

## RIDE TO SKALUS



# A RIDE TO SKALUS



WELCOME TRAVELER FROM AN ANTIQUE LAND.  
Please sit and tell us of what you have seen.  
The unheard-of monsters, who slither and  
bite. Tell us of the wondrous items and  
artifacts you have found, their mysteries yet  
to be unlocked. Of the vexing vocations and  
surprising skills you have seen.

## INTRODUCTION

Something has been making the animals in the land of Skalus act out of the ordinary. The party must travel through the island of Skalus and find the origin of this event. Skalus is a tropical wilderness composed mostly of jungles.

This adventure is designed to highlight the components of the Fellowship of Heroes expansion for DnD taking the party from level 3 to 13. It is meant to be played in a shorter time than other campaigns so a time skip will be implemented.

## STORY OVERVIEW

The characters are summoned into the story by Charles Marks, a retired adventurer who was very popular among the people of this land and the leader of the adventurers guild. In the past two weeks he has been receiving news from the members of the guild that the animals have been acting strange and more aggressive.

Unknown to the people of Skalus the warlock Kzar Malfur picked this very land to run experiments on controlling animal life in large areas.

Also in the area, taking advantage of the confusion this has created, a great number of bandit groups has appeared and started getting bolder, stealing and killing travelers and merchants going from town to town.

To return this island to its normal the party must find and kill the warlock.

## RUNNING THE ADVENTURE

To run this adventure, you need the D&D fifth edition Player's Handbook and Dungeon Master's Guide.

All stat blocks for character and monsters used in this campaign will be in end of this book.

## ADVENTURE SUMMARY

The adventure is likely to play out as follows.

The adventurers are teleported to Kings End, the largest city in Skalus and where the king and the nobles live. After being told why they are there players might choose to explore the city (Chapter 1) before going out into the wilderness (Chapter 2) and eventually finding the warlock hideout (Chapter 3).

Since this campaign is made to show the features of this expansion some forced story elements will be implemented such as finding certain people necessary to the story regardless of where the party chooses to go.

The second night the players spend outside of Kings End they will set up camp with the tents provided to them and in the night will meet a hunter that requires their help. If the players decide to help this hunter, he will talk them into letting him inhabit their settlement, building a hut and allowing him to hunt for them. This will then trigger the expansion portion of setting up a camp and building several structures that provide bonuses such as materials, stores, buffs and much more.

## FORCED STORY ELEMENTS

Due to time constraints the players will be advised (forced) to help the hunter in order to start the expansion content.

## CHARACTERS

The players will be provided with 3 different characters. Each with their own backstory and place in the land of Skalus. The characters sheets will be provided at level 3 and 4 for the start of the campaign and at level 13 post time skip.

## WELCOME TO SKALUS

With the exception of a few coastal settlements, Skalus is untamed tropical wilderness: dense jungles and snaky rivers ringed by mountains, volcanoes, and sheer escarpments. Walls of mountains to the west, south, and east shield the interior from the sea and from the view of sailors. The rivers are so sluggish that it can be difficult determining which direction is upstream and which is down. The rivers pick up speed only where they thunder down through steep-sided gorges.

## WEATHER

Skalus is hot, humid, and rainy throughout the year. The temperature regularly climbs as high as 95 degrees F (35 degrees C) during the day and seldom falls below 70 degrees F (20 degrees C) even at night. A day without rain is rare, but rain varies from a steady mist to drenching downpours.

Visibility in heavy rain is limited to 50 yards. Beyond that distance, only Huge or larger objects can be distinguished. Missile weapon ranges are halved during rain.

On days that receive heavy rain, there's a 25 percent chance of a full-blown tropical storm featuring sheets of rain, high wind, lightning, tall waves at sea, and immense surf along the coast. Guides who know the conditions in Skalus recommend hunkering down and staying put on these days. Travel by river is impossible (canoes are swamped by waves within 15 minutes of launching). If characters insist on traveling by foot, every character gains 1 level of exhaustion automatically and must make a successful DC 10 Constitution check or gain another. Skill checks to avoid becoming lost are made with disadvantage on storm days.

CITIZENS OF SKALUS



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# CHAPTER 1: KINGS END



KINGS END STANDS IN THE MIDDLE OF THE ISLAND. This city is known to be the central hub for the rich and all types of commerce one can image. Also King Akman's palace is here. Standing in the center of the city a palace bathed in gold can be seen from anywhere inside the city. Altough this city was placed in the center of the island it is connected to the sea by 3 rivers that pass through it.

## ARRIVAL

Charles Marks teleports herself and the characters to King End's Harbor Ward, not far from the harbor-master's office. Read:

You appear in a tropical city under the blazing sun. The familiar sounds of a harbor-creaking ropes , heavy barrels rolling across cobble stones mingle with voices shouting and cursing in an unfamiliar language filled with clicks, inhalations, and singsongy words that make it sound almost musical. The aroma of unfamiliar spices and tropical fruit mixes with the wharf. side smells of fish, tar, and canvas. Beyond all that, Kings End is an explosion of color. Buildings are painted in bright shades of blue, green, orange, and salmon pink, or their walls are adorned with murals portraying giant reptiles and mythical heroes. Every building sports baskets and clay urns of colorful flowers or is draped in leafy, flowering vines. Minstrels in bright clothing adorned with feathers and shells perform on street corners. Multicolored pennants and sun awnings flutter atop the city walls. A crowd of children dressed in feathered hats and capes races past you, squealing in delighted terror as a street performer costumed as a big-toothed lizard stomps and roars behind them. The whole city seems to be bustling, sweating, laughing, swearing, and singing.

Charles explains that the king has asked his guild to find the origin of whatever is happening to the animals.

Even though there are very skilled and powerfull members in this organization they lack the team skills and the experience in the jungle that this group already has.

After offering gold and a wish that each of them can ask the king, Charles asks that they take the supplies he will give them and to depart as soon as possible. If the party needs anything they may walk around the city and try to find a shop.

## MAGIC SHIELDS AND WEAPONS FOR SALE

Item	Price
+1 ammunition	50gp
+1 shield, wood	450gp
+1 dagger	500gp

## BEASTS FOR SALE

Beast	Price
Flying monkey	100gp
Ankylosaurus	250gp
Triceratops	500gp

## MAGIC ITEMS FOR SALE

Beast	Price
Potion, common	80gp
Potion, uncommon	300gp
Spell scroll, 1st level	100gp
Spell scroll, 2nd level	550gp



FLYING MONKEY

# CHAPTER 2: THE JUNGLE OF SKALUS

**K**HEN THE ADVENTURERS START THEIR JOURNEY they will go to a random location since they do not know where their objective is. The first day will go smoothly and the party will camp for the night since the jungle is more dangerous in the night. The second day however will be when the dangers come.

The second day will run as follows:

The party will have a normal day with no encounters or danger. When they set up camp for the night they hear something coming from the jungle. This is when Kuln the hunter appears. They talk and the hunter asks for help hunting a bear that has proven difficult to kill.

(Due to time constraints helping this hunter will be mandatory)

## HELPING THE HUNTER

After a good nights rest the party leave with the hunter to find this bear.

After around one hour they find the bear and fight the beast (After the battle level up to 4).

After this succesfull hunt, Kuln convinces the party to make a hunting post for him so he can hunt and provide food for the party.

(Also due to time this request must be accepted)

The day after, the party spends the day building the post using the materials given to them by Charles.

## THE FIRST ATTACK

On the night after they build the hunting post the party will be attacked by 3 orcs (See appendix A for stats) that they must fend off to protect the buildings.

One of these orcs must try to attack the hunter post.

## TIME SKIP

After this fight a time skip will happen.

KULN THE HUNTER



# POST TIME SKIP

## PLACING BUILDINGS AND PLAYER LEVEL

When the skip happens the players will go to level 13 and will be given a selection of buildings to place on their settlement (normally these would cost time, money and resources).

## DUNGEON MASTER DECISION

If time to play is short skip attack 2 and proceed to Quest for a Light.

## ATTACK 2

To test the settlement at a higher level the players will be attacked by 5 orcs and a troll.

The guards will be controlled by the players. (Give out guards stat sheet to the players).

## QUEST FOR A LIGHT

After the battle the party is approached by the lead builder to tell them that the Temple has finished construction and that they should talk to the priest.

On the temple the players meet the priest that tells them that for the Temple to be complete they must have a sacred item to get the blessing of the gods. The priest also tells them of an ancient monastery deep in the jungle that might have what they need.

The party gets the location of this monastery and takes two days to get there (nothing happens in these days).

When arriving at their destination they hear noise coming from inside the building.

After the players decide to walk in they find 4 cultists performing a ritual with some sort of cup in the middle of them.

The party can sense the immense power coming from this cup and must decide how to obtain it. If a fight ensues check stats for cultists on Appendix A.

After returning to their settlement and giving the cup to the priest they all make a ritual to receive the gods blessing.

This specific blessing gives each player a 10% buff to their hit points.

GOBLET OF HEALTH



# CHAPTER 3: THE WARLOCK



N THIS FINAL CHAPTER THE PARTY WILL FIND AND DEFEAT the Warlock that has been controlling the animals in the island.

## FINDING THE HIDEOUT

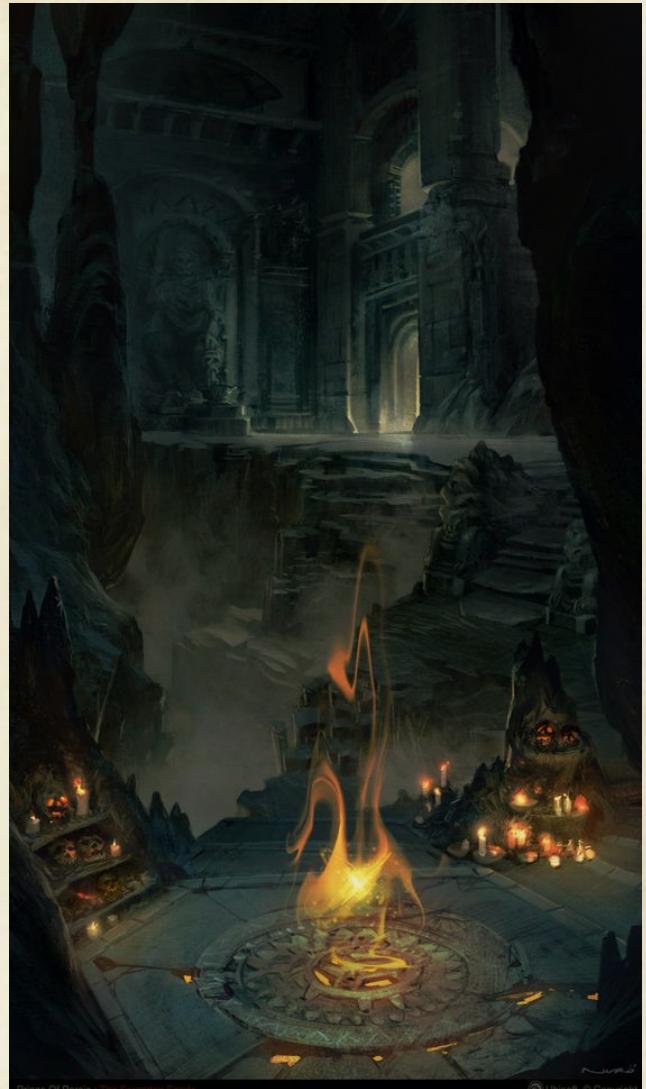
To find the hideout the party will travel for 4 days and on the 4th day the hideout will be found no matter where the party is. (Exept if they are in a town or go back to the settlement).

They will come across the Warlock performing a ritual that when they interupt a fight ensues.

The warlock is alone and will fight the players with the stats provided in Appendix A.

## AFTER DEFEATING THE EVIL

After defeating the Warlock the party returns to Kings End to recieve their rewards and continue their settlemente to prepare fot the next adventure.



# APPENDIX A: MONSTERS AND NPCs



## KZAR Malfur

Medium humanoid, Lawful evil

Armor Class 15

Hit Points 112(15d8 + 45)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	15 (+2)	14 (+2)	10 (+0)

Condition Immunities sleep

Senses darkvision 60 ft., passive Perception 14

Languages Any language

Challenge 13 (10 000 XP)

## ACTIONS

**Super Spin.** Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit 5 (1d6 + 2)

**Crossface Suplex.** Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit 5 (1d6 + 2)

**Crossed Splash.** Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit 5 (1d6 + 2)

**DDT Powerbomb.** Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit 5 (1d6 + 2)



## Orc

Medium humanoid, chaotic evil

Armor Class 14

Hit Points 30(4d8 + 12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Athletics +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1 (200 XP)

## ACTIONS

**Greataxe.** Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit 9 (1d12 + 3) slashing damage.



## TROLL

\*Huge giant, chaotic evil

**Armor Class** 17

**Hit Points** 50(4d12 + 10)

**Speed** 20ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	3 (-4)	20 (+5)	3 (-4)	5 (-3)	3 (-4)

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Giant

**Challenge** 5 (2000 XP)

## ACTIONS

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 10ft., one target.  
*Hit* 12 (2d10 + 2)

**Swing.** *Melee Weapon Attack:* +4 to hit, reach 10ft., multiple target.  
*Hit* 9 (2d8 + 1)



## CULTIST

Medium humanoid, lawful evil

**Armor Class** 12

**Hit Points** 22(4d8 + 4)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	7 (-2)	12 (+1)	6 (-2)

**Skills** Stealth +3

**Senses** passive Perception 11

**Languages** Common

**Challenge** 1/4 (50 XP)

## ACTIONS

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

## APPENDIX B: PLAYER HANDOUTS



### ARCHER

Medium humanoid

Armor Class 12 (leather)

Hit Points 9(2d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+3)	10 (+0)	8 (-1)	8 (-1)	9 (-1)

Senses passive Perception 9

Languages Common

Challenge 1/4 (50 XP)

**Coordination.** If there are multiple archers, instead of attacking they may take the *Volley* action

### ACTIONS

**Longbow.** Ranged Weapon Attack: +3 to hit, range 150/600ft., one target. Hit 5 (1d8 + 1) piercing damage

**Volley.** Multiple archers launch a volley of arrows in a target area within 150 feet. All creatures in a 20 foot radius must take a DC 10 Dexterity saving throw. On a failed save, the creature takes 3 (1d4 + 1) damage per archer firing, taking half damage on a successful save.



## SWORDSMAN

Medium humanoid

**Armor Class** 16 (half plate)

**Hit Points** 60(8d10 + 16)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	10 (+0)	13 (+1)	12 (+1)

**Senses** passive Perception 11

**Languages** Common

**Challenge** 3 (500 XP)

## ACTIONS

**Multiattack.** The swordsman makes two attacks with his greatsword.

**Greatsword.** *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

# APPENDIX C: TIME SKIP BUILDINGS



FTER THE TIME SKIP HAPPENS PLAYER MAY PICK 12 buildings out of the following list to place in your village. Buildings will have a max number that can be placed at this time (This will be marked as NX). Mandatory buildings will be marked and do not count for the total that can be placed.

## TIER 1 BUILDINGS



CAMPFIRE

1X



TENT

Number of players in party



HUNTING POST

2X



FISHING POST

2X



MINER

2X



LUMBERJACK

2X

## TRANSITION 1 → 2



MESSAGE POST

Must place this building

## TIER 2 BUILDINGS



SMALL HOUSE

3X



SPIKED WALL

Must place this building



OUTPOST

2X



SMALL FARM

2X



TRAVELLING MERCHANT

1X



MEDIC POST

1X

**STOCKPILE**

2X

**GENERAL GOODS STORE**

1X

**TRANSITION 2 → 3****MAYOR'S OFFICE**

Must place this building

**WAREHOUSE**

1X

**STONE WALL**

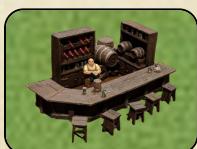
1X

**TIER 3 BUILDINGS****HOUSE**

2X

**BLACKSMITH**

1X

**TAVERN/INN**

1X

**TEMPLE**

Must place this building

**FARM**

2X