



A Tale of Two Dragons



Phandalin Adventures Tier 2 Conversions

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ON THE COVER

Roselysium illustrates Cryovain and Venomfang, the two dragons who prowl the region surrounding Phandalin. Both appear in this Tier 2 conversion guide of the Phandalin Adventures.

How To Use This Book

This guide converts *Lost Mine of Phandelver* and *Dragon of Icespire Peak* to Tier 2 (levels 5 to 10). That way you can play these two adventures back to back in either order using the same characters.

To use this guide, you *must* have a copy of both *Lost Mine of Phandelver* from the *D&D Starter Set* and *Dragon of Icespire Peak* from the *D&D Essentials Kit*. This guide does not make sense without them. You also need a copy of the *Monster Manual* since many of the creatures in this book draw from that sourcebook.

In other words, if you have finished running *Lost Mine of Phandelver* or *Dragon of Icespire Peak* and wish to continue your adventures in Phandalin right where you left off with the same characters, this guide is for you.

The end effect is a 1st- to 11th-level campaign set in the frontier town of Phandalin using the adventures found in the *D&D Starter Set* and *D&D Essentials Kit*.

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RETURN TO PHANDALIN

If you are starting *Dragon of Icespire Peak* after having completed *Lost Mine of Phandelver*, the frontier town of Phandalin is a familiar sight to the party members. If the adventurers behaved themselves, they might be hailed as trusted heroes by now. People may greet them in the streets of town on a first-name basis or even seek them out when help is needed.

Assuming the Rockseeker brothers both survived the events of *Lost Mine of Phandelver*, Gundren and Nundro have claimed the mine at Wave Echo Cave and seek to reinstate the Phandelver's Pact. Dwarven and gnomish miners are starting to be familiar sight in Phandalin. But a new danger arises away to the east....

ADVENTURE BACKGROUND

Cryovain is still the main villain in this adventure, but this icy terror is no longer a young white dragon. Then again, it hasn't yet grown to adult size either. Instead, you'll find a custom stat block at the end of this book depicting **Cryovain** as an adolescent dragon on the verge of adulthood.

INTERLUDE

Coincidentally, while the party was underground fighting Nezznar the Black Spider in Wave Echo Cave, several people spotted Cryovain flying over Phandalin. Minutes later, the white dragon landed just outside Icespire Hold, stormed the fortress, and drove out the surviving orcs.

While some of the townsfolk may still mention the strange sighting when the party returns to Phandalin, by that time the dragon has largely been forgotten.

Forgotten by everyone, that is, except the cowardly townmaster. If he survived the events of *Lost Mine of Phandelver*, Harbin Wester is still in charge of Phandalin. But, deathly afraid of dragons, he has retreated into the Townmaster's Hall. He communicates with and pays the adventuring party through a door. If Harbin Wester was ousted or killed previously, the new townmaster serves the same quest-giving function, but perhaps with a bit more bravery.

LEVELING UP

There are three ways characters can level up in this adventure:

- First, characters below 7th level gain a level each time they complete a starting quest. Once they reach 7th level, completing additional starting quests no longer increases their level.
- Second, characters gain a level each time they complete two follow-up quests.
- Finally, characters gain a level if they slay Cryovain the white dragon.

AXEHOLM

"Axeholm" is balanced for characters of 9th level, though characters of 7th or 8th level can survive its perils if they are cautious and rest between encounters.

AXEHOLM FEATURES

Axeholm has the same features described in *Dragon of Icespire Peak*, except for the following:

Arrow Slits. A Small character needs a successful DC 12 Dexterity (Acrobatics) check to squeeze through an arrow slit.

Ballistas. The ballistas use the following attack: *Ranged Weapon Attack*: +9 to hit, range 120/480 ft., one target. *Hit*: 44 (8d10) piercing damage.

ARRIVAL

The winches require a successful DC 17 Strength (Athletics) check to turn. Finding another entrance requires a successful DC 17 Wisdom (Perception) check, while scaling the mountain and crawling down a chimney requires only a successful DC 12 Strength (Athletics) check.

AXEHOLM LOCATIONS

Changes have been made to the following locations:

A1. OUTER GAUNTLET

Replace all the ghouls in this area with **ghasts**.

A9. STIRGE IN THE SMITHY

Instead of a fluttering noise in the chimney, the party sees a faint light in the fireplace winking on and off. If anyone investigates the light, a **will-o'-wisp** attacks the nearest character or sidekick.

A14. THRONE ROOM

The creature hiding behind the throne is a **ghast** with 64 hit points, detectable with a successful DC 15 Wisdom (Perception) check.

Treasure. The signet ring is inlaid with platinum and is worth 25 gp.

A15. DINING ROOM

Climbing into or out of the pit requires a DC 12 Strength (Athletics) check.

A19. GHOUL DEN

Treasure. The potion inside the steel coffer is a more potent *potion of supreme healing*. The amulet is unchanged, but a non-dwarf character must succeed on a DC 12 Intelligence (Religion) check to recognize Moradin's symbol.

A22. UPPER BASTION

Replace the giant spiders here with **phase spiders**.

A24. HAUNTED HALL

Replace the banshee with the **fell banshee** stat block found in the appendix.

A28. CASTELLAN'S BEDCHAMBER

Replace the stirges with an equal number of **will-o'-wisps**.

Secret Door. It takes a successful DC 17 Wisdom (Perception) check to notice the hand prints.

A29. SECRET VAULT

Without the castellan's signet ring, a successful DC 25 Dexterity check using thieves' tools (or a *knock* spell or similar magic) is required to unlock the iron chest.

Treasure. Replace the *dread helm* and *gauntlets of ogre power* with a *circlet of blasting* and a *belt of hill giant strength*.

BUTTERSKULL RANCH

"Butterskull Ranch" is balanced for characters of 6th level, but characters of 5th level can survive this quest if they avoid combat and focus on rescuing Alfonse Kalazorn, the ranch owner. Characters of 7th level or higher should be able to save Big Al and his ranch without hardship.

EXPLORING THE FARMHOUSE

Instead of ordinary orcs, the farmhouse is occupied by three times as many elite **orc blades of Ilneval** as there are members in the party, not including sidekicks. And instead of *mithral chain mail* in the secret compartment in Big Al's bedroom, there's a suit of *mithral plate armor*.

Finally, Big Al is not a human veteran, but a unique NPC. (See **Alfonse Kalazorn** in the appendix.) Convincing Big Al to abandon his ranch requires a successful DC 12 Charisma (Intimidation or Persuasion) check.



CIRCLE OF THUNDER

"Circle of Thunder" is balanced for characters of 9th level, though characters of 7th or 8th level can weather its challenges if they are cautious.

CAVE DESCRIPTIONS

The caves' features are the same, except for the following.

A. Entryway. A character who succeeds on a DC 12 Intelligence (Religion) check can ascertain that the bones are a warning to stay away.

B. Boar Pen. Instead of a boar, each pen holds a giant boar.

TRAVEL TO THE CIRCLE

TREE TRAP

The heroes must succeed on a DC 15 Dexterity saving throw or take 9 (2d8) bludgeoning damage and be restrained. It takes a successful DC 17 Strength (Athletics) check to escape. Alternatively, characters can break free by dealing 10 or more slashing damage against a root with a single melee weapon attack. The tree roots have AC 15.

YARGATH'S PATROL

Yargath is a **devotee of Talos** and the orcs are **orc blades of Ilneval**.

Treasure. Yargath carries a *potion of superior healing*.



CIRCLE OF THUNDER LOCATIONS

Changes have been made to the following locations:

C1. HENGE

Replace the anchorites with the same number of **devotees of Talos**, the twig blights with **needle blights**, and Gorthok the Thunder Boar with **Gorthok the Lighting Boar**, found in the appendix.

Secret Trapdoors. It takes a successful DC 12 Wisdom (Perception) check to discover these doors.

C2. NORTHWEST CAVE

Treasure. Replace the *potion of invulnerability* with a *potion of vitality*.

C3. NORTHEAST CAVE

Treasure. Replace the +1 shield with an *arrow-catching shield*.

DRAGON BARROW

"Dragon Barrow" is balanced for characters of 9th level, though characters of 8th level can survive this quest if they are cautious and rest between encounters. Characters of 10th level or higher should have no trouble plundering the barrow and surviving its challenges.

CENTAUR OF ATTENTION

Xanth approaches the party peacefully, but if this gesture is met with aggression on the part of the adventurers, use the **Xanth** stat block found in the appendix.

CATACOMBS FEATURES

The catacombs have the same features, except for the following.

Sarcophagi. The granite lids are sturdier and heavier. Lifting a lid requires a successful DC 25 Strength (Athletics) check. Each lid is a Medium object with AC 19, 16 hit points, and immunity to poison and psychic damage.

ARRIVAL

It takes a successful DC 12 Wisdom (Insight) check to notice the hill's distinctive shape. Replace the will-o'-wisps in area D2 with chaotic evil **ghosts**. If they detect the adventurers nearby, the ghosts enter the Ethereal Plane and withdraw into the barrow.

BARROW LOCATIONS

Changes have been made to the following locations:

D1. SECRET ENTRANCE

It takes a successful DC 12 Wisdom (Perception) check to spot the opening beneath the base of the rock and a successful DC 22 Strength (Athletics) check to topple the rock.



D2. WILL-O'-WISPS

Replace the three will-o'-wisps with chaotic evil **ghosts**, all that remains of grave robbers who died here a few decades ago. The ghosts remain in the Border Ethereal until they detect intruders coming down the stairs, whereupon they enter the Material Plane and move to the far side of the three concealed pit traps (area D3), hoping to lure the adventurers to their doom. Each ghost has its own pit and attacks any character who falls into it. A ghost reduced to 14 hit points or fewer enters the Ethereal Plane on its next turn and flees to hide until the characters leave the barrow.

D3. CONCEALED PIT TRAPS

Characters prodding ahead detect the pit with a successful DC 12 Wisdom (Perception) check. The pits are 20 feet deep. Any creature that steps onto a pit falls into it, taking 3d6 bludgeoning damage and impaling itself on 1d4 swords, each of which deals 1d6 piercing damage.

D4. SKELETAL SURPRISE

Lady Alagondar's horse has the statistics of a **warhorse skeleton** instead of a riding horse.

D5. NARROW TUNNEL

Characters prodding ahead with a pole or other tool detects the pit with a successful DC 12 Wisdom (Perception) check.

D6. FALSE TOMB

Creatures exposed to the dust must make a DC 17 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.

D7. ADVENTURERS' SEPULCHER

Treasure. Replace the *lute of illusions* and *necklace of fireballs* with a *doss lute* and *staff of fire*.

D8. DRAGON SLAYER

Treasure. Replace the *dragon slayer* sword with a suit of *white dragon scale mail*. Replace the invisible stalker with a *stone golem*.

DWARVEN EXCAVATION

"Dwarven Excavation" is balanced for characters of 5th level, though even characters of 6th level will find certain elements of the quest challenging. Characters of 7th level or higher should have an easy time clearing out the ruins and defeating the orcs that arrive later.

QUEST GOALS

Replace the *sending stones* the dwarf excavators offer the party with a *helm of telepathy*.

TEMPLE FEATURES

The temple has the same features, except for the following:

Doors. Finding a secret door requires a successful DC 17 Wisdom (Perception) check.

EXCAVATION LOCATIONS

Changes have been made to the following locations:

E3. COURTYARD AND TEMPLE FACADE

Dazlyn and Norbus are shield dwarf **scouts** who speak Dwarvish and Common and have darkvision out to a range of 60 feet.

E5. TEMPLE

Instead of the ochre jellies, the heroes encounter one **black pudding** for each character in the party, not including sidekicks.

Treasure. Thirty gemstones (10 gp each) lie in the stone coffer.

E10. PARTIALLY COLLAPSED ROOM

Treasure. The symbol of Abbathor is worth 250 gp.

E11. HALL OF GREED

Avoiding the debris from the exploding statue requires a successful DC 17 Dexterity saving throw. Failure means taking 44 (8d10) piercing damage, or half as much damage on a successful saving throw.

WHEN ORCS ATTACK

Instead of rank-and-file orcs, elite **orc blades of Ilneval** attack. The number of orc blades is equal to the number of characters in the party, including sidekicks.

FALCON'S HUNTING LODGE

The only changes to the Hunting Lodge location are to Falcon the Hunter himself and the reward he offers. Use the **Falcon the Guide** stat block in the appendix for the man and replace the *boots of elvenkind* with *boots of speed* for the reward.

GNOMENGARDE

"Gnomengarde" is balanced for characters of 5th level, though characters of 6th level might find certain traps and hazards challenging. Characters of 7th level or higher should be able to deal with the unexpected trouble here.

GNOMENGARDE FEATURES

Gnomengarde has the same features, except for the following:

Doors. Locks and doors are a bit better made now. A locked door can be opened with a successful DC 12 Dexterity check using thieves' tools. Alternatively, a locked door can be forced open as an action with a successful DC 17 Strength (Athletics) check. Finding a secret door requires a search of the wall and a successful DC 12 Wisdom (Perception) check.

QUEST GOALS

Harbin doesn't want a *hat of wizardry* but a *headband of intellect* instead.

GNOME-MADE MAGIC ITEMS

The grateful gnomes have the following items to give: a *circlet of blasting* and a *balloon pack* (from area G13). The kings give a *wand of magic missiles* and a *headband of intellect*.

GNOMENGARDE ROSTER

Replace all the rock gnome recluses who live in Gnomengarde with **rock gnome solitaires**, the statistics of which are found in the appendix.

MYSTERY MONSTER

Instead of a mimic taking the form of barrels, chairs, chests, and lecterns, a **green slaad** has infiltrated Gnomengarde, taking the form of various resident rock gnomes.

When the slaad attacked Korboz in the throne room (area G14), the slaad looked like his husband Gnerkli. The slaad would have gotten away with it had the real Gnerkli not walked through the door in the middle of the attack.

At the time of the party's arrival, the slaad looks like Orryn, one of the rock gnomes it murdered. Warryn remains unaccounted for.

Characters who discover the slaad can negotiate with it and can compel it to leave Gnomengarde with a successful DC 18 Charisma (Intimidation or Persuasion) check.

GNOMENGARDE LOCATIONS

Changes have been made to the following locations:

G6: BARREL CRABS

The barrel crabs are a bit more advanced and have the following modifications: AC 17, 60 hit points, and a Strength score of 14. A barrel crab can make two attacks with its pincer claws each round.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (3d4+2) piercing damage, and the target is grappled (escape DC 12).

G7: AUTOLOADING CROSSBOW PLATFORM

The crossbow contraption is deadlier and better built. It has the following modifications: AC 14, 75 hit points, and +7 to hit. A creature operating it can fire four bolts per round. Every time the platform loses 15 hit points, one of its crossbows breaks.

G8: MIMIC AND MUSHROOM WINE

All the barrels in this room are perfectly ordinary. However, Orryn, the gnome inspecting those barrels, is really a **green slaad**. Two of the barrels are much heavier than the others and contain the bodies of the murdered Orryn and Warryn. You can decide which barrels contain the bodies, or roll 2d8 to determine where the corpses are.

G9: GNOME GUARD POST

Scaling the slick rock wall requires a successful DC 15 Strength (Athletics) check. Charisma checks on the guards are now DC 12.

G10: SPINNING BLADES

Avoiding the blades requires a DC 17 Dexterity saving throw, taking 36 (8d8) slashing damage on a failed save, or half as much damage on a successful one.

G11: INVENTOR'S WORKSHOP

Treasure. The spellbook here contains the following wizard spells: *clairvoyance*, *fireball*, *hold person*, *locate object*, *magic circle*, *protection from energy*, and *scorching ray*.

G12: TREASURY

Replace the *clockwork amulet* and *pole of collapsing* with a *circlet of blasting* and a *balloon pack*.

G15: GNOME KINGS' BEDROOM

King Korboz isn't entirely sure he has the right Gnerkli, so he has his husband glued to a chair and restrained as a precaution.

Replace the *hat of wizardry* and *wand of pyrotechnics* with a *headband of intellect* and a fully charged *wand of magic missiles*.



ICESPIRE HOLD

This location is designed for characters of 10th level, though lower-level characters can defeat the dragon if they're cunning and cautious.

ICESPIRE HOLD FEATURES

Icespire Hold has the same features, except for the following:

Arrow Slits. Small characters can squeeze through an arrow slot with a successful DC 12 Dexterity (Acrobatics) check.

Doors. Secret doors can be found with a DC 17 Wisdom (Perception) check.

FINDING ICESPIRE HOLD

Captured Orc. The orcs that attack Phandalin are **orc blades of Ilneval**.

TRAVEL TO ICESPIRE HOLD

FROZEN OGRE

A DC 17 Wisdom (Survival) check reveals that the ogre was killed within the past 24 hours.

Treasure. Replace the *potions of healing* with *potions of greater healing*.

ARRIVAL

Remember to use the **Cryovain** stat block found in the appendix.

STONE-COLD REAVERS

Instead of normal veterans, the stone-cold reavers are half-white dragon veterans. They suspect they are half-siblings of Cryovain, sharing the same father. Instead of feeling a kinship with their full-dragon sibling, they hate Cryovain. They're no match for the dragon, but they want to steal its hoard, not knowing no hoard actually exists. The stone-cold reavers only see the party members as competitors. They have the same physical features and personalities as described in *Dragon of Icespire Peak*.

The **stone-cold reavers** use their own stat block found in the appendix.

ICESPIRE HOLD LOCATIONS

Changes have been made to the following locations:

H2. STABLES

Replace the riding horses with **warhorses**.

H12. AUDIENCE CHAMBER

Replace the stirges with **will-o'-wisps**.

H18. ORC BARRACKS

Treasure. Searching reveals 450 sp, 182 gp, and a spyglass in working order worth 300 gp.

H19. ORC WAR CHIEF'S LAIR

Treasure. The orc chieftain's hand is still wrapped around a magical battleaxe. Runes in Dwarvish on the axe head read, "Hew." *Hew* is a +1 battleaxe that deals maximum damage when the wielder hits a plant creature or an object made of wood. The axe's creator was a dwarf smith who feuded with the dryads of a forest where he cut firewood. Whoever carries the axe feels uneasy whenever he or she travels through a forest.

The branches of red coral are worth 50 gp each.

H20. ROOF

Use the unique **Cryovain** stat block found in the appendix.



LOGGERS' CAMP

"Loggers' Camp" is balanced for characters of 7th level, though characters of 6th level can survive the perils of this quest if they are cautious and clever. Characters of 8th level or higher should have an easy time dealing with the threats to the camp.

TRAVEL TO THE CAMP

You must make a DC 12 Wisdom (Survival) check to avoid getting lost. Replace the anchorite of Talos Drethna with a **devotee of Talos** of the same name. (See the appendix.)

ARRIVAL

It requires a successful DC 17 Intelligence (Religion) check to discern the totem's purpose. At the north camp, there is no evidence of acid spray, but a successful DC 12 Intelligence (Investigation) check reveals that the victims have been attacked by burrowing creatures. Finally, replace all ankhegs with an equal number of **bulettes**.

MOUNTAIN'S TOE GOLD MINE

"Mountain's Toe Gold Mine" is designed for characters of 8th level, but characters of 7th level can survive if they avoid unnecessary combat or possess a magic weapon. Characters of 9th level or higher will face less peril but should enjoy the roleplaying opportunities.

TRAVEL TO THE MINE

A successful DC 14 Wisdom (Medicine) check determines the orcs' cause of death.

ARRIVAL

Replace each wererat in the gold mine with a **master wererat**. (See the appendix.)

MINE LOCATIONS

Changes have been made to the following locations:

M4. WERERAT DEN

Increase the number of **giant rats** here to eight total.

Treasure. Each chunk of gold ore is worth 50 gp. Replace the copper and silver coins with 110 gold pieces and 4 platinum pieces and replace the *goggles of night* with a *gem of seeing*.

M11. CARRION CRAWLER

Replace the carrion crawler with an **umber hulk** whose inhuman claws make it too unable to open the door. Scaling the slope requires a DC 12 Strength (Athletics) check.

M13. RAT-INFESTED CAVE

Increase the number of **giant rats** here to nine.

SHRINE OF SAVRAS

"Shrine of Savras" is balanced for characters of 5th to 10th level.

ARRIVAL

The guard atop the tower, along with all the other orcs in camp, are **orc blades of Ilneval**. Replace any ogres with **ettins**.

SHRINE LOCATIONS

Changes have been made to the following locations:

S1. GATEHOUSE

It takes a successful DC 25 Strength (Athletics) check to manually lift the portcullis.

S7. MAIN HALL AND BELFRY

A successful DC 17 Strength (Athletics) check is enough to climb the outer walls and rooftop.

Treasure. The bell is made of both gold and platinum and is worth 10,000 gp.

S10. ALTAR OF FATE

Treasure. A successful DC 12 Wisdom (Perception) reveals that something's off with the altar's base. Within lies 475 gp and *gloves of thievery* in place of the *mystery key*.



TOWER OF STORMS

This location is balanced for characters of 7th level, but lower-level characters can survive if they're cautious and rest often.

ARRIVAL

Instead of a giant crab, the adventurers meet an awakened **giant octopus** whose friendly gesture can be interpreted with a successful DC 15 Wisdom (Animal Handling) check.

HELPING THE GIANT OCTOPUS

The giant octopus retrieves a *+2 weapon* in exchange for help.

TOWER OF STORMS LOCATIONS

Changes have been made to the following locations:

T1. HAUNTED CAVE

Instead of a banshee, Miraal is a **fell banshee**, found in the appendix.

T4. SHRINE OF TALOS

Characters must succeed on a DC 17 Intelligence (Religion) check to identify Talos.

Charm of the Storm. You can cast the 5th-level version of the *lightning bolt* spell as an action.

T5. HARPIES' AERIE

Replace the harpies with an equal number of **greater harpies**, found in the appendix. A greater harpy reduced to 17 hit points or fewer flies away.

Treasure. There are a number of *potions of water breathing* equal to the number of characters in the party, not including sidekicks.

T7. MOESKO THE ANCHORITE

Moesko is a **devotee of Talos**, not an anchorite.

Treasure. There is a *gem of brightness* wedged inside the opalescent conch. Its faint glimmer can be detected with a successful DC 12 Wisdom (Perception) check.

T8 ROOFTOP AND LIGHTNING ROD

Lightning Rod. If lightning strikes the rod while a character is touching it, they must succeed on a DC 17 Dexterity saving throw, taking 36 (8d8) lightning damage on a failed save, or half as much damage on a successful one.

T9. MOESKO'S HEART

The heart has AC 12 and 15 hit points.

EXPLORING THE WRECKS

Ascending or descending the slope requires a successful DC 12 Strength (Athletics) check. Replace the hunter sharks with **giant sharks**.

T10-T14. SHIPWRECKS

Adventurers can find the treasure in each shipwreck with a successful DC 17 Wisdom (Perception) checks. Keys can only be found with a DC 22 Wisdom (Perception) check. Picking the lock requires a successful DC 17 Dexterity check with thieves' tools. Replace the shipwreck treasure with the following:

Area	Treasure
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T10	<i>+2 weapon</i>
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T11	Mermaid statue worth 150 gp
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T12	<i>Cloak of elvenkind</i>
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T13	120 gp and twelve pearls (100 gp each)
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T14	Fully charged <i>wand of enemy detection</i> and a spellbook containing the wizard spells <i>confusion</i> , <i>feign death</i> , <i>greater invisibility</i> , <i>hold person</i> , <i>protection from energy</i> , <i>polymorph</i> , and <i>tongues</i>
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UMBRAGE HILL

"Umbrage Hill" is balanced for characters of 6th to 7th level. It may still work for characters of 8th level, but higher-level characters won't face great peril here, but they might need to visit this location to buy *potions of greater healing*.

Instead of a manticores, the windmill is attacked by a **chimera** or a **hydra**, depending on the party's power level. If the party is 6th or 7th level, chimera is a good choice. Anything higher, go with the hydra.

Treasure. Adabra sells *potions of greater healing* for 200 gp.

WOODLAND MANSE

"Woodland Manse" is balanced for characters of 9th or 10th level, though characters of 7th or 8th level can survive the challenges of this quest if they rest between encounters.

LOCATION OVERVIEW

Grannoc is a half-orc **devotee of Talos**, not an anchorite.

WOODLAND MANSE FEATURES

The woodland manse has the same features, except for the following.

Doors. Secret doors can be found with a successful DC 12 Wisdom (Perception) check.

Ivy. Creatures can scale a wall with a successful DC 17 Strength (Athletics) check. A creature that touches the ivy makes a successful DC 15 Constitution saving throw or takes 5 (2d4) poison damage.

WOODLAND MANSE LOCATIONS

Changes have been made to the following locations:

W1. PUMPKIN PATCHES

There appears to be seven giant boars here, but two of them are actually **devotees of Talos** in giant boar form.

Pumpkins. Each pumpkin seed heals 2 hit points. If a creature eats more than five servings of pumpkin seeds in 1 hour, it must succeed on a DC 15 Constitution saving throw or be poisoned for 1d4 hours.

W2. PORTICO AND BALCONY

A character can climb up to the balcony with a successful DC 17 Strength (Athletics) check.

W3. DOWNSTAIRS HALL

A creature on the collapsing stairs must succeed on a DC 17 Dexterity check to avoid falling. On a failure, the creature lands on 2d6 wooden spikes, each of which deals 1d6 piercing damage.

W5. DINING ROOM

Replace the twig blights with **needle blights**. These needle blights' statistics are the same as those in the *Monster Manual* except that they are Small in size.

Treasure. The silver candelabra has gold filigree making it worth 100 gp.

W8. COURTYARD

Gulthias Tree. Increase the number of **vine blights** to one blight plus two additional blights for each member of the party, not including sidekicks (maximum nine blights).

On blood-moon nights, the tree spawns 5d4 twig blights, 2d6 needle blights, or 1d4 vine blights.

W10. WIZARD'S LABORATORY

All creatures except Tempest clerics must succeed on a DC 15 Intelligence (Religion) check to recognize the symbol of Talos or to identify Grannoc's actions as a ritual. Grannoc is a **devotee of Talos**. Replace his twig blight minions with **needle blights**.

W11. LIBRARY

Treasure. There are two packets of *dust of disappearance*, not one.

W12. MASTER BEDROOM

A successful DC 12 Wisdom (Perception) check is required to discover the compartment in the fireplace mantel.

Treasure. Replace the *staff of birdcalls* with a *figurine of wondrous power* (silver raven).

W13. MAGIC ITEM VAULT

Treasure. Replace the *cloak of billowing* with a *cloak of displacement*.

W14. UPSTAIRS HALL

Instead of stirges, **dust mephits** dwell here — two mephits per party member, not including sidekicks (maximum eight mephits).

W16. SLANTED ROOF

Standing on the roof requires a successful DC 12 Dexterity saving throw. On a failure, a creature falls into area W7, taking 3 (1d6) bludgeoning damage on impact.

W18. GUEST ROOM

Replace the orcs with **orc blades of Ilneval**.

LEAVING THE MANSE

Remember to use the **devotee of Talos** and the **giant boar** stat blocks here. In addition, replace the twig blights in this encounter with **needle blights**.

COUNTERATTACK!

Replace Gorthok the Thunder Boar in the adventure with **Gorthok the Lightning Boar** found in the appendix. In addition, replace the orcs with **orc blades of Ilneval**.



ALFONSE KALAZORN

Medium humanoid (human), neutral good

Armor Class 10 (18 with plate)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	11 (+0)	8 (-1)	12 (+1)

Skills Athletics +7, Intimidation +4

Senses passive Perception 9

Languages Common

Challenge 6 (2,900 XP)

Action Surge (Recharges after a Short or Long Rest). Big Al takes an additional action on his turn.

Brute. A melee weapon deals one extra die of its damage when Big Al hits with it (included in the attack).

Indomitable (Recharges after a Short or Long Rest). Big Al can reroll a saving throw that he fails. He must use the new roll.

Actions

Multiattack. Big Al makes three attacks with his greatsword.

Greatsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) slashing damage.

Bonus Actions

Second Wind (Recharges after a Short or Long Rest). Big Al can regain 16 hit points.

CRYOVAIN

Large dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 40 ft., burrow 25 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	7 (-2)	11 (+0)	12 (+1)

Saving Throws Dex +4, Con +9, Wis +4, Cha +5

Skills Perception +8, Stealth +4

Damage Immunities cold

Senses blindsight 40 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 10 (5,900 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage plus 4 (1d8) cold damage.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Tail. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 40-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 49 (11d8) cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 17 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

DEVOTEE OF TALOS

Medium humanoid (half-orc, shapechanger), neutral evil

Armor Class 14 (hide armor)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	9 (-1)	16 (+3)	12 (+1)

Skills Nature +2, Stealth +5, Survival +6
Senses darkvision 60 ft., passive Perception 13
Languages Common, Orc
Challenge 5 (1,800 XP)

Innate Spellcasting. The devotee's innate spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells, requiring no material components:

1/day each: *augury*, *bless*, *lightning bolt* (12d6 damage), *revivify*

3/day: *thunderwave* (6d8 damage)

Righteous Fury. The devotee deals an extra 4 (1d8) damage when it hits with a weapon attack (included in attack).

Shapechanger. The devotee can use its action to polymorph into a giant boar or back into its true form, which is humanoid. Its statistics 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.

Actions

Multiattack. The devotee makes two attacks on its turn.

Clawed Gauntlet (Humanoid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d4 + 1d8 + 3) slashing damage.

Tusk (Giant Boar Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (1d6 + 1d8 + 3) slashing damage.

DON-JON RASKIN

Medium humanoid (human), neutral

Armor Class 13 (studded leather)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +4, Con +5
Skills Deception +5, Persuasion +5
Senses passive Perception 10
Languages Common, Dwarvish
Challenge 4 (1,100 XP)

Brave. Don-Jon has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when Don-Jon hits with it (included in the attack).

Not Dead Yet (Recharges after a Long Rest). If damage reduces Don-Jon to 0 hit points, he drops to 1 hit point instead and gains advantage on attack rolls until the end of his next turn.

Actions

Multiattack. Don-Jon makes three melee attacks.

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Reactions

Parry. Don-Jon adds 2 to his AC against one melee attack that would hit him. To do so, Don-Jon must see the attacker and be wielding a melee weapon.



FALCON THE GUIDE

Medium humanoid (human), neutral good

Armor Class 16 (studded leather)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	11 (+0)	16 (+3)	15 (+2)

Saving Throws Dex +7, Wis +6

Skills Athletics +5, Perception +9, Survival +6

Senses passive Perception 19

Languages Common

Challenge 7 (2,900 XP)

Archer. A longbow or shortbow deals one extra die of its damage when Falcon hits with it (included in his longbow attack).

Magic Arrow. Whenever Falcon fires a nonmagical arrow from a shortbow or longbow, he can make the arrow magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

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

Sharpshooter. Falcon's ranged weapon attacks ignore half cover and three-quarters cover.

Actions

Multiattack. Falcon makes three melee attacks or two ranged attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Bonus Actions

Second Wind (Recharges after a Short or Long Rest). Falcon can regain 20 hit points.

FELL BANSHEE

Medium undead, chaotic evil

Armor Class 13

Hit Points 121 (22d8 + 22)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	12 (+1)	12 (+1)	11 (+0)	20 (+5)

Saving Throws Wis +3, Cha +8

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish

Challenge 7 (2,900 XP)

Detect Life. The banshee can magically sense the presence of creatures up to 5 miles away that aren't undead or constructs. She knows the general direction they're in but not their exact locations.

Incorporeal Movement. The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Actions

Multiattack. The banshee makes two corrupting touch attacks.

Corrupting Touch. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) necrotic damage.

Horridifying Visage. Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horridifying Visage for the next 24 hours.

Wail (1/Day). The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 16 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 35 (10d6) psychic damage.



GORTHOK THE LIGHTNING BOAR

Huge monstrosity, chaotic evil

Armor Class 17 (natural armor)
Hit Points 149 (13d12 + 65)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	20 (+5)	6 (-2)	10 (+0)	14 (+2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, thunder

Senses darkvision 60 ft., passive Perception 10

Languages –

Challenge 10 (5,900 XP)

Relentless (Recharges after a Short or Long Rest). If Gorthok takes 55 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. Gorthok makes two melee attacks: one with its lightning tusks and one with its thunder hooves.

Lightning Tusks. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage plus 14 (4d6) lightning damage.

Thunder Hooves. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 6) bludgeoning damage plus 14 (4d6) thunder damage.

Lightning Bolt (Recharge 6). Gorthok shoots a bolt of lightning at one creature it can see within 120 feet of it. The target must make a DC 17 Dexterity saving throw, taking 36 (8d8) lightning damage on a failed save, or half as much damage on a successful one.



GREATER HARPY

Medium monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	8 (-1)	10 (+0)	15 (+2)

Saving Throws Dex +4, Cha +4

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

Luring Maestro. While within 60 feet of the harpy, creatures have disadvantage on saving throws against the harpy's Luring Song.

Magic Resistance. The harpy has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The harpy makes two attacks: one with its claws and one with its club.

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

Fleeting Form. The harpy can magically disguise itself to resemble a humanoid of roughly similar size and shape for up to 1 hour. It can revert to its true form as a bonus action. This illusion does not hold up to close scrutiny.

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 12 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target must move on its turn toward the harpy by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.

MASTER WERERAT

Medium humanoid (human, shapechanger), lawful evil

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered

Senses darkvision 60 ft. (rat form only), passive Perception 13

Languages Common, thieves' cant (can't speak in rat form)

Challenge 5 (1,800 XP)

Shapechanger. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, 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.

Cunning Action. On each of its turns, the wererat can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the wererat is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the wererat instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

Sneak Attack (1/Turn). The wererat deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the wererat that isn't incapacitated and the wererat doesn't have disadvantage on the attack roll.

Actions

Multiattack. The wererat makes one light crossbow attack or three melee attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with wererat lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Light Crossbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Reactions

Uncanny Dodge. The wererat halves the damage that it takes from an attack that hits it. The wererat must be able to see the attacker.



ORC BLADE OF ILNEVAL

Medium humanoid (orc), chaotic evil

Armor Class 18 (chain mail, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	17 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Wis +3

Skills Insight +3, Intimidation +4, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orc

Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Foe Smiter of Ilneval. The orc deals an extra die of damage when it hits with a longsword attack (included in the attack).

Actions

Multiattack. The orc makes two melee attacks with its longsword or two ranged attacks with its javelins. If Ilneval's Command is available to use, the orc can use it after these attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage when used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. Ilneval's Command (Recharge 4–6). Up to three allied orcs within 120 feet of this orc that can hear it can use their reactions to each make one weapon attack.

ROCK GNOME SOLITARY

Small humanoid (gnome), chaotic neutral

Armor Class 11 (14 with *mage armor*)

Hit Points 31 (7d6 + 7)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	18 (+4)	10 (+0)	13 (+1)

Saving Throws Dex +3, Int +6

Skills Arcana +6, History +6

Senses darkvision 60 ft., passive Perception 10

Languages Common, Gnomish

Challenge 3 (700 XP)

Gnome Cunning. The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Potent Cantrip. When the gnome casts a damaging cantrip and misses, or the target succeeds on its saving throw, the target still takes half the cantrip's damage but suffers no other effect.

Spellcasting. The gnome is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *light*, *mage hand*, *prestidigitation*, *ray of frost* (see "Actions" below)

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

2nd level (3 slots): *blur*, *Nystul's magic aura*, *pyrotechnics*

3rd level (3 slots): *blink*, *meld into stone*

4th level (1 slot): *fabricate*

Actions

Ray of Frost. *Ranged Spell Attack:* +6 to hit, range 60 ft., one creature. *Hit:* 9 (2d8) cold damage, or half as much damage on a miss, and the target's speed is reduced by 10 feet until the start of the gnome's next turn.



STONE-COLD REAVER

Medium humanoid (human), chaotic evil

Armor Class 18 (plate)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2
Damage Resistance cold
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 5 (1,800 XP)

Actions

Multiattack. The reaver makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Cold Breath (Recharge 5–6). The reaver exhales an icy blast of hail in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.



XANTH

Large monstrosity, neutral good

Armor Class 12 (16 with *barkskin*)
Hit Points 82 (11d10 + 22)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	19 (+4)	11 (+0)

Skills Athletics +7, Medicine +7, Nature +2, Perception +4, Survival +4
Senses passive Perception 14
Languages Common, Druidic, Elvish, Sylvan
Challenge 4 (1,100 XP)

Charge. If Xanth moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

Nature's Wrath. Xanth deals an extra 4 (1d8) damage when he hits with a weapon attack (included in the attack).

Spellcasting. Xanth is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Xanth has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *guidance*, *resistance*

1st level (4 slots): *cure wounds*, *faerie fire*, *fog cloud*

2nd level (3 slots): *barkskin*, *hold person*

3rd level (2 slots): *conjure animals*, *plant growth*

Actions

Multiattack. Xanth makes two attacks: one with his pike and one with his hooves or two with his longbow.

Pike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (1d10 + 1d8 + 4) piercing damage.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (1d8 + 2d6 + 4) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.