elvenkind
 Wand of Magic Missiles (7 charges)

Spells

Ability: Wisdom

Spell DC: 13

Attack Bonus: +5

Cantrips

Fire Bolt
 (racial, INT, Save DC 12, AB +4)

2nd Level [2]

Find Traps
 Silence

1st Level [4]

Cure Wounds
 Hunter's Mark

Lynnly Avondale • Female Half-Elf Level 6 Bard (College of Lore)

Player: _____

Alignment: Neutral Good

Strength:	12 (+1)	Skills		Attacks	Bonus	Damage
Dexterity:	16 (+3)	Acrobatics:	+4	+2 Rapier	+8	1d8+5 piercing
Constitution:	14 (+2)	Animal Handling:	+2	Dagger	+4	1d4+3 piercing
Intelligence:	14 (+2)	Arcana:	+5 •			
Wisdom:	12 (+1)	Athletics:	+2	Features & Traits		
Charisma:	17 (+3)	Deception:	+4	Darkvision		
		History:	+3	Fey Ancestry		
Armor Class:	16	Insight:	+7 •	Bardic Inspiration		
Initiative:	+6	Intimidation:	+4	Jack of All Trades		
Speed:	30	Investigation:	+3	Song of Rest		
Hit Points:	45	Medicine:	+2	Expertise		
Hit Dice:	6d8+12	Nature:	+3	Font of Inspiration		
Experience Points:	14,001	Perception:	+2	Countercharm		
		Performance:	+6 •	Cutting Words		
Proficiency Bonus:	+3	Persuasion:	+6 •			
Passive Perception:	12	Religion:	+3	Items (except weapons)		
		Sleight of Hand:	+6 •	Pouch w/140 sp & 60 gp		
Saving Throws		Stealth:	+9 •	Explorer's Pack		
Strength:	+1	Survival:	+2	Flute		
Dexterity:	+6			Studded Leather Armor		
Constitution:	+2	• Proficient skills		+2 Rapier		
Intelligence:	+2			Dagger (2)		
Wisdom:	+1	Languages		Potion of Speed		
Charisma:	+7	Common		Ring of Protection +1		
		Elvish				
		Goblin				
		Draconic				
		Other Skills				
		Flute				

Spells

Ability: Charisma

Spell DC: 14

Attack Bonus: +6

Cantrips

Dancing Lights
Message
Vicious Mockery

2nd Level [3]

Enhance Ability
Find Traps
Invisibility
Shatter

1st Level [4]

Charm Person
Goodberry
Identify
Thunderwave
Unseen Servant

3rd Level [3]

Major Image
Speak with Dead

This module is designed for 6-8 characters of level 6-8, approximately 50 levels total. The party should consist of at least three fighters, one cleric, one mage, and one rogue (or equivalent classes). Any characters who routinely engage in melee or ranged weapon combat should have access to magic weapons or projectiles.



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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