



presents

ISLE OF THE Tyrant Lizard King

Three powerful forces wrestle for control of an island shrouded in mist, magic and mystery. The latter will lead to a heart-stopping question that only you can answer.

WRITTEN BY NEIL AND NOAH PASCALE

5e

A unique module for
Dungeons & Dragons' 5th edition

SPECIAL NOTE TO READERS – PLEASE READ!

“Isle of the Tyrant Lizard King” is written for the clients of Heroes B&B to enjoy as part of their ultimate gaming experience with us. Heroes B&B is a Twin Cities-based company that caters to gaming groups in Minnesota, Wisconsin and Iowa who wish to heighten their RPG 5th Edition gaming experience. If you’re planning on spending a weekend playing with us as part of our B&B package that includes 15 hours of gaming or would prefer a day-long game, then **STOP right here!** We don’t want to spoil your fun by giving away all the plot twists in “Isle of the Tyrant Lizard King.”

If that’s not the case, then enjoy this sandbox-style adventure module that provides equal doses of RP and combat, not to mention some unique gaming moments.

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For monsters, we’ve either created them from common creature templates or made recommendations on which ones to use from our favorite 5e publisher, Kobold Press.

All images/visuals were used from Creative Commons sites; we would like to thank these generous and talented artists for their work!

Last, a heartfelt thank you to the many supporters of Heroes B&B who encourage us to turn our weekday nights into D&D scheming time in hopes we can make their future adventures with their friends and family all that more thrilling. Many, many thanks!



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ABOUT THE ADVENTURE

The Isle of the Tyrant Lizard King has been isolated from civilization for as long as can be remembered. Once, a demon, Lord Mechuiti, built a city there and claimed rulership over the Isle. The demon's worshipers resided in the city until the jungle and its natural, destructive abilities slowly regained possession of it, eventually turning the city's stone walls to dust.

As nature regained its hold, the island became a sanctuary for natural beings, including creatures of such incredible size and power that no one dared visit the Isle of the Tyrant Lizard King.

So it has remained, for centuries.

But the Demon Lord has not given up. Months ago Lord Mechuiti sent his most trusted follower, Kraith, to rebuild his city. Upon Kraith's arrival, he found more than just behemoth dinosaurs but secret protectors of these creatures: the Fey. Kraith spent weeks studying these magical creatures. Days ago, he and his murderous band struck, attacking and killing dozens of them. What remains of the Fey have gone in hiding.

Now Kraith will unleash his and his Lord Demon's terror on whatever else walks upon the isle.

After all, the Lord Mechuiti will not wait. The Isle of The Tyrant Lizard - and all it contains - will be his!

ADVENTURE OVERVIEW:

Here are special notes on the module:

- It is intended to take at least 15 hours to complete;
- It has been written to accommodate all players levels in 5th edition Dungeons and Dragons; GMs will need to change creatures and conditions depending on player levels;
- We have provided monster recommendations as well as where to find these monsters' stat blocks in different 5e publications;
- Locations are loosely described in most parts of this module as Heroes B&B gamers play 5th edition adventures in a unique gameplay environment that features high-detailed maps, multiple monitors and a sound system.

From the journal of Samad the wandering bard, on the Isle



"The air smells of our blood for the mosquitoes are worse than the wretched humidity that clings to us. And the ground! It's so spongy we do more falling than walking. Yet there is beauty here: creatures as tall as the buildings in the glorious city of Kasai. Some are peaceful, grazing on plants and minding their own business. Others are efficient killing machines, patiently stalking us through vine-choked jungles. And there is something else here - a darkness that permeates; a persistent shadowy menace that lingers, waiting."

ADVENTURE BACKGROUND & HISTORY

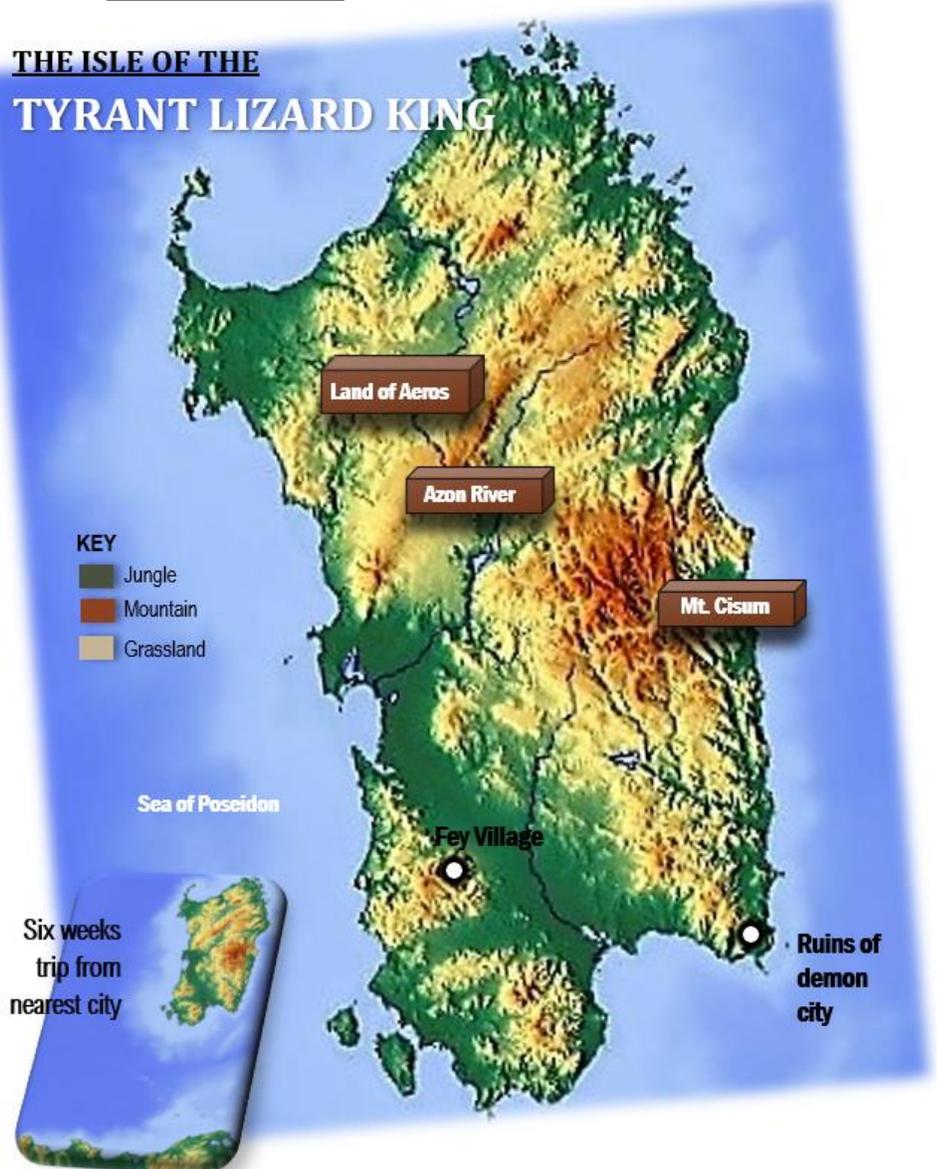
The Isle of the Tyrant Lizard King is a remote ocean island, weeks away from civilization and even farther away from major cities. It is largely continuous, sprawling jungles, snaking rivers and a single, vast mountain range.

Centuries ago, the Isle became the solution to a god's problem. The God Dolos had three loud, quarreling daughters, all of whom constantly sought his favor, not to mention his power. To rid himself of their squabbling ways, the god devised a plan that would take the troublesome trio well away from his once quiet residence to a spot that was uninhabited: the Isle. Here, the god offered his daughters a prize of such beauty and magical power that he knew they could not resist. To win the prize, the daughters had to remain on the Isle, turn themselves into an elemental power and then gain control of the entire island using their newfound power, all the while battling their sisters, who would be granted the same opportunity but with different elemental powers. All three daughters jumped at the chance to win their father's favor and the illustrious prize. One sister choose to have the elemental power of stone, a second one opted for the power of air and a third one picked the power of the tree.

The battle of the three sisters has lasted for more than eight centuries and still there is no one close to winning. This was expected by the god who knew the only chance at winning such

PLAYERS MAP:

THE ISLE OF THE TYRANT LIZARD KING



a contest was for two of the sisters to work together, something he doubted would ever happen.

The god's tantalizing prize offering, made centuries ago, did not go unnoticed and rumor of it made its way to the Demon Lord Mechuiti.

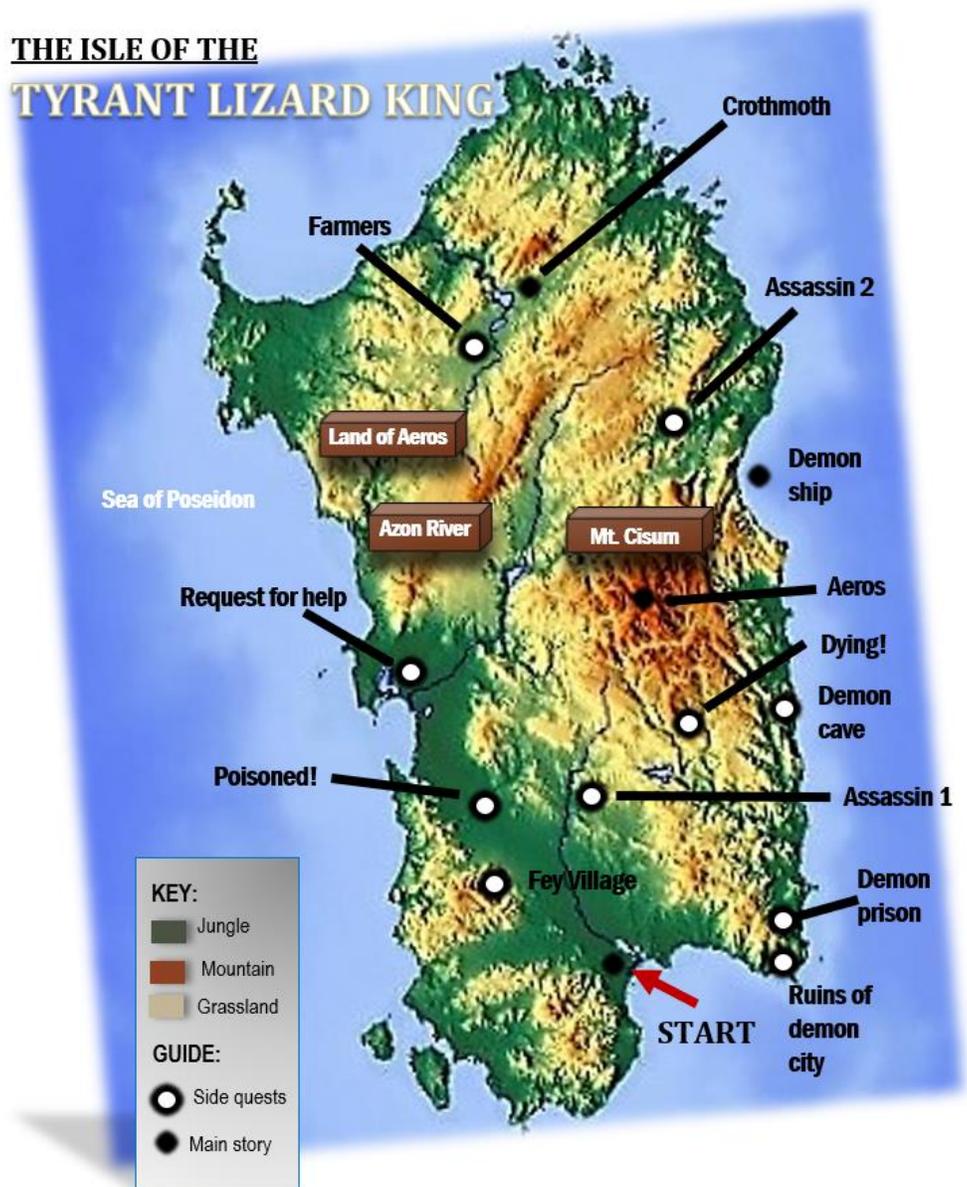
In hopes of finding this magical power promised by a god, Mechuiti created a city on the southeast edge of the Isle. This city's reign was brief, however, due to the island's jungle, which supernaturally defied any attempt at civilization. The jungle took a mere 200 years to surround and then choke off the city, reducing it to ruins.

That was when Aeros, a human druid, happened upon the Isle. The druid, a master spellcaster among his race, had spent years searching the realms for a place to allow his beloved dinosaurs to wander without interference from the evils of civilization. Here, at the Isle, he found it. In short time, Aeros created a dinosaur refuge that would be home to dozens of such species, both large and small.

Not all went as planned for Aeros' beloved creatures as they were soon beset by a myriad of life-threatening challenges, including disease and unexpected and severe mental changes. The druid could only guess this was the result of the Demon Lord's continuing, although reduced presence. To neutralize this influence, the druid recalled his teachings as a child. From these early lessons he recalled a council of differently

GAME MASTER'S MAP:

THE ISLE OF THE TYRANT LIZARD KING



aligned magical creatures, called the Fey, could rid a land of demonic influence, assuming the mercurial creatures could be made to live together. The latter, Aeros discovered, could be accomplished with a magical item. This item - a musical box he created and named **The Wind's Voice** - was placed in a deep cave near the center of the Isle, in Mt. Cisum.

There it has played for some five centuries, under the watchful eye and protection of the druid Aeros.

For the last five centuries, the Fey have checked the demonic influence, allowing Aeros' dinosaurs to thrive and the jungle to grow unchecked.

Or at least it did until recently when Mechuiti sent a powerful follower, named Kraith, to the Isle. In short time, Kraith and his skilled band of slayers killed much of the Fey Council, sent the remaining few in hiding and are now searching for the magical musical box. Once Kraith finds it, he will destroy it and every one of Aeros' creatures to again gain control of the island, allowing the Demon Lord to then hopefully claim the god's magical gift. Which is why a member of the Fey Council, a woman named Devian, lured a group of adventurers, the PCs, to the Isle. Devian promised the PCs a vast fortune and her willingness to give it all away if they could find her missing son, who vanished days ago near his home in the Fey Village.

In fact Devian has no son, nor wealth, but quite a story to tell the PCs, if they survive an initial encounter with dinosaurs and a likely fall down a 200-foot waterfall.

THE DEMON ATTACK

Unbeknownst to the Fey Council and the PCs, the demons are much closer to controlling the Isle than any dare believe. Not only did the

demons kill much of the Fey Council but they also have captured Aeros the druid.

Kraith and his followers found the druid in a cavern, deep within Mt. Cisum. There, the druid and the demons fought in a vicious encounter that shook the mountain's core. Eventually, the druid collapsed, unable to hold off Kraith and



The northern part of the Isle is home to huge, plant-eating dinosaurs that wander between the grasslands and the mighty Azon River.

his followers, which includes a female mage, both terrifying in her appearance and in her power of the dark arts.

Since then, Aeros has been kept barely alive as Kraith seeks a way to destroy the magical music box that bounds the different-aligned Fey to the Isle. Kraith knows only Aeros has the knowledge to destroy this magical creation. Thus, he is slowly trying to poison the druid's mind, to convince him to give up the secret of the box. This is how the PCs will find Aeros when they encounter him toward the of the module.

ABOUT THE ISLE

Key facts about the geography and natural conditions at the Isle of the Tyrant Lizard King:

- The island is extremely difficult to reach without a teleportation spell for its only natural harbor is located at its southeastern tip. This, however, is the site of the ruined demon city and rumors about missing ships that have docked previously at this site. Today, no sane ship captain sails to or docks at this ruined city.
- Besides the demon city's harbor, the rest of the Isle is difficult to access due to its steep seaside cliffs, most of which are hundreds of feet high and slick from the humidity and rainfall. The cliffs are mostly smooth, featureless rock, making climbing challenging and in a few spots, extremely dangerous. There are also a few caves within these seaside cliffs, including one the PCs will likely visit during a side quest.
- The soaring heat and clinging humidity rarely calm and certainly not in the summer season that the PCs venture to this place. GMs should consider exhaustion checks for heat and the impact the Isle's intermittent rainfall has on ranged weapons during encounters.
- The Isle has a number of shallow, fast-running creeks but only one large river: The Azon. This water body snakes along the middle of the island and is at least 100 feet across in all sections. Large water creatures, crocodiles included,



call this river their home. The water is mostly murky but not especially fast-moving.

- The Isle has only one mountain range of significance, Mt. Cisum. The mountain range is miles long and soars up to 20,000 feet high. There are a number of caverns that have naturally formed in this mountain. To the Fey's knowledge, only Cromoth may know of the cavern that Aeros has hidden the magical musical box.
- A large grasslands area, named after the powerful human druid Aeros, is found in the northwest part of the Isle. Here the PCs can come across a large number of dinosaur species, most of which peacefully wander the area, picking leaves from the tops of trees.
- Most of the Isle not covered in water or by a mountain side is jungle. The ground is spongy from the moisture, the air a steaming humidity machine and every stride an assault from thorn-filled vines or trip-inducing shrubs. Travel for most PCs is slowed, not to mention dangerous from what lurks within the jungle.



ADVENTURE OUTLINE:

Flee! This adventure starts with a massive chase scene where the PCs recall only slight bits of information about how they got to this island as they

immediately have to deal with danger.

Activity: RP/Combat

Introduction: PCs meet the Fey woman who tricked them into coming to the Isle. They also learn the real reason they've been asked to come here: the island's demon invasion.

Activity: RP

Go where?: This is when the module's sandbox format kicks in. The PCs can follow the main storyline, which would send them immediately north, or get involved in one of the side quests, including possibly visiting the ruined demon city and its prison or the Fey village.

Activity: RP/Combat

Side quests: As the PCs ultimately travel north, they will be stopped and possibly rerouted by different quests. Some of these could provide valuable clues of history or valuable magic items that could help them at the end of the module.

Activity: RP/Combat

To the mountain!: At some point, the PCs will be lead to the cavern in Mt. Cisum where Aeros the druid can be found. Here awaits a surprise and an encounter with Kraith and his murderous band.

Activity: RP/Combat

The conclusion: One of two possible endings: 1) The PCs could try to save Aeros and take on the Demon Lord and his followers; or 2) The PCs decide to end Aeros' life and then do a favor the druid asked of them: rid the island of the Tryant Lizard King (the tarrasque). The latter can be found in the southern half of the Isle.

Activity: RP/Combat



PCs will be challenged by elemental forces known as the Three Sisters on the Isle.



PART ONE: FLEE!

The PCs start on horseback. They and the horses were teleported to the island a few hours ago. Up to now, they have only dealt with the Isle's heat and humidity. Suddenly there are shouts of warning ("Dinosaurs! A pack of 'em!") and the PCs should respond by galloping away, as fast as possible, while dealing with the jungle obstacles around them. Behind, some 120 feet away, is a pack of deinonychus (medium-sized dinosaurs). As the PCs' horses gather speed, some of the party members take glances back and see a half dozen deinonychus speeding toward them. Then more shouts of warning - a separate group of these predators, as numerous as the first group, also has been spotted. Now, at least 12 of these creatures sprint toward the PCs, running at a faster pace than the PCs' horses can match.

GM Notes

* When the adventure begins, the PCs are on horses. There is no decision for them to make other than to gallop forward for extreme danger pushes them forward.

* Provide the PCs a tease to where they are (on an island), how they got here (teleport) and how long they have been here (a couple of hours). Make these quick thoughts, otherwise the PCs are mentally and physically fully engaged in fleeing.

* Describe the chasing deinonychus, particularly their speed and their claws. Also describe the fact that the PCs' horses have been slowed by the jungles' terrain.

* The deinonychus, in this part, advance as quickly as possible toward the group of PCs and

their horses. There are two packs of these creatures; each pack has 6 creatures. These packs, however, are not trying to hunt down the PCs. Rather they're trying to outrun a yet unseen predator behind them – a Tarrasque.

* For each chase round, two events happen. One is controlled by the PC as they deal with an environmental and/or creature challenge. Secondly, the GM rolls to find out if the PCs encounter a complication in that area. Remember, all PCs and creatures will be sprinting forward, meaning the jungle environment will be changing each round of the chase scene.

Conditions

- **The jungle** has a number of shallow puddles from recent rains, slowing the horses. (Horses' speed is reduced to 40 feet per round; dinos' speed is 60 feet.)
- **Thick plant growth** all around. Fallen logs hinder movement under foot. Vines are overhead, some reaching across different trees and others spreading all the way to the ground.
- **Vines:** Generally two types of vines, 50 percent of encountering either one. One variety is as thick as hemp rope and sticky to the touch. It clings to anything it touches. (DC 10 Dex to keep from being grappled). A second variety is thinner and thorny (1d6 piercing damage).

- **Time/weather:** It is early afternoon and there is a sprinkle of rain. The sun, however, is barely piercing the canopy. Dim light. Humidity is horrid here - clothing and armor clings to the skin. GMs could consider the extreme dampness affecting combat.
- **Sounds:** Mosquito buzzing; soft pitter-patter of rain drops; dinosaur roars and foreign sounds from the jungle;
- **Smells:** Sweat from the PCs' bodies; decaying plants from the jungle.

Chase Scene Complications

Have a PC roll a d6 on each round. A roll of 4-6 activates a complication. Otherwise nothing happens that round. If there is a complication, roll a second d6 and read the outcome below.

Chase complication table:

1 – Each of the PCs ride through an area that has curtains of thorny vines. Dex save. DC12 and under and PCs take damage based on tier level. (Tier 1 – 1d6+1; Tier 2 – 2d6+2, etc.)

2 – Each PC must avoid a recently killed Titanosaurs, a massive plant-eating creature, that is sprawled across the ground. Roll an Animal Handling check. DC10 and above and the PC's horse avoids the corpse, otherwise the horses' hooves hit the beast, causing blood to splatter on the PC. The PC will then be attacked by mosquito swarms for 1d4 rounds.

3 – Perception checks for two of the PCs. Checks of 15 and over will spot the following and not be affected. Otherwise, the two PCs' horses accidentally hit an ancient hunting trap, originally designed to capture a dinosaur. There is a 50 percent chance the trap won't spring. If it springs, it does 3d6 damage to the PC and slightly injures the horse.

Chase: Round 1

* PCs encounter an enormous mud puddle in their pathway. They can try to jump it or use 10 feet of movement to get around it, allowing the dinosaurs to get closer. To jump it, have the PC make a Dex check. (Check should be based off tier.) On a failed save, their horse winds up in the mud puddle and is slowed temporarily,

4 – A Quetzalcoatlus descends from a nearby tree, diving toward the jungle floor and attacking a PC (consider reducing damage for lower tiers). The creature will attack once and return to a nesting spot in the trees.

5 – A flock of microraptors suddenly fly out from nearby brush, spooking the horses, which rear up. Strength save DC10 to stay on horse. If the rider falls, swarm microraptors will fly back and attack for 1d4 rounds. (Use stats from swarm of bats)

6 – A group of velociraptors spring from a thicket of tall grass and try to jump on the horse. If they manage to do so, they'll start attacking the PC. The velociraptors will only continue to attack for as long as there is more than one of them on a horse. (They have pack tactics for combat.)

Monster recommendation: Quetzalcoatlus, *Volo's Guide*, pg. 140; Swarm of Insects, *Monster Manual*, pg. 338; Swarm of Bats, *Monster Manual*, pg. 337; Velociraptor, *Volo's Guide*, pg. 140

losing 15 feet. If the check is 5 or below, the PC falls off the horse and lands in the puddle.

* GM rolls on complications table.

* Whatever happens with PCs, the deinonychus gain on them. They are 80 feet back at end of first chase round.

Chase: Round 2

* PCs encounter a blue mist that hovers across this section of the jungle. The mist covers the ground and up to 12 feet above it. If the PCs ride through the mist on their horses, they don't slow down. However, they do need to make a Con save (DC13) to avoid getting Mad Monkey Fever. (Players who fail on the save will be affected by the Confusion spell for 1d4 rounds.) PCs can try to avoid the blue mist, but it will slow them down, by 15 feet. They would then keep going toward the rest of the party after moving away from the blue mist. Separately, they could try a difficult maneuver

Chase: Round 3

* The jungle terrain changes, as the sounds of a stream begin to be heard up ahead. The PCs' horses must veer away from the stream to maintain their speed. As they veer away, the firm ground around them narrows between huge trees that stretch skyward. Here they enter a tunnel-like tree canopy that emerges into a small clearing. The clearing has two large trees, with one 80-foot-long snake, a Titanoboa, stretched across both trees at head-height to the horse-riding PCs. The PCs have time to do a Nature check. If they recall what the boa is (DC 15), they realize they must not only duck underneath the boa's body but also **not** look at its scales. Otherwise, if the PCs look at the scales, they could be stunned (see Tome

Chase: Round 4

* Beyond the clearing, the stream widens and the terrain changes. To one side, the PCs see the thick jungle continue. On the opposite side, the ground flattens beside the widening stream and even the plant growth seems minimal. Only bunches of mushrooms skirt the stream bed, providing a perfect place to gain more speed for the PCs' horses.

to get above the blue mist. The thick, hemp rope-like vines are spread across this area, overhead. The PCs could try to stand on their running horses (Dex DC15), jump and grab a vine (Dex DC 10), swing across and over the blue mist and then release the vine and land back on their horse. (Dex DC15)

* GM rolls on complications table.

* At the end of this round, the deinonychus are 40 feet back. They continue to come straight toward the PCs as their speed easily outpaces the horses.

of Beasts stat block for save DC). The PCs could close their eyes and duck underneath the boa with a DC10 save. If they fail the save by 5, they fall off their horse.

* GM rolls on complications table.

* At the end of the round, the deinonychus have caught up to the PCs but suddenly veer away from them and continue to run past. About the same time, the players notice the ground began to shake, something only a massive dinosaur could cause. Nothing however is seen through the thick jungle canopy overhead. Yet.

Monster recommendation: Titanoboa, Tome of Beasts, pg. 382

* If the PCs go toward the stream and their horses near the mushrooms, a PC with a Passive Perception of 12 sees a tiny sign attached to one of the mushrooms that says, "Global warming isn't real." All of this happens just moments before their horses race forward and obliterate several mushrooms. These are actually pixie homes, causing pixies to fly out of their homes and cast spells at the evil, fleeing

creatures. PC horses must do a Wisdom saving throw (DC 15). If they fail, they are polymorphed into frogs.

* Another 50 feet beyond the Pixie mushrooms is a waterfall, which falls some 200 feet to the sea. This is the only way to avoid the Tarrasque, something that should be apparent to the PCs.

Waterfall

* The stream the PCs have been following ends in a waterfall. As the PCs near the cliff, the Tarrasque gains on them. They have but two options: fight the tarrasque or jump off the cliff, falling nearly 100 feet to the sea below.

* If the PCs jump, they will descend quickly until the final 60 feet when they will begin a slow-fall, as an unseen NPC has cast Feather Fall on them (but not their horses). The PCs will end the scene floating down to the ground, some 10 feet above sea level, on a grassy bank. Standing nearby will be Devian, a Fey woman who looks much like the woman that hired the PCs. Devian had used a

The truth

The Fey woman Devian will reveal the following information to the PCs about why she tricked them into coming to the island:

-the history of the island, including how Aeros decades ago made the Isle a refuge for his beloved dinosaurs and in doing so, has worked to diminish the demonic influence that

* No rolling this time on the complications table.

* Role-play upset Pixie farmers, shaking their fists at the PCs and yelling at them with Southern accents.

* The PCs see the massive predator gaining on them – it's a Tarrasque! It ends the round 40 feet away.



spell to disguise herself when she first encountered the PCs.

Monster recommendation: Tarrasque, Monster Manual, pg. 286

threatened the wildlife here by creating a council of Fey;

-the current threat to the Fey Council. Many of the council have been killed in recent weeks, sending those that survived into hiding. They believe this is due to the re-emergence of

demons. They do not have proof of this but history supports their reasoning.

-information about Aeros the druid, who has created a magical box to keep the different-aligned Fey bound to this island.

-Give them their quest: Find Aeros and discover what must be done to eliminate the threat that is killing members of the Fey Council. Otherwise the council will be terminated and any hope of stopping the spread of the demonic influence will cease. To find Aeros, they must first speak with Crothmoth the Fey, who knows the most about the reclusive druid. The PCs are given

information about the last known whereabouts of Crothmoth, which may or may not help the PCs. (GMs: Devian knows Crothmoth can be found in the northern part of the Isle but not exactly where as he does move around. See Pixie Farmers side quests for more info)

-Two potential side quests: 1) They may consider getting a guide for the Isle, for the jungle is treacherous. A Far Darrig in the Fey Village is the best scout on the Isle, but happens to be a prisoner at the moment; 2) Venture east to the Demon City ruins and prison and seek clues of the demons' resurgence there.

MEET THE NPCS

Devian

Devian is a member of the Isle's Council of Fey, a mix of good and evil-aligned Fey that work to diminish the demonic influence on the Isle and maintain the island's natural order.

Devian was born into the nobility of the Feywild. At an early age, she unknowingly walked in to a scene where her father was accepting a bribe from a crime lord. She promptly fled the scene, running to her mother to express her concerns.

Her mother dismissed these concerns. Devian could not. A couple years later, she witnessed almost the exact same event happen. This time



she went to the Fey authorities and then fled her house. Her father, being a powerful Fey, had the matter quickly resolved although rumors persisted. Word of this family betrayal spread around the Fey world and happened to catch the attention of a powerful human druid,

Aeros. He eventually found Devian and offered her a way out of the Feywild with his protection. In turn, the fey child Devian promised to protect the Isle and Aeros' dinosaurs.

Aeros

Aeros is a master human caster who is part of a faction of powerful druids called the Oak Order. Aeros brought the dinosaurs to the Isle long ago

for he saw it as a perfect place for the creatures to live without the interference of civilization. Aeros has made this goal of introducing the

dinosaurs and ensuring their prosperity his life's work. He is now past middle-age and his thick beard and busy eyebrows show the first hint of gray.

Aeros and his long, green robe of sparkling leaf prints is rarely seen on the Isle for he keeps

watch over a magical item he created. This item is kept deep within the Isle's mountain.

The PCs will have little interaction with the blond, blue-eyed man, save for an impossibly difficult question he will ask of them.

Crothmoth

Crothmoth, a male Fey, is unique for his interests are far different from others of his race.

Crothmoth was born as heir to one of the most powerful families in the Feywild, the Thornwall Empire. But he never showed interest in the empire or the power it held. This angered his father, who had given his newborn son multiple, powerful Fey blessings. In time, the young Crothmoth could manipulate fire and even control time on a limited basis.



These powers, however, held little interest for Crothmoth. In fact, they bored him. Which is why one day he used one of his abilities to escape the Feywild and travel to the Material Plane. There he was instantly entranced by the night sky. He never went back to the powerful Thornwall Empire nor even back to the Feywild.

Instead he has dedicated his life to learning about the cosmos. He even moved to a secluded island where there was little to no light pollution.

Kraith

Kraith was born in a small village deep within a forest. There he learned to be a hunter, how to stalk prey and use his longbow in an efficient, deadly fashion. In short time, he became the area's most accomplished hunter. During this time, he began to worship Apollo, god of the sun and light. He even found his soul mate and married her, swearing an eternal oath to Apollo that they would love each other forever. One night, this life was taken away from him in a matter of minutes.



As Kraith was out hunting, he heard screams coming from the village. He sprinted back but arrived too late: the village and the people he had loved were burned. To ashes. "Your community was weak," Kraith heard a deep and powerful voice from behind him. "Join me and you will never be weak again."

The simplicity of this statement stunned Kraith. After a couple seconds, he turned to see the creature who had destroyed everything he had come to love.

There stood a 20-foot tall, green-skinned ape, who looked stronger and more menacing than any being Kraith had ever seen before. Kraith had heard of this massive ape. Standing before him was Mechuiti the Demon Lord. Kraith attacked the huge creature, but did little damage. In short work, the hunter was dispatched, and fell unconscious. The Demon Lord saw potential in him, however. So Kraith was kept alive and held in captivity.

There the human's feelings toward the demon slowly transformed from hatred to respect, for the previous god he had worshipped could not protect him from the world's dangers. The Demon Lord could. So Kraith pledged to join the Demon Lord's forces and start practicing dark magic that only Mechuiti could teach him.



Rilyin

Rilyin is Kraith's female bodyguard and rarely leaves his side. She was born into a mercenary family where her mother taught her evocation magic, a magic for damaging creatures with elemental power. She excelled at it.

She later entered the local military, rising rapidly through its ranks. Kraith heard of her rapid rise and teleported to her personal chambers one night. Rilyin, thinking Kraith was an assassin, attacked him. Kraith dominated the battle and with a final blow, knocked her unconscious. When she awoke, Kraith offered a job as his bodyguard, a position that would pay three times her current post. She accepted without hesitation.

Schihwioa

Schihwioa (pronounced "She-he-who-a"), a Far Darrig, was born in a village in the Feywild. There his father owned a tavern known for its savory food. As Schihwioa grew up, he and his four brothers competed against each other to one day own the tavern. Schihwioa was certain his dad would pick him. Sadly Schihwioa, the youngest of the brothers, was

never adept at cooking and was actually quite bad at it. When he wasn't picked to own the tavern, he was devastated, fleeing his Feywild home to come to the Material Plane. He is now the Isle's best - and most bitter - guide who is still trying to convince others of his knack for cooking.

Tearaney

Tearaney (pronounced "Tear-a-nee") is an angel from the Plane of Positivity. He and six other angels were sent to purify the Demon City created for Mechuiti. Mechuiti had the angels captured and put them in a magically protected prison. Mechuiti told the angels they would be

freed if they joined him and his forces. At first each angel declined this offer. But over time each of these angels, except for Tearaney, took Mechuiti's deal. Now Tearaney sits rotting in Mechuiti's jail, knowing he will never take the Demon Lord's deal and likely die here.

MAIN STORYLINE & SIDE QUESTS

Demon prison

Not far from the ruins of the Demon City is the only demon-created building still standing on the Isle – a prison. The sprawling facility sits at the edge of the coast, with a stone bridge leading to a doorway. If the PCs approach the structure at night, they'll hear the cries and moans of a man from at least a half mile away.

The Celestial, named Tearaney (see NPCs for more info), is an angel and the final member of a group who once descended to the Isle in hopes of purifying the Demon City. Their efforts were eventually discovered and they were promptly imprisoned. Even after the Demon City fell in ruins, the angels remained in shackles. Their guards, too, remained as the Demon Lord patiently sought the angels' allegiance. Initially, every angel refused the Demon Lord's advances, sustaining countless nights of physical and menture torture. The angels remained defiant for hundreds of years. Finally, one gave in to the demonic influence. And then another. And another. Soon, all but

Fey Village

This village, located in the southwest portion of the island, will be the only place on the Isle the PCs can find resources, including rations, limited armor and weapons, supplies and even healing potions. Selling these items are a number of



one had.

The last angel not to swear allegiance to the Demonic Lord, Tearaney, is put to the test each night, as soon as the last rays of sunlight vanish from the sky.

As the PCs enter the prison, they will have to deal with these fallen angels plus an assortment of traps the Demon Lord's guards created to protect themselves from the encroaching jungle and its dangers. If the PCs can evade these considerable traps and manage to free the last angel from his captors, they will receive a boon. (Consider a one-time hit point boon of +10 and/or resistance to one type of elemental damage.

small merchant shops owned by the Fey, who will treat the PCs respectfully, knowing they're working for a member of their council, Devian. The Fey, however, will have no solid information about the demons – other than

knowing the location of the ruins and the prison - but are likely to have stories and rumors about the Isle itself.

If Devian failed to mention the Far Darrig guide, there will be plenty of village gossip about him as he was recently imprisoned by a high-ranking royal member of the village after an annual festival.

The Far Darrig, for unknown reasons, knocked out the royal Fey's cooking staff on the morning of the festival and proceeded to cook a feast for the royal party. The food tasted so terrible that most royalty couldn't finish the first course and those that did felt faint afterward.

There is confusion among the Fey about why the Far Darrig would do this as he is easily the

most accomplished guide on the island but also one of the strange and bitter creatures here.

The Far Darrig, named Schihiwhoa (see NPC area), has been chained up in a stable immediately outside a Fey royal's house ever since the festival disaster. A guard watches over him.

GM note: The players can try to free the Far Darrig in one of two ways: 1) Talk to the royal Fey who imprisoned him, Prince Zephyr Frostyfleck. If treated properly by the PCs – including bows and respectful greetings by all – the Prince will gladly let the “no-good Far Darrig” free if the PCs pay the 100 gold cost that the Prince paid for the ruined feast; or 2) Try to free the Far Darrig by either knocking out or tricking the Fey guard who watches over him.

Dying!

Freesia Frostywood, a fairie, anxiously flits around a wood. She will be easy to spot by the PCs, as she is desperately seeking help. Once spotted, she'll hail the PCs and ask them to follow her. She will lead them to a bird's nest, tucked safely inside a tree. By looking inside the nest, they'll see Freesia hovering over her lifelong friend, Flix. This is a Finch, which lies still within the nest. Freesia will tell the PCs her best friend, the Finch, somehow ingested poison that has paralyzed him. Freesia strongly believes this poison came from a demon's touch. The only way to save Flix, Freesia will tell the PCs, is to hunt down and slay the demon that did this. Freesia promises to lead the PCs to an area that has recently been overrun by demons – a cave on the eastern coast of the island. This is the first part of a two-part side quest that follows with Demon Cave. Freesia has no



magical or monetary reward to give the PCs but should they free her friend of its condition, she will give the PCs knowledge about the Isle's fauna. (Giving them +5 to Nature checks, including possibly finding flowers that provide healing properties to humanoids and information on tiny, colorful frogs that have poison on their skin and could potentially be used on arrowheads, sword tips, etc. The information would provide not only where to find these useful items but how to properly handle and use them.)

Demon Cave (2nd part of Dying!)

This cave, at the base of a sheer seaside wall, is where demons who have attacked the Fey Council or dinosaurs go to lay low as a home base.

As the PCs approach the cave's opening, they'll see corpses that have been mutilated horribly. Written on many of the bodies in blood are warning signs in Abyssal. As the PCs near the cave entrance, one of the corpses animates and starts speaking in a cold, dead voice, "Creatures tortured in the depths of Hell dwell here! Please ... come in!"

Assassin

(GMs: Please note that we've placed two possible locations for the PCs to encounter this assassin – in the southern and northeast parts of the island. The northeast encounter should only happen if the PCs do not deal with the assassin earlier on in the module.)

Shamir, a Teifling assassin, is disguised as a human hunter.

As the PCs come upon him, he has just dominated a predatory dinosaur using a scroll he was given by Kraith, the Lord Demon's follower. (He has a second such scroll still in his possession should the PCs best him.) For the PCs, Shamir will name himself "Ekus" (pronounced Eck-ee-us) and try to befriend them. He will say he has been hired by a wealthy lizardfolk tribe that dwell on the

The animated body then crashes to the ground. This enchantment resets every time someone enters the cave as it's there to alert the demons of intruders as well as intimidate intruders. The cave is somewhat large and mostly empty. The PCs will hear muffled screaming coming from within the cave. This is the demons' approach at setting up an ambush against the intruders. The muffled screams are just an illusion created by minor illusion to get the PCs rushing in. Within the cave is an arrangement of different demons, depending on tier level.



mainland who paid him to collect several baby Spinosaurus, especially their eggs. The latter are prized by lizardfolk. (This is indeed true). Ekus also will relate he has seen demons in the mountains - another truth - and provide information about what they looked like. In return, Ekus will ask the PCs about the different dinosaurs they have seen throughout the island and eventually ask about a "rumor" of Fey on the Isle as well. Have they seen any? Do they really exist? Where would he find them if he was curious enough to encounter one?

If discovered, Shamir will fight to the death. In doing so, he will use the controlled dinosaur to attack the PCs. If not discovered, Shamir will make an excuse to leave and then track the PCs for two days. At night, he will try to lure one PC

out of camp in hopes of ambushing them and then taking them prisoner. He would then force them to give up the information on where to find Devian and the other Fey council.

Request for help

The GM should foreshadow this event in the IC hours leading up to it as the PCs will hear loud mating calls of a frog-like creature called Bukavacs. Ask the PCs to make Nature checks for them to identify these loud bellowing noises. Unless they have a background that could know about these beasts, the check should be fairly difficult to make.

As the PCs venture north on the Isle, they will be approached by a young fairie princess. The fairie will introduce herself as a member of the royal family of a nearby, large settlement that has much to offer travelers. However, she will only offer to host the PCs in her magical world if they are able to help with a distressing situation. Bukavacs – “those nasty, bellowing creatures you hear,” the princess will say – have overtaken their nearby lake and are about to mate. The fairie princess believes if the Bukavacs are allowed to lay eggs, in time their hatchlings will decimate the area, eating everything and everybody, including her friends and family.

The fairie will try to charm (with words, not a spell) the PCs to slay the dangerous Bukavacs. As she does this, she’ll confess to have little to give as a reward, in fact nothing but fresh flowers picked this morning from her garden. (These flowers should be downplayed by the princess but they do provide magical healing



powers the PCs would only learn about should they complete the quest). If the PCs decide not to help the princess, she will turn instantaneously furious and call them “no-good, noisy outsiders” and fly off in a huff.

Assuming the PCs continue forward, the princess fairie will re-appear before them an hour later, apologize for her rude behavior and then get around to asking them one more time to slay the Bukavacs. If they again decline, the princess will smile in an evil fashion, retrieve a tiny potion from

her cloak and throw it at the PCs. It will land at their feet and splash harmlessly upon the ground. Inside the tiny potion bottle is a liquid that contains the scent of elephants. The scent will immediately attract nearby Ngobou dinosaurs that hate elephants. The Ngobou will smell the scent, become immediately hostile and charge the PCs as the princess fairie turns invisible and disappears.

If the PCs go to find the Bukavacs, one of the adults is visible beside a lake, bellowing incredibly loudly. But hidden in the lake – close to the one adult – will be other Bukavacs that should get a surprise round on the PCs as they near the spot.

Monster recommendations:

Bukavac, Tome of Beasts, pg. 47.

Poisoned!

In a jungle setting, the PCs will hear vines and thick shrubbery part in front of them, about 50 feet away. What will emerge from the thick vegetation will be a number of heavily armored dinosaurs with tail clubs. Each dinosaur is easily 25 feet long. An easy Nature check will allow the PCs to learn these are ankylosaurus, generally peaceful, plant-eating creatures.

The ankylosaurus emerge from the thick brush slowly and disoriented. They will thrust their heads from side to side, open and close their eyes several times, snort loudly and then peer upon the PCs.

And then attack.

Once the PCs have dealt with the creatures, they may be puzzled at the creatures' strange behavior. An inspection of the area the ankylosaurus emerged from will reveal an unnatural poison on the nearby plants. More

inspection will reveal a disturbance on the ground, one that isn't made by anything humanoid. The disturbance - and continuing traces of poison on nearby plants and vines - can be followed through the jungle's thicket. Eventually the PCs will come upon a number of elemental hag-like creatures that fly around in their whirlwind forms. These creatures will attack once the PCs spot them. When only one such creature still lives, it will try to hide. If the creature gets away, it's possible they'll cause similar issues for the PCs later in the adventure as other large, plant-eating dinosaurs will unknowingly consume the creature's poison.

Monster recommendations:

Ala, Tome of Beasts, pg. 13

Crothmoth

One of the essential tasks the PCs need to complete – as directed by Devian at the start of the module – is to meet with the reclusive Crothmoth. This male Fey has essential information for the PCs.

Roleplaying Crothmoth

Roleplaying this Fey will depend on what time of the day or night the PCs interact with him as his moods change wildly. If the PCs arrive at night, Crothmoth will be studying the stars and constellations and give the PCs and their questions little regard. He'll also be looking through a telescope most of the time. If approached during the day, Crothmoth will be furious for being awake. Crothmoth is always best approached at sunrise or sunset but he won't tell the PCs this as he's hardly concerned about it.

Crothmoth has a few quirks:

* He sometimes knows people's names without meeting them;

* He spits a lot and for some reason it's saltwater;

* He calls metal "Earth puke."

Crothmoth will pass along the following valuable information:

* He will complain about "light pollution" coming from the eastern part of the island. From this the PCs can deduce that a ship lies anchored off the east-central part of the island. "Why did I come to this island if ships are just gonna pollute my vision to the cosmos?" The ship has an invisibility enchantment around it so the Fey have not seen it;

* If asked, Crothmoth will tell the history of the Three Sisters and why they are on the Isle, including the rumored magical gift they seek for winning their father's favor.

* He will inform the PCs that Aeros the druid is the only person on the Isle who knows where the magical musical box is held and that the druid constantly watches over it. He does not, however, know the location of where the box is, nor where Aeros is currently.

Demon ship

This encounter is one of the essential story points and is available only after the PCs have met with Crothmoth as he will divulge its location. (The ship has an invisible enchantment on it.) The ship acts as a home base for Mechuiti's followers, including Kraith. Once the PCs know its location, getting to the ship will not be a challenge as the PCs will find a boat on a nearby shoreline. This is the boat Kraith and his crew use to ferry back and forth from the ship to the island. (Kraith and his band will not be on the ship as they are already at Mt. Cisum)

This ship is a battle-ready sailing craft the Mechuiti followers stole from a pirate crew so the PCs will see symbols on the ship they don't recognize.

The ship has three levels. The main deck always has at least three guards patrolling it. This level also has two invisible runes that require a DC 17 Investigation check to notice and to identify. If identified, the PCs will understand the runes are somehow connected to the third level.

The second level has been cleared out except for bedrolls and personal possessions of the demons. This is where most of the demons are. If a fight breaks out above deck, they will come rushing out to join the fight.

The third deck is mostly private chambers, including Kraith's private bedroom. Here the PCs will find Kraith's personal journal that outlines part of his background and his mental struggle to accept his new life. Kraith's journal also outlines where he and his band were heading – the cavern in Mt. Cisum where the

Pixie Farmers

The PCs come across a village of Pixie farmers



group believes the druid and his magical creation can be found.

Kraith's room has two magical wards in it to deal with intruders. The first is a silent alarm spell that notifies Kraith if someone is in his private chambers. The second ward - also subtle when it's triggered - is an invisible magical glyph that activates when stepped on. This will activate two 6th level fireballs that are immediately cast on the main deck. In doing this, Kraith hoped people who intruded in his private area would be engulfed by flames that start on the main deck and quickly set the entire ship aflame. Base these wards' check DCs on the PCs' tier level.

PC should find magic items in Kraith's chambers that are tier-appropriate for their characters.

and their tiny mushroom houses. How this role-play develops will depend upon the outcome of

the original chase scene. In that scene, the PCs' horses could have stepped on and destroyed a number of Pixie farmer houses. If that was the case, most of those farmers have relocated here, to the "bitter cold" north. (The PCs won't be able to feel a difference in temperature – it's still crazy humid and hot!)

The relocation has caused an uproar in the Pixie community as too many of the creatures are now packed together in this tiny village. All of this grumpiness will be cast at the PCs when they arrive.

If the PCs can calm the Pixies down, they do have valuable information, including:

- * The Pixies were scouts for the Fey Council, meaning they know the Island better than anyone; (However, they do not where Aeros and the magic box resides or about the Demon Ship.)

- * They know where the reclusive Fey Crothmoth resides – in fact, his exact location;
- * Besides Aeros, the Pixies are the only ones on the island who speak to Crothmoth so they know him best. They know when to approach him (sunset and sunrise) and when not to approach him (any other time, especially in the daytime when he sleeps). They could use this information to help or hinder the PCs.

The PCs' only shot at improving relations with these Pixies is to find them a new spot for their farms. There is a prime spot not far away on the edge of the river but it happens to be the home of a dangerous predator (GM pick on what predator). If the PCs can clear this spot out, the Pixies will be more inclined to provide them information.

EXTRA ENCOUNTERS

- * These encounters can occur anywhere within the Isle and in some cases, repeatedly over the course of the module.

The Pool of Ever-Changing Water

As the PCs are traveling, they'll come across a

warrior in green plate armor, donning an impressive green helmet that matches his armor. He kneels by a tree, his battle axe at the ready.

If approached, he will say he is a champion of the Fey royalty and his task is to keep mortals away from the Pool of the Ever Changing Water. The pool is behind him, behind the trees he kneels by, in a clearing. The PCs cannot see the pool from where they stand.

The warrior will say little else, except to warn the PCs away from the pool for it is dangerous to them. "Those who look into it are never the same, and often for the worse," the warrior will say.

The PCs may get curious and try to get – or sneak - past the warrior. Those who fail to

sneak past him will be warned once and then attacked if they are caught a second time. Those who do get past the warrior come quickly to a clearing. At the back of the clearing is a waterfall that feeds into a small pool of pure, almost sparkling clear water.

Should a PC peer into the pool, do the following:

- * Roll a d6 to identify what type of save the PC will have to make: Strength, Dex, Con, Int, Wis or Charisma.

- * Once this is done, a deep voice from within the pool will ask, "The waters ever change; so will you. What will you change?"

- * The PCs may then respond. They can seek any of the following: 1) an increase in hit points (max: 10); 2) an increase in ability score (max: 2); 3) a more potent weapon or better armor (max: +1 for lower tiers, +2 for higher tiers).



* Depending on what save is identified and what the PC seeks, an object will appear from the pool, surrounded by a magical glow. For example, if a PC asks for more strength and rolls a Dexterity save (because they had rolled a 2 on the d6), a magical bird will appear and swoop down at the PC. If the PC makes their Dex save and avoids the diving bird, the PC wins a positive change. In this case, more strength. If the save is failed, the magical birds hits the PC

and they lose, not gain, strength.

* A PC gains or loses whatever they risk. So if a PC wishes to gain 10 hit points and they fail the save, they instead lose 10 hit points.

* A PC may only attempt this once. Afterward, the pool will not respond.

Monster recommendations:

Green Knight of the Woods, pg. 209, Creature Codex

A perfect place for stalking

As the PCs are traveling, preferably in a jungle setting or in a grasslands area with tall grass, ask for a Perception check. A Perception check of 10 or under will reveal a sound – a single clicking sound behind the PCs. A check of 15 or higher will reveal the same sound, in front of the PCs.

At this point, the PCs can make Investigation or Survival checks. If they succeed, they'll notice tracks of small, bipedal creatures.

They, however, won't sight the predators who hunt them.

After the PCs continue for a few more paces, they'll get ambushed by dinosaurs. (Pick the dinosaur by tier: Low tier: pack of Velociraptors; High tier: pack of allosaurus)



Monster recommendations:

Velociraptors, Volo's Guide to Monsters, pg. 140; allosaurus, Monster Manual, pg. 79

Foul-mouthed messengers

(GM Note: Consider running this encounter multiple times, with different plant people) On their travels the PCs are sure to encounter tiny plant creatures, humanoid in shape, with short, skinny legs and arms and unnaturally large heads. They often are seen traveling on spiders, dragonflies or even large centipedes. These plant people are naturally wicked, foul creatures that hate sunny days, cool breezes or

anything else that might produce a smile. On the other hand, any dreadfully sad or disturbing news and outrageous lies they will pass on with relish. However, they do require payment for such rumor-mongering. These plant people crave spilled blood from creatures but will accept shiny treasures if spilled blood collected from the ground is not available.

Have PCs roll a d10 for the following rumors and lies these plant people will give once they are paid:

- 1) Some Fey grow flowers that are merely pretty to them but offer extremely beneficial healing properties to humanoids. The Fey either don't know the latter or prefer not to share the information. The Plant People think it's the latter because they don't trust the Fey.
- 2) Within the ruins of the Demon City is a prison that has held captured angels for centuries. The angels can be heard screaming from dusk to dawn. The screams are terribly annoying, which is why the Plant People stay away from the area.
- 3) A god lives within Mt. Cisum, singing an endless song. You can hear the song if you sit at the base of the mountain, hold your breath and count to 20.
- 4) Pixie farmers have wicked curses. Their curses cause ever-worsening conditions that start with swollen, purple pimples then progress to a loss of hair and finally a shrinking of body parts.
- 5) There is a Fey guide within the Fey Village that's knowledge of the island surpasses all. It absolutely hates humans, however, and wears chewed-upon human bones in his hair.

Three Sisters

(GM Note: Consider having the PCs encounter the Three Sisters about halfway into the module as the sisters' history and demands on the PCs may be a bit

much for them to take in on the first OOC day as they already are learning about the dinosaurs, the Fey and the demons.)



As the Adventure Background & History outlines, the Sisters are all vying for their father's favor and his promised reward if they – in their current elemental

- 6) When dawn breaks, Crothmoth the wise can be found along the Azon River, seizing poisonous frogs and using their venom to paint his fingernails.
- 7) The demonic dinosaur, the Tarrasque, that dwells mainly in the south has but one weakness. It can be intimidated by the sudden appearance of the highly venomous coral snake.
- 8) There is a fairie princess who lives on the west side of the island that was left at the altar by a prince of the Fey court. In front of a group of royal fey, the prince got into an argument with the feisty princess and eventually called her a "ghastly witch with the looks of a banana slug." The princess promptly slugged the prince in the jaw and the wedding was called off.
- 9) A god once left a magical item of unimaginable power on the Isle that has yet to be found or claimed. Its power is thought to provide the bearer a life of ease, riches and an endless supply of spilled blood.
- 10) At the river Azon, one can catch a free trip across the mighty river if one stands by the water, spills 5 drops of their blood into the river, sits down and then waits, patiently.

Monster recommendations:

Child of the Briar, Tome of Beasts, pg. 56

spirit form – can gain control over the island. Each of the Sisters will seek out one PC's help in aiding them to defeat their rival sisters. This help will be aimed at reducing the rival sisters'

influence in an area, either through a physical or magical undertaking that will take about an hour per day for the PC to complete. For example, the stone spirit sister may ask a PC to cut down trees in an area or dig out dirt near a river so more water – and the rocks within it – can flow over a larger area.

In return for their help, the PCs will be granted daily elemental powers shown below.

The Sisters will come to the PCs individually in their sleep, asking for their aid. They will ask the PCs to keep their “Spirit Missions” secret from others in their group, promising if their spirit missions do become known, their elemental powers will immediately cease. (GM discretion on whether this indeed happens if the secret is shared with allies.)

Each of the Sisters has a specific type of PC in mind, in terms of who they wish to approach in their sleep:

- * The stone spirit sister seeks physical toughness, so she will approach a fighter or barbarian first, perhaps a ranger as well;
- * The air spirit sister seeks knowledge with the land so she will approach a ranger or druid; if neither are found, she may approach an elf or firbolg;
- * the tree spirit sister seeks one versed in the

CONCLUSION

The future of the Island

When the PCs find Aeros in the heart of Mt. Cisum, he will be barely conscious and in a severely maddened state. Ultimately, through his madness, Aeros will tell the PCs they have two options: 1) kill him to safeguard the music box and the island’s future, something he believes is their only realistic choice, or 2) kill Kraith and the Demon Lord, which the druid doesn’t believe the PCs have the power to do. If the PCs opt for the first choice, the druid will ask them for a last favor before his death - to

magical arts so she will approach a magic user, like a wizard, warlock or sorcerer.

The Sisters’ request for aid will be presented, at first, with courtesy and fondness for the PC’s attributes. If denied the PC’s help, the Sisters’ true, spiteful nature will kick in and they will vow to haunt the PC’s every move until they step off the island.

If the PC denies the Sister their aid, they must roll a d8 with every D20 roll. On a roll of 1 on the d8, the Sister they denied tries to intervene in the situation in a negative manner.

If the PC agrees to aid the sister and completes their one hour of work each day, they will be given the following once per long rest:

- * A d6 to use on any save or skill check they believe they have failed. This can be done after they see the result of a d20 roll but before the GM says whether they made or missed the DC;
- * Use an elemental power they create in an encounter or role-play situation. These are not meant to be extremely powerful – ie, they cannot bring down a mountain or uproot a forest – but these can be strong mechanisms based on GM discretion. For example, a PC aiding the stone sister spirit may turn a bunch of rocks into an elemental magic missile attack.

kill the Tyrant Lizard King (a Tarrasque summoned by the Demon Lord) that threatens to eradicate the Isle’s dinosaurs that he established here. If they swear to accomplish the latter, he will give them each a boon. The PCs will have to make their choice fast for their presence will be quickly felt by Kraith, his female mage and their demon allies who will appear in the cavern.

Monster recommendations:

Rilyin, Kraith's bodguard, is a mage who has powerful evocation spells.

Kraith is a warlock who also has strong archery skills.

Medium humanoid,
neutral evil

Armor Class 20 (natural armor)

Hit Points 104 (16d8+32)

Speed 30 ft., fly 30 ft.

STR 17 (+3) DEX 18 (+4)

CON 14 (+2) INT 20 (+5)

WIS 16 (+3) CHA 17 (+3)

Damage Immunities:

acid, poison

Damage Resistances:

cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities: charmed, poisoned, Frightened

Senses: Truesight 120 ft.

Saving Throws Dex +5, Int +9, Wis +7, Cha +7

Skills Arcana +13, Deception +9, Insight +9, Perception +7

Languages all, telepathy 120 ft.

Challenge 12 (8,400 XP)

Innate Spellcasting. Kraith's innate spellcasting ability is Charisma (spell save DC 15). He can innately cast the following spells, requiring no material components:

At will: alter self, darkness, heat metal, invisibility (self only), magic missile

Magic Resistance: Kraith has advantage on saving throws against spells and other magical effects.



Magic Weapons: Kraith's weapon attacks are magical.

Spellcasting: Kraith is a 16th-level spellcaster. Its

spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Kraith has the following spells prepared:
Cantrips (at will): fire bolt, mage hand, minor illusion, prestidigitation
1st level (4 slots): detect magic, identify, shield, Tenser's floating disk
2nd level (3 slots): detect thoughts, mirror image, phantasmal force, suggestion

3rd level (3 slots): counterspell, fear, fireball

4th level (3 slots): banishment, dimension door

5th level (2 slots): contact other plane, hold monster

6th level (1 slot): chain lightning

7th level (1 slot): finger of death

8th level (1 slot): mind blank

Actions

Multiattack- Kraith can shoot his longbow two times as an action.

Longbow. Ranged Weapon Attack: +12 to hit, one target. Hit: 8 (1d8+4) piercing damage. The target must make a DC 14 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Teleport. Kraith magically teleports, along with any equipment he is wearing or carrying, up to 60 feet to an unoccupied space it can see.



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