

The Second Shrine

A 5th Edition Dungeons and Dragons Module for Level 3-4 Characters

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OVERVIEW

This module is a puzzle-oriented adventure intended for a single session of play. While it can be a sequel to “The Shrine of the Eth’barat,” it can also serve as a stand-alone game and no knowledge of that previous adventure is needed to play. The module is best played by a group of 4-7 characters of 3rd level.

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. If you don’t have that much time, the DM can remove the overland portion with the goblins/ogre and begin the game with the players arriving at the ancient ruin that holds 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

Players’ Introductory Text:

Over the last month or so, Tarthas of Waterdeep has become something of a minor celebrity in Daggerford. The wizard has been researching the activities of a sect of Netherese arcanists who were active along the Sword Coast thousands of years ago. He has been hiring adventurers to investigate ruins, reports of hidden caches, and other sites of note to his investigations. Veterans of these expeditions have been spellbinding audiences in the local taverns with stories of fiendish traps, powerful guardians, and magical treasures. Tarthas has been spreading enough Waterdhavian platinum around that the local economy has been experiencing a boom. There was even attempt to rob the wizard, which did not end well for the robbers.

Now you have received one of the hand-addressed notes from the noted mage, inviting you to meet with him this evening in his rented quarters in The Drunken Cleric. You’re not sure what mission he has in mind this time, but you can’t help but think of shining piles of bright silvery coins as you gather your gear and weapons and set out.

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"The Second Shrine" is a one-shot, quest-based adventure for 4-7 third 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. If you have at least four players, you can use the third level pregens provided with "The Shrine of the Eth'barat." If you have fewer than four players, or if your players need a bit of a boost, you can instead use the pregenerated fourth level characters provided in the end of this document.

The module does not include suggested experience awards, but the characters that complete the challenges in the shrine and recover the artifact at the end can advance a level, at the DM's discretion (obviously that is only an issue if this adventure is being used as part of an ongoing campaign). The pregenerated characters start with only the default equipment for their class and background, but each also has two potions of healing. As in "Shrine of the Eth'barat," Tarthas may offer a few minor magical items to assist the party in the completion of their quest. These minor boons may include the following:

- Potion of Hill Giant Strength
- Scroll of *revivify* (cleric, paladin) or *magic weapon* (wizard), depending on the classes in the party
- If the party lacks a healing specialist: a jar of Keoghtum's Ointment, with 3 doses

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, like in "Shrine of the Eth'barat," involves a mission to secure a magical artifact for a powerful wizard. "The Second Shrine" involves a treacherous dungeon filled with traps, tricks, and deadly foes, but this time around the party will have to deal with a hostile band of humanoids before they can even get to the shrine.

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. 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.

- ◆ Roleplay the encounter between the player characters and Tarthas. 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.
- ◆ The shrine is located two and a half days southeast of Daggerford. See the section “The Overland Journey” for details.
- ◆ Players find the hilltop ruin that conceals the Shrine. To get inside, they will have to defeat a number of creatures set by Karg to guard the place.
- ◆ Enter and explore the Shrine. It includes five encounter areas that present a variety of puzzles, guardians, and tactical challenges.
- ◆ Once the party finds the Sphere, they can return to Daggerford, possibly with Karg’s army on their heels. Once they get back, 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 inn’s staff will respond to inquiries by directing them to the private room in the rear of the tavern, where Tarthas awaits. He’s gotten quite comfortable over the last month, and the room is crowded with books, scrolls, and the odd bit of clothing. A map of the Sword Coast is pinned to the wall behind him. Tarthas is 63 but looks a bit younger, with a full head of gray hair and penetrating blue eyes. He wears a faded gray coat, with a silk shirt and wool trousers tucked into fur-lined boots.
- ◆ Tarthas will open by introducing himself, then he invites the player characters to do the same. You can use this as an opportunity to encourage your players to get into character, if they are comfortable with that. 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 his research. The Eth’barat were a cult of arcanists who lived in the final days of Netheril, over two thousand years ago. Their interest was in the Outer Planes, and they communed with many mysterious entities across the multiverse. During their research they learned of the upcoming fall of their civilization, but instead of using that knowledge to try to

change the future they began an effort to preserve their secrets. They founded a series of hidden shrines across Faerun, which they protected with numerous traps and summoned beings. Most scholars think they were all quite mad at this point, but there is no denying the value of the lore that the Eth'barat concealed from the world.

- ◆ Tarthas has already explored a number of the Eth'barat shrines, though only after they had been long since discovered and looted. But recently he organized an expedition that successfully recovered a divination crystal from an intact shrine (detailed in “The Shrine of the Eth'barat”). Using the crystal, he has learned of another sealed shrine in the area.
- ◆ The Mission. The second shrine is not far from Daggerford, in the hills near the edge of the Misty Forest. He indicates a spot on his map and says that a group of adventurers on foot should be able to reach it in three days. Unfortunately, the region is under the sway of a powerful orog warlord named Karg. Tarthas says that the shrine is located under a ruined tower atop a solitary hilltop a day's travel from the forest's edge. The tower is on the edge of the warlord's territory, and he believes that if the adventurers are clever, they can be in and out before the warlord even knows they are there.
- ◆ The group's objective is another divinatory aid: a hollow glass sphere about a foot across that glows with a brilliant inner light.
- ◆ The Reward. Tarthas offers 50 platinum pieces to *each* adventurer that accepts the mission; to be paid upon return with the sphere.
- ◆ Keystone. Each of the Eth'barat shrines is accessed by a special key, and through his Tarthas has managed to create a duplicate of the key, which he says should allow them to access the interior of the shrine. It is a bronze amulet in the shape of a triangle, with a transparent purple gemstone in the center. The amulet radiates conjuration magic. It will open the outer door of the shrine. Tarthas has not infused the amulet with a teleport spell this time, but says that the shrine is close enough that the party should not have much difficulty getting there and returning safely.

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

Why not go get the sphere 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 shrines.

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 sphere 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 sphere 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 mastered the *teleport* spell (in fact he only knows the *teleportation circle* spell, but he is not above exaggerating his own abilities).

How do we get there and back?

Tarthas gives the party a map that shows the approximate location of the shrine. He does not provide them with horses, but says that the nature of the terrain is such that traveling by foot might be better in any case, and will help avoid detection.

What if we don't find the Sphere?

Tarthas notes that he only pays for success; such are the risks of the adventuring life.

What does this Sphere do?

The Sphere functions as a *driftglobe*, but with the added property that if attuned to a spellcaster it can translate unfamiliar languages merely by illuminating text with its radiant glow.

MODULE OVERVIEW

- 1) The Overland Journey: There aren't any encounter tables in the module, but the party will likely encounter minions of Karg, and may have to hurry their pace if word of their presence gets back to the orog warlord.
- 2) The Hilltop Ruin: the ruin is occupied by Karg's forces: a band of goblins and an ogre. The entrance to the shrine is located in a chamber under the ruin.
- 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 Overland Journey



The hilltop ruin is located at the red "X" on the map to left.

The wilderness travel portion of the adventure is assumed to take place swiftly and smoothly so that the session can focus on the shrine. If the module is being played as part of a campaign group instead of a one-shot, the DM can add encounter checks along the way.

Travel along the Trade Way is swift and uneventful. The party spends the first night in a comfortable inn in a village along the

road. They may encounter a patrol of guards from Daggerford, who warn the party to be wary of brigands in the area.

The second night is somewhat less comfortable, as the party leaves the road and heads into the hills. The skies become overcast but it does not rain.

On the third day, the going become somewhat easier again as they leave the hills and move back into more open plains. However, a few hours after setting out they have an encounter with a group of Karg’s scouts: three **goblin worg riders** and their mounts. Roll perception checks to determine surprise as usual. Since the ground is still somewhat uneven and there are scattered copses of trees and brush about, roll 3d8x10 to determine the initial encounter distance in feet.

The worgs are quite aggressive, and will move quickly to close the distance at full speed (100 feet/turn), while the goblins open fire with their bows. The mounts act independently and thus keep their own spot on the initiative order and can make attacks. However, if the party unleashes long-ranged spell attacks without taking hits, or kills one of the worgs/riders, the survivors will attempt to flee to the northeast (i.e., not toward where the map says the hilltop ruin is located).

WORG							GOBLIN						
<i>Large monstrosity, neutral evil</i>							<i>Small humanoid (goblinoid), neutral evil</i>						
Armor Class 13 (Natural Armor)							Armor Class 15 (Leather Armor, Shield)						
Hit Points 26 (4d10+4)							Hit Points 7 (2d6)						
Speed 50 ft.							Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA		STR	DEX	CON	INT	WIS	CHA	
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)		8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)	
Skills Perception +4							Skills Stealth +6						
Senses Darkvision 60 Ft., passive Perception 14							Senses Darkvision 60 Ft., passive Perception 9						
Languages Goblin, Worg							Languages Common, Goblin						
Challenge 1/2 (100 XP)							Challenge 1/4 (50 XP)						
Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.							Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.						
ACTIONS							ACTIONS						
Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone							Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d6 + 2) slashing damage.						
							Shortbow. Ranged Weapon Attack: +4 to hit, reach 80/320 ft., one target. Hit: (1d6 + 2) piercing damage.						

If any of the scouts escape, Karg will eventually become aware of the party’s presence. His main camp is half a day’s travel away to the northeast, however, so the party has some time to act if they move quickly. For what happens if they don’t, see “Reinforcements” below.

After the worg encounter, another hour’s travel to the southeast will bring the hilltop ruin into view.

The Hilltop Ruin

A map of the hilltop area is provided in the section “The Shrine” below.

The hill is not especially high or steep, with a flat summit about 80’ above the level of the surrounding plain. The approaches extend for about 150’, which means that the slope is about 30 degrees. The ascent does not require Athletics checks, but the steepness and the scattered rocks that litter the slope makes the entire approach difficult terrain.

There is enough loose debris on the hillside to offer half cover (+2 AC) if a character seeks it out. A DC10 Nature check indicates that someone or something has been paring back the vegetation periodically to ensure that there is nothing big enough to offer concealment to anyone approaching the hilltop from any direction.

The ruin is surrounded by a 3' high wall. It has crumbled in a number of places, but recent repairs have been made to make it more or less continuous all the way around the hilltop. A few remnants of interior walls have also been patched enough to offer cover for the goblin defenders. The tower at the center of the hilltop is in rough shape, with walls that range from five to eight feet in height, with an uneven upper edge that looks like broken fingers reaching for the sky.

The defenders of the ruin include six **goblins** and an **ogre** named Ukot. The goblins keep a close watch on the surrounding region, with three on duty at any given time, and should spot an advancing group unless they use invisibility or some other extraordinary means of concealment, or wait until nightfall to make their approach. Note that the latter option may result in difficulties if the Karg has been warned; see “Reinforcements” below for a timeline of what might happen.

If they spot intruders, the goblins will take cover behind the outer wall (which provides them three-quarters cover, or +5 to AC) and ready their bows. One will prepare to light a bonfire that has been set up against the eastern side of the tower, but will wait until battle is engaged before setting it alight. The bonfire has been specifically built to give off a lot of smoke, but it will take 1d4+1 rounds to really get going after it is lit.

Goblins have excellent Stealth (+6), and know better than to expose themselves to view from below. Ukot will wait in the tower until the goblins signal him (by all shouting, “Ukot!”), which they will do if any intruders get within 30’ of the hilltop. The goblins will wait until enemies close to within short range of their bows (80’) before they open fire. You may want to roll the goblins’ Stealth check in advance and compare it against the party’s passive Perception scores to see which, if any, player characters are surprised. If a party member declares that they are scanning the hilltop, let them make a Perception check against the goblins’ Stealth roll if they have begun the ascent (there is no chance of success if they are more than 150’ away, but you might want to let them make a check anyway). If they succeed, they catch hints of motion or a quick view of a goblin shifting position, but they won’t know exactly what they face until the goblins open fire.

The goblins will keep firing until foes retreat beyond long range (320’) or until an adversary reaches the wall. If foes get to the summit, they will use their ability to Disengage as a bonus action and retreat to firing position further back in the ruins. If Ukot is killed, or if three of the goblins are killed, the survivors will attempt to flee.

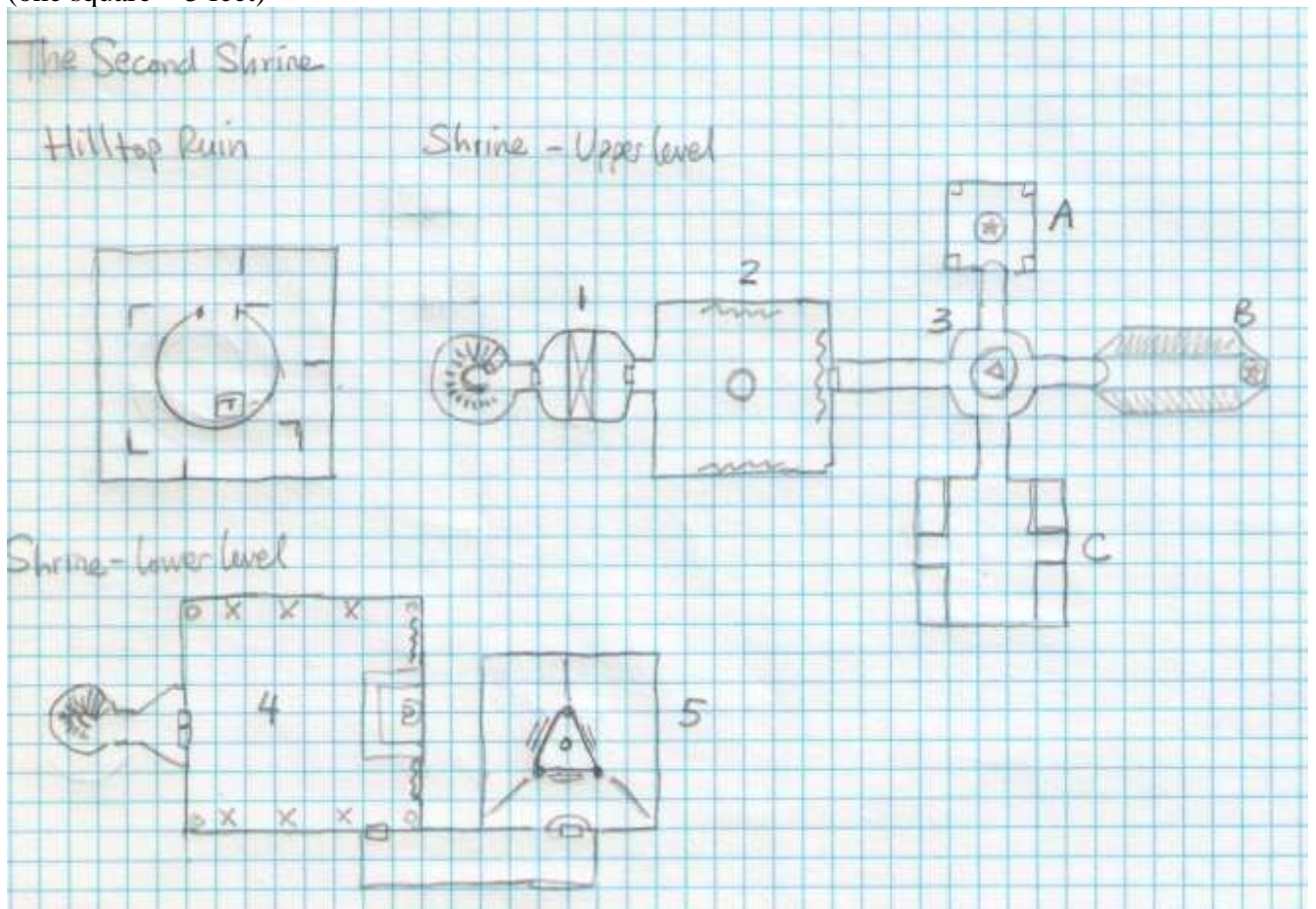
OGRE						
Large giant, chaotic evil						
Armor Class 11 (Hide Armor)						
Hit Points 59 (2d10+21)						
Speed 40 ft.						
STR	DEX	CON	INT	WIS	CHA	
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)	
Senses Darkvision 60 Ft., passive Perception 8						
Languages Common, Giant						
Challenge 7 (450 XP)						
ACTIONS						
Greatclub. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d8 + 4) bludgeoning damage.						
Javelin. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d6 + 4) piercing damage.						
Javelin. Ranged Weapon Attack: +6 to hit, reach 30/120 ft., one target. Hit: (2d6 + 4) piercing damage.						

Once the defenders are defeated, the party can examine the ruin. The goblins have set up their bedrolls around the exterior of the tower, but other than some assorted trash and dubious rations they don't have much of value. Each goblin carries 1d8 silver pieces on his person, while the ogre has 20 silver pieces in a pouch and another 65 in a small bag buried inside the filthy heap of dirt and weeds that he uses as a bed inside the tower.

There is a trapdoor near the south wall of the tower, concealed by a poorly-tanned bear hide owned by Ukot (Perception DC5 to find). The trapdoor is made of rotten boards and barely holds together when lifted. Below is a set of cracked stone steps that leads down to a ferociously foul 15x15' cellar (not shown on the map) crowded with old debris. Goblin footprints in the muck suggest that they searched the place, but they didn't find the entrance to the shrine: a slab of stone in the center of the western wall that has a subtle, triangular depression in the center. If Tarthas's keystone is placed in the gap the entire slab will descend slowly into the floor, revealing a spiral staircase that descends into the interior of the hill. The stairs continue for over a hundred and twenty feet straight down before they culminate in a landing that leads to area 1 of the shrine.

The Shrine

(one square = 5 feet)



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), Sorcerer (Infernal), and Wizard (Draconic). Alternatively, the Wizard could have gained mastery of the Netherese language from his Sage background.

1. The Illusory Library.

When the player characters open the door to this room they are in for a surprise. The door appears to lead into a vast library, with tall shelves of books extending for as far as they can see. The entrance deposits the group on the edge of a 15' square mural that depicts a starburst sigil in black and white marble tiles. The shelves extend almost to the 20' high ceiling, with rolling ladders attached to rails to assist visitors in reaching the higher volumes. The place is brightly lit by glowing orbs that dangle from chains. The entire place is pristine, without a speck of dust visible. The nearest volumes appear to be written in languages that are unfamiliar, if the lettering on the spines of the books are any guide.

The entire place is an elaborate illusion. If the far wall of the room is touched, the entire edifice vanishes, replaced by a plain, dusty room. If the party continues straight forward into the room without taking precautions, they will likely tumble into the 20' deep pit in the center of the floor, concealed by the illusion (2d6 damage if someone falls in). Because of the detail of the illusion, detecting the pit requires a successful DC20 Perception check unless the character is probing ahead. If multiple characters move toward the pit simultaneously, give subsequent characters after the first a DC15 Dexterity save to avoid falling in.

2. The Tapestry Room.

This room is decorated by three tapestries that cover the walls to the north, east, and south. The center of the room is dominated by a stone bowl that looks like it might serve as a fire pit, though at the moment it is empty even of ashes. The tapestries look to be fairly well-preserved, and show scenes of wizards engaged in a variety of activities. However, the tapestries are rather fragile, and any attempt to move them or take them down from the wall will result in them falling to pieces (except for the one on the east wall; see below).

- North Wall: this tapestry shows a wizard standing within a busy forge manned by a number of dwarves. She has a hand outstretched toward a sword laid upon an anvil by one of the smiths, which sprays bright sparks as he hits it with his hammer.

- East Wall: this tapestry shows a wizard surrounding by a glowing aura standing upon a rocky outcrop. In the valley below ranks of soldiers in bronze armor are engaging a horde of undead soldiers. In the background, an undead lord clad in black finery and wearing a silver crown is standing on a crest facing the wizard. He is flanked by a pair of standard-bearers that carry green pennants that flare out behind him.

A door is concealed behind the tapestry, but if the tapestry is touched or otherwise disturbed it animates and attempts to kill the intruder. It is a **rug of smothering** that will focus on one opponent until they are dead or it is destroyed.

RUG OF SMOTHERING					
<i>Large construct, unaligned</i>					
Armor Class 12					
Hit Points 33 (6d10)					
Speed 10 ft.					
STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	10 (+0)	1 (-5)	3 (-4)	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 6					
Challenge 2 (450 XP)					
Antimagic Susceptibility. The rug is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the rug must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.					
Damage Transfer. While it is grappling a creature, the rug takes only half the damage dealt to it, and the creature grappled by the rug takes the other half.					
False Appearance. While the rug remains motionless, it is indistinguishable from a normal rug.					
ACTIONS					
Smother. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one medium or smaller creature. <i>bludgeoning damage On Hit:</i> The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the rug can't smother another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) bludgeoning damage.					

- South Wall: this tapestry depicts a wizard casting a spell of some sort on a regal-looking man in glittering plate armor. Sparkling motes of light trail from the wizard's outstretched hand while he reads from a scroll. In the background a group of nobles or courtiers look on with a mixture of awe and trepidation.

If a sorcerer or wizard examines the tapestry carefully, they will notice that the runes inscribed on the scroll are familiar. The writing is in fact the **stoneskin** spell, and such a caster can actually cast the spell from the tapestry onto an ally. Note that spellcasters who are not high enough level to cast that spell normally must succeed at a DC14 ability check using their normal spellcasting ability (intelligence for wizards, charisma for sorcerers) to be able to cast the spell successfully. Either way, the spell disappears from the tapestry. The spell grants resistance to nonmagical bludgeoning, piercing, and slashing damage, and lasts for one hour or until the caster loses concentration. If someone tries to cut the scroll from the tapestry it crumbles into pieces.

3. Tombs of the Sentries.

The passage to this area leads to a roughly 15' wide foyer, with three exits that lead north, east, and south. The foyer is dominated by a stone disk about 10' across and 3' high. A stone pyramid in the center of the disk rises another 2' or so, topped by a bronze capital that is notably free of tarnish. The sides of the pyramid that face the three exit passages each have a depression a few inches deep shaped like an inverted triangle. Those depressions are similar in shape to Tarthas's keystone, but are slightly smaller. Close examination (DC10 Perception) reveals that each of those depressions has a slightly different relief pattern in the center; respectively a lute (north), a bow (east), and a curved sword (south).

To get past this room, player characters must gather three sigils from the adjacent tombs. If the correct sigils are placed into the pyramid, it sinks noisily into the disk, then the disk itself descends six feet before sliding to the side to reveal a shaft lined by narrow steps that descend fifty feet to area 4.

3A. The Bard's Tomb. This chamber contains a life-sized statue of a bard atop a low stone pedestal. The statue is depicted in elaborate garments in an unfamiliar style and is strumming a lute. Four musical instruments in surprisingly good condition sit on stone shelves at the corners of the room. From the northwest and clockwise they are a drum, a horn, a lyre, and a mandolin. They are firmly attached to the pedestals and cannot be removed without destroying them, but they can be played by anyone who cares to strum/blow/beat a note.

A bronze funerary plate covered in sigils is set into the base of the pillar. The plate is sealed with an *Arcane Lock*, and forcing it requires a DC25 ability check. Writing has been etched into the metal. The text is in Netherese; if deciphered by a *comprehend languages* spell or if a player character knows the language (for example, the dwarf sage among the pregens) it can be translated as follows (see Player Handout #1):

THE VIRTUES OF THE COURTLY PLAYER

HEROIC DEDICATION TO CRAFT
DENIES EXCESS FAME
MERRY IN DEMEANOR ALWAYS
LOYAL TO THE PATRON

The text provides a clue to the proper order that the instruments must be played to gain the bard's sigil. The first letter of each stanza of the verse gives the correct order (Horn, Drum, Mandolin, Lyre). If the instruments are played in this order (no skill is required, but you may request a Performance check if you wish), the plate opens to reveal the tomb within. The bones of the bard have long since decayed to dust, but a quick search (Perception DC5) reveals a small triangle of bronze that is embossed with the sigil of a lute.

If the instruments are played in the incorrect order, they all begin to issue a loud cacophony of discordant notes that fill the room, echoing off the walls until the sound is painful. The effect is the same as the *dissonant whispers* spell, inflicting 3d6 psychic damage to each individual in the tomb and forcing them to flee from the room unless they make a DC15 Wisdom save. If the save succeeds, they take half damage and do not have to flee.

3B. The Archer's Tomb. At first glance this chamber appears to consist of a narrow catwalk that extends over a chasm, but that is only an optical illusion. The drop to either side is only 5', but the sides of the depression are sloped, shaded, and carved with grooves to give the impression of a deeper fall. The "chasm" can be explored without hazard.

A life-sized statue of an archer, frozen as if in the act of drawing his bow, stands atop a pedestal on the far side of the tomb. A marble plate set into the wall to the left of the entry bears an inscription in Netherese that reads (see Player Handout #2):

THE TOMB OF THE LEGENDARY ARCHER SHENYI
LIES BEYOND THIS CHASM
IF YOU HAVE THE SKILL
AND A WORTHY WEAPON AT HAND
ACCEPT THE MASTER'S GIFT

If someone with proficiency in either the longbow or shortbow approaches with either weapon ready in their grasp, they can approach the statue safely. Otherwise, a glowing apparition of an archer appears superimposed upon the statute when the intruder comes within 20'. The statue seems to come alive for a moment as the glowing figure draws and releases an arrow. The ghostly arrow attacks at +7 and does 1d8+3 force damage, knocking the target back 5' unless they make a DC15 Strength save. The archer will continue to attack if other characters come closer, or if a character is knocked back and then approaches once more.

The pedestal beneath the statue is set with a bronze funerary plate similar to the one in area 3A above. This one bears a depiction of a quiver spilling out a dozen arrows. There does not appear to be any way to open it, but if the statue is examined carefully from close up, its gaze seems to be focused on a point directly above the arch that leads into the tomb. If an archer stands there and follows that gaze, they will see a small gleaming point atop the keystone of the arch, recessed within a small opening in the stone that is invisible from below. If they can hit that spot with an arrow (AC17), the bronze plaque opens.

The tomb contains the archer's crumbled bones, a bronze triangle embossed with the sigil of a bow, and a set of bronze *bracers of archery*.

3C. The Warrior's Tomb. This tomb contains four stone sarcophagi. Each has a heavy lid that bears the image of an armored warrior in relief, each carrying a different weapon. From northwest clockwise the weapons are: longsword, rapier, scimitar, greatsword.

Opening one of the sarcophagi requires a DC15 Athletics check. The correct tomb is the one with the warrior holding the scimitar; the curved blade matches the depression in the pyramid in area 3. That tomb holds crumbling bones, bits of long-ruined armor, and

Bracers of Archery

Requires Attunement

While wearing these bracers, you have proficiency with the Longbow and Shortbow, and you gain a +2 bonus to Damage Rolls on Ranged Attacks made with such Weapons.

WIGHT					
Medium undead, neutral evil					
Armor Class 14 (Studded Leather)					
Hit Points 45 (6d8+18)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)
Skills Perception +3, Stealth +4					
Damage Resistance necrotic, bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered.					
Damage Immunities poison					
Condition Immunities exhaustion, poisoned					
Senses Darkvision 60 ft., passive Perception 13					
Languages The Languages It Knew In Life					
Challenge 3 (700 XP)					
Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.					
ACTIONS					
Multitask. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.					
Life Drain. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: (1d6 + 2) necrotic damage. The target must succeed on a DC 13 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. A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.					
Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d10 + 3) slashing damage, two handed.					
Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d8 + 2) slashing damage, one handed.					
Longbow. Ranged Weapon Attack: +4 to hit, reach 150/600 ft., one target. Hit: (1d8 + 2) piercing damage.					

a bronze triangle bearing the sigil of a curved sword. If any of the other tombs are opened, the occupant erupts out to attack: a **wight**. If one of the incorrect sarcophagi is opened, the other two wights will attempt to break out of their tombs and join the fight (requiring the same DC15 check to succeed). The undead attack until destroyed or their enemies flee; they cannot leave the tomb.

4. The Hall of the Dead King

This spacious chamber looks richly apportioned at first glance. *Continual flames* in ornate bronze braziers glow from the corners of the room. The light frames a tall throne set upon a raised marble dais along the far wall, where a limp figure wearing rich-looking robes and a silver crown sits. Huge tapestries hang from the wall to either side of the throne, while an honor guard of warriors in bronze armor stands along the sides of the room, holding spears that bear an assortment of colored pennants (from the northwest corner clockwise, they are red, blue, green, violet, black, and yellow). There is a single exit along the south wall, a slab door that bears a carving of a crown that matches the one the king wears.

A second look, however, shows that the chamber's finery is an illusion. The bronze braziers and the guards' armor are tainted green with a layer of verdigris, while the tapestries are threadbare and falling apart. The honor guards are long dead, mummified in tattered wraps, kept upright by frames bolted into the walls. The royal figure atop the throne is also dead, his garments likewise nearly consumed by time. The only feature that holds up is the dead king's crown, which has resisted tarnish and bears a square purple gem that gleams in the light from the braziers. This door is sealed with an *Arcane Lock* (open DC30), but opens if the gem from the king's crown is touched to the corresponding feature carved into the door.

ZOMBIE						
Medium undead, neutral evil						
Armor Class 8						
Hit Points 22 (3d8+9)						
Speed 20 ft.						
STR	DEX	CON	INT	WIS	CHA	
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)	
Saving Throws Wis +0						
Damage Immunities Poison						
Condition Immunities Poisoned						
Senses Darkvision 60 ft., passive Perception 8						
Languages Understands All Languages It Spoke In Life But Can't Speak						
Challenge 1/4 (50 XP)						
Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.						
ACTIONS						
Slam. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> (1d6 + 1) bludgeoning damage.						

As soon as a living creature enters the room, the figure atop the throne stirs. It is a **zombie** that staggers down from atop the dais and immediately attacks intruders. Ordinarily a solitary creature of this type would not be a significant threat, but it is bolstered by a protective enchantment. The zombie appears to take damage when hit, but automatically succeeds in its Undead Fortitude saving throws even if it suffers radiant damage or a critical hit. The enchantment also protects it against the Turn Undead power of a cleric.

There are two ways to defeat the dead king; if it takes damage from the spear from the honor guard closest to the throne on the left, the one with the green pennant, it falls to the ground and rapidly crumbles into dust, leaving only its crown behind. Alternatively, if the zombie's crown is removed and touched to the door the creature is destroyed.

The only object of value in the room is the crown, which is worth 150gp. The minor enchantment that protected it from the effects of time dissipates once it is taken from the chamber.

5. Chamber of Shadows.

This 30' square chamber is dominated by a triangular 5' high platform in the center, accessed by a short flight of steps on all sides. At each point of the triangle a stone pillar rises to the ceiling. The walls are covered with intricate geometric designs where star- and sunburst patterns predominate.

Atop the platform, supported by a thin stone pedestal, is the magical sphere that the party was sent to recover. When they enter the stone is blazing with its *daylight* power, which fills the room with light save for three slashes of shadow cast by the pillars.

Neither the platform nor any other portion of the room are trapped. However, if the sphere is touched, its light instantly goes out, and the three shadows twist and form into undead **shadows**. The shadows focus their attacks on the bearer of the sphere unless they are hit with radiant damage, in which case they turn on the person who inflicted that damage. If the character holding the sphere drops it, the shadows turn on the nearest living creature.

The sphere is the only object of value within the room. But depending on how long it took them to recover it, they may have additional difficulties to contend with; see "Reinforcements" below.

Reinforcements

During the course of play it is possible that an alarm can get back to Karg and his band that there are intruders in his lands (either via surviving members of the worg rider patrol, or by the goblins at the hilltop ruin lighting a signal fire). The warlord's main camp is half a day's travel away, along the base of the escarpment that runs in a line parallel to the trade way, through the hills and into the Misty Forest. The orog knows better than to provoke the elves that live in the forest, but he zealously retaliates against any incursions into his territory from the west or south.

The Sphere of the Eth'barat

This 1' diameter glass-like sphere has all of the powers of a *driftglobe*. But if a mage attunes themselves to it, it has an additional power: any form of writing it illuminates is automatically translated into a language that the mage can read.

SHADOW						
<i>Medium undead, chaotic evil</i>						
Armor Class 17						
Hit Points 16 (3d8+2)						
Speed 40 ft.						
STR	DEX	CON	INT	WIS	CHA	
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)	
Skills Stealth +4						
Vulnerabilities Radiant						
Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks						
Damage Immunities Necrotic, Poison						
Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained						
Senses Darkvision 60 Ft., passive Perception 10						
Challenge 1/2 (100 XP)						
Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.						
Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action. Its stealth bonus is also improved to +6.						
Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.						
ACTIONS						
Strength Drain. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one creature. <i>Hit:</i> (2d6 + 2) necrotic damage. The target's strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.						

The main body of the band consists of Karg (an **orog**), four **hobgoblins**, twenty **goblins**, and any surviving goblins/worgs from the party's earlier encounters. Karg and his hobgoblin lieutenants ride horses, but he will remain with the main body of his goblin forces to ensure that he has overwhelming force against any intruder.

The above force would likely wipe out a party of third or fourth level characters, so you may want to give the party ample warning of their approach (smoke or dust visible during the day, or torches at night). The exact timing of the warband's arrival may depend on what the characters do inside the ruin, but feel free to remind them of the orog and his forces if the party decides to linger overlong in the shrine (for example, if they are considering taking a long rest inside the complex). A Time Tracker is provided on the DM record sheet for the module so that the DM can apply a time factor if desired.

The journey back to Daggerford is uneventful (unless, of course, a warlord and his army is chasing the party through the hills). When the players return with the sphere, 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 encounters or even other locations to explore.

2) MORE TRIALS

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 still 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 set out from Daggerford, although if you are pressed for time you can skip the wilderness portion of the adventure and start with the party arriving at the hill where the ruin is located. 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 globe to the wizard) within the time allotted: +5 Team Points
- ◆ Each player character death: -2 Team Points (even if revived)
- ◆ Each character that did not drop below zero hit points during the game: +2 Team Points

Player Handout #1

THE VIRTUES OF THE COURTLY PLAYER

HEROIC DEDICATION TO CRAFT

DENIES EXCESS FAME

MERRY IN DEMEANOR ALWAYS

LOYAL TO THE PATRON

Player Handout #2

THE TOMB OF THE LEGENDARY ARCHER SHENYI

LIES BEYOND THIS CHASM

IF YOU HAVE THE SKILL

AND A WORTHY WEAPON AT HAND

ACCEPT THE MASTER'S GIFT

Dungeons & Dragons Character Sheet

Name:

Hill dwarf female druid
Background: Hermit

Level: 4

Experience: 3,000 (6500 experience points needed for 5th level)

Armor Class 12

(Armor class determines how easy it is to hit the character in combat. Druids can wear light or medium armor that is not made of metal.)

Hit Points 39

(Hit Points determine how much damage a character can take. Druids 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	10	+0	+0	Strength modifies melee attacks and carrying capacity.
Dexterity	13	+1	+1	Dexterity modifies armor class, initiative, and ranged attacks.
Constitution	16	+3	+3	Constitution modifies hit points per level.
Intelligence	12	+1	+3*	
Wisdom	18	+4	+6*	Wisdom modifies spellcasting.
Charisma	8	-1	-1	

Speed: 25
Initiative: +1

Attacks:

Quarterstaff: +2 melee (1d6 damage)
Staff w/Shillelagh: +6 melee, 1d8+4 damage
Sling: +3 ranged (1d4+1 damage, range 30/120)

Skills:

(* indicates proficient)
Acrobatics (Dex): +1
Animal Handling (Wis): +4
Athletics (Str): +0
Deception (Cha): -1
History (Int): +1
Insight (Wis): +4
Intimidation (Cha): -1
Investigation (Int): +1
Medicine* (Wis): +6
Nature (Int): +1
Perception* (Wis): +6
Performance (Cha): -1
Persuasion (Cha): -1
Religion* (Int): +3
Sleight of Hand (Dex): +1
Stealth (Dex): +1
Survival* (Wis): +6

Spells: (Spell DC 14)

Cantrips Known (cast at will): Druidcraft, Guidance, Shillelagh
Spells Prepared (cast 4x 1st level and 3x 2nd level/day):
1/**Cure Wounds** (heal 1d8+3 on touch)
1/**Healing Word** (heal 1d4+3, 30' range)
1/**Longstrider** (+10 speed for 1 hour)
1/**Thunderwave** (2d8 thunder damage and pushes 10' to everyone within 5' of you, Con save for half and avoid push)
2/**Barkskin** (AC16 for one hour, requires concentration)
2/**Heat Metal** (60' range, can make a metal object do 2d8 fire damage)
2/**Lesser Restoration** (remove disease or other negative condition)
2/**Pass without Trace** (you and allies get +10 to stealth checks for one hour, requires concentration)



Special Abilities:

Darkvision 60'

Dwarven Resilience

(Advantage and resistance on poison saves)

Dwarven Toughness (+4 hp)

Balm of the Summer Court

(4d6 healing dice, can use on allies within 120' as bonus action)

Wild Shape (can take on the form of a non-flying beast up to CR1/2, 2x/rest)

Equipment:

Leather Armor
Quarterstaff
Sling and 20 bullets
Explorer's Pack (with waterskin, 10 days trail rations, bedroll, 10 torches, mess kit, 50' rope, and flint and steel)
Druidic Focus
Herbalism Kit
2 Potions of Healing (each heals 2d4+2 damage)

Treasure: 5 gold pieces

Sample Wild Shape Forms:

APE
Medium beast, unaligned

Armor Class 12
Hit Points 19 (3d8+6)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5, Perception +3
Senses passive Perception 13
Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d6 + 3) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +5 to hit, reach 25/50 ft., one target. *Hit:* (1d6 + 3) bludgeoning damage.

BLACK BEAR
Medium beast, unaligned

Armor Class 11 (Natural Armor)
Hit Points 19 (3d8+6)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Senses passive Perception 13
Challenge 1/2 (100 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

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

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (2d4 + 2) slashing damage.

CROCODILE
Large beast, unaligned

Armor Class 12 (Natural Armor)
Hit Points 19 (3d10+3)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +2
Senses passive Perception 10
Challenge 1/2 (100 XP)

Hold Breath. The crocodile can hold its breath for 15 minutes.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* (1d10 + 2) piercing damage. The target is grappled (escape dc 12) Until this grapple ends, the target is restrained, and the crocodile can't bite another target

Dungeons & Dragons Character Sheet

Name:

Human female monk
Background: Acolyte

Level: **4** Experience: 3,000 (6500 experience points needed for 5th level)

Armor Class **16** (Armor class determines how easy it is to hit the character in combat. Monks do not wear armor but can add their Wisdom bonus to AC.)

Hit Points **31** (Hit Points determine how much damage a character can take. Monks 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	14	+2	+4*	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	9	-1	-1	
Wisdom	16	+3	+3	
Charisma	11	+0	+0	

Speed: 40

Initiative: +3

Skills:

(* indicates proficient)

Acrobatics* (Dex): +5

Animal Handling (Wis): +3

Arcana (Int): -1

Athletics* (Str): +4

Deception (Cha): +0

History (Int): -1

Insight* (Wis): +5

Intimidation (Cha): +0

Investigation (Int): -1

Medicine (Wis): +3

Nature (Int): -1

Perception (Wis): +3

Performance (Cha): +0

Persuasion (Cha): +0

Religion* (Int): +1

Sleight of Hand (Dex): +3

Stealth (Dex): +3

Survival (Wis): +3

Attacks:

Martial Arts: Kama +5 melee (1d6+3 damage) and +5 unarmed strike (1d4+3 damage)

Special Abilities

Radiant Sun Bolt: 30' range, +5 attack, 1d4+3 radiant damage. Can use 1 ki point to attack twice with a bonus action.

Ki (4 points): Can expend a point to use Flurry of Blows (2 unarmed strikes as bonus action), Patient Defense (Dodge as a bonus action), or Step of the Wind (Disengage or Dash as a bonus action, and double jump distance for the turn). Ki points are regained with a short or long rest.

Deflect Missiles: can use reaction to reduce damage from a missile by 1d10+7. If you reduce the damage to 0, you catch the missile and can expend 1 ki point to throw it back.

Slow Fall: can use reaction to reduce damage from a fall by up to 20 points.

Treasure: 15 gold pieces

Equipment:

Kama (as shortsword)
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 male paladin
Background: Noble

Level: 4

Experience: 3,000 (6500 experience points needed for 5th level)

Armor Class 19

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

Hit Points 36

(Hit Points determine how much damage a character can take. Paladins 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	16	+3	+3	Strength modifies melee attacks and carrying capacity.
Dexterity	10	+0	+0	Dexterity modifies armor class, initiative, and ranged attacks.
Constitution	14	+2	+2	Constitution modifies hit points per level.
Intelligence	11	0	0	
Wisdom	12	+1	+3*	
Charisma	14	+2	+4*	Charisma is the key stat for paladin spells

Speed: 30
Initiative: +0

Attacks:

Longsword: +5 melee (1d8+3 damage)
Javelin: +5 ranged (1d6+3 damage, r.30'/120')

Skills:

(* proficient)
Acrobatics (Dex): +0
Animal Handling (Wis): +1
Athletics* (Str): +5
Arcana (Int): +0
Deception (Cha): +2
History* (Int): +2
Insight* (Wis): +3
Intimidation (Cha): +2
Investigation (Int): +0
Medicine (Wis): +1
Nature (Int): +0
Perception* (Wis): +3
Performance (Cha): +2
Persuasion* (Cha): +4
Religion (Int): +1
Sleight of Hand (Dex): +0
Stealth (Dex): +0**
Survival (Wis): +1

** Stealth checks have disadvantage due to armor.

Special Abilities:

Fey Ancestry: advantage on saves vs. charm, cannot be put to sleep
Divine Sense: 3/long rest (locate Celestials, Fiends, and Undead within 60 feet)
Lay on Hands: 20 points
Darkvision 60 feet
Fighting Style: Defense (+1 AC)
Divine Smite (can use spell slots to deal extra 2d8 damage, +1d8 to undead or fiend)
Divine Health: immune to disease
Channel Divinity: Nature's Wrath (entangle foe within 10', Str or Dex save DC12) or Turn the Faithless (turn fey or fiends away, Wis save DC12). Regain with short or long rest.



Spells (cast 3x/day, save DC12)

Bless (3 allies add 1d4 to attacks and saves for one minute)

Cure Wounds (heals 1d8+2 damage)

Shield of Faith (protects ally within 60', +2 to AC)

Thunderous Smite (2d6 thunder damage and Str save or knocked back 10' and knocked prone)

Equipment:

Chain mail
Shield
Longsword
5 Javelins
Dagger
Signet Ring
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)

Treasure: 25 gold pieces

Dungeons & Dragons Character Sheet

Name:

Human male warlock
Background: Urchin

Level: **4**

Experience: 3,000 (6500 experience points needed for 5th level)

Armor Class **13**

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

Hit Points **31**

(Hit Points determine how much damage a character can take. Warlocks 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	11	+0	+0	Strength modifies melee attacks and carrying capacity.
Dexterity	15	+2	+2	Dexterity modifies armor class, initiative, and ranged attacks.
Constitution	14	+2	+2	Constitution modifies hit points per level.
Intelligence	13	+1	+1	
Wisdom	12	+1	+3*	
Charisma	18	+4	+6*	Charisma modifies spellcasting for warlocks.

Speed: 30

Initiative +2

Attacks:

Dagger: +4 melee (1d4+2 damage)

Eldritch Blast: +6 ranged (1d10+4 force damage, 120' range)

Skills:

(* indicates proficient)

Acrobatics (Dex): +2

Animal Handling (Wis): +1

Arcana (Int): +1

Athletics (Str): +0

Deception* (Cha): +6

History (Int): +1

Insight (Wis): +1

Intimidation* (Cha): +6

Investigation (Int): +1

Medicine (Wis): +1

Nature (Int): +1

Perception (Wis): +1

Performance (Cha): +4

Persuasion (Cha): +4

Religion (Int): +1

Sleight of Hand* (Dex): +3

Stealth* (Dex): +3

Survival (Wis): +1

Spells (save DC 14):

Cantrips Known (cast at will): Blade Ward, Eldritch Blast, Mage Hand

Spells Known (cast 2/day):

Arms of Hadar (Everyone within 10' takes 3d6 necrotic damage/half on STR save)

Dissonant Whispers (60' range, target takes 4d6 psychic damage and flees, WIS save for half)

Hellish Rebuke (use reaction to burn someone who hurt you, 60' range, 3d10 fire damage, DEX save for half)

Misty Step (transport yourself up to 30' as a bonus action)

Shatter (60' range, 10' radius sphere takes 3d8 thunder damage, CON save for half).



Class abilities

Awakened Mind: can communicate telepathically with any creature within 30' range

Agonizing Blast: can add CHA bonus to eldritch blast damage.

Repelling Blast: eldritch blast knocks back enemies up to 10'.

Equipment:

Leather Armor

Dagger

Dungeoneer's Pack (with waterskin, 10 days trail rations, bedroll, 10 torches, crowbar, hammer, 10 pitons, 50' rope, and flint and steel)

Component Pouch

Thieves' tools

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

Book of Shadows (allows owner to cast the cantrips *Guidance*, *Message*, and *Produce Flame* at will)

Treasure: 10 gold pieces

Character Records

(Dwarf Druid)	AC: 12	HP: 39	Init: +1	Notes:
Passive Perception: 16		Condition(s):		

(Human Monk)	AC: 16	HP: 31	Init: +3	Notes:
Passive Perception: 13		Condition(s):		

(Elf Paladin)	AC: 19	HP: 36	Init: +0	Notes:
Passive Perception: 13		Condition(s):		

(Human Warlock)	AC: 13	HP: 31	Init: +2	Notes:
Passive Perception: 11		Condition(s):		

()	AC:	HP:	Init:	Notes:
Passive Perception:		Condition(s):		

()	AC:	HP:	Init:	Notes:
Passive Perception:		Condition(s):		

()	AC:	HP:	Init:	Notes:
Passive Perception:		Condition(s):		

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Passive Perception:		Condition(s):		

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Initiative Tracker						
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General Notes

Gains from Short Rest:

Druid: 4d8+12hp, Wild Shape resets

Monk: 4d8+8hp, Ki Points reset

Paladin: 4d8+8hp, Channel Divinity resets

Warlock: 4d8+8hp, Spell slots reset

Marching Order:

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

Spell Lists:

Concentration check (Con save): DC 10 or ½ damage taken, whatever is higher.

Druid (save DC14)

0/Druidcraft (30'r, can predict weather, make a flower blossom, create a minor sensory effect, light or snuff out a small fire)

0/Guidance (touched ally gains 1d4 to add to an ability check within one minute, concentration)

0/Shillelagh (weapon becomes magical, does 1d8 base damage, and uses spellcasting modifier, lasts 1 minute)

1/Cure Wounds (1d8+4)

1/Healing Word (bonus action, 1d4+3, 30'r)

1/Longstrider (touched creature, +10 speed for 1 hour)

1/Thunderwave (2d8 thunder damage and pushes 10' to everyone within 5' of you, Con save for half damage and avoid push)

2/Barkskin (AC16 for one hour, requires concentration)

2/Heat Metal (can make a metal object do 2d8 fire damage [when cast and subsequently as a bonus action, 60'r, 1 minute/concentration)

2/Lesser Restoration (touch, remove disease or other negative condition)

2/Pass without Trace (you and allies get +10 to stealth checks for one hour, requires concentration)

Paladin (save DC12)

1/Bless (3 allies add 1d4 to attacks and saves for one minute/concentration)

1/Cure Wounds (heals 1d8+2 damage)

1/Shield of Faith (protects ally within 60', +2 to AC, 10 minutes/concentration)

1/Thunderous Smite (2d6 thunder damage and Str save or knocked back 10' and knocked prone, 1 minute/concentration)

Warlock (save DC14)

0/Blade Ward (DR vs. weapon attacks for one round)

0/Eldritch Blast (+6 attack, 1d10+4, 120'r)

0/Mage Hand (30'r, lasts 1 minute, 10 pound limit)

0/Guidance* (touched ally gains 1d4 to add to an ability check within one minute, concentration)

0/Message* (120' range, send a brief message and hear reply)

0/Produce Flame* (conjures flame, lasts 10 minutes, 10'/10' light, can throw 30' [+6 attack] doing 1d8 fire damage)

* From *Book of Shadows*

Warlock Spells Known (cast 2/day):

Arms of Hadar (Everyone within 10' takes 3d6 necrotic damage/half on STR save)

Dissonant Whispers (60' range, target takes 4d6 psychic damage and flees, WIS save for half)

Hellish Rebuke (use reaction to burn someone who hurt you, 60' range, 3d10 fire damage, DEX save for half)

Misty Step (transport yourself up to 30' as a bonus action)

Shatter (60' range, 10' radius sphere takes 3d8 thunder damage, CON save for half)