

N5

Classic Adventure
Module Conversion



Under Illefarn

By Stan Shinn

For Character Levels 1-3



Classic Modules Today

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

N5 UNDER ILLEFARN

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Introduction: In 1987, TSR published the module named “Under Illefarn” with the module code “N5”. It was written by Steve Perrin and illustrated by Jeff Easley and Luise Perenne. It consisted of a 48 page booklet and an outer folder containing maps. The module details the town of Daggerford and offers 4 adventures in the surrounding area including exploration of the titular mines. "Under Illefarn" was the first module produced specifically for the Forgotten Realms campaign setting. This conversion guide allows DMs to run the original module with 5th Edition rules and provides a reference sheet for encounters.

An adventure for 1st– 3rd level characters

by Stan Shinn



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N5: UNDER ILLEFARN

Introduction

To use this conversion guide you will need a copy of "N5 Under Illefarn", originally available in hard-copy and now for sale in Digital format at www.dndclassics.com.

This document gives DMs advice to convert the module to the latest 5th Edition rules and guidance on preparing the adventure. A list of random encounters and a summary of Illefarn's factions provide a quick in-game reference. Most creatures refer to stat blocks in the D&D 5e Monster Manual. Some creatures have a full stat block in the Special Creatures section at the end of this conversion guide.

Page listings may refer to abbreviations: MM (Monster Manual), CR (Challenge rating), and DMG (Dungeon Master Guide). All other page number refer to the locations in the original 'Under Illefarn' module. Key text is in **bold** for easy scanning. 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'll 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'll need to run the game is the original module, the Monster Manual, the Reference Sheet, and optionally any notes or visuals you've prepared.

Adventure Summary

The adventurers start out their careers as part of the Daggerford militia. Daggerford is located on the Sword Coast, several hundred miles from Waterdeep. The area is very much wild and uncivilized, with dangers aplenty.

That said, being a member of the Daggerford militia is a mostly calm job. Trouble occurs only occasionally, usually in the form of raids by lizardfolk out of Lizard Marsh, or orcs from the Misty Forest hitting caravans on the Trade Way.

However that changes when the earth shakes and the Shining River turns green, killing livestock, crops, and anyone who drinks the water. Now the King of the Laughing Hollow is asking for help from the militia, and it seems the earthquake may have opened up an entrance to the long lost dwarven mines of Illefarn.

Suddenly, being a militiaman is not as simple as it used to be.

Converting to the Realms

Since "Under Illefarn" is set in the Forgotten Realms, no conversion is necessary.

It is worth noting that this adventure pairs up very nicely with [Ghosts of Dragonspear Castle](#), available on DMsGuild.com.

GM Notes

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

- Leverage **Conversation Reaction table (DMG 245)** for NPC reactions.
- Know rules for throwing a lit **flask of oil**.
- Know how to use **perception** rules for spotting **traps**, **secret doors**, and **stealthed** creatures.
- Determine **spell tactics** for spellcasters.
- Become familiar with the **NPCs of Daggerford**, as the characters will be interacting with many of them.

Visuals

Suggested visuals to create:

- Print, or sketch the **Daggerford City Map** for the players.
- Print or sketch the map of **Daggerford and Surrounding Regions** for the players.
- Print or sketch **Meldar's Map** for the players.

Random Encounters

Daytime

Roll 1d10

- | | |
|---------------------|----------------------------|
| 1. Allosaurus (1-2) | 6. Wild Cattle (15) |
| 2. Bandits (8) | 7. Heads |
| 3. Boars (3) | 8. Wolves (8) |
| 4. Hermit | 9. Orcs and goblins (3, 8) |
| 5. Hunters (4) | 10. Manticore (1) |

Nighttime

Roll 1d10

- | | |
|----------------------|----------------------------|
| 1. Allosaurus (1-2) | 6. Orcs and goblins (3, 8) |
| 2. Owlbear | 7. Wolves (14) |
| 3. Bugbears (3) | 8. Strange sounds |
| 4. Giant Constrictor | 9. Werewolves (2) |
| 5. Bandits (8) | 10. Nightmare |

Lizard Marsh

Roll 1d6

- | | |
|-----------------------|------------------------|
| 1. Wounded allosaurus | 4. Giant toad |
| 2. Pteranodon | 5. Giant lizard |
| 3. Quicksand | 6. Swarm of centipedes |

Laughing Hollow

Roll 1d6

- | | |
|-------------------|----------------|
| 1. Bears and bees | 4. Ghouls (3) |
| 2. Centaurs (6) | 5. Sprites (8) |
| 3. Wild elves (4) | 6. Pixies (4) |

Planned Encounters

Lizard Raid

Trail of the Raiders: Redeye, lizardfolk (16).

Showdown: Lizardfolk (6).

Caravan Duty

Campsite: Roll once on the Nighttime random encounter table.

The Trip Back: Roll once on the Daytime random encounter table on the trip from Bowshot to the campsite. At the campsite, roll once on the Nighttime encounter table, and have a second encounter of Orcs and Goblins.

The Rescue Mission

Ambush: Baron's men (6).

At Laughing Hollow: Roll three times on the Laughing Hollow encounter table.

Discovery: Baron Agwain, Baron's Men (2).

Battle in the Valley: Goblins (10).

Under Illefarn

The Shaking Earth: Characters must make DC 16 Strength checks to clear rubble. Characters may use the Help action to assist.

The Curse: Any creature drinking polluted river water takes 7 (2d6) poison damage and must make a DC 14 Constitution saving throw. On a success the creature takes only half the damage, but on a failure it takes full damage and is poisoned for 1 hour.

The Sigil: Deldrach Longarrow (wild elf).

41. Gargoyles (2). The wall may be climbed with a DC 15 Strength (Athletics) check. A DC 16 Intelligence (History) check may be used to gain a clue about the levers.

42. Dwarf or gnome soldiers (4).

44. Dorus and Morri if not on duty.

45. Dwarf or gnome soldiers (4).

46. Mules (4), dwarf soldier (1).

48. Korin Ironaxe, if not elsewhere.

52. Gorn, Ibin, or Kain if not elsewhere.

54. Dwarf or gnome soldiers (2).

56. Ibin or Kain, dwarf soldiers (2).

76. Goblins (21), Ogre (1), Orcs (9).

99. Stone golem (1).

101-102. Air is poisonous, inflicting 7 (2d6) poison damage per round. A successful DC 14 Constitution saving throw reduces the damage to half. Entering the water has the effect of Green Slime (**DMG pg. 105**).

105. Skeletons (6).

106. Dwarf bandits (4), if not on duty.

107. Half-orc bandits (4), if not on duty.

108. Half-elf bandits (2), if not on duty.

109. Halfling bandits (5), if not on duty.

111. Duggwell and Karri, if not on duty.

113. Skeletons (6).

119. Jorykul, Izeley, and Dappleford, if not on duty.

120. Kelthas the Dread, and Bryn, if not on duty.

122. Skeletons (6).

124. Goblins (6).

125. Ogres (2).

129. Goblins (3).

130. Goblins (6).

131. Goblins (8).

132. Goblins (8).

133. Goblins (8).

134. Goblins (17).

139. Orcs (5).

140. Orcs (3).

142. Orcs (3).

143. Orcs (3).

144. Orcs (3).

145. Wartsnak Direlord, if not elsewhere.

146. Trolls (1 or 2).

Factions of Illefarn

Faction	Leader	Troops	Location	Goals
Dwarves	Korin Ironaxe	Ibin, Kain, Gorn, Dorus, Morri, dwarf soldiers (17), gnome soldiers (3)	Rooms 25, 42-61	Kill everyone in the orc and necromancer factions, and reclaim Illefarn.
Necromancer	Kelthas the Dread	Bryn, Karri, Duggwell, Jorykul, Izeley, Dappleford, human bandits (10), half-orc bandits (4), half-elf bandits (2), dwarf bandits (4), halfling bandits (5), skeletons (45)	Rooms 105-122	Let dwarves and orcs kill each other, fight them only when necessary, and keep searching for treasure and lore.
Orcs	Wartsnak Direlord	Stub, Zurch, Prollot, Emee, Ellisin, orcs (40), goblins (80), ogres (4), trolls (2)	Rooms 65-78, 124-152	Kill everyone in the dwarf and necromancer factions, and squat in Illefarn.

149. Orcs (2-10).

151-152. Stub, Zurch, and Prollot, if not elsewhere.

Magic Items

1. *Amulet of allosaurus control* (See *Special Items*)
2. *Arrows* +1
3. *Battleaxe* +1
4. *Battleaxe* +2 (downgrade to +1)
5. *Bolts* +1
6. *Buckler wand* (replace with *wand of magic detection*)
7. *Chain mail* +1
8. *Cloak of elvenkind*
9. *Crossbow of speed* (replace with *light crossbow* +1)
10. *Dagger* +2 (downgrade to +1)
11. *Flail* +1
12. *Flame tongue longsword* (replace with *longsword* +1)
13. *Gloves of swimming and climbing*
14. *Gauntlets of ogre power*
15. *Leather armor* +2 (downgrade to +1)
16. *Lens of ultravision* (replace with *goggles of night*)
17. *Mace* +1
18. *Necklace of missiles* (replace with *necklace of fireballs*, 5 beads)
19. *Potion of flying*
20. *Potion of gaseous form*
21. *Potion of undead control* (replace with *potion of healing*)
22. *Ring of human influence* (replace with *ring of mind shielding*)
23. *Ring of fire resistance*
24. *Plate armor* +1
25. *Plate armor* +2 (downgrade to +1)
26. *Short sword of quickness* +2 (replace with *short sword* +1)
27. *Spear* +1
28. *Splint armor* +1
29. *Staff of power* (replace with *staff of the python*)
30. *Stone of controlling earth elementals*
31. *Wand of magic missiles*
32. *Wizard scroll of animate dead* (2), *arcane eye*, *clairvoyance*

Traps

- **Acid Trap (pg. 37):** A hidden pressure plate in the floor triggers this trap. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, DC 15 Dexterity check using thieves tools to disable it. When triggered, a ceiling panel opens and upends a pot of acid. The acid has long since evaporated, but there is a 50% chance the pot will fall and hit the triggering creature for 2d10 bludgeoning damage, unless it succeeds at a DC 15 Dexterity saving throw.
- **Crossbow Trap (pg. 37):** Triggered by a pressure plate, this trap shoots a hail of heavy crossbow bolts. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, DC 15 Dexterity check using thieves tools to disable it. When triggered, creatures within 20 feet of

the trigger take 2d10 piercing damage on a failed DC 15 Dexterity saving throw, or half as much on a successful one.

- **Crushing Wall Trap (pg. 38):** Triggered by a pressure plate on the floor, a wall slides across the corridor to crush victims. However the trap is old and slow, and victims have time to evade the wall. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, DC 15 Dexterity check using thieves tools to disable it. All creatures in a 10 foot by 10 foot area have 3 rounds to get out of that area. Anyone still in the area at the end of 3 rounds is crushed for 10d10 bludgeoning damage.
- **Deadfall Trap (pg. 37):** Triggered by a pressure plate on the floor, this trap rains rocks down on the victim. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, DC 15 Dexterity check using thieves tools to disable it. The creature that triggered the trap takes 2d10 bludgeoning damage on a failed DC 15 Dexterity saving throw, or half as much on a successful one.
- **Falling Cage Trap (pg. 38):** Triggered by a pressure plate. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, DC 15 Dexterity check using thieves tools to disable it. When triggered all creatures in a 10 foot by 10 foot area are trapped by the falling cage, unless they succeed at a DC 15 Dexterity saving throw. The cage is very heavy, requiring a DC 20 Strength check to lift.
- **Firebomb Trap (pg. 37):** Triggered by a pressure plate on the floor, this trap drops a large pot of alchemist's fire on the victim. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, DC 15 Dexterity check using thieves tools to disable it. The creature that triggered the trap takes 2d10 fire damage on a failed DC 15 Dexterity saving throw, or half as much damage on a success.
- **Net Trap (pg. 38):** See *Falling Net trap (DMG pg. 122)*.
- **Pit Trap (pg. 38):** Triggered when a creature walks onto the lid. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, DC 15 Dexterity check using thieves tools to disable it by using tools to break the door handle tripwires. When triggered the creature falls 10 feet onto rusty spikes, taking 1d6 falling damage and 2d6 piercing damage from the spikes, unless it succeeds at a DC 15 Dexterity saving throw.

Monsters

1. **Allosaurus:** (MM 79, CR 2, 450 XP)
2. **Apprentices (Bryn, Duggwell, Karri):** (See *Special Creatures*)
3. **Bandit:** (MM 343, CR 1/8, 25 XP)

4. **Baron Agwain:** (as knight, MM 347, CR 3, 700 XP)
5. **Baron's Man:** (as guard, MM 347, CR 1/8, 25 XP)
6. **Boar:** (MM 319, CR 1/4, 50 XP)
7. **Brown Bear:** (MM 319, CR 1, 200 XP)
8. **Bugbear:** (MM 33, CR 1, 200 XP)
9. **Dorus:** (See Special Creatures)
10. **Dwarf Bandit:** (as bandit with dwarf traits)
11. **Dwarf Soldier:** (as thug except AC 16, wielding battleaxe)
12. **Ellisin:** (See Special Creatures)
13. **Emee:** (See Special Creatures)
14. **Gargoyle:** (MM 140, CR 2, 450 XP)
15. **Ghoul:** (MM 148, CR 1, 200 XP)
16. **Giant Constrictor Snake:** (MM 324, CR 2, 450 XP)
17. **Giant Lizard:** (MM 326, CR 1/4, 50 XP)
18. **Giant Toad:** (MM 329, CR 1, 200 XP)
19. **Gnome Soldier:** (as thug except AC 16, wielding war pick)
20. **Goblin:** (MM 166, CR 1/4, 50 XP)
21. **Gorn:** (See Special Creatures)
22. **Half-elf Bandit:** (as bandit with half-elf traits)
23. **Half-orc Bandit:** (as bandit with half-orc traits)
24. **Halfling Bandit:** (as bandit with halfling traits)
25. **Hermit:** (as commoner, MM 345, CR 0, 0-10 XP)
26. **Hunter:** (as scout)
27. **Ibin:** (as priest with dwarf traits, but AC 15, wielding warhammer, Str 14)
28. **Izeley and Dappleford:** (See Special Creatures)
29. **Kain:** (as priest with dwarf traits, but AC 15, wielding warhammer, Str 14)
30. **Kelthas the Dread:** (See Special Creatures)
31. **Korin Ironaxe:** (See Special Creatures)
32. **Lizardfolk:** (MM 204, CR 1/2, 100 XP)
33. **Manticore:** (MM 213, CR 3, 700 XP)
34. **Morri:** (See Special Creatures)
35. **Mule:** (MM 333, CR 1/8, 25 XP)
36. **Nightmare:** (MM 235, CR 3, 700 XP)
37. **Orc:** (MM 246, CR 1/2, 100 XP)
38. **Orc Eye of Gruumsh:** (MM 247, CR 2, 450 XP)
39. **Owlbear:** (MM 249, CR 3, 700 XP)
40. **Pixie:** (MM 253, CR 1/4, 50 XP)
41. **Pteranodon:** (MM 80, CR 1/4, 50 XP)
42. **Redeye:** (See Special Creatures)
43. **Scout:** (MM 349, CR 1/2, 100 XP)
44. **Skeleton:** (MM 272, CR 1/4, 50 XP)
45. **Sprite:** (MM 283, CR 1/4, 50 XP)
46. **Stone Golem:** (MM 170, CR 10, 5900 XP)
47. **Stub:** (as orc eye of Gruumsh)
48. **Swarm of Bees:** (MM 338, CR 1/2, 100 XP)
49. **Swarm of Centipedes:** (MM 338, CR 1/2, 100 XP)
50. **Thug:** (MM 350, CR 1/2, 100 XP)
51. **Wartsnak Direlord:** (as orc war chief with battleaxe +1, MM 246, CR 4, 1100 XP)
52. **Werewolf:** (MM 211, CR 3, 700 XP)
53. **Wild Cattle:** (as elk, MM 322, CR 1/4, 50 XP)
54. **Wild Elf:** (as scout with wood elf traits)
55. **Wolf:** (MM 341, CR 1/4, 50 XP)
56. **Wounded Allosaurus:** (as allosaurus, but only 20 hit points remaining)
57. **Zurch:** (as orc eye of Gruumsh)

Special Creatures

Apprentices (Bryn, Duggwell, and Karri)

Medium humanoid (human), lawful evil

Armor Class 12 (15 with *mage armor*)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	16 (+3)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Spellcasting. The apprentice is a 3rd level wizard. Its spellcasting ability is Intelligence (spell save DC 13, +5 to to hit with spell attacks). It has the following wizard spells prepared.

Cantrips (at will): *chill touch*, *light*, *mage hand*

1st level (4 slots): *false life*, *mage armor*, *ray of sickness*, *witch bolt*

2nd level (2 slots): *ray of enfeeblement*, *web*

Actions

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

Dorus

Small humanoid (gnome), neutral good

Armor Class 13 (16 with *mage armor*)

Hit Points 27 (5d6 + 10)

Speed 25 ft.

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

Senses darkvision 60 ft., passive Perception 11

Languages Common, Gnomish

Challenge 1 (200 XP)

Gnome Cunning. Dorus has advantage on all Intelligence, Wisdom, and Charisma saving throws.

Spellcasting. Dorus is a 3rd level wizard. Her spellcasting ability is Intelligence (spell save DC 13, +5 to to hit with spell attacks). She has the following wizard spells prepared.

Cantrips (at will): *dancing lights*, *minor illusion*, *prestidigitation*, *ray of frost*

1st level (4 slots): *color spray*, *mage armor*, *sleep*

2nd level (2 slots): *mirror image*, *phantasmal force*, *web*

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 5 (1d4 + 3) piercing damage.

Ellisin

Small humanoid (goblin), lawful evil

Armor Class 16 (leather armor, shield)

Hit Points 40 (9d6 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	10 (+0)	16 (+3)	8 (-1)

Saving Throws Wis +5, Cha +1

Senses darkvision 60 ft., passive Perception 13

Languages Common, Goblin

Challenge 3 (700 XP)

Cloak of Shadows (2/day). As an action, Ellison can become invisible until the end of his next turn. Attacking or casting a spell causes him to become visible.

Nimble Escape. Ellisin can take the Disengage or Hide action as a bonus action on each of his turns.

Spellcasting. Ellisin is a 7th level cleric. His spellcasting ability is Wisdom (spell save DC 13, +5 to to hit with spell attacks). He has the following cleric spells prepared.

Cantrips (at will): *guidance, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bane, charm person, cure wounds, disguise self, guiding bolt, inflict wounds*

2nd level (3 slots): *mirror image, pass without trace, protection from poison, silence*

3rd level (3 slots): *bestow curse, blink, dispel magic, protection from energy, spirit guardians*

4th level (1 slots): *dimension door, freedom of movement, polymorph*

Actions

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

Emee

Small humanoid (goblin), lawful evil

Armor Class 15 (leather armor, shield)

Hit Points 21 (6d6)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 1 (200 XP)

Nimble Escape. Emee can take the Disengage or Hide action as a bonus action on each of his turns.

Spellcasting. Emee is a 4th level cleric. His spellcasting ability is Wisdom (spell save DC 12, +4 to to hit with spell attacks). He has the following cleric spells prepared.

Cantrips (at will): *guidance, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bless, charm person, cure wounds, disguise self, guiding bolt*

2nd level (3 slots): *hold person, mirror image, pass without trace, silence, spiritual weapon*

Actions

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

Gorn

Medium humanoid (dwarf), lawful good

Armor Class 19 (chain mail +1, shield)

Hit Points 72 (11d8 + 22)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	12 (+1)	17 (+3)	10 (+0)

Saving Throws Wis +6, Cha +3

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 13

Languages Common, Dwarvish

Challenge 5 (1800 XP)

Dwarven Resilience. Gorn has advantage on saving throws against poison.

Guided Strike (2/day). Once on his turn, Gorn can add +10 to his attack roll before he rolls.

Spellcasting. Gorn is a 9th level cleric. His spellcasting ability is Wisdom (spell save DC 14, +6 to to hit with spell attacks). He has the following cleric spells prepared.

Cantrips (at will): *guidance, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, divine favor, guiding bolt, inflict wounds, shield of faith*

2nd level (3 slots): *augury, blindness/deafness, hold person, lesser restoration, magic weapon, spiritual weapon*

3rd level (3 slots): *clairvoyance, crusader's mantle, dispel magic, protection from energy, spirit guardians*

4th level (3 slots): *freedom of movement, guardian of faith, stoneskin*

5th level (1 slot): *flame strike, hold monster*

Actions

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

Izeley and Dappleford

Medium humanoid (half-orc), neutral evil

Armor Class 16 (scale mail, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	8 (-1)	16 (+3)	10 (+0)

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orc

Challenge 3 (700 XP)

Relentless Endurance (1/day). When Izeley or Dappleford is reduced to 0 hit points, but not killed outright, it instead drops to 1 hit point. This ability can't be used again until after a long rest.

Spellcasting. They are 4th level clerics. Their spellcasting ability is Wisdom (spell save DC 13, +5 to to hit with spell attacks). They have the following cleric spells prepared.

Cantrips (at will): *resistance*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *command*, *guiding bolt*, *inflict wounds*, *shield of faith*

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

Actions

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

Jorykul

Medium humanoid (half-orc), neutral evil

Armor Class 20 (splint armor +1, shield)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

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

Saving Throws Wis +5, Cha +1

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orc

Challenge 4 (1100 XP)

Relentless Endurance (1/day). When Jorykul is reduced to 0 hit points, but not killed outright, he instead drops to 1 hit point. This ability can't be used again until after a long rest.

Spellcasting. Jorykul is a 7th level cleric. His spellcasting ability is Wisdom (spell save DC 13, +5 to to hit with spell attacks). He has the following cleric spells prepared.

Cantrips (at will): *guidance*, *resistance*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bless*, *cure wounds*, *fog cloud*, *guiding bolt*,

inflict wounds, *thunderwave*

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

3rd level (3 slots): *bestow curse*, *call lightning*, *protection from energy*, *sleet storm*

4th level (1 slots): *control water*, *guardian of faith*, *ice storm*

Wrath of the Storm (3/day). As a reaction, when hit by an attacker within 5 feet, Jorykul can inflict 2d8 lightning or thunder damage on the attacker. The attacker makes a DC 13 Dexterity saving throw, taking full damage on a failure, or half the damage on a success.

Actions

Flail +1. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Kelthas the Dread

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	18 (+4)	12 (+1)	10 (+0)

Saving Throws Int +7, Wis +4

Skills Perception +4

Damage Resistances necrotic

Senses passive Perception 14

Languages Common, Dwarvish

Challenge 6 (2300 XP)

Spellcasting. Kelthas is a 10th level wizard. His spellcasting ability is Intelligence (spell save DC 15, +7 to to hit with spell attacks). He has the following wizard spells prepared.

Cantrips (at will): *chill touch*, *light*, *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *charm person*, *mage armor*, *ray of sickness*

2nd level (3 slots): *darkvision*, *invisibility*, *ray of enfeeblement*

3rd level (3 slots): *animate dead*, *fireball*, *vampiric touch*

4th level (3 slots): *Evard's black tentacles*, *ice storm*, *phantasmal killer*

5th level (2 slots): *cloudkill*, *wall of force*

Actions

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

Wand of Magic Missiles. *Ranged Spell Attack:* automatic hit, range 120 ft., one target. *Hit:* 10 (3d4 + 3) force damage. The wand has 7 charges,

Korin Ironaxe

Medium humanoid (dwarf), lawful neutral

Armor Class 18 (chain mail, shield)

Hit Points 90 (12d8+36)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	12 (+1)	11 (+0)	16 (+3)

Saving Throws Str +7, Con +6

Skills Perception +3

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 13

Languages Common, Dwarvish

Challenge 6 (2300 XP)

Dwarven Resilience. Korin has advantage on saving throws against poison.

Actions

Multiattack. Korin makes two warhammer attacks.

Warhammer +2. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage.

Morri

Small humanoid (gnome), lawful good

Armor Class 13 (16 with *mage armor*)

Hit Points 31 (7d6 + 7)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	17 (+3)	12 (+1)	10 (+0)

Saving Throws Int +5, Wis +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Gnomish

Challenge 2 (450 XP)

Gnome Cunning. Morri has advantage on all Intelligence, Wisdom, and Charisma saving throws.

Spellcasting. Morri is a 5th level wizard. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared.

Cantrips (at will): *dancing lights*, *minor illusion*, *prestidigitation*, *ray of frost*

1st level (4 slots): *color spray*, *grease*, *mage armor*

2nd level (3 slots): *mirror image*, *phantasmal force*, *web*

3rd level (2 slots): *fear*, *stinking cloud*

Actions

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

Prollot

Medium humanoid (orc), lawful evil

Armor Class 16 (chain mail)

Hit Points 52 (7d8 + 21)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	8 (-1)	16 (+3)	10 (+0)

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orc

Challenge 3 (700 XP)

Aggressive. As a bonus action, Prollot can move up to his speed toward a hostile creature he can see.

Spellcasting. Prollot is a 5th level cleric. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following cleric spells prepared.

Cantrips (at will): *guidance*, *resistance*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *command*, *cure wounds*, *divine favor*, *guiding bolt*, *inflict wounds*, *shield of faith*

2nd level (3 slots): *blindness/deafness*, *hold person*, *magic weapon*, *spiritual weapon*

3rd level (2 slots): *crusader's mantle*, *dispel magic*, *protection from energy*, *spirit guardians*

Actions

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

Redeye

Medium humanoid (lizardfolk), neutral

Armor Class 15 (shield)

Hit Points 58 (9d8 + 18)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Wis +5

Skills Perception +5, Stealth +5, Survival +6

Senses passive Perception 15

Languages Common, Draconic

Challenge 4 (1100 XP)

Hold Breath. Redeye can hold his breath for 15 minutes.

Spellcasting. Redeye is a 7th level druid. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

attacks). He has the following cleric spells prepared.

Cantrips (at will): *druidcraft*, *poison spray*, *resistance*, *thorn whip*

1st level (4 slots): *animal friendship*, *cure wounds*, *entangle*, *speak with animals*

2nd level (3 slots): *darkness*, *lesser restoration*, *Melf's acid arrow*, *moonbeam*

3rd level (3 slots): *dispel magic*, *stinking cloud*, *water walk*, *wind wall*

4th level (1 slot): *conjure woodland beings*, *freedom of movement*, *giant insect*, *locate creature*

Actions

Multiattack. Redeye makes 1 mace attack and 1 spiked shield attack

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

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

Special Items

Amulet of Allosaurus Control

Wondrous item (amulet), rare (attunement required)

This amulet is made from an allosaurus tooth, scribed with mystic symbols, and fixed with a bronze cap and loop to hang from a leather thong.

The amulet has 3 charges remaining that do not replenish. You can spend an action to use a charge to call an allosaurus to aid you. The action succeeds only if there is an allosaurus within 1 mile to answer the beckon call of the amulet. The allosaurus arrives as fast as it can, and remains under your control for 1 hour.

N5 Under Illefarn Reference Sheet

Random Encounters

Daytime

Roll 1d10

- | | |
|---------------------|----------------------------|
| 1. Allosaurus (1-2) | 6. Wild Cattle (15) |
| 2. Bandits (8) | 7. Heads |
| 3. Boars (3) | 8. Wolves (8) |
| 4. Hermit | 9. Orcs and goblins (3, 8) |
| 5. Hunters (4) | 10. Manticore (1) |

Nighttime

Roll 1d10

- | | |
|----------------------|----------------------------|
| 1. Allosaurus (1-2) | 6. Orcs and goblins (3, 8) |
| 2. Owlbear | 7. Wolves (14) |
| 3. Bugbears (3) | 8. Strange sounds |
| 4. Giant Constrictor | 9. Werewolves (2) |
| 5. Bandits (8) | 10. Nightmare |

Lizard Marsh

Roll 1d6

- | | |
|-----------------------|------------------------|
| 1. Wounded allosaurus | 4. Giant toad |
| 2. Pteranodon | 5. Giant lizard |
| 3. Quicksand | 6. Swarm of centipedes |

Laughing Hollow

Roll 1d6

- | | |
|-------------------|----------------|
| 1. Bears and bees | 4. Ghouls (3) |
| 2. Centaurs (6) | 5. Sprites (8) |
| 3. Wild elves (4) | 6. Pixies (4) |

Planned Encounters

Lizard Raid

Trail of the Raiders: Redeye, lizardfolk (16).
Showdown: Lizardfolk (6).

Caravan Duty

Campsite: Roll once on the Nighttime random encounter table.

The Trip Back: Roll once on the Daytime random encounter table on the trip from **Bowshot to the campsite**. At the campsite, roll once on the Nighttime encounter table, and have a second encounter of Orcs and Goblins.

The Rescue Mission

Ambush: Baron's men (6).

At Laughing Hollow: Roll three times on the Laughing Hollow encounter table.

Discovery: Baron Agwain, Baron's Men (2).

Battle in the Valley: Goblins (10).

Under Illefarn

The Shaking Earth: Characters must make DC 16 Strength checks to clear rubble. Characters may use the Help action to assist.

The Curse: Any creature drinking polluted river water takes 7 (2d6) poison damage and must make a DC 14 Constitution saving throw. On a success the creature takes only half the damage, but on a failure it takes full damage and is poisoned for 1 hour.

The Sigil: Deldrach Longarrow (wild elf).

Rooms

41. Gargoyles (2). The wall may be climbed with a DC 15 Strength (Athletics) check. A DC 16 Intelligence (History) check may be used to gain a clue about the levers.

42. Dwarf or gnome soldiers (4).

44. Dorus and Morri if not on duty.

45. Dwarf or gnome soldiers (4).

46. Mules (4), dwarf soldier (1).

48. Korin Ironaxe, if not elsewhere.

52. Gorn, Ibin, or Kain if not elsewhere.

54. Dwarf or gnome soldiers (2).

56. Ibin or Kain, dwarf soldiers (2).

76. Goblins (21), Ogre (1), Orcs (9).

99. Stone golem (1).

101-102. Air is poisonous, inflicting 7 (2d6) poison damage per round. A successful DC 14 Constitution saving throw reduces the damage to half. Entering the water has the effect of Green Slime (DMG pg. 105).

105. Skeletons (6).

106. Dwarf bandits (4), if not on duty.

107. Half-orc bandits (4), if not on duty.

108. Half-elf bandits (2), if not on duty.

109. Halfling bandits (5), if not on duty.

111. Duggwell and Karri, if not on duty.

113. Skeletons (6).

119. Jorykul, Izeley, and Dappleford, if not on duty.

120. Kelthas the Dread, and Bryn, if not on duty.

122. Skeletons (6).

124. Goblins (6).

125. Ogres (2).

129. Goblins (3).

130. Goblins (6).

131. Goblins (8).

132. Goblins (8).

133. Goblins (8).

134. Goblins (17).

139. Orcs (5).

140. Orcs (3).

142. Orcs (3).

143. Orcs (3).

144. Orcs (3).

145. Wartsnak Direlord, if not elsewhere.

146. Trolls (1 or 2).

149. Orcs (2-10).

151-152. Stub, Zurch, and Prollot, if not elsewhere.

Magic Items

1. *Amulet of allosaurus control* (See *Special Items*)
2. *Arrows +1*
3. *Battleaxe +1*
4. *Battleaxe +2 (downgrade to +1)*
5. *Bolts +1*
6. *Buckler wand* (replace with *wand of magic detection*)
7. *Chain mail +1*
8. *Cloak of elvenkind*
9. *Crossbow of speed* (replace with *light crossbow +1*)
10. *Dagger +2 (downgrade to +1)*
11. *Flail +1*
12. *Flame tongue longsword* (replace with *longsword +1*)
13. *Gloves of swimming and climbing*
14. *Gauntlets of ogre power*
15. *Leather armor +2 (downgrade to +1)*
16. *Lens of ultravision* (replace with *goggles of night*)
17. *Mace +1*
18. *Necklace of missiles* (replace with *necklace of fireballs, 5 beads*)
19. *Potion of flying*
20. *Potion of gaseous form*
21. *Potion of undead control* (replace with *potion of healing*)
22. *Ring of human influence* (replace with *ring of mind shielding*)
23. *Ring of fire resistance*
24. *Plate armor +1*
25. *Plate armor +2 (downgrade to +1)*
26. *Short sword of quickness +2* (replace with *short sword +1*)
27. *Spear +1*
28. *Splint armor +1*
29. *Staff of power* (replace with *staff of the python*)

30. Stone of controlling earth elementals

31. Wand of magic missiles

1. Wizard scroll of animate dead (2), arcane eye, clairvoyance

Traps

Acid Trap (pg. 37): A hidden pressure plate in the floor triggers this trap. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, DC 15 Dexterity check using thieves tools to disable it. When triggered, a ceiling panel opens and upends a pot of acid. The acid has long since evaporated, but there is a 50% chance the pot will fall and hit the triggering creature for 2d10 bludgeoning damage, unless it succeeds at a DC 15 Dexterity saving throw.

Crossbow Trap (pg. 37): Triggered by a pressure plate, this trap shoots a hail of heavy crossbow bolts. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, DC 15 Dexterity check using thieves tools to disable it. When triggered, creatures within 20 feet of the trigger take 2d10 piercing damage on a failed DC 15 Dexterity saving throw, or half as much on a successful one.

Crushing Wall Trap (pg. 38): Triggered by a pressure plate on the floor, a wall slides across the corridor to crush victims. However the trap is old and slow, and victims have time to evade the wall. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, DC 15 Dexterity check using thieves tools to disable it. All creatures in a 10 foot by 10 foot area have 3 rounds to get out of that area. Anyone still in the area at the end of 3 rounds is crushed for 10d10 bludgeoning damage.

Deadfall Trap (pg. 37): Triggered by a pressure plate on the floor, this trap rains rocks down on the victim. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, DC 15 Dexterity check using thieves tools to disable it. The creature that triggered the trap takes 2d10 bludgeoning damage on a failed DC 15 Dexterity saving throw, or half as much on a successful one.

Falling Cage Trap (pg. 38): Triggered by a pressure plate. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, DC 15 Dexterity check using thieves tools to disable it. When triggered all creatures in a 10 foot by 10 foot area are trapped by the falling cage, unless they succeed at a DC 15 Dexterity saving throw. The cage is very heavy, requiring a DC 20 Strength check to lift.

Firebomb Trap (pg. 37): Triggered by a pressure plate on the floor, this trap drops a large pot of alchemist's fire on the victim. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, DC 15 Dexterity check using thieves tools to disable it. The creature that triggered the trap takes 2d10 fire damage on a failed DC 15 Dexterity saving throw, or half as much damage on a success.

Net Trap (pg. 38): See Falling Net trap (DMG pg. 122).

Pit Trap (pg. 38): Triggered when a creature walks onto the lid. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, DC 15 Dexterity check using thieves tools to disable it by using tools to break the door handle tripwires. When triggered the creature falls 10 feet onto rusty spikes, taking 1d6 falling damage and 2d6 piercing damage from the spikes, unless it succeeds at a DC 15 Dexterity saving throw.

Monsters

- 1. **Allosaurus:** (MM 79, CR 2, 450 XP)
- 2. **Apprentices (Bryn, Duggwell, Karri):** (See Special Creatures)
- 3. **Bandit:** (MM 343, CR 1/8, 25 XP)
- 4. **Baron Agwain:** (as knight, MM 347, CR 3, 700 XP)
- 5. **Baron's Man:** (as guard, MM 347, CR 1/8, 25 XP)
- 6. **Boar:** (MM 319, CR 1/4, 50 XP)
- 7. **Brown Bear:** (MM 319, CR 1, 200 XP)
- 8. **Bugbear:** (MM 33, CR 1, 200 XP)
- 9. **Dorus:** (See Special Creatures)
- 10. **Dwarf Bandit:** (as bandit with dwarf traits)
- 11. **Dwarf Soldier:** (as thug except AC 16, wielding battleaxe)
- 12. **Ellisin:** (See Special Creatures)
- 13. **Emee:** (See Special Creatures)
- 14. **Gargoyle:** (MM 140, CR 2, 450 XP)
- 15. **Ghoul:** (MM 148, CR 1, 200 XP)
- 16. **Giant Constrictor Snake:** (MM 324, CR 2, 450 XP)
- 17. **Giant Lizard:** (MM 326, CR 1/4, 50 XP)
- 18. **Giant Toad:** (MM 329, CR 1, 200 XP)
- 19. **Gnome Soldier:** (as thug except AC 16, wielding war pick)
- 20. **Goblin:** (MM 166, CR 1/4, 50 XP)
- 21. **Gorn:** (See Special Creatures)
- 22. **Half-elf Bandit:** (as bandit with half-elf traits)
- 23. **Half-orc Bandit:** (as bandit with half-orc traits)
- 24. **Halfling Bandit:** (as bandit with halfling traits)
- 25. **Hermit:** (as commoner, MM 345, CR 0, 0-10 XP)
- 26. **Hunter:** (as scout)
- 27. **Ibin:** (as priest with dwarf traits, but AC 15, wielding warhammer, Str 14)
- 28. **Izeley and Dappleford:** (See Special Creatures)
- 29. **Kain:** (as priest with dwarf traits, but AC 15, wielding warhammer, Str 14)
- 30. **Kelthas the Dread:** (See Special Creatures)
- 31. **Korin Ironaxe:** (See Special Creatures)
- 32. **Lizardfolk:** (MM 204, CR 1/2, 100 XP)
- 33. **Manticore:** (MM 213, CR 3, 700 XP)
- 34. **Morri:** (See Special Creatures)
- 35. **Mule:** (MM 333, CR 1/8, 25 XP)

- 36. **Nightmare:** (MM 235, CR 3, 700 XP)
- 37. **Orc:** (MM 246, CR 1/2, 100 XP)
- 38. **Orc Eye of Gruumsh:** (MM 247, CR 2, 450 XP)
- 39. **Owlbear:** (MM 249, CR 3, 700 XP)
- 40. **Pixie:** (MM 253, CR 1/4, 50 XP)
- 41. **Pteranodon:** (MM 80, CR 1/4, 50 XP)
- 42. **Redeye:** (See Special Creatures)
- 43. **Scout:** (MM 349, CR 1/2, 100 XP)
- 44. **Skeleton:** (MM 272, CR 1/4, 50 XP)
- 45. **Sprite:** (MM 283, CR 1/4, 50 XP)
- 46. **Stone Golem:** (MM 170, CR 10, 5900 XP)
- 47. **Stub:** (as orc eye of Gruumsh)
- 48. **Swarm of Bees:** (MM 338, CR 1/2, 100 XP)
- 49. **Swarm of Centipedes:** (MM 338, CR 1/2, 100 XP)
- 50. **Thug:** (MM 350, CR 1/2, 100 XP)
- 51. **Wartsnak Direlord:** (as orc war chief with battleaxe +1, MM 246, CR 4, 1100 XP)
- 52. **Werewolf:** (MM 211, CR 3, 700 XP)
- 53. **Wild Cattle:** (as elk, MM 322, CR 1/4, 50 XP)
- 54. **Wild Elf:** (as scout with wood elf traits)
- 55. **Wolf:** (MM 341, CR 1/4, 50 XP)
- 56. **Wounded Allosaurus:** (as allosaurus, but only 20 hit points remaining)
- 57. **Zurch:** (as orc eye of Gruumsh)

Special Creatures

Apprentices (Bryn, Duggwell, and Karri)

Medium humanoid (human), lawful evil
Armor Class 12 (15 with *mage armor*)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	16 (+3)	10 (+0)	10 (+0)
Senses passive Perception 10					
Languages Common					
Challenge 1 (200 XP)					
Spellcasting. The apprentice is a 3rd level wizard. Its spellcasting ability is Intelligence (spell save DC 13, +5 to to hit with spell attacks). It has the following wizard spells prepared. Cantrips (at will): <i>chill touch, light, mage hand</i> 1st level (4 slots): <i>false life, mage armor, ray of sickness, witch bolt</i> 2nd level (2 slots): <i>ray of enfeeblement, web</i>					

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

Dorus
Small humanoid (gnome), neutral good
Armor Class 13 (16 with *mage armor*)
Hit Points 27 (5d6 + 10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	17 (+3)	12 (+1)	10 (+0)

Senses darkvision 60 ft., passive Perception 11
Languages Common, Gnomish
Challenge 1 (200 XP)
Gnome Cunning. Dorus has advantage on all Intelligence, Wisdom, and Charisma saving throws.

Spellcasting. Dorus is a 3rd level wizard. Her spellcasting ability is Intelligence (spell save DC 13, +5 to to hit with spell attacks). She has the following wizard spells prepared.
Cantrips (at will): *dancing lights, minor illusion, prestidigitation, ray of frost*
1st level (4 slots): *color spray, mage armor, sleep*
2nd level (2 slots): *mirror image, phantasmal force, web*
Actions
Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Ellisin
Small humanoid (goblin), lawful evil
Armor Class 16 (leather armor, shield)
Hit Points 40 (9d6 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	10 (+0)	16 (+3)	8 (-1)

Saving Throws Wis +5, Cha +1
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin
Challenge 3 (700 XP)
Cloak of Shadows (2/day). As an action, Ellison can become invisible until the end of his next turn. Attacking or casting a spell causes him to become visible.
Nimble Escape. Ellison can take the Disengage or Hide action as a bonus action on each of his turns.
Spellcasting. Ellison is a 7th level cleric. His spellcasting ability is Wisdom (spell save DC 13, +5 to to hit with spell attacks). He has the following cleric spells prepared.
Cantrips (at will): *guidance, resistance, sacred flame, thaumaturgy*
1st level (4 slots): *bane, charm person, cure wounds, disguise self, guiding bolt, inflict wounds*
2nd level (3 slots): *mirror image, pass without trace, protection from poison, silence*
3rd level (3 slots): *bestow curse, blink, dispel magic, protection from energy, spirit guardians*
4th level (1 slots): *dimension door, freedom of movement, polymorph*

Factions of Illefarn				
Faction	Leader	Troops	Location	Goals
Dwarves	Korin Ironaxe	Ibin, Kain, Gorn, Dorus, Morri, dwarf soldiers (17), gnome soldiers (3)	Rooms 25, 42-61	Kill everyone in the orc and necromancer factions, and reclaim Illefarn.
Necromancer	Kelthas the Dread	Bryn, Karri, Duggwell, Jorykul, Izeley, Dappleford, human bandits (10), half-orc bandits (4), half-elf bandits (2), dwarf bandits (4), halfling bandits (5), skeletons (45)	Rooms 105-122	Let dwarves and orcs kill each other, fight them only when necessary, and keep searching for treasure and lore.
Orcs	Wartsnak Direlord	Stub, Zurch, Prollot, Emee, Ellisin, orcs (40), goblins (80), ogres (4), trolls (2)	Rooms 65-78, 124-152	Kill everyone in the dwarf and necromancer factions, and squat in Illefarn.

Actions

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

Emee

Small humanoid (goblin), lawful evil
Armor Class 15 (leather armor, shield)
Hit Points 21 (6d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	10 (+0)	15 (+2)	8 (-1)
Senses darkvision 60 ft., passive Perception 12					
Languages Common, Goblin					
Challenge 1 (200 XP)					
Nimble Escape. Emee can take the Disengage or Hide action as a bonus action on each of his turns.					
Spellcasting. Emee is a 4th level cleric. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following cleric spells prepared.					
Cantrips (at will): <i>guidance, resistance, sacred flame, thaumaturgy</i>					
1st level (4 slots): <i>bless, charm person, cure wounds, disguise self, guiding bolt</i>					
2nd level (3 slots): <i>hold person, mirror image, pass without trace, silence, spiritual weapon</i>					

Actions

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

Gorn

Medium humanoid (dwarf), lawful good
Armor Class 19 (chain mail +1, shield)
Hit Points 72 (11d8 + 22)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	12 (+1)	17 (+3)	10 (+0)
Saving Throws Wis +6, Cha +3					
Damage Resistances poison					
Senses darkvision 60 ft., passive Perception 13					
Languages Common, Dwarvish					
Challenge 5 (1800 XP)					
Dwarven Resilience. Gorn has advantage on saving throws against poison.					
Guided Strike (2/day). Once on his turn, Gorn can add +10 to his attack roll before he rolls.					
Spellcasting. Gorn is a 9th level cleric. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following cleric spells prepared.					
Cantrips (at will): <i>guidance, resistance, sacred flame, thaumaturgy</i>					
1st level (4 slots): <i>cure wounds, divine favor, guiding bolt, inflict wounds, shield of faith</i>					
2nd level (3 slots): <i>augury, blindness/deafness, hold person, lesser restoration, magic weapon, spiritual weapon</i>					
3rd level (3 slots): <i>clairvoyance, crusader's mantle, dispel magic, protection from energy, spirit guardians</i>					
4th level (3 slots): <i>freedom of movement, guardian of faith, stonewall</i>					
5th level (1 slot): <i>flame strike, hold monster</i>					

Actions

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

Izeley and Dappleford

Medium humanoid (half-orc), neutral evil
Armor Class 16 (scale mail, shield)
Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	8 (-1)	16 (+3)	10 (+0)
Senses darkvision 60 ft., passive Perception 13					
Languages Common, Orc					
Challenge 3 (700 XP)					
Relentless Endurance (1/day). When Izeley or Dappleford is reduced to 0 hit points, but not killed outright, he instead drops to 1 hit point. This ability can't be used again until after a long rest.					
Spellcasting. They are 4th level clerics. Their spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). They have the following cleric spells prepared.					
Cantrips (at will): <i>resistance, sacred flame, thaumaturgy</i>					
1st level (4 slots): <i>command, guiding bolt, inflict wounds, shield of faith</i>					
2nd level (3 slots): <i>blindness/deafness, hold person, spiritual weapon</i>					

Actions

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

Jorykul

Medium humanoid (half-orc), neutral evil
Armor Class 20 (splint armor +1, shield)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	10 (+0)	16 (+3)	8 (-1)
Saving Throws Wis +5, Cha +1					
Senses darkvision 60 ft., passive Perception 13					
Languages Common, Orc					
Challenge 4 (1100 XP)					
Relentless Endurance (1/day). When Jorykul is reduced to 0 hit points, but not killed outright, he instead drops to 1 hit point. This ability can't be used again until after a long rest.					
Spellcasting. Jorykul is a 7th level cleric. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following cleric spells prepared.					
Cantrips (at will): <i>guidance, resistance, sacred flame, thaumaturgy</i>					
1st level (4 slots): <i>bless, cure wounds, fog cloud, guiding bolt, inflict wounds, thunderwave</i>					
2nd level (3 slots): <i>gust of wind, hold person, protection from poison, shatter, silence</i>					
3rd level (3 slots): <i>bestow curse, call lightning, protection from energy, sleet storm</i>					
4th level (1 slots): <i>control water, guardian of faith, ice storm</i>					
Wrath of the Storm (3/day). As a reaction, when hit by an attacker within 5 feet, Jorykul can inflict 2d8 lightning or thunder damage on the attacker. The attacker makes a DC 13 Dexterity saving throw, taking full damage on a failure, or half the damage on a success.					

Actions

Flail +1. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Kelthas the Dread

Medium humanoid (human), chaotic evil
Armor Class 12 (15 with *mage armor*)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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10 (+0)	14 (+2)	12 (+1)	18 (+4)	12 (+1)	10 (+0)
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Saving Throws Int +7, Wis +4
Skills Perception +4
Damage Resistances necrotic
Senses passive Perception 14
Languages Common, Dwarvish
Challenge 6 (2300 XP)
Spellcasting. Kelthas is a 10th level wizard. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). He has the following wizard spells prepared.
Cantrips (at will): <i>chill touch, light, mage hand, prestidigitation, ray of frost</i>
1st level (4 slots): <i>charm person, mage armor, ray of sickness</i>
2nd level (3 slots): <i>darkvision, invisibility, ray of enfeeblement</i>
3rd level (3 slots): <i>animate dead, fireball, vampiric touch</i>
4th level (3 slots): <i>Evard's black tentacles, ice storm, phantasmal killer</i>
5th level (2 slots): <i>cloudkill, wall of force</i>

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 2) piercing damage.
Wand of Magic Missiles. *Ranged Spell Attack:* automatic hit, range 120 ft., one target. *Hit:* 10 (3d4 + 3) force damage. The wand has 7 charges,

Korin Ironaxe

Medium humanoid (dwarf), lawful neutral
Armor Class 18 (chain mail, shield)
Hit Points 90 (12d8+36)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	12 (+1)	11 (+0)	16 (+3)
Saving Throws Str +7, Con +6					
Skills Perception +3					
Damage Resistances poison					
Senses darkvision 60 ft., passive Perception 13					
Languages Common, Dwarvish					
Challenge 6 (2300 XP)					
Dwarven Resilience. Korin has advantage on saving throws against poison.					

Actions

Multiattack. Korin makes two warhammer attacks.
Warhammer +2. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage.

Morri

Small humanoid (gnome), lawful good
Armor Class 13 (16 with *mage armor*)
Hit Points 31 (7d6 + 7)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	17 (+3)	12 (+1)	10 (+0)
Saving Throws Int +5, Wis +3					
Senses darkvision 60 ft., passive Perception 11					
Languages Common, Gnomish					
Challenge 2 (450 XP)					
Gnome Cunning. Morri has advantage on all Intelligence, Wisdom, and Charisma saving throws.					
Spellcasting. Morri is a 5th level wizard. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared.					
Cantrips (at will): <i>dancing lights, minor illusion, prestidigitation, ray of frost</i>					
1st level (4 slots): <i>color spray, grease, mage armor</i>					

2nd level (3 slots): *mirror image, phantasmal force, web*

3rd level (2 slots): *fear, stinking cloud*

Actions

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

Prollot

Medium humanoid (orc), lawful evil

Armor Class 16 (chain mail)

Hit Points 52 (7d8 + 21)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	8 (-1)	16 (+3)	10 (+0)

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orc

Challenge 3 (700 XP)

Aggressive. As a bonus action, Prollot can move up to his speed toward a hostile creature he can see.

Spellcasting. Prollot is a 5th level cleric. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following cleric spells prepared.

Cantrips (at will): *guidance, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *command, cure wounds, divine favor, guiding bolt, inflict wounds, shield of faith*

2nd level (3 slots): *blindness/deafness, hold person, magic weapon, spiritual weapon*

3rd level (2 slots): *crusader's mantle, dispel magic, protection from energy, spirit guardians*

Actions

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

Redeye

Medium humanoid (lizardfolk), neutral

Armor Class 15 (shield)

Hit Points 58 (9d8 + 18)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Wis +5

Skills Perception +5, Stealth +5, Survival +6

Senses passive Perception 15

Languages Common, Draconic

Challenge 4 (1100 XP)

Hold Breath. Redeye can hold his breath for 15 minutes.

Spellcasting. Redeye is a 7th level druid. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following cleric spells prepared.

Cantrips (at will): *druidcraft, poison spray, resistance, thorn whip*

1st level (4 slots): *animal friendship, cure wounds, entangle, speak with animals*

2nd level (3 slots): *darkness, lesser restoration, Melf's acid arrow, moonbeam*

3rd level (3 slots): *dispel magic, stinking cloud, water walk, wind wall*

4th level (1 slots): *conjure woodland beings, freedom of movement, giant insect, locate creature*

Actions

Multiattack. Redeye makes 1 mace attack and 1 spiked shield attack

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

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