

L2

Classic Adventures
Module Conversion



The Assassin's Knot

Conversion By Thom Bryson

For Character Levels 2-5



Classic Modules Today

A D&D 5th Edition Conversion of the Early Edition Module

L2 THE ASSASSIN'S KNOT

CONVERSION GUIDE

Introduction:

Baron Grellus of Resternford is dead. All clues point to the small town of Garrotten, a day's journey to the south. The sorcerer Pelltar of Restenford has asked you to undertake a secret investigation of the crime. Can you succeed before the murderer strikes again?

This module is different from most other modules—it is a murder MYSTERY. The players will have to assemble the clues you give to discover the murderer and prevent him from carrying out his plans. Because so much of the action depends on what the player characters do, you must pace the events of this module to be both challenging and entertaining. Remember, ACTIONS LEAD TO REACTIONS, there is a strong emphasis on character interaction, and the investigation has a definite deadline. Parties who rely only on force should not expect to do well in this adventure.

A 20+ hour adventure for 2nd – 5th level characters

BY THOM BRYSON



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The Assassin's Knot is a sequel to The Secret of Bone Hill, picking up on themes from that module and shifts them to a new locale. The player characters must solve the mystery of who killed the Baron of Restenford, with evidence pointing to somebody from the town of Garrotten. The scenario describes the town and its castle.

Introduction

To use this conversion guide you will need a copy of "L2 The Assassin's Knot", originally available in hard-copy and now for sale in Digital format at www.dndclassics.com.

This document gives GMs advice to convert the module to the latest 5th Edition rules and guidance on preparing the adventure. A list of random encounter. Most creatures refer to stat blocks in the D&D 5e Monster Manual or Volo's Guide to Monsters. Unique NPCs, have full stat blocks in the Special Creatures section at the end of this conversion guide.

Page listings may refer to abbreviations: PHB (Player's Handbook, MM (Monster Manual), CR (Challenge rating), VGtM (Volo's Guide to Monsters) XGtE (Xanathar's Guide to Everything) and DMG (Dungeon Master Guide). Magic items are noted in *italics*.

Find more information about this and other early edition conversions at www.classicmodulestoday.com.

Reference Sheet

For convenience, there is a Reference Sheet at the end of this document, which summarizes the key information you will need during the game onto one concise sheet. You can print this onto a single, double-sided page (perhaps on colored cardstock) as a handy tool that you can use alongside a hard copy of the module. After reading this document, all you will need to run the game is the original module, the Monster Manual, Volo's Guide to Monsters, the Reference Sheet, and optionally any notes or visuals you have prepared.

Adventure Summary

Baron Grellus of Restenford is dead. All clues point to Garrotten (Gar RO ten), a small town about 18 miles to the south of Restenford. The party has been secretly contacted in Restenford by the sorcerer Pelltar to find out who murdered the Baron and to bring the murderer to justice. Pelltar really wants to continue his researches in peace, but the death of the Baron threatens the stability of the whole region.

Converting to your campaign

If your campaign is located in the Realms, I recommend placing the Island of Lendore on one of the Islands just south of the Velen peninsula to the west of Tethyr.

In the world of Greyhawk, The Lendore islands are just off the eastern coast of the great kingdom.

GM Notes

Special rules and tactics to brush up on prior to the game:

- This adventure has many magic items and the party has many opportunities buy and sell magic items. I recommend using the Sane Magic Item Prices guide put together by Saidoro. The pdf and discussion can be found at www.reddit.com/r/dndnext.
- Any instance of the spell Clairaudience is to be replaced with the Clairvoyance spell (PHB pg 222)
- Spell casting services: Various NPCs in this adventure will offer spell-casting services for a nominal fee. I have supplied a cost list of common spells below.
- Several NPCs in Garrotten have wild psionic abilities. I have used the concepts and rules presented in the UAMystic v3 supplied by wizards of the coast. I will update this conversion as WoTC updates the Mystic in future publications.
<https://media.wizards.com/2017/dnd/downloads/UAMystic3.pdf>
- The Orcs of this adventure are much more civilized than the Orcs from the 5e monster manual. Treat all Orcs and half-orcs in the adventure as Hobgoblins (MM pg 186)

Spell	Cost to cast
Cure wounds (1st level)	10 gp
Identify	20 gp
Lesser restoration	40 gp
Prayer of healing (2nd level)	40 gp
Remove curse	90 gp
Speak with dead	90 gp
Divination	210 gp
Greater restoration	450 gp
Raise dead	1,250 gp

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Magic Items & Treasure

Key to Town of Garroten:

5. Martin's Home

Martin: Ring of Protection, Coins (1-20gp, 3-30sp)

13. Lydia's General Store:

Lydia: Bracer's of Defense, Boots of Striding and Leaping, Rapier +2 (Int 15, Wis 14, Cha 8, Alignment LN, Empathic communication, Vision 30', Detect Evil and Good) Ring of Protection, Store's bank: Coins (10+1d20gp, 30 +1d10ep, 20+2d20sp, 30+3d10cp), loose floorboard: Coins(8pp, 204gp)

19. Armorer's Shop:

Krak: Chainmail +2, Longsword +1, Lawful Good Bane (See special items) (Int 15, Wis 14, Cha 14, Alignment LE, Speaks Common, Vision 30', Detect Evil and Good, Cast Levitate 1/long rest), Coins (2d100gp), The blade is worth (8000gp) if turned over to a Lawful Good church.

20. Tailor's Shop:

Ollie: Coins (135gp)

Spell book:

1st Level: Charm person, Enlarge/Reduce, Identify, Magic missile, Sleep

2nd Level: Suggestion

25. Boathouse:

Beshkar: Jewelry (earrings: 30gp, silver ring: 20gp, talisman: 40gp, string of pearls: 100gp)

Spell book:

1st Level: Detect Magic, Grease, Identify, Magic missile, Shield, Sleep

2nd Level: Arcane Lock, Magic Mouth, Web

29. Jeweler and Moneychanger:

Ohlatta: Bracer's of Defense, Dagger +1 Monstrosities Bane (See special items), Wand of Fear, Coins (134pp, 2460gp, 2350ep, 4750sp, 3550cp), Gems (2x500gp, 40x10gp, 20x25gp, 10x50gp, 5x100gp, 1 each of 200gp, 350gp, 500gp, 1000gp, 2000gp), Eyes of the statue (500gp each)

Spell book:

1st Level: Color Spray, Charm Person, Detect Magic, Silent Image, Shield, Sleep

2nd Level: Arcane lock, Blindness/Deafness, Phantasmal Force, Magic Mouth

31. Weaver's Shop:

Spell book:

1st Level: Detect Magic, Identify, Jump, Unseen Servant

32. Captain Quenex's House:

Quenex: chainmail +1, Coins (45gp, 2d20ep)

39. Abandoned Building:

Priska: Ring of Protection, Rapier +1, Coins (250gp)

46. Weaponsmith:

Gilmi: Platemail +1, Warhammer +1, Coins (1d12pp, 3d10gp)

48. Alchemist Shop:

Relba: Potion of recovery (See Special Items)

Hestal: Potion of polymorph, Coins (1d20gp, 440gp)

50. Guard House:

Golfig: Coins (1d20gp)

Tesh: Coins (1d12gp)

Hestor: Coins (1d12gp)

Key to the House of Abraham:

Inn Staff

Abraham d'Farmin: Bracer's of defense, Longsword +1, Coins (1d20gp, 440gp)

Glami: Ring of Protection, Coins (1d12gp)

Wilfong: Ring of Protection, Medallion of Thoughts, Coins (1d20+10gp, 1d20+20sp), Gems (100gp)

Philmar: Coins (3d10gp)

Oscar: Coins (2d20gp)

"Captain" Basmar: Dagger (good cleric Bane), Cape of Protection, Necklace of Fireballs (3 beads), Ring of Protection, Medallion of Thoughts, Coins (12pp, 4d10+10gp)

Key to the Inn

5. Basmar's Room: Keoghtom's Ointment

6. Oscar and Philmar's Room: Coins (45gp, 20gp), Gems (2x50gp)

11. Glami's Room: Scroll (Jump, Mirror Image, Web), Coins (35gp, 45ep), Gems (50gp, 100gp)

12. Abraham's Room: Coins (280gp, 375ep, 575sp)

Key to The Church of Osperm:

Harper: Bracer's of Defense, Staff +1, Warhammer +1, Ring of Water Walking, Ring of Spell Turning

Harmin: Platemail +1, Shield +1, Flail +1, Ring of Protection, Ring of Free Action, Coins (10+2d10gp)

Basil: Chainmail +1, Mace +1, Coins (1d20gp)

Lothar: Ring of Protection, Rapier +1, Handaxe +1, Amulet of proof against detection and location, 175gp

Bratt: Mace +1

Key to The Theater of the Mystic Celebration:

Balmorow: Chainshirt +1, Longsword: Guardian Blade (See Special Items), Ring of Protection from Charm (See Special Items), Coins (4d10gp)

Willis: Coins (1d12gp)

Spell book:

1st Level: Color Spray, Disguise Self, Charm Person, Detect Magic

2nd Level: Invisibility, Phantasmal Force, Magic Mouth

Phyllis: Bracer's of Defense, Coins (2d20gp)

Spell book:

1st Level: Charm Person, Detect Magic, Find Familiar, Unseen Servant

2nd Level: Detect Thoughts, Enlarge/Reduce, Rope Trick

Marvin, Wilbur and Arthur: Coins (2d20ep each)

Strongbox: Coins (1d4gp, 2d20+20sp)

Key to The Castle:

Castle Residents

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The Lord Mayor, Protector of the lake, and Her Henchmen

Arness: Bracer's of Defense, Cloak of Protection, Gem of Identification (See Special Items), Gem of Comprehend Languages (See Special Items), Gem of undetectable alignment (See Special Items)

Tellish: Bracer's of Defense, Cloak of Etherealness (See Special Items), Flail +1, shortsword +1 (Detects invisibility and Locates Objects, each once per short or long rest, Intelligence 14, Wisdom 10, Charisma 8. Speaks Common), dagger +1

Ascue: Chainmail +1, Shield +1, Battleaxe +1

Chief Hirelings of the Lord Mayor:

Armax: Bracer's of Defense, Wand of Paralysis, Coins (2d10gp, 2d8sp)

Falbore: Shield +1, Coins (2d20gp, 3d10ep, 4d10sp)

Sangster: Shield +1, Coins (2d10ep, 3d10sp)

Gellius: Ring of Protection, Shortsword +1, Coins (3d10ep, 4d10sp)

Students:

Relmark: Coins (2d12gp, 3d10sp)

Geltuck: Coins (3d6ep)

Trell: Coins (3d6ep)

Rogan: Coins (2d10ep)

Thomas: Coins (3d10ep)

Holga: Coins (2d20gp)

Servants: Coins (2d20sp each)

Castle Guards:

Gulp: Rapier +1

D. Guardhouse:

10. Barracks Room:

- 1) Coins (20gp)
 - 2) Coins (84ep)
 - 3) Coins (18gp)
 - 4) Coins (28ep)
 - 5) Gems (3x10gp)
 - 6) Coins (20gp), Gems (fake, appears as 500gp)
- 11. Gellius' Room:** Dagger +1, Disguise kit, Gems (1x100gp)
- 12. Sangster's Room:** Disguise kit, Coins (220gp), Gems (1x50gp)

E. Keep:

14. Entry Hall: Candle sticks (2x20gp)

18. Reception Room: Tapestries (2x85gp)

19. Dining Room: Candelabras (2x150gp), Scroll (Web)

20. Chapel: Dagger Good clerics Bane (Intelligence 14, Wisdom 10, Charisma 11. Communicates via empathy, any good aligned creature holding the dagger take 4d6 necrotic damage, Wisdom save DC 13 for half)

22. Ascue's Room: Coins (35gp, 88ep), Gems (4x150gp)

25. Tellish's Room: Coins (45gp, 75ep), bottle of sleep aid (Treat as Drow poison DMG pg 258), Symbol above altar (200gp), Golden gem encrusted chalice (250gp)

26. Tellish's Inner Sanctum: Gems (45x10gp, 20x25gp, 10x50gp, 5x100gp, 5x200gp)

27. Arness' Bedroom: Clothing (250gp), Tapestry (250gp),

Fake jewelry (100gp), Perfume (50gp), Dust of Sneezing and Choking

28. Antechamber: Tapestry (200gp), Coins (140gp, 430ep, 800sp), Strands of pearls (100gp, 150gp, 200gp), Pendants (15gp, 200gp), Jeweled gold rings (100gp, 150gp, 175gp, 250gp), Scroll (Sleep, Shield)

Spell book:

1st Level: Charm person, Detect Magic, Grease, Identify, Magic missile, Shield, Sleep

2nd Level: Arcane Lock, Enlarge/Reduce, Invisibility, Hold person, Magic Mouth, Ray of Enfeeblement, Web

3rd Level: Dispel Magic, Slow

31. Fourth Floor: Ring of Feather Falling, Necklace of Fireballs (3 beads)

33. Main Treasure Room:

Chest #1: Coins (108pp, 1330gp)

Chest #2: Coins (3440ep)

Chest #3: Coins (4550sp, Gems (8x50gp, 8x100gp, 4x250gp)

Chest #4: Chainmail +1, Flail +1, Mace +1, 6 Crossbow bolts +1, Potions (Flying, Greater healing, Growth, Invisibility)

34. Falbore's and Armax's Room: Furs (75gp) Potion of gaseous form, Strands of pearls (45gp, 80gp), Earrings (30gp, 80gp), Brooches (50gp, 120gp), Dagger of humanoid bane, Coins (11pp, 92gp, 140ep), Wand of paralysis, scroll of cure wounds

35. Laboratory: Alchemical supplies worth 3d4x100gp

37. Ogre's Room: Ring of Contrariness (See Special Items)

40. Clerical Students' Room: Sack #1 Coins (31pp, 44sp), Sack #2 Coins (18ep, 24sp), Sack #3 Coins (7gp, 84sp), Scroll of cure wounds (x2), Bless, and Fear

41. Students' Room:

Spell book:

1st Level: Detect Magic, Shield, Sleep

Special Items

Bane Weapon:

Weapon, uncommon (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon.

A bane weapon excels at attacking one type or creature. Against its designated foe, its enhancement bonus is +2. It deals an extra 1d6 points of damage against the foe. Bows, crossbows, and slings so crafted bestow the bane quality upon their ammunition.

Cloak of Etherealness

Wondrous item, legendary (requires attunement)

As an action, the owner of this cloak can cast the Etherealness spell. The cloak works for a total of up to 10 minutes per long rest and the effect can be dismissed at will. Each use of the cloak uses a minimum of 1 minute of duration regardless the actual time spent ethereal

Gem of Identification:

Wondrous Item, very rare (requires attunement)

This gem bestows upon the owner the ability to cast Identify at will.

Gem of Comprehend Languages:

Wondrous Item, very rare (requires attunement)

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This gem bestows upon the owner the ability to read all writing.

Gem of Undetectable Alignment:

Wondrous Item, very rare (requires attunement)

This gem conceals the alignment of a creature from all forms of divination.

Guardian Blade

Weapon (any), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

This blade does not normally glow. Its chief function is lie upon or beside the sleeping character and warn of approaching danger. It can detect enemies within a 20 foot sphere. Upon detecting an enemy, the guardian will flash a single burst of light, telepathically alert its owner, and go out. This power can be used but once per day, and will operate continuously for a period of up to six hours. It may be used while the character is awake and moving, but once used, it will not function again for twenty-four hours.

Potion of Recovery:

Potion, common

After drinking this potion you regain 1d4 lost hit points. You must also make a DC 13 constitution saving throw or fall in to a deep sleep for 1d4+1 hours.

Ring of Contrariness:

Ring, rare, Cursed (requires attunement)

This magical ring is cursed, making its wearer unable to

agree with any idea, statement, or action. Once put on, the ring can be removed only after a remove curse spell is cast upon the individual wearing it. Because of the cure, the wearer will resist any attempts to cast such a spell. The contrariness ring will have one of the following additional magical properties:

D100	Secondary Power
01-20	Flying (Treat as Broom of Flying)
21-40	Invisibility (Treat as Ring of Invisibility)
41-60	Levitation (Treat as boots of Levitation)
61-70	Shocking Grasp (The owner can use Shocking Grasp as a cantrip using the wearers Intelligence, Wisdom, or Charisma as the casting stat)
71-80	Spell Turning (Treat as Ring of Spell Turning, Including spells to remove curse on the wearer)
81-00	Strength (+2) Increases the wearers Strength by 2

Note that contrariness can never be removed from the ring. The ring can only be destroyed to remove the curse.

Ring of Protection vs Charming:

Ring, rare

Two times per long rest, the wearer of this ring is immune to any effect that would cause the Charmed condition.

Traps & Encounters

Key to Town of Garroten:

A: The Lake: DC 14 Wisdom (survival) or DC 14 Dexterity (Vehicles, Water) to catch 1-3 baskets of fish each basket is worth 1-3sp each. If the players fishing have both skills they can roll with advantage.

19. Armorer's Shop:

Krak: there is a 25% chance that Krak's blade will notice any one of Lawful Good alignment within 10 feet of it. It will take over Krak and have him pick a fight, assuming it feel that it will win.

20. Tailor's Shop:

Ollie: Uses Suggestion spell instead of Charm person

25. Boathouse: Arcane locked doors: DC 20 to Strength(athletics) break or Dexterity(thieves tools) to open the doors

29. Jeweler and Moneychanger:

Barred Doors: DC 22 Strength (Athletics) to break open, each having AC 19 and 25 hit points. Lock DC22 Dexterity (thieves tools)

39. Abandoned Building:

DC 18 Wisdom (perception) to spot the hidden rapier and purse of gold

53. Statue of Kord:

Watcher's Flame strike: DC 16 Dexterity save or take 4d6 fire damage and 4d6 radiant damage of a failed save, or half this much on a successful one.

Key to The House of Abraham:

Key to the Inn

2. Wilfong's Room: DC 14 passive Wisdom (Perception) check to spot the chest under the bedspread, DC 20 Dexterity (Thieves tools) to open the locked chest.

5. Basmar's Room: A DC 20 Intelligence (investigation) to spot the crossbow trap on the door. A DC 15 passive Wisdom (perception) spot the string leading to the crossbow while opening the door. A DC 14 Dexterity (Thieves tools) to disable trap. The crossbow makes a ranged attack with a +8 bonus against the first person entering the room. A target that is hit takes 7 (1d8+3) 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.

6. Oscar and Philmar's Room: A DC 20 Intelligence (investigation) to spot the trap on the door. A DC 15 passive Wisdom (perception) spot the string leading to the crossbow while opening the door. A DC 14 Dexterity (Thieves tools) to disable trap. The first person opening the door without disarming the trap must make a DC 14 Dexterity saving throw or be covered with white wash.

11. Glami's Room: The door to the cellar is Arcane locked DC 30.

12. Abraham's Room: DC 14 passive Wisdom (perception) for anyone in the common room to hear the lion roar if activated. The puzzle box requires a DC 22 Intelligence (investigation) roll to open it. DC 20 Wisdom (perception) to

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spot the secret trap door under the rug. DC 20 Dexterity (Thieves tools) to open the trap door.

14. Storeroom: DC 20 Wisdom (perception) to spot the secret door

15. Secret Crawlyway: DC 22 Strength (Athletics) to open doors 2, 5 and 6 from below.

Key to The Church of Osperm:

DC 20 Dexterity (Thieves tools) to open the locked gate.

Lothar's Room: A DC 20 Intelligence (investigation) to spot the trap on the door. A DC 15 passive Wisdom (perception) spot the string leading to the crossbow while opening the door. A DC 14 Dexterity (Thieves tools) to disable trap. The crossbow makes a ranged attack with a +8 bonus against the first person entering the room. A target that is hit takes 7 (1d8+3) piercing damage.

Key to The Theater of the Mystic Celebration:

Barred Doors and Windows of the Theatre and the House: DC 22 Strength (athletics) to open the doors and windows, AC 14 and 22 hit points to break them.

Key to The Castle:

A. Gatehouse:

1. Entryway: DC 26 Strength (athletics) to open the outer doors, AC 18 and 45 hit points to break them. DC 26 Strength (athletics) to lift the portcullis

3. Weapons Room: DC 24 Strength (athletics) to open the barred doors, AC 16 and 30 hit points to break them.

4. Guardroom: DC 24 Strength (athletics) to open the barred doors, AC 16 and 30 hit points to break them.

5. Murder Hole Room: The guards make a ranged attack with a +6 bonus against the people in the entryway. A target that is hit by a rock takes 8 (1d10+3) bludgeoning damage, A target that is hit by a spear takes 4 (1d6+1) piercing damage

B. Outer Wall:

7. Catwalk and Towers: DC 24 Strength (athletics) to open the barred doors, AC 16 and 30 hit points to break them.

D. Guardhouse:

11. Gellius' Room: If the dummy is struck (AC 5) the room will be filled with the equivalent of Dust of Sneezing and Choking (DMG pg 166). A DC 20 Intelligence (investigation) to spot the traps on the locked chest. A DC 20 Dexterity (Thieves tools) to disable the trap. If the trap is not disabled, a poison needle traps (DMG pg 123) is activated. A DC 20 Dexterity (Thieves tools) to unlock the chest

12. Sangster's Room: A DC 21 Dexterity (Thieves tools) to open the locked doors. A DC 20 Intelligence (investigation) to spot the trap on the hallway door. A DC 20 Dexterity (Thieves tools) to disable trap. The dagger makes a ranged attack with a +8 bonus against the first person entering the room. A target that is hit takes 2 (1d4) piercing damage and must succeed on a DC 16 Constitution saving throw, taking 17 (4d6) poison damage on a failed save, or half as much

damage on a successful one. DC 18 Intelligence (Investigation) to spot the secret compartment in the chest.

E. Keep:

Barred Doors and Windows: Unless noted otherwise all doors are DC 24 Strength (athletics) to open, AC 16 and 30 hit points to break them.

14. Entry Hall: DC 20 Dexterity (thieves' tools) to open the locked doors

17. Back Entry: Lightning Bolt Trap: Area 5ft wide 10ft long, each person in the area must make a DC 15 Dexterity save or take 17 (4d6) lightning damage or half on a successful save. DC 20 Dexterity (thieves' tools) to open the locked door.

Glyph of warding: Explosive runes DC 15 for 8d8 fire damage

18. Reception Room: After the fire trap is activated anyone trying to move onto or coming within 5ft of the dais will take 3d4 fire damage, no saving throw.

19. Dining Room: Glyph of warding: Explosive runes DC 15 for 8d8 fire damage

22. Ascue's Room: Coins (35gp, 88ep), Gems (4x150gp)

25. Tellish's Room: DC 20 Dexterity (thieves' tools) to open the locked chest. DC 14 Dexterity save to avoid the trapped broadsword trap or take 7 (2d6) slashing damage. DC 17 Wisdom (perception) check to notice the gems concealed in the chair

25. Tellish's Bedroom:

North Door: A DC 20 Intelligence (investigation) to spot the trap on the north door. A DC 20 Dexterity (Thieves tools) to disable trap. Failing the save the victim takes 7(2d6) poison damage and loses 1 point of Dexterity per round until it reaches zero. The effects of the poison wears off after a short or long rest, or a remove poison is applied to the victim.

Southeast Door: A DC 20 Intelligence (investigation) to spot the trap on the Southeast door. A DC 20 Dexterity (Thieves tools) to disable the trap. Failing the save, the victim takes 14 (4d6) poison damage and loses 2 point of Dexterity per round until it reaches zero. The effects of the poison wears off after a short or long rest, or a remove poison is applied to the victim.

East Door: This door is Arcane locked DC 20

Dragon statue: Area 20ft cone, each person in the area must make a DC 15 Dexterity save or take 17 (4d6) fire damage or half on a successful save. The statue is AC 20 with 65 hit points.

26. Tellish's Inner Sanctum: A DC 20 Intelligence (investigation) to spot the trap on the door. A DC 20 Dexterity (Thieves tools) to disable the poison needle trap (DMG pg 123) on the door. DC 18 Wisdom (perception) check to notice the studs in the studded leather are removable.

27. Arness' Bedroom: Arcane lock on door DC 30.

Second drawer on table: A DC 20 Intelligence (investigation) to spot the trap on the drawer. A DC 20 Dexterity (Thieves tools) to disable the Dust of Sneezing and Choking trap (DMG pg 166) on the drawer.

28. Antechamber: Arcane lock on door DC 30. Treat firetrap as Glyph of warding: Explosive runes DC 15 for 8d8 fire damage

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29. Balcony: DC 18 Wisdom (perception) to detect the invisible zombies

30. Third Floor: DC 18 Wisdom (perception) to detect the invisible zombie

33. Main Treasure Room: Glyph of warding: Explosive runes DC 15 for 8d8 fire damage.

Chest #1: DC 20 Dexterity (thieves' tools) to open the locks.

Chest #2: DC 22 Dexterity (thieves' tools) to open the locks.

Chest #3: DC 20 Dexterity (thieves' tools) to open the locks. A DC 20 Intelligence (investigation) to spot the trap on the Southeast door. A DC 20 Dexterity (Thieves tools) to disable the poison needle trap (DMG pg 123)

Chest #4: DC 20 Dexterity (thieves' tools) to open the locks.

34. Falbore's and Armax's Room: DC 15 Dexterity save to keep from going prone from stepping on the rug. DC 14 Wisdom (perception) to spot the Wand of Paralyzation under the table.

35. Laboratory: DC 20 Dexterity (thieves' tools) to open the

locked doors, DC 20 Wisdom (perception) to spot the secret door.

36. Secret Passage: DC 24 Wisdom (perception) to spot the trapdoor from the outside.

39. Large Cell: DC 20 Dexterity (thieves' tools) to open the locked cell doors.

40. Clerical Students' Room: DC 20 Dexterity (thieves' tools) to open the lock on the large chest.

41. Students' Room: A DC 20 Intelligence (investigation) to spot the crossbow trap on the door. A DC 15 passive Wisdom (perception) spot the string leading to the crossbow while opening the door. A DC 14 Dexterity (Thieves tools) to disable trap. The crossbow makes a ranged attack with a +8 bonus against the first person entering the room. A target that is hit takes 7 (1d8+3) piercing damage.

Random Encounters

Town Patrol Composition

Roll 1d100

- | | |
|-------|---|
| 1-60 | 1d4+1 Guards (MM pg 347 (25 xp)) |
| 61-80 | 1d4+1 Guards (MM pg 347 (25 xp)), Sangster (See Special Creatures) |
| 81-95 | 1d4+1 Guards (MM pg 347 (25 xp)), Armax (See Special Creatures), Falbore (See Special Creatures) |
| 96-00 | 2d3+1 Guards (MM pg 347 (25 xp)) |

Monsters

Key to Enlarged Area Map:

B: Octopus Lair: Huge Octopus (See Special Creatures (1,100xp))

C: Beach: Giant Crab (MM pg 324 (25xp))

Key to Town of Garroten:

5. Martin's Home

Martin: Treat as Aspirant Druid (See Special Creatures (50xp)), **Wolf:** Treat as Mastif (MM pg 332 (25xp))

13. Lydia's General Store:

Lydia: (See Special Creatures (450xp)), **Gelmark:** Treat as Garroten Town Guard (See Special Creatures (25xp))

18. Winery: Treat Eless and Grecko as Acolytes (MM pg 342 (50xp)), Treat lay brothers as Commoners (MM pg 344 (10xp))

19. Armorer's Shop:

Krak: (See Special Creatures (450xp))

20. Tailor's Shop:

Ollie: Treat as Apprentice Wizard (VGtM pg 209 (50xp))

25. Boathouse:

Beshkar: Treat as Novice Wizard (See Special Creatures (450xp))

26. Cleric of Xerbo:

Bess: Treat as Acolyte (MM pg 342 (50xp))

29. Jeweler and Moneychanger:

Ohlatta: (See Special Creatures (450xp)), Statue: Treat as Animated Armor (MM pg 19 (200xp))

31. Weaver's Shop:

Rollo and Tess: Treat as Apprentice Wizard (VGtM pg 209 (50xp))

32. Captain Quenex's House:

Quenex: (See Special Creatures (200xp))

39. Abandoned Building:

Priska: (See Special Creatures (200xp))

46. Weaponsmith:

Gilmi: (See Special Creatures (200xp))

48. Alchemist Shop:

Relba: Treat as Commoner (MM pg 344 (10xp))

Hestall: Treat as Commoner (MM pg 344 (10xp)), Hestall is proficient with Alchemist Kit (+6 on skill checks)

50. Guard House:

Golfing and Tesh: Treat as Garroten Town Guard (See Special Creatures (25xp))

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Hestor: Treat as Acolyte (MM pg 342 (50xp))

Key to The House of Abraham: Inn Staff

Abraham d'Farmin: (See Special Creatures (700xp))

Giami: (See Special Creatures (200xp))

Wilfong: (See Special Creatures (100xp))

Philmar: (See Special Creatures (100xp))

Oscar: (See Special Creatures (100xp))

"Captain" Basmar: (See Special Creatures (200xp))

James, Balmar, Falpir, and Rillis: Treat as Commoners (MM pg 344 (10xp))

Key to The Church of Osperm:

Harper: (See Special Creatures (5,000xp))

Harmin: (See Special Creatures (700xp))

Basil: (See Special Creatures (450xp))

Lothar: (See Special Creatures (700xp))

Adepts and Acolytes: Treat as Acolyte (MM pg 342 (50xp))

Key to The Theater of the Mystic Celebration:

Balmorrow: (See Special Creatures (3900xp))

Winky: Blink Dog (MM pg 318 (50xp))

Willis: Treat as Novice Wizard (See Special Creatures (450xp))

Phyllis: Treat as Novice Wizard (See Special Creatures (450xp))

Black Beauty: Treat as Raven (MM pg 335 (10xp))

Marvin, Willis and Arthur: Treat as Bandits (MM pg 343 (25xp))

Key to The Castle:

Castle Residents

The Lord Mayor, Protector of the lake, and Her Henchmen

Arrness: (See Special Creatures (700xp))

Tellish: (See Special Creatures (2300xp))

Ascue: (See Special Creatures (1200xp))

Chief Hirelings of the Lord Mayor:

Armax: (See Special Creatures (200xp))

Falbore: (See Special Creatures (450xp))

Sangster: (See Special Creatures (200xp))

Gellius: (See Special Creatures (100xp))

Students:

Relmark: Treat as Acolyte (MM pg 342 (50xp))

Geltuck: Treat as Acolyte (MM pg 342 (50xp))

Trell: Treat as Acolyte (MM pg 342 (50xp))

Rogan: Treat as Bandits (MM pg 343 (25xp))

Thomas: Treat as Bandits (MM pg 343 (25xp))

Holga: Treat as Apprentice Wizard (VGtM pg 209 (50xp))

Servants: Treat as Commoners (MM pg 344 (10xp))

Castle Guards:

Humans: Treat as Garroten Town Guard (See Special Creatures (25xp))

Orcs: Treat as Hobgoblins (MM pg 186 (100xp))

C. Barn and Kennel

9. Kennel: War dogs: Treat as Mastif (MM pg 332 (25xp))

D. Guardhouse:

12. Sangster's Room: Giant Centipede (MM pg 323 (50xp))

E. Keep:

22. Ascue's Room: Leopard Statue (See Special Creatures (200xp))

27. Arnness' Bedroom: Large spider Treat as Giant Wolf Spider (MM pg 330 (50xp))

29. Balcony: Invisible Zombies (MM pg 316 (50xp))

30. Third Floor: Invisible Zombie (MM pg 316 (50xp))

36. Secret Passage: Zombies (MM pg 316 (50xp))

37. Ogre's Room: Ogre (MM pg 237 (450xp))

Special Creatures

NPCs

Abraham d'Farmin

Medium Humanoid (Human), Lawful Neutral

Armor Class 13 (Bracer's of Defense)

Hit Points 36 (4d10+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+1)	14 (+2)	14 (+2)	18 (+4)	15 (+2)

Saving Throws Str +5, Con +4

Skills History +4, Insight +6, Medicine +4, Perception +5, Persuasion +4, Navigator's Tools (+2)

Senses passive Perception 15

Languages Common, Elven, Orc

Challenge 3 (700 XP)

Wild Talent Psionic. Abraham d'Farmin is a wild talent mystic with 17 Psi points with a Psi limit of 3 per use. As a wild talent, his psionic ability is Charisma (mystic save DC 12, +4 to hit with spell attacks). He has the following mystic abilities:

Read Moods (2 psi). As a bonus action, you learn a one-word summary of the emotional state of up to six creatures you can see, such as happy, confused, afraid, or violent.

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Piercing Sight (3 psi; conc., 1 min.). As a bonus action, you gain the ability to see through objects that are up to 1 foot thick within 30 feet of you. This sight lasts until your concentration ends

Psionic Blast (1-7 psi): As an action, Abraham d'Farmin can choose one creature he can see within 60 feet of him. The target takes 1d8 psychic damage per psi point spent on this ability.

Special Abilities

Action Surge: Take an extra action (use once/rest)

Second Wind: Regain 1d10 + 4 HPs (use once/rest)

Dueling Fighting Style: When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon

Actions

Longsword +1: Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d8+6) slashing damage or 8 (1d10 +3) slashing damage two handed.

Armax

Medium Human, Lawful Neutral

Armor Class 15 (mage armor, bracers of defense)

Hit Points 18 (4d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	11 (+0)	17 (+3)	16 (+3)	14 (+2)

Saving Throws Int +5, Wis +5

Skills Arcana +5, History +5, Insight +5, Persuasion +4

Senses passive Perception 13

Languages Common, Elven, Orc

Challenge 1 (200 XP)

Spellcasting. Armax is a 4th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following Wizard spells prepared:

Cantrips (at will): firebolt (1d10), light, friends, prestidigitation

1st level (4 slots): charm person, detect magic, identify, mage armor, magic missile, shield

2nd level (3 slots): invisibility, levitate

Actions

dagger: Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

Special Abilities

Wand of Paralysis: The target must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute.

Arcane Recovery: When you finish a short rest, regain spell slots totaling no more than 2, and each must be 5th level or lower. (use once/day, see PHB 115)

Portent: When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretelling roll can be used only once.

Arrness

Medium Human, Lawful Evil

Armor Class 14 (bracers of defense, cloak of protection)

Hit Points 32 (6d6 +6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	17 (+3)	13 (+1)	12 (+1)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6, Insight +4, Persuasion +4

Senses passive Perception 11

Languages Common, Elven, Orc

Challenge 3 (700 XP)

Spellcasting. Arrness is a 6th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following Wizard spells prepared:

Cantrips (at will): chill touch (2d8), light, mage hand, prestidigitation

1st level (4 slots): charm person, detect magic, magic missile, sleep

2nd level (3 slots): enlarge/reduce, invisibility, hold person, ray of enfeeblement

3rd level (3 slots): slow

Actions

dagger: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

dart: Ranged Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Special Abilities

Arcane Recovery: When you finish a short rest, regain spell slots totaling no more than 3, and each must be 5th level or lower. (use once/day, see PHB 115)

Gem of Identification: This gem bestows upon the owner the

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ability to cast Identify at will.

Gem of Comprehend Languages: This gem bestows upon the owner the ability to read all writing.

Gem of Undetectable Alignment: This gem conceals the alignment of a creature from all forms of divination.

Arcane Ward (1/day): When you cast an abjuration spell of 1st level or higher, you can simultaneously use a strand of the spell's magic to create a magical ward on yourself that lasts until you finish a long rest. The ward has hit points equal to twice your wizard level + your Intelligence modifier.

Whenever you take damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage.

While the ward has 0 hit points, it can't absorb damage, but its magic remains. Whenever you cast an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell.

Once you create the ward, you can't create it again until you finish a long rest.

Projected Ward (1/day): When a creature that you can see within 30 feet of you takes damage, you can use your reaction to cause your Arcane Ward to absorb that damage. If this damage reduces the ward to 0 hit points, the warded creature takes any remaining damage.

Ascue

Medium Half-orc, Lawful Evil

Armor Class 21 (Chainmail +1, Shield +1)

Hit Points 43 (4d10 + 2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	11 (+0)	13 (+1)	14 (+2)	7 (-2)

Saving Throws Str +6, Con +3

Skills Athletics +6, History +4, Insight +5, Intimidation +1, Perception +5

Senses Darkvision 60ft., passive Perception 15

Languages Common, Orc

Challenge 4 (1200 XP)

Spellcasting. Ascue is a 2nd level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following Cleric spells prepared:

Cantrips (at will): chill touch (2d8), light, resistance, thaumaturgy

1st level (4 slots): Bless, command, cure wounds, false life, protection from evil and good, ray of sickness

2nd level (2 slots): blindness/deafness, ray of enfeeblement, zone of truth

Actions

Battleaxe +1: Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d8 +6) slashing damage.

Special abilities

Second Wind: Regain 1d10 + 4 HPs (use once/rest)

Action Surge: Take an extra action (use once/rest)

Dueling Fighting Style: When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon

Martial Advantage: Once per turn, Ascue can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of Ascue that isn't incapacitated

Improved Critical: your weapon attacks score a critical hit on a roll of 19 or 20

Channel Divinity: When Ascue hits a creature with a melee attack, he can use Channel Divinity to deal extra necrotic damage to the target. The damage equals 5 + twice his cleric level. or Turn Undead. Undead within 30 feet must make a DC 13 Wisdom save or be turned for 1 min. or until damaged (use twice/rest)

Balmorrow

Medium Human, Chaotic Neutral

Armor Class 17 (Chainshirt +2)

Hit Points 80 (11d8 +22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	15 (+2)	16 (+3)	16 (+3)	15 (+2)

Saving Throws Dex +7, Cha +6

Skills Acrobatics +11, History +11, Perception +7, Performance +10, Sleight of hand +11

Tools: Dulcimer, flute, lute

Senses passive Perception 17

Languages Common, elven, halfling, orc

Challenge 8 (3900 XP)

Spellcasting. Balmorrow is an 11th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): light, mage hand, prestidigitation, shocking grasp (1d8)

1st level (3 slots): Animal friendship, charm person, cure wounds, detect magic, faerie fire

2nd level (4 slots): Find steed, find traps, heat metal

3rd level (3 slots): Major image, plant growth

4th level (3 slots): Dimension door, greater invisibility, instant audience

5th level (2 slots): Raise dead

6th level (1 slots): Programmed Illusion

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Actions

Longsword +2 guardian blade: Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 +4) slashing damage.

Special abilities

Ring of Protection vs Charming:

Two times per long rest, the wearer of this ring is immune to any effect that would cause the Charmed condition.

Boots of Speed: While you wear these boots, you can use a bonus action and click the boots' heels together. If you do, the boots double your walking speed, and any creature that makes an opportunity attack against you has disadvantage on the attack roll. If you click your heels together again, you end the effect.

When the boots' property has been used for a total of 10 minutes, the magic ceases to function until you finish a long rest.

Bardic Inspiration (d10, 2/short rest): You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you.

Combat Inspiration: A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.

Countercharm: As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed.

Extra Attack: you can attack twice, instead of once, whenever you take the Attack action on your turn.

Font of Inspiration: you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Song of Rest (d8): If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d8 hit points.

Basil

Medium Human, Lawful Neutral

Armor Class 19 (Chainmail +1, Shield)

Hit Points 31 (4d8 +8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	13 (+1)	15 (+2)	13 (+1)

Saving Throws Wis +4, Cha +3

Skills History +3, Insight +3, Nature +3, Persuasion +3, Religion +3

Senses passive Perception 12

Languages Common, Gnoll, Orc

Challenge 2 (450 XP)

Spellcasting. Basil is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following Cleric spells prepared:

Cantrips (at will): light, sacred flame (1d8), spare the dying, thaumaturgy

1st level (4 slots): bless, cure wounds, fog cloud, protection from evil and good, thunderwave

2nd level (3 slots): find traps, gust of wind, hold person, protection from poison, shatter

Actions

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

Special abilities

Channel Divinity (1/day): When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling, or Turn Undead. Undead within 30 feet must make a DC 12 Wisdom save or be turned for 1 min. or until damaged (use twice/rest)

Wrath of the Storm (2/day): When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder damage (your choice) on a failed saving throw, and half as much damage on a successful one.

Shelter the Faithful: You and your companions can expect free healing at an establishment of your faith

"Captain" Basmar

Medium Human, Lawful Evil

Armor Class 16 (Leather, cape of protection)

Hit Points 24 (3d8 +6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	15 (+2)	17 (+3)	5 (-3)

Saving Throws Dex +5, Int +4

Skills Acrobatics +5, Athletics +3, Deception +1, Investigation +4, Perception +5, Stealth +7

Tools: Thieves' Tools, Disguise kit, Navigators' tool, poisoner's kit

Senses passive Perception 15

Languages Common, Orc

Challenge 1 (200 XP)

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Actions

Rapier: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 +3) piercing damage.

Dagger of good cleric bane: Melee Weapon Attack: +6(+7) to hit, reach 5 ft., one target. Hit: 6 (10) (1d4 +4) or (1d4+1d6 +5) piercing damage.

Necklace of fireballs: (3 beads)

Special abilities

Assassinate: You have advantage on attack rolls against any creature that has not taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Cunning Action: Dash, Disengage or Hide (use once/turn)

Criminal Contact: You have a very reliable and trustworthy contact within a seedy network of criminals.

Sneak Attack: 2d6 extra damage on attack where you have advantage or another enemy of creature is within 5 ft. (use once/turn)

Thieves' Cant: Convey secret messages hidden in normal conversation

Falbore

Medium Human, Lawful Evil

Armor Class 18 (Scale mail, Shield +1)

Hit Points 23 (4d8)

Speed 30 ft.

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

Saving Throws Wis +4, Cha +4

Skills Athletics +4, Insight +4, Persuasion +4, Religion +3

Senses passive Perception 12

Languages Common, Elvish, Orc

Challenge 2 (450 XP)

Spellcasting. Falbore is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following Cleric spells prepared:

Cantrips (at will): Chill touch (1d8), light, mending, thaumaturgy

1st level (4 slots): bane, cure wounds, false life, healing word, ray of sickness, shield of faith

2nd level (3 slots): blindness/deafness, hold person, ray of enfeeblement, spiritual weapon

Actions

Mace: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 +2) bludgeoning damage.

Special abilities

Channel Divinity (1/day): When the cleric hits a creature with a melee attack, the cleric can use Channel Divinity to deal extra necrotic damage to the target. The damage equals 5 + twice his or her cleric level or Turn Undead: Undead within 30 feet must make a DC 12 Wisdom save or be turned for 1 min. or until damaged (use twice/rest)

Reaper (Chill touch): When the cleric casts a necromancy cantrip that normally targets only one creature, the spell can instead target two creatures within range and within 5 feet of each other.

Watcher's eye: You are trained in law enforcement. You know where to find both hubs of law enforcers and hives of criminal activity

Garroten Town Guard

Medium Humanoid (any race), any alignment

Armor Class 16 (Ring mail, Shield)

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

Actions

Longsword: Melee Weapon Attack: + 3 to hit, reach 5 ft., one target. Hit: 5 (1d8 +1) slashing damage.

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

Gellius

Medium Human, Lawful Evil

Armor Class 15 (Leather, ring of protection)

Hit Points 24 (3d8 +6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	13 (+1)	15 (+2)	8 (-1)

Saving Throws Dex +4, Int +3

Skills Acrobatics +2, Deception +4, Insight +2, Investigation +3, Perception +2, Stealth +4

Tools: Thieves' Tools, Playing cards, Poisoner's Kit

Senses passive Perception 13

Languages Common, Orc

Challenge 1/2 (100 XP)

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Actions

Shortsword +1: Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 +4) piercing damage.

Dart: Ranged Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 +3) piercing damage.

Special abilities

Assassinate: You have advantage on attack rolls against any creature that has not taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Cunning Action: Dash, Disengage or Hide (use once/turn)

Criminal Contact: You have a very reliable and trustworthy contact within a seedy network of criminals.

Sneak Attack: 2d6 extra damage on attack where you have advantage or another enemy of creature is within 5 ft. (use once/turn)

Thieves' Cant: Convey secret messages hidden in normal conversation

Glimi

Medium Dwarf (mountain), Lawful Evil

Armor Class 22 (Plate mail +1, Shield)

Hit Points 36 (4d10 +8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	15 (+2)	14 (+2)	8 (-1)	8 (-1)

Saving Throws Str +6, Con +4

Skills Deception +1, Insight +1, Perception +1, Stealth +2

Tools Playing cards, smith's tools, thieves tools

Senses Darkvision 60ft., passive Perception 11

Languages Common, Dwarvish

Challenge 1 (200 XP)

Actions

Warhammer +1: Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 +5) bludgeoning damage.

Special abilities

Second Wind: Regain 1d10 + 4 HPs (use once/rest)

Action Surge: Take an extra action (use once/rest)

Defensive Fighting Style: While you are wearing armor, you gain a +1 bonus to AC

Improved Critical: your weapon attacks score a critical hit on a roll of 19 or 20

Criminal Contact: You have a very reliable and trustworthy contact within a seedy network of criminals. You can get messages to and from this contact over long distances through the use of local messengers, caravan masters, sailors, pirates, etc. that can get it delivered in a timely manner and get a response just as fast.

Stonecunning: Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Dwarven Resilience: You have advantage on saving throws against poison, and you have resistance against poison damage

Glami

Medium Humanoid (human), lawful evil

Armor Class 17 (mage armor, ring of protection)

Hit Points 17 (3d6+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	16 (+3)	17 (+3)	13 (+1)

Saving Throws Int +5, Wis +5

Skills Arcana +5, History +5, Insight +5, Persuasion +3,

Senses passive Perception 13

Languages Any four languages

Challenge 1 (200 XP)

Spellcasting. Glami is a 3rd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following Wizard spells prepared:

Cantrips (at will): light, mage hand, prestidigitation, shocking grasp (1d8)

1st level (3 slots): Charm person, detect magic, mage armor, sleep

2nd level (2 slots): Web

Actions

dagger: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Special Abilities

Arcane Recovery: When you finish a short rest, regain spell slots totaling no more than 1, and each must be 5th level or lower. (use once/day, see PHB 115)

Hypnotic Gaze: As an action, choose one creature that you can see within 5 feet of you. if the target can see or hear you, it must succeed on a Wisdom saving throw against your wizard spell save DC or be charmed by you until the end of your next turn The charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed.

On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn, However, the effect ends if you move more than 5 feet away from the creature, if the creature can neither see nor hear you, or if the creature takes damage.

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Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, you can't use this feature on that creature again until you finish a long rest.

Harmin

Medium Human, Lawful Neutral

Armor Class 24 (platemail +1, Shield +1, ring of protection)

Hit Points 51 (6d8 +18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	12 (+1)	16 (+3)	15 (+2)

Saving Throws Wis +6, Cha +5

Skills Athletics +6, Insight +6, Perception +6, Religion +4

Senses passive Perception 16

Tools Navigator's tools

Languages Common

Challenge 3 (700 XP)

Spellcasting. Harmin is a 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following Cleric spells prepared:

Cantrips (at will): light, sacred flame (2d8), spare the dying, thaumaturgy

1st level (4 slots): command, cure wounds, fog cloud, sanctuary, thunderwave

2nd level (3 slots): augury, blindness/deafness, gust of wind, hold person, shatter, spiritual weapon

3rd level (3 slots): beacon of hope, call lightning, dispel magic, sleet storm

Actions

Flail +1: Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 +4) bludgeoning damage.

Special abilities

Ring of Free action: While you wear this ring, difficult terrain doesn't cost you extra movement. In addition, magic can neither reduce your speed nor cause you to be paralyzed or restrained.

Channel Divinity (1/day): When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling. or Turn Undead. Undead within 30 feet must make a DC 14 Wisdom save or be turned for 1 min. or until damaged (use twice/rest)

Destroy Undead: Destroy CR 1/2 or less creatures who fail turn save

Wrath of the Storm (2/day): When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder

damage (your choice) on a failed saving throw, and half as much damage on a successful one.

Thunderbolt Strike: When you deal lightning damage to a Large or smaller creature, you can also push it up to 10 feet away from you.

Shelter the Faithful: You and your companions can expect free healing at an establishment of your faith

Harper

Medium Human, Lawful Neutral

Armor Class 12 (bracers of defense)

Hit Points 48 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	11 (+0)	14 (+2)	16 (+3)	17 (+3)

Saving Throws Wis +7, Cha +7

Skills History +6, Insight +7, Medicine +7, Religion +6

Senses passive Perception 13

Tools Herbalism kit

Languages Common

Challenge 9 (5000 XP)

Spellcasting. Harper is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following Cleric spells prepared:

Cantrips (at will): light, sacred flame (2d8), spare the dying, thaumaturgy

1st level (4 slots): bless, create or destroy water, cure wounds, fog cloud, thunderwave

2nd level (3 slots): augury, find traps, gust of wind, hold person, locate object, shatter, silence

3rd level (3 slots): call lightning, dispel magic, sleet storm

4th level (1 slots): control water, ice storm, destructive, insect plague

Roll once on each of the following tables to determine the remainder of Harper's prepared spells

Roll 1d8	Roll 1d6
1 Control Water	1 Commune
2 Daylight	2 Flame strike
3 Divination	3 Geas
4 Glyph of warding	4 Insect plague
5 Lesser restoration	5 Raise dead
6 Remove Curse	6 Scrying
7 Speak with dead	
8 Tongues	

L2: THE ASSASSIN'S KNOT

Actions

Warhammer +1: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d8) bludgeoning damage.

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

Special abilities

Ring of water walking: While wearing this ring, you can stand on and move across any liquid surface as if it were solid ground.

Ring of spell turning: While wearing this ring, you have advantage on saving throws against any spell that targets only you (not in an area of effect). In addition, if you roll a 20 for the save and the spell is 7th level or lower, the spell has no effect on you and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

Channel Divinity (1/day): When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling. or Turn Undead. Undead within 30 feet must make a DC 14 Wisdom save or be turned for 1 min. or until damaged (use twice/rest)

Destroy Undead: Destroy CR 1 or less creatures who fail turn save

Wrath of the Storm (2/day): When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder damage (your choice) on a failed saving throw, and half as much damage on a successful one.

Thunderbolt Strike: When you deal lightning damage to a Large or smaller creature, you can also push it up to 10 feet away from you.

Discovery: Your seclusion has given you insight into a greater truth, which depends upon the type of seclusion.

Krak

Medium Half-orc, Lawful Evil

Armor Class 18 (Chain mail +2)

Hit Points 44 (5d10 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	15 (+2)	9 (-1)	8 (-1)	7 (-2)

Saving Throws Str +7, Con +5

Skills Athletics +7, Insight +2, Intimidation +1, Persuasion +1, Survival +2

Tools Smith's tools (+3)

Senses Darkvision 60ft., passive Perception 15

Languages Common, Orc

Challenge 2 (450 XP)

Actions

Longsword (Lawful good bane) +1: Melee Weapon Attack: +9 (+10 vs LG) to hit, reach 5 ft., one target. Hit: 11 (1d8 +7) (+1d6 vs LG) slashing damage.

Special abilities

Second Wind: Regain 1d10 + 5 HPs (use once/rest)

Action Surge: Take an extra action (use once/rest)

Dueling Fighting Style: When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon

Martial Advantage: Once per turn, Krak can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of Krak that isn't incapacitated

Improved Critical: your weapon attacks score a critical hit on a roll of 19 or 20

Extra Attack: you can attack twice, instead of once, whenever you take the Attack action on your turn.

Lothar

Medium Human, Lawful Evil

Armor Class 13 (Leather, ring of protection)

Hit Points 43 (5d8 +15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	13 (+1)	12 (+1)	5 (-3)

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Athletics +6, Deception +3, Intimidation +0, Perception +7, Stealth +6

Tools: Thieves' Tools, Playing cards, Poisoner's Kit

Senses passive Perception 17

Languages Common, Orc

Challenge 3 (700 XP)

Actions

Rapier +1: Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 +4) piercing damage.

Handaxe +1: Ranged Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 5 (1d4 +3) slashing damage.

Special abilities

Assassinate: You have advantage on attack rolls against any creature that has not taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Cunning Action: Dash, Disengage or Hide (use once/turn)

Criminal Contact: You have a very reliable and trustworthy contact within a seedy network of criminals.

Sneak Attack: 3d6 extra damage on attack where you have advantage or another enemy of creature is within 5 ft. (use once/turn)

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Thieves' Cant: Convey secret messages hidden in normal conversation

Uncanny Dodge: when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Lydia

Medium Human, Lawful Neutral

Armor Class 12 (Bracers of defense)

Hit Points 44 (5d10 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	16 (+32)	13 (+1)	14 (+2)	18 (+4)

Saving Throws Str +4, Con +6

Skills Athletics +4, Insight +5, Perception +5, Persuasion +7

Tools Navigator's tools (+3)

Senses Darkvision 60ft., passive Perception 15

Languages Common, Orc

Challenge 2 (450 XP)

Actions

Rapier (Intelligent) +1: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 +4) slashing damage.

Special abilities

Boots of Striding and Springing: you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow

Guild Membership: You are an established and respected member of a guild, and you have benefits that come with that membership.

Second Wind: Regain 1d10 + 5 HPs (use once/rest)

Action Surge: Take an extra action (use once/rest)

Dueling Fighting Style: When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon

Improved Critical: your weapon attacks score a critical hit on a roll of 19 or 20

Extra Attack: you can attack twice, instead of once, whenever you take the Attack action on your turn.

Novice Wizard

Medium Humanoid (any race), any alignment

Armor Class 14 (mage armor)

Hit Points 27 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	12 (+1)	16 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +4

Senses passive Perception 11

Languages Any four languages

Challenge 2 (450 XP)

Spellcasting. The novice wizard is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following Wizard spells prepared:

Cantrips (at will): firebolt (2d10), light, mage hand, prestidigitation

1st level (4 slots): detect magic, identify, mage armor, magic missile, sleep

2nd level (3 slots): invisibility, suggestion

3rd level (2 slots): fireball

Actions

dagger: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Ohlatta

Medium Human, Lawful Neutral

Armor Class 15 (bracers of defense)

Hit Points 22 (4d6 +4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	13 (+1)	18 (+4)	13 (+1)	13 (+1)

Saving Throws Int +6, Wis +3

Skills Arcana +6, Insight +3, Investigation +6, Persuasion +3

Tools: Navigator's tools

Senses passive Perception 11

Languages Common, Elven, Orc

Challenge 2 (450 XP)

Spellcasting. Ohlatta is a 4th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following Wizard spells prepared:

Cantrips (at will): friends, light, mending, minor illusion, prestidigitation

1st level (4 slots): charm person, color spray, detect magic, shield, silent image

2nd level (3 slots): arcane lock, blindness/deafness, phantasmal force

Wild Talent Psionic. Ohlatta is a wild talent mystic with 17 Psi points with a Psi limit of 2 per use. As a wild talent her psionic ability is Charisma (mystic save DC 11, +3 to hit with spell attacks). She has the following mystic abilities:

Precognitive Hunch (2 psi; conc., 1 min.). As a bonus action, you open yourself to receive momentary insights that improve your odds of success; until your concentration

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ends, whenever you make an attack roll, a saving throw, or an ability check, you roll a d4 and add it to the total.

Piercing Sight (3 psi; conc., 1 min.). As a bonus action, you gain the ability to see through objects that are up to 1 foot thick within 30 feet of you. This sight lasts until your concentration ends

Id Insinuation (5 psi). As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, the creature takes 5d8 psychic damage, and it goes into a fury, as its id runs rampant. On its next turn, it can use its action only to take the Dodge or Attack action. On a successful save, it takes half as much damage.

Actions

Dagger +1 Monstrosities bane: Melee Weapon Attack: +6 (+7) to hit, reach 5 ft., one target. Hit: 6 (1d4 +4)(+1d6) piercing damage.

Special Abilities

Wand of fear (7 charges): Command (1 charge) DC15, Cone of fear (2 charges) DC 15 Wisdom save

Arcane Recovery: When you finish a short rest, regain spell slots totaling no more than 2, and each must be 5th level or lower. (use once/day, see PHB 115)

Improved Minor Illusion: When you cast *minor illusion*, you can create both a sound and an image with a single casting of the spell.

Oscar

Small Human, Neutral Evil

Armor Class 13 (Leather)

Hit Points 24 (3d8 +6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	15 (+2)	14 (+2)	13 (+1)	7 (-2)

Saving Throws Dex +4, Int +2

Skills Acrobatics +4, Deception +0, Investigation +4, Perception +3, Stealth +4

Tools: Thieves' Tools, Playing cards, Poisoner's Kit

Senses passive Perception 13

Languages Common, Orc

Challenge 1/2 (100 XP)

Actions

Shortsword: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 +2) piercing damage.

Sling: Ranged Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 +2) bludgeoning damage.

Special abilities

Assassinate: You have advantage on attack rolls against any creature that has not taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Cunning Action: Dash, Disengage or Hide (use once/turn)

Criminal Contact: You have a very reliable and trustworthy contact within a seedy network of criminals.

Sneak Attack: 2d6 extra damage on attack where you have advantage or another enemy of creature is within 5 ft. (use once/turn)

Thieves' Cant: Convey secret messages hidden in normal conversation

Philmar

Medium Human, Lawful Evil

Armor Class 14 (Leather)

Hit Points 24 (3d8 +6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	15 (+2)	13 (+1)	6 (-2)

Saving Throws Dex +5, Int +4

Skills Acrobatics +5, Animal Handling +3, Deception +0, Investigation +4, Perception +3, Stealth +5

Tools: Thieves' Tools, Playing cards, Poisoner's Kit

Senses passive Perception 13

Languages Common, Orc

Challenge 1/2 (100 XP)

Actions

Rapier: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 +3) piercing damage.

Dart: Ranged Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 +3) piercing damage.

Special abilities

Assassinate: You have advantage on attack rolls against any creature that has not taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Cunning Action: Dash, Disengage or Hide (use once/turn)

Criminal Contact: You have a very reliable and trustworthy contact within a seedy network of criminals.

Sneak Attack: 2d6 extra damage on attack where you have advantage or another enemy of creature is within 5 ft. (use once/turn)

Thieves' Cant: Convey secret messages hidden in normal conversation

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Priska

Medium Human, Lawful Neutral

Armor Class 15 (ring of protection)

Hit Points 23 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	11 (+0)	13 (+1)	13 (+1)	6 (-2)

Saving Throws Dex +5, Int +3

Skills Acrobatics +5, Deception +2, Insight +3, Perception +3, Slight of hand +7, Stealth +5

Tools: Thieves' Tools, Disguise kit, Cartographer's tools

Senses passive Perception 13

Languages Common, Orc

Challenge 1 (200 XP)

Actions

Rapier +1: Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 +4) piercing damage.

Dagger: Ranged Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 +3) piercing damage.

Special abilities

Fast Hands: you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work: you have the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

Cunning Action: Dash, Disengage or Hide (use once/turn)

City Secrets: You are familiar with how cities are laid out and the secret ways to navigate them, back alleys, shortcuts, etc., that others find difficult.

Sneak Attack: 2d6 extra damage on attack where you have advantage or another enemy of creature is within 5 ft. (use once/turn)

Thieves' Cant: Convey secret messages hidden in normal conversation

Quenex

Medium Human, Chaotic Neutral

Armor Class 17 (chainmail +1)

Hit Points 27 (3d8 +9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	16 (+3)	14 (+2)	15 (+2)	10 (+0)

Saving Throws Wis +4, Cha +2

Skills Athletics +4, Insight +4, Perception +4, Religion +4

Senses passive Perception 14

Tools Navigator's tools

Languages Common

Challenge 1 (200 XP)

Spellcasting. Quenex is a 3rd-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following Cleric spells prepared:

Cantrips (at will): light, sacred flame (1d8), thaumaturgy

1st level (4 slots): bless, cure wounds, detect magic, protection from evil and good

2nd level (2 slots): continual flame, hold person, lesser restoration, silence, spiritual weapon

Actions

Mace: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 +2) bludgeoning damage.

Special abilities

Channel Divinity (1/day): As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct. or Turn Undead. Undead within 30 feet must make a DC 12 Wisdom save or be turned for 1 min. or until damaged (use twice/rest)

Disciple of Life: your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Sangster

Medium Human, Lawful Evil

Armor Class 17 (Leather, shield +1)

Hit Points 35 (4d8 +12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	15 (+2)	17 (+3)	5 (-3)

Saving Throws Dex +5, Int +4

Skills Acrobatics +5, Deception -1, Intimidation +2, Perception +5, Sleight of hand +5, Stealth +5

Tools: Thieves' Tools, Disguise kit, poisoner's kit

Senses passive Perception 15

Languages Common, Orc

Challenge 1 (200 XP)

Actions

Rapier: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 +3) piercing damage.

Dagger: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 +3) piercing damage.

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Special abilities

Assassinate: You have advantage on attack rolls against any creature that has not taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Cunning Action: Dash, Disengage or Hide (use once/turn)

Criminal Contact: You have a very reliable and trustworthy contact within a seedy network of criminals.

Sneak Attack: 2d6 extra damage on attack where you have advantage or another enemy of creature is within 5 ft. (use once/turn)

Thieves' Cant: Convey secret messages hidden in normal conversation

Tellish

Medium Human, Lawful Evil

Armor Class 15 (bracers of defense)

Hit Points 75 (5d8 + 4d8 +27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	16 (+3)	15 (+2)	9 (-1)

Saving Throws Dex +7, Int +7

Skills Acrobatics +7, Deception +7, Insight +6, Investigation +7, Perception +6, Stealth +11

Senses passive Perception 16

Tools Thieves' Tools, Playing cards, poisoner's kit

Languages Common, Orc

Challenge 6 (2300 XP)

Spellcasting. Tellish is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following Cleric spells prepared:

Cantrips (at will): Chill touch (2d8), light, mending, thaumaturgy

1st level (4 slots): command, cure wounds, detect magic, false life, ray of sickness

2nd level (2 slots): blindness/deafness, hold person, ray of enfeeblement, silence

Actions

Flail +1: Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 +3) bludgeoning damage.

Shortsword +1 (Detects invisibility and Locates Objects, each once per short or long rest, Intelligence 14, Wisdom 10, Charisma 8. Speaks Common): Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d6 +4) piercing damage.

Dagger +1: Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d4 +4) piercing damage.

Special abilities

Cloak of Etherealness: As an action, the owner of this cloak can cast the Etherealness spell. The cloak works for a total of

up to 10 minutes per long rest and the effect can be dismissed at will. Each use of the cloak uses a minimum of 1 minute of duration regardless the actual time spent ethereal

Assassinate: You have advantage on attack rolls against any creature that has not taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Cunning Action: Dash, Disengage or Hide (use once/turn)

Sneak Attack: 3d6 extra damage on attack where you have advantage or another enemy of creature is within 5 ft. (use once/turn)

Uncanny Dodge: when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Thieves' Cant: Convey secret messages hidden in normal conversation

Channel Divinity (1/day): When Tellish hits a creature with a melee attack, he can use Channel Divinity to deal extra necrotic damage to the target. The damage equals 5 + twice his cleric level. or Turn Undead. Undead within 30 feet must make a DC 13 Wisdom save or be turned for 1 min. or until damaged (use twice/rest)

Criminal Contact: You have a very reliable and trustworthy contact within a seedy network of criminals.

Reaper (Chill Touch): When the cleric casts a necromancy cantrip that normally targets only one creature, the spell can instead target two creatures within range and within 5 feet of each other.

Wilfong

Medium Human, Lawful Neutral

Armor Class 16 (Leather, Ring of Protection)

Hit Points 24 (3d8 +6)

Speed 30 ft.

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

Saving Throws Dex +5, Int +4

Skills Acrobatics +5, Deception +4, Investigation +4, Perception +4, Persuasion +2, Stealth +5

Tools: Thieves' Tools, Playing cards

Senses passive Perception 14

Languages Common, Orc

Challenge 1/2 (100 XP)

Actions

Rapier: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 +3) piercing damage.

Dagger: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 +3) piercing damage.

Special abilities

Cunning Action: Dash, Disengage or Hide (use once/turn)

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Criminal Contact: You have a very reliable and trustworthy contact within a seedy network of criminals.

Fast Hands: use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Sneak Attack: 2d6 extra damage on attack where you have advantage or another enemy of creature is within 5 ft. (use once/turn)

Thieves' Cant: Convey secret messages hidden in normal conversation

New Monsters

Huge Octopus

A Huge Octopus is a much larger version of the Giant Octopus.

Large beast, unaligned

Armor Class 11

Hit Points 90 (12d10 +24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	14 (+2)	4 (-3)	10 (+0)	4 (-3)

Skills: Perception +4, Stealth +5

Senses darkvision 60ft, passive Perception 14

Languages -

Challenge 4 (1,100 XP)

Actions

Tentacles: *Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 15 (3d6 + 5) bludgeoning damage. If the target is a creature, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.*

Ink Cloud (Recharges after a Short or Long Rest): A 20-foot radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

Special abilities

Hold Breath: While out of water, the octopus can hold its breath for 1 hour.

Underwater Camouflage: The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing: The octopus can breathe only underwater.

Leopard Statue

This large construct appears to be made of ebony and in the shape of a large leopard.

Large beast, Neutral evil

Armor Class 17

Hit Points 35 (6d10 +4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+1)	6 (-2)	12 (+1)	8 (-1)

Damage Immunities: poison, psychic

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poison

Skills: Perception +3, Stealth +6

Senses blindsight 60ft, passive Perception 13

Languages -

Challenge 1 (200 XP)

Actions

Bite: *Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.*

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

Special abilities

Antimagic Susceptibility: The leopard is incapacitated while in the area of an anti magic field. if targeted by dispel magic, the leopard must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance: While the leopard remains motionless and isn't flying, it is indistinguishable from a normal leopard

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

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

Pounce: If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap: With a 10-foot running start, the lion can long jump up to 25 feet

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Random Encounters

Town Patrol Composition

Roll 1d6

01-60	1d4+1 Guards (MM pg 347 (25 xp))
61-80	1d4+1 Guards (MM pg 347 (25 xp)), Sangster (See Special Creatures)
81-95	1d4+1 Guards (MM pg 347 (25 xp)), Armax (See Special Creatures), Falbore (See Special Creatures)
96-00	2d3+1 Guards (MM pg 347 (25 xp))

Magic Items

Key to Town of Garroten:

5. Martin's Home

Martin: Ring of Protection, Coins (1-20gp, 3-30sp)

13. Lydia's General Store:

Lydia: Bracer's of Defense, Boots of Striding and Leaping, Rapier +2 (Int 15, Wis 14, Cha 8, Alignment LN, Empathic communication, Vision 30', Detect Evil and Good) Ring of Protection, Store's bank: Coins (10+1d20gp, 30+1d10ep, 20+2d20sp, 30+3d10cp), loose floorboard: Coins(8pp, 204gp)

19. Armorer's Shop:

Krak: Chainmail +2, Longsword +1, Lawful Good Bane (See special items) (Int 15, Wis 14, Cha 14, Alignment LE, Speaks Common, Vision 30', Detect Evil and Good, Cast Levitate 1/long rest), Coins (2d100gp), The blade is worth (8000gp) if turned over to a Lawful Good church.

20. Tailor's Shop:

Ollie: Coins (135gp)

Spell book:

1st Level: Charm person, Enlarge/Reduce, Identify, Magic missile, Sleep

2nd Level: Suggestion

25. Boathouse:

Beshkar: Jewelry (earrings: 30gp, silver ring: 20gp, talisman: 40gp, string of pearls: 100gp)

Spell book:

1st Level: Detect Magic, Grease, Identify, Magic missile, Shield, Sleep

2nd Level: Arcane Lock, Magic Mouth, Web

29. Jeweler and Moneychanger:

Ohlatta: Bracer's of Defense, Dagger +1 Monstrosities Bane (See special items), Wand of Fear, Coins (134pp, 2460gp, 2350ep, 4750sp, 3550cp), Gems (2x500gp, 40x10gp, 20x25gp, 10x50gp, 5x100gp, 1 each of 200gp, 350gp, 500gp, 1000gp, 2000gp), Eyes of the statue (500gp each)

Spell book:

1st Level: Color Spray, Charm Person, Detect Magic, Silent Image, Shield, Sleep

2nd Level: Arcane lock, Blindness/Deafness,

Phantasmal Force, Magic Mouth

31. Weaver's Shop:

Spell book:

1st Level: Detect Magic, Identify, Jump,

Unseen Servant

32. Captain Quenex's House:

Quenex: chainmail +1, Coins (45gp, 2d20ep)

39. Abandoned Building:

Priska: Ring of Protection, Rapier +1, Coins (250gp)

46. Weaponsmith:

Gilmi: Platemail +1, Warhammer +1, Coins (1d12pp, 3d10gp)

48. Alchemist Shop:

Relba: Potion of recovery (See Special Items)

Hestla: Potion of polymorph, Coins (1d20gp, 440gp)

50. Guard House:

Golfig: Coins (1d20gp)

Tesh: Coins (1d12gp)

Hestor: Coins (1d12gp)

Key to the House of Abraham: Inn Staff

Abraham d'Farmin: Bracer's of defense, Longsword +1, Coins (1d20gp, 440gp)

Glami: Ring of Protection, Coins (1d12gp)

Wilfong: Ring of Protection, Medallion of Thoughts, Coins (1d20+10gp, 1d20+20sp), Gems (100gp)

Philmar: Coins (3d10gp)

Oscar: Coins (2d20gp)

"Captain" Basmar: Dagger (good cleric Bane), Cape of Protection, Necklace of Fireballs (3 beads), Ring of Protection, Medallion of Thoughts, Coins (12pp, 4d10+10gp)

Key to the Inn

5. Basmar's Room: Keoghtom's Ointment

6. Oscar and Philmar's Room: Coins (45gp, 20gp), Gems (2x50gp)

11. Glami's Room: Scroll (Jump, Mirror Image, Web), Coins (35gp, 45ep), Gems (50gp, 100gp)

12. Abraham's Room: Coins (280gp, 375ep, 575sp)

Key to The Church of Osperm:

Harper: Bracer's of Defense, Staff +1, Warhammer +1, Ring of Water Walking, Ring of Spell Turning

Harmin: Platemail +1, Shield +1, Flail +1, Ring of Protection, Ring of Free Action, Coins (10+2d10gp)

Basil: Chainmail +1, Mace +1, Coins (1d20gp)

Lothar: Ring of Protection, Rapier +1, Handaxe +1, Amulet of proof against detection and location, 175gp

Bratt: Mace +1

Key to The Theater of the Mystic Celebration:

Balmorrow: Chainshirt +1, Longsword: Guardian Blade (See Special Items), Ring of Protection from Charm (See Special Items), Coins (4d10gp)

Willis: Coins (1d12gp)

Spell book:

1st Level: Color Spray, Disguise Self, Charm Person, Detect Magic

2nd Level: Invisibility, Phantasmal Force, Magic Mouth

Phyllis: Bracer's of Defense, Coins (2d20gp)

Spell book:

1st Level: Charm Person, Detect Magic, Find Familiar, Unseen Servant

2nd Level: Detect Thoughts, Enlarge/Reduce, Rope Trick

Marvin, Wilbur and Arthur: Coins (2d20ep each)

Strongbox: Coins (1d4gp, 2d20+20sp)

Key to The Castle:

Castle Residents

The Lord Mayor, Protector of the lake, and Her Henchmen

Arrness: Bracer's of Defense, Cloak of Protection, Gem of Identification (See Special Items), Gem of Comprehend Languages (See Special Items), Gem of undetectable alignment (See Special Items)

Tellish: Bracer's of Defense, Cloak of Etherealness (See Special Items), Flail +1, shortsword +1 (Detects invisibility and Locates Objects, each once per short or long rest, Intelligence 14, Wisdom 10, Charisma 8. Speaks Common), dagger +1

Ascue: Chainmail +1, Shield +1, Battleaxe +1

Chief Hirelings of the Lord Mayor:

Armax: Bracer's of Defense, Wand of Paralysis, Coins (2d10gp, 2d8sp)

Falbore: Shield +1, Coins (2d20gp, 3d10ep, 4d10sp)

Sangster: Shield +1, Coins (2d10ep, 3d10sp)

Gellius: Ring of Protection, Shortsword +1, Coins (3d10ep, 4d10sp)

Students:

Relmark: Coins (2d12gp, 3d10sp)

Geltuck: Coins (3d6ep)

Trell: Coins (3d6ep)

Rogan: Coins (2d10ep)

Thomas: Coins (3d10ep)

Holga: Coins (2d20gp)

Servants: Coins (2d20sp each)

Castle Guards:

Gulp: Rapier +1

D. Guardhouse:

10. Barracks Room:

1) Coins (20gp)

2) Coins (84ep)

3) Coins (18gp)

4) Coins (28ep)

5) Gems (3x10gp)

6) Coins (20gp), Gems (fake, appears as 500gp)

11. Gellius' Room: Dagger +1, Disguise kit, Gems (1x100gp)

12. Sangster's Room: Disguise kit, Coins (220gp), Gems (1x50gp)

E. Keep:

14. Entry Hall: Candle sticks (2x20gp)

18. Reception Room: Tapestries (2x85gp)

19. Dining Room: Candelabras (2x150gp), Scroll (Web)

20. Chapel: Dagger Good clerics Bane (Intelligence 14, Wisdom 10, Charisma 11. Communicates via empathy, any good aligned creature holding the dagger take 4d6 necrotic damage, Wisdom save DC 13 for half)

22. Ascue's Room: Coins (35gp, 88ep), Gems (4x150gp)

25. Tellish's Room: Coins (45gp, 75ep), bottle of sleep aid (Treat as Drow poison DMG pg 258), Symbol above alter (200gp), Golden gem encrusted chalice (250gp)

26. Tellish's Inner Sanctum: Gems (45x10gp, 20x25gp, 10x50gp, 5x100gp, 5x200gp)

27. Arness' Bedroom: Clothing (250gp), Tapestry (250gp), Fake jewelry (100gp), Perfume (50gp), Dust of Sneezing and Choking

28. Antechamber: Tapestry (200gp), Coins (140gp, 430ep, 800sp), Strands of pearls (100gp, 150gp, 200gp), Pendants (15gp, 200gp), Jeweled gold rings (100gp, 150gp, 175gp, 250gp), Scroll (Sleep, Shield)

Spell book:

1st Level: Charm person, Detect Magic, Grease, Identify, Magic missile, Shield, Sleep

2nd Level: Arcane Lock, Enlarge/Reduce, Invisibility, Hold person, Magic Mouth, Ray of Enfeeblement, Web

3rd Level: Dispel Magic, Slow

31. Fourth Floor: Ring of Feather Falling, Necklace of Fireballs (3 beads)

33. Main Treasure Room:

Chest #1: Coins (108pp, 1330gp)

Chest #2: Coins (3440ep)

Chest #3: Coins (4550sp, Gems (8x50gp, 8x100gp, 4x250gp)

Chest #4: Chainmail +1, Flail +1, Mace +1, 6 Crossbow bolts +1, Potions (Flying, Greater healing, Growth, Invisibility)

34. Falbore's and Armax's Room: Furs (75gp) Potion of gaseous form, Strands of pearls (45gp, 80gp), Eareings (30gp, 80gp), Brooches (50gp, 120gp), Dagger of humanoid bane, Coins (11pp, 92gp, 140ep), Wand of paralysis, scroll of cure wounds

35. Laboratory: Alchemical supplies worth 3d4x100gp

37. Ogre's Room: Ring of Contrariness (See Special Items)

40. Clerical Students' Room: Sack #1 Coins (31pp, 44sp), Sack #2 Coins (18ep, 24sp), Sack #3 Coins (7gp, 84sp), Scroll of cure wounds (x2), Bless, and Fear

41. Students' Room:

Spell book:

1st Level: Detect Magic, Shield, Sleep

Special Items

Bane Weapon:

Weapon, uncommon (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon.

A bane weapon excels at attacking one type

or creature. Against its designated foe, its enhancement bonus is +2. It deals an extra 1d6 points of damage against the foe. Bows, crossbows, and slings so crafted bestow the bane quality upon their ammunition.

Cloak of Etherealness

Wondrous item, legendary (requires attunement)

As an action, the owner of this cloak can cast the Etherealness spell. The cloak works for a total of up to 10 minutes per long rest and the effect can be dismissed at will. Each use of the cloak uses a minimum of 1 minute of duration regardless the actual time spent ethereal

Gem of Identification:

Wondrous Item, very rare (requires attunement)

This gem bestows upon the owner the ability to cast Identify at will.

Gem of Comprehend Languages:

Wondrous Item, very rare (requires attunement)

This gem bestows upon the owner the ability to read all writing.

Gem of Undetectable Alignment:

Wondrous Item, very rare (requires attunement)

This gem conceals the alignment of a creature from all forms of divination.

Guardian Blade

Weapon (any), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

This blade does not normally glow. Its chief function is lie upon or beside the sleeping character and warn of approaching danger. It can detect enemies within a 20 foot sphere. Upon detecting an enemy, the guardian will flash a single burst of light, telepathically alert its owner, and go out. This power can be used but once per day, and will operate continuously for a period of up to six hours. It may be used while the character is awake and moving, but once used, it will not function again for twenty-four hours.

Potion of Recovery:

Potion, common

After drinking this potion you regain 1d4 lost hit points. You must also make a DC 13 constitution saving throw or fall in to a deep sleep for 1d4+1 hours.

Ring of Contrariness:

Ring, rare, Cursed (requires attunement)

This magical ring is cursed, making its wearer unable to agree with any idea, statement, or action. Once put on, the ring can be removed only after a remove curse spell is cast upon the individual wearing it. Because of the cure, the wearer will resist any attempts to cast such a spell. The contrariness ring will have one of the following additional magical properties:

D100	Secondary Power
01-20	Flying (Treat as Broom of Flying)
21-40	Invisibility (Treat as Ring of Invisibility)

41-60	Levitation (Treat as boots of Levitation)
61-70	Shocking Grasp (The owner can use Shocking Grasp as a cantrip using the wearers Intelligence, Wisdom, or Charisma as the casting stat)
71-80	Spell Turning (Treat as Ring of Spell Turning, Including spells to remove curse on the wearer)
81-00	Strength (+2) Increases the wearers Strength by 2

Note that contrariness can never be removed from the ring. The ring can only be destroyed to remove the curse.

Ring of Protection vs Charming:

Ring, rare

Two times per long rest, the wearer of this ring is immune to any effect that would cause the Charmed condition.

Traps

Key to Town of Garroten:

A: The Lake: DC 14 Wisdom (survival) or DC 14 Dexterity (Vehicles, Water) to catch 1-3 baskets of fish each basket is worth 1-3sp each. If the players fishing have both skills they can roll with advantage.

19. Armorer's Shop:

Krak: there is a 25% chance that Krak's blade will notice any one of Lawful Good alignment within 10 feet of it. It will take over Krak and have him pick a fight, assuming it feel that it will win.

20. Tailor's Shop:

Ollie: Uses Suggestion spell instead of Charm person

25. Boathouse: Arcane locked doors: DC 20 to Strength(athletics) break or Dexterity(thieves tools) to open the doors

29. Jeweler and Moneychanger:

Barred Doors: DC 22 Strength (Athletics) to break open, each having AC 19 and 25 hit points. Lock DC22 Dexterity (thieves tools)

39. Abandoned Building:

DC 18 Wisdom (perception) to spot the hidden rapier and purse of gold

53. Statue of Kord:

Watcher's Flame strike: DC 16 Dexterity save or take 4d6 fire damage and 4d6 radiant damage of a failed save, or half this much on a successful one.

Key to The House of Abraham:

Key to the Inn

2. Wilfong's Room: DC 14 passive Wisdom (Perception) check to spot the chest under the bedspread, DC 20 Dexterity (Thieves tools) to open the locked chest.

5. Basmar's Room: A DC 20 Intelligence (investigation) to spot the crossbow trap on the door. A DC 15 passive Wisdom (perception) spot the string leading to the crossbow while

opening the door. A DC 14 Dexterity (Thieves tools) to disable trap. The crossbow makes a ranged attack with a +8 bonus against the first person entering the room. A target that is hit takes 7 (1d8+3) 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.

6. Oscar and Philmar's Room: A DC 20 Intelligence (investigation) to spot the trap on the door. A DC 15 passive Wisdom (perception) spot the string leading to the crossbow while opening the door. A DC 14 Dexterity (Thieves tools) to disable trap. The first person opening the door without disarming the trap must make a DC 14 Dexterity saving throw or be covered with white wash.

11. Glami's Room: The door to the cellar is Arcane locked DC 30.

12. Abraham's Room: DC 14 passive Wisdom (perception) for anyone in the common room to hear the lion roar if activated. The puzzle box requires a DC 22 Intelligence (investigation) roll to open it. DC 20 Wisdom (perception) to spot the secret trap door under the rug. DC 20 Dexterity (Thieves tools) to open the trap door.

14. Storeroom: DC 20 Wisdom (perception) to spot the secret door

15. Secret Crawlway: DC 22 Strength (Athletics) to open doors 2, 5 and 6 from below.

Key to The Church of Osperm:

DC 20 Dexterity (Thieves tools) to open the locked gate.

Lothar's Room: A DC 20 Intelligence (investigation) to spot the trap on the door. A DC 15 passive Wisdom (perception) spot the string leading to the crossbow while opening the door. A DC 14 Dexterity (Thieves tools) to disable trap. The crossbow makes a ranged attack with a +8 bonus against the first person entering the room. A target that is hit takes 7 (1d8+3) piercing damage.

Key to The Theater of the Mystic Celebration:

Barred Doors and Windows of the

Theatre and the House: DC 22 Strength (athletics) to open the doors and windows, AC 14 and 22 hit points to break them.

Key to The Castle:

A. Gatehouse:

1. Entryway: DC 26 Strength (athletics) to open the outer doors, AC 18 and 45 hit points to break them. DC 26 Strength (athletics) to lift the portcullis

3. Weapons Room: DC 24 Strength (athletics) to open the barred doors, AC 16 and 30 hit points to break them.

4. Guardroom: DC 24 Strength (athletics) to open the barred doors, AC 16 and 30 hit points to break them.

5. Murder Hole Room: The guards make a ranged attack with a +6 bonus against the people in the entryway. A target that is hit by a rock takes 8 (1d10+3) bludgeoning damage, A target that is hit by a spear takes 4 (1d6+1) piercing damage

B. Outer Wall:

7. Catwalk and Towers: DC 24 Strength (athletics) to open the barred doors, AC 16 and 30 hit points to break them.

D. Guardhouse:

11. Gellius' Room: If the dummy is struck (AC 5) the room will be filled with the equivalent of Dust of Sneezing and Choking (DMG pg 166). A DC 20 Intelligence (investigation) to spot the traps on the locked chest. A DC 20 Dexterity (Thieves tools) to disable the trap. If the trap is not disabled, a poison needle traps (DMG pg 123) is activated. A DC 20 Dexterity (Thieves tools) to unlock the chest

12. Sangster's Room: A DC 21 Dexterity (Thieves tools) to open the locked doors. A DC 20 Intelligence (investigation) to spot the trap on the hallway door. A DC 20 Dexterity (Thieves tools) to disable trap. The dagger makes a ranged attack with a +8 bonus against the first person entering the room. A target that is hit takes 2 (1d4) piercing damage and must succeed on a DC 16 Constitution saving throw, taking 17 (4d6) poison damage on a failed save, or half as much damage on a successful one. DC 18 Intelligence (Investigation) to spot the secret compartment in the chest.

E. Keep:

Barred Doors and Windows: Unless noted otherwise all doors are DC 24 Strength (athletics) to open, AC 16 and 30 hit points to break them.

14. Entry Hall: DC 20 Dexterity (thieves' tools) to open the locked doors

17. Back Entry: Lightning Bolt Trap: Area 5ft wide 10ft long, each person in the area must make a DC 15 Dexterity save or take 17 (4d6) lightning damage or half on a successful save. DC 20 Dexterity (thieves' tools) to open the locked door.

Glyph of warding: Explosive runes DC 15 for 8d8 fire damage

18. Reception Room: After the fire trap is activated anyone trying to move onto or coming within 5ft of the dais will take 3d4 fire damage, no saving throw.

19. Dining Room: Glyph of warding: Explosive runes DC 15 for 8d8 fire damage

22. Ascue's Room: Coins (35gp, 88ep), Gems (4x150gp)

25. Tellish's Room: DC 20 Dexterity (thieves' tools) to open the locked chest. DC 14 Dexterity save to avoid the trapped broadsword trap or

take 7 (2d6) slashing damage. DC 17 Wisdom (perception) check to notice the gems concealed in the chair

25. Tellish's Bedroom:

North Door: A DC 20 Intelligence (investigation) to spot the trap on the north door. A DC 20 Dexterity (Thieves tools) to disable trap. Failing the save the victim takes 7(2d6) poison damage and loses 1 point of Dexterity per round until it reaches zero. The effects of the poison wears off after a short or long rest, or a remove poison is applied to the victim.

Southeast Door: A DC 20 Intelligence (investigation) to spot the trap on the Southeast door. A DC 20 Dexterity (Thieves tools) to disable the trap. Failing the save, the victim takes 14 (4d6) poison damage and loses 2 point of Dexterity per round until it reaches zero. The effects of the poison wears off after a short or long rest, or a remove poison is applied to the victim.

East Door: This door is Arcane locked DC 20

Dragon statue: Area 20ft cone, each person in the area must make a DC 15 Dexterity save or take 17 (4d6) fire damage or half on a successful save. The statute is AC 20 with 65 hit points.

26. Tellish's Inner Sanctum: A DC 20 Intelligence (investigation) to spot the trap on the door. A DC 20 Dexterity (Thieves tools) to disable the poison needle trap (DMG pg 123) on the door. DC 18 Wisdom (perception) check to notice the studs in the studded leather are removable.

27. Arness' Bedroom: Arcane lock on door DC 30.

Second drawer on table: A DC 20 Intelligence (investigation) to spot the trap on the drawer. A DC 20 Dexterity (Thieves tools) to disable the Dust of Sneezing and Choking trap (DMG pg 166) on the drawer.

28. Antechamber: Arcane lock on door DC 30. Treat firetrap as Glyph of warding: Explosive runes DC 15 for 8d8 fire damage

29. Balcony: DC 18 Wisdom (perception) to detect the invisible zombies

30. Third Floor: DC 18 Wisdom (perception) to detect the invisible zombie

33. Main Treasure Room: Glyph of warding: Explosive runes DC 15 for 8d8 fire damage. Chest #1: DC 20 Dexterity (thieves' tools) to open the locks.

Chest #2: DC 22 Dexterity (thieves' tools) to open the locks.

Chest #3: DC 20 Dexterity (thieves' tools) to open the locks. A DC 20 Intelligence (investigation) to spot the trap on the Southeast door. A DC 20 Dexterity (Thieves tools) to disable the poison needle trap (DMG pg 123) Chest #4: DC 20 Dexterity (thieves' tools) to open the locks.

34. Falbore's and Armax's Room: DC 15 Dexterity save to keep from going prone from stepping on the rug. DC 14 Wisdom (perception)

to spot the Wand of Paralyzation under the table.

35. Laboratory: DC 20 Dexterity (thieves' tools) to open the locked doors, DC 20 Wisdom (perception) to spot the secret door.

36. Secret Passage: DC 24 Wisdom (perception) to spot the trapdoor from the outside.

39. Large Cell: DC 20 Dexterity (thieves' tools) to open the locked cell doors.

40. Clerical Students' Room: DC 20 Dexterity (thieves' tools) to open the lock on the large chest.

41. Students' Room: A DC 20 Intelligence (investigation) to spot the crossbow trap on the door. A DC 15 passive Wisdom (perception) spot the string leading to the crossbow while opening the door. A DC 14 Dexterity (Thieves tools) to disable trap. The crossbow makes a ranged attack with a +8 bonus against the first person entering the room. A target that is hit takes 7 (1d8+3) piercing damage.

Monsters

Key to Enlarged Area Map:

B: Octopus Lair: Huge Octopus (See Special Creatures (1,100xp))

C: Beach: Giant Crab (MM pg 324 (25xp))

Key to Town of Garroten:

5. Martin's Home

Martin: Treat as Aspirant Druid (See Special Creatures (50xp)), **Wolf:** Treat as Mastif (MM pg 332 (25xp))

13. Lydia's General Store:

Lydia: (See Special Creatures (450xp)),

Gelmark: Treat as Garroten Town Guard (See Special Creatures (25xp))

18. Winery: Treat Eless and Grecko as Acolytes (MM pg 342 (50xp)), Treat lay brothers as Commoners (MM pg 344 (10xp))

19. Armorer's Shop:

Krak: (See Special Creatures (450xp))

20. Tailor's Shop:

Ollie: Treat as Apprentice Wizard (VGtM pg 209 (50xp))

25. Boathouse:

Beshkar: Treat as Novice Wizard (See Special Creatures (450xp))

26. Cleric of Xerbo:

Bess: Treat as Acolyte (MM pg 342 (50xp))

29. Jeweler and Moneychanger:

Ohlatta: (See Special Creatures (450xp)), Statue: Treat as Animated Armor (MM pg 19 (200xp))

31. Weaver's Shop:

Rollo and Tess: Treat as Apprentice Wizard (VGtM pg 209 (50xp))

32. Captain Quenex's House:

Quenex: (See Special Creatures (200xp))

39. Abandoned Building:

Priska: (See Special Creatures (200xp))

46. Weaponsmith:

Gilmi: (See Special Creatures (200xp))

48. Alchemist Shop:

Relba: Treat as Commoner (MM pg 344 (10xp))

Hestal: Treat as Commoner (MM pg 344 (10xp)), Hestal is proficient with Alchemist Kit (+6 on skill checks)

50. Guard House:

Golfig and Tesh: Treat as Garroten Town Guard (See Special Creatures (25xp))

Hestor: Treat as Acolyte (MM pg 342 (50xp))

Key to The House of Abraham:

Inn Staff

Abraham d'Farmin: (See Special Creatures (700xp))

Gلامي: (See Special Creatures (200xp))

Wilfong: (See Special Creatures (100xp))

Philmar: (See Special Creatures (100xp))

Oscar: (See Special Creatures (100xp))

"Captain" Basmar: (See Special Creatures (200xp))

James, Balmar, Falpir, and Rillis: Treat as Commoners (MM pg 344 (10xp))

Key to The Church of Osperm:

Harper: (See Special Creatures (5,000xp))

Harmin: (See Special Creatures (700xp))

Basil: (See Special Creatures (450xp))

Lothar: (See Special Creatures (700xp))

Adepts and Acolytes: Treat as Acolyte (MM pg 342 (50xp))

Key to The Theater of the Mystic Celebration:

Balmorrow: (See Special Creatures (3900xp))

Winky: Blink Dog (MM pg 318 (50xp))

Willis: Treat as Novice Wizard (See Special Creatures (450xp))

Phyllis: Treat as Novice Wizard (See Special Creatures (450xp))

Black Beauty: Treat as Raven (MM pg 335 (10xp))

Marvin, Willis and Arthur: Treat as Bandits (MM pg 343 (25xp))

Key to The Castle:

Castle Residents

The Lord Mayor, Protector of the lake, and Her Henchmen

Arrness: (See Special Creatures (700xp))

Tellish: (See Special Creatures (2300xp))

Ascue: (See Special Creatures (1200xp))

Chief Hirelings of the Lord Mayor:

Armax: (See Special Creatures (200xp))

Falbore: (See Special Creatures (450xp))

Sangster: (See Special Creatures (200xp))

Gellius: (See Special Creatures (100xp))

Students:

Relmark: Treat as Acolyte (MM pg 342 (50xp))

Geltuck: Treat as Acolyte (MM pg 342 (50xp))

Trell: Treat as Acolyte (MM pg 342 (50xp))

Rogan: Treat as Bandits (MM pg 343 (25xp))

Thomas: Treat as Bandits (MM pg 343 (25xp))

Holga: Treat as Apprentice Wizard (VGtM pg

209 (50xp))

Servants: Treat as Commoners (MM pg 344 (10xp))

Castle Guards:

Humans: Treat as Garroten Town Guard (See Special Creatures (25xp))

Orcs: Treat as Hobgoblins (MM pg 186 (100xp))

C. Barn and Kennel

9. Kennel: War dogs: Treat as Mastif (MM pg 332 (25xp))

D. Guardhouse:

12. Sangster's Room: Giant Centipede (MM pg 323 (50xp))

E. Keep:

22. Ascue's Room: Leopard Statue (See Special Creatures (200xp))

27. Arness' Bedroom: Large spider Treat as Giant Wolf Spider (MM pg 330 (50xp))

29. Balcony: Invisible Zombies (MM pg 316 (50xp))

30. Third Floor: Invisible Zombie (MM pg 316 (50xp))

36. Secret Passage: Zombies (MM pg 316 (50xp))

37. Ogre's Room: Ogre (MM pg 237 (450xp))