YAZUR ISLAND #1: FOREST OF FACES

Yazur Island: Forest of Faces is a Fifth Edition adventure supplement designed for **four to six characters with an average party level of 1st, 3rd, 5th, or 8th**. This document includes details for adjusting the adventure based on the party's average level. The mage prison of Yazur Island contains many secrets and sites of interest. One area of particular interest is its Forest of Faces, a 12-square-mile patch of forest containing the corpses of treants and other deadly terrors.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. You can access a free basic ruleset from the official source if you don't have a copy.

> Read aloud or paraphrase text that appears in a box like this when the characters first arrive at a location or under specific circumstances.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

The core manual for players describes *spells* and nonmagical equipment mentioned in the adventure. The core manual for gamemasters describes *magic items*. The text notes any items created for this adventure, pointing you to the appropriate appendix or sidebar.

LEVEL SELECTION

Before play, know the level you wish to run the adventure. Overall, the adventure's locations and descriptions remain unchanged throughout the levels. However, most encounters, hazards, traps, and treasures scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for

levels other than the 1st, 3rd, 5th, or 8th, the chart below shows you which version of the adventure you should select for each level. We don't recommend running this adventure for characters with an average party level of more than 10, as it may not pose much of a challenge.

Scaling the Adventure

Average Party Level	Recommended Adventure Version	Relative Difficulty
1	1st-level	Hard
2	1st-level	Medium
3	3rd-level	Hard
4	3rd-level	Medium
5	5th-level	Hard
6	5th-level	Medium
7	5th-level	Easy
8	8th-level	Hard
9	8th-level	Medium
10	8th-level	Easy

ADVENTURE HOOKS

The table below offers some ideas if you don't have a reason for the characters to investigate the Forest of Faces. Roll a d8 or choose the one you like best. If you need to motivate the party with a monetary reward, their patrons offer 500 gp per level of the adventure.

Forest of Faces Adventure Hooks

d8	Patron	Adventure Hook
1	Academy	The characters' patron asks the party to find the druids from the Band of Stars and learn what they can about the Forest of Faces from them.
2	Ancient Being	The characters' patron wants them to find the location of Volga's Shrine.
3	Aristocrat	Decidya killed one of the patrons' allies. The characters must find her and bring her to justice.
4	Criminal Syndicate	The island's criminal enterprise wants the characters to collect samples of dead-root bark, hoping it will be helpful as a magical component.
5	Adventuring Guild	The adventuring guild on the island wants the characters to explore the forest and find at least three notable locations.
6	Military Force	The forest's horrorlings make travel through the forest challenging. The characters must find three horrorling nests and destroy them.
7	Religious Order	The brownies that live in the forest have a healthy supply of wolfsbane at their disposal; the religious order wants the characters to purchase (or steal) some of it.
8	Sovereign	The island's sovereigns tire of the Council of Spirits that haunts the forest. The characters must find a way to destroy the Council's leader, the wraith named Shepherd.

THE FOREST OF FACES

The Forest of Faces stands at the northeastern corner of Yazur Island between the northern hills and the coastline. Although a narrow band of green territory clings to the dead forest's northeastern corner, it is challenging to pass north this way without entering at least some part of it. There is no historical account of how the Forest of Faces came to be the way it is. The forest has been this way for as long as anyone can remember.

FOREST OF FACES GENERAL FEATURES

Unless stated otherwise, the Forest of Faces has the following features.

Antimagic Zone. Like most of Yazur Island, the Forest of Faces is under the constant effect of antimagic as the *antimagic field* spell.

The antimagic does not affect the melee spell attacks of undead creatures, such as specters and will-o'-wisps.

Desecrated Lands. Evil imbues the grounds with unseen traces of ancient evil. Undead in the forest have advantage on all saving throws. A vial of holy water purifies a 10-foot-square area of desecrated ground when sprinkled on it. Despite the antimagic effects covering the island, the desecrated effect persists.

Difficult Terrain. Although the forest's trees are mostly dead, thick roots, dense ivy, and other obstacles make moving through the forest challenging. Treat each hex containing the Forest of Faces as difficult terrain.

Random Encounters. Every hour the characters spend passing through or exploring the Forest of Faces may trigger a random encounter. Each hour the characters spend in the forest, roll a d100 and refer to the Forest of Faces Random Encounters table below. The section after the table details each encounter.

Forest of Faces Encounters

Encounter	Day	Night
No encounter	01–70	01–65
Roll on the Notable Locations table on page 9	71–80	66–70
The Anorians	81	—
Black puddings	82	71–72
Brownies	83–84	73–74
Deadroots	85–88	75–81
Druids	89	82
Ettercaps	90	83–84
Gremlins	91	85–86
Horrorlings	92–93	87–88
Insects	94–95	89–90
Muñeca	96	91
Prisoners	97	92
Shambling mound	98	93
Spirits	—	94–95
Werevulture	99	96
Will-o'-wisps	—	97–98
Vampire squirrels	—	99
Yazurian cyclops	00	00

The Anorians

Dinica and Xaril Colarn, a brother and sister team, keep watch over Yazur Island's inhabitants. They report any peculiarities to their handlers among the Otari monks on the mainland. Accustomed to a life without magic, these Anorian siblings rely on archaic weaponry (guns) to keep the peace. The pair avoid direct confrontation, preferring to observe and report. If they do have to draw their weapons, they use their rifles and keep their distance.

Dinica and Xaril Colarn use the **Anorian gun mage** stat block in the appendix.

Black Puddings

Gruesome oozes lurk among the roots and creepers of the forest, leaving trails of scorched, stinking earth in their wake. The shadowy nature of the forest gives these oozes an advantage on their Dexterity (Stealth) checks. The number of black puddings encountered depends on the level of the adventure, as shown in the table below.

Black Pudding Encounter

Adventure Level	Encounter
1st	1d4 **gray oozes**
3rd	1d2 **black puddings**
5th	1d4 **black puddings**
8th	1d4 + 2 **black puddings**

Brownies

While travelers may find these diminutive fey gnomes throughout Yazur Island, they enjoy the Forest of Faces, where the inherent dangers prevent Yazur's prisoners from moving into their territory. Still, the brownies regularly deal with the other horrors of the Forest of Faces, specifically horrorlings and gremlins.

The characters encounter a brownie scouting party. Regardless of the adventure's level, the party consists of 2d4 **brownies** (see the appendix), all riding **badgers**. Neutral creatures, brownies only fight if they feel threatened or the party has something they want. They are partial to strange trinkets and jewelry, especially those made from jade or emeralds.

Deadroot

Deadroots are to treants what zombies are to humanoids. Brought to life through negative energy (and magic in places other than Yazur Island), these undead trees attack all living creatures who come within their reach. Interestingly, they allow the horrorlings to operate around them, building nests within their branches.
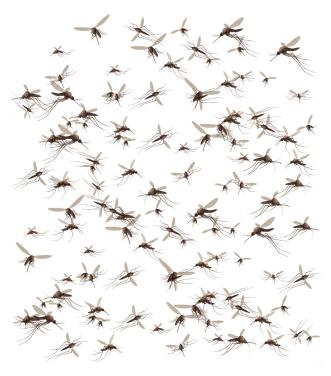
The number of deadroots the characters encounter depends on the level of the adventure, as shown in the table below. The appendix provides the deadroot's stat block.

Deadroot Encounter

Adventure Level	Encounter
1st	1 **deadroot**
3rd	1d2 **deadroots**
5th	1d6 **deadroots**
8th	1d8 **deadroots**

Druids

The Band of Stars, Yazur Island's largest druid circle, regularly sends its druids to the forest to learn more about its origins and purpose. Regardless of the adventure's level, the group consists of 1d4 druids. Because the druids lack magic, use the **tribal warrior** stat block to represent them. Although the druids are not friendly towards strangers, they are not outwardly aggressive. If the characters speak with the druids and succeed on a DC 15 Charisma (Deception or Persuasion) check, they convince the druids that their intentions are noble. The druids share with the characters what they know about the forest; the characters have advantage on ability checks made as part of the Exploring the Forest skill challenge (see page 8 for details).

Learn more about the Band of Stars druids in the upcoming *Yazur Island: Band of Stars* adventure module.

Ettercaps

Incorrectly believed to be distant cousins of the krigs of Orbea, the titans created these spider-humanoid creatures before the Age of Elves. Now an endangered species, ettercaps live only in the furthest reaches of Omeria. Yazur Island's antimagic keeps them safe from the deadly mainland spellcasters responsible for eradicating most of their kind.

Highly territorial, ettercaps attack all trespassers. Otherwise, they only fight to defend themselves. Their territories are always covered in thick spider webs. The nature of the encounter depends on the level of the adventure, as shown in the table below.

Ettercap Encounter

Adventure Level	Encounter
1st	1 **ettercap**
3rd	1d2 **ettercaps**
5th	1d6 **ettercaps**
8th	1d8 **ettercaps**

Gremlins

Don't let their cute appearance fool you; gremlins are the island's most significant pests. These small, furry creatures love to cause havoc wherever they go. While gremlins prefer to stick to their section of the island, they also love to torment the brownies

native to the Forest of Faces. The characters encounter 3d6 **gremlins**, regardless of the adventure's level. See the appendix for the gremlins' statistics. You can learn more about gremlins in the upcoming adventure module, *Yazur Island: Cemetery of Steel*.

Horrorlings

Part insect, part possum, and part alien lifeform, these horrible flying creatures build nests within the black branches of the forest's dead treants. Horrorlings emit a constant droning sound that confuses their victims, allowing them to swoop in and attack with their razor-sharp claws.

The number of horrorlings the characters encounter depends on the level of the adventure, as shown in the table below. The appendix details horrorlings and deadroots.

Horrorlings Encounter

Adventure Level	Encounter
1st	1d6 **horrorlings**
3rd	2d4 + 1 **horrorlings**
5th	2d4 + 1 **horrorlings** and 1 **deadroot**
8th	3d6 **horrorlings** and 1 **deadroot**

Insects

Dreadful creepy crawlers lurk amid the knotted roots and blood ivy that covers the forest's floors. Affected by the forest's desecrated nature, these creatures literally leap at any opportunity to devour the flesh of the living. The nature of the encounter depends on the level of the adventure, as shown in the table below. You can find the deadroot stat block in the appendix.

Insect Encounter

Adventure Level	Encounter
1st	1d2 **swarms of insects**
3rd	1d4 **swarms of insects**
5th	2d4 **swarms of insects** and 1 **deadroot**
8th	2d4 **swarms of insects** and 1d4 **deadroots**

Muñeca

Years ago, a Dinzer passenger blimp crash landed on the island, showering debris across the entire landscape. One bit of debris was a child's doll that landed in the Forest of Faces. Seeing an opportunity to use the doll to terrorize trespassers in the forest, Shepherd (see the "Council of Spirits" section) ordered one of the specters on the council to possess the doll. Muñeca uses the **muñeca** stat block detailed in the appendix.

Prisoners

While most of Yazur Island's prisoner population tries to avoid the Forest of Faces, a few brave, insane, or unlucky folks enter the forest for various reasons. Regardless of the adventure's level, the characters encounter 1d8 prisoners. All prisoners use the **tribal warrior** stat block, except they have Intelligence scores of 15 (+3) and proficiency in Arcana and History (+5 in both). First, roll or choose an attitude on the Prisoner Attitude table. Then choose or roll for the prisoner's purpose on the Prisoner Purpose table. Each purpose is described after the table.

Prisoner Attitude

d6	Attitude
1	Friendly
2–4	Neutral
5–6	Hostile

Prisoner Purpose

d10	Purpose
1–2	Lost
3–4	Travelers
5–6	Explorers
7–8	Hunters
9–10	Bandits

Lost. Whether they entered the forest intentionally or by happenstance, these prisoners are lost. Friendly prisoners may offer the characters a reward in exchange for helping them escape the forest. Hostile

YAZUR ISLAND
1 HEX = 2 MILES

THE DREARY KEYS

SEDGETONA PENINSULA

STRAIGHTS

OF LIBBY

BONEDRY ISLAND

THE TYRANT'S

RIDDLE

prisoners may intimidate and threaten the characters if they don't help.

Travelers. The prisoner group is simply passing through. Friendly groups may offer the characters a chance to join them on their way through the forest. Hostile groups may lash out, believing the characters to be spies or bandits.

Explorers. Explorers are in the forest searching for a specific location. Use the Notable Locations table on page 9 to determine their goal. Friendly explorers offer to exchange information or goods with the party. Hostile groups may lash out, believing that the

characters seek the same spot that they do.

Hunters. Hunters in the forest seek to kill or capture specific creatures that live here. Friendly hunters are looking for food or a way to clear the forest of its pests, such as the horrorlings and gremlins. Hostile hunters want to harm the benevolent creatures that live here, including the characters.

Bandits. Bandits use the forest as the perfect site to get the drop on other humanoids that live on the island. Friendly bandits might sense a kindred spirit among the characters, whereas hostile bandits view the characters as marks.

Shambling Mounds

Shambling mounds are frequently found in areas of dead vegetation. So what better home than the Forest of Faces, a grove of dead treants? The mounds wait in pools of rank water or at the foot of dead trees. Then, when a target comes within reach, they attack. The nature of the encounter depends on the level of the adventure, as shown in the table below. You can find the deadroot stat block in the appendix.

Shambling Mound Encounter

Adventure Level	Encounter
1st	1 slow shambling mound (use the **awakened tree** stat block)
3rd	1 **shambling mound**
5th	1 **shambling mound** and 1 **deadroot**
8th	1d2 **shambling mounds** and 1d2 **deadroots**

Spirits

Despite the island's antimagic field, the undead thrive across the island, particularly within the Forest of Faces. Led by the mysterious Council, the spirits here aggressively attack humanoids that enter their domain. The nature of this encounter depends on the level of the adventure, as shown in the table below.

Spirit Encounter

Adventure Level	Encounter
1st	1 **specter**
3rd	1 **specter** and 1d2 **shadows**
5th	1 **wraith** and 1d4 **shadows**
8th	1 **wraith** and 1d4 **specters**

Werevultures

Lycanthropes have lived on Yazur Island for as long as anyone can remember. The antimagic nature of the cyclopes protects the creatures from spells and other magical attacks, making them one of the most dangerous predators on the island. The prisoners protect themselves from werecreatures with silver smuggled onto the island and found among the Pressonian ruins. Wolfsbane also grows in certain parts of the island, acting as a natural deterrent against the creatures.

Werevultures now represent the sole lycanthropic presence on Yazur Island. The leading group of werevultures calls themselves The Wake and lives within a tall karst near the island's center. Blessed with flight, the creatures plague the skies, looking for easy targets on the ground.

In the 1st- and 3rd-level versions of the adventure, a lone **werevulture** flies overhead. The characters may panic and hide, but fortunately, they are safe for the time being.

In the adventure's 5th- and 8th-level versions, 1d4 **werevultures** attack the party. If the party reveals that they are armed with silver weapons or wolfsbane, the werevultures flee.

You can find the werevulture stat block in the appendix. Learn more about the werevultures of Yazur Island in the forthcoming module, *Yazur Island: The Wake's Aerie*.

Will-o'-Wisps

The will-o'-wisps that haunt the Forest of Faces are not affiliated with the other incorporeal undead that claim the forest, those ruled by the Council. Instead, they lurk within the forest for their own purposes, mainly to drain the life of unfortunate travelers.

The number of will-o'-wisps the characters encounter depends on the level of the adventure, as shown in the table below.

Will-o'-Wisp Encounter

Adventure Level	Encounter
1st	1 **will-o'-wisp**
3rd	1d2 **will-o'-wisps**
5th	1d6 **will-o'-wisps**
8th	2d4 + 1 **will-o'-wisps**

Vampire Squirrels

Like their humanoid counterparts, these tiny mammals thirst for blood. They make their lairs within the hollows of the dead treants that give the forest its name. When the sun goes down, they emerge; that's when the hunt begins.

The vampire squirrel stat block is included in the appendix. The nature of this encounter depends on the level of the adventure, as shown in the table below.

Vampire Squirrel Encounters

Adventure Level	Encounter
1st	1 **vampire squirrel**
3rd	1 **vampire squirrel** and 1d4 **zombies**
5th	1 **vampire squirrel** and 2d4 **zombies**
8th	1 **vampire squirrel** and 1d6 **zombie ogres**

Yazurian Cyclops

The Yazurian cyclopes are best known for their antimagic aura extending from their skulls. They are why Omeria's mainlanders use the island as a prison for its most dangerous spellcasters. Ironically,

the cyclopes are peaceful. They lack mouths, which leads aberrationists to believe they devour arcane energy through some sort of osmosis. Even in death, the antimagic persists.

The characters encounter a lone Yazurian cyclops (see the appendix). The cyclops does not attack, nor does it interact with the characters. It is content to stand and drain magic from everything around it.

MOVING THROUGH THE FOREST

Depending on how you use this adventure, there are two methods to move through the Forest of Faces.

Just Passing Through

If the characters wish to pass through a hex that contains the Forest of Faces (marked 2 on the map of Yazur Island as seen on page 6), then there is a good chance that they will experience an encounter. See the Random Encounters section above for details.

Crossing through a hex containing the Forest of Faces takes 1 hour at a normal pace.

It takes 45 minutes to move through the forest at a fast pace; parties traveling at this rate take a -5 penalty to their passive Wisdom (Perception) scores.

It takes 90 minutes to move through the Forest of Faces at a slow pace, which allows the party to use stealth.

Exploring the Forest

If the characters are in the Forest of Faces for a specific purpose, they must perform a skill challenge to find that which they seek. A skill challenge simulates a task requiring more time and effort than a single ability check. In its simplest form, the characters make a series of ability checks to earn a required number of successes before accumulating a maximum number of failed checks—similar to how death saving throws work. This skill challenge consists of the following elements:

► **Goal and Context.** The characters must find what they seek within the forest.
► **Difficulty.** The thing which the characters seek determines the primary check's DC. See Notable Locations below for details. Add 5 to the DC for secondary and repeat checks.
► **Complexity.** Complexity is the total number of successes needed versus the number of failures to succeed on the check. To succeed in this skill challenge, the characters must gain four successes before they suffer three failures.
► **Primary Checks.** When the characters partake in a skill challenge, they may commit any ability check they like to the skill challenge. Certain ability checks, however, lend themselves better to a successful outcome than others. These ability checks are primary checks and usually have a lower DC than their secondary checks. Intelligence (Nature) and Wisdom (Survival) are the primary checks for this skill challenge.
► **Secondary Checks.** Secondary checks represent all the skills the characters may use to participate in a skill challenge that aren't considered primary checks. The main reason for the disparity between primary and secondary is that primary checks are a little more "obvious" in their function.
► **Other Conditions.** It takes at least 1 hour to search a portion of the Forest of Faces, plus an additional hour for every failure the characters suffer.

► **Consequences.** If the characters suffer three failures before achieving four successes, they fail the skill challenge and must spend more time searching the forest for what they seek. Otherwise, they find their target.

NOTABLE LOCATIONS

Read the descriptions below for the forest's most important locations. If you need to choose a random location, roll a d20 and reference the Notable Locations table below to determine which location the characters find.

Notable Locations

Location	Day	Night
Band of Stars encampment	1–3	1–3
Brownie village	4–6	4–6
Council of Spirits	—	7
Decidya's shack	7	8
Dream Fountain	8	9
Grove of Knowledge	9	10
Horrorling nest	10–13	11–13
Praying Pines	14–15	14
Rotting River	16–19	15–18
Volga's Shrine	20	19–20

Band of Stars Encampment

Search DC: 15

The Band of Stars is Yazur Island's largest group of druids. Although the island drains them of their power like any other spellcasters, the druids use their intimate knowledge of nature to learn what they can about the island and its unusual nature. The Band is very interested in the history and origin of the Forest of Faces. They theorize that necromancy somehow still functions to some degree on the island, hence the presence of undead.

The Band of Stars' encampment consists of three small tents. There are 1d4 druids present during the day and 2d4 druids present at night. Because the druids lack magic, use the **tribal warrior** stat block to represent them. Additionally, the druids use a **brown bear** to guard the encampment day and night.

These druids remain neutral but cautious towards outsiders. Having been prisoners on the island for many years, they know that most people encountered can't be trusted—especially other prisoners.

Learn more about the Band of Stars druids in the upcoming *Yazur Island: Band of Stars* adventure module.

Development. If the characters speak with the druids and succeed on a DC 15 Charisma (Deception or Persuasion) check, they convince the druids that their intentions are noble. The druids share with the characters what they know about the forest; the characters have advantage on future ability checks made as part of the Exploring the Forest skill challenge (see page 8 for details).

Adventure Hook. If the characters can't convince the druids to willingly part with information, the druids instead suggest that they help them with a specific task. The druids want to study the forest's necromantic nature. If the characters successfully slay a **deadroot** tree and return with a sample of the tree's bark and roots, they will grant the characters the information they seek.

Treasure. The druids carry very few things of value beyond food and water (1d4-days' supply per druid present in the camp) and traveling gear. If the characters search the druids' tents and succeed on a DC 15 Intelligence (Investigation) check, they discover a silver dagger.

Brownie Village

Search DC: 16

The brownies that populate the forest live within the hollows of dead trees, old logs, and ivy thickets. The typical brownie village has 4d20 **brownies** living there (see the appendix for their statistics). Each village has a chieftain, a **brownie** with 5 hp, that leads it. The brownies are paranoid of trespassers, especially "big ones"–medium-sized humanoids. They're less trepidatious around halflings and gnomes.

Development. If the characters speak with the brownies and succeed on a DC 16 Charisma (Deception or Persuasion) check, they convince the brownies that their intentions are noble. The brownies share with the characters what they know about the forest; the characters have advantage on future ability checks made as part of the Exploring the Forest skill challenge (see page 8 for details).

Adventure Hook. If the characters can't convince the brownies to willingly part with information, the brownies instead suggest that they help them with a specific task. There is a nearby horrorling nest giving the brownies trouble. The characters must clear out the horrorlings there and destroy the nest. See Horrorling Nest below for details.

Treasure. The brownies do not carry much treasure beyond their food and water supplies. However, they have a fair amount of wolfsbane, which they use to protect themselves against the werevultures that fly overhead. See the appendix for details on wolfsbane.

Council of Spirits

Search DC: 15

The incorporeal undead that thrive within the forest's desecrated grounds comprise a group dubbing themselves the Council of Spirits. This council moves from location to location within the forest. They speak in hushed whispers, indecipherable to

the living. It is unclear what their goals are, as they never speak with the living.

A **wraith** named Shepherd leads the Council. The island's prisoners believe that if Shepherd is destroyed, the Council will disband, and the desecration of the Forest of Faces will end. However, destroying Shepherd isn't an easy task. When Shepherd is reduced to 0 hit points while in wraith form, he returns to his corpse. After 24 hours, Shepherd's wraith form returns. The only way to permanently destroy Shepherd is to find his bones and destroy them. Only the trees of the Grove of Knowledge (see below) know the location of Shepherd's bones. They are hidden in the ground at the center of The Praying Pines (see below).

Unless he was recently disincorporated, Shepherd is always accompanied by 1d4 **wraiths**, 2d4 **specters**, and 2d6 **shadows**. These creatures are fiercely loyal to Shepherd and loathe all living creatures. They are always eager to add more to their number.

Decidya's Shack

Search DC: 13

Decidya, also known as "the Gardener," is originally an archmage from Odonburg. After using transmutation magic to turn her enemies into trees, a band of Pressonian abjurers and Aspeathen witch hunters arrested her and sent her to Yazur to live the rest of her life. Even though Decidya lacks access to magic, her desire to transform those who go against her into trees persists. She poses as an elderly Dinzer woman, offering to help wanderers in the forest. After she gains the trust of the travelers, she leads them to a grove of 1d4 deadroots (see the appendix). The deadroots recognize Decidya and won't attack her so long as she continues to bring them a regular supply of living creatures upon which they may feast.

Decidya uses the **archmage** stat block. Without her spells, she has a challenge rating of 1 instead of 12.

Treasure. Characters who search Decidya's shack find a bevy of keepsakes Decidya stole from her victims.

Dream Fountain

Search DC: 18

The Dream Fountain hides among the dead trees of the Forest of Faces. This crumbling fountain is approximately 10 feet in diameter. Cold, clean water gushes from the pedestal at its center, filling its cracked basin.

A creature that spends 1 minute looking into the fountain gains insight into a strange, distant world that seems both familiar and alien. A creature that examines the fountain further and succeeds on a DC 15 Intelligence (Arcana) check realizes that the fountain offers a view into the dreams of others.

Very few of Yazur's prisoners know about the Dream Fountain. After all, magic doesn't function on the island; so how can one believe such a thing exists? Regardless, the Dream Fountain somehow circumvents the cyclopes' antimagic auras.

Development. Spellcasters who were once capable of casting the 5th-level illusion spell *dream* who spend a minimum of 8 hours studying the Dream Fountain can make a DC 18 Intelligence (Arcana) check. The spellcaster gains a +1 bonus for every additional 8 hours spent studying it (maximum +5 bonus). On a success, the spellcaster recognizes that the fountain acts as a portal into dreams, similar to the *dream* spell. To enter a dream, a spellcaster capable of casting the *dream* spell must step into the fountain's waters and perform a ritual similar to casting the *dream* spell. The creature must use the same material components for the spell (a handful of sand, a dab of ink, and a writing quill plucked from a sleeping bird) and can't use an arcane focus. After the creature completes the ritual, it must make an Intelligence (Arcana) check. Compare the result to the Using the Dream Fountain table below to determine what happens to the caster.

Using the Dream Fountain

Result	Effect
5 or less	The spellcaster is transported to the Grephearon. Learn more about the Grephearon on *The Griffon's Saddlebag's* Patreon.
6–14	Nothing happens.
15–24	The spellcaster enters the dream displayed by the fountain. This effect works the same as the *dream* spell.
25 or higher	The spellcaster teleports to a location within 30 feet of the dreamer.

Encounter: Mia the Dreamer. Mia is a Pressonian prisoner who discovered the fountain shortly after she was interred. Immediately, she grew interest-

ed in the fountain's magical properties, believing it was the key to unraveling the island's secrets. Mia lives at a campsite a few miles west of the Forest of Faces. She travels into the forest almost every day to study the Dream Fountain. During the day, there is a 50 percent chance that the characters encounter Mia studying the fountain. Mia is neutral towards other humanoids on the island but fiercely protective of the Fountain. She refuses to share what she knows about it willingly. However, if coerced or threatened, she shares that she believes it offers a way to escape the island through dreams (see Development above).

Mia uses the **mage** stat block, except she can't use spells on the island (CR 1/4 without her spells).

Grove of Knowledge

Search DC: 18

Deep within the Forest of Faces is a place that was once sacred to the treants who live there. A circle of eight 10-foot-tall upright menhirs stands in a small clearing, each carved with ancient, weathered runes. The treants collected knowledge from across Casar's four corners and stored it on the menhirs.

Development. A druid, ranger, or other class with strong ties to nature, or a creature that speaks Sylvan, can spend at least 1 hour reading the runes to find a specific bit of information. At the end of the duration, the creature must make a DC 15 Intelligence (History) check. The creature gains a +1 bonus to the check for every additional hour spent reading the runes beyond the first (maximum +5 bonus). On a success, the creature discovers the information that they seek. See future installments of Yazur Island for available information.

Horrorling Nest

Search DC: 10

Part insect, part possum, and part alien lifeform, these horrible flying creatures build nests within the black branches of the forest's dead treants. A horrorling nest resembles a huge, bulbous cluster of twigs, mud, and other detritus. A horrorling nest contains 2d6 **horrorlings** (see the appendix). Fiercely territorial and savage, these wretched beasts attack anything that comes within 100 feet of their nests. In the 5th- and 8th-level versions of the adventure, the horrorlings' nest is built within an aggressive **deadroot** (see the appendix).

The Praying Pines

Search DC: 18

The Praying Pines is a ring of eight dead treants holding hands. At the center of this unusual site stands a post upon which a scarecrow is tethered.

Encounter. The scarecrow is not a true construct but an object possessed by a specter. See the

possessed scarecrow's stats in the appendix. The specter guards the bones of the wraith Shepherd (see Council of Spirits above).

Development. Characters who know that Shepherd's bones are buried here (which they can learn from the Grove of Knowledge) successfully find the location with a successful DC 15 Intelligence (Investigation) check. It takes 10 minutes with the right tools to unearth the remains. During this time, roll a d20 every minute to see if Shepherds minions attack. On the result of a 15 or better, an encounter occurs. The nature of the encounter depends on the level of the adventure, as shown in the table below.

Spirit Encounter

Adventure Level	Encounter
1st	1 **specter** or 1d4 **shadows**
3rd	1 **specter** and 1d2 **shadows**
5th	1 **wraith** and 1d4 **shadows**
8th	1 **wraith** and 1d4 **specters**

Shepherd's bones are an object with AC 12, 13 hit points, and immunity to poison and psychic damage. As soon as the characters unearth the bones, Shepherd appears in his wraith form and attacks. In the 1st- and 3rd-level versions of this adventure, Shepherd vanishes as soon as his bones are destroyed. Otherwise, destroying his bones removes his Regeneration trait described on page 16, but the wraith still persists until destroyed.

Rotting River

Search DC: 10

A narrow, murky river cuts its way through the forest. Dubbed the Rotting River by the Band of Stars, many of Yazur Island's long-term inhabitants believe that this river might be the source of the Forest of Faces' deathly condition.

Poison Water. The river's water is highly toxic. A creature that drinks it must immediately make a DC 13 Constitution saving throw. Creatures resistant or immune to necrotic damage automatically succeed on their saving throw. On a failed saving throw, the target becomes poisoned for 1 hour. While poisoned in this way, the target gains vulnerability to necrotic damage.

Volga's Shrine

Search DC: 18 (lycanthropes have advantage on ability checks made to find this location)

There is a short stone obelisk within the Forest of Faces that the lycanthropes of Yazur Island revere. It resembles a nude human of indiscernible gender, its face distorted. Thick, red ivy surrounds its base.

Almost immediately after Omerians discovered the island, it became a haven for lycanthropes across Omeria. The most remarkable migration of lycanthropes came shortly after the Transmuter Wars of the 7th century when Aspaethans and Pressonians actively persecuted the servants of Loikiel.

Early Yazurian lycanthropes worshiped a minor lycanthropic minor deity named Volga. Although there is no proof that such a deity exists, the shrine built in her honor possesses significant magical powers. Somehow, these effects circumvent the antimagic field that covers the island. The werevultures who now rule over the island mostly ignore the old shrine's existence.

Development. A humanoid that touches the statue when either of Casar's moons is full and speaks the name "Volga" must make a DC 15 Charisma saving throw. On a failed saving throw, the target becomes affiliated with the curse of lycanthropy. The type of lycanthropy that afflicts the target is random; roll a d6 and refer to the table below. The target immediately transforms into the animal form of the lycanthropy affecting it and remains in that form until the next sunrise or until the curse is removed. As usual, the only way to end the curse is via a *remove curse* spell or similar magic.

Lycanthropy Curse

d6	Lycanthropy
1	Werebear
2	Wereboar
3	Wererat
4	Weretiger
5	Werevulture (see the appendix)
6	Werewolf

THE ADVENTURE CONTINUES

The Forest of Faces is just one of many exciting locations in the Yazur Island series. Learn more about the antimagic island's strange inhabitants, dangers, and adventure sites as a patron of DMDave. Ω

APPENDIX

Anorian Gun Mage
Medium Humanoid (Elf), Any Alignment

Armor Class 15 (Unarmored Defense)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	11 (+0)	15 (+2)	10 (+0)

Skills Perception +4, Stealth +4
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 14
Languages Common, Elvish
Challenge 3 (700 XP)   **Proficiency Bonus** +2

Dead Tongue. Using gestures and sounds, the Anorian can communicate with any undead even if it doesn't speak, such as a skeleton or zombie. Although the Anorian may communicate with an undead creature, it doesn't control it.

Fey Ancestry. The Anorian has advantage on saving throws against being charmed, and magic can't put the Anorian to sleep.

Unarmored Defense. While the Anorian is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The Anorian makes three attacks with its fists or two attacks with its pistol.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Pistol. *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Rifle. *Ranged Weapon Attack:* +5 to hit, range 80/240 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Brownie
Tiny Fey, Neutral

Armor Class 14
Hit Points 3 (1d4 + 1)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	18 (+4)	12 (+1)	14 (+2)	15 (+2)	17 (+3)

Skills Deception +5, Insight +4, Perception +4, Stealth +6
Senses darkvision 60 ft., passive Perception 14
Languages Common, Elvish, Gnomish, Sylvan
Challenge 1/8 (25 XP)   **Proficiency Bonus** +2

Forest Camouflage. The brownie has advantage on Dexterity (Stealth) checks made to hide in forests.

Pixie Cunning. The brownie has advantage on Intelligence, Wisdom, and Charisma saving throws against spells and other magical effects.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Deadroot
Huge Undead, Neutral Evil

Armor Class 13 (natural armor)
Hit Points 59 (7d12 + 14)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (−2)	15 (+2)	3 (−4)	6 (−2)	5 (−3)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages of its creator but can't speak
Challenge 2 (450 XP)   **Proficiency Bonus** +2

False Appearance. If the deadroot is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the deadroot move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the deadroot isn't a dead tree.

ACTIONS

Multiattack. The deadroot makes two attacks with its roots and one attack with its bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

Root. The deadroot targets one Medium or smaller creature that it can see within 20 feet of it. The target must make a DC 14 Strength or Dexterity saving throw (target's choice). On a failed save, the target is restrained (escape DC 14) and pulled into an unoccupied space within 5 feet of the deadroot. The deadroot has four roots, each of which can only grapple one target at a time.

Gremlin

Tiny Monstrosity, Neutral Evil

Armor Class 12
Hit Points 2 (1d4)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	15 (+2)	10 (+0)	6 (−2)	9 (−1)	7 (−2)

Skills Stealth +6
Damage Immunities bludgeoning
Senses darkvision 30 ft., passive Perception 9
Languages —
Challenge 0 (10 XP)   **Proficiency Bonus** +2

Pack Tactics. The gremlin has advantage on an attack roll against a creature if at least one of the gremlin's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Tamper. The gremlin targets one complex object that it can see within 5 feet of it. If the object isn't being worn or carried, the object ceases to function. The gremlin may only tamper with objects that have mechanical components such as a treasure chest with a locking mechanism or a light crossbow. The gremlin cannot tamper with simple objects such as articles of clothing or simple melee weapons.

If the object is worn or carried by a creature, the gremlin must make a Sleight of Hand check contested with a DC equal to the creature's passive Wisdom (Perception) score. If the gremlin succeeds, the object ceases to function until it is repaired. If the creature is carrying the object, they may not use the object until it is repaired. If the creature is wearing the object, the creature has disadvantage on Dexterity ability checks and saving throws until the object is repaired.

A creature may use its action to repair a disabled object, doing so with a succesful DC 10 Intelligence check.

REACTIONS

Split. When the gremlin is subjected to bludgeoning damage, it splits into two new gremlins. Both gremlins have hit points equal to the original gremlin's, and they can't use this trait again for the next 24 hours.

Horrorling

Small Aberration, Unaligned

Armor Class 15 (natural armor)
Hit Points 11 (2d6 + 4)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	18 (+4)	15 (+2)	3 (−4)	12 (+1)	5 (−3)

Skills Perception +3, Stealth +6
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 1/4 (50 XP)   **Proficiency Bonus** +2

Confusing Drone. The horrorling emits a constant droning sound. When a creature that can hear the droning starts its turn within 60 feet of the horrorling, the creature must make a DC 11 Wisdom saving throw unless the horrorling is incapacitated.

On a failed save, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within its reach.

A creature that succeeds on a saving throw against this effect is immune to the Droning of all horrorlings for 24 hours. The horrorling can use its bonus action to turn its Droning on or off.

ACTIONS

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Muñeca

Small Construct, as the Specter's Alignment

Armor Class 12 (natural armor)
Hit Points 21 (6d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (−3)	12 (+1)	11 (+0)	8 (−1)	10 (+0)	5 (−3)

Skills Stealth +5
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned
Senses darkvision 30 ft., passive Perception 10
Languages Common
Challenge 1 (200 XP)   **Proficiency Bonus** +2

False Appearance. If the muñeca is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the muñeca move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the muñeca isn't an object.

Inert. Without a specter inside, the muñeca is an object.

Spectral Inhabitant. The specter that enters the muñeca remains inside it until the muñeca drops to 0 hit points, the specter uses a bonus action to move out of the muñeca, or the specter is turned or forced out by an effect such as the *dispel evil and good* spell. When the specter leaves the muñeca, it appears in an unoccupied space within 5 feet of the muñeca.

Unusual Nature. The muñeca doesn't require air, food, drink, or sleep.

ACTIONS

Life Drain. Melee Weapon Attack: +3 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 target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Possessed Scarecrow

Medium Construct, as the Specter's Alignment

Armor Class 11
Hit Points 36 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages understands all languages its specter knew in life but can't speak
Challenge 1 (200 XP)   **Proficiency Bonus** +2

False Appearance. If the scarecrow is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the scarecrow move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the scarecrow isn't an object.

Inert. Without a specter inside, the scarecrow is an object.

Spectral Inhabitant. The specter that enters the scarecrow remains inside it until the scarecrow drops to 0 hit points, the specter uses a bonus action to move out of the scarecrow, or the specter is turned or forced out by an effect such as the *dispel evil and good* spell. When the specter leaves the scarecrow, it appears in an unoccupied space within 5 feet of the scarecrow.

Unusual Nature. The scarecrow doesn't require air, food, drink, or sleep.

ACTIONS

Life Drain. Melee Weapon Attack: +3 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 target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Vampire Squirrel
Tiny Undead, Unaligned

Armor Class 15 (natural armor)
Hit Points 22 (4d4 + 12)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	5 (−3)	10 (+0)	8 (−1)

Saving Throws Dex +5, Wis +2
Skills Acrobatics +5, Perception +2, Stealth +5
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Regeneration. The squirrel regains 5 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the squirrels takes radiant damage or damage from holy water, this trait doesn't function at the start of the squirrel's next turn.

Standing Leap. The squirrel's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Vampire Weaknesses. The squirrel has the following flaws:

Forbiddance. The squirrel can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The squirrel takes 10 acid damage when it ends its turn in running water.

Sunlight Hypersensitivity. The squirrel takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) necrotic damage, and the squirrel attaches to the target. While attached, the squirrel doesn't attack. Instead, at the start of each of the squirrel's turns, the target takes another 5 (1d4 + 3) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the squirrel regains hit points equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

The squirrel can detach itself by spending 5 feet of its movement. A creature, including the target, can use its action to detach the squirrel.

Werevulture
Medium Humanoid (Shapechanger), Neutral Evil

Armor Class 10
Hit Points 33 (6d8 + 6)
Speed 30 ft. (10 ft., fly 60 ft. in vulture form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	12 (+1)	8 (−1)

Skills Perception +3
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 13
Languages Common (can't speak in vulture form)
Challenge 3 (700 XP) **Proficiency Bonus** +2

Keen Sight and Smell. The werevulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The werevulture makes two melee attacks, only one of which can be with its beak.

Beak (Vulture or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with werevulture lycanthropy.

Spear (Humanoid or Hybrid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage when wielded with two hands as a melee weapon.

Talons (Vulture Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Change Shape. The werevulture transforms into a vulture-humanoid hybrid or into a Large vulture, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Yazurian Cyclops

Huge Giant, Neutral

Armor Class 21 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	8 (−1)	9 (−1)	9 (−1)

Saving Throws Wis +2
Senses passive Perception 9
Languages understands Giant but doesn't speak
Challenge 6 (2,300 XP)   **Proficiency Bonus** +3

Antimagic Aura. A 30-foot-radius, invisible sphere of anti-magic surrounds the cyclops, as in the *antimagic field* spell. The aura continues even after the cyclops dies. The only way to end the aura is to completely destroy the cyclops' skull.

Diamond Bones. Any critical hit against the cyclops becomes a normal hit.

Legendary Stubbornness (1/Day). If the cyclops fails a Wisdom saving throw, it can choose to succeed instead.

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

ACTIONS

Multiattack. The cyclops makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

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