

SECRETS OF THE LOST LIGHTHOUSE

5TH EDITION ADVENTURE

QUEST FOR ANCIENT RELICS IN A BUILDING LOST TO THE AGES

MonkeyDM

Secrets of the Lost Lighthouse

SECRETS OF THE LOST LIGHTHOUSE IS INTRODUCTORY ADVENTURE FOR LOST SOULS DESIGNED FOR 3-6 ADVENTURERS OF 2ND LEVEL, FOR USE WITH THE 5TH EDITION RULESET.



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Note

If you've ever wanted to introduce brand new players to D&D, you probably know the first time you'll play, you'll spend plenty of time creating characters. *Curse of the Lost Lighthouse* is an adventure created explicitly for those types of sessions. It is short enough to fit within a 4 hour game night, with 1.5 to 2 hours devoted to character creation and an additional 2 to 2.5 hours for the adventure itself.

In terms of theme, *Curse of the Lost Lighthouse* is heavily inspired by the Robert Eggert movie *The Lighthouse*. You might even say it is an alternate-universe epilogue of sorts to the movie's story. It is meant to be creepy, eerie and unsettling, but not *too* graphic. If you're interested in bringing your players into a mature world, then this adventure is a great start. It can even be used as the second half of a first session within your world.

Within the "MonkeyDM Cinematic Universe", this adventure takes place a little after *The Sunken City*, off the coast of Olin (The same city where *The Drowned Groom* and *Scales of Justice* also take place). It deals with the attempts at uncovering the truth behind a Lighthouse from way back before the Evermist arose.

Background

Willem Roacher, Esworth O'brien and 3 other dwarves arrived on Midsaft Refuge a little past midday. They were to watch over the Midsaft Lighthouse, one of the most imposing creations of the Dwarvish Empire of Olenbach, now known as the city of Olin. This Lighthouse was a point of pride for the dwarves, and they used it to guide themselves between the many cities Orsillian Gulf. Whenever dwarvish sailors would feel lost, they need but look in the distance. The Lighthouse guided them. Then, not 3 weeks after the 5 dwarves took up caring after the Lighthouse, the Evermist arose.

Unbeknownst to the Dwarvish Empire, the people of Comboro had unlocked great evils, sinking their city and clouding the shores in mist. What was the Orsillian Gulf became the Mistshores. Slowly, without the trade and sailing they were so fond of, and without their biggest allies in the Comborians, the Olenbach Empire dwindled and died.

From its capital's ashes came into birth Olin, the city slowly building out, expanding and forming the foothold for a new society. Through time, this society began telling legends of what was the Olenbach Empire. With these legends came stories of the Midsaft Lighthouse, this beacon of light, lost forever. The bravest of adventurers went there, looking for answers. And answers they found. A ship led by the extraordinary pirate captain Blackhawk Tamuu once returned with a journal and a few chests of gold, saying that's all they had time to plunder while they held off the Evermist. The journal, written by Esworth, spoke of his superior, Willem Roacher. Their story, now but a legend, is that of conflict, of being driven mad by the Evermist, and then... the writings stop, right as Esworth says he is going to kill Roacher.

Now, 5000 odd years after the fall of Comboro, the mists have been dissipated, due to the explorations led by Waverly Voss Junior. With the mist retreating, the time has finally come to uncover the secrets of the lost lighthouse.

Plot Hooks

This adventure, though introductory, can be used as part of an on-going adventure with a few changes. If you are playing this to introduce brand new players to the game, we recommend you use the first plot hook. If you are playing it in any other way, you may choose between all hooks.

- **Questboard Conquerors.** A dwarven scholar by the name of Dalran O'shear has posted signs that ask for explorers. He needs an expert group to go to the Lighthouse and find what is left behind.

- **Look for the Light.** The light of the Midsaft Lighthouse holds an ancient form of magic, known to very few. Perhaps it is that very light that kept the mists at bay. One of the party members knows of this and feels compelled to uncover the truth. It may even be able to be sold to the highest bidder.

- **Dwarvish Desires.** If the party has at least 2 dwarves, you may use this plot hook: They are compelled by an unexpected, inner instinct. Maybe it is their dwarvish ancestors asking for rest, maybe it is their dwarvish greed, but once they've heard of the Lighthouse, they haven't been able to forget it. If you are using this plot hook, all dwarvish characters have advantage on their **Intelligence (Investigation) checks** and disadvantage on their **Wisdom saving throws** for the entire adventure.

The adventure is written as if you are using the first plot hook (**Questboard Conquerors**). If you wish to use any other plot hook, or change the level of the adventure, ideas for how the adventure may change can be found in **GM NOTES** entries throughout the adventure.



Chapter 1. The Lost Lighthouse

In which the party hears of their quest and arrives.

Chapter 1.1. An Interview

GM NOTE:

The following chapter is written with Dalran O'shear in mind. You may exchange him for any other NPC and his office for any other place if you are playing with different plot hooks or even skip the chapter all together.

Read this:

'You all walk within the warm office through the small door. Those of you with considerable height have to bow your heads to even fit in. Inside, the warmth radiates from a small fireplace, dangerously close to stacks of paper. Alongside the warmth, you also smell the stale mix of alcohol and coffee in the room, with 7 or so mugs being left all around the place, half-filled with one, the other or even both. Dalran steps over a few piles of books and climbs on a ladder to reach up to a bookshelf, pulling out a considerable leather-bound tome. "These are my notes from over the past 60 years. Not too detailed, but they're all I could gather. By human standards, I reckon this is a life's work, but for me... Way too little. So, sit down, let's have a chat about all of this. What did you say your names were?" He says, placing the tome in your lap and sitting down on the other side of his desk. You can read the title, "The Midsaft Lighthouse - A Study", written in bold dwarvish letters, with common right underneath.'

GM NOTE:

If you are playing this adventure as a one-shot, now's the perfect time for the party to be introduced to one another. Give all of them time to describe their characters and say their names. Then, after all of them have presented themselves, Dalran will continue.

DALRAN O'SHEAR

Information: Dalran is a scholar at heart and has never bothered to be anything other than that. His entire life has been spent uncovering the history of the Olenach Empire. Everything around him looks disheveled and disorganized, yet he knows exactly where everything is placed. He is, however, very unhealthy, due to poor eating, drinking and sleeping habits, this being the main reason why the party will be sent on the isle in his stead.

After the party's all introduced themselves, Dalran will ask them cordially what they all know about the Olenach Empire. Each party member must make a **DC 13 Intelligence (History) check**. All of them who succeed remember the old Dwarvish Empire, as well as the fact it fell

shortly after the Evermist. If they tell this to Dalran, he will get excited and reach into a drawer, pulling out a bag of gold. He'll tell the party this type of historical knowledge is to be rewarded and they might have just jumped to the front of the line in who he wants to hire. If the party makes a successful **DC 15 Wisdom (Insight) check**, they'll discover that he is lying and most likely has no one else he could hire.

Regardless of how many people know of the Empire, Dalran will tell the party a short history (which can be found in the *Background* section of the adventure.) Once he mentions the Evermist, the party can make a **DC 15 Intelligence (Religion) check** to see if they know about it. On a success, they know it is a corrupting force that clouded the entire region and it is said to have driven men mad.

He'll then ask the party to open the book he handed them and read into it. The entire party can make a **DC 13 Intelligence (Investigation) check** to look over it and find important details. On a success, they quickly identify that the Midsaft Lighthouse was built by this empire, but has been lost to time, within the Evermist. Give the party some time to discuss the information amongst each other.

Dalran will then tell the party that now, with the Evermist being partially removed from the region (you can add further information from the *Background* section of this adventure), he can finally send people to investigate what was left behind.

If no one in the party succeeded on the initial **Intelligence (History) check**, Dalran will then ask the party why he should hire them of all people. They have three chances to persuade him with a **DC 12 Charisma (Deception), (Intimidation) or (Persuasion) check**. If they succeed at least once, he'll decide to hire them for 150 gold each. A successful **DC 15 Charisma (Intimidation) or (Persuasion) check** will make him up that price to 200.

Once he's hired the party, proceed to the next chapter.

Chapter 1.2. Terms and Conditions

GM NOTE:

This chapter is also linked to Dalran, although only briefly. If you are using a different plot hook, you can simply change the NPC's name or skip over the initial "Read this" fragment and the small discussion thereafter. The rest can be played through normally.

Read this:

'Within a few short minutes, Dalran's assistant returns to you with a stack of papers. You are all asked to sign the contracts, reading through which is quite regular. Nothing seems too out of the ordinary. Dalran does mention that, as independent contractors, your safety is in your own hands. Should you die on your adventure, he is not liable for your fate, but he assured you no death shall come upon you. Then, with the contracts signed, Dalran clears his throat and begins speaking once more. "You'll get 50 gold each now and the rest upon return. Now let's talk specifics." As he says this, he pulls out a small piece of parchment from a stack.'

Dalran will tell the party that they have the following goals to accomplish:

- Clear out any threats may still be on the isle.
- Clear out the inside of the Lighthouse.
- Find all 5 missing bodies.
- Find Willem Roacher's log.
- Light the Lighthouse (Optional)

The last goal is optional. If they complete it, Dalran will grant them an additional 50 gold each.

GM NOTE:

In regards to the goals, here is the solution to all of them:

- There are no threats outside the lighthouse, so the first goal is always completed.
- They must kill all 3 skeletons.
- They can be found on floor 1 and 2 of the lighthouse.
- It can be found under his bed's pillow, on the 3rd floor.
- Can be done by receiving the lighting guide from log racks on the 2nd floor, and then moving to map 1.

With the discussion finished, the party will be asked to go on their journey. Dalran will suggest they go shopping, if they wish to. Lastly, he will tell them a sloop is waiting for them on the docks.

They can find a shop with all common magic items, including *potions of healing*, as well as a *ring of mind shielding*.

GM NOTE:

Shopping can often lead to a lot of wasted time. Be sure to tell the party to keep going, in order to keep a good pace.

After the party's bought all the stuff they need and are ready to go to the isle, proceed to the next chapter.

Chapter 1.3. Arrival

GM NOTE:

From now on until chapter 3.2, the story is in no way connected to the initial plot hook. You may play normally, regardless of what hook you chose.

Read this:

'The journey to the Midsaft Refuge is longer than expected. The sloop you've gotten on, fast as it is, spends the better part of a day before you finally even see the distant outline of the Refuge. Distant, rocky cliff sides and a gigantic tower, which was once a shining beacon, but is now completely still and lightless. When you get close enough, the sloop drops its

anchor and you board two small rowboats, as the small and rocky port is not large enough to accommodate even a ship this small. And so, you row and row, the waves crashing against the side of your boats, until you finally reach the lifeless, gray shores of Midsaft Refuge. The Lighthouse, now but a cold tower, emanates an aura of dread. While the Evermist has indeed retreated, this place is still corrupted by its influence. But, regardless of that, you must uncover the truths.'

Bring the party to map 1, area 1. That's their arrival point. Right as they land, they may make the following checks:

- A successful **DC 12 Wisdom (Perception) check** will direct their gaze towards area 5. "You see an elevated portion of rock, which seems to have a makeshift wall on it. May be worth exploring."
- A successful **DC 12 Intelligence (Nature) check** will have them realise this location is unnaturally devoid of any amount of grass or vegetation, most likely due to the corrupting power of the Evermist.
- A successful **DC 12 Wisdom (Survival) check** will show them the ground is dusty and there are no tracks. As they walk, they'll notice the tracks on area 2.

After choosing to make any initial checks, the party may explore the map's many areas.

AREAS OF THE LIGHTHOUSE

1 - ARRIVAL POINT

The party arrives here. They can return here at any point to finish the quest, moving to chapter 3.2.

2 - THE TRACKS

Read this:

'Barely noticeable on the dusty ground, is a half-covered footprint. At first glance, it looks to be dried mud, but then... You realise it to be blood.'

The party member who first finds the track must make a **DC 14 Wisdom saving throw**. On a failure, they begin to tremble. They are frightened for the next hour, but do not know the source of the fear. It is Esworth (**forlorn specter**), who is watching from the ethereal plane. The frightened creature is considered to always see the source of their fear, despite not seeing it.

After the saving throw, the party members can further investigate the tracks with a **DC 12 Wisdom (Survival) check**. It will reveal that it is incredibly old and should not have survived this long. As they notice this, the footprint will turn to dust. A **DC 15 Intelligence (Arcana) check** or a *detect magic* spell will reveal this was an illusion, thus confirming to the party that they are not alone on this isle.

3 - THE BRIDGE

Read this:

'Large dwarvish runes adorn the long bridge to the lighthouse. It is stone and sturdy, yet somehow feels... unsafe. As if it were a threshold to step across. You make your first step, however, and all feels right again. Then another step. Then another.'

A trap is hidden right below the number marking the area. When a party member is next to it, they can look for it with a **DC 12 Intelligence (Investigation) check**. If checked, they'll realise it's an arcane trap and cannot be disarmed, but can be avoided by walking on the side of the bridge. Walking on the side of the bridge requires a **DC 12 Dexterity (Acrobatics) check**. A failure on the check will result on the person falling onto the bridge and triggering the trap.

If the trap is triggered, the person who triggered it must make a **DC 14 Dexterity saving throw**. On a success, they dodge out of the way and take no damage. On a failure, they are blasted with energy, taking 2d4 force damage.

4 - THE DOOR

Read this:

'You walk to the end of the bridge and make your way to the door. You expect to need to investigate it, but there's no need. You can see the scratches and weapon markings without any focus. Someone was dying to get in... But how old are these marks? Are they from when they turned on each other? Are they from others who have come to look for the secrets? What is the truth of all of this?'

The door is locked from the inside. In order to open it, the party must either succeed on a **DC 12 Thieves' Tools check**, a **DC 12 Strength (Athletics) check** or deal 20 damage to it. The door has an AC of 18, immunity to necrotic, fire and poison damage and resistance to cold.

Once the party opens the door, they can step into map 2. When they do, proceed to the next chapter.

5 - THE ROCKS

Read this:

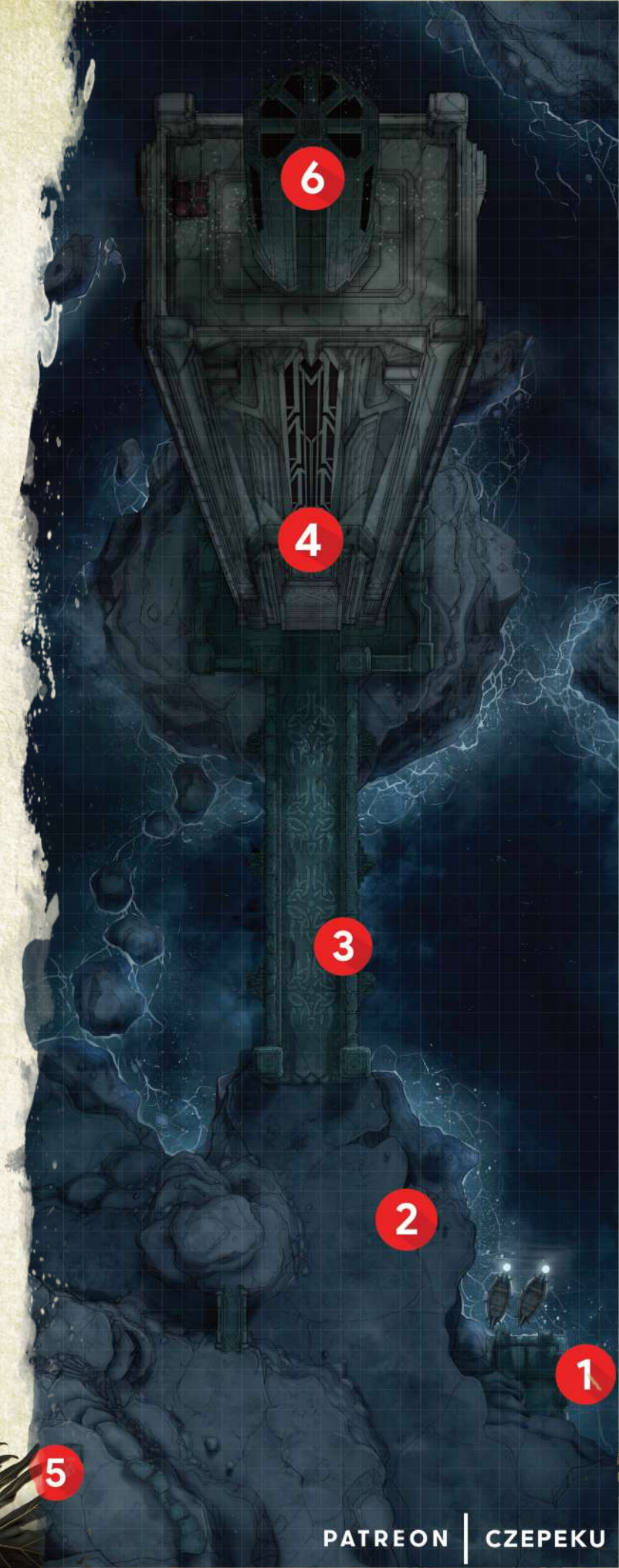
'Upon climbing high on the vantage point, you get a better look of the surroundings. They are somewhat frightening and totally... discordant. Whereas Olin is full of rain and vegetation, this island looks so... incredibly dry. You then look down at the ruinous remains of a stone wall.'

A **DC 12 Intelligence (Investigation) check** will reveal there's small writing in the rocks, all of which is written in old dwarvish. All characters who speak dwarvish can make a **DC 12 Intelligence (History) check** to identify what it says. It spells out: "Esworth going mad. Reckon he's going to kill the old man, so we're going to stop him before he does. Old man's not much better, but such is life." Then, a smaller bit of writing, different from the previous, says "Did you in first, boys."

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MAP 1



6 - THE LIGHT

The party can only arrive here by going inside the lighthouse and climbing through the floors.

Once the party has walked in through the door (area 4), proceed to the next chapter. The story cannot progress otherwise.

Chapter 2. Snuffed Out

In which the party gets within the Lighthouse.

Chapter 2.1. First Floor

Read this:

'You make your first steps within the old Lighthouse to deafening silence. Your nose takes in the rot and mold. Thousands of years have come over this structure. On the ground, you see dried blood, as well as two bodies, both of them skeletal and half-turned to dust. Who knows what else is here?'

Right as the party walks in, a voice will begin speaking in their head. All party members hear a ghostly shriek yelling "Walk away!". They must make a **DC 14 Wisdom saving throw**, taking 1d6 psychic damage on a failure. Any creature wearing a *ring of mind shielding* who decides not to let the voice in is immune from this effect.

After the party makes the saving throw against this shriek, they may explore the area.

AREAS OF THE FIRST FLOOR

1 - SKELETON 1

The skeleton can be investigated with a **DC 12 Wisdom (Medicine) check**. A success reveals it's been dead a long long time. A small piece of tattered clothing is found on it, alongside a necklace with a hammer. Nothing else of note.

2 - SKELETON 2

The skeleton can be investigated with a **DC 12 Wisdom (Medicine) check**. A success reveals it died due to an axe wound to the head. Upon seeing this, any party member can make a **DC 12 Intelligence (History) check**. On a success, the party member remembers that Esworth's journal revealed he wished to kill Roachers with an axe to the head shortly before the writings stop. A party member can also make **DC 12 Intelligence (Investigation) check**. With a success, they find a small locket, which has Roacher's name on it. This body is most likely Roachers.

A *detect magic* spell used on the skeleton will reveal a faint bit of necromantic magic, although faded.

3 - LOG DESK

The party can investigate the desk with a **DC 12 Intelligence (Investigation) check**. Regardless of if they succeed or fail, they find many a logs, but none which are Roachers. On a fail, they also see a small splatter of blood on one of the pages, which spells out "LEAVE". The party member who first sees that page must make a **DC 15 Wisdom saving throw** or be frightened of Esworth (**forlorn specter**) for the next minute. The frightened creature is considered to always see the source of their fear, despite not seeing it.

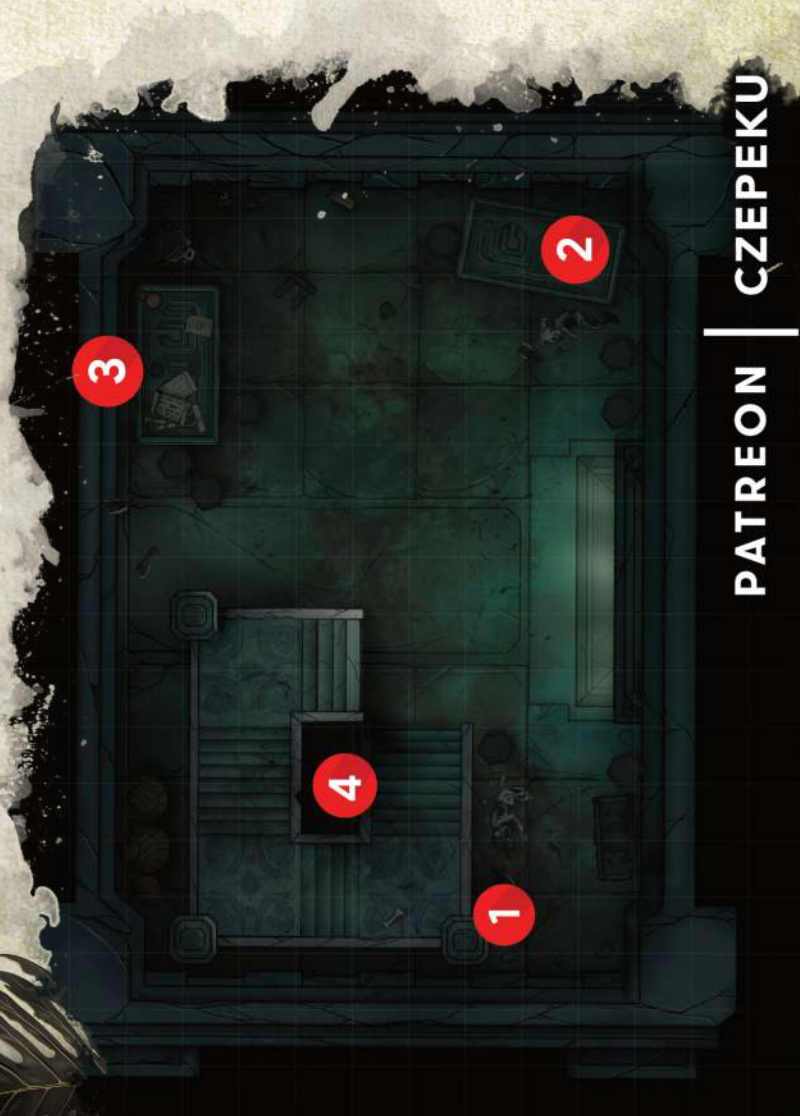
4 - STAIRS

The stairs lead to the next floor (map 3). Upon the party walking up the stairs, you may proceed to the next chapter.

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MAP 2



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Chapter 2.2. The Second Floor

Read this:

‘You arrive on the second floor, where you are met by three more skeletons, tripped over tables filled with logs, papers, maps and many other things. The smell of dust and mold is almost unbearably, that’s for sure.’

AREAS OF THE SECOND FLOOR

1 - SKELETONS

If the party touches any of the skeletons, they will start moving and rush them, prompting combat with **3 skeletons**. The party cannot access any other areas until they’ve killed the skeletons.

GM NOTE:

This encounter should be quite easy and this is on purpose. If you are playing with brand new players, giving them easier encounters to start with is a good thing. However, if you want to add a bit of a challenge, Roacher’s skeleton can join the battle from downstairs, making it 4 skeletons.

2 - LOG RACKS

The party can investigate these log racks with a **DC 16 Intelligence (Investigation) check**. The DC is higher, because of the sheer mass of logs. Most of them have nothing of any value. On a successful check, the party stumbles upon a shrivelled up log, which has the guide to lighting the light inside the lighthouse. It requires incantations in dwarvish, some ash and a single leaf. The log also states that the light “Is part of the god’s defenses against the dark”.

3 - LARGE DESK

The party can investigate the desk with a **DC 12 Intelligence (Investigation) or Wisdom (Perception) check**.

On a successful check, read this:

‘You approach the large desk in a rush, hoping to find papers that would aid you. And right as you lay your hand on the first sheet of paper, you hear a tearing sound. Blood drips out of nowhere, forming itself into letters on the paper. “LEAVE NOW” they say.’

The voice will be heard inside the party’s heads again. They must make a **DC 14 Wisdom saving throw**, taking 2d6 psychic damage on a failure. Any creature wearing a *ring of mind shielding* who decides not to let the voice in is immune from this effect.

After making the saving throw, the party can look on the desk, where they can find the missing pages of Esworth’s journal. They write the following: “I’ve done my duty to the

sea. I’ve stopped the light. I’ve killed them all. Now I’ll be rewarded by its voice. The Mist will rise and reward me. I’ll take over this lighthouse and rule it.”

4 - STAIRS

The stairs lead to the next floor (map 4). Upon the party walking up the stairs, you may proceed to the next chapter.

Chapter 2.3. The Third Floor

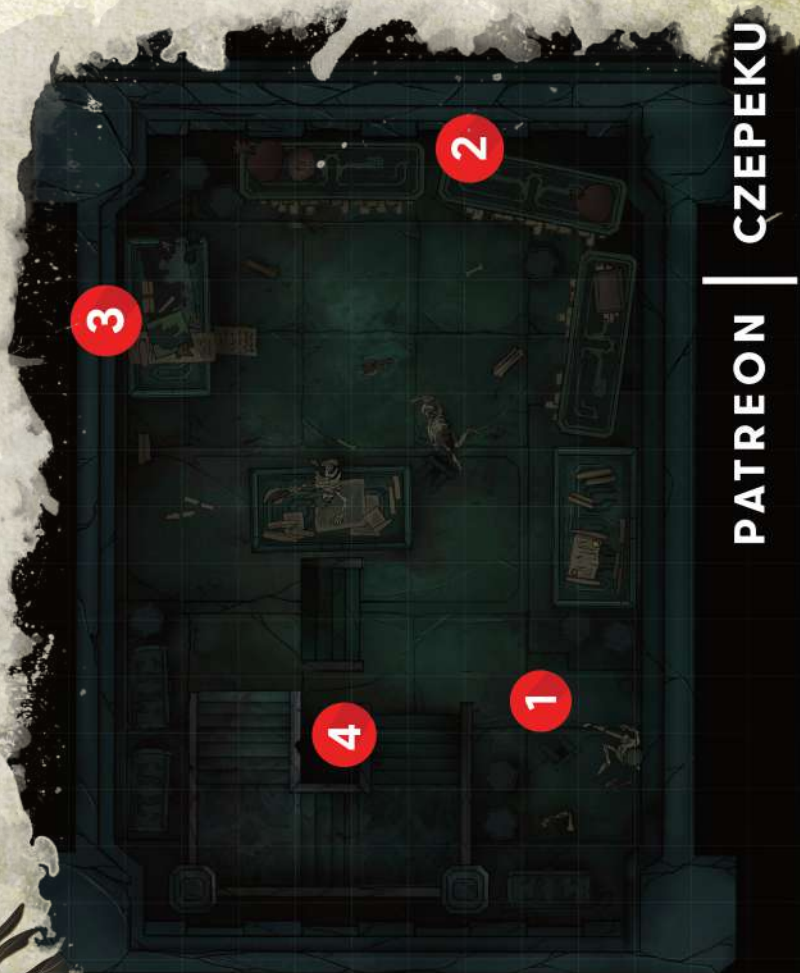
Read this:

‘You reach up to the third and final floor of the lighthouse, only to be met with a pungent smell. You see the blood-stained sheets, age-old plates, moldy bits of decomposed food. A room lost to ages long ago. Then, no longer in your head, but in your ears, you hear the ghastly shriek once more: “I SAID LEEAAAAAAVVVEEEE”. And so, in front of you, a specter, a

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MAP 3



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ghostly form of a dwarf long gone, takes form: Esworth. Roll for initiative.'

The party must now fight Esworth (**forlorn spirit**). After fighting him and defeating him, they may investigate the area.

GM NOTE:

This is the adventure's final battle, so try to make it feel epic! Allow the players to even rush in between the different floors if they wish to. As Esworth is defeated, have him shriek out in pain a final time, before turning to mist. This will get across that the area's been "cleansed".

1 - BEDS - NORTH

The party can investigate these beds with a **DC 12 Intelligence (Investigation) check**. A success will reveal, underneath one of the bloody bed's pillows, the log of Willem Roacher.

When they find it, read this:

'It is with uncommon curiosity that you start flipping through Willem's writings. While reading it, surprisingly, you find no mention of mist, but rather of Esworth going slowly mad. It seems this happened before the mist, unlike the legends. Perhaps... This all has to do with the Lighthouse's powers? As you read on, Willem's religious binding to the light becomes more apparent. No one else is allowed to see it but him. He believes it is a protector of the realms. And maybe it even is, who knows?'

2 - BEDS - EAST

The party can investigate these beds with a **DC 12 Intelligence (Investigation) check**. They can find nothing of note, except for a *belt of dwarvenkind* hidden and dusty inside a satchel, some ash and a few leaves. The ash and leaves can be found to light the Lighthouse.

3 - CHESTS

The party can try to unlock these with a **DC 18 Thieves' Tools check** or a **DC 20 Strength (Athletics) check**. Inside, they'll find old relics and knick-knacks worth 1000 gold.

4 - STAIRS

The stairs lead to the top of the lighthouse (map 1, area 6). Upon the party walking up the stairs, you may proceed to the next chapter.

Chapter 3. Follow The Light

In which the party gets to the source of it all.

Chapter 3.1. The Top

GM NOTE:

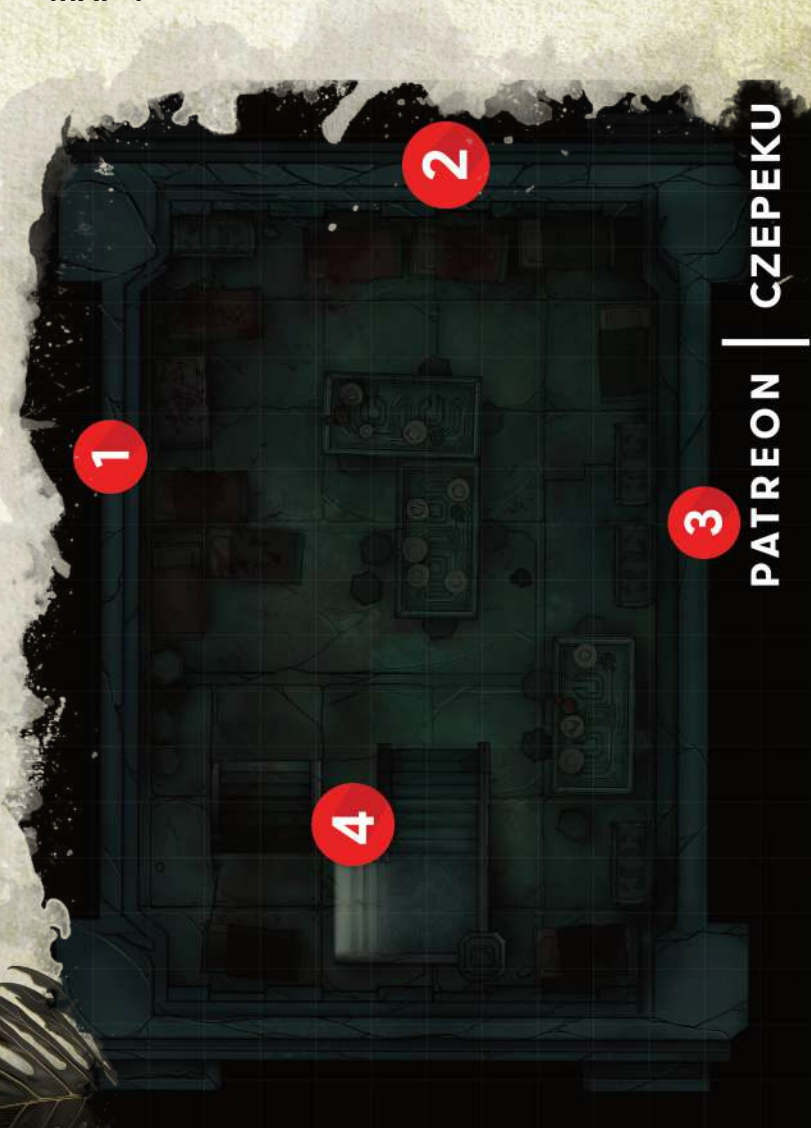
This chapter can only be accessed if the party has climbed all the way up to floor 3, then went through the stairs and on top of the lighthouse. If they have instead decided to leave without doing this, proceed to the next chapter.

At the start of this chapter, place the party back on map 1, on area 6. They've just arrived on top of the lighthouse and they can see the surroundings. When walking into the light's chamber, all they find is a miniscule brazier, way too small to light what was a majestic lighthouse. If they've found the means to light the Lighthouse, they can attempt to do so with a **DC 12 Intelligence (Arcana) or (Religion) check**.

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MAP 4



If they succeed, read this:

'You utter the last of the words, place the ash in the brazer, then place the leaf on top and suddenly, a flash of light! You close your eyes and feel almost blinded! A warmth of light the true nature of which you cannot comprehend washes over the surroundings, radiating with immense power. You shield your eyes just enough to get behind a wall, then open them again. Your eyes recalibrate to the surroundings. There it is: the perfectly-lit Lighthouse of Midsaft Refuge. The light? A small brazer which shines as bright as pure sunlight. Surely, you know think, this is the work of gods. This must be power beyond what legends speak of. Knowing this and knowing you've lit the brazer, you cannot help but feel a sense of pride, of joy, of completion.'

The party has now lit the Flame of Midsaft and they are blessed by the gods of the old Dwarvish Empire. They've now completed the optional goal. You may proceed to the next chapter.

GM NOTE:

If you intend on playing this adventure as part of an on-going story, feel free to add more lore to the gods who bless the party, as well as what the blessing actually means, if it has any mechanical implications, etc.

Chapter 3.2. Ending

GM NOTE:

This chapter is written with Dalran in mind. If you've chosen a different plot hook, feel free to change the NPC the party speaks to or even ignore this chapter.

After the party has decided to return, if they've completed 4 or more goals, Dalran will reward the party with the promised coin and tell them he'll keep in touch. After a few weeks, he'll send the party copies of his complete study on Midsaft and the Olin government will slowly send troops to repair the Lighthouse and fix up the isle. The party have served their employer well, as well as their city.

The end.



Appendix: Monsters

FORLORN SPECTER

Medium undead, chaotic evil

Armor Class 12

Hit Points 27 (5d8 + 5)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

Incorporeal Movement. The specter 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.

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

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Forlorn Presence. The Forlorn Specter can drift in between the two planes. As an action, it can move between the ethereal and material plane.

Illusions of Dread (5/Day). The Forlorn Specter can cast the *minor illusion* spell from the ethereal plane directly into the material plane. Creatures who see its illusions must make a DC 12 Wisdom saving throw or become frightened for the next minute and take 1d6 psychic damage.



THANK YOU!

A BIG THANK YOU TO ALL OF THOSE WHO FOLLOW AND SUPPORT ME, WITHOUT YOU I COULDN'T HAVE BROUGHT THIS PROJECT TO LIFE.

COVER ART BY **TITHI LUADTHONG**, USED WITH PERMISSION.

MAPS CREATED BY [CZEPEKU](#) ON PATREON.

AND NOW ONTO THE NEXT PROJECT...

CHEERS !

IF YOU ENJOYED THIS ONE-SHOT, YOU CAN JOIN US ON [PATREON](#) TO ACCESS PLENTY OF OTHER ADVENTURES ! AS WELL AS TONS OF CONTENT FOR 5E TO AMAZE PLAYERS AND GMs !

A MASSIVE THANK YOU TO ALL MY PATRONS!

