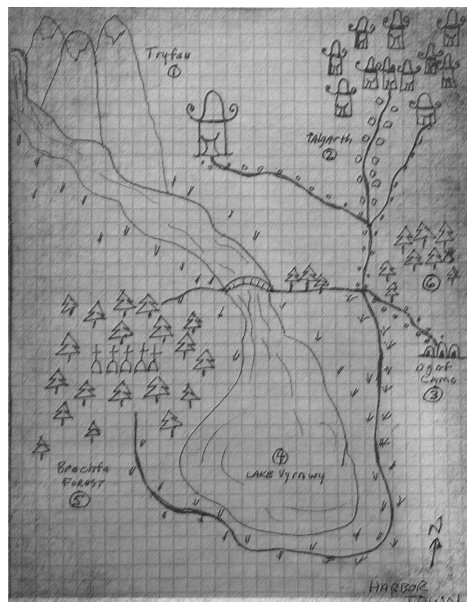


Dungeon Module TKL1

Erlon (TKL1)



by Karolee Krause and Tim Krause

A 5E MODULE FOR 4-6 PLAYERS, LEVEL 4 PLUS

The design of this module blends the look of old-school modules of the 1980s with 5E rules. Having successfully navigated most of the horrors of *On Ouisconsin!* one of your party member's mothers, an Elven princess, has been kidnapped for ransom. Your band of warriors has 48 hours to find and save her or face a crippling ransom. Can also be played as a standalone adventure.

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Preface

This is my first adventure and module with my co-conspirator, Karolee Bulak. And this is her first adventure and module.

Karolee contributed much to this module, and I think it's one of my best. She created the world map which became the internal cover. And she added much flavor to many of the location that the characters will explore. She added magic and is my alchemist.

This module is very personal. I've written all of them as I've channeled my inner warrior-poet, Ainlè and fought cancer, and am beating cancer. Although I know I've never fought alone, I know now that you all fight along my side, and I'm grateful for that.

Keep adventuring my friends!

Tim



Contributors

Authors	Karolee Krause and Tim Krause
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Cover Art	Karolee Krause (Internal Cover)



Dedication

For my students. D&D is a nerdy pursuit to say the least. I've enjoyed that as I've shared my passion for the game, that you have shared your passion for the game as well.

Games not only bring us close, nor do they merely entertain. They keep the demons and the night at bay. They also teach and instruct.

In the dead of night and the light of day, game on, and happy adventures!

Tim



Introduction: Erlon

Overview: After a harrowing battle against Pepie the Lake monster in the depths of Lake Pepin, the party returned their boats to Desilav, the boat-master. He appeared briefly possessed, ominously telling the party to turn over the gems warning they cannot defeat their final foe lurking in the depths of Lake Winnebago.

Defiantly, the party refused. Having discovered the portal on the southern shore of Lake Wazee, they teleport to Lake Winnebago in anticipation of a final battle, a full three days ahead of their deadline.

The party is teleported to Harbor Town, exhausted but also hoping for any clues they might discover about the monstrous beast they must face in Lake Winnebago.

The party finds a quiet table in the corner, wanting a hot meal and drink before beginning the next leg of their adventure.

The Inn is busy, so Erlon offers to go to the bar and buy a round of the Inn's infamous clover mead.

When he returns, there is no drink. He has gone visibly pale and is shaken; there is a sheet of parchment in his hands.



Erlon's Backstory

Overview: The son of an elven princess, **Oriel**, and a human merchant, **Bernard**, Erlon was a successful tradesman, respected part-noble, and bridge of cultures. He was a highly pursued wealthy bachelor. Then, one day, his best friend and business partner was murdered by their business rivals.

Erlon suspects those same business rivals are behind this kidnapping.

Erlon will have to decide how much of his back story he shares with the group [**DM recommendation:** a few sentences, or a few paragraphs, at least to start].

Erlon took a vow to fight evil in its many forms: certainly, the evil bands of creatures that rob, kill and destroy, but also the elite rich who do the same by taking advantage of their positions. However, he is immensely conflicted: while foes in business, he and his rival share some of the same common goals. He may or may not be tempted to pay the ransom.

However, he doesn't have it: not even close. The most likely scenario is that he'll tell the party he has to kill his rivals and save his mother, **Oriel**, the princess.

The adventure begins when the party agrees to help Erlon with his plight.



Harbor Town Inn:

Overview:

Harbor Town Inn is a modest wooden structure. As the party approaches, it is late afternoon. They are wet, cold and tired after an epic battle at Lake Pepin. They are greeted with warm, golden light emanating from the windows, the smell of a warm hearty meal mixing with the smoke wafting from the chimney. The wooden Inn is a worn, three-story structure, but it looks sturdy and well-kept.



As the party enters, the first floor is a small Inn with a handful of tables, a small bar. Stairs lead to rooms on the second and third stories, and a solitary doorway leads to what is likely the kitchen area.

After Erlon attempts to buy clover mead for the party, and returns with the ransom note, the proprietor of the Inn approaches the table. She welcomes the party to her Inn and introduces herself as **Rosalind**. She is serving a hearty stew called “Hoppin John”, fresh wood mushrooms, leeks, garlic and black pepper. There is fresh bread from the wood ovens, and more of the clover mead. She asks for 1 sp for your dinners.



If the party enquires, **Rosalind** will tell your party that she isn’t sure if the kidnappers are one-in the same, but there is a group of *protectors* that are black mailing her and the few business owners in Harbor Town for protection money. In the vaguest of terms, she thinks they have a small hold somewhere north of Harbor Town, perhaps in the foothills of the Tryfau Mountains, which is the launching pad for their small band. No one has been able to stand up to them, and they are slowly running the business of Harbor Town out of business. Wistfully, **Rosalind** tells the party it would be amazing if the party could eliminate them.

If explicitly asked, she will tell the group she is familiar with Talgarth. Once a prosperous small Village, trade routes changed, and it has fallen into disrepair, is rumored to be haunted, and is no longer inhabited.

There is a small, decaying cemetery somewhere nearby. Only a few small structures remain, some houses, an abandoned inn, a small factory. **Rosalind** knows little more about the area but she believes it might be somewhere to the east of the Tryfau mountains and the Keep.

If pressed (DC 16 Persuasion), **Rosalind** will hint that there is an old story about hidden treasure in the woods north of a cave complex, **Ug of Camo**, on the eastern shores of **Lake Vyrnwy**.

The party faces a decision, and Erlon may take the lead in helping them decide what to do next: do they attack the kidnappers at their small keep, and risk not defeating them quick enough, resulting in the murder of **Oriel**. Or do they plan an ambush at Talgarth? Both are fraught with peril, both uncertain.



The Ransom Note:

Erlon,

We have your mother. She represents all that is evil in the Elven kingdom of Lyranhil.

If you ever want to see her alive again, you will pay a ransom of 50,000 unmarked gold pieces in plain leather sacks. You have 48 hours upon receiving this.

Do not contact anyone. Do not try and save her. Any sign of either and she will die a slow, agonizing death. There will be no delay.

When you have the ransom, you'll proceed alone to Talgarth. Further instruction awaits you there.

Do as instructed and the Princess will be safe. If you choose not to, we will deliver her head to you on a stake.



Lyranhil And Surrounding:

1. **Tryfau:** The Keep is located in the foothills of the Tryfau mountains. If the party enters the mountains, there are three paths, but one entrance. This section may be expanded; there are three possible outcomes:

- 1) the party finds a shield of strength (+1 STR) or a ring of constitution (+1 CON)
- 2) the party finds a dwarven rock hammer (+1)
- 3) the party suffers from altitude sickness (DC 15 CON save) and is unable to complete the journey.

There is a vortex that will teleport players to each major place on the map based on a d6 roll:

1. Out of the game
2. Talgarth
3. Ug of Camo
4. Lake Vyrnwy
5. Brochfa Forest
6. Hidden Treasure

2. **Talgarth:** Talgarth is larger than **Rosalind remembers**, though it is in great decay. There are old houses, an inn, an abandoned church, and a small factory and a mill. The party may choose how to use the buildings to plan an ambush.

The kidnapers will appear two hours after the party has set their position. The kidnapers will comprise:

- 8 guards (twice the size of the party)
- 1 captain
- 1 lieutenant

If the party has been to the keep, the kidnapers will have **Oriel** bound and with them. Regardless of their threats, they will fight to the death. The captain will threaten to kill **Oriel** if he is the last person left. If only 2-3 guards are left, they will flee and leave **Oriel** behind.

3. **Ug of Camo:** The caves are an abandoned attempt by the residents of Talgarth to mine silver. It failed miserably, leading to the abandonment of Talgarth. Use the dungeon random monster tables every 3 turns until the party abandons their exploration.

Each party member has a 25% chance of finding a gem or crystal granting +1 on perception DC saves.

4. **Lake Vyrnwy:** If the party ventures out on the lake use the *random water encounters* chart. This section may be further developed in the future.

The lake will also cure or cleanse players of any curse or spell.

5. **Brochfa Forest:** The old cemetery is located in Brochfa Forest. It is haunted by ghosts.

The ghosts can transform players into trees (DC CHA 15 save) who will become part of the forest.



6. **Hidden Treasure:** The treasure is hidden inside a hollow tree. Each party member can roll once, with a DC perception 14 chance of discovering it.

The bag is leather, old, and falling apart. It contains one item: a platinum and golden sunflower. It is magical and has the effect of charm person. It may be used once every long rest.

The Keep:

To call this a Keep is perhaps a bit of a stretch. This is a very small, wooden structure, and it's showing signs of age and decay. The party will easily see that there are towers on each corner of the Keep. There is only one entrance, a 20ft reinforced wooden gate. With a DC 10 Perception check, the party notes that the gate is unlocked and (DC 12) slightly ajar.

If they inspect the towers, they suspect (DC 12 Perception) that the towers all have a small number of guards at all times.

T. Tower: The four towers are small and only staffed by two guards at a time. They are armed with short swords, and short bows.

X. Trap: The trap is a pressure-activated pit. A DC 15 Perception check will allow a player to detect it. A DC 16 Dexterity Save will allow players to pass over it without tripping it. Activating the trap, opens up a pit that is 30 ft. deep. Players falling in take 3d6 damage from the fall, and another 2d6 poison damage if they fail a DC 17 Constitution save.

1. **Barracks:** The barracks are small and identical. They house the tower guards. They contain single beds, small chests, and little more. The chests are all unlocked. They contain clothing, and small arms, mostly daggers (2), short swords (1), and extra arrows (10). The parenthetical numbers are per barrack.



2. **Captain's Quarters:** The Captain's Quarters are only slightly larger than the Barracks. They are marginally nicer as well. The chests contain similar items, but each contains a random number of one of the following:

d12	
1	bloodstone, 50gp
2	50gp
3	carved bone statue, 25gp
4	gold bracelet, 25gp
5	25gp
6	3d6ep
7	3d6gp
8	potion of healing
9	arrows +1 (2)
10	rope of climbing
11-12	arrows +2 (2)

3. **Lieutenant's Quarters:** The Lieutenant's Quarters are well-protected by two towers. It is the largest of all of the quarters. The room is well-kept, but still modest. It is similarly furnished as the other quarters, but there is also a large table, with maps of the surrounding area and Talgarth.

The party can tell there are plans for Talgarth, but it's not clear, and provides no hints for how they expect the transfer of the ransom to take place. It does, however, indicate the location of buildings, and will allow the DM to share the map of Talgarth with the party.

The chest is trapped with a simple needle mechanism that can be disarmed with a DC Dexterity check of 14. It contains 200 gp and a Bag of Beans.

4. **Kitchen and Galley:** The kitchen and galley is a simple room with a small wood fired stove and the bare basics for cooking for the inhabitants of the keep. Although there is nothing of value, there are pots, pans and basic cooking utensils that the party may choose to take. There are also some basic staples that could be treated as rations (10 total).

5. **Prison Guard Quarters:** The prison guard quarters are nearly identical to the barracks (1). The chests contain the same items: clothing, and small arms, mostly daggers (2), short swords (1), and extra arrows (10). The parenthetical numbers are per quarter.

6. **Storage:** This area contains basic items in support of the keep. The party may each take two items from the basic equipment, armor and weapon lists, each of which valuing no more than 10 gp.

7. **Jail Cell:** The jail cells are all unlocked and empty. They are cold and dark. If the party explores, they will see rats, bats, and spiders. Use the random monster tables to determine encounters.

8. **Oriel's Jail Cell:** Oriel's jail cell is locked and the party will find the key in General's Quarters. If they do not find it, they will not be able to crack the lock and save her.

Note: If the party has not defeated the kidnapers at Talgarth, Oriel's cell is empty.

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The cell is pitch black, it's wet, and Oriel is curled up in a ball in a far corner. She will cower from the party until she sees Erlon.

She only has one hp and is very sick. The party will need to heal her within the hour or she will die and they will fail their mission.

There is nothing of value in the cell.

9. **Treasury:** The treasury has leather sacks containing the following coins:

1d6 x 10ep

4d6 x 10gp

3d6pp

10. **Dining Hall:** The dining hall is dark and modest. There are sconces on the wall, and candles on a solitary oak table that is large enough to seat the guards and officers in about three shifts.

There is otherwise nothing of value in the dining hall.

11. **General's Quarters:** The general has the most lavish quarters of anyone in the keep. There is a large table for making tactical plans, another table for meeting with his officers, a sitting area, and a large bed and chest. The general will be in his quarters.

The chest is trapped and anyone opening it, if they don't make a save (Perception DC 18) will then make a second save (Constitution DC 17) or take 1d4 damage until cured. Dropping to 0hp results in immediate death, no death saving throws.

The treasure:

100gp

Potion of greater Healing

500 gp ruby

Deck of Illusions (equal to number of party members)



Appendices

Random Monster Table

This adventure is premised on a very small number of creatures that can be lethal if not contained. However, as the party progresses, the module assumes that the GM might decrease the vital scores of creatures; it does not account for parties that require additional challenges.

While intended to be guidelines, the following can be used to add additional “nuisance” creatures and NPCs to provide additional challenges, as a party might require for an engaging and thrilling adventure. As a general suggestion, roll a 30% chance of a random encounter every 5-10 turns. Adjust the chance and number of creatures as the dungeon master sees fit.

Dungeon

Type	Number	AC	HP	Damage	XP	Treasure	Other
Bats, Swarm	1	12	22	+4 2d4	50	None	MM, 337
Cloak, Empty	2-3	13	45	+6 1d8+4	100	Cloak +1	n/a
Rats, Swarm	1	10	24	+2 d26	50	None	MM, 339
Spider	4-6	12	1	+4 1d4	10	None	MM, 337

Grassland and Forest

Type	Number	AC	HP	Damage	XP	Treasure	Other
Bandit	2-3	12	11	+3 1d6+1	25	Leather, sword	Flees Easily, MM 343
Weasel	3-6	13	1	+5, 1hp	10	None	MM 340
Wolf	2-4	13	11	+4 2d4+2	50	None	MM 341

Water

Type	Number	AC	HP	Damage	XP	Treasure	Other
Crab, Giant	2-3	15	13	+3, 1d6+1	25	None	MM 320
Fish, Large	2-4	12	22	+4 1d8+2	100	Teeth (1gp)	MM 320 (Crocodile)
Shark	1-2	12	45	+6 2d8+4	450	None	MM 330

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NPCs

Type	Number	AC	HP	Damage	XP	Treasure	Other
Guards	8	12	11	+2 1d6+1	25	None	<i>MM, 347</i>
Captain	2	16	11	+3, 1d6+1	25	None	<i>MM, 347</i>
Lieutenant	1	18	52	+5, 1d10	700	None	<i>MM, 347</i>
General	1	16	112	+7, 2d8+4	1,800	None	<i>MM, 346</i>

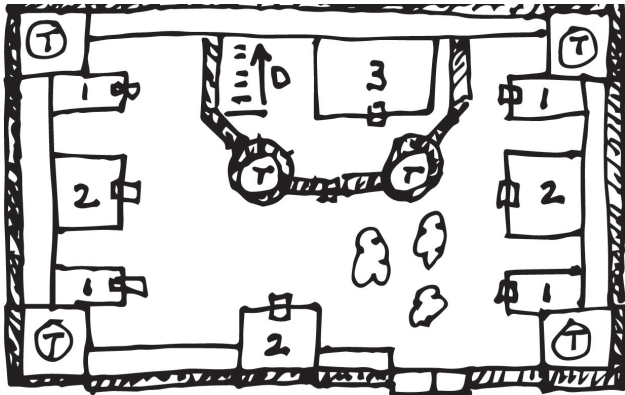
Cemetery Ghosts

Type	Number	AC	HP	Damage	XP	Treasure	Other
Ghost	3-4	11	45	+5, 4d6+3	1,100	250gp Shield +1	<i>MM, 147</i>

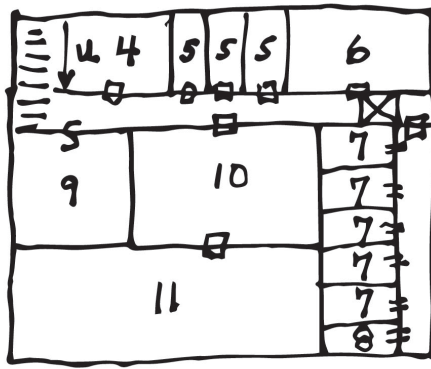
MM *Monster Manual*



Map 1: The Keep (Tryfau)



MAIN
LEVEL



DUNGEON
LEVEL

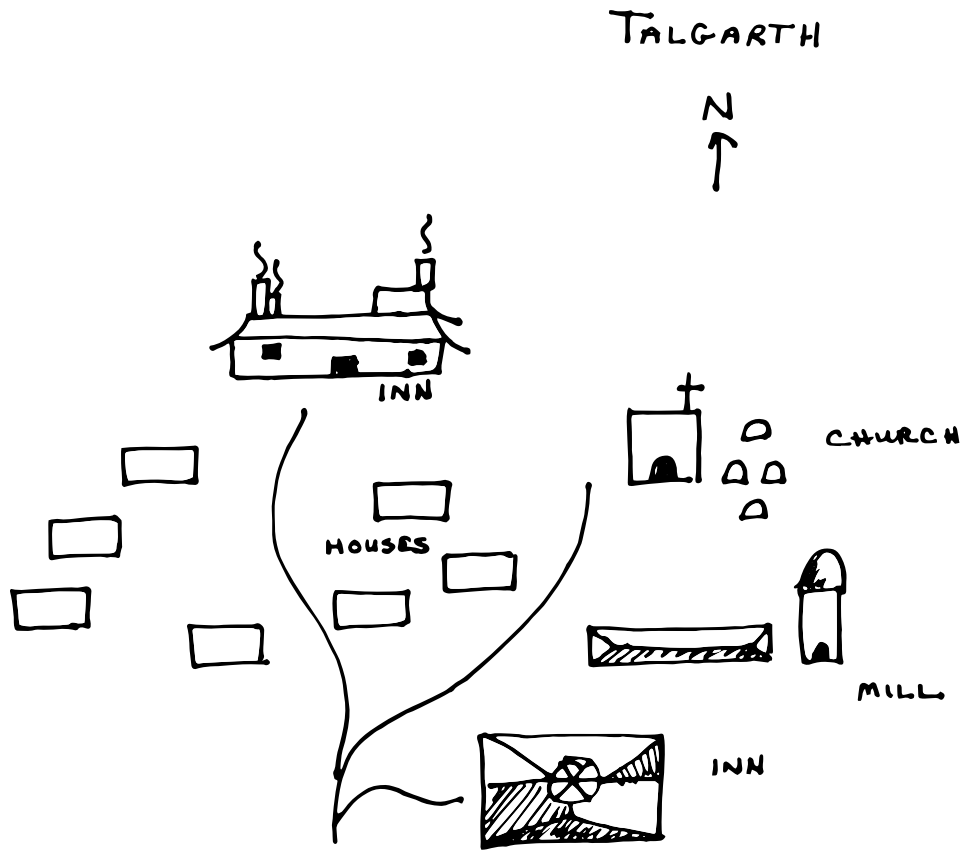


Map 2: Lyranhil





Map: 3: Talgarth





<i>Erlon (NPC)</i>

Level	4	Paladin, Half Elf	
Armor Class	18 (chain mail, shield)	Initiative	+1
Hit Points	38	Proficiency	+2
Speed	30'		

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	8 (-1)	10 (0)	16 (+3)

Saving Throws Str +3, Dex +1 Con +2, Int -1, Wis +2, Cha +5
Senses Darkvision 60', passive Perception 10
Languages Elf, dwarf, goblin, common

SKILLS

Athletics +5, History +1, Insight +2, Intimidation +5, Medicine +2, Persuasion +5
Immune to magical sleep; advantage vs. charm

ACTIONS

Longsword: +5 to hit; 1d8 + 3 slashing damage
Javelin: +3 to hit; 1d6+1 piercing damage
Fighting Style: +2 dmg if fighting with one melee weapon

Divine Smite: on melee hit, can spend one spell slot to deal extra radiant damage, 1d8; add 1d8 if target is undead or fiend
Divine Sense: (4x/long rest): until the end of next turn, know location of any celestial, fiend or undead within 60'.
Lay Hands: Point pool: Lvl + 5HP; Action: Heal any number of HP up to pool remaining; can cure one disease or poison for 5HP.
Divine Health: Immune to disease

1st Lvl Spells: detect magic, heroism, protection from evil and good, shield of faith, bane, hunter's mark, bless

*Ransom Note*

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