

The Shrine of the Eth'barat

A 5th Edition Dungeons and Dragons Module for Level 3 Characters

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OVERVIEW

This module is a puzzle-oriented adventure intended for a single session of play. It is based on the Neverwinter Nights module of the same name that I published on Neverwinter Vault and hosted dozens of times on NeverwinterConnections.com back in the early 2000s. The module is best played by a group of 4-7 characters of 3rd level, although the DM can adjust most of the encounters on the fly if necessary if the players are of different levels or numbers.

PLAYERS: IF YOU WOULD LIKE TO PLAY THIS MODULE, DO NOT READ ANY FURTHER! THE INFORMATION WITHIN THIS DOCUMENT WILL SPOIL YOUR ENJOYMENT OF THE GAME.

This game should take between 3½ and 4 hours to play, depending on the pace set by the DM and the amount of roleplaying between the players. To streamline play, the DM can remove the forest area and transport players directly from "The Drunken Cleric" to the entrance of the Shrine.

If you use this module, I ask only that you give me author's credit when appropriate. Feel free to change whatever you like, with the stipulation that you note that changes were made when you redistribute the work to others.

INTRODUCTION

The following text is material that I used when running the game at Neverwinter Connections. Included are a narrative introduction, some basic information about the game, and a list of special rules.

NWC Intro Text:

All in all, 1374, what the bards are calling the Year of Lightning Storms, has been a sour year.

The details--well, who wants another sob story? The bottom line is, you're broke, bored, and alone. None of those is a good state for those who call themselves "adventurers," but all three together is a recipe for trouble. The caravans aren't hiring, the local monsters seem to be taking a vacation, and peace lies over the land like a smothering blanket.

And so you are here, standing in a steady rain, facing the doorway of the tavern called the Drunken Cleric. In your hand is a scrap of parchment torn from a handbill, the inked letters already running from the damp. But you don't need to see the message again; all that waits is a decision.

The wizard Tarthas is well-known along the Sword Coast, and here in Daggerford. He's reputable, at least as far as such can be said for his kind, and powerful. Apparently, he's got more than a few coins to rub together, at least from the size of the reward he's offering for the errand detailed--spottily--on the paper.

It's a standard mission, the sort with which you are not unfamiliar. You have never heard of this "Shrine of the Eth'barat," and the writing about "ancient cults" and "secret knowledge" mean little to you. But the line about platinum coins—Waterdeep suns, legit money—speaks volumes to you, and fetching a magic item for a wizard--that's something you can understand.

The rain's starting to work its way into your cloak. Your decision made, you head inside.

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"The Shrine of the Eth'barat" is a one-shot, quest-based adventure for 4-7 3rd level characters. The adventure emphasizes traps, puzzles, and tactical challenges. Though there is plenty of combat, players who are expecting a hack-fest will be disappointed.

The module is set up to use pregenerated characters, although the DM can have players use existing characters if desired. The pregenerated characters all start with 1,000xp. The module does not include suggested xp awards, but the characters that complete the challenges in the shrine and recover the stone should advance to 4th level (the DM can offer a fraction of that award if the party completes only part of the mission). The pregen characters start with only the default equipment for their class and background, but each also has two potions of healing. The reward from the wizard Tarthas is given upon completion of the mission, but at the DM's discretion you can give them a few minor magical items in advance, such as the following:

- Potion of Fire Resistance
- Spell scroll (1st or 2nd level)
- Quiver of 10 +1 arrows or bolts

Prospective players can flesh out their pregenerated character's background if desired, consistent with the above description/motivation. Alignments are not included on the pregenerated character sheets and any alignment is allowed, but stress to the players that the game is team-oriented. Profanity or racist/homophobic language will not be tolerated.

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PLOT

The basic plot involves a mission to secure a magical gemstone for a powerful wizard. The Shrine of the Eth'barat is a treacherous dungeon filled with traps, tricks, and deadly foes.

A sample run of the module might run as follows:

- ◆ Players select their characters from the pregenerated sheets available. Allow some time for players to familiarize themselves with their characters and answer any questions they may have. If the players are new to Dungeons & Dragons, spend a few minutes explaining the basic rules, but add that you will help them with the mechanics during the course of play.
- ◆ The game begins with the player characters entering The Drunken Cleric in Daggerford. The waitress at the place can direct them to the private room where Tarthas is conducting interviews of would-be heroes for his mission. See the description below for more suggestions on how to run this scene. Once the players have agreed to take on the quest, give them the Keystone.
- ◆ If they wish, players can use their starting gold to purchase additional items from the merchants in the city. There are several stores near The Drunken Cleric, and all standard items can be purchased at the prices listed in the *Player's Handbook*. Tarthas will not give them an advance on the reward.
- ◆ When the party is ready, Tarthas will create a *teleportation circle* that will take the party directly to the High Forest, where the shrine is located. Tarthas tells them that the destination for the circle is an old ruin not far from the entrance to the shrine, which is located somewhere to the north of the arrival point.
- ◆ Adventure in the woods area outside the Shrine. If the players are not careful, they could end up tangling with a tribe of gnolls that lives in the area. They will have to fight their way past a giant beetle to gain access to the Shrine.
- ◆ Players find the Shrine and explore its interior. The Shrine includes ten encounter areas that present a variety of puzzles, guardians, and tactical challenges.
- ◆ Once the party finds the Stone, they can use it to open a teleportation portal that will bring them back to the tavern. There they can speak to the wizard and gain their reward. At this point the adventure ends.

ROLE-PLAYING THE WIZARD

“Tarthas the Mighty” (9th level **Mage**) can be played in many different ways. I tended to play him as a powerful-but-fair fellow who treats honestly with the party. While I don't have a complete script for playing out the scene between him and the party, here are some suggestions for details that the wizard should impart to the adventurers:

- ◆ Initiate conversation with the NPCs in the The Drunken Cleric. The wizard is in the private back room of the tavern at the start of the game, but you may want to wait until the players have met each other and formed a party before moving them forward. When ready, either the DM can have the cook or waitress direct the party to Tarthas, or have the wizard come to them and greet them. Initial greetings should involve introductions all around. If you want to streamline the game or have a limited amount of time you can integrate this into the background and begin with the party having already accepted the mission.

- ◆ Background. The wizard should impart some details about the Eth'barat, and the Shrine. In my game, I described the Eth'barat as a cult of arcanists who lived shortly after the fall of Netheril (many centuries ago), whose researches were directed at the secrets of the Outer Planes. Their work warped their minds, making them xenophobic and paranoid, and ultimately drawing the attention of the good churches of Faerûn, who joined together to wipe most of them out.
- ◆ The Mission. Recently the wizard has learned of the existence of one of the Shrines of the Eth'barat. The isolationist cult worked in secret in very remote areas, seeding their outposts with all manner of traps and guardians. Tarthas has reason to believe (you may elaborate on this as desired) that one of their artifacts, the Stone of the Eth'barat, is located somewhere within this Shrine. The Stone is an unusually large gemstone (about the size of a grapefruit) that radiates potent divination magic.
- ◆ The Reward. Tarthas offers 50 platinum pieces to *each* adventurer that accepts the mission; to be paid upon return with the stone.
- ◆ Keystone. Tarthas will offer the party the loan of an arcane relic, which he says should allow them to access the interior of the shrine. It is a bronze amulet that consists of two circles connected by three bars of translucent crystal. Strange runes are inscribed on one side of the bronze rings. The amulet radiates conjuration magic. It will open the outer door of the shrine, and Tarthas has also empowered it with a spell that will return the party to the teleportation circle he inscribes in the back room of the tavern, if touched to the Stone within six hours of their initial use of that circle.

Here are some questions that players may ask of the wizard, and suggestions on how to answer them:

Why not go get the gem yourself?

The Eth'barat placed potent wards around their lairs, preventing magical travel in or out. Tarthas is much more willing to risk the lives of others, rather than confront the unknown dangers within the Shrine.

What dangers can we expect to find?

Tarthas does not know what is in the Shrine, but given the paranoia that gripped the Eth'barat in the later days of their existence, and the otherplanar nature of their work, he tells them to be on the lookout for traps and conjured creatures.

What if we find other loot in the shrine?

Tarthas tells them that the party can keep any treasure other than the stone that they find, and divide it up any way they see fit. He does ask that if they find any books, tablets, or other pieces of lore related to the Eth'barat that they bring those back and he will offer a fair price for each such item.

What if I just take the stone and leave?

The wizard responds with any questions in this vein with a simple comment that mages such as he have the ability to track people over vast distances, and that he has already proven his ability to travel to distant lands very quickly.

How do we get there and back?

The High Forest is many tendays' travel away from Daggerford. The wizard can teleport the adventurers to the general vicinity of the Shrine using his magic, and tells them that another portal will open to bring them back when they locate the Stone, as long as they have the Keystone and use it within six hours of departure.

What if we don't find the Stone in time?

Tarthas notes that they will probably have a long walk back to civilization.

What does this Stone do?

The Stone is a divination tool that can help a senior wizard establish contact with powerful entities that dwell on the Outer Planes. It requires attunement and a significant degree of arcane talent to be able to use it (i.e., only mages of a certain level will be able to use its powers). Tarthas is very clear to describe it as something not usable by a minor wizard (i.e. anyone in the party).

MODULE OVERVIEW

- 1) **The Drunken Cleric:** the tavern in Daggerford where the game starts. In addition to a few "color" NPC travelers (assorted **Commoners** and **Guards**), a waitress serving drinks ("Stella," a human **Commoner**), and a cook ("Culvas", a dwarf **Veteran**), players will find the NPC wizard Tarthas in the back room. Merchants selling a variety of products are available nearby.
- 2) **The Valley of the Lost:** a dark, rainy forest, the players find themselves here upon taking Tarthas's portal from The Drunken Cleric. The forest contains a tribe of gnolls that live in a canyon to the northwest. The entrance to the Shrine is in the northeast, warded by a giant stag beetle. The party may encounter the gnolls' sentries, but will quickly find themselves overwhelmed if they challenge the full tribe.
- 3) **The Shrine:** the trials within the Shrine are the core challenge of the module. As the tricks and traps are fairly intricate in places, each chamber is detailed more extensively below.

The Valley

The teleportation circle deposits the party within an ancient overgrown ruin. Little is left now save for collapsed walls and cracked foundations covered in vegetation. A search of the area doesn't turn up anything of interest. If the party heads any direction other than north, have them come to a deep ravine full of tangles of thorny growth; make it clear that heading further in that direction will consume a lot of time.

About a hundred yards to the north of the ruin, the party comes to a series of fifty-foot cliffs that separate into a pair of broad canyons that head northwest and northeast. The entrance to the eastern canyon is marked with dangling fetishes made of bones, teeth, feathers, and other bits of animal remains. A DC15 Nature check will reveal that these were made by gnolls and are intended as a warning. None of the gnolls will head in this direction.

The canyon to the northeast extends for about a hundred and fifty yards before it ends in a rocky hollow. A cave mouth leads into the entrance of the shrine (see below). However, there is another resident here; burrowed into a heap of rotting wood and other vegetation in a niche in the canyon wall about thirty feet from the cave entrance is a **giant stag beetle**. The beetle will emerge and attack if it detects anyone entering the vicinity of its lair.

The northwest canyon leads to the lair of a gnoll tribe. A Survival DC12 check will reveal ample signs of large humanoid that frequently come and go this way.

A sentry outpost stands about fifty yards down the canyon. Two **gnolls** stand watch behind a fallen tree along the side of the canyon (Perception DC12 to spot, +2 AC due to cover), while another lies in a hidden niche twenty feet above (Perception DC15 to spot, Athletics DC12 to climb up to its location). These guards are alert, and if they detect intruders the one in the niche will blow a loud blast on the signal horn he carries. Each sentry carries 2d12 silver pieces.

The party should be able to defeat the sentries without much difficulty, but if they linger to confront the full tribe they will have trouble. The camp is located another quarter mile down the canyon. The tribe includes fifteen regular warriors and is led by a Pack Lord. If the party stirs up the tribe, be sure to give them some warning of what's coming (answering horns, loud barks and other sounds of a large group coming up the canyon). The gnolls will not pursue the party into the other canyon.

Key to the Shrine

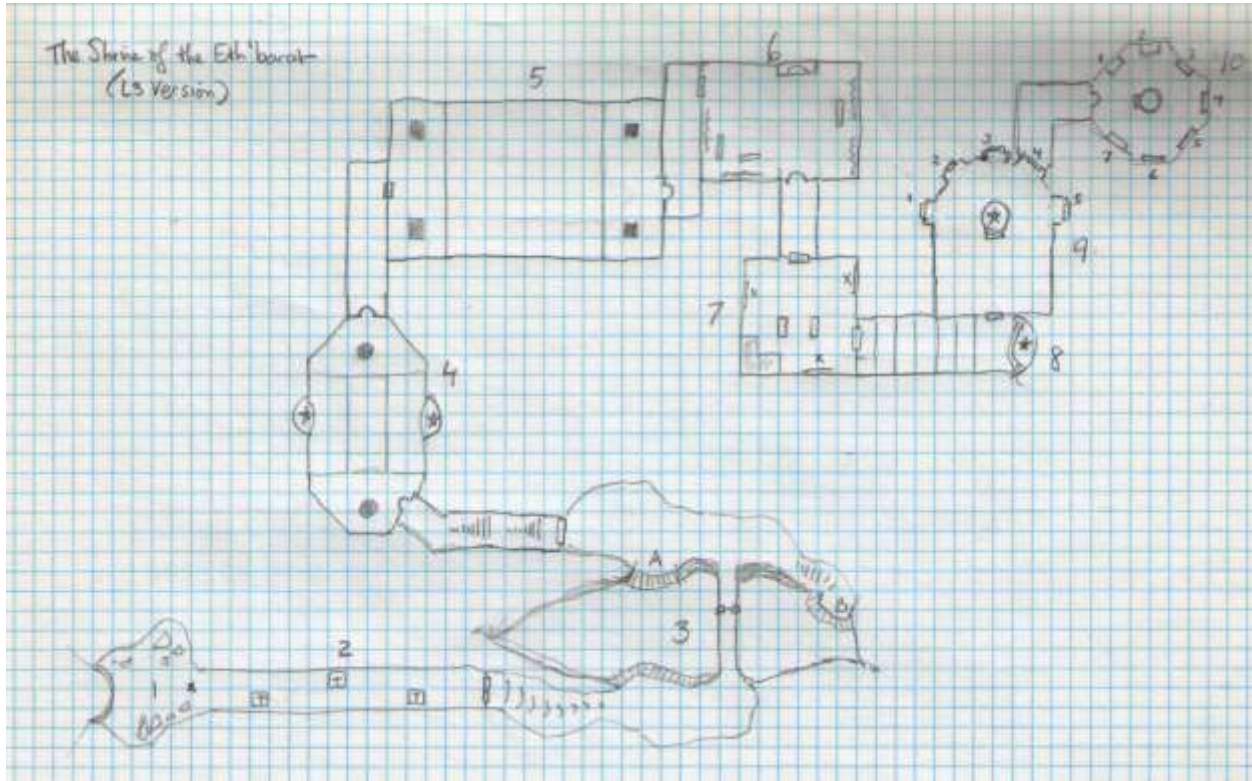
General features: the interior of the shrine is unlit unless the area description says otherwise. Doors are stone with recessed hinges, and require a DC10 Strength check to open unless otherwise noted.

A number of clues are provided in the module, inscribed on pillars and the like. If the Bard pregen or another character who can cast *comprehend languages* is present, then the text can be in Netherese; otherwise the script is in a language that the party is capable of reading. Possible options include the Cleric (Celestial), the Sorcerer (Infernal), and the Wizard (Draconic).

GIANT STAG BEETLE						
<i>Large beast, unaligned</i>						
Armor Class 15 (natural armor)						
Hit Points 60 (8d10 + 16)						
Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
19 (+4)	8 (-1)	15 (+2)	1 (-5)	9 (-1)	3 (-4)	
Senses darkvision 60 ft., passive Perception 9						
Languages —						
Challenge 2 (450 XP)						
Mandibles. +6 to hit, one target. <i>Hit:</i> 11 (2d6+4) slashing damage.						

GNOLL					
<i>Medium humanoid (gnoll), chaotic evil</i>					
Armor Class 15 (Hide Armor, Shield)					
Hit Points 22 (5d8)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	
CHA					
7 (-2)					
Senses Darkvision 60 Ft., passive Perception 10					
Languages Gnoll					
Challenge 1/2 (100 XP)					
Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.					
ACTIONS					
Bite. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one creature. <i>Hit:</i> (1d4 + 2) piercing damage.					
Spear. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> (1d8 + 2) piercing damage, two handed					
Spear. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> (1d6 + 2) piercing damage.					
Spear. <i>Ranged Weapon Attack:</i> +4 to hit, reach 20/60 ft., one target. <i>Hit:</i> (1d6 + 2) piercing damage.					
Longbow. <i>Ranged Weapon Attack:</i> +3 to hit, reach 150/600 ft., one target. <i>Hit:</i> (1d8 + 1) piercing damage.					

Alternatively, the Wizard could have gained mastery of the Netherese language from his Sage background.



1. Entry. The space beyond the cave entrance is natural stone, with a worked passage in the rear. There are some spiderwebs in the corners, but no tracks or other signs of recent entry.

At the point where the cave transitions into the passage, marked “x” on the map, there is a long-dead corpse, with nothing left but bones. The body is humanoid (a DC5 Medicine check reveals that it was an elf), and was almost certainly killed by the block of stone that still sits atop its shattered skull. The body has been here long enough for its leather armor to rot and its metal gear to rust. Among the remains is a pouch that holds 12 gold pieces. If a character tries to learn more about the body, a DC12 Nature check reveals that the bones are intact (other than the crushed skull), which suggests that no animal scavengers ever got to the body. In fact, no natural animal will willingly enter the shrine (this does not apply to familiars or summoned creatures).

2. The Corridor. This 10’ wide passage is worked stone. The spots marked with a “T” are all traps, which will give player characters their first exposure to the devious nature of the Eth’barat. The traps are described below, in order from left to right on the map:

- First Trap: Pressure plate, Perception DC13 to notice, DC15 to disarm. If stepped on, flames erupt from subtle gaps around the stone block, 1d10 fire damage, Dexterity save DC13 for half damage.
- Second Trap: the pressure plate is the same as above, but directly beside it is a second trigger, a more subtle plate (Perception DC16 to notice it or the gaps in the nearby wall).

If stepped on, it activates a scything blade trap that releases two bronze cutting blades from concealed slots in the wall. The blades attack the same target: each +5 attack, 1d6+2 slashing damage per hit.

- **Third Trap:** the pressure plate is the same as the first. By now the characters may be particularly leery of the hazard. There is no second trap here, but an invisible force wall extends across the passage on the far side of the pressure plate, 5 feet above the floor (Perception DC20 to detect). The force wall may be detected easily by contact, but if a character attempts to vault the pressure plate they will hit the wall and fall prone upon the pressure plate. The Dexterity save for the trap is at disadvantage if this happens. A medium-sized character that detects the force wall can easily step over the pressure plate and under the barrier, while a small character will probably miss it entirely.

3. The Bridge. A deep chasm crossed by a 5' wide natural bridge dominates this natural cavern. A pair of **Skeleton Archers** stand guard on the far side at the location marked with an "A" on the map. The ledge they stand behind is protected by a low wall that gives them partial cover (+2 to AC). They will automatically spot any intruder carrying a light source; otherwise compare the character(s)' Stealth score against the skeleton's passive Perception to see if they are detected. They will attack anyone that they see entering the cavern. The skeletons are armed with longbows that launch arrows formed out of magical flame. If the skeletons are defeated and examined, the party will find only bits of ancient bronze armor and unstrung bowstaves without any arrows.

SKELETON ARCHER					
<i>Medium undead, unaligned</i>					
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					
Condition Immunities poisoned					
Senses darkvision 60 ft., passive Perception 9					
Languages understands all languages it spoke in life but can't speak					
Challenge 1/4 (50 XP)					
<i>Fire Bow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d10) fire damage.</i>					

The bridge is bisected by a weathered stone doorway, 5' wide and 8' tall. The doorway lacks a door, but there is an invisible wall of force within it. The invisible barrier grants full cover to someone standing behind it. If someone hits the barrier while moving at more than half their speed, they take 1d6 bludgeoning damage and fall prone immediately in front of the doorway.

The barrier can be avoided by stepping around the doorway, but the stone supports extend all the way to the edge of the bridge and are fairly smooth. If no precautions are taken (e.g., tying a rope around the person making the attempt), negotiating the barrier requires a DC10 Athletics or Acrobatics check. If another player character helps, this roll is made with advantage. If the check is failed, the character may attempt a DC12 Dexterity save (again, with advantage if someone is helping) to grab onto the bridge. The cavern floor is 30' below and is covered with uneven rocks. If someone falls into the chasm, they take 3d6 bludgeoning damage from the fall and 2d6 additional damage from the rocks.

As soon as someone steps onto the bridge, a second pair of skeletons (armed as above) move up to the ledge marked "B" on the map and open fire. The invisible barrier does not offer any cover from this direction. This ledge has the same protective wall as the first.

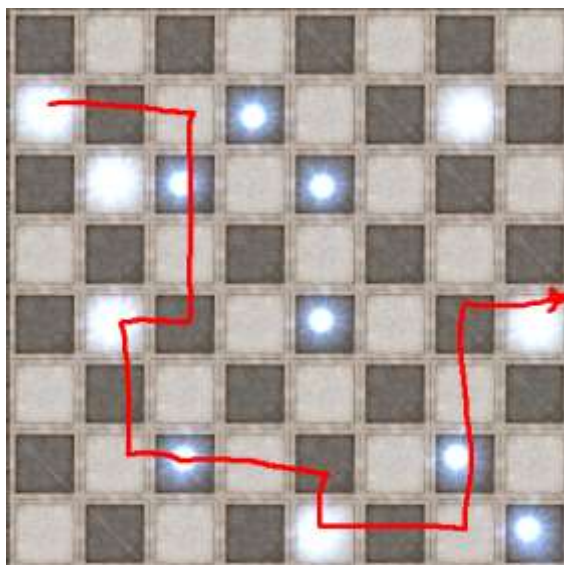
The door on the far side of the chasm is a circle of stone 8' across and 2' thick. It has no locking mechanism but has a recess in the center that can accommodate Tarthas's Keystone. If the stone is placed in the opening, the door will rumble and separate into three separate pieces that pull back into the surrounding threshold. The door is secured with an *Arcane Lock* and is very difficult to force open (DC20, or 30 as long as the *Arcane Lock* is intact).

4. The Chamber of the Guardians. The stone pillar near the south entrance to this room is engraved with very faint writing that contains a clue to this puzzle-chamber (Perception DC14 to notice unless a player indicates that they are examining the pillar). The message reads, "Things are not as they appear on their face / Slow but steady wins the race / The flames will put you in your place / While the Guardians will speed your fall from grace." Low flames a few inches high that seem to come from tiny vents in the floor burn in the central 10' of the room, while a stone gargoyle statue sits in a niche to either side. The statues have glowing eyes, one blue, the other red. While the flames are not an illusion and do give off heat, they retreat whenever someone steps on the floor, doing no damage as long as the person crosses them in a slow walk. If someone attempts to run across the room the flames flare up, doing 2d4 damage (Dex save DC15 for half). However, walking along the sides of the room near either statute triggers a blast from its gemstone eyes, which fire a *ray of frost* (blue) and a *fire bolt* (red). The gargoyles will attack every time someone comes within ten feet of them.

- **Gargoyle Trap:** +5 attack, *ray of frost* (1d8 cold damage and speed reduced by 10' until end of next turn), and +5 attack, *fire bolt* (1d10 fire damage). The gargoyles have AC17 and 18 hit points each. If damaged, they will unleash their eye beam attacks. The gems can be removed with a DC15 Dexterity check, but if the check is failed the gem will unleash a beam. The gems are worth 50gp each.

5. The Knight's Path. The wall at the far end of the corridor leading to this room is engraved with another message (Perception DC14 to notice unless a player indicates that they are examining the wall). The message on the stone reads: "The knight's path begins with the light and remains true to the light until safety is reached." The center of the room contains an 8x8 chessboard; certain squares glow with a bright light that shines from the ceiling above (see Player Handout 1).

The solution to the puzzle is to walk from light to light using the route that a knight piece in chess would follow (i.e. 2 squares ahead and one perpendicular to the side). Stepping on another square unleashes a trap: a loud blast that does 1d10 thunder damage and deafens the target for 1 round (Constitution save DC15 for half damage and no deafening effect). Once a trap goes off, that spot becomes safe to stand on until it is vacated, at which point the trap resets. Note that some of the trapped squares have a glowing light; this is a bit of misdirection to the puzzle's solution.



6. The Shadow. This chamber is quite lushly furnished, with old but beautiful tapestries along the walls (see below), several marble benches, and a large, empty fireplace carved with scenes of natural beauty. The room is lit by an archway of pale blue stone that fills the room with dim light (disadvantage on Perception checks unless the player characters have something brighter with them). A faint shimmer can just be seen within the arch.

A creature hides in the northeast corner of the room behind the hearth (Perception DC17 to spot). It will remain hidden until someone either approaches its hiding place or comes within 20' of the arch. It appears as a roughly man-sized form, utterly black with slightly vague outlines. It does not cast a shadow. It may be mistaken for an undead shadow (DC12 Nature check to determine that it is not), but it is substantial. In this form, it has all 10s for stats and is AC10.

The shadow-thing will menace the party, going so far as to try to grapple anyone moving toward the archway (it has a base Strength score of 10), but it cannot inflict physical damage. However, if it is wounded, even for one point of damage, it takes on the physical form of whoever hurt it, becoming an exact duplicate. At that point its stats and hit points match that person. It can use its weapons with proficiency and can even cast spells. The duplicate lacks an independent intelligence, but will use its new weapons and abilities to destroy as many of the intruders as possible (saving the duplicated character for last; see below). The duplicate has no sense of self-preservation, but is aware that entering the arch will result in its destruction and will avoid moving in that direction.

The shadow-duplicate maintains a magical connection with the character it has duplicated. If it is damaged, the character whose shape it has taken takes the same damage. The connection works both ways; if the duplicated character takes damage, the double also suffers that damage. The double will avoid attacking the character it has duplicated for that reason, until that person is the only living foe remaining. The connection extends even to healing magic and conditions (so if the duplicated character is affected by a *sleep* spell, for example, the duplicate is affected as well). However, the duplicate is not subject to the Charmed or Frightened condition.

If reduced to zero hit points, the thing dissolves into wisps of shadow. The shimmer within the arch is harmless and will not hinder the party. If the shadow-creature passes through the arch, either before or after it takes on a player character's form, it dissolves into nothing. None of its attacks can pass through the barrier.

The tapestries show scenes of mages engaged in dramatic activities. They are faded with age, but the scenes are still clearly visible. The scenes they depict are as follows:

- West Wall: this tapestry shows a mage floating in the air, with one hand outstretched toward the night sky. The scene is depicted so that it looks like the mage is clutching a star in his grasp.
- South Wall: this tapestry shows a mage reading from a scroll. Glowing twists of light flash from the page, connecting to the raised swords of a crowd of armored warriors gathered around him. The writing on the scroll is clearly visible, and if studied by a paladin or wizard they will recognize the writing as a *magic weapon* spell (Arcana DC10 check for another class to determine that the writing is magical). Such a caster can actually cast the spell from the tapestry. The spell works exactly as if cast from a scroll, enchanting a touched weapon to +1 to attack and damage rolls for one hour, or until concentration is lost. If the spell is cast, the writing fades from the tapestry.
- East Wall: there are two tapestries on this wall, and they appear to show two frames of the same scene. On the left, a mage surrounded by a bright halo of light is hurling hideous black-skinned demons into a fiery pit. On the right, a fresh horde of demons is erupting from a portal that appears as a glowing rent in the ground. A pair of glowing mages hovering in the background are launching fiery missiles in the direction of the horde.

If the party attempts to remove any of the tapestries from the wall, they collapse into shreds of fabric.

7. The Smithy. This chamber is arranged as a smithy, with a cold forge in one corner, a pair of anvils in the center, and racks of weapons scattered along the walls (each marked with an “x”). The far door is locked and secured with an *Arcane Lock* (DC30 to force while the spell is active), and has no locking mechanism other than a narrow slit in the center of the door. The forge is filled with old coals and ash, but concealed under them (Perception DC10 to find) is a +1 *dagger* made of bronze. The dagger will unlock the door if it is inserted into the slot.

As soon as someone reaches the center of the room, or touches any of the weapons, they animate and attack. One **Flying Sword** animates for every character in the room when they activate. The weapons (use battle axes, spears, and other weapons for variety, but they all use the same stats) focus on the character that activated them. If a player

FLYING SWORD
Small construct, unaligned

Armor Class 17 (natural armor)
Hit Points 17 (5d6)
Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +4
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 sword is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the sword remains motionless and isn't flying, it is indistinguishable from a normal sword.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage.

A magically animated flying sword dances through the air, fighting like a warrior that can't be injured.

character was outside the room when the weapons activate and enters later, an additional weapon animates to confront them. The animated weapons attack the players until destroyed. If any of the animated weapons are active when the dagger-key is inserted into the door, they immediately fall to the ground, rendered harmless.

8. The Guardian. The hallway beyond the smithy door descends in a series of broad steps that drops one foot for every five feet traveled. The ceiling height remains constant so it is eight feet high at the west end and fourteen feet high at the east end. A raised alcove at the end of the corridor contains an empty suit of full plate armor in bronze, arranged on a rack to present a menacing aspect. A starburst symbol is emblazoned on the center of its breastplate, matching an identical symbol carved into the nearby door.

The armor animates as soon as someone comes within 15 feet of the door, or if it is attacked by a spell or ranged weapon. It becomes a **Helmed Horror**, a challenging and difficult guardian. This particular Horror does not have a shield (reducing its AC to 18), but that allows it to use its longsword with both hands (increasing damage to 1d10+4). However, this particular construct does have a weakness: it takes double damage from magical weapons (including the dagger found in the Smithy). The creature will fight until destroyed, at which point the armor collapses in a crash.

The eastern door is sealed with an *Arcane Lock*, but can be opened by touching the starburst symbol on the Horror's breastplate to the matching symbol on the door.

9. The Beholder Room. This chamber is dominated by an eerily detailed statue of a beholder that stands on a large stone plinth in the middle of the room. Engraved upon the base of the platform is another clue (Player Handout #2), similar to the ones that the party have already encountered (Perception DC14 to notice unless a player states that they are examining the statue/plinth). There are five stone doors in recessed alcoves to the north, each of which has a number in bronze embedded in the stone above it (the numbers ascend from left to right, see map). The walls of each alcove are inlaid with thin swirls of copper that look almost like runemarks at first glance, but actually do not have any meaning (other than as a conductor of electricity; see below).

The solution (hinted at by the beholder's message, "I am the master of eyes") is to count up the number of times that the letter "i" appears in each of the entries on the graven stone. "The inquisitive adventurer" has 4 "I"s, so door four is the correct exit. The plinth rotates whenever a character approaches one of the doors, so that the beholder faces them. The mechanism that controls this is buried well beneath the floor, so it cannot be directly accessed, but attempts to

HELMED HORROR
Medium construct, neutral

Armor Class 18 (plate)
Hit Points 60 (8d8 + 24)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +4
Damage Vulnerabilities magical weapons
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite
Damage Immunities force, necrotic, poison
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned
Senses blindsight 60 ft. (blind beyond this radius); passive Perception 14
Languages understands all languages it spoke in life but can't speak
Challenge 1/4 (50 XP)

Magic Resistance. The helmed horror has advantage on saving throws against spells and other magical effects.
Spell Immunity. The helmed horror is immune to the *fireball*, *scorching ray*, and *heat metal* spells.

ACTIONS

Multiattack. The helmed horror makes two longsword attacks.
Longsword, Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 95 (1d10+4) slashing damage.

jam the plinth with spikes or another means may succeed in locking it in place (DC15). However, the beholder statute does not actually affect the trap.

Each door is operated by a horizontal bronze handle embedded in a circular depression eight inches across and four inches deep in the center of the door. To open the door, the handle must be twisted to a vertical position (Athletics DC 10). If this is done to any door other than door 4, a flash of electrical energy fills the alcove, doing 2d6 damage to anyone within 5 feet of the door (Dexterity save DC15 for half). The incorrect doors are actually false and do not open. The fourth door is counterweighted and opens fairly easily once the mechanism is worked (DC5 Athletics check). Since the trap is magical in nature, it cannot be detected with a Perception check on the doors. However, a Dispel Magic spell (DC17) can suppress the trap for ten minutes.

10. The Room of Seven Chests. This room contains the Stone, and a deadly trap as well. There are seven stone chests here, each embedded into the wall. A dark well is in the center of the room (60' deep, ends in bare stone), with a fist-sized silvery orb floating in the air above it. When someone enters the room, the orb bursts into flames, illuminating the room with the brightness of a torch. The orb cannot be damaged or moved from its place, and if touched inflicts 2d6 fire damage (Constitution save DC15 for half).

The walls and ceiling of the room are covered with a dizzying array of mathematical formulas. If studied carefully, they do not appear to make any sense, but have a strangely mesmerizing effect (Wisdom save DC12, or remain focused on the formulas until shaken out of the trance by another character). Just glancing at the walls or ceiling does not require a save.

There is another inscription containing a clue (Player Handout #3) etched into the base of the well (Perception DC14 to notice unless a player states that they are examining the well). The answer to the clue is “factors” (i.e. the number 1 has one, 2, 3, 5, and 7 have two each, 4 has three, and 6 has four and the Stone). None of the chests are locked, but have heavy lids (DC10 Athletics to open). The chests contain the following hazards:

1. The first chest contains a fine ash, but as soon as the chest is opened the dust stirs into a **Wraith**. The creature attacks until it is destroyed. If it kills a player character, it will take its next action to raise a specter from the corpse. It cannot use its incorporeal ability to pass through the walls of the room, and it cannot leave through the doorway.
2. Chests 2, 3, 4, 5, and 7 trigger an *Aganazzar's Scorcher* as flames erupt from the orb hovering over the well when the lid of the chest is lifted, targeting the individual lifting the lid (5' wide

WRAITH				
<i>Medium undead, neutral evil</i>				
Armor Class 13				
Hit Points 67 (9d8+27)				
Speed 0 ft., fly 60 ft. (hover)				
STR	DEX	CON	INT	WIS
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)
CHA				
15 (+2)				
Damage Resistance Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks That Aren't Silvered				
Damage Immunities Necrotic, Poison				
Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained				
Senses Darkvision 60 Ft., passive Perception 13				
Languages The Languages It Knew In Life				
Challenge 5 (1,800 XP)				
Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.				
Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.				
ACTIONS				
Life Drain. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one creature. <i>Hit:</i> (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.				
Create Specter. The wraith targets a humanoid within 30 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.				

stream, 3d8 fire damage, Dexterity save DC15 for half).

3. Chest 4 contains a small silver coffer (worth 200gp). The coffer is locked and trapped with a small scythe blade trap (Perception DC15 to detect, DC15 to disarm, +3 attack, does 1d4+1 damage). Fortunately, the poison that once coated the blade has been made inert with time. The coffer contains a *wand of magic missiles*.
4. Chest 6 contains the Stone of the Eth'barat, a transparent white gemstone with hundreds of facets, roughly the size of a grapefruit. If examined closely, faint sparkles can be seen within the facets, which have a mesmerizing effect similar to the walls of this room (Wisdom DC12 save to avoid being caught up in the effect; a new save can be made every minute). When touched to the Keystone, a *teleportation circle* that leads back to The Drunken Cleric is opened.

When the players return with the Stone, Tarthas willingly hands over the promised reward (50pp per survivor). He may be willing to offer a small bonus if the party thought to collect rubbings of any of the inscriptions they encountered, as an insight into the mindset of the Eth'barat.

CONTINUING THE GAME

In addition to the main plotline, here are some ideas for additional material that can be added to the module.

1) MORE TRAVELS

The outdoor component of the module has been strictly limited in order to fit the module into a single game session. If, however, the DM wishes to run the game over several sessions, it would be easy to add additional outdoor areas. Perhaps the “wizard’s teleportation portal” could be removed entirely, requiring instead a lengthy outdoor journey through a variety of linked (and dangerous) areas in order to get to the Shrine. If you utilize this option, you may wish to have players start at a lower level, or increase the difficulty of encounters within the Shrine to correspond to the player characters’ higher levels when they arrive.

2) MORE TRIALS

The traps and tricks in this module are all of my own creation; however, it would be fairly easy to add additional rooms or even another complete level to the Shrine.

3) AFTERMATH

What happens after the wizard takes his prize and leaves? The adventure as written ends at this point, but an enterprising builder could develop additional material for this group of adventurers. Perhaps another outpost of the Eth'barat turns up, drawing players into an ongoing adventure involving this mysterious group. Alternatively, some of the Eth'barat may still live on somewhere on a distant Outer Plane, and their attention is drawn back to Faerûn by the theft of their artifact. Or maybe Tarthas discovers that the Stone is an unpredictable tool, and using it draws him into the same disasters that befell the ancient cult. Maybe the adventurers find themselves called upon to aid the wizard again, this time traveling to his own private hold to rescue him from the otherplanar creatures drawn into the Realms by his use of the Stone...

OPTION: TOURNAMENT SCORING

The structure of this module lends itself to tournament-style play. If you wish to run the game tournament-style, I recommend the following changes:

1) Set a fixed time limit. I recommend “starting the clock” when the players pass through the teleportation circle into the Valley of the Lost, although you may also wish to set a maximum prep-time in The Drunken Cleric. Three hours is a reasonable time for completing the adventure portion of the module.

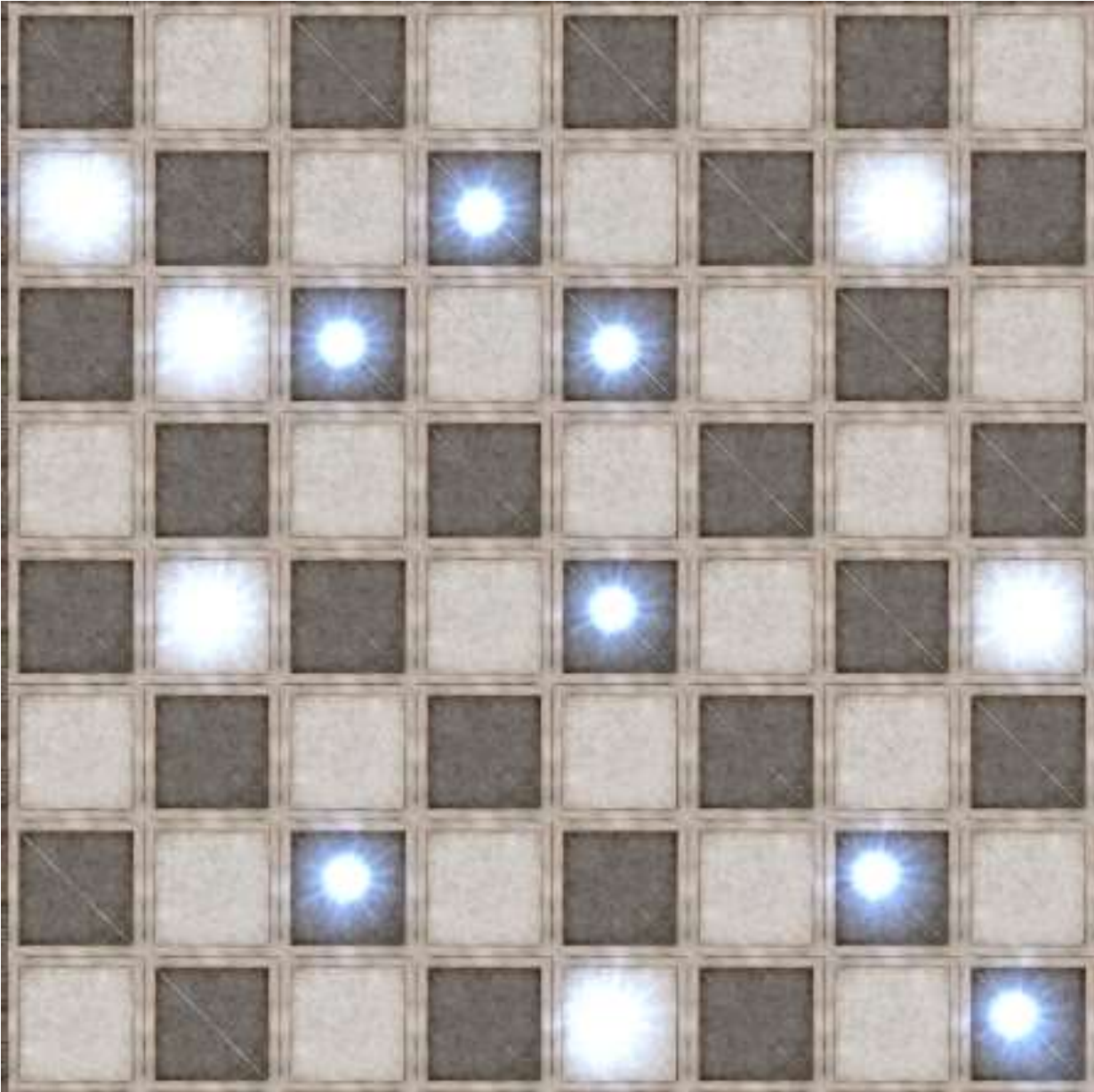
2) If you want to set up the game with multiple groups running through the module (i.e. a competitive tournament), direct DM-intervention in the game should be limited to maximize fairness for all groups.

3) Tournament Scoring (team score):

- ◆ Accomplishing the Mission (i.e. bringing back the gem to the wizard) within the time allotted: +5 Team Points
- ◆ Each player character death: -2 Team Points
- ◆ Each character that did not drop below zero hit points during the game: +2 Team Points

Player Handout #1

Start Here



Room Exit

Player Handout #2

I AM THE MASTER OF EYES.

HEED MY WORDS, AND LET THEM GUIDE YOUR PATH

THE DEADLY SPIDER HAS ONE

THE ANCIENT SILVER DRAKE HAS TWO

THE EVIL PRIEST OF CYRIC HAS THREE

THE SLINKING HALFLING THIEF HAS FOUR

THE BRUISING HILL GIANT BARBARIAN HAS FIVE

BUT THE SLY ELF RANGER HAS NONE

YOUR PATH IS THAT OF THE INQUISITIVE ADVENTURER

Player Handout #3

ONE CHEST HAS ONE... YOU DO NOT WANT TO RELEASE IT

FOUR HAVE TWO... CHOOSING GRANTS PAIN

ONE HAS THREE... PAIN DOUBLY GRANTED ALSO GIVES
REWARD

ONE HAS FOUR... AND WHAT YOU SEEK

Dungeons & Dragons Character Sheet

Name:

Human male barbarian
Background: Folk Hero

Level: **3**

Experience: 1000 (2700 experience points needed for 4th level)

Armor Class **14**

(Armor class determines how easy it is to hit the character in combat. Barbarians are proficient with light or medium armor.)

Hit Points **32**

(Hit Points determine how much damage a character can take. Barbarians use a 12-sided dice to determine hit points per level.)

Proficiency Bonus: +2

Add to weapon attacks, skills, and saving throws that the character is proficient in (marked with *)

<u>Ability Scores</u>	<u>Value</u>	<u>Modifier</u>	<u>Save</u>
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Strength	16	+3	+5*	Strength modifies melee attacks and carrying capacity.
Dexterity	14	+2	+2	Dexterity modifies armor class, initiative, and ranged attacks.
Constitution	15	+2	+4*	Constitution modifies hit points per level.
Intelligence	9	-1	-1	
Wisdom	13	+1	+1	
Charisma	11	+0	+0	

Speed: 30

Initiative: +2

Skills:

(* indicates proficient)

Acrobatics (Dex): +2
Animal Handling* (Wis): +3
Athletics* (Str): +5
Deception (Cha): +0
History (Int): -1
Insight (Wis): +1
Intimidation (Cha): +0
Investigation (Int): -1
Medicine (Wis): +1
Nature (Int): -1
Perception* (Wis): +3
Performance (Cha): +0
Persuasion (Cha): +0
Religion (Int): -1
Sleight of Hand (Dex): +2
Stealth (Dex): +2
Survival* (Wis): +3

Attacks:

Greatsword: +5 melee (2d6+3 damage)
Javelin: +5 ranged (1d6+3 damage, range 30/120)

Class Abilities:

Rage (3/day, +2 rage damage, advantage on STR checks and saves, resistance to physical attacks, lasts one minute). Can frenzy (add melee attack as bonus action, but adds a level of exhaustion)
Unarmored Defense (when not wearing armor, add Dex and Con modifiers to AC)
Reckless Attack (gives advantage on attacks, but then gives opponents advantage vs. you)
Danger Sense (advantage on Dex saves against effects you can see)
Lion Totem (resistant to all but psychic damage while raging, can cast *beast sense* and *speak with animals* as rituals [takes 10 minutes])



Treasure: 10 gold pieces

Equipment:

Greatsword
2 Handaxes
4 Javelins
Shovel, Iron Pot
Woodcarver's tools
Explorer's Pack (with waterskin, 10 days trail rations, bedroll, 10 torches, mess kit, 50' rope, and flint and steel)
2 Potions of Healing (each heals 2d4+2 damage)

Dungeons & Dragons Character Sheet

Name:

Lightfoot halfling female bard
Background: Entertainer

Level: **3** Experience: 1000 (2700 experience points needed for 4th level)
Armor Class **14** (Armor class determines how easy it is to hit the character in combat. Bards can wear light armor.)
Hit Points **21** (Hit Points determine how much damage a character can take. Bards use an 8-sided dice to determine hit points per level.)
Proficiency Bonus: +2 Add to weapon attacks, skills, and saving throws that the character is proficient in (marked with *)

<u>Ability Scores</u>	<u>Value</u>	<u>Modifier</u>	<u>Save</u>	
Strength	8	-1	-1	Strength modifies melee attacks and carrying capacity.
Dexterity	16	+3	+5*	Dexterity modifies armor class, initiative, and ranged attacks.
Constitution	13	+1	+1	Constitution modifies hit points per level.
Intelligence	12	+1	+1	
Wisdom	10	0	0	
Charisma	16	+3	+5*	Charisma modifies spellcasting for bards.

Speed: 25

Initiative: +4

Skills:

* indicates proficient
** expertise

Acrobatics* 5
Animal Handling: +2
Athletics: +0
Deception*: +5
History: +2
Insight: +1
Intimidation: +4
Investigation*: +3
Medicine: +1
Nature: +2
Perception: +1
Performance**: +7
Persuasion**: +7
Religion: +2
Sleight of Hand: +4
Stealth: +4
Survival: +1

Bardic Abilities:

Bardic Inspiration (d6, 3/day)
Song of Rest (1d6 extra healing during short rest)
Mantle of Inspiration (use BI to grant up to 3 allies 5 temporary hit points)
Enthralling Performance (can charm up to 3 audience members after playing for a minute, 1/rest)

Spells (save DC 13):

Cantrips Known (cast at will): Light, Prestidigitation
Spells Known (cast 4 1st level and 2 2nd level/day):
1/**Comprehend Languages** (understand spoken or written languages for one hour)
1/**Dissonant Whispers** (60' range, Wisdom save or 3d6 psychic damage and must flee)
1/**Healing Word** (60' range, heals 1d4+3)
1/**Sleep** (90' range, puts 5d8hp of creatures to sleep for one minute)
2/**Silence** (120' range, no sound in a 20' radius sphere)
2/**Shatter** (60' range, 10' radius blast does 3d8 thunder damage, Constitution save for half)



Racial Abilities:

Lucky (can reroll ones on attacks, checks, or saves)
Brave (advantage on saves vs. being frightened)

Attacks:

Dagger: +5 melee (1d4+3 damage)
Light Crossbow +5 ranged (1d8+3 damage, range 80/320)

Equipment:

Leather Armor
Dagger
Light Crossbow
Case with 20 bolts
Entertainer's Pack (with bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit)
Fiddle
2 Potions of Healing (each heals 2d4+2 damage)

Treasure:

13 gold pieces

Dungeons & Dragons Character Sheet

Name:

Human female cleric
Background: Acolyte

Level: **3**

Experience: 1,000 (2700 experience points needed for 4th level)

Armor Class **18**

(Armor class determines how easy it is to hit the character in combat. Clerics can wear light or medium armor.)

Hit Points **27**

(Hit Points determine how much damage a character can take. Clerics use an 8-sided dice to determine hit points per level.)

Proficiency Bonus: +2

Add to weapon attacks, skills, and saving throws that the character is proficient in (marked with *)

Ability Scores Value Modifier Save

Strength **14** +2 +2 Strength modifies melee attacks and carrying capacity

Dexterity **10** +0 +0 Dexterity modifies armor class, initiative, and ranged attacks.

Constitution **16** +3 +3 Constitution modifies hit points per level.

Intelligence **10** 0 0

Wisdom **16** +3 +5* Wisdom modifies spellcasting.

Charisma **11** 0 +2*

Speed: 30

Attacks:

Mace +4 melee (1d6+2 damage)

Initiative: +0

Light Crossbow: +2 ranged (1d8 damage, range 80/320)

Skills:

(* indicates proficient)

Acrobatics (Dex): +0

Animal Handling (Wis): +3

Athletics (Str): +2

Deception (Cha): +0

History (Int): +0

Insight* (Wis): +5

Intimidation (Cha): +2

Investigation (Int): +0

Medicine* (Wis): +5

Nature (Int): +0

Perception (Wis): +3

Performance (Cha): +0

Persuasion* (Cha): +2

Religion* (Int): +2

Sleight of Hand (Dex): +0

Stealth** (Dex): +0

Survival (Wis): +3

** At disadvantage due to armor

Spells: (Spell DC 13, attack +5)

Can cast 4x 1st level and 2x 2nd level/day

Cantrips Known (cast at will):

Guidance, Light, Sacred Flame

Spells Prepared:

1/**Bless** (helps 3 allies within 30 feet, lasts one minute)

1/**Cure Wounds** (heal 1d8+6 on touch)

1/**Guiding Bolt** (ranged spell attack, 120 feet, 4d6 damage)

1/**Healing Word** (heal 1d4+6, 30 foot range)

1/**Purify Food and Drink**

1/**Shield of Faith** (+2 AC to self or ally within 60 feet)

2/**Lesser Restoration** (removes disease or another negative condition on touch)

2/**Prayer of Healing** (heals 6 creatures for 2d8+7, takes 10 minutes)

2/**Spiritual Weapon** (spectral weapon lasts one minute, does 1d8+3 damage)

2/**Zone of Truth** (creatures within 15 feet find it very difficult to lie)



Special Abilities:

Channel Divinity (1/rest):
Turn Undead or

Preserve Life (heal up to 15 hit points, shared among allies within 30 feet)

Disciple of Life (healing spells heal an extra 2hp + spell level)

Treasure: 15 gold pieces

Equipment:

Chainmail

Shield

Mace

Light Crossbow and 20 bolts

Explorer's Pack (with waterskin, 10 days trail rations, bedroll, 10 torches, mess kit, 50' rope, and flint and steel)

Holy Symbol

2 Potions of Healing (each heals 2d4+2 damage)

Dungeons & Dragons Character Sheet

Name:

Gnome male fighter

Background: Shipwright

Level: **3**

Experience: 1,000 (2700 experience points needed for 4th level)

Armor Class **18**

(Armor class determines how easy it is to hit the character in combat. Fighters can wear any armor.)

Hit Points **31**

(Hit Points determine how much damage a character can take. Fighters use a 10-sided dice to determine hit points per level.)

Proficiency Bonus: +2

Add to weapon attacks, skills, and saving throws that the character is proficient in (marked with *)

<u>Ability Scores</u>	<u>Value</u>	<u>Modifier</u>	<u>Save</u>
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Strength	14	+2	+4*
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Strength modifies melee attacks and carrying capacity.

Dexterity	10	+0	+0
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Dexterity modifies armor class, initiative, and ranged attacks.

Constitution	16	+3	+5*
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Constitution modifies hit points per level.

Intelligence	14	+2	+2
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Wisdom	8	-1	-1
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Charisma	12	+1	+1
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Speed: 25

Attacks:

Initiative: +0

Shortsword: +4 melee (1d6+4 damage)

Light Crossbow: +2 ranged (1d8 damage)

Treasure: 10 gold pieces

Skills:

(* proficient)

Acrobatics (Dex): +0

Animal Handling (Wis): -1

Athletics* (Str): +4

Arcana (Int): +2

Deception (Cha): +1

History* (Int): +4

Insight (Wis): -1

Intimidation* (Cha): +3

Investigation (Int): +2

Medicine (Wis): -1

Nature (Int): +2

Perception* (Wis): +1

Performance (Cha): +1

Persuasion (Cha): +1

Religion (Int): +2

Sleight of Hand (Dex): +0

Stealth** (Dex): +0

Survival (Wis): -1

** Disadvantage due to armor

Special Abilities:

Fighting Style: Dueling (+2 damage)

Improved Critical (crit on 19 or 20)

Gnome Cunning (advantage on Int/Wis/Cha saves vs. magic)

Darkvision 60 feet

Second Wind (bonus action to gain 1d10+3 hit points, 1/rest)

Action Surge (extra action, 1/rest)

Equipment:

Chainmail

Shield

Shortsword

Light Crossbow, 20 bolts

Carpenter's Tools

Notebook, pen, ink

Explorer's Pack (with waterskin, 10 days trail rations, bedroll, 10 torches, mess kit, 50' rope, and flint and steel)

2 Potions of Healing (each heals 2d4+2 damage)

Dungeons & Dragons Character Sheet

Name:

High Elf female ranger
Background: Outlander

Level: **3**

Experience: 1,000 (2700 experience points needed for 4th level)

Armor Class **15**

(Armor class determines how easy it is to hit the character in combat. Rangers can wear light or medium armor.)

Hit Points **26**

(Hit Points determine how much damage a character can take. Rangers use a 10-sided dice to determine hit points per level.)

Proficiency Bonus: +2

Add to weapon attacks, skills, and saving throws that the character is proficient in (marked with *)

Ability Scores	Value	Modifier	Save	
Strength	10	+2	+2*	Strength modifies melee attacks and carrying capacity.
Dexterity	16	+3	+5*	Dexterity modifies armor class, initiative, and ranged attacks.
Constitution	14	+2	+2	Constitution modifies hit points per level.
Intelligence	12	+1	+1	
Wisdom	14	+2	+2	Wisdom is the key stat for ranger spells
Charisma	9	-1	-1	

Speed: 30

Initiative: +3

Skills:

(* proficient)

Acrobatics (Dex): +3
Animal Handling* (Wis): +4
Athletics* (Str): +2
Arcana (Int): +1
Deception (Cha): -1
History (Int): +1
Insight (Wis): +2
Intimidation (Cha): -1
Investigation (Int): +1
Medicine (Wis): +2
Nature* (Int): +3
Perception* (Wis): +4
Performance (Cha): -1
Persuasion (Cha): -1
Religion (Int): +1
Sleight of Hand (Dex): +3
Stealth* (Dex): +5
Survival* (Wis): +4

Attacks:

Shortsword: +5 melee (1d6+3 damage)
Longbow: +7 ranged (1d8+3 damage)

Spells (DC12):

Can cast from the following list
3x/day:
1/Cure Wounds (heals 1d8+2 damage)
1/Ensnaring Strike (creature hit with attack must make Strength save or be restrained)
1/Protection from Evil and Good (touched target gains benefits vs. certain creatures, lasts 10 minutes, requires concentration)
1/Speak with Animals (self only, lasts 10 minutes)



Special Abilities:

Hunter's Sense (sense weaknesses, 60' range, 2/rest)
Slayer's Prey (bonus action to target foe; do extra 1d6 damage on subsequent attacks, 60' range)
Darkvision 60 feet
Fey Ancestry (advantage vs. charm, immune to *sleep*)
Favored Enemy: Fey (advantage with skills and +2 damage)
Natural Explorer: Forest
Fighting Style: Archery
Primeval Awareness

Equipment:

Studded Leather Armor
Shortsword
Longbow, 20 arrows
Explorer's Pack (with waterskin, 10 days trail rations, bedroll, 10 torches, mess kit, 50' rope, and flint and steel)
2 Potions of Healing (each heals 2d4+2 damage)

Treasure: 10 gold pieces

Dungeons & Dragons Character Sheet

Name:

Human male rogue
Background: Noble

Level: **3**

Experience: 1,000 (2700 experience points needed for 4th level)

Armor Class **14**

(Armor class determines how easy it is to hit the character in combat. Rogues can wear light armor.)

Hit Points **24**

(Hit Points determine how much damage a character can take. Rogues use an 8-sided dice to determine hit points per level.)

Proficiency Bonus: +2

Add to weapon attacks, skills, and saving throws that the character is proficient in (marked with *)

<u>Ability Scores</u>	<u>Value</u>	<u>Modifier</u>	<u>Save</u>	
Strength	10	0	0	Strength modifies melee attacks and carrying capacity.
Dexterity	16	+3	+5*	Dexterity modifies armor class, initiative, and ranged attacks.
Constitution	15	+2	+2	Constitution modifies hit points per level.
Intelligence	13	+1	+3*	
Wisdom	10	0	0	
Charisma	14	+2	+2	



Speed: 30

Attacks:

Rapier: +5 melee (1d8+3 damage)

Treasure: 25 gold pieces

Shortbow: +5 ranged (1d6+3 damage)

Initiative: +3

Skills:

(* proficient, ** expertise)

Acrobatics* (Dex): +5

Animal Handling (Wis): +0

Athletics (Str): +0

Arcana (Int): +1

Deception (Cha): +2

History* (Int): +3

Insight (Wis): +0

Intimidation (Cha): +2

Investigation (Int): +1

Medicine (Wis): +0

Nature (Int): +1

Perception* (Wis): +2

Performance (Cha): +2

Persuasion** (Cha): +6

Religion (Int): +1

Sleight of Hand* (Dex): +5

Stealth** (Dex): +7

Survival (Wis): +0

Special Abilities:

Sneak Attack (+2d6 damage if you have advantage or an ally is near target)

Cunning Action (can use bonus action to Dash, Disengage, Sleight of Hand, Disarm Trap, Open Lock, or Hide)

Second-Story Work (can climb at full speed, +3 feet on running jump [13 feet long jump, 6 feet high jump])

Equipment:

Leather Armor

Rapier

Shortbow, 20 arrows

Explorer's Pack (with waterskin, 10 days trail rations, bedroll, 10 torches, mess kit, 50' rope, and flint and steel)

Thieves' Tools

Two Daggers

Signet Ring

2 Potions of Healing (each heals 2d4+2 damage)

Dungeons & Dragons Character Sheet

Name:

Tiefling female sorcerer

Background: Criminal (burglar)

Level: **3**

Experience: 1000 (2700 experience points needed for 4th level)

Armor Class **11**

(Armor class determines how easy it is to hit the character in combat. Sorcerers are not proficient in any armor.)

Hit Points **20**

(Hit Points determine how much damage a character can take. Sorcerers use a 6-sided dice to determine hit points per level.)

Proficiency Bonus: +2

Add to weapon attacks, skills, and saving throws that the character is proficient in (marked with *)

Ability Scores Value Modifier Save

Strength **10** 0 0 Strength modifies melee attacks and carrying capacity.

Dexterity **12** +1 +1 Dexterity modifies armor class, initiative, and ranged attacks.

Constitution **14** +2 +4* Constitution modifies hit points per level.

Intelligence **14** +2 +2

Wisdom **8** -1 -1

Charisma **17** +3 +5* Charisma modifies spellcasting for sorcerers.

Speed: 30

Attacks:

Dagger: +3 melee (1d4+1 damage)

Fire Bolt: +5 ranged (1d10 damage)

Initiative: +1

Skills:

(ones marked with * are proficient)

Acrobatics (Dex): +1

Animal Handling (Wis): +3

Arcana* (Int): +4

Athletics (Str): +0

Deception* (Cha): +5

History (Int): +2

Insight (Wis): -1

Intimidation* (Cha): +5

Investigation (Int): +2

Medicine (Wis): -1

Nature (Int): +2

Perception (Wis): -1

Performance (Cha): +3

Persuasion (Cha): +3

Religion (Int): +2

Sleight of Hand (Dex): +1

Stealth (Dex): +1

Survival* (Wis): +1

Spells (save DC 13):

Cantrips Known (cast at will): Fire Bolt, Message, Minor Illusion, Prestidigitation, Thaumaturgy
Spells Known (cast 4x1st level and 2x2nd level per day):

1/Bless (help 3 allies with +1d4 to attacks or saves, lasts one minute, requires concentration)

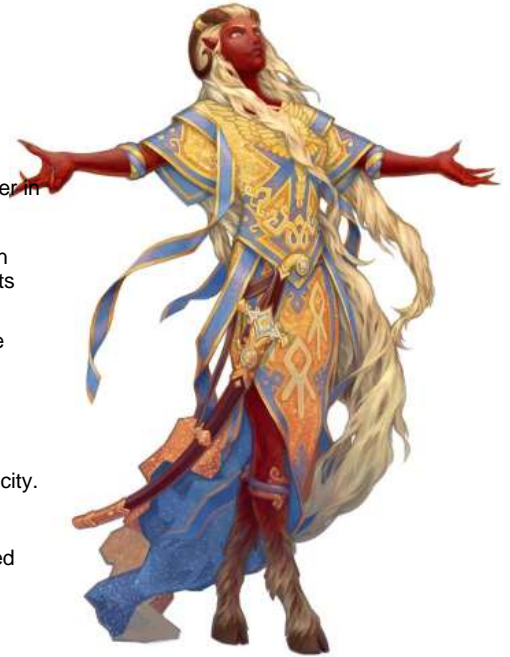
1/Chromatic Orb (ranged attack +5, 3d8 damage of choice)

1/Cure Wounds (heals 1d8+3 damage)

2/Aganazzar's Scorcher (30' line of fire, does 3d8 damage [Dex save for half])

2/Invisibility (lasts up to one hour, ends with attack or spell, requires concentration)

3 Sorcery Points (Empowered Spell, Twinned Spell)



Special abilities:

Darkvision (60')

Hellish Resistance

(resist fire damage)

Favored by the Gods

(add 2d4 to a save or attack, 1/rest)

Hellish Rebuke (1/day,

2d10 fire damage to

someone who hit you, Dex save for half)

Equipment:

Two daggers

Explorer's Pack (with

waterskin, 10 days trail

rations, bedroll, 10 torches,

mess kit, 50' rope, and flint

and steel)

Arcane Focus

Crowbar

2 Potions of Healing (each

heals 2d4+2 damage)

Treasure: 15 gold pieces

Dungeons & Dragons Character Sheet

Name:

Hill dwarf male wizard (evoker)

Background: Sage

Level: **3**

Experience: 1000 (2700 experience points needed for 4th level)

Armor Class **11**

(Armor class determines how easy it is to hit the character in combat. Wizards are not proficient in any armor.)

Hit Points **26**

(Hit Points determine how much damage a character can take. Wizards use a 6-sided dice to determine hit points per level.)

Proficiency Bonus: +2

Add to weapon attacks, skills, and saving throws that the character is proficient in (marked with *)

Ability Scores Value Modifier Save

Strength **8** -1 -1 Strength modifies melee attacks and carrying capacity.

Dexterity **12** +1 +1 Dexterity modifies armor class, initiative, and ranged attacks.

Constitution **16** +3 +3 Constitution modifies hit points per level.

Intelligence **15** +2 +4* Intelligence modifies spellcasting for wizards.

Wisdom **14** +2 +4*

Charisma **10** +0 +0

Speed: 25

Initiative: +1

Attacks:

Dagger: +3 melee (1d4+1 damage)

Fire Bolt: +4 ranged, 120' range (1d10 damage)

Skills:

(* indicates proficient)

Acrobatics (Dex): +1

Animal Handling (Wis): +2

Arcana* (Int): +4

Athletics (Str): -1

Deception (Cha): +0

History* (Int): +4

Insight* (Wis): +4

Intimidation (Cha): +0

Investigation* (Int): +4

Medicine (Wis): +2

Nature (Int): +2

Perception (Wis): +2

Performance (Cha): +0

Persuasion (Cha): +0

Religion (Int): +2

Sleight of Hand (Dex): +1

Stealth (Dex): +1

Survival (Wis): +2

Spells (save DC 12):

Cantrips Known (cast at will): Fire Bolt, Mage Hand, Mending

Spells in Spellbook (prepared spells **in bold**, cast 4x 1st level and 2x 2nd level/day):

1/Burning Hands (15' cone, 3d6 damage, Dex save for half)

1/Feather Fall

1/Identify

1/Mage Armor (AC14 for 8 hrs)

1/Magic Missile (3 darts 1d4+1)

2/Flaming Sphere (5' radius sphere does 2d6 damage, Dex save for half)

2/Invisibility (lasts up to one hour, ends with attack or spell, requires concentration)

2/Mirror Image (illusory duplicates make it harder to hit you)

2/Shatter (3d6 thunder damage to all within 10' radius sphere, Con save for half)



Class Abilities:

Arcane Recovery

(recover 1 spell slot/day with short rest)

Sculpt Spells (can protect allies within area of effect spells)

Treasure: 10 gold pieces

Equipment:

Dagger

Scholar's Pack (with book of lore, bottle of ink, quill, small knife, 10 sheets of parchment, bag of sand)

Component Pouch

Spellbook

2 Potions of Healing (each heals 2d4+2 damage)

Dwarvish Abilities:

60' darkvision

Dwarven Resilience

(advantage on saves vs.

Poison, resistance to poison damage)

Stonecunning (familiarity with stoneworking)

Character Records

(Human Barbarian)	AC: 14	HP: 32	Init: +2	Notes:
Passive Perception: 13		Condition(s):		

(Halfling Bard)	AC: 14	HP: 21	Init: +3	Notes:
Passive Perception: 11		Condition(s):		

(Human Cleric)	AC: 18	HP: 27	Init: +0	Notes:
Passive Perception: 13		Condition(s):		

(Gnome Fighter)	AC: 18	HP: 31	Init: +0	Notes:
Passive Perception: 11		Condition(s):		

(Elf Ranger)	AC: 15	HP: 26	Init: +3	Notes:
Passive Perception: 14		Condition(s):		

(Human Rogue)	AC: 14	HP: 24	Init: +3	Notes:
Passive Perception: 12		Condition(s):		

(Tiefling Sorcerer)	AC: 11	HP: 20	Init: +1	Notes:
Passive Perception: 9		Condition(s):		

(Dwarf Wizard)	AC: 11 (14)	HP: 26	Init: +2	Notes:
Passive Perception: 12		Condition(s):		

Time Tracker						
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Initiative Tracker						
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General Notes

Gains from Short Rest:

Barbarian: Up to 3d12+6 hp
 Bard: 3d8+3hp, Song of Rest (1d6), Enthralling Performance resets
 Cleric: 3d8+9hp, Channel Divinity resets
 Fighter: 3d10+9hp, Second Wind and Action Surge reset
 Ranger: 3d10+6hp, Hunter's Sense resets
 Rogue: 3d8+6hp
 Sorcerer: 3d6+6hp, Favored by the Gods resets
 Wizard: 3d6+9hp, Arcane Recovery (1 spell slot)

Marching Order:

Creature Combat Tracker					
Name	Init	AC	HP	Atk	Dmg
Stag Beetle	-1	15	60	+6M	2d6+4
Gnolls	+1	15	22 22 22	+3R +4M	1d8+1 1d6+2
Skeleton Archers	+2	13	19 19 19 19	+4R	1d10
Shadow Thing					
Flying Sword	+2	17	17 17 17 17 17 17	+3M	1d8+1
Helmed Horror	+1	18	60	+6M	1d10+4
Wraith	+3	13	67	+6M	4d8+3

Spell Lists:

Bard (save DC13)

0/Light (touch, 1 hour, 20'r)
 0/Prestidigitation (10'r)
 1/Comprehend Languages (1 hour)
 1/Dissonant Whispers (WIS, 60'r, 3d6 psychic +flee)
 1/Healing Word (1d4+3, 30'r)
 1/Sleep (5d8hp, 90'r, 20' rad)
 2/Silence (120'r, 20' rad)
 2/Shatter (CON, 60'r, 10' rad, 3d8 thunder)

Cleric (save DC13)

0/Guidance (add 1d4 to ally's check, 1min/conc)
 0/Light (touch, 1 hour, 20'r)
 0/Sacred Flame (DEX, 60'r, 1d8 radiant)
 1/Bless (30'r, 3 allies, 1 min/conc)
 1/Cure Wounds (1d8+6)
 1/Guiding Bolt (+5, 120'/4d6 radiant)
 1/Healing Word (1d4+6, 30')
 1/Purify Food and Drink
 1/Shield of Faith (60'r, 10 min/conc)
 2/Lesser Restoration (touch)
 2/Prayer of Healing (2d8+7/6 allies)
 2/Spiritual Weapon (+5/1d8+3)
 2/Zone of Truth (CHA, 60'r, 15' rad, 10min)

Ranger (save DC12)

1/Cure Wounds (1d8+2)
 1/Ensnaring Strike (STR, restrained 1 min/conc, takes 1d6 on its turns)
 1/Protection from Good and Evil (protects vs. undead, shadow entity in room 6, 10min/conc)
 1/Speak with Animals (self, 10min)

Sorcerer (save DC13)

0/Fire Bolt (+5, 120'r, 1d10 fire)
 0/Message (120'r)
 0/Minor Illusion (30'r)
 0/Prestidigitation (10'r)
 0/Thaumaturgy (30'r)
 1/Bless (30'r, 3 allies, 1 min/conc)
 1/Chromatic Orb (+5, 90'r, 3d8 damage of choice)
 1/Cure Wounds (1d8+3)
 2/Aganazzar's Scorcher (DEX, 30' line, 3d8 fire)
 2/Invisibility (1 hr/conc)
 Metamagic (3SP): Empowered Spell, Twinned Spell
 SP: Hellish Rebuke (DEX, reaction, 60'r, 2d10 fire)

Wizard (save DC12)

0/Fire Bolt (+4, 120'r, 1d10 fire)
 0/Mage Hand (30'r)
 0/Mending
 1/Burning Hands (DEX, 15' cone, 3d6)
 1/Mage Armor (8 hours)
 1/Magic Missile (120'r, 3 darts, 1d4+1 force)
 2/Flaming Sphere (DEX, 60'r, bonus to move, 2d6 fire if hit or ends turn next to, 1min/conc)
 2/Mirror Image (3 dupes, d20 to see if dupe hit [3:6+; 2:8+; 1:11+], AC11, 1 min)

Gains from Short Rest:

Barbarian: Up to 3d12+6 hp
 Bard: 3d8+3hp, Song of Rest (1d6), Enthralling Performance resets
 Cleric: 3d8+9hp, Channel Divinity resets
 Fighter: 3d10+9hp, Second Wind and Action Surge reset
 Ranger: 3d10+6hp, Hunter's Sense resets
 Rogue: 3d8+6hp
 Sorcerer: 3d6+6hp, Favored by the Gods resets
 Wizard: 3d6+9hp, Arcane Recovery (1 spell slot)

Marching Order:

Spell Lists:

Bard (save DC13)

0/Light (touch, 1 hour, 20'r)
 0/Prestidigitation (10'r)
 1/Comprehend Languages (1 hour)
 1/Dissonant Whispers (WIS, 60'r, 3d6 psychic +flee)
 1/Healing Word (1d4+3, 30'r)
 1/Sleep (5d8hp, 90'r, 20' rad)
 2/Silence (120'r, 20' rad)
 2/Shatter (CON, 60'r, 10' rad, 3d8 thunder)

Cleric (save DC13)

0/Guidance (add 1d4 to ally's check, 1min/conc)
 0/Light (touch, 1 hour, 20'r)
 0/Sacred Flame (DEX, 60'r, 1d8 radiant)
 1/Bless (30'r, 3 allies, 1 min/conc)
 1/Cure Wounds (1d8+6)
 1/Guiding Bolt (+5, 120'/4d6 radiant)
 1/Healing Word (1d4+6, 30')
 1/Purify Food and Drink
 1/Shield of Faith (60'r, 10 min/conc)
 2/Lesser Restoration (touch)
 2/Prayer of Healing (2d8+7/6 allies)
 2/Spiritual Weapon (+5/1d8+3)
 2/Zone of Truth (CHA, 60'r, 15' rad, 10min)

Ranger (save DC12)

1/Cure Wounds (1d8+2)
 1/Ensnaring Strike (STR, restrained 1 min/conc, takes 1d6 on its turns)
 1/Protection from Good and Evil (protects vs. undead, shadow entity in room 6, 10min/conc)
 1/Speak with Animals (self, 10min)

Creature Combat Tracker					
Name	Init	AC	HP	Atk	Dmg
Goblins (worg riders)	+2	13	7 7 7	+4R or +4M	1d6+2 (80/320) 1d6+2
Worgs	+1	13	26 26 26	+5M	2d6+3 + Str DC13 or prone
Ogre	-1	11	59	+6M +6R	2d8+4 2d6+4 (30/120)
Goblins (hilltop)	+2	18	7 7 7 7 7	+4R or +4M	1d6+2 (80/320) 1d6+2
Rug of Smothering	+2	12	33	+3M	Grapple (2d6+3 on victim's turns)
Wight	+2	14	45 45 45	+4M and +4M	1d6+2 life drain 1d4+2 (dagger)
Zombie	-2	8	22	+3M	1d6+1
Shadows	+2	12	16 16 16	+4M	2d6+2 necrotic and 1d4 Str loss

Sorcerer (save DC13)

0/Fire Bolt (+5, 120'r, 1d10 fire)
 0/Message (120'r)
 0/Minor Illusion (30'r)
 0/Prestidigitation (10'r)
 0/Thaumaturgy (30'r)
 1/Bless (30'r, 3 allies, 1 min/conc)
 1/Chromatic Orb (+5, 90'r, 3d8 damage of choice)
 1/Cure Wounds (1d8+3)
 2/Aganazzar's Scorcher (DEX, 30' line, 3d8 fire)
 2/Invisibility (1 hr/conc)
 Metamagic (3SP): Empowered Spell, Twinned Spell
 SP: Hellish Rebuke (DEX, reaction, 60'r, 2d10 fire)

Wizard (save DC12)

0/Fire Bolt (+4, 120'r, 1d10 fire)
 0/Mage Hand (30'r)
 0/Mending
 1/Burning Hands (DEX, 15' cone, 3d6)
 1/Mage Armor (8 hours)
 1/Magic Missile (120'r, 3 darts, 1d4+1 force)
 2/Flaming Sphere (DEX, 60'r, bonus to move, 2d6 fire if hit or ends turn next to, 1min/conc)
 2/Mirror Image (3 dupes, d20 to see if dupe hit [3:6+; 2:8+; 1:11+], AC11, 1 min)