

Rise of the Nefarious

Designed by Ben Barsh



PACESETTER
GAMES & SIMULATIONS





Pacesetter Game & Simulations
2699 Katie Lane
Milford, Michigan 48380

pacesettergames.com

3023, Rise of the Nefarious
First Print, October 2018

©2018, Pacesetter Games & Simulations



Rise of the Nefarious

Contents

Forward	4
Adventure Start	6
Mistwood Area Maps	8-11
Part A: Farrador Keep	12
Part B: The Cottage	33
Part C: Ambush	36
Part D: Battle of Mistwood	37
Part E: The Mountain Pass	41
Part F: Macandire	47
New Monsters	78-79
Monster Stat Blocks	80-95
New Magic Items	96-99
New Spell	99

Credits

Designer: Ben Barsh

Cover Illustrator: Lloyd Metcalf

Interior Illustrator: Matt Costanzo

NPC Illustrations: Raven Metcalf



Greetings,

My name is Zach Glazar and I am, at the time of this printing, one of the principal owners and the Chief Operating Officer at **Frog God Games** - a long-time publisher of fantasy table-top products. I love our hobby and what I do at **Frog God Games** and my position there is dependent on a healthy hobby. I used to worry about that, but it rarely crosses my mind now. This book and what it represents is why my formerly persistent worries have vanished. Whether in your hands or on your screen; this book represents an achievement by its author, which in turn is microcosm of something great happening to our nerdy hobby.

Rise of the Nefarious for Fifth Edition, and its author/producer/designer Ben Barsh, has the same

ingredients (talent, moxie and the drive to create) behind all great role-playing releases. It has something else that I didn't expect but could not be happier to recognize. It has the respect for the traditional without the confinement that comes with that. I first noticed this during Ben's crowd-funding project for this very book. The recognition that young designers, game masters, and players - who were born long after the end of TSR - exude as much or more enthusiasm for vorpal weapons, stairs into dark dungeons, and all the rest as I did almost 40 years ago, is awesome.

Ben and other young enthusiasts, designers, and players have brought new ways to share the hobby (streaming and other virtual interactions we could not have imagined for example). They are vital in

the effort within gaming to dismantle the unintended barriers that may discourage new players. This youthful passion results in new ideas, more fun and unexpected thoughtful experiences. I recognize all of this because I am lucky enough to know Ben Barsh. Not just fortunate to know him I but deep in debt to him as he opened my eyes new ways to play and interact with other fans that were only five seconds away but outside my knowledge or comfort zone - versus to play and connect with others I would have treated suspiciously and are now vital to my gaming life.

When I met the enthusiastic adolescent version of Ben Barsh he already had a deep love of games and, thanks to his father, a realistic view of game publishing. When I talked to Ben yesterday, I realized I was not talking to that Ben, but rather to a creative professional who shares my problems and priorities. Ben is still half my age, but he is now my friend and peer. He stands out from my other professional colleagues and contacts with his raw passion for, and fresh approach to, fantasy gaming. He loves Twitch and PDFs but has also retained the core elements that old folks, like me, refuse to be without. Ben's level of energy and commitment impress myself and my closest colleagues. Ben's unintended notoriety in RPG publishing circles envy of his well-coiffed than the rest of my industry peers and idols combined, though, admittedly, that is not saying much.

These pages offer something new for your friends around the table (virtual or old-fashioned).

Every project, idea or flourish that goes from conception to player experience is, in itself, a priceless treasure; passed from a creator to all share in it. This dynamic is why a game released the year of my birth is relevant and at the height of its popularity in 2018. Other fads of that era are now embarrassing relics and frequent punch lines. Things like pet rocks, disco, and Star Wars Christmas Variety shows broadcast ironically are examples of what I mean. Role-playing games survive because they grow with us allowing the younger generation to create in unforeseen and often improved ways. Multigenerational participation turns a hobby into a past-time that outlasts original creators and fans and retains its appeal decades later regardless of age. For me, Ben Barsh and this quality product you supported convinces me that the game I am devoted to and the hobby I believe in so deeply will outlive me and bring the joy I remember to future players.

Thank you all for your willingness to support quality games in general and this one in particular.

Sincerely,

Zach Glazar



Campaign Summary

Rise of the Nefarious is a 5th edition campaign that takes PCs from level 1 through 8. The basis of this adventure is stopping a radical cult of Hades, Greek god of the underworld, from creating an apocalypse. However, this will not be the PC's immediate goal. They will first travel to a keep called Farrador. Once they explore Farrador, they will realize quickly that they are not the only creatures to hear of the vacancy.

Aside from the cult, they will run into many monsters that wish harm upon them for challenging their right to the treasure. They will also run into Exwyn who is on the run from the cult. Once they meet up with Exwyn, they will explore the rest of the region around Mistwood and hopefully defeat Helvar and his cultists. They will then travel west to Macandire, but first, they must pass through the Fanrir Mountains. Once on the other side of the pas-

sage, they will meet a runaway merchant of the cult. He will inform the PCs that the city of Macandire is active once more.

The city has been taken by the cult, and it is split up into three sections. Each section has a leader, but they all answer to Lord Arlin who resides in the castle atop the hill. All three leaders refer to themselves as the Apocalypse Council. Each head member is a descendant of the dark men and women who were a part of the ruination that took place in Macandire.

Long ago, high mages were practicing new kinds of magic. The city funded this research as they thought the mages were attempting to discover new magic that would make Macandire more prosperous; however, all the members that were assigned to this special project were eventually corrupted by an unknown evil. They kept experimenting, and eventually caused the destruction of the city. They created a spell that sent Macandire more than 300 feet

into the ground. However, they did not stop there. They corrupted many people and monsters to eliminate anyone who would not swear allegiance to them. It is now up to you to make right by the city of Macandire and explore this once great city!

Placing the Campaign

Rise of the Nefarious is a very flexible campaign. However, to make the campaign flow well outside the bounds of society, place Mistwood, the Fanrir Mountains, and Macandire far removed from normal society. This way, there is a better reason as to why word is slow to reach civilization.

Campaign Hooks

The way this campaign will start most of the time is the PCs receiving the quest to explore Farrador. Since Farrador once housed wealthy adventurers, the PCs should need little convincing as to why they should investigate the keep. Tell tales of large treasures and magical items left behind when Macandire fell. Since this is considered a high magic campaign, they will not be disappointed. The rumor

table below is also a good way to get multiple hooks.

Rumor Table

The rumor table has been utilized in some of the greatest works of fantasy RPG known to man. If you choose to incorporate this table, make sure that the PCs have someone to receive the information from. Consider have them depart from an inn on the edge of civilization where the townsfolk share what little information they have heard. These tables are a fun way to give the PCs an extra push when starting the campaign. Have your PCs roll a d4 to determine how many rumors their character will learn. They can choose to share these rumors with the group or keep them to themselves.

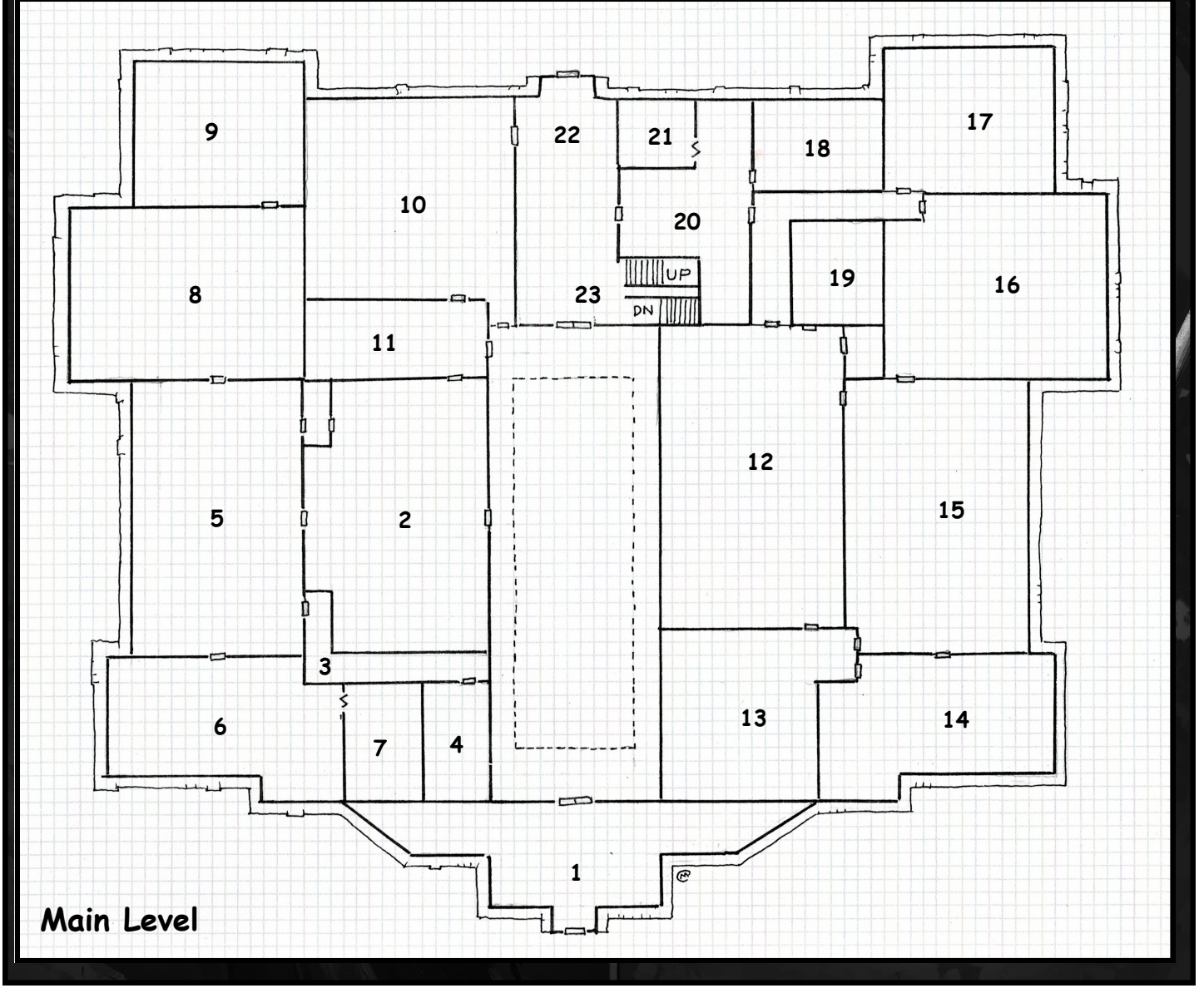
- 1) One rumor known
- 2) Two rumors known
- 3) Three rumors known
- 4) Zero rumors known

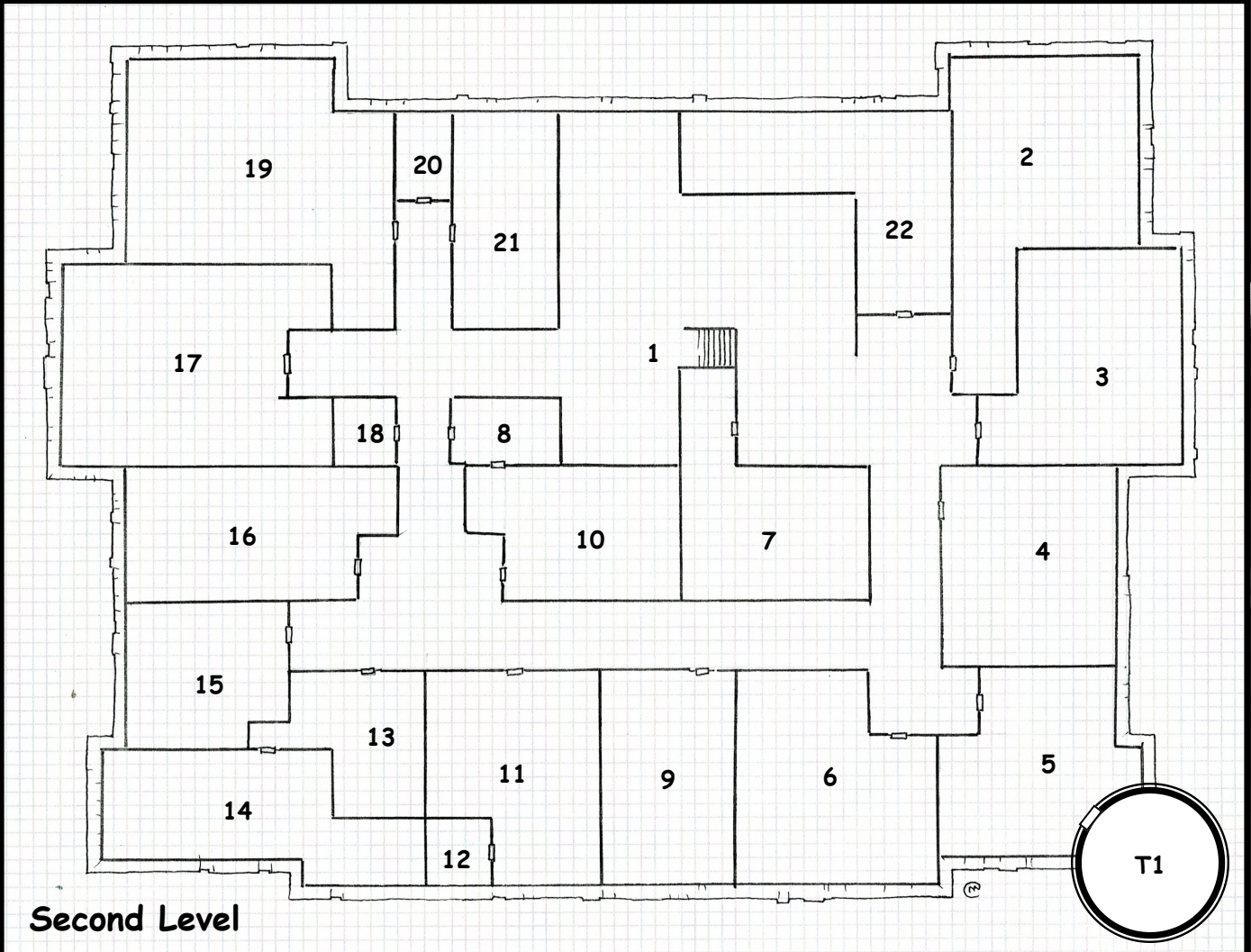
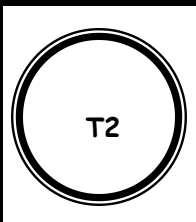
Once they determine how many rumors they have been told, have them roll that many times on the chart below. They will roll using a d12.

The Rumor Table (d12)

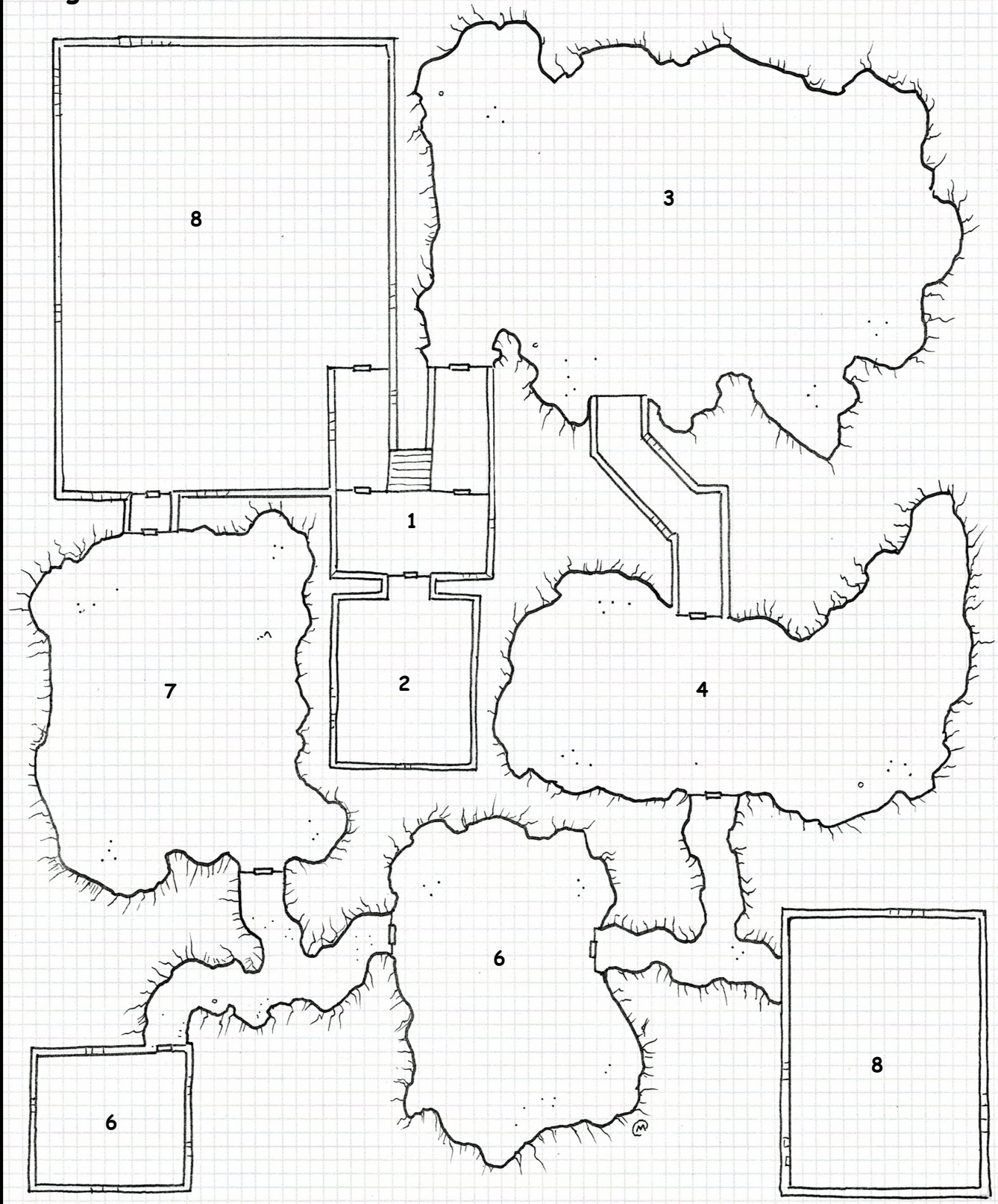
There is a chance that what the adventurers hear is false (F). The PCs will not know which is true or false.

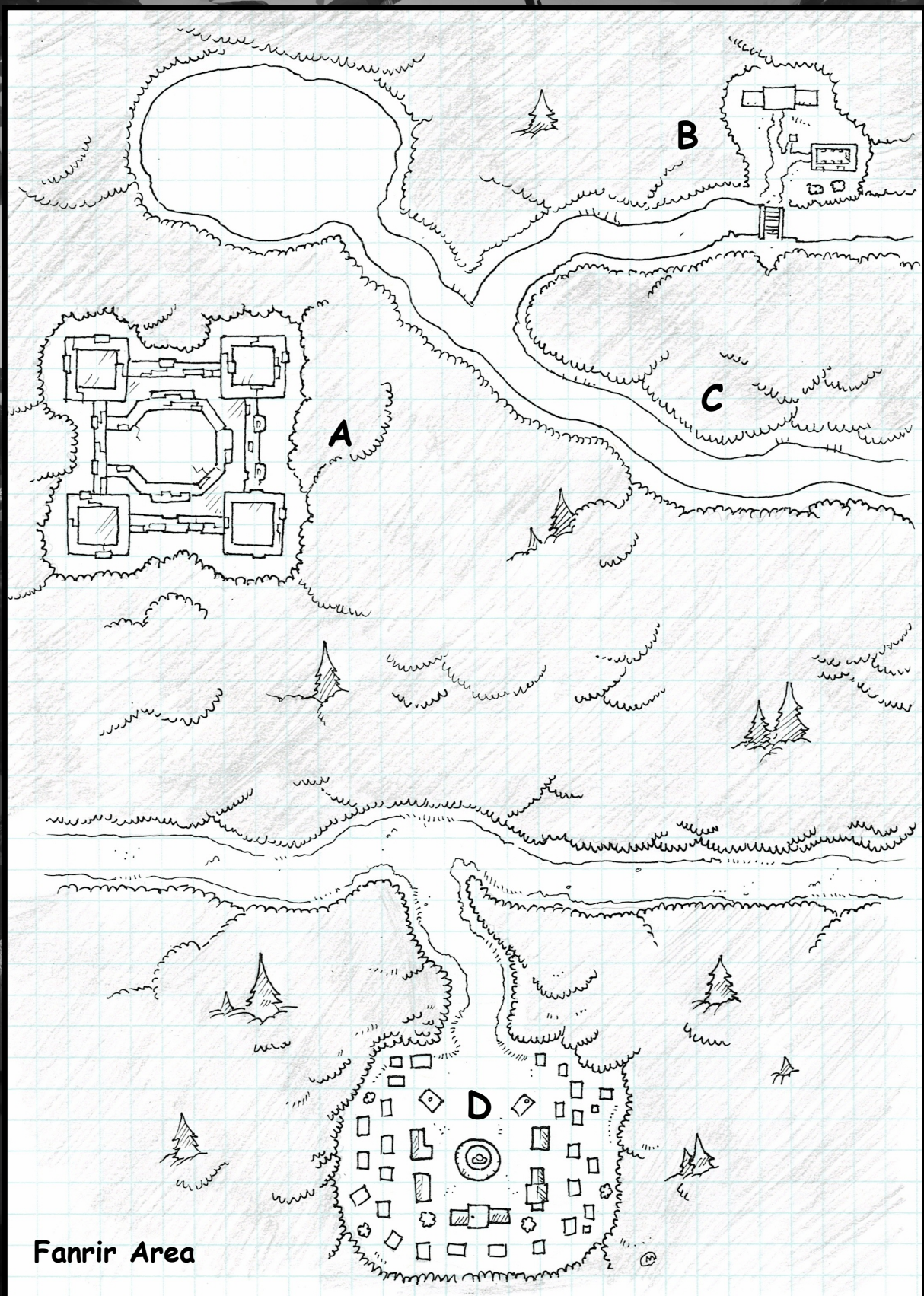
- 1) A giant, carnivorous frog lives in the basement of Farrador (F).
- 2) The original inhabitants of the keep no longer live inside its walls.
- 3) Unlike the city of Macandire, Farrador did not try to create new spells (F).
- 4) All the magical items in Farrador have been cursed (F).
- 5) A room in the keep forces you to live in your happiest dreams (F).
- 6) The captain of the keep may still be plotting his revenge on the nobles of Macandire.
- 7) There is a wizard still living inside of the keep.
- 8) Dark magic has started to surround the region in which Farrador is placed.
- 9) Different humanoids have started to move back to Farrador and the surrounding area.
- 10) The basement was once used for storage alone (F).
- 11) There is a shrine to the goddess Athena placed in the keep.
- 12) The old inhabitants of the keep had to flee to save Macandire, so they left behind most of their treasures.





Dungeon Level





Fanrir Area

The Cult

The cult that is rising is a radical cult of Hades, the Greek god of the underworld. This information can be shared with the PCs via NPC or arrogant cultists. Nonetheless, it should be information made known. Hades is not inherently an evil god; however, this cult has taken the idea of him and spun it in a very negative manner. They believe that anyone who does not bend to their will shall be sent to the underworld for judgment. All who disregard them are “pretenders” or “non-believers”.

Each cultist has jet-black robes with a silver rams head etched into them. They also have tattoos of what is holding them back. For example, if a cultist is consumed by greed, he or she will have it tattooed in ink or sometimes even carved into his or her skin. Some cultists who show themselves worthy of transcending human life are given the honor of gaining a magical enchantment to hide their worldly identities. This enchantment provides them a mask of a ram’s head. Each mask is unique to the person. Upon the death of the cultist, the mask disappears. Only a *dispel magic* spell or similar magic can remove this mask while the cultist is living. All the cultists in the area surrounding Farrador and the Fanrir Mountain pass have this gift, but only certain cultists in the city obtain it.

Part A: Farrador

Background of Farrador

As you emerge from the dark, misty woods, an elegant and massive keep comes into sight. A rough path intersecting with a flowing river leads up to this building. Beyond the keep are visible mountain ranges in the far distance.

This keep was once used as a training facility for the sponsored adventurers of Macandire. There is a front, back, and side entrance. The front and back entrances lead into large entrance halls, and the side entrance leads down a flight of stairs into the basement. A cellar door makes up the side entrance, but it is covered up with brush and other woodland terrain. A success on a DC 20 Investigation check is required to find the entrance. The other entrances are simply double doors that are unlocked.

Main Level

1. Entrance Hall

As you enter the grand entrance hall, light flows into the room illuminating the large chamber. There is another set of double doors opposite the hall. Finely tuned cobble stone floors and walls connect to create a mighty ambience in the chamber. There is a dirty, faded red carpet that leads up to the other set of double doors, and as your eyes follow the carpet, you notice two gnomes and a giant badger readying an attack position.

Five **gnome rovers** have made this hall their temporary home. They were sent by their leader to scout the city of Macandire and report back, but they decided to rest in the keep for a couple of days on the way. They would like to investigate the keep but cannot due to the doors leading further in are barred from the inside. Since they have attempted to open the doors, only a DC 10 Strength check is required to bust them open. They are innately hostile and will take up arms as a first course of action against the PCs attacking on sight. They do not want anyone else getting a shot at the loot they desire. The only loot they have on them is 20 gold pieces

and a *spell scroll* of *web* they could not figure out how to use, a crowbar, and a letter from their leader. The letter is written in Gnomish and reads: “You better get to that keep first. If you don’t get double what you got on your last run, don’t bother returning.”

There are three dead bodies in the western corner of the room. They are all human males who wear the jet-black robes of the cult. There is no treasure or other information on their bodies.

2. Mess Hall

Before you is a simple mess hall once used by the adventurers in training. Sconces with old unlit torches line the walls. Three long tables with benches run the room and end just before the door on the west wall. Old food and dusty plates with silverware sit atop the tables creating a slightly foul stench.

Other than the rotten food and the worthless dusty plates, there is nothing in this room of value. The mess hall was used for meals and meals alone as there is a lot of space for any other activity a trainee will go about during his or her day. The goblins that occupy the western side have not adventured into this room yet because they fear the kobolds have already set up camp here.

3. Kitchen

Long tables used for preparation lean against the walls. There is rotten food and rusted cooking utensils lying on top of the tables. A cooking oven is placed into the northern wall but has not been used in years. Food cabinets sit a few feet above the tables nailed into the stone walls. A door leads out to the west and down to the south.

Three very hungry **giant rats** hide under the tables waiting to attack the PCs. While the PCs are searching the kitchen, the rats will jump out and attack. The cabinets contain rotten food, rusted silverware, and piles of dust. With simple investigation the PCs will find an elegant set of silverware and plates under a light layer of dust. This is the only items of value in the room

Loot: Elegant plates and silverware worth 200 gold pieces

4. Pantry

Large sacks of grain, potatoes, and other foods sit in this food pantry. All the food is far past its time; however, an elegant fork protrudes out of a bag of normal silverware on a shelf on the eastern wall.

The elegant fork can be found to be a magical *fork of feasting* (See appendix A). The PCs can eat with it at a short or long rest to uncover its capabilities. Other than the rotten food, a *potion of healing* is found at the bottom of a bag of grain. This potion can be found with a DC 15 Investigation check or if all the bags are emptied out.

5. Living Room

A comfortable lounge area with couches, tales, and a fireplace occupies this room. There are fine rugs and tapestries depicting battle scenes adding colorful life to this room. The room is illuminated with torches on the walls and candles on the fireplace mantle. After a quick scan you see three goblins preparing for combat.

Unless the PCs are obnoxiously loud in the kitchen, the goblins will not set a trap for them. Two of the **goblins** will attack with their short swords and one will try to shoot arrows. If the **goblins** are done away with quickly, one will try to escape and warn the other **goblins** in areas 23 and 24. Each goblin has 4 gold pieces and 12 silver pieces. The rugs and tapestries are relatively worthless due to ale stains and little up keep over the years of adventurers inhabiting these chambers.

6. Library and Game Room

Bookcases and game racks cover almost every inch of wall in this room. Dusty novels inhabit the bookcases and multiple different games rest on the game racks. A table with chairs pushed into it sits against the southern wall with open books and a gaming set. A tasteful red and yellow rug lies on the ground just before the table.

The rug on the ground is a **rug of smothering** and will attempt to smother the second or third PC that walks onto the carpet. Aside from that, the room offers no other threats. The books on the bookshelves range from normal history books to theories of multiverse travel. If a PC spends the time to read every book cover to cover, they gain proficiency in

the History ability check. If a PC investigates the room and picks through all the gaming sets, they will be able to salvage enough components to create two gaming sets of their choice. With a successful DC 15 Investigation check of the room, the PCs will discover that one of the books on the eastern bookcases pulls back and opens a secret passage to a small study. If found, read:

As you pull back the seemingly out of place leather bound book, the bookcase itself swings out revealing a secret study.

7. Secret Study

The secret passage reveals a scholar's personal study room. Bookcases, leather couches, a desk and chair, and a hearth occupy this room. Above the hearth is a mantle with only a silver statue of an owl. A half-written note rests on the table alongside a golden plated headband with red and blue gems.

This was Xanthos' secret study when he and Exwyn were the only folk who occupied this keep. Not much of value on Xanthos' studies will be found because he destroyed the majority when he knew he had to sacrifice himself so Exwyn could live on. The statue of the owl can be discerned as the holy symbol of the Greek goddess Athena with a DC 10 Religion check. He was halfway through writing a note to his apprentice when the cultists came for him. If the PCs read the note, read:

Exwyn,

What you have achieved in such little time has me astonished and proud. Throughout all my life's adventures, I have not found more fulfilling

work than teaching you all the ways of the arcane arts. You have a natural talent for the arcane arts, but more importantly, you have a natural tendency to do good. Your devotion to Athena has no doubt only strengthened your abilities. You may not understand now the sacrifice that I have made, but one day you will understand the reason of my actions. I wish I could follow you into the next chapter of your life; however, you must turn these pages alone. Take this Headband of...

Xanthos did not finish his note in fear the cultists would go for Exwyn instead of him. Xanthos left a *headband of intellect* for Exwyn, but he will gladly give it to the PCs if they help him put an end to the cultists. Exwyn secretly has his master's spell book, so he still feels connected with him even through death.

8. Barracks

Two rows of beds make up most of this room. There is one row against the eastern wall and one against the western. Each bed has a trunk at the foot of it. You notice two goblins stop looking through the trunks to draw their short swords and begin to attack!

These **goblins** will fight the PCs until death. Conveniently, they looked through most of the trunks and collected the valuable items left behind by the adventurers. They have accumulated 30 gold pieces, 85 silver pieces, and 30 copper pieces. There are also 10 yellow gems worth five gold pieces each. The remaining two trunks have common clothes, 100 feet worth of rope, and a bullseye lantern.

9. Servant's Quarters

Only one row of beds is placed in this room along the western side. There are small trunks at the end of the beds. The beds seem small and uncomfortable at best. However, from the eastern side of the room, you hear a battle cry as a larger humanoid with fur and hide armor rushes to attack with its morningstar and two goblin partners.

One **bugbear** and two **goblins** occupy this room and attack the intruders. This servant's quarter is measly, as the other inhabitants did not highly regard their servants. If the **bugbear** and his minions



are defeated and the PCs search around the room, they will find the **bugbear** concealed all his treasure into one of the servant's trunks in the corner of the room. Inside the small treasure horde is 78 gold pieces, ten gems worth five gold each, and five +1 *arrows*.

10. Classroom

Three rows of classroom desks lead up to a large desk and chalkboard stationed on the northern wall. Ripped up pieces of parchment and broken quills rest atop desks and the floor. A single book sits on the desk opposite the room.

This is the classroom where the adventurers had their book studies. While they were more commonly training physically, keeping the mind sharp was very important. There is nothing of value in this room aside from the book on the desk. This book has no magic value, but it does have a collectable value. This book is titled "The Necklace, the Axe, and the Orc Pack", and it is a story book where you pick your own path. It is a first printing of the book, and it can be sold for 200 gold pieces.

11. Bar

The area before you is a bar. There are tables with chairs and a bar top. Most of the furniture is ridden with dust; however, there are two goblins sitting at the bar singing tales of adventure in goblinoid.

The **goblins** at the bar are drunk off a nasty Goblinoid ale. If the PCs approach and engage in dialogue, the **goblins** will ask them to sing a song of adventure for them. There are no limits to the song

that the PCs must sing. They can create a song or use a song they've once heard. The PCs must succeed on a DC 10 Performance check to please the **goblins**. If the **goblins** are pleased, they will offer their ale to the party and a gold necklace worth 50 gold pieces.

The **goblins** are not hostile to the party in anyway. If the PCs are hostile towards them to the point of combat, they will run to their **bugbear leader** at location 9.

12. Sparring Room

Before you is a plain room with a single table and three chairs. There are numerous longswords stacked around the edges of the room; however, they all seem blunted.

This room was used as a sparring room for the trainees. The adventurers would use this room if they wanted extra practice or if all the other rooms were taken. The longswords count as improvised weapons since they are all blunted.

13. Armory

The door opens into an armory in rough condition. The weapons and armor are all rusted except for two longswords mounted on the wall above a weapons rack. There are also multiple chests and trunks scattered around the room.

The mounted swords are **animated swords**. If any PC attempts to interact with the swords, they will spring to life and attack the party (DM option).

The only item of value in the room is a magical +1 **shield** hidden away under a loose floor board. A PC must succeed on a DC 15 Investigation check to

discover it. The shield carries the crest of Macandire which is a wizard about to cast a spell. The shield is not rusted and has seemed to hold up well after years of being buried.

14. Blacksmith

A large forge is placed in the southeast corner of this room. Next to it is an anvil and a smelter. Tanning racks and work benches also occupy this work space. A short, cloaked figure is striking a sword with a blacksmith's hammer and murmuring what seems to be gibberish.

The 335-year-old **dwarf** blacksmith in this room was the resident blacksmith of the keep; however, he has gone slightly crazy from all the catastrophe. He was tasked with creating a magical sword for the captain of training as a present. Theren Steelmaker, the blacksmith, will be muttering and cursing that he does not have the final resource to make the sword, a *Stone of Enchantment*. The stone is in area 7



in the upper level. He will eventually ask the PCs to find the stone located somewhere in the keep so he can finish his work. He will not leave because he has grown excessively attached to the great sword.

Theren is in no way hostile to the party unless they try to steal the greatsword. He will fight as a **veteran** with a short sword. If the PCs bring him the stone, he will reward them with a magical light crossbow called *Kizziwink's ever-changing crossbow* (See Appendix A).

15. Break Room

Couches, tables, and chairs are scattered across this room. A hearth is located on the eastern wall, and it is glowing a fiery red. As soon as you enter, five kobolds jump out from behind the furniture and ready their daggers for attack.

There are five **kobolds** stationed in this room. They have been ordered to attack any intruders of their side of the keep on sight. If the PCs attempt to reason with the **kobolds**, they will demand a 50 gold passage fee. If the passage fee is not paid, they will attack. Four **kobolds** attack with daggers and one stays back by the door using its sling. If the battle goes poorly for the **kobolds**, the sling-bearer will run to area 16 and have the **kobolds** in that room aide them in battle. The **kobolds** have a total of five gold pieces and 50 copper pieces on their bodies.

A piece of parchment is nailed to the wall of the room. It reads, "Jasper's Game Day: Fighting the Silent Enemy."

16. Barracks

Two rows of beds make up most of this room. There is one row against the eastern wall and one against the western. Each bed has a trunk at the foot of it. Four kobolds hop up on the beds readying for attack.

The four **kobolds** in this room are not friendly by any means and will not make a deal of passage. They will attack the PCs in attempt to gain honor with the captain. They all rush into melee combat. They have a collected two gold pieces, 24 silver pieces, and 45 copper pieces on them.

17. Captain's Quarters

This room seems to be more well-designed than any of the other living chambers. Fine tapestries of battle hang on the walls and the furniture seems to be more comfortable. The items in this room have held up during the years much more than any else in the other rooms. A winged kobold and two smaller kobolds are hurrying to stuff miscellaneous items into bags and backpacks in the northeast corner of the room.

This chamber is the late captain's bedroom. While more elegant than the barracks, the design of this room is still inferior to the noble's quarters upstairs. The tapestries on the walls show scenes of great battles. One shows a mighty warrior fending off a giant, another a wizard casting a fireball into a swarm of charging orcs, a group of adventurers battling an adult green dragon, and lastly, a holy warrior charging into battle against an undead enemy. The tapestries are worth 30 gold each. The tapestry displaying the battle scene against the dragon is cov-

ering up a hole in the wall with a small chest. The chest is locked and requires a DC 15 Dexterity check with thieves' tools or the captain's key to unlock. Inside the chest is a *potion of healing* and 50 gold pieces.

The winged kobold is a **kobold scale sorcerer** who is the leader of this small band of kobolds. The two other **kobolds** with it are its guards. They are shuffling anything they see with any value into bags to be carried back. They will attack the PCs if the PCs do not submit their gold or services to them. If interrogated, the **kobold scale sorcerer**, Iosin, will admit they are on the way to Macandire to retrieve all of the treasure. This requires a DC 18 Intimidation check. Found in this room is 40 gold pieces, 25 silver pieces, the captain's key, and miscellaneous objects found in the chambers like candle sticks, books, and a rug worth a total of three gold pieces.

18. Captain's Closet

A large closet is beyond the door. Tattered and dusty clothes are scattered over the floor. There are multiple trunks stacked against the walls.

Other than tattered, old clothes, there is nothing of value in this closet. The clothes are all sized for a normal sized human male.

19. Battle Plan Room

A large oval table is placed in the center of this room, and there are 10 chairs surrounding it. On the table is a map of a city and pawns colored blue and red. There are barrels, shelves, and a small figure of Athena on one of the shelves. There is also an open letter with an unknown seal lying next to the map.

The map spread across the table is the birds-eye view map of Macandire. A PC can figure this out with a successful DC 15 History check. With simple investigation of the room, the PCs will find two *potions of healing*. The scroll on the table is a scroll sent from a noble from Macandire. The scroll is written in common and carries the seal of Macandire, a wizard preparing to cast a spell. The scroll states that there is an apocalyptic event happening in Macandire, and the keep needs to send all able adventurers immediately. Other than the map and potions, the only other item of value is the figure of Athena. It is made in silver, so it has a total worth of 75 gold pieces.

20. Trophy Room

DM's Note: The doors to this room are locked. A PC succeeding on a DC 15 Dexterity check using thieves' tools can open either door. A PC with a Passive Perception of 15 or higher will hear the **red dragon wyrmling** thrashing around inside.

Heads of animals, beasts, and monstrosities are hung up on the walls around the room. Ranging from wild boar, to dire wolf, to winter wolf, many heads are proudly displayed. A table in the center of the room supports three fine goblets with old wine inside. In the northeast corner of the room, a red dragon wyrmling breaks free of a metal chain keeping it bound to the wall. The wyrmling turns to you in anger.

The **red dragon wyrmling** (with only 42 hit points) was brought here by the **kobolds**. The dragon's name is Roldrynth (Roll-drin-th). The kobolds found it wandering the forest near the keep and decided to make him their new pet.. Roldrynth

will attack the PCs on sight as he does not know or care who his true captors were.

The goblets on the table have a 40% chance of retaining their value during the fight. If they retain value, they are worth 150 gold pieces each as they are fine golden goblets used only when showing guests the magnificent trophies.

21. Secret Trophy Room

DM's Note: The secret trophy room can be discovered with a DC 20 Investigation or Perception check while exploring area 20.

An even more elegant trophy room is before you. However, not all these trophies are of animals. This room is more of a museum than a trophy room. The room is incomplete, but there are still many items of value. On the eastern wall, a book titled *Grimlon's Greatest Gazetteer* lies on a marble pedestal. Mounted on the northern wall, the following heads of creatures are mounted: troll, peryton, and roc. On the western wall, glass cases house a fine dagger, necklace, and robes. The dagger has a dark green gem on the hilt. The necklace has a silver chain with a red gem hanging from it, and the robes are gray with many different color patches depicting common and uncommon items.

The book *Grimlon's Greatest Gazetteer* contains a *glyph of warding* spell on the fifth page. All the pages before introduce Grimlon, an **Eldritch Knight Fighter** adventurer and explorer. Grimlon was the first human explorer to uncover the city of Macandire. Before Grimlon, the rumors told there was a settlement of savages beyond the mountains. Motivated by doubt and an adventurous spirit, Grimlon found a tunnel system that lead through

the Fanrir Mountains and straight to Macandire. This is the only information found in the book.

If the PCs turn the page to look for more, the glyph will go off sending a shock of lightning in a 20-foot-radius sphere centered on the book. Each PC within 20 feet of the book must succeed on a DC 13 Dexterity saving throw. A creature takes 22 (5d8) lightning damage on a failed save, or half damage on a successful save. This lightning blast will cause the mounted heads to only carry 75% of their full worth. Also, if the PCs have yet to run into the **kobolds**, the **kobolds** from area 17 will rush to area 20 to check on their pet. They will then see the PCs and rush to attack.

PCs that can find a way to keep the mounted heads safe and transport them, most vendors will buy them based off the rarity. The troll head is worth 200 gold. The peryton head is worth 300 gold, and the roc head is worth 500 gold.

The glass case is locked, and it will require a DC 20 Dexterity check with thieves' tools to unlock. Inside, the dagger is a **+1 dagger**. The necklace is mundane but worth 250 gold pieces. Lastly, the robe is a **robe of useful items**. The robe has its normal patches, but it will also have the 4d4 extra pouches. You may roll or decide what the extra patches are.

22. Back Entrance

A large entrance room portrays a grizzly scene. Dead goblins and kobolds are scattered across this room. Small swords, bows, and other miscellaneous weapons lie next to all the deceased. All signs point to a violent skirmish between the two forces.

Ten dead **kobolds** and seven dead **goblins** rest here. None of them have anything of value. The **ko-**

bolds and **goblins** are fighting over the keep for the looting rights. However, neither faction knows that **orcs** are downstairs or what inhabits the upstairs.

23. Stair Room

DM's Note: The door to the stair room is locked. The captain's key or a DC 20 Dexterity check using thieves' tools is required to open the door.

A table and two chairs sit in the southeast corner of the room. A set of stairs leads down and a set of stairs leads up.

If the PCs go down, go to the **Lower Level** section. If the PCs go upstairs, go to **Upper Level** section.

Dungeon Level

If the characters have not yet achieved second level experience, they should be rewarded by leveling to level two. The challenges below call for stronger adventurers. Many of the rooms on this level showcase a different type of terrain and climate. The rooms are magically infused for the next 1,000 odd years to house these different climates. The climate feels very similar to the natural version. However, while the arctic room is cold, the adventurers will be able to navigate and fight as normal even if they do not have the proper equipment.

1. Stair Room

You descend the stairs to a similarly sized room from the one you just left. Again, a table with two chairs occupies the southeast corner. There is a door on the eastern wall.

There is nothing of value in this room.

2. Preparation Room

Dust and stale air fills your nose and lungs as you enter this large room. There are three tables with three chairs with dust covering them live a coat. Miscellaneous rusted weapons are strewn about the room while a pile of rusted and battered shields rests in the northeastern corner.

This room was simply a preparation chamber for the adventurers. They would eat, hydrate, and chat in here before, during, and after training. The weapons and shields are blunted and rusted making them virtually unusable in actual combat.

3. Grassland

A warm breeze and a gust of fresh air hits you as you open the door. A delicately cut meadow with trees just beginning their life create a glowing and warm atmosphere. Sitting down and leaning against two different trees and two brutish looking orcs. As they notice, you they grab their great axes and scream an orcish battle cry.

There are two **orcs** in this room that will attack on sight and to the death. They scream, "honor and glory!" in orcish as they charge into battle. In bags that are scattered around the trees they were slumped on is their small treasure. Together they have 60 gold pieces, 20 silver pieces, a silver ring with a yellow gem (worth 100 gold pieces), and a scrap of cloth from an old banner of their clan, the Death Moon tribe.

4. Coastal Room

The smell of salt water and a sandy beach gives this room a tropical ambience. The ground is all sand and to the south, a smaller version of the sea meeting beach is displayed by small waves crashing upon the shore. A large, ugly **ogre** grabs its club and rushes to attack.

An **ogre** occupies this room with its pet **giant crab** named Snappy. The **ogre** will attempt to distract the adventurers as Snappy attempts to grapple someone and bring them underwater. Snappy is much more intelligent than most crabs due to these changes:

- Snappy has a 6 (-2) Intelligence
- Snappy has a 15 (+2) Strength

The changes are factored in below. If Snappy sees the fight is going well against the **ogre**, he will hide in the water. If the PCs try to charm Snappy and have him as a pet. A DC 10 Animal Handling check is required. If they use something shiny to get his attention such as a gold piece or magical sword, they have advantage on the roll. If they fail more than twice trying to charm Snappy, he will swim into the water never to be seen again.

The **ogre** has a small loot pile in the northern section of the room. There are 75 gp, 500 sp, a *pearl of power*, a set of golden silverware worth 250 gp, and seven gems worth 15 gp each.

5. Nightmare Simulation

A glowing orange-red light emanates from the center of this circular chamber. Chairs set in a circular fashion wrap around the room and the hellish light.

Upon closer inspection of the orange-red light, the PCs will see that it is emanating out of an orb. If they move closer, read:

The orb itself seems to be made of clear crystal; however, the light inside seems to be flowing and circulating as if alive. There is a circular cut on the top of the orb as if meant to be pushed down.

This orb creates a nightmare simulation if the button is pressed. This experience will feel real as life to the adventurers. Appearing in the room will be everyone's worst nightmare. This is a good point in the campaign to personalize it for your group. Even if the fear is physically not possible to overcome now, it will still challenge the PCs. The adventurer's will feel all the emotion, physical, and mental pain of this task, but no damage will be done to their actual bodies. Once the button is pushed, all of this happens within the adventurer's heads. However, all the nightmares will appear in the room they are currently in, and they will have no clue they are only living a simulation in their heads.

If the group does not have specific fears or they have not revealed their worst nightmare, you can use a **bone devil** instead. This monster should strike fear into the bravest of low level adventurers. PCs attempting to flee out of the door they came in, they will find it to be locked. There are no exits in this room. Each character must complete the nightmare scenario before they can depart.

6. Arctic Room

An arctic chill sweeps over you as you open the door. Snow is falling as if it were a mild winter day. A couple inches of snow settle on the frozen ground and jagged stalactites hang from the ceiling. The smell of rotten meat drifts along with the cold breeze.

This room was created to simulate an arctic terrain. If the PCs move at least 10 feet into the room, a **polar bear** appears in the middle of the room and charges to attack. This was magically created to give the adventurers a difficult challenge in an arctic adventure scenario. If defeated, the polar bear will be unable to reappear for ten minutes. It will reappear at a random location within the chamber.

Hanging from the ceiling, there are 1d6 stalactites. Once the **polar bear** has appeared, one stalactite will fall every round on a random PC. The PC must make a DC 12 Dexterity saving throw or take 5 (1d8) piercing damage. Once the polar bear is defeated, the stalactites stop falling and grow back.

7. Desert Room

Small sand dunes and immense heat occupies this room. A sarcophagus made of jet black marble lies in the sand twenty feet from the door. The lid is pushed off the left side, and a decayed, linen wrapped figure looms over the sarcophagus.

The ominous figure near the sarcophagus is a **mummy**. Initially, the mummy is not inherently hostile. The mummy will communicate with the party in common. A mummy speaking is a rare event. It will ask the adventurers to recover its Stone of En-

chantment so it can finally rest. If the PCs refuse to do so, it will attack. This could create a dispute between the PCs if they have run into Theren.

If the PCs bring the Stone of Enchantment back to the mummy, it will reward them with a *ring of resistance (Necrotic)* for their efforts and one half of the owl figure used to open the door in Upper Level area 5. If the PCs do not accept the mummy's bargain, they will have to fight for the items.

8. General Sparring

Six stone, round platforms raise up one foot from the ground to create small sparring circles. On one of the platforms, two orcs dual as another watches and cheers them on.

The three **orcs** in this room will attack the PCs on sight. The **orc** who is cheering the other two on will yell at them to stop once the PCs enter.

In a backpack leaning up against the raised platform, the orcs have a total of 50 gp, 270 sp, and a gold ring worth 100 gp.

Second Level

The upper level of the keep is mainly where visitors would stay. When nobles, the king/queen, or high wizards would visit, they would still be offered the luxury of life back home in Macandire.

1. Stair Room

You ascend the stairs to a similarly sized room from the one you just left. Again, a table with two chairs occupies the southeast corner. There is a door on the eastern wall.

There is nothing of value in this room.



2. Noble's Lounge

A dusty yet elegant rug creates a grand entrance into this high-class chamber. All the furniture, paintings, and glassware seems to be of masterful creation. There are three paintings in the room. One depicts a young human boy casting a fireball at a two-headed monster with monkey-like heads sprouting from its twin snake-like necks with its arms ending in long tentacles. The second painting depicts a feeble human wizard holding out a wand with a yellow bolt paralyzing and charging Minotaur. The last painting shows a castle with an orangish-red life-force seemingly flowing through the crystal walls. A hearth is placed on the north wall with couches placed in a semi-circle around it. Two tables with chairs stand in the room made of a fine maple.



If the PCs inspect the room, a **specter** will appear. The **specter** is the old captain of the adventurer sand is bound to the keep because he was often tormented by the nobles who would come visit. Regardless of his accomplishments, he was looked down upon since he was not a noble. The **specter** is indiscriminate, and it will not hesitate to attack wandering adventurers.

Since this is where the nobles used to lounge while visiting, there are many treasures in the room. The paintings are worth 300 gold each, and if taken with the frames, 350 gold. The glassware is worth 200 gold pieces. If the PCs look behind the painting of the feeble wizard with the minotaur, they will find a small out cut in the wall containing a small

chest. The chest is locked and requires a DC 15 dexterity check using thieves' tools to open. Inside the chest is 125 gold pieces worth of gems.

3. Aquarium

Large tanks containing water and sea life occupy the walls of this chamber. Unlike the unkempt rooms of this keep, the tanks seem nearly spotless. A small shark prowls around the tank on the northern wall, and other types of exotic fish swim around the others. Also in the tank with the small shark, a stone sculpted to resemble the head of a cat with a green gem in the left eye rests on the multi-colored pebble floor.

These fish tanks are magically infused to stay clean and healthy for the sea life to inhabit. However, there is also magic intertwined to create a trap for anyone who wishes harm upon Xanthos' pets. Xanthos, Exwyn's deceased master, configured the tanks to explode and immediately fill the room with water if the cat's head stone is moved. The stone is a *Stone of Good Luck*, and it will remain unharmed even if the trap is set off. If the trap is set off, the room will immediately fill with water and the small shark will turn into a **reef shark**. The exotic fish will act as three **quippers** for statistics. There are twelve total exotic fish, but only the three are magically altered. The **reef shark** and **quippers** will attack the PCs create an underwater combat scenario.

4. Alchemist's Quarters

Plants, roots, fungus, and other nature gathers lie spread across countertops and tables. Many dusty barrels and containers are randomly placed throughout the chamber. Dusty vials, some with strange substances, are set up in racks and seem to not have been touched in years. A bed with a nightstand sits in the southeast corner with a single pillow and sheet.

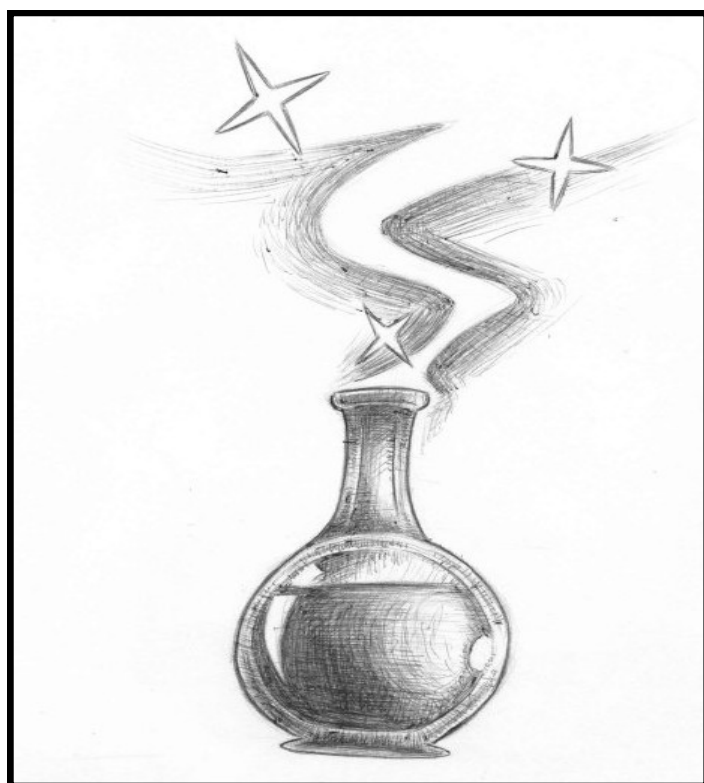
These are the quarters once used by the keep's alchemist. Most of the ingredients used in potion creation are past usable. However, a PC can collect enough materials to put together a rudimentary set of Alchemist's Supplies.

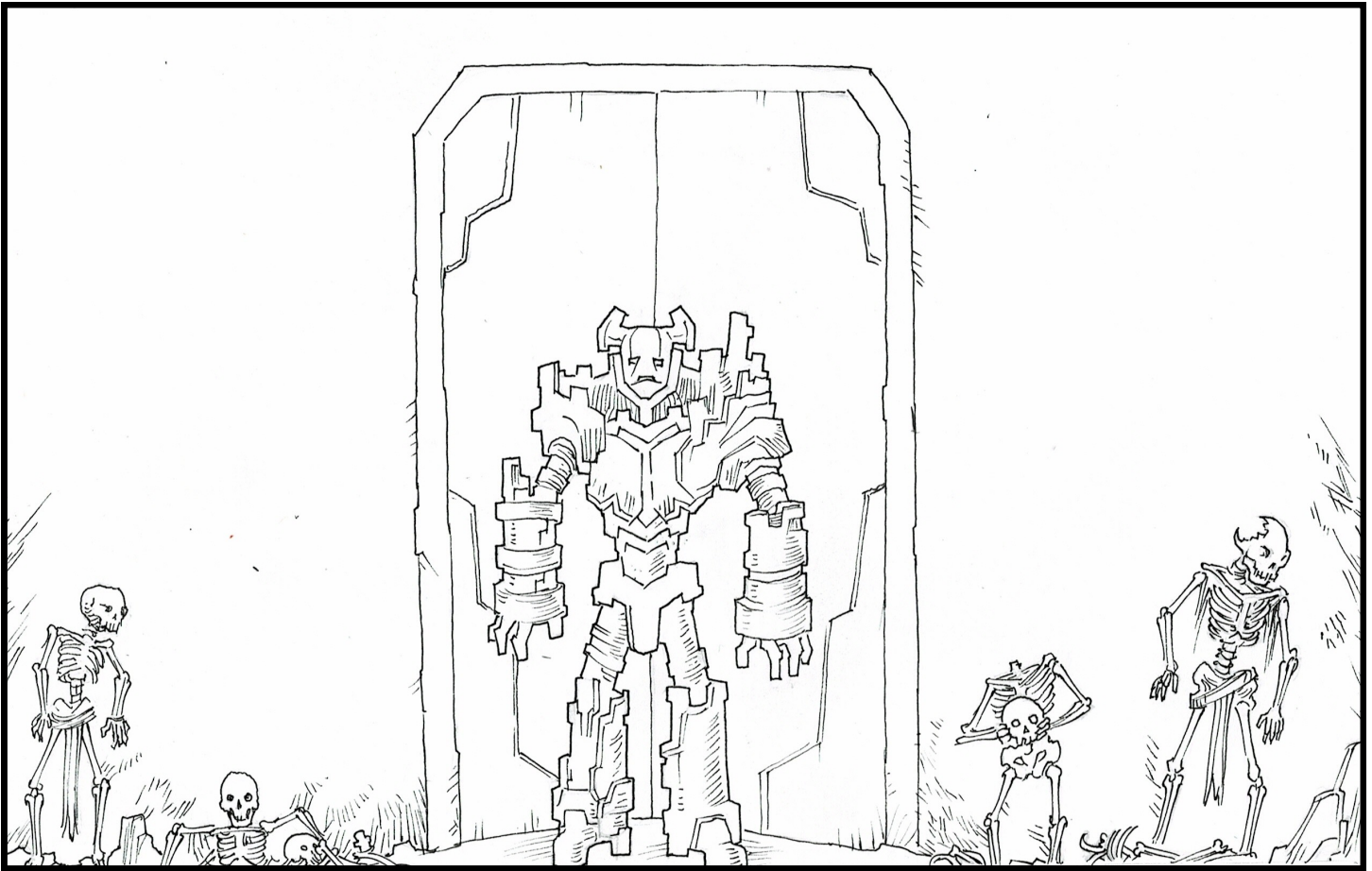
With a DC 12 Investigation check, PCs can also find *Alchemist's Fire*, and a *Potion of Necrotic Resistance*. Also, the PC's will find a tome titled "Cortix's Introductory Collection of Creations". This tome identifies five basic potions that the last alchemist of the keep, Cortix, would teach to apprentices.

The potions identified are: *animal friendship*, *climbing*, *healing*, *resistance*, and *water breathing*. If the PCs find this tome in the nightstand, they will be able to identify these potions if they are to come across them. Also noted in the tome is Cortix's famous juice. However, the creation process is not noted.

Cortix combined different normal and exotic flavors to create a tasteful and nourishing juice. However, the creation process is a secret family recipe and is said to have died with Cortix, so the only juice left is in this chamber. When a PC drinks the juice, they will feel as if they have never tasted anything as remarkable in their life. The juice also has a nourishing enchantment worked into it. If a PC has one drink, they will be nourished for a complete day, similar to the *Goodberry* spell. There are 15 charges of Cortix's juice left in the chambers.

The only concoction with negative effects in this room is a *Potion of Minor Poison* (the only statistical change is that it only does 2d4 poison damage instead of 3d6).





5. Tower Entrance

A large room is cut off in the middle by a semi-circle wall with a door. A humanoid figure made of stone stands guard of the door leading up to the tower.

This lesser stone golem stands guard of the tower chamber. To pass, the PCs will need either both halves of the owl figure. The figure can be separate or together. If anyone tries to pass, it will move in front of them and say, "An owl is required for passage". Xanthos designed this **lesser stone golem** (see appendix A) to stand guard of the tower he and Exwyn kept as their sanctuary. The **lesser stone golem** is not hostile to any PCs with good alignment, and if no one attempts to enter the tower without the owl, the **golem** will not be hostile. Passing the **golem** with the owl allows passage to and

from the door for 100 years, so the PCs should have enough time if they need to go back for any reason - there is no time limit on the PCs.

6. Noble's Quarters

Before you is a large bedroom chamber fit for a noble. There is a bed with a folded partition in the southwest corner, a dresser made of fine wood in the southeast corner, and a coffee table and couches in the middle of the room pointing at a beautiful tapestry of a lion on the east wall. Sunlight streams in from a window on the southern wall.

This was a room that a noble occupied when they would visit their adventurers. The room is simple because they each would have a corresponding storage unit across the hallway. The key to area 7 is

in the top drawer of the dresser. The only item of value left behind in the room is a ring mixed in with the bed sheets. The ring is worth 75 gold pieces.

7. Storage Room

The door to this room is locked. It requires a DC 20 dexterity check using thieves' tools to unlock or the key from area 6.

A musty and rotten smell rushes out of this room as the door is opened. Occupying this room is a wardrobe, a few crates, and a few barrels.

When the news was found that Macandire was under siege from within, most nobles rushed away from the keep with their adventurers with all they could carry, so there is some treasure left behind. In this room, there are two sets of noble's clothes fit for a female elf. The clothes are still in good shape and can be worn proudly or sold for 25 gold pieces each set. There is also a total of 300 gold pieces scattered between the wardrobe and crates. In the barrels, there is rotten apples and potatoes. However, in one of them, the PCs will find the *Stone of Enchantment*. They will need this to bargain with Theren the blacksmith or the mummy. If the PCs keep this stone, they will not be able to discover how to use it or its worth.

8. Caretaker's Closet

As you open the door, it gets knocked against a bed halfway open and cannot open further.

These chambers are so crammed, the door cannot open fully. It is a very simple room. A bed, a trunk, and nearly every cleaning supply that can be found. However, there is a *potion of poison* in the

trunk that the caretaker intended to use on someone in the keep.

9. Noble's Quarters

As the door creaks open, an audible screech emanates from the southeast corner as you see two giant vultures flying to attack.

Two **giant vultures** have made this bed chamber their home. The vultures take any form of entrance as a threat to their eggs. There is a nest in the southeast corner with three eggs laying inside. The eggs have been recently laid and are still a month and a half off hatching; however, without the parents, the eggs will not have the correct conditions to hatch.

The rest of the bed chamber is very similar to the noble's chamber in area 6. However, there is a painting of a unicorn battling a burning bull on the east wall. The painting is worth 50 gold pieces.

10. Storage Room

DM's Note: Unlike the area 7, this storage room is unlocked.

As you open this door, you see an unlit torch laying in the middle of the room. There is nothing else in this chamber.

Other than the torch, there is nothing of value in this room.

11. Empty Noble's Quarters

Sunlight illuminates this empty chamber. There is a single gold coin in the middle of the room. A closed door is set into a wall emerging from the right-hand side of the room.

The gold coin is simply one gold piece. Perhaps your adventurers will over think the gold coin and let their guard down for the mimic hiding in the closet. There is nothing else in this room except the door that leads to the closet.

12. Closet

The only object in this small closet is a large chest placed in front of the southern wall.

The chest is a **mimic** waiting for unsuspecting prey to get close. As soon as a PC gets within reach, the **mimic** will shape-shift and attack. There is nothing of value in this closet except a lesson on never trusting chests.

13. Wizard's Quarters

A wooden table with scrolls, parchment, and gems stands in the middle of this chamber. On the eastern wall, there is a large chalkboard with arcane sigils forming a sequence of incantation. A couch five feet away from the southeast corner of the room is pointed at the hearth occupying the corner.

The arcane symbols written on the chalkboard are unusual to adventurers who are skilled in the art of arcana. A PC must succeed on a DC 15 Arcana check to understand these writings. The writing is a

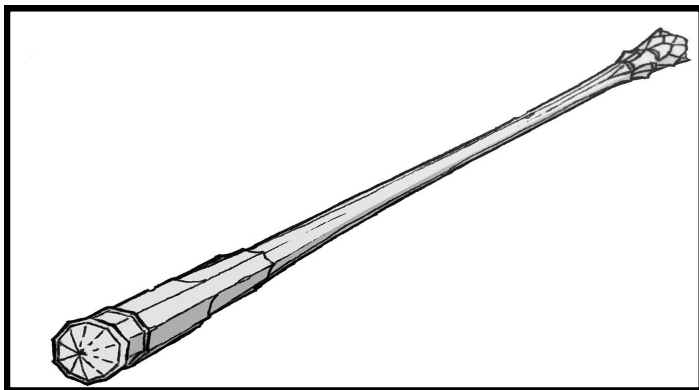
new spell that Xanthos had developed. It is a disarming spell. The details of the spell can be found in Appendix B. This is an optional new spell you may add in. If you feel that it does not suit your group or style of play, do not use it! If you wish to not use it, then define the arcane sigils as random ramblings of an old and crazy wizard. Also, replace the *disarm* scroll with any wizard spell of level two and below - or let the player make the selection.

Scattered across the table in the center of the room are five gems worth 20 gold pieces each and three **spell scrolls**: *disarm*, *knock*, and *melf's Acid Arrow*. A PC must make the same DC 15 Arcana check to read the scroll of *disarm* unless done previously on the chalkboard. A wizard can copy the spell into his or her spell book from the scroll or chalkboard.

14. Wizard's Bedroom

The door opens to a small and humble bedroom chamber. There is a comfortable bed, a nightstand, and a dresser tightly fit into the room. An ornate wand lays on the nightstand surrounded in a thick coating of dust.

The wand on the nightstand is a *wand of the war mage* +1. This is the only treasure found in the room. The dresser holds modest robes, and the nightstand drawers contain nothing but dust and spiders.



15. Shrine to Athena

Two rows of chairs with kneelers point towards a fine white marble alter. A painting of a strong woman in robes holding a spear and shield rests atop the alter.

This chamber served as a simple worship room to Athena, goddess of wisdom and civilization. Upon closer inspection of the alter, they will notice a half of an owl three inches thick laying on the alter. This is one of the halves that serves as the key to enter the tower chamber where Exwyn is hiding. The other half is in the sarcophagus of the mummy in the lower level.

16. Initiation Chambers

DM's Notes: The door to this room is locked. A DC 20 Dexterity check with thieves' tools or the captain's key is required to open this room.

This grand chamber seems to have held large audiences in the past. Two rows of seven benches each lead the way to a three-step staircase leading up to an altar. On top of the white marble alter is a large bowl made of a darker marble. A beautiful yet enduring throne with annex chairs sits behind the alter. Sitting on the throne is a pale humanoid figure slumped to the right side.

Once the PCs move 10 feet into the room, the **wight** sitting in the throne will animate and attack. Behind the throne and side chairs are two **zombies** that will also attack. The **wight** prefers melee, but if the PCs are hesitant to charge, it will use its bow. This **wight** was an elf adventurer who failed to complete its final tasks, including the initiation chamber. It now takes revenge by attempting to kill anyone or



anything that stumbles into the chamber in which he had its greatest failure. The two **zombies** are former cultists looking for Exwyn that the **wight** slayed. This is seen by the same jet black robes as all the other cultist the PCs have encountered.

If any PC spent more than five minutes looking over the books from area 6, they will be able to recall what this room is. This room was the final task for the adventures. They would all gather in this room and await their turn to join their king or queen at the offering bowl. Each person would bring an item that they were tremendously attached to and place it in the dark marble bowl. If they were truly attached the item, a magical power would reward them by making them more advanced in their specific skill set. If they bring an item they are not attached to

thus trying to beat the system, a magical power would reduce their skills in their highest skill set.

If a PC places an object they are attached to in the bowl, it ignites in a green flame and the items disappears forever. Then, a positive energy force will sweep over them granting them a one-point bonus to their main stat (strength, dexterity, etc.). If a PC places an object that they are not attached to in the bowl, it ignites in a red flame disappearing forever. Then, a negative energy will give them a chill, and their main stat will go down by one. It is the duty of the DM to make the decision on whether the PCs are being honest and genuine with their offerings.

17. Dining Hall

Three columns of tables and chairs run north and south in this large dining hall. A head table with a decorative wooden throne sits in the middle of the table. Cracked plates and cups are littered around the tables. Linens once used for dining are dusty covered and tattered.

This dining hall was once used by nobles and adventurers upon graduation from the keep. All the silverware and dining pieces are old, broken, and grimy rendering them worthless.

18. Dining Storage

Tables and chairs are stacked up on top of one another in this small closet. In the corner, a few mops and brooms with corresponding buckets rest against the wall. The buckets are filled with murky water as if not changed in years.

The storage closet was used to house extra tables and chairs and more cleaning supplies. However, these cleaning supplies are magically enchanted to clean the dining hall. If a PC takes the mops or brooms into the dining hall, they will animate and begin to clean. They can only be stopped with a *dispel magic* spell or similar magic. They will clean until the job is done and then go back into the closet.

19. Servant's Quarters

Five rough beds line the northern wall of this chamber. A small trunk rests at the foot of each bed with a corresponding bucket next to each. The smell in the air is stale and fowl.

This chamber is where the servants for the upper level lived. It is a very humble room as each of them only had a bed, trunk, and bucket. All the trunks are empty; however, the buckets have some left-over material creating the nasty smell in the air. It is obvious these buckets were used as bathroom buckets. There is nothing of value in this room.

20. Chef's Room

Dust kicks up from the floor as the door is opened into this humble room. A bed in the northwest corner sits next to a small nightstand. The only other furniture in this room is a dresser with a set of rusty knives on top. It seems as if these knives were well crafted but have fallen victim to time.

This room is where the head chef resided. On the nightstand, there is a book titled "Callon's Capacious Cook Book". The book itself is very large; however, only two pages are filled out. The pages

are a simple introduction to the book, and Callon is just bragging about how much content will be in the book. The drawer in the nightstand is locked. It requires a DC 15 Dexterity Check using thieves' tools to open. Inside is an elegant knife used to prepare food. The *knife of keen cutting* (See Appendix A) is a magic item that yearns to be connected to its counterpart the *fork of feasting*. The knives on the dresser are rusty and have no value.

21. Kitchen

Rusted pots, pans, knives, and other dishes are littered all around this kitchen. While it seems that this kitchen was once used for high class cooking, it has decayed in time.

This kitchen was used to prepare food for the nobles and high-class citizens that would visit Farador. There is nothing left of value in this room.

22. Pet Room

As the door swings open, a loud screech emanates from inside the room. Taking to flight are two hideous creatures that look like a hybrid of a bat, lizard, and bird fly toward you.

This is the room where the pets of the keep are kept. However, the nobles of the keep were just starting to stock the room with pets when Macandire came under attack. There are only two **cockatrices** in this room that attack on sight. There are two broken cages that housed the cockatrices, a large cage, and two medium cages. The large cage has a piece of parchment in it that reads "Coutal" and the two medium cages have notes that say "Basilisk."

The tower level of the keep is where Exwyn resides. The PCs will not be able to enter this location if they do not speak the passage phrase to the **lesser stone golem** standing guard at location 5 of the Upper Level. If the PCs get past, read:

T1. Mural of Athena

A spiral stair case leads up to a tower placed on the southeast corner of the keep. After nearly 20 feet of walking, the stairs are cut off by a large double door with a mural. The mural depicts the Greek goddess Athena standing over a mountain peak gazing down upon a battle. In one hand, she holds a spear, and in her other hand, she seems to be letting an owl perch on her fingers. However, the owl is cut out as if the mural is missing a piece.

The mural of Athena is the last challenge that the PCs must overcome before reaching Exwyn. Xanthos and Exwyn made sure to take extensive measures to not be bothered by the wrong people. Athena's owl is split into two pieces. The first piece is in area 7 in the lower level, and the other piece is in area 15 in the upper level. If a PC attempts to put the two halves together, they will magically fuse back into the owl. This owl can then be placed in the mural to open the door.

T2. Exwyn's Quarters

As the mural doors swing open, a fresh scent of lavender fills the air. The chamber on the other side of the door is warm and carries a comforting atmosphere. A hearth located directly on the other side of the room glows hot. However, you see a human head peeking out from a couch. You

see a set of deep blue eyes rise, and the figure says, “Who are you?”

The PCs have finally met with Exwyn. Since he is only 17 years old, he will be reserved and panicking initially; however, once the adventurers start to talk him down, he will warm up to them. Once he warms up to them, he will be upbeat and excited to be meeting them. He will explain that the town of Mistwood has been out for him and Gadyrt for a couple of months now. He will also reveal that the cultists of Mistwood are simple fledglings of the rising power in Macandire. Exwyn will explain this to the adventurers:

Exwyn



“Long ago, high mages were practicing new kinds of magic. The city funded this research as they thought the mages were attempting to discover new magic that would make Macandire be more prosperous; however, all the members that were assigned to this special project were eventually corrupted by an unknown evil. They kept experimenting, and eventually caused the destruction of the city. They created a spell that destroyed nearly all of Macandire. The earth trembled, strong winds tore down buildings, and intense storms ripped structures from the ground. However, they did not stop there. They corrupted many people and monsters to eliminate anyone who would not swear allegiance to them. Now, the descendants of these dark overlords are rising in power. Macandire was once a heroic and respectable city. It was once a beacon of hope for people that wanted a better life. Retaking the area of Mistwood is a start, but the real task is to retake Macandire.”

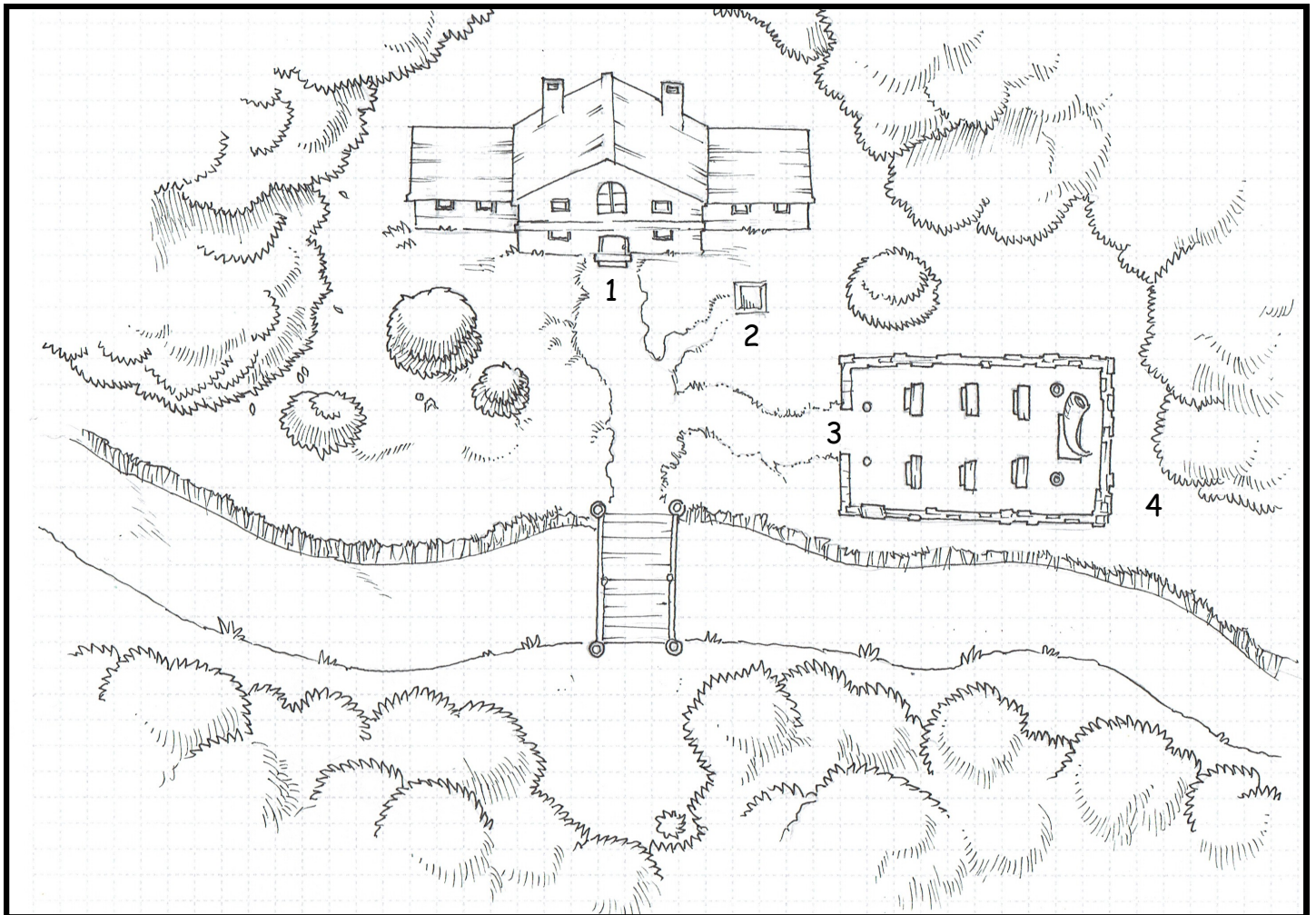
If the PCs need extra convincing, Exwyn will remind them that the city was extremely wealthy. Gold and magic items are still going to be littered around the city because anyone who did not die left in a hurry. Exwyn is also worried that once Macandire is situated, the Apocalypse Council will spread the mayhem to the other reaches of the land. Exwyn will attempt to convince the PCs to first check up on the ranger Gadyrt and then reclaim the town of Mistwood. Exwyn will assist the PCs in this endeavor and fights as an **apprentice wizard**. Exwyn also has *slippers of spider climbing* that he uses to get in and out of the keep as needed. Exwyn will lead the PCs to area B to check in on the ranger named Gadyrt.

Part B: The Cottage

This is the location in which the ranger Gadryt lived. Cultists have taken over his cottage and killed him. They murdered him because he and Exwyn are the only non-believers left in the region. As the PCs arrive, the cultists will be desecrating the shrine to Heimdall. When the PCs approach the cabin, read:

A crystal-clear river cuts across the thick forest and down in front of the cabin. A stone bridge intersects the river leading north to the cabin and/or south into the forest. A dirt path connects the bridge to the cabin. Two annex roads break off it leading to a small outhouse and a shack. Two tall and muscular robed and hooded figures pace around these paths as if keeping guard.

These are cultist thugs sent from Mistwood to deal with Gadryt. These cultists function as **thugs** statistically. The cultists all wear leather armor under their black robes and hoods. Sewn into the robes in silver is the head of a ram. A DC 12 Religion or History check will reveal this as the symbol of Hades, the god of the underworld. Once in eye sight, the PCs will have to make Stealth checks against the thug's passive perception to stay hidden. They will attack on sight and yell for the other three thugs in area 4.



1. The Cabin

The door swings open into a small main floor. On the left side, there is a glowing hearth with a pot of stew brewing. Six bedrolls are laid out across the floor in front of the hearth, and each bedroll has a corresponding backpack. Chairs and side tables surround the hearth as well. On the right side, there is a dining room with loose vegetables and dirty bowls and silverware scattered about. A wooden staircase leads up to an upper level.

The only things of value in the cabin are what is inside the backpack all the way to the left and the food. The backpack is stuffed with Gadryt's valuable belongings. There is a total of 323 gold pieces, 540 silver pieces, a *bag of holding*, and *bracers of archery*. There is a total of two days' worth of rations scattered about. This is where the cultist thugs slept the previous night after killing Gadryt. His dead body still lies cold upstairs or in area A.

A. Upstairs

The stairs lead up to a small bed chamber. A dresser with a bone on top and rocking chair occupy the right side of the room and a bed occupies the left side. Long brown hair falls down the right side of the bed. A dark red sheet covers the rest of the seemingly humanoid body.

The body on the bed remains motionless as it is the dead body of the ranger Gadryt. Exwyn will rush to pull the sheet back and greet him. He will find a massive sword wound in his stomach, and he will also immediately start weeping as he knows his last friend has passed. The sheets on the bed were

originally white but are now stained in dry blood. Exwyn will become enraged with the cultists. They have murdered everyone close to him, and he will beg the PCs to help him eradicate them from Mistwood. Exwyn will ask for a proper burial for Gadryt once this is all over. He will also plead with them to end the evil rising in Macandire, so no one must suffer the same fate. All of Gadryt's valuables are in area 3 with the rest of the thugs. The bone on top of the dresser is used to tame Atlas the war mastiff in area 4.

2. Outhouse

A tall slender outhouse with a crescent moon carved into the door stands before you. As you open the door, the overwhelming smell of rotten feces overwhelms you. You see a seat with a hole made for conducting some sort of business.

Anyone who opens the door to the outhouse must make a DC 12 Constitution saving throw against the rotten feces. If a PC fails, they become poisoned for 1d4 hours. If they succeed, nothing happens. The outhouse has not been cleaned in a very long time, so the substance it houses has become slightly toxic. There is nothing of value in the outhouse.

3. Shrine to Apollo

As the door swings open, you see four cultists breaking pews and smashing their maces down on the white marble altar. As they see you, they stop. They begin to grin and move towards you. The largest out of the pack says, "Helvar wants the boy alive. The same fate as the elf for the rest."

The **cultists** are in the middle of destroying the shrine as the adventurers enter. There are no windows to the cabin, but if a PC listens at the door before entering, they will hear the smashing and cursing. The cultists are like those who were outside and fight as **thugs**. The only statistical change needed to be done is to the leader who has 50 hit points (maximum of a thug) and fights two-handed with a **+1 war hammer** [+5 to hit, reach 5 ft., one creature. Hit 7 (1d10 + 3) bludgeoning damage].

If the PCs failed to kill the two cultists guarding the cabin and shrine, they will join these cultists in battle. They will attempt to kill all the adventures except Exwyn. They will only pursue the PCs if they know they can either catch them or if they were seriously taunted. The thugs each have 20 gold pieces on their bodies they were given to complete this job. Found on the body of the leader is a note made out to him. The note reads:

Larkin,
The mission this time is simple. Find Gadryt's home and slay him. He is a foolish old elf who is too attached to his shrine to flee his fate. He is old and feeble, so you shouldn't have a problem. Destroy the shrine then burn it to the ground. After that, report back to me. Your next mission is capturing that human boy. The council wants him. His master had information we need.
-H

Almost all the pews have been smashed, the altar has many cracks, and the giant war horn that lies across it is cracked in half. An engraving on the altar reads, "For Apollo, the shining light in this dark world."

4. Dog

DM's Note: If a loud interaction takes place with the two guards keeping watch, the war **mastiff** (with the statistical changed noted below) in this area will bark loudly. If the PCs walk to the other side of the shrine to see what is making the noise, read:

Before you is a rundown dog house. Hay is scattered about, the wood forming the roof is starting to warp, and the trough is full of murky, stale water. A mastiff with a spiked collar connected to a metal link chain barks aggressively at you.

If Exwyn is with the adventurers, he will jump out in front to calm the dog down. Once the mastiff sees Exwyn, he will lie whimper and sit. Exwyn will then explain to the party that the dog's name is Atlas, and he is trained as a war dog. If the PCs wish to add Atlas to their party, one must claim Atlas and become his new owner. He wears leather studded armor and a spike collar. He will follow his master in whatever endeavors until death. Atlas is rolled into the imitative order separate from his master and acts on that turn. He must be fed, hydrated, and taken care of as normal.

If the PCs do not have Exwyn with them, they must roll a DC 15 Animal Handling check to tame Atlas. They receive advantage on this check if they have the bone from area 1a.

Part C. The Ambush

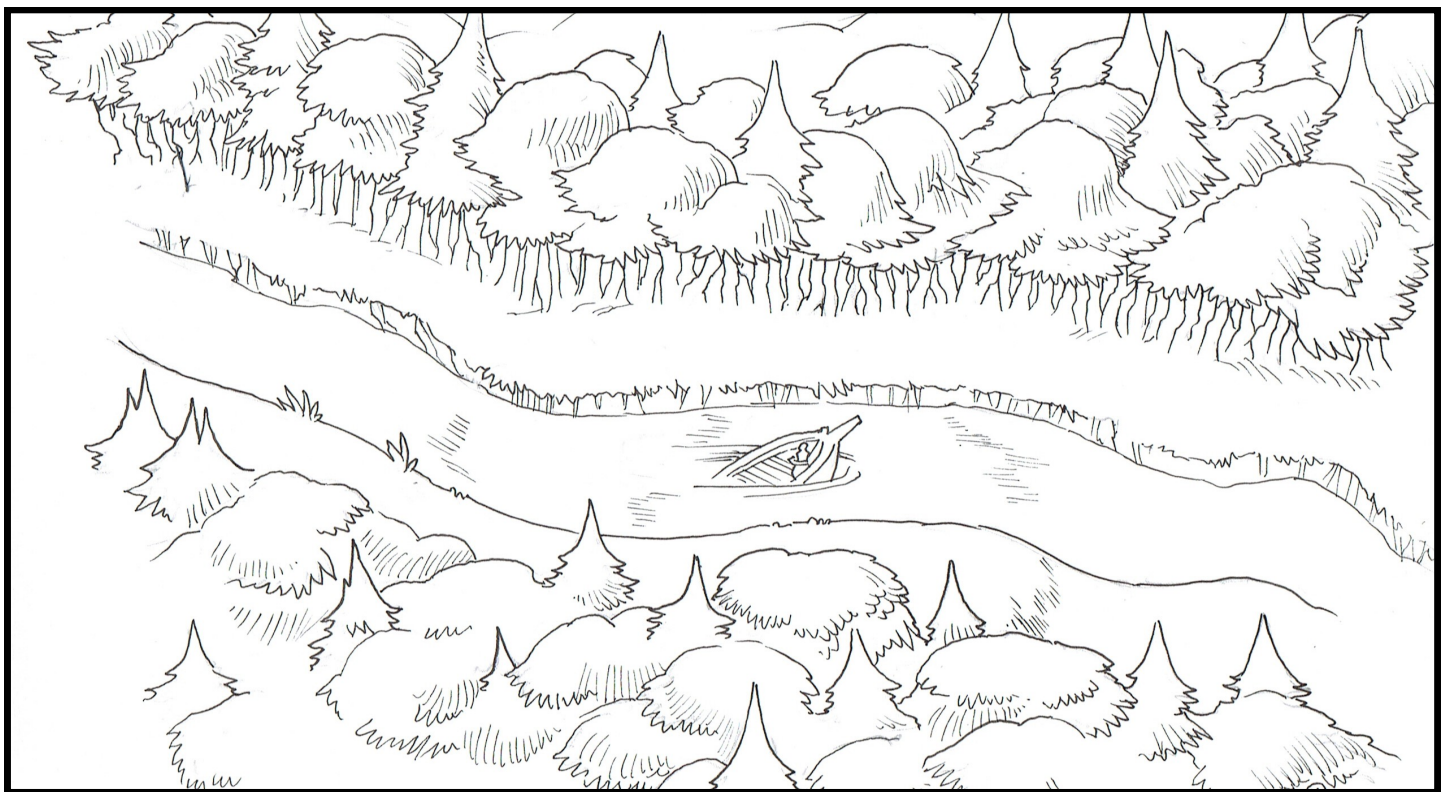
This encounter is an optional encounter. If you feel as if your group could use more of a challenge before engaging with the townspeople of Mistwood, this encounter could help. If the PCs travel directly south to Mistwood, read:

After traveling many miles, you come across another flowing river. Similar to the water near the cabin, it is clear and flowing slowly. However, in the middle of the river, there is a broken boat stuck into the river bed. In the boat there is a backpack and a broken oar. You can see the glint of gold coming from inside the backpack.

When the PCs cross the river or go to check what is inside the backpack, they will be ambushed by a group of **bandits**. The **bandits** will wait to ambush them until they are about ten feet into the water. The bandits will hop down from trees, come out behind trees, and ultimately surround the party so escaping would be very difficult. There is a total of six ban-

aits. They will not have surprise initiative because the leader hops down from a tree and toys with the PCs. He will demand they submit all their gold or pay with their lives. If they do not submit the gold, the bandits will attack. Three of them will stay back and attack with their light crossbows, and the other three, including the leader, will rush to melee. If the fight does not go in their favor, they will flee in any direction possible. The leader also fights with a **+1 short sword**, so the stat line should be adjusted accordingly [+4 to hit, reach five ft., one creature. Hit 5 (1d6 + 2) slashing damage].

If the PCs attempt to knock out and interrogate a bandit, they will know nothing of the people of Mistwood or Macandire. They are simply bandits who travel around stealing and occasionally killing. They will admit that they've had trouble with cultists; however, the business of the cult is none of theirs. The bandits have a collective 120 gold pieces, the **+1 short sword**, and two **spell scrolls** (*detect magic* and *burning hands*).



Part D. The Battle of Mistwood

Before the PCs reach the town of Mistwood, they should level up to level 3. This battle will conclude their adventures in this region. If they look around the town, they will find it to be abandoned, except the town hall. Painted in red on the buildings in the town square are phrases like “Death to nonbelievers,” “Pretenders will find no salvation,” and “Let your sins consume you.”

1. Helvar, the wicked

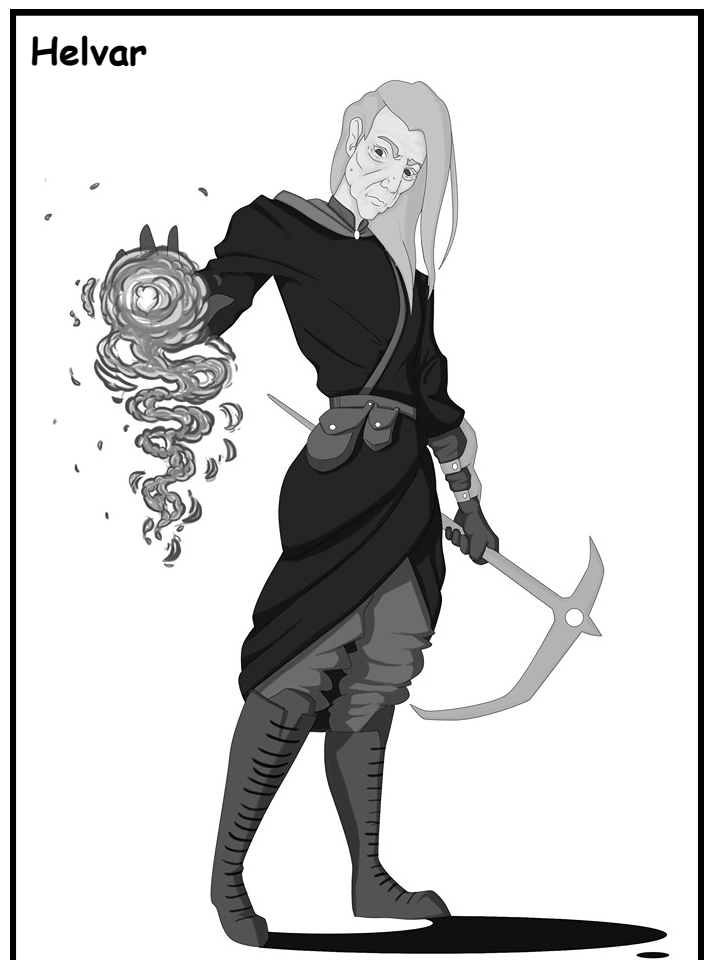
DM’s Note: Helvar and his soldiers will be ready for the adventurers. They know that the PCs are in the area because Mistwood has spies everywhere in the forest. PCs approaching the town will see that a long road leads to a town circle. Houses surround the town circle keeping the circle formatting. When they approach, read:

You see lights waving in the cool, dark night. As you grow closer you see that they spawn from torches being held up. Four individuals talk among themselves as a two-headed dog lies down. They all wear the same jet-black robes with the sewn in ram’s head you have seen before. Three of the cultists seem to be closely watching one with silver hair streaming down his shoulder. In his right hand he holds a scythe as opposed to a scimitar like the rest. There is a very beautiful fountain that is in the middle of the town. A beautiful woman holding a staff is the center piece of this structure. Water is flowing out of the top of her staff. A dirt road and large wooden buildings surround the figures and fountain.

Helvar the wicked, three of his cultists, and his pet death dog will be waiting for the PCs to arrive in

Mistwood. If the PCs choose to interact with Helvar before fighting, Helvar will act kind towards them at first. He will offer them a spot in the order of Hades. In doing so, all their “sins” against the order will be forgiven. Helvar only asks that they give up the boy in exchange for this. If Exwyn is not with the party, Helvar will just ask and receive their undying allegiance to Hades.

On the off chance the party accepts his offer, he will either turn on them when opportunity calls, or he will lead them to Macandire to overthrow the three heads of the Apocalypse Council. In this case, all the PC’s alignments will turn to Lawful Evil. If the PCs take this route, you can simply turn the rebellion (insert letter/number) into a rebellion of greater evil. Evil does not generally get along with evil, so you can run it as they are trying to become more powerful than the Apocalypse Council. Even



though they all worship Hades, they can easily have differing views on how to best bring the wrath of the underworld to the common world.

If the PCs do not accept his offer, he will quickly become enraged. Helvar fights as a **cult fanatic**. He will attempt to stay at range; however, if he must fight in melee, he will use his *scythe of reaping* (See **Appendix A**). He will not specifically target Exwyn because he wants to take him alive. Exwyn has knowledge on artifacts hidden in Macandire that contain great power. If Exwyn survives the encounter, he will inform the PCs of the magical items hidden in Macandire. Note the statistical changes:

- Armor Class 14 (studded leather)
- 62 hit points (7d6 +6)
- *Scythe of Reaping*. *Melee Weapon Attack*: +4 to hit. reach 5 ft. one creature. Hit: 6 (2d4 + 2) slashing damage. On a hit, the target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0, and its body withers down to a pile of bones. See **Appendix A** for further details.
- Challenge 3 (700 XP)

Helvar's pet **death dog** also fights alongside him. There are three **cultists** with them as well. If you feel your party needs a smaller or larger challenge, feel free to add and drop cultists as needed. Helvar likes to fight his own battles, so he does not feel the need to keep many henchmen. The rest of the town has fled to Macandire. Since all the **cultists** in Macandire are radical followers of the cult of Hades, they will blend in with the other cultists.

Once the **cultists** are defeated, Exwyn will cheer for the party. He will be extremely grateful that the party has taken down this section of the cult. He will

show the party to the town hall (area 3) where he believes the treasure is stashed.

2. The Fountain

There is a very beautiful fountain that is in the middle of the town. A beautiful woman holding a staff is the center piece of this structure. Water is flowing out of the top of the staff. You see the glint of gold, silver, and copper under the surface of the water.

On closer examination, the fountain appears to be made of an elegant marble not often found in this region. There is no plate showing who this woman is. A PC can identify the woman as Persephone, the wife of Hades, with a DC 12 History or Religion check. If a PC decides to toss a gold coin into the fountain for good fortune, have them roll a d10 and reference the chart below. The water is not magical. It is normal spring water that is consumable.

- 1) Gain proficiency with Deception check
- 2) Gain proficiency with Slight of Hand check
- 3) Increases Charisma by 1 point permanently
- 4) Decreases Charisma by 1 point permanently
- 5) Increases Dexterity by 1 point permanently
- 6) Decreases Dexterity by 1 point permanently
- 7) A ruby worth 600 gold appears in the PC's hand
- 8) A curse falls over the PC. Every time they speak, they cluck like a chicken. This can be removed by the *remove curse* spell.
- 9) The PC instantaneously grows a full beard. Even if shaved off, the beard will grow again overnight. This can be removed by the *remove curse* spell.
- 10) The creature gains darkvision. If they already have darkvision, reroll on the chart.



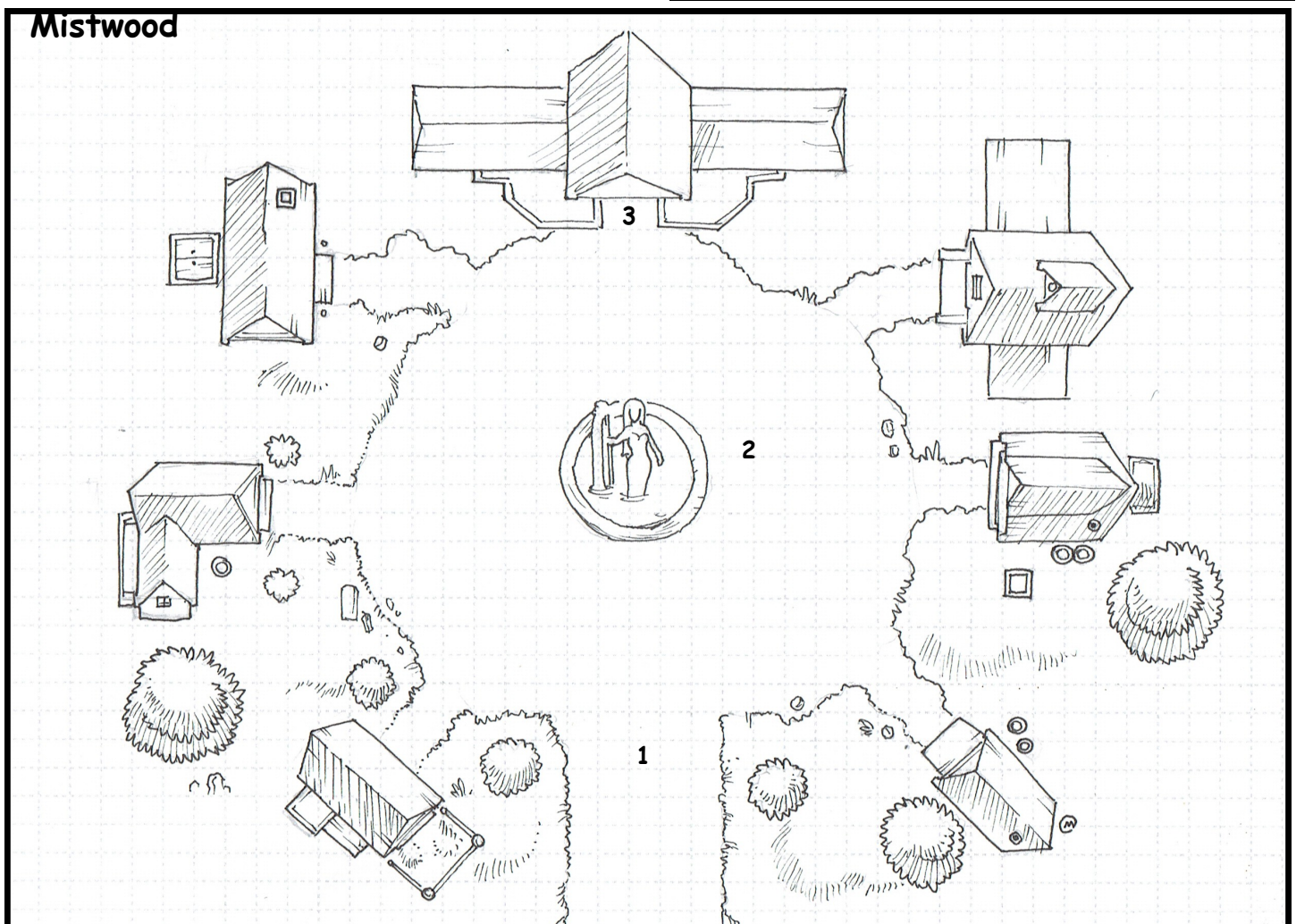
3. Town Hall

The door swings open into what seems to be a court room. Pews line the ground leading up to a three-step staircase. A judge's bench is in the center of the elevated platform. Off to the right side, six chairs are lined up for the would be jury. Sitting in front of the judge's bench lies a pile of treasure.

There are 540 gold pieces, 700 silver pieces, 200 copper pieces, 11 gems worth ten gold pieces each, one *potion of greater healing*, and *dust of disappearance*. Helvar's *scythe of reaping* will also be available to the PCs.

If the PCs look behind the judge's bench, they will find an amulet lying on the ground. The amulet and chain are made from obsidian. The amulet carries the same ram head symbol the cultists have on their robes. This amulet is one of few pure obsidian holy symbols of Hades. It is worth 400 gold pieces to the right vendor. Next to the amulet is a note. The note is written in Infernal and reads:

"A swift grave to those who deny the coming movement. The world will be consumed in the fires of the underworld. Hades will lead us to the reckoning, and he will guide us through this life and many after. It is time to spread our mission to bordering regions. Helvar, accept this necklace as a token of appreciation from the council. We will see you soon, brother."



This note is from the apocalypse council. Little did Helvar know that the section of the radical cult of Hades stationed in Mistwood was simply a distraction for anyone traveling to Macandire. Of course, they had their mission to capture Exwyn; however, the council used Helvar to do their dirty work. This necklace was just another gift to keep Helvar distracted.

Conclusion

After the Battle of Mistwood, the party will have completed all of their adventures in Part 1. To get to Macandire, they must travel through the Fanrir Mountains to the west. If they read *Grimlon's Greatest Gazetteer*, they will know of the tunnel system. If they did not find the book, Exwyn can explain it to them. You can also place another copy of the gazetteer in the Mistwood treasure hoard if needed. The gazetteer will offer no information on the specifics of the tunnel system.

Exwyn will not follow the PCs to Macandire. He will stay back to begin repairing Farrador and Mistwood. He will thank them for their service to the land and gods. He will also ask that they return to him once they are done ridding the evil from Macandire, so he knows they are safe. He will try to be brave but will most likely shed some tears as he says goodbye. The adventurers are now the closest thing he has to a family.

Part E: Mountain Pass

1. Entrance

DM's Note: the only way for the PCs to advance to Macandire is through the Fanrir Mountains. However, there is a passage that was created for this specifically. There is no man-made path that goes up the mountain, and if they walk around the mountains, it would take between one and two months. While the mountain range is 400 miles wide at this point, there is a magical door in location 9 that will teleport to the other side of the mountains. As the PCs approach the mountains, read:

You continue to follow the path west toward the Fanrir Mountains. The road stays straight; however, rolling hills make the path much more tiring to follow. Now, you can see that you are quickly closing in on the mountains. You walk up one last large hill and can see the mountain passage that will lead you closer to Macandire. However, you see two robed figures standing guard outside of the tunnel. Even from this distance you can see that their jet-black robes carry the ram head symbol sewn in silver. A banner also stands in front of the opening. A black tabard with the symbol of a ram's head waves strongly in slight breeze.

Outside of the entrance to the passage, there are two cultists standing guard. They will most likely not see the PCs when they approach because they are busy talking among themselves. They are told to let no one except Helvar and his crew into the passage. The guards will know that the adventurers are not members of the cult. Even if they have robes on, they will know they are not truly devoted to Hades. Helvar sent a courier to the passage and city explaining the "pretenders", as he called them.

There is a chance that the cultists standing guard will attempt to welcome in the PCs to a trap. To do so, they must each succeed on a DC 12 Deception check. If they fail, the PCs will notice something off about them. Perhaps they are nervously scratching their necks as they speak, or maybe they lack eye contact.

If a fight is to break out, each cultist fights as a **thug**. If the fight is not going their way, they will attempt to retreat to location 2 where they will stand and fight. They have no treasure on their bodies.

2. Common Room

A warm glow from a burning campfire greets you as you turn the corner. Laid out around the fire are five bedrolls in the northern section of the room. In the southern section, there is a table with six chairs set around it. You notice five cultists all around the table playing some sort of gambling game. Four of them are sitting and one is standing cheering them on. Scattered around the room are backpacks, pouches, and sacks with food falling out.

The **five cultists** in this room are busy gambling and not paying attention to the PCs when or if they enter. However, if the PCs are in the room or door entrance, they will be noticed after one round or six seconds. Since they are not supposed to be in this area, the **cultists** will engage in battle immediately, and they will fight as **thugs**. On the table, there is a total of 58 gold pieces they were using to bet. If the PCs search the room, they will find another 67 gold pieces, 78 silver pieces, and a gold bracelet worth 105 gold pieces.

3. Shrine to Hades

The smell of incense fills this room adding to the already present feeling of unease. The room is empty except for a jet-black altar with the skull of a ram's head glowing purple on top of it.

This is a worship room that the cult has desecrated. They have used evil and negative magic to turn the symbol of Hades into an innately evil object. If a PC spends more than three minutes in this room, they will start to fold under the dark magic. At the three-minute mark, each PC must make a DC 12 Constitution saving throw. On a fail, the PC takes 2d10 psychic damage from the intensity of the magic. On a success, the PC takes no damage. If a PC stays in for another three minutes or if they touch the ram's head, roll on the madness table below. If a PC tries to dispel the ram's head, it will require a 7th level *dispel magic* or *remove curse* spell. If a PC tries to cure another of the madness, it will require a *remove curse* spell.

4. Guard Post

Against the western wall, two dwarf cultists sit at a table and talk among themselves. They are drinking out of metal goblets and eating what seems to be venison. A second after you see them, they look at you, look away, and look back jumping out from their chairs drawing their weapons.

Like all the other **cultists** in this passage, they will attack the PCs on sight. They fight as **thugs**; however, they will use great axes to fight with.

This room is used as a guard post. However, they are not specifically supposed to be guarding the rift that is in location 6. They are guarding the

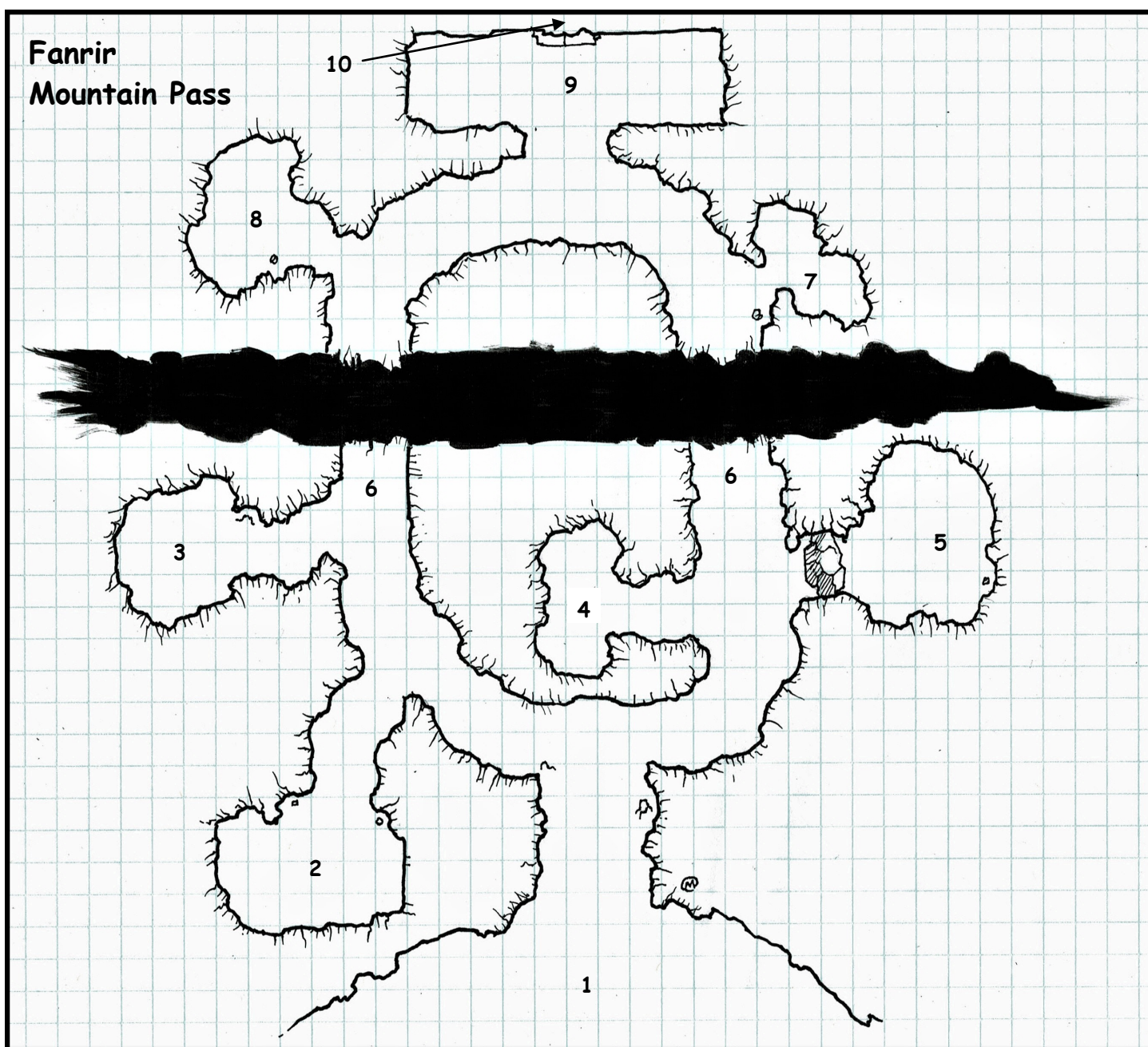
boulder that leads to the **night hag's** chambers in location 5. In the northern and southern sections of this room are mundane short swords, long swords, maces, and shields. The dwarves have no treasure on their bodies and carry mundane personal items.

5. The Hag's Prison

DM's Note: The entrance to this chamber is blocked by an enormous boulder. If a PC wants to move the boulder to enter, they must succeed on a DC 20 Strength or Athletics check. If another PC helps

them, they will gain advantage. If they successfully move the boulder, read:

As the boulder moves aside, you are surprised to see a beautiful human woman sitting on the edge of her bed. There is a backpack at the foot of the bed, a table with a single chair, and miscellaneous vegetables on the table. As you make eye contact with the woman, she stands up and says, "get me out!"



The woman that the PCs meet is a **night hag** in her human form. She will introduce herself as Silvia. She will tell the PCs that she is a prisoner of the cult. She will also say that all she remembers is her and her husband were traveling along the road to Macandire when they were jumped by radicals of the cult. However, the truth is that she was originally working with the cult. When she saw that the cult was rising in power, she attempted to undermine and take over as the leader. She was eventually caught and put in this prison. Once a day, cultists move the boulder slightly to toss in food. The only reason she has not been murdered yet is because they want to keep her alive to run experiments on her.

If the PCs do not discover she is a **night hag**, she will accompany the PCs on their mission. She does not fight with them even if given weapons. Using her *nightmare haunting* ability, she will attempt to slowly chip away at them until she gets an opportunity to kill them. If the PCs find out she is a **night hag**, she will revert to her **night hag** form and attack immediately. She will fight them to the death. There is no loot in the chamber because it has already been seized by the cultists.

6. Rift

As you move forward down the corridor, darkness not only extends outwards but downwards. You peer down to see a rift in the ground. The path continues after thirty feet of endless pit. Nothing but darkness lurks past the edge.

This is a situation where PCs will have to think their way out of a situation instead of fight. Perhaps they have a spell that can get them across. They might have to chop down a tree outside and make a bridge, or simply try to latch a grappling hook on

the other side. Whatever they come up with, use your best judgment to decide if the solution will be successful.

7. Dark Pool

Before you is a dark pool of liquid that has culminated in a natural bowl in the ground. The same substance drips from the ceiling above filling the small crater.

The water that has collected is entirely harmless. It is simply muddied water. However, there is a **trapper** lurking just above the PCs looking into the water. If a PC goes to step into the small out cut, the **trapper** will descend and attempt to smother it.

8. Mage's Chambers

Coming from inside the room you hear ramblings of a human man. He is muttering about his children coming to the harvest. The room is spacious but filled with trinkets and garbage. The left side of the room houses training dummies one would use to spar with, and the right side of the room houses a bed and desk. As you enter the room, the human turns to look at you. From beside him, two small, decaying fiends step toward you. He says to you, "my children must eat!"

The **mage** in this chamber has almost completely lost his mind. He is a **mage** of the cult and has been studying ways to incorporate demons into the cult. In his studies, he has taken a liking to two **manes** because they obey his every command. He has lost his mind to the point where he will attack on sight and not negotiate at all. After the **manes** are killed,

he will scream insults at the PCs cursing them to spend eternity with his savior, Hades.

The **mage** will have some loot to be taken in his chambers; however, there is a large amount of garbage in his room. He was attempting to see if the demons could be fed like humans. There are many strange meats scattered about the room that creates a stale air. There are also many notes lying around the room. These are notes that he took while experimenting. Most of them talk about how much he loves his children, the manes, but he wishes he had stronger demons as his flock. There is a total of 125 gold pieces, two *second level spell scrolls* of your choice, and a *ring of mind shielding* found on the finger of the mage. Since he died while the ring was attuned to him, his soul is stored in the ring. If a PC attunes to the ring, he will speak to them. He will keep the same crazed personality the PCs came across while he was alive. He will keep attempting to persuade them to continue his work for the cult.

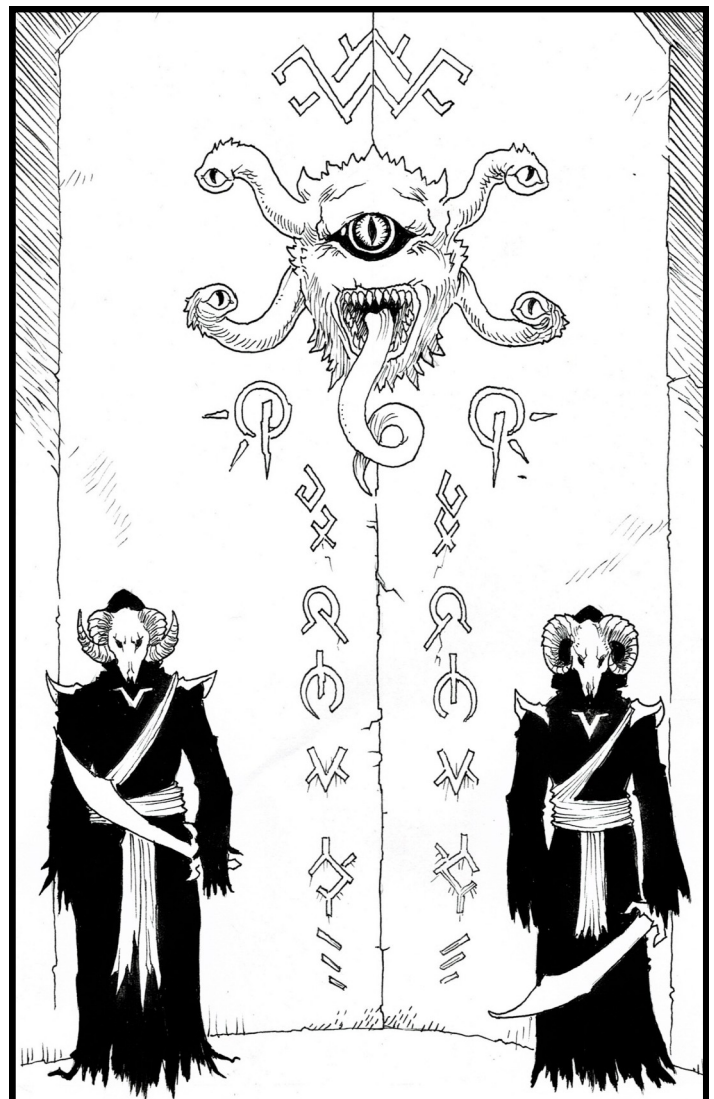
9. The Exit

As you step into this large chamber, you get an uneasy feeling. Directly to the north of you is a hovering green head with one eye in the middle protecting a large door with arcane runes etched into it. It has four tentacles coming out from the sides with eyes on the ends. It floats in the air staring at you as if you are simply a pile of dust. Next to it are two cultists who draw their maces and say, "The pretenders go no further, strike them down!"

This chamber is the only way out of the mountain pass. As stated earlier, the door in this room will teleport the PCs to the other side of the mountain pass. The only thing left standing in the way of

the PCs is this **spectator** and two **cultists**. The spectator was created to watch over this door and only let members of the cult through. This monster will telepathically communicate with the PCs during the battle and claim it is the strongest monster to ever live. Since the magic cast into the door is tied with the spectator, only evil aligned PCs will be able to pass through the door while it lives. Good or neutral aligned PCs will have to slay the aberration before passing.

If the PCs investigate the door after the spectator is defeated, they will find arcane symbols etched into the door. A PC who succeeds on a DC 12 Arcana check will be able to determine the runes create some sort of teleportation spell. Once the door is



opened, they will find a portal on the other side. If they walk through the portal, they will be teleported to the other side of the mountains.

If the PCs investigate the room, they will find a small horde of treasure. They will find **+1 leather armor** fit for an elf, a **dagger of venom**, 320 gold pieces, and a gold necklace with a ram's head carved into a ruby worth 300 gold pieces.

10. The Merchant

You step through the swirling portal made of purplish black magic. You can feel your body, mind, and soul bending with the arcane magic that is used to break space and time. It ends abruptly as you stumble out and are momentarily blinded by the daylight. As you regain your senses, you hear a male elven voice singing, "Rise up, find your new salvation, war with every nation, we will urge you on" as he plays his lute along with it.

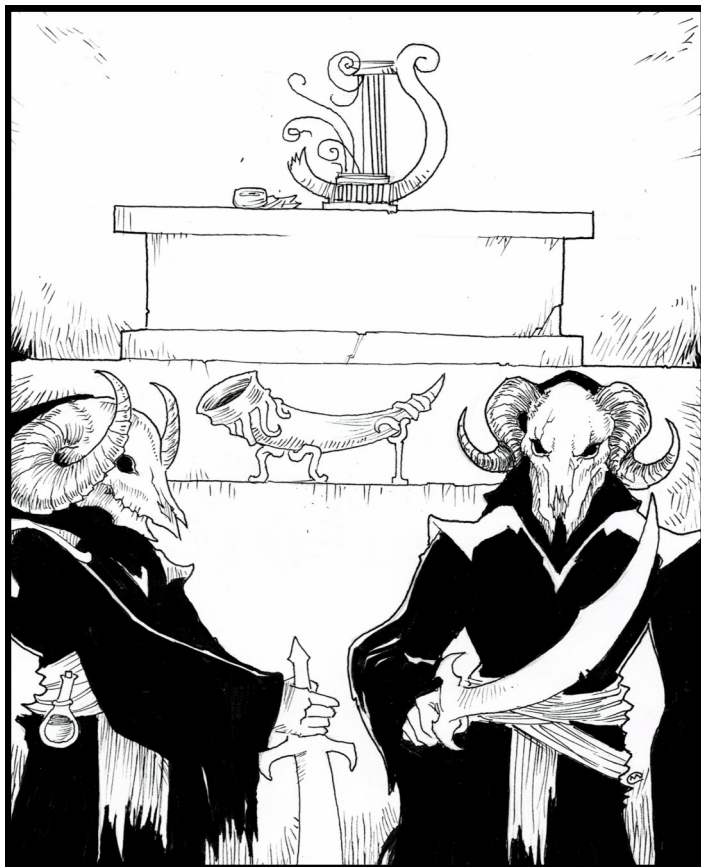
This high elf man will not be surprised by the PCs randomly appearing. He will sing that verse twice more, take a sip of his water, and greet the PCs with a warm smile. He will introduce himself as Godwin Silvermill. He will explain that he is a descendant of the Silvermill family that was once prominent in Macandire before the fall. His family gets the name because they were the wealthiest silver traders.

He will explain that he has been waiting for the PCs for a week now. When or if they ask, he will inform them that the stars showed him the way. A bright star led him to this edge of the mountain, and once he arrived, stars blazed brighter than normal. To add to the story, you can say a number of stars equal to the party size. For example, if your adven-

turing party is six PCs, say six stars lit up. He will explain that it was prophesized that the evil of Macandire would rise again; however, it is also told that a brave group of adventurers would step up to defeat the evil once more.

Godwin will offer what little services he has to the group. He has a caravan where he can buy, sell, and/or trade with the party. He has 10,000 gold to buy items from the party. As far as his wares, he has all mundane items and three **potions of healing** he will sell for 50 gold each. He has nearly anything an adventuring party could need that is mundane. The interesting thing he has is a **deck of minor things** that he will allow each member to take one card from. He will warn them that this could be a great reward or consequence. See **Appendix A** for the card's details.

After the encounter with Godwin, the PCs will level up to level 4. At this point, they will advance to Macandire to prevent the rise of the nefarious!



Part F: Macandire Overview

The PCs will follow the road leading west toward Macandire. They will journey for 4-5 days before reaching the city. On the last day, they will be able to see the city in the distance. They will see that the city is built on a large hill. It does not quite constitute a mountain due to it not being as steep. However, it is only built on the half facing the road the PCs currently are traveling. They will notice that a total of three walls with guard towers separate the city. There is a wall at the base then two more as you go up the hill. Atop the hill, there is an elegant, white castle. However, it seems to be mostly in ruin like the rest of the city. The effects of the dark magic that once plagued Macandire still shows to this day. Well over half the city is destroyed. Buildings are collapsed, streets become rough terrain, and little to no plant life grows here.

The cult controls this city in a very strict manner. The cult is not open or accepting of other views. Aside from their normally scheduled duties, they are free to roam around whatever level of the city they live in. Since the PCs have made a very prominent impact on the cult, they are always armed. Also, all the cultists will know a description of the party. Other than guard patrols, the cultists are not specifically seeking out the party. Generally, stealth will be required when moving between missions.

The guard towers that sit atop the walls separating the city are unused. They are all destroyed to the point of useless. However, there are guard patrols wandering around the city always. While the PCs are traveling within the city, roll a d8 every ten minutes to check for wandering guards. On a roll of 1, 2, or 3, there will be guards nearby. This will require the PCs to make stealth checks based on the guard's passive perception. The guards function as **thugs** but have a passive perception of 12. If seen, the

guards will attack on sight. For each patrol, roll a d6 to determine the amount of guards on patrol. If the PCs continually fail stealth rolls, you can have them be tracked by a **spy**. If the spy successfully follows the party back to Alfie's Alehouse, the spy will retrieve ten **thugs** to raid the tavern. This is an optional encounter if you think the PCs need a greater challenge.

As the PCs approach the city, read:

You see a magnificent sight ahead. A beautiful city sits on a large hill in the distance. As you fix your eyes on the city, you realize nearly all of it is destroyed. However, even in its desolation, there is beauty to be had. Three large walls separate the city as it moved up to the peak of the hill. The peak is occupied by a demolished castle that was once a sight to behold in its day. The apocalypse that was set upon Macandire still shows its effects to this day. However, closer to you is a broken-down wagon on the side of the road you travel on.

As the PCs get closer to Macandire, they will be able to see the destruction for themselves. The city is in a general state of ruin, though not completely. However, a broken wagon will most likely grab their attention first. This is a trap that has been set by the resistance trying to retake Macandire. As the PCs approach the wagon, members of the resistance will jump out at them yelling, "For Athena!" and "To the Tartarus with you scum!". However, a female voice will boom out saying, "Stand down! They're no puppets. You must be the group giving the cult hell from the other side of Fanrir. Welcome to Macandire". After this short exchange, she will introduce herself as Claudia Sherwood. Her and her husband run the resistance attempting to dismantle

the cult. She is a human female who looks to be in her twenties. She has a rugged, pretty look, and she is equipped in leather armor with two daggers. All the other fighters around her treat her with the utmost respect. Claudia has been the more impactful leader of the couple. She deals with strategy and planning whereas her husband Vardon deals with brute strength and confrontation. She is very sweet to the PCs, but she has no problem showing off her aggressive edge. She will answer simple questions, but she will invite the PCs to their hideout so they can talk more in-depth on the current state of Macandire. She will sneak the PCs to Alfie's Alehouse that is set in the west side of level 1. They sneak into the city using a tunnel that was created for smuggling goods in and out of the city back



Madness Table (d4)

Roll 1d4 to determine the type of madness that afflicts the appropriate PC.

- 1) PC keeps whatever he finds. This may be done secretly or overtly.
- 2) The PC must lie, exaggerate, and or bend the truth to impress others.
- 3) The PC believes he is the smartest, fastest, strongest, and most beautiful person on the planet. He will take every opportunity to express this belief.
- 4) There is only person the PC can trust - and only he can see this special person (a make believe character).

Macandire – Market District

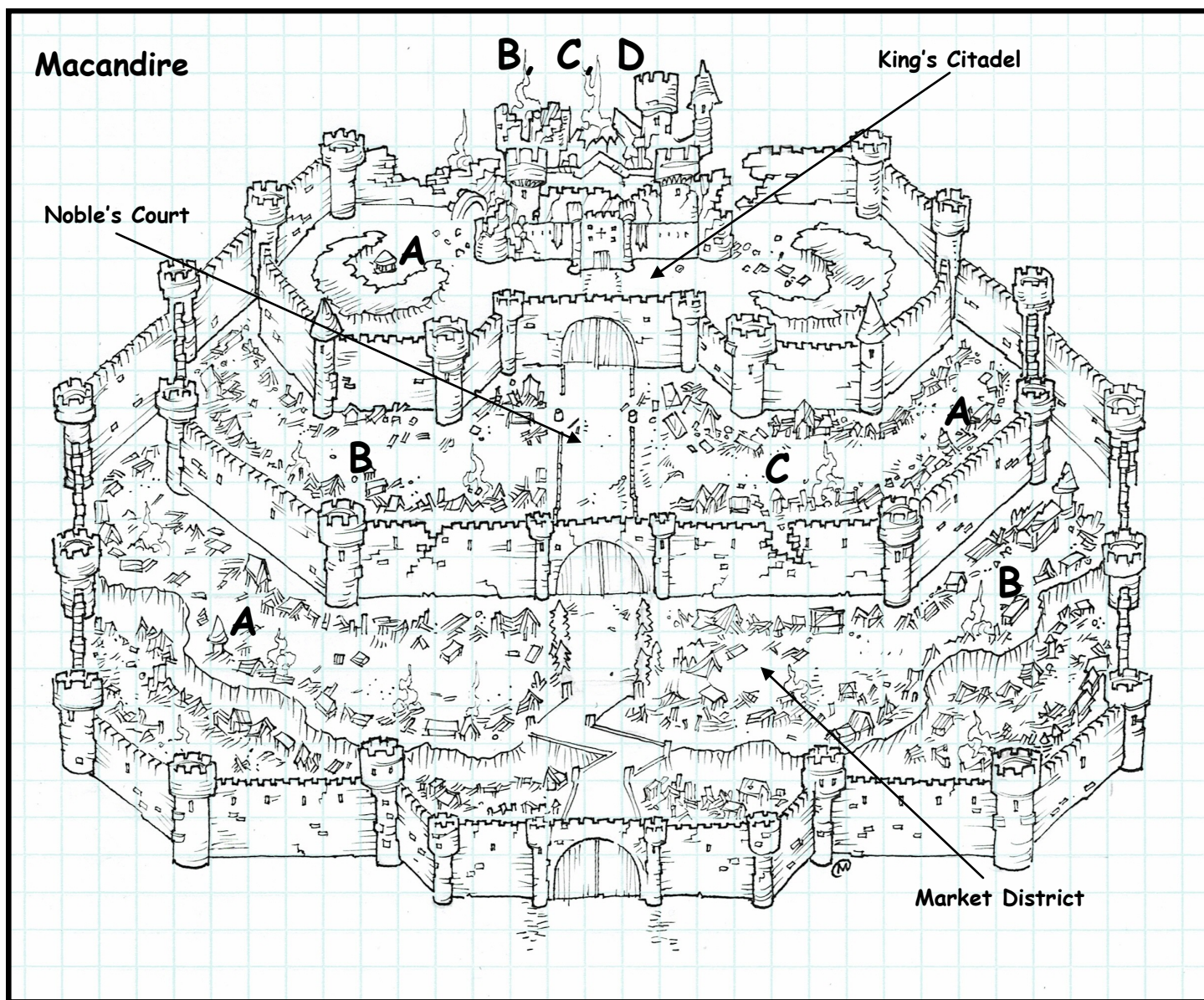
They PCs will be smuggled into the city via a tunnel on the west side of the lower wall. The tunnel is ten feet wide and ten feet tall. They will walk it for a couple of minutes and come up to a ladder that leads up the Alfie's Alehouse. When they arrive in the inn, they will be greeted warmly by members of the resistance. However, there are only nine members left including Claudia and Vardon. In trying to undermine the cult, many members have fallen. There is a tribute board noting the names of all the great warriors who fell while fighting for freedom. There is a total of 18 names on this board. For statistical purposes, four members fight as **bandits**, two of them fight as **acolytes**, and one fights as a **spy**. While their numbers are low, they still have hope because the PCs have arrived to help. If you feel the party needs aide from any of these members, you can have them offer to help. However, Claudia and Vardon will stay behind to lead. When Vardon meets the PCs, he will be very warm and receptive to them just as Claudia was. He has a similar rugged look with short brown hair. He wears chain mail armor and always carries around his battleaxe. All the members of the resistance worship the goddess Athena, and there are many holy tokens of her scattered around the inn. Once introductions have been made, they will offer the PCs a meal and talk about what the state of the city is.

They will again explain to the PCs that the cult is radical cult of Hades. They will also explain that the leaders of this cult are far descendants of the mad wizards who sent Macandire into ruin. The leader of the first level is Kaila Swale. The first level functions as the training grounds for cultists in battle. She is the general and battle master of the cult. The second level's leader is Brother Argos who is a dark priest. His portion of the city is dedicated to the false wor-

ship of Hades. Brother Argos and his acolytes also teach the cultists religious dogma. The highest and last level of the city is dedicated to their leader, Lord Arlin. Lord Arlin is the ruler of Macandire. On his level, he holds and interrogates hostages, researches new evil magic, and oversees the city's operations. It is rumored, and true, that each level has a mythical beast that has been corrupted by the leaders. These beasts watch over ancient artifacts of the gods. On the first level, there is a trident of Poseidon. On the second level, there is a sword of Zeus, and on the third level there is a helmet of Hades.

The PCs will be assigned missions for each level of the city. However, their base of operations may

stay as the inn if they wish. It is also highly recommended by Claudia that they start with the base level of the city then work up. The fights and missions get harder as you advance. They can do the missions in any order they please, but they will most likely have the most success if they work in linear order. The first set of missions is placed in the first level of the city or the Market District.



Market District

The Market District is where the PCs will start their campaign in the city. Claudia and Vardon will offer them three missions. They urge the PCs to start the following morning of their arrival. They will recommend the PCs work quickly and quietly as to not draw direct attention to themselves. The missions are as follows:

1. Steal five weapon and armor crates
2. Defeat the medusa and take the trident
3. Deal with Kaila Swale

Claudia and Vardon will inform the PCs where they believe the stash, trident, and Kaila to be. They have done plenty of scouting; however, since they have been reduced to such little numbers, they have not been able to act on much. As payment for helping the resistance, they will urge the PCs to keep anything of monetary value that will not help the resistance in the immediate present. Also, they will make sure they get most of gold, gems, jewelry, etc. All magical items the party wishes to keep are theirs.

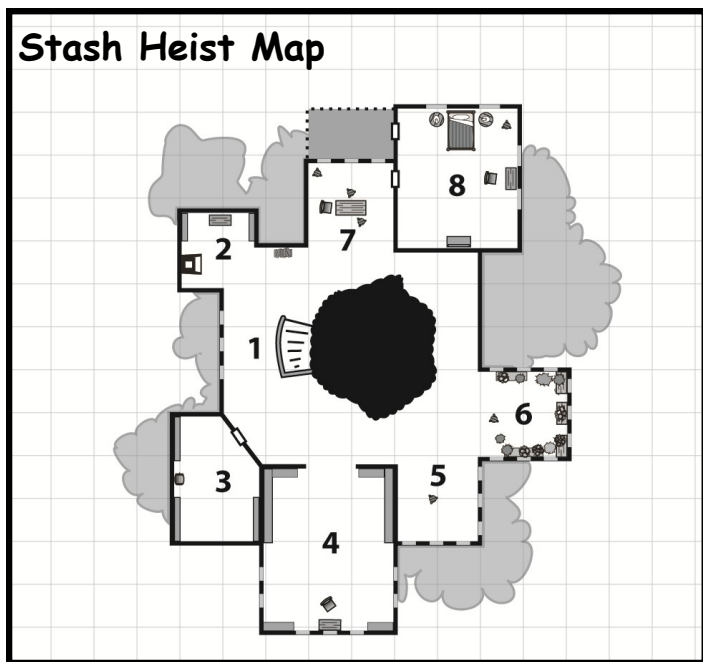
A. The Stash Heist

The first mission given is to retrieve five weapon and armor crates. It is up to the PCs to decide how to bring these crates back. They weight approximately 35 pounds each. They have tracked down a supply stash to an old house that was not as affected by the demolition of the city. This house is on the west side of the first level. It will take the PCs around 30 minutes to reach the house while moving stealthily. The scouts have also seen orcs going in and out of the house, so they believe they are hired as some sort of mercenaries.

Once the PCs arrive to the house, read:

Scanning the city for what could be the house described to you, you see a building that seems to be more put together than others. On top of that, there is a faint light streaming out of the windows. There seems to be movement from outside or inside the house.

The front door is the only entrance to this house. It seems to be more of a humble house because there is no upstairs. If the PCs enter, they will find no one on the main level. The only items they will find on the main level are twelve bedrolls and food that is borderline rotten. They will find a staircase that leads down to a basement. If they decide to listen at the staircase, they will faintly be able to hear two orcs talking in orcish. They will be talking about how they deserve more food and gold for not having the honor of going out and pillaging and looting countryside civilizations.



1. Stairs

A spiral staircase leads you down to the basement of the house. You hear harsh voices speaking to each other as you descend. The voices seem to be near the staircase.

There is an **orc** and an **orog** speaking to each other in area 7. In Orcish, they are speaking about how they yearn for battle and not guard duty. If any orcs are interrogated, they will only know that the leader of this area is a cruel and skilled warrior. They are only paid to keep watch over the weapons and armor.

2. Weapon Refinement

A brutish orc strikes and sharpens swords in this nook of the basement. He wears plate armor with a giant great axe on his back. He looks up to see you observing him. He smiles and draws the great axe with pleasure.

This **orog** does most of the weapon refinement for this storage unit. Just like the rest of the orcs in this keep, he is excited by the thought of battle. Once he notices the PCs, he will rush into combat. If the fight goes south, he will call his orc brothers to fight with him. There is one crate worth of weapons and armor in this nook.

3. Shaman's Chambers

You open the door to see a female orc sitting on the ground with her eyes closed. She has a ceremonial headdress and robes on with a bowl of crystal clear water sitting in front of her. Candles set in a circle surround her and illuminate her

gruesome face. There are Orcish phrases and words painted in red on the walls. They are almost difficult to read due to the haze given off by multiple incense totems.

Once the PCs enter the room, this **orc eye of Gruumsh** will speak to the PCs. She will say, "Come, sit and explore. Explore your mind. Explore the minds of the dead". If the PCs sit, she will then say, "To understand the future, you must understand the past. Splash your face in this bowl and let the past become your present." If the PCs follow her invitation, read:

As you dip your face in the bowl of still water, the candles around you seem to flare. The smell of incense becomes more prevalent as you feel your thoughts and vision slip into the depths of your mind. You see the city of Macandire, but you do not see it in its current state. You see a put together city that seems to be prospering. Families browse the market, warriors make discussion with blacksmiths, and wizards compare technique and incantations. However, the earth starts to tremble, clouds turn from white to grey, and strong winds knock over any loose items. As the natural disasters intensify, city folk scramble in panic. Buildings start to topple, the earth swallows whatever lies above it, and lightning bolts strike down indiscriminately. The carnage continues for what seems to be hours. Once it all settles, you see a human man in black robes emerge from the white castle atop the city. A grin on his face sinks your stomach as he puts his hands up, sinks to his knees, and says, "the reckoning is upon us". The scene before you shimmers away, and you look up to see the orc shaman gazing at you.

The shaman, Oogna, shares this vision with the PCs to teach them what exactly happened to Macandire during the fall. She explains that the man at the end of the vision was a dark mage named Zander. Zander was the man who started the cataclysm in Macandire. While he had a major victory in the city, it did not last. The champions of Farrador rode for the city and eliminated him. After cutting off the head of the cult, the rest of the cultists scattered into the shadows. Now, they are crawling out of the darkness. Lord Arlin is a descendant of Zander. She explains that it is not as simple as killing Arlin. She wishes for the PCs to attempt to reclaim and make right by the city. She urges them to not only defeat the cult but to also find leaders who will restore the city to its glory.

She is in no way hostile to the PCs unless they attack. If the PCs are outraged that her clans-people attempt to kill them, she will apologize and urge the PCs to trust her. The writing on the walls in Orcish read, "To restore is to right" repeatedly. Once she is done teaching the PCs the lesson, a crate full of weapons and armor appears in the corner of the room for the taking.

4. Common Room

As you turn the corner, you see six orcs drinking and conversing. As they see you, they all draw their weapons and sprint in a blood-thirsty rage to attack.

This room is where the **orcs** would drink and socialize to pass the time. They would often spar with the weapons laying around as well. The orcs are very excited to see fresh meat to kill, so they sprint into battle. Each **orc** has a total of 20 gold

pieces on them. There are also two crates worth of weapons and armor in this room.

5. The Keg

A lone keg sits in the middle of this room. It is tapped, and five drinking mugs are sprawled around it.

The keg that sits on this ground is not your generic orcish ale. This is an ale that was crafted by humans, so while it is not of the highest quality, it does have a fine reputation behind it. It was crafted specifically for hardy folk, so one mug could send small characters into a tipsy haze. If a small character drinks an entire mug, they must make a DC 10 Constitution saving throw or have disadvantage on all ability checks and attack rolls for the next hour. This keg can be sold for 100 gold pieces.

6. Food Preparation

This corner of the room seems to be the only area that is not overflowing with weapons and armor. Food that seems to be inedible rots away on the tables shoved against the walls. A single orc chops meat on the far table.

This section of the basement is used for the preparation of the nasty food **orcs** love so much. This **orc** will only fight if he is called to or if he is pushed to. He acts as the chef for the orcs, so the business of keeping guard is none of his.

7. The Watch

An orc and a much larger orc sit and talk while taking large gulps out of massive drinking tankards. They sit at a table with questionable meat on plates they pick off with their hands. Their backs are turned to you, and they do not seem to notice you.

This **orc** and **orog** are discussion how they yearn for battle. Since they are drinking and not paying attention to the stairs, the PC will slip by unnoticed unless they severely fail a stealth roll. These two orcs will rush to battle if called upon by any other orcs. Also, if a battle is going poorly, they will dash to area 8 where they will get their war chief to help.

8. The War Chief's Chambers

Three orcs occupy this bedroom chamber. One sits at the table polishing a great axe, another is throwing punches into the air, and the largest most gruesome is pacing around the room. As you enter, they are taken back, but they quickly collect themselves. They then scream in fury as they charge into combat.

The large **orc** in this room is the **orc war chief**, and the two other are simply **orcs**. The war chief was given this chamber to have a taste of what normal civilized life is like. He is not a fan of sleeping on a comfortable and warm bed, so he is a little extra enraged. The cult is not only using the orcs for guard duty, but they wish for them to stay with the cult to do some dirty work for them. The war chief does see the alliance being beneficial, so he will fight to the death on behalf of the cult.

There is a total of three weapons crates in this room. On the table, there is a contract written in broken common. It states that the orcs would like to be paid double the current agreement, and that they would like to see more battle. If the terms are not met, the orcs will leave the city. It has been signed by the war chief Uruk, but it has not been signed by Lord Arlin. There is also a total of 324 gold pieces, 200 silver pieces, and a **+1 great axe** that Uruk fights with in the room. If the PCs wish for any mundane weapons or armor, they will find them here. However, the only plate armor found is in human and dwarf sizes.

B. The Medusa's Lair

Claudia and Vardon will explain to the PCs that through interrogation of cultists, they have tracked down the *trident of the sea* (see appendix A) to a medusa's lair. This lair was created specifically for her. It is beneath an old blacksmith's store that is destroyed. The entrance is located on the east side of the city inside the shop. The PCs will be able to find through direction from Claudia or Vardon. It is about a 20-minute journey if the PCs move quietly and slowly. When the PCs arrive to the demolished shop, read:

After guessing and checking on multiple different buildings, you finally find the shop that seems to match the description. It does not seem to be in active use, but it does seem to be slightly restored. A large set of double doors sits in a stable wall holding together a small shop.

1. Entrance

What you can tell used to be the main shop room of a blacksmith has been turned into a simple entrance hall. Shelves have been torn down, the counter has been ripped up, and there is no inventory to be seen. However, there is a statue of a snake against the eastern wall of the room. There are also two tunnels that descend into the earth below.

There is nothing of value left in this room; however, the statue of the serpent is magically trapped. If any non-evil PC attempts to interact with or touch the statue, it will lung out and attempt to bite them. The snake has a +6 to hit on its attack roll. On a successful hit, it deals six (2d6) piercing damage plus

five (1d10) poison damage. The PC then must succeed on a DC 15 Constitution saving throw or become poisoned for 1d4 hours. If the snake misses, it retracts into statue form. The statue can be dispelled by a *dispel magic* spell or greater magic.

2. Pit Trap

DM's Note: A pit trap is located in the intersection where the two entrance paths meet. It requires a DC 15 Investigation or Perception check to notice the pit covered by false ground. If the PCs notice it, they will realize that if they hug the wall, they will be able to avoid it. If they fall into the pit, they will fall on a bed of metal spikes taking 10 (2d10) piercing damage. If a PC is not brought out in two turns or less, they will begin to take 2 (1d4) piercing damage from the spikes digging deeper.

3. Guard Post

The man-made tunnels continue to weave further into the ground. You step off the path to look into a large chamber. Three cultists converse as you enter. As you come into their sight, they stand and ask, "what business do you have here?"

Unless the PCs have a signed note from Lord Arlin to see the **medusa**, the **cult fanatic** and **cultists (thugs)** will attack the PCs. They will first converse and hear them out. It is highly unlikely the PCs have a signed note from Lord Arlin; however, if they have one forged ahead of time, the cult fanatic must succeed on a DC 12 Intelligence check to discern if it is fake.

4. Empty Chamber

After one scan of this chamber, and then a follow up look, you do not see anything except dirt and rocks in this chamber.

This chamber is empty and contains nothing of value.

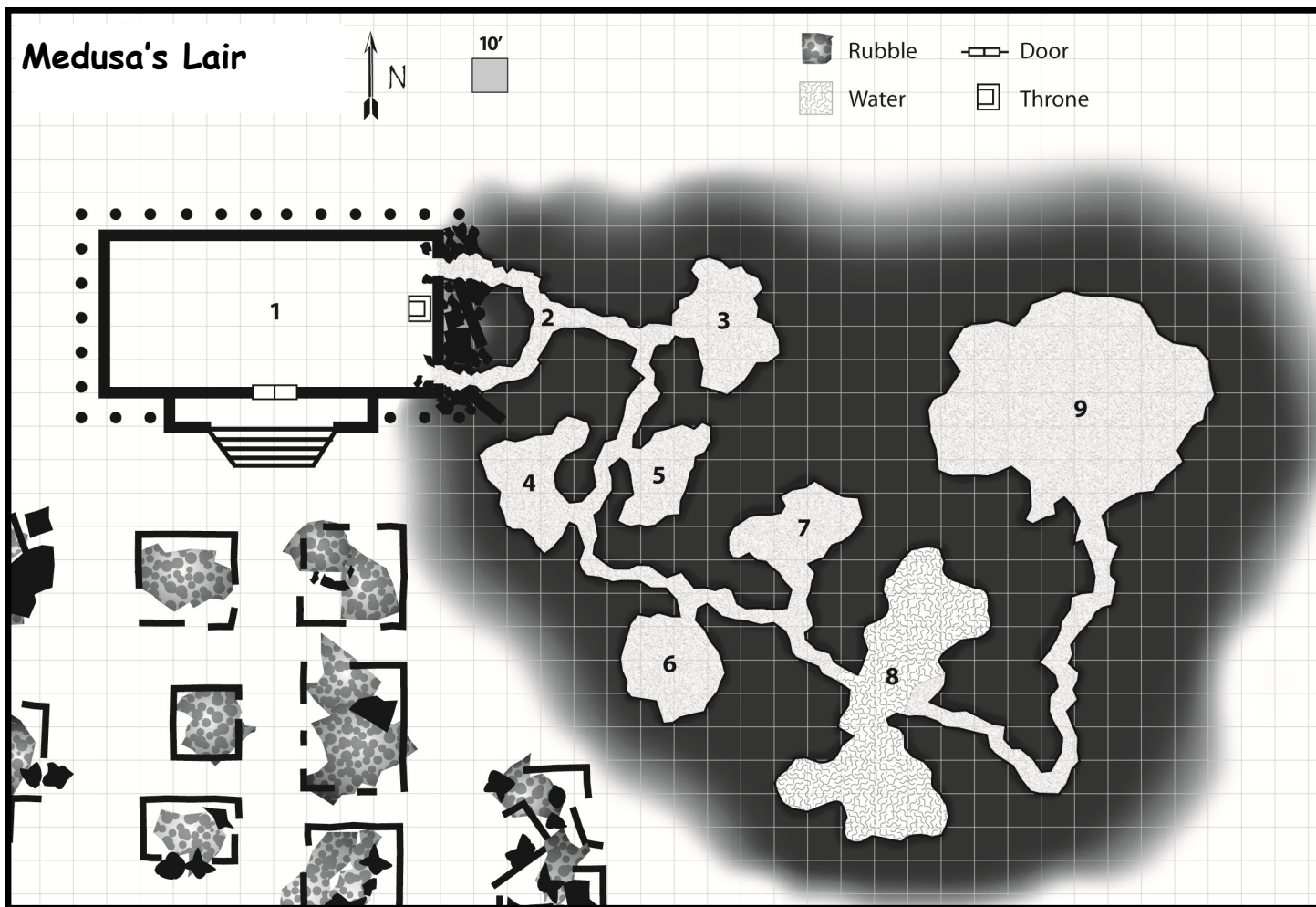
5. Snake Sculpture

Dirt and rocks lead up to a wide opening of a small room. The room looks similar to the rest; however, there is a 15-foot-tall statue of a half-snake half-human figure. In its hands, it holds a diorama of a moon. Next to the tall figure is a white marble pedestal that extends four feet off the ground.

This religious figure is a mix between an offering to the snake gods and Hecate, the goddess of magic and the moon. If a PC begins to worship or interact with the statue, read:

You hear a light voice whisper into your ear in a snake-like voice. It says, "Power is what you desire. You desire to be the greatest. You wish to be greater than this world. I can help you. Pledge yourself to Hecate to find untamed power."

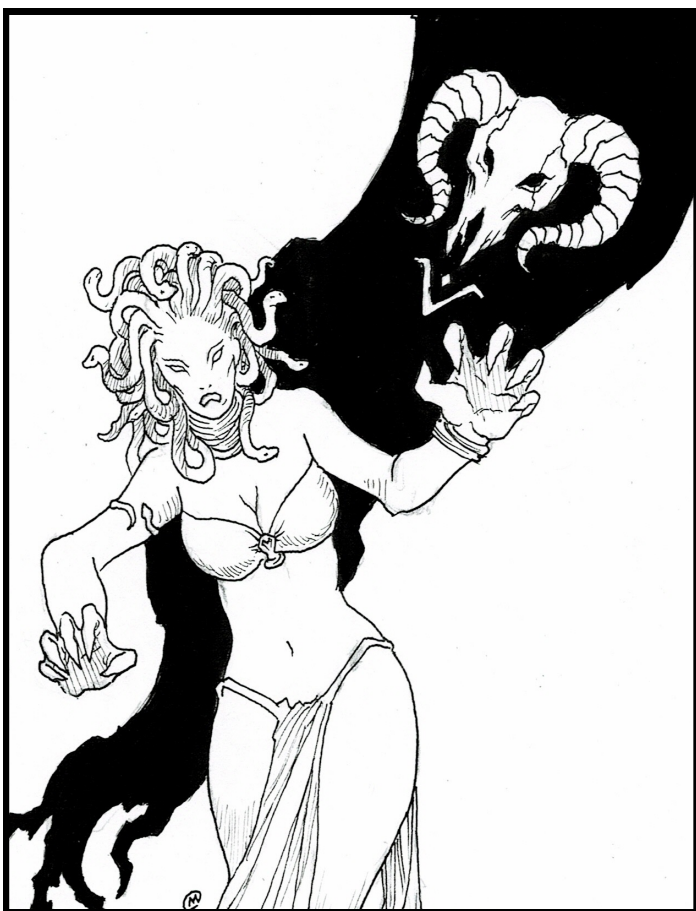
If the PC gives themselves to this evil spirit that has been trapped into the figure, they will feel their morals begin to shift. They will gain the flaw, "Only I matter. I will do anything to preserve my wellbeing." Once this happens, a *medallion of thoughts* will appear on the pedestal. Another PC can remove this curse with a *remove curse* spell or similar magic.



6. Snake Protectors

You enter this chamber to see two strange creatures. These creatures have scales covering their bodies; however, they seem to be humanoid. They can walk on all fours but then transition to just their feet. They hiss and produce a strange guttural noise as they lunge to attack.

The strange humanoids in this room are **yuan-ti broodguards**. They are tasked with protecting nests of eggs that sit in the back of this room. The eggs will eventually hatch more **yuan-ti**; however, they will not hatch for at least three years.



7. False Treasure Room

Piles of shimmering gold cover the entire ground. Chests, barrels, and trunks overflow with silver, gold, platinum, necklaces, and rings. Also mixed into this large treasure hoard is fine silverware and plates. The wealth contained by these walls seems endless.

All the treasure in this room is an illusion. A PC can discern this with a DC 15 Investigation or Perception check. Alternatively, if a PC touches any of the treasure, it will all shimmer away. Also attached to a rock near the entrance of the room is an *alarm* spell. This spell is weaved into the medusa's mind, so if the PCs enter this room, she will know someone or something is snooping around.

8. Pool of Water

The path you follow is broken up by a large pool of water. You can see the path continue nearly 30 feet away from you. The water is murky; however, it does not seem inherently dangerous.

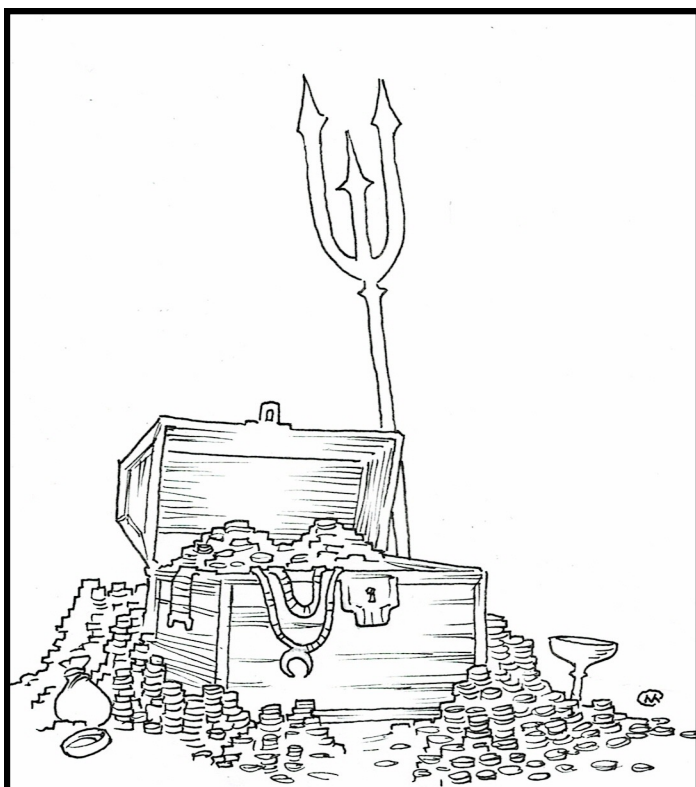
Lurking in the depths of this water is a **merrow** waiting to attack. It will attempt to drag a smaller PC down to the bottom of the pool and kill it there. It will do this one by one if possible. The merrow is tasked with being the last defense against intruders. In payment, the cult gives it gold and other rewards to keep it happy. There is a chest at the bottom of the pool with 140 gold pieces, a crown with a fine ruby placed in it worth 200 gold pieces, and a *helm of comprehending languages*.

9. The Medusa

You walk into a dark, empty chamber. You can faintly hear the dripping of water, and there is a slimy, reptilian smell in the air.

The PCs have finally made it to the medusa's lair. The **medusa** will be waiting to surprise attack the PCs in the small alcove in the south west side of the map. She will be outraged the PCs dare to challenge and disturb her. If you wish to up the challenge of the fight, allow the medusa to use the *trident of the sea* in combat.

After the medusa is defeated, the PCs may search the room unhindered. It requires a DC 15 Investigation check to find where she has stashed her treasure. She has buried it underneath the ground in the northeast side of the room. The PCs will find 260 gold pieces, an emerald worth 170 gold pieces, a ring with a sapphire placed in it worth 100 gold pieces, the *trident of the sea* (if the medusa did not use it in combat), and a *wand of magic missiles*.



C. Kaila's Hideaway

The resistance has tracked down Kaila Swale to an old temple that praised adventurers of the past. The adventurers honored here are some of the fiercest and wisest the world has ever seen. This temple is right around the corner from the blacksmith's shop where the medusa's lair is. So, it will take the PCs approximately 20-minutes to walk to it. It is an option to let her live. If the PCs decide to capture Kaila instead of killing her, they may bring her back to Claudia and Vardon. Since the two leaders have an inherently good nature, they refuse to torture her. The only information she will let out is that Lord Arlin wishes to invite the adventurers to a feast.

1. Entrance Hall

As you enter this temple, you see two intersections and a door at the end of the hallway. The first intersection leads to two alcoves east and west. There are small pedestals with offering bowls sitting atop of them. However, all the offerings are missing.

These offering bowls were once used towards charity. People would come from many stretches of the world to admire and pay tribute to the Planestridders. All the money collected would go towards housing orphans, protecting the helpless, and feeding the homeless.

2. Advisor's Chamber

You enter a bedroom chamber to see a cultist writing at her desk. As she hears the door crack open, she leaps to her feet drawing a dagger.

If given two turns to speak, she will yell, “Amber, get Kaila!” She yells this to Kaila’s assistant Amber who is in area 3. This **cult fanatic** will battle the PCs to the death.

Her name is Harper, and she is the advisor to Kaila. On her desk, there is a half-written note to Kaila about how she believes that they should retreat to Arlin because of the threat these pretenders pose. If the PCs investigate the room, they will find a small trunk with 75 gold pieces and a silver bracelet with a garnet in it worth 65 gold.

3. Assistant’s Chamber

The door swings open to a young woman sewing a ram’s head insignia into a fine set of jet-black robes. She is surprised to see you. She stands up, drops the clothing, and backs into the corner.

This is the assistant’s room. She is currently sewing together ceremonial robes for Kaila. Her name is Amber, and she counts as a **commoner** statistically. While she is not scared of the PCs, she will pretend to be in horror. She does this to preserve her own life, but she also hopes that she can play into the goodness in the PCs to cross them. The first moment she gets to run to Kaila, she does. There is nothing of value in her room aside from the ceremonial robes that are worth 80 gold pieces.

4. The Honoring Hall

This large chamber was once used to honor five of the bravest adventurers the world has known. These adventurers fought against a black dragon, giants of all kinds, and most importantly, prevented an army of demons from taking over the

prime material plane. In the northwest alcove, there is a statue of a dragonborn in fine robes holding a staff. Inscribed on foot of the statue is, “Rhogar, the wise. Leader of men and dragons.” In the northeast alcove, there is a statue of a gnome dressed in fine metal armor. Painted on his armor is the head of a dragon, and he holds in his hand a bow and a tome of religious studies. Inscribed on the foot of the statue is, “Kip, the brave. His devotion to his friends and god was unrivaled.” In the southwest alcove is a statue of a dwarven barbarian. On his back is a great axe, and in his hands is a great sword. His inscription reads, “Dirk, the stout. His power and precision in battle was one of a kind.” In the southeast alcove there is a statue of a Tiefling rogue. In his hand, he holds a fine long sword, and in the other, he holds a single humanoid skull. His inscription reads, “Mordai, the good. He gave his life for his friends and the oppressed.” Lastly, in the southern alcove, there are two humans with their arms around each other’s shoulders. They both wear plate armor, but one of them has a sword that seems to be gifted by the gods, and the other, has a sword that even giants would fear. On their inscription reads, “Solarian and Sylvros, protectors of the realm. Their courage and giving hearts drove fear into the minds of their enemies.”

This group of adventurers took the name the “Planestridders.” They were the champions of Macandire while they lived. They won many battles and completed many adventures. This hall was created by the city to honor them for ages to come.

There are two secret doors in this room. Both open from pulling the torches out of the sconces next to the doors. A PC can find either of the secret

doors with a DC 15 Investigation or Perception check.

5. Kaila's Quarters

The secret door that leads to Kaila's chambers has a 90% chance of being open. Since she is not expecting to be ambushed, she does not take the extra step to conceal herself. If your game falls on that 10%, then it will require a DC 15 Investigation or Perception check to find a loose stone in the wall. If the stone is pushed in, the door will swing open.

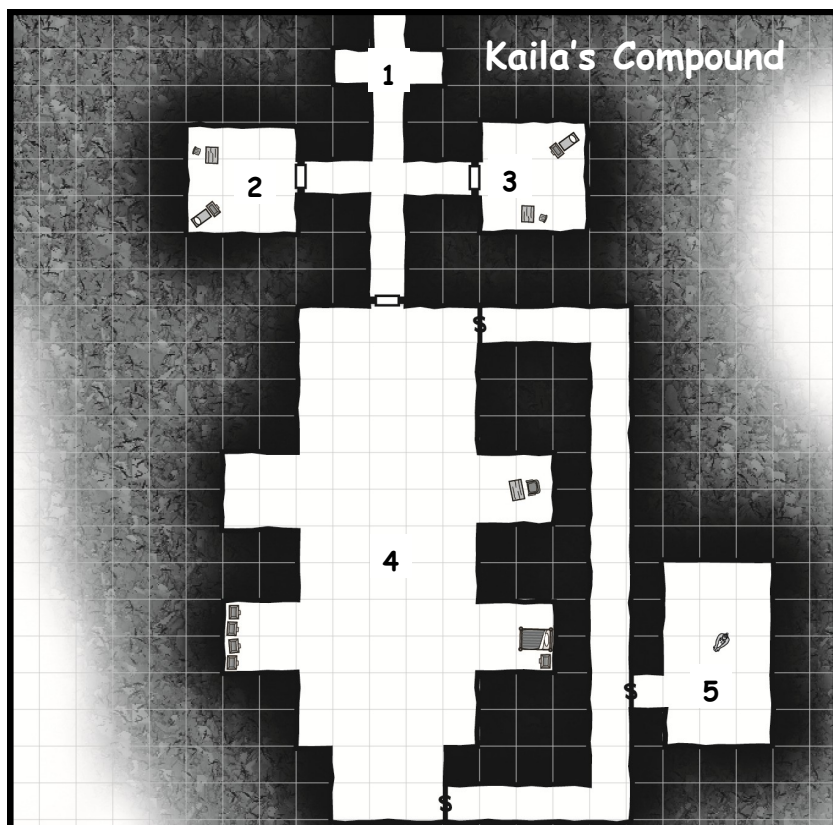
A strong human woman in plate armor is currently receiving a blessing from a human man. As you enter, he stops, and continues.

A **priest** is currently blessing Kaila Swale (**gladiator**). They are both aware of the PCs entering. If the PCs attack immediately, they will engage back. However, if the PCs wait for the blessing to be

over with, Kaila will then address the PCs. Since the ritual was complete, she will be under the effects of the *bless* spell for one day. She will greet the PCs as friends. She will also congratulate them on their prowess in battle. Kaila ultimately will attempt to convince the PCs that if they join the family of Hades, they will be rewarded in and out of this life. She makes it clear that if they decline her offer, their death will be slow and painful, in and out of this life. Kaila also fights with a great sword instead of a spear.

If Kaila and the priest are defeated, the PCs will be free to search her chambers. On her body, they will find a *ring of protection*. Between backpacks and chests littered around the room, they PCs will find 620 gold pieces, 239 silver pieces, a necklace with a ram's head in gold worth 250 gold pieces, a *potion of frost giant strength*, and a goblet encrusted with gems worth 150 gold pieces.

After completing all the missions in the Market District, the PCs will advance to level 5.



Noble's Court

The next level up the city is Noble's Court. Noble's Court was where most of the people of Macandire lived. It is true that no one was poor in Macandire, but this was the "middle class" of higher wealth. Everyone lived in mansions or estates. There were also many luxuries of higher living like spas, fine libraries, and architecturally advanced temples. This area is where the PCs will complete their second set of missions. They do have a couple options. Since there is a wall that separates the Market District from Noble's Court, they may find places to rest in the court or go back and forth between the inn. To get through the wall, the PCs may simply pass through cracks in the foundation. The walls stayed together for the most part, but there are parts where there is enough opening to slip through.

The missions for Noble's Court are as follows:

1. Recover an ancient tome
2. Find the sword and defeat the chimera
3. Capture or kill Brother Argos

The PCs may complete these in any order; however, going in number order will show the most success.

Also, during their conquest in Noble's Court, they will be invited to dine with Lord Arlin. You can have this invitation sent during anytime, but I recommend it be sent after they have completed two or the three missions in Noble's Court. If they decline, Arlin will not be pleased. He will then send three cult fanatics and five cultists after the PCs.

Since the PCs have an extra mission during this part of the city, they will be granted an extra level. After they complete two missions, they should level up to level 6. Once they finish the rest of the Noble's Court, they will level up to level 7.

A. The Crypt

Claudia and Vardon explain that the PCs must delve into an ancient crypt to recover a tome of necromancy. Through scouts and spies gathering information, they have concluded that Lord Arlin is practicing very dark forms of magic. It is rumored that one of the most detailed books on the dark arts lies in this tomb. If the PCs leave from Alfie's, it will take them an hour to sneak over to the crypt. The crypt is located in the second level of the city on the east side.

1. Dwarf Skeleton

As you approach the crypt described to you by Claudia, you notice a strange figure at the foot of the door. You move closer to get a better look, and you realize that there is a skeleton lying in front of the entrance. The crypt is built into a small hill formation, so it seems to be intact.

The entrance to the crypt is locked. The PCs will be required to make a DC 15 Dexterity check using thieves' tools to unlock the door. They can also perform a DC 15 Strength check to break the door down.

The skeleton lying outside of the door is the skeleton of a dwarf. There is a note tucked into his ribcage. The note reads, "this fate to all who enter." There is nothing else of value at the door.

2. Entrance Hall

The door swings open to a simple entrance hall. Two alcoves jet off to the east and west, and the corridor continues into a small open room. There is one painting in each alcove. One painting portrays a vampire draining the life out of a male Tiefling. The other painting depicts an angry dwarf throwing a spell book at a lich.

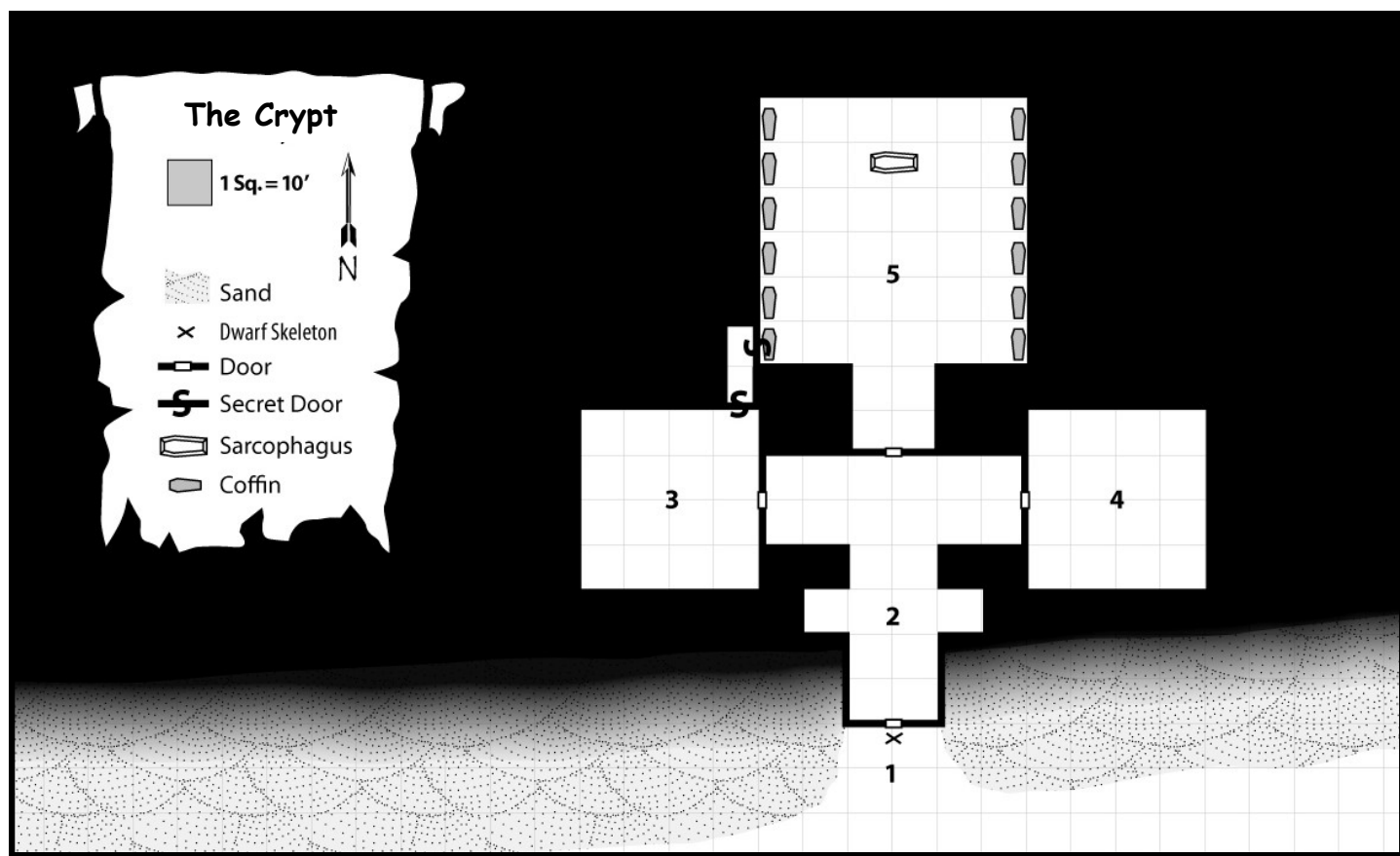
The paintings on the walls are trapped with poison darts. There is a pressure plate in front of each that will set off the trap if 20 pounds or more is applied to it. It takes a DC 15 Investigation check to locate the dart holes and/or pressure plates. It would then require a DC 15 Dexterity check using thieves' tools to disarm the traps. If a PC steps on the plate, darts from both ends will fly at a random target within 10 feet of the trap with a +8 to hit. A target that is hit takes 2 (1d4) piercing damage and must

succeed on a DC 15 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful save. In the entrance hall, there is three doors leading to other chambers of the crypt.

3. Embalming Chamber

This room carries a fowl and wretched smell. The smell of death overwhelms you as you enter this dark room. You pace around the room to see long dead bodies and skeletons littered on the floor and tables. However, there are more recent bodies that have deceased. Most of them are in the process of being embalmed. Some have started to decay as well.

This chamber is where cultists embalm the dead. Upon investigation, the PCs will notice that they have done a sloppy job with this process. It seems to



be more of a teaching area than one suited for a professional. One body still has a golden necklace with an emerald encrusted into it. This necklace is worth 200 gold pieces.

There is a secret door in this room. A pressure plate on the ground will open it to a small hallway that can lead to area 5. A DC 15 Investigation or Perception check is required to find this door and plate. If a PC applies 100 pounds of pressure to it, the door will open. The same goes for opening to door at the end of the secret hallway.

4. Torture Room

This candlelit room illuminates a figure strapped to a rack in the south eastern corner of the room. With a better look, you notice an elf with multiple malicious wounds strapped down. There are three more racks in this room; however, they are all empty. A variety of torturers tools are scattered among multiple tables.

The elf being tortured is a member of the resistance. His name is Ander, and he acted as a **priest** for them offering religious services but healing as well. He is in very rough shape and currently has 2 hit points. He will only bleed out if left there for the rest of the day. He will be slow to trust the PCs as he has not seen or heard of them since their arrival to Macandire. However, after he realizes they are friends, he asks for help being freed. He will inform the PCs of information he has gathered about this level. He knows that there is a sword of legendary reputation said to be forged for Zeus somewhere in Noble's Court being guarded by a chimera. Also, he knows that Brother Argos is held up in a temple that is in the middle of the city.

Ander is willing to join the party; however, it is up to you, the DM, to decide if the party needs his assistance. His gear is stowed in a trunk in the room, and once he recovers his holy symbol, a ring, he can heal himself. Ander does not know what is in the other rooms of this crypt.

5. The Burial Chamber

A single sarcophagus lies in the middle of this room. Six coffins on the western wall and six coffins on the eastern wall make up this room. All of them have their lids shut.

There is a **vampire spawn** that is on the ceiling waiting for the PCs to walk in. It will attempt to jump onto one of the weaker looking PCs to gain an advantage. If you want your group to have a greater challenge, you may have three **zombies** emerge from the coffins as well.

This is the room where the PCs will find the tome of necromancy titled "Delvin's History of Untamed Power". The tome is located in the sarcophagus in the center of the room. However, the PCs will have to fight for it. Also scattered around multiple coffins is a total of 230 gold pieces, 20 platinum pieces, a ring with a garnet worth 40 gold pieces, and a tiara with an emerald worth 200 gold pieces.

Once the tome is returned to Alfie's Claudia and Vardon will require three days to study it and understand what information Lord Arlin is attempting to gather. In this time, they should have already had the dinner with Arlin, or they should have already refused his offer. After three days, Claudia and Vardon will pull the PCs in private. They will explain the PCs that they believe Arlin is attempting to acquire lichdom. The book speaks about the process in becoming a lich.

B. The Caverns

The next mission the PCs will receive is to acquire the *sword of the storms*. They have narrowed the sword down to a cavern system under the city. It is rumored that the sword is currently being guarded by not only cultists but a chimera as well. The entrance to the caverns is located on the west side of the second level. There is a door that leads underground next to the old establishment called the “Winking Wyvern”. These caverns are also plagued with evil spirits. The PCs will hear the howls of the dead while traversing this unappealing environment. The cult has used this to strengthen their relationship with the dead. However, there is one cultist who could not handle it and went mad. This is a 30 minute journey from Alfie’s.

1. Entrance

You see an inn with a splintered sign; however, you can make out the word “winking”, so you believe this is the right place. After circling around the inn, you see a door that leads underground.

This is where the PCs will enter the cavern. They will have to descend a ladder that leads 100 feet into the ground. The ladder is completely safe, and the PCs will not need to make any sort of check while descending. Once descended, they will find themselves in a small pool of water 3 feet deep. There are three tunnels that lead out of this room.

2. The Living Dead

The stench of death overwhelms you as you enter this large room. As you see into this rocky natural chamber, you see fourteen human sized pedestals with fourteen dead bodies, one on each. Just as the air, the atmosphere in this room is lifeless.

This room was created by Lord Arlin to preserve the dead to be once more risen. He keeps the bodies here so not everyone would stumble upon them. He did not just wish for them to be raised as zombies, but as a much more feral and inhumane foe. However, his magic was not strong enough. If any of the PCs interact with the bodies or pedestals, 12 of the 14 bodies will rise and fight as **zombies**. There is nothing of value in this room.

3. Throne Room

A single ornate throne sits in the center of the room. A closed chest sits in front of it as if an offering to a king. A lifeless body is slumped over in the throne.

The body on the throne has been dead for almost a year now; however, a **wraith** stalks this chamber. If any PC attempts to open the chest or interact with the body, the wraith will appear and attack. It savagely attacks to its death.

The chest at the foot of the throne is locked. It will require a DC 15 Dexterity check with thieves’ tools to unlock. There is a total of 50 gold pieces and a golden crown worth 75 gold in the chest.

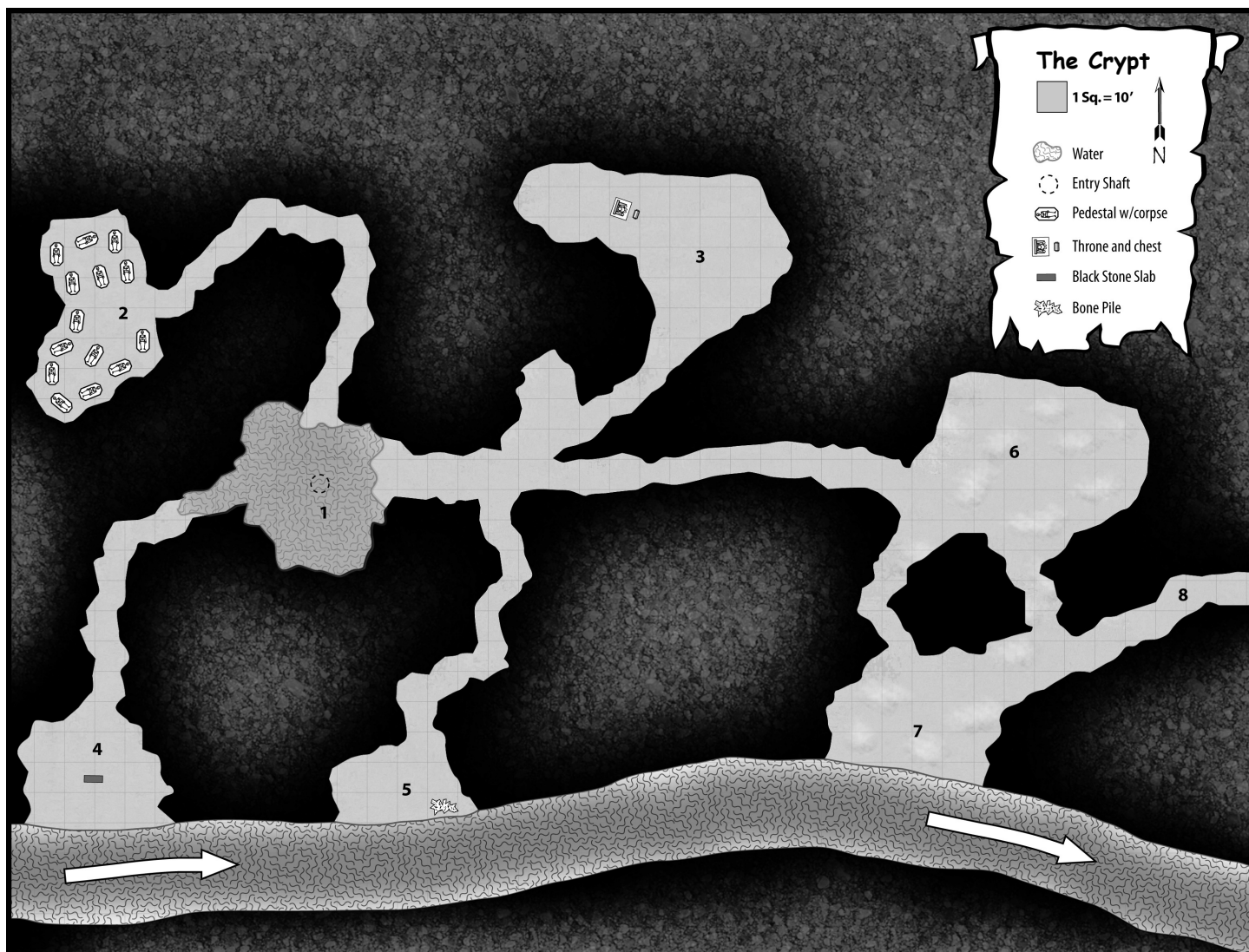
4. Cult Worship

A black stone slab with purple glowing veins sits in the center of this chamber. You also hear the sound of rushing water behind it.

The black stone slab is simply obsidian with dark magic infused with it. This stone is meant to force the PCs to live their worst memories and nightmares. The cult uses this as mental training exercises to strengthen their will. If a PC places a hand on the stone, they will have to make a DC 12 Constitution saving throw. If they succeed, they overcome their fears. If they fail, they will become stunned for one minute. One they are not stunned, they will be

flooded with darkness once more. They will have to make another DC 12 Constitution saving throw. If they succeed, they overcome their fears; however, if they fail they will become horrified of everything they see for 1d4 hours. Another PC will have to walk and escort them around. Even the slightest rustling of leaves in the wind could trigger this fear.

The rushing water to the south is an underground river. This river travels at speeds too difficult for a PC to swim in. However, if they do have a floating device or boat, they may be able to navigate it; however, it only brings PCs out to a small lake on the other side of the city. PCs that cannot breathe underwater will most likely die if caught in the river. If a PC jumps into the fast-moving river, they



must make a series of five DC 12 Dexterity or Constitution saving throws. If half or more of these fail, the PCs will begin to suffocate. The journey is 10 minutes in total. Each saving throw is made every 2 minutes. Once a PC fails two of these, they will begin to drown. A PC can hold their breath for 1+ (constitution modifier) minutes with a minimum of one minute. The rapids and length of the journey could result in even high constitution PCs drowning.

5. Storage Chamber

As you approach this opening, you can hear rushing water. When you move forward to investigate, you step on something that snaps. You immediately think of a branch during the fall season, but this was a much harsher sound. You gaze down to see that you have snapped a bone in half. After then taking a quick look around, you realize that the entire room is covering in bones and skulls from various humanoids.

This entire room is covered in a variety of bones and skulls. However, most are from humans, elves, and dwarves. The PCs might also recognize gnomish, orcish, and gnoll bones as well. The cult keeps this room stocked with bones for any dark rituals they might need to do. If the PCs spend more than 10 minutes looking through the bones, they will find a gold necklace with a ruby as the medallion. The necklace is worth 400 gold pieces.

6. Empty Room

This large chamber connects to two different pathways.

There is nothing of value in this room.

7. The Crazy Cultist and the Chimera

The sound of rushing water almost drowns out a conversation being had ahead of you. You hear a panicked voice muttering, "We could take it you know. They will never find us. We can live free. No... no... we can't. Stop. It is watching us. Always watching."

There is an insane **cultist** in the chamber ahead. The cultist was driven mad from the stone slab in area 4. He has stayed down in this area because he does not remember how to leave. He has only been mad for a day and a half. He is now contemplating stealing the *sword of the storms* that sits on a pedestal in the southeast corner of the room. However, there is a voice in his head that argues with him. They fear the **chimera** that lurks in this chamber. The chimera guards the sword and will attack anyone who attempts to steal it.

The pedestal the sword is placed on is magically trapped. Only a *detect magic* spell or similar magic will be able to deduce this. If the sword is taken off the pedestal, the trap will be triggered. The entire cave complex will begin to collapse. PCs with 30 movement speed or higher will be able to escape by dashing to the ladder and climbing out. However, characters with 25 movement speed or lower will have to make two DC 12 Dexterity checks while evading a collapsing ceiling to escape. If they fail one, they will take 6d10 bludgeoning damage from

falling rocks. If they fail the second one, they will again take 6d10 bludgeoning damage. On successful saves they take no damage. If they fail both but survive the damage, they will escape the cavern.

8. Dead End

A large pile of rocks and boulders blocks the pathway moving forward.

A cave-in has created a block for the PCs to move forward in this chamber. The entire hallway leading on has collapsed, so the PCs will not be able to move some rocks to advance. This is truly a dead end.

C. The Temple of Hades

The temple of Hades is where Argos is currently. This is a very easy find as members of the cult constantly go in and out. Also, if one was to track down a priest, a good place to start is the temple. The temple is located in the eastern section of the city, and it is an hour and twenty minutes from Alfie's.

1. Entrance Doors

Stairs lead up to a set of wide and elegant double doors are set into a beaten up yet beautiful temple. The doors seem to be made of solid gold, and they have a variety of elegant gems enveloped into it. However, there are two ram's heads painted in red on each side of the doors.

This was once a temple to Athena, the main goddess of Macandire. However, the cult has taken it and created a temple of Hades. The doors are open to the temple. The doors are so thick that PCs will not be able to hear what is going on inside of it.

2. Offering Room

A small fire burns in the center of this room. It sits in a brazier made of bronze. There is nothing else in this chamber.

A religious PC will be able to figure out that this room is used as an offering room when they succeed on a DC 12 Religion check. The offering fire does not have a specific deity attached to it. PCs may cast something of value into the fire in hopes of gaining a blessing. It is up to you to judge whether the PC is being genuine and if the offering has value. You can either give them the benefits of a short rest, or if the offering is of a very high value, they may come under the effects of the *bless* spell for the rest of the day and the next day.

3. Office

The door swings open to reveal a small office space. There is a long desk with a single chair neatly pushed in. A single portrait sits atop the table. It depicts a familiar female, Kaila Swale, Brother Argos, and a human man in black robes. They all stand facing forward with a smile.

This portrait is the only thing on the desk. However, there is a secret compartment in the desk. A PC can find and open it with a DC 20 Investigation check. Once the latch is opened, a scroll will fall to the floor. If the PCs open it, read:

"Arlin,
I loved her. I don't understand why she had to be the gift. We have many gifts for the dark lord. She was our inspiration. I do not know if I can fully forgive you after this. However, I do trust

in the him. He will bring me salvation. He will show me that there is light in bringing darkness. She and I will be together forever as Hades and Persephone are. You will see.

-Argos"

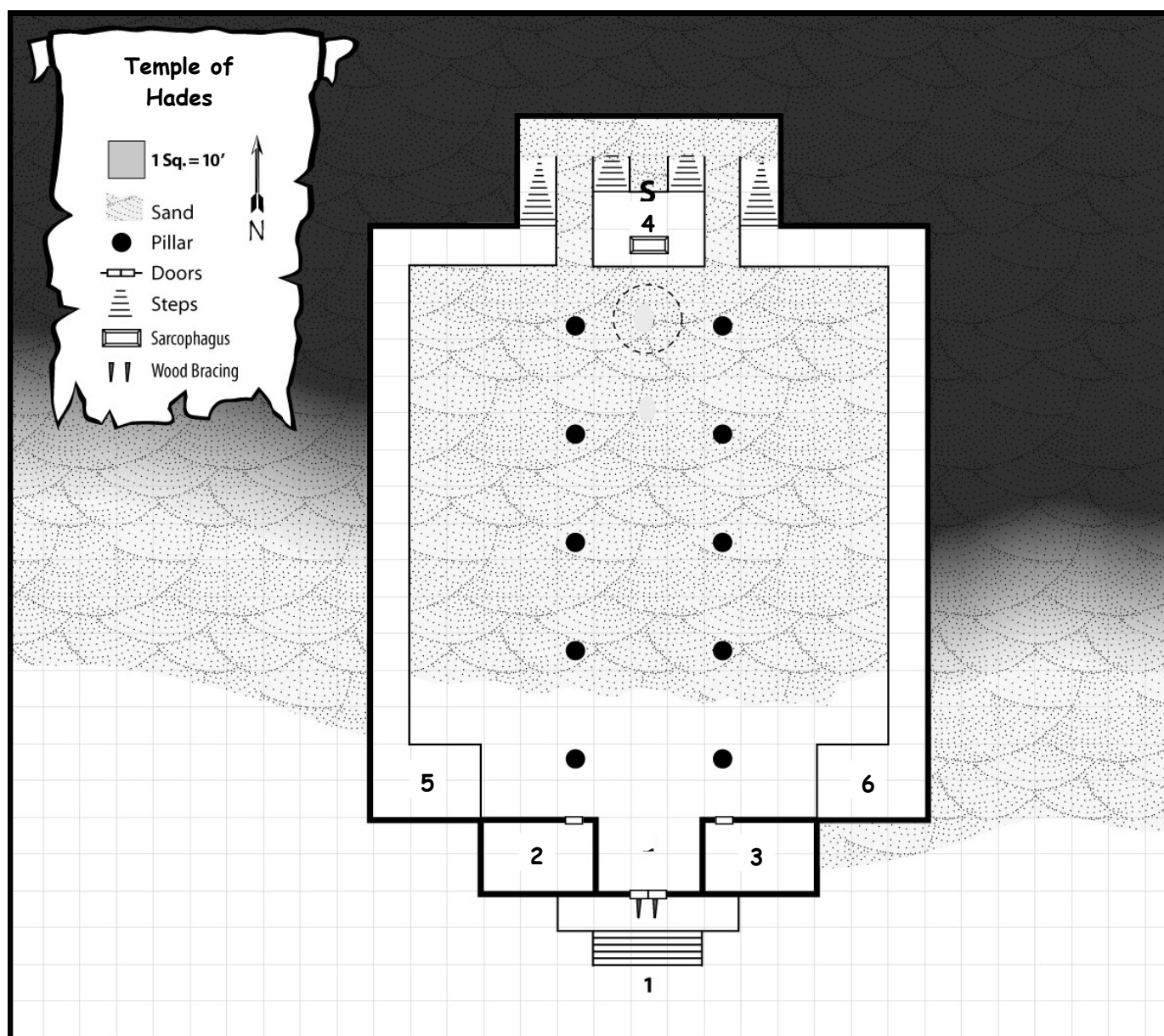
Argos wrote this letter addressing Arlin about Arlin's sister. Arlin had recently sacrificed her in the name of Hades. He did so because he thought Hades would reward him with full lichdom; however, as the you should know, Hades has no hand in this. The cult is a radical section of his praise. Lord Ar-

lin's sister's name is Eowyn (aye-oh-win). However, the note does not mention what girl Argos mentions.

4. Altar

DM's Note: As the PCs enter, Brother Argos will be leading a worship service. However, no one will be on the floor with him. However, there are two cultists hiding with bows in areas 5 and 6. As the PCs move into the temple, read:

As you approach the elegant temple, you take note to a couple of oddities. While the white marble floors and columns created a comfortable at-



mosphere, that is quickly done away with when you notice banners with the symbol of the cult painted on them. Echoing in the hall is a dwarvish voice giving worship to the “dark lord”. You hear him say, “Today, is the day of reckoning! The deniers have come forth to hear your message. They do not understand what clouds poison their mind. We will forgive them... yes dark lord... we must. They will see the light spewing from the fire of a revolution. If they do not accept and embrace it, it will blind and burn them. Everyone deserves penance, and they must start on their path of atonement.”

Brother Argos is at the north end of the temple standing on the alter giving this sermon. If the PCs attempt to reason with him, he will simply repeat that they must start on their path to atonement. This includes lying down their arms and giving themselves to the word of Hades. If they refuse, Argos will admit that he is excited to go down the path of forced atonement.

The secret door leads to a small treasure room under the temple. This door can be found with a DC 20 Investigation or Perception check. The party will realize there is a stone that is turned the opposite way and that they can rotate it. Once it is rotated, the door will open. Inside the treasure horde is 50 platinum pieces, 400 gold pieces, a *spell scroll* of *shield of faith* and *guiding bolt*, and a *staff of healing*.

5. Balcony

A set of stairs leads up to a balcony with two chairs on it overlooking the temple. A cultist with the bow pops out to fire arrows down at you.

This is simply where a cultist (**thug**) will aide Brother Argos in attempting to kill the PCs. There is one cult member here and one on the other balcony which is area 6. The balconies are the exact same. The only statistical change is that they use a long-bow. They will run into melee if necessary.

6. Balcony

DM's Note: See area 5.

D. The Dinner

Halfway through the completion of the Noble's Quarter, the PCs will be invited to dine with Lord Arlin. They will know of this invitation because randomly one morning, there will be hundreds of parchment letters nailed to buildings near the PCs. All the papers will read, “Friends, I invite you to dine with me in King's Citadel. It is time we are properly introduced. I believe that we may see eye to eye on many things. Any night you choose, I will be ready. Arrive at the great doors, and my assistant Vander will show you in.

-Arlin”

Once the PCs arrive to the keep, the doors will swing open. In the doorway, there will be a middle aged human man standing with a smile. He will introduce himself as Vander and invite the PCs to enter. He will bring them through the wreckage of the castle explaining that master (Arlin) wishes for the city to be first rebuilt so his people have a nice place to live. They will pass a set of stairs leading up and a separate set leading down. He will show them into a large dining hall that has rubble strewn about. The stairs and dining hall are the only areas intact on this level. Vander will always refer to Arlin as “master” and brag about how well master treats him. After the PCs are seated, Vander will inform

that master will enter in five minutes as will the feast.

After five minutes pass, Vander will enter with three assistants with food and wine for the PCs. This food and wine are of very high class and in no way poisoned or tampered with. The food is a fine cut steak with fresh vegetables and potatoes. A minute later, Arlin will enter. This is the part that is up to you. What Arlin says to the PCs will be written by you. You have all the freedom as the storyteller to make this encounter as dark or light as you choose. However, to help, here are some personality traits and points of interest to include:

- Arlin appears as a 5'10 human male with dark black hair around age 35
- Personality traits: Finds comfort in dark emotions, impulsive yet calm, unwavering, laughs at misfortune, and lack of remorse
- He will try to play guilty with the PCs talking about how he wishes for a better future of this world
- He will talk about how governments get corrupt and forget about the weak and helpless
- Perhaps he will try to turn the PCs against Claudia and Vardon with lies
- Have Arlin know things about the PCs he shouldn't
- He will explain that Argos loved Arlin's sister but was heartbroken when she sacrificed herself to the gods
- o He will mention how proud he is that his sister was a martyr
- Will accept the PCs into his family if they walk the path of atonement

Keep the basic premise of this monologue/ conversation light in the beginning but transition into demanding. In no way will he attack the PCs; however, he could possibly show his strength in a fit

of rage. As stated earlier, this monologue is here for you to show your creative edge. There are endless possibilities of how this will turn out. However, I highly recommend saving the final fight until the end. He should let the PCs leave when the dinner is over. However, he will of course up the security around the city. He is overall worried about his own life than the life of his fledglings. Also, he thinks of this more as a game. He does have an ego, so he does not believe the PCs will be able to kill him anyway. Lord Arlin is using the spell *alter self* to hide his true identity. He will deny any allegations of trying to become a lich.

King's Citadel

King's Citadel is the highest level of Macandire. On this level, there is the white stone castle and a few other smaller keeps; however, these keeps have all been destroyed. The missions the PCs will complete here should be done in a timely manner since they are very close to the castle. Even though Arlin believes this to be more of a game, his patience should not be tested. The prison camp is just outside the castle, they must steal the *helm of Hades* from the basement of the keep, then they must make their way up the castle to defeat Arlin.

A. Prison Break

This scenario is one of the last that the PCs will need to complete. This one should be done in a timely manner. The cult does not take prisoners lightly, and they will surely send for reinforcements based on how or if they PCs get caught. They may go in swords swinging, or they may try to sneak in and get the prisoners out quietly. In this sort of scenario, make sure to reward creativity. However, if something goes wrong, let the dice roll.

1. Compound Entrance

A set of sturdy double doors break up the makeshift wall of loose stone. The perimeter of the compound is a perfect circle. There are breaks in the wall where it has slightly collapsed; however, widening the gaps would take some physical effort and would surely result in noise being made. There is a small guard tower, but there is no guard in sight. Other than the leaves rustling in the wind, there is no noise coming from inside the compound.

There are many ways the PCs can get through the wall. They can attempt to sneak over, dig, or simply go in the front door. Since the cultists are very aware of the PCs in the city, there will be guards walking around in the complex. There will be four **berserkers** roaming around the camp keeping guard. However, there will be times that they will stop and casually converse among themselves. The door will open without making enough noise to alter the guards; however, it is unlikely they are not seen walking in.

2. Mess Hall

Multiple tables and chairs are crammed into this small mess hall. Candles flicker on the table illuminating rusting metal plates and silverware. Sitting inside the dishes is food that seems to be going bad.

On occasion, the prisoners are brought into here to eat. They cult enjoys toying with their emotions by treating them to nice meals, but then they will keep them locked in their cell for a day or two without food. Also, the area is used by the guards when they need to eat or take a break. There is nothing of value in this room.

3. Storage Room

Piles of boxes and barrels are scattered about this room. Old carpets lean against the walls, unlit torches are piled up, and random weapons spew out of trunks.

This is simply a storage room for the cult. There is any kind of mundane weapon as well as general gear the party might need to restock on. Tucked in

the back of the room is a *bag of holding*. The cult member who retrieved this does not know what it is, so they just threw it in here. A PC might be able to figure out its use quickly since it is not exactly rare to find one of these.

4. Guard’s Chamber

An open empty chamber leads into another room. The room is a small bed chamber with a dresser, bed, desk, and chair. A trunk sits at the foot of the bed. The only thing to give this room life is a painting of Lord Arlin above the bed.

There is a single **berserker** in this room that will jump up and run into battle. He is sitting at the desk cleaning his weapon when the PCs enter. There is 50 gold pieces scatter about in this room, and the painting could be sold to the right buyer for 200 gold pieces.

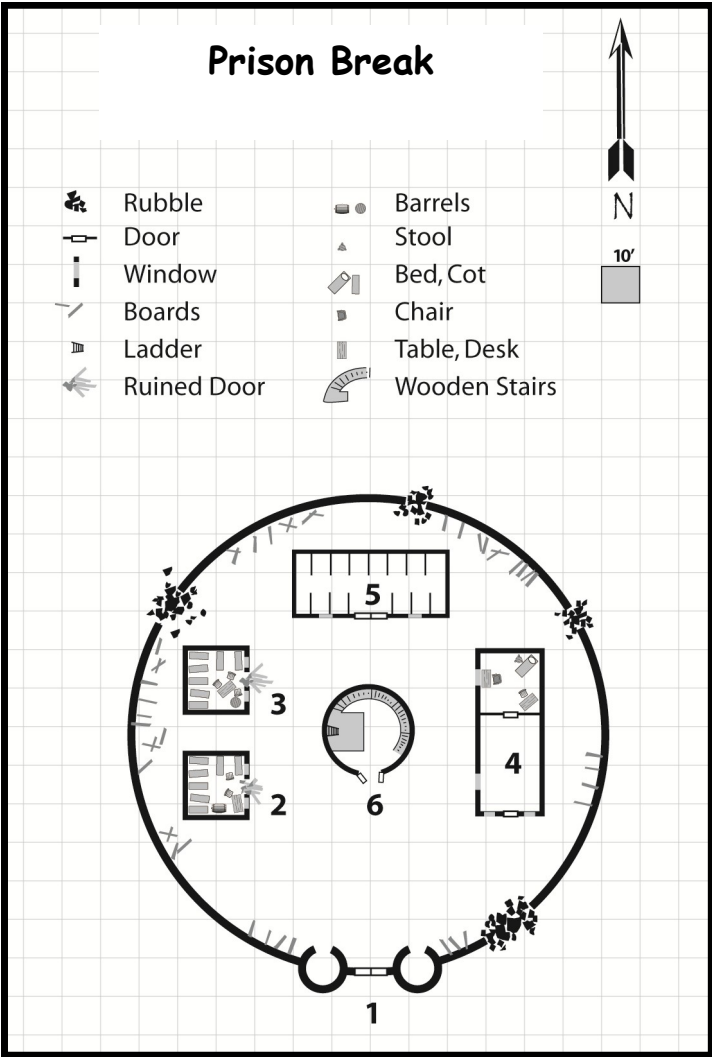
5. Prison

Cells cover every inch of the walls in the cramped building. This building is dead silent. The stone floor and metal bars create a lifeless environment.

There is a total of 14 cells in this room. Not all of them are occupied, and not all the members are willing to talk; however, if the PCs take the time to investigate, they will find some valuable information. Each lock requires a DC 15 Dexterity check with thieves’ tools to open, or if the PCs have the captain’s key, they may open any of the cells. Letters a-h are the cells on the top row, and the cells on the bottom row are letters i-n. Each row goes left to right alphabetically. It is up to you what these pris-

oners will do once or if freed, unless noted otherwise.

- a. A single skeleton lies on the floor
- b. A halfling woman lies on the floor. She was a member of the resistance before she was taken. She does not know any information the PCs don’t already know.
- c. This cell is empty.
- d. An **orc** sits in this cell slumped over. He was a part of the guard in the Market District until he spoke out against the cult for not letting him into battle.
- e. A gnome **spy** occupies this cell. He is a member of the gnome rover band from Farrador. He will act happy with the party but leave at the earliest convenience.



- f. A **priest** from the resistance sits praying in this chamber.
- g. There is a **noble** female elf in this chamber. She was working with the resistance and funding them before she was captured. She has heard the guards speak of a helmet fit for Hades being guarded by a mythical beast in the basement of the castle.
- h. This cell is empty.
- i. A **cultist** is kneeling praying to Hades asking for forgiveness. He betrayed the cult, and he is waiting for his execution.
- j. This cell is empty.
- k. A quirky **kobold** is held up here. He is not innately evil like most kobolds. He was captured for roaming around the city. He claims to know nothing about the cult because he really doesn't. He was just trying to find shiny things.
- l. A human **commoner** is in this cell. He has overheard cultists talking about how Arlin is attempting to become a lich; however, he will only give the PCs this information for his freedom.
- m. A goblin **bandit** is held up in this chamber. He was attempting to steal from the city when he was taken. Like the kobold, he doesn't know anything.
- n. A **knight** of the resistance is in this cell. She is in very poor shape because the cult has been relentlessly torturing her. She will tell the PCs she led most of the raids in the city; however, one went wrong, and she was captured. She wishes strongly to return to Claudia and Vardon.

6. Captain's Chair

A curving staircase leads up to a single chair ten feet up from the ground. This chair is not a throne fit for even poor prince. It seems to be a throne made from metal. Sitting upon it is a man in plate armor. On both sides of him are two members of the cult. One in the normal robes and one in hide armor. As you enter, they begin to taunt you saying they will throw you into the cell with your scum friends, and then they ready to attack.

This captain of the guard wishes to prove himself in battle to Arlin. He uses a **+1 great sword** in battle and statistically functions as a **knight**. Fighting with him is a **berserker** and **cult fanatic**. If the battle goes poorly, one of them will attempt to flee to the castle to warn Arlin. Aside from the magical sword, the captain has a pouch with 20 platinum pieces and a key to unlock all the cells on his belt.

B. The Hydra

In order to recover the last major magical item in this campaign, the PCs must defeat the hydra guarding the *helm of Hades*. If they do not encounter the noble in prison, you can fit another NPC in to inform the PCs of this. Of course, they do not have to go recover the helm, but it will surely aide them in defeating Lord Arlin. The hydra is guarding the helm in the basement of the castle. What used to be an open hall has been turned into a worship temple to Hades.

1. Entrance

The staircase descends to a set of bronze double doors. A black banner with a painting of a ram's head is placed to the side of the doors.

This marks the entrance to the hall in which the hydra is living. The doors are locked and require a DC 15 Dexterity check with thieves' tools to open, or a DC 15 Strength check to break them open will do.

2. Mosaic

Elegantly painted on the floor is a human man adorned in gold and black robes. He has dark black hair with blue eyes. After a closer look at the figure, you notice him to be Lord Arlin. Standing next to Arlin is a muscular man who stands almost a foot taller than Arlin. This man has dark black hair with a large beard. He holds a staff with two snakes emerging from the top. They both grin directly back at you as if following your movement.

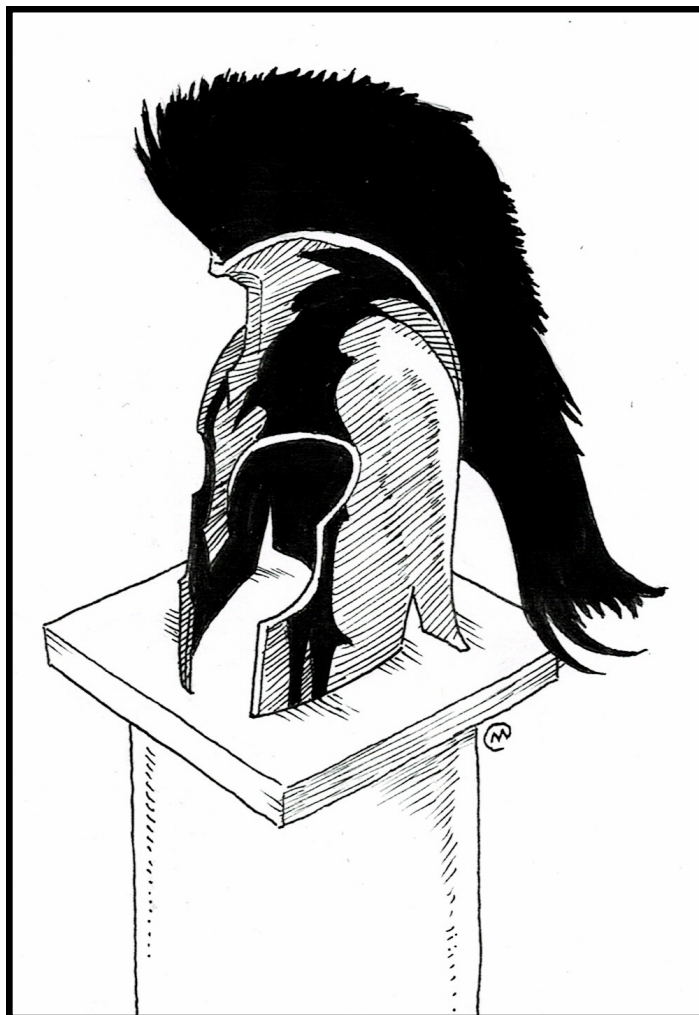
This mural is a work depicting Arlin and Hades together. Since Arlin believes Hades will one day

welcome him as a son, he wants to depict this relationship in every inch of the hall.

3. Statue of Hades

A statue depicting a muscular, bearded man sits in this great hall; however, he has the lower body of a snake. Inscribed on the bottom of the statue is, "Hades, king of all".

This statue is trapped. The PC can notice the trap with a DC 18 Investigation or Perception check. It will then require a DC 18 Dexterity check with thieves' tools to disable. If any PC moves within five feet of the statue, they will step on a pressure plate causing the statue to fall on top of them. They must make a DC 18 Dexterity saving throw or take 4d10



bludgeoning damage. On a successful save, the PC only takes half damage.

This depiction of Hades shows him having the lower half of a snake. Hades is often associated with snakes, for example his staff, in mythology. So, Arlin thought it appropriate to worship Hades in all possible ways.

4. The Hydra

A huge reptilian monster stomps in anger. It has the body of a crocodile with five snake-like necks connecting to five horrific heads with teeth as sharp as the finest blades ever created. It lets out a freakish shriek and begins to charge.

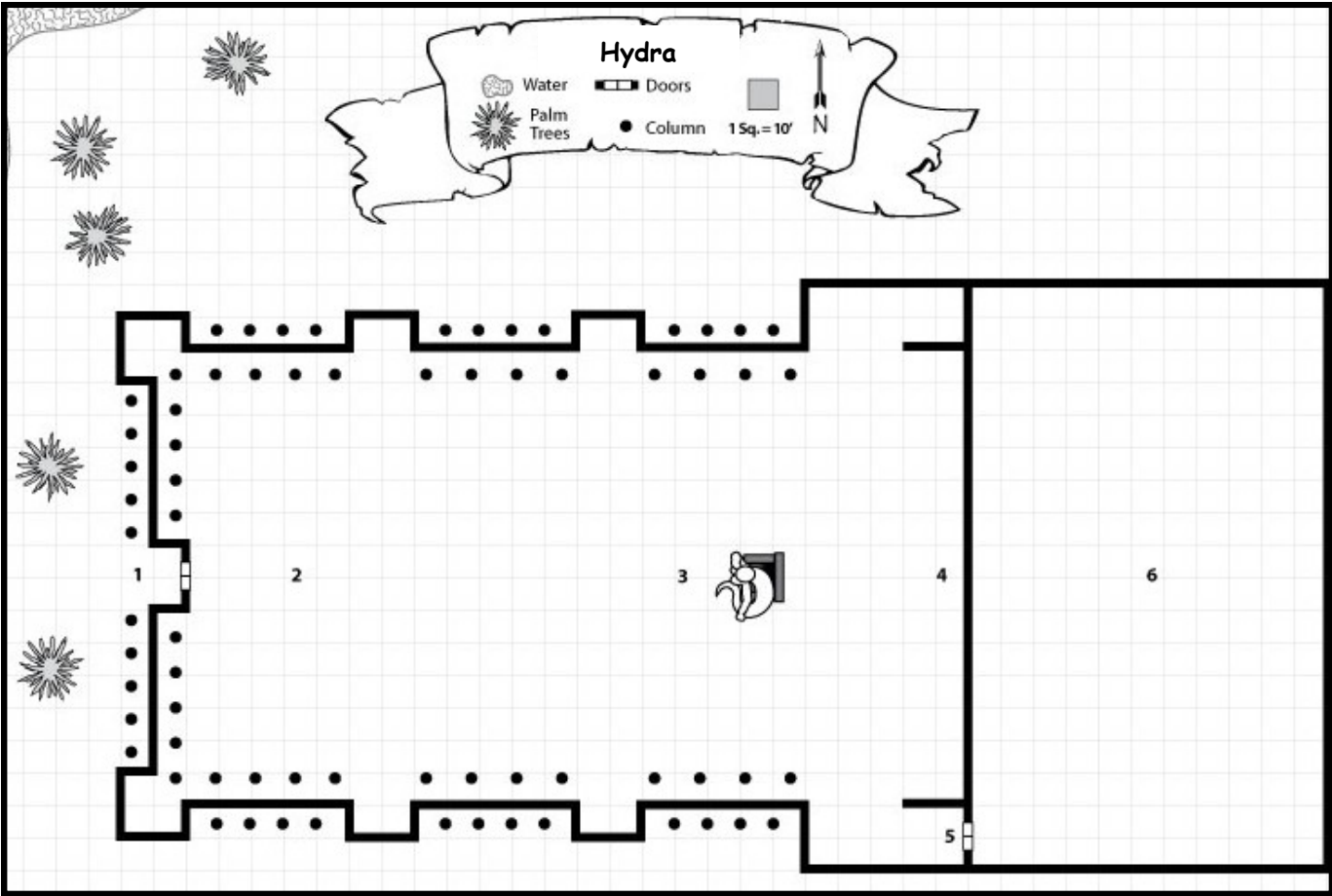
The PCs will finally get to battle one of the greatest mythological beasts to be created. The **hydra** is

relentless and savage. It will fight the PCs to the death since it has no form of escaping.

5. Locked Doors

Another set of bronze double doors stands between you and the room beyond.

These double doors are locked and trapped. There is yet another pressure plate in front of the door. Whenever a PC moves within 10 feet of the door without noticing the trap with a DC 20 Investigation or Perception check, the trap will be set off. A giant boulder will fall from the ceiling upon 20 pounds or more pressure being added to the plate. A character must succeed on a DC 15 Dexterity saving throw or take 10d10 bludgeoning damage from the force of the boulder. If the PC looks up at the ceiling beforehand, they will not notice the boulder



because it is help in a trap door mechanism. Once the lock is picked with a DC 15 Dexterity check using thieves' tools, the door will open.

6. The Helm of Darkness

This large white marble chamber carries a deathly feel. You notice the air to be cold and stale as you move into the room. A single pedestal sits in the center of the room. Sitting upon it is a jet-black helmet with plume of black horse hair rising above it.

The PCs have finally found the *helm of Hades*. There is nothing else in the room except the helmet. The helmet will radiate as magical; however, so will the pedestal. It is magically trapped to haunt the PC. A *dispel magic* spell at DC 18 is required to end the effects. If the PCs do not notice this, then when they take the helmet off the pedestal, a dark spirit will attempt to take over the PC's body. The PC will make a series of saving throws to prevent this. If they fail 2 of the 3, the PC will become corrupted. First, they will make a DC 15 Intelligence saving throw to determine if the spirit's motives. Then, they will make a DC 15 Wisdom saving throw to determine if they should fight back against the spirit. Lastly, they will make a DC 15 Constitution saving throw to block out the evil spirit. If the PC gets consumed by the spirit, it will take over their body. It will immediately force the PC to put on the helm, turn invisible, and dash to Lord Arlin upstairs. Since the PC is controlled by the spirit, they do not need to attune to the helm to use it. This spell can be broken with a *greater restoration* spell or similar magic. If you want to lower the difficulty, a *remove curse* spell could work. If the trap is either dispelled or fails, the helm is all for the PC's taking.

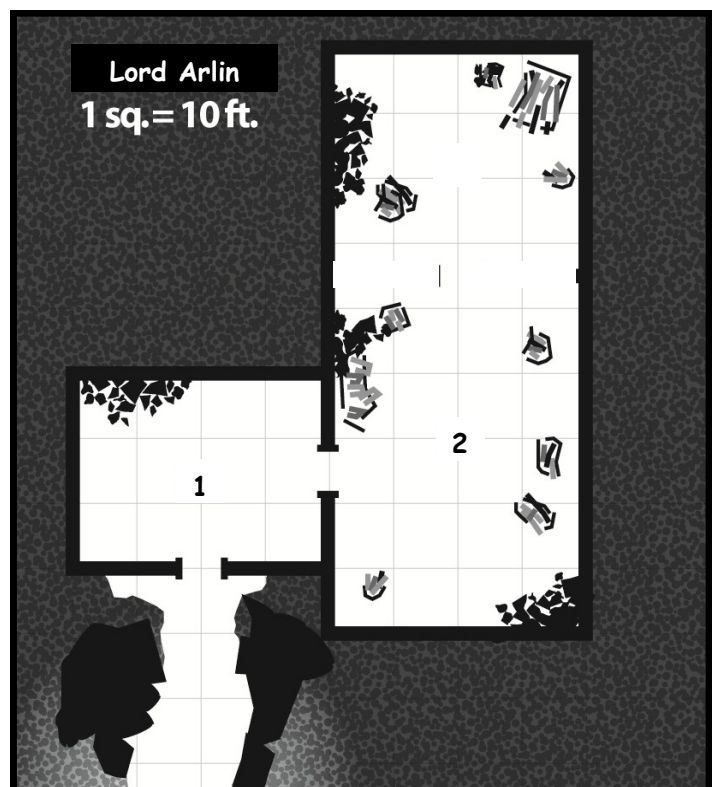
C. Lord Arlin

Lord Arlin and Vander will be waiting for the PCs upstairs. Since the rooms in the castle are mostly destroyed, they will eventually find the chamber where Arlin is currently at. Arlin will have the *alter self* spell on like at the dinner; however, he will break concentration while in conversation. During his monologue, have his voice fluctuate from calm to angry to show his sociopathic tendencies.

1. The Entrance Room

The rotten smell of decay fills your nose as you step into this room. There are multiple dead bodies mixed in with rubble from the ceiling and walls. A doorway leads into a larger room to the east.

This room just consists of rotting bodies and rubble. The bodies are members of the cult that Arlin valued. He wishes to keep them close to him, so he keeps them in this room.

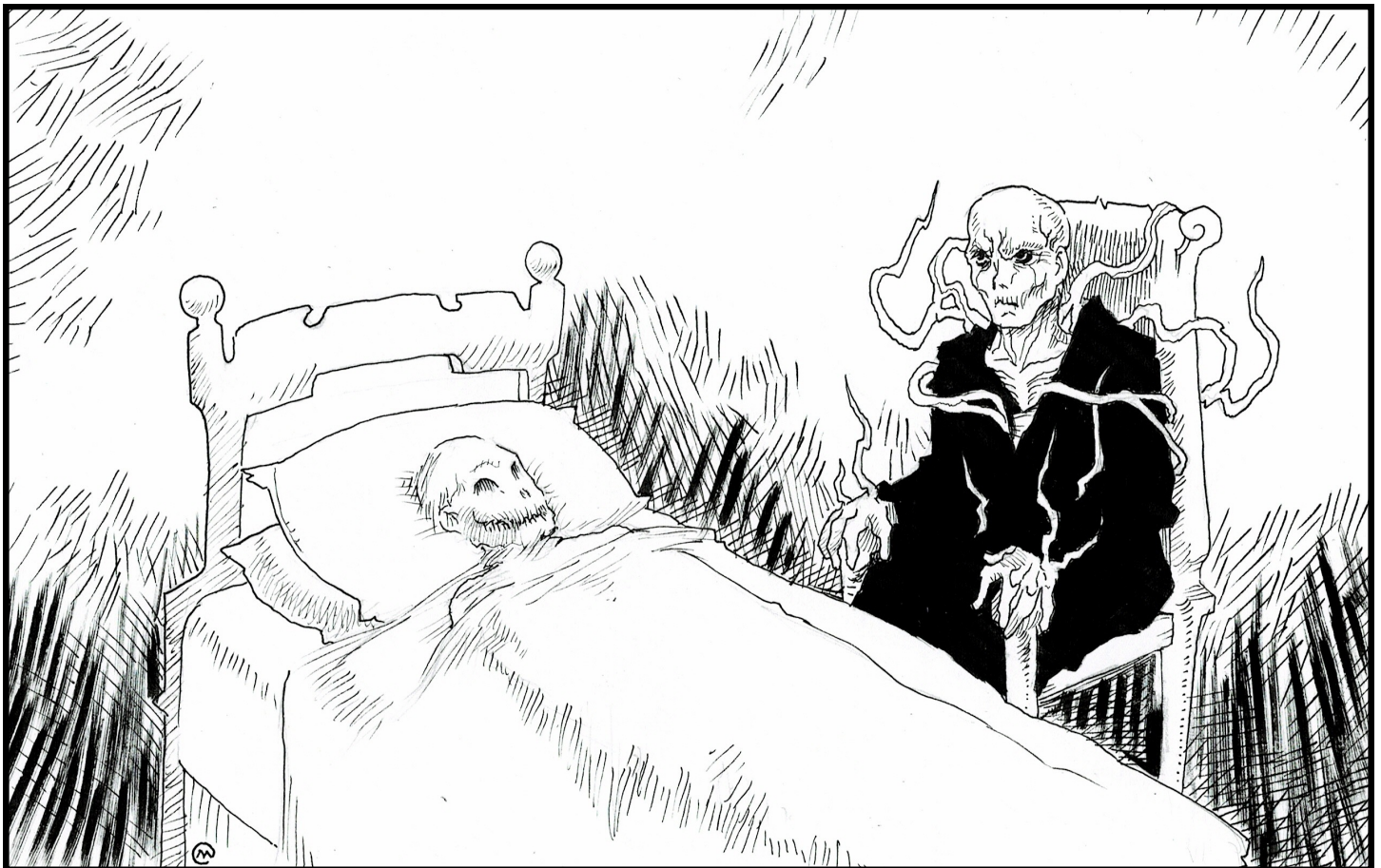


2. The Conclusion

You move into a larger chamber with rubble and broken crates scattered around. Leading north, there is a one-foot wall where it seems there used to be a full wall at. At the end of the chamber, you see Lord Arlin sitting in a chair looking over a bed. Standing next to him with his arm on Arlin's shoulder is Vander. As you get a better look at the bed, you see a body lying down. However, this body is not living. It is decaying. You can see the flesh decomposing off the face. The hair of this person is rotting, and it has almost all fallen off. As Arlin sees you, he begins to speak. He says, "Thank you for joining me. I was just finishing up with my dear sister. She was so brave, you know. She was reluctant at first; however, once she was able to see my vision, she came around. Argos fought against it, but he has

no say in how this family functions. I talk to her often. She consoles me. Whenever I am troubled with pretenders like you, she reminds me that all of this is worth it. I know she is rejoicing with the dark lord because I cannot bring her back. Her soul is... gone. I aim to make you the same way. However, you do not deserve to celebrate in another life. You will burn in the fires of Tartarus. Yes... that makes us happy. It will only help me grow stronger. My powers have hit a block. I believe in slaughtering you the dark lord will allow me to continue down my path. I will go on to accomplish great things, but don't worry, I'll give everyone a swift send off to death."

When the PCs enter, they will see Arlin leaning over the bed with his deceased sister. He will deliver his short monologue, and then he will begin the final battle. Before he does, he kisses his sister on the



forehead and pulls the covers over her face. Vander will assist Arlin statistically fighting a **knight**. Arlin will show no remorse in this battle. He will fight as a **semi-lich**. Arlin is not a lich nor demilich because his path to lichdom was blocked by him not being powerful enough. He is a **semi-lich**. However, he did follow the proper steps, so he is rewarded with being a semi-lich. His true form is very similar to a lich; however, he has some flesh remaining on his body still. Arlin will fight to the death cursing the PCs throughout the battle. If a PC was consumed by the spirit guarding the helm, the PC will be standing beside Vander and will fight the party once Arlin attacks.

Once the PCs defeat Arlin, he will fall to one knee, look down towards the underworld and say, "I am finally...home." If Vander is still living, he will go into a blood lust to get revenge on his master.

There is a treasure horde in this room. There is a trap door under the bed that leads into a small room full of treasure. The PCs will be able to find the trap door with a simple investigation of the room. They will find:

- 240 platinum pieces, 3,460 gold pieces and 6,670 gold pieces
- A yellow sapphire worth 1,000 gold pieces
- A golden crown with black pearls encrusted into it worth 750 gold pieces
- A jade statue of a medusa worth 500 gold pieces
- Silk robes with gold lining worth 300 gold pieces
- 10 silver ewers worth 30 gold pieces each
- 200 small gems worth 2 gold pieces each
- A *bag of holding*, *gloves of thievery*, *instrument of the bards* (*canaith mandolin*), *javelin of lightning*, *mithril armor*, and a *ring of spell storing*

If you want to trade out the magic items so that way they match up with your party, you are more

than welcome, or if you want to add more treasure, add away.

The PCs will also advance to level 8 upon the death of Lord Arlin.

The End

After the PCs defeat Lord Arlin, Macandire is theirs. There will still be members of the cult; however, once they realize their leader has fallen, they will flee the city. Claudia and Vardon will ask all the remaining members of the resistance if they are okay with the two rebuilding the city. They will look to other cities for support in this. Out of the NPCs to put in charge, these two are the most ideal candidates.

Now that the PCs have accomplished everything they set out to do and more, the world is theirs for exploring. *Rise of the Nefarious* is meant to give the PCs a thrilling experience in low level gameplay that is often seen as slow moving or boring. From here, there are many more campaign hooks to drop in. Perhaps in the treasure horde there is the hilt of a sword with artifact status that the PCs can set out to repair. Perhaps there is notes scattered in the castle about a surviving leader of Macandire that was hiding from the cult. Maybe they find an adventure log that was used by Farrador, and they can find new adventures to go on from reading through stories about dungeons and jungles that have ancient tales of fortune and challenge. The possibilities of continuing your campaign here are endless. Wherever their next adventure takes them, the PCs will know they always have a home in Macandire and Farrador.

BROTHER ARGOS

Dwarf, Lawful Evil

Armor Class 18 (plate)

Hit Points 95

Speed 30 ft.

STR 16 (+3) DEX 10 (0) CON 14 (+2) INT 11 (0) WIS 17 (+3) CHA 13 (+1)

Saving Throws Con +6, Wis +7

Skills Intimidation +5, Religion +4

Challenge 6 (2,300)

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

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

1st level (4 slots): bane, guiding bolt, healing word, shield of faith

2nd level (3 slots): lesser restoration, magic weapon, prayer of healing, silence, spiritual weapon

3rd level (3 slots): beacon of hope, dispel magic, spirit guardians, water wall

Actions

Multiattack. The priest makes two melee attacks.

Maul. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 +3) bludgeoning damage.

Reactions

Guided Strike (Recharges after a Short or Long Rest). The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

ARLIN, SEMI-LICH

Medium undead, any evil alignment

Armor Class 17

Hit Points 135 (18d8+ 54)

Speed 30 ft.

STR 11 (0) DEX 16 (+2) CON 16 (+3) INT 20 (+5) WIS 14 (+2) CHA 16 (+3)

Proficiency Bonus +4

Saving Throws Int +9, Con +7, Wis +6

Skills Perception +6, History +9, Arcana +15, Insight +6

Damage Resistances

cold, lightning, necrotic

Damage Immunities

poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities

charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 16

Languages Common plus up to five other languages

Challenge 9 (5,000)

Spellcasting. The lich is an 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips (at will): mage hand, prestidigitation, ray of frost

1st level (4 slots): detect magic, magic missile, shield, thunderwave

2nd level (3 slots): acid arrow, detect thoughts, invisibility, mirror image

3rd level (3 slots): animate dead, counterspell, dispel magic, fireball

4th level (3 slots): blight, dimension door

5th level (2 slots): cloudkill, dominate person

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

Description

Actions

Paralyzing Touch. Melee Spell Attack: +12 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage. The target must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The lich 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 lich regains spent legendary actions at the start of its turn.

Cantrip. The lich casts a cantrip.

Paralyzing Touch (Costs 2 Actions). The lich uses its Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 15 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

Badger (1)

Tiny Beast, unaligned

Armor Class: 10

Hit Points: 4 (1d4+1)

Speed: 30 ft.

STR 4 (-3) **DEX** 11 (+0) **CON** 12 (+1)
INT 2 (-4) **WIS** 12 (+1) **CHR** 5 (-3)

Senses: darkvision (30 ft.), passive perception 11

Languages: gnome

Challenge: 0 (10 EXP)

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

ACTIONS

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

Bandit

Medium human, chaotic evil

Armor Class: 12

Hit Points: 11 (2d8+2)

Speed: 30 ft.

STR 11 (0) **DEX** 12 (+1) **CON** 12 (+1)
INT 10 (0) **WIS** 10 (0) **CHR** 10 (0)

Proficiency Bonus: +2

Senses: passive perception 10

Languages: Common

Challenge: 1/8 (25 EXP)

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

ACTIONS

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

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Berserker

Medium human, chaotic evil

Armor Class: 13

Hit Points: 60 (9d8+27)

Speed: 30 ft.

STR 16 (+3) **DEX** 12 (+1) **CON** 17 (+3)
INT 9 (-1) **WIS** 11 (0) **CHR** 9 (-1)

Proficiency Bonus: +2

Senses: passive perception 10

Languages: Common

Challenge: 2 (450 EXP)

Reckless: At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

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

Bugbear

Medium humanoid (goblinoid), chaotic evil

Armor Class: 16

Hit Points: 30 (5d8+5)

Speed: 30 ft.

STR 15 (+2) **DEX** 14 (+2) **CON** 13 (+1)
INT 8 (-1) **WIS** 11 (0) **CHR** 9 (-1)

Proficiency Bonus: +2

Skills: Survival +2, Stealth +6

Senses: passive perception 10

Languages: Common, Goblinoid

Challenge: 1 (200 EXP)

Brute: A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack: If the bugbear surprises a creature and hits it during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

Cockatrice (1)

Small monstrosity, unaligned

Armor Class 11

Hit Points 35 (6d6 + 6)

Speed 20 ft., fly 40 ft.

STR 6 (-2) **DEX** 12 (+1) **CON** 12 (+1)

INT 2 (-4) **WIS** 13 (+1) **CHA** 5 (-3)

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 2 (500 XP)

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

Cultist

Medium humanoid, chaotic evil

Armor Class: 11 (leather armor)

Hit Points: 12 each (2d8 +2)

Speed: 30 ft.

S 13 (+1) **D** 10 (0) **CN** 12 (+1) **I** 9 (-1) **W** 9 (-1) **CH** 9 (-1)

Senses: passive perception 10

Skills: intimidation +2

Languages: common

Challenge: 1/2 (100 EXP)

Pack Tactics: Has advantage on an attack roll if ally is within five feet to target.

ACTIONS

Scimitar - *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit 1d8 +2, piercing;

Multiattack - makes two attacks

EQUIPMENT

Pouch with 2d10 gp.

Cultist, Fanatic

medium humanoid (human), chaotic evil

Armor Class: 16 (chain mail)

Hit Points: 25 (4d8 +4)

Speed: 30 ft.

STR 14 (+2) **DEX** 15 (+2) **CON** 10 (+0)

INT 12 (+1) **WIS** 12 (+1) **CHR** 12 (+1)

Senses: darkvision (90 ft.), passive perception 10

Languages: common, elf, goblin, dwarf

Challenge: 2 (450 EXP)

Pack Tactics: Has advantage on an attack roll if ally is within five feet to target.

ACTIONS

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

Dart - Ranged Weapon Attack: +5 to hit, range (20/60), one target. Hit 2 (1d4), piercing - finesse

EQUIPMENT

scimitar, darts (10), chain mail armor, pack, general adventuring gear, pouch w/3d10 gp.

Crab, Giant

Medium Beast, unaligned

Armor Class: 15

Hit Points: 20 (3d8)

Speed: 30 ft., swim 30 ft.

STR 13 (+1) **DEX** 15 (+2) **CON** 11 (0)

INT 1 (-5) **WIS** 9 (-1) **CHR** 3 (-4)

Proficiency Bonus: +2

Senses: darkvision (30 ft.), passive perception 9

Challenge: 1/8 (25 EXP)

Amphibious: water breathing

ACTIONS

Claw - *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 1d6+1. Can make two attacks per round - it has two claws. A hit target is grappled (DC 11 escape).

Gladiator

Medium human, lawful evil

Armor Class: 16 (mail & shield)

Hit Points: 110 (15d8+45)

Speed: 30 ft.

STR 18 (+3) **DEX** 15 (+2) **CON** 16 (+3)

INT 10 (0) **WIS** 12 (+1) **CHR** 15 (+2)

Proficiency Bonus: +3

Saving Throws: Str +7, Con +6, Dex +5

Skills: Intimidation +5, Athletics +10

Senses: passive perception 11

Languages: common

Challenge: 5 (1,800 EXP)

Brave: The gladiator has advantage on saving throws against being frightened.

Brute: A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

ACTIONS

Multi-attack: The gladiator makes three melee attacks or two ranged attacks.

Spear: Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. and range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash: Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry: The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon

Gnome Rover

Small demi-human, lawful evil (gnome)

Armor Class: 18 (chain mail & shield)

Hit Points: 11 (2d8+2)

Speed: 30 ft.

STR 13 (+1) **DEX** 12 (+1) **CON** 12 (+1)

INT 10 (0) **WIS** 10 (0) **CHR** 9 (-1)

Senses: darkvision (60 ft.), passive perception 10

Languages: gnome, common

Challenge: 1/2 (100 EXP)

Martial Advantage: Once per turn, the gnome can deal an extra 2d6 damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the gnome that is not incapacitated.

ACTIONS

Short sword - *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit 1d8 +1, slashing; or if used with two hands; 1d8+1, slashing

Longbow - *Ranged Weapon Attack:* +3 to hit, range 150/600, one target. Hit 1d8 +1, piercing

EQUIPMENT

Short sword, short bow, 20 arrows, chain mail armor, shield, pouch with 2d10 gp.

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class: 15

Hit Points: 7 (2d6)

Speed: 30 ft.

STR 8 (-1) **DEX** 14 (+2) **CON** 10 (0)

INT 10 (0) **WIS** 8 (-1) **CHR** 8 (-1)

Proficiency Bonus: +2

Skills: Stealth +2

Senses: darkvision (60 ft.), passive perception 9

Languages: goblinoid, common

Challenge: 1/4 (50 EXP)

Martial Advantage: Once per turn, the gnome can deal an extra 2d6 damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the gnome that is not incapacitated.

ACTIONS

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

Shortbow: Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Hydra

Huge Monstrosity, neutral

Armor Class: 15

Hit Points: 150 (15d12+75)

Speed: 30 ft.

STR 20 (+5) **DEX** 12 (+1) **CON** 20 (+5)

INT 2 (-4) **WIS** 10 (0) **CHR** 7 (-2)

Proficiency Bonus: +4

Skills: perception +4

Senses: darkvision (60 ft.), passive perception 16

Languages: N/A

Challenge: 18 (3,900 EXP)

Hold Breath: The hydra can hold its breath for 1 hour.

Multiple Heads: The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies. At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

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

Wakeful: While the hydra sleeps, at least one of its heads is awake.

ACTIONS

Multiattack: The hydra makes as many bite attacks as it has heads.

Bite: Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

Kobold

Small humanoid (kobold), lawful evil

Armor Class: 12

Hit Points: 5 (2d6-2)

Speed: 30 ft.

STR 7 (-2) **DEX** 15 (+2) **CON** 9 (-1)

INT 8 (-1) **WIS** 7 (-2) **CHR** 8 (-1)

Proficiency Bonus: +2

Skills: Stealth +2

Senses: darkvision (60 ft.), passive perception 8

Languages: common, draconic

Challenge: 1/8 (25 EXP)

Sunlight Sensitivity: While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

ACTIONS

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

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

Kobold Sorcerer

Small humanoid (kobold), lawful evil

Armor Class: 15

Hit Points: 27 (5d6+10)

Speed: 30 ft.

STR 7 (-2) **DEX** 15 (+2) **CON** 14 (+2)

INT 10 (0) **WIS** 16 (+3) **CHR** 16 (+3)

Proficiency Bonus: +2

Skills: Stealth +2, Arcana +2, Medicine +1

Senses: darkvision (60 ft.), passive perception 10

Languages: common, draconic

Challenge: 1 (200 EXP)

Spellcasting: The kobold is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): fire bolt, mage hand, mending, poison spray

1st level (4 slots): charm person, chromatic orb, expeditious retreat

2nd level (2 slots): scorching ray

Sorcery Points: Sorcery Points. The kobold has 3 sorcery points. It can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

Heightened Spell: When it casts a spell that forces a creature to a saving throw to resist the spell's effects, the kobold can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Subtle Spell: When the kobold casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components.

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

Sunlight Sensitivity: While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

Knight

Medium human, lawful evil

Armor Class: 18

Hit Points: 52 (5d6+10)

Speed: 30 ft.

STR 16 (+3) **DEX** 11 (0) **CON** 14 (+2)

INT 10 (0) **WIS** 11 (0) **CHR** 15 (+2)

Proficiency Bonus: +2

Saving Throws: Con +4, Wis +2

Senses: passive perception 10

Languages: common

Challenge: 3 (700 EXP)

Brave: The knight has advantage on saving throws against being frightened.

ACTIONS

Multiattack: The knight makes two melee attacks.

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

Heavy Crossbow: Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

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

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

Lesser Stone Golem

Large construct, unaligned

Armor Class: 17

Hit Points: 50 (8d10 +16)

Speed: 30 ft.

STR 18 (+4) **DEX** 9 (-1) **CON** 15 (+2)

INT 3 (-4) **WIS** 11 (+0) **CHR** 1 (-5)

Damage Immunities: poison, psychic, melee attacks from nonmagical weapons (or creatures less than 5 HD)

Condition Immunities: charm, exhaustion, fear, paralysis, petrification

Senses: darkvision (120 ft.), passive perception 10

Languages: Common; cannot speak

Challenge: 3 (500 EXP)

ACTIONS

Slam - *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit 2d8+4

Slow - Can cast *slow* spell once per day.

Mage, 6th Level

Human, chaotic evil

Armor Class 12

Hit Points 38 (6d6 Hit Die)

Proficiency Bonus +2

Speed 30 ft.

Alignment neutral evil

Languages Common, Draconic, Dwarvish, Elvish, Goblin, Undercommon

Ability Scores

Strength 8 (-1)

Dexterity 14 (+2)

Constitution 14 (+2)

Intelligence 19 (+4); add proficiency bonus to saves

Wisdom 12 (+1); add proficiency bonus to saves

Charisma 10 (+0)

Attacks

Melee Attack: Short sword (+4 to hit; 1d6 + 2 piercing)

Spell Saving Throw DC: 14 (12 without a magic focus)

Skills (add proficiency bonus to related ability checks)

Arcana, History, Insight, Search

Cantrips: *light, minor illusion, ray of frost, shocking grasp*

Prepared Spells: *burning hands, charm person, chromatic orb, fog cloud, mirror image, phantasmal force, suggestion, dispel magic, hypnotic pattern, major images*

Manes

Small fiend, chaotic evil

Armor Class: 11

Hit Points: 28 (4d6+4)

Speed: 30 ft.

STR 11 (0)	DEX 10 (0)	CON 12 (+1)
INT 5 (-3)	WIS 8 (-1)	CHR 3 (-4)

Proficiency Bonus: +2

Damage Resistances: cold, fire, lightning

Damage Immunities: poison

Senses: darkvision (60 ft.), passive perception 9

Languages: Abyssal telepathy 60 ft.

Challenge: 1/4 (50 EXP)

ACTIONS

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

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: 5 (2d4) slashing damage.

Fetid Cloud: A 10-foot radius of disgusting green gas extends out from the dretch. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

Medusa

Medium monstrosity, lawful evil

Armor Class: 15

Hit Points: 120 (17d8 +51)

Speed: 30 ft.

STR 10 (0)	DEX 15 (+2)	CON 16 (+3)
INT 12 (+1)	WIS 13 (+1)	CHR 15 (+2)

Proficiency Bonus: +3

Skills: Perception +4, Deception +5, Insight +4, Stealth +5

Senses: darkvision (120 ft.), passive perception 14

Languages: Common

Challenge: 6 (2,300 EXP)

Petrifying Gaze: When a creature that can see the medusa's eyes starts its turn within 30 feet of the medusa, the medusa can force it to make a DC 14 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save. If the medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

ACTIONS

Multi-attack: The medusa makes either three melee attacks—one with its snake hair and two with its short sword—or two ranged attacks with its longbow.

Snake Hair: Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

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

Longbow Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

Merrow

Large Monstrosity, chaotic evil

Armor Class: 13

Hit Points: 45 (6d10+12)

Speed: 10 ft., swim 40 ft.

STR 18 (+4) **DEX** 10 (0) **CON** 15 (+2)

INT 8 (-1) **WIS** 10 (0) **CHR** 9 (-1)

Proficiency Bonus: +2

Senses: darkvision (60 ft.), passive perception 10

Languages: Abyssal, Aquan

Challenge: 2 (450 EXP)

Amphibious: Can breath under water.

ACTIONS

Multiattack: The merrow makes two attacks: one with its bite and one with its claws or harpoon.

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

Claws: Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage.

Harpoon: Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6+4)

Piercing Damage: If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

Mimic

Medium Monstrosity (shape-changer), neutral

Armor Class: 12

Hit Points: 60 (9d8+18)

Speed: 15 ft.

STR 17 (+3) **DEX** 12 (+1) **CON** 15 (+2)

INT 5 (-3) **WIS** 13 (+1) **CHR** 8 (-1)

Proficiency Bonus: +2

Skills: Stealth +5

Damage Immunities: acid

Conditional Immunities: prone

Senses: darkvision (60 ft.), passive perception 11

Languages: Abyssal, Aquan

Challenge: 2 (450 EXP)

Shapechanger: The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each

Form: Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive: The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance: While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler: The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Mummy

Medium undead, lawful evil

Armor Class: 11

Hit Points: 60 (9d8+18)

Speed: 20 ft.

STR 16 (+3) **DEX** 8 (-1) **CON** 15 (+2)

INT 6 (-3) **WIS** 10 (0) **CHR** 12 (+1)

Proficiency Bonus: +2

Saving Throw Bonus: +2

Damage Resistances: bludgeoning, piercing, slashing (all from non-magical weapons)

Damage Immunities: necrotic, poison

Conditional Immunities: charmed, exhaustion, frightened, paralyzed, poisoned

Senses: darkvision (60 ft.), passive perception 10

Languages: Common

Challenge: 3 (700 EXP)

ACTIONS

Multiattack: The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare: The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

Night Hag

Medium fiend, neutral evil

Armor Class: 17

Hit Points: 110 (15d8+45)

Speed: 30 ft.

STR 18 (+4) **DEX** 15 (+2) **CON** 16 (+3)

INT 16 (+3) **WIS** 14 (+2) **CHR** 16 (+3)

Proficiency Bonus: +3

Skills: Perception +6, Deception +7, Insight +6, Stealth +6

Damage Resistances: cold, fire, bludgeoning, slashing from non-magical weapons not made with silver.

Conditional Immunities: charmed

Senses: darkvision (120 ft.), passive perception 16

Languages: Common, Abyssal, Infernal, Primordial

Challenge: 5 (1,800 EXP)

Innate Spellcasting: The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components: At will: detect magic, magic missile 2/day each: plane shift (self only), ray of enfeeblement, sleep

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

ACTIONS

Claws: Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Change Shape: The hag magically polymorphs into a Small or Medium female humanoid, or back into her

True Form: Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness: The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

Nightmare Haunting: While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.

Ogre

Large giant, chaotic evil

Armor Class: 11 (hide)

Hit Points: 45 (7d10 +21)

Speed: 40 ft.

STR 19 (+4) **DEX** 8 (-1) **CON** 16 (+3)

INT 5 (-3) **WIS** 7 (-2) **CHR** 7 (-2)

Senses: darkvision (60 ft.), passive perception 8

Languages: giant, common

Challenge: 2 (450 EXP)

ACTIONS

Greatclub - *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit 2d8 +4, bludgeoning

Javelin - *Ranged Weapon Attack:* +6 to hit, reach 5 ft., range 30/120, one target. Hit 2d6+4, piercing

Orc

Medium humanoid, chaotic evil (orc)

Armor Class: 13

Hit Points: 15 (2d8+6)

Speed: 30 ft.

STR 16 (+3) **DEX** 12 (+1) **CON** 16 (+3)

INT 7 (-2) **WIS** 11 (0) **CHR** 10 (0)

Proficiency Bonus: +2

Senses: darkvision (60 ft.), passive perception 10

Languages: orc, common

Challenge: 1/2 (100 EXP)

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

ACTIONS

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

Javelin: *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Orc Shaman

Medium humanoid (orc), chaotic evil

Armor Class: 11 (hide)

Hit Points: 45 (9d8 +21)

Speed: 40 ft.

STR 19 (+4) **DEX** 8 (-1) **CON** 16 (+3)

INT 10 (0) **WIS** 14 (+2) **CHR** 8 (-1)

Skills: Religion +2

Senses: darkvision (60 ft.), passive perception 8

Languages: giant, common

Challenge: 2 (450 EXP)

Spellcasting: first level spellcaster. Cantrips: light, sacred flame. Spells: bless, cure wounds, sanctuary.

ACTIONS

Club - *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit 2d8 +4, bludgeoning

Orc War Chief

Medium humanoid (orc), chaotic evil

Armor Class: 18

Hit Points: 30 (4d8+4)

Speed: 30 ft.

STR 15 (+2) **DEX** 12 (+1) **CON** 12 (+1)

INT 10 (0) **WIS** 10 (0) **CHR** 9 (-1)

Senses: darkvision (60 ft.), passive perception 10

Languages: orc, common

Challenge: 1 (200 EXP)

Martial Advantage: Once per turn, the orc can deal an extra 2d6 damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the orc that is not incapacitated.

ACTIONS

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

Longbow - *Ranged Weapon Attack:* +4 to hit, range 150/600, one target. Hit 1d8 +2, piercing

EQUIPMENT

Longsword, longbow, 20 arrows, chain mail armor, shield, pouch with 4d10 gp.

Orog

Medium humanoid (orc), chaotic evil

Armor Class: 18

Hit Points: 40 (5d8+20)

Speed: 30 ft.

STR 18 (+4) **DEX** 12 (+1) **CON** 18 (+4)

INT 12 (+1) **WIS** 11 (0) **CHR** 12 (+1)

Skills: Intimidation +5, Survival +2

Senses: darkvision (60 ft.), passive perception 10

Languages: orc, common

Challenge: 2 (450 EXP)

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

ACTIONS

Multi-attack: The orog makes two greataxe attacks.

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

Javelin: Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Polar Bear

Large Beast, unaligned

Armor Class: 182

Hit Points: 45 (5d10+15)

Speed: 40 ft., swim 30 ft.

STR 20 (+5) **DEX** 10 (0) **CON** 16 (+3)

INT 2 (-4) **WIS** 13 (+1) **CHR** 7 (-2)

Proficiency bonus: +2

Skills: Perception +3

Senses: passive perception 13

Languages: orc, common

Challenge: 2 (450 EXP)

Keen Smell: Bear has advantage with Wisdom 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: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Priest

Medium human, chaotic evil

Armor Class: 13

Hit Points: 27 (5d8+5)

Speed: 30 ft.

STR 10 (0) **DEX** 10 (0) **CON** 12 (+1)

INT 13 (+1) **WIS** 16 (+2) **CHR** 13 (+1)

Proficiency Bonus: +2

Senses: passive perception 13

Languages: orc, common

Challenge: 2 (450 EXP)

Divine Eminence: As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting: he priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared: Cantrips (at will): light, sacred flame, thaumaturgy 1st level (4 slots): cure wounds, guiding bolt, sanctuary 2nd level (3 slots): lesser restoration, spiritual weapon 3rd level (2 slots): dispel magic, spirit guardians

ACTIONS

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

Quipper

Tiny beast, unaligned

Armor Class: 13

Hit Points: 1 (1d4-1)

Speed: 0 ft., 30 ft. swim

STR 2 (-4) **DEX** 16 (+3) **CON** 9 (-1)

INT 1 (-5) **WIS** 7 (-2) **CHR** 2 (-4)

Proficiency Bonus: +2

Senses: darkvision (60 ft.), passive perception 8

Languages: N/A

Challenge: 0 (10 EXP)

Blood Frenzy: The quipper has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing: The quipper can breathe only underwater.

ACTIONS

Bite: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

Reef Shark

Medium beast, unaligned

Armor Class: 12

Hit Points: 25 (4d8+4)

Speed: 0 ft., 40 ft. swim

STR 14 (+2) **DEX** 13 (+1) **CON** 13 (+1)

INT 1 (-5) **WIS** 10 (0) **CHR** 4 (-3)

Proficiency Bonus: +2

Skills: Perception +2

Senses: blindsight (30 ft.), passive perception 12

Languages: N/A

Challenge: 1 (200 EXP)

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

Water Breathing: The shark can breathe only underwater.

ACTIONS

Bite: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) piercing damage.

Rat, Giant

Small Beast, unaligned

Armor Class: 12

Hit Points: 7 (2d6)

Speed: 30 ft.

STR 7 (-2) **DEX** 15 (+2) **CON** 11 (0)

INT 2 (-4) **WIS** 10 (0) **CHR** 4 (-3)

Proficiency Bonus: +2

Senses: darkvision (30 ft.), passive perception 10

Challenge: 1/8 (25 EXP)

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

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

ACTIONS

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

Red Dragon Wyrmling

Medium dragon, chaotic evil

Armor Class: 17

Hit Points: 75 (10d8+30)

Speed: 30 ft., climb 30 ft., fly 60 ft.

STR 19 (+4) **DEX** 10 (0) **CON** 17 (+3)

INT 12 (+1) **WIS** 11 (0) **CHR** 15 (+2)

Proficiency Bonus: +3

Saving Throws: Cha +4, Con +5, Dex +2, Wis +2

Skills: Perception +4, Stealth +2

Senses: blindsight 10 ft., darkvision (60 ft.), passive perception 14

Languages: Draconic, common

Challenge: 4 (1,100 EXP)

ACTIONS

Bite: Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage plus 3 (1d6) fire damage.

Fire Breath: The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Spectator

Medium aberration, lawful neutral

Armor Class: 14

Hit Points: 40 (6d8+12)

Speed: 30 ft. fly

STR 8(-1) **DEX** 14 (+2) **CON** 14 (+2)

INT 13(+1) **WIS** 14 (+2) **CHR** 11 (0)

Skills: Perception +6

Conditional Immunities: prone

Senses: darkvision (120 ft.), passive perception 16

Languages: common, deep speech, telepathy 120 ft.

Challenge: 3 (700 EXP)

ACTIONS

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

Eye Rays. The spectator shoots up to two of the following magical eye rays at one or two creatures it can see within 90 ft. It can use each ray only once on a turn.

1- Confusion Ray. The target must succeed on a DC 13 Wisdom saving throw, or it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing.

2- Paralyzing Ray. The target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3- Fear Ray. The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the spectator is visible to the target, ending the effect on itself on a success.

4- Wounding Ray. The target must make a DC 13 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save - half damage on a successful one.

Create Food and Water. The spectator magically creates enough food and water to sustain itself for 24 hours.

Spell Reflection. If the spectator makes a successful saving throw against a spell, or a spell attack misses it, the spectator can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the spectator. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

Specter

Medium undead, chaotic evil

Armor Class: 12

Hit Points: 22 (5d8)

Speed: 50 ft. fly

STR 1 (-5) **DEX** 14 (+2) **CON** 11 (0)

INT 10 (0) **WIS** 11 (0) **CHR** 11 (0)

Proficiency Bonus: +2

Damage Resistances: acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from non-magical weapons/attacks

Damage Immunities: necrotic, poison

Conditional Immunities: charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: darkvision (60 ft.), passive perception 10

Languages: common

Challenge: 1 (200 EXP)

Incorporeal Movement: The specter 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 Sensitivity: While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Life Drain: Melee Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Trapper

Large monstrosity, unaligned

Armor Class: 14

Hit Points: 85 (10d10 +30)

Speed: 10 ft., 10 ft. climb

STR 17 (+3) **DEX** 10 (0) **CON** 17 (+3)

INT 2 (-4) **WIS** 13 (+1) **CHR** 4 (-3)

Skills: Stealth +2

Senses: blindsight 30 ft., darkvision (60 ft.), passive perception 11

Languages: N/A

Challenge: 3 (700 EXP)

False Appearance: While the trapper is attached to a ceiling, floor, or wall and remains motionless, it is almost indistinguishable from an ordinary section of the ceiling, floor, or wall. A creature that can see it and succeeds on a DC 20 Intelligence (Investigation) or Intelligence (Nature) check can discern its presence.

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

ACTIONS

Smother: One Large or smaller creature within 5 feet of the trapper must succeed on a DC 14 Dexterity saving throw or be grappled (escape DC 14). Until the grapple ends, the target takes 17 (4d6 + 3) bludgeoning damage plus 3 (1d6) acid damage at the start of each of its turns. While grappled in this way, the target is restrained, blinded, and at risk of suffocating. The trapper can smother only one creature at a time.

Vampire Spawn

Medium undead, neutral evil

Armor Class: 15

Hit Points: 80 (11d8+33)

Speed: 30 ft.

STR 16 (+3) **DEX** 16 (+3) **CON** 16 (+3)

INT 11 (0) **WIS** 10 (0) **CHR** 12 (+1)

Proficiency Bonus: +3

Saving Throws: Dex +6, Wis +3

Damage Resistances: necrotic, bludgeoning, piercing, and slashing from nonmagical attacks

Senses: darkvision (60 ft.), passive perception 13

Languages: common

Challenge: 5 (1,800 EXP)

Regeneration: The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses: The vampire has the following flaws:

Forbiddance: The vampire can't enter a residence without an invitation from one of the occupants. Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water. Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity: The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multi-attack: The vampire makes two attacks, only one of which can be a bite attack.

Claws: Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite: Melee Weapon Attack: +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point 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.

Wight

Medium undead, neutral evil

Armor Class: 16 (drow chain mail +1)

Hit Points: 42 (6d8 +18)

Speed: 30 ft.

STR 15 (+2) **DEX** 14 (+2) **CON** 16 (+3)

INT 10 (0) **WIS** 13 (+1) **CHR** 15 (+2)

Skills: perception +3, stealth +4

Damage Resistances: necrotic, damage from nonmagical weapons (silver does normal damage)

Damage Immunities: poison

Condition Immunities: poison, exhaustion

Senses: darkvision (60 ft.), passive perception 13

Languages: drow, common

Challenge: 3 (700 EXP)

ACTIONS

Multiattack: Two attacks with longswords or one longsword attack and one life drain attack

+1 Longsword - *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit 1d8 +3, slashing; or if used with two hands; 1d10+3, slashing

Life Drain - *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit 1d6 +2 necrotic damage. DC 13 constitution check saving throw or hit point total loss due to damage is not recovered until long rest.

Wraith

Medium undead, neutral evil

Armor Class: 13

Hit Points: 70 (9d8 +27)

Speed: 30 ft.

STR 6(-2) **DEX** 16 (+3) **CON** 16 (+3)

INT 12 (+1) **WIS** 14 (+2) **CHR** 15 (+2)

Proficiency Bonus: +3

Damage Resistances: acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical attacks or silver weapons

Damage Immunities: poison, necrotic

Condition Immunities: charmed, exhaustion, grappled, petrified, poisoned, prone, restrained

Senses: darkvision (60 ft.), passive perception 12

Languages: common

Challenge: 5 (1,800 EXP)

Incorporeal Movement. The wraith 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 Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Life Drain: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter: The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Yuan-Ti - Broodguard

Medium humanoid (yuan-ti), neutral evil

Armor Class: 14

Hit Points: 45 (7d8+14)

Speed: 30 ft.

STR 16 (+2) **DEX** 14 (+2) **CON** 14 (+2)

INT 6 (-2) **WIS** 11 (0) **CHR** 4 (+3)

Saving Throws: Str +4, Dex +4, Wis +2

Damage Immunity: poison

Conditional Immunity: poisoned

Senses: darkvision (60 ft.), passive perception 10

Languages: common, draconic, abyssal

Challenge: 2 (450 EXP)

Mental Resistance: The broodguard has advantage on saving throws against being charmed, and magic can't paralyze it.

Reckless: At the start of its turn, the broodguard can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Variant: Chameleon Skin: The yuan-ti has advantage on Dexterity (Stealth) checks made to hide.

Variant: Shed Skin (1/Day): The yuan-ti can shed its skin as a bonus action to free itself from a grapple, shackles, or other restraints. If the yuan-ti spends 1 minute eating its shed skin, it regains hit points equal to half its hit point maximum.

ACTIONS

Multi-attack: The broodguard makes three attacks: one with its bite and two with its claws.

Bite: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) piercing damage.

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

Zombie (1)

Medium undead; neutral evil

Armor Class: 8

Hit Points: 25 (3d8+9)

Speed: 20 ft.

S 13 (+1) **D** 6 (-2) **CN** 16 (+3) **I** 3 (-4) **W** 6 (-2) **CH** 5 (-3)

Senses: darkvision (60 ft.), passive perception 8

Languages: languages it knew in life; cannot speak

Saving Throw: Wisdom +0

Damage Immunity: Poison

Conditional Immunities: poisoned

Undead Fortitude: If damages reduces zombie to 0 hp, makes a constitution save DC 5 +damage taken. Success means zombie is reduced to 1 hp.

Challenge: 1/4 (50 EXP)

ACTIONS

Slam - *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit 1d6+1, bludgeoning;

EQUIPMENT

None

Fork of Feasting

Wonderous item, common

This fork was designed for top of the line food consumption. Any food that this fork touches becomes delicious. If the food is rotten, it magically becomes edible again. If paired with the *knife of keen cutting*, the two items will speak to the user. They will remind the player to eat three meals a day to stay at peak adventuring performance. They will also sing songs to player as they eat upon request.

Knife of Keen Cutting

Wonderous item, common

This knife was created to cut food for the user. When the command phrase “cut the food to avoid a mood” is spoken, the knife will precisely cut any food in front of it. If paired with the *fork of feasting*, the two items will speak to the user. They will remind the player to eat three meals a day to stay at peak adventuring performance. They will also sing songs to player as they eat upon request.

Kizziwink’s Ever-Changing Crossbow

Weapon (light crossbow), Uncommon

This light crossbow varies its power by the day. Every 24 hours, starting at midnight, the crossbow randomly gains an elemental power (see below) which increases its damage. The crossbow requires bolts to operate - the bolts are transformed into elemental form when fired. Note, magical bolts retain their original bonus even though transformed. The additional damage inflicted by the crossbow is 1d4 regardless of the elemental form the bolt possesses.

Elemental Powers (roll 1d10)

1. Acid
2. Cold
3. Fire
4. Force
5. Lightning
6. Necrotic
7. Poison
8. Psychic
9. Radiant
10. Thunder

Deck of Minor Things

Wonderous item, very rare

The *deck of minor things* is a deck of ten cards that can either reward someone or punish. The cards and outcome are set in stone, so whatever is pulled happens. The players should be warned beforehand of the risk. In a standard deck, there are ten cards total. Once a card is pulled, it burns up in the user’s hand, and it disappears forever. The effect of the card starts immediately, and only a *wish* spell can revert the affects, unless the card notes otherwise. You can have a player roll a d10 or pull the card from a physical deck.

Decay (Three of spades). Your strength as a hero starts to fade. Your main ability score decreases by 2.

Flames (Queen of Clubs). A powerful devil becomes your enemy. The devil seeks your ruin and plagues your life, savoring your suffering before attempting to slay you. This enmity lasts until either you or the devil dies.

Gem (Two of hearts). Twenty-five pieces of jewelry worth 300 gp each or fifty gems worth 150 gp each appear at your feet.

Idiot (Two of clubs). Permanently reduce your Intelligence by 1d4 + 1 (to a minimum score of 1).

Key (Queen of hearts). A rare or rarer magic weapon with which you are proficient appears in your hands. The GM chooses the weapon.

Knight (Jack of hearts). You gain the service of a 2nd-level fighter who appears in a space you choose within 30 feet of you. The fighter is of the same race as you and serves you loyally until death, believing the fates have drawn him or her to you. You control this character.

Ruin (King of spades). All forms of wealth that you carry or own, other than magic items, are lost to you. Portable property vanishes. Businesses, buildings, and land you own are lost in a way that alters reality the least. Any documentation that proves you should own something lost to this card also disappears.

Skull (Jack of Clubs). You summon an avatar of death--a ghostly humanoid skeleton clad in a tattered black robe and carrying a spectral scythe. It appears in a space of the GM’s choice within 10 feet of you and attacks you, warning all others that you must win the battle alone. The ava-

tar fights until you die or it drops to 0 hit points, whereupon it disappears. If anyone tries to help you, the helper summons its own avatar of death. A creature slain by an avatar of death can't be restored to life.

AVATAR OF DEATH

Medium undead, neutral evil

Armor Class 20

Hit Points half the hit point maximum of its summoner

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

STR 16 (+3) DEX 16 (+3) CON 16 (+3)

INT 16 (+3) WIS 16 (+3) CHR 16 (+3)

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., truesight 60 ft., passive Perception 13

Languages all languages known to its summoner

Challenge -- (0 XP)

Incorporeal Movement. The avatar 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.

Turning Immunity. The avatar is immune to features that turn undead.

ACTIONS

Reaping Scythe. The avatar sweeps its spectral scythe through a creature within 5 feet of it, dealing 7 (1d8 + 3) slashing damage plus 4 (1d8) necrotic damage.

Star. Increase one of your ability scores by 2. The score cannot exceed 20.

Throne. You gain proficiency in the Persuasion skill, and you double your proficiency bonus on checks made with that skill. In addition, you gain rightful ownership of a small keep somewhere in the world. However, the keep is currently in the hands of monsters, which you must clear out before you can claim the keep as yours.

Helm of Hades

Wonderous item, very rare (requires attunement)

This helm was forged by cyclopes that Hades, Poseidon, and Zeus freed from Tartarus. While Hades is in possession of the most powerful of these helmets, few exist with fractions of the power. This helm is one of the few that was not deemed worthy of Hades.

You gain a +1 bonus to AC and all saving throws while wearing this helmet.

While the user is attuned to this item, they may cast the spell *greater invisibility* once per day. Also, the user is immune to any spell or sight that allows vision of invisible creatures. You are also immune to being blinded while the helm is attuned to you.

Trident of the Sea

Weapon (trident), very rare (requires attunement)

These golden, magical tridents were created by apprentices of the god Hephaestus for the children of Poseidon. It is unknown how many of these tridents are left in existence.

You gain a +2 bonus to attack and damage rolls made with this weapon. Three times per day, the user can make a ranged spell with the trident causing a jet-stream of water to shoot out. If the attack hits, the target takes 2d10 bludgeoning damage. This attack uses charisma as the spell casting modifier. You can also cast *tidal wave* and *wall of water* once per day. These spells use charisma as the spell casting modifier as well.

The creature attuned can also breath underwater and swim a speed equal to their walking speed.

Sword of Storms

Weapon (longsword), very rare (requires attunement)

This longsword was created by an unknown blacksmith for the god Zeus. When the sword was presented to Zeus, he was outraged that the sword was not fit for his status. He took this sword with a lightning bolt shaped blade and called a storm down from the skies. The stranger was so frightened that he fled the company of Zeus and exiled himself.

You gain a +1 bonus to attack and damage rolls made with this weapon. You can use a bonus action to speak this magic sword's command word, causing lightning to erupt from the blade. This lightning sheds bright light in a 20-foot radius and dim light for an additional 20 feet. While the sword is energized in this manner, it deals an extra 2d6 lightning damage to any target it hits. The lightning lasts until you use a bonus action to speak the command word again or until you sheathe the sword. This weapon also carries the thrown property. Its normal range is 20 feet while its long range is 60 feet. When you hit with a ranged weapon attack, the target takes 2d6 lightning damage. The longsword weapon damage does not get included when thrown. To recall the weapon, you must use a bonus action. If you do not have a free hand, it will land at your feet.

Scythe of Reaping

Weapon (scythe), rare (requires attunement)

This scythe was created by dark mages of Macandire. They once wished so much harm upon their enemies that they wanted to watch and feel the life force being drained from them. They created this scythe to eliminate their enemies in a very cruel way.

Melee Weapon Attack: +4 to hit, reach 5 ft. one creature. Hit: 6 (2d4 + 2) slashing damage. On a hit, the target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0, and its body withers down to a pile of bones.

New Spells

Disarm

2nd-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You target a single creature that you can see within range. That creature must make a strength or dexterity saving throw depending on how the object is being used. On a failed save, any object that the target creature has in its hand or hands is flung 30 feet in a random direction. On a successful save, the creature manages to hold on to the object.

Rise of the Nefarious is completed under version 1.0 of the Open Game License and the System Reference Document by permission from Wizards of the Coast, Inc. Additional printings will incorporate final versions of the license and document.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License (version 1.0): Any and all Pacesetter Games & Simulations logos and identifying marks and trade dress; all proper nouns, monster names, NPC names, geographic terms, capitalized terms, artwork, maps, symbols, descriptions, digital graphic art, and illustrations, as well as any Basic /Expert Dungeon Adventure logos and identifying marks and trade dress; all proper nouns, monster names, NPC names, geographic terms, capitalized terms, artwork, maps, symbols, descriptions, digital graphic art, and illustrations, except such elements that already appear in the System Reference Document.

Designation of Open Content: Subject to the Product Identity designation above, all NPC, creature, and trap statistic blocks are designated as Open Game Content, as well as spell names, weapon statistics, and other elements that are derived from the System Reference Document. No art or illustration is open content.

Some portions of this book which are delineated Open Game Content originate from the System Reference Document and are copyright 1999, 2000 Wizards of the Coast, Inc. The remainder of these Open Game Content portions of this book are hereby added to Open Game Content and, if so used, should bear the copyright notice "Rise of the Nefarious. Copyright Pacesetter Games & Simulations 2018. Contact at pacesettergames.com."

Rise of the Nefarious is © 2018 Pacesetter Games & Simulations.

Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, Inc., and are used with Permission. Open Game Content may only be used under and in the terms of the Open Game License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains

a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.



Your adventuring clan stumbles upon an uncharted town while traveling. It was nearly impossible to find out the name of the village, Mistwood. Your questions were left unanswered and inhospitable seems to be the theme among the people. But you needed a place to stay the night and inn was empty.

The next day you learned of an abandoned keep and adventure awaits.

But the keep is only the beginning - somewhere in the mists and mountains
lies an ancient city...a city that is reawakening!

Rise of the Nefarious is designed for eight, first level characters using the Fifth Edition game rules.

This mini-campaign will take characters from first to seventh level.

