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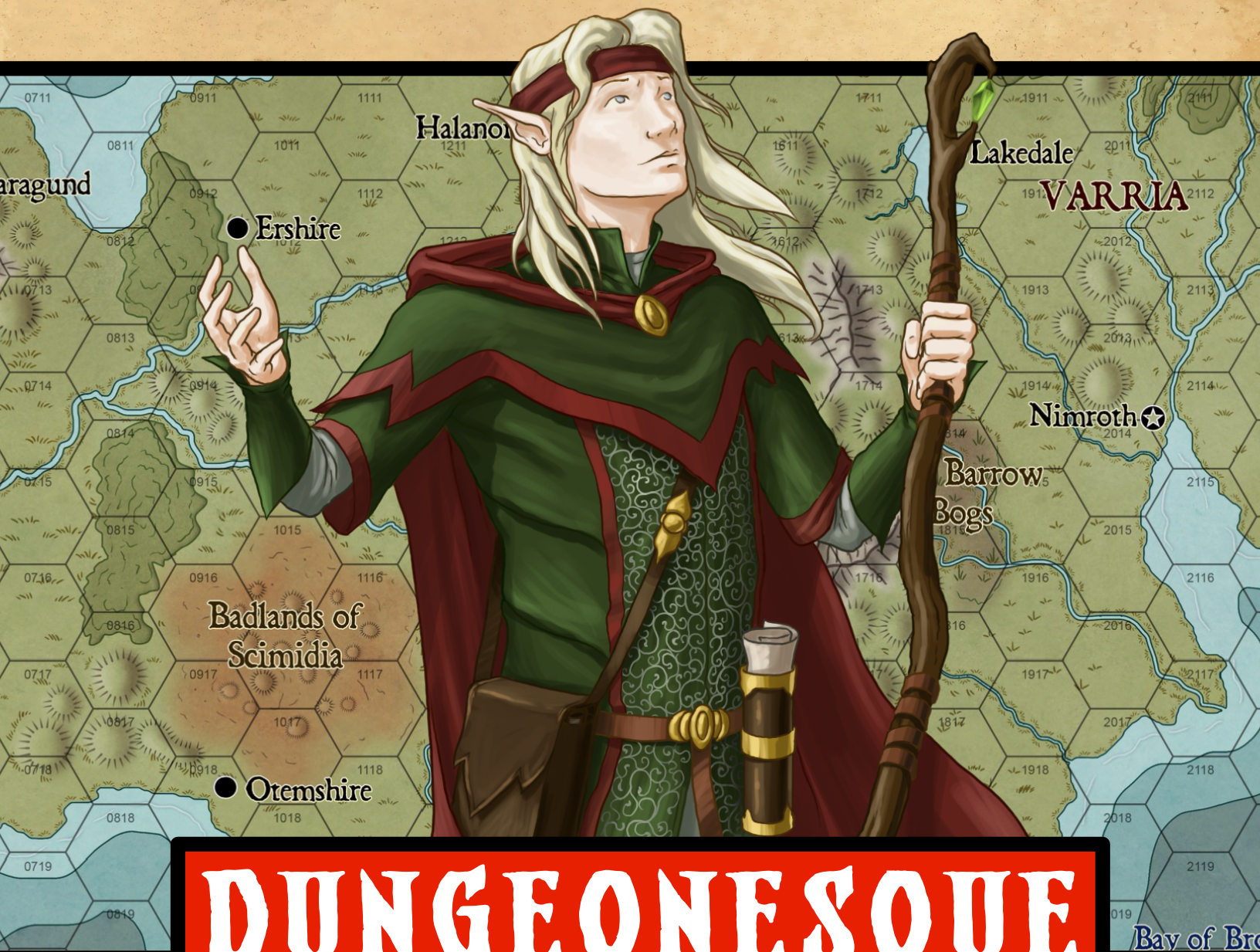
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Fifth Edition Rules

5e

Redmark Adventures

Volume I: Varria

Adventures For Characters Level 5-10



DUNGEONESQUE ADVENTURE MODULE

1-Sheet Adventures, Bullet Campaigns, & Sandbox GM Tools



REDMARK ADVENTURES VOLUME 1: VARRIA

FOREWORD

Using This Module

This adventure module is a collection of resources and scenarios to run high-energy roleplaying sessions with very little preparation.

The **Setting & Tools** section includes a regional map of the Land of Varria, a regional overview, and descriptions of the city of Nimroth; together these provide a quick adventure setting which you can use, modify, or even replace with your own. As your players roam around the region, drop in a Random Town encounter when it makes sense. Each town has an adventure hook which can lead to interesting escapades! Random one-time and recurring encounters provide great ad hoc adventuring opportunities. There are Random Magic Items in the tools sections as well as specific Magic Items listed in the appendix for certain adventures. Random Names help you conjure characters on the fly.

Bullet Campaigns provide a loose framework for long term campaigns. Looking for a random encounter? Consider pulling out an event from one of the three Bullet Campaigns.

Finally, there are ten **Adventures**, each of which runs about four hours. Some of the adventures are linked, but can be run as standalone adventures if you desire. Unless otherwise specified, **Maps** in the adventures feature 10 foot squares, and the top of the maps are North. Creatures not in Appendix B refer to monsters and Non-Player Characters (NPCs) in the 5e System Reference Document or other popular bestiary. For **traps** without statistics refer to the 5e System Reference Document.

Credits

Writing, editing, layout, and adventure design by Damien Goldwarg, Paul Oklesh, Nathan Panke, and Stan Shinn. Some maps adapted from cartography by Dyson Logos. Some artwork copyright William McAusland, used with permission.

On the Cover

Cover art for the module shows a picture of ANDOBANE, the chief of assassins for the Dasheen. Art for Andobane's portrait was done by Santiago Iborra.



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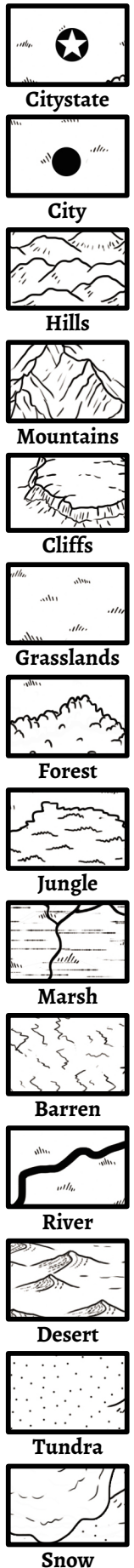
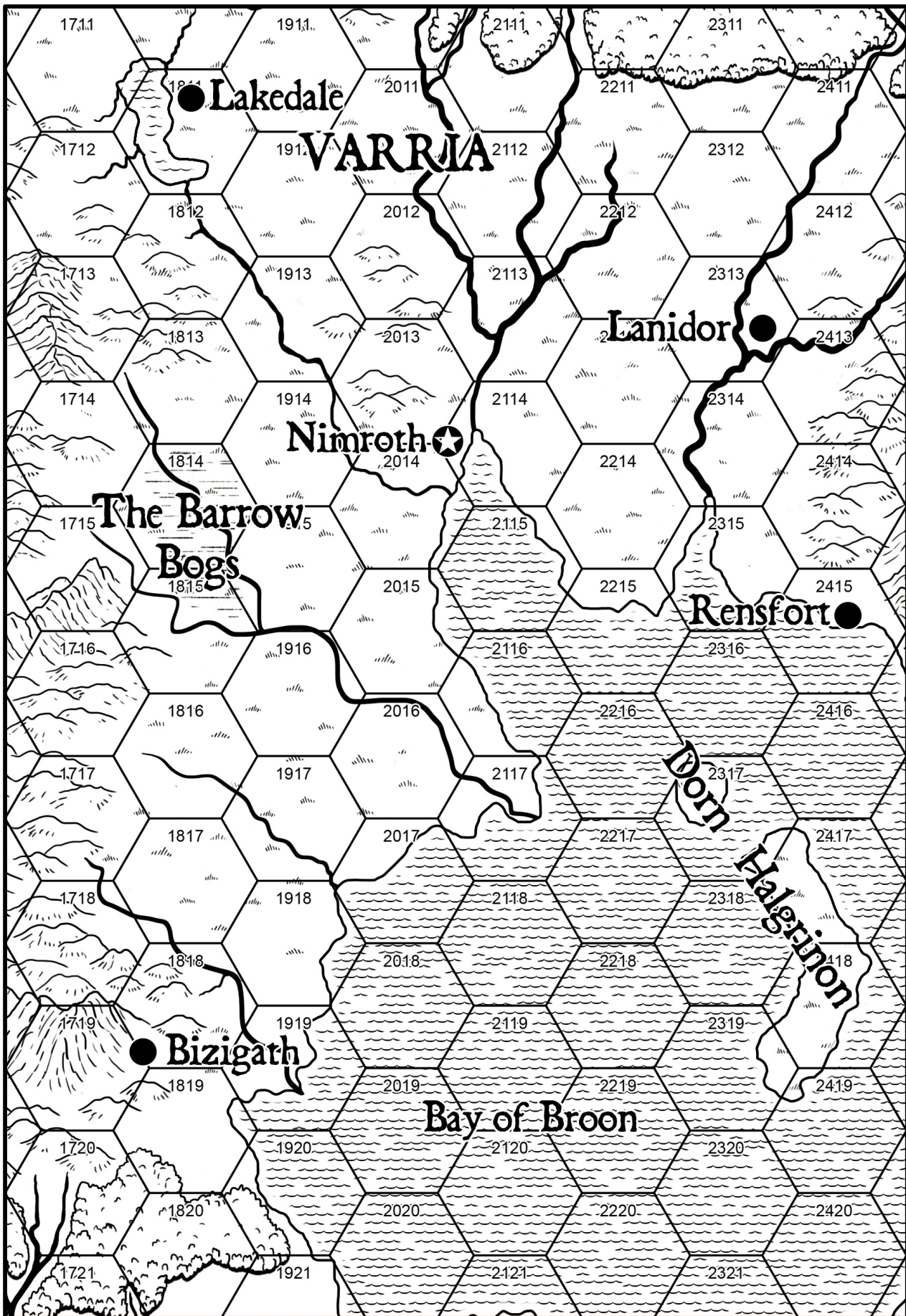
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THE LAND OF VARRIA



REGIONAL OVERVIEW

The tranquil rolling hills and simple farmsteads of Varria disguise a bloody past. The plains were once host to ferocious battles and constant conflict between the Dwarves to the east and the Elves of the north as they fought over control of the Bay of Broon. A few centuries ago a human tribal leader named Henric Leonhold leveraged his ability to break the deadlock and brokered an alliance between the age-old enemies uniting them against the Orc hordes from the east and forming a collective government called the Triumvirate that rules the region to this day. Henric and his army claimed the city of Nimroth along the coast to remind the other members of the Triumvirate of the human's crucial role in bringing peace to the region.

The three major races of the Triumvirate each hold a city as their court. Humans control Nimroth, the Dwarven contingent controls Nargrim to the west and the Elves have Lothkaven to the north beyond the Forlorn Forest. Aside from these major cities, there are minor holdings like Lakedale, Lanidor and Bizigath that all fall within the domain of the Triumvirate.

Life under Triumvirate rule may be different than the past but what's lost in tradition is made up for in bureaucratic efficiency and more importantly, profitability. By combining the strengths of all three races the Triumvirate can field an enormous army of well trained, well equipped soldiers. The once heated conflict has reduced to a simmer that now plays itself out through court intrigue instead of the field of battle. Rogue factions flare from time to time and old tensions run deep, but nothing yet has been able to topple the collective power of the Triumvirate.

LOCATIONS

Barrow Bogs (Hexes 1814-1815): What was once a fertile valley known for its sacred orchards tended by Elven maidens is now a deep, dank and treacherous swamp following its desecration by a Dwarf raiding party long ago. Following an intense battle, so many bodies clogged the nearby rivers that the valley flooded. The spirits of those who fell in battle never left the place, and those foolish enough to spend time in the Barrow Bogs have claimed to hear the battle still raging below the muck. The swamp is known to alchemists and potion makers far and wide as a source of rare ingredients. The Triumvirate treads lightly around the Barrow Bogs due to its particularly troublesome past, as such it is a favorite

hiding spot for the more brave (or stupid) bandits.

Bay of Broon (Hexes 2017-2520):

According to legend and sailors' tales, the Bay's deep waters and cave-lined shores provide shelter for mythical beasts of all sorts. Sailors who found themselves overboard tell tales of tugging, nipping or clawing at their feet as they awaited rescue. Fishing or trade vessels are common sights along the coastline, only occasionally drawing the attention of pirates from the east.

Bizigath (Hex 1818): *Pop: 11,250, Dwarf, Alignment CG, Ruler: Kaldrun Blackmaul, Fighter-8, CN; Resources, Industry (Refineries, Alchemy)*

Sitting alongside the frigid waters of the Gath river, Bizigath is a Dwarven city well known for its metal work, fine mineral production and stench. Plumes of smoke from the foundries react with alchemical off gases from the mineral refineries to form a thick, noxious fog that creeps through the valleys surrounding the city. Dwarven visitors are advised to wear masks while traveling outside, while other races are left to their fates. Prolonged exposure to the pollution causes what some jokingly refer to as the "Bizi-gasps" which is a chronic and sometimes fatal disease if left untreated.

Dorn (Hex 2317): Despite its accessible appearance, navigating the waters surrounding the island of Dorn is a near-insurmountable task. Turbulent waters and a shallow reef create deadly currents that have been known to tear ships to pieces. These inescapable conditions make the island a prime location for dumping undesirables and criminals of all sorts from within the lands of the Triumvirate. Oftentimes set out on a small boat or a raft, the prisoners are left to the currents. Whether they're marooned on the island or sucked out to sea is of little consequence to the Triumvirate.

Dragonridge Mountains (Hexes 2513-

2515): The high, jagged peaks of the Dragonridge Mountains serve as a natural and deadly barrier between civilization and the chaos of the Dreadlands. A few unmapped passes carved by long forgotten Dwarf kingdoms remain, meandering their way through the high peaks and providing a highway system for the native Troll population. The residents of Varria believe that the mountains are sure to prevent any attack from the Dreadlands, but an increase in Orc scouting parties have been reported from those brave enough to explore the mountains for the Dwarven treasure horde that is fabled to exist somewhere deep within the range.

Halgrinon (Hexes 2417-2418): *Pop: 175, Human, Alignment LG, Ruler: Percival Fontaine, Fighter-8, LG; Resources, Herbs (Tarrowthorn)*

A small outpost has recently been established on the narrow island of Halgrinon. A contingent of "volunteers" from within the Triumvirate lands were tasked with establishing a colony to produce the much sought after Tarrowthorn, an herb which, when reduced to a powder, can be used to improve the purity of steel in Triumvirate foundries. The colony is rumored to be in danger of collapse due to many nighttime attacks from an unknown animal which primarily targets livestock and drains their blood, leading to a severe food shortage.

Forlorn Forest (Hexes 2111-2511): Despite being the ancestral home to most of the Triumvirate's Elven host, the forest has since been abandoned in favor of the stone walls, paved streets and civic efficiency of Lothkaven to the north. Where once elves dances among the trees the forest has been claimed by all manners of fell creatures drawn by the lingering (if dissipating) magic. A number of militant anti-Triumvirate, Elf factions now call the forest home and have coined its current name as a symbol of their disgust the abandonment of their heritage. Merchants and Triumvirate nobles stay far away from the forest to avoid the extortion and kidnappings these splinter groups have been known to employ in their guerrilla war.

Lakedale (Hex 1811): *Pop: 3,500, Human/Dwarf, Alignment LN, Ruler: Phillip Cotswain, Rogue-8, LG; Resource, Industry (Mines, Fish)*

Situated on the shores of Rustyfoot Lake, Lakedale is a human and Dwarf village built upon the mining of the area's rich copper and iron mines, ultimately delivering the ore to the foundries in Bizigath via the river. The lake's unique mineral profile is well suited to a fish called the Bronzed Skulper, a delicacy in Nimroth's upper crust. Fishing rights on the lake are fiercely contested and local authorities have a hard time controlling the Fish Wars that occur every Skulper season.

Lanidor (Hex 2313): *Pop: 1,700, Human, Alignment LG, Ruler: Sean Chaffley, Cleric-4, LG; Resource, Farming*

Lanidor prides itself as "Varria's Breadbasket" with acres upon acres of farmland spread out over the fertile floodplain surrounding the convergence of the twin rivers of Tram and Quom. Its people strive for a peaceful existence such that "excitement" includes a passing flock

of geese, a piano tuning, or a replaced bench in the market square. Graben Turnbull, owner of the Glossy Bedpost inn, president and sole member of the Lanidor tourism board, however, is desperate for business and has put out a call to anyone willing to come and add some excitement to the town.

Nimroth (Hex 2114): See Nimroth section for details.

Rensfort (Hex 2415): Pop: 19,800, Human, Alignment LN, Ruler: Marceline Dumont, Fighter-8, CG; Resource, Quarry

Located precariously between the tip of the Dragonridge mountains and high

limestone cliffs, the independent city state of Rensfort serves as the gateway to and first line of defense against the uncivilized Dreadlands to the east. With an almost entirely human population, the city is avoided by the other races due to its militant structure and masses of armed guards — both necessary evils due to the ever-present threat looming to the east. A rumor exists that the city is actually run by a secret cabal of vampires. Whether this is the result of simple civil unrest or a legitimate claim has never been resolved.

NIMROTH

Nimroth (Hex 2114): Pop: 31,400, Human, Alignment LN, Ruler: Lord Renaldo, Fighter-12, LN; Resource, River Trade

For most of history, the city of Nimroth had been inhabited by an exclusively Elven population. Serving as an outpost in a prime location, its people often found themselves harried by squads of Orc raiders from the wastelands the east, and soldiers from the great Dwarven city of Nargrim to the west. As such, Nimroth often found itself in a state of disrepair.

Nimroth's greatness was renewed with the establishment of the Triumvirate.

Droves of Humans—led by Henric Leonhold—came to Nimroth, colonizing and rebuilding the city while warding away most of the Orc threat.

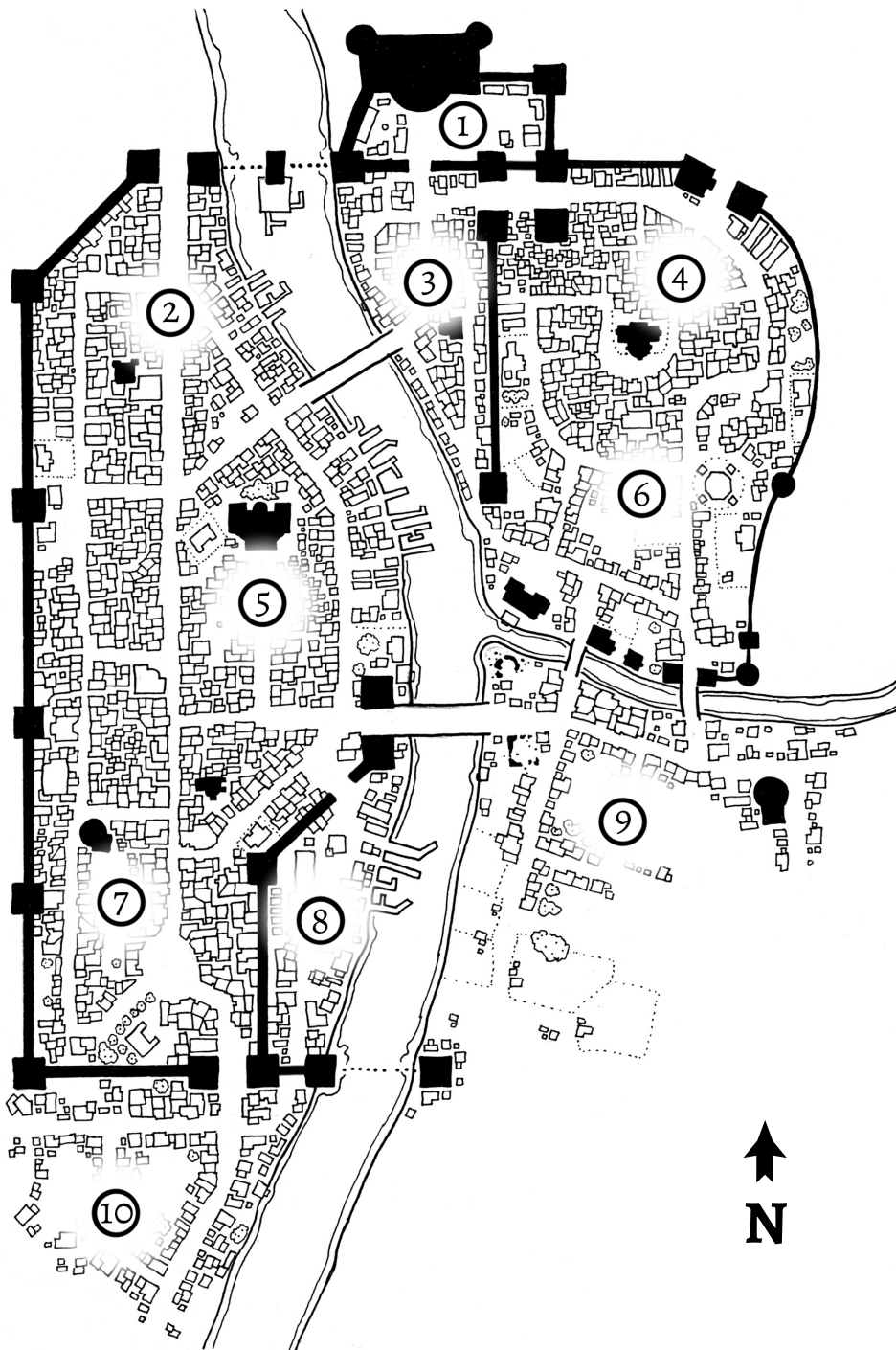
Today, Nimroth is a predominantly Human city. There is a small Elven population to be found within it, although some of the Elves still living in Nimroth resent the Humans for having largely replaced their culture.

1. The Grand Market: What was once a gaudy Elven palace has now been repurposed as a multi-tier bazaar. Common merchants peddle their wares in the grounds outside of the palace, while the most expensive and luxurious goods are sold within. The entrance to the market grounds is almost as well guarded as the city gates, and the palace itself is even more fiercely protected.

2. Old Boney's Grogshop: In the middle of an otherwise well-to-do residential district sits a run-down tavern owned by an unkempt Elf who goes by the name of Old Boney. The tavern (which sports distinctly Elven architecture) barely manages to turn a profit with its cheap alcohol and cheaper food, but Old Boney stubbornly insists on staying in business based on principle alone, refusing to live with the rest of his kin in the Elven Slums. Many of the posh Human locals loathe the establishment and its owner, but few would dare to admit it openly for fear of being viewed as a defamer of the Triumvirate.

3. Trade District: Just outside of The Grand Market is Nimroth's trade district, where the city's permanent shops are located. All manner of artisans and salespeople do business here. All of the standard pawn shops, supply dealers, and equipment vendors can be found here.

4. Temple of Concordance: Nestled in the center of Nimroth's common district is the city's largest church. Prior to the Human colonization of Nimroth, this cathedral was dedicated solely to the worship of Elven deities. When the Triumvirate was formed, the leaders of the city elected to build shrines to Human and



Dwarven gods as well, reinforcing the notion that the pact made between the three races was one of spiritual unity as well as political. Given the overwhelming minority of non-Human races in Nimroth, however, devotion to the gods of Elves and Dwarves declined so drastically that their shrines were almost entirely replaced by increasingly grandiose tributes to Human deities.

5. Lord Renaldo's Estate: Nimroth's representative in affairs regarding Nimroth and the Triumvirate as a whole is a prominent lord named Renaldo. His mansion is the second-largest building in the city, next to The Grand Market. Renaldo has earned a reputation as a man of action. When there is a problem concerning him and his people, he is the first to seek out those who are able to assist.

6. Elinae's Reliquary: The hollow inside of this large ivory spire houses a library that contains several floors of tomes and scrolls, most of them written in Elvish text. For most of Nimroth's citizens, this place serves as more of a museum than a place of study. For those who know what to look for, however, Elinae's Reliquary contains powerful secrets.

7. The Minotaur & The Emperor: This cozy hostel is Nimroth's quintessential inn. It boasts a variety of accommodations, from tiny cots to luxury suites. The owner of the establishment is a garish woman named Lorenza. She is known for being an incessant rumor-monger, particularly with her most well-paying customers.

8. The Old Docks: Originally, these docks were meant to be the main hub for Nimroth's imports and exports by way of river. When the city's leaders ordered the evacuation of The Charnel, a new set of docks were built in a safer location to the east of Lord Renaldo's Estate, and The Old Docks ceased operation. These days, The Old Docks are mostly filled with storage warehouses, although the district has gained a notorious reputation as the site of many criminal dealings.

9. The Soot: In the early years of the city's colonization, the Orc hordes organized a siege against the newly-unified Triumvirate. While the defenders of Nimroth fought valiantly, they were unable to protect this poorly fortified section. Cutting their losses, the city's forces ordered a retreat behind the walls. The Orcs murdered all who had not evacuated, and set fire to the buildings. To this day, the aptly-nicknamed quarter is still abandoned, its grim history inhibiting repopulation.

10. Elvish Slums: When Nimroth was colonized, many of the Elven buildings

were replaced by Human architecture. Most of the Elves who lived in the city congregated to its southernmost sections, which were the least influenced by Human design. Even when the Triumvirate was formed, the antiquated community refused to be encroached upon. As the years progressed, the rest of the city evolved around these willing outcasts, leaving them to squalidly live in their dilapidated hamlet.

BULLET CAMPAIGNS

In addition to the ten adventures in this module, you can also use the following issues or 'bullet campaigns' as a skeleton for a campaign, perhaps inserted periodically between other one-sheet adventures.



Elvish Supremacists

The current human city of Nimroth has allied with Humans and Dwarves in nearby city-states to form the Triumvirate: three city-states of different races standing against other warring powers. Not all Elves agreed with the alliance between Humans, Elves, and Dwarves. A small faction of Elves called the **Dasheen**, followers of the evil goddess **Dashani**, believe Elves are the master race and should not pollute themselves by having alliances with other races. In particular, they view Half-Elves as vile half-breeds who need to be murdered. Shortly after the Triumvirate was established, the Dasheen established a secret sect of Elvish agents in Nimroth intent on destroying the Triumvirate and restoring the purity of the Elves. Their members are segmented into terrorist cells to prevent individual captures from breaking their network. Dasheen Supremacists each wear a **silver torc** around their neck with intricate

symbols depicting their order, their goddess, and their 7 matriarchs. Each torc is also magical – it will constrict and kill its owner if they attempt to betray any Dasheen secrets.

Notable characters include: **Nuliniel**, the Female high priestess of Dashani and eldest of seven Matriarchs who lead the Dasheen in Nimroth; **Kaslor** Nuliniel's second in command in charge of martial operations; and **Andobane** The order's chief of assassins.

Their dark destiny is to have all Half-Elves killed, the Triumvirate destroyed, and the city of Nimroth under Elvish control.

Encounters (1d6)

- **1-2. WEAK** 5 Elvish Warriors (**veteran**), 1 Elvish Assassin (**assassin**).
- **3-5. AVERAGE** 12 Elvish Warriors (**veteran**), 2 Elvish Assassins (**assassin**), 1 Elvish Matriarch.
- **6. STRONG** 30 Elvish Warriors (**veteran**), 3 Elvish Assassins (**assassin**), 7 Elvish Matriarchs (**mage**).

Escalations

- ☐ **ASSASSINATE NON-DASHEEN:** Assassinate notable non-Dasheen elves in the city.
- ☐ **CAPTURE AND SACRIFICE HALF-ELVES:** Perform sacrifices to the Goddess Dashani in a purification ritual.
- ☐ **SPREAD DISINFORMATION:** Seek to spread disinformation by intercepting and altering dispatches to other members of the Triumvirate.
- ☐ **TAKE CONTROL OF RUINS:** Find and capture ruins beneath Nimroth to establish a base of control. Convinced that ruins beneath Nimroth testify to an Elvish heritage, kill a local family to gain access to the grottos beneath with ancient Elvish relics from a forgotten age. The *Apotheon*, an ancient prophecy of Dashani predicting the rule of purist Elves, is there hidden. The *Apotheon* predicts a future Apotheosis (rise to godhood) of all surviving faithful Dasheen.
- ☐ **INVOKE THE WIGHTS:** Perform a vile ritual sacrifice of one member of each non-Elvish race while invoking Dashani to dispatch a series of Wights from the chaos to come the supremacist's aid.
- ☐ **STAGE COUP OF THE CITY:** Seek to kill the king of Nimroth while staging a coup of the city, inviting in Dashani forces hidden outside the city.

The Lost Crown of J'Minga

Two **Archpriests Of Zeradoon**, a benevolent religious system opposed to the **Red Eye Of G'harniga**, recruit the heroes to brave an ancient booby-trapped temple to retrieve a golden idol. While this

seems a simple quest, in fact it is merely a test. If the heroes succeed (or at least survive) the Archpriests will then reveal their larger mission: to beat a cult of G'Harniga in finding the **Lost Crown Of J'minga**.

The Red Eye is a twisted human cult obsessed with making their evil deity ruler of the world, believing the Lost Crown will make their shaman-led forces invincible. The cult worships an infernal, red-eyed Cyclops deity and have the Red Eye tattooed on the shoulder of each cultist. They have cult compounds across the world, all who serve the elusive **N'muba**, high priestess of G'Haringa. **R'dag Kalendon**, a Red Eye Shaman, leads a local group of armed cultists who will attempt to thwart the heroes' efforts.

To find this relic, the Red Eye cultists must find **Lorentis Amendon**, an old mentor connected to the heroes. Lorentis is the leading expert on the ancient **Underground City Of Duris**, where the **Staff Of K'nahmu** is located. The Staff of K'Nahmu is key to finding the **Pool Of Ascension**, the secret chamber where the Crown rests.

Encounters

- **WEAK:** 6 Red Eye Cultists (**cultist**)
- **AVERAGE:** 6 Red Eye Cultists (**cultist**), 2 Red Eye Shamans (**cult fanatic**).
- **STRONG:** 12 Red Eye Cultists (**cultist**), 3 Red Eye Shamans (**cult fanatic**), 1 Elvish Matriarch (**archmage**).

Dark Destiny

The Red Eye cult destroy all rival religions and become rulers of the world under the leadership of their High Priest who wields the power of the Lost Crown of J'Minga.

Escalations

- ❑ **FIND LORENTIS AT ALL COSTS:** Lorentis is rumored to be in **Bizigath**. A trip to Megadon reveals that Lorentis has recently died, and his daughter **Lannia** possesses the headpiece to the Staff of K'Nahmu. She is unwilling to part with the headpiece. Minions led by Red Eye shaman **Agh Tahnu** are sent and threaten Lannia to get the headpiece. The thugs are willing to die to acquire the headpiece.
- ❑ **KIDNAP THE GIRL:** The cultist attempt to kidnap Lannia and take her away in a caravan of armed cultist headed through mountain passes.
- ❑ **EXCAVATE THE POOL OF ASCENSION:** In the Underground City of Duris, the Red Eye cultists excavate the Pool of Ascension and use the headpiece (if they possess it) or a replica of the headpiece (if they only saw the headpiece) to find the Crown.
- ❑ **PURSUE ENEMIES WITH**



LONGSHIPS OR FLYING WYVERNS:

One hidden cult compound is near the coast and has long-ships powered by rowing slaves. Another nearby cultist temple have used spells to charm Wyverns which they ride as mounts to pursue by air any who take the Crown. Both compounds have burly cultist champions who challenge any heroes crossing their path to duels.

- ❑ **ENTOMB THE HEROES:** The cultist attempt to throw the heroes into the Pool of Ascension and seal them therein, leaving them to die amidst vast swarms of snakes. Disturbed mummies will revive and also attempt to block further escape.
- ❑ **USURP THE CROWN:** R'Dag Kalendon, Agh Tahnu, or another surviving Red Eye leader take the Crown to a remote island via Wyvern mounts or by long-ships to usurp the power of the Crown rather than presenting the crown to their high priestess N'Muba. N'Muba and her forces will arrive to vie with the treacherous cultist over control of the crown. Whichever cult wins will then attempt the ritual to activate the crown. The Crown is a twisted, spiked, iron abomination connecting twelve rectangular panels with bas-relief depictions of odd celestial creatures. The Crown cannot be controlled by friend or foe. If it is worn after the rituals to invoke G'Harniga, angelic,

beautiful, ghost-like beings emerge from the icons on the crown and float around the assembly. The apparitions then transform into angels of death and use a vortex of flame to melt any trying to control the Crown. The heroes witness the blue nimbus of souls of any cultists who participated in the ritual being pulled away by the apparitions to serve ghostly Red Eye Cyclops G'Haringa in his infernal realm. The cultists scream as they realize their kingdom is not of this world, but in the tortured realm of their evil god. The apparitions then disappear and the iron crown melts into slag.

The Restless Mountain

Mount Ragohn is out to destroy a town and its people (along with any hidden treasures) beneath an eternal grave of ash and molten debris.

The slumbering volcano of Mount Ragohn is becoming restless. It will gradually awake and reassert its disregard for life by belching forth fire and ash. A cult named the **Ragohni** located in the nearby town of **Losthaven** worship the god they believe inhabits the mountain.

Characters:

TLONGANUNGAN: Head cult leader who is in league with local slavers, from whom he recruits virgins for annual sacrifices. Once the mountain becomes active, he will seek more frequent

sacrifices.

LORD VABAN: Local ruler with a secret treasure of vast gold, hoarded from years of heavy taxation and slave trade. This treasure is hidden beneath his heavily guarded keep and known only to his family. Though Lord Vaban allows the local slavery and virgin sacrifices, he is protective of his daughter's virtue and will balk when Tlonganungan seeks to take Vaban's daughters as sacrifices.

MYSTRAS, MAYBENA & MLANI: Lord Vaban's three virgin daughters.

Encounters (1d6)

- 1-2. Light seismic activity causes tremors which will rattle structures but cause no damage
- 3-4. Medium seismic activity topples pots and breaks pots and loose items.
- 5-6. Heavy seismic activity which splits the earth, causing chasms to form and swallow nearby creatures.

Escalations

- ❑ **BEFRIEND THE HEROES:** Light tremors. A young virgin befriends the heroes.
- ❑ **BOIL THE BATHERS:** The volcano leaks lava into a local spring, leaving two dead bathers who were boiled alive. The water is contaminated with volcanic residue and undrinkable. A local cult leader warns of a pending eruption should the Mountain not be appeased by an additional virgin sacrifice. Local slavers sell distraught virgins to **Tlonganungan**.
- ❑ **RECRUIT CONVERTS:** Medium tremors. Cult leaders recruit more converts.
- ❑ **DESTROY BOAT HULLS:** A local lake and river have waters that become acidic and will eat away at any boat's hull. People attempting to repair a boat or who fall into the water receive chemical burns.
- ❑ **CONTAMINATE THE WATER SUPPLY:** The town's water supply becomes contaminated with volcanic residue. Panicked townspeople seek a more expansive virgin sacrifice.
- ❑ **SACRIFICE THE HEROES:** Seismic activity causes rivers to surge or change course and wash away any bridges out of town. Local cult followers blame the heroes as interlopers whom the mountain god has angered. The local cult seeks to sacrifice the heroes (even if not virgins) to the mountain.
- ❑ **BURY THE TOWN IN A CATAclysmic ERUPTION:** The volcano erupts in a final, catastrophic eruption that will level the town. Flaming volcanic debris will pelt the players and sulfurous fumes will overcome those with poor constitution.

The pyroclastic flow of ash will demolish everything near the mountain, including the town. Afterwards, Mount Ragohn, now missing most of its peak, will finally resume its slumber, but occasional tremors hint that it might erupt again.

RANDOM TOWNS

Towns are not at any predetermined location. Instead, as the players meander around the map, have them track their location on a hex map. When a village encounter seems appropriate, pick one from this list (or roll a d20) and note its location on the map.



- 1. ❑ **Stawford:** Pop: 405, Human; Alignment NG; Ruler: Sister Avila Gossett, Cleric-4, LG; Resource: Grain

Stawford is a medium sized town in the middle of vast grain fields. It's golden grain is turned into bread as well as some of the regions finest beers and ales.

A bleak winter has turned into a harsher summer. The drought has made the crop weak and the town's spirits weaker. Some have attributed it to ancient spirits of summer not being appeased. Some have turned to animal sacrifice others in dark corners have turned to worse. Sister Avila Gossett has tried to calm the townsfolk down but they are desperate.

- 2. ❑ **Hollyhead:** Pop: 692, Elf; Alignment NE; Ruler: Baron Tanithil Gailen, Fighter-4, NE; Resource: Quarry

Hollyhead is an Elven Town which is located near a quarry rich with valuable ore, they have found silver, copper, and other precious metals.

Baron Tanithil Gailen is taxing the townsfolk into indentured slaves. These slaves must buy back their freedom but this is difficult because the 'Company Coin' only works at the 'Company Store'

and weekly payment barely covers room and board. The Baron is a collector and loves the finer things.

- 3. ❑ **Sharpton:** Pop: 164, Human; Alignment LN; Ruler: Reeve Rycharde, Fighter-4, TN; Resource: Pasture

Sharpton is village that is surrounded by grazing pasture used by the surrounding baronies.

Sharpton and its peasant leader Reeve Rycharde has found itself under siege by a group of bandits. The bandits have set up camps that will not let anyone out or in its timber walls. The village holds someone or something the Bandits want.

- 4. ❑ **Red Hawk:** Pop: 885, Elf; Alignment LN; Ruler: Mayor Kit Conser, Rogue-4, NG; Resource: Natural Industry (Dyeing)

Red Hawk is an Elven town known for its rich and colorful dyes.

Mayor Kit Conser is preparing the town for a visitation by one of the distance monarch's envoys inspecting the dyeing work for the annual coronation remembrance tunics. The Mayor is trying to make sure that everything is ready for the Royal Visitation. Little does the Mayor know that the monarch is coming in disguise to inspect it himself.

- 5. ❑ **Barkamsted:** Pop: 366, Human; Alignment CG; Ruler: Knight Elyas, Fighter-4, LE; Resource: Magical Resource (Druid Grove)

Barkamsted is a small human town that neighbors a grove where druids pilgrimage four times a year during the solstices and equinoxes.

There has been several groups that have been terrorizing the neighboring druids but because they are not in Knight Elyas' jurisdiction he will not lift a finger. The Party will see a group druid being berated on the road into town.

A few hours or even a day or two after the party enters the town someone will scream, "Fire!" as the grove is set to flame.

- 6. ❑ **Narfolk:** Pop: 724, Human; Alignment CN; Ruler: Father Garvey, Cleric-4, LG; Resource: Hunting

Narfolk is a human town surrounded by forests and fields abundant with wild game.

Father Garvey is preparing for St. Neoptolemos Fair, a great festival with food, drinks, and dancing. The highlight of the week-long festivities is a marathon that reenacts the Neoptolemos' exploits which includes eating a 7-course meal in under an hour, then running 5 miles, boxing a gloved bear, and finally dodging a barrage blunted knives before crossing the finish line. The winner is crowned Avatar of St. Neoptolemos for the year, which gives them special honor in the surrounding counties.

7. □ Silverkeep: Pop: 647, Human; Alignment CG; Ruler: Duke Aril Ourri, Fighter-4, LE; Resource: Mines

Silverkeep is human town which has traded hands between Dwarf and human hands several times over the last millennia. It has a rich deposit of silver and it's mines supply many of the regions coins.

Duke Aril Ourri has found 'heretics' in the town and has called for an Inquisition. This is in fact a ploy to dispose of certain 'undesirables' that have recently setup in town. The inquisition targets those of either half race or a specific ethnicity. There are several groups in hiding, wanting to escape the town but in fear of getting caught.

8. □ Hogsfeet: Pop: 299, Dwarf; Alignment NG; Ruler: Brother Galdurs; Cleric-4, NE; Resource: Animals (Pigs)

Hogsfeet is a Dwarven Village with a large population of pigs. These animals provide both beasts of burden and food.

A large crowd is a bustle with excitement as a Dwarf is brought to the stocks near the center of the village. Brother Galdurs has ruled that anyone who kills a pig will must be put to death. Burbel saved a young girl from a pig but only he and the young girl know this. Burbel is a simple, mute Dwarf and the young girl was knocked unconscious.

9. □ Old Ashton: Pop: 485, Human; Alignment NE; Ruler: Duke Gunterius, Fighter-4, CG; Resource: Fishing

Old Ashton is a human fishing village who farms these fish in a man-made lake that is a tributary from a large river.

The town's lake has begun to run dry as waters upstream have receded and the fish have started to die. Duke Gunterius has sent a group to investigate and have not yet returned. The waters upstream have been dammed by a group of giant beavers who have set up residents and captured the group for food.

10. □ Highwood: Pop: 766, Human; Alignment CG; Ruler: Alden Kendric, Rogue-3, NE; Resource: Timber

Highwood is large timber camp that supplies most of the region with it's milled lumber.

Alden Kendric has recently had problems with 'gremlins' gumming up the works around the camp. Woodsmen have been injured in 'accidents' over the last few weeks. Groups of woodsmen are leaving, saying the woods are cursed. The accidents have been caused by a group of woodland Fey that just love mischief.

11. □ Stratham: Pop: 323, Human; Alignment NE; Ruler: Sir Thancred, Fighter-4, LN; Resource: Hay

Stratham is a small human village who pride themselves to having the best hay in the region. Many nobles and rich merchants come from far and wide to pick up large shipments of this magnificent hay.

Sir Thancred has been busy overseeing the building of several new barns to store hay. The building is nearly complete but they have run out of lumber. The shipment should have been here by now. Where could it be?

12. □ Baerney: Pop: 275, Elf; Alignment LN; Ruler: Master Nyharis, Wizard-4, CN; Resource: Furs (Bears)

Baerney is a small Elven settlement with a thin veil between the material plane and the elemental plane of Bears. The village uses the bear pelts for trade among the other villages and towns in the region.

Master Nyharis has been messing with the elemental planes again and may have made a small tear from the elemental plane of water into the village and flooded the area. Many of the villagers are safe in their tree houses but won't be able to leave with all the water elementals roaming about.

13. □ Bleakburn: Pop: 314, Halfling; Alignment CG; Ruler: Monk Armand, Cleric-4, CN; Resource: Fertile Farmland

Bleakburn is a small Halfling village whose nutrient soil produces some of the best potatoes in the region.

Monk Armand has been given grief by the locals for sheltering a group of wandering lepers. Even after quarantining them, one after another the villagers have started to show signs. Is this plague a curse? Can it be cured? Will it affect the potatoes?

14. □ Frostford: Pop: 546, Halfling; Alignment TN; Ruler: Father Jordan, Cleric-4, LE; Resource: Fishing

Frostford is a Halfling village that sits atop a large dam. They have some of the most delicious fish in the region.

The village of Frostford is in a time of mourning. Their beloved mayor has died. Father Jordan is holding a procession with the whole town and is using it to secretly leverage his position as the town's leader through loopholes in the bylaws.

15. □ Clare Viewpoint: Pop: 769, Elf; Alignment TN; Ruler: Brother Bouns, Cleric-4, NE; Resource: Natural Resource (Resin)

Clare Viewpoint is an Elven town high atop a tall forest. They have built a city in the sky. The trees themselves produce a strong resin that is used throughout the region.

Brother Bouns is calling for repentance among the elves in the town, calling them back to the 'Old Ways' long

forgotten. The resin storage building has broken loose and has started to fall leaking resin on residents, their homes, and the wildlife below coating them in a sticky resin that if dries, will be permanent.

16. □ King's Watch: Pop: 959, Dwarf; Alignment LN; Ruler: Capt. Harman, Fighter-4, NG; Resource: River

King's Watch is a Dwarven fort that sits on a river at the frontier. It was a strategic point in ages gone but has fallen into ruin and only those who are most stout-hearted man it's walls.

Smoke from the other side of the river has been seen and others say that drums can be heard in the distance. Capt. Harman has begun recruiting, but these young dwarves are new and soft stone that have never seen a real war. He is training harder than ever. Preparing for the war to come.

17. □ Mirstone: Pop: 289, Dwarf; Alignment LE; Ruler: Burgreth Frostbelly, Rogue-4, NE; Resource: Magical resource (Ley Line)

Mirstone is a Dwarven village surrounded by high hills at who's tops rest ancient points through which the magical energy highway known as ley lines travel. Magicians, wise men, and sages travel far and wide to study its effects and to try and harness its powerful potential.

Several pilgriming Sages have been found dead. The murder, still at large has left a small red kerchief in the victim's mouths. The sheriff can't solve the case. Little does the town know that the city official Burgreth Frostbelly is killing and stealing the victim's research. He is always has a red kerchief on his person but not readily visible.

18. □ Coalfell: Pop: 724, Dwarf; Alignment LG; Ruler: Foreman Hessdrag Flintbeard, Fighter-4, LG; Resource: Mines (Coal)

Coalfell is a Dwarven settlement set in a coal mine. It is the main supplier of coal to Nimroth.

Foreman Hessdrag Flintbeard is trying to keep production up since haunting began in mines lowest level. Some miners have been found either scared white, petrified, or dead. This has lead many of the miners to hold a strike till the problem is taken care of. The Flintbeard is in dire need of the party's help to solve this problem.

19. □ Kirekwall: Pop: 201, Human; Alignment CG; Ruler: Bishop Reeve Persefall, Cleric-4, LG; Resource: Monastery

Kirekwall is small town atop a wall on the border of the frontier. It has a small monastery where monks cloister to meditate and study the sacred writing of the saints.

Father Reeve Persefall has been trying

to keep the peace but since one of the brother has told the others a vision of a comet falling from the heavens destroying the world there has been little. Some of the brothers call it a prophecy and others call it heresy. While the Father is left picking up the pieces.

20. □ Irragin: Pop: 138, Halfling; Alignment CE; Ruler: Bruno Littlefoot, Rogue-4, TN; Resource: River port

Irragin is a small village on an even smaller tributary. The village is a port barges and ferry crossing.

Bruno Littlefoot's oldest daughters, Holly, is getting married. Sparing no expense, he has invited all to join him in celebrating. Ale will flow, goose with orange sauce will be plentiful, and dainties and desserts will delight every whim. Dancing enjoyed by all.

RANDOM ENCOUNTERS

To determine random encounters, use either the One-Time Encounters table or the Recurring Encounters list for the appropriate terrain or locale. One-Time Encounters are events that happen only once. Recurring encounters can happen more than once.

City & Towns

1d4 One-Time Encounters

1. □ A tavern brawl has gotten too rowdy and spilled onto the street. Several **thugs** are beating each other senseless, with one **gladiator** clearly dominating the brutal melee. The party gets inadvertently finds themselves swept up in the violence.
2. □ Wild music and impassioned dancing fill the streets as raucous parade makes its way down the road. Though many **commoners** have joined in the revelry, the parade's core is made up of devoted **cultists**, led by a **cult fanatic** who wants the entire world to descend into chaos.
3. □ A plaintive woman rushes at the party, pleading for them to save her from a group of corrupt **guards** who want to wrongly imprison her. The woman is actually a **spy** who is wanted for conspiring against the city's leaders.
4. □ A **mastiff** approaches the party as if it wants something. It

expectantly moves towards a nearby side street, barking and whining until they follow it. It leads the party down an alleyway where more mastiffs are waiting near a pile of treasure amassed from other people who have fallen for a similar ruse.

1d10 Recurring Encounters

- | | |
|-------------|------------|
| 1. Assassin | 6. Acolyte |
| 2. Commoner | 7. Bandit |
| 3. Spy | 8. Noble |
| 4. Veteran | 9. Priest |
| 5. Thug | 10. Guard |

Hills & Mountains

1d4 One-Time Encounters

1. □ A small army of **ogres** have congregated in a valley. They have set up a makeshift arena, and are engaging in a week-long bloodsport to crown a new king. Once their champion is named, they intend to rampage throughout the region, capturing slaves and causing mayhem.
2. □ A particularly lush valley becomes a battlefield between the **kobolds** that live there, and a tribe of **orcs** that seeks to conquer the valley and make it their new home.
3. □ A few eccentric **druids** have set up a shrine where they are feeding all manner of fresh vegetables to an enormously fat **giant goat**, who they regard as the avatar of a nature deity. They are disturbingly insistent that the party give up their quest and dedicate their lives to serving the goat.
4. □ A wide cliffside path leads to a cavernous den. Inside the den, a **wyvern** is chained to the wall near a pile of straw that appears to be its bedding. On the opposite wall, an **ettin** appears to be sleeping, although one of its heads is awake and alert. The ettin has trained the wyvern as a pet, and they are both eager to violently defend their home against intruders.

1d10 Recurring Encounters

- | | |
|--------------------|----------------------|
| 1. Swarm of Ravens | 6. Ettin |
| 2. Harpy | 7. Minotaur |
| 3. Wyvern | 8. Giant Wolf Spider |
| 4. Giant Eagle | 9. Kobold |
| 5. Orc | 10. Giant Goat |

Grasslands & Forest

1d4 One-Time Encounters

1. □ A group of Dwarven lumberjacks (treat as **berserkers**) have become too greedy for their own good by attempting to cut down a huge, healthy tree. It turns out that tree was actually a **treant**, who intends to turn the tables and cut down the Dwarves instead.
2. □ The party is warned about a dangerous path that crosses through a dark section of the woods. Along that path is a gang of unscrupulous **wererats** who are extorting travelers as they pass.
3. □ Nestled in an otherwise healthy copse of trees is a circle of scorched earth. In the centre of the devastation are the remains of a paladin clutching a magical sword. The paladin's **ghost** lingers, only allowing the sword to be claimed by a worthy successor.
4. □ A pair of **knights** and their squires have met in an open field. They plan to duel each other to resolve an honorable dispute.

1d10 Recurring Encounters

- | | |
|-----------------------|-------------|
| 1. Dryad | 6. Bandit |
| 2. Wolf | 7. Sprite |
| 3. Young Green Dragon | 8. Owlbear |
| 4. Ogre | 9. Treant |
| 5. Riding Horse | 10. Centaur |

Jungle & Marsh

1d4 One-Time Encounters

1. □ The corpse of a local **scout** hangs from a mess of vines. All four of his limbs have been savagely removed, and his chest has been carved with the symbol of a family of **tribal warriors**. Similar grisly warnings and primitive traps surround the area.
2. □ The roars of angry **gorillas** suddenly peal through the trees. A group of **apes** have turned against their alpha — a **giant ape** — and the



ensuing power struggle is making quite the commotion.

3. ☐ The party hears the sound of crude music coming from beyond the swamp's thick fog. When they get close enough, they see a **lamia** dancing seductively, and a group of **lizardfolk** beating on makeshift drums made of skin and bones for her amusement.
4. ☐ The party comes across a barren tree standing tall in the middle of the marsh. Several desecrated corpses are tied to the branches by nooses. The creature is actually a carnivorous **awakened tree** that preys on travelers and controls their corpses as **zombies** like marionettes.

1d10 Recurring Encounters

- | | |
|-----------------------|---------------|
| 1. Violet Fungus | 6. Giant Frog |
| 2. Tribal Warrior | 7. Wereboar |
| 3. Zombie | 8. Troll |
| 4. Young Black Dragon | 9. Crocodile |
| 5. Giant Wasp | 10. Skeleton |

Rivers & Water

1d4 One-Time Encounters

1. ☐ The party overhears some campers telling stories about the nearby river dropping off into an amazing waterfall. Upon investigation, the waterfall obscures the entrance to a damp cave where a den of **gricks** make their home.
2. ☐ Merchants from local towns have complained that their shipments by boat usually fail to arrive when they are sent to traverse the most efficient river route. If the party investigates, they find that a clever **hydra** has buried itself underneath the water, ambushing boats as they pass.
3. ☐ Smoke rises from a ship in the distance, along with the cries of hapless victims. A gang of **orc** raiders have boarded and ransacked the vessel, and are in the process of burning it down.
4. ☐ The wind suddenly stops, halting the party's seafaring journey. Horrid moans echo through the ship as the **specter** of its captain — who was murdered decades ago — plots to take her revenge.

1d10 Recurring Encounters

- | | |
|------------------------|-------------------|
| 1. Giant Sea Horse | 6. Giant Crab |
| 2. Storm Giant | 7. Water |
| 3. Giant Crocodile | Elemental |
| 4. Young Bronze Dragon | 8. Hunter Shark |
| 5. Swarm of Quippers | 9. Killer Whale |
| | 10. Giant Octopus |

RANDOM MAGIC ITEMS

As the players explore, they may encounter some unique magic items

1. ☐ **Weird Wizard Wankin's Wand of Wonder:** *Wand, rare (requires attunement by a spellcaster).* You find a fully charged (7 uses) bright red Wand of Wonder lying discarded in an unexpected place, teleported away from its last owner. It has special properties. When the owner enters combat or the boundaries of a town, village, or city, it compels the owner to retrieve and point the wand, shouting the command word "Wankin-Akini-Lanaku!" which is inscribed along the wand. It cannot be given away, discarded or destroyed. Once the 7 charges are expended, the Wand teleports 30 miles away and fully recharges. Perhaps the next owner will be an enemy.

2. ☐ **Zadus' Wandering Mage's Eye:** *Wondrous item, rare (requires attunement by a spellcaster).* A bright white opaque sphere about the size of an orange. When attuned allows the wielder to use the Arcane Eye Spell once per long rest. When activated the iris of the eye oscillates between all the colors of the rainbow.

3. ☐ **Martumal's Hammer of Knocking:** *Weapon (hammer), unique.* This smokey gray metal hammer is light as a feather yet hard as stone. Once per day the wielder can use the Knock Spell.

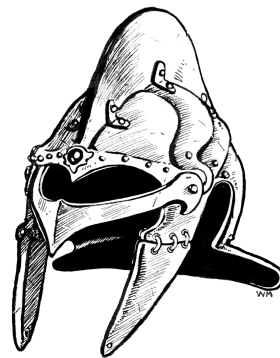


4. ☐ **Oolahkain's Book of Answering:** *Wondrous item, unique (requires attunement by a spellcaster).* A bronzed book of empty yellowing pages. When attuned the reader may use the Commune Spell once per long rest. The answers will appear in fiery infernal letters on one of the empty pages. Once read the pages go blank again.
5. ☐ **Iriehana's Tube of Laughing Light:** *Wondrous item, unique (requires attunement).* A small bright metal tube with a rounded gem at one end. When activated the wielder may cast the Light Spell. Roll a d6, on a roll of 1-5 nothing happens, but on a 6 the wielder is overcome with laughter and must make stealth checks at disadvantage.

6. ☐ **Quohand's Box of imitations:** *Wondrous item, unique (requires*

attunement by a spellcaster). The small palm-sized box allows the wielder to imitate another creature that has been within 15' of the box (that has spoken words) and then throw that voice up to 30' away. A creature must make an Intelligence (Investigation) check DC 15 or be fooled.

7. ☐ **Frouirin's Helm of Mental Moving:** *Wondrous item, unique (requires attunement).* This large obtrusive helm looks like a cage that fits on top of the wearer's head. Wires, cords, and other bobbles strewn all over it. When attuned the wearer may cast the Telekinesis Spell once per short rest.



8. ☐ **Brekain's Sash of Warning:** *Wondrous item, unique (requires attunement).* A long woven sash of bright orange and yellow. When attuned the wearer can cast Foresight once per long rest. But when activated the wearer has disadvantage of Dexterity (Stealth) checks as the sash blinks yellow and orange.

9. ☐ **Kevian's Belt of Red-Faced Ogres:** *Wondrous item, unique (requires attunement).* A large well-worn leather belt. It has white silver filagree throughout. The silver threads join in the center to form an ogre's face. While the belt is worn the wearer will have Advantage on Charisma (Intimidation) Checks.

10. ☐ **Corerris' Boots of Volubility:** *Wondrous item, unique (requires attunement).* A sleek pair of eel skin boots that when attuned the wearer gains Advantage on Charisma (Persuasion/Deception) checks.

11. ☐ **Jannda's Cube of Ominous Possibilities:** *Wondrous item, unique (requires attunement).* A small golden polyhedron gleams when it is rolled. When attuned it gives the wielder Advantage on Charisma (Gambling) or Dexterity (Sleight of Hand) checks.

12. ☐ **Horaver's Oil of Plant and Mineral Speaking:** *Wondrous item, unique (requires attunement by a spellcaster).* A viscous green metallic fluid in a glass tube with a cork stopper. When a drop is placed on a plant or mineral casts the Awaken Spell. There are 12 uses in

the container

13. ☐ **Davamros' Hood of Ethereal Movement:** *Wondrous item, unique (requires attunement by a spellcaster).* A dark gray hood and cape that smells of smoke and ash. When attuned the cape can act as the Gaseous Form Spell once per long rest.
14. ☐ **Pangold's Circlet of the Crafter:** *Wondrous item, unique (requires attunement by a spellcaster).* This thin platinum band is carefully etched with the runes that were used in forming the material plane. When attuned the wearer can cast the Creation Spell once per long rest.
15. ☐ **Krisonna's Ball of Mirrored Lights:** *Wondrous item, unique (requires attunement by a spellcaster).* This small mirrored ball when spun in a circle will allow the wielder to cast Dancing Lights once every short rest. When spun the mirrored ball gives off a low drum-like pattern.
16. ☐ **Graceella's Poultrice of Misleading Double:** *Wondrous item, unique (requires attunement).* A jar of terrible smelling moss and other plant waste. When applied it acts as the Mislead Spell. There are 10 uses in the jar.
17. ☐ **Vicven's Skull of Soul Holding:** *Wondrous item, unique (requires attunement by a spellcaster).* The bleached skull is etched deep with the symbols of infernal necromancy. When attuned it acts as the Magic Jar Spell. Once used the skull disappears.
18. ☐ **Gralamin's Leaping Shoes:** *Wondrous item, unique (requires attunement).* A pair of spring-soled leather shoes. When attuned the wearer can cast the Jump Spell once every short rest.
19. ☐ **Quilyassa's Chalk of Sending:** *Wondrous item, unique (requires attunement by a spellcaster).* A short piece of brittle chalk. When used to draw a door, window, circle, etc.. works just like the Teleportation Circle Spell. The Piece of chalk has 7 charges. When the last portal is exited the chalk disappears and teleports to one of the 7 portals that was drawn.
20. ☐ **Aralynn's Medallion of Manipulating Waters:** *Wondrous item, unique (requires attunement by a spellcaster).* This aqua blue glass medallion filled with clear liquid. When attuned the wearer can cast Water Control once per long rest.

RANDOM TRINKETS

1. ☐ a massive banded wooden box of small bags of exotic spices [30gp]
2. ☐ a flawless yellow blanket with a black stripe in a tooth-like pattern

3. [10gp] ☐ a filthy steel ring with a detailed snake motif of a long forgotten cult [1gp]
4. ☐ a fancy burlap bag of pink salt [10gp]
5. ☐ a little copper coffer with the initials 'DMF' on the bottom [5gp]
6. ☐ a miniature honeycomb made of gold [40gp]
7. ☐ a big marble hairbrush with a long thin hair made of gold [7gp]
8. ☐ a scuffed rosewood bucket with a remains of rope that once was held to a well [4gp]
9. ☐ a little bronze chair with the name of the seated princes on its headrest [8gp]
10. ☐ a small steel key with it's incisions in the shape of a skull [60gp]
11. ☐ a dirty ebony figurine depicting great St. Avery [7gp]
12. ☐ a weathered iron canoe with a glass bottom [1gp]
13. ☐ a set of pristine copper earrings with tiny manticore motif [10gp]
14. ☐ a colossal bronze circlet with a tiny mermaid motif looking as green as the ocean foam. [3gp]
15. ☐ a weathered lavender rug with the crest of the current regional lord [4gp]
16. ☐ a shimmering gold pitcher with an ivory lid shaped like a gargoyle [8gp]
17. ☐ a battered steel statue depicting two tiny snakes entwined as a tree [6gp]
18. ☐ a colossal onyx bust of the king of the fire giants [3gp]
19. ☐ a battered steel compass whose needle points east [2gp]
20. ☐ a flawless indigo rug whose edges are trimmed in gold [7gp]

RANDOM NAMES

As you encounter folks, here are some names you can use.

Humans

- Human Males:** ☐ Dudley, ☐ Edwin, ☐ Griffith, ☐ Hayden, ☐ Jeraziah, ☐ Marcus, ☐ Oswald, ☐ Reginald, ☐ Stanford, ☐ Quincy
- Human Females:** ☐ Bailey, ☐ Clarissa, ☐ Delia, ☐ Elanor, ☐ Hannah, ☐ Janice, ☐ Kaylie, ☐ Lindette, ☐ Madeline, ☐ Rayne
- Human Surnames:** ☐ Alrist, ☐ Brackson, ☐ Danfield, ☐ Kritchener, ☐ Mullock, ☐ Norwick, ☐ Pryce, ☐ Renault, ☐ Vernath, ☐ Winston

Dwarf Names

- Dwarf Males:** ☐ Borthram, ☐ Dalmar, ☐ Frokk, ☐ Grag, ☐ Hordus, ☐ Kelgrom, ☐ Korrimar, ☐ Ogruk, ☐ Thordin, ☐ Vondar
- Dwarf Females:** ☐ Bralga, ☐ Delra, ☐ Franthi, ☐ Gerwen, ☐ Gwenora, ☐ Heldyl, ☐ Laswyn, ☐ Marwil, ☐ Nesbelle, ☐ Runthiss
- Dwarf Surnames:** ☐ Anvilgrinder, ☐ Boulderbeard, ☐ Bramblefist, ☐ Foehewer, ☐ Giantbane, ☐ Ironbrand, ☐ Jewelseeker, ☐ Oreshaper, ☐ Stonehammer, ☐ Stoutbrew

Elf Names

- Elf Males:** ☐ Arilon, ☐ Caeldrom, ☐ Devion, ☐ Parthir, ☐ Ruathar, ☐ Suliben, ☐ Sylfas, ☐ Teranor, ☐ Umeiran, ☐ Wrenian
- Elf Females:** ☐ Dalriel, ☐ Eluril, ☐ Gweleth, ☐ Halia, ☐ Koralyne, ☐ Penneth, ☐ Quinaste, ☐ Raveil, ☐ Shelana, ☐ Trevaril
- Elf Surnames:** ☐ Acharath, ☐ Calthiel, ☐ Duineth, ☐ Eldrinor, ☐ Gavior, ☐ Losthor, ☐ Mallowarth, ☐ Neriline, ☐ Pelinar, ☐ Taepfen

Halflings

- Halfling Males:** ☐ Dunrick, ☐ Flynt, ☐ Horace, ☐ Kinton, ☐ Melvin, ☐ Pendleton, ☐ Ringley, ☐ Rowan, ☐ Tanno, ☐ Wilbur
- Halfling Females:** ☐ Brenda, ☐ Calpernia, ☐ Eralie, ☐ Faris, ☐ Isabelle, ☐ Jendi, ☐ Kimberly, ☐ Laurel, ☐ Shelby, ☐ Yasmine
- Halfling Surnames:** ☐ Greenthumb, ☐ Hardtack, ☐ Mondobelch, ☐ Pondskipper, ☐ Quickfoot, ☐ Ratcaller, ☐ Silvertongue, ☐ Sweetsnap, ☐ Thickenose, ☐ Tumblebelly



EVICTED AT MANOR DE MARCE

An adventure for characters **levels 5-7**

Your footsteps ring out a silence-shattering chorus as you follow the shuffling feet of **Aldric Withershins**, the Head Librarian of Rensfort. A heavy oak door scrapes against the flagstones as he ushers you into a small chamber that serves as a meeting place for the **Rensfort Historic Society**. A half circle of stone grey faces view you expectantly. A dry voice from among them rattles out, "So, these are the...adventurers. Let's get this over with."

GM NOTES

Reports indicate that an abandoned outpost high in the mountains has recently fallen to a roaming band of Giants from deep within the **Dragonridge Mountains**. **Lodwug the Giant** has recently laid claim to the outpost and is using it as a base from which to locate lost Dwarven treasure.

Usually this wouldn't be of too great a concern to the Historic Society, but as far as the Society will admit, this specific outpost had not yet been catalogued. The party is instructed to document any discoveries with historical significance but to leave as much of the site untouched as possible for later retrieval.

In actuality, the Historic Society knows that the outpost is the old manor of one of Rensfort's hidden vampiric ruling class, **Countess de Marce**, and so it holds a special place in her non-beating heart. A painting of Countess de Marce herself sits above the table, her unnatural beauty and piercing green eyes should leave an impression on at least one member of the party.

As the party explores the manor and takes on the giants, they may begin to catch hints of the truth, possibly even uncovering the Countess' crypt.

What the party does with the knowledge of Rensfort's true rulers is in their hands, but a job well done with few questions asked may go a long way towards securing a powerful ally. However, the Countess is well aware of the manor's contents, so any missing items (like the book) will not go unnoticed and a potential ally may become a powerful enemy.

VISUALS

The GM may want to sketch a map of a manor, and possibly the surrounding areas leading to the manor.

5E STATS

Creatures

- **DIRE WOLF**: Dire wolf (CR 1 (200 XP)).
- **ETTIN**: Ettin (CR 4 (1,100 XP)).
- **GHOST**: Ghost (CR 4 (1,100 XP)).
- **GIANT BLACKSMITH**: See Appendix B (CR 4 (1,100 XP)).
- **HALF GIANT**: See Appendix B (CR 1 (200 XP)).
- **HILL GIANT**: Hill Giant (CR 5 (1,800 XP)).
- **LODWUG**: See Appendix B (CR 8 (3,900 XP)).
- **OGRE**: Ogre (CR 2 (450 XP)).

ADVENTURE KEY

Upon entering a new room other than Area K, Area L or Area M, roll 1d12. On the result of a 1, the party encounters a patrol of **2 half giants**. If the room already had a combat encounter, replace it with a patrol of **3 ogres**.

□ **AREA 'A'**: A small guard post sits near the fork in the path, occupied by an **ettin** and **1-5 direwolves**. If this fight takes more than three rounds, one of the ettin heads will remember its duty and attempt to yell back to the house to warn the others of the threat. If successful, the giants in Area C are awakened and waiting for the party. □

The door to Area F is barred from the inside and cannot be forced open. If a Strength check is attempted, a slot in the door slides open and the Giant Blacksmith within says a pass phrase, "What's the best kind of Dwarf?" with the expected answer of "a dead one". Charisma checks to trick or influence the Blacksmith should be made at **DC 15**. If the party manages to get the Blacksmith to open the door they gain a surprise round.

□ **AREA 'B'**: A rumbling sound can be heard from the door leading to Area C. With a **DC 13 Wisdom (Perception) check** sounds of a smithy can be heard through the door to Area F. A pool of blood has formed under the door to Area D.

□ **AREA 'C'**: The barracks for the troops, this room is filled with a horrible stench that seems to hang in the air. Upon entering the room the PC's must make a **DC 13 Constitution save** to avoid becoming Poisoned. Poisoned characters remake this save at the beginning of each turn until they save.

Four **half-giants** (use the stat block in Appendix B) and a **hill giant** are in this

room and sleeping, their snoring being the sound heard from outside the door. They will not rouse until one of them is attacked.

□ **AREA 'D'**: The floor in this area is greased with the fat and blood of untold beasts. Spears and broken wood have been arranged throughout the hall to deter anyone attempting to enter the manor. The area is difficult terrain and PC's must make a **DC 15 Dexterity saving throw** to move, taking **2d10 piercing damage** upon a failure as they slip and fall into the piled weapons.

□ **AREA 'E'**: The smell of roasting meat wafts from the patio at Area E1. If the PC's make too much noise in this area the enemies from Area E1 will ambush the party at the fountain from all sides.

A dry fountain sits at the center of a high hedge maze. The bottom of the fountain contains a thick layer of red dust that tastes faintly of iron. A PC can discover that the powder is dried blood upon succeeding on a **DC 15 Intelligence (Investigation)** check.

A rusted valve can be easily found in the bushes nearby. If the valve is opened, the fountain makes a loud clunking sound and a dark, bracken water erupts high into the sky. This alerts the monsters at Area E1 and the raining filth makes a radius of 40' centered on the fountain into difficult terrain. The valve can only be shut off with two successes on **DC 15 Strength (Athletics) checks**.

□ **AREA 'E1'**: A large goat is being roasted over a fire pit at the center of a grand patio. If your party is lower level, a **half giant** is present alongside the **ettin** chef with a chef's hat. If your party is higher level, consider using a **hill giant** instead.

□ **AREA 'F'**: Grinding stones, a crude forge and piles of twisted iron reveal this to be the giant's makeshift smithy. Tattered banners and defiled paintings are all that remain of a once great hall. One portrait that remains features the Countess de Marce at what appears to be a great feast commemorating the founding of Rensfort. The frame is dated to nearly 200 years prior. In this area is a **giant blacksmith** (see Appendix B) and **3 half giants** (see Appendix B).

The door to Area I is boarded shut but can be forced open with a few minutes' effort.

□ **AREA 'G'**: The inward-opening doors to this corridor can be jammed and the party can use this area to take a short rest.

□ **AREA 'G1'**: The iron-banded door to this room is locked securely. A key to the door

can be found in a chest of drawers in Area M.

Atop a pile of boxes is a small chest that contains 6d100 gp, 10d100 sp, a ruby studded coronet worth 300gp, and an ornate book. The pages of the book detail a long heraldry but a Detect Magic spell reveals that the book exudes a strong aura of Illusion Magic. A ritual performed by an 8th level wizard can break the spell, revealing a full history of the de Marce coven with names, birthdates, dates of turning, etc.

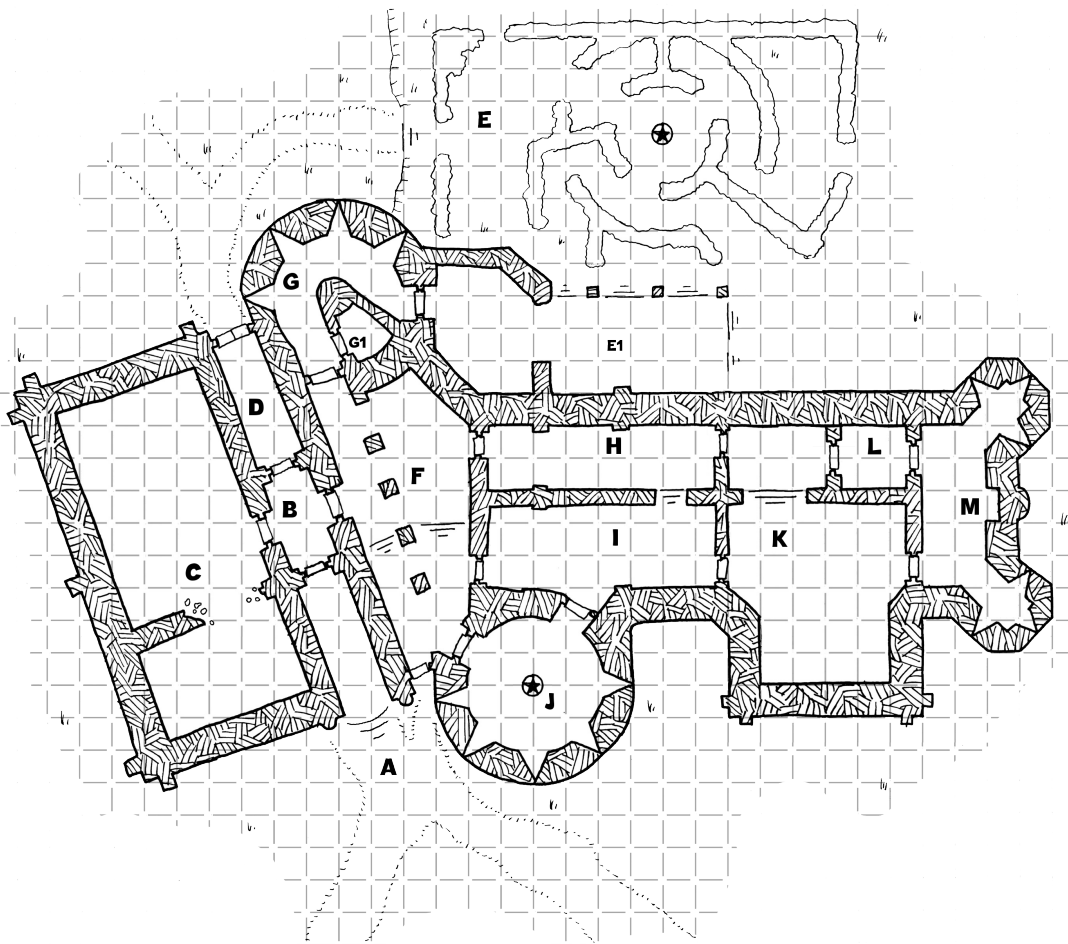
❑ **AREA 'H':** Roughly built cages line the southern wall of this room but all of them are currently empty. A pile of goblin corpses in the corner gives some clue to their prior inhabitants.

❑ **AREA 'I':** A pen has been erected in the center of this room and 7 **dire wolves** are locked inside. Hanging from a metal contraption above the wolf pen is a terrified goblin named Blatz. The wolves' attention strays from Blatz to the party and they will attack if anyone enters the pen. A whip on the wall grants advantage on Wisdom (Animal Handling) checks to subdue the wolves.

Chains on the eastern wall control the contraption to which Blatz is fixed. Blatz will trade his freedom for information about **Lodwug**. Blatz knows that Lodwug is searching for a long forgotten Dwarven hall said to be full of treasure and that the giant is dreadfully afraid of spiders.

❑ **AREA 'J':** A spiraling mosaic converging at the center adorns the floor in this dust-covered room. A dead hill giant is inside, visible wounds covering its body but without a trace of blood to be seen. If blood is spilled into a basin along the southern wall the tiles at the center of the mosaic spin around and form the shape of a heart with a small, round slot at its center. To proceed, any wooden object (a stake) must be driven into this slot. Once done, the spiraling mosaic will begin to drop and form a staircase that leads down into a crypt. For the purposes of this adventure this area is empty except for an ornate sarcophagus detailed with a carved female form with two large emeralds (valued at 250gp each) set in the eyes.

If any other method is attempted to bypass the mosaic lock, or if anything other than a wooden object is driven into



the heart, a whirlwind forms at the center of the room. All creatures within 20' of the center must make a DC 15 Constitution saving throw or take 3d10 necrotic damage that cannot be recovered until the end of a long rest.

❑ **AREA 'K':** Detailed maps of mountain passes and caverns are spread out on every flat surface in this makeshift war room. **Lodwug** himself (use the stat block in Appendix B) looks on as an ancient Dwarf scribbles away at another map. Lodwug does not immediately attack but his fuse is short, eventually he will draw an enormous stone maul from his back and move to attack.

The Dwarf, **Feron Shaftdiver**, has been held captive by Lodwug for years and used to document the giant's search for long lost Dwarven treasure.

❑ **AREA 'L':** An old pantry that has been converted into Feron's quarters. A captive for many years, he has nothing of worth.

❑ **AREA 'M':** Lodwug's personal quarters. The pelt of an enormous bear is stretched out as a makeshift bed. The pelt itself is worth 100gp and a sack underneath contains 2d20pp, 6d100 gp, 1d6 diamonds worth 150gp each and 3d6 emeralds worth 75gp each. A chest of drawers in the corner contains a key that unlocks the door to

Area G1.

NOTES

SAVAGE ABDUCTION

An adventure for characters **levels 5-7**

A duke from **Rensfort** has tasked your party with a quest. His wife, **Bernadette**, had recently complained that she feared she was being stalked by **Osborn**, an archer and beastmaster who is known to wander the hills north of town. The duke was skeptical that such a respected hunter would want anything to do with his wife, but his attitude changed when Bernadette was kidnapped in her sleep. The walls of her bedroom were littered with crossbow bolts and claw marks, leaving no doubt that Osborn was the culprit. Your job is to track him down, bring him to justice, and rescue Bernadette.

GM NOTES

Bernadette is actually a lycanthrope, and **Osborn** is keeping her prisoner until he can cure her. He's trained his beast companions to ward off intruders from his den. Bernadette isn't aware of her curse, and Osborn is only trying to stop her from hurting innocents.

VISUALS

The GM may want to sketch a map of a cave, to be used in any scenario in which the party fails to track Osborn.

5E STATS

Creatures

- **BERNADETTE**: Treat as Were-bear (CR 5 (1,800 XP)) but cannot use Greataxe.
- **GHOST**: Ghost (CR 4 (1,100 XP)).
- **GIANT BOAR**: Giant Boar (CR 2 (450 XP)).
- **GIANT CONSTRICTOR SNAKE**: Giant Constrictor Snake (CR 2 (450 XP)).
- **GIANT CROCODILE**: Giant Crocodile (CR 5 (1,800 XP)).
- **GOBLIN**: Goblin (CR 0.25 (50 XP)).
- **HUNTER SHARK**: Hunter Shark (CR 2 (450 XP)).
- **OGRE**: Ogre (CR 2 (450 XP)).
- **OSBORN**: Treat as Assassin (CR 8 (3,900 XP)) but makes two Light Crossbow attacks as a multi-attack and doesn't have disadvantage when making ranged attacks in melee.
- **OSBORN'S WATCHER**: Treat as Giant Owl (CR 0.25 (50 XP)) but with truesight, 60 hit points, and immune to damage from area attacks.
- **ROPER**: Roper (CR 5 (1,800 XP)).

- **TROGLODYTE**: Troglodyte (CR 0.25 (50 XP)).
- **TROGLODYTE ALPHA**: Treat as Minotaur (CR 3 (700 XP)).
- **VICIOUS JACKAL**: Treat as Gnoll Pack Lord (CR 2 (450 XP)) but uses Bite instead of Glaive or Longbow.

TRACKING OSBORN

Before the PCs can confront Osborn, they first need to find him. Have everyone make a **DC 15 skill check** with each PC using their choice of **Intelligence (Investigation)** or **Wisdom (Survival)**. If at least half of the group succeeds, they find Osborn's den without incident. Otherwise, they lose the trail and stumble upon a different cave.

Roll 1d4 to determine which threat they find in the cave. Once the threat has been dealt with, the PCs can eventually find Osborn's den without needing any further rolls.

1. A pile of giant rat corpses sits in the center of the cave. **1d4 Giant Constrictor Snakes** have tired of such easy hunting, and are eager for more challenging prey.
2. The **Ghost** of an old druid haunts the cave. He asks the party to complete a short ritual that will bring peace to his soul. Only one PC can attempt the ritual, and completing it requires a **DC 18 Intelligence (Nature) check**. If any of the PCs are nature-aligned in some way (for example, if they are a ranger, worship a deity that represents the nature domain, or have the outlander background), they have advantage on this check. If the ritual is unsuccessful, or if the PCs refuse to attempt it, the ghost attacks them.
3. While investigating the cave for clues regarding Osborn's whereabouts, the party triggers a rockslide. Each PC must succeed on a **DC 15 Dexterity saving throw** or take **3d10 bludgeoning damage**.
4. The cave contains an **Ogre** and **4d4 Goblins**. When the PCs arrive, the ogre is using two of the goblins as a chair and watching two of the other ones fight each other while the rest of them cheer from the sidelines.

ADVENTURE KEY

- **AREA 'A'**: The PCs arrive at Osborn's den during the night. Moonlight shimmers across a pool of water which sits only a few paces away from the den's entrance. A **Giant Crocodile** is hiding in the water; the tip of its snout can be seen with a **DC 13 Wisdom (Perception) check**. The crocodile will emerge from the water and attack if any PCs attempt to enter the den. Once Bernadette is rescued and brought back outside, she will catch sight

of the moon, transform into her hybrid form, and become hostile towards the PCs. If the PCs make it clear that they want to deal nonlethal damage and subdue Bernadette instead of killing her, she will transform back to her human form upon reaching 0 hit points.

□ **AREA 'B': 5 Giant Boars** are kept in cages in this room. Perched atop one of the cages is **Osborn's Watcher**, an enormous hawk with truesight. If any of the PCs are spotted, Osborn's Watcher will stare at them, but it won't take offensive action until they step into the room. In combat, Osborn's Watcher will spend each turn opening a cage as an action. Only when all five cages are open will Osborn's Watcher join the fight.

□ **AREA 'C'**: The southern door to this room is trapped with spikes that emerge from both sides of the wall when it opens. The trap can be spotted with a **DC 15 Perception (Wisdom) check**, and the triggering mechanism can be jammed with a **DC 15 Dexterity (Thieves' Tools) check**. PCs triggering the trap must succeed on a **DC 15 Dexterity saving throw** or take **4d10 piercing damage**.

Inside the room, Osborn is mixing together some sort of musky, metallic-smelling unguent. Upon seeing the PCs, he'll brandish a poison-tipped crossbow bolt and warn the party that he will not let them take Bernadette, so if they don't turn back immediately, he'll be forced to kill them. He is very reluctant to maintain a conversation, but he might be convinced to talk with a **DC 20 Charisma (Persuasion) check**.

□ **AREA 'D': 3 Vicious Jackals** feast on a fresh carcass. The jackals snarl menacingly, but they will not attack if the PCs hug the wall and avoid getting close to them. If the jackals are still alive by the time Bernadette is rescued, she will snarl back at them, attempting a **DC 10 Charisma (Intimidation) check**. On a success, the jackals will noticeably back away. On a failure, the jackals will attack.

□ **AREA 'E'**: Lying on a cot in her prison cell is the duchess Bernadette, looking visibly sick. The ground in her cell is sprinkled with a flaky metallic substance; a **DC 13 Intelligence check** will reveal the substance as silver shavings. The PCs can easily open the cell door from the outside.

□ **AREA 'F'**: The south entrance to this chamber is blocked by a wooden barricade affixed with metal spikes. The barricade contains gaps, but it extends all the way to the ceiling, and is too formidable to be worn down by simple attacks. The damage of a 1st level or higher spell will destroy it.

Inside of the room, a steep ledge overlooks a pool of water containing a **Hunter Shark**. Climbing onto the ledge from the water requires a **DC 13 Strength (Athletics) check**. At the top of the ledge is a **Troglodyte Alpha** and **4 Troglodytes** who are trying to dig through the wall. They are hungry monsters who will try to eat the PCs at first sight. To even the odds, they will attempt to push weaker PCs into the shark-infested water.

2 Ropers are hiding amidst the other stalactites in this room. They are in competition with each other trying to earn the bigger meal. Both of them can grapple the same PCs simultaneously, but if that happens, the ropers become engaged in a tug of war. At the start of each round, for each double-grappled PC, have the ropers roll an opposing Strength check against each other. The loser's Reel ability does not apply to that PC until the next round.

Upon returning to Rensfort, the duke will reward the PCs for completing their quest. If they kill Bernadette and return with proof of her death, the duke will begrudgingly give them **4d10 x 10 (220) gp** as payment. If they spare Bernadette and bring her back alive, the duke will additionally give them a magic item reward from page 10.

NOTES



SEIZE THE FEY

An adventure for characters **levels 5-7**

You meet an old fur trapper named **Kirgritch** while exploring the foothills south of Bizigath. He tells you that the nearby forest's wildlife has grown exceptionally intelligent recently. Animals have been using branches to trigger his traps from afar, and the wind always seems to send his arrows astray. Suspecting magical trickery, Kirgritch offers a supply of specialized traps to aid you, and entreats you to investigate the forest.

GM NOTES

The culprit behind the strangeness in the forest is a satyr enchanter named **Zanward**. He is not evil, but he is mischievous, powerful, and completely oblivious to the consequences of his actions. Most of the adventure involves the party following him through twisting glades and caves as he incites the local inhabitants.

In order to keep the game flowing, give Zanward a 'plot shield' if the PCs try to attack or hinder him as he is fleeing from each area. Players might find their magic met with counterspells, their arrows bouncing off an invisible forcefield, or their swords slicing through thin air as they realize they're trying to attack an illusion.

This adventure is meant to feel like a high-stakes chase where the party tries to catch up to Zanward, but he is always one step ahead of them. Allow the PCs up to 10 minutes to recuperate between areas, but make it clear that pausing the chase to rest for an entire hour is not an option. There is an opportunity halfway into the adventure for players to gain the benefit of a short rest without compromising the flow of the game.

VISUALS

The GM may want to sketch a map of the forest area.

5E STATS

Creatures

- **GREATER BLACK PUDDING**: Treat as Black Pudding but with 170 hit points and Huge size (CR 6 (2,300 XP)).
- **LIFE ELEMENTAL**: Treat as Fire Elemental (CR 5 (1,800 XP)) but in any instance when it would deal fire damage, it instead restores half as many hit points.

- **RANGER**: Veteran (CR 3 (700 XP)).
- **SPRITE**: Sprite (CR 0.25 (50 XP)).
- **TREANT**: Treat as Treant but cannot use *Animate Trees* (CR 8 (3,900 XP)).
- **TROLL**: Troll CR 5 (1,800 XP) with the *Loathsome Limbs* variant trait. One of the trolls starts with a severed arm, and the other one starts with a severed leg. Both trolls also start with half of their maximum hit points.
- **WILL-O'-WISP**: Will-o'-Wisp (CR 2 (450 XP)).
- **YOUNG GREEN DRAGON**: Young Green Dragon CR 8 (3,900 XP)).

KIRGRITCH'S TRAPS

This adventure is more difficult than the level range would suggest, but that is balanced by the specialized traps Kirgritch gives the party. It takes an action to arm the trap. It can be placed on the ground or thrown up to 15 feet away. The trap can be placed or thrown in an occupied or unoccupied space. Once armed, the trap's triggering area is a 5 foot square. A creature triggers the trap when it enters the area or starts its turn there. An untriggered trap can be disarmed and retrieved over the course of 1 minute, but a triggered trap is expended and cannot be used again. Each PC receives one trap, determined by rolling 1d8 on the table below.

- 1 **SHRAPNEL TRAP**: When triggered, creatures within 5 feet of the trap must make a **DC 17 Dexterity saving throw**, taking **8d8 piercing damage** on a failed saving throw, or half as much damage on a successful one.
- 2 **VENOM TRAP**: The triggering creature must succeed on a **DC 17 Constitution saving throw** or take **4d8 poison damage** and be paralyzed for 1 minute. At the end of each of its turns, the creature can repeat the saving throw to end the effect.
- 3 **EXPLOSIVE TRAP**: When triggered, creatures within 10 feet of the trap must make a **DC 17 Dexterity saving throw**, taking **8d6 fire damage** on a failed saving throw, or half as much damage on a successful one.
- 4 **NOXIOUS TRAP**: When triggered, the area in a 10 foot radius around the trap becomes filled with poisonous gas for 1 minute. Creatures are poisoned while within the area. When a creature enters the area for the first time or starts its turn there, it must make a **DC 17 Constitution saving throw**. The creature takes **4d8 poison damage** on a failed save, or half as much damage on a successful one.
- 5 **SPIKE TRAP**: The triggering creature must make a **DC 17 Dexterity saving throw**, taking **12d12 piercing**

damage on a failed saving throw, or half as much damage on a successful one.

- 6 **FREEZING TRAP**: When triggered, creatures within 5 feet of the trap must succeed on a **DC 17 Dexterity saving throw** or take **2d6 cold damage** and be restrained for 1 minute. The creature can spend an action to break itself free from the ice, ending the effect.
- 7 **CORROSIVE TRAP**: The triggering creature is covered in ooze for 1 minute. At the start of each of its turns, the creature must make a **DC 17 Constitution saving throw**, taking **4d6 acid damage** on a failed saving throw, or half as much damage on a successful one.
- 8 **REJUVENATING TRAP**: This device uses the same mechanisms as Kirgritch's other traps, but it is designed to heal rather than harm. The triggering creature **regains 10d10 hit points**.

ADVENTURE KEY

AREA 'A': Not long after beginning to explore the forest, the PCs hear the sound of panpipes coming from a nearby glade. Upon investigating it, they see **Zanward** dancing around a huge tree in the center of the clearing. He explains that he is the one behind the strange occurrences. He says that he quite likes the changes he's made, so if the party wants to stop him, they'll have to catch him first. With a dramatic flourish, he bestows sentience to the huge tree he was dancing around, turning it into a Treant that is hostile towards the PCs. Zanward then skips away to Area B.

AREA 'B': Tiny houses are built into this glade's trees. The houses form a village occupied by **2d4 sprites**. When the PCs arrive, Zanward is weaving sinister magic into a discordant chorus on his panpipes, causing the sprites to become hostile. Before he descends into Area C, he hints that while these sprites may seem good-hearted, they are actually evil deep down inside. This has a layer of truth, thanks to the satyr's magic; when each sprite dies, it rejoins the battle as a **will-o'-wisp**.

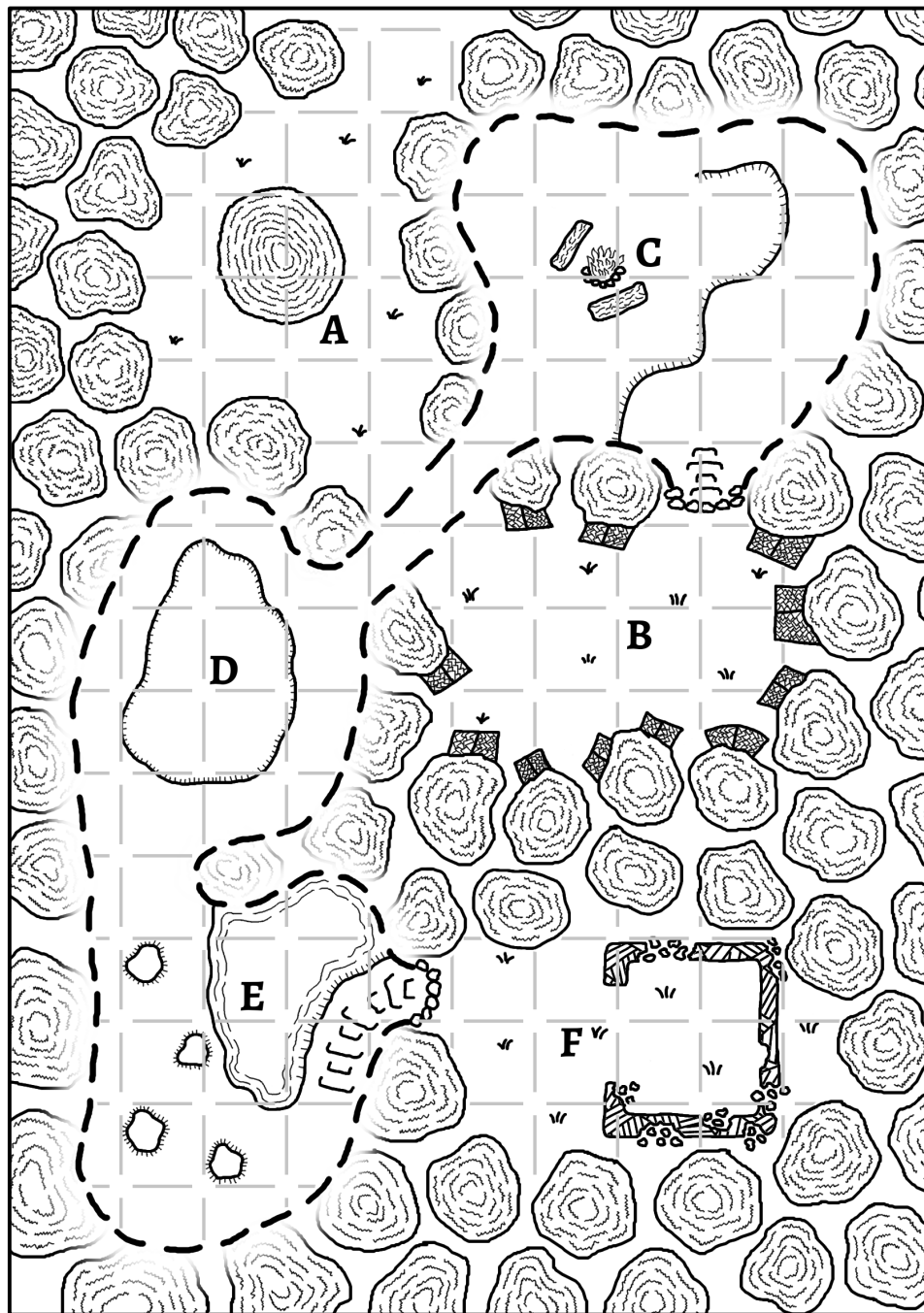
AREA 'C': A ramp descends into an underground cavern where Zanward is being attacked by 2 rangers (treat as **2 veterans**) who have set up camp here. When he looks up and sees the PCs at the top of the ramp, he laments that he was only trying to stop the rangers from burning themselves with their campfire. Now that the PCs are here, he decides to solve both issues in his own twisted way. With an inspiring panpipe melody, he

turns the rangers against the PCs and transforms the campfire into a green-hued life elemental (treat as **fire elemental**) before retreating all the way to Area E. When the PCs finish the encounter, they feel that there is still some restorative energy remaining in the ashes of the campfire. They can gain the benefit of a short rest over the course of just a few minutes by huddling around the ashes as they smolder out.

❑ **AREA 'D':** A circular walkway surrounds a 5 foot deep pit in the middle of this cavern. Sitting in the pit are 2 Trolls who are looking worse for wear. One of them has a nasty burn mark on its rubbery hide, and the other one's flesh is covered in bubbling acid scars. The two of them have apparently encountered poor luck in their search for food, so they have conceded to eat each other. The PCs can sneak their way around the pit if every member of the group succeeds on a **DC 11 Dexterity (Stealth) check**. If any of the PCs are discovered, the trolls stop gnawing on each other's severed arms and legs, instead opting to claim a much tastier meal together.

❑ **AREA 'E':** Casually leaning against one of the stalagmites next to the pool of water in this room is **Zanward**. Have the PCs each make a **DC 16 Wisdom (Insight) check**. On a success, it becomes clear that using so much magic has taken its toll on Zanward, and he is trying to recharge his power by resting. As the PCs arrive, he pretends to be merely annoyed by their persistence, chucking a stone into the water and fleeing to Area F. The stone seems to hover midair for a moment, but it becomes clear that the pool was occupied when a **greater black pudding** lurches towards the PCs in search of sustenance.

❑ **AREA 'F':** When the PCs emerge from the underground cave system, they find themselves in an enclosed clearing where a dilapidated, roofless temple is nestled between the trees. Inside of the temple is a **young green dragon** whose eyes are glazed over. Zanward sits atop the dragon's neck with a similarly glassy stare. He congratulates the party on being worthy nemeses, revealing that he spent all of his remaining power to dominate the dragon's mind. Zanward and the dragon both roar in unison as they prepare to make their final stand.



every word). As a last-ditch effort, he tries to bribe the party into sparing him by offering Zanward's Panpipes, which will cease to function if he dies. If the PCs decide to kill him anyway and return to Kirgritch with proof of his death, Kirgritch will give each of them another one of his traps (rolled on the Kirgritch's Traps table) to be used on future adventures.

NOTES

AFTERMATH

When the dragon is defeated, **Zanward** falls to the ground, barely grasping at life. He begs the party not to slay him, promising to never cause any more trouble again (and lying through his teeth with

JOHEN'S FATAL ATTRACTION

An adventure for characters **levels 5-7**

Rumors from the east suggest that the **Orc Lord** is building in strength and the city of **Rensfort** is the first line of defense for the west. You're to meet with **Andre Ohmere** who has been tasked by the leaders of Rensfort with developing new defenses against the orc hordes. Among other projects Andre has commissioned an eccentric wizard, **Johen**, to produce new defenses in his tower in the ruins of **Oersted Mine**. It's been some time since Andre has received a report from Johen, and the higher-ups are expecting results.

GM NOTES

Johen is a scholarly wizard with a growing expertise in lightning and electricity. Unfortunately for **Andre** and the people of **Rensfort**, Johen's passion is in discovery, not application. While he is a skilled researcher and theorist, Johen lacks the experience and mean-streak necessary to turn his research into weaponry.

As his research continued, the electrical demands of his various experiments were beyond what even Johen could conjure. Instead, he eventually lured an intelligent **Lightning Elemental** into the Material Plane, imprisoning it in the depths of the mountain to act as a power source. The natural copper deposits in the old mine in which Johen has located his laboratory provide all the wiring and conductance needed to run his various experiments.

Johen and his assistants have been locked in their lab since the hobgoblin **Korgurk** and his clan invaded the upper floor of the mine. A hired tinkering gnome by the name of **Sturge** is among the hobgoblins and has worked to turn all of Johen's experiments into potent warmachines.

Can the party navigate the treacherous contraptions and bring a most unlikely trio (**Johen**, **Sturge** and the **Lightning Elemental**) together to bring about a new age of defense for Rensfort?

VISUALS

The GM may want to sketch the map.

5E STATS

Creatures

- **CHARGED HOBGOBLIN**: See Appendix B (CR 3 (700 XP)).
- **GOBLIN**: Goblin (CR 0.25 (50 XP)).
- **ROPER**: Roper CR 5 (1,800 XP)).
- **PIERCER**: See Appendix B (CR 0.5 (100 XP)).
- **KORGURK**: See Appendix B (CR 5 (1,100 XP)).
- **LIGHTNING ELEMENTAL**: See Appendix B (CR 8 (3,900 XP)).

Constructs

- **ARC GENERATOR**: See Appendix B.
- **ELECTROMAGNET**: See Appendix B.
- **COIL TURRET**: See Appendix B.

Magic Items

- **HEART OF THE STORM**: See Appendix B.

ADVENTURE KEY

The cave complex consists of a main level (areas A through F). There are two lifts, each of which connects to one of the lower levels. The lift to the West in Area C connects down to Area G. The lift in Area F to the East connects to Area I.

❑ **AREA 'A'**: The entryway to an old mine. A dusty old sign hangs loosely from a single, rusty nail that reads "Oersted's Mine" in common and dwarvish. Various tools and mining carts lie in disrepair. A **DC 15 Wisdom (Perception) check** reveals that the PC's hair is standing slightly on end due to the static electricity present in the mine. With an **DC 13 Intelligence (Search) check**, the PC's can find a small amount of copper ore in one of the abandoned minecarts.

If the party stalls in this area, a group of roaming guards (**2 Charged Hobgoblins** (see stat block in Appendix B) and **4 Goblins**) wanders by.

Near the end of the fight, one of the Goblins attempts to flee to warn Korgurk. If successful, Korgurk and his troops get advantage on their initiative rolls at Area F.

❑ **AREA 'B'**: A large metal ball made from scrap hangs from the ceiling of this cavern. Thin wires snake from the ball to a crude box along the northern wall. **2 charged hobgoblins** (see stat block in Appendix B) and their troops man defensive positions around the room. Upon seeing the party, one of the **4 goblins** flips the switch on the box, activating the **arc generator** (see stat block in Appendix B).

A small pile of rocks against the eastern wall can be cleared with a few minutes of work. I, if the roaming guards were not

used at Area A, this may be a good time for them to appear. Once the stones are removed, a small hole in the wall is revealed. This hole leads to a narrow slide that dumps out in Area F. PC's that enter the hole must make a **DC 15 Dexterity save** to safely navigate the slide. Upon a failure, the PC takes **2d8 bludgeoning damage** and exits the hole at Area F at high speed and the PC must make an additional **DC 15 Dexterity (Acrobatics)** or **Strength (Athletics) check** to grab the edge of the ledge in Area F. Upon failing this check, the PC takes an additional **2d6 bludgeoning damage** and falls prone on the ground at Area F.

❑ **AREA 'C'**: A painted sign posted outside this cave reads "No Enter — NO METAL" in goblin. A **DC 18 Wisdom (Perception) check** can be made outside the room to feel the faint pull against something metal on the PC (this effects PC's wearing medium or heavy armor, excluding hide. This feeling intensifies and becomes obvious as they enter the chamber.

The inside of this cavern is marked with large stalagmites. A single **roper** is hiding among the stalagmites and **3 piercers** (see stat blocks in Appendix B) are hanging from the ceiling.

Wires weave among the stalagmites, connecting three metallic objects that jut from the floor.

The metal objects are **3 electromagnets** (see stat block in Appendix B). The roper waits for unwary creatures to stray into the chamber and become affected by the magnets before pouncing.

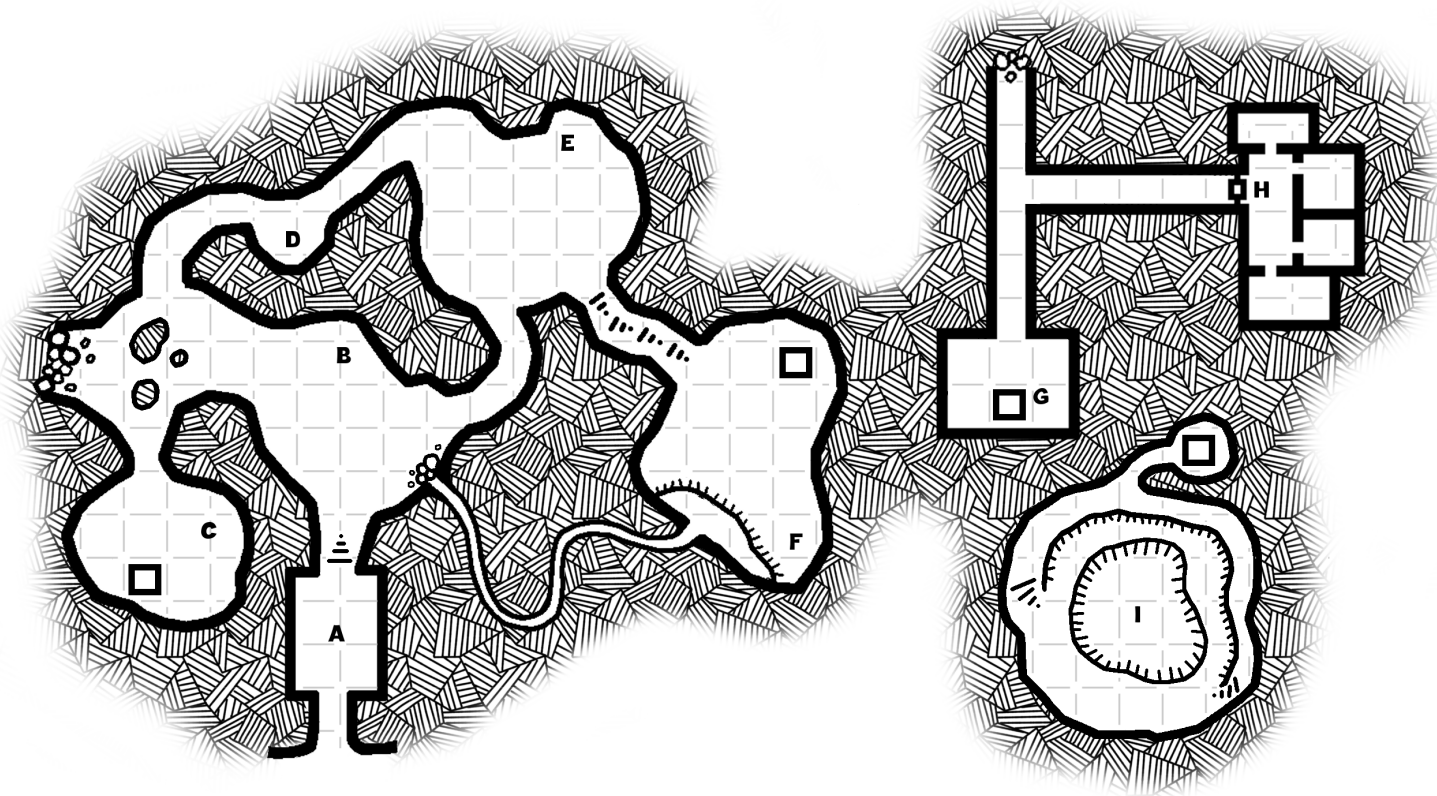
A lift in the southeastern corner of the room leads down to Area G.

❑ **AREA 'D'**: This alcove is lined with veins of raw copper ore. Occasional sparks arc from point to point in the room. Any PC that gets near to a vein takes **3d10 lightning damage** and must make a **DC 17 Wisdom save**. On a success, the PC hears a cackling laughter in their head and sees visions of a sneering face made of lightning bolts. On a failure, the PC is affected by the **lightning elemental's Embodiment ability** for just long enough to taunt the party.

❑ **AREA 'E'**: This wide room serves as the barracks for the clan. **Goblins** sit atop stands throughout the room manning **coil turrets** (see stat blocks in Appendix B).

The barracks are otherwise empty, the rest of the clan being positioned around the cave.

❑ **AREA 'F'**: Devices in various stages of completion line every flat surface in this room. A gnome, **Sturge**, toils away at a table in the center of the room as **Korgurk** (see Appendix B) the hobgoblin chief looms over him. Korgurk calls out, "Faster, Sturge, we need more traps, more zaps!"



What are we paying you for, anyway?" at which point the others in the room begin chanting, "More traps! More zaps! For Lord Korgurk!"

A single electromagnet is located in the center of the room. **Coil turrets** (see stat block in Appendix B) exist and are manned by goblins as described below.

As the fight starts, Sturge rushes to a false stalactite that he lifts to the ceiling via pulleys where he hides for the remainder of the fight. Sturge angrily greets the party once Korgurk and the others are slain. He's happy to be rid of the thugs, but Korgurk paid well for his services and now he's unemployed. Sturge's motivating factor is compensation.

A lift in the northeastern corner of the room leads through Area G and then down to Area I.

❑ AREA 'G':

The lift lowers into a mineshaft. Starting at the intersecting hallways, a wire mesh lays across the floor extending 20' down the hallway towards Area H. A tripwire is stretched across the passage. The wire can be noticed with a **DC 15 Intelligence (Search) check** and easily disarmed. If the wire is tripped, a current is passed through the wire mesh and any PC's standing on the mesh take **2d10 lightning damage**.

A heavy wooden door is shut tight and barred from within at the end of the

hallway leading to Area H. The door shows the signs of numerous attempted entries by the goblins. **Johen** speaks through a slot in the door and will open it only after hearing that the goblinoid infestation is cleared.

❑ **AREA 'H':** Johen's laboratory is a complete mess of half finished experiments and notes. The air is thick with static electricity as the wizard and his three assistants hurry about.

Johen explains about the **lightning elemental** trapped far below with little more than a chuckle. He has no idea about any of the devices the PC's may have encountered yet although he is intrigued about how they work.

If present, **Sturge** is amazed by Johen's laboratory and leaps around among experiments babbling about various devices he could make using Johen's discoveries. After slight protesting, Johen will agree to work alongside Sturge, the pair making a great research and development team for electrical weapons (providing a consistent source of electricity can be found). Johen's motivating factor is freedom.

❑ **AREA 'I':** The lift lowers into a whirling maelstrom. The air cracks and snaps with the sound of lightning and small sparks arc off of any metal present. In the center of a circular room, a Lightning Elemental has escaped its containment cage, which

lies crushed against the far wall.

The **Lightning Elemental Embodies** a PC to attempt to negotiate. The Elemental hates being bound to the compound but is willing to power Johen and Sturge's devices if it "gets the respect it deserves" preferring personal acolytes befitting a being of raw energy. The Elemental's motivating factor is admiration. The Lightning Elemental is secretly drawing natural energy from the surroundings and has plans on eventually breaking free and exacting retribution on its captors.

If the party kill or fail to tame the Lightning Elemental, Johen will need various hard to find components and a better cage to perform the ritual to summon another and bind it if the operation is to continue. If slain, the Lightning Elemental drops a shard, the **Heart of the Storm**.

NOTES

AFTER-MARKET PARTS: PART 1

An adventure for characters **levels 7-8**

As you travel along the road outside of **Nimroth**, you come across a ragged dog pacing anxiously in the road in front of you. The dog drops a tattered scrap of cloth from its mouth and begins begging and pawing the ground as you approach. The scrap of cloth reads, *"HELP BART"* and appears to be written in blood. The dog leads you off the road and to the mouth of a small, hidden cave. You hear its whimpering continue as it dives through the bushes and delves into the depths.

GM NOTES

The dog is owned by a local vagrant, **Bartholomew**, who has been kidnapped and is being held prisoner in the cave. Aside from Bartholomew and a few other unlucky prisoners, the cave is populated by a group of people indebted to a necromancer by the name of **Dubois**. **Dubois** is allowing the group to work off their debts by supplying him with a steady supply of corpses, organs and flesh — no questions asked. To ensure the cooperation of the debtors and to give the captives a sadistic clue to their fate **Dubois** has stationed a number of undead defenders within the cave.

Dubois himself is a successful criminal who tired of stealing simple possessions and has turned instead to necromancy to steal the ultimate prize — a person's immortal soul. **Dubois** ensures a constant workforce is collecting fresh specimens for his ever-growing army of undead by employing slave labor and blackmailing people based on information gained through his underworld connections. One such victim is **Brice**, the de facto leader of the cave, who finds himself squarely within **Dubois'** crosshairs after a failed attempt to help his sister, **Alexia**, escape.

VISUALS

The GM may want to sketch the adventure map.

RANDOM ENCOUNTERS

As the players traverse the cave they may be beset by wandering undead. As

thematically appropriate, roll 1d10

1d4	Monster
1	1d10 Zombies
2	2d10 Zombies
3	2d8 Zombies and 2 Skeletal Abominations
4	2 Skeletal Abominations and a Flaming Skull
5-10	No encounter

5E STATS

Creatures

- **ALEXIA**: See Flaming Skull, Appendix B (CR 4 (1,100 XP)).
- **BAT SWARM**: Treat as Swarm of Bats (CR 0.25 (50 XP)).
- **BRICE**: See Appendix B (CR 6 (2,300 XP)).
- **CRAZED BUTCHERS**: See Appendix B (CR 3 (700 XP)).
- **DIRE BAT**: See Appendix B (CR 3 (700 XP)).
- **SKELETON**: Skeleton (CR 0.25 (50 XP)).
- **SKELETAL ABOMINATION**: Treat as Minotaur Skeleton (CR 2 (450 XP)).
- **SLAVE**: Treat as Commoner (CR 0 (0-10 XP)).
- **SLAVE DRIVER**: Treat as Veteran (CR 3 (700 XP)).
- **SHAMBLING CLAW**: See Appendix B (CR 0 (10 XP)).
- **WORKER**: Treat as Bandit Captain (CR 2 (450 XP)) but with base damage of 2d6+3
- **ZOMBIE**: Treat as Zombie, but with 44hp and a +2 to Slam damage (CR 2 (450 XP)).

Magic Items

- **BANGLE OF AWARENESS**: See Appendix A.

ADVENTURE KEY

□ **AREA 'A'**: The party enters through the stairs to the east which lead down to a natural cavern that is home to millions of bats. The dog runs off through the guano to the North to the locked door leading to Area I. The ground in Area A acts as difficult terrain due to the thick layer of bat droppings. Any creatures that fall prone in this area must make a **DC 13 Constitution save** or become blinded for 1d4 rounds.

As the party traverses this area they will be attacked by **4 bat swarms** and **2 dire bats**. If they make a significant amount of noise, they will also draw the attention of the **skeletons** in Area B who will shoot arrows at them from the cliff. The door to Area I to the north is locked and requires a **DC 20 Dexterity (Sleight of Hand) check** with Thieves' tools or a key from the Slave Drivers in Area F to open.

□ **AREA 'B'**: A throng of **10 skeletons** and **2 skeletal abominations** creak and stand a vigilant watch over the cave's entrance.

□ **AREA 'C'**: Gouges in the stone and blood stains mark the site of a failed escape attempt. A headless skeleton lies on the ground at the base of the raised area. A plaque set into the stone above the skeleton reads, *"Let this be a reminder to all, there is no escaping this cave alive. ~Dubois"*

On the raised (10') area to the north a small pouch can be found containing a simple dagger, a day's rations, 1d10 silver pieces and a note bearing the message *"Good luck, Alexia, I'll do my best to ensure you a clear path to the exit! Love, Brice"*.

□ **AREA 'D'**: Nets full of large stones have been tied onto the stalactites along the roof of the cave throughout the room. Select 4-8 squares on your map where the nets and pressure plates are located. If a trap is triggered a **DC 15 Dexterity save** is required to avoid 1d10 bludgeoning damage. the rocks or the pressure plates in the floor can be noticed with a **DC 15 Intelligence (Investigation) or Wisdom (Perception) check**. A **DC 15 Dexterity (Sleight of Hand) check** with Thieves' tools is necessary to disarm each trap.

□ **AREA 'E'**: Storeroom. A chest in the corner contains all of the valuables of those killed in the cave. It is secured to the ground, requiring a **DC 25 Strength (Athletics) check** to remove. **Brice's** key or a **DC 20 Dexterity (Sleight of Hand)** with Thieves' tools will open the lock. The chest contains 1d100 gp worth of baubles and common items and a Bangle of Awareness.

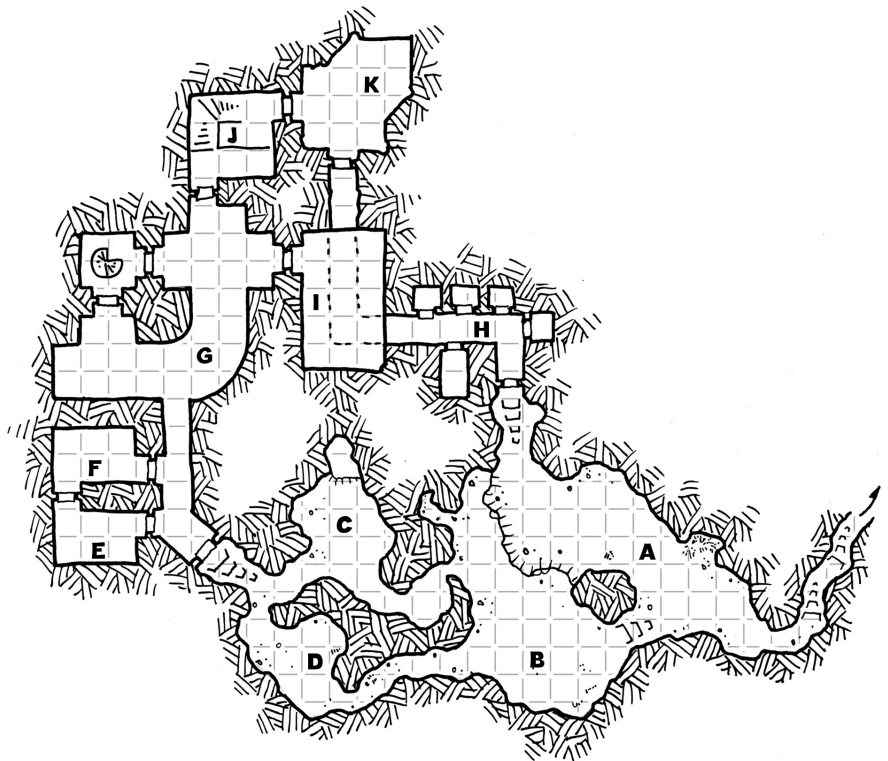
□ **AREA 'F'**: Barracks for the cave's living inhabitants. The **6 slaves** will be forced to fight by any the **2 slave drivers** or **2 workers** present. If the Workers or Slave Drivers are all killed, the remaining Slaves lose the will to fight and will beg for mercy.

The Slave Drivers each have a set of keys that open the door from Area A to Area I. The keys also unlock the cell doors holding the prisoners captive.

□ **AREA 'G'**: Coffins, left over from grave robbing, lie in perilously stacked piles along the edges of this room. **DC 10 Dexterity (Acrobatics) check** is necessary to travel more than 20' per turn in this room, players take **3d6 bludgeoning damage** on a fail as a wall of coffins falls on them. The noise from a falling coffin triggers a roll on the Random Encounters table. The spiral staircase to the northwest leads to a nondescript shack, presumably where carts full of body parts and corpses are loaded for shipment.

□ **AREA 'H'**: Roughly hewn wooden doors

Brice wears a finely crafted golden necklace worth 80 gp and carries a key that unlocks the chest in the storeroom at Area E.



NOTES

AFTER-MARKET PARTS: PART 2

An adventure for characters **levels 7-8**

As you sit in the back corner of a smoke filled tavern drinking away the cares of the road and planning your next step an elderly man enters the bar. The man, draped in drab grey robes and supporting himself on a tall staff approaches you with a soothing, fatherly smile across his face. He introduces himself as **Archibald**, a member of the **Reverent Grace**, and he has information on a necromancer you may know — **Dubois**. His organization is willing to pay in fortune or favor for the eradication of all who practice the necromantic arts.

GM NOTES

The **Reverent Grace** is an anti-undead faction founded on the sanctity of death and committed to stomping out necromancy wherever it arises. Archibald, who is well beyond prime fighting condition instead hires mercenaries to carry out his duty. *"I've led too good a life to let some pissant necromancer come and wake me from my hard earned eternal slumber!"*

Archibald heard about the party's run in with **Brice** from Pt. 1, and he comes bearing additional information and a possible location for **Dubois**. Archibald has learned that a barge is carrying a shipment of corpses and is scheduled to dip into a grotto to the south of **Nargim** a few nights from now.

If the party does not have access to a boat, Archibald can temporarily provide a small, oar powered skiff.

As the party will learn, the cave is indeed Dubois' main base of operations and is the home to his personal undead laboratory. Of late, most of his attention is paid towards his new project, the Undead Behemoth.

Who Dubois' patron is, and what their ultimate goal may be are left unresolved at the end to allow for future adventure hooks.

VISUALS

The GM may want to sketch the adventure map.

5E STATS

Creatures

- **BOMBER**: See Appendix B (CR 3 (700 XP)).
- **DUBOIS**: See Appendix B (CR 4 (1,100 XP)).
- **SAILOR**: Treat as Orc (CR 0.5 (100 XP)).
- **SKELETAL SERPENT**: See Appendix B (CR 4 (1,100 XP)).
- **SLAVE** — Treat as Commoner (CR 0 (0-10 XP)).
- **UNDEAD BEHEMOTH**: See Appendix B (CR 7 (2,900 XP)).
- **UNDEAD CROCODILE**: Treat as Crocodile (CR 0.5 (100 XP)) but with 30 hit points and with standard undead immunities.
- **UNDEAD GUARD**: Treat as Knight (CR 3 (700 XP)) but without the Leadership ability and with standard undead immunities
- **WATER ELEMENTAL**: Water Elemental (CR 5 (1,800 XP)).
- **ZOMBIE**: Zombie (CR 0.25 (50 XP)).

ADVENTURE KEY

□ **AREA 'A'**: The grotto is located about 60 miles south of Nimroth. The entrance to the grotto is hidden behind a thick veil of vines. A **DC 15 Intelligence (Search) check** is needed to find a navigable route through the vines. If anyone in the party is proficient in water vehicles, this check can be made with advantage. On a success, the boat slips through the vines without issue. On a failure, the boat becomes severely entangled in the vines. The party must make a **DC 15 Strength (Athletics) check** for each point the original Intelligence check was below 15 up to a maximum of 5 to free the ship.

Add **1 undead crocodile** to the encounter at Area B for each failure on these strength checks. If the results of the **Strength (Athletics) checks** were mostly failures, everyone in the party also takes **one level of exhaustion**.

□ **AREA 'B'**: As they cross the open water of grotto, the party is attacked from the depths by **1 skeletal serpent**, **3 undead crocodiles** (see stat blocks in Appendix B), plus additional potential failures at Area A.

□ **AREA 'C'**: The coastline is marked with low torchlight, each raised area is a 10' change in elevation. A troop of **6 zombies** and **2 undead guards** stand on the first platform under the watchful eye of a **bomber** atop the highest platform. A long barge is moored at Area C2 and has **4 sailors** aboard that will enter combat at Area C on the second round.

An opening to the East connects to Area E. Tiny creatures can pass through

easily. Small creatures must make a **DC 15 Dexterity check** or take **2d8 bludgeoning damage** as they squeeze through. Medium or larger creatures cannot make it through the opening.

□ **AREA 'D'**: A shallow passageway, navigable only by foot leads to a long forgotten cove. A waterlogged chest rests at the bottom of a 5' deep pool. It takes two PCs succeeding on a simultaneous **DC 15 Strength (Athletics) check** to raise the chest from the bottom of the pool. On two simultaneous successes, the chest is raised. If one PC fails, both PC's slip and take **1d10 bludgeoning damage**. If both PC's fail, the damage increases to 2d10 and whichever PC rolled lower takes one level of exhaustion. Once the chest is raised, the party discovers that the chest was covering a hole inhabited by a **water elemental**.

Opening the chests' swollen lid requires a **DC 20 Strength (Athletics) check** or 40 bludgeoning damage dealt to the lid, smashing it. The chest contains 100-200 gp and the Anchor of Enmarsh.

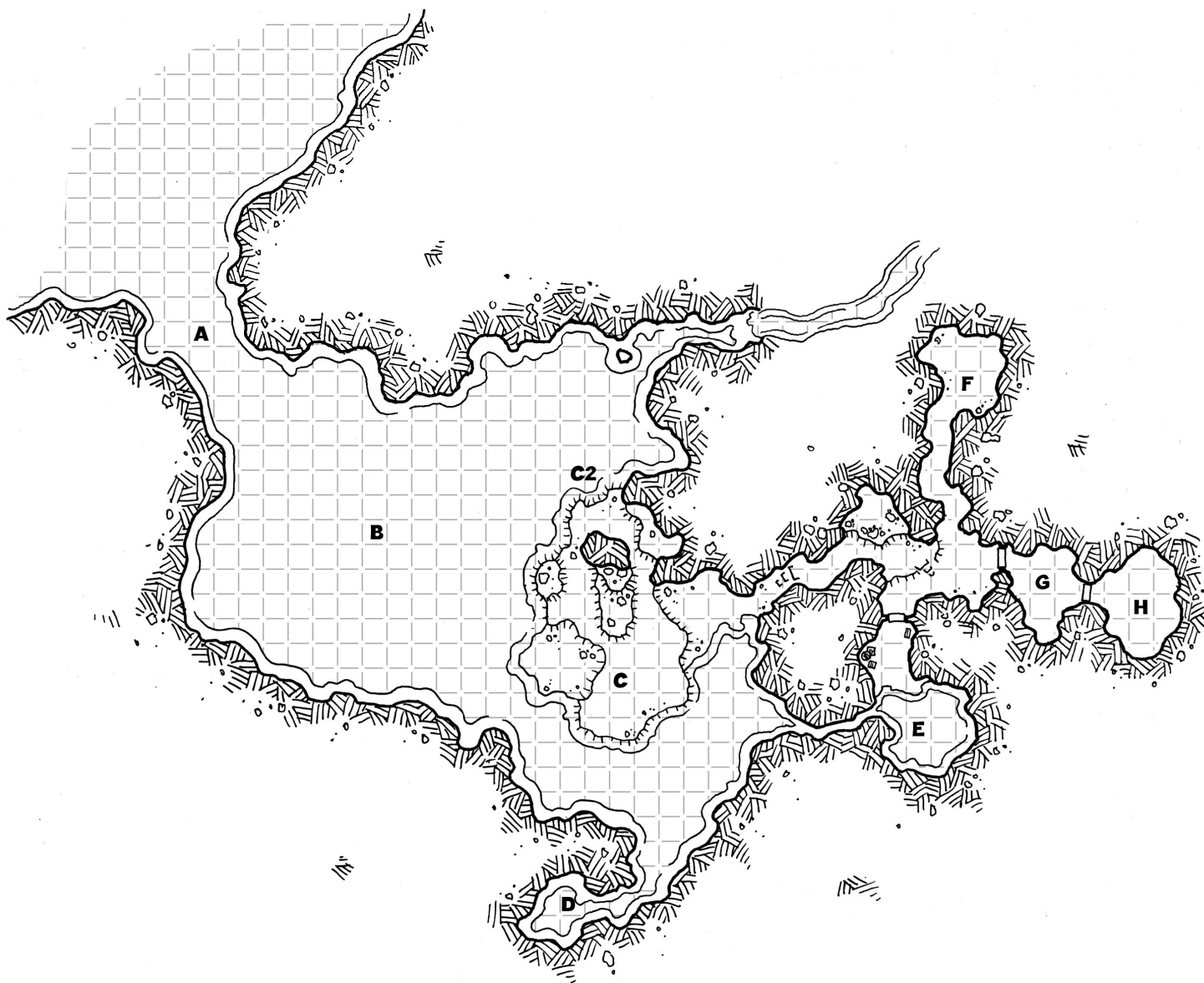
□ **AREA 'E'**: Every inch of dry space in this room is covered in rags or makeshift cots. **2d10 slaves** mull around having just been locked in for the night. The door from Area E can be unlocked with a **DC 12 Dexterity (Sleight of Hand) check** with Thieves Tools. The slaves can be convinced to fight back against their captors and will join the fight at Area H, after which point the survivors flee via the barge moored at Area C2.

□ **AREA 'F'**: This area is being excavated by the **slaves** at Area E. A parchment map on the wall shows that the room is intended to be a barracks of sorts for undead soldiers. The sketch reveals this to be little more than a pit with stairs.

□ **AREA 'G'**: A heavy oak door glides easily out of the party's way when coming from E, however, a hidden mechanism in the frame quickly begins to retract the door after at least two of the party members pass through it. A **DC 20 Strength (Athletics) check** is required to prevent the door from closing. The door to Area H is locked tight, but a **DC 14 Wisdom (Perception) check** to listen reveals hurried sounds and a cackling laughter through the door.

Moments after the door to Area E has shut, small holes near the ceiling begin pouring out a vile, green smoke that pools on the floor and rises 2' each round. Have the party roll initiative to play out the trap. Any character who ends their turn in the poison must make a **DC 13 Constitution save** to halve **1d10 poison damage**. If a PC is submerged in the poison the DC raises to 18 and the damage raises to 2d10.

Two holes in particular seem to be



producing more poison more than the others. With a **Wisdom (Perception) check at DC 15**, the sound of bellows can be heard coming from these holes. A ranged attack can be made through the holes to damage the bellows and slow the flow of poison. The **bellows** are **AC 12, HP 20**. For each bellows destroyed, the amount of time needed to accumulate 2' of poison increases by 1 round.

Either door can be opened by **four DC 20 Strength (Athletics) or Dexterity (Sleight of Hand) checks** or by dealing a total of 60 damage to the door (AC 15) in one round.

❑ **AREA 'H':** Dubois' workshop is filled with books, scrolls on necromancy and anatomical sketches and scraps of meat and dissected muscles litter the floors. In the center of the room, a massive humanoid shape hangs limply from the ceiling by its wrists.

Dubois runs around the room pulling levers and adjusting dials on odd, arcane machines. Upon noticing the party he

laughs maniacally, stating that they're just in time to see his master work in action. He then activates a large machine and casts a massive necromantic spell. The figure, the **undead behemoth**, begins to rouse and breaks the chains from the walls of the chamber as Dubois commands it to attack. The undead behemoth has disadvantage on Initiative as it shakes off the chill of death.

After the battle, the party can search Dubois' room and find a chest containing 150 gp, Dubois' armor the *death shroud* and a letter from an unnamed author thanking him for his efforts and commitment forwards the destruction of Nimroth. *"This project of yours will surely play a pivotal role in our plans..."* The letter's wax seal is partially damaged, but the portion that remains features a the taloned foot of a bird.

NOTES

THE RETURN OF AKHNABAR: PART 1

An adventure for characters levels 8-10

Sephfrid, the Shipping master of the **Merchants' Guild** in **Nimroth** has sent you to find out why a supply wagon has not returned from **Heartstream**, a small village on the outskirts of the region. It has taken a few days of travel but before you stands the small town, quiet and apparently deserted. The wagon described by **Sephfrid** stands in front of a local general store. Whatever beast of burden pulled the wagon is nowhere to be seen. As you try and get a better look at the wagon, a group of grotesque monstrosity turn and look at the group. Some of them appear to have been human at one time but now also bear some resemblance to animals, plants, and even rocks.

GM NOTES

A few weeks back a miner, **Lucas**, sent his wife **Linet** a piece of black obsidian-like stone. Unbeknownst to them the stone was a small piece of condensed Chaos. Linet placed the stone in a locket she could wear to remember her husband. She soon fell ill and began to sprout quills from her skin. The local healer visited and he was pricked by one of the malformed quills while examining her. He went home and grew ill and began to change as Linet had. Slowly one by one the village was changed by the Chaos.

The only one unaffected in the village was Linet's daughter, **Catherine**. The 12 year old girl wears a pendant of Law, which has protected her from the Chaos and its altering effects. Catherine has locked her mother, Linet, away in the master bedroom on the second floor of their home. Catherine, fearing that her mother would leave or that Chaos Touched villagers harm them, she has fortified the house and place traps in and around it (including other areas of the village). There are many hiding places and secret passages throughout the large house that Catherine will use them sneak, hide, and/or surprise the party. Catherine's main defense is a trap harness that she wears, giving her many spell-like effects.

Linet over time has transformed into a chaotic horror.

The Chaos Touched villagers are attracted to the medallion which her mother wears. Over time dozens of the Chaos Touched villagers, sensing the greater pull of another chaotic source have moved on to the mine where Lucas is.

Refer to the Chaos Traits section in Appendix B to determine descriptions of Chaos Touched creatures you encounter.

VISUALS

The GM may want to sketch the adventure map.

RANDOM ENCOUNTERS

Random Encounters (every 6 turns, roll a d6. On a '1' roll roll on the Wandering Monster Table).

1d4 Monster

- | | |
|---|-----------------------------|
| 1 | 1 Chaos Touched villager |
| 2 | 1d4 Chaos Touched villagers |
| 3 | 1d6 Chaos Touched villagers |
| 4 | 6 Chaos Touched villagers |

5E STATS

Traps

- **FALLING NET TRAP:** Falling Net trap.
- **FLAME JET TRAP:** Treat as fire-breathing Statue (Mechanical Trap).
- **GREASE TRAP:** Treat as Grease Spell (1st-level Conjuraction Spell), DC 15 Dexterity check or fall prone.
- **GAS TRAP:** Treat as Stinking Cloud Spell (3st-level Conjuraction Spell).
- **SWINGING ROCK-FILLED BUCKET TRAP:** Each bucket makes a ranged attack with a +8 bonus against each target within 10 feet of the top of the stairs (vision is irrelevant to this attack roll). A target that is hit takes 10 (2d10) bludgeoning damage and must succeed on a DC 16 Dexterity saving throw, or lose their footing and take 3 (1d6) damage on a failed save.

Creatures

- **CHAOS TOUCHED:** See Appendix B (CR 2 (450 XP)).

Named Characters

- **LINET, THE CHAOS TOUCHED:** See Appendix B (CR 6 (2,300 XP)).
- **CATHERINE, TRAP GIRL:** See Appendix B (CR 7 (2,900 XP)).

Magic Items

- **PINCERS OF POWER:** See Appendix A.
- **RANDOM TRAP HARNESS:** Attuned Magic Items, see Appendix A.
- **LOCKET OF CHAOS (CURSED ITEM):** See Appendix A.

ADVENTURE KEY

The Village

□ AREA 'A' — THE GENERAL STORE:

In the northeast of town is the general store. **Sephfrid's wagon** sits in front. There are several bodies lying on the ground near the entrance. The bodies are human but have been twisted, some look like various animals with feathers, scales, and fish eyes. Others look like they were partially metal or stone, yet others look like they were living plants with vine, spores, branches, and thorns.

Scorch marks surround the doorway because of an activated **Flame Jet Trap** (see traps above). The trap has an auto reset. Inside the store are supplies that **Catherine** has been slowly but surely gathering and bringing to her home. She has trapped the entrance and there are several others in the store that would be lethal to humanoids but would not destroy the supplies themselves.

□ AREA 'B' — THE TEMPLE:

In the southwest of town is the local temple. The ill were brought here when they began to get sick to take care of themselves. The main floor has been turned into a triage. There are empty cots strewn around the room as if there was a struggle. The cellar door is barricaded but if the PCs approach the exterior entrance the cellar door will fly open. 4-6 **Chaos Touched** that were locked in when they became violent burst out to attack the PCs.

□ AREA 'C' — THE CATHERINE'S HOUSE:

Roll 1d8 every round the PCs are in the house. On a 1-2 Catherine appears in the room the PCs are presently in.

Catherine's home sits in the Northwest part of town. It is surrounded by **Chaos Touched**, both living and dead. They are trying to get inside to where the source of Chaos is, the medallion hanging around **Linet's** neck. **Catherine** has set traps around and inside the house (place the traps at GM's discretion). Traps will be connected to doors, floors, and walls. Many of the Chaos touched have setoff several of the traps already and are trying to find ways around them.

Entrances

The **front door** on the south side of the house is swarmed with 2 (+1 per PC) Chaos Touched. Every 2-3 rounds a Chaos Touched springs a trap at the door and is knocked back or destroyed.

The **back door** on the north side of the house has 2-3 Chaos Touched, and is similar to the front door.

The **cellar door** on the north side of the house has a single Chaos Touched and

several dead lying at the bottom landing, similar to other doors.

All of the **windows** have been boarded up (Boards AC 15, hp 25).

❑ **AREA '1' — CELLAR:** The cellar is a safe place to take a short rest. The stairs have a grease trap (see traps above) that is sprung when a PC pulls the door handle.

❑ **AREA '2' — MAIN FLOOR:** The home has several rooms on the first floor. The PCs will hear scurrying in the walls, flooring, and ceilings. **Catherine** is using the thick walls, flooring, and ceilings to move around the house. She can freely move about the house's three levels and various rooms.

If the PCs begin to ascend to the second floor a **swinging rock-filled bucket trap** will attack the every PC ascending the stairs (one for every PC present in the house).

❑ **AREA '3' — SECOND FLOOR:** There are 3 bedrooms on the second floor including a barricaded master bedroom suite holding the original Chaos Touched, Linet. Catherine will tell the PC to leave her and her mother alone. If they persist Catherine will attack the PCs by springing traps and then disengaging or dashing through secret passages into the other rooms in the home and will attack when she has a chance. When she is down to a quarter of her hit points she will retreat to **Area 4's** antechamber, where she will try and protect her mother.

Bedrooms doors have been boarded up. (AC 15, hp 25) and have been trapped.

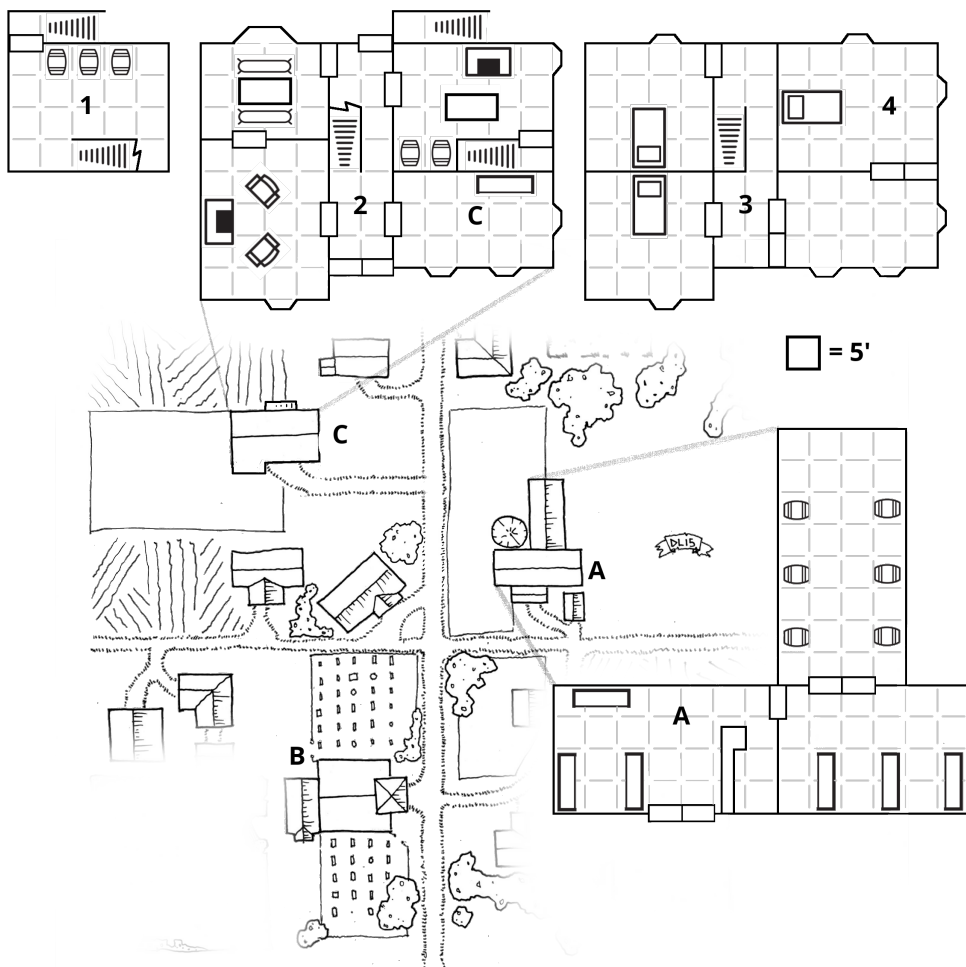
❑ **AREA '4' — MASTER BEDROOM:** The door (AC 15, hp 45) is heavily boarded up and trapped (see traps above). The room is filled with floating spores, vines, and skin-like walls with pulsing veins. Sitting in the back corner of the disheveled room is the large maddening mass of Chaos that was Linet. It will turn its gaze to the PCs and ask about Catherine. In anger the walls will throb as she questions the PCs. If the PC have killed or harmed her Linet will attack immediately.

When the PCs have defeated Linet they will see that her locket has broken open and they will see a purplish glow coming off a small obsidian stone (see Magic Items).

The PC will find out:

❑ **Catherine** was not affected by the Chaos because of a mark or holy symbol of Law.

❑ A letter from **Linet's** husband, **Lucas**, describing his finding the rare stone at the **Bright Gold Maw** mine.



❑ A large horde of Chaos Touched have migrated towards **Bright Gold Maw**, the primary location of The Return of Akhnabar part 2.

NOTES

THE RETURN OF AKHNABAR: PART 2

An adventure for characters levels 8-10

You have followed the trail of chaos from **Heartstream** and it has led you to the ledge of a deep quarry with a sign that reads, "**Bright Gold Maw, Keep Out**". Mine carts on rails are scattered across the basin's rocky floor. Many of these tracks lead into the mouths of several large passages going into a sheer face of rock. There seems to be little to no movement, until you see several figures riding a mining cart exiting one of the mouths. They pull the brake, jump out and then drop a lever dumping its contents on the ground. They quickly pick up pieces here and there before heading into a building in the quarry. Several other groups perform the same task then exit the building, go to an empty cart and ride it into one of the other adits (horizontal entrances) to the mine.

GM NOTES

Lucas, a **Bright Gold Maw** miner found something he had never seen before, a black obsidian-like vein of ore. He sent a piece to his wife, **Sephfrid**. He brought some to the mine's foreman, **Waltin** to see if it was valuable. **Lucas** was later cut by one of the sharper pieces while examining it. Like the other **Chaos Touched in Part I**, he first grew ill then began to change. Once changed, **Chaos Touched Lucas** headed towards the mine. Other miners were attacked if they stood in his way, and in turn were infected. He began to dig towards the source of the chaotic black rock, with other **Chaos Miners** assisting him. The Chaos Miners paid no attention to the precious ore they had been mining for before. **Waltin**, who remained uninfected, saw this as an opportunity to pocket some extra money by using these infected miners to do all the hard work and just pick up the refuse of precious ore they left behind. He found a small group of miners who were uninfected and brought them into his scheme.

If the PCs disturb this operation **Waltin** and the Miners will be hostile and will take action.

Chaos Touched Lucas and the rest of the Chaos Miners are at various points

surrounding the crypt trying to get to the source of chaos. When the PCs enter the antechamber which holds the obsidian remains of **Ahknabar** (a chief priest of Chaos), they will find that the mining here broke a few of the wards that kept the chaos from leaking into the surrounding area.

If **Ahknabar** is defeated, the surviving **Chaos Touched** do not heal back to normal (alternatively, a spring of Law emerges that heals the **Chaos Touched**, or perhaps a new quest is required to obtain healing talents from a distant Elf Mage).

VISUALS

The GM may want to sketch a map of the quarry and it's office.

RANDOM ENCOUNTERS

Random Encounters (every 6 turns, roll a d6. On a '1' roll roll on the Wandering Monster Table).

1d4	Monster
1	1 miner
2	1d6 miners
3	2d6 miners
4	3d6 miners

5E STATS

Creatures

- **CHAOS MINERS**: Treat as **Chaos Touched** in Appendix B (CR 2 (450 XP)).
- **MINER FOREMAN**: Treat as **Bugbear Chieftain** (CR 3 (700 XP)) in Appendix B with **Pickaxe**.
- **MINER**: Treat as **Bugbear** (CR 1 (200 XP)) with **Pickaxe**.

Named Characters

- **CHAOS TOUCHED LUCAS**: See Appendix B (CR 2 (450 XP)).
- **WALTIN**: Treat as **Bugbear Chief** (CR 3 (700 XP)) with **Pickaxe**.

Magic Items

- **PICKAXE OF DIGGING**: See Appendix A.
- **SKULL OF AHKNABAR (CURSED ITEM)**: See Appendix A.

OUTSIDE THE CRYPT

The Quarry

The Quarry Office

This is where the ore is brought and accounted for. **Waltin** has setup shop here. He is not worried about the Chaos Miners because they have only gathered at the bottom of the mine where the source of power is. **Waltin** has a few miners with him most of the time.

Waltin is a reasonable man but is

making incredible money. If you were to disrupt his little business he would be incredibly upset.

You can run **Waltin** anyway you would like. He could be a friendly or malicious opportunist.

The Quarry

The quarry is filled with minecarts and tracks. **4-6 miners** and a **miner foreman** (not **Chaos Touched**) are coming in and out of the mine at most times of the day.

The Mine

Exploring the Mine

The mine is full of countless passages and shafts which are almost impossible to map. You will need to find the where the source of the chaos is coming from. The PCs can follow one of the groups of **miners** down to where the **Chaos Miners** are located.

ADVENTURE KEY

Destroyed Crypt

There are several groups of **Chaos Miners** digging on several sides of the destroyed crypt (see **4-6 Chaos Touched**, **Chaos Touched Lucas** below).

□ **AREA '1' — OUTER CRYPT**. The entry is collapsed into the outer crypt. There are 4 altars to Law in the Crypt. Only the Northwestern altar is still lit. The **Chaos Miners** are avoiding it. This should be a clue that lighting the other altars will keep more **Chaos Touched** from entering the room and weaken them. They are magic flames that were snuffed by rubble that had fallen when the mine was being dug. Removing the rubble will reignite the flame.

Lighting the Altars: When standing within 10' of one of the lit altars the PC will get a 1d6 damage bonus to weapon attacks.

□ **AREA '2' — INNER CRYPT**. The inner crypt has a 10' door that has withstood the **Chaos Touched** forces. But the exterior walls were weakened by the mining above and have cracked. **4-6 Chaos Touched** have entered the final tomb where the remains of **Ahknabar** rest atop an altar. **Ahknabar's** Skull both feeds and fuels the regions chaos. **Chaos Touched Lucas** will be at the altar slowly absorbing the black skull while the other **Chaos Miners** surround him and deflect any of the attacks from the PCs.

EXITING THE MINE

When the PCs defeat **Chaos Touched Lucas** the **Skull of Ahknabar** will fall from his disintegrating mass of a body, presenting itself and calling out to the them. The Skull cannot be destroyed by normal means, and if buried or cast aside

will magically reappear to the PCs later. The mine will quake as several of the walls will cave in and chaos touched pour in. The party will need to make a quick exit; conveniently there is a mine cart nearby as one of the passages opened up. Use the following for a mine cart escape.

Mine Escape Skill Challenge

Narrate these encounters without a map. The PCs will want **8 successes vs 4 failures**. Roll a d20. On 1-10 this is a turn result (see section below). If the players fail the check to avoid the obstacle on the turn result, mark a failure.

If the PCs pass the skill challenge (8 successes before you fail 4 time, etc.) they will exit the mine with only half of the angry Miners and Chaos Miners present

If they fail they will attract both full group below at the mouth at the quarry. **4-6 Chaos Touched** and **Chaos Touched Lucas** (if not killed), and **4-6 Miners**, and **Watlin** (if not killed) or a **Miner foreman** will fight you and each other in a three-way fight.

Mine Actions

Have the PCs roll initiative. The Mine acts as if it rolled a 20 initiative and loses ties. On the mines turn make one of the following attacks.

Adjacent Enemy mine carts (+7 to attack, 1d6 piercing damage). After the attack the mine carts will break away from each other.

Land bridge with miners throwing rocks (the group acts as a creature making one attack, +7 to attack, 1d6 bludgeoning damage from rocks). After the attack the mine carts will pass under the land bridge.

Turn Results

On each PCs turn, have them roll on the following table. Each result only effects that PC.

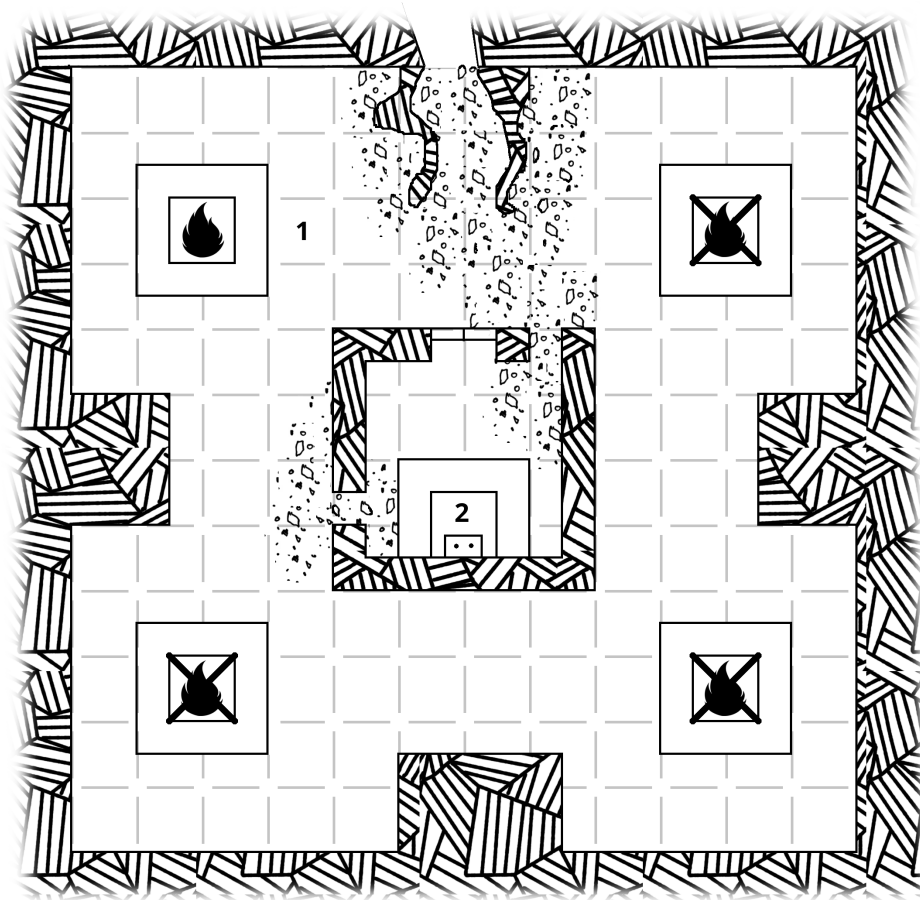
1. MISSING TRACK: Make a DC 16 Strength (Athletics) check to jump the gap. On a failed save, you fall to another track 10 feet below, taking 1d6 bludgeoning damage.

2. SHARP TURN: Make a DC 18 Strength (Athletics) check to get through this space. On a failed check, you take one level of exhaustion from being whipped around.

3. BATS: Make a DC 16 Strength (Athletics) or Dexterity (Acrobatics) check (your choice) to get past the swarm. On a failed check, bats slap into you face. Roll 1d6 bludgeoning damage.

4. FLOOR SLOPES UP OR DOWN: Make a DC 16 Dexterity (Acrobatics) or Strength (Athletics) check to slow down or speed up. On a failed check, you take one level of exhaustion from being whipped around.

5. TRACK LEVERS: Make a DC 16



Dexterity (Acrobatics) or Intelligence check (your choice) to pass. On a failed check, the next PC will have to roll twice on the table and resolve both instances.

6. SPIDER WEBS ACROSS PASSAGE: Make a DC 18 Dexterity saving throw to avoid it. On a failed save, you are caught as if in a net and restrained. See chapter 5 "Equipment," of the Player's Handbook for rules on escaping a net.

7. STALACTITES: Make a DC 16 Strength (Athletics) or Dexterity (Acrobatics) check (your choice) to get past looming stalactites which hang in your way. On a failed check, you are hit by it and take 2d6 bludgeoning damage.

8. FLOODED TUNNEL: Make a DC 16 Dexterity saving throw to navigate the impediment. On a failed save, you are blinded by water spray for 1d4 rounds.

9. RUBBLE COVERED FLOOR: Make a DC 16 Strength (Athletics) or Dexterity (Acrobatics) check (your choice) to get past the impediment. On a failed check, you take 2d6 bludgeoning damage from flying rubble kicked up by the mining cart.

10. LAVA CROSSING: Make a DC 18 Dexterity (Acrobatics) check to get past the obstacle. On a failed check, lava splashes into the cart and burns you taking 2d6 damage.

11-20. SUCCESS: No special events.

NOTES

THE RETURN OF AKHKNABAR: PART 3

An adventure for characters levels 8-10

You have the chaos infused skeleton of the high priest **Akhknabar** in your possession. You've headed back to civilization getting some well needed rest when a group of gray robed figures quietly approaches you. The group parts as a human male comes forward, pulls down his hood and introduces himself as **Bevashea the Scribe**. He says he is a leader of an underground group of magic-users that call themselves **The Ashen Council**. They stand-up for freedom against the tyrannical and oppressive rules of **The Scarlet Templar**, a religious elite currently in power. He says power should be given to the people and the only way to do this is through helping them perform a ritual that will be able to contain and harness the true power of the remains of **Akhknabar**.

GM NOTES

Since the disturbances at both **Heartstone** and **Bright Gold Maw** there has been a disturbance in the normal balance between Law and Chaos. Seeing this as a chance to tip the scales even more in their favor, **The Ashen Council**, a Chaotic Neutral/Good group of Wizards, Sorcerers, and Warlocks (led by **Bevashea the Scribe**), have used their magic powers to determine the location of the Skeleton of **Akhknabar**, the source of new found power.

Another group has also felt the changes in the shift of power. **The Scarlet Templar**, led by **Traice Loyal of the Fist**, is a group of Lawful (some may even say Evil) Paladins charged to keep force of Chaos in balance and eliminate the servants of Chaos at any cost. It was their groups crypt that held the remains up until the present day.

Both groups are subtly being lured by chaotic forces to acquire the skeleton and perform a ritual to release **Akhknabar** to finish the work he started so long ago.

The Ashen Council believe that through careful research and study they will be able to control and contain the Chaos and only release small amounts of the arcane fueling magic into the world a drop at a

time.

The Ashen Council truly believe that they are on the cusp of a new age of magic and freedom from the oppressive tyranny of The Scarlet Templar and their iron-fisted rules and restrictions on the use arcane magic. Only officially sanctioned schools of magic and licensed practitioners are allowed to openly display the arcane arts.

The Chaotic Neutral 'Ashen Council' which wants the forces of Chaos to rule, vs. The Lawful Evil Scarlet Templar, who want the force of Law to rule. Neither side wants balance, they want their side to win?

VISUALS

The GM may want to have the City of Nimroth Map.

RANDOM ENCOUNTERS

Random Encounters (every 6 turns, roll a d6. On a '1' roll roll on the Wandering Monster Table).

1d4	Monster
1	1d4 Ashen Council Apprentices
2	1d4 Scarlet Templar Acolytes
3	2d4 Ashen Council Apprentices
4	2d4 Scarlet Templar Acolytes

5E STATS

Creatures

- **ASHEN COUNCIL APPRENTICE:** Treat as Cult Fanatic (CR 2 (450 XP)).
- **AVATAR OF AKHKNABAR:** See Appendix B (CR 10 (5,900 XP)).
- **BEVASHEA THE SCRIBE:** Treat as Mage (CR 6 (2,300 XP)).
- **RANGED CULTIST:** See Appendix B (CR 6 (2,300 XP)).
- **SCARLET TEMPLAR ACOLYTE:** Treat as Priest (CR 2 (450 XP)).
- **TRAICE LOYAL OF THE FIST:** Treat as Priest but with hp 112 (15d8 + 45) and Platemail (AC 18) and (2) 4th level spell slots for Divine Eminence (CR 8 (3,900 XP)).

Magic Items

- **ASHEN CRYSTAL BALL:** See Appendix A.
- **BLADE OF THE FIST (LAW BLADE):** See Appendix A.

ADVENTURE KEY

In a town/city of GM's Choice

Groups Demand Remains of Akhnabar

The **Ashen Council** & **The Scarlet Templar** will each approach the PCs at different times asking (then later, demanding) the remains of **Akhknabar**. Both groups will try

to persuade or even bribe the PCs to give them the Skeleton. If not they will try their secondary mode of operation. Neither group will use lethal force. Their goal is to get the skeleton. When they get it in their possession they will flee to the ritual site.

First, a **Bevashea the Scribe**, from The Ashen Council will come to the PCs with little flash or pomp, as to not stir up too much attention from anyone. He will tell the PCs that **Akhknabar's** skull needs to be studied and researched to understand for its true potential without the meddling fingers and controlling hands of **Traice Loyal of the Fist** and **The Scarlet Templar**. "What do they know anyhow about the sciences anyway?"

He is even prepared to give the party a handsome reward of gp, rare magic items, and even magical scroll-scribing services (up to level 5) for the exchange of the skull. If they can't acquire it by reason than he will tell them they are making a grave mistake and use subversion at a later time breaking into their location and stealing the skeleton.

Armed Demands for The Remains

Next, **Traice Loyal of the Fist** of The Scarlet Templar (treat as **priest** but with hp 112 (15d8 + 45) and Platemail (AC 18) and (2) 4th level spell slots for Divine Eminence) will come to the party with a large mounted group of fully armored acolytes. She is often accompanied by 4-6 **Ashen Council Apprentices**. She will tell the PCs that she is there to acquire the skull. She will produce papers of 'official' business and ask where the skull is at the moment. If she can't acquire the skull by reason than she will use force at that moment.

If either the Ashen Council or the Scarlet Templar acquire the Skull the group without it will ask the PCs to help them get it. The leader and only a handful of their acolytes/apprentices will be left after a heated confrontation between the two over the skull.

If the PCs are successful in thwarting both groups attempts to acquire the Skull. The two groups will continually hunt in greater numbers and strength until they acquire the Skull. They will not kill the PCs but attempt to capture them, bringing them to the temple where either the Ashen Council or the Scarlet Templar will help them escape.

The leader of the cooperating group will help the PCs to find and enter the temple. They will help explain how to stop the ritual the chanters are performing there to summon **Akhknabar**.

ADVENTURE KEY

There is an abandoned temple located in

THE RETURN OF AKHNABAR: PART 4

An adventure for characters levels 8-10

You have stopped the ritual that was to bring about the full manifestation of **Akhnabar** the high priest of chaos (whose very bones were infused with disorder itself). For a time all has been well but recently things have started to take a change for the stranger and sometimes, even for the worse. Fauna and flora have been multiplying exponentially, causing the weeds, grass, and shrubs from the prior wilderness to return to the city. Next, the river that flows through the city started to move backwards with no explanation. On top of all of this birds that would normally migrate south are flying north. Trees whose leaves should be turning yellow, orange, red, brown are remaining green. Sun dials and hour glasses have begun to run backwards, evidence that even time itself is beginning to change in the area around the city.

You are before Renaldo, The Local Lord. He wants you to help find the reasons why these things are happening and stop them from continuing.

As you stand in his chamber a rumbling begins under your feet as the city begins to shake. You look out the window toward the city below and see several bursts of light as streams of energy flow through buildings and walls. The streams join forming pillars of light that burst up towards the sky from four separate locations meeting at a central point over the city.

GM NOTES

The ritual in Part 3 didn't destroy the remains of Akhnabar as much as sow his seeds of chaos. The influence of Akhnabar is effecting the local area and threatens to spread across the world. His chaotic influence has spread to nature itself. First, the plants, then animals, and finally the elements themselves. Even time has been affected by chaos (see Shifting Planes Anomalies Table).

A new cult of druids called The Circle of the Eclipse, have been influenced by Akhnabar and his chaotic forces. They believe these signs are meant to bring

about the great reversal of power between nature and civilization. The group's leader, Elánda the Earthenborn has been performing smaller rituals throughout the city, hoping to bring about this monumental change. Their belief is Nature needs to overcome Civilization and that Chaos will be the means (however, the do not know that actually they have been lied to by Chaos).

The city has taken a turn for the worse and most of it's residents have seen the signs as bad omens of things to come. And those citizens that haven't left, won't leave their homes for fear of what awaits them right outside their door.

The ritual Elánda the Earthenborn will perform is meant to shift the city to another plane so that nature may take its rightful place in this one (the prime material plane). As the ritual is stopped a gigantic whirling void will spin far above the city and will cause the city not to just shift but to send up huge sections of the earth to hang in the air below the void.

VISUALS

The GM may want to sketch up a few maps including: a standing stone circle, A temple, a wall or watchtower, the rooftop of a large building, and a group of floating earth mounds.

RANDOM ENCOUNTERS

If you need an Encounter or want Wandering Monsters: Every 6 turns, roll a d6. On a '1' roll on the Wandering Monster Table.

1d4 Monster

- | | |
|---|--------------------|
| 1 | A Shambling Mound |
| 2 | 1d4 Awakened trees |
| 3 | A Giant Crocodile |
| 4 | 1d4 Dryads |

5E STATS

Creatures

- **AWAKENED TREES:** Awakened trees (CR 2 (450 XP)).
- **CIRCLE OF THE ECLIPSE DRUID:** Treat as Druid (CR 2 (450 XP)).
- **DRYAD:** Dryad (CR 1 (200 XP)).
- **ELÁNDA THE EARTHENBORN:** See Appendix B (CR 14 (8,400 XP)).
- **GIANT CROCODILE:** Giant Crocodile (CR 5 (1,800 XP)).
- **RENALDO, THE LOCAL LORD:** Treat as Noble (CR 0.125 (25 XP)).
- **SHAMBLING MOUND:** Shambling Mound (CR 5 (1,800 XP)).
- **SCARLET TEMPLAR APPRENTICE:** Treat as Priest (CR 2 (450 XP)).
- **SCARLET TEMPLAR PALADIN:** Treat as Priest but, with hp 112 (15d8 + 45) and

Platemail (AC 18) and (2) 4th level spell slots for Divine Eminence (CR 8 (3,900 XP)).

Magic Items

- **CIRCLET OF SHAMBLING MOUND:** See Appendix B.
- **STAFF OF THE CHAIN LIGHTNING:** See Appendix B.

ADVENTURE KEY

□ **AREA '1' — THE GROVE:** Lined with ancient standing stones this is the first point that needs to be aligned and maintained. In the center of the circle stands an altar with a purplish black stone. There are 4-6 Circle of the Eclipse **druids** (or 2 druids plus a random encounter) standing in a circle around it channeling energy to the stone. The stone shines light up into the sky.

□ **AREA '2' — THE WATCHTOWER:** This tower guards over the northbound way by river into the city. The druids have set up an altar similar to the one in the Grove on top of this tower on a city wall. Here you will encounter 4-6 Circle of the Eclipse **druids** (or 2 druids plus a random encounter).

□ **AREA '3' — THE TEMPLE:** In one of the abandoned temples the druids have set up an altar similar to the other ritual sites. Here you will encounter 4-6 Circle of the Eclipse **druids** (or 2 druids plus a random encounter).

□ **AREA '4' — THE GRAND MARKET:** At one time the hub of commerce in the city, this area is now deserted since many of the merchants left when the river and nature itself turned on the city.

When all ritual sites are stopped, the chaos will begin to subside and the people will rejoice in the streets. The party may take a short rest.

A short time later, the ground beneath the city begins to rumble and shake

□ **AREA '5' — FLOATING EARTH MOUNDS OVER THE CITY:** Large sections of the city will rise out of the ground and hang in the air as a yawning void begins to spin, moving ever closer to the city below. The floating earth mounds are moving in circular yet random patterns. The PCs can use their movement to traverse the floating earth mounds with a **Strength (Athletics)** or **Dexterity (Acrobatics)** Check DC 15.

Elánda the Earthenborn stands at the top of one of the many floating earth mounds in a last ditch effort to finish the ritual. When the PCs are within 30ft they will see that lightning is hitting the ground all around her. As the light flashes they will

AFTERMATH

Things will slowly go back to normal over time. **Renaldo** and the rest of the people of Nimroth will be eternally in your debt. This may be given as titles, parcels of land, favors, rights, or strongholds.

NOTES

[illegible][illegible]

CHAOS EFFECTS

City

There are several ritual locations The Circle of the Eclipse have set up. The locations project a stream of light into the sky like a spotlight. Many of these locations in the city align to ancient streams of power, Ley Lines. These Ley Lines are being tapped into by the druids to truly harness the power needed to complete the rituals. The druids have taken 4 focus stones and placed them in each of the locations to create a convergence of power that will disrupt the natural phase of reality.

Environment & Chaos Effects

First, roll the d8 Environment at the start of every round on the following tables to emulate the chaotic shifts in this plane.

Environment

Roll a d8 Environment that is shifting into the plane this round.

d8 Environment

1	Open Plains
2	Rocky Mountain
3	Windy Beach
4	Raging River
5	Underground Caves
6	Dry Desert
7	Freezing Snowfields
8	Burning Wildfire

Chaos Die

Second, roll the Chaos Die. As you visits the different sites, the effect of Chaos escalates, reflected by the die type used.

Ritual Site	Die Type
1st Site Visited	d4
2nd Site Visited	d6
3rd Site Visited	d8
4th Site Visited	d10
Final Fight	d12

Every player rolls the chaos die (starting with a d4 on the 1st site, and ending with a d12 on the Final Fight). On a result of 4 or higher, roll 2d20 on the Shifting Planes Anomalies Table below.

Shifting Plane Anomalies Table

All effects last one round unless stated otherwise.

2d20 Anomaly

2-3	You are Immune to any further effects for the duration of the combat.
4	You gain 5d6 hit points. If this exceeds your max hp use the remaining as temp hp.
5	You gain 3d6 hit points. If this exceeds your max hp use the remaining as temp hp.
6	You gain 1d6 hit points. If this exceeds your max hp use the remaining as temp hp.

2d20 Anomaly

7	The next attack against you suffers disadvantage as spiraling jellyfish swim in the air around you.
8	Your skin begins illuminating which causes you disadvantage to hiding and gives advantage on attacks against you.
9	A giant gong sounds. You must make a DC 15 Constitution save or be Deafened for 1d6 Rounds.
10	A bright light explodes in your eyes. You must make a DC 15 Constitution save or be Blinded for 1d6 Rounds.
11	You have been immersed in a giant gas cloud. You must make a DC 15 Constitution save or be Poisoned for 1d6 Rounds.
12	Your hair falls out and regrows in a new color over the course of 3 rounds.
13	You disappear for 1d4 rounds as you travel into the future. You are in the same spot unless it is occupied. If occupied you are adjacent to your original spot.
14	You find that a dazed, puzzled duplicate of yourself (a physical copy you can interact with with HP equal to the PC) staring back at you. You are Stunned until the next round when they vanish.
15	You speed up as time slows around you. You get an extra full turn this round, immediately after your current turn.
16	You begin to swell up painfully. You are Stunned for 1 round.
17	Beautiful flowers start to bloom all around you. You stop and smell them. Make a DC 12 Wis save or fall Unconscious from the white lotus blossom.
18	You see a ghostly vestige of a dead loved one (perhaps a parent, grandparent, or sibling) Make a DC 15 Wisdom save or become Frightened as they turn to a horrific spectre. This last 1d4 rounds or save ends. The frightened PC will run as far as possible away from the center of an encounters.
19	Water begins to flow from your lungs as your lungs are partially transported to a plane of water. You must make a DC 18 Con save or begin to drown and take 3d6 damage .
20	Roll twice on the chart.
21-23	No effect at all.
24	You are teleported in a random direction, 10 feet.
25	You are teleported in a random direction, 30 feet.
26	You are teleported in a random direction, 50 feet.
27	You find yourself on slippery ice. Make DC 18 Dexterity save or fall prone and take 2d6 damage.
28	Antimagic Field for 1 round. All magic attacks at disadvantage. All magic saves at advantage.
29	All magic items are useless for 1d4 rounds. This includes magic weapons.
30	The ground beneath you feet begins

2d20 Anomaly

	to crumble to open air, make DC 20 Dexterity save or take 2d6 damage and fall through the air below and reappear prone on the ground in the current plane.
31	PC is transported to the Astral Plane until the beginning of your next turn, after which time you return to the space you previously occupied or the nearest unoccupied space if that space is occupied.
32	Your blood begins to boil as you're transported to a plane of fire, take 10d6 fire damage and DC 15 Constitution save or take 1 level of exhaustion.
33	Ice crystals form all around you as your skin freezes as you're partially transported to a plane of ice. Take 10d6 cold damage and make a DC 15 Constitution save or take 1 level of exhaustion.
34	PC expends all spells/slots as if they just cast them, and gains temporary hp equal to the number of spells/slots lost. Spell slots return next round.
35	You are partially transported to the elemental plane of Bears, make a DC 16 Constitution save or take 3d6 damage as bears begins to maul you. Save for half damage.
36	You start to dissolve into the plane make a DC 10 Constitution save , or take 1d6+10 damage . Save for half damage. Effect ends at the beginning of your next turn.
37	You start to dissolve into the plane if you fail a DC 16 Constitution save , or take 3d6+10 damage . Save for half damage. Effect ends at the beginning of your next turn.
38	You start to dissolve into the plane if you fail a DC 20 Constitution save , or take 5d6+30 damage . Save for half damage. Effect ends at the beginning of your next turn.
39	Time and space begin to tear around you. Make a DC 20 Constitution save or take 3d6 damage from spatial tearing. Save for half damage. Effect ends at the beginning of your next turn.
40	You dissolve into another plane, no save. Your body and all its contents are lost and you die. [Or, for a more benevolent outcome, you are partially dissolved into another plan and must make death saving throws, no stabilization or healing will have any effect. On three successful death saving throws (per normal rules) you manage to shake off the effect, otherwise you die].

APPENDIX A: MAGIC ITEMS

New magic items in these adventures.

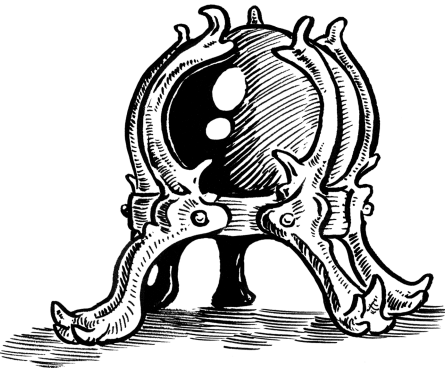
Anchor of Enmarsh

Weapon, uncommon

A silvered, +1 mace with 1d6 unreplaceable charges to act as an Immovable Rod for up to a minute. This mace, emblazoned with the city seal of Enmarsh, was used in a famous battle to bar the city gates for long enough to coordinate a counterattack against an enemy army.

Ashen Crystal Ball

Wondrous item, rare (requires attunement)



While attuned you can use an action to cast Scrying (5th-level divination) from it. After you cast the spell, roll a d6. On a roll of 1-5, you can't cast it again until the next dawn.

Bangle of Awareness

Wondrous item, rare

This silver bangle has been polished to a mirror finish. While attuned to this item a player cannot be surprised and gets a +1 to all initiative rolls while it is not incapacitated.

Blade of the Fist (Law Blade)

Weapon (longsword), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this weapon. When you hit a Chaotic Aligned creature with it, that target takes an extra 1d8 damage. As a bonus action you can expend a 1 of 5 charges to expend an extra 1d8 radiant damage. Charges replenish with a long rest.

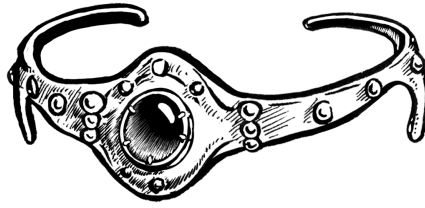
Circlet of Shambling Mound

Wondrous item, rare (requires attunement)

This circlet give you access to the

Shambling Shields.

Shambling Shield. You summon a Shambling Mound Shield (16 hp) as an action. You may redirect one single-target attack as your reaction. You may have any number of Shambling Mound Shields



active at any time. When a lightning attack is used the Shambling Mound Shields will regain up to 16 hit points.

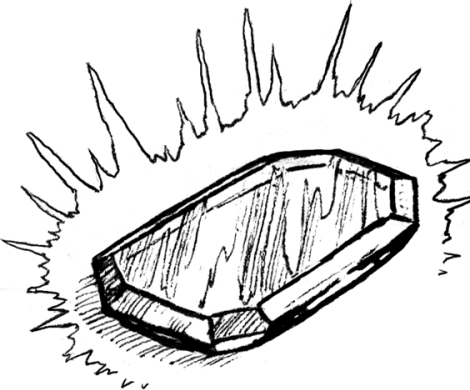
Death Shroud

Armor (leather), very rare (requires attunement)

A blackened, +1 leather chest-piece with a skull carved from ivory over the wearer's heart. When attuned, the wearer can touch the skull once per day and attempt to hide as a free action. If successful, the wearer can then also move up to half their speed.

Heart of the Storm

Wondrous item, unique (requires attunement)



Crystal shard, requires attunement, can be set into a weapon or a garment. If set into a weapon, once per day on an attack, roll 3d6 and apply damage to the target and up to two other hostile creatures within 15'. If set into a garment, grants the wearer resistance to lightning damage and has 6 charges of Warding Wind that can be cast as an action by touching the shard.

Locket of chaos (Cursed Item)

Wondrous item, unique (requires attunement)

While wearing the locket you gain Whispers from the Void ability. You utter incoherent words. Each creature within 10 feet of you that can hear the magical utterance must succeed on a DC

16 Constitution saving throw or be stunned until the end of your next turn. Curse. This locket is cursed. Attuning to it curses you until you are targeted by the remove curse spell or similar magic. Removing the locket fails to end the curse on you. Chaotic creatures are drawn to you. You cannot hide from Chaotic creatures. Chaotic Creatures will swarm you before any other party member.

Mountain Shaker

Weapon (maul), rare

A +2 maul made of a solid chunk of granite. Twice per day the maul can be used to strike the ground in an unoccupied space as an action dealing 3d8 thunder damage to all targets within 10' that fail a DC 14 Constitution check. Upon a critical failure, roll 1d20. On the result of a 1, a piece of the boulder chips off and the weapon's damage is permanently reduced by -1.

Pickaxe of Digging

Weapon (war pick), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, the weapon ignores resistance to piercing damage. You also gain the Burrow ability (3/day) which also lets you move through solid rock at half speed.

Pincers of Power

Wondrous item, unique

While wearing this belt you may use your reaction to make an attack with the pincers of power. Melee weapon attack, reach 10 ft., one creature. 2d6 damage.

Random Trap Harness (Attuned Magic Items)

Wondrous item, unique (requires attunement)

Random Trap Harness (Attuned Magic Items) Unique (requires attunement to user).

This magic item has 6 powers: 1-4 of them will work anywhere, and 5-6 of which will work only in a house to which the magic item is attuned (in this case, Catherine's house). This item will only work when worn by underage children. The trap features auto-reset and have unlimited use. While wearing this harness you may use an action to spring a random trap.

- 1. I've lost my marbles.** Creatures within 10 feet of you must succeed on a DC 15 Dexterity Saving Throw or take 10 (2d10) damage and be knocked prone as marbles fly from your pockets. Save and take half damage and not prone.
- 2. Silent but deadly.** Creatures within 20 feet of you must succeed on a DC 15 Constitution Saving Throw. On a failed save, the creature spends its

action that turn retching and reeling from the gases pour from the trap harness.

3. **Great Balls of Fire.** Each creature within a 30 foot radius of you must make a DC 13 Dexterity saving throw, taking 20 (4d10) fire damage on a failed save, or half as much damage on a successful one as a burst of fire comes from her trap harness.
4. **Poison dart.** Four darts fire from the trap harness each making a ranged attack with a +8 bonus against a random target within 30 feet of you. A target that is hit takes 2 (1d4) piercing damage and must succeed on a DC 15 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one.
5. **Lions, Tigers, and Bear traps.** One Creature within 10 feet of Catherine must succeed on a DC 15 Dexterity Saving Throw or take 10 (2d10) damage and become restrained by a bear trap. Save and take half damage and not restrained.
6. **Loose board.** A creature within 10 feet of Catherine must make a DC 15 Dexterity Saving Throw or take 20 (4d10) damage as you fall to the first floor and become Prone. Save and take half damage.

Skull of Ahknabar (Cursed Item)

Wondrous item, unique (requires attunement)

- While attuned to the artifact, you can use an action to cast *Hypnotic Pattern* (3rd-level illusion) from it. After you cast the spell, roll a d6. On a roll of 1-5, you can't cast it again until the next dawn.
- While attuned to the artifact, you regain 1d6 hit points at the start of your turn if you have at least 1 hit point.
- When you become attuned to the artifact, one of your ability scores is reduced by 2 at random. A greater restoration spell restores the ability to normal.
- While attuned to the artifact, your appearance changes. Roll on the Chaos Touched Trait Generator.

Curse. This skull is cursed. The skull may only be picked up through attunement. But touching the skull curses you until you are targeted by the remove curse spell or similar magic. Removing the skull fails to end the curse on you. Chaotic creatures are drawn to you. You cannot hide from Chaotic creatures. Chaotic Creatures will attack you before any other party member.

Staff of the Chain Lightning

Staff, rare (requires attunement by a bard, cleric, or druid)

This staff gives you access to the chain lightning.

Chain Lightning. You shoot lightning at one creature of your choice within 30 feet. The lightning then jumps to a random creature within 10 feet of the previous target. The lightning cannot affect a



creature more than once per use of this ability. Affected creatures must make a DC 16 (or magic Save DC) Dexterity saving throw, taking 2d6+5 lightning damage on a failed save, or half as much on a successful one.

Zanward's Panpipes

Wondrous item, very rare

This item has 15 charges. You can use an action and expend all 15 charges to cast the dominate monster spell from it with a spell save DC of 17. The item regains 1d4 expended charges daily at dawn.



APPENDIX B: BESTIARY

New monsters and NPCs encountered in the adventures.

CHAOS TRAITS

For 'The Return of Ahknabar' adventures, roll on the following tables to determine chaos traits for those touched by Chaos. Here's how it works:

- **Step 1:** Determine Number of Trait Effects (Roll 1d4 times on chart below to determine the effect the 1 to 4 different effects Chaos had on the creature.).
- **Step 2:** Roll 1d6 to Determine Trait Type (Animal, Vegetable or Mineral). 1-2 = Animal, 3-4 = Vegetable, 5-6 = Mineral.
- **Step 3:** Roll on either the Animal, Vegetable or Mineral Trait Effect Table.

Animal trait (roll 1d8)

1. **Claws** (1-2 = Avian; 3-4 = Insect, 5-6 = Mammal, Insect)
2. **Beak** (1-2 = Avian; 3-4 = Amphibian, 5-6 = Mammal, Insect)
3. **Horns** (1,2= Sheep, Goat; 3-4 = Elk, Deer; 5-6 = Beetle, Lizard)
4. **Quills**
5. **Pincers** (1-3 = hands, 4-6 = mouth)
6. **Skin** (1 = fur, 2 = barnacles, 3 = scales, 4 = feathers)
7. **Eyes** (1 = goat, 2 = fish, 3 = cat, 4 = fly, 5 = frog, 6 = wolf)
8. **Appendages** (1 = tail, 2 = wings, 3 = tentacles, 4 = sticky tongue)

Vegetable trait (roll 1d6)

1. **Spores**
2. **Vines**
3. **Leaves/needles**
4. **Thorns**
5. **Fungus**
6. **Bark**

Mineral trait (roll 1d6, 1-3 = 1; 4-6 = 2)

1. **Eyes** (1 = Jewels, 2 = Metal, 3 = Agate, 4 = Geode.)
2. **Skin** (1 = Jewels, 2 = Metal, 3 = Agate, 4 = Geode.)

CREATURES

ARC GENERATOR: HP 80; **AC:** 16; **Actions** *Arcing Blast* (The arc generator targets a random area within a 20' radius around itself. Roll 1d8 to choose a direction for the attack, starting with 1 directly north of the Arc Generator and moving clockwise. Roll 1d4 to determine the distance in 5' increments from the Arc Generator. Creatures within 5' of this spot must make a DC 15 Dexterity saving throw taking 4d10 (22) lightning damage on a failure, or half as much on a success.); **Special** Acts on Initiative count 20.

AVATAR OF AHKNABAR: HP 136 (16d8+64); **AC** 15 (natural armor); **Actions** *Multiattack* (Can make two melee attacks.), *Slam* (Melee Weapon Attack: +6 to hit, reach 5 ft., one target, 5 (1d6 + 2) bludgeoning damage plus 21 (6d6) poison

damage), *Ethereal Form* (The Avatar of Ahknabar transforms into an ethereal mist. Any equipment it is wearing or carrying is also transformed. It reverts to its true form if it dies. While in ethereal mist form, the Avatar of Ahknabar is incapacitated and can't speak. It has a flying speed of 30 feet, can hover, and can pass through any space that isn't airtight. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to nonmagical damage. While in mist form, the Avatar of Ahknabar can enter a creature's space and stop there. Each time that creature starts its turn with the Avatar in its space, the creature must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target is incapacitated.); **Speed** 30', climb 30'; **Abilities** Str +2, Dex +2, Con +4, Int +1, Wis +2, Cha +2; **Passive Perception** 12; **Skills** Deception +10, Insight +6; **CR** 10; **XP** 5,900; **Special** *Legendary Resistance* (3/Day: If Avatar of Ahknabar fails a saving throw, it can choose to succeed instead), *Spider Climb* (The Avatar of Ahknabar can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check), *Innate Spellcasting* (The Avatar of Ahknabar spellcasting ability is Charisma (spell save DC 14). The Avatar can innately cast the following spells, requiring no material components. At will: *detect thoughts*, web. 1/day: *dominate person*), *Web Walker* (The Avatar of Ahknabar ignores movement restrictions caused by webbing).

Lair Actions

On initiative count 20 (losing initiative ties), the Avatar of Ahknabar takes a lair action to cause one of the following effects; the Avatar of Ahknabar can't use the same effect two rounds in a row. **Grasping tendrils and vines.** These erupt in a 20-foot radius centered on a point on the ground that the Avatar of Ahknabar can see within 120 feet of it. That area becomes difficult terrain, and each creature there must succeed on a DC 15 Strength saving throw or be restrained by the tendrils and vines. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. The tendrils wilt away when the Avatar of Ahknabar uses this lair action again or when the Avatar of Ahknabar dies.

Secretion wall. A wall of tangled and sharp web made of hardened secretion springs into existence on a solid surface within 120 feet of the Avatar of Ahknabar. The wall is up to 60 feet long, 10 feet high, and 5 feet thick, and it blocks line of sight. When the wall appears, each creature in its area must make a DC 15 Dexterity saving throw. A creature that fails the save takes 11 (3d6) piercing damage and is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature travels through the wall, it must spend 4 feet of movement. Furthermore, a creature in the wall's space must make a DC 15 Dexterity saving throw once each round it's in contact with the wall, taking

11 (3d6) piercing damage on a failed save, or half as much damage on a successful one. Each 10-foot section of wall has AC 5, 15 hit points, vulnerability to fire damage, resistance to bludgeoning and piercing damage, and immunity to psychic damage. The wall sinks back into the ground when the Avatar of Ahknabar uses this lair action again or when the Avatar of Ahknabar dies.

Magical fog. Magical fog billows around one creature the Avatar of Ahknabar can see within 120 feet of it. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by the Avatar of Ahknabar until initiative count 20 on the next round.

BOMBER: HP 66 (12d8+12); **AC:** 13 (natural armor); **Actions** *Barrage* (Ranged Attack) +5 to hit, one creature within 50', 11 (2d10+3) (+5 if affected by *Higher Ground*)) bludgeoning damage. *Volley* (Recharge 5-6) The Bomber targets a point below itself on the battlefield within 50' and attacks with a ball of spoiled gore. All creatures within 5' of the targeted area must make a DC 14 Dexterity save to halve 12 (3d8) acid damage. Any living creatures that fail must also make a DC 13 Constitution save or take 6 (3d4) poison damage at the beginning of their next turn.; **Speed** 10', climb 30'; **Abilities** Str +1, Dex +3, Con +1, Int -1, Wis +2, Cha -2; **Passive Perception** 14; **Skills** -; **CR** 3; **XP** 700; **Special** *Higher Ground.* (When the Bomber is located at least 15' higher than its intended target, it can add its proficiency modifier to damage rolls.), *Explosive End.* (When reduced to 0 hp the Bomber explodes, pushing any creatures within 5' of it backwards by 10'.); **Tactics** General: Ranged support. Round 1: Volley while targets are closely bunched. Round 2+: Attempt to recharge Volley, otherwise Barrage a single target. Include undead allies within Volley range if necessary.

BRICE: HP 130 (20d8+40); **AC** 15 (studded leather); **Actions** *Multiattack* (Can make two Longsword attacks and one Splash Potion attack.), *Longsword* (Melee Weapon Attack) +9 to hit, reach 5', one target. 7 (1d8+3) slashing damage. *Splash Potion* (Ranged Weapon Attack) +8 to hit, range 30/60', one target. Choose one potion from the following options; *Potion of Blindness* (Target takes 2d6 poison damage and must make a DC 15 Constitution save or become blinded until the end of its next turn.), *Inflammatory Potion* (Target must make a DC 15 Dexterity save to halve 3d4 fire damage. On a failure they also take 2d4 poison damage at the start of their next turn.), *Sticky Potion* (target must make a DC 15 Dexterity save or become restrained until the end of its next turn.); **Speed** 30'; **Abilities** Str +3, Dex +2, Con +2, Int +0, Wis +1, Cha +1; **Passive Perception** 11; **CR** 6; **XP** 2,300; **Special** *Brotherly Love* Once per turn, Brice can deal an extra 4d6 (14) damage to a creature if he hits with a weapon attack if that creature is within 5' of Alexia. **Tactics** Brice stays close to Alexia to take advantage of Brotherly Love ability while lobbing status effect potions at ranged opponents.

BUGBEAR CHIEFTAIN: HP 65 (1d8+20); **AC** 17; **Actions** *Multiattack* (The bugbear makes two melee attacks.), *Morningstar* (Melee Weapon Attack: +5 to hit, reach 5 ft., one target, 12 (2d8+3) piercing damage), *Javelin* (Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target, 10 (2d6+3) piercing damage in melee or 6 (1d6+3) piercing damage at range); **Speed** 30'; **Abilities** Str +3, Dex +2, Con +2, Int +0, Wis +1, Cha +0; **Passive Perception** 11; **Skills** Intimidation +2, Stealth +6, Survival +3; **CR** 3; **XP** 700; **Special** *Darkvision* (60 ft.), *Brute* (A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack.)), *Warrior's Spirit* (The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.), *Surprise Attack* (If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.)

CATHERINE: HP 130 (10d8+12); **AC** 16; **Actions** *Trap Harness* (On Catherine's turn roll a d6 to see what trap is tripped (see trap description in Appendix), *Pincers of Power* (Weapon Melee Attack: +7 to hit, reach 10 ft., one creature, 7 (2d6+3) damage); **Speed** 30'; **Abilities** Str +0, Dex +4, Con +2, Int +0, Wis +1, Cha +2; **Passive Perception** 15; **Saving Throws** Dex +7, Con +5, Wis +5; **Skills** Perception +5, Sneak +7; **CR** 7; **XP** 2,900; **Special** *Cunning Action* (On each of her turns, can use a bonus action to take the Dash, Disengage, or Hide action.), *Sneak Attack* (1/Turn: 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 that isn't incapacitated and the Catherine doesn't have disadvantage on the attack roll.), *Hiding in Plain Sight* (Catherine can hide anywhere in her own home. She gains advantage on hiding rolls in her home even if there's not a place to hide. She may not hide if she is adjacent to an enemy.), *Surprise* (If Catherine has successfully used her hide action she can emerge anywhere else in the house within her movement.); **Gear** *Pincers of Power*, *Random Trap Harness*, 140 gp. **Tactics** General: Mid-distant Combat. Use your movement to get within 10' of the PCs and use the Trap Harness then make use Cunning action to disengage from your enemies Melee or Ranged attacks. Use Cunning action to Hide in one of the various hidey holes in the house and then spring a trap. Round 1+: Use Trap Harness. Disengage or hide.

CHAOS TOUCHED: HP 60 (9d8+18); **AC** 13; **Actions** *Multiattack* (Can make two melee attacks.), *Claws* (Melee Weapon Attack, +6 to hit, reach 5 ft., one creature, 4 (2d4+1) slashing damage.), *Touch of Chaos* (Bonus Action. Reduce the damage for the melee attack from 2d4+1 to 1d4+1. On a hit, target must succeed on a DC 16 CON save or become diseased. While diseased, they must roll 1d20 at the start of their next turn. On a result of 5 or lower, they spend their turn attacking one of their allies. The

disease ends at the end of that turn.); **Speed** 30'; **Abilities** Str +1, Dex +1, Con +2, Int +0, Wis +1, Cha +1; **Passive Perception** 11; **CR** 2; **XP** 450; **Special** *Single Vision* (Has advantage on saving throws against being charmed or frightened); **Gear** Rotten Clothing, 17 cp.; **Tactics** General: Close Combat. Round 1+: Attack using Claws, then use your bonus action to use Touch of Chaos.

CHARGED GOBLIN: HP 65 (10d8+20); **AC:** 15 (chain shirt); **Actions** *Multiattack* (Can make two melee attacks.) *Greatsword* (Melee Weapon Attack) +4 to hit, reach 5', one target. 9 (2d6+2) piercing damage. **Speed** 30'; **Abilities** Str +2, Dex +2, Con +2, Int +2, Wis +0, Cha +1; **Senses** darkvision 60'; **Passive Perception** 14; **Skills** -; **CR** 3; **XP** 700; **Special** *Electrical Discharge* (The Charged Hobgoblin can, as an action, discharge his built up electrical energy into allied creatures within 10'. This discharge can then jump an additional 10' to another creature allied to the Charged Hobgoblin. Creatures hostile to the Charged Hobgoblin that are caught within the area through which the electricity arcs take 14 (4d6) lightning damage while creatures used in the Electrical Discharge take half damage.), *Resistance* (Lightning); **Tactics** General: Melee attacker/Ranged attacks through Electrical Discharge. Round 1+: Allow goblin or hobgoblin troops to spread themselves throughout the enemy forces before diving into battle. Electrical Discharge targeted to maximize enemies targeted as necessary.

COIL TURRET: HP 45; **AC:** 17; **Actions** *Blast* (Ranged Weapon Attack, +6 to hit, range 60 ft., one target. 22 (5d8) lightning damage. On a result of 20 on the attack roll, the attack arcs to another creature within 10'.); **Special** The coil turret is an inanimate weapon that requires an operator. A shield on the turret provides 3/4 cover for the creature operating it. The coil turret takes a full round to charge between blasts. As such, turret operators tend to stagger their attacks to ensure a constant barrage.

CRAZED BUTCHER: HP 65 (1d8+20); **AC** 17; **Actions** *Multiattack* (Can make two melee attacks.), *Cleaver* (Melee Weapon Attack: +5 to hit, reach 5 ft., one target, 12 (2d8+3) slashing damage), *Bone Toss* (Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target, 10 (2d6+3) bludgeoning damage in melee or 6 (1d6+3) piercing damage at range.); **Speed** 30'; **Abilities** Str +3, Dex +2, Con +2, Int +0, Wis +1, Cha +0; **Passive Perception** 11; **Skills** Intimidation +2, Stealth +6, Survival +3; **CR** 3; **XP** 700; **Special** *Darkvision* (60 ft.), *Brute* (A melee weapon deals one extra die of its damage when the butcher hits with it (included in the attack.)), *Warrior's Spirit* (The butcher has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.)

DIRE BAT: HP 60 (13d8); **AC:** 15 (natural armor); **Actions** *Multiattack* (Can make two

melee attacks.), *Bite* (Melee Weapon Attack) +4 to hit, reach 5', one target, 9 (2d8+2) piercing damage and 4 (2d4) poison damage.), *Wing Beat* (The bat uses its wings to stir up the guano on the floor of the cave. Creatures within a 15' cone of the bat must make a DC 14 Constitution save or be blinded for 1d4 rounds.); **Speed** 10', fly 40'; **Abilities** Str +3, Dex +3, Con +0, Int -3, Wis +2, Cha -2; **Senses** blindsight 60'; **Passive Perception** 12; **Skills** -; **CR** 3; **XP** 700; **Special** *Echolocation* (The bat can't use its blindsight while deafened.), *Keen Hearing* (The bat has advantage on Wisdom (Perception) checks that rely on hearing.), *Dark Ambush* (The bat can, as a bonus action, attempt a Strength contest to knock an opponent prone if that opponent shares its space with a swarm of bats.) **Tactics** General: Melee Attacker. Round 1+: Wait for bat swarms to occupy the same space as targets, use bonus action to attempt to knock them prone and attack with Bite while prone or blinded. If targets are closely bunched, use Wing Beat.

DUBOIS: HP 72 (16d8); **AC:** 15 (+1 studded Death Shroud); **Actions** *Short Sword* (Melee Weapon Attack) +5 to hit, reach 5', one target. 6 (1d6+3) piercing damage. *Spellcasting* Dubois is a 6th level spell caster. His spellcasting ability is Intelligence (spell save 13, +5 to hit with spell attacks). Dubois has the following spells prepared. Cantrips (at will): *chill touch*, *blade ward*, *ray of frost*, *minor illusion*. 1st Level (4 slots): *mage armor*, *ray of sickness*, *shield*, *identify*, *magic missile*, *detect magic*, *alarm*, *false life*. 2nd Level (3 slots): *misty step*, *ray of enfeeblement*, *hold person*, *blur*. 3rd Level (3 slots): *bestow curse*, *animate dead*, *counterspell*. **Speed** 30'; **Abilities** Str +1, Dex +3, Con +0, Int +3, Wis +1, Cha +2; **Passive Perception** 14; **Saving Throws** Dex +4, Int +6 **Skills** -; **CR** 4; **XP** 1,100; **Special** *Stone Cold Killer* (During The first turn of combat, Dubois gains advantage on spell attacks against any creatures that have not acted yet or those creatures have disadvantage on saves against spells that Dubois casts.), *Death Shroud* (1x per day, Dubois touches his armor and can attempt to hide as a free action. If he succeeds at hiding he can also use his reaction to move up to half his speed.) **Tactics** General: Dubois is part spellcaster, part assassin, so he does best to stay out of the fray and rain spells down on his enemies. He has a number of buffs and/or escape methods at his disposal to get out of a tight spot, but he's not helpless in melee range either. Round 1: *Ray of sickness* at Level 3 slot against a PC that has not gone yet in initiative to take advantage of his Stone Cold Killer attribute. Round 2: *Ray of Enfeeblement* or *Bestow Curse*. Any Round: *Blur*, *Shield*, *Mage Armor* for protection As needed: *Death Shroud*, *Misty Step*.

ELÁNDA THE EARTHEN: HP 240 (32d8+56); **AC** 17 (bark skin); **Actions** *Multiattack* (Can make two melee or ranged attacks.), *Shillelagh* (Melee Attack: +8 to hit, reach 10 ft., one creature, 11 (2d6+5) damage and target is pushed 1d4 x 10'

away.), *Thorn Whip* (Melee Attack: +8 to hit, reach 30 ft., one creature. Hit: 11 (2d6+5) damage and the target is pulled 1d4 x 10' toward Elánda.), *Swirling Stones* (Ranged Attack: +8 to hit, 60/120 ft., one creature, 11 (2d6+5) damage); **Reactions** If Elánda has summoned a shambling shield she can will redirect damage to it; **Speed** 30'; **Abilities** Str +2, Dex +3, Con +2, Int +0, Wis +3, Cha +2; **Passive Perception** 12; Saving Throws Dex +7, Wis +6, Con +6; **Skills** Medicine +4, Nature +3, Perception +4; **CR** 14; **XP** 8,400; **Special** *Legendary Resistance* (3/Day: If Elánda fails a saving throw, she can choose to succeed instead.), *Death Throes* (When Elánda hits a quarter of her hp (60 hp) she only uses shards of broken chaos ability after every PCs turn. She no longer has access to any of her other actions or special abilities.), **Gear** 10 (100gp) Gems (1000 gp), *Circlet of Shambling Mound*, *Staff of the Chain Lightning*. **Tactics** General: Ranged Combat. Use swirling stones as a ranged attack. Make use of your shambling shield to defend yourself. Then use chain lightning to attack your enemies and replenish their hp. Use thorn whip to move PCs into range and Shillelagh to push them away. Round 1: *Swirling Stones*. Legendary actions *Shambling Shield*, *Chain Lightning*, & *Melee Attack*. Round 2+: Attack with *Shillelagh*, *Thorn Whip*, or *Swirling Stones*. Legendary actions *Shambling Shield*, *Chain Lightning*, & *Melee Attack*.

Legendary Actions

At the end of another creature's turn, Elánda can take one of the three legendary actions below, regaining spent legendary actions at the start of its turn.

Melee Attack. Elánda can make one attack with either *Shillelagh* or *Thorn Whip*.

Chain Lightning. Elánda shoots lightning at one creature of her choice within 30 feet. The lightning then jumps to a random creature within 10 feet of the previous target. The lightning cannot affect a creature more than once per use of this ability. Affected creatures must make a DC 16 Dexterity saving throw, taking 2d6+5 lightning damage on a failed save, or half as much on a successful one.

Shambling Shield. Elánda summons a Shambling Shield (16 hp) as a legendary action. She may redirect one single-target attack as a reaction. She may have any number of Shambling Shields active at any time. When a lightning attack is used the Shambling Shields will regain up 16 hit points. The Shambling Shield can not attack.

Shards of Broken Chaos. Every character within 120' of Elánda makes a DC 16 Constitution saving throw or take 2d6+5 damage.

ELECTROMAGNET: HP 70; **AC** 18;

Actions *Magnetic Field* The electromagnet affects all metal-bearing creatures within a 15' radius. PC's wearing medium armor (excluding hide) that move into this area must make a DC 15 Strength check when they first enter or start a turn within this area. PC's wearing heavy armor have disadvantage on this check. Upon a failure, the player is pulled 10' towards the magnet and their speed is reduced to zero. If the

PC is pulled next to a magnet, they are restrained.

FLAMING SKULL: HP 40 (9d4+18); **AC** 13; **Actions** *Multiattack* (Can use *Fire Ray* twice.), *Fire Ray* (Ranged Spell Attack: +5 to hit, range 30 ft., one target, 10 (3d6) fire damage); **Speed** 0'; fly 40'; **Abilities** Str -5, Dex +3, Con +2, Int +3, Wis +0, Cha +0; **Passive Perception** 12; **Skills** Arcana +5, Perception +2; **CR** 4; **XP** 1,100; **Special** *Damage Resistances* (Lightning, Necrotic, Piercing), *Damage Immunities* (Cold, Fire, Poison), *Condition Immunities* (Charmed, Frightened), *Darkvision* (60 ft.), *Illumination* (The flaming skull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.), *Magic Resistance* (The flaming skull has advantage on saving throws against spells and other magical effects.), *Rejuvenation* (If the flaming skull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a dispel magic or remove curse spell is cast on them.), *Spellcasting* (The flaming skull is a 5th-level spell caster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flaming skull has the following wizard spells prepared: Cantrip (at will): *mage hand*; 1st level (3 slots): *magic missile*, *shield*; 2nd level (2 slots): *blur*, *flaming sphere*; 3rd level (1 slot): *fireball*.)

GIANT BLACKSMITH: HP 95 (10d12+30); **AC** 15 (Half plate); **Actions** *Multiattack* (Can make one Smith's Hammer and one Chain Grasp attack. If a creature is already caught in its chain, it just makes one Smith's Hammer attack.), *Smith's Hammer* (Melee Weapon Attack) +6 to hit, reach 5', one target. 20 (5d6+3) bludgeoning damage.), *Chain Grasp* (Melee Weapon Attack) +6 to hit, reach 20', one target. 2d10+3 bludgeoning damage. A creature attacked by the Chain Grasp must make a DC 14 Dexterity save or become restrained. If a creature is caught in the chain at the start of the Giant Blacksmith's turn, the Giant Blacksmith can pull the creature in as a free action.); **Speed** 40'; **Abilities** Str +4, Dex +0, Con +3, Int -3, Wis +1, Cha +0; **Passive Perception** 11; **Skills** -; **CR** 4; **XP** 1,100; **Special** *Heat Resistance* (The Giant Blacksmith is resistant to and gets Advantage on saves against spells that deal fire damage.)

GNOLL CHIEFTAIN: HP 49 (9d8+9); **AC** 15; **Actions** *Multiattack* (The gnoll makes two attacks, either with its glaive or its longbow, and uses its *Provoke* Rampage if it can.), *Bite* (Melee Weapon Attack: +5 to hit, reach 5 ft., one creature, 5 (1d4+3) piercing damage), *Glaive* (Melee Weapon Attack: +5 to hit, reach 10ft., one target, 8 (1d10+3) slashing damage), *Longbow* (Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target, 6 (1d8+2) piercing damage), *Provoke Rampage* (*Recharge* 5-6) (One creature the gnoll can see within 30 feet of it can use its reaction to make a

melee attack if it can hear the gnoll and has the *Rampage* trait); **Speed** 30'; **Abilities** Str +3, Dex +2, Con +1, Int -1, Wis +0, Cha -1; **Passive Perception** 10; **CR** 2; **XP** 450; **Special** *Darkvision* (60 ft.), *Rampage* (When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.)

GOBLIN CHIEFTAIN: HP 21 (6d6); **AC** 17; **Actions** *Multiattack* (The goblin makes two attacks with its scimitar. The second attack has disadvantage.), *Scimitar* (Melee Weapon Attack: +4 to hit, reach 5 ft., one target, 5 (1d6+2) slashing damage), *Javelin* (Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target, 5 (1d6+2) piercing damage); **Reactions** *Deflect Attack* (When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins switch places, and the goblin chosen becomes the target instead.); **Speed** 30'; **Abilities** Str +0, Dex +2, Con +0, Int +0, Wis -1, Cha +0; **Passive Perception** 9; **Skills** *Stealth* +6; **CR** 1; **XP** 200; **Special** *Darkvision* (60 ft.), *Nimble Escape* (The goblin can take the *Disengage* or *Hide* action as a bonus action on each of its turns.)

HALF GIANT: HP 34 (4d10+12); **AC** 12 (hide armor); **Actions** *Battleaxe* (Melee Weapon Attack: +6 to hit, reach 5', one target. 13 (2d8+4) slashing damage.), *Rock* (Ranged Weapon Attack: +6 to hit, range 60/120', one target. 11 (2d6+4) bludgeoning damage.); **Speed** 35'; **Abilities** Str +4, Dex +0, Con +2, Int -1, Wis -1, Cha +0; **Passive Perception** 9; **Skills** -; **CR** 1; **XP** 200.

HOBGOBLIN CHIEFTAIN: HP 97 (13d8+39); **AC** 20; **Actions** *Multiattack* (The hobgoblin makes three melee attacks. Alternatively, it can make two ranged attacks with its javelins.), *Longsword* (Melee Weapon Attack: +9 to hit, reach 5 ft., one target, 7 (1d8+3) slashing damage or 8 (1d10+3) slashing damage if used with two hands.), *Shield Bash* (Melee Weapon Attack: +9 to hit, reach 5 ft., one creature, 5 (1d4+3) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.), *Javelin* (Melee or Ranged Weapon Attack: +9 to hit, reach 5 ft. or range 30/120 ft., one target, 6 (1d6+3) piercing damage.), *Leadership* (*Recharges after a Short or Long Rest*) (For 1 minute, the hobgoblin can utter a special command or warning whenever a non hostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.); **Reactions** *Parry* (The hobgoblin adds 3 to its AC against one melee attack that would hit it. To do so, the hobgoblin must see the attacker and be wielding a melee weapon.); **Speed** 30'; **Abilities** Str +3, Dex +2, Con +3, Int +2, Wis -1, Cha +2; **Passive Perception** 10; **Saving Throws** Int +5, Wis +3, Cha +5; **CR** 6; **XP**

2,300; **Special Darkvision** (60 ft.), **Martial Advantage** (Once per turn, the hobgoblin can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.)

KORGURK: HP Korgurk: HP 75 (10d8+30); AC 16 (ringmail and shield); **Actions Multiattack** (Can make three melee attacks. Alternatively, it can make two ranged attacks with its javelins.), **Longsword** (Melee Weapon Attack: +7 to hit, reach 5 ft., one target, 7 (1d8+3) slashing damage or 8 (1d10+3) slashing damage if used with two hands.), **Shield Bash** (Melee Weapon Attack: +7 to hit, reach 5 ft., one creature, 5 (1d4+3) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.), **Javelin** (Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target, 6 (1d6+3) piercing damage.); **Speed** 30'; **Abilities** Str +3, Dex +2, Con +3, Int +2, Wis -1, Cha +2; **Passive Perception** 10; **CR** 5; **XP** 1,100; **Special Darkvision** (60 ft.), **Martial Advantage** (Once per turn, the hobgoblin can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.)

LIGHTNING ELEMENTAL: HP 161; AC 17 (natural); **Actions Multiattack** (Can make three Shock attacks.), **Shock Spear** (Melee Weapon Attack, +8 to hit, reach 10', one target. 15 (3d6+5) lightning damage. **Coronal Discharge** (the Lightning Elemental targeting all creatures within a 15' cone of electrical discharge. Creatures within the cone must make a DC 16 Dexterity save to halve 23 (5d8) lightning damage). **Speed** 30'; **Skills** Perception +5; **Abilities** Str +0, Dex +5, Con +4, Int +3, Wis +2, Cha +2; **Passive Perception** 15; **CR** 8; **XP** 3,900; **Special Lightning Form** (The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 10 (2d10) lightning damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn or at the beginning of any turn the creature starts while within the elemental, that creature takes 5 (1d10) lightning damage and cannot take reactions.) **Embody** (The elemental can, as an action, reach out and possess a creature within 15'. The target must make a DC 17 Wisdom save or take 3d10 psychic damage and become controlled by the elemental until the end of the creature's next turn. On a save the damage is halved and the creature is not possessed by the elemental. On a failure, the elemental may command the creature freely on its turn, including forcing the creature to attack its allies. While embodying a creature the elemental grants advantage to all melee attacks and has disadvantage on saving throws against spells. Creatures affected by this ability suffer one level of exhaustion upon the effect ending. **Arc Jumper** To move, the elemental sends out electrical tendrils

around the room, instantly reappearing in an open space within 30'. **Tactics** The lightning elemental will not attack outright, and actually wishes to negotiate with the party. It will communicate via the Embody ability, targeting the strongest player first if it senses hostility (to exhaust the potential threat). Round 1+: Capitalize on Lightning Form by engulfing frontline while using reach Shock attack or Coronal Discharge to attack multiple targets, Arc Jumping as necessary to keep the fight dynamic.

LINET: HP 104 (11d10+44); AC 15; **Actions Multiattack** (Can make two attacks: one with its beak and one with its talons.), **Beak** (Melee Weapon Attack: +6 to hit, reach 5 ft., one target, 10 (2d6+3) piercing damage), **Talons** (Melee Weapon Attack: +6 to hit, reach 5 ft., one target. 14 (2d10+3) slashing damage); **Spores** (Recharge 6: A 15-foot-radius cloud of toxic spores extends out, spreading around corners. Each creature in that area must succeed on a DC 14 CON saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.), **Stunning Screech** (1/Day: A horrific screech. Each creature within 20 feet of it that can hear it must succeed on a DC 14 CON saving throw or be stunned until the end of the Linet's next turn.); **Speed** 40', fly 60 ft.; **Abilities** Str +3, Dex +2, Con +4, Int -1, Wis +1, Cha -1; **Passive Perception** 11; **Saving Throws** Dex +5, Wis +4, Cha +2; **CR** 6; **XP** 2,300; **Special Damage Resistances** (Cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks), **Damage Immunities** (Poison), **Condition Immunities** (Poisoned), **Darkvision** (120 ft.), **Telepathy** (120 ft.), **Magic Resistance** (Advantage on saving throws vs. spells and other magical effects.). **Tactics** General: Close Combat. Make use of your Stunning Screech to stun your enemies. If multiple enemies begin focusing you in melee Whispers from the Void or Spores. Round 1: Use Stunning Screech. Legendary actions Chaotic Channeling & Beak attack. Round 2: Use Spores. Legendary actions Whispers from the Void & Beak attack. Round 3+: Beak and Talon attacks. Legendary actions Whispers from the Void & Beak attack.

Legendary Actions

At the end of another creature's turn, Linet can take one of the three legendary actions below, regaining spent legendary actions at the start of its turn.

Beak Attack. Linet makes one attack with her beak.

Whispers from the void. Cost 2 Actions: Linet utters incoherent words. Each creature within 10 feet of the Linet that can hear the magical utterance must succeed on a DC 16 Constitution saving throw or be stunned until the end of the Linet's next turn.

Chaotic Channeling. Costs 2 Actions: Linet magically unleashes negative energy. Creatures within 60 feet of the Linet,

including ones behind barriers and around corners, can't regain hit points until the end of the Linet's next turn.

LODWUG: HP 150 (13d12+65); AC 15 (patchwork armor); **Actions Multiattack** (Can make two Maul attacks and one Echoing Shout attack.), **Maul** (Melee Weapon Attack) +7 to hit, reach 10', one target. 20 (2d12+6) bludgeoning damage.), **Echoing Shout** (Lodwug targets one creature he can see within 20'. The target must make a DC 15 Wisdom save or become frightened until the end of Lodwug's next turn. **Mountain Shaker** Lodwug strikes the ground at his feet with his maul. All creatures within 10' must make a DC 16 Constitution save to halve 22 (5d8) thunder damage. **Speed** 40'; **Abilities** Str +6, Dex +0, Con +5, Int -2, Wis +1, Cha +1; **Passive Perception** 11; **Skills** Athletics +9, Intimidation +4; **CR** 8; **XP** 3,900. **Special Arachnophobia** Lodwug is terrified of spiders and loses his Multiattack if he believes that one is present.

LUCAS, CHAOS TOUCHED: HP 196 (28d8+56); AC 16; **Actions Multiattack** (Can make two melee attacks.), **Pincers & Claws** (Melee Attack: +7 to hit, reach 5 ft., one creature. 7 (2d6+5) damage), **Touch of Chaos** (Bonus Action. Reduce the damage for the melee attack from 2d4+1 to 1d4+1. On a hit, target must succeed on a DC 16 CON save or become diseased. While diseased, they must roll 1d20 at the start of their next turn. On a result of 5 or lower, they spend their turn attacking one of their allies. The disease ends at the end of that turn.), **Chaotic Glare** (Lucas targets one creature it can see within 60 feet of it. If the target can see the Lucas, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of the Lucas' next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Chaotic Glare.); **Reaction Chaotic Loyalty** (Lucas can use his reaction to gather other Chaos touched miners close around him. Giving Lucas gains a +2 bonus to AC until the end of his next turn.); **Speed** 30'; **Abilities** Str +2, Dex +3, Con +2, Int +0, Wis +2, Cha +2; **Passive Perception** 12; **CR** 9; **XP** 5,000; **Special Single Vision** (has advantage on saving throws against being charmed or frightened); **Gear** Rotten Clothing, *Pickaxe of Digging* (see magic items appendix), 140 gp.; **Tactics** General: Ranged Combat. Make use of your Chaotic Glare to stun your enemies. If multiple enemies begin focusing you use Chaotic lash. Round 1: Chaotic Glare. Legendary actions Chaotic Lash & Melee attack. Round 2+: Touch of Chaos. Legendary actions Whirling Spores & Melee attack.

Legendary Actions

At the end of another creature's turn, Lucas can take one of the three legendary actions below, regaining spent legendary actions at the start of its turn.

Melee Attack. Lucas can make one Melee attack.

Chaotic Lash. Costs 2 Actions: An explosive

jolt of chaotic force bursts from Lucas. Each creature within 10 feet of the Lucas must succeed on a DC 16 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone.

Whirling Spores. Costs 2 Actions: A 15-foot-radius cloud of toxic spores extends out from Lucas. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

PIERCER: HP 22 (3d8+9); **AC** 15; **Actions** *Drop* (Melee Weapon Attack: +3 to hit, one creature directly underneath the piercer, 3 (1d6) piercing damage per 10 feet fallen, up to 21 (6d6). If the piercer misses, it takes half the normal falling damage for the distance fallen.); **Speed** 5', climb 5'; **Abilities** Str +0, Dex +1, Con +3, Int -5, Wis +2, Cha -4; **Passive Perception** 8; **Skills** Stealth +5; **CR** 1/2; **XP** 100; **Special** *Blindsight* (30 ft.), *Darkvision* (60 ft.), *False Appearance* (While the piercer remains motionless on the ceiling, it is indistinguishable from a normal stalactite.), *Spider Climb* (The piercer can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.)

RANGED CULTIST: HP 150 (15d8+40); **AC** 15 (Leather); **Actions** *Multiattack* (Can make two Chaos blasts.), *Chaos Blast* (+6 to hit, 120 ft., one creature, 10 (2d6+8) force damage); **Speed** 30'; **Abilities** Str +1, Dex +3, Con +2, Int +0, Wis +1, Cha +3; **Passive Perception** 11; **CR** 6; **XP** 2,300; **Gear** 17 gp; **Special** *Magic Resistance* (Has advantage on saving throws against spells and other magical effects.), *Single Vision* (Has advantage on saving throws against being charmed or frightened.); **Tactics** General: Ranged Combat. Use Chaos Blast. Round 1+: Attack using Chaos Blast.

SHAMBLING CLAW: HP 2 (1d4); **AC** 12; **Actions** *Claw* (Melee Weapon Attack: +3 to hit, reach 5 ft., one target, 3 (1d4+1) bludgeoning or slashing damage (claw's choice)); **Speed** 20', climb 20'; **Abilities** Str +1, Dex +2, Con +0, Int -3, Wis +0, Cha -3; **Passive Perception** 10; **CR** 0; **XP** 10; **Special** *Damage Immunities* (Poison), *Condition Immunities* (Charmed, Exhaustion, Poisoned), *Blindsight* (30 ft. (blind beyond this radius)), *Turn Immunity* (The shambling claw is immune to effects that turn undead.)

SKELETAL SERPENT: HP 58 (9d10+9); **AC** 15; **Actions** *Bite* (Melee Weapon Attack: +5 to hit, reach 10ft., one creature, 10 (2d6+3) piercing damage plus 10 (3d6) poison damage); **Speed** 30'; **Abilities** Str +2, Dex +2, Con +3, Int +2, Wis +2, Cha +3; **Passive Perception** 12; **CR** 4; **XP** 1,100; **Special** *Damage Immunities* (Poison), *Condition Immunities* (Charmed, Exhaustion, Paralyzed, Poisoned), *Darkvision* (60 ft.), *Spellcasting* (The naga is a 5th level

spellcaster (spell save DC 12, +4 to hit with spell attacks) that needs only verbal components to cast its spells. The naga will have access to either Cleric or Wizard but not both. Cleric Spells: *Cantrips* (at will): *mending*, *sacred flame*, *thaumaturgy*; 1st level (4 slots): *command*, *shield of faith*; 2nd level (3 slots): *calm emotions*, *hold person*; 3rd level (2 slots): *bestow curse*. Wizard Spells: *Cantrips* (at will): *mage hand*, *minor illusion*, *ray of frost*; 1st level (4 slots): *charm person*, *sleep*; 2nd level (3 slots): *detect thoughts*, *hold person*; 3rd level (2 slots): *lightning bolt*.

TROGLODYTE: HP 13 (2d8+4); **AC** 11; **Actions** *Multiattack* (Can make three attacks: one with its bite and two with its claws.), *Bite* (Melee Weapon Attack: +4 to hit, reach 5 ft., one target, 4 (1d4+2) piercing damage), *Claw* (Melee Weapon Attack: +4 to hit, reach 5 ft., one target, 4 (1d4+2) slashing damage.); **Speed** 30'; **Abilities** Str +2, Dex +0, Con +2, Int -2, Wis +0, Cha -2; **Passive Perception** 10; **Skills** Stealth +2; **CR** 1/4; **XP** 50; **Special** *Darkvision* (60 ft.), *Natural Camouflage* (The troglodyte has advantage on Dexterity (Stealth) checks made to hide), *Stench* (Any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour.), *Sunlight Sensitivity* (While in sunlight, the troglodyte has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.)

UNDEAD BEHEMOTH: HP 133 (14d10+30); **AC** 15 (natural armor); **Actions** *Multiattack* (Can make two melee attacks.) *Slam* (Melee Weapon Attack) +6 to hit, reach 5', one target. 13 (2d8+4) bludgeoning damage. *Chain whip* The Undead Behemoth uses its chains as whips. All creatures in a 15' straight line of the Undead Behemoth's choosing must make a DC 13 Dexterity save or be struck by the whips, taking 13 (2d10+6) damage. **Speed** 25'; **Abilities** Str +3, Dex +1, Con +4, Int -3, Wis -1, Cha +2; **Passive Perception** 9; **Skills** -; **CR** 7; **XP** 2,900; **Special** *Lightning Driven* Half of all lightning damage dealt to the Undead Behemoth is added back to its hit points. *Discouraging Presence*. All creatures within 10' of the Undead Behemoth must make a DC 14 Wisdom save or become frightened, save ends. Once a creature has succeeded on this save they are immune to its effects for 24 hours. *Undead Reflexes* The Undead Behemoth can, as a reaction, make one Slam attack against a creature when the creature engages the Behemoth. *Damage Immunities* lightning, poison, necrotic *Condition Immunities* charmed, exhaustion, frightened, paralyzed, petrified, poisoned *Resistance* bludgeoning, piercing and slashing from nonmagical weapons *Weakness* fire. **Tactics** General: Boss fight, the Undead Behemoth does best when constantly moving and forcing characters to engage with it to take advantage of its Undead Reflexes and Discouraging Aura abilities. This forces the PC's to group

together, setting them up for a more effective Chain Whip.

Legendary Actions

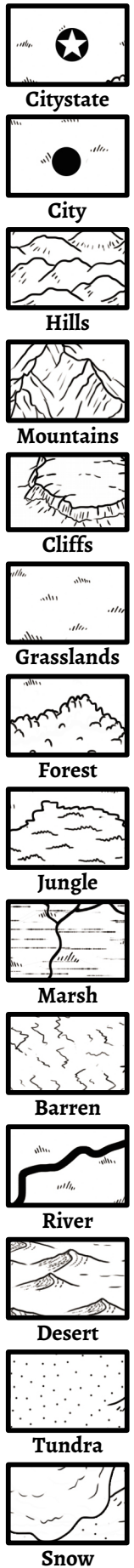
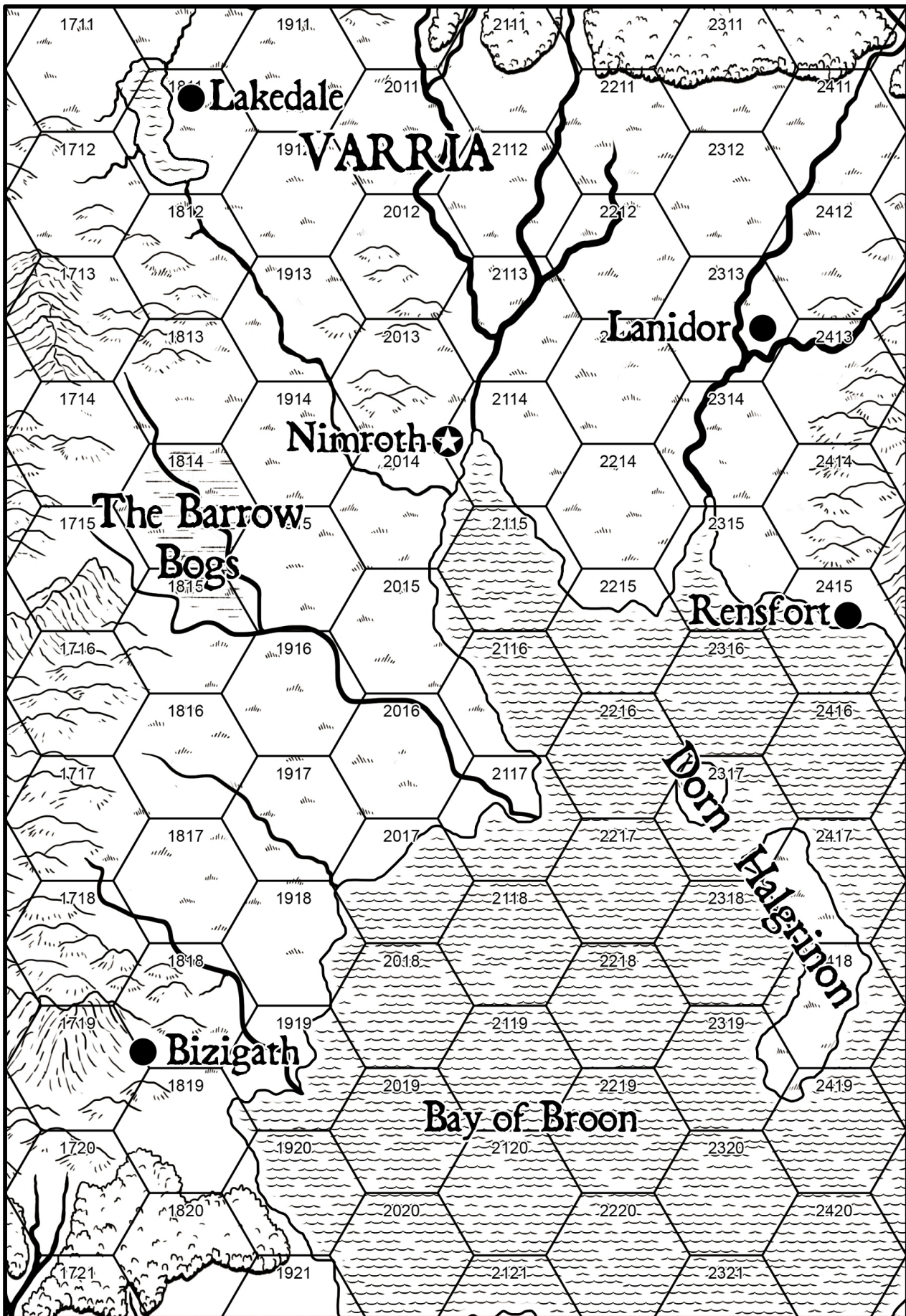
The Undead Behemoth has two legendary action points per round. At the end of another creature's turn it can take one action from those listed below, regaining spent legendary actions at the start of its turn.

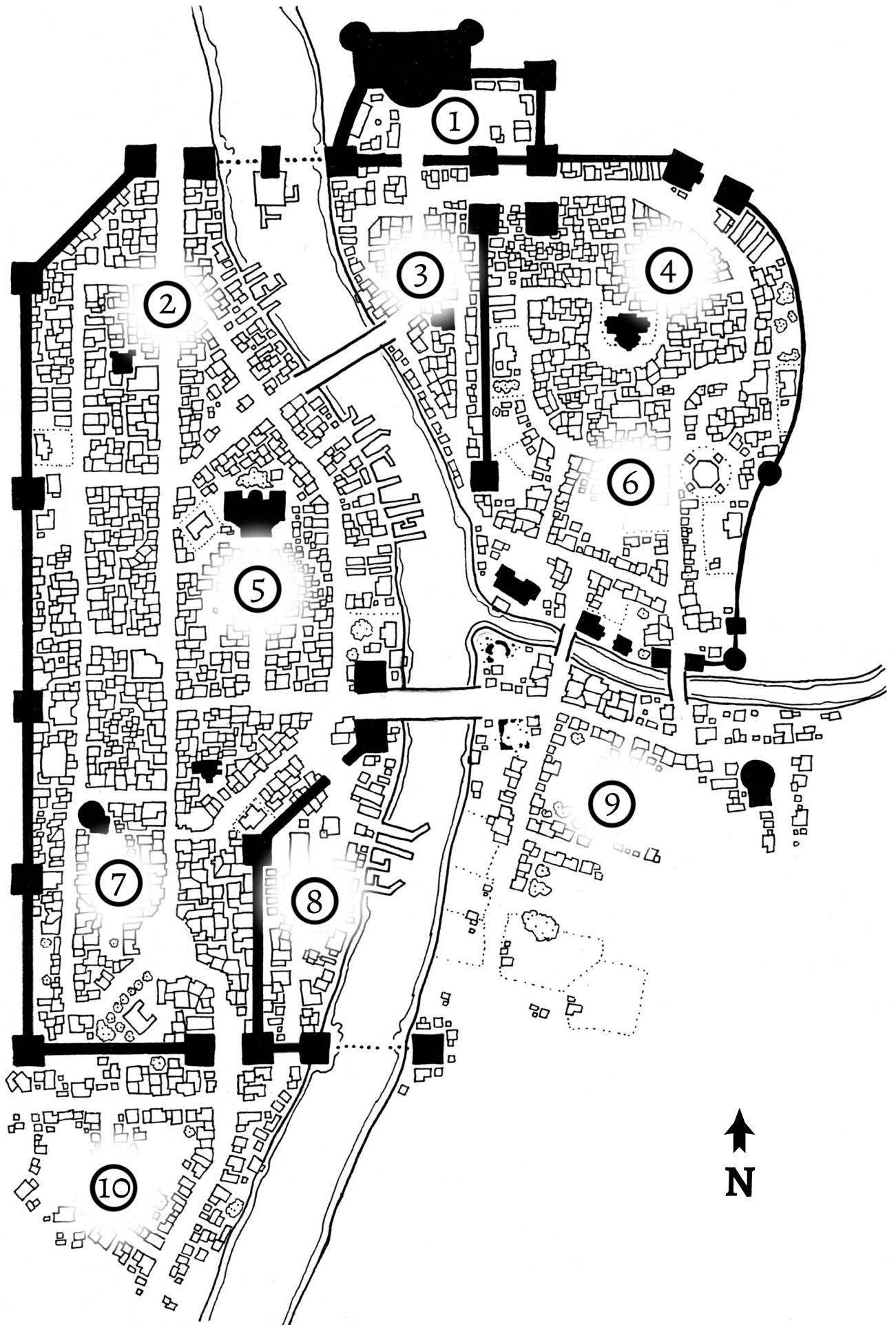
Leap. The Undead Behemoth leaps to an unoccupied space within 30' without provoking opportunity attacks.

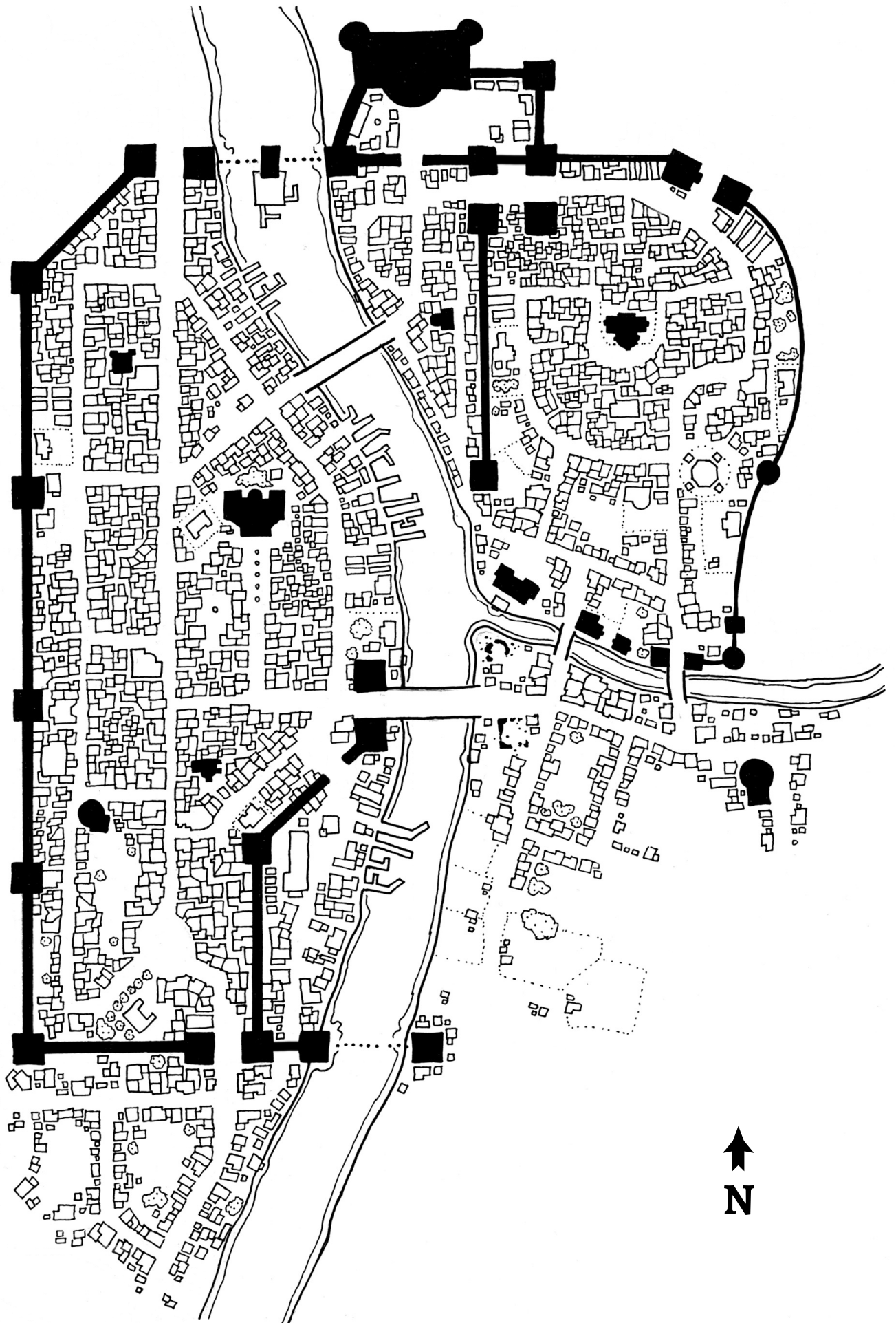
Coils. The lightning from the nearby coils arc to the Undead Behemoth, healing it for 3d6 hp.

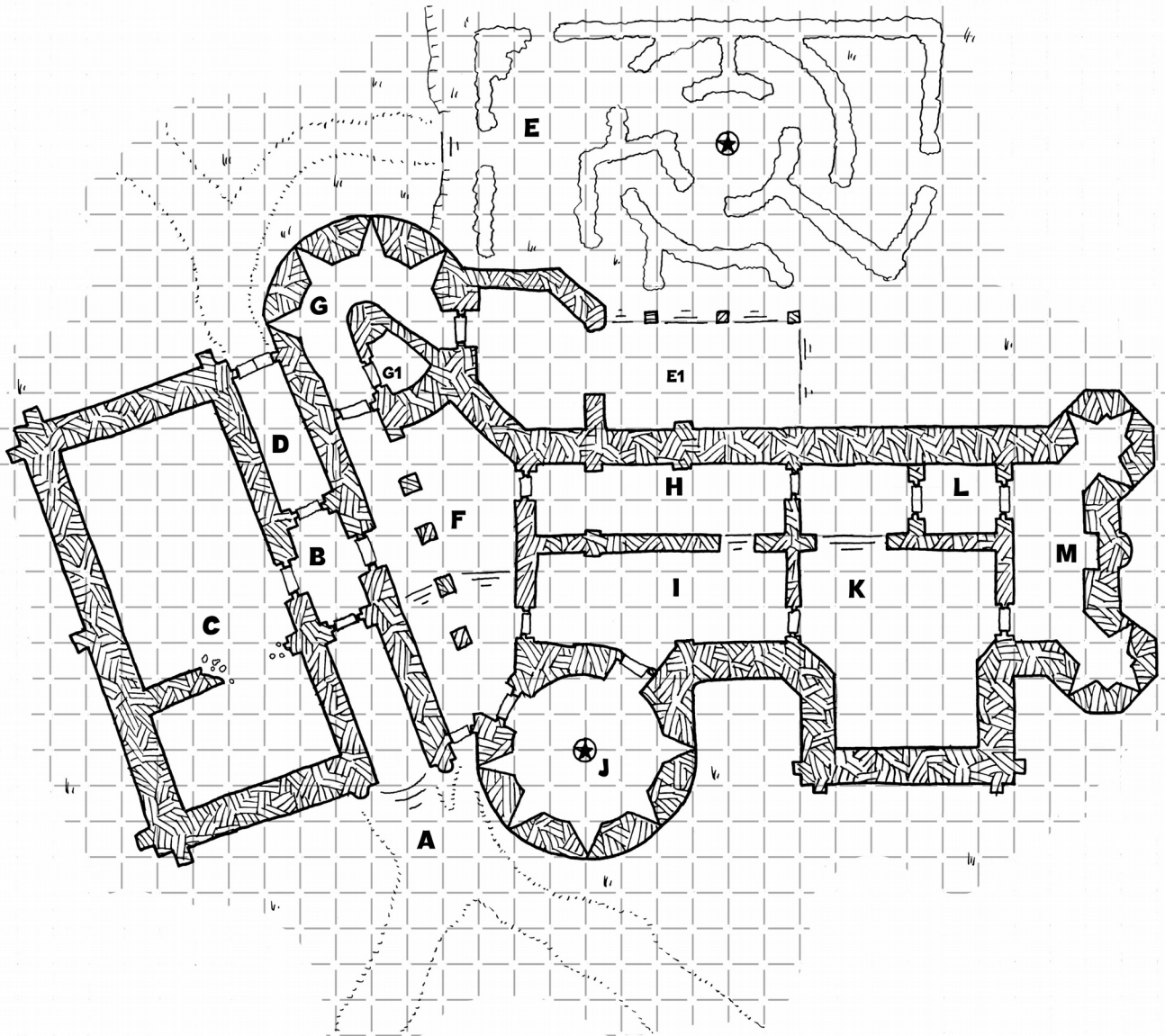
Ground Pound. (Costs 2 actions). The Undead Behemoth beats the ground with both of its fists, creating a shockwave. Each creature within a 10' radius of the Behemoth must succeed on a DC 15 Dexterity save or take 1d10 bludgeoning damage and fall prone."

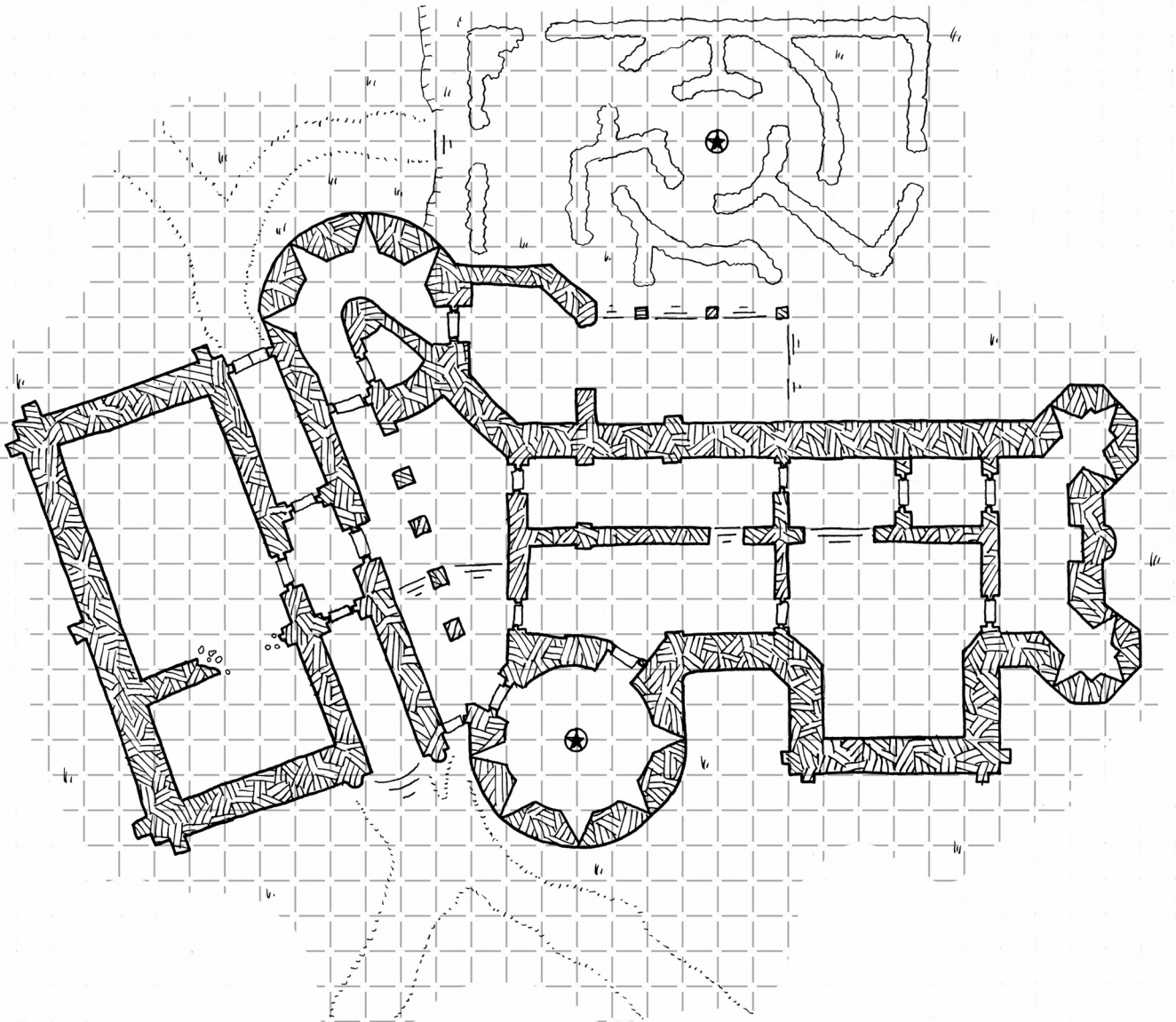
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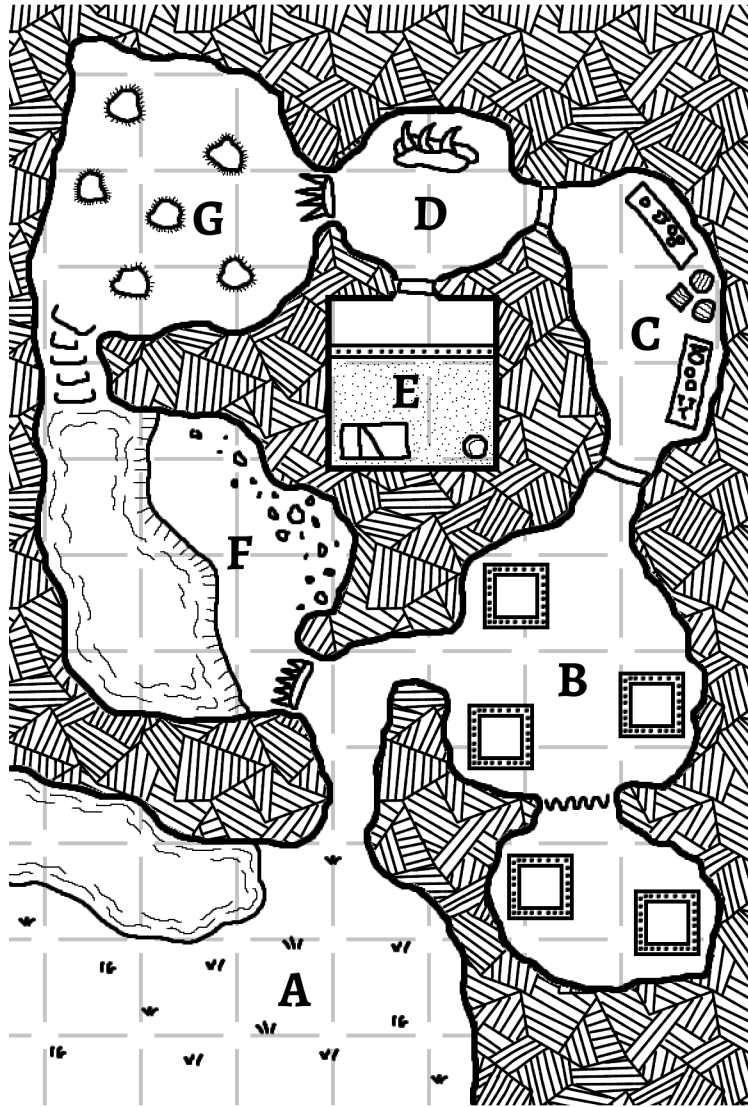


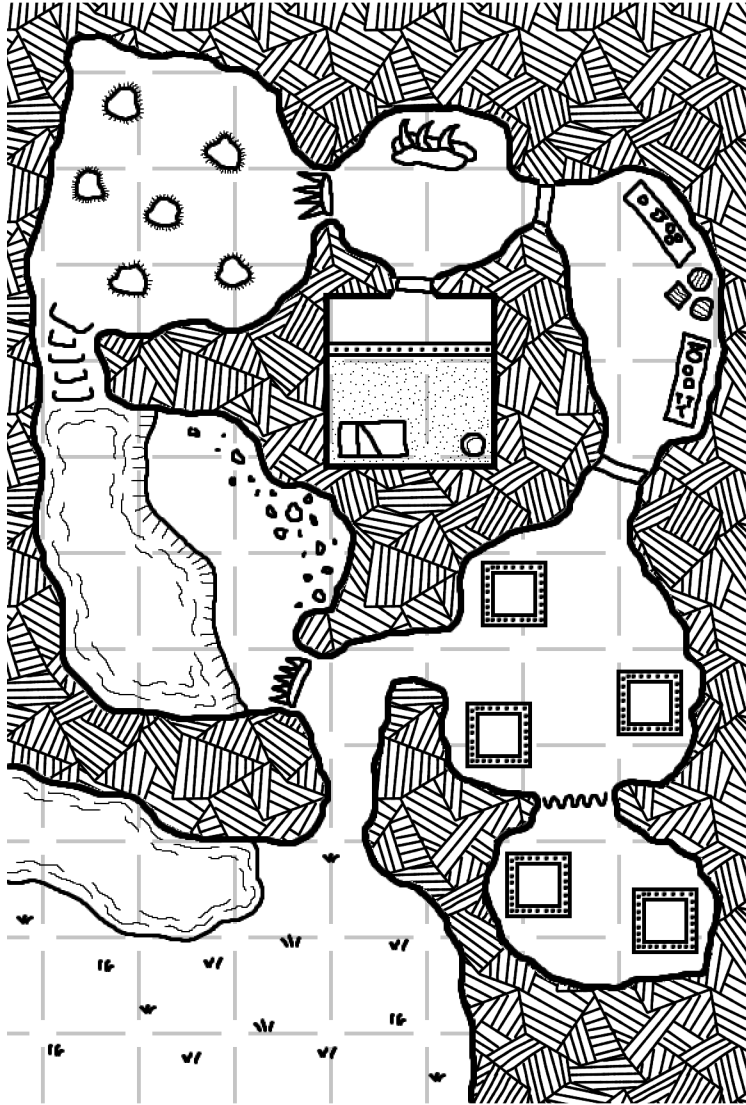


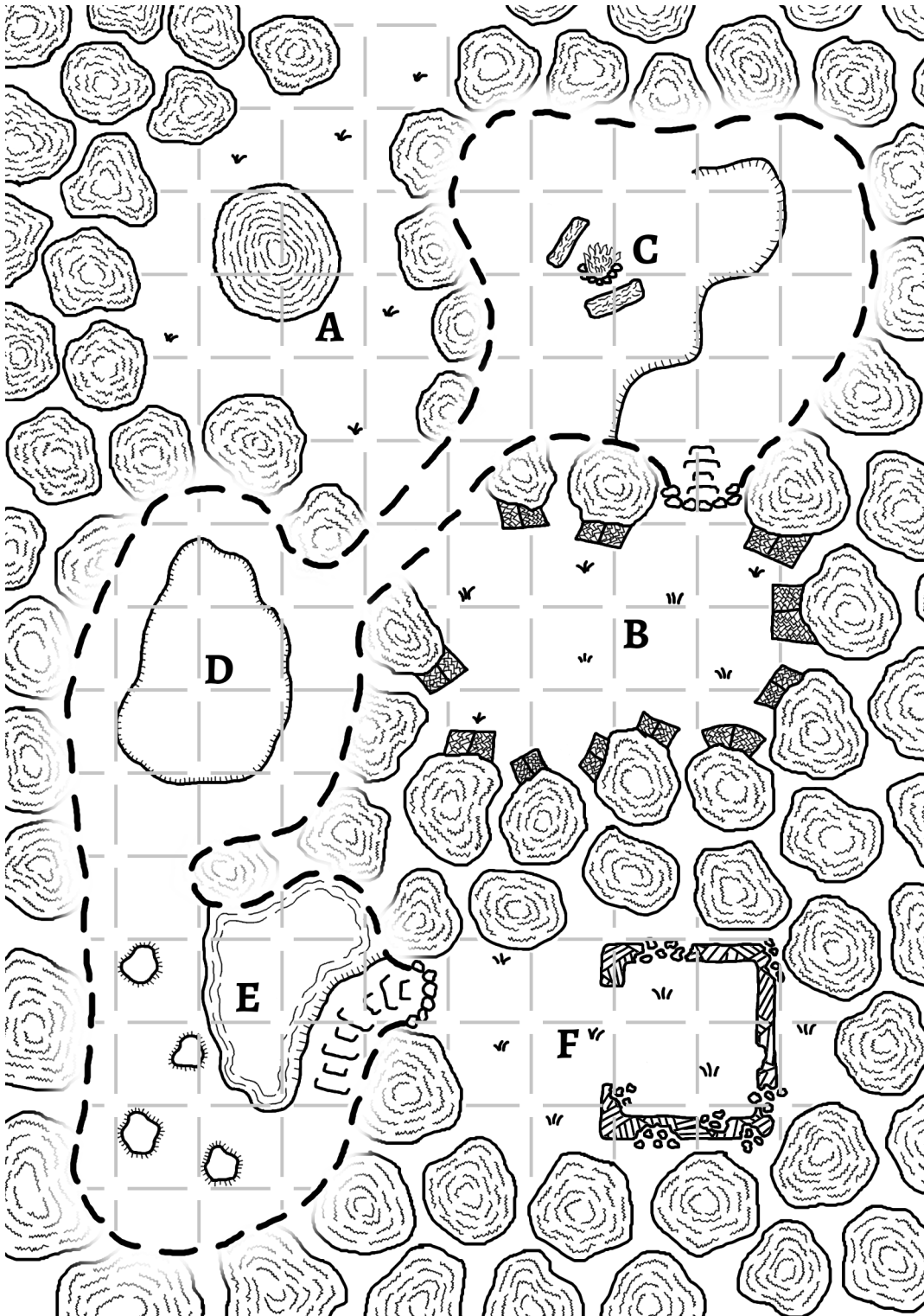


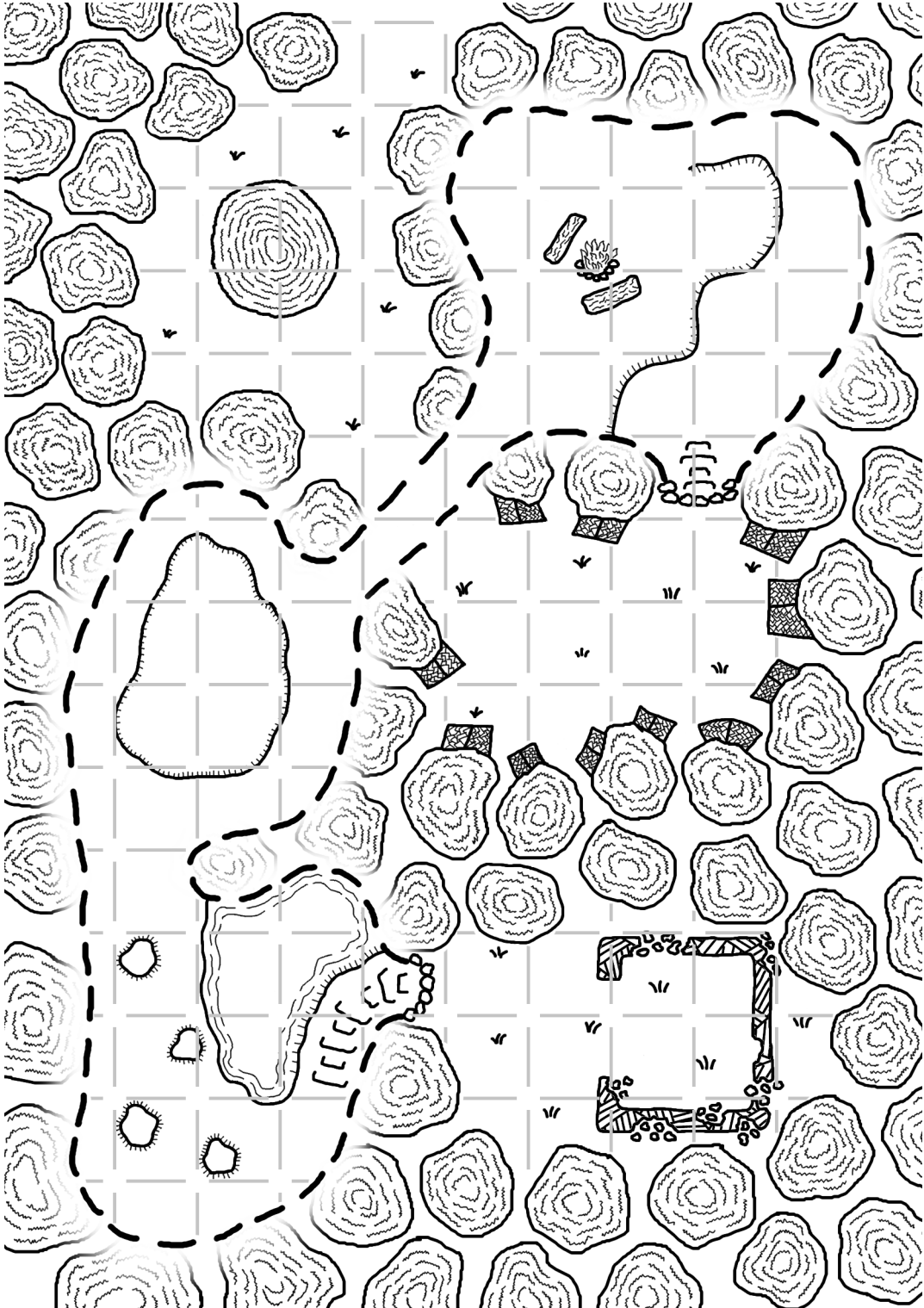


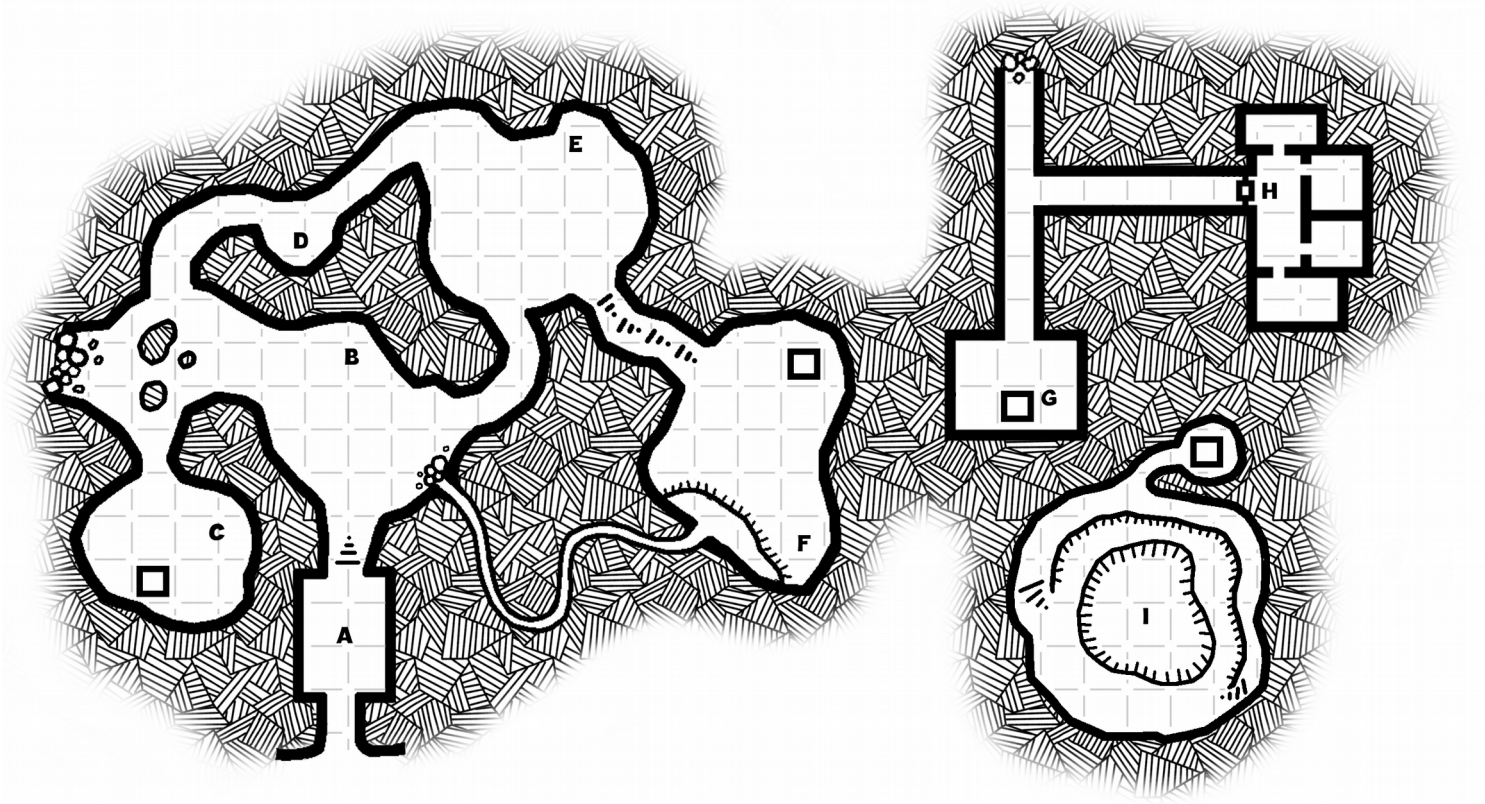


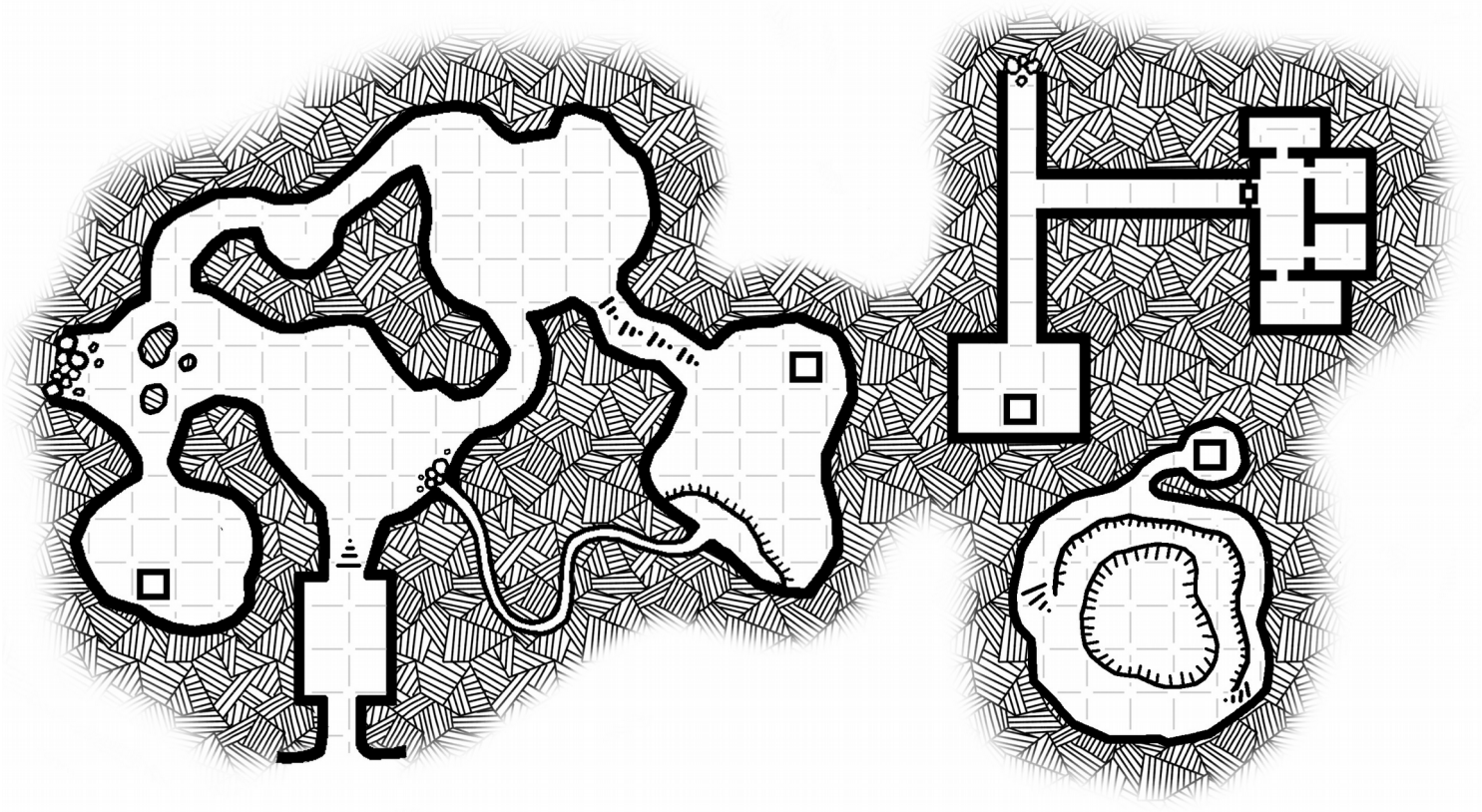


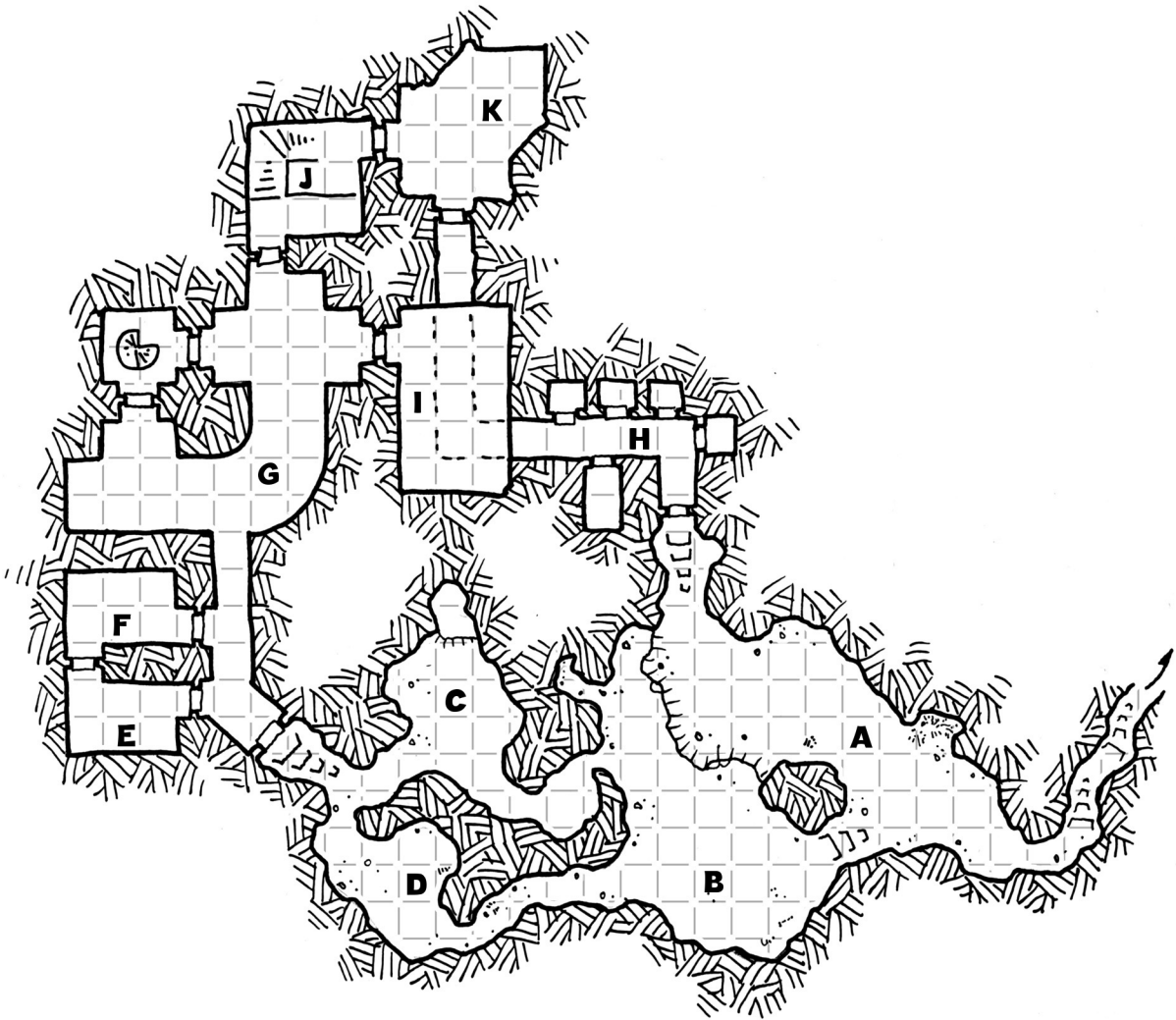


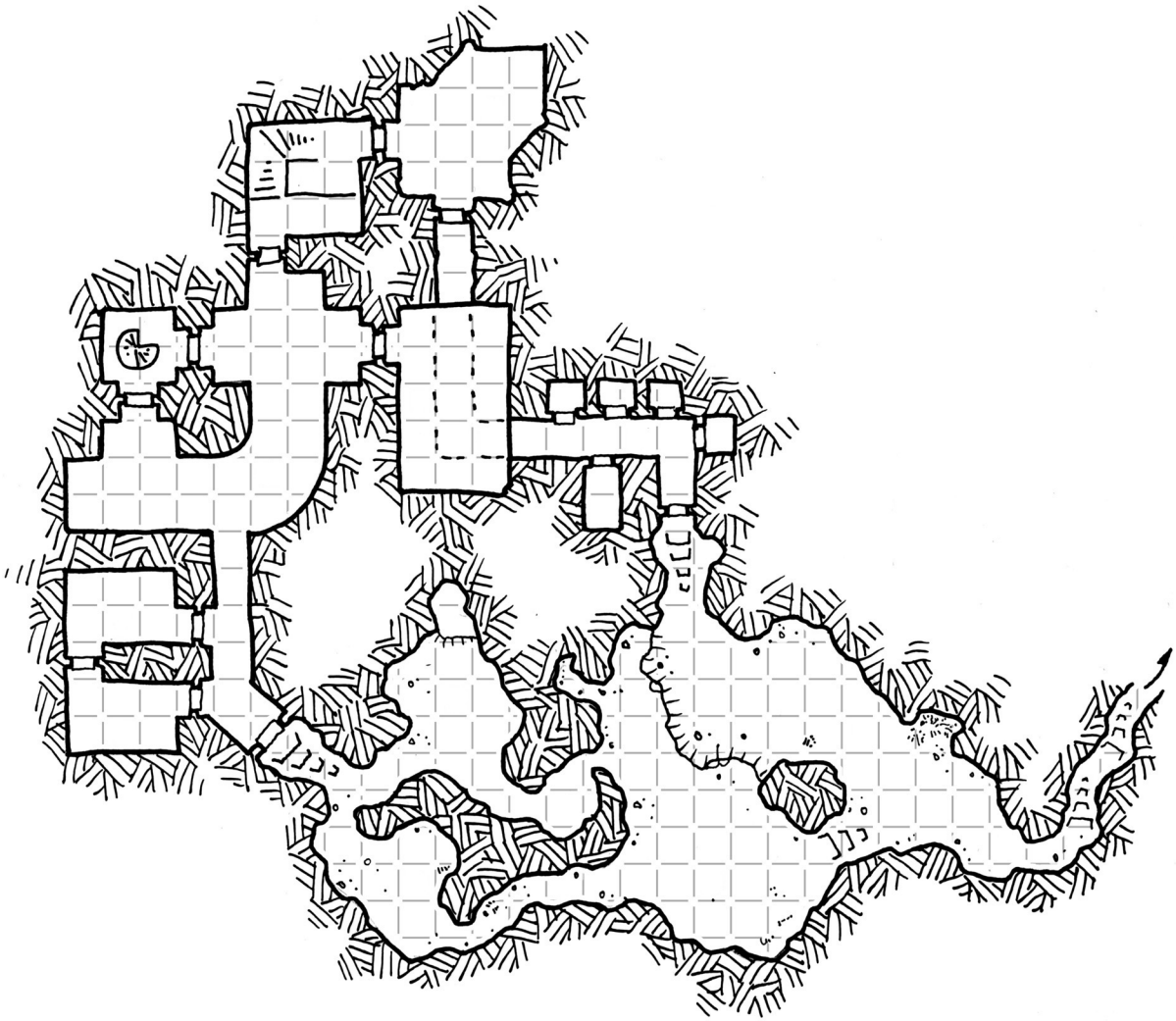


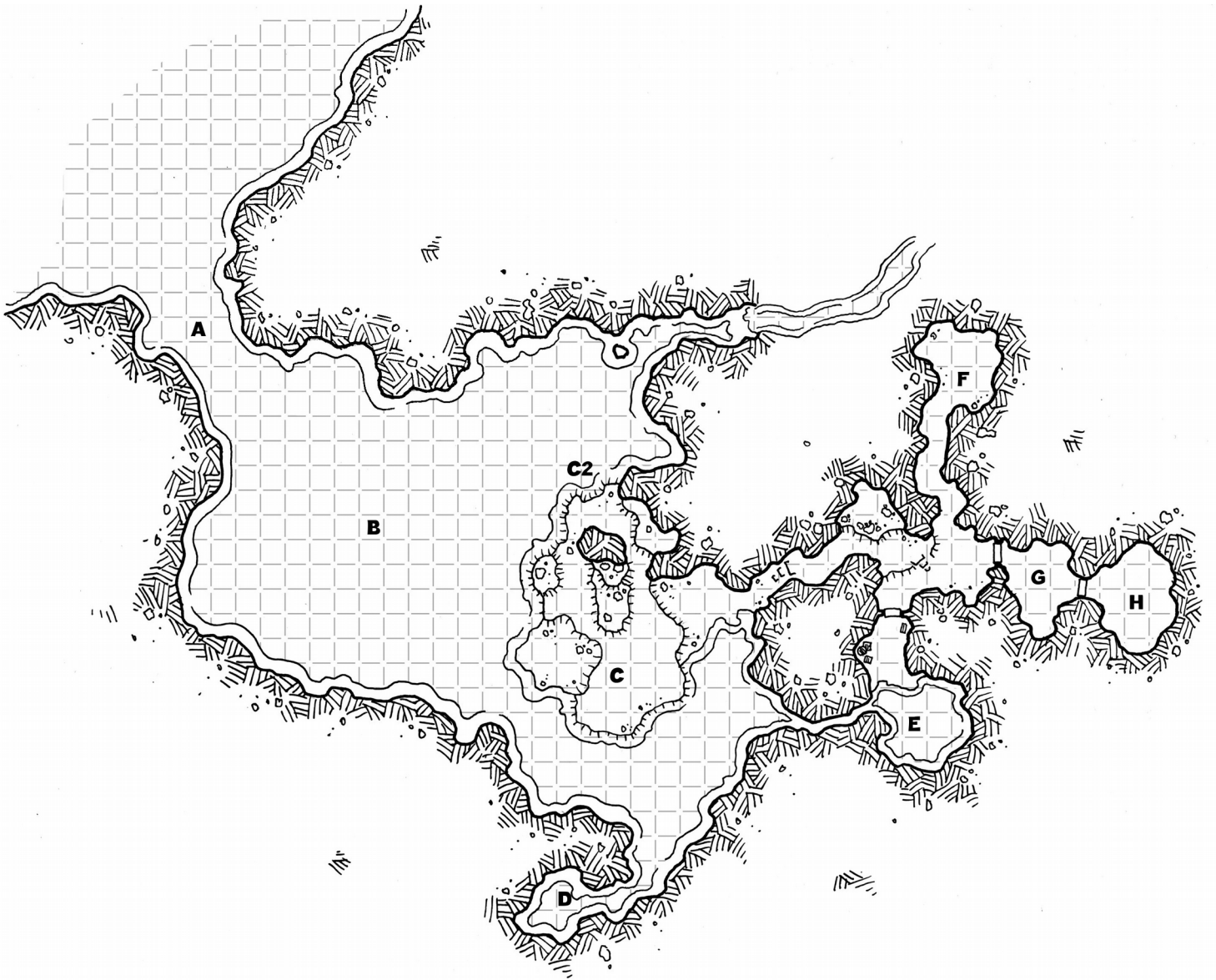


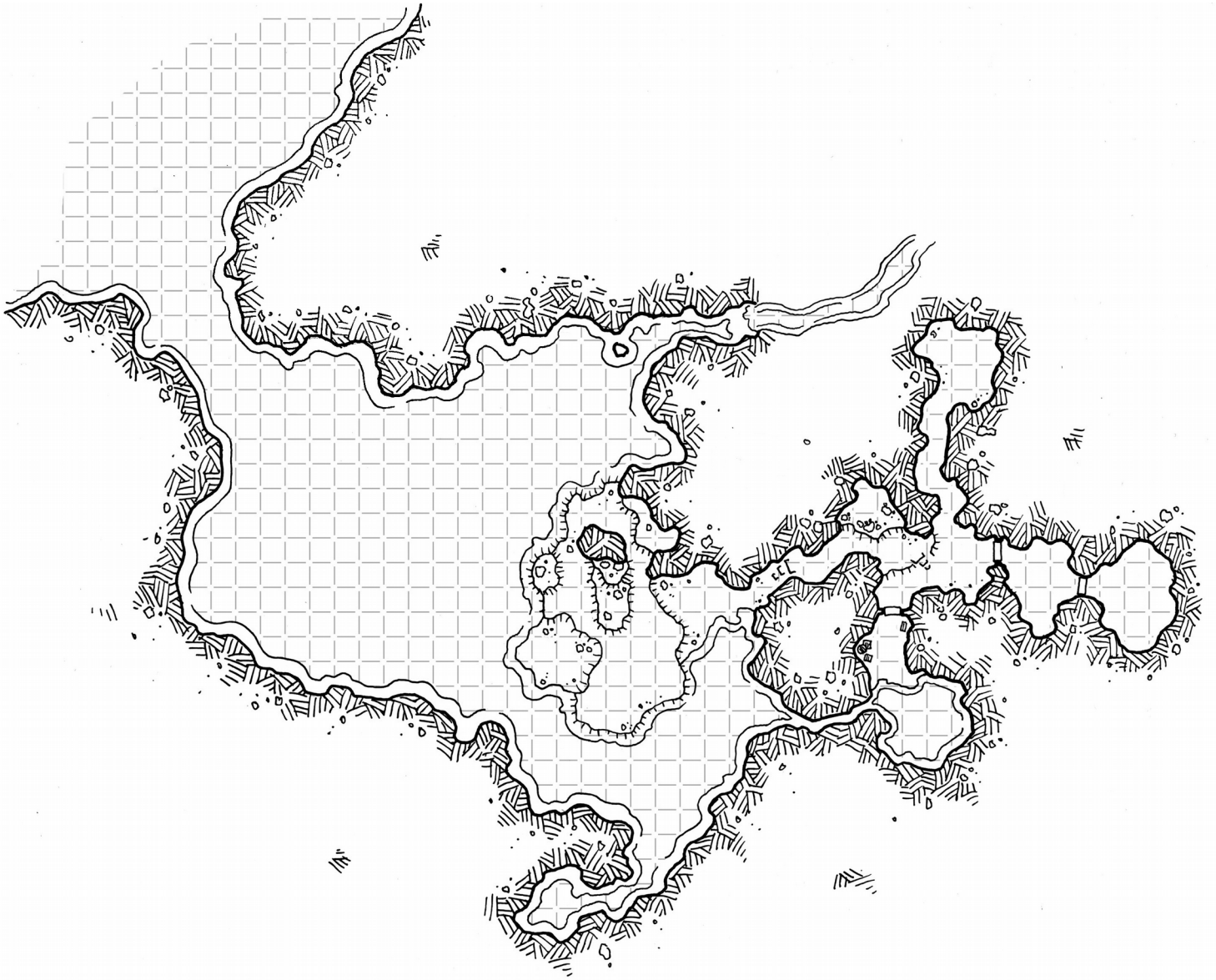


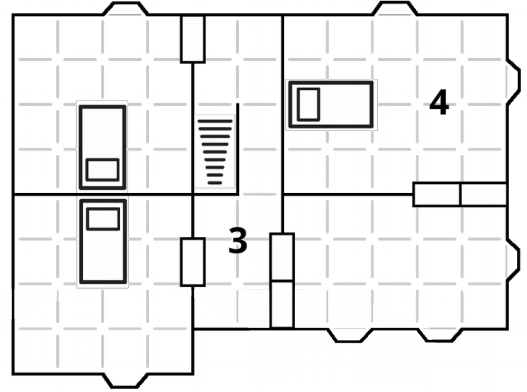
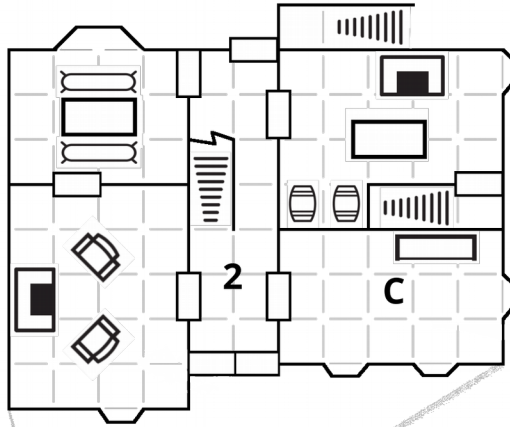
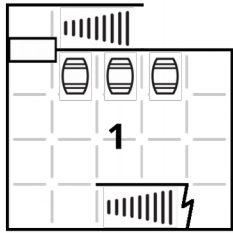












□ = 5'

