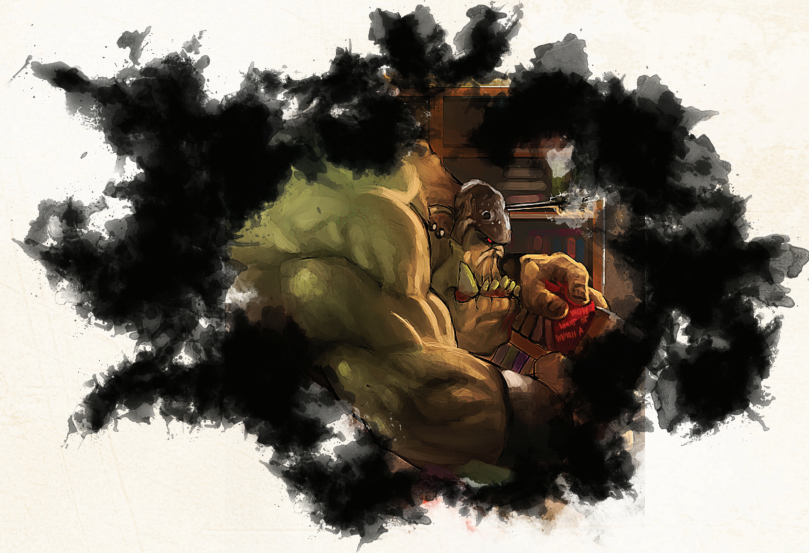

HEROES OF HIGH FANTASY



GREENSKIN DIPLOMACY

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INSTRUCTIONS

This adventure module is designed to be played at any level and in any campaign setting. The appendix includes statblocks for all of the monsters within this adventure at ‘Beginner’, ‘Intermediate’, and ‘Advanced’ challenge ratings. Beginner challenge rating is considered level 1-5, intermediate is 6-10, and advanced is any level 11 or higher. You are free to add more monsters than stated in each section of the encounter to make things more difficult if needed.

We’ve also included this beginner / intermediate / advanced challenge rating mechanic within the adventure itself. Various skill checks will require higher or lower numbers depending on which difficulty setting you’re running. It’s presented as follows: Make a **DC 10** (beginner)/**15** (intermediate)/**20** (advanced) Dexterity check to unlock the door. This way you can keep the adventure flowing nicely without flipping back and forth to determine the appropriate challenge.

RESOURCES

Beginner **pre-generated characters** for this adventure can be found at www.nordgamesllc.com. They include a human fighter relative of the mayoress, an elf warlock and ally of the town guard, a halfling bard seeking tales to tell, a half orc fighter with a chip on their shoulder, and a human rogue with a violent past.

Additionally, a digital version of the **map** in this module can be found at www.nordgamesllc.com. We recommend that you have a full poster-size version if you intend to use the map with miniatures.

EXPERIENCE REWARDS

Experience gained during this module will vary depending on difficulty level of the monsters (see appendix A-C). Experience rewards based on player actions are at your discretion, but it is recommended to average around 100 XP per player, per hour. If using level one characters, they will likely level up before Part 4, which will aid them greatly in their final fight. Also, make sure to award experience for roleplaying, especially when using the pre-generated characters, as they each have a connection to the story or the NPCs within it.

INTRODUCTION

This adventure is intended to be used in any campaign setting and at any party level (see ‘Instructions’). This particular adventure takes place in a medium-sized village or small town. Most of the NPCs within this adventure are human, but they can easily be substituted for other common races to best suit your campaign.

OVERVIEW

Greenskin Diplomacy is a short adventure which should fill an average gaming session of 3-4 hours.

It begins after a town is attacked in the dead of night by a band of orcs. After their initial strike, they quickly retreat—unusual behavior for these usually bloodthirsty marauders—leading some to suspect that these orcs are acting under orders for some other purpose. After a discussion in the square (where mayoress **Falka Clelland**’s authority is called into question by the stonemasons’ guild’s leader **Urstan Muirre**), the party are approached secretly to track the orcs down to where they have made camp, find out why they are there, and deal with the problem.

Once the adventurers get there and start to investigate (either covertly, or under the guise of a parley), it soon becomes clear that the orcs have been hired by **Urstan Muirre**. **Urstan** has been petitioning the mayoress for some time now to build a wall around the town (for which he would be paid handsomely), but there is little money left in the town’s coffers after a harsh winter. **Urstan**

took this as a personal and professional slight, and hired the orcs to expose the town’s defenses, and leadership, to be inferior. Little does he know that the orcs fully intend to take his money and sack the town anyway.

PART 1: THE NIGHT RAID

Read the following when you are ready to begin:

You are jolted awake by the sound of a horn blowing. People in the street are screaming in panic, and one voice above all the others shouts, “Orcs! We’re under attack!”

Pushing your way against the fleeing townsfolk and towards the sounds of combat, you make it to the outskirts of town, where a handful of guardsmen are locked in battle with a dozen howling, fur-clad orcs who are clearly getting the better of them.

The **12 orcs** are more interested in probing the defenses than fighting and plunder on this occasion, so will sound the retreat quickly once the party put up a strong resistance. An additional **6 orcs** are arranged at distance, and will make volley attacks with their flaming arrows (with disadvantage due to the darkness and range) towards the defenders and the buildings on the edge of town.

Any orcs who were seriously injured in the fighting will be dragged away by their companions to be healed at camp and fight again another day. The **5 guardsmen** present are surprised, disorganized, and tired, so contribute little to the fight. A character



familiar with orcs will know it is unusual for them to be driven off so easily, or a guardsman (assuming one survives) may comment on it.

By the time the orcs have been driven off, the townsfolk have retrieved water from the wells and put out any fires that may have started due to the orc's flaming arrows. Others have gathered in the town square around mayoress **Falka Clelland**, and are clamoring for a response, **read:**

A middle-aged human woman with her red hair tied in a long plait, and wearing a mayoral chain stands on a raised wooden stage, trying to make herself heard over the crowd, who are shoving each other and shouting for a counter-attack. Their ringleader, an old man dressed in the stonemasons' guild colors is telling anyone who will listen that the town needs a wall to be constructed (...and a new mayor wouldn't hurt while we're at it!)"

If the party attempt to make themselves known, **Falka** will pretend not to hear them over the crowd but will motion to **Byrn Mattock**, captain of the guard, to quietly take them aside. Alternatively, she may spot them in the crowd herself, to the same effect.

Byrn Mattock, a sturdy dwarf woman, leads the party to a guard house close to the site of the attack, and addresses them quietly:

"I don't like this one bit. I've never know orcs to retreat with such little fight. You ask me, there's more to this than a simple raid. I can't spare the men to look into this, but that's where you come

in. The mayoress will pay you a fair reward if you track these orcs back to where they've made camp, find out what's what, and report back." She eyes your weapons approvingly. "You look like you can handle yourselves; drive those greenskins out for good and I'll throw in a bonus."

Captain Mattock offers the party **60 / 300 / 1,200 gold pieces** if they report back with the orcs plans, with an additional **20 / 100 / 400 gold pieces** for sabotaging these plans (most simply by killing them). If asked, she suspects that the orcs are a mercenary force paving the way for a larger attack.

When the party decide to follow the orcs, read:

The orcs are easy enough to track, having trampled through the muddy, empty fields at the edge of town and flattened the vegetation in a clear path beyond that. Their tracks lead through a small woodland for an hour or so and then turn towards the gap-toothed profile of a ruined fort, squatting on a small hill. From the crumbling walls, you hear a roaring noise and the unmistakable sound of orcs cheering and laughing.

PART 2: THE WAY IN

Depending on the party's plan, they may have two very different ways of approaching the keep.

The most direct approach would be to accept a parley from the orcs, and be taken to the **chief** in the **audience chamber**. Infiltrating the keep covertly will likely take the party through the trees around the keep, over the outer wall and up to the **rooftop**. A full frontal assault is, of course, an option as well. Any of these options could result in the following areas being encountered in any order.

1. COURTYARD

The walls of the **courtyard** are mostly collapsed and overgrown, but there is enough surviving stonework to act as viewing platforms for the orcs' entertainment. In this area, wooden stakes have been hammered into the ground to form a fighting pit.

When the party approaches this area, read:

As you approach, the source of the noise becomes clear. In what was once the courtyard, the orcs have constructed a makeshift arena. A few orcs cheer from the battlements while another, stripped to the waist is grappling with a bellowing bear in a circle of wooden stakes.

If the party announce their presence, or get reasonably close before mounting an attack, an **orc** watching proceedings will spot them and shout out, "You bringing the gold?", gesturing to them

to follow, and will lead them through the ruins to the **chief** in the **audience chamber**.

The **orc** is happy to lead them in sullen silence but, if engaged in conversation, 'knows' they are here on a mercenary job for, "some hoity-toity townsman", but the chief doesn't share the details of their employer with them.

If the party is aggressive, or has openly fought orcs in other areas, the **5 orcs** in this area will hammer away a few of the wooden stakes and try to funnel the **bear** towards them to attack, throwing projectiles at the party from the walls as it does so.

2. GUARDROOM

The **orc shaman** has set up residence in this room, along with his **2 worgs**. The roots of a large tree have worked their way through the northeast corner, collapsing part of the wall and creating a possible entry or exit point.

When the party enters this room, read:

This room is scattered with rubble from a partly collapsed ceiling, and is filled with the smells of pungent herbs and wet dog. Two worgs bay and snap at each other, hackles raised. Behind them, an old orc with a bandaged eye leaning heavily on a crooked staff is tending to a wounded orc warrior. His healing craft leaves a lot to be desired, and his patient is thrashing with pain, and you can hear his teeth grinding with tension.

TREASURE

This room contains many crude potions, elixirs, and healing totems of orc make. Of these, **4 healing potions** stand out, with their good quality glasswork marking them as likely stolen goods.

3. FEAST HALL

This room is the main gathering place for the orcs camped here. **6 orcs** are currently sharing a meal on the rotted long table.

When the party enters this room, read:

The feasting hall was once a very grand room. You can just about make out tattered and moldy tapestries hanging from the walls and, even in their splintered and rotting state, the wooden columns are richly carved. Six orcs are stuffing the half-cooked meat of some unfortunate animal into their mouths and talking loudly around a long table.

A **DC 10 / 12 / 14 Wisdom (Perception)** check will reveal that the ceiling is sagging and ready to collapse, and that the columns supporting it are rotted and weak. A column can be knocked down with a **DC 12 / 16 / 18 Strength (Athletics)** check, triggering the ceiling to collapse. Every creature at least 5 ft. into the room must make a **DC 13 / 15 / 17 Dexterity saving throw**, or take **1d6 / 2d6 / 3d6 bludgeoning damage**. The collapse will also attract the **strangler**, which will wait for an opportune moment to grab an isolated creature and drag them to its **lair** on the **rooftop**.



4. AUDIENCE CHAMBER

The **chief** has taken over this room as his personal residence. It was once the room where the noble in residence would receive official visitors, and still contains a large, ornate chair which has survived the ages relatively well.

When the party enters this room, read:

The enormous orc chief, clad in thick furs, with chains and gold medallions hanging from his bull neck, sprawls on an ornate high-backed oak chair on a raised dais. A great worg sits by the side of his throne, gnawing noisily on a long bone. Behind him, a moth-eaten tapestry depicts an elf woman strumming on a harp, over which has been scrawled a snarling worg's head in blood, which has dried to a dark brown scab.

There are windows in the west and south walls, where large stained-glass panes were once set. These openings are large enough for a Medium sized creature to squeeze through, but any creature doing so must make a **DC 12 / 14 / 16 Dexterity saving throw** to avoid being caught on the remaining glass shards, taking **1d4 / 2d4 / 3d4 slashing damage** on a failed save.

If the ceiling collapses in the feast hall, there is a 50% the ceiling in this room will cave in as well. Every creature at least 5 ft. into the room must make a **DC 13 / 15 / 17 Dexterity saving throw**, or take **1d6 / 2d6 / 3d6 bludgeoning damage**.

5. ROOFTOP

The original roof has almost entirely collapsed, leaving the remains of the upper floor exposed to the elements. The floor is unstable, especially over the **feast hall** and **audience chamber**. When moving over these areas, a character must make a **DC 12 / 14 / 16 Dexterity (Acrobatics)** check to move more than 10 ft. per turn without the floor collapsing, causing them to fall 10 ft. into the room below.

When the party enters this area, read:

Beyond a few sections of remaining wall, the second floor is covered in charred rubble, and is choked with thick vines snaking into the stonework. The sounds of orc activity drift up through the missing stones, and you catch glimpses of movement below in the shafts of light.

The **rooftops** have 2 main areas of interest: the **strangler's nest**, and the **thief's cache**.

The **strangler**, a hairless, rubbery-skinned, monkey-like creature, moves silently and is nearly undetectable thanks to its camouflaging abilities. It has lived here long enough to fashion a nest made of leaves, twigs, branches, rubble, and lichen towards the south of the structure. It will observe the party, and will attack anyone who wanders away from the main group.

Towards the east side, sheltered by one of the standing walls, is a small chest hidden under a loose slab. It can be spotted with a **DC 14 / 16 / 18 Wisdom (Perception)** check, and contains many items, most of which are stolen, including a collection of signet rings from surrounding noble houses, a glass wine bottle containing a spider, a coin purse containing 30 gp, 12 sp, 20 cp, and a collection of correspondence between two local thieves (if you are using the pregenerated characters for this adventure, this cache belongs to the rogue, who is aware of its existence and location but has no knowledge of the strangler).





PART 3: THE WAY OUT

Urstan Muirre has sent a band of 4 **ruffians** to the keep with payment for the orcs. They carry a small chest containing 200 gp. The chest itself is an incriminating piece of evidence, as the stonemasons' guild symbol is burned into the underside of the lid (an obvious detail if the chest is examined). These **ruffians** could turn up at any point you feel is dramatically appropriate, but here are two possible scenarios:

1. The party has been lead through the keep and arrives in front of the **chief**. He, along with the other orcs, assumes that the party has been sent by **Urstan**, with payment. He demands the party hand over "twice the gold" and "the job" will be done on the following night, stating, "the defenses are stronger than your stonemason promised."

Around this time, the **ruffians** arrive and are lead to the chief, at which point there is confusion and, suspecting some sort of trickery, the **chief** stands and bellows, "kill them all, boys!" forcing the party to fight their way out.

2. The party has snuck around the keep and onto the **rooftops**. They see the **ruffians** approach, and watch as the orcs lead them to the **chief**. The party sneak to the area above the audience chamber and watch through holes in the ceiling as the **ruffians** speak with the **chief**.

He demands “twice the gold” and “the job” will be done on the following night, stating, “the defenses are stronger than your stonemason promised.” The **ruffians** reply, “Urstan won’t be happy about this.” The **chief** chuckles nastily and says, “If I cared about your delicate, pigskin feelings, I’d be out of work.”

Suddenly, one of the party members is attacked by the **strangler** and, in the ensuing struggle, the roof collapses, depositing the party at the **chief’s** feet in the **audience chamber**.

ALTERNATIVE OUTCOME

If the party manage to talk or sneak their way out, they may actually make it back to town before the **ruffians** return, or the **orcs** even become aware of their presence. If this is the way the adventure plays itself out, the following night the town will be under attack by the group of **orcs**, lead by their **chief**. The **orcs** will not spare anyone, not even **Urstan**. The party would be wise to shore up the defenses or set a trap, and prepare for battle.

CONCLUSION

The players should have found out by now that **Urstan Muirre** was the one who hired the orcs. They can handle this in many different ways, including confronting him publicly, privately, or informing **Byrn Mattock** and/or **Falka Clelland**.

If **Urstan** is accused of this treachery, he will deny it, arguing that he has been lobbying to build a wall to ensure the town’s safety. A **DC 12 / 14 / 16 Wisdom (Insight)** check will suggest that **Urstan** had much to gain from the attack, in rallying support for his wall. Furthermore, if the chest of gold was recovered from the ruffians, it is obvious that the stonemasons’ guild is implicated.

When all the evidence is added up, **Urstan** will attempt to flee, signaling to **3 ruffians** to cover his escape. If he is caught, **Byrn Mattock** will arrange for his immediate arrest.

The townsfolk, **Byrn Mattock** and, especially, **Falka Clelland**, are grateful to the party for their heroic deeds, and they are rewarded handsomely as agreed. They are welcome to take up residence in the town and enjoy the comforts that it offers.

APPENDIX A: BEGINNER MONSTERS

BEAR

Large Beast, unaligned

Armor Class 11 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

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

Senses Perception +3

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Smell. The bear has advantage on Perception checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

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

Claws: Melee Weapon Attack: +5 to attack, reach 5ft, one target.
Hit: 11 (2d6 + 4) slashing damage.

ORC

Medium Humanoid (Orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orcish

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Greataxe: Melee Weapon Attack: +5 to hit, reach 5ft, one target.
Hit: 9 (1d12 + 3) slashing damage.

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

ORC CHIEF

Medium Humanoid (Orc), chaotic evil

Armor Class 14 (chain shirt)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	14 (+2)

Skills Intimidation +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orcish

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc chief can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack: The orc chief makes two attacks with its greataxe.

Greataxe: Melee Weapon Attack: +5 to hit, reach 5ft, one target. Hit: 9 (1d12 + 3) slashing damage.

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

RUFFIAN

Medium Humanoid (Any Race), Neutral Evil

Armor Class 13 (leather)

Hit Points 28 (4d10 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	9 (-1)	11 (+1)	12 (+1)

Saving Throws Strength +3, Dexterity +4

Skills Athletics +3, Slight of Hand +4, Stealth +4

Senses Passive Perception 11

Languages Any one language (usually Common)

Challenge 1/4 (50 XP)

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

ACTIONS

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

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

Throwing Dagger. Ranged Weapon Attack: +4 to hit, range 20/60 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.

STRANGLER

Medium Humanoid, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Chameleon Camouflage. The strangler has advantage on Dexterity (Stealth) checks.

Grappled Shield. When the strangler is attacked while grabbing a creature, it can use its reaction to force the attacker to reroll the attack against the grappled creature.

Spider Climb. The strangler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite: Melee Weapon Attack: +4 to hit, reach 5ft, one target. Hit: 9 (2d6 + 2) piercing damage. The strangler has advantage on bite attacks against a target it has grappled.

Claws: Melee Weapon Attack: +4 to hit, reach 5ft, one target. Hit: 7 (2d4 + 2) slashing damage. A successful claw attack grapples the target.

WORG

Large Monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Worg

Challenge 1/2 (100 XP)

Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite: Melee Weapon Attack: +5 to hit, reach 5ft, one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

APPENDIX A: INTERMEDIATE MONSTERS

BEAR

Large Beast, unaligned

Armor Class 11 (natural armor)

Hit Points 50 (7d10 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	2 (-4)	14 (+2)	7 (-2)

Senses Perception +5

Senses passive Perception 14

Languages —

Challenge 2 (450 XP)

Keen Smell. The bear has advantage on Perception checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

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

Claws: Melee Weapon Attack: +5 to attack, reach 5ft, one target.
Hit: 11 (2d6 + 4) slashing damage.

ORC

Medium Humanoid (Orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 30 (5d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	7 (-2)	11 (+0)	12 (+1)

Skills Intimidation +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orcish

Challenge 1 (200 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack: The orc makes two attacks with its greataxe.

Greataxe: Melee Weapon Attack: +6 to hit, reach 5ft, one target.
Hit: 9 (1d12 + 3) slashing damage.

Shortbow: Range Weapon Attack: +5 to hit, range 80/320 ft., one target.
Hit: 5 (1d6 + 2) piercing damage.

ORC CHIEF

Medium Humanoid (Orc), chaotic evil

Armor Class 16 (scale mail)

Hit Points 90 (13d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	7 (-2)	12 (+1)	15 (+2)

Skills Intimidation +5

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orcish

Challenge 4 (1100 XP)

Aggressive. As a bonus action, the orc chief can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack: The orc chief makes three attacks with its greataxe.

Greataxe: Melee Weapon Attack: +7 to hit, reach 5ft, one target. Hit: 10 (1d12 + 4) slashing damage.

Shortbow: Range Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

RUFFIAN

Medium Humanoid (Any Race), Neutral Evil

Armor Class 14 (studded leather)

Hit Points 42 (6d10 + 9)

Speed 30 ft.

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

Saving Throws Strength +5, Dexterity +5

Skills Athletics +5, Slight of Hand +5, Stealth +5

Senses Passive Perception 11

Languages Any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

Two-Weapon Fighting. When the ruffian makes an attack with their Scimitar, they may also attack with their Dagger or Throwing Dagger as a bonus action, but gains no bonus to the damage roll.

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

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

STRANGLER

Medium Humanoid, unaligned

Armor Class 13

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Chameleon Camouflage. The strangler has advantage on Dexterity (Stealth) checks.

Grappled Shield. When the strangler is attacked while grabbing a creature, it can use its reaction to force the attacker to reroll the attack against the grappled creature.

Spider Climb. The strangler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The strangler makes two attacks: one with its bite and one with its claws.

Bite: Melee Weapon Attack: +6 to hit, reach 5ft, one target. Hit: 9 (2d6 + 2) piercing damage. The strangler has advantage on bite attacks against at target it has grappled.

Claws: Melee Weapon Attack: +6 to hit, reach 5ft, one target. Hit: 7 (2d4 + 2) slashing damage. A successful claw attack grapples the target.

WORG

Large Monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 48 (7d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Goblin, Worg

Challenge 1 (200 XP)

Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite: Melee Weapon Attack: +6 to hit, reach 5ft, one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

APPENDIX A: ADVANCED MONSTERS

BEAR

Large Beast, unaligned

Armor Class 11 (natural armor)

Hit Points 70 (10d10 + 15)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	2 (-4)	16 (+3)	7 (-2)

Senses Perception +7

Senses passive Perception 14

Languages —

Challenge 3 (700 XP)

Keen Smell. The bear has advantage on Perception checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite: Melee Weapon Attack: +9 to attack, reach 5ft, one target.
Hit: 9 (1d8 + 5) piercing damage.

Claws: Melee Weapon Attack: +9 to attack, reach 5ft, one target.
Hit: 12 (2d6 + 5) slashing damage.

ORC

Medium Humanoid (Orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 45 (8d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	7 (-2)	11 (+0)	14 (+2)

Skills Intimidation +6

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orcish

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack: The orc makes three attacks with its greataxe.

Greataxe: Melee Weapon Attack: +6 to hit, reach 5ft, one target.
Hit: 10 (1d12 + 4) slashing damage.

Shortbow: Range Weapon Attack: +5 to hit, range 80/320 ft., one target.
Hit: 6 (1d6 + 3) piercing damage.

ORC CHIEF

Medium Humanoid (Orc), chaotic evil

Armor Class 17 (half plate)

Hit Points 135 (20d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	7 (-2)	12 (+1)	15 (+2)

Skills Intimidation +5

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orcish

Challenge 7 (2900 XP)

Aggressive. As a bonus action, the orc chief can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack: The orc chief makes four attacks with its greataxe.

Greataxe: Melee Weapon Attack: +8 to hit, reach 5ft, one target. Hit: 10 (1d12 + 4) slashing damage.

Shortbow: Range Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

RUFFIAN

Medium Humanoid (Any Race), Neutral Evil

Armor Class 15 (Std. Leather)

Hit Points 56 (10d8 + 11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	11 (+1)	12 (+1)	14 (+2)

Saving Throws Dexterity +7, Intelligence +5

Skills Perception +11, Slight of Hand +7, Stealth +13

Senses Passive Perception 11

Languages Any one language (usually Common)

Challenge 2 (450 XP)

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

ACTIONS

Two-Weapon Fighting. When the ruffian makes an attack with their Scimitar, they may also attack with their Dagger or Throwing Dagger as a bonus action, but gain no bonus to the damage roll.

Scimitar: Melee Weapon Attack: +7 to hit, reach 5ft, one creature. Hit: 5 (1d6 + 2) slashing damage.

Dagger: Melee Weapon Attack: +7 to hit, reach 5ft, one creature. Hit: 4 (1d4 + 2) piercing damage.

STRANGLER

Medium Humanoid, unaligned

Armor Class 14

Hit Points 63 (16d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Skills Stealth +8

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Chameleon Camouflage. The strangler has advantage on Dexterity (Stealth) checks.

Grappled Shield. When the strangler is attacked while grabbing a creature, it can use its reaction to force the attacker to reroll the attack against the grappled creature.

Spider Climb. The strangler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The strangler makes two attacks: one with its bite and one with its claws.

Bite: Melee Weapon Attack: +8 to hit, reach 5ft, one target. Hit: 9 (2d6 + 2) piercing damage. The strangler has advantage on bite attacks against at target it has grappled.

Claws: Melee Weapon Attack: +8 to hit, reach 5ft, one target. Hit: 7 (2d4 + 2) slashing damage. A successful claw attack grapples the target.

WORG

Large Monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 60 (9d10 + 11)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	7 (-2)	14 (+2)	8 (-1)

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Goblin, Worg

Challenge 2 (450 XP)

Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite: Melee Weapon Attack: +6 to hit, reach 5ft, one target. Hit: 11 (3d6 +4) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

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**When dealing with orcs, anything less than an axe to the face should
be considered greenskin diplomacy.**



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