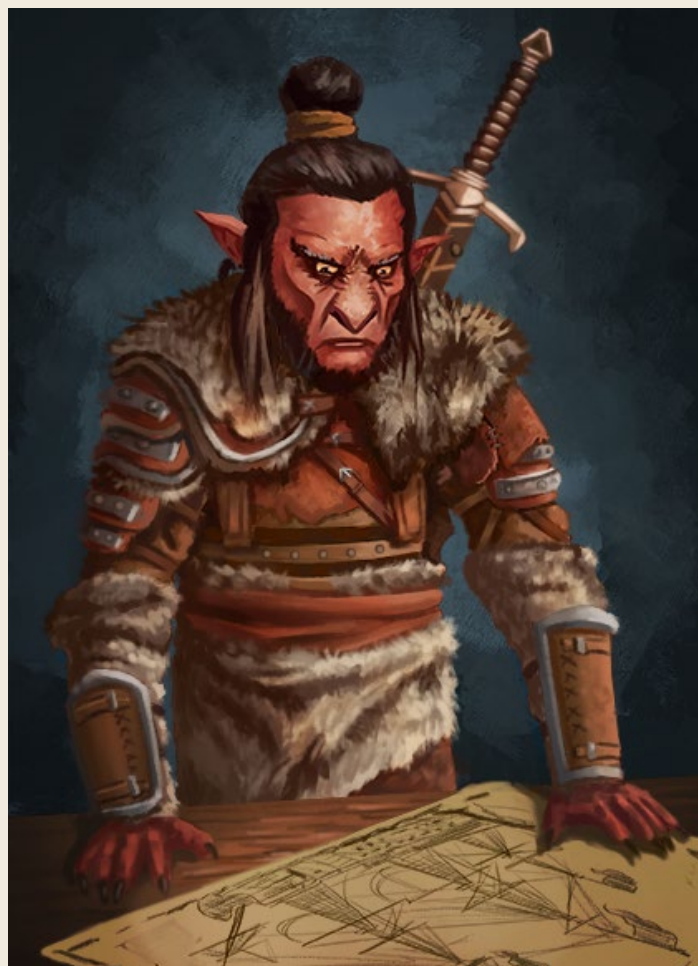


VILLAIN SPOTLIGHT

Dras'a Wolf

DRAS'A WOLF (OR, IN COMMON, Dras the Wolf) is a hobgoblin of mild renown among the Drelway tribes and virtually unheard of outside them. For 20 years now he has lived bound to the Drelway Chain—sailors know to avoid it for it is infested with goblin-kind and offers little else, and as such Wolf's lands have remained primitive and isolated. Without ships and trapped in internal struggle, what hope did the region's disparate tribes have of true innovation and exploration? The outside world was content to let them bleed themselves into oblivion.

Then the half-elf builder washed ashore.



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Background

Dras is the son of the hunter-warriors Derlor and Saya, both skilled if otherwise unremarkable hobgoblins of the Tas'ro tribe (the second largest of the Drelway Chain). He suffered the brutal childhood common of his kind, his parents and superiors beating and shaming discipline, courage, and martial prowess into him. Failure meant forced starvation and scars. Under this extreme pressure Dras proved capable and—upon reaching adulthood—was assigned leadership over a small band of goblins by the Tas'ro council.

It was with this band that Dras earned his moniker 'the Wolf', achieving a level of discipline and ability among his goblins that the other hobgoblins of his tribe had considered laughably impossible. Through both the brutal punishment of failure and the rewarding of loyalty and ability (usually with honeyed meat and good hides, the like of which few goblins ever even touch), Dras trained his small pack into a quick and vicious guerilla band. While he indeed views his goblins as racially inferior, he was one of few Tas'ro hobgoblins to at least believe such inferiority could largely be shored up with training and tactics—he quickly proved himself correct.

Five years after his pack formed, the hobgoblin was now widely known as Dras'a Wolf, highly regarded by the Tas'ro and feared by their neighbors. His conquests and victories were many and his force grew, absorbing goblins and hobgoblins alike. However he gradually became dissatisfied, finding the Drelway Chain a place of stagnation, with bows, spears, clubs and only the occasional ancient (and often pitted) metal weapon being the

tools of choice in the various tribal conflicts. Even in the plenty of victory life bored him. Then a shipwreck washed upon the nearby shores, and with the half-elf shipwright and scholar Jeon Lau.

Where his people saw a meal, Dras'a Wolf saw opportunity. Jeon Lau was taken alive and Dras sought to learn all he could from the outsider. Never tolerating insolence from his captive, he nevertheless is always calculated in his cruelty to Jeon. So long as the strange humanoid continues to showcase innovations and foreign tactics, he shall at least have his life and a safe place to sleep. Jeon is fearful however as Dras has begun construction of rudimentary ships based off the designs of the eastern lands the half-elf originates from. The scholar is torn when he sees the almost lustful smile Dras gives when handed new drafts—soon the hobgoblin shall be able to unleash his people upon the world, but if Jeon Lau stops delivering information he will assuredly be punished in ways he could not possibly even imagine. And it may well be too late, whether Jeon ceases helping or not, to stop Dras'a Wolf from completing the first truly seaworthy (if simple) ships for his people. When that day comes an unexpected wave of violence will assuredly follow for any the Wolf meets upon the seas.

Appearance

At 20 years old Dras is more scarred than most of his kind, marked from both his brutal childhood and nearly constant warring with his neighbors. His armor is made of the highest quality hides available in the region, a sign of his status and wealth, but the sword he carries would not impress even poorer outsiders—it is rusted and rattles, an artifact from some forgotten wreck or washed up piece of cargo that the peoples of the Drelway Chain do not have the skills to reproduce or properly repair. Although he hides it, Dras carries a deep scar high up on his left arm that pains him on occasion. Woe to any who claim he has even such a minor weakness though.

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Personality

Dras'a Wolf is a calculated tyrant of a hobgoblin. He knows his superiors fear him and uses that fear to further his ends, negotiating ever increasing troop and worker assignments to his band. He does not openly oppose them, as doing such would shame them into a forced confrontation (something both sides are well aware of). Instead, he and his superiors sit in a stalemate of sorts with Dras too valuable and powerful to eliminate but hated by many. Meanwhile to his inferiors—which is indeed how he views them—Dras'a Wolf rules with an iron but predictable fist. He cruelly punishes those who fail him but success is also rewarded whenever possible. Training is constant and it is a regimen that is certainly tough yet not impossible.

Activities

Dras'a Wolf is driven by his need to accrue power and to bring his band into a modern era of war. While things like forges and metalwork are of great interest to the commander hobgoblin, Jeon has indicated he does not possess the ability to recreate such things effectively—making ships Dras' primary focus. Soon the simple initial models Jeon designed for him will be complete, barely but at least technically seaworthy (and, perhaps impressively, built with no iron parts or modern tools).

Motivations

Dras desires true power and is increasingly frustrated at how simple the peoples of the Drelway Chain are as he gets glimpses of the outside world through his prisoner's designs and technological knowhow. He wants to control all of the Drelway Chain and drive them towards an age of industry and war, and if not stopped the moment his ships are complete Dras will begin a series of raids. Shortly thereafter he uses recovered modern weapons and tools to overthrow his own tribal leaders, conquering any remaining tribes opposition in the region. From there outsiders may well have to fear a seafaring horde that has been underestimated in number and threat for decades.

The Prisoner

Jeon Lau is a middle-aged half-elf male trained primarily as a scholar and philosopher, although it was his skills in ship design that managed to save his life at the hands of Dras'a Wolf. Initially Jeon only spoke Elvish (much to the frustration of Dras), although he has slowly learned Goblin in an attempt to better communicate and avoid beatings. He's been imprisoned for almost two years now on the Drelway Chain, with virtually no hope of escape—he is certainly presumed dead and even were he to slip from Dras' grasp, Jeon knows he would be as trapped as every other person on the islands. As he directs Dras and his band further and further towards completing their first ships however, he is wracked with guilt—every ounce of his philosophical background and ethical studies say he should not be aiding these brutal people, yet he is afraid to die and it may well be too late for stopping his aid to do anything but mildly inconvenience the bulk of Dras' plans.

Jeon Lau is statistically unremarkable and uses the statistics of a [Commoner](#) with 7 hit points, an Intelligence score of 16, and a Constitution score of 8 (a product of captivity and lasting injuries from the wreck). He is proficient with all tools related to writing and ship design.

Lair

Dras'a Wolf has been on the move in a variety of guerilla wars against enemy tribes for most of his life, but with his growing prestige and power he has now managed to secure for himself a moderately well-defended village near the sea. It is here that he now watches over Jeon Lau and his work. Roughly 30 goblin villagers (who are ostensibly Dras'a Wolf's slaves and avoid combat) are also a portion of his "pack" who are assigned to guard him and Jeon's work as the rest of his forces conduct various raids and guard nearby villages and choke-points. This guardforce consists of 12 [Goblins](#) (with the Pack Tactics feature listed below), with 6-8 usually awake and armed at one time.

PACK TACTICS

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

DRAS'A WOLF

Medium humanoid (hobgoblin), lawful evil

Armor Class 16 (hide, shield)

Hit Points 82 (11d8+33)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish (Broken), Goblin

Challenge 6 (2,300 XP)

Brute. A melee weapon deals one extra die of its damage when Dras'a Wolf hits with it (included in the attack).

Improved Critical. Dras'a Wolf's weapon attacks score a critical hit on a roll of 19 or 20.

Martial Advantage. Once per turn, Dras'a Wolf can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of Dras that isn't incapacitated.

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

ACTIONS

Multiattack. Dras'a Wolf attacks three times.

Pitted Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) slashing damage, or 14 (2d10+3) slashing damage if wielded in two hands. On a critical hit, the target makes a DC 14 Constitution saving throw or is afflicted with [sewer plague](#).

Longbow. *Ranged Weapon Attack:* +5 to hit, reach 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Using Dras'a Wolf in Your Campaign

Dras'a Wolf is a relatively intelligent and fierce enemy but is of a people who lack the magic and technological development required to be a major threat to most political powers—for now. In most campaigns he is probably best used in an early game plot arc revolving around Jeon Lau's ship designs ever coming nearer to completion, the adventurers conducting guerilla style strikes at his various lines and half-built vessels (considering it was guerilla style warfare that allowed Dras' own rise to power to begin with). Depending on how challenging a GM wishes the campaign to be, Dras' can control more or less of the Drelway Chain to start: having anywhere from only a few dozen goblin warriors in total to several hundred working on his various plans all throughout the region. Such a campaign might begin with a shipwreck (adding interesting survival elements in a hostile environment to the adventure) or have either the PCs or NPC allies travel near the Drelway Chain to notice some strange and troubling happenings.

Dras'a Wolf's arc is also interesting in that should he achieve his goals, it will not radically alter most campaigns in a damaging way. Several hundred goblins raiders begin pillaging areas near the Drelway Chain and from there the failure of the PCs to stop Dras could evolve into the beginning of its own story arc—although certainly a tragedy for those being attacked, initially Dras is no match for most modern militaries if he grows too bold in his assaults.

GMs should be careful in how Dras and his forces are used in terms of their numerical superiority. Tactical PCs could enjoy thinking around those numbers, killing off groups of enemies slowly and bleeding Dras of his men before going to attack him directly, but less methodical groups may be caught off guard if, for example, they go to disrupt a lumber operation and are suddenly met with more than a score of goblin guards. As a general rule, the GM should adjust Dras'a Wolf's tactics to match what's most appropriate for the party's enjoyment. 🐾