

THE SYLVAN KEY & THE GHOST BLADE

DUNGEONS & DRAGONS 5TH EDITION CONVERSION BY KENTTI

THE SYLVAN KEY

You can find this adventure on page 278 in the *Dragonlance Campaign Setting* by Wizards of the Coast.

A. AFFLICTED AND PERSECUTED

See page 279 for the following information. To know that Kelwick is an afflicted kender requires a successful DC 10 Intelligence (History) check.

There is Kelwick and his daughter who are both afflicted kender **commoners**. Hogart and the two members of the watch are **guards**.

B. ENTER THE HERALD

See pages 279-280 for the following information. Herald has arrived in town.

The townsfolk are **commoners**. The six thugs are **bandits** and are fighting mainly unarmed.

A successful DC 15 Intelligence (Investigation) check reveals the location of Pegrin's camp.

C. ROBBED!

See page 280 for the following information. A successful DC 15 Intelligence (Investigation) check is required to locate some of the missing valuables.

C. CONCEALED PIT

See page 281 for the following information. A successful DC 15 Wisdom (Perception) check is required to notice the pit. If the check fails, the character must make a successful DC 10 Dexterity saving throw or fall into the pit, taking 3 (1d6) bludgeoning damage.

D. ALARM

See page 281 for the following information. To notice the wire requires a successful DC 15 Wisdom (Perception) check.

E. PIT-TRAP TENT

See page 280 for the following information. A successful DC 20 Wisdom (Perception) check is required to notice the pit. If the check fails, the character must make a successful DC 10 Dexterity saving throw or fall into the pit, taking 7 (2d6) bludgeoning damage.

F. TWO-MAN TENT

See page 281 for the following information. There are two **bandits**.

G. DERG'S TENT

See page 282 for the following information. Derg is a **bandit**.

H. COLE'S TENT

See page 282 for the following information. There is **Cole** in the tent.

I. FIRE PIT

See page 282 for the following information. Any creature falling into the pit takes 3 (1d6) bludgeoning plus 3 (1d6) fire damage. A creature in the pit takes 3 (1d6) fire damage every round and catches fire; until someone takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the start of each of its turns.

J. PEGRIN'S TENT

See page 282 for the following information. **Pegrin** is in the tent. The two potions he has are *potions of cure wounds*. To find them requires a successful DC 15 Wisdom (Perception) check.

To open the chest requires a successful DC 15 Dexterity check with thieves' tools. To break the chest requires a DC 15 Strength check. There is the *key of quinari* in the chest.

To notice the poison needle trap requires a successful DC 20 Intelligence (Investigation) check. To disarm the trap requires a successful DC 15 Dexterity check with thieves' tools. If the trap is triggered, the creature takes 1 piercing damage and 11 (2d10) poison damage, and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

THE KEY OF QUINARI

Wondrous item, uncommon

This hand-crafted music box dates back to the Age of Dreams. Small and delicate, the box opens to reveal a wooden elven female. The box is enchanted to play a haunting, ancient song, while the elven woman spins in a slow dance.

Pilfered from the royal palace in the Silvanesti capital, the *key of quinari* is not what it first appears. A successful DC 20 Intelligence (History) check reveals this object as something passed down the line of female elven royalty; it was last owned by Alhana Starbreeze.

If the check result is 25 or higher, the character knows that the object is important, actually a key created by Silvanos (the founder of the ancient elven nation) to guard something important. A legend that states the *key of quinari* will reappear at a time of great need, but its future is yet to be revealed.

No one, not even the Herald, knows at first that the music box is simply the receptacle. It's actually the music played by this heirloom that functions as the key—the box itself only serves to teach the song to its owner.

APPROACHING THE CAMP

See page 282 for the following information. To find the tracks requires a successful DC 10 Wisdom (Survival) check.

THE GHOST BLADE

You can find this adventure on page 284 in the *Dragonlance Campaign Setting* by Wizards of the Coast.

A. TAG AND CHASE

See pages 284-285 for the following information. There are six **baaz draconians**.

If a character cannot read Elvish, a successful DC 20 Intelligence (Investigation) check is required to read the map.

B. TRAVELING TO THE TOMB

See page 285 for the following information. The notice the ambush requires a successful DC 20 Wisdom (Perception) check.

There are three **baaz draconians**.

I. ENTRANCE TO THE TOMB

See page 285 for the following information. The reveal the Elvish script requires a successful DC 15 Intelligence (Investigation) check.

A successful DC 20 Intelligence (Investigation) check reveals the door's location.

The door has AC 17 and 60 hit points.

2. ANTECHAMBER

See pages 285-286 for the following information. To open the door requires a successful DC 15 Strength check.

To find the secret doors requires a successful DC 20 Wisdom (Perception) check.

A successful DC 20 Wisdom (Perception) check is required to notice the pit. If the check fails, the character must make a successful DC 15 Dexterity saving throw or fall into the pit, taking 21 (6d6) bludgeoning and 11 (2d10) piercing damage.

3. ABSOLUTION CHAMBER

See page 286 for the following information. To recognize the significance of the room requires a successful DC 10 Intelligence (Religion) check.

There is a **gray ooze** in the bottom of the pool.

Treasure. To notice the treasure requires a successful DC 20 Intelligence (Investigation) check. Two of the jars are *oil of slipperiness*.

4. SHRINE TO E'LI

See page 286 for the following information. An evil character touching the statue takes 7 (2d6) radiant damage.

5. HALL OF MEMORY

See pages 286-287 for the following information. A successful DC 20 Wisdom (Perception) check reveals the secret door. There is a *glyph of warding* with *explosive runes*.

To find the animate wooden warriors trap requires a successful DC 25 Wisdom (Perception) check. To disable the trap requires a successful DC 25 Dexterity check with thieves' tools.

There are four **wooden warriors**.

STATUE OF E'LI

Wondrous item, legendary

Statues of E'li, such as the one found in this adventure, are relics imbued with divine energy, usually placed within small shrine where pilgrims may seek guidance. When the statue is touched by an individual of pure heart (any good alignment), the statue glows with a flickering radiance (as a *continual flame* spell). Anything bathed in the light is treated as if under the effects of a *bless* spell (this only functions during one of the eras in which the gods are active on Krynn). Any creature filled with evil intent touching the statue is burned by the flickering light (which inflicts 3 (1d6) radiant damage during eras where the deities are not active, 7 (2d6) radiant damage when the gods are present.

A secondary function of these statues is to allow petitioners to directly petition the gods of Light to be accepted as a cleric. If the petitioner is true, then the statue will create for them a *medallion of faith*.

6. ENARATHAN'S REST

See page 287 for the following information. The silver breastplate is cursed. It acts as a *+1 breastplate* and all Charisma checks are at disadvantage when dealing with elves.

Treasure. There is *helm of night's vision* (acts as *goggles of night* while worn) and *Alurashaen*, the Ghost Blade. The shield is nonmagical.

ALURASHAEN, THE GHOST BLADE

Weapon (longsword), very rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

While the sword is unsheathed, the blade generates a flickering aura about its wielder. This aura causes the wielder to appear shadowy and indistinct, as well as muffling surrounding sound, granting advantage on Dexterity (Stealth) checks as long as the blade is unsheathed. This effect functions as long as the wielder has not struck with the blade; once the blade has been used in an attack, it must be resheathed and drawn again to create the hiding effect.

C. LEAVING THE TOMB

See pages 287-288 for the following information. There are three **baaz draconians** and a **kapak draconian**.

Treasure. The shortsword is nonmagical.

APPENDIX: MONSTER/NPC STATISTICS

BAAZ DRACONIAN

Medium dragon (draconian), chaotic evil

Armor Class 13 (chain shirt)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	13 (+1)	8 (-1)	8 (-1)	10 (+0)

Senses darkvision 120 ft., passive Perception 11

Languages Common, Draconic

Challenge 1/2 (100 XP)

Glide. The baaz can use its wings to glide, negating any damage from a fall of any height. It can also travel horizontally up to four times the vertical distance it descends.

Death Throes. When the baaz dies, it turns to stone instantly. If the killing blow was dealt with a slashing or piercing melee weapon, the creature dealing the killing blow must make a DC 10 Dexterity saving throw. If it fails, its weapon is stuck in the petrified draconian and cannot be removed. The baaz crumbles to dust 1 minute after death. Items in the baaz's possession are unaffected by the petrification and subsequent dissolution.

Actions

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit* 4 (1d8) slashing damage, or 5 (1d10) slashing damage if used with two hands.

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

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

COLE

Medium humanoid (human), neutral

Armor Class 11 (14 with *mage armor*)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	13 (+1)	15 (+2)	8 (-1)	16 (+3)

Skills Arcana +4

Senses passive Perception 9

Languages Common

Challenge 1/4 (50 XP)

Spellcasting. Cole is a 1st-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Cole has following sorcerer spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *ray of frost*

1st level (2 slots): *jump*, *mage armor*, *magic missile*, *witch bolt*

Special Equipment. Cole has *spell scroll of magic missile* and *spell scroll of sleep*.

Actions

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 4 (1d6 + 1) piercing damage.

Light crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit* 5 (1d8 + 1) piercing damage.

KAPAK DRACONIAN

Medium dragon (draconian), lawful evil

Armor Class 13 (studded leather)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	13 (+1)	8 (-1)	8 (-1)	11 (+0)

Skills Perception +1, Stealth +5
Senses darkvision 120 ft., passive Perception 11
Languages Common, Draconic
Challenge 1/2 (100 XP)

Glide. The kapak can use its wings to glide, negating any damage from a fall of any height. It can also travel horizontally up to four times the vertical distance it descends.

Death Throes. When the kapak dies, its body instantly dissolves into a 5-foot radius pool of acid. All creatures within this area suffer 4 (1d8) points of acid damage each round they remain in the pool. The acid evaporates in 1 minute. All armor, weapons, an items carried by the kapak suffer damage from the acid as well.

Poison. The male kapak's poison doesn't affect other kapaks.

Sneak Attack (1/Turn). The kapak deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kapak that isn't incapacitated and the kapak doesn't have disadvantage on the roll.

Actions

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage and the target must make a DC 11 Constitution saving throw, becoming poisoned and paralyzed on a failed save for 10 minutes.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage and the target must make a DC 11 Constitution saving throw, becoming poisoned and paralyzed on a failed save for 10 minutes.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

PEGRIN

Medium humanoid (human), neutral evil

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	11 (+0)	9 (-1)	12 (+1)

Skills Survival +1
Senses passive Perception 9
Languages Common
Challenge 1/4 (50 XP)

Reckless. At the start of his turn, Pegrin can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

Actions

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

WOODEN WARRIOR

Medium construct, unaligned

Armor Class 15 (natural armor)
Hit Points 16 (3d8 + 3)
Speed 40 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

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

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —
Challenge 1/4 (50 XP)

False Appearance. While the warrior remains motionless, it is indistinguishable from a normal wooden statue.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.