

N1

Classic Adventure
Module Conversion



Against the Cult of the Reptile God

Conversion Guide by
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For Character Levels 1-3



Classic Modules Today

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

N1 AGAINST THE CULT OF THE REPTILE GOD

CONVERSION GUIDE

Introduction: In 1982, TSR published the module named “Against the Cult of the Reptile God” with the module code “N1”. It was written by Douglas Niles and published as a 28-page booklet. The module provides a town as a home base for adventure as had been previously seen in a number of other modules but for the first time introduces a threat within the town itself. In addition it provides a challenging underground adventure and a number of plot suggestions for further adventures in the area should the player characters prove successful.

This conversion guide allows DMs to run the original module with 5th Edition rules and provides a reference sheet for encounters.

For 4-7 characters of 1st– 3rd level.

BY JAMES FRIEND



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N1: AGAINST THE CULT OF THE REPTILE GOD

Introduction

To use this conversion guide you will need a copy of “N1 Against the Cult of the Reptile God”, originally available in hard-copy and now for sale in Digital format at www.dmsguild.com.

This document gives GMs advice to convert the module to the latest edition. Most creatures refer to stat blocks in the D&D 5e Monster Manual. Some notable NPC's and monsters are given full stats blocks in the Special Creatures section at the end of this conversion guide, or slightly more detailed summaries in their listing, to cover basic combat, already adjusted for weapons and armor which have been kept as in the original module in most cases. For special attacks and abilities refer to the MM reference.

Page listings may refer to abbreviations: MM (Monster Manual), and DMG (Dungeon Master Guide). All other page numbers refer to the locations in the original 'Against the Cult of the Reptile God' module. Key text is in **bold** for easy scanning. Magic items are noted in *italics*.

The planned and random encounter lists include the names of monsters and NPC's as they appear in the alphabetical monster lists, making them easier to find, especially since many NPC's in this module are not named, but referred to simply as “cult members”.

Find more information about this and other early edition conversions at www.classicmodulestoday.com.

Reference Sheet

For convenience, there is a Reference Sheet at the end of this document which summarizes the key information you'll need during the game onto one concise sheet. You can print this onto a single, double-sided page (perhaps on colored cardstock) as a handy tool that you can use alongside a hard copy of the module. After reading this document, all you'll need to run the game is the original module, the Monster Manual, the Reference Sheet, and optionally any notes or visuals you've prepared.

Adventure Summary

Orlane, a small and once vibrant community, has been infiltrated by a cult of the reptile god, led by a **spirit naga** called **Explictica Defilus**. The town has, in the year before the PC's arrival, undergone a steady decline, with some people disappearing, and others packing up and leaving. Those remaining have become a suspicious and unwelcoming lot.

Converting to the Realms

The village of Orlane should be relatively easy to incorporate into any campaign or setting. It should be set close to a road between some larger towns, although to fit well into the story-line it should probably not be directly on such a route. The cults' activities are promoted by a place a little off the beaten track, and which could or would be bypassed by most travelers. The journey from Orlane to the lair of the reptile god is about 4 days, and should preferably pass through some heavily wooded area and end in a swamp to fit the random encounters and creatures in the module. Suggestions for placement are:

A little off the road south of Baldur's Gate, perhaps in a swampy area on the edge of the Werewoods.

Somewhere in the Dales, perhaps between Scardale and Shadowdale, or Scardale and Harrowdale. This provides a plethora of further adventuring options for a low level party, including encountering vengeful remnants of the cult in the future.

GM Notes

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

- Perception and Ability Checks for traps etc.
- Tactics for spellcasters
- Poison effects
- Grapple effects

Magic items are quite numerous in this module, and will probably need to be reduced to fit into most campaigns, especially considering the level of PC's this module was written for. Bear in mind that there are monsters in the module, notably the wight (resistant to damage from non-magical weapons), and the gray ooze (damage to non-magical weapons that strike it) that will be more difficult to deal with if magical weapons and armor are completely removed from the module. Remember to reduce AC and to hit numbers should you replace magical with non-magical weapons and armor.

Visuals

Suggested visuals to create:

- 1) A map or maps of Orlane to help orient the players.
- 2) Tactical maps of areas likely to have large or complex encounters or battles. One of the many tile-based products on the market would work for this, enabling much better visualization of the encounter. Areas which are good candidates for this are:
 - Golden Grain Inn, especially areas where attempts may

be made at abducting the characters.

- Temple of Merikka (several large encounters, including goblins and skeletons)
- Lair of the Reptile God (large encounters like the Human Cult Members Rooms, Lieutenants Quarters etc, lair of the Spirit Naga etc.).

Random Encounters

Dim Forrest Wandering Monsters

Roll 1d8

- | | |
|----------------------|--------------------|
| 1. Goblins (2d4) | 5. Zombies (1d6) |
| 2. Wild Boar (1) | 6. Wolves (1d4) |
| 3. Troglodytes (1d4) | 7. Black Bear (1) |
| 4. Ogre (1) | 8. Skeletons (2d4) |

Rushmoors Wandering Monsters

Roll 1d4

- | | |
|------------------|---------------------------|
| 1. Swarm of bats | 3. Troglodytes (1d4) |
| 2. Stirges (1d6) | 4. Wolf Spider, Giant (1) |

Dungeon Level 1 Wandering Monsters

Roll 1d6 every third turn.

- | | |
|---------------------------------------|--------------------------|
| 1. Rats, Giant(2d4) | 4. Constrictor Snake (1) |
| 2. Lizard, Giant (1) | 5. Troglodytes (1d4) |
| 3. Poisonous Snake (see mudviper) (1) | 6. Weasel, Giant (1) |

Dungeon Level 2 Wandering Monsters

Roll 1d6 every third turn.

- | | |
|------------------------|------------------------|
| 1. Stirges (1d4) | 4. Zombies (1d6) |
| 2. Troglodytes (1d4+2) | 5. Ghouls (1d4) |
| 3. Rats, Giant (3d4) | 6. Carrion Crawler (1) |

Planned Encounters

Orlane – Village

1. **Pleasant Farmhouse and Barn:** Hewitt Twaine (Farmer and his two sons)
2. **Constable's Quarters:** Grover Ruskadal (Constable of Orlane), Donavan Allard, Hulbar Onfre
4. **Dairy farm:** Nowell Graven (and family)
5. **Weaver House and Shop:** Galen Weaver (and Wife)
7. **Jeweler and Moneychanger:** Haskell Ull (and wife), Errol Rocktyn (Jewelers Guard), Wylle Dunn (Jewelers Guard)
8. **Livery Stable:** Kilian Gade (and family)
9. **Small Cottage:** Dorian, Llywillan
10. **Mayors Residence:** Zakarias Ormond (and family), Traver Stoutheart
11. **Tailor Shop:** Myron Tweed (Tailor)
12. **Village Store:** Cultists - Village Store (family of 5)
13. **Rundown Farmhouse:** Cultists -Rundown Farmhouse (Father and son)

14. **Carpenters Shop:** Cultists -Carpenter and wife
15. **Blacksmiths Shop:** Cultists -Blacksmith and family
16. **Battered and Weatherbeaten Structure:** Troglodytes (3)
18. **Farmhouse and Barn:** Cultists- Farmhouse and Barn (woman and sons)
19. **Farmhouse with Outbuildings:** Hog Farmer and Family
20. **Small, Neatly Kept Cottage:** Vilma Merridie
22. **Shabby Farmhouse and Barn:** Cultists- Shabby farm
23. **Prosperous Farmhouse and Barn:** Alan Clayborn, Marieke Clayborn
26. **Millhouse:** Kenton Miller (and family)
27. **Grove of Stately Elms:** Ramne, see special creatures

Orlane – Temple of Merikka

1. **Courtyard:** Temple Servants, Wolves
2. **Central Sanctuary:** Misha Devi
7. **Meditation Cells:** Monk
9. **Misha Devi's Quarters:** Misha Devi
11. **Guardroom of the Undead:** Skeletons
14. **Torture Chamber:** Goblins
16. **Antechamber:** Abramo
18. **Secret Altar Room:** Cirilli Finla
10. **Maze:** Ogre
22. **Troglodyte Tunnels:** Shrieker, Troglodytes

Orlane – Inn of the Slumbering Serpent

1. **Common Room:** Belba Cralloon, Ollwin Cralloon (owners)

Orlane – Golden Grain Inn

1. **Common Room:** Bertram Beswill, Cult members (3-12), Derek Desleigh (80%)
2. **Kitchen:** Snigrot Dogroot
6. **Large Guest Room:** Derek Desleigh
11. **Cult Members Room:** Cultists: Cult Members Room
13. **Small Guest Room:** Iggy Olivero
20. **Central Chamber:** Constrictor Snake (1)
22. **Large Dirt Chamber:** Mudviper (1)
23. **Ghoulis Vault:** Ghouls (1 or 2)

Lair of the Reptile God – Level 1

See also – *Dungeon Level 1 Wandering Monsters* under random encounters

2. **Entry Room:** Human Guards (4)
3. **Chamber of the Frogs:** Frog, Killer (1 or 2)
7. **Home of the Green Slime:** Green Slime (1)
8. **Human Cult Members' Rooms:** Human Guards (12)
14. **Lieutenants' quarters:** Jarvis Inigar, Blayze Gobbar, Benn Griff
15. **Crocodile Pool:** Crocodiles (2 or 3)
16. **Arched Chamber:** Harpy (luring song)
17. **Den of the Harpy:** Harpy (1)
18. **Lair of the Giant Weasel:** Weasel, Giant (1)
20. **Troglodyte Guardroom:** Troglodyte (6)

Lair of the Reptile God – Level 2

See also – *Dungeon Level 2 Wandering Monsters* under random encounters

- 22. **Huge Spider's Lair:** Wolf Spider, Giant (1)
- 24. **Chamber of the Dead:** Ghoul (1)
- 25. **Cells of the Doomed:** Prisoners (treat as commoners)
- 27. **Altar of Evil:** Garath Primo
- 28. **Giant Centipede Colony:** Centipede, Giant
- 29. **Pump Room:** Zombies (5)
- 33. **Troglodyte Lair:** Troglodytes (7)
- 24. **Troglodyte Hatchery:** Eggs
- 35. **Mudviper Hatchery:** Eggs
- 36. **Bonesnapper Lair:** Bonesnapper
- 37. **Throne Room:** Explicica Defilus, see special creatures

Further Adventures

See **page 28 for great adventure seeds** to extend the adventure.

Magic Items

1. *Bag of Holding* (pg. 28)
2. *Brooch of shielding* (pg. 18)
3. *Broadsword + 2* (pg. 6) treat as *longsword + 2*
4. *Chainmail +1* (pg. 10)
5. *Chainmail +2* (pg. 6) treat as *Studded Leather + 2*
6. *Chainmail +2* (pg. 17) treat as *chain shirt + 2*
7. *Dagger +1* (pg. 11)
8. *Elven Boots* (use *Boots of Elvenkind*) (pg. 28)
9. *Leather Armor +1* (pg. 12)
10. *Necklace of Adaptation* (pg. 24)
11. *Poison Potion* (use *Potion of Poison*) (pg. 12)
12. *Potion of Gaseous form* (pg. 12, 28)
13. *Potion of Healing* (pg. 12)
14. *Shield +1* (pg. 4, 6)
15. *Sword + 2* (pg. 10) treat as *longsword + 2*
16. *Shortsword + 1, +2 vs scaly creatures* (pg. 23)
17. *Longsword +1* (pg. 6)
18. *Longsword +1* (pg. 6) treat as *shortsword + 1*
19. *Plate mail +1* (pg. 4, 10) treat as *scale mail + 1*
20. *Ring of Protection +1* (pg. 16, 28)
21. *Ring of Free Action* (pg. 28)
22. *Spear + 1* (pg. 4)
23. *Scroll with two spells: Globe of Invulnerability and a Dispel magic (7th level)* (pg. 21)

Traps

- **Sleep Gas Trap (p. 6):** Triggered by opening a chest without either using the key or picking the lock. Gas is odorless, tasteless and invisible, and affects everyone in a small room or cottage. No saving throw (DMS's may consider being a bit more lenient here by allowing

characters who make a Wisdom saving throw (Perception) to notice their comrades are being overcome and escape the room before succumbing themselves (provided an escape route is available). The release mechanism is entirely within the chest, so there is no way to detect it while the chest is closed. Roll 3d6 for each character overcome by the gas to determine how long they will sleep (consider reducing this). Give elves either a bonus to their saving throw, or a bonus (reduction) to the number of hours they are affected).

- **Poison Needle Trap (pg. 5,7,12,25)** This trap protects a chest or other compartment. A DC 20 Intelligence (Investigation) check allows character to notice the trap based on alterations to the locking mechanism. A DC 15 Intelligence (Investigation) check to determine how to disarm by removing the needle from the locking mechanism, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, a creature within range takes 1d10 damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.
- **Slow Gas Trap (p.12)** A DC 20 Intelligence (Investigation) check allows character to notice the trap based on alterations to the locking mechanism. A DC 15 Intelligence (Investigation) check to determine how to disarm by removing the needle from the locking mechanism, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, the gas affects everyone in the room who fails a DC 15 Constitution saving throw. Those affected suffer a -2 penalty to AC and dexterity saving throws, have their speed reduced by half, cannot use reactions, can use either an action or bonus action in their turn, but not both, and can make only a single melee or ranged attack per turn. See also third level spell, "Slow".
- **Collapsing Ceiling (pg 23).** Not really a trap, but a ceiling which will collapse if the door to this area is forced. DC 15 passive Wisdom (Perception) check to spot the problem with the ceiling, or DC 12 Wisdom (Perception) check if actively searching. DC 10 Intelligence (Investigation) check to determine how to avoid any falling rubble. Alternatively, simply allow the character/s forcing the door to avoid injury if the weakened ceiling was spotted or make a DC 12 Dexterity (Athletics) check
- **Mud Trap (pg 26, area 30)** Opening the chest by any means triggers this trap. The fact that the ceiling supports are somehow linked to the platform the chest rests on can be discerned by a DC 15 passive Wisdom (Perception) or DC 12 active Wisdom (Perception) check, or a DC 12 active Intelligence (Investigation) check. Once noticed, a DC 10 Intelligence (Investigation) check will reveal that opening the chest will trigger a collapse. Should the trap be triggered, each character in the area must make a DC 15 Dexterity check to avoid the falling beams (DC 10 if the trap was detected and the party chose to open the chest anyway and those remaining in the room are expecting the collapse).

Monsters

1. **Abramo:** See special creatures
2. **Alan Clayborn:** Treat as Scout (MM 349, CR1, 200 XP) AC 12 or 19 (Chain mail +1 and shield), hp 29; D1d8 + 2 (longsword + 2)
3. **Belba Cralloon (Inkeepers Wife):** Treat as commoner (MM 345, CR 0, 10XP) AC 10; hp 4
4. **Benn Griff:** Treat as Cultist (MM 345, CR1/8, 25 XP) with AC 13 (leather armor and shield); hp 8; D 1d6+1 (shortsword + 1, +2 vs Scaly creatures)
5. **Bertram Beswill:** Treat as commoner (MM 345, CR 0, 10XP) AC 10; hp 8
6. **Black Bear:** Treat as Brown Bear (MM 319, CR 1, 200 XP) AC 11; hp 25
7. **Blayze Gobbar:** Treat as Cultist (MM 345, CR1/8, 25 XP) with AC 13 (leather armor and shield); hp 9; D 1d6 (shortsword)
8. **Bonesnapper:** Treat as young T. rex (MM 80) but reduce all stats for small size. AC 13, hp 30, D 1d8/1d4
9. **Carrion Crawler:** Carrion Crawler (MM 37, CR 2, 450 XP) AC 13; hp 40; D2d4+2, 1d4+2 and poison.
10. **Centipede, Giant:** Giant Centipede (MM 323, CR ¼, 50XP) AC 13; hp 4. Consider reducing number.
11. **Cirilli Finla:** Treat as commoner (MM 345, CR 0, 10XP)
12. **Coffer Corpse:** Treat as Ghoul. See **Ghouls**
13. **Constrictor Snake:** Constrictor Snake (MM 320, CR 1/4, 50 XP) AC 12; hp 13; D1d6 +2 (bite) 1d8+2 (constrict)
14. **Crocodiles:** Crocodile (MM 320, CR ½, 100 XP) AC12; hp 15; D 1d10+2 plus grapple
15. **Cultists -Blacksmith and family:** Treat smith and sons as Cultists (MM 345, CR1/8, 25 XP) AC 11 (leather aprons); hp 8,7,7; D 1d6+1 (blacksmiths tools)
16. **Cultists -Carpenter and wife:** Treat as commoners (MM 345, CR 0, 10XP) AC 10; hp 3,3
17. **Cultists: Cult Members Room:** Treat as commoners (MM 345, CR 0, 10XP) with AC 12 (studded leather; hp 5 each; D 1d6 (shortsword)
18. **Cultists- Farmhouse and Barn (woman and sons):** Treat as commoners (MM 345, CR 0, 10XP) AC 10, hp 2,5,4,3; D 1d4
19. **Cultists -Rundown Farmhouse (Father and son):** Treat as commoners (MM 345, CR 0, 10XP) AC 10; hp 6,5
20. **Cultists- Shabby Farm (5 Adults):** Treat as commoners (MM 345, CR 0, 10XP) AC 10, hp 6,5,4,3,3
21. **Cultists -Village Store (family of 5):** Treat as commoners (MM 345, CR 0, 10XP) AC 10; hp 5,3,7,6,5; D 1d6 (shortsword)
22. **Derek Desleigh:** Treat as Bandit (MM 343, CR1/8, 25XP) AC 12; hp 16; D 1d6 +1 (Scimitar)
23. **Donavan Allard:** Treat as guard (MM347, CR1/2, 100 XP) With AC 18 (Scale mail +1 and shield); hp 20; #AT 1 at + 1; D 1d6+1 (spear +1)
24. **Dorian:** See special creatures
25. **Errol Rocktyn (Jewelers Guard):** Treat as Bandit (MM 343, CR1/8, 25XP) AC 12; hp 16; D 1d6 +1 (Scimitar)
26. **Explicita Defilus (Spirit Naga):** See special creatures
27. **Frog, Killer:** Treat as Giant Frog (MM 325, CR ¼, 50 XP) AC 11; hp 15; D1d6 +1. See MM for grapple amd swallow.
28. **Galen Weaver (and Wife):** Treat as commoner (MM 345, CR 0, 10XP) AC 10, hp 3,4
29. **Garath Primo:** See special creatures
30. **Ghouls:** Ghoul (MM 148, CR 1, 200 XP) with AC 12; hp 15; #AT 3; D 2d6, 2d4,2d4. Perhaps reducing number.
31. **Goblins:** Goblin (MM 166, CR 0.25, 50 XP) AC 15; hp 3-5; D 1d6
32. **Green Slime:** Treat as Gray Ooze (MM 243, CR 0.5, 100 XP) AC 8; hp 16; D1d6 +1, see MM for corrosion effects
33. **Grover Ruskadal (Constable of Orlane):** Treat as guard (MM 347, CR1/2, 100 XP) with AC 16 (Chain shirt and shield); hp 12; #AT 1 at + 3; D 1d8+1 (Longsword)
34. **Harpy:** Harpy (MM 181, CR 1, 200 XP). AC 11; hp 30; D 2d4+1, 1d4+1, see MM for SA luring song.
35. **Haskell Ull (and wife):** Treat as commoners (MM 345, CR 0, 10XP)
36. **Hewitt Twaine (Farmer and his two sons):** Treat as commoners (MM 345, CR 0, 10XP)
37. **Hog Farmer and Family:** Treat as commoners (MM 345, CR 0, 10XP); AC 10, hp 6,2,3;
38. **Hulbar Onfre:** Treat as guard (MM 347, CR1/2, 100XP) With AC 18 (Scale mail and shield + 1); hp 12; #AT 1 at + 1; D 1d8+1 (longsword)
39. **Human Guards:** Treat as commoners (MM 345, CR 0, 10XP) AC 12; hp 4; D1d6)
40. **Iggy Olivero:** Treat as commoner (MM 345, CR 0, 10XP)
41. **Jarvis Inigar:** Treat as Bandit (MM 343, CR 1/8, 25 XP) with AC 15 (scale mail, shield + 1); hp 18; D 1d8 (longsword)
42. **Kenton Miller (and family):** Treat as commoners(MM 345, CR 0, 10XP) AC 10; hp 5,4,4,3,3
43. **Kilian Gade (and family):** Treat as commoners (MM 345, CR 0, 10XP) AC 10, hp 4
44. **Lizard, Giant:** Giant Lizard (MM 326, CR 0.25, 50 XP) AC 12; hp 15; D 1d8
45. **Llywillan:** See special creatures
46. **Marieke Clayborn:** Treat as guard (MM 347, CR1/2 100 XP) AC 11 or 18 (Scale Mail + 1 and shield); hp 15; D 1d8 (longsword)
47. **Misha Devi:** See special creatures
48. **Monk:** Treat as Cultist (MM 345, CR1/8, 25 XP) but fighting unarmed. AC 11; hp 12; D 1d6
49. **Mudviper:** Treat as Giant Poisonous Snake (MM 327, CR 1/4, 50 XP) AC 14, hp 19; D 1d4 + poison
50. **Myron Tweed (Tailor):** Treat as commoner (MM 345, CR 0, 10XP) AC 10, hp 4
51. **Nowell Graven (and Family):** Treat as commoners (MM 345, CR 0, 10XP) AC 10; hp 4
52. **Ogre:** Ogre (MM 237, CR 1/4, 50 XP) but reduced for small size and starved state. AC 13; hp 13; D 1d6+2
53. **Ollwin Cralloon (Inkeeper):** Treat as commoner (MM 345, CR 0, 10XP) AC 10.; hp 5
54. **Ramne (Hermit):** See special creatures
55. **Rats, Giant:** Giant Rat (MM 327, CR 0.125, 25 XP) AC 12; hp 7; D 1d4+2;
56. **Shrieker:** Shrieker (MM 138, CR 0, 10 XP) AC 5; hp 13
57. **Skeletons:** Skeleton (MM 272, CR 0.25, 50 XP) AC 13; hp 10; D 1d6 (shortsword) Adjust HP down if necessary.
58. **Snigrot Dogroot:** Treat as Cultist (MM 345, CR1/8, 25 XP) AC 10; hp 11; D 1d4+1 (dagger +1) and note his skill with poisons, drugged drinks etc.
59. **Spider, Huge:** see Wolf Spider, Giant

60. **Spider, Large** Treat as Stirge. See **Stirges**
61. **Stirges:** Stirge (MM 284, CR 1/8, 25 XP) AC 14; hp 3; D 1d4+3, 1d4+3 blood loss while attached
62. **Swarm of Bats** (MM 337, CR 1/4, 50 XP) AC 12; hp 20; D 2d4
63. **Temple Servants:** Treat as commoners (MM 345, CR 0, 10XP) AC 10, hp 5,4,5,3,4
64. **Traver Stoutheart (Mayors bodyguard):** Treat as Veteran (MM 350, CR3 700 XP) AC 17 (scale mail and shield); hp 40; #AT 1 at + 3; D 1d8+5 (Longsword +2)
65. **Troglodyte** (MM 290, CR1/4, 50XP) AC 11, hp 12; #AT 3; D 1d4 +2. SA Stench. Note that in the original module these creatures have only one attack.
66. **Vilma Merridie:** Treat as commoner (MM 345, CR 0, 10XP) AC 10; hp 2
67. **Weasel, Giant:** Giant Weasel (MM 329, CR 1/8, 25 XP) AC 13; hp 9; D1d4+3
68. **Whiskers:** Weasel (MM 340, CR 0, 10XP) AC 11; hp 3;
69. **Wight:** Wight (MM 300, CR 3, 700XP) with AC 14, hp 35, D 1d6 + 2 (Life Drain)
70. **Wild Boar:** Treat as Boar (MM319, CR ¼, 50 XP) AC 11; hp11
71. **Wolf Spider, Giant** (MM 330, CR 1/4; 50 XP) AC 13; hp 11; 1d6 +1, and 2d6 poison (DC 11 Con save)
72. **Wolves:** Wolf (MM 341, CR ¼, 50 XP) AC 13; hp 11; D 2d4+2
73. **Wylle Dunn (Jewelers Guard):** Treat as Bandit (MM 343, CR1/8, 25XP) AC 10; hp 16; D 1d6 +1 (Scimitar)
74. **Zakarias Ormond (and family):** Treat as Veteran (MM 350, CR3 700 XP). AC 10 or 19 (Chain mail and shield +1); hp 25; #AT 1 at + 3; D 1d8+4 (Longsword +1). Treat family as commoners. Sons with armor class and to hit as per armor and weapons.
75. **Zombies:** Zombie (MM 316, CR 0.25, 50 XP) AC 8; hp 15; D1d6 +1

Special Creatures

Note to DM's – For spell casting NPC's and monsters, I have suggested a number of known spells equal to the slots available, and taking the original module known spells into account. You may of course add more known spells to their repertoires as required. The number of spells they can have prepared for their class and level are noted.

Abramo

Human 7th Level Cleric (CR2, 450 XP)

Armor Class 17 (Chain shirt +2)

Prof. Bonus +3

Hit Points 28

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	15(+2)	12(+1)	10	17(+3)	9(-1)

Saving Throws Charisma +2, Wisdom +6

Senses passive Perception 13

Skills Arcana + 3, Religion+3

Attack Bonus +4

Spells and Casting

Spell Save DC 14

Spell Attack Modifier +6

Prepared Spells 10

First Level (4 spell slots) Curse (reversed Bless), Command, Cure Wounds, Detect Evil and Good

Second Level (3 spell slots) Silence, Spiritual Weapon, Hold Person

Third Level(3 spell slots) Animate Dead, Bestow Curse, Dispel Magic

Fourth Level (1 spell slot) Banishment

Actions

Make: Melee Weapon Attack D 1d6+1 (+4 to hit)

Dorian

Elven Fighter / Warlock 3/3 (CR2, 450 XP)

Armor Class 18 (Studded Leather +2 +Dex)

Prof. Bonus +3

Hit Points 20

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	18(+4)	14(+2)	17(+3)	10	13(+1)

Saving Throws Strength+6, Constitution +5

Senses passive Perception 10

Skills Acrobatics +7, Athletics+6

Attack Bonus +6 (melee) +7(ranged)

Spells and Casting

Spell Save DC 12

Spell Attack Modifier +4

Spell Slots: Two second level slots

Cantrips: Blade Ward, True Strike

First Level (3 Spells) Protection from Evil, Witch Bolt, Armor of Agathys

Second Level (1Spell) Hold Person

Actions

Longsword: Melee Weapon Attack 1d8+3 (+6 to hit)

Longbow: Ranged Weapon Attack 1d8+4 (+7 to hit)

Explicitica Defilus

Spirit Naga (MM 234, CR 1, XP 200)

3rd Level Wizard

Armor Class 15 (13+ 2 Dex)

Prof. Bonus + 2

Hit Points 65

Speed 40 ft.

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

Saving Throws Int +5, Wis +4, Con+4, Cha +4, Int +5

Damage Immunities: Poison

Condition Immunities: Charmed, Poisoned

Senses Darkvision 60ft, passive Perception 12

Attack Bonus +3

Spells and Casting

Requires only Verbal components

Spell Save DC 13

Spell Attack Modifier +5

First Level (4 spell slots) Sleep, Shield, Charm Person, Detect Magic

Second Level (2 spell slots) Invisibility, Darkness

Actions

Bite: Melee Weapon Attack D 1d6+2 (+3 to hit) and 1d4 poison if target fails a DC 13 Constitution saving throw.

Adjusting Explicitica

The following stat adjustments can be made depending on the level of your party.

CR 2 (XP 450): HP to between 86 and 100

CR 3 (XP 700): HP to between 101 and 115, Attack Bonus to +4

Garath Primo

Human 5th Level Cleric (CR1, 200 XP)

Armor Class 15 (Chain shirt and shield)

Prof. Bonus +3

Hit Points 21

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	10	12(+1)	12(+1)	16(+3)	8(-1)

Saving Throws Charisma +2, Wisdom +6

Senses passive Perception 13

Skills Arcana + 4, Religion+4

Attack Bonus +4

Spells and Casting

Spell Save DC 14

Spell Attack Modifier +6

Prepared Spells 8

First Level (4 spell slots) Detect Magic, Cure Wounds, Detect Evil and Good, Shield of Faith

Second Level (3 spell slots) Hold Person, Prayer of Healing, Protection from Poison

Third Level(2 spell slots) Animate Dead, Bestow Curse

Actions

Light Hammer: Melee Weapon Attack D 1d4+1 (+4 to hit)

Llywillan

Elven 4th Level Fighter (CR2, 450 XP)

Armor Class 15 (Studded Leather +Dex)

Prof. Bonus +2

Hit Points 20

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	17(+3)	11	10	12(+1)	14(+2)

Saving Throws Strength+4, Constitution +2

Senses passive Perception 11

Skills Acrobatics +5, Athletics +4

Attack Bonus +4 (melee) +5(ranged)

Actions

Longsword + 1: Melee Weapon Attack 1d8+3 (+5 to hit)

Longbow: Ranged Weapon Attack 1d8+3 (+5 to hit)

Misha Devi

Human 3rd Level Cleric (CR1, 200 XP)

Armor Class 16 (Chain shirt and shield, Ring of Protection +1)

Prof. Bonus +2

Hit Points 15

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	9(-1)	10	12(+1)	16(+3)	15(+2)

Saving Throws Charisma +5, Wisdom +6

Senses passive Perception 13

Skills Arcana +3, Religion+3

Attack Bonus +3

Spells and Casting

Spell Save DC 13

Spell Attack Modifier +5

Prepared Spells 6

First Level (4 spell slots) Detect Magic, Cure Wounds, Detect Evil and Good, Shield of Faith

Second Level (2 spell slots) Hold Person, Silence

Actions

Mace: Melee Weapon Attack D 1d6+1 (+3 to hit)

Ramne

Human 7th Level Wizard

Armor Class 11 (ring of protection + 2)

Prof. Bonus +3

Hit Points 20

Speed 6 ft.(age)

STR	DEX	CON	INT	WIS	CHA
7(-2)	9(-1)	7(-2)	17(+3)	16(+3)	13(+1)

Saving Throws Intelligence +8. Wisdom +8

Senses Passive Perception 13

Skills Arcana +6, History +6

Spells and Casting

Spell Save DC 14

Spell Attack Modifier +6

Prepared Spells 10

First Level (4 spell slots) Light, Magic Missile, Sleep, Detect Magic

Second Level (3 spell slots) Invisibility, Continual Flame, Hold Person

Third Level(3 spell slots) Dispel Magic, Lightning Bolt, Slow

Fourth Level (1 spell slot) Stoneskin

Ramne has a scroll with Dispel Magic and Globe of Invulnerability. Should he not accompany the party, some provision should be made for them to have this with them, either as a gift from Ramne, or found somewhere else before they meet the Naga.

N1 Against the Cult of the Reptile God Reference Sheet

Random Encounters

Dim Forrest Wandering Monsters

Roll 1d8

- | | |
|----------------------|--------------------|
| 1. Goblins (2d4) | 5. Zombies (1d6) |
| 2. Wild Boar (1) | 6. Wolves (1d4) |
| 3. Troglodytes (1d4) | 7. Black Bear (1) |
| 4. Ogre (1) | 8. Skeletons (2d4) |

Rushmoors Wandering Monsters

Roll 1d4

- | | |
|------------------|---------------------------|
| 1. Swarm of bats | 3. Troglodytes (1d4) |
| 2. Stirges (1d6) | 4. Wolf Spider, Giant (1) |

Dungeon Level 1 Wandering Monsters

Roll 1d6 every third turn.

- | | |
|---------------------------------------|--------------------------|
| 1. Rats, Giant(2d4) | 4. Constrictor Snake (1) |
| 2. Lizard, Giant (1) | 5. Troglodytes (1d4) |
| 3. Poisonous Snake (see mudviper) (1) | 6. Weasel, Giant (1) |

Dungeon Level 2 Wandering Monsters

Roll 1d6 every third turn.

- | | |
|------------------------|------------------------|
| 1. Stirges (1d4) | 4. Zombies (1d6) |
| 2. Troglodytes (1d4+2) | 5. Ghouls (1d4) |
| 3. Rats, Giant (3d4) | 6. Carrion Crawler (1) |

Planned Encounters

Orlane – Village

- Pleasant Farmhouse and Barn:** Hewitt Twaine (Farmer and his two sons)
- Constable's Quarters:** Grover Ruskadal (Constable of Orlane), Donavan Allard, Hulbar Onfre
- Dairy farm:** Nowell Graven (and family)
- Weaver House and Shop:** Galen Weaver (and Wife)
- Jeweler and Moneychanger:** Haskell Ull (and wife), Errol Rocktyn (Jewelers Guard), Wylle Dunn (Jewelers Guard)
- Livery Stable:** Kilian Gade (and family)
- Small Cottage:** Dorian, Llywillan
- Mayors Residence:** Zakarias Ormond (and family), Traver Stoutheart
- Tailor Shop:** Myron Tweed (Tailor)
- Village Store:** Cultists - Village Store (family of 5)
- Rundown Farmhouse:** Cultists -Rundown Farmhouse (Father and son)
- Carpenters Shop:** Cultists -Carpenter and wife
- Blacksmiths Shop:** Cultists -Blacksmith and family
- Battered and Weatherbeaten Structure:** Troglodytes (3)
- Farmhouse and Barn:** Cultists- Farmhouse and Barn (woman and sons)
- Farmhouse with Outbuildings:** Hog Farmer and Family
- Small, Neatly Kept Cottage:** Vilma Merridie

22. **Shabby Farmhouse and Barn:** Cultists- Shabby farm

23. **Prosperous Farmhouse and Barn:** Alan Clayborn, Marieke Clayborn

26. **Millhouse:** Kenton Miller (and family)

27. **Grove of Stately Elms:** Ramne

Orlane – Temple of Merikka

- Courtyard:** Temple Servants, Wolves
- Central Sanctuary:** Misha Devi
- Meditation Cells:** Monk
- Misha Devi's Quarters:** Misha Devi
- Guardroom of the Undead:** Skeletons
- Torture Chamber:** Goblins
- Antechamber:** Abramo
- Secret Altar Room:** Cirilli Finla
- Maze:** Ogre
- Troglodyte Tunnels:** Shrieker, Troglodytes

Orlane – Inn of the Slumbering Serpent

1. **Common Room:** Belba Cralloon, Ollwin Cralloon (owners)

Orlane – Golden Grain Inn

- Common Room:** Bertram Beswill, Cult members (3-12), Derek Desleigh (80%)
- Kitchen:** Snigrot Dogroot
- Large Guest Room:** Derek Desleigh
- Cult Members Room:** Cultists: Cult Members Room
- Small Guest Room:** Iggy Olivero
- Central Chamber:** Constrictor Snake (1)
- Large Dirt Chamber:** Mudviper (1)
- Ghoulis Vault:** Ghouls

Lair of the Reptile God – Level 1

See also – *Dungeon Level 1 Wandering Monsters* under random encounters

- Entry Room:** Human Guards (4)
- Chamber of the Frogs:** Frog, Killer (1 or 2)
- Home of the Green Slime:** Green Slime (1)
- Human Cult Members' Rooms:** Human Guards (12)
- Lieutenants' quarters:** Jarvis Inigar, Blayze Gobbar, Benn Griff.
- Crocodile Pool:** Crocodiles (2 or 3)
- Arched Chamber:** Harpy (luring song)
- Den of the Harpy:** Harpy
- Lair of the Giant Weasel:** Weasel, Giant (1)
- Troglodyte Guardroom:** Troglodyte (6)

Lair of the Reptile God – Level 2

See also – *Dungeon Level 2 Wandering Monsters* under random encounters

- Huge Spider's Lair:** Wolf Spider, Giant
- Chamber of the Dead:** Ghoul
- Cells of the Doomed:** Prisoners (treat as commoners)
- Altar of Evil:** Garath Primo
- Giant Centipede Colony:** Centipede, Giant
- Pump Room:** Zombies (5)
- Troglodyte Lair:** Troglodytes (7)
- Troglodyte Hatchery:** Eggs
- Mudviper Hatchery:** Eggs
- Bonesnapper Lair:** Bonesnapper
- Throne Room:** Explicica Defilus, see special creatures

Magic Items

- Bag of Holding* (pg. 28)
- Brooch of shielding* (pg. 18)
- Broadsword + 2* (pg. 6) treat as *longsword + 2*
- Chainmail +1* (pg. 10)
- Chainmail +2* (pg. 6) treat as *studded leather + 2*
- Chainmail +2* (pg. 17) treat as *chain shirt + 2*
- Dagger +1* (pg. 11)
- Elven Boots* (use *Boots of Elvenkind*) (pg. 28)
- Leather Armor +1* (pg. 12)
- Necklace of Adaptation* (pg. 24)
- Poison Potion* (use *Potion of Poison*) (pg. 12)
- Potion of Gaseous form* (pg. 12, 28)
- Potion of Healing* (pg.12)
- Shield +1* (pg. 4, 6)
- Sword + 2* (pg. 10) treat as *longsword + 2*
- Shortsword + 1, +2* vs scaly creatures (pg. 23)
- Longsword +1* (pg. 6)
- Longsword +1* (pg. 6) treat as *shortsword + 1*
- Plate mail +1* (pg. 4, 10) treat as *scale mail + 1*
- Ring of Protection +1* (pg. 16, 28)
- Ring of Free Action* (pg. 28)
- Spear +1* (pg. 4)
Scroll with two spells: Globe of Invulnerability and a Dispel magic (7th level) (pg. 21)

Traps

Sleep Gas Trap (p. 6): Triggered by opening a chest without either using the key or picking the lock. Gas is odorless, tasteless and invisible, and affects everyone in a small room or cottage. No saving throw (DMS's may consider being a bit more lenient here by allowing characters who make a Wisdom saving throw (Perception) to notice their comrades are being overcome and escape the room before succumbing themselves (provided an escape route is available). The release mechanism is entirely within the chest, so there is no way to detect it while the chest is closed. Roll 3d6 for each character overcome by the gas to determine how long they will sleep (consider reducing this). Give elves either a bonus to their saving throw, or a bonus (reduction) to the number of hours they are affected.

Poison Needle Trap (pg. 5, 7, 12, 25) This trap protects a chest or other compartment. A DC 20 Intelligence (Investigation) check allows character to notice the trap based on alterations to the locking mechanism. A DC 15 Intelligence (Investigation) check to determine how to disarm by removing the needle from the locking mechanism, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, a creature within range takes 1d10 damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

Sleep Gas Trap (p.12) A DC 20 Intelligence (Investigation) check allows character to notice the trap based on alterations to the locking mechanism. A DC 15 Intelligence (Investigation) check to determine how to disarm by removing the needle from the locking mechanism, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, the gas affects everyone in the room who fails a DC 15 Constitution saving throw. Those affected suffer a -2 penalty to AC and dexterity saving throws, have their speed reduced by half, cannot use reactions, can use either an action or bonus action in their turn,

but not both, and can make only a single melee or ranged attack per turn. See also third level spell, "Slow".

Collapsing Ceiling (pg 23, area 11). Not really a trap, but a ceiling which will collapse if the door to this area is forced. DC 15 passive Wisdom (Perception) check to spot the problem with the ceiling, or DC 12 Wisdom (Perception) check if actively searching. DC 10 Intelligence (Investigation) check to determine how to avoid any falling rubble. Alternatively, simply allow the character/s forcing the door to avoid injury if the weakened ceiling was spotted or make a DC 12 Dexterity (Athletics) check

Mud Trap (pg 26, area 30) Opening the chest by any means triggers this trap. The fact that the ceiling supports are somehow linked to the platform the chest rests on can be discerned by a DC 15 passive Wisdom (Perception) or DC 12 active Wisdom (Perception) check, or a DC 12 active Intelligence (Investigation) check. Once noticed, a DC 10 Intelligence (Investigation) check will reveal that opening the chest will trigger a collapse. Should the trap be triggered, each character in the area must make a DC 15 Dexterity check to avoid the falling beams (DC 10 if the trap was detected and the party chose to open the chest anyway and those remaining in the room are expecting the collapse.

Monsters

1. **Abramo:** See special creatures
2. **Alan Clayborn:** Treat as Scout (MM 349, CR1, 200 XP) AC 12 or 19 (Chain mail +1 and shield), hp 29; D1d8 + 2 (longsword + 2)
3. **Belba Cralloon (Inkeepers Wife):** Treat as commoner (MM 345, CR 0, 10XP) AC 10; hp 4
4. **Benn Griff:** Treat as Cultist (MM 345, CR1/8, 25 XP) with AC 13 (leather armor and shield); hp 8; D 1d6+1 (shortsword + 1, +2 vs Scaled creatures)
5. **Bertram Beswill:** Treat as commoner (MM 345, CR 0, 10XP) AC 10; hp 8
6. **Black Bear:** Treat as Brown Bear (MM 319, CR 1, 200 XP) AC 11; hp 25
7. **Blayze Gobbar:** Treat as Cultist (MM 345, CR1/8, 25 XP) with AC 13 (leather armor and shield); hp 9; D 1d6 (shortsword)
8. **Bonesnapper:** Treat as young T. rex (MM 80) but reduce all stats for small size. AC 13, hp 30, D 1d8/1d4
9. **Carrion Crawler:** Carrion Crawler (MM 37, CR 2, 450 XP) AC 13; hp 40; D2d4+2, 1d4+2 and poison.
10. **Centipede, Giant:** Giant Centipede (MM 323, CR ¼, 50XP) AC 13; hp 4. Consider reducing number.
11. **Cirilli Finla:** Treat as commoner (MM 345, CR 0, 10XP)
12. **Coffer Corpse:** Treat as Ghoul. See **Ghouls**
13. **Constrictor Snake:** Constrictor Snake (MM 320, CR 1/4, 50 XP) AC 12; hp 13; D1d6 +2 (bite) 1d8+2 (constrict)
14. **Crocodiles:** Crocodile (MM 320, CR ½, 100 XP) AC12; hp 15; D 1d10+2 plus grapple
15. **Cultists-Blacksmith and family:** Treat smith and sons as Cultists (MM 345, CR1/8, 25 XP) AC 11 (leather aprons); hp 8,7,7; D 1d6+1 (blacksmiths tools)
16. **Cultists-Carpenter and wife:** Treat as commoners (MM 345, CR 0, 10XP) AC 10; hp 3,3
17. **Cultists: Cult Members Room:** Treat as commoners (MM 345, CR 0, 10XP) with AC 12 (studded leather; hp 5 each; D 1d6 (shortsword)
18. **Cultists- Farmhouse and Barn (woman and sons):** Treat as commoners (MM 345, CR 0, 10XP) AC 10, hp 2,5,4,3; D 1d4
19. **Cultists-Rundown Farmhouse (Father**

and son): Treat as commoners (MM 345, CR 0, 10XP) AC 10; hp 6,5

20. **Cultists- Shabby Farm (5 Adults):** Treat as commoners (MM 345, CR 0, 10XP) AC 10, hp 6,5,4,3,3
21. **Cultists-Village Store (family of 5):** Treat as commoners (MM 345, CR 0, 10XP) AC 10; hp 5,3,7,6,5; D 1d6 (shortsword)
22. **Derek Desleigh:** Treat as Bandit (MM 343, CR1/8, 25 XP) AC 12; hp 16; D 1d6 +1 (Scimitar)
23. **Donavan Allard:** Treat as guard (MM347, CR1/2 100 XP) With AC 18 (Scale mail + 1 and shield); hp 12; #AT 1 at + 1; D 1d6+1 (spear + 1)
24. **Dorian:** See special creatures
25. **Errol Rocktyn (Jewelers Guard):** Treat as Bandit (MM 343, CR1/8, 25XP) AC 12; hp 16; D 1d6 +1 (Scimitar)
26. **Explictica Defilus (Spirit Naga):** See special creatures
27. **Frog, Killer:** Treat as Giant Frog (MM 325, CR ¼, 50 XP) AC 11; hp 15; D1d6 +1. See MM for grapple and swallow.
28. **Galen Weaver (and Wife):** Treat as commoner (MM 345, CR 0, 10XP) AC 10, hp 3,4
29. **Garath Primo:** See special creatures
30. **Ghouls:** Ghoul (MM 148, CR 1, 200 XP) with AC 12; hp 15; #AT 3; D 2d6, 2d4,2d4. Perhaps reduce number
31. **Goblins:** Goblin (MM 166, CR 0.25, 50 XP) AC 15; hp 3-5; D 1d6
32. **Green Slime:** Treat as Gray Ooze (MM 243, CR 0.5, 100 XP) AC 8; hp 16; D1d6 +1, see MM for corrosion effects
33. **Grover Ruskadal (Constable of Orlane):** Treat as guard (MM 347, CR1/2, 100 XP) with AC 16 (Chain shirt and shield); hp 12; #AT 1 at + 3; D 1d8+1 (Longsword)
34. **Harpy:** Harpy (MM 181, CR 1, 200 XP). AC 11; hp 30; D 2d4+1, 1d4+1, see MM for SA luring song.
35. **Haskell Ull (and wife):** Treat as commoners (MM 345, CR 0, 10XP)
36. **Hewitt Twaine (Farmer and his two sons):** Treat as commoners (MM 345, CR 0, 10XP)
37. **Hog Farmer and Family:** Treat as commoners (MM 345, CR 0, 10XP); AC 10, hp 6,2,3;
38. **Hulbar Onfre:** Treat as guard (MM 347, CR1/2, 100 XP) With AC 18 (Scale mail and shield + 1); hp 12; #AT 1 at + 1; D 1d8+1 (longsword)
39. **Human Guards:** Treat as commoners (MM 345, CR 0, 10XP) AC 12; hp 4; D1d6
40. **Iggy Olivero:** Treat as commoner (MM 345, CR 0, 10XP)
41. **Jarvis Inigar:** Treat as Bandit (MM 343, CR 1/8, 25 XP) with AC 15 (scale mail, shield + 1); hp 18; D 1d8 (longsword)
42. **Kenton Miller (and family):** Treat as commoners (MM 345, CR 0, 10XP) AC 10; hp 5,4,4,3,3
43. **Kilian Gade (and family):** Treat as commoners (MM 345, CR 0, 10XP) AC 10, hp 4
44. **Lizard, Giant:** Giant Lizard (MM 326, CR 0.25, 50 XP) AC 12; hp 15; D 1d8
45. **Llywillan:** See special creatures
46. **Marieke Clayborn:** Treat as guard (MM 347, CR1/2, 100 XP) AC 11 or 18 (Scale Mail + 1 and shield); hp 15; D 1d8 (longsword)
47. **Misha Devi:** See special creatures
48. **Monk:** Treat as Cultist (MM 345, CR1/8, 25 XP) but fighting unarmed. AC 11; hp 12; D 1d6
49. **Mudviper:** Treat as Giant Poisonous Snake (MM 327, CR 1/4, 50 XP) AC 14, hp 19; D 1d4 + poison
50. **Myron Tweed (Tailor):** Treat as commoner (MM 345, CR 0, 10XP) AC 10, hp 4
51. **Nowell Graven (and Family):** Treat as

commoners (MM 345, CR 0, 10XP) AC 10; hp 4

52. **Ogre:** Ogre (MM 237, CR 1/4, 50 XP) but reduced for small size and starved state. AC 13; hp 13; D 1d6+2
53. **Ollwin Cralloon (Inkeeper):** Treat as commoner (MM 345, CR 0, 10XP) AC 10; hp 5
54. **Ramne (Hermit):** See special creatures
55. **Rats, Giant:** Giant Rat (MM 327, CR 0.125, 25 XP) AC 12; hp 7; D 1d4+2;
56. **Shrieker:** Shrieker (MM 138, CR 0, 10 XP) AC 5; hp 13
57. **Skeletons:** Skeleton (MM 272, CR 0.25, 50 XP) AC 13; hp 10; D 1d6 (shortsword) Adjust HP down if necessary.
58. **Snigrot Dogroot:** Treat as Cultist (MM 345, CR1/8, 25 XP) AC 10; hp 11; D 1d4+1 (dagger +1) and note his skill with poisons, drugged drinks etc.
59. **Spider, Huge:** see Wolf Spider, Giant
60. **Spider, Large:** Treat as Stirge. See **Stirges**
61. **Stirges:** Stirge (MM 284, CR 1/8, 25 XP) AC 14; hp 3; D 1d4+3, 1d4+3 blood loss while attached
62. **Swarm of Bats** (MM 337, CR 1 /4, 50 XP) AC 12; hp 20; D 2d4
63. **Temple Servants:** Treat as commoners (MM 345, CR 0, 10XP) AC 10, hp 5,4,5,3,4
64. **Traver Stoutheart (Mayors bodyguard):** Treat as Veteran (MM 350, CR3 700 XP) AC 17 (scale mail and shield); hp 40; #AT 1 at + 3; D 1d8+5 (Longsword +2)
65. **Troglodyte** (MM 290, CR1/4, 50XP) AC 11, hp 12; #AT 3; D 1d4 +2. SA Stench. In the original module these creatures have only one attack.
66. **Vilma Merridie:** Treat as commoner (MM 345, CR 0, 10XP)
67. **Weasel, Giant:** Giant Weasel (MM 329, CR 1/8, 25 XP) AC 13; hp 9; D1d4+3
68. **Whiskers:** Weasel (MM 340, CR 0, 10XP) AC 11; hp 3;
69. **Wight:** Wight (MM 300, CR 3, 700XP) with AC 14, hp 35, D 1d6 + 2 (Life Drain)
70. **Wild Boar:** Treat as Boar (MM319, CR ¼, 50 XP) AC 11; hp 11
71. **Wolf Spider, Giant** (MM 330, CR 1 /4; 50 XP) AC 13; hp 11; 1d6 +1, and 2d6 poison (DC 11 Con save)
72. **Wolves:** Wolf (MM 341, CR ¼, 50 XP) AC 13; hp 11; D 2d4+2
73. **Wylle Dunn (Jewelers Guard):** Treat as Bandit (MM 343, CR1/8, 25XP) AC 10; hp 16; D 1d6 +1 (Scimitar)
74. **Zakarias Ormond (and family):** Treat as Veteran (MM 350, CR3 700 XP). AC 10 or 19 (Chain mail and shield +1); hp 25; #AT 1 at + 3; D 1d8+4 (Longsword +1). Treat family as commoners. Sons with armor class and to hit as per armor and weapons.
75. **Zombies:** Zombie (MM 316, CR 0.25, 50 XP) AC 8; hp 15; D1d6 +1

Special Creatures

Note to DM's – For spell casting NPC's and monsters, I have suggested a number of known spells equal to the slots available, and taking the original module known spells into account. You may of course add more known spells to their repertoires as required

Abramo

Human 7th Level Cleric (CR2, 450 XP)

Armor Class 17 (Chain shirt +2)

Prof. Bonus +3

Hit Points 28

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	15(+2)	12(+1)	10	17(+3)	9(-1)

Saving Throws Charisma +2, Wisdom +6

Senses Passive Perception 13

Skills Arcana +3, Religion+3

Attack Bonus +4

Spells and Casting

Spell Save DC 14

Spell Attack Modifier +6

Prepared Spells 10

First Level (4 spell slots) Curse (reversed Bless), Command, Cure Wounds, Detect Evil and Good

Second Level (3 spell slots) Silence, Spiritual Weapon, Hold Person

Third Level(3 spell slots) Animate Dead, Bestow Curse, Dispel Magic

Fourth Level (1 spell slot) Banishment

Actions

Mace: Melee Weapon Attack D 1d6+1 (+4 to hit)

Dorian

Elven Fighter / Warlock 3/3 (CR2, 450 XP)

Armor Class 18 (Studded Leather +2 +Dex)

Prof. Bonus +3

Hit Points 20

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	18(+4)	14(+2)	17(+3)	10	13(+1)

Saving Throws Strength+6, Constitution +5

Senses passive Perception 10

Skills Acrobatics +7, Athletics+6

Attack Bonus +6 (melee) +7(ranged)

Spells and Casting

Spell Save DC 12

Spell Attack Modifier +4

Spell Slots: Two second level slots

Cantrips: Blade Ward, True Strike

First Level (3 Spells) Protection from Evil, Witch Bolt, Armor of Agathys

Second Level (1Spell) Hold Person

Actions

Longsword: Melee Weapon Attack 1d8+3 (+6 to hit)

Longbow: Ranged Weapon Attack 1d8+4 (+7 to hit)

Explictica Defilus

Spirit Naga (MM234, CR1, XP 200)

3rd Level Wizard

Armor Class 15

Prof. Bonus +2

Hit Points 65

Speed 40 ft.

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

Saving Throws Int +5, Wisdom +4, Con +4, Cha +4

Damage Immunities: Poison

Condition Immunities: Charmed, Poisoned

Senses Darkvision 60ft, passive Perception 12

Attack Bonus: +3

Spells and Casting

Spell Save DC 13

Spell Attack Modifier +5

First Level (4 slots) – Sleep, Shield, Charm Person, Detect Magic

Second Level (2 slots) – Invisibility, Darkness

Actions

Bite: Melee Weapon Attack D 1d6+2 (+3 to hit) and 1d4 poison damage if target fails DC 13
Constitution saving throw

Adjusting Explictica

The following stat adjustments can be made depending on the level of your party.

CR 2 (XP 450): HP to between 86 and 100

CR 3 (XP 700): HP to between 101 and 115, Attack Bonus to +4

Garath Primo

Human 5th Level Cleric (CR1, 200 XP)

Armor Class 15 (Chain shirt and shield)

Prof. Bonus +3

Hit Points 21

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	10	12(+1)	12(+1)	16(+3)	8(-1)

Saving Throws Charisma +2, Wisdom +6

Senses passive Perception 13

Skills Arcana +4, Religion+4

Attack Bonus +4

Spells and Casting

Spell Save DC 14

Spell Attack Modifier +6

Prepared Spells 8

First Level (4 spell slots) Detect Magic, Cure Wounds, Detect Evil and Good, Shield of Faith

Second Level (3 spell slots) Hold Person, Prayer of Healing, Protection from Poison

Third Level(2 spell slots) Animate Dead,

Bestow Curse

Llywillan

Elven 4th Level Fighter (CR2, 450 XP)

Armor Class 15 (Studded Leather +Dex)

Prof. Bonus +2

Hit Points 20

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	17(+3)	11	10	12(+1)	14(+2)

Saving Throws Strength+4, Constitution +2

Senses passive Perception 11

Skills Acrobatics +5, Athletics +4

Attack Bonus +4 (melee) +5(ranged)

Actions

Longsword + 1: Melee Weapon Attack 1d8+3 (+5 to hit)

Longbow: Ranged Weapon Attack 1d8+3 (+5 to hit)

Misha Devi

Human 3rd Level Cleric (CR1, 200 XP)

Armor Class 16 (Chain shirt and shield, Ring of Protection +1)

Prof. Bonus +2

Hit Points 15

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	9(-1)	10	12(+1)	16(+3)	15(+2)

Saving Throws Charisma +5, Wisdom +6

Senses passive Perception 13

Skills Arcana +3, Religion+3

Attack Bonus +3

Spells and Casting

Spell Save DC 13

Spell Attack Modifier +5

Prepared Spells 6

First Level (4 spell slots) Detect Magic, Cure Wounds, Detect Evil and Good, Shield of Faith

Second Level (2 spell slots) Hold Person, Silence

Actions

Mace: Melee Weapon Attack D 1d6+1 (+3 to hit)

Ramne

7th Level Wizard

Armor Class 11 (ring of protection + 2)

Prof. Bonus +3

Hit Points 20

Speed 6 ft.(age)

STR	DEX	CON	INT	WIS	CHA
7(-2)	9(-1)	7(-2)	17(+3)	16(+3)	13(+1)

Skills Arcana +6, History+6

Senses passive Perception 13

Saving Throws Intelligence +8, Wisdom +8

Spells and Casting

Spell Save DC 14

Spell Attack Modifier +6

Prepared Spells 10

First Level – Light, Magic Missile, Sleep, Detect Magic

Second Level – Invisibility, Continual Flame, Hold Person

Third Level – Dispel Magic, Lightning Bolt, Slow

Fourth Level – Stoneskin

Ramne has a scroll with Dispel Magic and Globe of Invulnerability. Should he not accompany the party, some provision should be made for them to obtain the scroll, either from Ramne as a gift, or found somewhere else before they meet the Naga.