

APPENDIX E: LEGACY'S WAKE PLAYER HANDOUTS

This appendix contains all of the Legacy's Wake Player Handouts required to play *Legacy's Wake*. You can also find downloadable printer-friendly versions of these handouts at www.mithrilpunk.com.

In this appendix, you'll find handouts for the following encounters or scenes:

SEASON 1

Encounter 1.1 - Waking Up

- Pinned Note

Cut Scene - Last Ride of the Legacy

- Cutscene Character Cards

Encounter 2.3 - Good Ol' Fashioned Bar Fight

- Flier at the Crow's Nest

Cut Scene - Fireside

- Cutscene Character Cards
- Malevolent Flames Handout

Cut Scene - Dead and Meat

- Zombie Game Statistics

SEASON 2

Cut Scene - Work was Murder Today

- Cutscene Character Cards
- Cutscene Combat Statistics

Karstan's Inquiry, or Freedom of a Kind

- *New Legacy* Handout

Encounter 3.1 - Loss of Compassion

- Latal's Journal

Cut Scene - Long Since Fallen

- Tetrataun Game Statistics

SEASON 3

Cut Scene - Staff Meeting

- Cutscene Character Cards

Encounter 2.2a - The Prince's Armory

- Fable's End Handout

Cut Scene - The Fall of Fenrot

- Cutscene Character Cards

Encounter 4.1 - Unexpected Allies

- Assassin Lair Action Card
- Necromancer Lair Action Card

Encounter 4.5 - Assault on Fenrot

- Assault on Fenrot Army Quick Reference Cards

SEASON 4

Cut Scene - To the Docks!

- Cutscene Character Cards

Encounters 4.1 and 4.1

- Elder Tetrataun Game Statistics

SIDE QUESTS

Cut Scene - Avatar of Order

- Skol Queen Game Statistics

ENCOUNTER 1.1 - WAKING UP

Do not hesitate. Grab the Ledger. Go out the window. Swing. Head fore to the warehouse under the garden. Await pickup and return to Crow's Nest.

CUTSCENE - LAST RIDE OF THE LEGACY

SKARNAK

Troll-blooded (Hill Troll) Sailor

Hit Points 25

Armor Class 12

Saving Throws

Strength +4, Dexterity +2

Skills

Acrobatics +1, Athletics +4, Perception +2

Strong Grip. You have advantage on Athletics checks.

KALMAR

Goblin Sailor

Hit Points 20

Armor Class 14

Saving Throws

Strength +2, Dexterity +4

Skills

Acrobatics +4, Athletics +1, Perception +0

Coward. Once during the cutscene, you can take the Dash action as a bonus action.

HARBEK BATTLEHAMMER

Dwarf (hill) Sailor

Hit Points 25

Armor Class 12

Saving Throws

Strength +4, Dexterity +2

Skills

Acrobatics +2, Athletics +2, Perception +4

Maul. As an action, you can smash a dwarf-sized hole through the ship's decking with your maul.

BARAKAS WEARY

Tiefling Sailor

Hit Points 23

Armor Class 13

Saving Throws

Strength +3, Dexterity +3

Skills

Acrobatics +3, Athletics +2, Perception +2

Fire Resistance. You have resistance to fire damage.

UTHERNO BEHINDYU

Grothik (weasel-kin) Sailor

Hit Points 20

Armor Class 14

Saving Throws

Strength +2, Dexterity +4

Skills

Acrobatics +4, Athletics +2, Perception +1

Sure-footed. You have advantage on Acrobatics checks.

ENCOUNTER 2.3 - GOOD OL' FASIONED BAR FIGHT

TRUE CITIZENS OF SKYFALL, HEED!

Your city is being devastated by a plague! Orcs, goblins, traches, trolls and other dark races are draining the life from our fair city! They come here to reap the benefit of your hard work and effort. Our city, our way of life suffers from their presence!

Unite with your brethren before it is too late!

Show your support for a cleaner, Lighter Skyfall by coming to the Promenade on the 12th day of FlameEnd.

Brought to you by the kind hearts and generous pockets of Captain Artis Mendale, Senator Welgan Malbridorn and High Priest Listra Lanis.

DARK RACES NOT WELCOME!

CUTSCENE - FIRESIDE

TOLFAR

Dwarf (mountain)

Strength 1d8

Courage 1d10

Speed 1d6

Hardy. Your Strength cannot be reduced below 1d4. If you take unspecified damage, you cannot choose Strength to take the damage.

FEARLESS TEK

Tiefling

Strength 1d6

Courage 1d12

Speed 1d6

Fire Resistance. For one room in this cutscene, you do not take damage from fire. After that room, the intensity of the head has worn down even your resistance.

GROK

Troll-blooded (hill troll)

Strength 1d10

Courage 1d8

Speed 1d6

Regeneration. Once during the cutscene, you can immediately regain 2 Strength and 1 Speed.

TELLEN FELL

Human

Strength 1d8

Courage 1d8

Speed 1d8

Stern Resolve. Once during this cutscene, you can reroll any one failed saving throw.

POK POK

Goblin

Strength 1d6

Courage 1d8

Speed 1d10

Shifty. Once in this cutscene, you can apply your Speed to overcoming an obstacle twice.

MALEVOLENT FLAMES

Inspire Terror. The roar of the fire inspires terror in one creature. Choose one of the remaining Fire Watch. That character must make a DC 14 Courage saving throw or take one Courage damage.

Turn up the Heat. The room swells with heat that beats against the Fire Watch. Each Fire Watch member in the room must make a DC 12 Courage saving throw. Anyone who fails takes 1 damage as the heat overwhelms their will to continue.

Consume Flesh. Flames rip from the walls or ceiling, reaching out toward a Fire Watch member with unnatural focus. Choose one of the remaining Fire Watch. That character must make a DC 14 Strength saving throw, or take one damage from the fire.

Licking Flames. The floorboards erupt with fire under the Fire Watch. Each Fire Watch member in the room must make a DC 12 Speed saving throw or take 1 damage from the fire.

CUT SCENE - DEAD AND MEAT

FILTHCASTER ZOMBIE

Medium undead, chaotic evil

Armor Class 14 (natural)

Hit Points 39

Speed 30 ft.

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

Saving Throws Constitution +4

Skills Perception +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands the languages it knew in life but can't speak

CR 2

Aura of Filth. All living creatures within 30 feet of a filthcaster zombie have disadvantage on attack rolls made against it.

ACTIONS

Filthy Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage, and the creature must make a DC 12 Constitution saving throw or be incapacitated until the end of their next turn.

Fling Filth (Recharge 5–6). Choose up to three creatures, all of which must be within 30 feet. If the target is a zombie, it rolls an additional 1d4 when attacking and adds the result to its attack roll. If the target is not a zombie, it must make a DC 12 Wisdom saving throw. On a failed save, the target must roll an additional 1d4 when attacking and subtract the result from its attack roll. This ability requires concentration (as though concentrating on a spell).

This zombie is covered and sickening filth. It carries a nauseating stench and flings its filth at its enemies.

HOARDBURSTER ZOMBIE

Large undead, chaotic evil

Armor Class 12

Hit Points 52

Speed 20 ft.

STR 17 (+3)	DEX 9 (-1)	CON 14 (+2)
INT 5 (-3)	WIS 10 (+0)	CHA 4 (-3)

Saving Throws Constitution +4, Wisdom +2

Skills Perception +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands the languages it knew in life but can't speak

CR 2

Cleave. If the hoardbuster reduces an enemy to zero hit points, it can make a melee attack as a bonus action.

Death Throws. When the hoardbuster is reduced to zero hit points, the magic holding it together is released in a violent burst of bone fragments and rotting flesh. Each creature within 15 feet must make a DC 14 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed save, or 7 (2d6) piercing damage on a successful one.

ACTIONS

Multiattack. The hoardbuster makes two cleaver attacks.

Cleaver. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) slashing damage.

All zombies are gross piles of rotting death, these zombies make the other zombies look fit for the senate chamber. Grossly bloated and somehow standing nearly 9 feet high these bulbous monstrosities are among the most feared weapons of Fenrot.

OATHBREAKER ZOMBIE

Medium undead, lawful evil

Armor Class 16

Hit Points 52

Speed 30 ft.

STR 16 (+3)	DEX 10 (+0)	CON 14 (+2)
INT 8 (-1)	WIS 7 (-2)	CHA 12 (+1)

Saving Throws Wisdom +0, Charisma +3

Damage Immunities poison

Damage Resistances fire

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

CR 2

Vow of Enmity (Recharge On Short Or Long Rest). As a bonus action, choose one creature within sight. The oathbreaker gains advantage on all attack rolls against that creature for 1 minute.

ACTIONS

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Necrotic Touch. One undead creature touched regains up to 40 hit points. You need not spend all 40 hit points in one touch. Once all 40 hit points have been spent, this ability cannot be used until the oathbreaker takes a long rest.

Grave Breath. Each creature in a 15 foot cone must make a DC 12 Dexterity saving throw, taking 3d6 fire and 3d6 necrotic damage on a failed save, or half damage on a successful one.

This zombie was a paladin in its prior life that broke one or more of its sacred vows.

RAVENOUS HOARD

Huge swarm of Medium undead, chaotic evil

Armor Class 11

Hit Points 52

Speed 40 ft., Climb 20 ft.

STR 16 (+3)	DEX 12 (+1)	CON 12 (+1)
INT 5 (-3)	WIS 7 (-2)	CHA 3 (-4)

Saving Throws Wisdom +0

Damage Immunities poison

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

CR 2

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny wasp. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Slams. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) bludgeoning damage, or 7 (2d6) bludgeoning damage if the swarm has half of its hit points or fewer.

Tear Limb from Limb (Recharge 6). Each creature in the swarm's space must make a DC 13 Constitution saving throw, or suffer disadvantage on all Strength and Dexterity checks and saving throws until healed.

This horde is a huge swarm of zombies and skeletons crawling all over each other.

SPELLBLIGHT ZOMBIE

Medium undead, neutral evil

Armor Class 13

Hit Points 32

Speed 30 ft.

STR 8 (-1)	DEX 12 (+1)	CON 14 (+2)
INT 5 (-3)	WIS 7 (-2)	CHA 7 (-2)

Saving Throws Constitution +4, Charisma +0

Skills Perception +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages it knew in life but can't speak

CR 2

Remnants of Power. A spellblight zombie treats all spells it casts as though it had a spellcasting ability score of 16 (spell save DC 13, +5 spell attack bonus)

ACTIONS

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

Loosen the Chain. The spellblight zombie calls on its master to relinquish control long enough to unleash a blast of magic. The spellblight zombie makes all decisions regarding the spell that is cast, but cannot control which spell that is. Roll 1d6:

1 - 2: 1st level spell (*witchbolt*)

3 - 4: 2nd level spell (*scorching ray*)

5 - 6: 3rd level spell (*slow*)

All spells are cast at their minimum level. Each spellblight zombie is created with different spells, but once selected they cannot be changed. The default option is listed next to each result above, but feel free to change them as needed. Note that if you choose a damage dealing spell in the 3rd level slot, you should increase the zombie's CR by one.

Unlike most zombies, this creature has retained a large portion of the arcane might it had in its previous life. However, it is enthralled by a powerful necromancer, restricting its access to power at the necromancer's discretion.

CUTSCENE - WORK WAS MURDER TODAY

KRUM

Half-orc Laborer

Krum is tall, jovial, and loves jokes about gnomes. He is the general laborer of the crew, assigned to most loading, hauling, and heavy lifting. Krum has been unlikely friends with Gavin Gearwinder since childhood; they grew up in the dregs together.

FARIS HULLMENDER

Half-elf Carpenter

Faris wears her blond hair cut very short and collects poems about sea life. Faris is the carpenter of the crew. She completes any repairs that require woodwork. Faris has known Gartok Reefbreaker for more than two decades; they fought together during the Trade Wars.

GAVIN GEARWINDER

Gnome (rock) Mechanic

Gavin has vibrant green hair, the product of an alchemical experiment gone wrong. Gavin is the mechanic of the crew, repairing anything with more intricate parts when possible, and assisting Faris and Gartok when not. Gavin helped Krum get a job with the repair crew even though he has little in the way of trained skills. They have been friends since childhood.

GARTOK REEFBREAKER

Dwarf (hill) Blacksmith

Gartok's dark skin is webbed with numerous scars. Some are clearly from the forge, others appear to be older and much more painful. Gartok doesn't talk about them. Gartok is the blacksmith of the crew, repairing most metalwork, as well as maintaining all of the crew's tools. Gartok and Faris fought side by side in the Trade Wars; Gartok considers Faris family through and through.

PALE WIND

Skol Painter

Pale Wind is thin for a skol with vestigial wings. She believes she is meant to become a new queen for her people. Pale Wind is the crew's lead painter. Though she is relatively new to the crew, they have quickly taken a liking to her because of her quick wit and terrific singing voice. She regularly entertains the crew with whistles and songs to make particularly troublesome projects more pleasant.

CUTSCENE - WORK WAS MURDER TODAY, CONT.

KRUM

Half-orc Laborer

Hit Points 40

Armor Class 12

Speed 30 ft.

Strength Attacks +5

Dexterity Attacks +3

Damage is based on whatever weapons you can improvise. Get creative!

FARIS HULLMENDER

Half-elf Carpenter

Hit Points 35

Armor Class 13

Speed 30 ft.

Strength Attacks +3

Dexterity Attacks +5

Damage is based on whatever weapons you can improvise. Get creative!

GAVIN GEARWINDER

Gnome (rock) Mechanic

Hit Points 35

Armor Class 14

Speed 25 ft.

Strength Attacks +4

Dexterity Attacks +4

Damage is based on whatever weapons you can improvise. Get creative!

GARTOK REEFBREAKER

Dwarf (hill) Blacksmith

Hit Points 40

Armor Class 13

Speed 25 ft.

Strength Attacks +5

Dexterity Attacks +3

Damage is based on whatever weapons you can improvise. Get creative!

PALE WIND

Skol Painter

Hit Points 35

Armor Class 13

Speed 30 ft.

Strength Attacks +4

Dexterity Attacks +4

Damage is based on whatever weapons you can improvise. Get creative!

NEW LEGACY

Combat Statistics

Hit Points 650

Armor Class 20

Speed 50 ft., fly 125 ft.

Crew Skill +5

Ship Attack +4 (total +9)

Initiative +5

Damage 4d8x10

Captain Wilder

A typical day for Wilder starts with an early sunrise far above the cloud line, has some sort of shipboard violence in the middle, and almost always ends with Wilder getting paid. This privateer pirate-hunter is an ace pilot and captain, and is fiercely loyal to her crew. She is no stranger to violence, though she is much less bloodthirsty than one might expect from an airship captain.

New Legacy

Originally ordered in secret by one of the more salacious royals of the Twelve as a “defensive pleasure yacht”, the hull was drafted into service after *Legacy's Wake* went down in an armada storm, thereby ensuring the Twelve would cover the bill.

From inception, this highly modified Large Airship was built to be the fastest, toughest thing around; it sacrifices a heavy onboard armament for increased mobility and a hull like a troll's forehead. The ship is laid out specifically for boarding actions, depositing a crack team of marines on an enemy ship in order to avoid as much gunplay as possible, though she has a few of her own as well.

The craft itself is built as sparingly as possible while still retaining combat strength. The decks are solid and the rails are excellent protection from both missile weapons and falling overboard. There are also several ramps and grapple hooks on hand to assist with an awkward boarding action. However, beneath the decks things get cramped quickly.

Most of the space below is taken up by New Legacy's crystal, an extremely pure and powerful piece of craftsmanship needed to give the ship its fleetness despite having such a hardy frame. Crew quarters are cramped and often tucked away in the most unusual corners. The stores room is even smaller, just a pantry that doubles as kitchen, and food stashed in any storage space around the ship. The vessel can hold around two weeks provisions when full, but the crew stretches that by reprovisioning when convenient.

If it isn't sleeping or cooking, it's done on deck. Though private space is at a premium, New Legacy has ample deck space for the very few people it can support. It means getting used to constant wind and exposure to rain, sleet and cold all the time, and it is also the reason why sailors favor dominoes over cards. But it also means having the space to stretch out, run a few drills or craft some arrows. Having the best damn view in the world certainly doesn't hurt either.

LATAL'S JOURNAL

Waxing Gibbous

It was a momentous day for our little church. I received a long forgotten history on religion in a shipment of medical books and had begun reading it out of curiosity when only a few pages in I found what must certainly be a reference to the low god and his brother. The entire book seems outlines nearly every tennent that we have uncovered over the years and adhere to now, but goes far beyond our knowledge of the low god's intent, and his powers.

A few of the passages outline methods for imbuing the faithful with the power of the low god, but each of them warns that our mortal vessels collapse under the weight of a diety. Several of the church members have asked me to experiment with these methods on the patients here, so that once we perfect the method we can empower ourselves...

There is one passage in particular that speaks of a coming war, and that an avatar of the low god's might will be chosen from those who have dedicated themselves to his glory. I would be that avatar, if I could so help it. And who would stand in my way?

Nearly New

The first experiment was... enlightening. With the aid of a few orderlies I attempted to augment the strength of one of my patients with a canticle from the history book. I could feel verdant power streaming through me, but the more I attempted to direct it, the more it fought me. With each wave of energy that blasted forth from me, the patient's body writhed in torment and warped itself into new shapes of flesh and bone. Finally, I simply gave in to the whim of the ritual, and only then did the creature begin to show signs of life and strength. When the ritual was over, the pathetic being lay still on the table, but when the orderlies approached to return it to its cell, it lurched forward like lightning.

They will be missed...

Waning Crescent

Gorun brought me a bowl that someone had dropped in the collections box for the asylum. It is ancient, covered in archaic skol and caked with dark mud, but through all that he could still make out the word for "Uncontained", the name the Skol gave to the low god. I'm not sure what the significance is but I've set Katille to cleaning it and recording the inscriptions.

Last Quarter

We have discovered another passage referring to a "chain of sacrifice", a ritual slaying of multiple sacrifices in which each life taken strengthens the one who took it. This last vessel can be imparted to the low god, giving it much strength and praise. This sounds useful, and we have made plans to attempt this ritual as soon as a suitable group can be identified.

Waning Gibbous

This bowl is more important than anything the church has ever uncovered. It contains a complete history of the fall of the low god during the time of the Skolqueens, and the high god's rise to power. Apparently the skol found themselves at odds with the high god, because the inscriptions describe a variety of methods to fight the high with powers from the low. That the skol would ever side with the low is a fact that most have now forgotten, but I will learn what they did to aid the church.

The Chain of Sacrifice was a success, with the added benefit of leaving behind a living body with no will of its own. I ordered Gorun to bring the body to the asylum; having no immutable soul within to wage even a futile battle against the power of the low god, it is the perfect vessel for my next experiment.

Full Moon

The experiments are more successful when the bowl is present. I thought it only an anomaly at first, but after four complete transformations in a row with no loss of life, I cannot ignore the impact that this artifact is having on our rituals. Perhaps there are ways to actually incorporate it into the ritual proper instead of simply having it in the room. There is another passage about a vessel of sunlight for the blood that is spilled, perhaps this is an oblique reference to the copper bowl?

Waxing Gibbous

It is important to remember that the low god's influence wants no leash. I feel as though the rituals are guiding me, not that I am utilizing them. Each time I let the incantations flow through me, I feel a little less need to guide them. The beauty of chaos is that it provides all answers, just no order.

Experiment #8 was almost successful. The ensuing creature was greatly strengthened, given new and vicious limbs with which to rend flesh and break bone, but for some reason the patient's head underwent no transformation. In fact, the head retained it's broken sanity long enough to realize that it was no longer in possession of (much less in command of) it's old body, and simply began screaming in terror as the body went about the most unspeakable deeds with the other patients in the room. We finally had to destroy it, as the head would not quit screaming, which proved unsettling for anyone in earshot. Perhaps with the next experiment we will simply remove the head.

First Quarter

That damned skinbreather has brought the attention of the senate upon us. Should these fools pry too much, we may have to change our plans. I've already ordered Gorun to bring Compassion to my chambers before the Inquiry returns. I have been informed by an unknown party that my destiny lies east, toward the Godspeak Mountains and an ancient library apparently founded by a sect of our very own Wardens of Life. This unknown benefactor gave me the name Kia Kren. What could it mean?

CUTSCENE - LONG SINCE FALLEN

PRIMITIVE TETRATAUN

Large monstrosity, neutral good

Armor Class 17

Hit Points 228

Speed 30ft.

STR 22 (+6)	DEX 10 (+0)	CON 20 (+5)
INT 12 (+1)	WIS 18 (+4)	CHA 16 (+3)

Saving Throws Strength +10, Dexterity +4, Constitution +9

Damage Immunities thunder; bludgeoning, piercing, and slashing from non-magical weapons

Skills Athletics +10, Arcana +5

Senses truesight 120 ft., passive Perception 14

Languages Any (tongues)

CR 11

Destroyer of Abominations. The tetrataun scores a critical hit against servants of the low god on an 18-20.

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

Magic Weapons. The tetratauns weapon attacks are magical.

ACTIONS

Multiattack. The tetrataun makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 3d10+6 (22) bludgeoning damage.

Howling Roar (Recharge 5-6). Each enemy creature within a 60-foot cone must make a DC 17 Constitution saving throw, taking 10d10 (55) thunder damage on a failed save, or half that amount on a successful one.

CUTSCENE - STAFF MEETING

FALA HEARTSTEALER

Half-elf

Outwardly, Fala runs the Fair Lady, one of the nicer brothels in the Dregs. She is actually the head of the segment of the Twelve that governs the dregs, making her favor extremely important. If Fala wins, the party can call on her for a favor once per session. She has contacts just about everywhere in Skyfall, so the favor can be nearly anything reasonably accomplished in the city.

KRAST THE KNIFE

Grothik (weasel-kin)

"Both k's are silent". Krast, a Grothik, is the head assassin for the Twelve. He commands the loyalty of any members of the Twelve with a penchant for quiet bloodshed. If Krast wins, the party can call upon the services of an Assassin once per session. The assassin will join them for one encounter for free, after which he or she will require payment (at 250gp per encounter).

TIMOTHY SMALLS

Human

Smalls is a human who works as a low level money-changer at the Docks. This is of course a front. No coin changes hands at the Docks that Smalls isn't at least aware of. Should Smalls win, the party will receive a stipend of 100g per character per session as his tribute from the deals that Smalls oversees on the docks.

VALEN HIGHMANTLE

Elf (high)

Valen is an elven mage apprenticed to Tar Draziw, the high magister of the Twelve. He is a font of arcane knowledge and a direct connection to the arcane might of Tar Draziw. Should Valen win, the party can call upon the combined arcane knowledge of Valen and Tar once per session (they can make an Arcana check on the party's behalf with advantage and a +7 bonus). Alternatively, they can use Valen's spellcasting services. He will cast up to 10 total levels of spells for the party with no cost, but no individual spell can be higher than 5th level.

POL RATAN

Goblin

Pol is a goblin with a vast reach. His spy network is second to none. He has a multitude of information on nearly every member of Skyfall, both good and bad. If Pol wins, the party can ask Pol for information once per session at no cost. Depending on the rarity of the knowledge, he has a chance to know the information as shown below:

Common Knowledge (A senator's name): 100%

Uncommon Knowledge (The senator's mistress' name): 75%

Rare Knowledge (the senator's boyhood friend): 50%

Very Rare Knowledge (the senator's dark secret): 25%

FABLE'S END

The Story of Fable's End

An origami katana folded from the last page of the last story ever written by the creator, Fable's End is one of the most powerful weapons ever created. It is said that anyone who unfolds the blade will learn the secret of the end of all things. So far none have succeeded and those that have tried have lost many fingers trying to unfold its razor sharp creases.

History. Fable's End is the finest creation of the fabled Papersmith. Little is known of the Papersmith but legend tells of an angelic half-breed who traveled the worlds beyond the veil of creation, seeking to understand the truth of the creator's story. Though she never learned the truth, along the way she learned to turn the creators written word into power tolls and weapons.

Destroying the Blade. The Papersmith (if she could be found) can unfold the blade revealing how the world ends to the owner of the blade. The owner could read this page aloud causing all creatures within 60 feet (including the reader) to die instantly.

Fable's End

Weapon (longsword), artifact (requires attunement)

An origami katana folded from the last page of the last story ever written by the creator, Fable's End is likely one of the most powerful swords in existence. It is said that anyone who unfolds the blade will learn the secret of the end of all things. So far none have succeeded, though many have lost fingers trying to unfold its razor sharp creases.

You have a +2 bonus to attack and damage rolls made with this magical katana (longsword). It counts as a finesse weapon. As a bonus action, you can recite a haiku about a single creature you can see within 100 feet. Until your next short rest, Fable's End functions as a +3 weapon and deals an additional 2d6 slashing damage, but only when attacking that creature.

Hidden Secrets. You may study the katana briefly to gain a glimpse at the creator's work. As an action, you can expend 1 or more hit dice to activate any one of the following powers, using Constitution as your spellcasting ability score:

Damage Unwritten. You can expend 1 hit dice to cast the spell *mind over matter* without requiring material components.

Original Utterance. You can expend 5 hit dice to cast *rippling thunder* without requiring material components.

Paper Storm. You can expend 10 hit dice to cast *iron whirlwind* without requiring material components.

The End. You can expend 20 hit dice to cast *leviathan's bellow* without requiring material components.

CUTSCENE - THE FALL OF FENROT

FENROT NECROMANCER

Medium humanoid (varies), lawful neutral

Armor Class 13

Hit Points 30

Speed 30 ft.

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

Skills Arcana +5

Senses Vision per race, **passive Perception** 11

Languages Common, Draconic

CR 2

Spellcasting. The necromancer is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, spell attack +5). The necromancer has the following wizard spells prepared:

Cantrips (at will): *chill touch, minor illusion, prestidigitation, ray of frost*

1st level (4 slots): *false life, fog cloud, magic missile, ray of sickness*

2nd level (3 slots): *abrupt animation, ray of enfeeblement, shatter*

ACTIONS

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

BONUS ACTIONS

Cantrip (Recharge 6). The necromancer can cast a cantrip as a bonus action.

ENCOUNTER 4.1 - UNEXPECTED ALLIES

NECROMANCERS

On initiative 10 (losing all ties), the party can direct the necromancers to use one of the following lair actions:

Chill Touch. +5 to hit, 1d8 necrotic damage, and the target cannot regain hit points until after initiative count 10 on the following round.

False Life. The necromancers cast False Life, benefiting one party member of the party's choice (unlike a normal false life spell).

Ray of Frost. +5 to hit, 1d8 cold damage, and the target's speed is reduced by 10 feet for one round.

ASSASSINS

On initiative 20 (losing all ties), the party can direct the assassins to use one of the following lair actions:

Sneak attack. +5 to hit, 1d6+3 slashing damage. If the assassins have advantage on the attack, it deals an additional 2d6 damage.

Hamstring. +5 to hit, 1d6+3 damage, and the target grants advantage on attacks against it until after initiative count 20 on the next round.

Poison. +5 to hit, 1d6+3 slashing damage, and the target must make a DC 11 Constitution saving throw or take and additional 2d6 poison damage.

ENCOUNTER 4.5 - ASSAULT ON FENROT

ASSASSINS

On initiative 20 (losing all ties), the party can direct this unit to take one of the following lair actions. These actions can only target other units, not the dragon or the PCs.

Sneak attack. +5 to hit, 1d6+3 slashing damage. If the assassins have advantage on the attack, it deals an additional 2d6 damage.

Hamstring. +5 to hit, 1d6+3 damage, and the target grants advantage on attacks against it until after initiative count 20 on the next round.

Poison. +5 to hit, 1d6+3 slashing damage, and the target must make a saving throw or take an additional 2d6 poison damage.

NECROMANCERS

On initiative 10 (losing all ties), the party can direct this unit to take one of the following lair actions. These actions can only target other units, not the dragon or the PCs.

Chill Touch. +5 to hit, 1d8 necrotic damage, and the target cannot regain hit points for one round.

False Life. The necromancers gain 1d10+3 temporary hit points.

Finger of Death. The necromancers complete a ritual (sacrificing some of their power) to use this ability. The necromancers take 20 damage. One unit must make a saving throw, taking 7d8+30 necrotic damage on a failed save, or half as much on a successful one.

GRIMLOCKS

On initiative 15 (losing all ties), the party can direct this unit to take one of the following lair actions. These actions can only target other units, not the dragon or the PCs.

Warriors. +5 to hit, 1d8+3 slashing damage.

Hunters. +5 to hit, 1d6+3 piercing damage, and the target grants advantage to the next attack made against it.

Darkseers. +4 to hit, 1d8 necrotic damage, and the target must make a saving throw or be blinded for one round (blind units have disadvantage on attack rolls).

UNDEAD HORDE

On initiative 5 (losing all ties), the party can direct this unit to take one of the following lair actions. These actions can only target other units, not the dragon or the PCs.

Skeleton Archers. +5 to hit, 1d8+3 piercing damage.

Zombie Shock Troops. +5 to hit, 1d6+3 bludgeoning damage, and the next attack that hits the horde deals half damage.

Ghasts. +4 to hit, 1d6+3 slashing damage, and the unit must make a saving throw or become paralyzed for one round.

CUTSCENE - TO THE DOCKS!

SENATORS & GUARDSMEN

Hit Points 25

Physical +3

Social +5

The few surviving senators can talk their way past anything, and for everything else they have guards. They automatically succeed on Social checks against Looters and Physical checks against the Rampaging Abominations.

FIRE WATCH

Hit Points 30

Physical +5

Social +3

The Fire Watch is no stranger to crumbling buildings and debris. They automatically succeed on Physical checks against Collapsed Buildings and Nets.

CUTSCENE - TO THE DOCKS!, CONT.

DREGS FAMILIES

Hit Points 25
Physical +4
Social +4

The families from the Dregs are devoted to each other and surprisingly well-organized. They automatically succeed on Social checks against the Slithering Eye and to navigate the Maze of Alleys.

CRAFTSMEN

Hit Points 25
Physical +4
Social +4

The craftsmen are trudging through the streets with their most prized possessions and can use them to their advantage. They automatically succeed on Physical checks to cross the Chasm, as well as Social checks against the Looters.

BAELFYRE INMATES

Hit Points 30
Physical +3
Social +3

The Baelfyre Inmates are, well, insane. Their mad capering allows them to automatically succeed on Physical checks against the Rope Bridges through sheer blind luck and mad fearlessness. The abominations also see the inmates as their own kind. They automatically succeed on Social checks against the Slithering Eye and Physical checks against the Rampaging Abominations.

ENCOUNTER 4.1 - NOTHING WILL STAND IN OUR WAY

ELDER TETRATAUN

Huge monstrosity, lawful neutral

Armor Class 21

Hit Points 320

Speed 40 ft., swim 30 ft., climb 30 ft.

STR 24 (+7)	DEX 10 (+0)	CON 22 (+6)
INT 14 (+2)	WIS 20 (+5)	CHA 16 (+3)

Saving Throws Strength +13, Dexterity +6, Constitution +12

Damage Immunities thunder; bludgeoning, piercing, slashing from non-magical weapons

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 15

Languages telepathy 120 ft.

CR 20

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

Magic Weapons. The tetrataun's weapon attacks are magical.

Destroyer of Abominations. The tetrataun scores a critical hit against servants of the low god on an 18-20.

ACTIONS

Multiattack. The tetrataun makes 4 slam attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 4d10+7 (29) bludgeoning damage.

Bellowing Roar (Recharge 5-6). Each enemy creature within a 60 foot cone must make a DC 20 Constitution saving throw, taking 14d10 (77) thunder damage on a failed saving throw, or half that amount on a successful one.

CUTSCENE - AVATAR OF ORDER

SKOL QUEEN AVATAR

Large humanoid (skol), lawful neutral

Armor Class 19

Hit Points 250

Speed 40 ft., **Burrow** 30.

STR 22 (+6)	DEX 10 (+0)	CON 20 (+5)
INT 14 (+2)	WIS 13 (+1)	CHA 17(+3)

Saving Throws Dex +5, Con +10, Wis +6, Cha +8

Skills Athletics +11, Perception +6

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Skol

CR 13

Legendary Resistance (3/Day): If the Queen fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The Queen can use its Psychic Shock ability, then **Bite**, Coral Slam, and Crush in any order.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Coral Slam. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage plus 3 (1d6) poison damage.

Crush. *Melee Weapon Attack:* +12 to hit, reach 5 ft., all targets in range. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Psychic Shock. Each creature of the queen's choice within 30 feet of her is subjected to the howling echo of the silent chorus. They take 3d6 (10) Psychic damage and have disadvantage on their next attack save for half damage and no disadvantage.

LEGENDARY ACTIONS

The queen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The queen regains spent legendary actions at the start of its turn.

Coral Body. The queen regains 2d6 (7) hit points.

Crushing Body. The Queen makes a crush attack.

Acid Spray. The Queen sprays a glob of poisonous acid at a target within 30 feet. The target must make a DC 14 Dexterity saving throw, taking 3d6 (10) acid damage and 3d6 (10) poison damage on a failed saving throw, or half those amounts on a successful one.