

OTHEREON

5E CAMPAIGN SETTING

LAIR OF THE LIGHTSBANE



AN INTRODUCTORY ADVENTURE FOR
4 - 5 1ST-LEVEL CHARACTERS

GEEK
TRASH

LAIR OF THE LIGHTSBANE

N1 - LAIR OF THE LIGHTSBANE

AN INTRODUCTORY ADVENTURE FOR 4-5 1ST-LEVEL CHARACTERS

FROM GEEK TRASH

THIS ADVENTURE ALSO CONTAINS:

MAP AND INFORMATION FOR THE TOWN OF NOWHERE

A NEW PLAYER CHARACTER RACE: "DIRE ELF"

A NEW BACKGROUND SET: "FOUNDLING"

A NEW OTHERWORLDLY PATRON FOR WARLOCKS: "THE FORGOTTEN"



GTON0001

LAIR OF THE LIGHTSBANE

Deep in the Anthorian Bordlerlands, the town of Nowhere is a place where many adventurers have made their base of operations. It's said to be safe behind the walls. A place to restock, rest, and spend the treasures plundered in this wild and savage region. But all is not as it appears, and you have woken up in a small dank cell, your mind fogged, your weapons gone and a dark cult intends you to be the sacrifice to their mistress. Can you escape before she arrives?

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Story and Adventure Design: Armand Charpentier

Cartography: Maps designed by Armand Charpentier using [inkarnate.com](https://www.inkarnate.com) and [Dungeon Cartographer](https://www.dungeondungeon.com)

Images: Cover image "Skull, Art, Demon, Abstract" by Jane2 - Public Domain at [Pixabay.com](https://pixabay.com)

DM's Guild Material: Dire Elf character race with the Foundling background, and The Forgotten: Otherworldly Patron both by Armand Charpentier.

BEFORE YOU BEGIN:

YOU ARE NOWHERE...

This adventure takes place in the campaign world of Othereon, in the region known as the Anthorian Borderlands, in the town of Nowhere (pronounced Now-here).

It was originally designed to start a long term campaign. It introduces the characters to an unseen nemesis that continues to plague and thwart the characters in that campaign (at the time of this writing, the party is 6th level and still haven't met her face to face!).

As an introductory adventure for a group of strangers who had come together to play Dungeons and Dragons, I designed it with that in mind. The characters were strangers who, as you'll read, wake up in cells with no memory of how they got there, and they need to work together to figure out where they are and how to escape.

It easily introduces characters into a group setting regardless of their backgrounds or backstory. The characters don't have to have to know each other previous to starting the adventure, since it's essentially railroading them into a dangerous situation. That said, there's nothing stopping you from dropping this into your own campaign setting and having the characters know each other before waking up in those cells. While there's an unknown big, bad, unseen enemy, there's nothing making you keep that in your own ongoing story. She can just fade away, or you can make up your own thing. That's the beauty of Dungeons and Dragons.

At the end of the adventure, you'll find some more information about the town of Nowhere, as well as some new character options that are used in this material that you may want to add to your own campaigns. You're welcome to use Nowhere as a continuing base of operations, or just a starting point and rest stop on the way to other adventures.

WHAT'S INCLUDED?

Lair of the Lightsbane includes the adventure "Lair of the Lightsbane" (an additional copy in black and white is included with limited illustrations for ease in printing), and two versions of the adventure map. One version of the map is unnumbered for use as a battlemat in such apps as Roll20.net. The second map is a simple outlined, numbered map for use by the Dungeon Master.

If you plan on continuing the adventures in the Anthorian Borderlands, the Nowhere town map is included with points of interest about the town and some of it's people. It also includes the race of Dire Elf and the background of Foundling, as well as the Otherworldly Patron of the Forgotten for the warlock character class. These are also available at the DM's Guild.

WHO'S IT FOR?

Lair of the Lightsbane is designed for a group of four or five, 1st level characters and is first of four linked adventure modules in and around the town of Nowhere. If the party is larger than five, or fewer than four, you should scale the number of creatures encountered to keep things balanced. It's no fun to be over (or under) whelmed your first time out.

The adventure can be played in about three to four hours. I've also tried to be kind to first-time Dungeon Masters by being fairly descriptive of the settings and including some notes and other things that will be handy regardless of your experience.

READ AHEAD!

As with any prepared adventure, it's a seriously good idea to read the whole thing from beginning to end before attempting to run it. Especially with adventures where certain circumstances may change encounters or locations where they occur.

If you need to make some notes, make them. It helps. I write these things for my campaign, and sometimes forget stuff when I'm running them!

READING THE ADVENTURE

Regular text in the adventure appears without borders and backgrounds. This may contain information that will be revealed as it occurs. Included may be descriptions of encounters, areas, creatures, or treasure found.

Boxed text is meant to be read aloud to the players. It's immediate information describing what they are seeing or hearing.

It's mainly added for flavor, or to help you describe the scene or reveal information. You don't have to read it verbatim. You can paraphrase or change it how you like.

DM Sidebar Text appears with an orange background and is meant for the Dungeon Master alone. It is information that the player's are not privy to, or may need to figure out on their own. It may offer you suggestions of encounter changes.

There may be information in the sidebar that may be shared with the players if they take certain actions. For instance, if they are going to Intimidate a prisoner for information, the information that might be revealed will be in a sidebar. You shouldn't suggest that they intimidate the prisoner. Let them figure that out on their own. Unless they're really new and helpless, then maybe you can hint at it.

Sometimes the sidebar text will have a large bold title. It may say **Roleplay**, **Tactics**, or **Alert!** These are designed to be suggestions for the DM. If you're new to running games, or think that the suggestions are helpful, feel free to use them. But of course, feel equally free to do your own thing.

Sidebar text that appears with a blue background contains information that can be found in the core rulebooks and the OGL-SRD5, which can be obtained at dnd.wizards.com. It is used for stat block locations, stat blocks, magic item descriptions and the like. The OGL is included at the end of this document.

References and page numbers may be made to the Player's Handbook (PH), Dungeon Master's Guide (DMG) or Monster Manual (MM). These books are available at bookstores, game stores, or online. All references made in this adventure are those that can only be found in the SRD or DM's Guild material.

OTHER INFORMATION

The basic rules of 5th Edition Dungeons and Dragons for Player and DM alike are available for free at <http://dnd.wizards.com/articles/features/basicrules>.

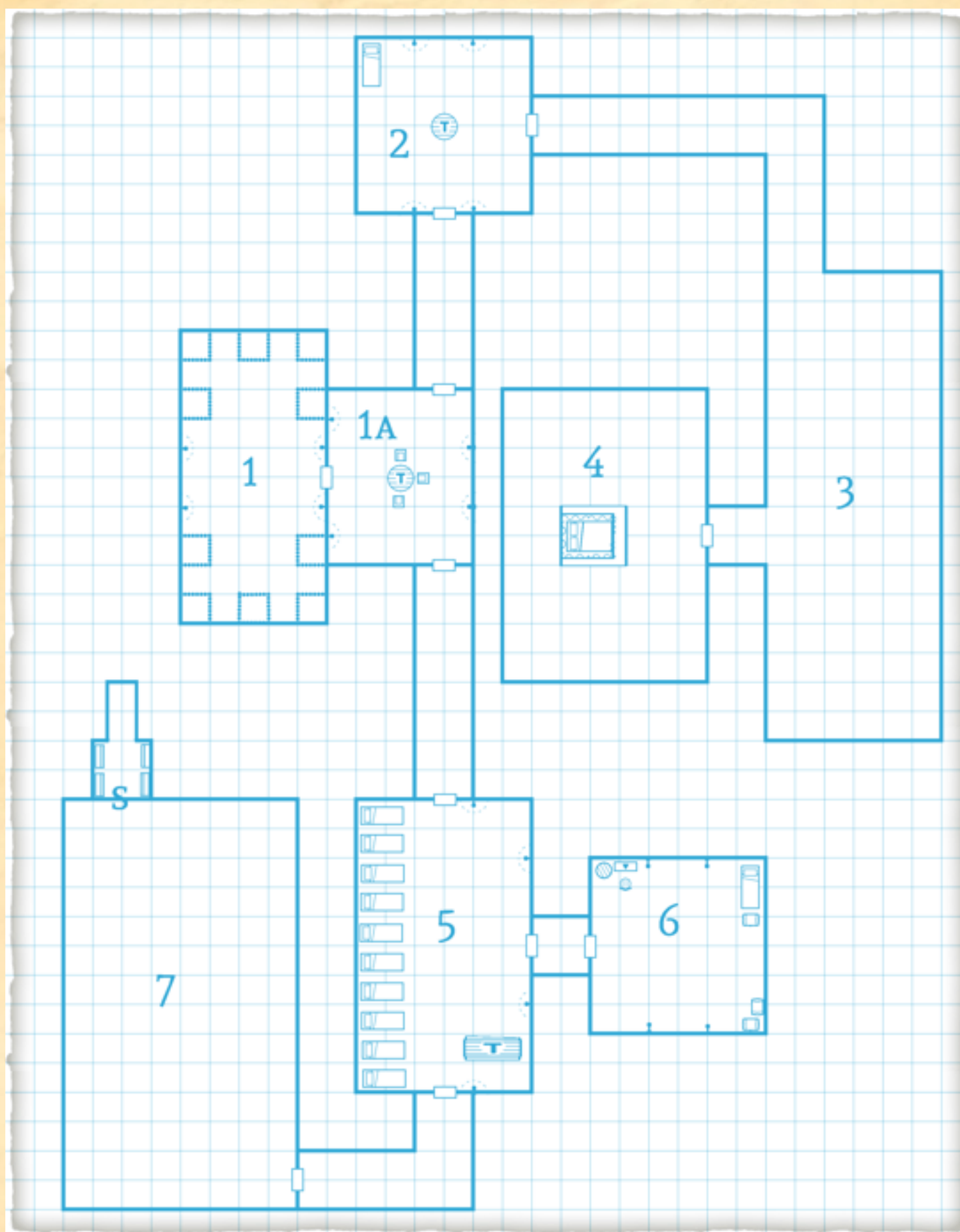
All monsters, creatures, game mechanics and more core information are available in the basic rules or in the official SRD released by Wizards of the Coast.

DMsGuild.com and DrivethruRPG.com both contains more creatures, races, classes, and much more official and unofficial Dungeons and Dragons material.

Geek Trash can be found at geektrash.com.

Armand Charpentier can be found on twitter @dharmabob.

ADVENTURE MAP: LAIR OF THE LIGHTSBANE



1 SQUARE = 5'

LAIR OF THE LIGHTSBANE

“IT’S EASY TO GET LOST IN NOWHERE. Lots of strangers come, go about their business and then they leave. Sometimes they leave the old fashioned way and they may be back one day. Sometimes, they’re just gone, and nobody sees them again. It’s just part of life down here in the far reaches of the Borderlands.”

—Jon Songar, Constable of Nowhere

“YOU WAKE UP IN CELLS...”

You wake up feeling stiff, your mind clouded. There is a foul, sour odor in the air.

As you open your eyes, you see that you are lying on the floor on a mat of damp, moldy hay. Looking around, you find that you are locked in a small cell made of iron bars in a large stone room. Torches flicker on the wall, revealing other cells in the room, each one against a stone wall. The doors to the cells have large locks hanging from a length of chain through the bars, keeping the doors locked. There is a single wooden door leading out of the room.

As you try and fail to shake the fog from your mind, you notice that all of your possessions are gone, and you are wearing an old, stained, tattered tunic. You have no idea how you got here. Last you remember, you had been going about your business in the town of Nowhere.

1: DUNGEON CELLS

The cells are in a large 25 x 50 ft. room. There is a wooden door in the center of the east wall. Four lit torches made of iron, are held to the wall in metal rings.

Each cell is 5 ft. square, the bars reaching up to the 10 ft. high ceiling. They are spaced 5 ft. apart around the room. The torches are hung out of arms reach from the cells. There is nothing in the cell with the characters except the pile of moldy hay.

Due to a poison that has been soaked into the hay, the members of the party are unable to make attacks or cast spells. All other ability checks or saving throws are made with Disadvantage.

The locks on the cells are DC 15 to unlock, but there is nothing in the cells to use as a tool. Breaking the lock or bending the bars requires a DC 25 Strength check.

Roleplay

This is a good place to start some role play. After reading the above text, ask the characters to tell you the last thing they remember. They should have been going about their business in or near the town of Nowhere. What was that business?

If the characters don’t know one another, this is also a good place for the players to roleplay introductions. If you’d like, you can encourage them to not state their class or backgrounds outright, and instead slowly reveal them through role play.

Once the players have examined the room, introduced themselves, and explained what they were doing last, continue with the boxed text below.

The door in the east wall opens. Three men in black leather armor walk in. Each also wears a black mask of hardened leather, exposing only their eyes and mouths. They are armed with scimitars, and two hold light crossbows at the ready.

The guards will not speak or respond in any way to the characters. They will keep out of reach of the cells.

The man without the crossbow looks all of you over. “This is the selection?” he asks. “Pickings must be slim if this is the best you can manage.”

One of the other men shrugs. “With what she needs them for, they’ll do. She should be here around midnight. The Adherent says the Mistress is hungry, and in a hurry. Make sure they’re nice and docile.”

The guards leave the room as an old man enters, pushing a small, wooden cart. He starts to replace the torches with fresh ones. If spoken to by the party, he will shush them and tell them he is not permitted to speak with them.

As he exits the room, he trips and knocks the cart over. As he hits the ground, he visibly slides a key into the cell of the strongest looking character. He

nervously makes eye contact with the character as the guards come rushing back in. They pick up the cart and help the old man to his feet, mocking him for being old and clumsy as they escort him from the room, closing it behind them.

The guards can be heard on the other side of the door, talking about taverns, trouble with goblin raiders on the roads, and other idle chit-chat.

They key opens the locks to on the chains of the cell doors.

Once the characters are out of the cells, the effects of the drugged hay quickly wear off.

The metal torches on the walls can be used as a weapon, treating it as a mace. The chains are 2 ft. long and can be used as improvised weapons, doing 1d4 points of bludgeoning damage. If a lock is left on the end of the chain, it adds 1 point of bludgeoning damage if it hits.

The door leading out of the room is unlocked.

DUNGEON FEATURES

The dungeons is made of stone blocks. The ceilings are 10 feet high except where otherwise noted. The corridors are 10 ft wide.

1A: GUARD ROOM

The door opens into a 25 by 30 ft. room with a door on the north and south walls. Sitting on wooden stools around a table in the center of the room are the three guards, who jump up as the door creaks open. They will draw their weapons and command the characters to go back to their cells, attacking if not obeyed.

The guards use the Cultist stat block (MM 345).

The guards will fight to the death. If one or more is taken prisoner, they will initially refuse to say anything but the following:

“I serve my Mistress, the Lightsbane. She will drink your lives like water. When we prove ourselves worthy of her, she will rise us above all others and make us strong enough to survive what comes.”

All of the guards in the lair of the Lightsbane, if captured and questioned, will not answer any questions or give up any information unless a DC 18 Intimidate check is made by a questioner. They will then reveal the following information if it is asked:

- The characters were taken to feed the Mistress when she arrives in Nowhere.
- They are in an old lair beneath the town of Nowhere.
- The drug they used to take the characters was applied to needles, or slipped into their drinks. They don't know what the drug is, or where it is kept. They are supplied with it by the Adherent of the Lightsbane when it is needed.
- They wear their masks to maintain anonymity from themselves and from others, should they be seen by someone from town.
- They enter and leave the lair through a secret entrance in the floor of an abandoned alchemist's shop. The exit is through the door to the south, and requires a magic key that only the Adherent possesses (this is not true, but the guards believe it is). While on duty, the guards are locked in.
- They do not know much about the Adherent, save that she wears a red mask, and that she personally serves their Mistress, Lightsbane.

They will not answer any questions about the Mistress. If pressed for more information about her, they will collapse and die instantly. A DC 20 Medicine check will reveal that they likely died from psychic damage.

Each guard has leather armor, their mask, a scimitar and a crossbow with 20 bolts. Each also has 5 sp and 1d10 cp in a belt pouch. All other guards in the lair have the same equipment and money.

The door to the north is unlocked. The door to the south is covered in metal plates. The lock on the door appears to be very complicated, and has an Arcane Lock on it, making it DC 35 to open by picking or breaking the lock. Only the Adherent can open the door normally without using the password, which is “Thane”.

2: ANTECHAMBER OF HORRORS

The door that leads into this room is unlocked and opens into a 30 ft. square room. There is a second, locked door on the east wall.

There are three guards in leather armor and black masks standing around a table, going through the characters possessions. Also on the table are the guard's light crossbows.

The old man who changed the torches and slipped the key to the characters, is sitting miserably on a rough cot in the corner of the room.

If the characters are wearing the armor and masks from the guards at 1A when they enter the room, they can immediately attack, surprising the guards.

Alternately, they can attempt to make a DC 15 Deception on the guards. If any undisguised members of the party are seen, or if the disguises are worn by characters that can not pass for human, any ruse will be made Disadvantage. If they ask any questions about leaving the dungeon, the nature of the Mistress or Adherent, or claim to be moving prisoners, an additional DC 20 Deception check must be made with Disadvantage. On a success, the characters will be treated as though they are drunk or stupid, the guards warning them that the Adherent will not like that. On a failure, the guards will immediately attack.

During any combat, the old man will cower in the corner on the cot. If it looks as though the party is outmatched, he will shout and leap forward to attempt to grapple one of the guards. The surprise of this attack will cause the guards to have Disadvantage on their attack rolls until the end of their next turn.

The old man uses the Commoner stat block (MM 345).

If the old man survives the combat, he will give the party all of the information he has, and remain with them until death or escape. If he is dropped to 0 hit points during the combat, he will live long enough to give the party the following information:

- His name is Gunther Guntherson, he was a barrel maker. He was taken months ago to the best of his reckoning, waking up in a cell.
- He has never gone through the door to the south in 1A. He knows that the Adherent holds the key, but he has not seen her in more than a day. He thinks there may be a secret word that also opens the door. He has no clue what it may be.

If he lives, he will also tell them the following:

He was deemed unfit for the Mistress, but allowed to survive to serve the Mistress' guards. He changes torches, cleans up after the guards, and when the Mistress is done with the prisoners, he drags the bodies through the locked door to the east (he has a key), down a long hall that turns south to a dark chamber. He leaves the bodies just inside the chamber, he has never gone further. The sound of hissing and scratching scares him too much. The guards have told him that the Mistress' Consort lies beyond the chamber.

If he remains with the party, he will hang back as far as possible until he is given an all clear.

3: HALL OF BONES

The corridor leads into a large, 30 ft. wide chamber. The ceiling is 15 ft. high. The walls appear honeycombed with niches filled with old bones and skulls, covered with dust and cobwebs. You can see at least 60 feet into the large catacomb before the rest is shrouded in darkness.

The chamber is 80 ft. long, but as the characters enter, they can only likely see no more than 60 ft. into the room using traditional light sources or darkvision.

If one or more of the characters has superior darkvision, or throws a light source at least 20' deeper into the room, read the following:

There are four skeletons wearing scraps of armor standing against the far wall to the south. They turn their skulls towards you, hissing as they step forward and raise shortbows, preparing to fire upon you.

If the skeletons remain shrouded in the darkness, they will gain surprise as they attack the party. Read the following:

From the darkness, something starts to hiss and you can hear something scratching on the stone floor. The twang of bows being fired can be heard. Arrows come streaking at you from the darkness.

The skeletons will use their shortbows until the characters are within melee range, at which point they will drop the bows and draw their swords.

The skeletons use the Skeleton stat block (MM 272)

Each skeleton has a shortsword, a shortbow, and a quiver with 10 arrows. Each one also has a key

carved into it's left index finger. The key fingers can be discovered with a DC 13 Investigation check.

The niches contain nothing but bones.

Fifty feet into the room, along the west wall, is a 10 ft. long open corridor that ends with strong wooden door. There are intricate decorative designs carved into the wood. The door is locked, but can be opened with the skeletons finger keys, or with a DC 15 Dexterity check using Thieves' Tools. Breaking the lock will require a DC 25 Strength check.

4: CONSORT OF THE LIGHTSBANE

The door pushes open into a large 35 by 50 ft. catacomb chamber, like the last chamber, the walls are honeycombed with niches filled with bones and skulls. Out of place in the center of the room, is a large raised dais, with a 10 ft. wide canopy of thick, red drapes. The drapes are open in the front, revealing a large wooden bed. There is a figure lying on the bed, dressed in blood red clothes. The air smells strongly of incense. Scattered about the floor are shattered bones and scraps of broken armor and torn clothing.

A DC 15 Perception check will reveal the smell of decay and death that the incense is masking. When the characters are within 10 ft. of the canopy, the smell of death and decay is apparent without a check.

A DC 18 Perception check will reveal that two humanoid figures seem to be hiding in the thick drapes. These are two ghouls, hidden between the double drapes surrounding the bed.

If the party starts to Investigate the drapes, the ghouls will lunge at them. If the party just goes to investigate the figure in the bed without disturbing or checking the drapes, the ghouls will attack after you read the following:

As you approach the canopy, you can smell The figure in the bed is a mummified male corpse with long black hair, dressed in red silk night clothes.

If the party is small, or has been fairly weakened at this point in the adventure, you can consider using just one ghoul, or 4 zombies.

The ghouls use the Ghoul stat block (MM 148).
If you choose to use Zombies, use their stat block (MM 316).

Among the bones and scraps of clothing scattered about the room, is a +1 shortsword, and a torn backpack. The pack contains 50 ft. of silk rope, thieves' tools, 10 spikes and 5 Potions of Healing (2d4 +4) wrapped in layers of cloth. There is also a slip of paper with a single word scrawled upon it. It reads "Thane".

"Thane" is the secret word needed to open the Aracne Locked door to the south of area 1A.
If the party chooses to take a rest in this room, it should be easy to lock and spike the door closed. They will be undisturbed for up to 8 hours. If they take a short rest (1 hour), nothing will change in any of the encounters.
If the party takes a long rest (8 hours), the dungeon will be on Alert. The party will encounter two guards with one wolf who are entering the Hall of Bones (area 3), as they exit the consort's chamber. Two more guards will be waiting in the Antechamber of Horrors (area 2).

5: GUARD BARRACKS

The door opens into a large 30 by 50 ft. chamber, lit by torches along the walls. There are cots lined along the west wall, each with a small trunk at the foot. There are two crates and two barrels along the east wall. There are additional doors on the south and east walls, and a table surrounded by benches and stools in the southeast corner.

Alert!
If the party has taken a long rest at this point, they should have encountered the rest of the guards along their way here. Otherwise, read the following:

Sitting around the table are four guards, dressed in the same armor and masks as the other guards you have encountered. They are eating and talking

as you come in, but stop and look up in surprise as the door opens.

The guards were not expecting anyone to come through this door, since only the Adherent can open it. The party can immediately attack with surprise, or if they are still disguised as guards, they can attempt to make Deception checks, following the same guidelines used in area 2: Antechamber of Horrors.

The chests at the foot of each cot are unlocked and contain common clothes. The crates contain food (dry rations), and there is a barrel of water and a barrel of ale.

The doors are both locked and require a DC 15 check with thieves' tools to unlock, or a DC 25 Strength check to force the door and break the lock. Only the Adherent has the keys to the doors.

The east door opens into a 10 ft. long corridor that ends at another locked door that requires the same DC checks as above to open without the Adherent's key.

6: THE CHAMBER OF THE ADHERENT

The door opens into a 30 ft. square room. In the northeast corner is a bed with a large chest at its foot. Two more chests sit in the southeast corner. There is a vanity cabinet with a water basin in the northwest corner alongside an open barrel of water. There are unlit oil lamps on the walls.

As the party is checking this room, the Adherent enters area 5 from the south door. She wears loose-fitting black clothes and a mask similar to the ones the guards wore, except in color, as hers is red. She has flowing dark-brown hair. Her stat block can be found at the end of this adventure.

Tactics

If someone was left to guard or watch in area 5, they will see the Adherent as she enters the room. An initiative check should be made. If there is only one person guarding area 5, and the Adherent has the initiative, she will use **Charm Person** on the character (using Conduit to gain 6 temporary Hit Points, see her stat block for this feature), suggesting that they don't tell anyone she was there.

If she fails initiative, she will cast **Darkness** on the doorway to the east, and Conduit to gain 6 temporary hit points.

If a guard was not left in area 5, the Adherent will likely notice the dead guards (or lack of guards), and use Stealth to approach her chamber to size the party up. If she goes unnoticed, she will close and lock the door (unless the lock is broken).

Regardless of what happens when she enters the area, she will attempt move to area 7: Exit through the Wolf Den, casting Mage Armor on herself to prepare to engage the characters with the wolves.

The chest in front of the bed is unlocked and contains common clothes, they appear to be those of a barmaid.

The other two chests are locked, and require a DC 15 check with thieves tools to open, or a DC 20 Strength to check to break the locks.

The first chest contains 500 cp, 200 sp, 80 gp and 6 gems worth 10 gp each. The second chest contains 2 Potions of Heroism, and 5 Potions of Healing (2d4 +4).

Potion of Heroism (DMG 188): Grants 10 temporary hit points and +1d4 to each attack and saving throw made for one hour.

7: EXIT THROUGH THE WOLF DEN

The door opens into the southeastern wall of a 30 by 70 ft. catacomb. The west and east walls are honeycombed with niches filled with old bones and skulls. There are a group of wolves growling as they move in to attack you. Faint light streams in through an open door on the north wall.

Alert!

If the party has taken a long rest and encountered the two guards with the wolf as they exited area 3: Hall of Bones, there will only be three wolves here. Otherwise, there will be four.

If the Adherent successfully made her way to this area, she will advance with the wolves to attack the party.

Tactics

The adherent will use the wolves to flank her foes when possible. If she falls to half or below her maximum hit points, or if all but three or more of the

wolves are killed, she will use **Misty Step** with any remaining spell slots (and using Conduit to gain 6 temporary hit points as she does), to get to the exit in the north, and again if possible to reach the top of the stairs in order to escape into the town.

The wolves use the Wolf stat block (MM 341).

There is nothing else in this chamber but scattered piles of dirty hay, wolf dung and old gnawed and broken bones. The bones and skulls in the niches are dusty and old.

From inside the chamber, the door to the north looks normal. It opens into a small 10 square room with old and empty shelves and a staircase leading up towards the north. From inside the small room, the door appears to be a secret door, blending into the walls when closed.

AFTERMATH

The stairs lead up and out a trap door to an old, empty ruined stone building near the edge of the town (Area E on the map of Nowhere in the next chapter). If the Adherent escaped, her mask and a long brown wig are found near the top of the stairs.

On the exterior of the building are signs warning people to stay away and that the building is dangerous. It belonged to an alchemist before he caused an explosion that allegedly made the building very unstable and filled with toxic fumes (neither allegation is true).

The sun is setting as the party exits. People are surprised to see people exiting the dangerous building.

If the dungeon is reported to the town constable, Jon Songar, he will order his guards to go and examine the dungeon while he questions the characters. If Gunther Guntherson is still alive, he will vouch for the characters and back up their story.

Any of the guards captured or killed in the dungeon will be revealed to be regular townsfolk from all walks of life. If the Adherent is among them, people will be especially shocked, as she was

a barmaid named Donna Sedgwick, people thought her simple and pleasant.

If the Adherent survived and escaped without her identity being revealed, she will use a potion of healing and return to her job at the Inn of the Gilded Squirrel in Nowhere. If the party comes to the inn, she will make a big deal of their heroism and try to gather more information about them for her Mistress, the Lightsbane.

If she was unmasked during the fight but escaped, she will have fled the town.

If she was captured, the next morning, she will be found dead in her cell in the town jail, all the blood drained from her body.

This ends adventure N1 - Lair of the Lightsbane.

XP AWARDS

- Using torches and chains as weapons: 25 XP
- Cultists: 25 XP each.
- Intimidating a Guard to reveal information: 25 XP
- Skeletons: 50 XP each.
- Ghouls: 200 XP each (or Zombies 50 XP each).
- Finding and using the secret password "Thane": 50 XP.
- The Adherent: 200 XP.
- Wolves: 50 XP each.
- Keeping Gunther Guntherson alive: 50 XP.

Total Possible XP: 1300.

This is enough XP to raise a party of four to 2nd Level. If you made adjustments in the numbers of foes, keep that in mind as you add up and distribute the XP.

Alternately, you can use this adventure as a milestone, having each character receive 300 XP and reach 2nd Level, regardless of the total XP earned.

NPCs

ADHERENT OF THE LIGHTSBANE.

Medium human, Chaotic Evil, Warlock of the Forgotten

Armor Class 12 (15 with mage armor)

Hit Points 24 (3d8 + 6)

Speed 30 ft.

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

Saving Throws Wisdom +2, Charisma + 2

Skills Arcana +2, Deception +4, Intimidation + 4

Senses passive Perception 10, Devil's Sight 120 ft.

Languages Common

Challenge 1 (200 XP)

Armor of Shadows The Adherent can cast mage armor on herself at will, without expending a spell slot or material components.

Conduit When the Adherent casts a warlock spell using a spell slot, she can absorb extra energy from her patron in temporary hit points equal to her Charisma modifier + her warlock level (total: 6). Once you use this feature a number of times equal to your Constitution modifier +1 (total: 3), she can't use it again until after a long rest.

Devil's Sight The Adherent can see normally in darkness, both magical and nonmagical to a distance of 120 feet.

Spellcasting The Adherent is a 3rd level spellcaster. She has two 2nd level spell slots. Her spell save DC is 14. Her spell attack modifier is +4. She regains all spell slots after a short or long rest.

Cantrips Blade Ward, Prestidigitation

1st Level Spells Charm Person, Hex

2nd Level Spells Darkness, Misty Step

Actions

Pact Blade: Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 +2) piercing damage. Weapon counts as magical for overcoming resistance to nonmagical attacks and damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5ft, or range 20/60 ft., one creature. *Hit:* 4 (d4 +2) piercing damage.

Her real name is Donna Sidgewick. She works as a bar maid at the Gilded Squirrel tavern.

As the Adherent of the Lightsbane, she leads the followers of the Lightsbane in their tasks. She works to maintain the secrecy of the Lightsbane's lair under the town of Nowhere, carefully recruiting followers and choosing victims with which to feed the Lightsbane when she visits the town.

She wears a red leather mask that exposes only her eyes and mouth. She has flowing dark hair, but this is part of the mask. In reality, she has short, light red hair.

She was personally chosen by the Lightsbane from a pool of victims over a decade ago, and slowly began to learn the arcane arts when the Lightsbane instructed her to make a pact with the Forgotten known as Shuddatho.

Nobody in town knows of her dual identity, including the other followers of the Lightsbane, as secrecy and anonymity has been maintained for over fifty years by those who follow the Lightsbane.

In combat, she uses her pact blade, using her spells to protect herself or hinder those she fights.

THE TOWN OF NOWHERE



NOWHERE

“YEAH, LIFE IS TOUGH IN NOWHERE. When trade slows, or armies are on the move or there’s talk of beholders in the deep-wood, things get thin here. But they always come back around again. We’ve been here for hundreds of years, and we’ll be here until the end of the world, Erathis willing.”

—Jon Songar, Constable of Nowhere

YOU ARE NOWHERE

Pronounced ‘Now here’, Nowhere is located at the far southern end of the Anthorian Borderlands, in the Duchy of Silkmire. It was named by a settler

named Googy Henson, who led a large group of farmers and traders to the area and stated upon their arrival, “We are now here.”

It was later revealed that he was just tired of traveling through the Borderlands and just decided to stop.

While most people who live in the Borderlands swear loyalty to the Queen of Anthoria, they’re generally self governed, and the taxes that are owed to the Kingdom are usually ignored, partly because of the lack of Anthorian presence, but mostly due to the fact that the dangerous nature of the

Borderlands makes it difficult and costly to collect taxes.

Some areas in the Borderlands actually have a Lord, usually a Duke, who is in control of an area, and he may collect taxes if he does a fair job of keeping the area safe from raiders and monsters. Nowhere is in the Duchy of Silkmire. The last Duke of Silkmire abandoned the keep to the southeast of Nowhere, and has not been seen or heard from since. It is rumored that the keep has been taken by a tribe of Goblinoids from Jotun.

The population, in town and at the surrounding farms, stands at about 3,500. The people of Nowhere are strong, and generally brave. They hate when strangers mispronounce the name of the town, though they often do it when amongst themselves.

Most of the people who work the lands in the surrounding area have homes or apartments in Nowhere, where their children and families can live safe and secure behind the thick walls. Some families do live outside the walls, are more than capable of defending their land and families, and only grave danger will lead them to seek protection behind the walls of the town. Most people who can't handle life in the southern Borderlands usually move back to the north in short order.

Despite it's dangerous surroundings, the town does fairly well for itself. Brave and industrious travelers and adventurers use the town as a base of operations before venturing out into the wilderness or more unfriendly lands to the south. It is also the closest town to the mountainous border with Jotun, where the Anthorian army has a good number of troops watching and waiting for an attack by the humanoid tribes that now dwell there. When the troops get some downtime, Nowhere is where they generally go.

Due to the nature of most of the people who frequent the town, it is made up of a good number of inns, smitheries and places where equipment can be purchased or repaired, and services of all types rendered.

GOVERNMENT

The town is governed by Mayor Manfred Hulson, an 87 year old human who usually runs unopposed for the office once every five years. He has been the mayor for the last 37 years, since retiring from his successful merchant life, which is now headed by his son, Winston.

He has a council of five citizens who are elected by the community to advise and help run the town. They represent the merchants, the tradesmen, the farmers, the clergy and the common people. Members to the council are voted on every two years.

Protecting the town from danger within and without, is the Nowhere Guard. About 100 strong, they are more experienced and tougher than most city and town guards due to the dangers faced this deep in the Anthorian Borderlands.

NOWHERE GUARDMAN.

Medium humanoid, (any race but generally human), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 18 (3d8 + 3)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages Common, one other humanoid language

Challenge 1/4 (50 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +4 to hit (+3 if thrown), reach 5 ft., or range 20/60 ft., one target. *Hit:* 5 (1d6 +2) piercing damage.

Short Sword. *Melee Weapon Attack:* +4 to hit, reach 5ft., one creature. *Hit:* 5 (d6 +2) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 +1) piercing damage.

An additional 200 citizens can be officially called into service as needed. These citizens are trained and use the Guard stat block (MM 347).

Even more citizens will come to the aid of the town in an emergency. These may consist of any type of NPC, though many will be commoners (MM 345).

The Nowhere Guard is commanded by Constable Jon Songar, who was born and raised in Nowhere before joining the Anthorian army. After years of service, he returned to his home town to protect and serve. He is bald with a thick, full white beard. His head and body are marked with scars. He has a +1 shield and +1 longsword named Scratchy that have been with him for many years.

JON SONGAR.
Medium human, lawful good

Armor Class 17 (chain shirt, sheild +1)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

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

Skills Athletics +2, Perception +2
Senses passive Perception 12
Languages Common, Goblin
Challenge 3 (700 XP)

Actions

Multiattack. Jon Songar makes two longsword attacks. If he has a shortsword drawn, he can also make a shortsword attack as a bonus action.
“Scratchy” +1 Longsword. *Melee Weapon Attack:* +6 to hit, reach 5ft., one creature. *Hit:* 8 (d8 +4) slashing damage or 9 (1d10 +4) slashing damage of used with two hands.
Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5ft., one creature. *Hit:* 6 (d6 +3) piercing damage.
Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

PLACES OF INTEREST

Places of importance or interest in Nowhere are labled by letter on the map. The blocks of small buildings are typically residences or apartments and are marked with an “R”. Aside from those areas indicated with a letter on the map, you should feel free to include any sort of buildings or businesses that you see fit. The main streets running east-west are named after trees, while the north-south running main streets are named for animals.

A: GUARD TOWERS

Due to Nowhere’s location so deep in the Anthorian Borderlands so close to the hostile nations of Jotun and Tyr, early warning of potential trouble is crucial.

About 100 yards out from the wall are 100 ft. high guard towers. The base of each tower is a 20 ft high stone building about 30 ft square. The rest of the tower is wood, consisting of stairs to the top. Each tower contains a signal lantern with a mirror to signal the town when trouble approaches.

West Towers

The West Towers sit on either side of the Knight Road. The Knight Road leads into the west towards the town of Neely and beyond.

North Towers

The North Towers sit on either side of the North Road, which leads north to the town of Wheat’s Landing, the Free City of Shadowspire and into civilized lands.

East Towers

The East Towers sit on either side of the Silkmire Road, across the river from the town. The Silkmire Road leads to the abandoned Silkmire Keep and the Black Mountain range that separates Jotun from the Borderlands.

South Towers

The South Towers sit on either side of the Deep Road. The Deep Road leads to the nations of Tyr and Vaspar.

B: THE GATES AND WALLS

Nowhere’s gates are thick and strong, rumored to have been imbued with magic that makes them as hard as stone. They are well guarded, and barred at sundown, though each has a wicket gate to allow access to individuals who must travel at night.

The towers on either side of the gate are 50 ft. high with stone bases. Stairs lead down to the wall, which is 30 ft. high, with a five ft. high stone base.

The walls are about 20 ft. thick. They contain rooms and passages for guards to use as barracks, stores and passageways to other areas of the wall.

C: BRIDGE TO NOWHERE

The Bridge to Nowhere is a large drawbridge across the river Zyst. It can be opened by a team of draft horses on the town side, but is seldom raised. It is high enough to allow barges and small boats to pass beneath. Taller ships are rarely seen on the Zyst. If one does happen to come to the bridge, a team of horses must be gathered.

D: THE CORNER TOWERS

Each corner of the wall is protected by large stone and wood towers. Each is about 60 ft square and 50 ft high. It's rumored that together, the four towers contain more arrows than all of the rest of the Borderlands.

E: LEO MUND'S MAGIC SHOPPE

This four story stone building is the home and business of the wizard Leo Mund. The first floor is his shop, which generally deals in potions, scrolls, spell components, and other magical supplies.

The second floor contains his large library of lore, while the third floor is his home. His lab is on the fourth floor.

Leo Mund has spent most of his life in the lower Anthorian Borderlands. For a price, often no more than a fine meal and some good wine and company, he may have information that the characters may have interest in regarding the people, creatures and places in the region.

At any given time, he will have the potions listed below in the numbers shown.

POTIONS AND NUMBER AVAILABLE	COST
Healing Potions 9-16 (1d8 +8)	50 gp
Greater Healing 5-10 (1d6 +4)	100 gp
Superior Healing 2-4 (1d3 +1)	250 gp
Supreme Healing 1-3 (1d3)	500 gp
Climbing 1-6 (1d6)	75 gp
Flying 1-3 (1d3)	750 gp
Heroism 5-10 (1d6 +4)	500 gp
Resistance 5-10 (1d6 +4)	175 gp

He also has scrolls of levels 1st through 5th. There is a 75% chance that he has a particular 1st or 2nd level spell scrolls already created and in stock, a 50% chance for having a particular 3rd level spell scrolls in stock, a 25% chance for having a particular 4th level spell in stock, and a 5% chance for having a particular 5th level spell scroll in stock.

Generally speaking, the scrolls in the shop are all benign in nature. He will not sell scrolls that cause harm or place a living creature in control of another.

The table below shows the possible number of each level spell scroll he may have in stock.

SPELL LEVEL AND NUMBER AVAILABLE	COST
1st Level - 11-20 (1d10 +10)	100 gp
2nd Level 7-12 (1d6 +6)	250 gp
3rd Level 4-9 (1d6 +3)	500 gp
4th Level 2-5 (1d4 +1)	700 gp
5th Level 1-2 (1d2)	900 gp

The cost shown in the table above is the base cost for a scroll of that level. The cost of material components must be added to get the actual price of a scroll.

For example: A 5th level Raise Dead spell scroll will cost 900 gp + 500 gp for the diamond indicated in the components for the spell. A 2nd level Magic Mouth spell scroll will cost 310 gp as the base is 300 gp, and the components require 10 gp worth of jade dust.

If you wish, you can also add 1-10 uncommon magic items and 1-4 rare magic items. They should be priced accordingly as shown in the DMG page 135, with uncommon items costing 101-500 gp and rare items costing 501-5000 gp.

Leo Mund uses the Mage stat block found in MM 347. He has a psuedodragon familiar named Grumman (MM 254).

F: TOWN HALL

This three story building is made of stone and is usually well guarded. The first floor contains a very large room for town meetings to take place.

The second floor consists of town offices and the guard armory. The third floor contains the mayor's office, the council chamber, and many other rooms filled with books, logs and other town lore, nostalgia and minutiae.

G: THE GILDED SQUIRREL

The Gilded Squirrel is a large three story inn. It has a large bar and kitchen area that take up much of the main building and west wing of the first floor. The east wing can be left open, or can be closed off for private parties.

It is run by a retired halfling rogue named Esmera Dundoon. She is often seen behind the bar, entertaining customers and gathering information. She sits on the Nowhere council representing the common people.

The Gilded Squirrel has meals that range from poor to wealthy, and lodgings that range from modest to wealthy.

H: TORRANCE MANOR

Torrance Manor is a large, three story stone mansion that was once the home of Kyle Torrance, a Duke of Silkmire over a hundred and fifty years ago. Torrance was a member of the Anthorian Royal Family, who was in effect, exiled to Silkmire. He managed the construction of Silkmire Keep. He and his family vanished from the manor shortly before the keep was completed.

The manor is rumored to be haunted, though mostly by children and those who are overly superstitious. The Anthorian government keeps it lightly staffed and maintained in the unlikely event that a member of the Royal Family takes residence in the south.

I: RUINED ALCHEMISTS

This small stone building was once a alchemist shop and laboratory. It was ruined in an explosion over fifty years ago. The people of Nowhere believe that the ruins are still dangerous, and generally keep away from it. An attempt was made to raze the building about ten years ago, but noxious fumes made the workers fall extremely ill. The building has been left alone since then.

In truth, the building hides a secret staircase to an old dungeon under the town. The dungeon is one of the Lightsbane's (vampire Thea Liesover) many lairs in Eureon. Some of the common folk of Nowhere serve her in secret.

J: THE RACCOON'S ROOST

The Raccoon's Roost is a small inn with a lively and loud tavern. It is run by Nimilion Thren, a Dire Elf. The inn also serves as the local guild-house for the Eleven Fingers thieves guild, of which Nimilion is the guild-master.

The Eleven Fingers

The Eleven Fingers is thieves' guild that has been rumored to be active for over a thousand years on Othereon, many members of the guild even survived The Scouring due to their extensive network of underground bases and tunnels.

Any large community is likely to host a chapter of the Eleven Fingers Guild, each with its own guildmaster. Some think that there is a Lord Guildmaster who oversees all operations in the Anthorian Borderlands, from a hidden city of thieves somewhere in the region. This is considered mostly rumor, and no evidence has ever been found to support it.

The chapters of the guild in the Borderlands differ from their associates in the more civilized regions in that they are very protective of their communities. They mostly involve themselves in smuggling, spycraft, and intimidation, rather than thievery. This is likely due to the fact that if they were to resort to robbing their neighbors blind, there would be soon no more trade in the region, which would ultimately hurt the guilds in the long run.

NIMILION THREN

Medium dire elf, 8th level rogue, chaotic neutral

Armor Class 18 (studded leather +1)

Hit Points 63 (9d8 + 16)

Speed 35 ft., Climb 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+2)	20 (+5)	14 (+2)	14 (+2)	11 (+0)	13 (+1)

Saving Throws Dexterity +8, Intelligence +5

Skills **Acrobatics** +11, Deception +6, Insight +6, Intimidation +7, Perception +4, Sleight of Hand +9, Stealth +11

Tool Proficiencies Disguise Kit, Thieves Tools

Senses passive Perception 14

Languages Common, Elvish, Orc, Thieves' Cant

Challenge 11 (7,200 XP)

Fey Ancestry Nimilion has Advantage on saving throws against being charmed.

Quick Action +1 to initiative rolls, beating all ties.

Nimilion can also use his bonus action as a reaction before his first turn, which includes moving up to 5 ft..

He can still make a second, normal reaction during the first round, but can not take another bonus action on his turn.

Cunning Action/Fast Hands As a bonus action, can Dash, Disengage, Hide or make a Sleight of Hand check, use thieves tools to disarm a trap or open a lock, or take the Use an Object.

Uncanny Dodge When an attacker that he can see hits him with an attack, he can use your reaction to halve the attack's damage.

Evasion When subjected to an effect that allows a Dexterity saving throw to take only half damage, instead takes no damage on a successful saving throw, and only half damage on a fail.

Actions

Multiattack. In combat, Nimilion often uses both of his shortwords. If he does not take another bonus action, he will attack with the second blade.

+1 Shortsword. *Melee Weapon Attack:* +10 to hit, reach 5ft., one creature. *Hit:* 10 (d6 +6) piercing damage. Sneak Attack does an additional 5d6 .

Short Sword. *Melee Weapon Attack:* +9 to hit, reach 5ft., one creature. *Hit:* 9 (d6 +5) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. *Hit:* 10 (1d8 +5) piercing damage.

Nimilion Thren is a Dire Elf. He does not remember either of his parents, he only knows that he has been on his own since he was old enough to crawl. He grew up as an urchin on the streets of Shadowspire, doing odd jobs to survive or stealing when he couldn't find work. He never begged for

anything in his entire life. As he grew older, he gained the attention of the Eleven Fingers thieves guild. They quickly put him to work as a thief, and he did very well for himself.

By his early twenties, it was rumored that he was being groomed for a high level position in the guild. When he heard this, he punched the guild-master in the face and requested that he be sent to Nowhere, where the local guild-master had recently vanished. His request was granted.

The Nowhere guild is more involved in spying and acting as a way station for traveling rogues, as there is not much in the region to steal. It seems that it's this sort of work that Nimilion excels at, and it allows him to manage his own private investigations.

Nimilion is aware of the cult that has grown around the Lightsbane in the area, but had no clue that they were going so far as abducting folk to be used as sacrifice. He honestly just figured them for a bunch of kooks. He is more concerned about the rumors of a cult that worships the Forgotten entity known as Shuddatho.

Nimilion Thren is an NPC with more of a character sheet than other NPC's. This is because he was a play-test player character for the Dire Elf race. His full range of class features and racial abilities are included in his stat block, meant mostly to highlight the character build.

CHARACTER OPTIONS

RACES

THE DIRE ELF

“YOU THINK THE DROW ARE BAD? At least you know where you stand with them. These dire elves? You wouldn’t know they were going to attack you until you were already down.”

—Jon Songar, *Constable of Nowhere*

There is a word in ancient sylvan, “raicuin”, which translates in common as “wrong life”. This was the name given to the first dire elves, the result of orc and elf parents.

It is a rare occurrence for such to be born, and it is usually thought that such offspring is not possible between the two races. This may be because such a birth is usually covered up in secrecy rather than reported, so it is unsure just how rare it is. Those born among the orcs are usually left to die in a wooded area, far from the sight of Grumms. Those who survive may have been taken in by another race and raised and cared for as adopted children, or more often, as slaves or servants. Those born among elves may be allowed to remain in that society until they can either be sent away, or decide leave of their own accord, which they usually do at a young age, weary of the mistrust and shunning from their peers.

Unwanted by the orcs, and never quite accepted by the elves, most dire elves who survive to maturity tend to eventually gravitate towards human civilizations to make their way in the world. It is among the humans that the name “dire elf” was coined.

UNSETTLING APPEARANCE

The dire elf may favor either parent in appearance, but the split heritage is still easily visible. They usually range in height from five and half to six and half feet tall, weighing between 160 and 225

pounds, though they appear more slender than their weight would assume. Their hair tends more towards black, with skin of varying shades of gray, and their teeth are prominent. Their facial features are strong and handsome, which seems to make them even more unsettling.

QUIET BEFORE THE STORM

Dire elves usually walk a fine line between rage and patience. They often appear sullen or angry, regardless of their actual mood. Their orc blood can cause them to be short tempered, but their elven blood helps them maintain some self control. This duality often results in body language that is remarkably neutral. When they do make a move, it is sudden and usually a surprise to others.

UNTRUSTED, UNWELCOME

Due to their appearance and outward demeanor, most other races tend to view dire elves as menacing and untrustworthy, more-so than any other race. They can be easily mistaken for the undead, which doesn’t help their popularity. Elves and orcs tend to keep them at a distance, while dwarves find their existence doubly distasteful. Humans who have been living among other races, don’t have an opinion one way or the other, judging them more on their actions rather than their appearance. Tieflings and half orcs often may accept them as fellow outsiders.

DIRE ELF NAMES

Dire elves raised in elven societies will usually have an elvish name, though many will choose a new name for themselves once they have left that life behind. Those few who were abandoned as infants and managed to survive usually go by nicknames they have picked up from others, or

choose names of whichever race they were among as they grew up.

DIRE ELF TRAITS

The dire elf has traits from both parents, though the blood of one may be stronger than the other, resulting in the subraces of Orcblood or Elfblood. All dire elves share the following traits:

Ability Score Increase: From their orc blood, dire elves add 1 to their Constitution scores. From their elvish blood, they add 1 to either their Intelligence or Wisdom scores.

Age: Dire elves mature faster than humans, reaching adulthood by age 15, though they age slowly afterwards, and can live to around 150 years.

Alignment: Dire elves tend to be chaotic in nature, due to the nature of both parents, but can be of any alignment.

Size: Depending on the subrace, dire elves stand between 5' 6" and 6' 6". They are typically more slender than humans, though they are heavier with dense muscle. Your size is medium.

Speed: Due to their natural strength, grace, and drive, dire elves have a base walking speed of 35 feet.

Darkvision: Thanks to your orc and elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages: You can speak, read and write Common. If you were raised among elves, you also speak, read and write Elvish.

Menacing: You gain proficiency in the Intimidation skill.

Fey Ancestry: You have Advantage on saving throws against being charmed. Because of your orc blood, however, you are susceptible to being put to sleep through magic.

Innate Distrust: Due to your orc blood and the way others typically react to you, you have Advantage on saving throws against Deception and Persuasion.

SUBRACES

Dire elves usually favor one parent's traits over the other. Those who favor the orc parent are sometimes referred to as orcblood, while those who favor their elvish parent are sometimes referred to as elfblood.

ELFBLOOD

Elfblood dire elves usually stand no taller than 6 feet. They are more slender than orcblood, but still strong and rippled in muscle. Their skin is a lighter, almost pale gray, and while their teeth are prominent, they very rarely have the large canines that jut out from their lower jaw.

Ability Score Increase: Elfblood dire elves add 1 point to their Dexterity ability score.

Quick Reaction. You have +1 to initiative rolls, beating all ties.

You can also use your bonus action as a reaction before your first turn, which can include spending 5 ft. of your movement.

The Quick Reaction can be taken at any time before your first turn, or at the start of your first turn, as long as you have not yet moved, or taken any other action, reaction or bonus action.

If you have taken a Quick Reaction, you can make a normal, second reaction anytime after the Quick Reaction during the first round, but may take another bonus action on your turn.

Quick Reaction Examples:

Nil, a 5th level dire elf rogue, starts combat with a group of bandits, who have initiative. As a reaction to one of the bandits attacking him, he can use Cunning Action to disengage and move 5 ft back. The second bandit moves in and attacks, hitting Nil for 8 points of slashing damage. Nil can still use his Uncanny Dodge to take half damage from the attack. Nil then takes his turn, but cannot take his bonus action, as it was used in his Quick Reaction.

Squat is a 6th level dire elf sorcerer. She is fighting a mage and his thug. She is second in the initiative order. The thug moves into attack, as a Quick Reaction, she casts Misty Step (a bonus action) and teleports 30 feet

away. The thug finishes his turn by using his action to dash towards Squat, who then casts burning hands on the thug on her turn. The mage casts Magic Missile, and she is still able to cast Shield (a reaction) to block the attack.

In both above examples, once the first round ends, the dire elf characters take their turns as normal during subsequent rounds.

ELFBLOOD RANDOM HEIGHT AND WEIGHT

Base	Height	Base	Weight
Height	Modifier	Weight	Modifier
4'8"	+ 2d10	110 lb.	x (2d4) lb

ORCBLOOD

Orcblood dire elves are usually taller and than humans. They tend to appear more slender, though, their bulk coming from dense muscle. Their skin can vary from light to darker, and may sometimes appear to have a faint green tint. They have more prominent teeth, and may have small tusk-like canines on their lower jaw.

Ability Score Increase: Orcblood dire elves add 1 point to their Strength ability score.

Relentless Endurance: When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

ORCBLOOD RANDOM HEIGHT AND WEIGHT

Base	Height	Base	Weight
Height	Modifier	Weight	Modifier
5'2"	+ 2d10	150 lb	x (2d4) lb

CHARACTER OPTIONS

BACKGROUNDS

FOUNDLING

Shortly after your birth, you were left in the wilderness to die. Somehow, you clung to life. Maybe you were fed and protected by animals, a strange creature, or another group of humanoids (or humans) who took pity on you. Maybe against all odds, you survived on your own. When choosing a sub-background, decide if you are just coming to more civilized lands for the first time; unaware of customs, manners (or perhaps even language!), or if you lived on the outskirts of civilization before deciding to interact with it in whatever way you choose, picking up enough of their ways to get by.

RAISED BY BEASTS

You were found and raised in the wild by an animal. Were you accepted by the pack or family, or were you treated as a burden by all but your adopted parent? What caused you to leave the wilderness to join “civilization”? Are you fascinated by your new surroundings, or do they make you long for the wild?

Choose a beast or roll on the table below.

D6 ROLL	BEAST
1	Dire Wolf
2	Lion/Tiger
3	Bear
4	Panther
5	Wolf
6	Ape

Skill Proficiencies: Nature, Survival

Tool Proficiencies: Herbalism Kit

Languages: You can understand and communicate with the type of beast that raised you. Depending on the beast’s level of intelligence, this may be limited to simple concepts and ideas.

Equipment: A club or crude knife, a blanket made from animal hide, a set of clothes made from animal hide, an herbalism kit, and 5 gp.

FEATURE: WILD KINGDOM

You can easily recognize the tracks, scat and other signs of animals and beasts in the wilderness. While in the type of environment you were raised in, you can also accurately identify the type and number of animals in the area.

Special at the DM’s Discretion: You are proficient with Animal Handling when dealing with the type of beast that raised you. If that beast is part of the same pack or group that raised you, you have Advantage when making Wisdom, Intelligence and Charisma skill checks against them.

RAISED BY ANOTHER

An intelligent creature that chooses to live in the wilderness found you and raised you. Were you treated well, or were you little more than a slave? Did you live in a shack or cave in the woods, or a ruined temple or keep? Did you escape their clutches, or was it time to find your own way?

Choose a creature or roll on the table below.

Skill Proficiencies: Choice of 2 from Insight, Nature or Survival.

Tool Proficiencies: Any 1 tool proficiency (see table below) that suits the flavor of the creature you grew up with.

Languages: You can speak and understand any 1 language used by the creature that raised you. If the

creature uses written language, you can also read and write in that language.

Equipment: A staff, a trophy taken or trinket given by the creature that raised you, the kit or tools of your chosen tool proficiency, a set of common or travelers clothes, and a belt pouch with 10 gp.

D8 ROLL	CREATURE	PROFICIENCY
1	Green Hag	Poisoner's Kit
2	Satyr	Musical Instrument
3	Centaur	Any 1 Artisan's Tool Kit
4	Faerie Dragon	Herbalism Kit
5	Sprite/Pixie	Poisoner's/Herbalism Kit
6	Giant Eagle	Herbalism Kit
7	Naga	Any 1 Artisan's Tool Kit
8	Blink Dog	Herbalism Kit

FEATURE: HIDDEN PATHWAYS

You know how to find the hidden and secret paths used by creatures in the wilderness that others would not likely find. When not in combat, you (and companions you lead) can travel between any two locations in the wilderness twice as fast as your speed would normally allow.

Special at the DM's Discretion: When you are in the wilderness environment you were raised in, you have Advantage when making Animal Handling, Investigation, Perception, Nature and Survival ability checks. The DM decides when and in which situations you may have this Advantage.

RAISED BY OTHERS

You were found and raised by humanoids that make their home in the wilderness. Was it a whole tribe or group, or maybe a hermit or solitary family? Were you accepted as a peer, or treated as a slave? Did you leave of your own volition, or did you manage to escape? Do you have a different point of view and understanding of this race than the world at large?

Choose a humanoid race or roll on the table below.

*

D6 ROLL	CREATURE	EXAMPLES
1	Underdark	Drow, Duergar, Svifneblin
2	Gnolls/Orcs	
3	Common Folk	A playable race that lives tribally, far from civilization.
4	Goblinoids	Goblins, Hobgoblins, Bugbears
5	Lizardfolk	
6	Kenku	

Skill Proficiencies: Choice of 2 from Athletics, Deception or Perception.

Tool Proficiencies: Any 1 tool proficiency (see table above) that suits the flavor of the humanoids you grew up with.

Languages: You can speak, write and understand any 1 language used by the creature that raised you. If you already speak the language, choose any 1 language of another race that the humanoids may have dealings with.

Equipment: A knife, a trophy taken, or trinket given by the creature that raised you, the tools of your chosen proficiency, a set of common clothes in the fashion of the humanoid race, and a belt pouch with 10 gp.

FEATURE: ONE OF US

You know intimately the customs, manners, idioms and way of life of the humanoid race that raised you, enabling you to easily relate to and speak with other members of that race or group. Even if they are hostile towards you, they will accept you as a potential equal.

Special at the DM's Discretion: When dealing with members of the humanoid race or tribe that raised you, You may have Advantage when making Wisdom, Intelligence and Charisma skill checks with them. The DM decides when, and with which members of the race, you gain this Advantage.

UNFOUND

You don't know or remember how you survived infancy, your earliest memories are of miserably

trying to survive alone in the wilderness. Did you stay in the wilderness until recently, or did you skulk around a settlement near the area you called yours? How did you come by the knowledge and skills you have now in your chosen class? Was it innate knowledge or did you watch others practice their skills from the shadows? What made you decide to attempt to join society?

Skill Proficiencies: Survival and choose 1 additional skill from Stealth or Nature.

Tool Proficiencies: Disguise Kit and your choice of Herbalism Kit, or an additional language.

Languages: If you choose an additional language instead of the herbalism kit, choose 1 language of a race or creature that lived close to where you survived. You speak and understand that language.

Equipment: A knife, a trinket you have found that you have felt a strange liking for, a Disguise Kit (and Herbalism Kit if chosen), a set of your choice of found discarded clothes that are worn and torn, and a belt pouch with 5 gp.

FEATURE: SELF RELIANCE

You have lived alone making do for yourself your whole life, and have developed a wide range of skills that enabled you to survive. You can quickly start fires, build shelters and other devices and implements with creative cobbling together or whatever's at hand. If you were dropped naked in the middle of nowhere, you'd be fine.

Special at the DM's Discretion: When performing certain tasks alone without your companions distracting or interfering with you, you have Advantage when utilizing Stealth, Investigation, Nature, Animal Handling and Perception skill checks. Your DM decides when the situation would allow you to have Advantage.

SUGGESTED CHARACTERISTICS

Depending on which of the above backgrounds you have chosen, your personality traits, ideals, bonds and flaws may differ. Regardless, among civilized folk, foundlings often feel out of place and may have little respect for the strange customs of the so-called civilized people of the world.

Foundlings actions and words may seem out of place or even rude and uncouth. Use the common backgrounds in the Player's Handbook to select your characteristics. The Criminal, Folk Hero, Hermit, Outlander and Urchin have options that are very suitable for these backgrounds, though you can be creative in creating the history of your character's background, and use what you'd like. Maybe the character was raised as a Soldier in an army of gnolls? Or was brought up in solitude by a Guild Artisan or a Sage?

With your DM's approval and/or guidance, skill or tool proficiencies, languages, and equipment can be modified to better fit your foundling's backstory.

CHARACTER OPTIONS

WARLOCK

OTHERWORLDLY PATRON: THE FORGOTTEN

Your patron is one of the Forgotten, a group of powerful deities that were cast out of the known planes of existence tens or maybe hundreds of thousands of years ago. Since then, they have dwelt in the spaces between the planes, some plotting and planning their return and vengeance. It is said that hundreds of years ago, the evil members of the Forgotten almost succeeded, culminating in the events of the Scouring of Euron.

The Scouring of Euron

The Scouring of the continent of Euron occurred hundreds of years ago, ending a long war between the forces of good and evil. The Forgotten and their armies of aberrations recruited from the Far Realms were breaking through the barrier to the known planes of existence, when they were suddenly vanquished.

Nobody is sure what the cause was, but the result was that the invaders, along with all signs of civilization, were swept away by a powerful wave of energy. All natural fauna and flora remained untouched, as did many structures and creatures that were deep below the surface.

The eventual recolonization of Euron was a slow process due to the fear of the sudden and deadly event reoccurring.

The Forgotten recruit new followers to help them in their plans, feeding their power through the cracks of existence to those who enter into pacts with them. These mortal agents become pieces in the unending war between the opposing members of the Forgotten. Known Forgotten include Shuddatho, who plots for his return to the planes to have his vengeance, and Ither, a Forgotten god of light who works against Shuddatho.

EXPANDED SPELL LIST

The Forgotten lets you choose from an expanded list of spells when you learn a new warlock spell. The following spells are added to the warlock spell list for you.

SPELL LEVEL	SPELLS
1	chromatic orb, shield of faith
2	moon beam, see invisibility
3	protection from energy, slow
4	confusion, greater invisibility
5	geas, wall of force

CONDUIT

Starting at 1st level, when you cast a warlock spell (including cantrips), you can absorb extra energy from your patron in temporary hit points equal to your Charisma modifier + your warlock level (minimum of 1). These hit points last for one minute. Once you use this feature a number of times equal to your Constitution modifier + 1, you can't use it again until you finish a long rest.

OVERCHANNEL

At 6th level, you can Overchannel the power provided by your patron to enhance your spells. You gain a number of points equal to your Charisma modifier + half your warlock level (minimum of 3), that can be used to perform Metamagic. You learn two Metamagic options from those available to the sorcerer class.

When you cast a spell using Metamagic with Overchannel, you can expend an additional point to use the Conduit feature with the same spell.

DISTORTION

Beginning at 10th level, as a reaction, you can use the energy of your patron to distort time around you, similar to the Haste spell. Until the end of end of your next turn, your speed is doubled, you gain +2 to your AC, have Advantage on Dexterity saving throws, and gain an additional action on your turn. That action can be used only to take the Attack (one weapon or spell attack only), Dash, Disengage, Hide, or Use an Object action. Unlike the Haste spell, you are free to move and take actions when the effect ends. Once you use this feature, you can't use it again until you finish a short or long rest.

EXILE

At 14th level, when you hit a creature with an attack you can use this feature to instantly exile one creature to the spaces between the planes. The creature returns at the end of your turn, but time has passed differently for it. Roll 10d10, the result is the amount of psychic damage the creature takes, and the number of years that have psychically passed for the creature. The creature will not have physically aged, but it's hair (if any) will be white and it's eyes (if any) will be vacant.

The creature must then make a Wisdom saving throw vs. your spell saving throw DC. On a failed save, the creature is Stunned for a number of days equal to your Charisma modifier plus half your warlock level (minimum 7) On a successful save, the creature is Stunned for a number of hours equal to your Charisma modifier plus half your warlock level, and will suffer from Indefinite Madness (DMG 250). The Stunned condition and subsequent madness can be removed through means of a Greater Restoration cast as a 7th level spell, or by means of a Wish.

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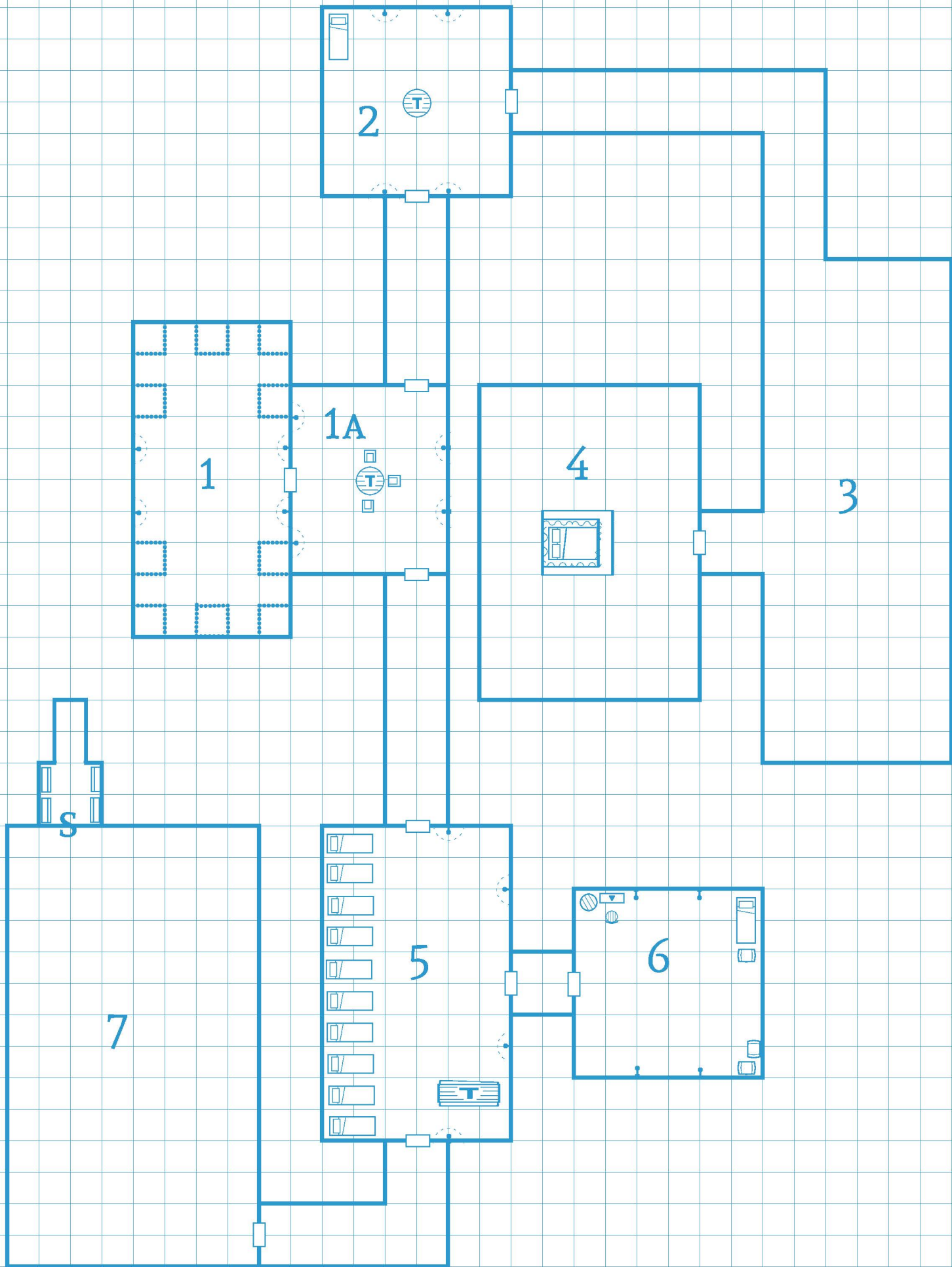
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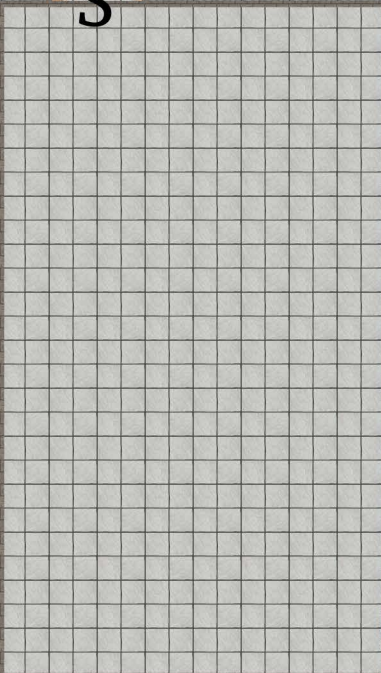
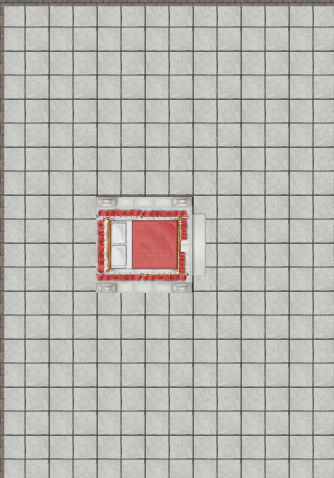
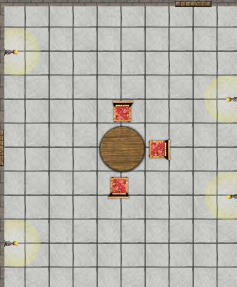
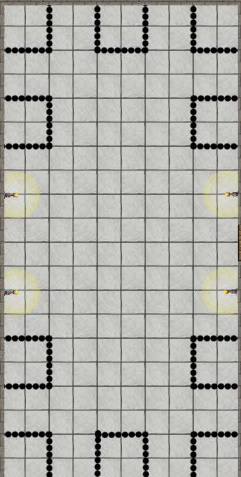
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OTHEREON

5E CAMPAIGN SETTING

LAIR OF THE LIGHTSBANE

Deep in the Anthorian Bordlerlands, the town of Nowhere is a place where many adventurers have made their base of operations. It's said to be safe behind the walls. A place to restock, rest, and spend the treasures plundered in this wild and savage region. But all is not as it appears, and you have woken up in a small dank cell, your mind fogged, your weapons gone and a dark cult intends you to be the sacrifice to their mistress. Can you escape before she arrives?

ALSO CONTAINS:

MAP AND INFORMATION FOR THE TOWN OF NOWHERE

A NEW PLAYER CHARACTER RACE: "DIRE ELF"

A NEW BACKGROUND SET: "FOUNDLING"

A NEW OTHERWORLDLY PATRON FOR WARLOCKS: "THE FORGOTTEN"

GEEK
TRASH