

DUNGEON DWELLERS[®]

ROLEPLAYING GAME

THE SUNSTARVED SHRINE

By Joseph C. Wolf



A forgotten cult.
Villagers disappearing in the night.
A trapdoor in the middle of ancient ruins.
What will your heroes find in the darkness?

WELCOME TO DDRPG!

Greetings Gamemaster! You're about to take your first step into a peril-filled tales of dark dungeons and fearsome monsters guarding vast riches all fueled by your imagination.

WHAT IS THIS?

The Sunstarved Shrine is a scripted adventure suitable for 1-2 game sessions of a few hours each. In addition to interesting locales, challenges, and rewards, you'll find advice guiding a first time Gamemaster.

At its core the Dungeon Dwellers Roleplaying Game (DDRPG) is "let's pretend" with rules and dice requiring two or more participants. One participant is cast in the role of Gamemaster (GM), the others are Players. GMs are in charge of keeping the game running. Players are in charge of their Player Character (PC) within the game.

The GM describes what transpires in-game by appealing to the Player's senses and consistently applies and enforces the rules during gameplay. The Players explore the fictional world through their PCs by interacting with the characters, creatures, locales, challenges, and situations within the shared narrative.

WHAT DO YOU DO?

The situation presented in the adventure is a classic scenario: a group of young and inexperienced PCs find their way into a dungeon below a crumbling ruin. They've heard rumors of an ancient, abandoned temple with a fortune in unguarded valuables. Along the way, the PCs explore the subterranean realm braving the many foes, traps, and hazards while collecting loot.

As the PCs explore the dungeonscape, the GM reads packaged descriptions of the various passages and chambers. The GM is encouraged to augment the descriptions, making the text their own. This is where the storytelling happens, but don't go overboard. Keep the initial descriptions brief but colorful, showing not telling, and appealing to the PCs' senses.

WHAT'S NEEDED FOR PLAY

- **Pregenerated Player Characters** - 2-6 delvers to interact with and explore the fictional world.
- **Miniatures** - Detailed miniature figures representing the PCs and their monstrous foes. These are pushed about on the map indicating where the PC is and what they are doing. This is especially important during exploration and tactical combat.
- **Scenario** - What you're reading now, a structured narrative of challenges and hazards, rewards and consequences, and of course, foes.
- **Dice** - Every participant should have at least one set of standard gaming dice: d4, d6, d8, d10, d12, and d20. Dice can be shared but having enough dice for everybody will speed up play.

READING DICE

The notation for dice is dX, where d stands for die and the X the number of faces on that die. A number before the d such as 3d6 indicates 3 six-sided dice are rolled and summed.

Some die rolls involve a modifier such as d6+2. The modifier is added to the die roll so a roll of 1d6+2 yields a result of 3-8. The minimum result from any die roll after mods, even penalties, is usually a 1.

SYSTEM OVERVIEW

ABILITY SCORES & ABILITY MODIFIERS

All creatures are defined by six Ability Scores, representing their mental and physical capabilities. Each one is briefly described below:

- **Strength** (Str) represents physical might.
- **Dexterity** (Dex) represents agility and finesse.
- **Constitution** (Con) represents health and endurance.
- **Intelligence** (Int) represents reasoning and mental acuity.
- **Wisdom** (Wis) represents willpower and intuition
- **Charisma** (Cha) represents appeal and bearing.

Scores range from 0 (complete incompetence or inability) to 20 or more. A Score of 10-11 is considered average. Injury, illness, poisons, spells, and other effects can reduce a Score. Some spells, potions, magical items, and similar beneficial effects can temporarily raise an Ability Score.

The Score provides a modifier, either a bonus or penalty, which is added to various die rolls.

Ability Scores & Modifiers

Ability Score	Ability Modifier
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0-1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20	+5

Example: a Strength Score of 15 has an Ability Modifier of +2 which adds to melee Attack Rolls and Damage Rolls, Strength Ability Checks and Strength Saving Throws. A Score below 10 indicates a deficiency represented by a negative Ability Modifier. A score above 11 is above average providing a positive modifier. Various Dice rolls are covered in detail below.



CHARACTER LEVEL

Character competence is represented numerically by Character Level or just Level. As characters gain Experience Points (XP) they level, adding to their Hit points, unlocking new Class Features, and becoming more competent.

XP is gained by overcoming challenges, defeating foes, and surviving hazards.

PROFICIENCY AND NON-PROFICIENCY

In DDRPG, many dice rolls: Ability Checks, Saving Throws, and Attack Rolls are modified by either the Proficiency or Non-Proficiency bonuses.

- **Proficiency Bonus** is equal to the Character Level or Hit Dice (for monstrous foes)
- **Non-Proficiency Bonus** is $\frac{1}{4}$ character level (dropping the fraction).

When making an Ability Check, Attack Roll, or Saving Throw a character is either Proficient or Non-Proficient. A character's Folk, Class, and Background determine if an Ability Check is Proficient or Non-Proficient.

CHALLENGES & DIFFICULTY CLASSES

The core of DDRPG uses a twenty-sided die (d20) to resolve most actions and challenges involving success or failure. High rolls are desirable, low rolls are less so. For Saving Throws and Ability Checks, the Gamemaster (GM) assigns a Difficulty Class (DC) representing the difficulty of the task.

An average challenge is DC 10 meaning a modified roll of 10 or higher is a success, while a modified roll less than a 10 indicates some degree of failure.

When targeting a foe, Difficulty Class (DC) is replaced by Defense (Def), see Attack Rolls below.

ABILITY CHECKS

These are one of the most common dice rolls. Ability Checks are tied to one of the six Ability Scores. An Ability Check can be anything from moving a boulder (Str), swinging from a chandelier (Dex), holding one's breath (Con), deciphering a puzzle (Int), healing an injured comrade (Wis), or haggling with a merchant (Cha).

Generally, if what a character is attempting is within their character concept, they're Proficient adding their Level to the d20 roll. Fighters fight and use their strength to bend, break, and push, Rogues sneak about, pick locks, and spot ambushes, Wizards rely upon their knowledge of magic and erudite lore, while Clerics are schooled in the planes, gods, fiends, and undead.

If what's being attempted is outside the character concept, the PC is Non-Proficient adding $\frac{1}{4}$ of their Level to the Ability Check.

Example: A fighter attempting to smash aside a rusty gate relies upon his athleticism and would be considered

Proficient when attempting the Strength Ability Check. On the other hand, a Fighter attempting to operate a crystal ball, having never seen or even heard about such magical devices, would be Non-Proficient when making the Intelligence Ability Check.

Ability checks are listed along with the **Difficulty Class (DC)**: Strength Check (DC 11). An Ability Check is made by rolling d20 and adding the Strength Ability Modifier and either the Proficiency Bonus or the Non-Proficiency Bonus.

SAVING THROWS

These rolls are sometimes referred to as Saves. Saving Throws are reactive d20 rolls to resist or evade some harm such as a falling boulder, poison gas, or a hostile spell.

Saving Throws are linked to the six Ability Scores. Proficient Saves are established during character creation. Class defines one Ability Score Save as Proficient, another is chosen by the Player. Humans receive a third Proficient Saving Throw.

All Fighters have Constitution as their Proficient Save, Wizards - Intelligence, Rogues - Dexterity, and Clerics - Wisdom is their Proficient Save.

Saving Throws are attempted reflexively by the target of an effect. When asked to make a Saving Throw, a Player rolls a d20 and adds the appropriate Ability Modifier along with either the Proficiency or Non-Proficiency bonus. The math is already done on the pregenerated character sheets.

The modified die roll is compared against a DC set by the GM. If the modified roll equals or exceeds the DC, the Saving Throw is successful and the harmful effects are either reduced (usually half damage) or nullified (avoided completely).

Example: A Fighter Level 4, Constitution 14 (+2), Intelligence 12 (+1), is targeted by a wizard casting a ray of sickness spell, requiring a Constitution Save to avoid the effects. The Fighter has Constitution 14 (+2) and is Proficient (all Fighters have Con as a Proficient Save) gaining a +6 bonus (+4 + 2) to the d20 roll. If the Fighter were targeted by a spell requiring an Intelligence Saving Throw, the bonus would be +2 (+1 + 1) because only $\frac{1}{4}$ of the Fighter's level (4) is added to Non-Proficient Saves. If the Fighter's Intelligence were a Proficient Save, the bonus would be +5 (+4 + 1).

COMBAT

DDRPG features exciting rules for tactical battles. Here are the highlights:

Combat is broken down into discrete units of time called Rounds. A round represents roughly 4-6 seconds of real time. During a round combatants take turns maneuvering, moving, and attacking.

Combat is conducted on a grid with each space representing 5 feet. Combatants may move up to their **Movement** in squares or hexes as part of their turn (1" = 5 feet = 1 square).



Movement can be divided up with the PC moving, attacking, and (assuming their foe is killed or disabled), continue their move.

As an action a combatant may **Dash**, doubling their Movement.

Surprise occurs when one individual or group gets the drop on another individual or group. This is usually an opposed Wisdom Check with the higher rolling individual or group surprising the other.

Surprised combatants don't receive Actions or movement during the Surprise Round allowing the ambusher to move and attack without consequence. Surprise only lasts a Round; the survivors roll Initiative taking actions and moving normally.

Turn order is important, this is called **Initiative** and is rolled every round by every combatant. For PCs Initiative is on the character sheets under Weapons and is based upon how the weapon is wielded, i.e. one-handed or two-handed. Non combat PC actions such as movement or casting spells roll 1d8 for Initiative. ***For the sake of simplicity, all foes in this adventure roll 1d8 for Initiative.***

The GM performs a countdown starting at 12, counting downwards to 1. When a combatant's number comes up, they may take action.

Initiative ties can and will happen. PCs, as the heroes of DDRPG, always win Initiative ties. Ties between PCs are resolved with a rolloff or the tying Players choosing their turn order. Ties between NPC and monstrous combatants the GM chooses the order.

On a combatant's turn they may move then take an Action or take an Action then move. Actions are what can be accomplished in 4-6 seconds including (but not limited to) attacking, drawing weapons, readying shields, casting a spell, retrieving a stored item, throwing a switch, etc. Some Actions are **Bonus Actions** and don't consume an Action. Saving Throws are reactive and never require an Action.

Delaying allows a combatant to hold their Action until a stated trigger occurs such as an archer choosing to go later in the round to fire an arrow at a foe coming through a doorway. This allows characters to guard their positions waiting for enemies to act at which point the delaying combatant interrupts and takes their action. Once the interrupting action is resolved, Initiative order resumes. Untriggered Actions are lost at the end of the Round.

After all combatants have taken their turns, a new Round begins and Initiative is rerolled.

TURN ORDER

0. Determine Surprise
1. Roll Initiative
2. Take actions in Turns
3. Move & Take Actions
4. Start a New Round

ATTACK ROLLS

To conduct an attack, a creature must either be within reach (for melee attacks) or be able to see the target (in the case of a spell attack or ranged attack.)

The attacker rolls 1d20 and adds their **Attack Bonus** (found on the character sheet or in the monster stat block in the accompanying adventure). This is the **Attack Roll**.

The adjusted Attack Roll is compared to the target's **Defense**. If the Attack Roll equals or exceeds the target's Defense, the attacker hits and damage dice are rolled. The damage dice are summed up and subtracted from the target's **hit points** (hp).

Hit points abstractly represent both stamina and toughness. When Hit points are exhausted, the combatant is Disabled and possibly Dead. NPCs and Monsters are Dead at 0 Hit points. PCs who run out of Hit points fall prone, are Disabled, and Dying. If at the end of their current round the PC isn't returned to at least 1 hit point, the PC is Dead and out of the adventure. Spells returning Hit points such as cure wounds stabilizes a PC, not only saving them from death but also reviving them so they can return to play. A timely spare the dying spell prevents death but restores no Hit points. PCs saved in this way remain prone and disabled until they receive at least 1 hp. PCs can also be saved with a timely Wisdom Check DC 15 with a penalty equal to their negative hp total.

Not all fights are to the death, thinking foes may surrender but many monsters are defending their territory and will frequently opt to either run away or die fighting.

SPELLCASTING

Spellcasters such as Clerics and Wizards, wield magic in the form of cantrips and spells. Fighters and Rogues are not spellcasters but they can use many magic items simulating spellcasting.

Cantrips are petty magic spellcasters never have to prepare ahead of time. Cantrips are castable at will without expending Spell Points.

Spells are more complex and require the spellcaster expend **Spell Points**. Spellcasters prepare a finite number of spells per day equal their Spellcasting Ability Modifier and their Level. Out of this pool of Prepared Spells, the spellcaster spends Spell Points to fuel their spells.

Spellcasters have 4 Spell Points per level so a 3rd Level spellcaster has 12 Spell Points.

Example: A 3rd level spellcaster with a Spellcasting Ability (Int for Wizards, Wis for Clerics) of 16 (+3) may prepare up to 6 spells per day and has 12 Spells Points.

A 1st level spell costs 1 Spell Point to cast, 2nd level - 2 Spell Points, 3rd - level costs 3 Spell Points, and so on. Once Spell Points are exhausted spellcasters must rely upon their cantrips, wits, and other skills to get by.



Spellcasters replenish all Spell Points after a Long Rest which may be taken once per day. Once per day spellcasters may expend a short rest and use their **Devotion** or **Diligence** class features, to recover a number of Spell Points equal to their Level.

Spellcasters require keen focus, if struck or otherwise distracted while casting a spell, the spellcaster must make a Constitution Ability Check DC 10 + spell level + hp damage taken, to finish casting the spell. If the Ability check fails, the spell fails and is expended. Casters are always considered Proficient when making Constitution Ability Checks to cast and maintain their spells.

Some spells are simple effects; when cast the effects simply occur. However, some spells are conducted as attacks. In such cases the d20 is rolled and the Spellcasting Attack Bonus is added. This is compared to the target's Defense. If the Spellcasting Attack Roll equals or exceeds the target's Defense, damage dice are rolled just like a normal attack.

Other spells require a Saving Throw to avoid some effect; in such cases the target rolls d20 adding the stated Saving Throw Bonus. If successful, some or all of the spell effects are nullified or diminished.

GAMEMASTER DUTIES

- **Storyteller** - The GM is a storyteller responding to the desires of the Players as their PCs explore the dungeon. Will the PCs explore the corridor with the distant moans or will they search the burned rubbish in the corner? Such things are decided by the Players as they poke about and explore the fictional gamespace. Not everything is spelled out or explained in detail so be prepared to improvise.
- **Referee** - No game lasts long without rules. Rules are a consistent framework for all to follow. Edge cases and exceptions can and will occur but consistency is key. It's up to the GM to make a ruling then move on. A degree of impartiality is essential. The threats populating the adventure exist to challenge the PCs but it's never GM vs. Players.
- **Director** - Like the director of plays and movies, the GM builds and approves much of the game content, writes the adventures, and sets the pace for the game. The GM is crucial in keeping the game moving. As new areas in the dungeon are explored, traps are triggered and foes arrive to challenge the PCs. While many situations rely upon GM judgment, dice are rolled to determine uncertain outcomes. Nothing is predetermined.

GETTING STARTED

- Read the adventure thoroughly multiple times. Although the narrative is relatively straightforward, take notes. Understand the structure of the dungeon as well as the hazards lurking in every dark and dusty corner. A little preparation now means fewer headaches and frustration later.
- Gather 2-4 people who will take on the roles of the pregenerated PCs. Ordinarily, Players create their own PCs using the rules in the Delver's Guide but pregens allow Players to dive into the action and begin play immediately.
- Convene around a table at a suitable locale. The best locations are those where the game won't be interrupted or disturb others.
- The GM briefly explains the basics of the game system emphasizing the use of the d20 and how to read the PC sheets.
- Read aloud the introductory boxed text at the beginning of the adventure.
- As the Players make decisions and explore the gamespace, follow along, reading boxed text and rolling dice as necessary.

YOUR FIRST ADVENTURE

All adventures consist of the following GM facing elements, each of these is briefly described below.

- **The Situation** describes where the PCs are and what they are doing. Here is where the risks and potential rewards are described possibly alongside what challenges await the PCs.
- **The Story Thus Far** describes the elements not immediately obvious to the PCs and is generally GM knowledge which may be revealed as the PCs proceed through the adventure. Much of this is backstory to the current situation.
- **The Challenges** describes the many hazards, foes, and tests confronting the PCs. Here is where the consequences for failure as well as the rewards are described.
- **The Resolution & Payoff** describe the progression of events as the adventure unfolds. Most adventures follow a three act structure but some are location based and the adventure concludes when the last goal is achieved. In typical dungeoncrawls, the adventure is over when the last foe is defeated and the room looted.
- **Further Adventures** provides additional adventuring opportunities following the conclusion of the adventure.



THE SUNSTAR VED SHRINE

If you're a Player it's best to flip to the pregenerated PCs at the back of this adventure. What follows is for the Gamemaster only. The adventure follows the structure discussed above.

THE SITUATION

The PCs discover a hidden staircase beneath a shattered ruin. Rumors of an abandoned shrine deep in the catacombs have circulated for years. Some claim the temple priests just died out, another story says they succumbed to madness. Another telling claim they were massacred by rival sect assassins. In any case, if the shrine exists, untold riches may yet reside within an unplundered vault. The PCs must follow their noses exploring the dungeon while seeking the lost shrine.

THE STORY THUS FAR

The shrine does indeed exist but it's been abandoned since the attending priests were slaughtered by a lesser basilisk. The priests hoped their devotion and magic would keep the ill-tempered beast under the cult's collective thumb; they were wrong.

The basilisk patiently bided its time, playing the role of servile watchbeast. When the time was right, the devious reptile turned on its captors. The priests who managed to evade the basilisk's petrifying gaze succumbed to talons and teeth.

Years have passed. The basilisk is content occupying the shrine and the adjacent chambers. It lives on underfauna and the occasional adventurer who manages to stumble upon the shrine.

Several months ago, a band of cultists rediscovered the shrine. Over the years the basilisk has grown fat and lazy like a spoiled housecat. Unlike their predecessors, the cultists managed to make peace with the monster but its gaze remained a hazard. On the word of the high priest, a man named Unvald (E m h Priest 3), the underpriests ritually gouged out their own eyes as proof of their faith. The cult is a sect dedicated to Tha'Kisk - an ancient reptilian demigod, see the Appendix at the end of the adventure for details.

THE CHALLENGES

Along with the cultists and their deadly "pet", the dungeon is lightly populated with a handful of denizens lurking in chambers and wandering the halls. The dungeon is made all the more perilous by the presence of many subterranean hazards; the delvers had best be on their toes.

THE RESOLUTION & PAYOFF

Provided the Players use their wits and exercise some caution, exploring the dungeon should be relatively straightforward. Once the PCs reach the shrine, they quickly discover the fate of the priests as well as any who have made it that far.

Tha'Kisk's priests lurk nearby, allowing Tha'Kisk's avatar—the basilisk—to deal with the intruders. Only when the basilisk falters will the cultists step in.

After dealing with the cultists, the PCs are free to explore and loot the shrine.

GENERAL FEATURES OF THE DUNGEON

The walls, floors and ceilings are mismatched cobblestone throughout the dungeon. Because of the poor condition of the stonework, rooms and corridors seem to undulate. Piles of dusty grime are everywhere. Unless otherwise noted the floors have an even grade.

Ceilings in corridors and tunnels are 9-10 feet high while most chambers are 10-12 feet high unless otherwise indicated.

Interior walls are mortared stone blocks 12 to 18 inches thick.

The passages and chambers are dusty, dry, and have a lingering sour odor.

An occasional faint humid breeze blows through the grotto, areas 13-16, otherwise the air is still and slightly cool, it is breathable but offensive to both nose and tongue.

The dungeon is quiet but faint sounds such as the fluttering of batwings and the scuttle of underfauna echo off the stonework just outside of torch and lantern light.

The chambers and passages of the dungeon are unlit and utterly dark save for an occasional faint patch of glowing fungi or mineral in the wall. Some folk possess Darkvision allowing them to see a short distance in complete darkness but the prudent delver carries their own light source. All PCs are equipped with torches or lanterns, providing light for 1 hour and 4 hours respectively.

With few exceptions, doors open from corridors and vestibules into chambers. Doors are typical of those found in dungeons, aesthetics have been sacrificed for durability. All doors are made from vertical 2" hardwood planks held fast by two or three iron bands. Doors have iron hinges and latches but, unless otherwise noted, are unlocked and unbarred. Most locked doors require a Strength check DC 15 to force open, barred doors require a DC 18 to brute open.

Steps are solid stone as are ramps.



RANDOM ENCOUNTERS

The dungeon is perilous. In addition to the threats described in the Locations below, various monsters prowl about. For every 1 hour of exploration (roughly 2 - 4 rooms), roll 1d20 and consult the table below.

Roll 1d20	Random Encounters
1-10	Nothing
11 - 14	Unsettling sounds, roll again:
d20	
Roll	Unsettling Sounds (faint and distant)
1-2	Pained moans and sobbing
3-4	Fall of rock and clatter of gravel
6-7	A low and dull rumble
8-9	Scuttle of claws or legs on stone
10-11	Flutter of wings
12-13	Scratch of metal across stone
14-16	Door creaking (roll d20, 1-4 the door slams)
17-18	Faint echo of a giggle
19-20	Lonely howl of the wind
15-17	Monster signs (puddle of drool, a bloody carcass, scat pile, etc.)
18-20	Monster, roll again below.

Wandering Monsters

d20	
Roll	Number and Monster Encountered
1-4	1d4 Dire Rats
5-7	Deranged Hermit*
8-10	1d3 Skeletons
11-14	1d6 Monstrous Centipedes
15-17	1d4 Goblin Scavengers
18-20	Rust Monster*

*Indicates a unique encounter, if rolled again, reroll.

Statistics for the monstrous foes lurking in the dungeon are found in their lairs presented under Dungeon Locations (see below).

INTRODUCTION

Once the Players are assembled, distribute the character sheets and briefly go over them. Don't devote more than a few moments describing Ability Scores, Ability Checks, and Saving Throws as they relate to how the d20 is used to resolve actions.

After the Players are situated and comfortable, roll the map onto the table and ask the Players to place their miniatures on the landing in Area 1. All of the room descriptions are shown in a white box; read the descriptions aloud, or feel free to paraphrase:

For years rumors of an abandoned temple beneath the ruin have circulated among tavern goers. What became of the priests is unknown, some claim they simply died out. Others believe the priesthood was wiped out by assassins from a rival faith. One element is consistent across each of the tales: the temple riches were never recovered.

You've trekked out to the hillside ruins to prove the rumors true or finally put them to rest. While exploring the foundation you discovered a trapdoor under a pile of rubble. Beyond the trapdoor a long overlooked stairwell descends deep below the ruined foundation. You light torches and lanterns and carefully descend in search of fortune & glory.

DUNGEON LOCATIONS

1. ENTRY

You descend the ancient worn stone steps to a landing overlooking a dusty chamber. An iron gate stands against the southwestern wall, to the east a set of double doors, and to the south a single sturdy door at the end of a short corridor. A thin shroud of dusty cobwebs covers everything. There is a faint odor of damp burned wood.

Allow the Players to briefly discuss their exploration plans. As they move into the room and poke about, the following information is discovered:

- The double doors to the east are slightly ajar opening into the adjacent chamber. A chalk arrow has been drawn on the wall at knee-height to the right of the doors along with the halfling words for 'beware, trap'.
- The gate to the southwest is rusty but sturdy. The key is long lost. The door hasn't been opened for ages and resists all efforts to pick the lock or force open. The key to this gate is on the face-down skeleton in **Area 15**. Beyond the gate steps descend into an eerie yellow fog to the level below. GMs will have to improvise the content of the second level.
- The door to the south is closed and locked requiring a Dexterity check DC 14 to pick.
- A nest of monstrous centipedes lurks in a crack above the door. The 1' long centipedes rain down on the character opening the door. All PCs must make



Wisdom check DC 14 to avoid Surprise. Surprised combatants do not roll Initiative, move, or take Actions during the Surprise Round.

MONSTROUS CENTIPEDE (TINY) (2)

Str 8 (-1) **Dex** 14 (+2) **Con** 12 (+1) **Int** 5 (-3) **Wis** 11 (+0) **Cha** 9 (-1)

Movement: 9, 6 climbing; **Defense** 13 (+1 Dex, +2 Size);

Hit Dice (hp): 1d4+1 (3 hp)

Size/Reach: Tiny/1; **Proficiency Bonus:** +1; **Attacks/**

Damage: +2 bite/1d2+1 plus venom; **Proficient Saves:**

Dexterity & Constitution; **Darkvision** 90 ft., **Tremorsense**

30 ft.; A creature bitten takes 1d6 poison damage

Constitution save DC 11 for half. A failed Constitution

save indicates muscle aches, blurred vision, and fatigue –1 penalty on all attack and damage rolls, saving throws, and ability checks for 1 hour.



2. BARREN ROOM

The door to this room is locked; once the lock is picked or door forced open, read the following aloud or paraphrase:

This chamber hasn't been entered in quite some time. The mortar holding the ceiling cobbles has let go, broken cobbles are scattered around the room. A thick layer of mortar dust coats every surface.

The lintel above the door in the southwestern wall is cracked and the door is held fast, a Strength check DC 14 is required to force it open.

A wooden and hide shield rests against the northeastern wall. The shield has been roughly torn in half. The shield is decorated with heraldry: the forequarters of a rampant white horse on a faded field of jade green; a crossbow bolt has penetrated the hide and embedded in the wood.

3. GRIM BANNER

After the door is forced open, read the following aloud or paraphrase:

The door shutters and falls away from the wall, the interior is in shambles with more dusty rubble. A pile of fallen cobbles is gathered in the middle of the room. A skeletal arm protrudes gruesomely from the rock and dust like some grisly standard; the flesh of the arm has been gnawed down to desiccated, curled scraps.

The severed limb is harmless. If investigated, an iron bracelet is found around the forearm bones. The thick iron band is hinged and has a simple leather clasp and bears a sigil belonging to an nearby noble family. The bracelet is magical with a weak abjuration aura detectable with a *detect magic* spell. Once per day, the wearer may use the bracelet to cast a *shield* spell as a bonus action.

4. LOST TROVE

A secret door is cleverly hidden within a recessed section of the stonework. The secret door must be found to be opened. It takes roughly 10 minutes to carefully search a small room or chamber. Roll Intelligence check DC 14 to locate the secret door. **NOTE:** elves walking within 5 ft. of a secret door are entitled to the Intelligence check without spending 10 minutes searching.

Once the door is found and opened, read the following aloud or paraphrase:

The aging stonework noisily grinds inwards and then descends into the floor revealing a small chamber. There are no obvious exits. Two barrels stand against the northeastern wall. The larger of the two barrels is leaking an unpleasant gray emollient onto the floor.

The larger barrel contains a few gallons of rancid lard. The smaller barrel is empty but reeks of sour beer. When the barrels are moved, a small chest is found on the floor behind them.

The chest is unlocked but trapped. Roll a Wisdom check DC 13 to spot the trap. Disarming the trap requires a Dexterity check DC 12. If the chest is opened without disarming the trap or the Dexterity Check fails, the clockwork trap inside the lid emits a series of unpleasant metallic grinding noises before going silent. The mechanism is jammed with grit and dust; the poisoned needle fails to discharge. The poison on the needle is very weak inflicting 1d2 hp damage, roll Constitution save DC 10 for no damage.

The chest was hidden by an adventurer named Todroy who suspected his companions planned treachery. He was right and wound up with a slit throat but his killers went away empty handed. A tidy sum resides within the chest: 293 cp, 122 sp, 11 ep, 49 gp, and three small matching silver goblets worth 25 gp each or 100 gp for the set. A stoppered thick glass vial lies under the coins containing one dose of *potion of healing* (when consumed the potion immediately restores 1d6+2 hp to the imbiber).



BOOTY!

As the PCs explore the dungeon and defeat foes, they'll acquire loot in various forms ranging from coins to magic items. It's up to the Players to ensure the loot is accurately recorded. If the group agrees, individual items and goods can be added directly to character sheets. Any unclaimed loot becomes party treasure.

The party should nominate one member to be the treasurer who keeps track of all the wealth and riches they find during their adventures.

Notation for coins is as follows: *cp* = *copper pieces*, *sp* = *silver pieces*, *ep* = *electrum pieces*, *gp* = *gold pieces*, and *pp* = *platinum pieces*. Although there is nowhere to spend the coins in the dungeon the following conversion will make splitting the loot easier. **1000 cp = 100 sp = 10 gp = 1 pp, 2 ep = 1 gp.**

It goes without saying but, every member of the party should receive an equal share of the treasure at the conclusion of the adventure.

5. RECENT EXCAVATION

PCs listening at the door hear raised, angry voices. Characters who know the goblin language identify the speakers as goblins. Two of the ill-tempered humanoid—Nexx and Fyff—are quarreling while Sleg, the self-elected leader, leans against the eastern wall.

If the PCs are careful, they have an opportunity to ambush the goblins. Choose one PC to roll a Dexterity ability check. The Gamemaster rolls d20 adding 2 to the roll representing goblin wariness and preparedness. If the PC's roll beats the goblin's roll, the goblins are Surprised and cannot act in the Surprise Round. If the goblin roll exceeds the PC's, neither side is surprised.

Harsh, sibilant words are being exchanged on the other side of the door. Opening the door reveals a recent excavation with piles of dirt and displaced cobbles. A crude tunnel has been dug up and through the floor of the alcove on the southern wall.

Two grimy, harless, humanoid creatures are wrestling in the middle of the room while a third, a shifty-eyed archer by the looks of him, watches on. The creatures have warty, orange-yellow skin and red eyes.

If the goblins are surprised, conduct the Surprise Round omitting the goblins from the Initiative order. If any goblins survive the Surprise Round, roll Initiative and the combat continues until one side or the other is defeated. If, by ill-fortune, the PCs are defeated (all reduced to 0 hp and disabled) they awake some hours later with 5 hp as goblin captives. The GM will have to improvise what happens next but the PCs should have an opportunity to escape their bonds with Dexterity checks DC 14, arm themselves, and defeat the goblins.

GOBLIN (3)

Str	Dex	Con	Int	Wis	Cha
8 (-1)	13 (+1)	11 (+0)	12 (+1)	9 (-1)	10 (+0)

Move: 9; **Defense:** 15 (+1 Dex, +1 size, +1 armor, +2 shield); **Hit Dice (hp):** 1d6 (5); **Size/Reach:** Small/1; **Proficiency Bonus:** +1; **Attacks/Damage:** +2 hand axe or hammer/1d6+1 or +2 short bow/1d6+1; **Proficient Saves:** Dexterity & Intelligence; **Darkvision** 90 ft.; **Light Sensitive:** -1 to attack rolls, ability checks and Dexterity saves in full sunlight.

The goblins have their arms and armor along with a few trinkets of bone, tooth, feather, and fur. They also have a few valuable odds and ends acquired down in the lower levels of the dungeon: 31 cp, 10 sp, 2 gp, a small purse of gold pickers and nuggets totalling 28 gp, and 3 quartz crystals worth 2 gp each, 2 rose quartz crystals worth 5 gp each, 2 uncut malachite crystals worth 10 gp each, and a nine-inch polished tusk in a pewter setting. The tusk is covered in disturbing glyphs and imagery put there by dark elven hands and is worth 250 gp to a collector.



6. EMPTY CHAMBER

The double doors from **Area 1** are ajar an inch or so, allowing sneaky PCs to peek through the gap.

The gap between the doors affords a view of the chamber beyond. Amidst the dust and gravel from the disjointed stonework above, a passage slopes eastwards.

The eastern passage gently slopes 15 degrees downwards. A puddle of frothy yellow fungus or slime occupies the southeastern corner of the room. The puddle is two feet across but in spite of the revolting appearance, is harmless unless eaten.



If a PC chokes down the fibrous slimy mass, they take 1d8 hp poison damage and is fatigued by fever and stomach cramps (-2 Strength and Dexterity scores and no Dash actions) for the next 1 hour. A DC 14 Constitution save halves the damage and prevents the side effect. A Cleric may treat the poisoned PC by substituting their Wisdom ability check for the Constitution save.

7. ABANDONED CAMP

The backside of the doorframe is badly damaged. It looks as though four spikes were driven into the wood and then roughly removed. The room has a lingering smell of lantern oil and burnt parchment. A small fire was constructed in the middle of the floor. A battered tin lantern lies on its side beside a flat rock. Disturbances in dust and absence of rocks points to the room being used as a camp at some point long ago.

A band of adventurers took refuge here decades ago. They drove spikes into the doorframe to secure the portal. After a rest, they doused the fire and removed the spikes. The lantern needs a fresh wick, fuel, and a little maintenance (Intelligence check DC 10), to restore it. A search of the ashes turns up a burned scrap of parchment with two intersecting lines and the word 'Danger'.

A search of the room combined with an Intelligence check DC 12 turns up a small leather coin purse lying amidst the dust and gravel. The purse contains a 4 cp, 7 sp, and a braided electrum ring worth 5 gp.

8. GAOL

A spent torch nub lies at the bottom of the slope. Iron gates are set into the western and southern walls. A thick layer of dusty webs covers the gates obscuring what lurks behind the bars.

The gates are unlocked but squeal in protest when opened. The western gate contains a pile of bones. After the PCs approach the first gate, a rattle is heard from the southern side of the room, then a gate swings open with a crash. One round later the pile of bones rolls out of the western cell and assembles into a completed skeleton wielding a rusty battleaxe. Three other skeletons push aside the cell doors and stomp out to attack the PCs.

SKELETON (4)

Str	Dex	Con	Int	Wis	Cha
10 (+0)	12 (+1)	12 (+1)	4 (-3)	11 (+0)	9 (-1)

Move: 12; **Defense:** 14 (+1 Dex, +2 Armor, +1 shield); **Hit Dice (hp):** 1d8+1 (5 hp); **Size/Reach:** Medium/1
Proficiency Bonus: +1; **Attacks/Damage:** +2 claw/1d4+1 or +1 battleaxe, or broadsword/1d8; **Proficient Saves:** Dexterity & Constitution; **Undead Resilience:** immune to piercing damage, half damage from slashing attacks, immune to petrification, polymorph, disease, poison, as well as mind affecting magic such as sleep, charm, and hold spells not specifically targeting undead. One of the

skeletons armed with a broadsword is missing an arm and is unable to use a shield reducing its Defense to 13.

If recovered, the skeletons' shields will only take a hit or two before splintering. One of the battleaxes is cached in grime; if cleaned, the axe is revealed to be **masterwork** granting a +1 bonus to attack and damage rolls.

The door to the north has been repeatedly and savagely attacked creating a head-sized hole. Several arrows protrude through the door from the other side. The latch has been smashed as if struck by a great force.

9. WALL OF ROOTS

Thick knots of gnarled roots have pushed aside cobbles and mortar and now protrude from deep cracks in the northern wall. A child-sized skeleton is embedded in the wall, gruesomely enveloped and held fast by the roots. The tendrils stretch across the ceiling and floor. A badly corroded iron gate blocks the corridor to the east.

In spite of the kobold skeleton, the roots are actually harmless but are a tripping hazard—the entire corridor up to the gate is considered Difficult Terrain, meaning each square counts as two in terms of Movement and moving at a Dash pace requires a Dexterity check DC 12 to avoid falling Prone and taking 1 hp damage.

A neatly bundled coil of hemp rope (60 feet) with an attached grappling hook rests on the floor in the corner of the northwestern wall.

The gate is enveloped; it will take several minutes to rip aside the roots. The gate is unlocked but stuck fast, a Strength check DC 13 frees it.



10. MUDDY WALLOW

Water seeps down the eastern wall mixing with grime on the floor creating ankle deep mud. The large double doors to the south are water stained and swollen.

The doors to the south are badly damaged and lack half the bracing and hinges on the other side (the rust monster ate those days ago). In spite of the lack of bracing and hinges, the doors are stuck requiring a Strength check DC 12 to free. Up to two PCs may work together to force the doors, adding a +2 bonus to the Strength check.

If the Strength check results in a natural 1, the rotten doors crash to the ground and send the PCs tumbling forward into Area 11. PCs sent through the doors in this way are prone and automatically Surprised by the rust monster in Area 11. PCs not struggling with the doors may roll Surprise normally.

RESTING AND RECOVERY

By now the PCs might have taken a few hit points of damage and are likely weary from all the activity. At any point during the adventure, the PCs may take a **Short Rest** lasting an hour or so. During this time each PC may roll one or more of their **Recovery Dice** and regain that many Hit points. The Recovery Dice are restored after a **Long Rest**, usually taken overnight. Only one Long Rest may be taken per day.

11. RUSTED ARMORY

Depending upon how the PCs enter the room (see Area 10 above) the GM may have to alter the description of the room as well as the behavior of the resident (see below).

The hungry rust monster in the armory can be surprised if the lead PC rolls a Dexterity check vs. the rust monster's $d20 + 4$. If the PCs manage to surprise the rust monster, the beast is sleeping off the metal feast in the northwestern nook. Any attacks against a sleeping foe automatically hit during the Surprise Round and inflict twice the normal number of dice of damage so a longsword causing $1d8+2$ damage would inflict $2d8+2$ damage (modifiers are **not** doubled).

The room was once an armory, but the racks of weapons and armor have been reduced to piles of rust. An odd hilt or short length of corroded blade can be found but nothing metal is intact. Even the bindings and hinges on the back of the door are gone. The floor cobbles are smeared with rusty stains.

A rust monster has been trapped in this room since the goblins encountered the beast in **Area 14**. The goblins retreated to the armory after losing a shield and a spear. The greedy monster pursued and was trapped when the goblins slammed the door behind it. After losing a few more weapons futilely attacking the heavily armored monster, the goblins cleverly offered up a handful of iron spikes as a distraction. While the monster greedily

devoured the spikes, the goblins fled northwards, closing the doors behind them.

RUST MONSTER

Str 10 (+0) **Dex** 12 (+1) **Con** 12 (+1) **Int** 4 (-3) **Wis** 11 (+0) **Cha** 9 (-1)
Move: 12/4 climb; **Defense:** 18 (+2 Dex, +6 Natural); **Hit Dice (hp):** $2d10+2$ (11 hp); **Size/Reach:** Medium/2; **Proficiency Bonus:** +2; **Attacks/Damage:** +4 Antenna/0 damage plus rust or +4 Tail Slam/ $1d6+1$ plus Trip; **Proficient Saves:** Dexterity & Constitution; **Iron Scent** 90 ft.; Rust any iron or steel weapon striking the creature (Defense 12) is subject to the rust effect; **Darkvision** 90 ft; **Rust** on a successful hit, held or worn armor and weapons may rust and be destroyed, held or worn items are entitled to a Dexterity save DC 14 or be destroyed, magical goods gain +1 per plus; **Trip**, those struck by the tail are knocked prone unless a Dexterity save DC 16 is successful.

All steel and iron inside the room has been devoured by the occupant leaving nought but slobbery rust stains on the cobblestones.

There are a few nonmetal goods recoverable from the room: lead light mace, quarterstaff (former spear shaft), a suit of dwarf-sized light armor, a small wooden shield, and a dozen longbow arrows (missing the steel heads, -2 to hit causing $1d4$ hp bludgeoning damage). A +1 **dwarfsteel shortsword** and matching +1 **dwarfsteel handaxe** lie untouched among the gravel and dusty cobbles in the northeastern corner of the room.

DWARFSTEEL

Dwarven craftmeisters have developed a process of rendering metal goods resistant to corrosion. Such items will never dull or pit due to natural oxidation. Against spells and various "unnatural" corrosion sources, the item receives a +4 to the save. "Unnatural" corrosion sources include rust monster attacks and contact with slimes.

Such items are highly prized and are always masterwork or magical and cost many times the base price.

NOTE: On a successful hit, the dwarfsteel shortsword and dwarfsteel handaxe both cause $1d6$ hp damage using either Strength or Dexterity as the attack and damage modifiers. The shortsword inflicts piercing or slashing damage while the handaxe inflicts slashing damage. Both are small weapons, when wielded by a human, dwarf, or elf the Initiative die is $1d10$ one-handed or $1d12$ two-handed. For a halfling Initiative would be $1d8$ one-handed or $1d10$ two-handed.

The southern door is spiked shut from the other side. The Deranged Hermit drove three spikes into the door after the goblins retreated to the armory. Forcing the door requires a Strength check DC 20 to smash aside the barrier. If PCs think to use a weapon rack as a makeshift



battering ram, add +2 to the roll. Up to four PCs can cooperate to smash in the door gaining +2 for each helper and up to +2 for the battering ram.

The western wall is covered in a thick patch of green slime. The slime patch resembles a grim, leering skull but the algae and lichen are harmless.

12. RAINING PASSAGE

The sound of running water grows louder as you round the corner. The passage glistens with continuous drizzle from cracks in the ceiling as if it were raining inside. The water gathers in pools and flows along the gentle slope westwards. The masoned walls give way to natural caverns at the bend. Crude steps cut into the floor descend to the west.

Three dire rats sprint up the slope towards the PCs as if fleeing from something (the ochre jelly). The rats are in a panicked state attacking anything or anyone in their way.

DIRE RAT (3)

Str	Dex	Con	Int	Wis	Cha
8 (-1)	14 (+2)	15 (+2)	6 (-2)	13 (+1)	8 (-1)

Move: 12, 6 swim, 3 climb; **Defense** 14 (+2 Dex, +1 Natural, +1 size); **Hit Dice (hp):** 1d4+2 (4 hp); **Size/Reach:** Small/1; **Proficiency Bonus:** +1; **Attacks:** +3 bite/1d4+2 plus **disease**; **Proficient Saves:** Dexterity & Constitution; **Darkvision** 30 paces; **Sharp Senses** +4 hearing and smell; **Stealthy** +2 stealth; +2 swim; **Diseased** filth fever inflicting 1d4 Str and Int and 1 Con damage unless a DC 13 Constitution save is made. The save is made every day until successful or until the host dies; **Fearful** fear fire and smoke.

The steps to the west are slippery; any character attempting to traverse them must pass a Dexterity check DC 11 to avoid an awkward and painful (1d4 hp), not to mention noisy, arrival at **Area 13**. If the descent is attempted with a rope the check is made with a +2 bonus. If the descent is attempted in haste, the Dexterity check is DC 14 and the damage 1d6 hp.

13. FOETID POOLS

The floor evens out slightly and is deeply pocked. Water from the previous tunnel has gathered into pools overflowing with foul-smelling multi-colored slime. One puddle contains a gruesome hairless rat carcass. The corpse is breaking down and liquifying. Bubbles rise around the carcass as it shifts and flattens, then the puddle rises up streaming slime and gore; you watch aghast as the last of the bones dissolve into the yellow, slimy, translucent mass.

OCHRE JELLY (PARENT)

Str	Dex	Con	Int	Wis	Cha
12 (+1)	9 (-1)	13 (+1)	NA	NA	NA

Move: 3, 3 climb, 3 swim; **Defense** 12 (-1 Dex, +3 Natural); **Hit Dice (hp):** 4d8+4 (15 hp); **Size/Reach:** Medium/2; **Proficiency Bonus:** +4; **Attacks/Damage:** +5 slam, 1d6+1 plus 2d6 acid; **Proficient Saves:** Strength, Constitution; **Corrosive** dissolve cloth, wood, and leather in one round; **Amorphous;** Divide when attacked by lightning or slashing weapons the ochre jelly divides into 1d4+1, 2 HD buds (see below) dealing 1d4 slam and 1d6 acid damage.

NOTE: After the jelly is struck by a slashing attack, it splits into 1d4+1 buds (see below).

OCHRE JELLY (BUD)

Str	Dex	Con	Int	Wis	Cha
12 (+1)	9 (-1)	13 (+1)	NA	NA	NA

Move: 3, 3 climb, 3 swim; **Defense** 13 (-1 Dex, +3 Natural, +1 size); **Hit Dice (hp):** 2d8+2 (11 hp); **Size/Reach:** Small/1; **Proficiency Bonus:** +2; **Attacks/Damage:** +3 slam, 1d4+1 plus 1d6 acid; **Proficient Saves:** Strength & Constitution; **Corrosive** dissolve cloth, wood, and leather in one round; **Amorphous.**

The jelly has been feeding on delvers and underfauna for some time. Its corrosive secretions dissolve cloth, wood, and leather but leave metal and other indigestibles intact. A few valuables are scattered about in the puddles: 49 cp, 111 sp, 2 ep, 54 gp, 1 pp, 4 ovoid sheen stones worth 10 gp each, 6 psilomelane worth 6 gp each, 3 cassiterite worth 10 gp each, an opaque orange heart-shaped bottle containing one dose of a *potion of firebreath* (as *burning hands* spell causing a single hit of 3d6 fire damage or two blasts of 2d6 delivered over two rounds), and a +1 *dwarfsteel dagger*.

An iron spike has been driven into the left hand wall overlooking Area 14. A length of twine trails off into the grotto and disappears under the cold, dark, murky water roughly halfway to the western shoreline (see below).

14. EERIE GROTTO

A coldly beautiful lake of glassy, black water extends out from the shore like a featureless pane of obsidian.

The grotto walls absorb sound intensifying the eeriness of the space. A few bats flit about stalactites 12 feet above the water. Occasional drops fall from stalactites disturbing the placid pool. The water varies in depth from ankle to mid-calf (to an adult human). There are many submerged hollows and rocks: those taking a Dash action must pass a Dexterity Check DC 11 or fall Prone taking 1 hp damage.

A low tunnel a foot or so above the water is concealed behind several large rocks along the western wall. Spotting the tunnel requires an Intelligence check DC 13. The tunnel is large enough for a man, elf, or dwarf to crawl through but smaller folk such as halflings can squat-walk. A makeshift net is lashed around the largest of the rocks



outside the tunnel; using the rope handles one can pull the rock into place concealing the tunnel.

The southwestern shore has a few fallen rocks, one of which sits in the middle of a skeleton of a pony-sized rat. The rat's spine was broken by fallen rock. The rat's skull is chewed open, it was alive when its brains were eaten. A steady drizzle of water forms a curtain of cold water over the southeastern shoreline.

15. GLOOMY HERMITAGE

The room smells of woodsmoke. Exiting the tunnel you come upon a strange scene. The edges of the pool are ringed with stalactite and stalagmite columns. Multicolored toadstools and shelf fungus grow in small clumps on the stone. The fungus softly illuminates the space equivalent to weak candlelight.

On the far side of the sunken chamber is a campsite on a dry spot a few inches above the waterline.

This chamber is the home of a deranged hermit. If the PCs encountered the hermit as a wandering encounter and defeated him, his camp is deserted.

If the PCs have not encountered the hermit as a wandering encounter, he is here and may be surprised. Roll Intelligence check vs. the Hermit's $d20 + 3$; if the PCs win, they've caught the hermit sleeping. If not surprised he's cooking an albino cave-sturgeon over the firepit coals.

The hermit is intensely paranoid, speaks in gibberish, and assumes anything crossing his path wants to kill and eat him. He viciously defends his home and is near impossible to influence. He fears the outside world and flies into a berserker rage when threatened.

If observed in secret, the hermit will occasionally engage in one-sided conversations with a skeleton on the southeastern wall. The skeleton was once an adventurer named Griddon who, as he emerged from the tunnel, was ambushed by the hermit who knocked aside the warrior's helm and smashed in the side of his head. Afterwards the hermit propped the skeleton against the wall. The skeleton is dressed in medium armor and sits on a decaying weapon girdle with sheathed longsword and dagger. The armor and weapons could use some oiling and sharpening but are usable. The armor needs padding but is otherwise wearable. The helm matching the armor is used as a cooking pot by the hermit.

An iron key is around the skeleton's neck, it unlocks all of the doors and gates throughout the dungeon save for the Tabernacle and spaces beyond (**Areas 18-20**).

DERANGED HERMIT

This bedraggled and disturbed soul lost his way in the dungeon some time ago. After weeks underground he lost his grip on reality and become a dangerously unpredictable predator. He is a grubby, nameless thing who survives as a loathsome scavenger and sneakthief. In spite of his madness, he is cunning, playing the pitiful wretch one moment and murderous berserker the next.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	14 (+2)	14 (+2)	9 (-1)	9 (-1)	7 (-2)

Move: 15; **Defense** 13 (+2 Dex, +1 Natural); **Hit Dice (hp):** $2d6+4$ (11 hp); **Size/Reach:** Medium/1; **Proficiency Bonus:** +1; **Attacks/Damage:** +3 Bone Club/1d4+2 Bludgeoning; **Special Attacks:** Rage; **Proficient Saves:** Strength, Dexterity, & Constitution; **Darkvision** 25 ft.; **Berserker Rage:** +4 Str and +4 Con; Half damage from bludgeoning, piercing, and slashing damage, +2 bonus to Wisdom saves vs. mind control and fear, -2 Defense lasting up to 9 rounds, afterward he is Fatigued (-2 Strength, -2 Dexterity, and unable to Dash).

A sleeping pallet with flea and tick-ridden bedding is tucked against the back wall.

The 5 gallon barrel along the wall is positioned below a dripping stalactite; a rusty tin ladle hangs from the lip of the barrel. The water tastes foul but is drinkable.

The small chest is unlocked and untrapped containing a few grisly odds and ends from the hermit's various murderous capers: a coiled up desiccated tentacle (charnel grub), several pelts and hides, assorted bones, teeth, and skulls, a dwarf's jawbone with one gold tooth (worth 2 gp), and a scrap of leather with a pierced nipple and mermaid tattoo below it; the gold nipple ring is worth 5 gp. Griddon, the hermit's ill-fated visitor's coin purse contains 11 cp, 9 sp, 29 gp, and a short braid of gold wire worth 15 gp. An ornamental wooden box resides at the bottom of the chest, inside is a tightly rolled up and folded scrap of parchment - a scroll with *protection from evil*.



16. DRAFTY PASSAGE

A gentle wind stirs the air, up ahead fallen rocks litter the ground. The passage continues and descends to the east. A foul-smelling side passage continues into murky darkness to the south.

As the PCs move among the rocks, the light and movement disturbs a nest of hungry centipedes. The monstrous centipedes scuttle out from under the rubble and debris, attacking three at a time; as one is killed, another clatters forward, drops from overhead, or springs from atop a rock.

MONSTROUS CENTIPEDE (TINY) (8)

Str 8 (-1) **Dex** 14 (+2) **Con** 12 (+1) **Int** 5 (-3) **Wis** 11 (+0) **Cha** 9 (-1)
Movement: 9, 6 climbing; **Defense** 13 (+1 Dex, +2 Size); **Hit Dice** (hp): 1d4+1 (3 hp)
Size/Reach: Tiny/1; **Proficiency Bonus:** +1; **Attacks/Damage:** +2 bite/1d2+1 plus venom; **Proficient Saves:** Dexterity & Constitution; **Darkvision** 90 ft., **Tremorsense** 30 ft.; A creature bitten takes 1d6 poison damage Constitution save DC 11 for half. A failed Constitution check indicates muscle aches, blurred vision, and fatigue -1 penalty on all attack and damage rolls, saving throws, and ability checks for 1 hour.

A small, battered tin strongbox under a skeleton contains 11 sp and 74 gp.

The murky pool at the bottom of the sloping passage to the east is no deeper than a man's knee.

The passage to the south connects to another set of caverns suitable for later exploration, see **Further Adventures** for details.

17. EYES IN THE DARK

The passages open up into a large chamber with a high ceiling bristling with stalactites. The center of the chamber has been excavated down more than a foot, debris is piled against the walls. A ledge taller than a man rises to the north. The floor is littered with bones stripped clean and polished smooth. A scuttling sound from the ledge startles you. Suddenly two pairs of glowing red eyes appear in the darkness, scrutinize you, then surge forward.

The Fire Beetles are ambush predators; they scurry forward and leap upon the PCs attempting to gain surprise. The lead PC rolls an Intelligence check vs. the beetles' d20+3, the low roller is Surprised.

The ledge is 7 feet high but slopes steeply downwards.

MONSTROUS FIRE BEETLES (2)

Str 10 (+0) **Dex** 9 (-1) **Con** 14 (+2) **Int** 5 (-3) **Wis** 11 (+0) **Cha** 6 (+0)
Move: 12; **Defense** 16 (-1 Dex, +7 natural); **Hit Dice** (hp): 1d8+2 (8); **Size/Reach:** Small/1; **Proficiency Bonus:** +1
Attacks/Damage: +1 bite/2d4; **Proficient Saves:** Strength & Constitution; **Darkvision** 90 ft.; **Bioluminescent:** glands glow 10 ft. radius for 1d4 days after removal.

The flesh-hungry beetles have learned to avoid the cultists. The reek of predatory reptile keeps the insects at bay. Quite a few denizens and adventurers have died under the beetles' crushing mandibles, the following goods are found littering the floor: flask of alchemist fire, 28 cp, 41 sp, 27 gp, 3 onyx gemstones worth 50 gp each, a spool of twine (100 paces), dwarf-sized medium armor, large steel shield, and a backpack containing a half full bottle of brandy (still good), a collapsable 10-ft. pole, flint and steel, and a small animal trap.

ALCHEMIST FIRE

A flask containing a volatile alchemical compound which combusts upon exposure to air. The flask may be thrown, on a direct hit, causing 1d6 hp fire damage to the target. Creatures in the adjacent squares are splashed by the burning liquid taking 1 hp fire damage unless a Dexterity save DC 10 is made. The directly hit creature takes another 1d6 hp fire damage the following round. Extinguishing the flames requires a Dexterity save DC 15, +2 if prone and rolling around. Immersion or dousing with large quantities of water instantly quenches the flames.

18. SHRINE TO DARKNESS

The wide barn door creaks open revealing a gloomy, sinister chamber of horrors. The interior is lit by smoky braziers hanging from rusty chains between scaly stone pillars. The grimy floor is littered with bones and scraps of cloth; skeletons hang limply from chains along the walls.

Chunks of shattered, lifelike statuary are scattered about the fringes of the chamber.

A black basalt altar stands before an enormous leering bust of a reptilian fiend along the eastern wall. The scaly pillars running in pairs along the chamber are dusted with ochre and powdered malachite.

A pair of bowed columns rise from the middle of the chamber supporting the vaulted ceiling. The columns resemble intertwined serpents, their heads glaring down and facing the western wall. The scale-carved walls seem to undulate in the flickering light.

The smell of burning charcoal and sickly sweet clove incense mingles with an earthy, musky odor triggering a primal urge to flee in each of you.

When the PCs arrive, roll 1d100 to determine what is currently transpiring in the shrine.



CULT ACTIVITY

d100

Roll	Cult Activity
01 - 20	1d3 Acolytes are performing routine chores: refilling braziers with charcoal, replacing torches, lighting incense, etc.
21 - 40	The cult has gathered for a dark mass offering up rats and other undervermin heaped on the altar. The High Priest stands before the dining basilisk in supplication, the Acolytes kneel facing the altar.
41 - 55	The room is empty, the cultists are sleeping although one Acolyte guards the chamber at all times.
56 - 65	The High Priest is praying over the altar, solemnly offering up a dire rat as sacrifice. Roll 1d100: 01 - 55 the basilisk descends in 1d3 rounds to eat, 56 - 100 the basilisk watches languidly from its perch.
66 - 75	A dark communion: as part of an unholy ordeal 1d3 Acolytes are ritually poisoned (either drinking from a poisoned cup or using a pin to poison themselves); they writhe in agony suffering 1 level of Fatigue.
76 - 90	1d2 Acolytes feed rats to the basilisk from a wheelbarrow with a pitchfork.
91 - 100	1d3 Acolytes are on their knees before the altar scourging themselves. They are unarmored, have half hp and have sustained 1 level of Fatigue.

The specifics of the description depend upon the Cult Activity rolled above. Emphasize the tattered robes of the cultists (if present) or the smoke and grime of the chamber. The room is the shrine to the cult, accentuate the sinister serpentine carvings in the walls and unholy hieroglyphics in large cartouches. If the basilisk is active, describe the sinuous movements, the glisten of the scales, the irritable hisses, and the flick of its forked tongue as it tastes the air.

The shattered statues are lifelike for a reason—they're all that remains of the previous cultists.

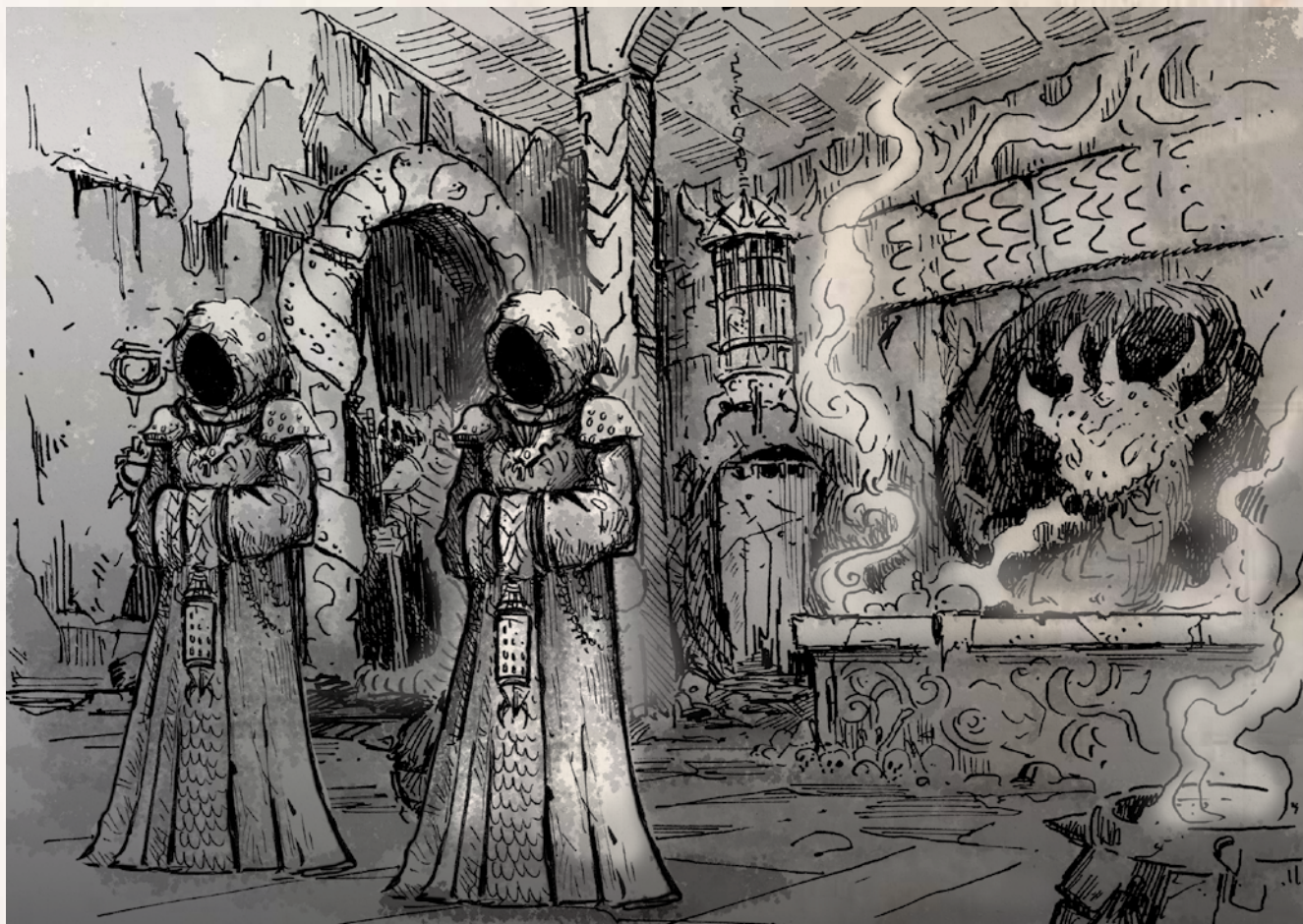
The statues in the small alcoves around the room are of serpents, reptile men, and other fierce scaled carnivores carved from tree trunks. The base of each of the statues is decorated with small bowls, skulls, scraps of prayer parchment, candles, and other ritual goods.

The larger alcove along the northern wall is a mosaic of skeletal remains: human, reptile, rodent have all been set by unhinged hands into a crude mortar.

The northeastern passage descends into the Darkreaches. See **Further Adventures** for details.

Due to the unstructured nature of this final encounter, what happens next largely depends upon the PCs' choices in relation to the random Cult Activities.

When not engaged, the High Priest retires to his quarters in **Area 20**. Likewise the Acolytes are in their quarters praying, resting, mending the robes, etc. The basilisk sprawls out on its shadowy perch high above the chamber.



If circumstances allow the PCs search, they may do so for 1d4 rounds before the basilisk stirs and descends its perch at the apex of the double serpent pillars along the roof. It's possible the PCs could spot the creature averting surprise, although doing so before it spots them requires a Wisdom Check DC 17. The basilisk partially descends the pillar, using it as cover, attempting to petrify as many PCs as possible. Surprised PCs are -2 to their Constitution Saves to avoid petrification.

If the PCs interrupt the cultists, the Acolytes and High Priest withdraw to the fringes of the chamber, counting on the basilisk to deal with the trespassers.

If the High Priest is alone, he uses his magic to buy time until the Acolytes arrive the following round.

The basilisk dislikes intruders and descends quickly to join the fray. Once the basilisk is reduced to half hp, the Cultists move in showing no mercy or hesitation. The High Priest uses his magic to weaken and injure the PCs while the Acolytes team up singling out the weakest PCs first.

KYSSK - LESSER BASILISK

Str	Dex	Con	Int	Wis	Cha
14(+2)	8 (-1)	15 (+2)	4 (-3)	13 (+1)	10(+0)

Move 4; **Defense** 16 (-1 Dex, + 7 natural); **Hit Dice (hp)**: 6d8+12 (25 hp); **Size/Reach**: Medium/2; **Proficiency Bonus**: +6; **Fighting Ability**: Fair +1 per 2 HD; **Attacks/Damage**: +5 bite/1d8+2; **Proficient Saves**: Strength & Constitution; **Petrifying Gaze**: Those meeting the basilisk's gaze must make a Constitution Save DC 15 or turn to stone. Those fighting the beast may avert their gaze suffering a -4 to all Attack Rolls while the basilisk strikes the "blinded" foe with +4 on the Attack Roll. Attacking through a mirror has a penalty of -2 to hit, the attacker is +2 to be hit by the basilisk; **Low light vision** and **Darkvision** 90 ft.; **Sense of smell** granting +2 to Ability Checks involving smell and granting a limited **blindsight** up to 30 ft.

UNVALD, THE HIGH PRIEST

(Evil male human Priest lvl 3)

Unvald wears a leather mask to shield his eyes from the basilisk's gaze. When engaging the PCs he lifts the mask.

Str	Dex	Con	Int	Wis	Cha
13 (+1)	13 (+1)	12 (+1)	15 (+2)	16 (+2)	14(+2)

Move: 12; **Defense**: 16 (+2 Dex, +3 Armor, +1 buckler); **Hit Dice (hp)**: 3d6+3 (15 hp); **Size/Reach**: Medium/1; **Proficiency Bonus**: +2; **Attacks/Damage**: +4 Shortsword/1d6+1 plus 1d6 poison (DC 13 Con Save for none); **Proficient Saves**: Intelligence, Wisdom, Constitution; **Spellcasting**: Blessings Known: *light, resistance, blight ray* (as *sacred flame* but necrotic damage); Prepared Spells: *blight, blindness/deafness*, hold person, inflict wounds, prayer of healing, sanctuary, spiritual weapon*; Spells per Day: 1st Level: 4, 2nd Level: 2
*Denotes an always prepared spell due to his faith.

Unvald wears light armor under his robes and a buckler when in combat. He carries a *potion of healing* (2d8+2 hp) along with a *scroll of silence* which he casts on either a Cleric or Wizard PC. Afterwards he casts *spiritual weapon* summoning a spectral scourge with hissing serpent heads to smite the heretical PCs.

The High Priest is a sinister looking man with sharp eyes, a kinked, narrow beard, a cruel mouth, and a large hooked nose. He's a self-righteous zealot, cock-sure and given to maniacal blustering and pontificating.

3 ACOLYTES: RANDER, ACLET, and JAEN

Str	Dex	Con	Int	Wis	Cha
12 (+1)	12 (+1)	12 (+1)	9 (-1)	8 (-1)	7 (-2)

Move: 9; **Defense**: 11 (+1 Dex, +1 Armor, +1 Buckler Shield, -2 blind); **Hit Dice (hp)**: 1d8+1 (6, 6, 4 hp); **Size/Reach**: Medium/1; **Proficiency Bonus**: +1; **Attacks/Damage**: +0 Dagger/1d4+1; **Proficient Saves**: Strength, Constitution, Wisdom; **Zealot** +2 to Wisdom Saves; **Blindsight** is weak, so long as their foe can be heard the usual penalty for blindness is halved to -2. Dressed in many-layered robes over padded armor, each carries 2d4 cp and 1d6 sp.



The tight-lipped acolytes are fanatically devoted to Thakisk. They will fight to the death but the High Priest retreats when reduced below 9 hp. He flees through the curtain to his chambers, snatches the *scroll of blessing* from his writing desk then dashes through the secret door in the northern wall bound for **Area 21**.

As is often the case, the altar sits above a hollow space containing a fraction of the cult's wealth. Discovering the mechanical release requires an Intelligence Check DC 15. Stepping on the concealed lever causes the altar to slide aside revealing the recess. A dusty oil cloth covers the goods: 664 cp, 189 sp, 41 ep, 119 gp, 9 pp, a small bag containing 8 assorted ornamental stones worth 10 gp each, 3 bloodstones worth 30 gp each, an uncut garnet worth 500 gp, a *potion of restoration*, and a *scroll of sacred flame*.

A grisly mummified left hand is found among the goods with a *ring of jumping* on the ring finger. The hand is cursed - attempting to remove the ring causes the hand to animate and attack

MUMMIFIED HAND

Str **Dex** **Con** **Int** **Wis** **Cha**
6 (-2) 13 (+1) 12 (+1) 3 (-4) 10 (+0) 15 (+2)
Move: 6, climb 3, jump 3; **Defense:** 16 (+1 Dex, +1 natural armor, +4 size); **Hit Dice (hp):** 1d6+1 (5 hp); **Size/Reach:** Diminutive/0; **Proficiency Bonus:** +1; **Attacks/Damage:** +5 Claw/1d3+1 hp slashing plus **Choke**; **Proficient Saves:** Strength, Constitution; **Mindless:** as a necromantic construct the hand is immune to mind-affecting magics and effects, poison, disease, and similar attacks and damage as it is not alive. **Turn Resistance:** 15; **Choke:** following a successful claw attack, the target must pass a Strength Check DC 12 otherwise the claw latches onto the victim's neck automatically dealing claw damage until removed or destroyed; **Blindsight** 20 ft., **Darkvision** 60 ft.

NOTE! Due to a flaw in the *ring of jumping's* enchantment, there is a 10% chance (rolled by the GM) the wearer is launched in a random direction. In either event, the wearer must pass a Dexterity Ability Check DC 13 to avoid falling **Prone** at the end of their jump.

19. ACOLYTES' CHAMBERS

An austere, rough-hewn chamber cut into the living stone is behind the stained leather curtain. Three crude, straw-filled cots are along the walls, and nearby barrels have been fashioned into makeshift stools and tables. Crude steps cut into the floor descend into murky darkness to the east.

When not engaged at the shrine, the Acolytes sleep and study here. The Acolytes own nothing, not even their robes.

The only objects of note in the room are the stacks of bronze prayer plates on makeshift nightstands beside each bed. The nine capsule-shaped prayer plates are green-tarnished and covered in raised hieroglyphics - an odd

dialect combining Abyssal and Draconic; the Acolytes, being blind, read by touch. The set of plates are evil-looking curiosities but worth 100 gp to a collector.

The passage to the east descends into a cramped and cluttered storeroom. The ceiling is just over 6 feet high, and the uneven rough-hewn floor is covered in straw. Barrels and crates are stacked against the walls, many of which are empty but some contain candles of varying sizes, incense cakes, and torches. Stacks of coarse burlap sacks contain charcoal, while barrels contain salt pork, meal, salt, and other preserved foods. A tiny side room with a 2 ft. hole in the floor is the cult's only source of water; a bucket with rope hangs from a spike in the wall.

20. HIGH PRIEST'S CHAMBERS

A tidy chamber with a straw cot along the southern wall and a cluttered, makeshift writing desk on the opposite side of the room. Stacks of bundled pages are scattered about the room with cowpaths winding between them. A battered sea chest occupies the southeastern wall. The room reeks of lantern oil and sickening sweet incense. Vestments hang from pegs to the right of the secret door. A small bronze key to the chest is tucked into a pocket of a blood-stained apron.

The bundled stacks are scraps and pages of parchment, paper, and papyrus of varying sizes all covered in the High Priest's scrawl. The pages include diabolical scripture, maniacal musings, and manifestos. Ink is difficult to come by in the dungeon, so the High Priest has improvised alternatives from what he and his acolytes have scavenged.

The chest is locked and trapped. Detecting the trap requires an Intelligence check DC 13; disarming the trap requires a Dexterity check DC 14. If the chest is opened without the key and the trap isn't disarmed, the trap discharges releasing an odorless mauve plume in a 5 ft. radius around the chest. Anyone in the plume must make a Strength save DC 12 to avoid being *slowed* (-2 to all checks, saves, and attack rolls, -2 Defense, and movement reduced to half) for the next 1d10 minutes. Picking the lock requires a Dexterity check DC 14. If the lockpicking attempt fails, roll 1d20 on a 1-10 the trap discharges, 11+ the trap fails to discharge. The chest is flimsy and may be forced open (Strength DC 10), but this sets off the trap unless it is disarmed.

Inside the chest is the cult's recent ill-gotten gains: 393 cp, 788 sp, 110 gp, 9 pp, 3 gold chains worth 50 gp each, 27 gold teeth worth 1 gp each, a small blue velvet purse containing 5 pieces of jasper worth 30 gp each, 3 zircons worth 50 gp each, 2 amethysts worth 140 gp each, a *scroll of magic missile*, and a *wand of secret door detection* (7 charges).

The secret door on the northern wall is found with an Intelligence check DC 13. After shifting a shoulder-high brick, the stonework presses inwards and slides aside revealing a narrow downwards sloping corridor.



The cluttered desk is piled high with half-finished manifestos, errant thoughts, and divine commandments. The stool creaks and is wobbly, a half spent candle is beside a small tin box containing 4 tindertwigs. A masterwork silver dagger is stabbed through a sheaf of bundled papers into the desktop. The inkwell is filled with ink made from clotted blood. Two potions of healing (1d8+3 hp) are under a hastily scribbled recipe for seasoned rat.

21. RANK LARDER

A pillar of crudely carved rock supports the arched ceiling. The floor is covered in a thick layer of damp, rancid straw. The room reeks of urine and rodent droppings. Straw stuffed iron cages swing from chains in the ceiling.

If the High Priest managed to retreat here, he casts *bleed* on the dire rats then releases them, hoping the ravenous rodents attack and detain any pursuing PCs. Afterwards then takes up a position in the shadows on the stairwell.

The rats attack from surprise either leaping from the straw or from their cages; roll Intelligence Checks vs. the rats' d20 + 5 to avoid surprise.

DIRE RAT (2)

Str 8 (-1) **Dex** 14 (+2) **Con** 15 (+2) **Int** 6 (-2) **Wis** 13 (+1) **Cha** 8 (-1)
Move: 12, 6 swim, 3 climb; **Defense** 14 (+2 Dex, +1 Natural, +1 size); **Hit Dice (hp):** 1d4+2 (4 hp); **Size/Reach:** Small/1; **Proficiency Bonus:** +1; **Attacks:** +3 bite/1d4+2 plus **disease**; **Proficient Saves:** Dexterity & Constitution; **Darkvision** 30 paces; **Sharp Senses** +4 hearing and smell; **Stealthy** +2 stealth; +2 swim; **Diseased** filth fever inflicting 1d4 Str and Int and 1 Con damage unless a DC 13 Constitution save is made. The save is made every day until successful or until the host dies; **Fearful** fear fire and smoke.

The High Priest casts spells from the stairwell until he's down to a few hp at which point he flees down the steps cackling maniacally.

FURTHER ADVENTURES

Clearing the last room of the dungeon doesn't have to be the end. Even though only one level of the dungeon is presented, the GM is encouraged to design and populate additional levels.

- The goblin tunnel in **Area 5** can be explored, potentially leading to a goblin lair or a mine. Or both.
- The southern passage in **Area 16** connects to a larger dungeonscape inhabited by a hungry she-troll. The troll is far too large to traverse the narrow tunnel but her ever-hungry brood may investigate.
- The passages branching off **Areas 18 and 19** are ripe for exploration into the Darkreaches.
- Dungeons don't remain empty for long. The eradication of the Tha'kisk cult will embolden other monsters to fill the vacuum.
- While exploring the High Priest's chambers, the PCs discover a note written by one of the original cultists. The erratic and hurried scrawl describes where the bulk of the temple's valuables were hidden somewhere on the 2nd level by way of the stairs from **Area 21**.
- If the High Priest manages to escape, he returns to the surface, and establishes a new cult within a nearby settlement or city such as Barrowgate.



THE SUNSTARVED SHRINE

Written by Joseph Wolf

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APPENDIX: DEITIES

THA'KISK (Demi-god) - The Serpent Lord, The Golden-Scaled Tyrant, The Razorscaled

Symbol: A trident thrust into a blazing sun with seven rays

Alignment: Evil

Portfolio: Reptiles, hunger, death, rebirth, sun,

Worshippers: Lizardfolk, troglodytes, dragonthralls, shamans, mad cultists

Favored Weapon: Flanged Mace or Trident

DESCRIPTION

Tha'kisk is the voracious, primeval predator from the jungled southlands. He is a cold-hearted conquerer, one who devours all before him. He is an uncaring incarnation of natural selection and savagery.

Tha'Kisk takes the form of a brawny, horn backed and headed lizardman standing at least 11 feet tall. He covered in thick overlapping scales, his back like an anklyosaur, his mouth like a tyrannosaur. An enormous knobby tail is covered in seven spikes is held over his shoulder. Tha'Kisk wears the three horned skull of Th'Rag-gul, the wargoddess of the thunderlizards as a helm.

DOGMA

Live to conquer and consume all before you. The strong feed and the weak cower and serve. Survival is only owed to those willing to do anything and everything they must. Priests of Tha'Kisk are very territorial and opportunistic, willing to exploit any foe's weakness to their advantage.

Tha'Kisk cults ritually feast on the flesh and organs of those they conquer. Cults are always served by packs of ferocious loyal reptiles: crocodiles, giant lizards, and dinosaurs who are kept in a ravenous state.

Solar eclipses are considered holy (the priests claiming Tha'Kisk stole the sun and only through prayer and sacrifice will it be returned). Solstices with longest years of the day are lesser holy days.

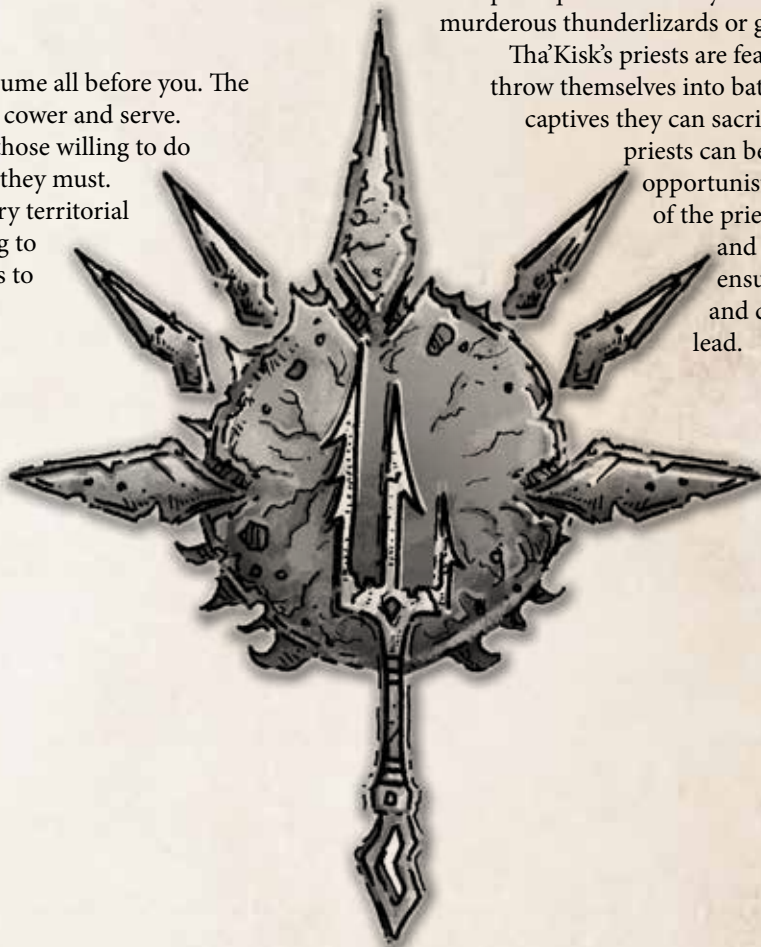
Some cults put captives in pits to fight reptilian horrors. Cultists looking to prove their worth are expected to slay their foe and eat their heart to gain their powers. Particularly cruel cults will allow captives to escape but watch on as they flee across rivers and swamps filled with hungry holy reptiles.

CLERICS & TEMPLES

Tha'Kisk's temples range from simple shrines in deep dismal swamps to stone temples in crumbling cities of black basalt. In lizardfolk settlements, shrines are constructed on floating mats to prevent the grisly idols and gore-covered altars from sinking into the muck.

During wartime, Tha'Kisk cultists construct floating totems atop war rafts which are poled into battle. Others build palanquins carried by slaves or atop the backs of murderous thunderlizards or giant snapping turtles.

Tha'Kisk's priests are fearless zealots who gleefully throw themselves into battle in the hopes of taking captives they can sacrifice. Like their patron, the priests can be treacherous and opportunistic. Rising within the ranks of the priesthood requires cunning and decisive action. This ensures only the most brutal and cunning members are fit to lead.



Dwarf Cleric Level 1

Culture & Upbringing: Urban, Commoner

Trade: Smelter

Ability	Scores	Save	Save Mods
Strength	14 (+2)	+2	+ 2 Magic
Dexterity	10 (+0)	+0	+2 Poison
Constitution	13 (+1)	+2*	
Intelligence	8 (-1)	-1	
Wisdom	16 (+3)	+4*	
Charisma	11 (+0)	+0	

Movement: 6

Defense:	17
Surprised	15
Shieldless	15
Touch	10

Max Hit Points: 9

Recovery Dice: 1d8

Folk Features: *Magic Resistant +2; Poison Resistant +2; Darkvision* 60 ft; *Doughty* no Movement reduction until heavily encumbered; *Grudgesworn* +1 to hit orcs and goblinkind; *Giant Fighter* +4 Def vs. giantkind

Class Features: *Spellcasting; Turn Undead; Healing Hands Cure Wounds* always prepared.



Armor & Shield	+Def	Bulk
Medium	+5	-2
Medium Shield	+2	-2

Weapons	Initiative (1-h/2-h)	Attack Bonus	Damage (1-h/2-h)
Warhammer	1d8/1d10 B	+3	1d8+2/1d10+2
Battleaxe	1d8/1d10 S	+3	1d8+2/1d10+2
Flail	1d8/1d10 P	+3	1d8+2/1d10+2

Other Gear

Backpack, Bedroll, Waterskin, Explorer's Outfit
Coil Hemp Rope (60 feet), Reliquary

Spellcasting Ability: Wisdom

Spellcasting Attack Bonus: +4

Spellcasting Saving Throw DC: 14

Blessings Known: 3: *Guidance, Sacred Flame, Spare the Dying.*

Spells Prepared: 4

Spells: 1st - 2: *Bane, Cure Wounds*, Shield of Faith*

Elf Wizard Level 1

Culture & Upbringing: Urban, Freeman

Trade: Cartographer

Ability	Scores	Save	Save Mods
Strength	8 (-1)	-1	+1 Charm, Enchantment
Dexterity	14 (+2)	+2	
Constitution	13 (+1)	+1	
Intelligence	16 (+3)	+4*	
Wisdom	12 (+1)	+1	
Charisma	11 (+0)	+1*	

Movement: 12

Defense:	12
Surprised	10
Shieldless	12
Touch	12

Max Hit Points: 5

Recovery Dice: 1d4

Folk Features: *Elfsight* +2 sight checks; *Feykin* +2 saves vs. charm and enchantments, *spell resistance* 20 + level vs. sleep spells and effects; *Unspoiled* immune to ghoul paralysis; *Low Light Vision*; *Trance* meditate for 1 hour per day, 8 hours once per week.

Class Features: *Spellcasting; Spellbook; Wizardstaff*



Weapons	Initiative (1-h/2-h)	Attack Bonus	Damage (1-h/2-h)
Staff	NA/1d10	+3	NA/1d6+2
Dagger	1d12/NA	+3	1d4+2/NA

Other Gear

Backpack, Bedroll, Lantern, Flask of Oil, Scrollcase
Water Bottle, Explorer's Outfit, Spellbook, Cartographer's Kit
2 Quills

Spellcasting Ability: Intelligence

Spellcasting Attack Bonus: +4

Spellcasting Saving Throw DC: 14

Cantrips Known: 3: *Bladestrike, Firebolt, Prestidigitation*

Human Fighter Level 1

Culture & Upbringing: Savage, Orphan

Trade: Hunter

Ability	Scores	Saves
Strength	18 (+4)	+5*
Dexterity	12 (+1)	+2*
Constitution	14 (+2)	+3*
Intelligence	8 (-1)	-1
Wisdom	11 (+0)	+0
Charisma	10 (+0)	+0

Movement Rate 12

Defense:	17
Surprised	15
Shieldless	16
Touch	11

Max Hit Points: 12
Recovery Dice: 1d10



Armor & Shield	+Def	Bulk
Medium	+5	-2
Small Shield	+1	-1

Weapons	Initiative (1-h/2-h)	Attack Bonus	Damage (1-h/2-h)
Broadsword	1d8/1d10	+6	1d8+5/d10+5 S
Shortbow	NA/1d10	+2	1d6+1 P
Dagger	1d12/NA	+5	1d4+4 P

Other Gear	
Backpack	Coin Purse with 64 gp
Bedroll	3 Torches
Explorer's Outfit	Quiver 20 arrows
Cold Weather Outfit	Whetstone
Blanket	Flint & Steel
Waterskin	Coil of Hemp Rope

Folk Features: *Versatile* reroll one attack roll, ability check, or saving throw between long rests

Class Features: Cleave bonus attack after reducing foe to 0 hp,

Weapon Focus: Broadsword +1 to hit +1 dmg

Halfling Rogue Level 1

Culture & Upbringing: Rural, Freeman

Trade: Cobbler and Brewer

Ability	Scores	Save	Save Mods
Strength	9 (-1)	+0	+1 All saves
Dexterity	16 (+3)	+5	+2 Fear saves
Constitution	14 (+2)	+3	
Intelligence	14 (+2)	+3	
Wisdom	10 (+0)	+1	
Charisma	14 (+2)	+4	

Movement 9

Defense:	16
Surprised	13
Shieldless	13
Touch	13

Max Hit Points: 8
Recovery Dice: 1d6



Armor & Shield	+Def	Bulk
Light Armor	+3	-1

Weapons	Initiative (1-h/2-h)	Attack Bonus	Damage (1-h/2-h)
Shortsword	1d8/1d10	+4	1d6+3/1d8+3
Sling	1d8/NA	+4	1d4+3/NA
Dagger	1d10/NA	+4	1d4+3/NA

Other Gear	
Backpack	Bottle of Ink
Bedroll	Parchment
Waterskin	Quill
Explorer's Outfit	Personal Journal
Scroll Organizer	Ball of Twine
Calligrapher's Kit	Lantern
	Flask of Oil

Folk Features: *Smallfry*, small sized, +1 Defense, reduced Load; *Deadeye* +1 to hit slings, staffslings, and thrown; *Lucky* +1 to all saves; *Sneaky* +2 to all stealth checks; *Sharp Eared* +2 to hearing checks; *Plucky* +2 fear saves; *Peckish* consume provisions as medium at least

Class Features: Thieves Cant; Sneak Attack +1d6





SUNSTARVED SHRINE

1 SQUARE—5 FEET