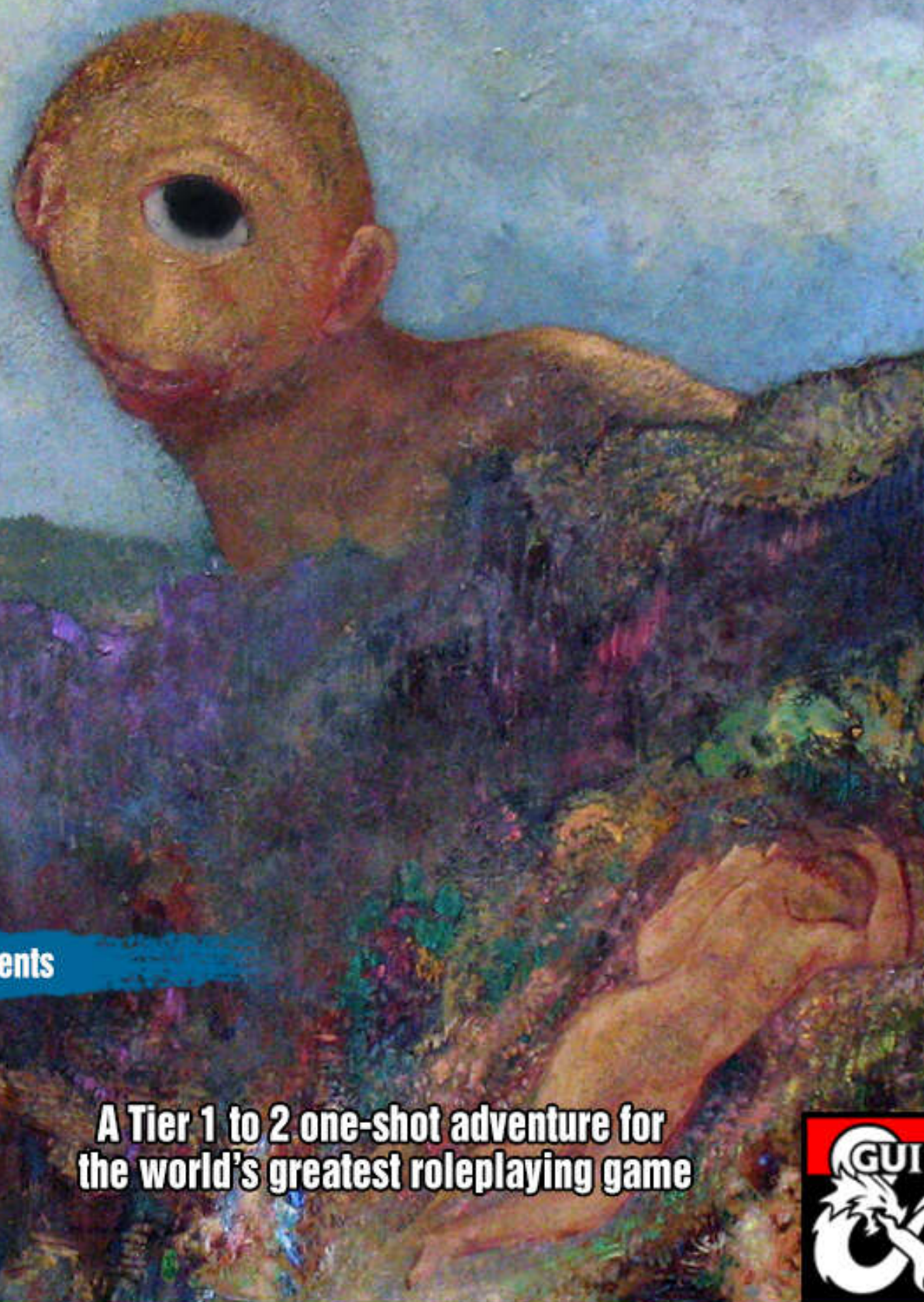


BE SEEN BY NOBODY

AN ADVENTURE MODULE FROM THE GM'S SECRET STASH



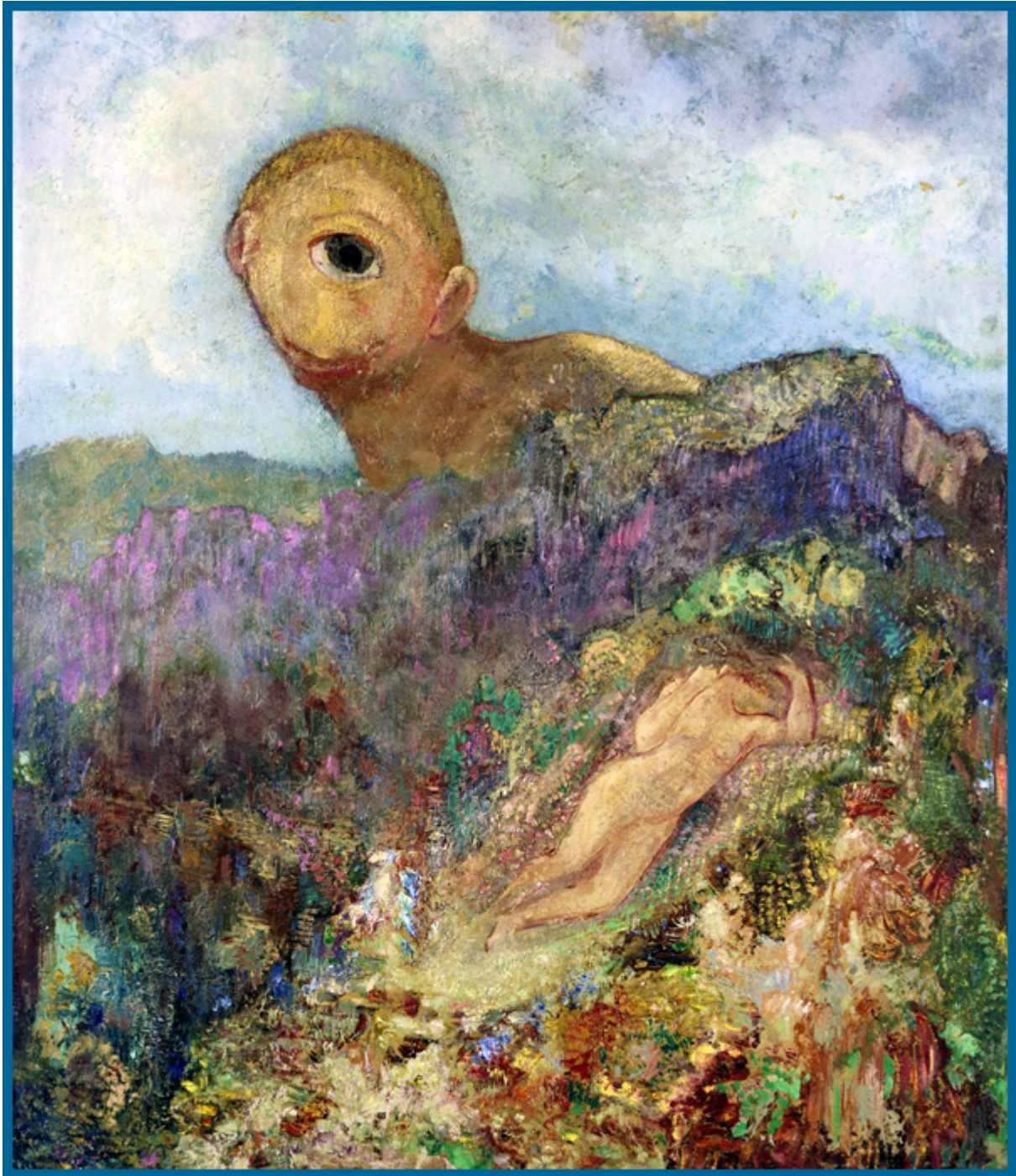
Quickphix Presents

A Tier 1 to 2 one-shot adventure for
the world's greatest roleplaying game



Be Seen By Nobody

An Adventure Module from the GM's Secret Stash



Presented by Quickphix

Be Seen By Nobody

A 4 - 6 Hour Adventure for 4th to 5th Level Characters

CREDITS:

Written and illustrated by Mauro Gotsch

Cover by Odilon Redon (Public Domain)

Editing and Feedback by the Quickphix TTRPG Club



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild. All other original material in this work is copyright 2019 by Verein Quickphix and published under the Community Content Agreement for Dungeon Masters Guild.

©2019 Wizards of the Coast LLC, POBox707, Renton, WA98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB111ET, UK.

“Stranger, you are a simple fool or come from far off, when you tell me to avoid the wrath of the gods or even fear them. I do not concern myself over your gods, nor any of the rest of the blessed beings, since I am far better than they are. This island is my world and all that is in it is mine to command.” – Chorn the Eternal

Summary

Far-off from any trade routes, in the middle of the ocean, lies a small island named “Isstic”. While many know its approximate location, nobody has claimed to have set a foot on it in decades. Deadly currents, sharp cliffs and a constantly brewing storm make the island practically inaccessible for ships. Normally, the name of the island would’ve been long forgotten by history. However, most scholars know that Isstic once was home to a great trading empire. Under King Chorn the Cunning, the empire started to regulate and tax the spice trade from the West and the raw materials trade from the East. Through this, Isstic rose quickly to great wealth and considerable power, without producing many goods of their own. Then, around 300 hundred years ago, every mention of the great empire of Isstic and its royal family simply vanished from the records of time. Yet, the island is still out there in the great Sea – as if waiting for a new conqueror to arrive.

In this 4 – 6-hour adventure, a party of 4th to 5th level characters find themselves stranded on the island of Isstic. Searching for a way off the island, they’ll have to forage through the ruins of a once great civilisation. The island may seem friendly at first, but one warning is repeated all over the island: “Be Seen By Nobody!”

Premise

The ninth king of Isstic, Chorn the Eternal, used his wealth to control almost all trade flowing through the Great Seas. He had no regard for other people, which made him a brutal but effective leader. He only had one

weakness: the love for his wife Queen Ginea. Once she fell ill from a mysterious disease, he ruthlessly expanded his empire searching for a cure. He bought the services of the most expensive mages known to his empire, but they only managed to place his beloved into stasis - trapped eternally between life and death.

Still, his kingdom thrived. But while his coffers grew ever fuller, his mental state only got worse. He reasoned, that since no earthly power could save Ginea, he’d just have to become a God. Thus, he had all the temples on Isstic desecrated – claiming to be the only God on Isstic – Ruler of the Seas. This act of blasphemy angered the Gods, and for his hubris, Chorn was cursed. The curse turned him into a mockery of a God: Eternal life, but also eternal suffering. Blessed with great wisdom but unable to speak. Great Strength and a giant body, but completely disfigured and unable to completely control it. Able to rule over the weather and the seas around Isstic with his emotions, but unable to calm them. Able to see and feel through his subjects on the island but feeling compelled to kill them and feel their pain.

Driven mad by the curse, Chorn devoured all the island’s inhabitants and trapped Isstic within an everlasting storm. Thanks to their king’s now all-seeing eyes, no citizen was able to escape the carnage. Since then, Chorn has been stomping around the ruins of his fallen kingdom, forever starving. Yet, there’s one building still unharmed atop the island’s mountain; the temple holding the body of the sleeping Queen Ginea. Chorn guards it to this day - with the now useless knowledge on how to cure his beloved.

In your Campaign:

The island of Isstic can be located in any sea of your world. It can be used as just a random encounter on a longer journey or be a foreshadowed by telling your party about the island’s backstory. However, it is important that the party is trapped on the island, without any easy means of escape. We recommend getting shipwrecked in a storm.

Arriving on the Island

The party will shipwreck or land on the far harbour (see Appendix I). For the first half of the adventure, they shouldn't encounter Chorn, who is sleeping near the top of the volcano (near his beloved Ginea). This first arc is meant to build tension and to establish some of the island's story through text documents and environmental storytelling. The following encounters are suggested but can be run in any order or be left out completely, depending on the time. Should players enjoy thoroughly exploring the island, it is recommended to hold the second arc in a separate session. This way, the GM doesn't have to rush the final encounter.

The Shepherd's Lookout

The first building (apart from the harbour) the party stumbles upon is a small farm. There they'll come across the first message carved into one of the walls: "Be seen by nobody". The reason of course being, that Chorn can see through the eyes of each living creature born on the island.

In the farm's hidden cheese cellar, the party can find the skeleton of the shepherd. There's a blindfold around his neck and his wounds suggest that he killed himself.

The Carnivorous Cactus

The east side of Isstic is incredibly hot and dry. Not many animals live there, and most plants are spindly, dry things that can exist without much water. While wandering through these drylands, the party comes across a huge cactus. It looks healthy green, almost bursting with water. This of course means, that it'll attack the party. If the party uses fire attacks against the Cactus, the dry grassland around them will catch fire and may turn the battlefield to their disadvantage.

Ability Scores

AC: 14 / HP 78 / Speed 5

STR: 16 (+3) / DEX: 8 (-1) / CON: 18 (+4)

INT: 7 (-2) / WIS: 10 (+0) / CHA: 9 (-1)

Traits

Vulnerabilities: fire

Resistances: bludgeoning, piercing

Immunities: blinded, deafened, charmed, psychic damage

Actions

Multiattack: The Cactus makes two attacks with its tendrils and uses Reel.

Tendrils: Melee Weapon Attack: +6 to hit, reach 15 ft., one creature. Hit: 10 (2d6 + 3) bludgeoning damage plus 3 (1d6) piercing damage, and a Medium or smaller target is grappled (escape DC 13). Until this grapple ends, the target is restrained. If the target is neither undead nor a construct, the Cactus drains the target's body fluids. At the start of each of the target's turns, the target must make a DC 13 Constitution saving throw. On a failed save, the creature's hit point maximum is reduced by 3 (1d6). If a creature's hit point maximum is reduced to 0 by this effect, the creature dies. This reduction lasts until the target finishes a long rest and drinks abundant water or until it receives a greater restoration spell or comparable magic. The Cactus has two tendrils, each of which can grapple one target at a time.

Reel: Each creature grappled by the Cactus is pulled up to 5 feet straight toward the Cactus.

Needle explosion (1x): When reduced below 10 hp (even below 0 hp), the Cactus releases a hail of needles as a reaction. All creatures within 15 feet take 21 (6d6) piercing damage, or half damage with a successful DC 14 Dexterity saving throw.

After the encounter

After the fight, have the party notice even more Cacti moving slowly closer towards their position. Maybe they'll remember this place when trying to defeat Chorn.

The Chapel

The party now gets closer to the city of Isstic – they can see its white marble and gold buildings shimmering in the distance. However, first they come across a chapel

on a hill. One of its walls is punched in, and within the party finds a skeleton with two daggers stuck in its eye sockets. The murals on the wall of the chapel should tell the story of Chorn's ascent to "Godhood" – with the last mural shoddily scribbled in a haste, showing Chorn being struck by lightning and turning into a head with just one huge eye. While investigating the chapel, the party should also realise that it was previously used to worship another deity (before Chorn declared it illegal to worship anyone but him).

The Hot Springs Water

Just outside the city, there's a huge bath house in a state of disrepair. Once Chorn's rampage led to an eruption of the volcano, a lot of dead and magical material mixed into the natural volcanic water. This deadly mix turned into a semi-sentient, liquid creature, dissolving all that it touches. The party may get attacked by these magical waters once they are relaxing in the bath.

Ability Scores

AC: 6 / HP: 84 / Speed: 15 / Swimming: 25

STR: 14 (+2) / DEX: 3 (-4) / CON: 20 (+5)

INT: 1 (-5) / WIS: 6 (-2) / CHA: 1 (-5)

Traits

Immunities: blinded, deafened, charmed, exhaustion, frightened, prone

Transparent Liquid: Even when the Hot Springs Water is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot it that has neither moved nor attacked. A creature that tries to enter the water's space while unaware of its presence is surprised by it.

Magical Particles: The Hot Springs Water doesn't have a real body – it consists of magical energy particles trapped within the water. Using detect magic will reveal small specks of magic in the water.

Confusing Property: Any creature that drinks the water automatically is overwhelmed with images and emotions of the long dead inhabitants of Isstic. The creature

comes under the effect of the confusion spell for 1d10 turns.

Actions

Pseudopod: Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) acid damage.

Engulf: The Water moves up to its speed. While doing so, it can enter large or smaller creatures' spaces. Whenever the Water enters a creature's space, the creature must make a DC 12 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the Water. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the Water enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the Water's turns. When the Water moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the Water.

Confusing Fumes (1x): The Water sublimates into a vapor which fills a disk centred on itself, 20 feet in radius, and 10 feet thick. All creatures in the area are affected by the confusion spell (save DC 14).

The City of Isstic

The city lies in almost complete ruin after Chorn's initial rampage. The once rich and beautiful buildings are trampled, the harbour has been swept away and the famous cliff castle has been completely decimated. There are only a few of the ballista towers, which once defended the city, left. The GM can use this chance to hint at the city's history through old notes found in the ruined buildings. The key-message should be, that Chorn will find the party, if there are island-born creatures with eyes nearby (creatures brought on the island or magical entities such as summons or familiars do not count). To add a threat to the situation, the GM can point the players towards some seagulls or similar flying near the harbour.

Buildings to Explore

The tour through the city should also show a few landmarks the players could use to ambush Chorn later. Roll on this table for buildings to explore:

1. A stinky warehouse containing a lot of barrels full of whale oil (slippery and flammable).
2. A small warehouse with lots of old bottles and crates containing medicinal herbs or similar (creates thick, stinging smoke when burned).
3. The house of the merchants' guild, containing extensive records of the goods arriving and leaving the city. A mostly empty vault can be found in the basement (seized by Chorn as taxes to find a cure for Ginea)
4. An old inn with some intact beds and a well-stocked wine cellar.
5. The garrison with lots of rusty weapons, a lot of rope and munition for the city's ballistae.
6. The house of a nobleman. On the first step down to the cellar, a skeleton in a woman's dress can be found. Her eye sockets have been pierced by daggers. In the cellar, a reinforced door to a panic room can be found. The room contains a lot of gold and paper currency, as well as the skeleton of a starved nobleman wearing a blindfold.
7. The worker's barrack. A lot of building materials and tools can be found here. Some straw bedding to rest on are left.
8. A row of apartments. All of them had their roof punched in and are overgrown by Ash Blossoms (see below).
9. The mayoral villa. Containing a lot of paperwork, talking about Chorn's edicts, the trade and his search for a cure.
10. A big temple that has been clearly desecrated and repurposed to worship Chorn.
11. The burned out remains of the city's library. Maybe some spell books or scrolls survived the fire?
12. The huge granary containing some spoilt, overgrown remains of the city's food supplies.

If the players don't want to move on from the city, have them find a note hinting at a shrine on top of the

volcano. If the GM wants to have a fight within the city, the creature below can be used (it doesn't have any eyes and therefore wouldn't alert Chorn). However, getting Chorn to charge at the players in the middle of the city might also make for a hectic adventure.

Ash Blossoms

After the volcano of Isstic erupted, a lot of its native fauna died out from the lack of sunlight. However, the conditions were just right for the previously rare Ash Blossoms. Since then, they've been blooming in all the shadowy spots across the island, especially within buildings and caves.

Ability Scores

AC: 15 / HP: 95 / Speed: 5 / Climbing: 5

STR: 20 (+5) / DEX: 10 (+0) / CON: 18 (+4)

INT: 1 (-5) / WIS: 10 (+0) / CHA: 1 (-5)

Traits

Resistances: acid, cold, fire, slashing from nonmagical weapons.

Immunities: blinded, deafened, charmed, exhaustion, frightened, prone, stunned, paralyzed, unconscious

Reproductive Vines: The Ash Blossoms are a network of vines, that draw sustenance from salt and calcium. They like to plant their seeds within rocky cracks or bones.

Tremorsense: 60 ft., passive perception 10

Actions

Vines: Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 12 (2d12) bludgeoning damage. If the target is a creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the Ash Blossoms can't use its vines against another target.

Sap Strength: Living creatures hit by the Ash Blossoms vines or caught in its grapple must make a successful DC 12 Constitution saving throw or suffer 1 level of exhaustion. Creatures that succeed are immune to that particular Ash Blossom's Sap Strength ability for

24 hours. For every level of exhaustion drained, the Ash Blossom gains 5 temporary hit points.

The Volcano Shrine

On top of the volcano lies a beautiful shrine, richly decorated with gemstones and gold plating with a dome of glass on the roof. It contains a single room with a transparent casket in the middle. Within rests Ginea in a stasis spell – unconscious. As the party investigates the body, a seagull will fly into the shrine and sit down on the casket, as if spying on the players. Shortly after, a deep rumble will be heard a giant eye will peer into the shrine from the glassy dome.

Fighting Chorn

The goal of this adventure is to escape Isstic by killing Chorn and thus calming the storm. GMs should dedicate the entire second act of this adventure to this battle. However, the encounter should not be handled like a normal fight, more like a puzzle. The players are meant to chip away at Chorn's health with clever traps or by using the environment to their advantage. The stats below can be used to calculate the effects certain actions would have against Chorn – but the idea is that the GM has Chorn chase the players across the island (even if he must fudge the numbers a bit). Each of Chorn's arms and legs have 40 HP. His eye has 30 HP. If any of these body parts are reduced to 0 HP, Chorn gains disadvantage on actions associated with that body part (e.g. disadvantage on running because of a crippled leg).

Chorn the Eternal

Chorn's mind is still intact, but he's mostly driven by the curse to devour any living creature he sees. He will chase the players if he can see or hear them. He's also able to see through the eyes of the island's bigger creatures (e.g. birds but not bugs). Therefore, each time the party is seen by a creature apart from them, Chorn will come running. The GM can use this to build tension, while the players may use it to create an ambush.

Ability Scores

AC: See appendix II / HP: 238 / Speed: 50 ft.

STR: 22 (+6) / DEX: 12 (+1) / CON: 20 (+5)

INT: 10 (+0) / WIS: 13 (+1) / CHA: 10 (+0)

Traits

Saving Throws: Con +5

Immunities: fire, poison, poisoned

Massive Size: Chorn can't dash. Attacks that push, trip or grapple are made with disadvantage against Chorn.

Disfigured eyes: The curse left Chorn with only one functioning eye. As a result, he has trouble seeing things that are further than 30 ft away (measured from his feet). He can see movement from 60 ft away.

Eyes of the island: Chorn can see through the eyes of any creature born on Isstic. He also intuitively knows, where that creature is currently located on the island.

Actions

Multiattack: Chorn makes two punching attacks. If both hit, the target is grappled (escape DC 15) and Chorn uses Pinning Down against the target as a bonus action.

Punch: Melee Weapon Attack: +7 to hit, reach 10ft. one target. Hit: 15 (2d12 +3) bludgeoning damage. If hit only once, the target is pushed back 5ft.

Pinning Down: Chorn Steps on the target, pinning it to the ground, where it is grappled and restrained (escape DC 17). Chorn is free to attack another target, but the restrained creatures are released if he moves from his current space. If Chorn does not move from the spot, he can maintain the pinning down on up to two medium-sized or smaller creatures. A creature suffers 9 (1d8 + 5) bludgeoning damage every time it starts its turn restrained by Pinning Down.

Throw Boulder: Ranged Weapon Attack: +9 to hit, range 30/120 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.



The Town of Dontua

On the other side of the island lies the small town of Dontua. Most of Isstic's upper class citizens used to live there. Near the town there are more birds than anywhere on the island, because their nesting cliffs are nearby. Exploring the city is supposed to be more risky, but also yield more opportunities for the players to hurt Chorn.

Buildings to Explore

The tour through Dontua should give the players additional ideas on how to ambush Chorn. Like the city of Isstic, Dontua has been trampled by Chorn, but some of the cities defence infrastructure (such as watch towers or similar) are still more or less intact. Should the players explore this place, the GM should make sure they are weary of any animals nearby that could spot them. Roll on this table for buildings to explore:

1. The Royal Academy of Arts containing lots of portraits of Chorn and Ginea as well as some sealed containers filled with paint.
2. The alchemical lab. Mostly burned down, but some ingredients and maybe even some potions can be found here.
3. The royal mage's tower with a huge lens meant for star-gazing on the roof. Maybe it can be repurposed?
4. The Dontua hot springs with six baths and two of the same water monsters mentioned above.
5. The theatre hall with lots of costumes and props. The roof has been punched in and the big chandelier is lying between the seats.
6. The royal vineyard. Big boulders from the volcano are littered all around it. Their shadows are completely overgrown by Ash Blossoms.
7. The cavalry's training grounds. There are no horses left, but some waggons and a war-room, where the knights briefly discussed the best strategy to kill Chorn before the roof was punched in.
8. A fancy restaurant with a (now warm) cold closet full of bones and some sealed barrels with rotting meat.
9. The shipyard, where small boats were assembled and repaired. Containing lots of lumber, tar-barrels, tools and ropes.
10. A big temple which has been clearly desecrated and repurposed as a house to worship Chorn.
11. An old inn with some intact beds and a well-stocked wine cellar.
12. The royal bank of Isstic with a magically sealed vault. It contains mostly paper money and some spell-scrolls (GM's choice).

Rewards

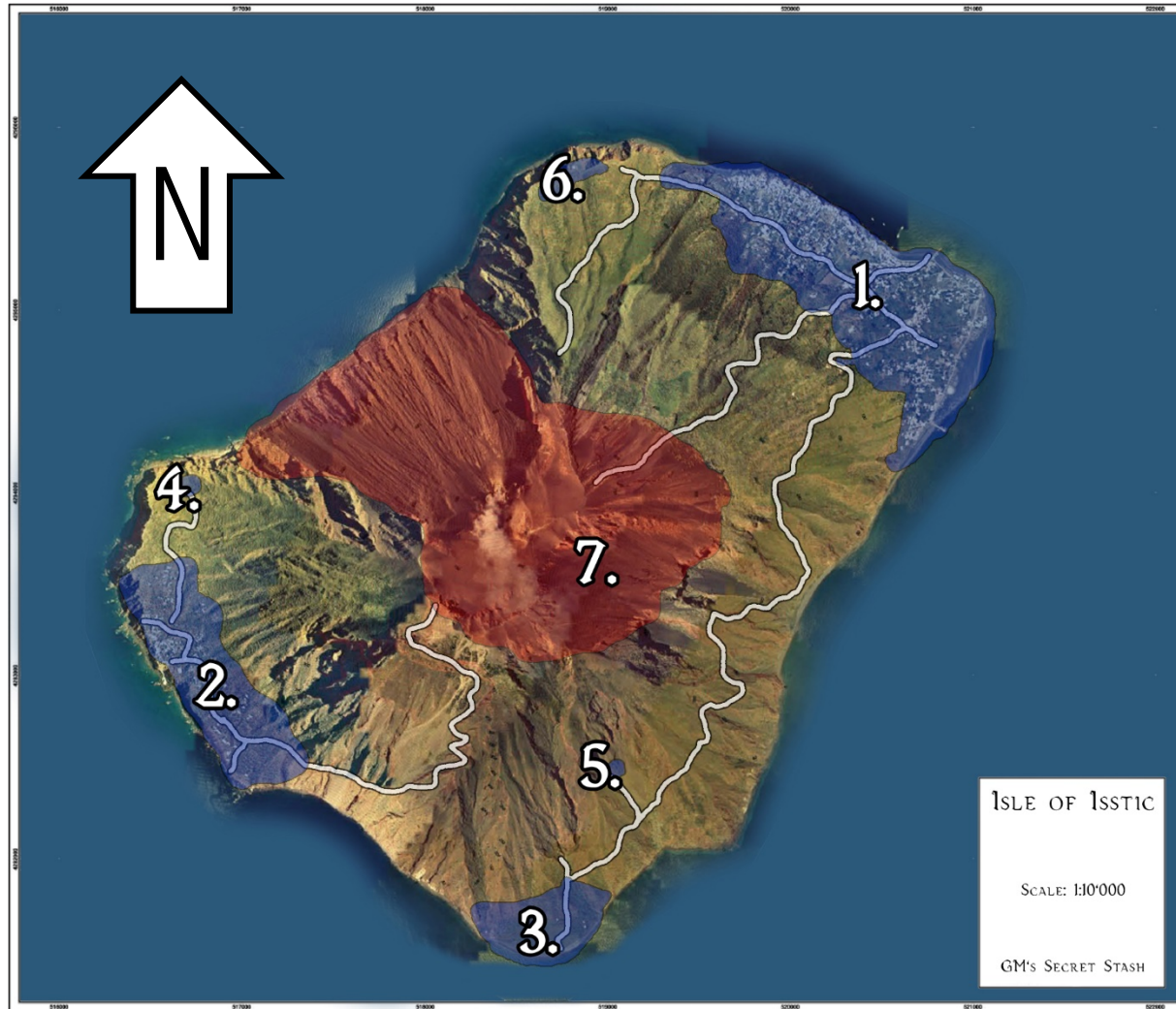
Once defeated, Chorn will transform back into his old body. With his dying breath he'll thank the party for ending his suffering. Tangled in his long hair, they'll notice his magical crown, which gives the wearer advantage on intimidation checks during formal occasions. Maybe there's also some loot back at the bank?

What's next?

The death of Chorn means, that the island will once again be accessible by ship. Soon, this rumour will spread amongst pirates and other scoundrels. Attracted by the fabled wealth of Isstic, every gang in the Great Seas will set course for the island. Will the player's help plunder the island's riches? Should they make their escape, or will they face the "Wrath of the Pirate Kings"?



Appendix I – Map of Isstic

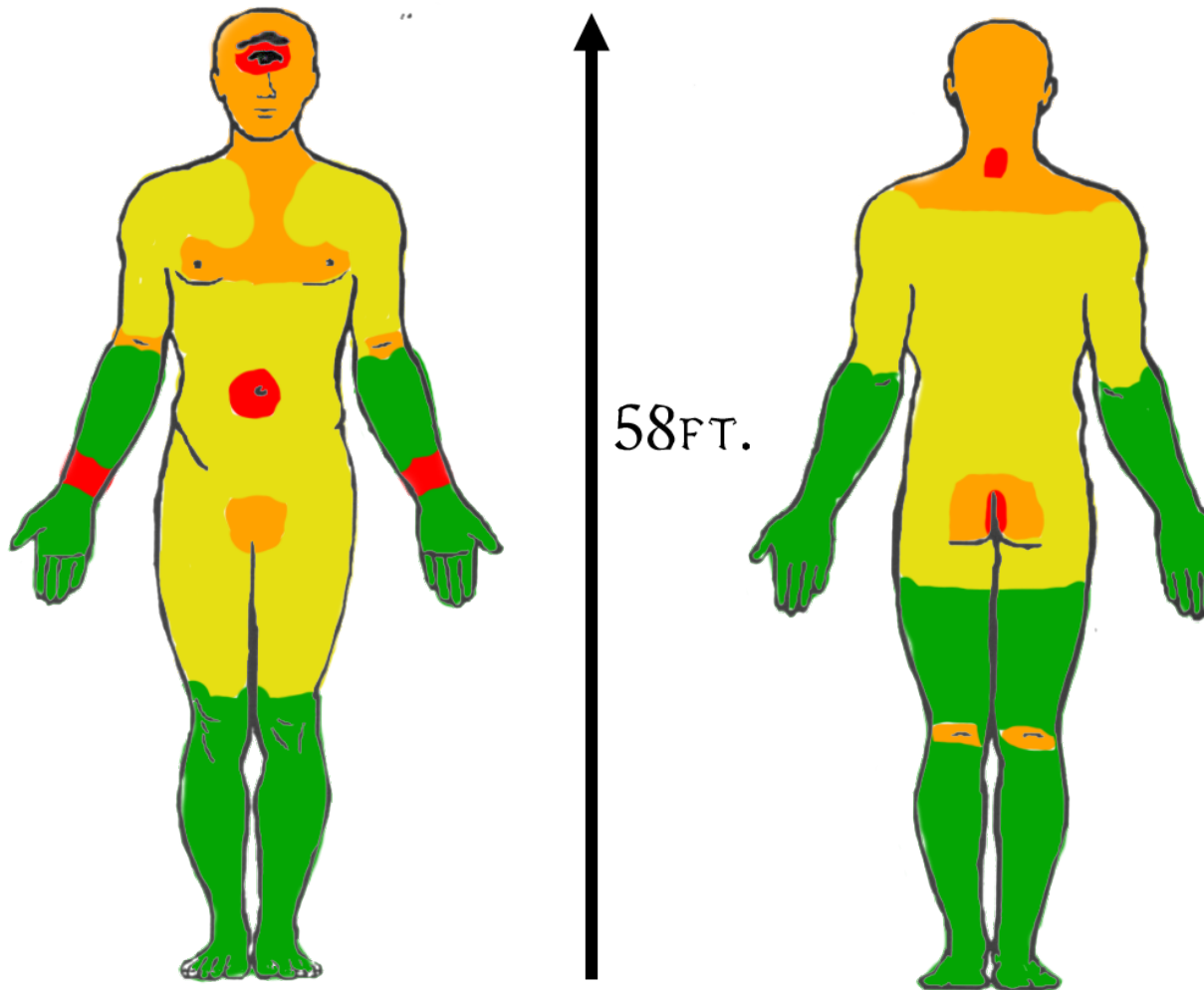


Legend

1. The Town of Isstic
2. The Town of Dontua
3. The Far Harbour
4. The Mage's Lab
5. Shepard's Lookout
6. The Light
7. The Volcanic Bed



Appendix II – Diagram of Chorn



Legend

- Green: AC 24, Damage Threshold 24
- Yellow: AC 20, Damage Threshold 5
- Orange: AC 18
- Red: AC 16