



THE WORLD OF
FARLAND
WIZARD'S
ISLE

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INTRODUCTION

This is an adventure for four to five 19th to 20th-level characters. You (the DM) need the D&D rulebooks, including the Player's Handbook and the Monster Manual to run this adventure; the Dungeon Master's Guide will help. This scenario utilizes the D&D 5E rules. To get started, print out the adventure. Read through the scenario at least once to familiarize yourself with the situation and plot (maps are in the appendices). Text that appears in white is player information that you can read aloud or paraphrase for the players at the proper times. The World of Farland is on the silver standard, and as such if you are playing in a different campaign world, you should read silver pieces as gold pieces, gold pieces as platinum pieces, and so forth (see www.farlandworld.com). Randomly generate treasure for all encounters unless otherwise noted.

ADVENTURE BACKGROUND

Millennia ago, the powerful archmage Seldorius of Farland built for himself on Hamor Island a compound and fortress where he could do his research undisturbed, and where he could found a council of wise people to combat evil in the world. This was the second Cadre of the Wise. Eventually they interfered with the dreaded Dweller in the

Wintervale, a powerful evil personage. The Dweller decided that the Cadre had to be dealt with, and she sent a powerful Demon named Pestilence to slay Seldorius and destroy the council. The demon attacked and managed to slay a powerful member of the Cadre, the Bard Flann, but its attack was shortly rebuffed... but not before the demon had gained important information indicating that the archmage Seldorius had developed a way to travel backwards in time. The Dweller then sent Pestilence back with reinforcements and orders to slay all present and to find the secret of utilizing Seldorius' time travel mechanism. Pestilence marshaled his forces, made careful plans, and attacked with overwhelming force. His second attack was successful; all in the council were killed. Seldorius himself disappeared. To his fury, however, Pestilence was unable to discover the secret. Cursed by the Dweller not to leave the dungeons below the keep until the secret was discovered, Pestilence remains there, his rage growing....

ADVENTURE SYNOPSIS

The characters must travel to Wizard's Isle, find and explore the ruins of Seldorius' stronghold, survive meeting Pestilence, and possibly unlock the secret of the Mists of Time.

ADVENTURE HOOKS

The PCs may choose to explore the dungeons below the ruins of Seldorius' keep for any number of reasons. As the DM, it is your job to decide how best to involve them in the adventure. You can use the following hooks to spur your imagination, modifying them as necessary to fit your campaign or the characters.

Rumors of Wealth. The PCs hear rumors that untold treasure and great evil lie below the ruins on the "Isle of Death."

Hired by a villain. The PCs are hired by a secret agent of the Dweller to discover the secret of the "Pool of Mists" (the way to operate the time travel mechanism of the Mists of Time).

Dying Sailor. While sailing on a ship, the PCs spot and rescue a dying man who is raving about "The Mists of Time, the greatest treasure of all." He bears a map to Wizard's Isle.

Ancient Tome. The PCs find an old book detailing the legend of Seldorius and his disappearance. The tome states that his fortress was filled with magic of all sorts and that he was attacked by a demon, whereupon he disappeared into the "Mists of Time." This should peak their interest.

Hold of the Lich Lord. If the PCs played the previous adventure in the World of Farland adventure series, *Hold of the Lich Lord*, they may have discovered a scroll that directed them to Wizard's Isle.

PART I: BEGINNING THE ADVENTURE

GETTING TO THE ISLAND

The PCs will first have to find Wizard's Isle (if they don't already know its location). This shouldn't be too difficult, as its location should be marked on most maps, although on older maps it will be called Hamor Island.

Wise PCs may wish to do some research on Seldorius, the Cadre of the Wise, or Pestilence. These are all matters of ancient legend, and a DC 25 Intelligence (history) check will reveal to the PCs the information in the Adventure Background section above (except for the fact that the Mists of Time is some sort of time traveling device). A successful DC 35 Intelligence (history) check will reveal that the demon Pestilence is likely a Balor.

The PCs will then have to get to the Island. This shouldn't be too difficult, especially for a party of their level. They can use magical travel or more mundane means, such as hiring a ship. The Island has an evil reputation, however, and ship captains will require more than their usual payment to take travelers there.

FINDING THE RUINS

Once on Wizard's Isle, the PCs will have to locate ruins of the ancient stronghold. This isn't as easy as it sounds. The island itself is about 90 miles long and 20 miles wide, with a swath of mountainous terrain in the center. The island is completely wild and overgrown. If the PCs are searching the island using mundane means, three successful DC 20 Wisdom (Survival) or Intelligence (Nature) checks will allow them to find the ruins of the keep of Seldorius. Exploring enough of the island to make a check takes 8 hours. Every time the PCs make a check to find the keep, check for a random encounter. Roll a d8; on a 1, the PCs encounter something. Use a d6 and the chart below to determine what it is.

Roll	Encounter
1	6 wyvern (see MM p. 303)
2	15 ettercap (see MM p. 131)
3	10 wereboars (see MM p. 209)
4	9 salamanders (see MM p. 266)
5	7 cyclops (see MM p. 45)
6	4 abominable yeti (see MM p. 306)

The island is something of a rarity in terms of the monsters and wildlife it contains; this is due to the magical forces emanating from the ruins of Seldorius' keep. If you wish to lengthen this adventure, you could create friendly and adversarial relationships between the societies of monsters. For example, you could cast the ettercaps and cyclops as eternally warring tribes and one or the other might enlist the PCs help, and if they successfully aid them in defeating their enemies, as a reward, they could show the PCs the way to the ruins of Seldorius' keep. This part is up to you.

Once the vine-covered ruins of the ancient keep have been discovered, it can be explored. There isn't much of it left... on the surface. However, a successful DC 15 Wisdom (Perception) check will discover a small hint of a gap under a fallen stone slab. Moving the slab will require a successful DC 20 Strength check. Under the slab is a crumbling stone staircase which leads down some 30 feet to a stone door, intricately decorated with ancient carvings. The door has held up remarkably well against the ravages of the centuries. It is locked but can be picked with a successful DC 20 Dexterity check. The door is untrapped. Beyond the door is **The Dungeon of Time**. Go to the next section when the PCs open it.

PART 2: THE DUNGEON OF TIME

FEATURES OF THE DUNGEON

The walls of the dungeon are solid limestone rock buttressed with stone supports. Unlit torches can be found in sconces approximately every fifty feet. There is a 5 percent chance that any single torch will not light, as it is too old and the wood is all but petrified. The ceilings are 15 feet high. The doorways lack doors unless otherwise noted. Those doors that can be found have an AC of 15, 50 hit points, and resistance to all damage except slashing, bludgeoning, fire, and force. Doors can be broken down with a successful DC 25 Strength check. The air is stale and thin (no game effect). Creatures in areas adjacent to combat have a chance to hear the sounds of melee with a successful DC 15 Wisdom (Perception) check. The PCs can attempt to take short rests in the dungeon, but if they do, check for a random encounter. If they take a long rest in the dungeon or out of it, Pestilence has a 90% chance of discovering their encroachment and taking appropriate measures to prepare defenses for their return.

LEVEL ONE

Random Encounters for Level One

Each hour, roll a d8; on a 1, the PCs encounter something in the dungeon. Use a d4 and the chart below to determine what it is. Each encounter is from a specific area, so if a creature is defeated during a random encounter, the DM should be careful to remove it from its normal location.

Roll	Encounter
1	Denizens of Area 6
2	Denizens of Area 8
3	Denizens of Area 12
4	Denizens of Area 13

Area 1

This room shows evidence of an ancient battle. Debris and crushed bones lie strewn about the room, most of it by now crumbled to near-dust.

Three hezrou have been tasked to guard this room forever. They will viciously attack anyone attempting to cross it.

- 3 hezrou (see MM p. 60)

A large chest with 4000 SPs sits against one wall.

Area 2

This large room was apparently once some sort of a laboratory for brewing potions and mixtures of some kind. Smashed beakers and tubes are strewn across a stone table in the back room. The shadows seem to dance and play in a strange fashion on the walls.

Lurking in this room are a bevy of shadow demons. These are particularly powerful demons: each has the ability to cast the *Darkness* spell once per day, which they will use to great effect.

- 10 shadow demons (see MM p. 64)

Several potions on the table remain unbroken. A successful DC 12 Wisdom (Perception) check will reveal a potion of superior healing, a potion of heroism, a potion of speed, and oil of sharpness.

Area 3

This large room appears empty. Several dusty cisterns made of stone sit against the east wall. They are filled with stale, dark water.

At the bottom of the southernmost cistern, submerged in the dark water, is a corpse, now

little more than a decaying skeleton. The skeleton wears a ring and carries a sealed waterproof tube, both of which can be found with a DC 12 Wisdom (Perception) check. The ring is a ring of spell turning. Inside the tube is a piece of paper. However, the paper is old, very fragile, and can only be successfully opened with a DC 12 Dexterity check. Failing this check means the paper crumbles to dust. On the paper is the enigmatic statement: "The Sage also cannot avoid his Folly." This is a clue to the title of the book in which the *Summon Time Door* spell can be found. See **Area 19**.

Area 4

This shadowy room appears empty save for a pile of junk and debris against the far wall.

This room contains a hidden pit with spikes at the bottom. There is nothing of value in the pile of debris.

Hidden Pit. This pit has a cover constructed from material identical to the floor around it. A successful DC 15 Wisdom (Perception) check discerns that something is slightly different about the area. A successful DC 15 Intelligence (Investigation) check is necessary to confirm that the trapped section of floor is actually the cover of a 20-foot deep pit. When a creature steps on the cover, it swings open like a trapdoor, causing the intruder to spill into the pit below. A creature falling into the pit takes 11 (2d10) piercing damage from the spikes, in addition to 7 (2d6) falling damage. An old but still potent poison coats the spikes. Anyone taking piercing damage from the spikes must also make a DC 13

Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one. Once the pit trap is detected, an iron spike or similar object can be wedged between the pit's cover and the surrounding floor in such a way as to prevent the cover from opening, thereby making it safe to cross. The cover can also be magically held shut using the *arcane lock* spell or similar magic.

Area 5

This room seems to be empty. Ancient bits of wood, perhaps from chairs, are piled on the ground. Moldering papers lie scattered around the room.

A successful DC 20 Intelligence (Investigation) check will reveal a treatise on the Mists of Time written by the famous bard Flann. The paper explains that the Mists of Time is an artifact that allows one to travel back in time and that one can specify a year and geographical location. It warns, however, that one needs the *Summon Time Door* spell to return to the present time, and that the spell is located somewhere in the dungeon.

Area 6

This room is an ancient foundry or forge, apparently used to construct armor. A long-cold forge sits against the west wall, and a thin chimney reaches up into the ceiling. Racks of armor line the room, some suits rusted beyond recognition; others still gleam, as shiny as the day they were forged.

Guarding this room are two demonic Nalfeshnee, each wearing scraps of the gleaming armor, giving each an AC of 19. Near the center of the room is a permanent teleportation circle, carefully hidden. It can be detected with a successful DC 25 Wisdom (Perception) check. A successful *dispel magic* (DC 20) cast on the floor destroys the circle. A successful DC 20 Dexterity check using thieves' tools permanently disables the circle. If someone is detecting magic or can see magical auras, he or she will be able to see the circle. The circle teleports creatures (no save) ten feet in the air over the pit in **Area 4**. The trap gives them little chance to avoid falling into the pit. A DC 25 Dexterity save will allow a victim to grab the rim. The demons know of the circle and avoid it.

- 2 nalfeshnee (see MM p. 62; they have an AC of 19)

In the room are two suits of plate mail and a magical suit of plate armor of etherealness.

Area 7

This room has stone benches that line the walls and a small fireplace in the south wall. It was apparently an ancient station for guards. Steel hinges mark the doorways, but the only thing that remains of the doors they once held are a few splinters of wood. Other debris, rocks and scraps of cloth and leather, are strewn about.

A large stone block (10 feet by 10 feet) sits in the center of the room, an ancient pedestal right in front of the block. An equal-sized hole in the ceiling is evident directly above the block. Inside the hole is evidence of some rusted ancient mechanism. This is obviously the remains of a deadly trap, now sprung. A successful DC 18 Wisdom (Perception) check will find some items of value if the debris in the room is searched: a potion of greater healing, a brass mug with jade inlays worth 300 SPs, and a jeweled music box worth 1000 SPs.

Area 8

A cold, dark forge with an anvil dominates this room. This was apparently a place where weapons were once constructed, and weapon racks line the walls, some still filled with instruments of destruction.

Two mariliths have been doomed to guard this room. They have armed themselves with magical longswords +1 from the weapon racks. The mariliths are very, very bored and will be happy to engage in conversations with the

PCs, asking to hear any good jokes or riddles. If the PCs entertain the mariliths (requiring a successful DC 25 Charisma [Performance] check), they will allow them to go in peace and will even gift them their +1 longswords. These demons also know the password (“Hamor”) that allows passage down the stairs in Area 10, and if the Charisma check is a critical success, they will also reveal that. Otherwise, the mariliths will attack ruthlessly.

- 2 mariliths (see MM p. 61; they each have a +1 longsword)

There are various mundane weapons scattered about, as well as a *sword of sharpness*. The mariliths could not agree who should get the sword of sharpness, so they agreed to leave it alone rather than fight for it. They will not willingly give the sword away, however.

Area 9

This area is a sunken amphitheater, seemingly once used for meetings of some sort of council. It was also apparently once the scene of some pitched battle. Rusted swords and weapons of all sorts lie strewn about the floor, as well as pieces of bone and other nondescript debris. Twisted, demonic figures now fill the seats of the amphitheater, apparently listening to a ugly, vulture-like creature.

On the benches in the amphitheater sit a crowd of dretch, manes, quasits, and other demons. They seem to be being regaled by a vulture-like creature, a vrock. When the PCs enter, all of the demons turn toward them. “Oh, would you like the floor?” the vrock croaks. “The subject is the nature of good and

evil.” If the PCs can speak intelligently on the nature of good and evil, requiring a successful DC 20 Intelligence (Religion) and DC 20 Charisma (Persuasion) check, the demons will indicate that the PCs can leave the room unmolested if they leave a magic item. If they do not do so, or if they do not succeed at the checks or neglect to try, the demons attack. If a player actually concocts a reasonable speech on the subject, give that player advantage on the checks.

- 4 dretch (see MM p. 57)
- 1 barlgura (see MM p. 56)
- 4 manes (see MM p. 60)
- 2 vrocks (see MM p. 64; one has a 12 Intelligence)
- 4 quasits (see MM p. 63)

A chest sits in the middle of the amphitheater, being used as a podium. Inside the chest is 4250 SPS, 500 GPs, 1 set of navigator's tools (25 SPS), 6 lbs. of copper trade bars (3 SPS), 2 bolts of formerly fine silk (now rotten), 1 lyre (30 SPS), 2 alexandrite worth 500 GPs each, and a carved bone war mask worth 750 SPS.

Area 10

This small room houses a narrow staircase that descends into the earth. The room itself appears empty.

The stairs descend some 70 feet to **Area 14**. The stairs are trapped. If a creature descends 10 feet without saying the password "Hamor," several things occur. Two blade barriers appear

on the stairs, trapping creatures in the area. A poisonous vapor fills the area. The walls also move together, crushing those still between the blade barriers.

Blade Barrier Trap

Magic trap

This trap is activated when a creature steps on any of the stairs from 10 to 20 feet down from **Area 10** without saying the password. The DC is 25 to spot the faint magical runes on the stairs that mark the trap's trigger. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of evocation magic on the stairs. A *dispel magic* (DC 16) cast on the stairs destroys the trap. When the trap is triggered, two vertical walls of whirling, razor-sharp blades made of magical energy appear 10 feet and 30 feet down the stairs. The 5 feet thick walls last for 10 rounds unless dispelled (DC 16). The walls provide three-quarters cover to creatures behind them, and their spaces are difficult terrain. When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw DC 20. On a failed save, the creature takes 36 (6d10) slashing damage. On a successful save, the creature takes half as much damage.

Poisonous Vapor

Mechanical trap

When a creature steps on any of the stairs from 10 to 20 feet down from **Area 10** without saying the password, tubes cleverly hidden in the surrounding walls. The DC to spot them is 20. With a successful DC 18 Intelligence (Investigation) check, a character can deduce the presence of the trap from variations in the mortar and stone used to create it, compared to the surrounding stairs. Wedging an iron spike or other object under the pressure plate prevents the trap from

activating; this takes a successful DC 20 Dexterity check, made with thieves' tools. Stuffing the holes with cloth or wax prevents the gas contained within from being emitted. Any creature caught in the gas must succeed at a DC 20 Constitution saving throw. On a failed save, the creature takes 60 (10d10) poison damage and gains the poisoned condition for one hour. On a successful save, the creature takes half as much damage and does not gain the poisoned condition.

Crushing Walls

Mechanical trap

When a creature steps on any of the stairs from 10 to 20 feet down from **Area 10** without saying the password, the 20-foot length of walls on both sides of the stairs (beginning 10 feet down the stairs), begin to come together to crush anything caught in between them. With a successful DC 20 Wisdom (Perception) check, a character can spot the presence of the trap from variations in the mortar and stone used to create it. Activation of the walls requires all creatures present to roll initiative. The walls roll initiative with a +8 bonus. On its turn, they move 1 foot closer together (the stairs are only 5 feet wide.) As an action, a creature can attempt to stop the walls from moving for a turn with a DC 22 Strength check. On a successful check, the walls don't get any closer together. Five successful checks disengage the walls from their mechanism and they stop coming together and can be freely pushed back to their starting point. When the walls get within 2 feet of each other, a large creature takes 144 (24d10) bludgeoning damage (no save). When the walls get within 1 foot of each other, a medium creature takes the damage. When they touch, creatures smaller than medium take the damage. The walls remain touching for 2 rounds, then retract.

Area II

The small back area of this large room contains a small furnace, its chimney stretching up into the ceiling. This furnace is apparently designed for delicate work. The furnace area is small and the tools lying near it are small and delicate.

This room is especially cursed. The remnant of an ancient mage named Scorus lurks in this area. Scorus was a member of Seldorius' Cadre of the Wise, and he was in the stronghold during Pestilence's attack, which is when he died. Scorus is rather confused because of his undeath and is prone to attack any living thing that enters the area. If his situation is somehow explained to him, he could possibly be convinced to give to the PCs valuable information about Pestilence and about the dungeon; he knows the layout of the dungeon, the password for the stairs down from **Area 10**, and the fact that Pestilence is a balor. Also in this area are three normal wraiths, guards who fell during the demons' attack.

- Scorus the Wraith Mage (see appendix)
- 3 wraiths (see MM p. 302)

Iron crates, rusty, sit against the walls. Most contain rusted rings and rods, now worthless, but one contains a ring of evasion and another contains an immovable rod. These can be found with a DC 20 Wisdom (Perception) check.



Area I2

This area was apparently once a place used to do wood work, because it has a work table on which sit wood working tools. Rusted steel crates, abnormally long, sit against one wall.

Guarding this room is a powerhouse: a goristro summoned by Pestilence. Although it serves him loyally, accomplishing many tasks for him, when not immediately serving him, it resides here.

- Goristro (see MM p. 59)

In the chests are mostly wood splinters, although a DC 20 Wisdom (Perception) check will reveal a chest with a staff of frost and a staff of withering.

Area I3

This room appears to be the home of some messy creature. A pile of furs lies against one wall. Whomever lives here seems to be a reader, for various books and scrolls lie scattered about. A small crate sits against one wall.

Guarding this room is an old ice devil evoker. He was forced because of an old favor to help Pestilence, but he resents every moment of it and is not particularly interested in helping him. He will not be inclined to help the PCs either, but if he hears nearby combat, he will decidedly not come to investigate.

- Ice Devil (see MM p. 75 except his CR is 16 and he has the following feature: **Spellcasting.** The Ice devil evoker is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The Ice Devil evoker has the following wizard spells prepared:
Can trips (at will): *fire bolt, light, prestidigitation, ray of frost*
1st level (4 slots): *mage armor, magic missile, thunderwave*
2nd level (3 slots): *mirror image, misty step, shatter*
3rd level (3 slots): *counterspell, lightning bolt, protection from energy*
4th level (3 slots): *ice storm, stoneskin*
5th level (2 slots): *Bigby's hand, cone of cold*
6th level (1 slot): *chain lightning, wall of ice*)

In the crate are mostly wood fragments, remnants of old wands, although a DC 20 Wisdom (Perception) check will reveal a wand of lightning bolts, which the Ice Devil never found. The papers are scrolls that contain the spells the Ice Devil evoker knows.

LEVEL TWO

Random Encounters for Level Two

Each hour, roll a d8; on a 1, the PCs encounter something in level 2. Use a d6 and the chart below to determine what it is. Each encounter is from a specific area, so if a creature is defeated during a random encounter, the DM

should be careful to remove it from its normal location.

Roll	Encounter
1-2	Denizens of Area 15
3-4	Denizens of Area 17
5-6	Denizens of Area 19

Area 14

This dusty room contains stairs that ascend out of sight.

The stairs go up 70 feet to **Area 10**. On the south wall near the hall that leaves the room is a trap:

Blasting Glyph Trap

Magic trap

This trap is activated when an intruder walks within 10 feet of the nearly invisible glyph on the wall, releasing a magical gout of flame from it. The DC is 18 to spot the glyph, as well as faint scorch marks on the floor and walls. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of evocation magic around the glyph. When the trap is activated, it releases a 30-foot cone of fire. Each creature in the fire must make a DC 16 Dexterity saving throw, taking 90 (15d10) fire damage on a failed save, or half as much damage on a successful one. A successful *dispel magic* (DC 16) cast on the glyph destroys the trap.

Area 15

Ancient stone benches sit facing a stone podium that rests a few feet from the east wall. This was apparently once a lecture room of some sort. A cracked slate hangs on the wall behind the podium. Some very old runes and sigils are partly erased on the slate, but the center of it is dominated by two hastily-scrawled words: "Not Again!"

Two death tyrants, beholders who served Pestilence in the attack on the Cadre of the Wise, haunt this area. They are now undead, and they have made this area their lair. They attack viciously any who enter this area, doing their best to slay intruders.

- 2 Death Tyrants in lair (See MM p. 29)

In an unlocked chest in the corner are 7000 SPs and 1000 GPs.

Area 16

The door to this room is steel. It has a small, barred window near the top.

The door is locked (DC 20 Dexterity check to open with Thieves' Tools). Pestilence holds the key. He uses this cell, which has a permanent *antimagic field* cast within it, to hold his minions that do not obey him. Currently it holds a wily Demon named Gerleez. Since he cannot communicate via telepathy from within his cell, the PCs will have to speak to him if they wish to

communicate. He will promise them anything if they will get him out, including help against Pestilence, but the second he is free, he will attempt to flee to Pestilence, warning him of the PCs in hopes of regaining his favor.

- 1 Glabrezu (see MM p. 58)

Area 17

There is a large column in the north section of this room, 10 foot in diameter. Remnants of some sort of ancient furniture line the floor. Strange shadows seem to dance on the walls.

This column contains the interior of the pit from **Area 4**. Also in this room is a tormented soul, the captain of the guards of the famous Cadre, a man formerly known as Aurelius, now a death knight. His guilt in not protecting the Cadre will not let him rest, and eventually it turned to hatred of the world. He is strongly inclined to kill the PCs, but a DC 25 Charisma (Persuasion) check (properly role-played) might convince him to lend them aid against Pestilence. Also in the room are many of the guards he commanded, now shadows.

- 1 death knight (see MM p. 47)
- 6 shadows (see MM p. 269)

A Wisdom (Perception) check DC 20 among the debris will reveal a leather sack, which contains 5000 SPs and 900 GPs.

Area 18

This room has a small, cold forge that sits against the east wall and several work tables that sit against the south wall. In the center of the room is a wooden table with a jeweled amulet on it. Several metal crates line the walls.

This well-worked amulet (worth 350 GPs) has a permanent *Magic Aura* cast on it such that it radiates strong abjuration. In fact it is non-magical. Moving the amulet, however, will trigger a trap in the ceiling. A four-ton 10 by 10 block will drop if the amulet is moved, falling on the space immediately in front of the altar. The sound of the block falling can be heard with a DC 14 Wisdom (Perception) check by creatures in **Area 17**, **Area 19**, and **Area 20**. A split second after the block fall, the two squares to each side of the block and one square behind it (all squares that characters are likely to jump into if they avoid the block) will spout whirling blades.

Falling Block Trap

Mechanical trap

This trap triggers when the amulet is touched or moved. The trap can be spotted with a successful DC 20 Wisdom (Perception) check—the amulet can be seen to be rigged, and the outline of the block on the ceiling can be spotted. A successful DC 20 Dexterity check using thieves' tools disables the rigging on the amulet harmlessly. A character without thieves' tools can attempt this check with disadvantage. On a failed check, the trap triggers. When the trap is triggered, the block drops. Any creature in the area beneath the block must succeed on a DC 18 Dexterity saving throw, taking 144 (24d10) bludgeoning

damage on a failed save, or no damage on a successful one. Creatures that make the save end up in the squares with the whirling blade trap. The block shatters when it hits the floor, leaving the area where it strikes as difficult terrain.

Whirling Blade Trap

Mechanical trap

The trap can be spotted with a successful DC 20 Wisdom (Perception) check—the slots in the floor can be spotted. A successful DC 18 Dexterity check using thieves' tools disables the trap. When the block falls from the ceiling, this trap is triggered. A creature in the squares with the blades must succeed on a DC 17 Dexterity saving throw, taking 60 (10d10) slashing damage, or half damage on a success.

Most of the chests are filled with rusted, useless items. A chest, however, which can be discovered with a DC 18 Wisdom (Perception) check, contains 2000 SPs, 500 GPs, and javelin of lightning.

Area 19

This large room appears to be a library. There are books of all sorts in shelves on every wall. A large swath of books on the north wall appears to have burned at some time in the indeterminate past. A feeling of peace suffuses this area.

This was the library of the Cadre of the Wise. As a holy place to the Cadre, it has a permanent Protection from Evil cast on the entire area. Any fiend or undead in the room has disadvantage on attack rolls while in the

room, and creatures in the room can't be charmed, frightened, or possessed by them. If a creature in the room is already charmed, frightened, or possessed by a fiend or undead, the creature has advantage on any new saving throw against the relevant effect. For this reason, the denizens of the dungeon have found this room to be extremely unpleasant, even painful, and have avoided it.

This library is filled with books of all varieties—be creative. It can be used to provide advantage to any Intelligence-based skill check when it is used to research an answer. Research on a single question takes 8 hours. Advantage can only be gained on one single roll per question. This library also contains the spell *Summon Time Door*. The spell is the last page in an obscure text called *Sage's Folly*. The spell is also protected with a *wish* such that the page will always appear blank to a character that is of evil alignment. This effect can be dispelled with a successful DC 19 *Dispel Magic*. A DC 40 Intelligence (Investigation) check and eight hours of search time will reveal this spell page if one does not know the title of the tome in which it is located. If one does know the name of the book, one will be able to find it with a DC 20 Intelligence (Investigation) check.

Summon Time Door

8th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration up to 1 minute

This spell has one function. To those not in their present time and their current year (namely the era from which they originally

come), it summons a glowing circular portal in the air. The portal is ten feet by ten feet. Those stepping through it find themselves in *The Mists of Time*. See **Area 20**. Trying to cast it in the present (namely the era from which the caster originally comes) will cause the spell not to function.

An Intelligence (Investigation) check DC 20 (which takes 4 hours) will also reveal a wizard's spellbook with the following spells:

1st level (4 slots): *detect magic, floating disk, identify, mage armor*

2nd level (3 slots): *detect thoughts, mirror image, misty step*

3rd level (3 slots): *counterspell, fly, haste*

4th level (3 slots): *banishment, fire shield, stoneskin*

5th level (3 slots): *dream, scrying, wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *sequester*

8th level (1 slot): *power word stun*

9th level (1 slot): *foresight*

Area 20

Two secret doors lead into this area. They can be detected with a DC 20 Wisdom (Perception) check and opened with a DC 20 Intelligence (Investigation) check, although they are locked. A DC 20 Dexterity check made with thieves' tools will open them.

This large circular room is dominated by what at first glance appears to be a pool of some sort. A look into the pool, however, reveals a strange swirling mist. The walls are adorned with magical inscriptions and glyphs of all sorts. Along the edge of the pool is a short set of silver runes.

The glyphs on the wall do not mean anything in particular-- they are used to help harness the magic of the pool. Pestilence thinks they can unlock the secret of using the pool. The runes on the pool edge are a warning. They can be interpreted with a DC 15 Intelligence check, and they say, "Do not enter the Mists of Time unless you know the dangers and the secret of how to return."

Pestilence is here in the circular room, guarding the pool. If he is aware of the PCs, he will have recruited some creatures from whatever nearby rooms he has been able to visit. He always has one guard with him, a marilith. Note that he can only recruit willing allies, as noted in the description of each room. Pestilence is a very intelligent opponent and will use complex tactics. He will not hesitate to flee if he is losing, but he cannot leave the confines of the dungeon, because of the Dweller's curse. If he does flee, however, it will merely be to regroup and attack the PCs when he feels they are weak. If Pestilence feels he can manipulate the PCs, he will attempt to use them to discover if they know the secret of how to return from the Mists of Time. He will promise them nearly anything, but he does not intend to deliver on any promise.

- 1 balor, named Pestilence (see MM p. 55); any creature that Pestilence strikes with his longsword must succeed at a DC 20 Constitution saving throw or be infected with sewer plague, as described in the *Dungeon Masters Guide*, except the saving throw DC to recover from the disease is 20.
- 1 marilith (see MM p. 61)

Also in this room are the collected spoils of Pestilence. In a pile in the corner, PCs will find the following items: 4,250 SPs, 1,000 GPs, 4,010 CPs, 6,700 TPs, 3 lutes (35 SPs each), 2 vial(s) of holy water (50 SPs each), 6 bottle(s) of common wine (1 SP each), 2 sets of thieves' tools (25 SPs each), 6 peridots worth 500 SPs each, 2 opal elaborate brooches worth 750 SPs each, the key to **Area 16**, and 2 potions of greater healing.

THE MISTS OF TIME

The pool in **Area 20** can actually be used to travel to an extra dimensional space called The Mists of Time. One needs but to enter the pool. Inside the pool is a misty place without walls and with a spongy floor made of an ambiguous substance—something like solidified mists. In the Mists of Time is a glowing doorway. Stating a year and stepping through this door will cause those doing so to literally be transported back in time to the year spoken. Characters can specify a location on the planet, but the pool will only get them with 100 miles of their location (though it will generally not drop them in a dangerous area such as the middle of the ocean or in an active volcano).

Once back in time, characters will not be able to summon the door to take them back to The Mists of Time unless they know and are able to cast the *Summon Time Door* spell, found in the library at **Area 19**. Using this spell while back in time will bring the characters back to the Mists of Time, whereupon they will see another glowing portal; stepping through this second portal will return the characters to the present, in front of the pool in **Area 20**. The Dungeon Master should be aware that time travel is a paradoxical, potentially game-breaking effect. He or she should take great care to decide on what can and cannot be accomplished via time travel, and what the rules of time travel are, and stick to them. This adventure leaves that task to the Dungeon Master.

CONCLUDING THE ADVENTURE

IMPLICATIONS

How the adventure concludes is entirely up to the PCs. If they defeat Pestilence, they could simply loot the place and leave. If Pestilence escapes, he may begin machinating against them and could become a recurrent villain if he is somehow released from his curse. But if the PCs discover the secret of how to use the Mists of Time, that will lead to many possible adventures appropriate to high level characters.

FURTHER ADVENTURES

If the PCs learn how to operate the Mists of Time, they can use the Mists to go back in time and attempt to correct the wrongs of the world or otherwise use it to their advantage. The possibilities are endless, and this adventure could be a perfect springboard for an entire campaign based on time travel.

APPENDICES

NPCs

Scorus the Wraith Mage

Armor Class 15

Hit Points 97 (15d8 + 45)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 8 (3,900 XP)

Special Traits

Incorporeal Movement: The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Spellcasting: The wraith is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The wraith has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *detect magic, mage armor, magic missile, shield*

2nd level (3 slots): *misty step, suggestion*

3rd level (3 slots): *counterspell, fireball, fly*

4th level (3 slots): *greater invisibility, ice storm*

5th level (1 slot): *cone of cold*

Sunlight Sensitivity: While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 26 (5d8 + 3) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

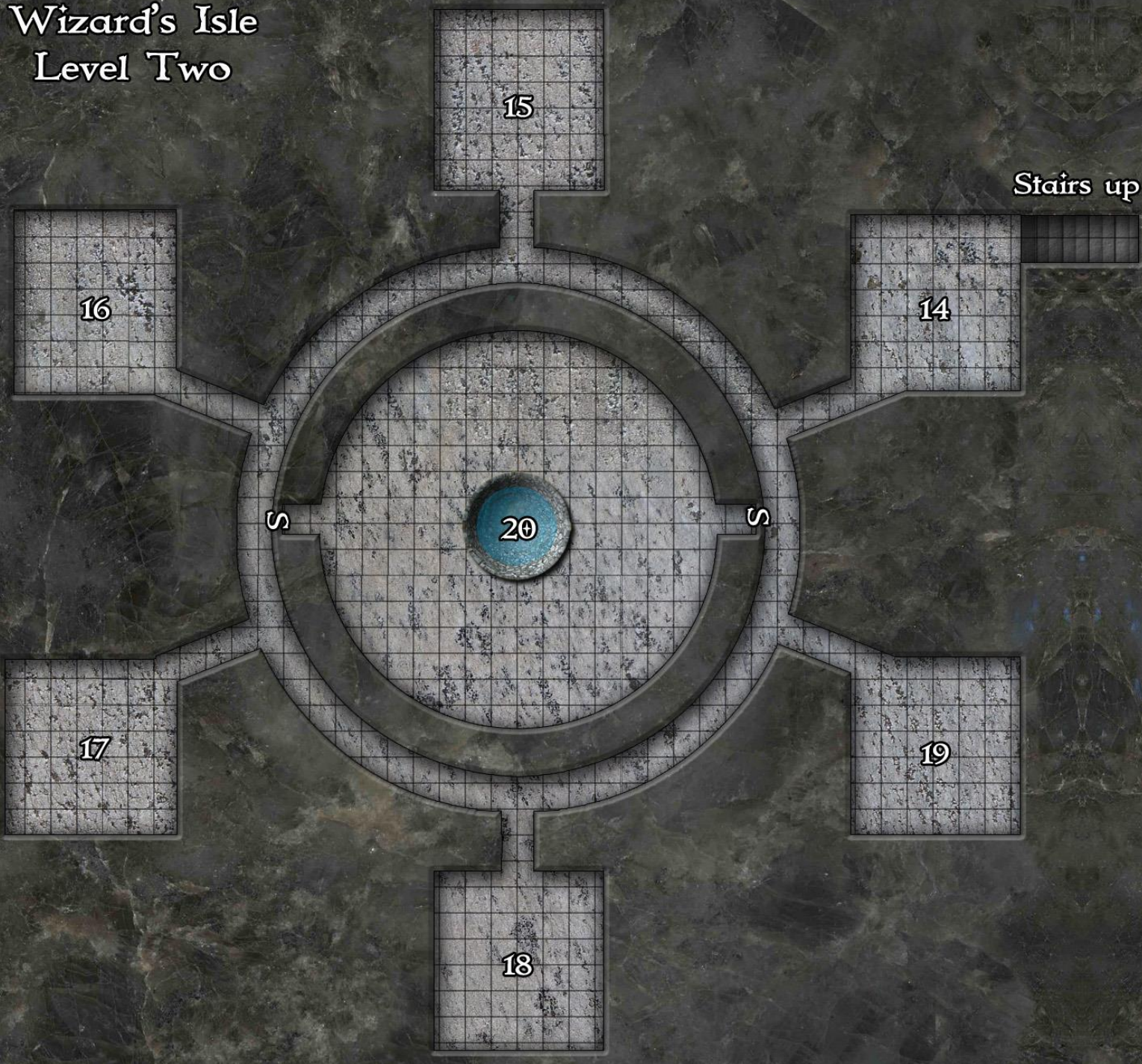
Create Specter: The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

MAPS



Wizard's Isle Level One (1 square= 5 feet)

Wizard's Isle Level Two



Wizard's Isle Level 2 (1 square=5 feet)

CREDITS

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