

SVP4204 DRAGONS OF AUTUMN

DUNGEONS & DRAGONS 5TH EDITION CONVERSION BY KENTTI.

CHAPTER ONE: DESPAIR

You can find this chapter on page 11.

ENTER FEWMASTER TOEDE

See page 11 for the following information. Fewmaster Toede is a **hobgoblin captain** riding a **warhorse**. There are eight **hobgoblins**.

SOLDIERS OF THE HIGHSEEKER

See page 12 for the following information. The three seeker militiamen are **bandits** with scale mails (AC 15). The attack dog is a **wolf** and seeker sergeant is a **bandit captain** with scale mail (AC 16).

SOLDIERS OF THE HIGHSEEKER

See page 13 for the following information. There are eight **goblins**.

PEOPLE TO MEET IN SOLACE

See pages 13-15 for the following information. The town's significant residents are Otik Sandath, a **commoner** with 5d8 hit dice, 22 hit points, and proficiency in cook's utensils; **Theros Ironfeld**; Tika Waylan who is a possible player character found in Appendix 2; High Theocrat Hederick is a **priest** without divine eminence and spellcasting traits, Challenge 1/8 (25 XP); and Fewmaster Toede who is a **hobgoblin captain**.

SOLACE

See page 14 for the following information. 25 seeker militiamen: a **bandit captain** with scale mail (AC 16), 24 **bandits** with scale mails (AC 15).

AB 8: EASTWALL MOUNTAINS

See page 19 for the following information.

d20	Encounter
1-2	1d6 + 3 baaz draconians
3-4	1d4 + 1 cockatrices
5-7	1d4 + 1 ankhegs
8-10	1d8 + 4 bugbears
11-13	2d6 + 6 skeletons
14-16	1 wyvern
17-18	1 bulette
19-20	1d6 + 2 dire wolves

QUÉ-KIRI

See page 19 for the following information. Leader and five warriors are **tribal warriors** armed with handaxes, spears, and longbows. The shaman is a **tribal warrior**.

A successful DC 10 Intelligence (Nature) or Wisdom (Survival) check informs the heroes that natural wildfires would be unlikely.

TRACKS

See page 20 for the following information. A successful DC 15 Wisdom (Survival) check will allow a hero to determine that the tracks were made in part by strange, non-human feet.

A successful DC 10 Wisdom (Survival) check is required to follow the tracks.

NIGHTSHADE

See pages 20-21 for the following information. A successful DC 15 Wisdom (Perception check) will allow the heroes to hear the laughter and taunts more clearly.

There are four **baaz draconians** and Nightshade of the Qué-Teh who is a **scout**.

DRACONIANS

See page 21 for the following information. There are eight **baaz draconians**.

QUÉ-SHU

See page 21 for the following information. Anyone who knows how to read Nerakese can read the sign. A successful DC 15 Intelligence (Nature) or Intelligence (smith's tools) check determines that the gouges in the metal shield have been made by a claw.

A successful DC 15 Intelligence (Investigation) check is required to find the tracks and a successful DC 10 Wisdom (Survival) check is required to follow them.

QUÉ-TEH

See page 21 for the following information. A successful DC 15 Intelligence (Investigation) check is required to find many lizardlike feet among the human footprints. A successful DC 10 Wisdom (Survival) check is required to follow them.

THE SEEKER LANDS

See page 22 for the following information. If the heroes are from Solace originally, they have advantage on Intelligence (Nature) and Wisdom (Survival) checks.

AB 12: TWIN FLAT

See page 22 for the following information. There is a **baaz draconian spy** and 10 **baaz draconians**.

AB 13: PRAYER'S EYE PEAK

See page 22 for the following information. A successful DC 15 Wisdom (Perception) check is required to see the **White Stag**.

AB 14: JAKANTH VALE

See pages 22-23 for the following information. A successful DC 15 Wisdom (Survival) check is required to notice tracks leading away from the road.

FEATURES OF DARKEN WOOD

See page 23 for the following information. All Wisdom (Perception) checks are made at disadvantage.

The forest is blanketed by a *confusion* spell (DC 18 Wisdom saving throw). Tracking checks are made at disadvantage.

AB 9: STARLIGHT CANYON

See page 24 for the following information. There are 36 **pegasi**.

AB 10: DRYAD FORESTS

See page 24 for the following information. There are 14 **dryads**.

SPIRIT FOREST

See pages 24-25 for the following information. There is a **spectral minion bandit captain** and 10 **spectral minion bandits**.

CENTAUR REACHES

See page 25 for the following information. There are eight **centaurs**.

THE FORESTMASTER

See pages 25-26 for the following information. The Forestmaster is a **unicorn**.

HAVEN

See page 26 for the following information. **Elistan** is Highseeker of Haven; Orin Woodwind is a **veteran**.

Seeker Locar and all seekers are **priests** without divine eminence and spellcasting traits, Challenge 1/8 (25 XP).

There are 3 holy guards who are **veterans**, 6 holy guards who are **thugs**, and 10 holy guards who are **guards**.

PEOPLE TO MEET IN HAVEN

See page 27 for the following information. **Elistan** lives in the city. Refugees are **commoners**.

ENTERING HAVEN

See page 28 for the following information. Refugees are **commoners** and the 15 riot guards are **guards**.

OVERHEARD AT THE STEEL TANKARD

See page 28 for the following information. Jaymes Green is a **scout** with studded leather armor (AC 14), battleaxe, and longbow; “Bear” is a **scout** with Strength 14, greataxe, and shortbow; and Fiona Wainwright is a **spy**.

THE COUNCIL OF THE HIGHSEEKER

See page 29 for the following information. **Elistan** is in the council as well as other Highseekers who are **priests** without divine eminence and spellcasting traits, Challenge 1/8 (25 XP).

A successful DC 20 Wisdom (Insight) check reveals that Elistan doesn't really understand what is happening. If the Sage makes a successful DC 15 Intelligence (Religion) check, he'll notice that Elistan simply said “gods.”

AB 21: QUALINESTI ELFLANDS

See pages 29-30 for the following information. Qualinesti scouts are **scouts**, the 14 Qualinesti elite scouts are **scouts**, and Qualinesti scout captain is a **spy** with a scimitar and longbow.

AB 22: WHITE-RAGE RIVER

See pages 30 for the following information. A successful DC 15 Dexterity (Carpenter's tools) check will cut the total time in half. A successful DC 20 check, the time is cut to one third. A successful DC 10 Dexterity (Acrobatics) check is necessary to cross the river atop a felled tree.

To stay on course, a successful DC 10 Wisdom (Survival) check is required.

AB 23: THE WHITE-RAGE CUT

See pages 30 for the following information. Three successful DC 10 Dexterity saving throws must be made to pilot through the rapids.

A successful DC 15 Strength (Athletics) check must be made to simply getting to the trail by scaling the rock wall.

AB 24: OLDROAD BRIDGE

See pages 30-31 for the following information. There are six **baaz draconians** and an **ogre**.

To notice the tripwire trap requires a successful DC 15 Wisdom (Perception) check. To disable the trap requires a successful DC 20 Dexterity check with thieves' tools. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

When the trap is triggered, the net is released, covering a 10-foot-square area. Those in the area are trapped under the net and restrained, and those that fail a DC 10 Strength saving throw are also knocked prone. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. The net has AC 10 and 20 hit points. Dealing 5 slashing damage to the net (AC 10) destroys a 5-foot-square section of it, freeing any creature trapped in that section.

AB 25: FORSAKEN PASS

See page 31 for the following information. Staying on the trail requires a successful DC 10 Wisdom (Survival) check every mile.

TRACKS

See page 31 for the following information. To notice a series of tracks requires a successful DC 15 Wisdom (Perception) check. If the tracker succeeds in a DC 20 Wisdom (Survival) check, he will be able to tell that it was approximately 5 days previously.

DWARVEN FORTRESS

See pages 31-32 for the following information. There are three **owlbears**.

MONSTROUS SPIDERS

See page 32 for the following information. There are five **giant spiders**.

RANDOM ENCOUNTERS IN THE CURSED SWAMP

See page 32 for the following information.

d20	Encounter
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1-2	1 chuul
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3-6	1d4 + 1 crocodiles
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7-10	1 ochre jelly
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11-14	1 wraith
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15-18	1 swarm of poisonous snakes
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19-20	1 hydra
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GETTING TO XAK TSAROTH

See page 32 for the following information. Crossing one of the three rope or vine bridges along the trail requires a successful DC 10 Strength (Athletics) or Dexterity (Acrobatics) check.

XT 2: WATERS OF THE SWAMP

See page 33 for the following information. If a hero drinks swamp water, he must make a successful DC 12 Constitution saving throw or be poisoned for 1 hour.

XT 4: BATTLE OF THE FALLEN IRONCLAW

See pages 33-34 for the following information. There are six **bozak draconians**.

XT 5: BROKEN BRIDGE

See page 34 for the following information. There are two **baaz draconians**. If a character on the bridge puts a foot through the floor, a successful DC 10 Dexterity saving throw must be made or be restrained for 1 round as he yanks his foot free.

UXT 1: TEMPLE ENTRANCE

See page 35 for the following information. A successful DC 15 Intelligence (Religion) check will reveal that the pattern in the stone is Mishakal's constellation.

UXT 2: MISHAKAL'S FORM

See pages 35-36 for the following information. There is a **bozak draconian** and seven **baaz draconians**.

The hero must make a successful DC 10 Dexterity saving throw to leap to safety. If he fails, he's trapped in the burning idol and takes 38 (11d6) fire damage until a successful Dexterity saving throw is made.

The break the cage requires a successful DC 15 Strength check.

XT 8: BREEDING POOL

See page 36 for the following information. There are five **black dragon wyrmlings**.

XT 11: PLAZA OF DEATH

See pages 36-37 for the following information. A successful DC 10 Wisdom (Perception) check reveals that the only sounds come from the heroes themselves. Any hero that makes a successful DC 15 Intelligence (Nature) check should be able to tell that they were all scared away by something.

Make a Dexterity (Stealth) check for Onyx contested with the heroes' passive Perception.

Onyx is a **young black dragon**.

XT 12: THE GREAT WELL

See page 37 for the following information. A successful DC 10 Knowledge check will quickly inform the heroes that descending the well is an exceedingly dangerous route. To climb the well requires a successful DC 25 Strength (Athletics) check.

UXT 4: NORTH WORSHIP ROOM

See page 39 for the following information. There are three **baaz draconians**. The item is a *spell scroll of lightning bolt*.

UXT 5: SOUTHERN HOLY CIRCLE

See page 39 for the following information. There are five gully dwarf **commoners**.

UXT 7: PATHS OF THE DEAD

See pages 39-40 for the following information. To climb the pedestal requires a successful DC 20 Strength (Athletics) check.

UXT 8: HALL OF THE ANCESTORS

See page 40 for the following information. To detect the sounds of creaking and groaning and stone requires a successful DC 10 Wisdom (Perception) check. To leap to safety requires a successful DC 13 Dexterity saving throw.

UXT 9: SOUTHERN CRYPTS

See pages 40-41 for the following information. There are 30 gully dwarf **commoners**. Bupu (a **guard** with a club) will offer to show the heroes a "secret way" on a successful DC 15 Charisma (Persuasion) check.

UXT 10: GOING DOWN

See page 41 for the following information. There are two **baaz draconians**, Crank the **ogre**, and more than two gully dwarf **commoners**.

There are also six **baaz draconians**.

UXT 13: WATCH ROOM

See page 42 for the following information. To run across or charge across the room requires a successful DC 10 Dexterity (Acrobatics) check.

UXT 14: TREASURE/TOMB OF THE FAITHFUL

See page 42 for the following information. There is a **spectral minion guard**. The weapons found in the sarcophagus are nonmagical.

UXT 18: SEWER ENTRANCE

See page 43 for the following information. Unless a hero has both hands free, he must make a successful DC 15 Dexterity (Acrobatics) check every 30 ft. traveled. If any heroes are in front of him, they must each immediately make a successful DC 13 Dexterity saving throw.

UXT 21: CELLAR ABOVE

See page 43 for the following information. There are two **giant spiders**. Make a Dexterity (Stealth) check for the spiders.

UXT 31: TREASURE COURT

See page 45 for the following information. Wading across the river requires a DC 10 Strength check.

UXT 32: VIEW FROM THE FALLS

See page 45 for the following information. To climb down to the city below requires a successful DC 10 Strength (Athletics) check. If any hero is polite and kind to the Aghar, the dwarves offer assistance on the climb which grants all the heroes advantage on the roll.

UXT 33: OUTER TREASURY

See page 45 for the following information. There are four **spectral minion guards**.

UXT 38: WINDOWS BELOW

See page 46 for the following information. To climb the curtains requires a successful DC 5 Strength (Athletics) check.

UXT 39: DANCE ON THE WALL

See page 46 for the following information. To climb the curtains requires a successful DC 5 Strength (Athletics) check. Moving from one curtain to another requires a successful DC 13 Strength (Athletics) check. To notice the snakes requires a successful DC 20 Wisdom (Perception) check. There are four **swarms of poisonous snakes**.

XAK TSAROTH: LOWER CAVERNS

See page 46 for the following information. All Wisdom (Perception) checks relying on hearing are at disadvantage and all spellcasting requires a successful DC 5 Concentration check.

LXT 4: NORTH MALL

See page 48 for the following information. Wading across the water requires a successful DC 10 Strength (Athletics) check and a DC 10 Dexterity (Acrobatics) check.

LXT 5: ENTRYWAY

See page 48 for the following information. To find their own location on the map requires a successful DC 15 Intelligence (Investigation) check.

LXT 7: NORTH ARMORY

See page 48 for the following information. There are five **baaz draconians**.

LXT 8: ASSEMBLY

See pages 48-49 for the following information. There is a **bozak draconian**.

LXT 11: QUARTERS

See page 49 for the following information. There are 15 **baaz draconians**.

LXT 12: MESS HALL

See page 49 for the following information. There are three **baaz draconians**.

LXT 13: LARDER OFFICE

See pages 49-50 for the following information. There are three **bozak draconians** and Hugon Barker, a kender **spy**.

LXT 14: LARDER

See page 50 for the following information. To find the weapons requires a successful DC 10 Intelligence (Investigation) check. The weapons are nonmagical.

LXT 15: COURT OF RECEPTION

See page 50 for the following information. There is a **bozak draconian**, eight **baaz draconians**, and 24 gully dwarf **commoners**.

LXT 16: GREAT PLAZA

See pages 50-51 for the following information. There is Onyx, a **young black dragon**, **bozak draconian**, and seven gully dwarf **commoners**.

LXT 17: EAST FALLS

See page 51 for the following information. If the heroes have made the climb before, they have advantage on the check.

LXT 18: WEST FALLS

See page 51 for the following information. Sunstar is a **scout** without armor and weapons. She is hiding, roll for Dexterity (Stealth) for her.

LXT 21: SLUD CLAN BARRACKS

See page 51 for the following information. There are 15 gully dwarf **commoners**. To move through the room without awakening the dwarves requires a successful DC 15 Dexterity (Stealth) check.

LXT 24: GUARD POST

See page 53 for the following information. There are three gully dwarf **guards** without armor.

LXT 26: SECRET TREASURY

See page 53 for the following information. There are two gully dwarf **guards** without armor and a **bozak draconian**.

LXT 27: MESSY MESS HALL

See page 53 for the following information. There are eight gully dwarf **commoners**. Make a random attack roll with +1. If a hero is hit, he must make a successful DC 10 Constitution saving throw or be poisoned (nauseated) for 1 minute.

LXT 28: BULP CLAN BARRACKS

See pages 53-54 for the following information. There are eight gully dwarf **commoners**. To move through the room without awakening the dwarves requires a successful DC 15 Dexterity (Stealth) check.

LXT 29: HIGHBULP'S QUARTERS

See page 54 for the following information. To find the secret door requires a successful DC 15 Wisdom (Perception) check from the room side or DC 25 check from the street side.

LXT 31: COURT OF THE AGHAR

See page 54 for the following information. Highbulp Phudge is a **noble** with padded armor and dagger. There are four gully dwarf **guards** without armor.

LXT 33: SECRET CORRIDOR

See pages 54-55 for the following information. The heroes need to make a successful DC 10 Constitution saving throw or receive one level of exhaustion if they spend more than thirty minutes in the frigid water. There are five **giant centipedes**. Because the centipedes hide underneath the water, they have advantage on Dexterity (Stealth) checks.

LXT 36: FIRST HALL

See page 55 for the following information. There are two **bozak draconians**.

LXT 37: PALACE TREASURY

See page 55 for the following information. To find the package requires a successful DC 15 Intelligence (Investigation) check. The package contains two +2 *daggers*, *gloves of swimming and climbing*, and Fistantilus's spellbook containing the spells *arcane lock*, *invisibility*, *knock*, and *lightning bolt*. The shield is nonmagical.

LXT 39: BOZAK CAPTAINS' QUARTERS

See page 55 for the following information. The potion is a *potion of healing*.

LXT 40: PRISONER CELL

See pages 55-56 for the following information. Raven-eye is a **scout** without armor and weapons. To open the manacles requires a successful DC 15 Dexterity check with thieves' tools.

LXT 41: HIGH PRIEST'S OFFICE

See page 56 for the following information. There is a **bozak draconian warlock of the fiend**.

LXT 43: HALL OF SOUND

See page 56 for the following information. To detect the trap requires a DC 15 Intelligence (Investigation) check. To disable the trap requires a successful DC 15 Dexterity check with thieves' tools.

LXT 44: COURT OF THE BALANCE

See pages 56-57 for the following information. A successful DC 15 Wisdom (Perception) check is required to reveal what appears to be a stack of hundreds of thing engraved platinum disks. Onyx, a **young black dragon** is in the room.

In the hoard there is a *cloak of protection*, a *wand of magic missiles*, and two *potions of fire resistance*.

EPILOGUE

See pages 57-58 for the following information. If the heroes leap into the raging currents it will cause 21 (6d6) bludgeoning damage and requires a successful DC 15 Constitution saving throw six times. Each failure means one level of exhaustion.

CHAPTER TWO: FLAME

You can find this chapter on page 59.

RANDOM ENCOUNTERS ON THE OCCUPIED PLAINS

See pages 59-60 for the following information.

d20	Encounter
1-2	1d6 + 3 baaz draconians
3-4	1 wyvern
5-7	2 hobgoblins & 12 goblins
8-10	Coyote pack, (see below)
11-13	1d4 + 1 wights
14-16	1d3 griffons
17-18	1d3 trolls
19-20	1d4 + 3 dire wolves

12 coyotes, use mastiff stats.

KAPAK DRACONIANS

See page 61 for the following information. There are nine male **kapak draconians**.

DRAGON PATROL

See page 61 for the following information. There is a **young red dragon** and two **kapak draconians**.

OCCUPIED NEW PORTS

See page 62 for the following information. Sections of 12 **baaz draconians**, or gangs of 20 **goblins** led by 4 **hobgoblins**.

NEARING PAX THARKAS

See page 62 for the following information. There are four **trolls**, Gilthanas (playable character), and three Qualinesti elf **scouts**.

FOREST OF QUALINESTI

See pages 62-63 for the following information. There are fifteen Qualinesti elf **scouts** and **Porthios**.

PEOPLE TO MEET IN OCCUPIED HAVEN

See page 63 for the following information. There is Tethys, a **veteran** bozak draconian and Inferno, an **adult red dragon**.

CONFRONTATION AT THE GATE

See pages 63-64 for the following information. There are two **baaz draconians**, 12 **baaz draconians**, 20 **goblins**, and four **hobgoblins**.

TOWN CONFRONTATION

See page 64 for the following information. There are 2-8 **kapak draconians**.

KAPAK BULLIES

See pages 65-66 for the following information. There are 6 **kapak draconians**, one with a skillet wound.

FEWMASTER TOEDE

See page 66 for the following information. There are eight **kapak draconians** and Fewmaster Toede, a **hobgoblin captain**.

PEOPLE TO MEET ON THE ROAD

See pages 66-67 for the following information. There is **Gilthanas**, a playable character; **Theros Ironfeld**; **Elistan**; Fizban the Fabulous, an **archmage**; and Sestun, a gully dwarf **bandit**.

THE ELVEN STRANGER

See page 67 for the following information. The solid iron bars have AC 17, 10 hit points. They can be broken with a successful DC 20 Strength check. To open the locks requires a successful DC 25 Dexterity check with thieves' tools.

A CHILLY SUNRISE

See pages 67-68 for the following information. Theros is at 0 hit points, hasn't succeeded or failed at death save yet.

FIGHT FOR FREEDOM

See pages 69-70 for the following information. There is **Porthios**, **Gilthanas**, **Theros Ironfeld**, and Qualinesti elf **scouts**. A successful DC 20 Wisdom (Perception) check uncovers a long sword.

There are 20 **goblins** and 16 **hobgoblins**.

PEOPLE TO MEET IN QUALINESTI

See pages 70-71 for the following information. Solostaran (a **knight** with elven chain (AC 14), longsword, and dagger), **Porthios**, and **Lauralanthalasa (Laurana)** (playable character) can be found in Qualinesti.

PORTHIOS AND THE SCOUTS

See page 71 for the following information. A successful DC 20 Intelligence (History) check reveals that the scout captain is none other than Gilthanas' older brother: **Porthios**.

QUALINOST

See page 72 for the following information. Authority figures are Solostaran and **Porthios**. Important characters are Senator Rashas; elf **noble** and **Lauralanthalasa**. Wildrunners consist of 18 elf **veterans**, 35 elf **thugs**, and 390 elf **guards**, all equipped with longbows, longsword, and chain shirts.

RAID

See pages 76-77 for the following information. There is Fewmaster Toede (**hobgoblin captain**), a **wyvern**, and six **kapak draconians**. On the first round of combat, make a Dexterity (Stealth) check for the wyvern.

A dozen elven **guards** armed with longbows, longswords, and chain shirts arrive to help the heroes in four rounds.

SENSE MOTIVE: EBEN'S DECEPTION

See page 77 for the following information. If a hero requests a Wisdom (Insight) check against Eben, consult the following:

DC 19 and below: The hero doesn't believe there to be any intentional deception.

DC 20: Eben doesn't seem all that injured, but maybe the bruise on his head rattled him.

DC 23: Eben is not being entirely forthright, but the hero can't quite put his finger on how or why.

DC 28: Something is very, very wrong. Eben is being downright dishonest about something—something tells the hero not to trust him.

LEAVING QUALINESTI

See pages 77-78 for the following information. There is **Eben Shatterstone** and eight **baaz draconians**.

TROLL GUARDS

See page 78 for the following information. There are three **trolls**. The shield is nonmagical, gloves are *gloves of thievery*.

RANDOM ENCOUNTERS IN SLA-MORI

See page 78 for the following information.

d20	Encounter
1-3	1d3 cloakers
4-7	1d4 + 1 gricks
8-10	2 rust monsters
11-14	1 phase spider
15-17	1 swarm of insects
18-20	2d4 horaxes

SM 4: HALL OF THE ANCIENTS

See pages 78-79 for the following information. The sword is **Wyrmslayer**.

WYRMSLAYER

Weapon (longsword), very rare

You gain a +2 bonus to attack and damage rolls made with this weapon. Upon a hit against a dragon, it deals an extra 3d6 slashing damage and you have advantage on saving throws against all dragon spells and breath weapon attacks. Also, the sword is immune to the death throes of baaz draconians. It also has the unusual property of buzzing loudly whenever a dragon is within 30 feet of it, and this noise is loud enough to be heard by and awaken dragons within 300 feet.

SM 5: THE CLOSED CORRIDOR

See pages 79-80 for the following information. There is a **grick alpha**.

SM6: THE CHAMBER OF DOOM

See page 80 for the following information. There is a **specter**.

SM 7: THE SLIDING WALL

See page 80 for the following information. To notice the secret door requires a successful DC 20 Wisdom (Perception) check.

To find the trap requires a successful DC 20 Intelligence (Investigation) check. To disable it requires a successful DC 20 Dexterity check with thieves' tools. To avoid the trap requires a successful DC 10 Dexterity saving throw to leap through before it closes if within 5 ft. of it.

Once triggered, the stone wall can be moved by a successful DC 25 Strength check. The wall has AC 17 and 180 hit points.

There are three **gargoyles**.

SM 8: ROYAL CRYPTS

See pages 80-81 for the following information. There are 20 human **zombies**, 20 elf **zombies**, and 12 dwarf **zombies**.

SM 9: HALL OF COLUMNS

See page 81 for the following information. To find the secret door requires a successful DC 20 Wisdom (Perception) check.

SM 10: PIT TRAP

See page 81 for the following information. To find the trap requires a successful DC 15 Wisdom (Perception) check. To disable the trap requires a successful DC 15 Dexterity check with thieves' tools. Those falling into the pit receive 17 (5d6) bludgeoning damage.

SM 11: CHAIN AND SUPPORT

See page 81 for the following information. To climb the chain requires a successful DC 15 Strength (Athletics) check. The two secret doors in the room can be found with a successful DC 20 Wisdom (Perception) check.

SM 12: TREASURE VAULT

See pages 81-82 for the following information. There is a **banshee**. The magical items in the treasure are *boots of elvenkind*, *cloak of elvenkind*, *gloves of thievery*, and *amulet of animal transformation (fox)*.

AMULET OF ANIMAL TRANSFORMATION (FOX)

Wondrous item, uncommon

Once per day, you can polymorph into a fox, use **hyena** stats. You can remain in fox form for 3 hours.

SM 13: TO PAX THARKAS

See page 82 for the following information. To find the secret door requires a successful DC 20 Wisdom (Perception) check.

RANDOM ENCOUNTERS IN PAX THARKAS

See page 82 for the following information. The random encounter is four **hobgoblins**.

PEOPLE TO MEET IN LOWER PAX THARKAS

See pages 82-83 for the following information. There is Highklahd Drooth, a gully dwarf **noble** with padded armor and dagger and Maritta the Seamstress, a **commoner**.

PT 2: GUARDROOM

See page 83 for the following information. To hear the voices requires a successful DC 15 Wisdom (Perception) check. There are six **kapak draconians** and **Laurana** (playable character).

PT 3: WOMEN'S PRISON #1

See page 83 for the following information. To pick the lock requires a successful DC 15 Dexterity check with thieves' tools.

PT 5: MAIDENS

See page 83 for the following information. To pick the lock requires a successful DC 15 Dexterity check with thieves' tools.

PT 7: STORAGE

See page 86 for the following information. To pick the lock requires a successful DC 15 Dexterity check with thieves' tools.

PEOPLE TO MEET IN MID-LEVEL PAX THARKAS

See pages 86-87 for the following information. There is **Dragon Highlord Verminaard**; Ember (Pyros), an **adult red dragon**; Flamestrike (Matafleur), an **ancient red dragon**, and Galang, a hobgoblin **martial arts adept**.

PT 8: UPPER HALLWAY

See page 87 for the following information. There are two **hobgoblins**.

PT 9: RECEPTION ROOM

See page 87 for the following information. There are five **kapak draconians**.

PT 12: MID-LEVEL GUARDROOM

See page 88 for the following information. To hear the laughter requires a successful DC 10 Wisdom (Perception) check. There are 28 **hobgoblins**.

PT 13: PRISON CELL

See pages 88-89 for the following information. To lock has AC 19 and 10 hit points. To open the lock requires a successful DC 25 Dexterity check with thieves' tools.

Sestun is a gully dwarf **bandit**.

PT 14: THRONE ROOM

See pages 89-90 for the following information. To pick the lock, if the door is locked, requires a successful DC 20 Dexterity check with thieves' tools.

There is Ember, an **adult red dragon**, **Verminaard**, and six **kapak draconians**.

Anyone within five feet of the chain must make a DC 15 Dexterity saving throw or receive 17 (5d6) bludgeoning damage from the fast-moving chain.

PT 15-17: VERMINAARD'S QUARTERS

See page 90 for the following information. The door has AC 17 and 20 hit points. To pick the lock requires a successful DC 20 Dexterity check with thieves' tools.

PT 16: PRIVATE DINING ROOM

See page 90 for the following information. A successful DC 15 Intelligence (History) check will recognize the second tapestry as a depiction of Neraka.

Poison needle trap. If triggered, a creature within range takes 1 piercing damage and 11 (2d10) poison damage, and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour. A successful DC 20 Intelligence (Investigation) check allows a character to deduce the trap's presence from alterations made to the lock to accommodate the needle. A successful DC 15 Dexterity check using thieves' tools disarms the trap.

The treasure contains two potions of greater healing, one *potion of gaseous form*, and one *potion of invisibility*.

PT 17: VERMINAARD'S BEDCHAMBER

See pages 90-91 for the following information. The trap is a *glyph of warding*. The glyph is bestow curse as a 4th-level spell with a DC of 15. To find the glyph requires a successful DC 15 Intelligence (Investigation) check.

The treasure contains two *spell scrolls of cure wounds*, a *spell scroll of prayer*, a *spell scroll of find traps*, and a *spell scroll of augury*.

PT 18: CHILDREN'S PLAYROOM

See page 91 for the following information. To lift the beam requires a successful DC 17 Strength check. There are six **kapak draconians**.

PT 20: CHAMBER OF THE NURSEMAID

See pages 91-92 for the following information. A successful DC 5 Dexterity (Stealth) check is required to keep the dragon asleep. A successful DC 15 Charisma (Persuasion) check ensures that the children will be ready to follow the heroes.

Flamestrike is an **ancient red dragon**.

PT 28: THE GREAT WALL

See page 92 for the following information. To move the massive winches requires a successful DC 25 Strength check.

PT 29: WESTERN HALLWAY

See page 92 for the following information. To pick the lock requires a successful DC 20 Dexterity check with thieves' tools.

PT 30: WESTERN GUARDROOM

See pages 92-93 for the following information. To hear the voices requires a successful DC 17 Wisdom (Perception) check.

There are seven **hobgoblins** and Galang, a hobgoblin **martial adept**.

PT 31: LARGE PRISON

See page 93 for the following information. To pick the lock requires a successful DC 25 Dexterity check with thieves' tools.

PT 32: MONSTER MESS HALL

See page 93 for the following information. There are six **hobgoblins** and seven **baaz draconians**.

PT 34: ARMORY

See page 94 for the following information. To pick the lock requires a successful DC 20 Dexterity check with thieves' tools.

PT 23: UPPER LANDING

See page 94 for the following information. To find the secret door requires a successful DC 15 Wisdom (Perception) check.

PT 25: BALCONY

See page 95 for the following information. To figure out there's a dragon at the bottom of the pit requires a successful DC 15 Knowledge (Arcana) check.

Ember is an **adult red dragon**.

PT 27: GATE-BLOCKING MECHANISM

See page 95 for the following information. To release the chain requires a successful DC 17 Strength check.

CHAPTER THREE: HOPE

You can find this chapter on page 98.

ESCAPE FROM PAX THARKAS

See pages 103-104 for the following information. There are eight **baaz draconians**.

TM 3: SOUTHERN ROAD

See page 104 for the following information. To spot the tracks requires a successful DC 5 Wisdom (Perception) check and to tell the tracks are somewhat fresh requires a successful DC 15 Wisdom (Survival) check.

ZIRKAN

See page 105 for the following information. There are 12 neidar dwarf **guards** with studded leather armor and battleaxes and Zirkan, a neidar dwarf **veteran** with chain shirt, shield (AC 16), battleaxe, and light crossbow.

NEIDAR VILLAGE

See pages 105-106 for the following information. There are 50 neidar dwarf **guards** with studded leather armor and battleaxes and Stenkast, a neidar dwarf **veteran** with chain shirt, shield (AC 16), battleaxe, and light crossbow.

There is a *+1 battleaxe*.

PT 10: HONEY CLIFFS

See page 106 for the following information. There are 10 **giant bees**.

PT 11: ICE CATHEDRAL

See page 106 for the following information. To climb the hill requires a successful DC 15 Strength (Athletics) check.

PT 13: DIRKEN CANYON

See pages 106-107 for the following information. To scaled the glacier requires a successful DC 15 Strength (Athletics) check.

PT 28: TRAMPLED PLAIN

See page 108 for the following information. To tell the tracks are draconian requires a successful DC 15 Wisdom (Survival) check.

PT 30: PLAINS OF DERGOTH

See pages 108-109 for the following information. Locating the path requires a successful DC 20 Wisdom (Survival) check.

THE RESTLESS DEAD

See page 109 for the following information. There are four dwarven **ghosts**.

ROTTEN VEGETATION

See page 109 for the following information. There is a **shambling mound**.

To find the hole in the ground requires a successful DC 10 Wisdom (Perception) check.

A successful DC 20 Wisdom (Perception) check will uncover a reddish iron ring etched with flames which is a *ring of fire resistance*.

RANDOM ENCOUNTERS IN THE THARKADAN MOUNTAINS

See pages 109-110 for the following information.

d20 Encounter

- 1 Ember, an **adult red dragon**, attacks, (see below)
- 2-3 2d4 **dire wolves**
- 4-5 1 **giant boar**
- 6-7 1d3 + 1 **owlbears**
- 8-9 Snow squall, (see below)
- 10-12 3d6 **goblins**
- 13-14 Avalanche, (see below)
- 15-16 1 **stone giant**, (see below)
- 17-18 Bison herd, (see below)
- 19-20 2d4 **winter wolves**, (see below)

EMBER ATTACKS

See page 110 for the following information. There is Ember, an **adult red dragon** and **Verminaard**.

STONE GIANT

See pages 110-111 for the following information. There is a **stone giant**.

BISON HERD

See page 111 for the following information. There are many bisons, use **cow** stats.

WINTER WOLVES

See page 111 for the following information. There are four **winter wolves**.

CANYON AMBUSH

See page 112 for the following information. There are three **kapak draconians** and 10 **baaz draconians**.

FIZBAN'S FABULOUS SNOW FORT

See pages 112-113 for the following information. There are 200 **baaz draconians**.

OGRE ATTACK

See page 113 for the following information. There are seven **ogres**.

PEOPLE TO MEET IN THE STEAM CAVERNS

See page 113 for the following information. Highphulph is a gully dwarf **noble** with padded armor and a dagger.

ENVIRONMENTAL CONDITIONS

See page 114 for the following information. Heroes acclimated to heat and must succeed on a Constitution saving throw at the end of each hour or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour. Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on the saving throw. Creatures with resistance or immunity to fire damage automatically succeed on the saving throw, as do creatures naturally adapted to hot climates.

PEOPLE TO MEET IN SKULLCAP

See page 116 for the following information. Whisper is an **ancient black shadow dragon**. Blaize is an **adult brass dragon**. There is also **The Remnant of Fistandantilus** and The Spirit of Grallen.

SC B: EYES OF THE DEAD

See pages 116-117 for the following information. To descend the tunnel requires a successful DC 10 Strength (Athletics) check.

SC C: RUBBLE CRATER

See page 117 for the following information. To climb the shaft requires a successful DC 20 Strength (Athletics) check.

SC 3: GENERALS' WAY

See page 117 for the following information. There is a **specter**.

SC 5: ARMORY

See page 117 for the following information. Nothing else than dispel magic will dispel the gray hemisphere, a successful DC 15 Intelligence (Arcana) check reveals this.

Blaize is an **adult brass dragon**.

In the treasure the shields are nonmagical, javelins are nonmagical, the two cloaks are *cloaks of protection*.

ARROW SLITS

See page 117 for the following information. There are 12 **wights**.

LAIR OF THE SHADOW

See pages 117-118 for the following information. Whisper is an **ancient black shadow dragon**.

In the treasure there is a *+1 studded leather armor*, a *+1 chain mail*, two *potions of clairvoyance*, and *boots of levitation*.

BALLROOM

See page 118 for the following information. There are five **wights**.

ALTAR

See page 118 for the following information. The longsword is nonmagical.

SC 17: TWISTED IRON STAIRS

See page 119 for the following information. To climb down requires five successful DC 10 Strength (Athletics) checks. If a hero fails the check by more than 5, he has three chances to make a DC 15 Dexterity saving throw. On a success he needs to make a successful DC 5 Strength (Athletics) check to firmly plant his feet back on the staircase.

Once the heroes have reached the end of the stairs, they can make a successful DC 20 Strength (Athletics) check to make it the rest of the way, or they can easily tie off ropes to descend the rest of the way with a successful DC 5 Strength (Athletics) check.

A successful DC 20 Wisdom (Insight) check will assure a perceptive hero that the young dragon really does intend to wait for them.

SC 18: CREVASSE CLIMB

See page 119 for the following information. There are six **horaxes**. Any time the heroes take damage, they must make a successful DC 10 Strength (Athletics) check in order to remain on the stairs.

The tunnel is large enough for one Medium creature to crawl through with a successful DC 10 Strength (Athletics) check.

SC 19: COLLAPSED FLOORS

See pages 119-120 for the following information. There are three **skeletal warriors**.

A successful DC 20 Strength (Athletics) check will allow the heroes to lower themselves into the hole.

SC 21: MAN WITH A KEY

See page 120 for the following information. There is an **ochre jelly**. Make a Dexterity (Stealth) check for the ochre jelly.

SC 23: CRYSTAL MAZE EAST

See pages 120-121 for the following information. The DC to dispel the illusions is 15. There is an **iron pyrohydra** and two **invisible stalkers**.

A successful DC 20 Wisdom (Perception) check allows the heroes to notice the location of one or more bridges.

SC 24: CRYSTAL MAZE WEST

See pages 120-121 for the following information. There is an **iron pyrohydra** with three heads and two **invisible stalkers**.

SC 26A, B: FIREBALL HALL

See page 121 for the following information. Fireball trap has saving throw DC of 15, it deals 28 (8d6) fire damage. To find the trap requires a successful DC 20 Wisdom (Perception) check. To disable it requires a successful DC 20 Dexterity check with thieves' tools.

SC 27: TRAP ROOM

See pages 121-122 for the following information. There is a **stone golem**.

SC 28: ALCOVE

See page 122 for the following information. The doors have AC 17 and 60 hit points. They break on a successful DC 25 Strength check.

SC 29: RITES OF PASSAGE

See page 122 for the following information. The doors have AC 17 and 60 hit points. They break on a successful DC 25 Strength check.

The magic effects can be prevented using *dispel magic* with a DC of 19. To locate the keyholes requires a successful DC 15 Wisdom (Perception) check.

The second pair of statues casts an area *dispel magic* as a 3rd level spell. The third pair casts *suggestion* with a DC of 15 on anyone passing through.

CHAMBER OF FISTANDANTILUS

See page 122 for the following information. There is **remnant of Fistandantilus**.

TREASURE JUNCTION

See page 123 for the following information. The iron doors have AC 19 and 60 hit points. They can be broken with a successful DC 25 Strength check.

To find the secret keyholes requires a successful DC 20 Wisdom (Perception) check.

EAST TREASURE

See page 123 for the following information. The scimitar is nonmagical.

WEST TREASURE

See page 123 for the following information. There is a *dwarven plate*, and the *helm of Grallen*.

HELM OF GRALLEN

Wondrous item, very rare

The *helm of Grallen* is a dwarven helm set with seven large gems (1,000 stl each). If you are killed, your soul is instantly transferred into one of the gems. The *helm* was made for Grallen, Prince of the Mountain Dwarves and son of the great dwarven king Duncan, when he rode to fight Fistandantilus in the Dwarfgate War.

CHAPTER FOUR: DESOLATION

You can find this chapter on page 125.

NORTHGATE OF THORBARDIN

See page 126 for the following information. To find the secret door requires a successful DC 25 Wisdom (Perception) check. To open the door requires a successful DC 25 Intelligence (Investigation) check. The door can be destroyed with 15 points of fire damage in a single round from magical fire (such as a *fireball* spell).

Anyone standing in front of the door as it opens must make a successful DC 15 Dexterity saving throw to avoid falling off the cliff.

TRANSPORT SHAFTS

See page 127 for the following information. To climb the chain requires a successful DC 5 Strength (Athletics) check. To get onto the chain or into a bucket in a deserted area, a character must jump ten feet from the edge and catch a chain with a successful DC 10 Strength (Athletics) check. If the check fails, the hero makes a DC 10 Dexterity saving throw or falls. If the save succeeds, he catches a chain but suffers 7 (2d6) bludgeoning damage. If the saving throw fails, a second DC 10 Dexterity saving throw must be made or the character falls.

RANDOM ENCOUNTERS IN NORTHGATE

See pages 127-128 for the following information.

d20	Encounter
1-2	1d3 umber hulks
3-6	1 cloaker
7-10	3d10 darkmantles
11-14	1d3 + 2 ghosts
15-18	2d4 carrion crawlers
19-20	1d3 + 1 cave fishers

DWARFGATE

See page 128 for the following information. Krothgar is a **veteran** with plate, shield (AC 20), battleaxe, and heavy crossbow. A successful DC 15 Wisdom (Insight) check will indicate that Krothgar seems nervous.

There are four **umber hulks**.

ARMAN KHARAS

See pages 128-129 for the following information. Arman Kharas is a **veteran** with plate, shield (AC 20), battleaxe, and heavy crossbow, Challenge 4 (1,100 XP). There are 12 Hylar warriors, mountain dwarf **guards** with chain mail, shield (AC 18), warhammers, and light crossbows, Challenge 1/4 (50 XP).

If the heroes present the *helm of Grallen* from Skullcap, they gain an advantage on Charisma (Persuasion) checks towards Arman.

PRISONERS

See pages 129-130 for the following information. There are 10 Theiwar warriors, **guards** with chain mail, shields (AC 18), battleaxes, and light crossbows, Challenge 1/4 (50 XP). The Theiwar captain is a **veteran** with plate, shield (AC 20), battleaxe, and heavy crossbow, Challenge 4 (1,100 XP). Pick is a **guard**.

ANVIL'S ECHO

See page 130 for the following information. There is a **roper**.

ATTACK OF THE THEIWAR

See page 130 for the following information. There are 60 Theiwar warriors, **guards** with chain mail, shields (AC 18), battleaxes, and light crossbows, Challenge 1/4 (50 XP); 14 Theiwar captains, **veterans** with plate, shields (AC 20), battleaxes, and heavy crossbows, Challenge 4 (1,100 XP); a Theiwar warleader, a **knight** with plate, shield (AC 20), battleaxe, and heavy crossbow, Challenge 4 (1,100 XP); Arman Kharas, a **veteran** with plate, shield (AC 20), battleaxe, and heavy crossbow, Challenge 4 (1,100 XP); 12 Hylar warriors, **guards** with chain mail, shields (AC 18), warhammers, and light crossbows, Challenge 1/4 (50 XP); Pick, a **guard**, and four Hylar prisoners, **commoners**.

Allow the heroes to make a successful DC 15 Wisdom (Perception) check to avoid surprise.

MOVING THROUGH THE NORTH HALL OF JUSTICE

See page 131 for the following information. Each hero needs to make a successful DC 10 Dexterity (Stealth) check once every two minutes.

On the fourth and fifth failures, everyone must make a successful DC 10 Dexterity (Stealth) check or be spotted.

FIENDISH WHISPER SPIDER

See page 132 for the following information. Arkys is a fiendish whisper spider. Use **dridr** statistics, Arkys doesn't have an elf upper body, no fey ancestry or innate spellcasting traits. It doesn't have longsword or longbow either. It makes two bite attacks.

Falling stone trap will require all targets in a 20 ft. by 20 ft. area making a DC 20 Dexterity saving throw or receive 28 (8d6) bludgeoning damage. To find the trap requires a successful DC 23 Wisdom (Perception) check. To disable the trap requires a successful DC 15 Intelligence (Investigation) check.

THEIWAR ALERT

See page 132 for the following information. There are 20 Theiwar warriors, **guards** with chain mail, shields (AC 18), battleaxes, and light crossbows, Challenge 1/4 (50 XP); a Theiwar captain, a **veteran** with plate, shield (AC 20), battleaxe, and heavy crossbow, Challenge 4 (1,100 XP); and a dark dwarf savant, a **mage**.

SHRIEKER SENTRIES

See pages 132-133 for the following information. There are four **shriekers**; 37 Hylar warriors, **guards** with chain mail, shield (AC 18), warhammers, and light crossbows, Challenge 1/4 (50 XP); and three Hylar captains, **veterans** with plate, shields (AC 20), warhammers, and heavy crossbows, Challenge 4 (1,100 XP).

THEIWAR DEFENDERS

See page 133 for the following information. A successful DC 15 Wisdom (Perception) prevents a surprise round. There are 20 Theiwar warriors, **guards** with chain mail, shields (AC 18), battleaxes, and light crossbows, Challenge 1/4 (50 XP); a Theiwar captain, a **veteran** with plate, shield (AC 20), battleaxe, and heavy crossbow, Challenge 4 (1,100 XP); and a dark dwarf savant, a **mage**. Two minutes later there are 30 Theiwar warriors, **guards** with chain mail, shields (AC 18), battleaxes, and light crossbows, Challenge 1/4 (50 XP); two Theiwar captains, **veterans** with plate, shields (AC 20), battleaxes, and heavy crossbows, Challenge 4 (1,100 XP); and a dark dwarf savant, a **mage**.

THE MAJOR THANES OF THORBARDIN

See pages 133-134 for the following information. Glade Hornfel Kytil is a **knight** with plate, shield (AC 20), warhammer, and heavy crossbow, Challenge 4 (1,100 XP). Raelgar Ironface is a **mage**, and Rance Coalmount is a **knight** with plate, shield (AC 20), battleaxe, and heavy crossbow, Challenge 4 (1,100 XP).

THE COUNCIL OF THE THANES

See pages 135-136 for the following information. Any hero making a successful DC 13 Wisdom (Perception) check will notice the venomous looks Arman and Raelgar traded.

SENSE MOTIVE: RAE LGAR'S REBUTTAL

See page 135 for the following information. A successful DC 15 Wisdom (Insight) check reveals that that speech may have tipped the mood of the room against the heroes. A successful DC 20 Wisdom (Insight) check reveals that Raelgar isn't bluffing. A successful DC 25 Wisdom (Insight) check reveals that Raelgar hit every point spot on.

KALIL S'RITH

See page 136 for the following information. The rain and fog causes disadvantage to all Wisdom (Perception) checks.

THINGS THAT HAPPEN IN THE VALLEY OF THE THANES

See page 136 for the following information. Tomb plugs are made of thick stone, AC 17, 90 hit points, a successful DC 25 Strength check breaks them.

TOMB OF RAKTHAR

See pages 136-137 for the following information. There is Rakhtar, a **mummy**, 20 dwarven **skeletons**, and 19 **ghouls**.

TOMB OF SPECTRES

See page 137 for the following information. There are two **mummies**, eight **ghouls**, and a **specter**.

BLOODRAGERS

See page 137 for the following information. There are seven **dire wolves**.

THE TOMB OF GRALLEN

See page 137 for the following information. If someone dons the *helm*, he must make a successful DC 20 Wisdom saving throw each round to resist removing the helm.

THE BROKEN GATEWAY

See pages 137-138 for the following information. Each piece can be uncovered with a successful DC 10 Intelligence (Investigation) check. To fit the nine pieces requires a successful DC 15 Intelligence (Investigation) check.

IMPORTANT NOTES ON THE TOMB

See page 138 for the following information. The corridors are affected by the *guards and wards* spell. All doors are arcane locked. 15 doors (random) are covered by a *silent image* of a wall.

If a hero falls down the shaft or off the tomb, he must make a successful DC 15 Dexterity saving throw or receive 7 (2d6) bludgeoning damage for every level he falls. If the hero falls from the tomb, he will take 70 (20d6) bludgeoning damage when he hits the lake below.

DT 2: LOWER GALLERY & STAIRS

See page 138 for the following information. A hero traversing the stairway has to make a successful DC 12 Dexterity saving throw or fall prone. Any hero who is in the path of the fallen hero must make a DC 12 Dexterity saving throw or fall prone.

DT 3: HALL OF ENEMIES

See pages 138-139 for the following information. The breastplate is a *+1 breastplate*, the battleaxe, two daggers, and the greataxe are nonmagical. There is a *ring of evasion* and a *ring of fire resistance*.

DT 7: FOUNTAIN OF TIME

See pages 139-140 for the following information. To know the dwarf meets the general description of Kharas requires a successful DC 20 Intelligence (History) check.

DT 9: BANQUET HALL

See page 141 for the following information. There are *glasses of Arcanist*.

DT 10: GRAND OVERLOOK

See page 141 for the following information. If the floor collapses, the hero must make a successful DC 16 Dexterity saving throw or fall, taking 7 (2d6) bludgeoning damage.

DT 12: TIPPING PATH

See page 141 for the following information. Those walking across the 50 foot bridge must make a successful DC 5 Dexterity (Acrobatics) check for every 10 feet of movement. Anyone on the bridge when it flips must make a successful DC 15 Dexterity saving throw to grab a cross bar and a successful DC 10 Strength saving throw to hold on. If either check fails, the hero falls, taking 14 (4d6) bludgeoning damage.

DT 15: SHRINE OF REORX THE FORGE

See page 141 for the following information. The three items on the altar are a *potion of superior healing*, a *spell scroll of remove curse*, and a *spell scroll of prayer*. There is no *incense of meditation*.

DT 19: UNSEEN DANGER

See page 142 for the following information. To find the swinging log trap requires a successful DC 20 Wisdom (Perception) check, to disable it requires a DC 20 Intelligence (Investigation) check. If the trap is triggered, the victim must make a successful DC 15 Dexterity saving throw, or receive 10 (3d6) bludgeoning damage.

DT 20: COURTYARD

See page 142 for the following information. There are three **wyverns**.

DT 21: PILGRIM'S HOSTEL

See page 142 for the following information. The plate mail is nonmagical.

DT 22: LONELY VIGIL

See page 142 for the following information. Any hero interacting with the water is allowed a DC 15 Wisdom saving throw to see through the illusion.

The wooden cylinder contains a *spell scroll of flame arrows*, a *spell scroll of fire shield*, and a *spell scroll of haste*.

DT 23: DILEMMA

See page 142 for the following information. To spot a small piece of wood requires a successful DC 20 Wisdom (Perception) check. At the top there is a *potion of heroism* and a *wand of lightning bolts*.

DT 24: VESTIBULE

See page 142 for the following information. To recognize the heraldic crest on the ring requires a successful DC 20 Intelligence (History) check.

There is no *potion of obscuring mist*.

DT 25: RUBY CHAMBER OF THE HAMMER

See pages 142-143 for the following information. This is the *hammer of Kharas*. The cord has AC 18 and 4 hit points.

DT 27: TEST OF DETERMINATION

See page 143 for the following information. To hand-over-hand cross the bridge requires three successful DC 10 Strength (Athletics) checks. Walking across requires two DC 15 Dexterity (Acrobatics) checks.

DT 28: ROBBER'S TRAP

See page 143 for the following information. To find the descending flames trap requires a successful DC 15 Wisdom (Perception) check, to disable the device requires a successful DC 20 Dexterity check with thieves' tools. The flame causes 3 (1d6) fire damage each round it occupies the same square as a player.

To find the secret door requires a successful DC 20 Wisdom (Perception) check.

DT 29: DUNCAN'S FINAL PEACE

See page 143 for the following information. Duncan's golden plate is a *+2 plate*. The armor is cursed for any who steals it; one round per day, all creatures attacking the hero wearing the plate have advantage on their attack rolls at a critical moment in battle chosen by the DM. A *+1 greataxe* and a *ring of protection* are also on the stand.

RAGING EMBER

See pages 143-144 for the following information. Ember is an **adult red dragon** (120 hit points remaining). Evenstar is an **ancient gold dragon**.

Throwing the statuettes to the ground while saying the command words, will conjure a riding horse with riding saddle and bit and bridle for six hours. Each mount has the ability to *feather fall* once per day. As the heroes mount to flee, the riders must make a DC 10 Wisdom (Animal Handling) check or will be thrown from the saddle. There are six **young red dragons**.

DAEGAR SPEARMEN

See pages 144-145 for the following information. Henrik Quartzhall is a **knight** with plate, shield (AC 20), battleaxe and *gauntlets of ogre power* (melee weapon attack +6, on a hit 9 (1d10 + 4) slashing damage, Challenge 4 (1,100 XP). There are 12 Daegar warriors, **guards** with chain mail, shields (AC 18), battleaxes, and spears, Challenge 1/4 (50 XP); and a Daegar captain, a **veteran** with plate, shield (AC 20), battleaxe, and spear, Challenge 4 (1,100 XP).

DUNGEON OF DAEGAR

See page 145 for the following information. There are 10 Daegar warriors, **guards** with chain mail, shields (AC 18), battleaxes, and spears, Challenge 1/4 (50 XP); and a Daegar captain, a **veteran** with plate, shield (AC 20), battleaxe, and spear, Challenge 4 (1,100 XP). The prisoners are **commoners**.

THANE RANCE OF THE DAEGAR

See page 145 for the following information. There are 60 Daegar warriors, **guards** with chain mail, shields (AC 18), battleaxes, and spears, Challenge 1/4 (50 XP); six Daegar captains, **veterans** with plate, shields (AC 20), battleaxes, and spears, Challenge 4 (1,100 XP). Thane Rance is a **knight** with plate, shield (AC 20), battleaxe, and heavy crossbow, Challenge 4 (1,100 XP).

Six combat rounds later, 30 **baaz draconians** and 10 **kapak draconians** arrive.

TEMPLE OF THE STARS

See pages 145-147 for the following information. There is **Verminaard**; Arman Kharas (a **veteran** with plate, shield (AC 20), battleaxe, and a heavy crossbow); **Eben Shatterstone**; eight Theiwar warriors, **guards** with chain mail, shields (AC 18), battleaxes, and light crossbows, Challenge 1/4 (50 XP); eight **ogres**; ogre captain, an **ogre**; 20 **baaz draconians**; 10 **kapak draconians**; and a **fireshadow**.

APPENDIX 1: MONSTERS AND MEN

BAAZ DRACONIAN

Medium dragon (draconian), chaotic evil

Armor Class 13 (chain shirt)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	13 (+1)	8 (-1)	8 (-1)	10 (+0)

Senses darkvision 120 ft., passive Perception 11

Languages Common, Draconic

Challenge 1/2 (100 XP)

Glide. The baaz can use its wings to glide, negating any damage from a fall of any height. It can also travel horizontally up to four times the vertical distance it descends.

Death Throes. When the baaz dies, it turns to stone instantly. If the killing blow was dealt with a slashing or piercing melee weapon, the creature dealing the killing blow must make a DC 10 Dexterity saving throw. If it fails, its weapon is stuck in the petrified draconian and cannot be removed. The baaz crumbles to dust 1 minute after death. Items in the baaz's possession are unaffected by the petrification and subsequent dissolution.

Actions

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage, or 5 (1d10) slashing damage if used with two hands.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

BOZAK DRACONIAN

Medium dragon (draconian), lawful evil

Armor Class 15 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Skills Arcana +3, Perception +2

Senses darkvision 120 ft., passive Perception 12

Languages Common, Draconic

Challenge 1 (200 XP)

Glide. The bozak can use its wings to glide, negating any damage from a fall of any height. It can also travel horizontally up to four times the vertical distance it descends.

Death Throes. When the bozak dies, it explodes and each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) force damage, or half as much damage on a successful one.

Spellcasting. The bozak is a 4th-level spellcaster. Its spellcasting ability is Charisma (save DC 11, +3 to hit with spell attacks). The bozak has the following sorcerer spells prepared:

Cantrips (at will): *light*, *mage hand*, *mending*, *resistance*, *shocking grasp*

1st level (4 slots): *detect magic*, *fog cloud*, *magic missile*, *shield*

2nd level (3 slots): *scorching ray*

Actions

Multiattack. The bozak makes two attacks.

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

BOZAK DRACONIAN WARLOCK OF THE FIEND

Medium dragon (draconian), lawful evil

Armor Class 15 (natural armor)

Hit Points 27 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Wis +4, Cha +7

Skills Arcana +4, Deception +7, Perception +4, Persuasion +7, Religion +4

Damage Resistances slashing damage from nonmagical attacks not made with silvered weapons

Senses darkvision 120 ft., passive Perception 12

Languages Common, Draconic

Challenge 7 (2,900 XP)

Glide. The bozak can use its wings to glide, negating any damage from a fall of any height. It can also travel horizontally up to four times the vertical distance it descends.

Death Throes. When the bozak dies, it explodes and each creature within 10 feet of it must make a DC 15 Dexterity saving throw, taking 7 (2d6) force damage, or half as much damage on a successful one.

Innate Spellcasting. The warlock's innate spellcasting is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *alter self*, *false life*, *levitate (self only)*, *mage armor (self only)*, *silent image*

1/day each: *feeblemind*, *finger of death*, *plane shift*

Spellcasting. The warlock is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *fire bolt*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st-5th level (4 5th-level slots): *banishment*, *burning hand*, *flame strike*, *hellish rebuke*, *magic circle*, *scorching ray*, *scrying*, *stinking cloud*, *suggestion*, *wall of fire*

Dark One's Own Luck (Recharges after a Short or Long Rest). When the warlock makes an ability check or saving throw, it can add d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

Actions

Multiattack. The warlock makes two attacks.

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

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

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

EBEN SHATTERSTONE

Medium humanoid (human), chaotic neutral

Armor Class 18 (breastplate, shield)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	15 (+2)	11 (+0)	16 (+3)

Skills Deception +5, History +4, Persuasion +5

Senses passive Perception 10

Languages Abanasinian, Common, Goblin, Solamnic

Challenge 1 (200 XP)

Actions

Multiattack. Eben makes two attacks.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

ELISTAN

Medium humanoid (human), lawful good

Armor Class 14 (chain shirt)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

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

Saving Throws Wis +6, Cha +6

Skills History +6, Medicine +6, Persuasion +6, Religion +6

Senses passive Perception 13

Languages Abanasinian, Common, Solamnic

Challenge 1/4 (50 XP)

Heathen Cleric. Elistan is a heathen cleric with no clerical powers, which means he cannot use any of his clerical abilities. When he studies the Disks of Mishakal, he will gain access to all 7th-level clerical abilities.

Spellcasting. Elistan is a 7th-level spellcaster. 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, light, spare the dying, thaumaturgy*

1st level (4 slots): *bless, cure wounds, detect evil and good, sanctuary*

2nd level (3 slots): *calm emotions, lesser restoration, zone of truth*

3rd level (3 slots): *dispel magic, magic circle*

4th level (1 slot): *guardian of faith*

Actions

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

FIRESHADOW

Huge undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 123 (13d12 + 39)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	17 (+3)	17 (+3)	16 (+3)	18 (+4)

Saving Throws Str +8, Cha +8

Damage Vulnerabilities radiant

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Common (can't speak), telepathy 60 ft.

Challenge 10 (5,900 XP)

Create Spawn. Any living creature who's hit point maximum is reduced to 0 by the green flame of a fireshadow becomes a fireshadow within 1d4 rounds. The new fireshadow is under the command of the fireshadow that created it and remains enslaved until its master's destruction.

Fiercy Aura. Anyone within 10 feet of the fireshadow must succeed at a DC 15 Constitution saving throw or take 7 (2d6) fire damage from the creature's green flames.

Aversion to Sunlight. A fireshadow exposed to natural sunlight has disadvantage on all attack rolls and saving throws until the end of its next turn. In addition, the fireshadow takes 7 (2d6) radiant damage per round of exposure to sunlight.

Actions

Multiattack. The fireshadow makes three attacks: once with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 7 (2d6) fire damage. In addition, the target must make a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target is on fire from the green flame and may repeat the saving throw at the start of its next turn to douse the flames.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 7 (2d6) fire damage. In addition, the target must make a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target is on fire from the green flame and may repeat the saving throw at the start of its next turn to douse the flames.

Ray of Oblivion (Recharge 5-6). The fireshadow projects an invisible ray affecting one target. The target must make a DC 18 Dexterity saving throw, taking 45 (13d6) necrotic damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by this damage is disintegrated.

HORAX

Medium beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft., burrow 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	1 (-5)	10 (+0)	3 (-4)

Senses darkvision 60 ft., tremorsense 100 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Pounce. If the horax moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the horax can make two rake attacks against it as a bonus action.

Actions

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

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

IRON PYROHYDRA

Huge construct, unaligned

Armor Class 20 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	1 (-5)	8 (-1)	1 (-5)

Damage Immunities electricity, fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Vulnerabilities cold

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 8 for one head (3,900 XP), 10 for three heads (5,900 XP)

Fire Absorption. Whenever the pyrohydra is subjected to fire damage, it takes no damage and regains a number of hit points equal to the fire damage dealt.

Multiple Heads. The pyrohydra has twelve heads. Whenever the pyrohydra takes 25 or more damage in a single turn, of its heads dies. If all its heads die, the pyrohydra dies.

Reactive Heads. For each head the pyrohydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Actions

Multiattack. The pyrohydra makes as many bite and breath weapon attacks as it has heads.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Fire Breath (Recharge 5-6 per Head). The pyrohydra exhales fire in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

KAPAK DRACONIAN

Medium dragon (draconian), lawful evil

Armor Class 13 (studded leather armor)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	13 (+1)	8 (-1)	8 (-1)	11 (+0)

Skills Perception +1, Stealth +5
Senses darkvision 120 ft., passive Perception 11
Languages Common, Draconic
Challenge 1/2 (100 XP)

Glide. The kapak can use its wings to glide, negating any damage from a fall of any height. It can also travel horizontally up to four times the vertical distance it descends.

Death Throes. When the kapak dies, its body instantly dissolves into a 5-foot radius pool of acid. All creatures within this area suffer 4 (1d8) points of acid damage each round they remain in the pool. The acid evaporates in 1 minute. All armor, weapons, an items carried by the kapak suffer damage from the acid as well.

Poison. The kapak's poison doesn't affect other kapaks.

Sneak Attack (1/Turn). The kapak deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kapak that isn't incapacitated and the kapak doesn't have disadvantage on the roll.

Actions

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage and the target must make a DC 11 Constitution saving throw, becoming poisoned and paralyzed on a failed save for 10 minutes.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage and the target must make a DC 11 Constitution saving throw, becoming poisoned and paralyzed on a failed save for 10 minutes.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

PORTHIOS-KANAN

Medium humanoid (elf), lawful good

Armor Class 16 (*elven chain*)
Hit Points 52 (7d8 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	14 (+2)	10 (+0)	17 (+3)

Saving Throws Str +6, Con +5
Skills Animal Handling +2, History +4, Perception +2, Persuasion +5
Senses darkvision 60 ft., passive Perception 13
Languages Common, Elvish, Sylvan
Challenge 2 (450 XP)

Fey Ancestry. Porthios has advantage on saving throws against being charmed, and magic can't put him to sleep.

Actions

Multiattack. Porthios makes two attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, Porthios can utter a special command or warning whenever a nonhostile creature that he can see within 30 feet of him makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand Porthios. A creature can benefit from only one Leadership die at a time. This effect ends if Porthios is incapacitated.

REMNANT OF FISTANDANTILUS

Medium undead, chaotic evil

Armor Class 13

Hit Points 104 (16d8 + 32)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	20 (+5)

Skills Arcana +4, Perception +4, Stealth +4

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 4 (1,00 XP)

Incorporeal Movement. The remnant can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Powerlessness. The remnant is powerless in natural sunlight. A remnant caught in sunlight can't take reactions. For its actions, it can use only the Dash action to try to escape sunlight.

Turn Resistance. The remnant has advantage on saving throws against any effect that turns undead.

Actions

Withering Touch. *Melee Weapon Attack:* +5 to hit, one target. *Hit:* 10 (2d6 + 3) necrotic damage. The targets hit points maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. An arcane spellcaster slain by this way becomes a remnant in 1 minute. Its body is consumed by a rush of magical forces and its spirit remains. Spawn are under the command of the remnant that created them and remain enslaved until the remnant's death. The spawn do not possess any of the abilities they had in life.

SPECTRAL MINION BANDIT

Medium undead, lawful neutral

Armor Class 13

Hit Points 11 (2d8 + 2)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1/4 (50 XP)

Incorporeal Movement. The spectral minion can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Turn Immunity. The spectral minion is immune to effects that turn undead.

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 800/320 ft., one target. *Hit:* 7 (1d8 + 3) necrotic damage.

SPECTRAL MINION BANDIT CAPTAIN

Medium undead, lawful neutral

Armor Class 17
Hit Points 65 (10d8 + 20)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +7, Wis +2
Skills Athletics +4, Deception +4
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages Common, any other language
Challenge 4 (1,100 XP)

Incorporeal Movement. The spectral minion can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Turn Immunity. The spectral minion is immune to effects that turn undead.

Actions

Multiattack. The spectral minion makes three melee attacks: two with its scimitar and one with its dagger. Or the spectral minion makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) necrotic damage.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) necrotic damage.

Reactions

Parry. The spectral minion adds 2 to its AC against one melee attack that would hit it. To do so, the spectral minion must see the attacker and be wielding a melee weapon.

SPECTRAL MINION GUARD

Medium undead, lawful neutral

Armor Class 13
Hit Points 11 (2d8 + 2)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 12
Languages Common
Challenge 1/4 (50 XP)

Incorporeal Movement. The spectral minion can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Turn Immunity. The spectral minion is immune to effects that turn undead.

Actions

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) necrotic damage.

THEROS IRONFELD

Medium humanoid (human), neutral good

Armor Class 17 (chain shirt, +1 shield)

Hit Points 60 (11d8 + 11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	13 (+1)	12 (+1)	16 (+3)	9 (-1)

Skills Athletics +5, History +4, Insight +5, Perception +5

Senses passive Perception 15

Tools Carpenter's tools, smith's tools, vehicles (water)

Languages Abanasinian, Common

Challenge 3 (700 XP)

Skills. Theros's smith's tools proficiency bonus is +9.

Actions

Multiattack. Theros makes two melee attacks.

+1 warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage if used with two hands.

VERMINAARD

Medium humanoid (human), lawful evil

Armor Class 16 (red dragon scale mail, ring of protection)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	12 (+1)	17 (+3)	18 (+4)

Saving Throws Wis +6, Cha +7

Damage Resistances fire

Skills Animal Handling +5, Intimidation +6, Persuasion +6, Religion +3

Senses passive Perception 13

Languages Common, Draconic, Nerakese

Challenge 3 (700 XP)

Special Equipment. Verminaard has *red dragon scale mail*, *Nightbringer* (+1 mace of blinding), whip, ring of protection, manacles, and *medallion of faith* (Takhisis).

Spellcasting. Verminaard is an 8th-level spellcaster. 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*, *light*, *sacred flame*

1st level (4 slots): *bane*, *cure wounds*, *protection from evil and good*, *sanctuary*

2nd level (3 slots): *augury*, *enhance ability*, *hold person*

3rd level (3 slots): *bestow curse*, *magic circle*, *speak with dead*

4th level (2 slots): *death ward*

Actions

Multiattack. Verminaard makes two melee attacks.

Nightbringer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and the target must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute.

Whip. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, Verminaard can utter a special command or warning whenever a nonhostile creature that he can see within 30 feet of him makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand Verminaard. A creature can benefit from only one Leadership die at a time. This effect ends if Verminaard is incapacitated.

WHITE STAG

Medium fey, lawful good

Armor Class 17 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	12 (+1)	18 (+4)	16 (+3)

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 10

Languages empathy

Challenge 2 (450 XP)

Divine Sanctity. Attacking the White Stag requires a successful DC 13 Wisdom saving throw, much like the sanctuary spell. If the White Stag attacks an opponent, this ability is suspended against that opponent until its next turn.

Divine Strike (Recharges after a Long Rest). The White Stag may cause a single melee attack to deal double damage. If the White Stag's melee attack is a critical hit, the divine strike makes triple damage.

Empathy. The White Stag may communicate with any intelligent creature as if it possessed an empathic link with them.

Innate Spellcasting. The White Stag's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The White Stag can innately cast the following spells, requiring no material components:

1/day each: *geas*, *heal*, *hold monster*

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

Actions

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

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

APPENDIX 2: HEROES OF THE LANCE

CARAMON MAJERE, FIGHTER 5

HISTORY

You are a giant of a warrior, Raistlin's twin brother and Kitiara's half-brother. You could not be more unlike your siblings. You are honest and open where Raistlin is cynical and reserved, friendly and compassionate where Kitiara is wild and passionate.

The twins were born when Kitiara was eight. One twin was strong and healthy, but the other nearly died at birth. Because their mother was frail, it fell to Kitiara to raise the two. You, the first-born twin, showed yourself to be a warrior born. As you grew, you outstripped other boys your age, always being the tallest and strongest around. You quickly acquired fighting skills, and were soon a champion swordsman.

Although the twin brothers were nothing alike, you loved your brother Raistlin dearly, and frequently protected him from bullies. When Raistlin discovered his natural aptitude for magic, no one was more pleased for him than you, even though Raistlin's new studies made him a poor companion. As an outgoing and social person, you had many friends, including young Sturm Brightblade. One day, you met Tasslehoff Burrfoot, a kender, and so the twins became involved with the companions.

You accompanied Tanis and Flint on trips in the Haven/Solace area, and grew into a powerful fighting man. At the age of twenty, you and Raistlin met with their companions in the Inn of the Last Home for what would be the last time in many long years. For Raistlin had been granted an opportunity to take the Test—an experience that would make him into a powerful mage ... if he survived it. You, ever faithful, accompanied Raistlin. You have never talked about what happened there, but the Test created a darker bond between the two brothers.

PERSONALITY

You are easy-going, strong, and shy around women. You are trustworthy to a fault. You are not secretive (except about the Test) and have no inner doubts. Your one obsession is polishing your sword. You are very protective of your little brother and very fond of him, but you don't understand him in the slightest. You are often embarrassed by your brother's rudeness and apologize for him. Your motto is, "There is no problem that cannot be solved by strength." Money is nice, but not important.

You are occasionally impulsive, and don't always know your own strength. You are left-handed. Your intelligence is not great—in contrast to your brother. What you appear to be on the surface is what you are in your soul. Your only private depth lies in your love for your brother.

You are a skilled outdoorsman as well as a fighter. Because of your great strength, you carry enough weapons and armor to be virtually a walking arsenal.

You are content to follow Tanis' lead, and deeply respect Sturm, though you wish both of them would loosen up a bit. Even through your shyness, you have begun to notice that Tika Waylan has matured from a freckle-faced kid into a good-looking woman.

APPEARANCE

Height 6', Weight 200 lb.

Age 25, Birthday 17 Cor. 326

Brown hair, brown eyes.

Medium humanoid (human), Champion martial archetype, lawful good

Armor Class 18 (chain mail, shield)

Hit Points 54 (Hit Dice 5d10 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	13 (+1)	12 (+1)	16 (+3)

Proficiencies +3 proficiency bonus)

Saving Throws Str +8, Con +7

Skills Animal Handling +4, Intimidation +6, Perception +4, Survival +4

Feats Athlete

Armor All armor, shields

Weapons Simple weapons, martial weapons

Tools Playing card set

Senses Passive Perception 14

Languages Abanasinian, Camptalk, Common

Attacks

Multiattack. You can attack twice when you take this action, using the following:

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

Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d8 + 7 piercing damage, or 1d10 + 7 piercing damage if used with two hands to make a melee attack.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 7 piercing damage.

Fighter Features

Fighting Style: Dueling. 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. (This is factored into the stat block.)

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 5 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

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

MARTIAL ARCHETYPE: CHAMPION

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

Feats

Athlete. When you are prone, standing up uses only 5 feet of your movement.

Climbing doesn't halve your speed.

You can make a running long jump, or a running high jump after moving only 5 feet on foot, rather than 10 feet.

Equipment

Chain mail, shield, longsword, dagger, spear, backpack, bedroll, rations (1 week), waterskin, whetstone.

FLINT FIREFORGE

HISTORY

You are a grandfatherly dwarf, the oldest of the companions. You are a Neidar (Hill) Dwarf, born in the wilds of the Kharolis Mountains. Your father fought in the Dwarfgate Wars against the mountain dwarves, and told you many stories about that terrible conflict. After the Cataclysm, humans and hill dwarves sought refuge in the ancient dwarven kingdom of Thorbardin. The mountain dwarves, fearing they would be overrun, shut the gates of the kingdom, shutting out their kin, the Neidar, in the process. War raged for years, and both armies were obliterated in the final battle. The mountain dwarves who remained closed Thorbardin forever. The hill dwarves, shattered by the war, broke up into small clans. You were born into the poverty and hardship of your people, and grew up with a deep hatred of the mountain dwarves that had so betrayed your people.

You learned your trade as a metalsmith from your father, and set out into the world when you became an adult. Your official reason for leaving was to find a more lucrative place to ply your trade, but secretly you dreamed of returning rich and powerful to reunite the Neidar Kingdom.

Eventually, you moved to Solace, since that town was located near all the major trade routes (and had one of the finest inns in the known world). Your work was much in demand because of your skill, and you became one of the few dwarves welcome in the elven kingdom of Qualinesti. There you met a young half-elf named Tanis, and you formed a fast friendship.

When Tanis left Qualinost, he came to you in Solace, and you took the young half-elf on as a business partner. Together, you roamed the Haven/Solace region, and even traveled west across the mountains. You never went south, for you were not yet ready to face your own people again.

Although you grew increasingly crotchety as you aged, Tanis seemed to attract young, energetic people. And so the Companions formed around you and your young assistant. Though you were always gruff, you became much fonder of the Innfellows than they ever realized.

You had a near-brush with drowning that left you terribly afraid of water, and also had a close call with fire that left you nervous about flames. You are allergic to horses.

When you retired, you decided finally to travel south to find your people, and left Solace when the Innfellows departed. You traveled south of Pax Tharkas, but was captured by Aghar (gully dwarves) and imprisoned for several years. Finally, you escaped, but you carry a burning hatred for the disgusting creatures.

PERSONALITY

You are a complex personality. You are gruff, cynical, distrustful, dwarvishly greedy, and never forget an insult, but at the same time are extremely loyal, a little bashful (especially around women), humorous, and capable of deep and lasting friendship. Although it often appears different, you worry about your friends, thinking that they are children needing your care. You don't like to fight, but do it when you have to. You distrust magic and all magic-users—including Raistlin. You have a running feud with Tasslehoff, but are secretly fond of the kender. You are very fond of precious metals and gems, and are a talented metal craftsman. You whittle continually, and stroke and clean your beard whenever there isn't a piece of wood in your hand. You dress sloppily when traveling (to discourage bandits), but are very much the dandy in town. Your health is good, but you have a touch of rheumatism.

APPEARANCE

Height 4' 7", **Weight** 148 lb.

Age 148 (actual), late 50s (apparent), **Birthday** 11 Ael. 203

Graying brown hair and beard, hazel eyes, scar over right eyelid

Medium humanoid (hill dwarf), Champion martial archetype, neutral good

Armor Class 15 (studded leather, shield)

Hit Points 59 (Hit Dice 5d10 + 25)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	19 (+4)	7 (-2)	13 (+1)	14 (+2)

Proficiencies (+3 proficiency bonus)

Saving Throws Str +6, Con +7; advantage on saves against being poisoned

Skills Athletics +6, Intimidation +5, Investigation +1, Perception +4

Damage Resistances poison

Armor All armor, shields

Weapons Simple weapons, martial weapons

Tools Smith's tools, Woodcarver's tools

Senses Darkvision 60 ft., passive Perception 14

Languages Common, Dwarvish, Goblin

Actions

Multiattack. You can attack twice when you take this action, using the following:

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d8 + 3 slashing damage, or 1d10 + 3 slashing damage if used with two hands.

Handaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 1d6 + 3 slashing damage.

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 3 piercing damage.

Dwarf Traits

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

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

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

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.

Fighter Features

Fighting Style: Defense. While you are wearing armor, you gain a +1 bonus to AC. (This is factored into the stat block.)

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 5 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

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

MARTIAL ARCHETYPE: CHAMPION

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

Equipment

Studded leather armor, shield, battleaxe, handaxe, daggers (3), backpack, bedroll, rations (1 week), waterskin.

GOLDMOON, CLERIC OF MISHAKAL 5

HISTORY

You were born Chieftain's Daughter in the Que-Shu tribe of plainsmen. You were a priestess and your father's confidant after the death of your mother. At the age of eight you were an accomplished diplomat. Your people worshipped you as a goddess. You loved the plains, and had a special rapport with animals. Your childhood was very happy.

But then you fell in love with a shepherd. You were destined to marry the son of the village shaman, whom you hated, but your heart belonged to Riverwind, the child of a family exiled for refusing to worship the tribal ancestors and believing in the old gods.

It was the law of the Que-Shu that a man who challenged a lawful betrothal must undertake a quest to prove himself worthy. Because your father was determined that the princess should not marry beneath her station, he sent Riverwind on an impossible quest to find evidence of these ancient gods. He hoped Riverwind would die or fail, or that you would learn to love another.

Riverwind was gone many years, and you became an adult. Your father was sick in mind, and you took on many of the Chieftain's duties. Your love for Riverwind never diminished. One day, Riverwind returned, half-dead and feverish. In his hand, he clutched a staff made of blue crystal. He raved about a dark place, a broken city where death had black wings. He remembered a woman, dressed in blue light, who gave him the staff.

Your father looked at the staff, and commanded it to do something—anything. Nothing happened. And so your father proclaimed Riverwind a fraud, and ordered him stoned to death for blasphemy. You rushed to his side as the tribesmen threw stones and then suddenly you were teleported away! You found yourselves far from home—with only the staff to aid you.

PERSONALITY

You are pure of heart and completely, deeply in love with Riverwind. Your sense of duty is very strong. Because you are Chieftain's Daughter, you are used to being obeyed. Riverwind has so far not been able to overcome his awe of your position. He rules your heart, but you are his ruler. You are deeply religious and have a strong affinity for nature in all its aspects. Although you are somewhat formal, your personal warmth and generosity make you a well-liked and charming companion. You are brave and not afraid of death. Your love for Riverwind is undying, the strongest force in your life.

APPEARANCE

Height 5' 7", Weight 115 lb.

Age 29, Birthday 5 Rann. 322

Silvery gold hair, sky blue eyes, small scar on forehead.

Heathen Cleric. You begin play as a heathen cleric with no clerical powers, which means you cannot use any of your clerical abilities. You do count as a cleric of Mishakal for the purposes of accessing the power of the *Blue Crystal Staff*. When you study the *Disks of Mishakal*, you will gain access to all clerical abilities.

Medium humanoid (human), Life domain, lawful good

Armor Class 13 (leather)
Hit Points 33 (Hit Dice 5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	13 (+1)	17 (+3)	18 (+4)

Proficiencies +3 proficiency bonus
Saving Throws Wis +6, Cha +7
Skills Animal Handling +6, Medicine +6, Persuasion +7, Religion +4
Feats Healer
Armor All armor, shields
Weapons Simple weapons
Tools Herbalism kit, lyre
Senses Passive Perception 13
Languages Abansinian, Common, Plainsfolk

Attacks

Blue Crystal Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 bludgeoning damage, or 1d8 + 2 bludgeoning damage if used with two hands.

Sling. *Melee Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 1d4 + 2 bludgeoning damage.

Cleric Features

Spellcasting Ability. You have the ability to cast spells. Wisdom is your spellcasting ability for your cleric spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

You prepare the list of cleric spells that are available for you to cast. To do so, choose 8 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You can use a holy symbol as a spellcasting focus for your cleric spells. You can cast any cleric spell as a ritual if that spell has the ritual tag.

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (2)

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

Channel Divinity. You can channel divine energy to create one of the following effects. You can do so twice between short or long rests.

Channel Divinity: Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must succeed on a DC 14 Wisdom saving throw or become turned for 1 minute or until it takes any damage. If the creature has a challenge rating of 1/2 or lower, it is destroyed instead.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Channel Divinity: Preserve Life. As an action, you present your holy symbol and evoke healing energy that can restore up to 25 hit points. 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.

DIVINE DOMAIN: LIFE

Bonus Proficiency. You gain proficiency with heavy armor.

Disciple of Life. When you cast 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.

Domain Spells. You know the following domain spells that are always prepared and don't count against the number of spells you can prepare each day:

1st-level: *bless*, *cure wounds* 2nd-level: *lesser restoration*, *spiritual weapon* 3rd-level: *beacon of hope*, *revivify*

Feats

Healer. When you use a healer's kit to stabilize a dying creature, that creature also regains 1 hit point.

As an action, you can spend one use of a healer's kit to tend to a creature and restore up to 1d6 + 4 hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points from this feat again until it finishes a short or long rest.

Equipment

Leather armor, *Blue Crystal Staff*, sling, 20 sling bullets, backpack, bedroll, blanket, healer's kit, lyre, pouch, rations (1 week), waterskin.

BLUE CRYSTAL STAFF

Staff, artifact (requires attunement by a cleric of good)

Random Properties. The Blue Crystal Staff has the following random properties:

- 1 minor beneficial property
- 1 major beneficial property

Magic Weapon. You gain a +1 bonus to attack and damage rolls made with this quarterstaff.

Spells. The staff has 10 charges for the following properties. It regains one charge per day, although when it is placed within the open hands of the statue of Mishakal in Xak Tsaroth it automatically regains full charges (this can only be done once per day). You can use the following powers of the staff using your spell save DC and spell attack bonus: *detect poison and disease* (no charge), *command* (1 charge), *cure wounds* (as 1st level spell, 1 charge), *continual flame* (2 charges), *lesser restoration* (2 charges), *remove curse* (3 charges), *revivify* (3 charges), *cure wounds* (as 4th level spell, 4 charges), *greater restoration* (5 charges), *raise dead* (5 charges), *regenerate* (7 charges), and *resurrection* (7 charges).

Protection. Once per day, the staff may *teleport* without the possibility for the targets to be off target, but it is the staff, not the wielder, that activates the power and chooses the location (at the DM's discretion), unless the wielder is a cleric of Mishakal. Also once per day, the staff may be used to automatically deflect the breath weapon of any dragon, protecting a 10-foot radius around its wielder and preventing any damage to the wielder or anyone in the 10-foot radius.

If a creature of neutral alignment attempts to wield the blue crystal staff, it suffers 2d8 radiant damage every round it touches the staff, and cannot make use of the staff's powers. If an evil creature attempts to wield the staff, it suffers 4d8 radiant damage every round it touches the staff, and cannot make use of the staff's powers.

RAISTLIN MAJERE, WIZARD 5

HISTORY

You are a magic-user of great natural talent, but you have paid a heavy price for your skill.

You are Caramon's mirror-image twin brother and Kitiara's half-brother (you share the same mother). You could not be more unlike your twin, for you are secretive, cynical, and distrustful. Nevertheless, you love your brother—perhaps Caramon is the only thing you truly love.

The twins were born when Kitiara was eight. One twin—Caramon—was strong and healthy, the other—you—were born sickly and frail. It seemed for a while that you might die in infancy, but Kitiara's nursing saved your life. Your mother died when you were young, and Kitiara took over your upbringing.

It was clear from the very beginning that you were a weakling, and Kitiara despaired of you. Caramon blossomed into a healthy, powerful fighter, and frequently protected his younger brother from bullies. You grew to a bitter hatred of all bullies, and developed a strong desire for justice. The experiences of your childhood soured you on most people, and you grew cynical and bitter at an early age. You showed promise as a scholar and learned to read before you went to school.

When you were five, your father took you to a village fair, where you watched a local illusionist perform. The illusionist was not very good, but you were totally absorbed in the performance. When you returned home that evening, you could perform every one of the illusionist's tricks. Your family was amazed. Magic, your father realized, was your key to survival in this world.

You were taken to a well-respected mage and presented as a prospective pupil. The mage was not overly impressed with you, especially because of your weak health and your unlikable personality. But while the mage and your father talked, you wandered into another room and began to read a huge book. The mage was about to take the book away, but then realized that you could read magic without study! And so you were accepted as a pupil. You learned rapidly, and quickly outstripped the other students. At an unusually young age, you were invited to present yourself for the Test—you would come back a powerful magician, or not at all.

Caramon accompanied you on that fateful trip. You never talk about what happened there, but the terrible ordeals broke your health, turned your skin the color of gold, and changed the pupils of your eyes into hourglasses. Your eyes are a terrible curse—for through them you see time rushing past, and everything die and wither in its time.

PERSONALITY

You are nicknamed “The Sly One,” for you are avaricious, cynical, and secretive. You always expect the worst of others. You are devoted to your brother, yet secretly envy him. You have good qualities, though you work very hard at keeping them hidden: you hate bullies (being a weakling yourself). You support and sympathize with the downtrodden, though you will not admit your concern. You wear red robes to show your neutral alignment. You have a strong sense of justice, but little sense of mercy. Due to your weak health and a lingering lung infection, you speak in a soft, whispering voice.

APPEARANCE

Height 5' 9", **Weight** 135 lb.

Age 25 (actual), 30 (apparent), **Birthday** 17 Cor. 326

White hair, amber eyes (hourglass pupils)

Medium humanoid (human), Red Robe Wizard of High Sorcery, Enchantment arcane tradition, neutral

Armor Class 14 (*staff of Magius* or 17 with *mage armor* and *staff of Magius*)

Hit Points 22 (Hit Dice 5d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	11 (+0)	18 (+4)	15 (+2)	11 (+0)

Proficiencies +3 proficiency bonus)

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7, Medicine +5, Sleight of Hand +6

Feats Magic Initiate

Armor None

Weapons Daggers, darts, slings, quarterstaves, light crossbows

Tools Herbalism kit

Senses Passive Perception 12

Languages Abanasinian, Common, Elvish, Magius, Solamnic

Attacks

Staff of Magius. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6 + 1 bludgeoning damage, or 1d8 + 1 bludgeoning damage if used with two hands.

Dagger of Magius. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 5 piercing damage.

Wizard Features

Spellcasting Ability. You have the ability to cast spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

You prepare the list of wizard spells that are available for you to cast. To do so, choose 9 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You can use an arcane focus as a spellcasting focus for your wizard spells. You can cast any wizard spell in your spellbook as a ritual if that spell has the ritual tag.

Spell Save DC: 15

Spell Attack Modifier: +7

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (2)

Cantrips: *light*, *mage hand*, *mending*, *minor illusion*, *prestidigitation*, *ray of frost*

Arcane Recovery. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level equal to or less than 3.

ARCANE TRADITION: SCHOOL OF ENCHANTMENT

Enchantment Savant. The gold and time you must spend to copy an enchantment spell into your spellbook is halved.

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 DC 15 Wisdom saving throw 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.

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.

Feats

Magic Initiate. You learn two cantrips of your choice from wizard's spell list.

In addition, you can cast charm person at 1st level. Once you cast it, you must finish a long rest before you can cast it again.

Your spellcasting ability for these spells is Intelligence.

Spells in Spellbook

1st-level spells: *burning hands, charm person, comprehend languages, detect magic, identify, floating disc, mage armor, magic missile, sleep*

2nd-level spells: *blur, darkness, detect thoughts, invisibility, knock, mirror image, see invisibility, web*

3rd-level spells: *clairvoyance, phantasmal force, slow, tongues*

Equipment

Staff of Magius, dagger of Magius, red robes, backpack, bedroll, herbalism kit, magnifying glass, sack, scrolls, ink, rations (1 week), writing supplies, spellbook.

DAGGER OF MAGIUS

Weapon (dagger), very rare, unique (requires attunement)

You gain +2 bonus to attack and damage rolls made with this weapon. It cannot be detected by magical or mundane searches when carried by a wizard.

STAFF OF MAGIUS

Staff, artifact (requires attunement by a wizard)

This staff of polished mahogany, topped by a bronze dragon claw clutching a crystal orb, is beyond ancient. It is a powerful artifact, although its appearances throughout history are rare.

The *staff of Magius* can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls. While you hold it, it provides a +1 bonus to armor class.

The staff has 20 charges for the following properties. It regains 1d4 + 4 expended charges at night in the light of Solinari.

Spells. While holding the staff, you can use an action to expend 1 or more charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *feather fall* (1 charge) or *light* (1 charge).

When used by a wizard that has passed a Test of High Sorcery and used as an arcane focus, the staff doubles spell durations, and adds 1 damage point to all die rolls for each spell.

Secrets. The Staff has hidden powers. If a wizard uses the staff as an arcane focus for a spell, the DM should roll a d20. On a 19-20, a random effect occurs (using the appropriate charges), the DM selects the effect. Once an effect has occurred three times, the wizard may attempt a DC 15 Intelligence (Arcana) check to master the effect. Once mastered, the effect can be used by spending the appropriate charges.

RIVERWIND, RANGER 5

HISTORY

You were born to a disgraced family of the Que-Shu tribe of plainsmen. Your family had been cast out of the tribe years ago for refusing to worship the tribal ancestors. Your grandfather believed in ancient gods who had existed before the Cataclysm, although he could find little evidence of such gods in the world.

You became a shepherd, and spent many long, lonely nights tending your flock in the plains. You grew quickly into a young giant of a man, and became an excellent hunter and tracker. When you came of age, you were accepted as a Que-Shu because of your skills, and became a Far Hunter for the tribe. Although a member of the tribe, your family heritage kept you at the bottom of the tribal hierarchy.

And then you fell in love with the Chieftain's Daughter. Goldmoon was a young beauty, worshipped as a goddess by her people. She fell in love with you as well. You felt that your life was blessed beyond all measure. Unfortunately, Goldmoon was betrothed by her father to the son of the village shaman.

You then exercised his right as a tribesman to challenge the betrothal. Under Que-Shu law, you then had to undertake a quest to prove that you were worthy of Goldmoon's hand. Because Goldmoon's father did not want you to marry his daughter, he gave you an impossible task—to find evidence of the ancient gods.

You traveled far to the north, reaching the shores of the Newsea. You followed the sun and the moon and the stars, aimlessly searching. Finally, you came upon a ruined city and found yourself in an evil dream...

You remembered little of what happened to you in that dark city. In your nightmares you dreamed of death on black wings, and of a woman dressed in blue light who saved your life. That woman gave you a staff of blue crystal. Delirious and half-dead, you returned to Que-Shu and presented the staff as fulfillment of your quest. Goldmoon's father commanded the staff to do something—anything—but nothing happened. Enraged, he threw the staff back to you, proclaimed you a fraud, and ordered you stoned to death for blasphemy. As the plainsmen began to throw rocks, Goldmoon rushed to your side to die with you, if need be... but then the blue crystal staff showed its power, and you were teleported away...

PERSONALITY

You are a towering, imposing man of few words and quick action. You are fiercely protective of Goldmoon and love her beyond life itself. Yet you are all too conscious of the social barrier between you, and obey her as Chieftain's Daughter. You are quick to anger and aloof. You are distrustful of strangers until they have proven themselves, but once you call someone "friend" you will lay down your life for them.

APPEARANCE

Height 6' 7", **Weight** 175 lb.

Age 32, **Birthday** 2 Bran 319

Reddish brown hair, brown eyes

Medium humanoid (human), Hunter ranger archetype, lawful good

Armor Class 16 (+1 leather, 17 while wielding separate melee weapons in each hand)

Hit Points 44 (Hit Dice 5d10 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	14 (+2)	14 (+2)	15 (+2)	14 (+2)

Proficiencies (+3 proficiency bonus)

Saving Throws Str +7, Dex +6

Skills Athletics +7, Nature +5, Perception +5, Stealth +6, Survival +5

Feats Dual Wielder

Armor Light armor, medium armor, shields

Weapons Simple weapons, martial weapons

Tools Woodcarver's tools

Senses Passive Perception 15

Languages Abanasinian, Common, Plainsfolk

Attacks

Multiattack. You can attack twice when you take this action, using the following:

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

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 1d4 + 4 piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, reach 150/600 ft., one target. *Hit:* 1d8 + 3 piercing damage.

Ranger Features

Favored Enemy. You have significant experience studying, tracking, hunting, and even talking to beasts. You have advantage on Wisdom (Survival) checks to track beasts, as well as on Intelligence checks to recall information about them.

Natural Explorer. You are particularly at home in grassland terrain. When you make an Intelligence or Wisdom check related to grassland terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in grassland terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's speed.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling, you remain alert to danger.

• If you are traveling alone, you can move stealthily at a normal pace.

• When you forage, you find twice as much food as you normally would.

• While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Fighting Style: Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Spellcasting. You have the ability to cast spells. Wisdom is your spellcasting ability for your ranger spells. You use your Wisdom whenever a spell refers to your spellcasting ability. To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (4), 2nd-level (2)

Primeval Awareness. You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within 6 miles of you if you are in grassland terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

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

RANGER ARCHETYPE: HUNTER

Colossus Slayer. Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Spells Known

1st-level spells: *ensnaring strike, hunter's mark, longstrider*

2nd-level spells: *pass without trace*

Feats

Dual Wielder. You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.

You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.

You can draw or stow two one-handed weapons when you would normally be able to draw only one.

Equipment

+1 leather armor, +1 longsword, dagger, longbow, quiver with 20 arrows, backpack, bedroll, rations (1 week), waterskin.

STURM BRIGHTBLADE, FIGHTER 5

HISTORY

Since the time of Huma, First Dragonlancer, who drove the dragons from Krynn a thousand years ago, the Knights of Solamnia have been the champions of justice and truth. The Knights represented all that was good, noble, compassionate, and heroic. But after the Cataclysm, when the peoples of Ergoth cried for aid, the Knights were helpless. When mankind turned its back on the true gods, not even the Knights could save them. And so the people came to blame the Knights for not saving them from their own folly. There came a great uprising against the Knights; their old temples and fortresses were besieged. Many of the old order died; the rest went into exile.

One of the leaders of the Solamnic order was the Lord of the Roses, who fathered you. When the people turned against the Knights, he saw that the fight was hopeless. He could not desert his comrades, but he could send his wife and newborn son south to safety.

And so you grew up in the town of Solace. As a child, you showed knightly bearing, and the ideals of chivalry came most naturally to you. Your mother taught you the code of the Knights, and you wished nothing more in life than to retake your father's heritage. When you came of age, you received your father's legacy: a signet ring.

You trained yourself as a fighter, undertaking quests and great hardships to toughen your body and soul for knighthood. You became fast friends with Caramon, then known as the strongest young man in Solace. And so you joined the Innfellows.

When the Innfellows left Solace, you went north to find traces of the Solamnic Knights. For a time, you traveled with Kitiara, Tanis's beloved, and then your paths split. You traveled in the lands of Solamnia, only to find that the Knights were everywhere in disgrace. You went to Vingaard Keep, your father's ancestral castle, now abandoned. You settled your father's estate, using the signet ring as proof of your heritage, but when the death duties were paid, all that was left was your father's sword and armor.

And so you returned to Solace, understanding at last that true knighthood was found in one's own heart, and vowing to reestablish the old order. If you were the last Knight of Solamnia, you would at least be true to your father's ideals. You needed no more.

PERSONALITY

The motto of the Knights of Solamnia is *Est Sularus oth Mithas*—My Honor Is My Life. It means that a Knight must be true to the ideals of chivalry at all costs. You live by that creed, and your highest ideal is to meet a noble death against overwhelming odds in the cause of justice. You are a man of noble bearing and great solemnity. Your knightly ideals can sometimes be troublesome—it is a shameful thing to run in battle, you feel. But when persuaded that a larger interest is at stake, you can make a strategic retreat if it will further the cause.

Your greatest fear is that somehow you will dishonor yourself and the Knights, and shame your father's memory. Your honor is your major possession, and your word is unbreakable. You are a fighter of remarkable skill.

APPEARANCE

Height 6' 1", Weight 190 lb.

Age 29 (actual)/37 (apparent), Birthday 5 Sirr. 322

Dark brown hair, brown eyes, handlebar moustache

Medium humanoid (human), Knight martial archetype, lawful good

Armor Class 18 (plate)
Hit Points 49 (Hit Dice 5d10 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	15 (+2)	12 (+1)	13 (+1)

Proficiencies (+3 proficiency bonus)
Saving Throws Str +7, Con +6
Skills Animal Handling +4, Athletics +7, History +5, Persuasion +4
Feats Great Weapon Master
Armor All armor, shields
Weapons Simple weapons, martial weapons
Tools Khas set
Senses Passive Perception 11
Languages Abansinian, Common, Solamnic

Actions

Multiattack. You can attack twice when you take this action, using the following:

Brightblade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 2d6 + 6 slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 4 piercing damage.

Fighter Features

Fighting Style: Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 5 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

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

MARTIAL ARCHETYPE: KNIGHT

Rallying Cry. When you use your Second Wind feature, you can choose up to three creatures within 60 feet of you that are allied with you. Each one regains hit points equal to your fighter level, provided that the creature can see and hear you.

Feats

Great Weapon Master. On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.

Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Equipment

Plate mail, *Brightblade*, dagger, signet ring, bedroll, waterskin.

BRIGHTBLADE

Weapon (greatsword), very rare, unique

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

It is said the *Brightblade* can be wielded only by one who is pure of heart. However, some say that a member of the Brightblade lineage may bend it to temporary evil purposes. Even then, the *Brightblade* will resist dishonorable acts of grievous enormity (such as the slaughter of innocents) and, if thus deployed, will shatter and bestow a curse upon its wielder as a *bestow curse* spell. The curse can be lifted magically or if the individual seeks to atone for the misdeed. Only then can the *Brightblade* be reforged and its powers restored.

TANIS HALF-ELVEN, FIGHTER 5

HISTORY

You were born during the terrible Shadow Years that followed the Cataclysm. Your mother was a Qualinesti elf who was assaulted by a human plainsman. She escaped to Qualinost, but died giving birth to a halfbreed: you.

The elves of Qualinost, who revere life as sacred in all forms, raised you as one of their own. Nonetheless, the mixture of human and elven blood was unusual. You felt the difference between yourself and your elven cousins strongly.

As a ward of the Speaker of Suns, the ruler of Qualinost, you grew close to the Speaker's three children—Gilthanas, Porthios, and Laurana. Laurana developed a childhood crush on you. You felt you loved her, too, but she remained a child when you began to feel the stirrings of adulthood. To avoid conflict with your adopted family, and to learn about your human side, you felt the time was right to leave the elven realm and see the world. A bitter conversation with Gilthanas helped clinch your decision.

You journeyed to Solace to visit Flint Fireforge, a dwarf who had been your friend for many years, and became Flint's business partner. Solace became your home, although you and Flint traveled throughout Abanasinia on business. In those years, you became a seasoned adventurer, a fighter, and a natural leader.

Slowly, a group of companions formed around you, including Tasslehoff, Sturm, Caramon, Raistlin—and Kitiara. Kitiara, half-sister to Caramon and Raistlin, was an alluring dark-haired beauty, passionate and wild. You fell in love—you, because he had never met a woman as strong and self-assured, Kitiara, because she had never met a man who could stand up to her.

In those years there were rumors of growing trouble—bandits, ogres, goblins, and even worse creatures in the land. Finally, the roads became impassable. Business fell off. The Companions each found a quest—you set out to find evidence of true gods in the land—and one day you parted. Each of the companions swore a solemn oath to meet at the Inn of the Last Home one final time, five years hence.

For five years, you roamed the known world, finding much that was strange and evil—but nothing of the true gods. Finally, discouraged, you returned to Solace to meet your companions once more. All returned—except Kitiara. She had found a new lord and could not return—or so a note from her said.

PERSONALITY

You are plagued by an inner conflict that is manifested by your love for two dissimilar women—the childlike and innocent elf-maid Laurana, and the wild and free-spirited human Kitiara. Although filled with self-doubt and uncertainty about your place in the world, you seldom allow your emotions to show. The only visible sign of your turmoil are in your eyes. Rust red hair and beard, hazel eyes.

You are trusting of strangers and friendly, yet are reserved, even with your closest friends. Sometimes you are afflicted by dark moods and doubts. Although a natural leader, you are not sure you want a leader's responsibility. Money has little value to you.

You are an excellent fighter, with no fears or weaknesses. Kitiara is your only obsession.

You received an elven education. You have traveled throughout the Haven/Solace region and west across the mountains.

APPEARANCE

Height 5' 10", **Weight** 145 lb.

Age 102 (actual)/22 (apparent), **Birthday** 9 Mish. 249

Medium humanoid (half-elf), Battle Master martial archetype, neutral good

Armor Class 15 (+1 *leather*)
Hit Points 39 (Hit Dice 5d10 + 5)
Speed 30 ft.

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

Proficiencies +3 proficiency bonus
Saving Throws Str +6, Con +4
Skills Animal Handling +5, History +4, Investigation +4, Perception +5, Persuasion +6, Survival +5
Feats Sharpshooter
Armor All armor, shields
Weapons Simple weapons, martial weapons
Tools Woodcarver's tools
Senses Darkvision 60 ft., passive Perception 14
Languages Camptalk, Common, Elvish, Goblin

Attacks

Multiattack. You can attack twice when you take this action, using the following:

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d8 + 3 slashing damage, or 1d10 + 3 slashing damage if used with two hands.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 3 piercing damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, reach 150/600 ft., one target. *Hit:* 1d8 + 3 piercing damage.

Half-Elf Traits

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Fighter Features

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons. (This is factored into the stat block.)

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 5 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

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

MARTIAL ARCHETYPE: BATTLE MASTER

Combat Superiority. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. The saving throw for your maneuvers is 14.

Commander's Strike. When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll.

Maneuvering Attack. When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

Precision Attack. When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

Feats

Sharpshooter. Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.

Your ranged weapon attacks ignore half cover and three-quarters cover.

Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Equipment

+1 leather armor, longsword, longbow, quiver with 20 arrows, daggers (3), backpack, bedroll, rations (1 week).

TASLEHOFF BURRFOOT, ROGUE 5

HISTORY

You are a Kender, a diminutive race found throughout the world of Krynn. Like all kender, you left home at the age of 18 because you were stricken by wanderlust, the uncontrollable urge to travel and make the great map of every land. No kender in wanderlust has ever completed the great map, but most kender have great collections of maps—some useful, most obsolete. You are no exception. Your map was especially confused by an unfortunate incident with a magic ring of teleportation that kept transporting you to unknown lands without notice. No one but you ever saw the ring or believed the story, either.

You were born somewhere in northern Ergoth, and are a member of the Stoat clan of kender. Your parents traveled in the Haven/Solace region, where they studied the lives of the plainsmen. (What the plainsmen thought of the kender is nowhere recorded.) You acquired skills as a “handler” (the word “thief” is considered impolite), and used it extensively to satisfy your curiosity about everything. It was that curiosity that led to you taking a bracelet from Flint Fireforge’s stall at a market. Flint was outraged, but Tanis decided he liked the little kender, and so they all became friends. (Flint, although he has never said a nice word about you, actually likes you a good deal.)

PERSONALITY

Your most endearing and frustrating characteristic is your insatiable curiosity and fearlessness. These traits often get you into trouble. Your curiosity frequently drives you to see what other people have in their pockets and packs (Raistlin, in particular, hates this), and you can easily forget that you have borrowed a particular item. You collect odds and ends—you will never pass up a chance to acquire a map of any description and often surprise yourself with what you have in your pockets. You love legends, songs, and stories, and collect riddles, puzzles, and enigmas as avidly as you collect maps. Your map collection is varied and mostly useless. Many of your maps are pre-Cataclysm. You are as likely to collect a map for its beauty as for its usefulness. Although it is hard to get a kender depressed because of your fearlessness, you are saddened by death and destruction, and can be in awe of anything truly magnificent. Your fearlessness does not keep you from being logical about danger, though your curiosity can sometimes overcome your reason.

APPEARANCE

Height 3' 9", Weight 85 lb.

Age 38 (actual), 14 (apparent), Birthday 2 Phoe. 313

Brown hair (worn in a tassel), brown eyes, long scar on right elbow

Small humanoid (kender), Thief roguish archetype, neutral

Armor Class 14 (leather)
Hit Points 38 (Hit Dice 5d8 + 10)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	9 (-1)	12 (+1)	12 (+1)

Proficiencies +3 proficiency bonus)

Saving Throws Dex +6, Int +2

Skills Athletics +5, Deception +4, Insight +4, Investigation +2, Perception +7, Sleight of Hands +6, Stealth +9.

Feats Alert

Armor Light armor

Weapons Simple weapons, hoopaks, hand crossbows, longswords, rapiers, shortswords

Tools Thieves' tools

Senses Passive Perception 15

Languages Common, Goblin, Kenderspeak, Thieves' cant

Actions

Hoopak. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d6 + 2 bludgeoning or piercing damage, or 1d8 + 2 bludgeoning or piercing damage if used with two hands.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 3 piercing damage.

Hoopak. *Ranged Weapon Attack:* +6 to hit, range 30/120, one target. *Hit:* 1d4 + 3 bludgeoning damage, or 1d6 + 3 bludgeoning damage if used with two hands.

Kender Traits

Fearless. You cannot be frightened.

Kender Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Kender Pockets. Kender constantly pick things up and pocket them, and then often forget about them. If you find yourself in need of a piece of nonmagical equipment, there is a chance you have it. Roll a d4. If you roll a 4, you find the item in your pocket, pack, or pouch. If you roll anything else, you don't have such an item on you, and you can't search again for the same item until you've spent at least one day in a town or city. Rummaging through your pouches, pack, and pockets in this way takes 1 minute.

Taunt. You have an uncanny insight into the motivations and characteristics of other races, and you can use this insight to infuriate them. As an action you can unleash a verbal barrage of sarcasm, insults, and crude comments against a creature. Make a Charisma (Performance) check contested by the target's Wisdom (Insight) check. You fail the contest if the target can't understand you.

If you win the contest, the target must use its next action to attack only you with disadvantage. If you are out of range, it must Move or Dash towards you.

If the target wins the contest, it is immune to your Taunt for 24 hours.

Rogue Features

Expertise. Your proficiency bonus is doubled for any ability check you make using your Perception or Stealth skills.

Sneak Attack. Once per turn, you can deal an extra 3d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

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.

ROGUISH ARCHETYPE: THIEF

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 can 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 3 feet.

Feats

Alert. You gain a +5 bonus to initiative.

You can't be surprised while you are conscious.

Other creatures don't gain advantage on attack rolls against you as a result of being hidden from you.

Equipment

Leather armor, hoopak, 10 sling bullets, dagger, thieves' tools, backpack, bedroll, waterskin, pen, ink and paper, rations (1 week), pouches, various maps and scrollcases.

GILTAHANS-KANAN, FIGHTER 6

HISTORY

You are the son of the Speaker of Suns, ruler of the elven nation of Qualinesti. You have an older brother, Porthios, who is heir to the Speakership, and a younger sister, Laurana. Your best friend in childhood was a half-elf named Tanis, ward of the Speaker of Suns. But your childhood friendship came to an end when Laurana fell in love with the half-elf. You were outraged, for no half-elf should marry into the royal house of the Qualinesti. You quarreled bitterly, and Tanis left Qualinesti forever.

As second in line for the throne, you became an influential advisor and confidential assistant to the Speaker at a young age. You became a polished diplomat. In addition to your formal responsibilities, you were trained in military leadership and combat.

When the dragonarmies invaded Abanasinia, many people were captured and imprisoned in the fortress of Pax Tharkas, recently captured by the dragon highmaster, Verminaard. You were given command of an elven band to sneak into Pax Tharkas and liberate the people. The mission ended in tragedy when your party was ambushed by draconians. You were knocked unconscious early in the melee and fell into a ditch, where you were left for dead. Your fellows were taken to Solace. When you awoke, you followed them. You arrived in Solace only to see a horrible sight—Verminaard had chained the elves to stakes in the town square and called Ember, a red dragon out of ages past, to burn the helpless creatures.

In a rage, you moved to attack Verminaard, but you were stopped by Theros Ironfeld, a smith. "Stay your hand, young elf, for you cannot prevail against these odds. Be patient—you will have your chance to kill him," Theros said. You were sobering and agreed, but the burning passion to revenge your people against Verminaard would never die until the evil dragon highmaster perished.

Theros gave you shelter, but you went to the Inn of the Last Home to gain information. You were found out, and a party of draconians tried to capture you. You would have perished then, but you were rescued by a small band of fellows—which included his childhood friend, Tanis.

PERSONALITY

You are brave and charming, with a love of adventure. Your diplomatic skills and elven nature make you a delightful companion. You are sometimes too concerned with protocol, and believe deeply in the superiority of the elven race. Although you can be shortsighted and a bit narrow-minded, you are basically honest, just, sensitive, and well-meaning. You are optimistic, heroic, and friendly. Your only obsession is your hatred of Verminaard for murdering the elves, and you will act impetuously if there is an opportunity to kill the dragon highmaster. You have a great deal of respect for Tanis, but are still strongly against his involvement with Laurana.

APPEARANCE

Height 5' 8", **Weight** 120 lb.

Age 110 (actual), 20 (apparent), **Birthday** 4 Cor. 241

Blond hair, hazel eyes

Medium humanoid (Qualinesti elf), Eldritch Knight martial archetype, chaotic good

Armor Class 18 (*elven chain*, shield)

Hit Points 52 (Hit Dice 6d10 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	15 (+2)	10 (+0)	13 (+1)

Proficiencies (+3 proficiency bonus)

Saving Throws Str +4, Con +5

Skills Arcana +5, History +5, Investigation +5, Perception +3, Persuasion +4

Feats Inspiring Leader

Armor All armor, shields

Weapons Simple weapons, martial weapons

Tools Khas set

Senses Darkvision 60 ft., passive Perception 13

Languages Common, Dwarvish, Elvish, Magius

Actions

Multiattack. You can attack twice when you take this action, using the following:

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

Longbow. *Ranged Weapon Attack:* +7 to hit, reach 150/600 ft., one target. *Hit:* 1d8 + 4 piercing damage.

Elf Traits

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance. You don't need sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Fighter Features

Fighting Style: Dueling. 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. (This is factored into the stat block.)

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 6 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

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

MARTIAL ARCHETYPE: ELDRITCH KNIGHT

Spellcasting. You have the ability to cast spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (3)

Weapon Bond. You know a ritual that creates a magical bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

You can have up to two bonded weapons, but can summon only one at a time with your bonus action. If you attempt to bond with a third weapon, you must break the bond with one of the other two.

Spells Known

Cantrips: *light, prestidigitation, shocking grasp*

1st-level spells: *alarm, burning hands, detect magic, magic missile*

Feats

Inspiring Leader. You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain 7 temporary hit points. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

Equipment

Elven chain, shield, longsword, longbow, 20 arrows, diplomatic papers, scrollcase, writing instruments, backpack, bedroll, waterskin, rations (1 week).

TIKA WAYLAN, ROGUE 3/ FIGHTER 3

HISTORY

You are a barmaid at the Inn of the Last Home, a brash teenager who has had a rough life. You are the daughter of a thief who also practiced sleight-of-hand and small-time illusions, you ran away from home at age 10 to live in Solace. You grew up tough and fast in the streets of Solace, and were an accomplished thief by the age of 15. You only had one memento of her father—a gold ring you wears on a chain around your neck.

As a child, you were skinny and tomboyish. You remained a tomboy, but filled out into an attractive young woman with striking green eyes. As your looks grew better, you began to attract male attention. For protection, you developed a rough, worldly, experienced image, but underneath you remained vulnerable and innocent. You flirt as if very experienced, but you have never known love.

One day, you tried to rob Otik Sandath, proprietor of the Inn of the Last Home, but you were caught in the act. Otik's first inclination was to have you arrested. But he was touched by the innocence he saw under the tough street-kid personality, and instead offered you a job. At first you accepted only to keep out of jail, but you grew to love Otik as a father.

For many years you have been the barmaid at the Inn of the Last Home. You gave up your thieving ways and became a fighter. You frequently serve as the Inn's bouncer, surprising many a drunk who thought you were a weak push-over. Your favorite attack is to bash someone over the head with a heavy frying pan—an old favorite in the inn trade.

You knew the Innfellows when you were just a kid, and was glad to see them when they came back. The others think of you as still just a kid, and this rankles you deeply, since you consider yourself a grown woman.

When the dragonarmies laid waste to Solace and destroyed the vallenwood tree that once supported the Inn of the Last Home, you formed a deep and abiding hatred for them, for they had destroyed the only thing you had ever truly loved.

PERSONALITY

You have a tough exterior, but inside are innocent and vulnerable. Indeed, you have certain childlike qualities, including a fascination with magic. You know a few illusionist sleight-of-hand tricks you picked up from your father. You dislike boastful and conceited men. You know how to handle men your years as a barmaid, but long for something better. You are particularly annoyed that Caramon still evidently thinks of you as just a kid. You have a fear of heights resulting from a bad fall during your career as a thief.

APPEARANCE

Height 5' 8", **Weight** 140 lb.

Age* 19, **Birthday** 23 Hidd. 332

Auburn hair, green eyes, freckles, mole on right hip.

Medium humanoid (human), Thief roguish archetype, Champion martial archetype, neutral good

Armor Class 17 (chain shirt, shield)

Hit Points 48 (Hit Dice 3d8 + 3d10 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	10 (+0)	13 (+1)	15 (+2)

Proficiencies (+3 proficiency bonus)

Saving Throws Dex +6, Int +3

Skills Arcana +3, Deception +5, Insight +3, Persuasion +5, Sleight of Hand +9, Stealth +9.

Armor Light armor, medium armor, shields

Weapons Simple weapons, martial weapons

Tools Brewer's supplies, cook's utensils, thieves' tools

Senses Passive Perception 11

Languages Abanasinian, Common, Thieves' cant

Actions

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

Frying pan. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 bludgeoning damage.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 1d4 + 3 piercing damage.

Fighter Features

Fighting Style: Defense. While you are wearing armor, you gain a +1 bonus to AC. (This is factored into the stat block.)

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 3 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

MARTIAL ARCHETYPE: CHAMPION

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

Rogue Features

Expertise. Your proficiency bonus is doubled for any ability check you make using your Sleight of Hand or Stealth skills.

Sneak Attack. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

ROGUE ARCHETYPE: THIEF

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 can 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 3 feet.

Equipment

Chain shirt, shield, short sword, daggers (2), frying pan (as mace), father's ring on neckchain, backpack, bedroll, sack, grappling hook, hempen rope 50 feet, waterskin, thieves' tools, rations (1 week).
