

Heroes of Drakonheim



Matthew J. Hanson



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Heroes of Drakonheim

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Introduction



Welcome to *Heroes of Drakonheim*, a three-part adventure set in the fantasy city of Drakonheim, which can be played as a stand-alone setting or incorporated into any larger fantasy world.

In *Chapter 1: Rats in the Sewers*, the heroes are asked to solve a series of mysterious disappearances. They follow the trail into the sewers, find the goblins responsible, and learn that they are selling dead bodies to a shadowy group of humans.

In *Chapter 2: Skeletal Society*, the heroes discover that the group purchasing the corpses is a cabal of necromancers calling itself the Gray Society. In the process, they may stumble upon a nest of ghouls, some of the society's storehouses, and perhaps even one of their initiation ceremonies. These encounters lead to a finale with the leader of the Gray Society, who implores the heroes to end their grudge against them. The Gray Society is animating a host of undead to combat an even greater threat: a mighty force of hobgoblins and their allies marching towards Drakonheim. Without additional defenses, the city will surely fall.

In *Chapter 3: Defense of Drakonheim*, the heroes must protect the city from the hobgoblin army. They have several days to prepare defenses and seek out allies before the enemies reach Drakonheim. Once the foes arrive, the heroes defend the walls and lead the charge against the hobgoblin war chief.

Note on Chronology

For those who also have the *Drakonheim: City of Bones* setting book, the events in this adventure take place a few months before the time described in that book. Indeed, this adventure leads up to the most recent major events: the hobgoblin invasion and the Gray Society's decision to operate openly. Most of the NPCs described there still live in the city, though some details might be different.

Achievement XP

Heroes of Drakonheim presents an alternate form of advancement: Achievement XP. Using this alternative, the heroes are rewarded for achieving

meaningful story goals rather than slaying monsters. The adventure makes note of the story goals throughout the book. If you wish, you can instead use the traditional form of XP advancement, and the heroes should remain at a similar level.

Parlay?

The Heroes of Drakonheim adventure arc is designed to be more than just a series of dungeon crawls, and many problems are best solved through means other than fighting. This is even true of certain “monsters,” like the goblins which live in the sewers. If your players are used to slaying everything that moves, you may wish to talk to them beforehand, and let them know that sometimes negotiation is the best solution.

The City of Drakonheim

Drakonheim was founded over twelve hundred years ago by the powerful Cevali Empire as it expanded its reach across the continent. According to legend, Drakonheim was built above the lair of a powerful dragon, after a mighty Cevali hero slew the beast. Legends say that the hero used the dragon’s bones to build the first walls around Drakonheim. The city enjoyed over two hundred years of prosperity before the Cevali Empire collapsed under its own weight.

In the centuries that followed, Drakonheim has shown allegiance to a dozen lesser kingdoms that have come and gone. The current king who claims Drakonheim pays it little mind other than to collect taxes from the city. Most of the nobles who rule Drakonheim follow their monarch’s example and provide little support to the common folk. Except for the wealthiest districts, most of the city has fallen into a terrible state of disrepair. Many sections are also plagued with crime, with citizens left to fend for themselves.

Though never completely abandoned, the city’s population has dwindled to a fraction of what it was at the height of the Cevali Empire. Hundreds of abandoned stone buildings stand as testament to the marvel that Drakonheim once was.

In addition to the humans descended from the Cevali Empire, many elves, dwarves, and halflings fled to the perceived safety of Drakonheim after their homes were threatened by orcs, gnolls, and hobgoblin raiders. These attacks continue to grow bolder and more powerful each year, and some in the city fear that monstrous raiders will soon assault Drakonheim itself. Little do they know just how soon such an attack will occur.

Gods in Drakonheim

To allow you to easily drop Drakonheim into any campaign setting, this adventure does not use specific names for gods, but instead refers to them by their archetypes. The most important god in Heroes of Drakonheim is the Sage. The Sage is a god of knowledge and study, and is associated with arcane magic. If you play this game in a specific setting, use whichever god best matches this archetype.

Adventure Background

Just over a year ago, the hobgoblin war chief Hazdrol united the hobgoblin clans living north of Drakonheim. Hobgoblins thrive on war, and once they were no longer battling each other, Hazdrol knew he needed another target to attack. There were other small settlements of tribal humans in the north, and bands of lizardfolk to the south, but none of these were worthy targets for the united clans. Hazdrol has therefore set his sights on the city of Drakonheim, and if he has his way that will just be the beginning.

Hazdrol is a cunning strategist, and has refused to rush his attack. For the past year he has scouted the city’s defenses, gathered allies, and forged weapons and armor to outfit his army. Finally his army is on the march, and they are now just days away from Drakonheim.

The hobgoblin army has not gone unnoticed, however. Several influential citizens in Drakonheim, most notably a cabal of necromancers called the Gray Society, became aware of the strange activity to the north and deduced the war chief’s intent. Lady Nalyka Saldor, leader of the Gray Society and a member of the mayor’s ruling council, decided to counter the hobgoblin threat with an army of her own: an army of undead.

To create this army, the society needs corpses, so one of the necromancers contacted a warren of goblins living in the city sewers and offered them fine weapons, alchemist’s fire, and gold coin in exchange for corpses. At first the goblins only scavenged bodies they found, but then their leader, Korth Fat Rat, decided they could earn more treasure if they made their own corpses. Now goblins are sneaking up from the sewers in the dead of night, slaying lone humanoids, and selling their bodies to the Gray Society. Most of the victims have been homeless beggars with no family to miss them, but last night the goblins killed the son of a respected blacksmith. Now the father is willing to pay to find out what happened to his son.

The Gray Society

During the height of the Cevali Empire, a hundred secret societies operated behind closed doors. Many relatively harmless organizations sought only to bring extra coin to their members, but a few had darker purposes, while others worshiped demons or practiced human sacrifice. The Gray Society lay somewhere in between the two extremes. The society was a gathering place for necromancers, but these were not worshipers of a dark god of death and decay. Rather, they were motivated by intellectual curiosity, and saw the reanimation of the dead as the ultimate art. At its peak, the Gray Society had secret member halls in nearly every city in the empire.

But just as Cevali fell, so too did the secret organizations it hid. The Gray Society declined until eventually only one branch remained. Housed in Drakonheim, they operated in secret for over a thousand years, poring through ancient texts and performing dark rituals on the night of the new moon. They have mastered animating skeletons and zombies, and constantly strive for higher necromantic arts. But they also strive for something else: acceptance.

The Gray Society is tired of working in the shadows. Under their current leader, Lady Nalyka Saldor, the group has set the groundwork for their acceptance by maneuvering key members into positions of power and popularity and fostering political allies. When they heard of a hobgoblin army marshaling north of Drakonheim, they saw the opportunity they'd been waiting for. The common folk might not relish the thought of undead roaming the streets, but if the Gray Society were the saviors of the city, who would question them?

The members of the Gray Society are key to this adventure, particularly in Chapter 2: Skeletal Society and Chapter 3: Defense of Drakonheim. There are several ways for the heroes to encounter them, so their general descriptions are provided here. You can find their stats listed in the bestiary.

Lady Nalyka Saldor

This woman's hair has turned gray and her face is starting to wrinkle, but she obviously takes care of herself and retains a svelte figure.

Lady Nalyka Saldor leads the Gray Society, and was elected by her peers after the previous leader passed away. She comes from a long line of aristocrats who held power in Drakonheim, and currently serves on the mayor's advisory council.

Lady Nalyka is highly intelligent and a voracious reader. She is a skilled necromancer, but that is just one of her passions. She also studies history, especially the Cevali Empire. In her heart, Nalyka dreams of returning Drakonheim to its former glory, and forging an empire that will endure for centuries to come.

Nalyka leads the Gray Society, and her primary role is to keep the society organized and funded. She presides over committee meetings and many general meetings. As a member of the mayor's council, she also has political clout, which she uses to quietly aid the society. Nalyka spends most of her time either at her manor home, at Graystone (the headquarters of the Gray Society), or at the White Keep (the center of the city government).

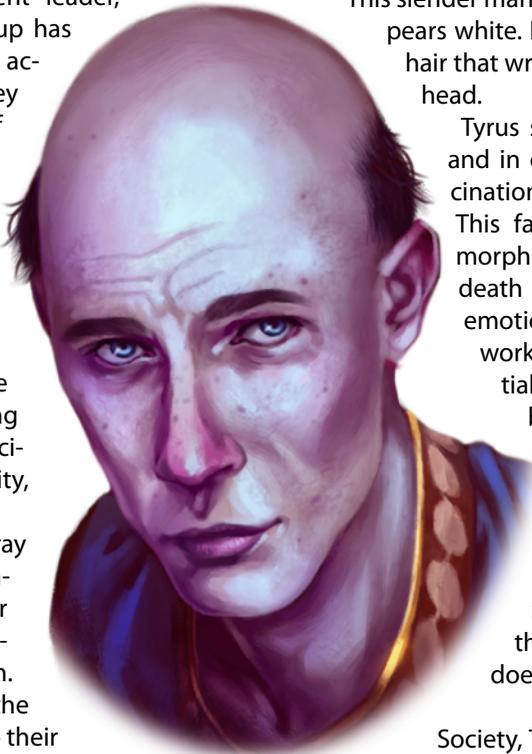
Tyrus

This slender man's skin is so pale that he appears white. He has only a thin sliver of hair that wraps around the edge of his head.

Tyrus studied to be a physician, and in doing so developed a fascination with the human body. This fascination with life slowly morphed into an obsession with death and the undead. Tyrus is emotionally detached from his work, seeing corpses as potential experiments—and living beings as potential corpses.

He is extremely arrogant, caring little for ethics and morals as long as he is able to continue his studies. Tyrus knows he is more intelligent than all the fools around him, and he doesn't tolerate fools gladly.

Of all those in the Gray Society, Tyrus is the most skilled in the necromantic arts. His principle duties include creating undead servitors and



conducting further experiments. He also undertakes duties that other members might find morally dubious, such as working with the goblins and robbing graves. He spends most of his time at Graystone (often sleeping there), only occasionally returning to his own home.

Norel Kalynn

This curvaceous woman boasts a head of luxurious blond hair. Her green eyes sparkle and she speaks with a melodic voice.

Kalynn is one of the wealthiest citizens in Drakonheim. She was born the daughter of a miller who hoped for a son, but Kalynn was the only child who lived past infancy. Early in life, Kalynn developed a head for business and leveraged the money from her father's mill to become a money lender and earned a large fortune. She now has her hand in just about every form of business in Drakonheim, both legal and illegal.

Kalynn was first attracted to the Gray Society by the rumors of powerful citizens within its ranks, and she initially believed it was just a secret society where the powerful met for their mutual benefit. However, as she slowly learned more, she realized the society's true nature, and saw it as a way to escape her greatest fear. Kalynn knows that death cares nothing for riches, and one day will claim even her. But what is dead cannot die, and Kalynn hopes that through the Gray Society she will transcend death and achieve something akin to lichdom.

Kalynn handles the Gray Society's finances. Initially, most of the funds came from member contributions, but Kalynn invested their dues so well that the organization is now largely self-sufficient. She also obtains the materials that the society needs. Kalynn is frequently found at her manor house, visiting one of the many businesses she controls, or at Graystone.



Ober the Reader

This rotund man boasts a bushy mustache that connects to his sideburns.

Ober was the fourth son of a minor aristocrat, standing to inherit nothing from his father, so at a young age he joined the temple of the Sage and trained as a priest. Ober is a generally amiable man, who views learning and gathering knowledge as part of his holy duty. He does not contemplate the "morality" of any kind of knowledge, and learning how to create undead is just as important as any other brand of learning.

Ober serves as the primary recruiter for the Gray Society. His work in the Sage's temple connects him with many people whose beliefs might be compatible with the Gray Society and who have abilities or resources the group would value. He also oversees the scribes in the society to ensure that the organization's works are properly documented. He spends most of his time at the Sage's temple or at Graystone.

Other Members

There are several dozen other members of the Gray Society. Most are merchants or tradespeople, but there are also a few nobles and aristocrats. They are all interested in necromancy for one reason or another, tend to be well-educated, and have at least a small amount of wealth.

An Apt Name

The Gray Society is intended to pose a complex moral conundrum for the heroes. They engage in necromancy, a practice that most heroes frown upon, but at the moment they are using their dark arts to protect the city of Drakonheim from a far greater threat: the hobgoblin invasion. The hope is that this sparks debate and discussion among the players regarding what to do about the society.

Chapter 1: Rats in the Sewers



In this chapter the heroes search for a missing son, and along the way find hints of greater dangers that may soon face Drakonheim. Heroes are expected to begin this chapter at first level, and reach second level before the confront Korth Fat Rat.

Player Introduction

For a few weeks there have been rumors of people disappearing in the seedier sections of Drakonheim. Most of the missing are vagabonds and drunks who may well have left the city or suffered accidents. One of the latest missing people is Krag Blackhand, son of the talented blacksmith Dorg Blackhand.

Krag was a renowned drinker who often spent late nights carousing in the local ale house, but he always came home the next morning, at least until last night. Some of Krag's barfly friends told Dorg that his son was last seen at the Saucy Mermaid tavern. Dorg describes Krag as looking like a younger version of himself: a large man with a thick black beard.

Dorg offers his services as a smith if the heroes can discover what happened to Krag, giving them

a total of 500 gp worth of metal items in exchange for their help.

Part 1: Investigation

The heroes have several possible options for investigating the abductions. They can attempt these in any order, and may well have other ideas not covered here. If so, you should do your best to reward player creativity, and help nudge them in the right directions.

Though the steps in between may vary, the heroes likely start at the Saucy Mermaid and end up at the ruined latrine.

The Saucy Mermaid

The large central room of the tavern is filled with shoddy wooden furniture and patrons in various states of inebriation.

The Saucy Mermaid is the kind of tavern where it's a good idea not to look too closely at the food and drink you're being served. Krag Blackhand was a regular here, so the other patrons all know him, and they are happy to share information in exchange

for a drink or a few copper pennies. Unfortunately, they don't know much, just that he was in the bar the night he disappeared.

Two people at the Saucy Mermaid know a little more, but they need a little convincing to share what they know.

Dorha: Dorha is a half-orc serving woman at the Saucy Mermaid. She plays coy at first, but responds well to flattery, and a DC 10 Charisma (Persuasion) check convinces her to open up. Dorha helped close the night Krag disappeared, and he was so drunk he could hardly stand. Dorha offered to help him home ("it wouldn't be the first time, if ya know what I mean . . ."), but Krag turned her down and left with another patron instead. "Not one I recognized, but no chance missing him. Had tattoos all over his face like one of them wild men."

Salty Pyte: Salty Pyte is the owner and bartender at the Saucy Mermaid, and he doesn't generally talk about what goes on in his tavern. However, he is fond of Krag Blackhand, and if the heroes convince him of their good intentions with a successful DC 10 Charisma (Persuasion) check he'll tell them what little he knows. Krag was in the tavern until closing time, and left with another patron. "He was a big chap with drawings all over his face. Not from around here. Asking all kinds of questions about the city." If the heroes ask about the stranger's questions, Pyte explains that the stranger wanted to know about the city, including who ruled it and what kinds of defenses it had.

Facial Tattoos and the Moonless Tribe

Heroes curious about the stranger's facial tattoos can make a DC 10 Intelligence (History) check. If they succeed, they recall hearing about a tribal band of humans named the Moonless Tribe, who live in the nearby forests. The tribespeople tattoo themselves in this manner as part of their social and spiritual practices. These tattoos tell something about the wearer's skills and accomplishments, and the Moonless Tribe believes they help gain the favor of their ancestors.

Finding the Tattooed Man

Once the heroes learn of the tattooed stranger who left the Mermaid with Krag, they are likely to go looking for him. Fortunately, thanks to his distinctive look, the stranger is easy to find. If the heroes make a successful DC 10 Charisma check while asking around, they receive multiple reports that a few people with such tattoos are camped at the edge of town.

Random or Balanced Encounters

As in real life, in many of the encounters in Heroes of Drakonheim, the enemies are not just sitting around waiting for heroes to appear. Residents come and go as they go about their daily lives. To represent this, many encounters have the option for a random number of creatures in the encounter (i.e. 2d8 goblins). This may also result in some encounters being extra easy or difficult. For GMs who prefer a more balanced approach, we list a static number in parentheses after the random number.

At the edge of the city, wilderness has reclaimed many of the ancient ruins of Drakonheim. Here you find two hide yurts near a small fire.

A total of five members of the Moonless Tribe camp here (two women and three men), but if the heroes arrive during the day then some of them may be exploring the city. There are 1d4 (2) **Tribal Warriors** (page 41 in the camp during the day, but all of them return at night. Their leader, a man named Sharp Tooth, is a **Berserker** (see page 40) who also comes and goes during the day, but returns at night.

The tribespeople are wary of city folk, but a successful DC 15 Charisma (Persuasion) check convinces them to open up a little. Sharp Tooth was the one who went to the Saucy Mermaid, and he relates the following story.

Sharp Tooth volunteered to take Krag home, but the drunkard fell unconscious on the way, and Sharp Tooth couldn't revive him. He went to get help from his fellows, but Krag was gone when they returned. Sharp Tooth assumed the drunkard regained consciousness and wandered off. Sharp Tooth will show the heroes to the location where he left Krag, and the other members of the tribe back up the story.

Hiding Something: Skeptical characters can make Wisdom (Insight) checks to determine how convincing Sharp Tooth's story seems. The story is actually true, but if the heroes beat a DC 15, they also realize that even though Sharp Tooth's story is true, the tribespeople are wary for some unrelated reason. The heroes can convince them to explain why with a DC 20 Charisma (Persuasion or Intimidation) check.

The truth is that Sharp Tooth's people are a band of scouts sent to learn all they can about the city, particularly its defenses and the location of valuables, such as horses and weapons. While the tribal leaders did not explain the reasons for the

scouting mission (it is not their place to ask), it's clear to the scouts that these are preparations for a raid. (The Moonless Tribe are allied with the hobgoblins to the north, and the raid will be the focus of *Chapter 3: Defense of Drakonheim*.)

Failed Diplomacy: If the heroes fail a Charisma roll with a natural 1 or have any failure using Intimidation while talking to the tribesfolk, the heroes accidentally give insult, prompting the scouts to attack.

Reading Tattoos: If the heroes wish to read the facial tattoos on the members of the Moonless Tribe, they may attempt a DC 15 Intelligence (History) check. If they succeed, they realize that all of these members are scouts, while if they beat a DC of 20 they also recognize that all the tribesfolk bear tattoos showing that they have killed people in combat.

Awarding XP

For learning that the Moonless Tribe is scouting Drakonheim for invasion, award each PC 125 XP.

The Scene of the Crime

Characters who hear Sharp Tooth's story may wish to see the place where Krag disappeared, or they might simply search the area near the Saucy Mermaid in the hope of discovering clues. If Sharp Tooth does not lead them, the heroes need to make a DC 15 Wisdom (Survival) check to locate the site where Krag disappeared.

This section of the city has few inhabitants, and the street sees little traffic. The crumbling ruin of an ancient Cevali structure is the only building of note.

This is where Krag met his end. Characters can make an Intelligence (Investigation) check. Consult the following table to see what clues they find. Heroes with a roll of 15 or more also find all the clues from lower levels.

Result	Information Gained
10+	The heroes discover a patch of blood left by the attack.
15+	They see additional splashes of blood leading into the latrine.
20+	They also notice torn scraps of clothing (if they check with Dorg or anybody at the Saucy Mermaid, this matches what Krag was wearing).
25+	They also notice footprints that seem to have been made by small humanoids.

Awarding XP

Give each character 50 XP if they found at least one clue at the scene of Krag's death.

Ruined Latrine

This ruined structure houses several rooms. Most of them contain large stone benches built into the floor. Each bench has a series of foot-wide holes cut into their tops.

At the time of the Cevali Empire, this building served as a public latrine. While the rich connected their houses directly to the sewer system, most people disposed of their waste at these public buildings. While some latrines in the city still serve as dumping grounds, this one has long been abandoned.

A family of five **giant rats** (see page 44) made their way out of the sewer following the goblins who took Krag. Characters who make a DC 10 Intelligence (Nature) check realize that while there are many rats in Drakonheim, they do not usually grow this large, but rumors suggest that such giant rats are common in the sewers below the city.

The giant rats lash out when their new home is disturbed. They attempt to flee into the sewers when at least half their number have been killed.

Blood Trail: Characters who previously found the blood trail can continue to follow it to the sewer entrance. Those who did not find it can pick it up with a successful DC 10 Wisdom (Perception or Survival) check.

Sewer Entrance: In theory, a player might be able to enter the sewers through any of the numerous holes in the stone benches. In practice, the easiest way to enter the sewers is through a collapsed section of floor. Not only is the hole large enough for a human-sized creature to walk through, a makeshift ramp also leads from the latrine floor to the sewer tunnel below. A DC 10 Intelligence check determines that some creatures likely made the ramp by pushing together and stacking rubble.

The sewers are described in detail in Part Two of this adventure, starting on page 11. As noted below, make sure to award the heroes XP for entering the sewers.

Other Missing People

If the heroes wish to investigate other recent disappearances, they can ask around town and make a DC 10 Charisma check. With a success they learn that while some disappearances may be completely unrelated, most of them follow the same pattern: a lone person vanished from the streets

late at night. If the heroes find the scenes of other disappearances, they find signs of foul play, similar to those at the scene of Krag's abduction. The locations of the disappearances form several clusters, and with a DC 10 Intelligence (Investigation) check, the heroes discover that the clusters are centered on access points to the city sewers.

Setting Up a Sting

Heroes might try to entrap attackers by leaving one party member alone in a deserted part of town, while the others hide nearby. If they do (and the GM thinks the plan should work) four goblins loyal to Korth Fat Rat emerge from the sewers, attempting to slay the adventurer and claim their body.

Continued Disappearances

Should the heroes fail to explore the sewers, more people disappear from the streets. These might provide further clues, such as a witness who saw several small creatures dragging a body into an abandoned building. Investigating the building reveals another access point into the sewers.

Part 2: The Sewers

At its height, the Cevali Empire created highly advanced sewers, but in the thousand years since it collapsed they have fallen into disrepair. At some point, a band of goblins found their way into the sewers, and they have thrived and multiplied ever since.

Navigating the sewers can be difficult, especially if the heroes have no idea where they are going. The heroes' best option at this point would be to look for signs of intelligent creatures and try to follow them as best they can. Every 10 minutes of travel, allow the heroes a DC 15 Wisdom (Survival) check to find their way. After three successes the heroes find Big Flurx's Warren on the edge of the Gelatinous Cube Kingdom.

If the heroes are backtracking to a previous location, they only need to succeed on a DC 10 Wisdom (Survival) check.

Awarding XP

However the heroes figure out that they should explore the sewers, award them 250 XP.

Sewer Goblins

Most people in Drakonheim have heard rumors about the goblins living beneath the city, but few pay the situation any mind. Almost nobody realizes

the magnitude of the problem, as nearly a thousand goblins now dwell below the city. Most sewer goblins make their living scavenging or hunting the other creatures in the sewers, but a few of the braver goblins try to steal food, tools, and weapons from the city above without being seen. An even smaller number actually attempt to trade with humans.

The goblins organize themselves into three "kingdoms," each named after a different totem creature that also lives in the sewers. There is the Rat Kingdom, the Centipede Kingdom, and the Gelatinous Cube Kingdom (which the goblins call the Slergrad Kingdom). Each kingdom is divided into a dozen or so warrens, each of which houses between six and a hundred goblins. The goblin kingdoms are almost always at war with each other. Often two align against the third kingdom, but these alliances seldom last more than a month. At the time of this chapter, the Rat Kingdom and the Gelatinous Cube Kingdom are allied against the Centipede Kingdom.

While traveling outside their warrens, goblins always carry totems to identify which kingdom they belong to. These totems are hung from a belt, weapon, or shield. The goblins in the Gelatinous Cube Kingdom carry a square made of sticks or bent metal, while those from the Rat Kingdom carry a string of rat bones, and the Centipede Kingdom goblins carry several dried centipedes.

Though they live so close to a human-dominated city, most goblins are also isolated from it, and as a result, not all speak Common. In addition to goblins specifically described as speaking Common, only about one in four (25%) of the other goblins can also speak Common (roll randomly).

Even the few goblins capable of speaking Common are far from fluent. Most notably, none of the goblins know the Common term for "gelatinous cube." They refer to it by its Goblin name "Slergrad," and more intelligent goblins might try to describe it to the heroes ("It big. Hard to see. Eat lots of things").

Random Encounters

Many dangerous creatures prowl the sewers below Drakonheim, and heroes who wander for too long are bound to run across some of them. Roll a d20 every 10 minutes the heroes explore the sewers, or for every hour they rest in the sewers. If the result is 18 or higher, roll on the random encounter table below. Do not roll while in the goblin warrens or similar areas.

d%	Encounter
1–15	2d6 giant rats
16–30	2d6 giant centipedes
31–40	2d4 swarms of rats
41–50	2d4 giant fire beetles
51–70	2d4 goblins (see below)
71–80	1d2 gray ooze
81–90	1 gelatinous cube
91–100	Special (see below)

Goblins: If the party encounters goblins, there is a 50% chance they are from the Gelatinous Cube Kingdom, a 25% chance they are from the Rat Kingdom, and a 25% chance they are from the Centipede Kingdom. If the PCs prominently display totems of a goblin kingdom that matches or is allied with the goblins encountered, they do not attack. If the PCs display an opposing totem, the goblins automatically attack. If the PCs do not display any totem, there is a 50% chance the goblins attack and a 50% chance they parlay with the PCs.

Special: If you get a result of “special” on the encounter table above, choose or roll randomly (1d4) for one of the following encounters. Once the PCs have found a particular special encounter, they do not randomly find that encounter again.

1. *Evark the Hermit:* Evark is a slightly mad hermit who lives in the sewers below Drakonheim. If befriended with a DC 15 Charisma (Persuasion) check, he is willing to cast one cure wounds spell (1st level slot) on an injured party member, as well answering any questions the heroes might have about the sewers. Evark allows the heroes to rest in his hovel, where they are safe from random monster attacks, and he has three healer’s kits that he is willing to trade for an equal value of goods (each kit is worth 5 gp).

2. *Dead Body:* The heroes come across a dead body floating in the muck. If searched, they find the body contains four vials of basic poison, a potion of healing, a potion of invisibility, and 20 gp.

3. *Goblin Battle:* The heroes stumble into the middle of a battle between the Centipede Kingdom and the Gelatinous Cube Kingdom. When the heroes arrive, there are 5 goblins left on each side. Unless the heroes act, the goblins ignore them until one side has been eliminated.

4. *Writing on the Wall:* Somebody has painted letters on the wall in Dwarvish. These letters read, “Not here. The other one.” If the heroes search the area, a DC 15 Intelligence (Investigation) check

reveals a loose brick, behind which is a sack containing 100 gold florins.

Gozzy the Quiet

After the heroes have made at least one successful Wisdom (Survival) check to navigate the sewers, a goblin named **Gozzy the Quiet** (see page 37) starts trailing them. Allow the heroes to make a DC 16 Wisdom (Perception) check every 10 minutes to spot Gozzy following them.

Gozzy is interested in learning about the heroes, not attacking them. If confronted, he first cowers, and if that doesn’t work, he flees. Gozzy can be befriended with a successful DC 10 Charisma (Persuasion) check. If the Persuasion check fails, Gozzy still tells the heroes what they want to know, but sneaks away at the earliest opportunity.

Gozzy is a member of the Gelatinous Cube (or “Slergrad”) Kingdom, and he lives in Big Flurx’s Warren. He is good at creeping around unnoticed and finding things that others miss. He is clever and inquisitive about outsiders, and even speaks the Common tongue. He is particularly interested in magic and shiny things. Gozzy uses the term “human” to describe all non-goblinoid races, whether they be human, elf, dwarf, or halfling. He is missing a large chunk from one of his oversized ears.

If the heroes ask about Krag, Gozzy thinks for a minute, and then recalls some useful information. “You talk to Korth Fat Rat. He take lots of human bodies. He in Rat Kingdom.” If asked to elaborate, Gozzy explains that on several occasions he saw Korth and his allies dragging “human” bodies through the sewers. He cannot specifically recall one matching Krag’s description, but says, “You human all look the same.”

Gozzy is able to lead the heroes to Korth’s warren, but he would prefer to take them to Big Flurx’s warren instead. If the characters insist on going directly to Korth Fat Rat’s warren, they can convince Gozzy with a successful DC 20 Charisma (Persuasion) check.

Awarding XP

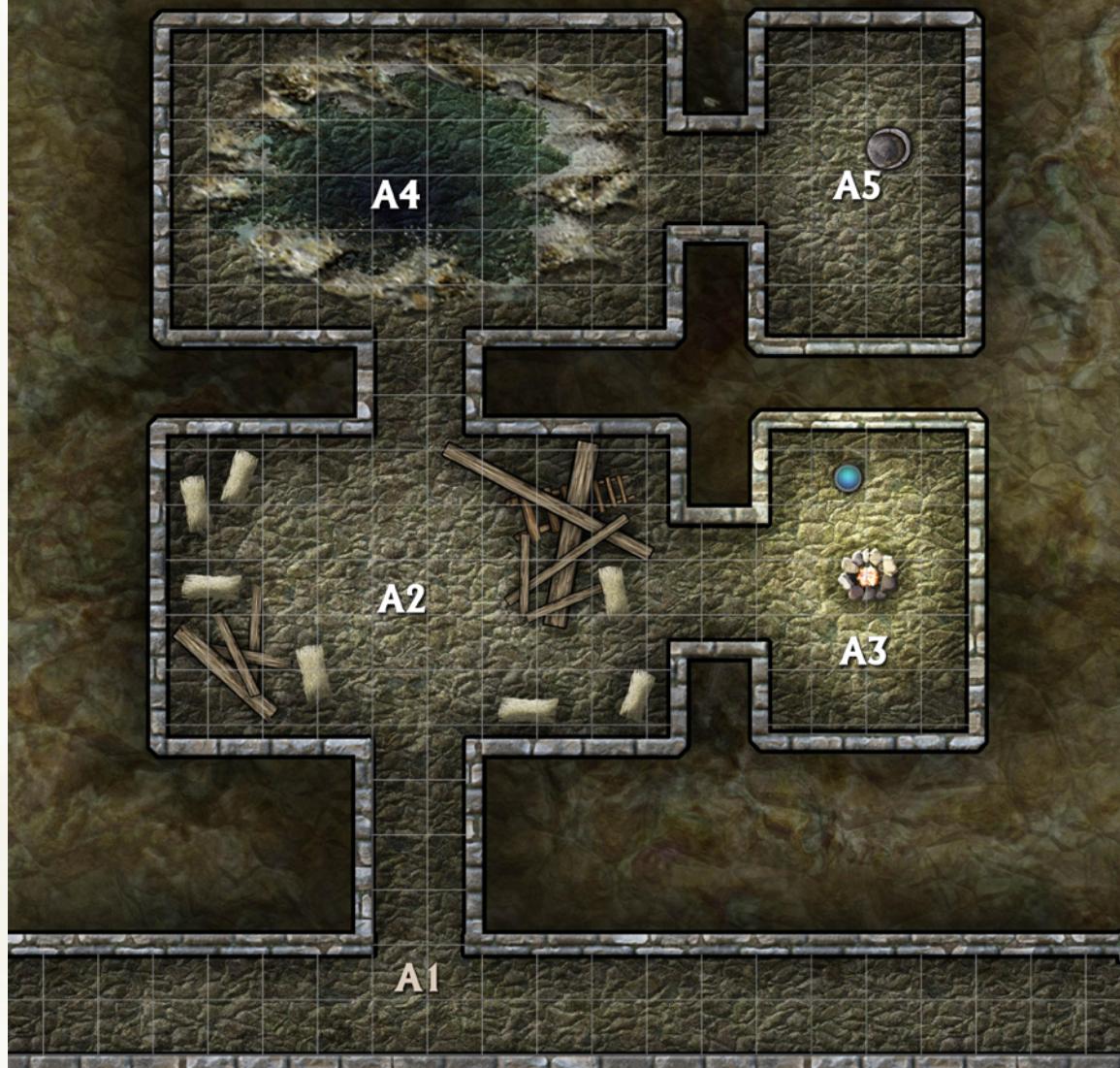
If the heroes gain useful information from Gozzy, award them each 25 XP.

Big Flurx’s Warren

Big Flurx is a powerful goblin who controls a large warren. It is a predominately stone construction from the original sewers, with some ramshackle wooden construction added by the goblins.

Goblins use small fires to keep the warren well illuminated.

BIG FLURX'S WARREN



A1. Entrance

Two **goblins** (see page 44) guard the entrance to Big Flurx's warren, although only one of them can speak Common.

The guards' reaction to the heroes depends on several factors. If the heroes wear Rat or Gelatinous Cube totems, or are with friendly goblins from one of those kingdoms, the goblins greet the heroes and allow them to pass. If Gozzy is present, but not friends with the character, he screams for the guards to attack, then runs into the warren. The goblins also attack if the heroes wear Centipede totems.

Otherwise, when the heroes arrive, the goblins shout at them, demanding to know what the heroes want. They initially speak Goblin, but if the characters say anything in Common, one of the guards replies in kind. Heroes can attempt to convince the guards that they aren't a threat with a DC 15 Charisma (Deception or Persuasion) check. Success means the goblins escort the heroes to Big Flurx. Otherwise they warn the heroes to leave, and if they refuse the guards alert the rest of the warren and attack.

The guards refuse to answer questions and tell the heroes, "You ask Big Flurx."

Looting Goblins

In addition to weapons and armor, each goblin carries 1d10 cp, 1d6 sp, 2d6 arrows, and a prominently-displayed totem appropriate to their kingdom.

Those from Korth Fat Rat's warren also each have 1d6 vials of alchemist fire.

A2. Living Quarters

This is where the majority of the goblins in the warren live. The number of goblins in the warren is always in flux, as there are always members of the warren out scouring the sewers. At any given time there are 4d6 (14) **goblins** (see page 44) in the warren.

If the heroes are accompanied by another goblin, those in this chamber just point and stare.

If the heroes attack, the goblins fight back. If the goblins were warned about the attack (by the guards or Gozzy), they are all armed. Otherwise, half of them need to spend their first action grabbing their weapons.

A3. Kitchen

In this room, two **goblins** (see page 44) perpetually prepare the food that the other goblins bring them. The delectable delights range from rats and bugs caught in the sewers, to rotten produce dropped from the city above.

Neither of the cooks speaks Common, but if the heroes have a translator, they offer each player a roasted rat on a stick.

If attacked, the cooks are cowards and attempt to flee from combat or beg for mercy.

A4. The Mascot

Most of the floor of this room was swallowed up by a large sink hole, leaving only a narrow walkway around the edges.

The warren's mascot and pet, a single **gelatinous cube** (see page 43) named Shiny, lives in the sink hole.

Shiny is trapped in the sink hole, but the goblins keep it well fed with refuse (including any goblins foolish enough to anger Big Flurx).

Treasure: Suspended inside the gelatinous cube are 24 cp, 12 sp, and one gem worth 50 gp.

A5. Big Flurx's Chambers

At the center of the large room, an unusually tall goblin with a cruel-looking sword sits atop a tattered bar stool. "You human come to Big Flurx's home," he says, "you better have good reason."

Big Flurx (page 37) lives with his six **goblin** (see page 44) guards in these chambers.

If a friendly goblin brings the heroes to Big Flurx, he listens to what they have to say (he speaks and understands Common). Big Flurx responds well to flattery, especially any praise for his gelatinous cube or the size and power of his warren. He is also quite prone to take bribes, and a gift worth 100 gp or more automatically changes his attitude to friendly. Without a bribe, heroes can win over Big Flurx with a DC 15 Charisma (Persuasion) check.

If Big Flurx is friendly, he answers any questions about the sewers. If the heroes ask about Krag, he explains that he has heard reports of a goblin warren leader named Korth from the Rat Kingdom. Korth has been dragging human bodies around the sewers the past few weeks. This does not make a lot of sense to Flurx, but he mentions, "Rat Kingdom is very strange goblins. I do not trust them." If they seek Korth's warren, Flurx gives directions and offers to send a guide along (most likely Gozzy) with the heroes.

If the heroes attack the warren, Big Flurx rushes into battle. He commands his guards to focus attacks on whoever he is fighting.

Treasure: Big Flurx keeps his valuables in a large barrel. It contains 124 cp, 83 sp, 44 gp, two potions of healing, and one potion of hill giant strength.

Awarding XP

If the heroes befriend Flurx and learn about Korth Fat Rat, award each character 200 XP.

Traveling to Korth's Warren

If the heroes have a goblin guide to lead them to Korth's warren, the trip takes 40 minutes, and the only cause for concern is random monsters.

If the characters have directions but no guide, they must make a DC 15 Wisdom (Survival) roll every 10 minutes. Once they succeed on four separate rolls, they find the warren.

If the heroes do not have directions, they can wander the sewers looking for signs. This requires a DC 20 Wisdom (Survival) check every 10 minutes, and the heroes find Korth's warren after succeeding on four separate checks.

Korth Fat Rat's Warren

Korth Fat Rat's warren is primarily dug out from the dirt and rock that surrounds the sewers.

Nice Things: The goblins of Korth's warren have profited from trading with the Gray Society. In addition to their normal attacks, each goblin in

the warren also has a vial of alchemist's fire. Their weapons and armor look particularly new and well crafted, and were obviously not made by goblins.

B1. Guards

Two **goblins** (see page 44) and their four **giant rats** (see page 44) stand watch at the entrance to their lair. The guards outside Korth's warren are more paranoid than those at Flurx's. Neither speaks Common, and they know that humanoid corpses are worth money. Unless the heroes have goblin allies, or Rat or Gelatinous Cube totems, the goblin guards and their rats attack on sight.

Even if they don't instantly attack, Korth's guards are skeptical of the heroes. A successful DC 15 Charisma (Deception or Persuasion) check convinces the goblins to let one of the heroes meet Korth, as long as they are unarmed. A result of 20 or higher convinces the goblins to let all of them enter the warren, but only if they leave their weapons behind. A result of 25 or more is required to convince the goblins to let the heroes bring their weapons into the warren.

If combat breaks out, the two goblins throw their vials of alchemist's fire and order the four giant rats to attack. They then flee back into the warren. The rats are half-starved and fight to the death.

B2. Living Quarters

The living quarters house most of the goblins in Korth's warren while not out searching the sewers or the streets above for corpses. There are 2d8 (9) **goblins** (see page 44) in the room at any given time. If a guard escorts the heroes, the goblins arm themselves, but let the characters pass. Otherwise they attack. If the goblins had warning then they are all armed, but if the heroes caught them by surprise then half of the goblins spend the first round arming themselves.

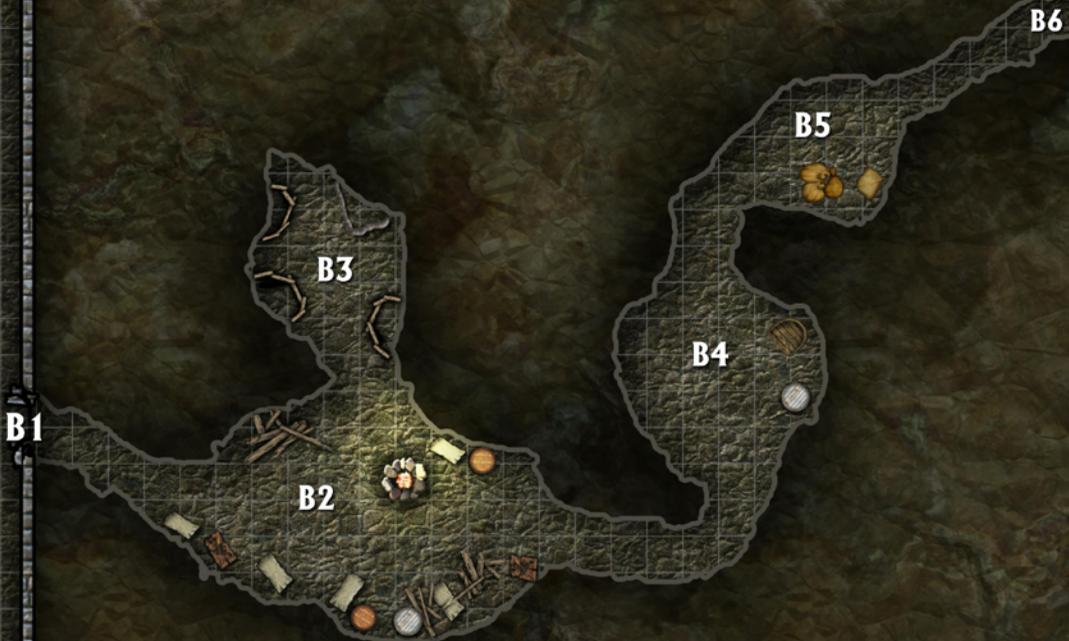
The goblins hope to use their greater numbers to overwhelm the heroes. If the goblins seem to be losing, one flees to area B3 to free the giant rats, while the others flee to B4 for protection.

B3. Rat Pen

These pens hold the goblins' trained **giant rats** when not in use. There is always one **goblin** (see page 44) rat trainer here, and there are currently eight **giant rats** (see page 44) in the pens. Guards do not allow the heroes to enter this room, so if the characters enter, the goblin frees the rats and then attacks.

The goblin prefers to use his alchemist's fire and arrows, while the rats attack foes in melee.

KORTH FAT RAT'S WARREN



B4. Korth's Room

A fat goblin with greasy black hair sits upon an oversized wooden chair. He looks at you and sneers. "What bring humans to Fat Rat's table?"

This is the room where **Korth Fat Rat** (page 38) resides along with his personal guards of four **goblins** (see page 44) and four trained **giant rats** (see page 44).

Korth speaks Common, and listens to what the heroes have to say, answering their questions freely. He admits collecting bodies and selling them to someone he calls "The Pale Man." He meets the Pale Man in an abandoned mausoleum. (The Pale Man is Tyrus, a member of the Gray Society who the heroes might meet in Chapter 2: Skeletal Society.) The goblins started by just scavenging bodies, but Korth realized he could make more money if he also abducted and killed humans from the city above.

Korth is so free with information because he intends to kill the heroes and sell their corpses. He orders the attack whenever the heroes run out of questions or ask something akin to "Why are you telling us all of this?" Korth can only be talked out of attacking if the characters succeed on a DC 25 Charisma (Deception or Persuasion) check.

In combat Korth orders his goblins to attack the same hero that he is fighting. If there are goblins left in area B2, they charge into this room at a rate of 1d6 per turn. If Korth is badly injured, he flees to area B5, and then to the surface through area B6.

Treasure: Korth has a +1 short sword that he uses in battle (already included in his stats).

In addition, there is a hidden compartment in Korth's throne that the heroes can discover with a DC 15 Wisdom (Perception) check. The compartment holds 85 gp, a potion of healing, a potion of resistance (necrotic), and 12 +1 sling bullets.

B5. Corpse Storage

This room reeks of death and decay. On the dirt floor are two large lumpy sacks, each about six feet long. In one corner lie a dozen similar empty sacks.

This is where Korth stores the corpses he plans to sell, while waiting to meet members of the Gray Society. One sack contains Krag's body. His throat has been slit, and he's been dead since the night he disappeared. The other is a ragged and unkempt woman, her throat also slit.

The sacks are made of burlap, and any heroes who succeed on a DC 10 Intelligence (Religion) check recognizes them as the sort of bags frequently used for burying those who are too poor to afford a coffin.

B6. Secret Exit

This passage slopes upwards the farther you go. It then ends abruptly with a large stone blocking the path.

This passage leads to a secret exit from the warren (Korth uses it to meet with members of the Gray Society). It requires a DC 15 Strength (Athletics) check to move.

The passage opens into a long-abandoned section of the city. Not far away is an ancient graveyard with several crumbling mausoleums. There are more details about this graveyard in Chapter 2: Skeletal Society.

Awarding XP

For recovering Krag's body award each character 500 XP.

Conclusion

If the players return Krag's body to his father, he is overcome with grief for the loss of his son. Given some time to recover, he honors any agreement he had with the heroes.

While the goblins might have been the immediate source of the disappearances, hopefully the heroes have realized that there is a grander scheme at work. Even if they missed a few clues, don't worry too much. There will be further opportunities to learn about the Gray Society in the next chapter.



Chapter 2: Skeletal Society



In *Chapter 1: Rats in the Sewers*, the heroes likely put an end to the goblin Korth Fat Rat, but he was only one source of corpses for the Gray Society. In this chapter the heroes learn more about the Gray Society, which now has enough undead to protect the city, unless the heroes interfere. Heroes are expected to be second or third level at the start of the adventure, and reach third or fourth by the time they enter Graystone.

Player Introduction

After completing *Chapter 1*, the heroes likely suspect or know something about the Gray Society, and they have plenty of reasons to investigate. If not, you might use the additional rumor of grave robbing to get the characters involved. If the players did not play through *Rats in the Sewers*, they might start with such rumors, or somebody else might tell them about strange items found in a goblin warren.

Part 1: Investigation

There are several leads from *Rats in the Sewers* that the heroes might follow up on. They might have heard Korth Fat Rat talk about the “Pale Man” he met at a nearby mausoleum, or they might be curious about some of the items they found in Korth’s warren, such as the well-crafted weapons, the alchemist’s fire, or the burlap bags in the corpse storage rooms.

The heroes are free to investigate leads in any order they wish, and it is quite possible to complete the adventure without following every lead.

Other Rumors

The goblin body snatchings were not the only unusual events in Drakonheim. Characters who frequent taverns or other gathering places likely hear one or both of the following rumors.

Guards and Militia: The captain of the city watch Miles Anathor is increasing the size of the town guard, and also starting a city-wide militia

that will be called upon in emergencies. Most barflies think joining the militia is a chance for free money, as these “emergencies” will never materialize.

Grave Robbing: A few people report seeing shadowy figures digging up graves the night after the recently departed have been laid to rest.

The Green Bough Cemetery

This ancient cemetery contains eight moss-covered mausoleums.

In *Chapter 1: Rats in the Sewers*, the heroes may have learned about the Green Bough Cemetery. The cemetery is near the secret exit to Korth Fat Rat’s warren, and is the place where he met with members of the Gray Society. This cemetery was actively used during the time of the Cevali Empire, but nobody has been interred here for hundreds of years.

Mausoleums

There are a total of eight mausoleums in the cemetery. Six are similar except for superficial differences. These mausoleums share one major clue for heroes: None of them house any bodies. The Gray Society took all of the skeletons that should have been here, animated them, and moved them to other locations.

Two of the mausoleums offer the heroes different clues and challenges: the corpse exchange location and the ghouls’ nest. If the heroes simply search every mausoleum, take eight cards from a deck of cards: a king, a queen, and six spot cards. Allow the players to choose one card for each crypt they explore. If it is the king, they discover the corpse exchange location. If it is the queen they discover the ghouls’ nest. If it is a spot card they find an empty crypt.

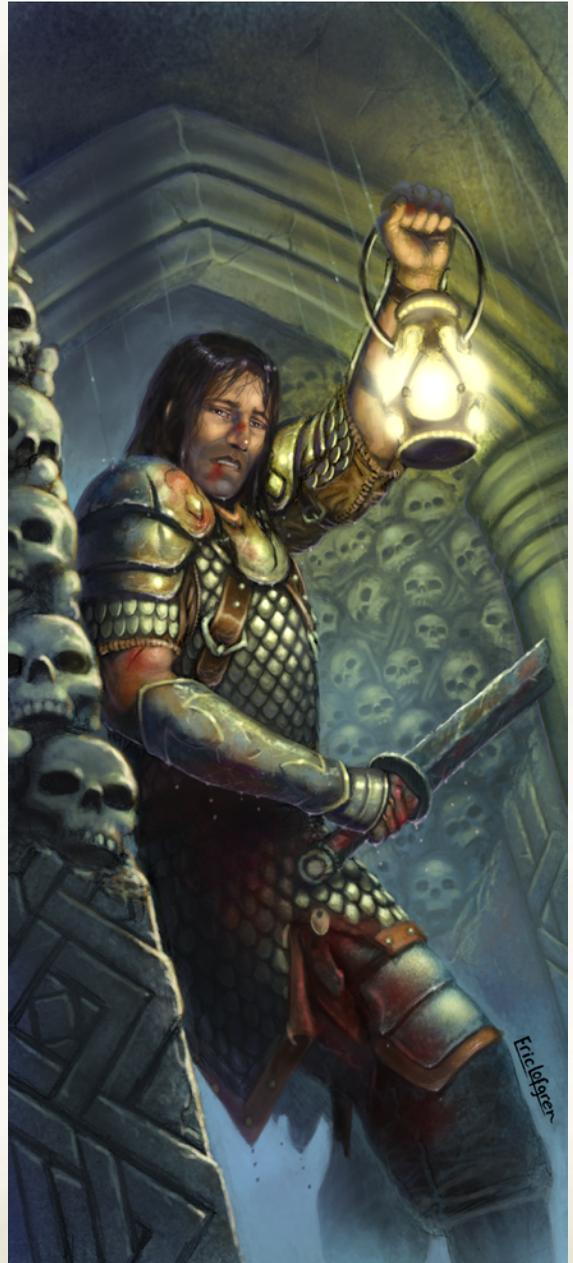
Corpse Exchange Location

Unlike its neighbors, this mausoleum contains eight **skeletons** (see page 46) stored in sarcophagi. These skeletons are animated, but necromancers from the Gray Society have ordered them to remain still unless they are attacked. A DC 10 Intelligence (Religion or Arcana) or Wisdom (Medicine) check reveals that these are not ordinary skeletons, they have been magically animated and commanded to wait. If the heroes attack the skeletons, all eight rise up and attack. Grant the heroes the benefit of surprise for this combat.

Tyrus used this mausoleum to meet Korth Fat Rat when purchasing new bodies from the goblins. He kept the skeletons here as extra protection, just

in case Korth tried anything foolish. Tyrus does not know that Korth is dead, and so he comes to the mausoleum the night after the heroes defeated Korth. If the heroes watch the mausoleum, this may be the perfect time to ambush him.

If the heroes encounter **Tyrus** (page 40) here, he demands to know what they are doing in the mausoleum, while dismissing the heroes’ own questions. It requires a DC 15 Charisma (Deception or Persuasion) check to get anything useful out of Tyrus. If he feels threatened, he commands the skeletons in the sarcophagi to attack. For more information, see Tyrus’s description under The Gray Society, earlier in this book.



Awarding XP

If the heroes discover the magical skeletons, award them each 50 XP. If they discover Tyrus visiting the mausoleum, award them an additional 250 XP.

The Ghouls' Nest

The Gray Society recently trapped a pack of four **ghouls** (see page 44) in this mausoleum. Society members find the creatures fascinating and want to study them further, but they don't want the ghouls terrorizing the city and "besmirching the good science of necromancy."

When the heroes first enter the mausoleum, they must each make a DC 15 Wisdom (Perception) check to spot a pattern of arcane symbols drawn across the threshold. A DC 15 Intelligence (Arcana) check identifies them as part of a binding ritual that should stop most weaker undead from crossing. If the heroes fail their Wisdom (Perception) check, they automatically scuff the symbols as they pass, freeing the ghouls. Characters who are aware of the symbols can simply step over them.

If the heroes make enough noise near the entrance of the mausoleum, one of the ghouls calls out to them in a hoarse female voice, begging for help. She claims to be a former street dweller who was abducted by a cabal of necromancers and chained in the mausoleum. She also claims to have seen skeletons and zombies with the necromancers, and fears she will suffer the same fate when they return. If asked about the arcane symbols, the ghoul pretends to know nothing about them, but suggests that if the necromancers made them, then the heroes should probably destroy them.

There is a kernel of truth in the ghoul's story; the pack was trapped by the Gray Society, but heroes who succeed on a DC 10 Wisdom (Insight) check feel that there is something strange about the unseen captive's tale.

As long as the ghouls remain captives, the heroes might be able to worm some information out of them. The ghouls can describe Tyrus and Ober, the two members of the Gray Society who visit to study them, but they do not know their names. If the heroes are foolish enough to enter the mausoleum or break the seal, the ghouls attack. They have been deprived the thrill of human flesh for too long, and can no longer control their blood lust.

Awarding XP

If the heroes extract useful information from the ghoul, award them each 200 XP.

Goblin Materials

The heroes can follow up on some or all of the items that they discovered in Korth Fat Rat's warren.

Weapons

Characters who examine the weapons that Korth and his minions used can tell they are much better quality than the rusted or makeshift weapons other sewer goblins wield. If any of the heroes are smiths, they automatically notice a maker's mark and identify it as the work a blacksmith named Dvark Fireborn. Otherwise the heroes must make a DC 10 Wisdom (Perception) check to find the mark, and either a DC 10 Intelligence check to have heard of Dvark, or a DC 10 Charisma check to find the maker by asking around town.

Dvark is a relatively young dwarf with bright red hair and beard. Despite his youth he is already establishing his ability as a master smith. He has a bellowing voice, and speaks louder than normally appropriate. When the heroes arrive, Dvark says that he doesn't have time for any new orders, and asks the heroes to come back in a week or two.

Dvark confirms that he made the weapons used by the goblins, and he asks the heroes where they found them. He is genuinely surprised if the heroes tell him that goblins had them and assumes that the goblins stole them. Dvark cannot possibly remember who he sold every weapon to, but he tells the heroes that for the past month he's been working on a large order for the city. "Said they were rearming the whole guard and training a new militia." If the heroes ask who specifically from the government contacted him, he tells them it was Lady Nalyka Saldor. If the heroes succeed on a DC 10 Charisma (Persuasion) check, Dvark also supplies them with a copy of the purchase order that Lady Saldor gave him.

If the heroes want to check out Dvark's story, they can visit the hall of records at the White Keep (see White Keep.) The city records use a complicated filing system, and it requires patience and a DC 15 Intelligence (Investigation) check for heroes to discover the information they seek.

Characters that succeed discover that the city has ordered a large number of weapons and armor. However, if they compare the list of items delivered to the city to the weapons that Dvark crafted, the heroes discover that a few items seem to have disappeared from each shipment. In addition to the goblins' weapons, it seems there are a few dozen short swords and suits of leather armor unaccounted for. These other missing items have been used to equip members of the Gray Society.

Alchemist's Fire

The goblins' alchemist's fire did not bear any distinguishing features, so the source is harder to identify. None of the local shopkeepers have had any especially large orders recently, but a hero who asks around town and succeeds on a DC 15 Charisma check finds a dock worker named Timoth who shares an interesting story. Timoth takes whatever work he can get. Late one night he was asked to unload a shipment that contained several large casks, and was told to, "Treat the casks extremely carefully. Your life depends on it." He recognized the woman who hired him as Kalynn, one of the wealthiest women in Drakonheim. He didn't ask any questions, and she didn't offer any explanation.

If the heroes want to follow up with Kalynn, see Audience with Society Members.

Burial Sacks

Heroes who succeed at a DC 10 Intelligence (Religion) check identify the large burlap sacks they found as burial sacks, and know that most temples keep a supply on hand to bury the impoverished. Asking around town and making a successful DC 15 Charisma check also reveals that in the past month the temple of the Sage purchased more sacks than normal from various weavers around town.

Characters who seek more information can visit the temple of the Sage (see **Temple of the Sage**), and make a DC 15 Charisma (Persuasion) check to convince the priests to disclose what they know.

The priests of the Sage regularly perform funeral rites for the needy, but there has not been any noticeable increase in the number of deaths recently. Further, if the heroes check the stockpile of bags, it does not seem unduly large. If the heroes ask who normally purchases the sacks, the priest on duty lets them know that it is a priest called Ober the Reader.

Awarding XP

For each item that the heroes tie back to a member of the Gray Society, grant them 100 XP apiece.

White Keep

The White Keep was originally built as a last line of defense against invasion, but it was never needed for that purpose. Over the years it has become Drakonheim's center for government (such as it is). The government is mostly concerned with catering to the rich and powerful in the city, and leaves everybody else to fend for themselves.

Should the heroes arrive at the White Keep, they are almost certainly greeted by a city clerk. These bureaucrats are mostly the friends and

family of the city rulers, and they pad their modest city wages by taking bribes. Any who fail to give the clerk a few coins find their efforts delayed, while those who offer large bribes get better results (a bribe of 10 gp gives the heroes a cumulative +1 bonus to rolls made to influence the clerks).

In this adventure, the main things the heroes are likely to do at the White Keep are looking up city records pertaining to weapon and armor purchases (see Weapons), setting up a meeting with Lady Nalyka Saldor (see Audience with Society Members), or joining the militia (see Militia).

Temple of the Sage

The temple to the Sage is an impressive stone building that dates back to the golden age of the Cevali Empire. When they enter, the general public passes through a narrow entryway into a large sanctuary. Stained glass windows depict scenes of divine inspiration attributed to the Sage. The temple holds services once per week, but the sanctuary is always open, and there are always at least a few of the faithful present. In addition to the sanctuary, the temple boasts meeting rooms, offices, priest's quarters, a kitchen and dining hall, and an impressive library.

When the heroes enter, an acolyte named Yagrel greets them. She is a relatively young elf with curly chestnut-colored hair. She was orphaned when trolls attacked her woodland home, and other elves who fled to Drakonheim brought her to be raised at the temple. Yagrel answers questions as best as she can, though she knows nothing about the Gray Society.

Heroes likely come to the Temple of the Sage to discover more about the burial sacks (see the entry above) or to meet with Ober the Reader (see Audience with Society Members). Characters might also want to use the temple's library. Characters who are clerics or paladins that worship the Sage gain access automatically, but others must make a successful DC 15 Charisma (Persuasion) check. If heroes use the library to research a particular topic, they gain advantage on the appropriate roll.

Militia

Heroes are free to attempt to join the city's new militia, and anybody in the town guard or city government can direct them to the militia's office at the White Keep. Before joining, the heroes must pass a basic fitness test by making a successful DC 10 Dexterity (Acrobatics) or Strength (Athletics) check. Each player may only make one attempt, but they can choose which attribute to use.

If successful, the new militia members must attend one training session every week, and in exchange they each receive 1 gp per week. Joining the militia might uncover other leads. The heroes might learn about the weapons missing from Dvark's shipments, or Lady Saldor might be so impressed with their performance that she invites them to join the Gray Society.

Grave Robbers

The Gray Society is behind the recent rash of grave robberies, and uses the bodies they plunder to fill the ranks of their undead army. The easiest way for the heroes to discover what is going on is to stake out a fresh grave site.

Tyrus (page 40) is in charge of these activities and brings four **Gray Society initiates** (page 41) with him. They are careful to avoid sites that are clearly being observed. Characters must make a DC 12 Dexterity (Stealth) check to hide from Tyrus and his companions, otherwise they notice the heroes and stay away. If the heroes succeed in hiding, they can catch Tyrus and several other members of the society in the act. The society members first try to flee, but if unable to do so, they fight back.

Awarding XP

If the heroes succeed in catching the grave robbers in the act, they gain 250 XP.

Gathering Information

Heroes may inquire more about members of the Gray Society. For each NPC the heroes are curious about, they can make a Charisma check. Consult the following table to see what clues they find. Heroes with a roll of 15 or higher also find all clues of lower levels.

Successes	Information Gained
10	The basic background of the individual as described under their entry.
15	The individual is often seen going into a tea house called the Earl's Garden, (the secret entrance for Graystone) and is rumored to be a member of a secret organization.
20	The secret organization is called the Gray Society.
25	The Gray Society is believed to be dedicated to unlocking the secrets of life and death.

Trailing Society Members

Once the heroes come to suspect one of the members of the Gray Society, they may want to tail them. To do this, each player must make a successful Dexterity (Stealth) check opposed by the target's passive Wisdom (Perception) score, allowing them to follow the Society member unnoticed. The heroes see the Society member go about their daily business (see individual descriptions of the NPCs for more details). If the heroes successfully followed their target without being noticed, they eventually follow the NPC to the Earl's Garden, but if they go inside the NPC is not in the common room (see Part 2: Graystone). If any of the trailing characters fail the Stealth roll, the NPC becomes aware of their presence, and stays away from Graystone.

Awarding XP

If the heroes connect any of the society members to the Earl's Garden, award them 200 XP.

Audience with Society Members

Heroes who suspect a member of the Gray Society might also try talking to them. Gaining an audience depends on which member the characters desire to see.

Lady Nalyka Saldor is very busy, but heroes stand a chance of gaining an audience with her by setting up an appointment with one the clerks at the White Keep. A character with an aristocratic background can automatically gain an audience with Lady Saldor, while others must make a successful DC 15 Charisma (Persuasion) check.

Tyrus is the most private of the Gray Society, and thus the most difficult for the heroes to meet, unless they catch him in the mausoleum or robbing a grave. In order to set up a meeting, the heroes must leave a message at his house, and then make a DC 20 Charisma (Persuasion) check.

Kalynn's business dealings require frequent meetings and offer the heroes a suitable pretext. It requires a successful DC 10 Charisma (Persuasion) check to set up a meeting.

Ober the Reader is the easiest to meet with, as his temple duties require that he meet with all manner of people. Unless they have somehow upset the priests of the Sage, the heroes can automatically gain an audience with Ober.

Even after the heroes secure a meeting with one of the society members, it is difficult to get any information out of them. A DC 15 Charisma (Persuasion) check might convince the members to admit they are part of the Gray Society, but they remain tight-lipped about its nature and goals. The heroes'

best hope is to express an interest in joining the society. To convince one of the current members to recommend the hero for initiation, the player must make a successful DC 15 Charisma (Deception or Persuasion) check. See *Joining the Society* for more information.

If heroes bring up the society's connection to Korth's goblins and the deaths they caused, the society member denies any involvement, and suggests the characters go to the town guard with their concerns.

Joining the Society

Upon learning of the Gray Society, the heroes might attempt to join to discover more. The easiest way to do this is to contact one of the named members of the society (see above). The society does not let just anybody enter, and for the heroes to even begin the process, they must convince the current member to let them apply by making a DC 15 Charisma (Deception or Persuasion) check.

After this, there is a rigorous interview process conducted over several days by whomever the heroes first contacted. Most questions focus on what the heroes can offer the society, what they hope to gain from membership, and what they view as threats to Drakonheim. The society also wants to know the characters' attitudes towards necromancy, but they try to slip in questions subtly, so as not to alert the heroes of the society's true nature.

The easiest way to run this interview is to simply roleplay it with your players. The heroes doubtlessly have skills they can offer the society, so the key is really their attitude towards undeath. If the characters see the benefits of necromancy or are at least neutral to it, they can join the Gray Society. If they clearly oppose it, they cannot.

The final step of joining the Gray Society is to attend the initiation ceremony. The heroes are blindfolded and led on a complicated route through the city until they at last come to Graystone. When they reach the society's meeting hall (see *Meeting Hall* below), their blindfolds are removed. The heroes find themselves surrounded by society members, skeletons, and zombies. Here they are told to swear oaths to guard the Gray Society's secrets and work to preserve the society and its knowledge. Once they swear their oaths, the heroes are accepted as full members, and granted complete access to Graystone.

Awarding XP

If any of the heroes joins the Gray Society, award them each 500 XP.

Part 2: Graystone

This small wooden building has been constructed amid the ruins of a Cevali structure, and has no sign to indicate its purpose. Rows of thirty-foot high pillars stand as testament to the building that once stood in this spot, but with no roof they look like massive broken ribs jutting out of the ground.

Graystone is the headquarters of the Gray Society, and is built in the subterranean ruins of a Cevali temple. The wooden building above it is a tea house called *The Earl's Garden*, and members of the Gray Society enter through a secret trapdoor in one of the back rooms.

The front door to the *Earl's Garden* is always open. The back entrance is locked, although the more prominent members of the Gray Society possess keys.

Reactive Environment

Unless the heroes are particularly stealthy when they attack, the residents of Graystone likely hear the battle. If you want to run a more complex combat, enemies can stream from the side rooms into the hall. To keep the heroes from being overwhelmed, space out the entrances. The enemies might also need a few rounds to grab their weapons, or to cast defensive spells upon themselves.

When Lady Saldor enters combat, she pleads with the heroes to cease their attack, as described in *Administrative Office*. You may wish to save her entrance for a particularly climatic part of the battle, perhaps just when a hero falls unconscious, or after the characters accomplish a particularly heroic task like defeating Tyrus.

C1. The Earl's Garden

People sipping tea sit on comfortable chairs and gather around tables. A man and a woman behind a counter boil hot water and steep tea.

The common room of the *Earl's Garden* tea house primarily serves as a front for the Gray Society's gatherings. Most of the patrons are either members of the Gray Society or aspiring members, though a

Looting the Gray Society

In addition to weapons and armor, a Gray Society initiate carries 1d12 cp, 1d10 sp, 1d6 gp.

Gray Society necromancers carry 2d10 sp, 1d12 gp, a Gray Society key, and a spellbook containing all the spells they have prepared plus, *comprehend languages*, *detect magic*, and *identify*.

few really do come for the tea. All of the employees are society members.

Heroes are welcome to order tea and sit in the common room, but if they wish to go further, they must either force their way, join the society (see above), or bluff their way in with a DC 15 Charisma (Deception) check.

If the heroes force their way further into the temple, members of the Gray Society fight back, though the common citizens flee. At any time, there are 1d4 (2) **Gray Society necromancers** (page 41) and 1d8 (4) **Gray Society initiates** (page 41) ready to defend the common room.

C2. Back Entrance

The back door is locked and requires a DC 20 Dexterity (thieves' tools) or Strength (Athletics) check. The door can also be opened with a Gray Society key. Once inside, the heroes immediately encounter two **Gray Society necromancers** (page 41) posted as guards. Unless the heroes have joined the Gray Society, they need to make a DC 15 Charisma (Deception) check to bluff their way past

these guards. Barring that, the guards demand the heroes leave immediately, otherwise they attack.

At the start of the combat, the guards shout a warning, which alerts everybody in the common room.

C3. Office

This is the administrative office for the Earl's Garden. It contains detailed records about the business, but nothing that directly hints that it sits above the secret hideout for a cabal of necromancers. The closest the heroes might get is that a DC 10 Intelligence (Investigation) check reveals that Norel Kalynn owns the tea house. If the result is 15 or more, the characters also notice that the tea house is losing money.

C4. Store Rooms

These rooms are filled with mundane items, mostly casks of dried tea leaves.

C5. Trapdoor

Although this room appears to be little more than a store room, it contains a hidden trapdoor that



leads to Graystone proper. Characters who search the room find the trapdoor with a DC 20 Wisdom (Perception) check.

Below the trapdoor a spiral stairway leads down to the western side of the central hall on the level below.

Awarding XP

When the characters find their way to the halls below the Earl's Garden, award them each 250 XP.

C6. Central Hall

This central hall connects the various locations within Graystone. There is always one **Gray Society necromancer** (page 41) here on guard, along with six **zombies** (page 46). The zombies follow the necromancer's commands but otherwise do nothing. If the heroes are bluffing their way through the complex, they need to make a DC 15 Charisma (Deception) check to fool this necromancer.

If the heroes fight through the hall, the necromancer orders the zombies to attack, then runs to warn others in Graystone. Unless the heroes stop the necromancer from warning anybody, more members of the Gray Society pour from the various rooms described below.

The stairs at the west end of the hall lead up to the Earl's Garden, while the stairs at the east end lead down to the undead storage area.

C7. Meeting Hall

This large room is filled with art made from bones or depicting undead. A raised dais stands in the center.

This large hall is used for large gatherings of the Gray Society. Unless the heroes specifically choose to attack during a meeting, there is only a 25% chance of **Tyrus**, **Kalynn**, or **Ober** being here (choose one that best fits the story, or roll randomly). Otherwise there are only 1d6 (3) **Gray Society necromancers** (page 41) and their six **skeleton** (page 46) guards.

If the heroes have already bluffed their way this far, any necromancers they encounter trust them, but they need to make a DC 15 Charisma (Deception) check to win over Tyrus, Kalynn, or Ober.

If the heroes attack, the necromancers respond in kind. They send the skeletons to attack in melee combat, while they attack with magic.

C8. Armory and Storage

This is where the Gray Society keeps its weapons, armor, and other mundane gear. There are always at least two **Gray Society initiates** (page 41) on duty to keep track of inventory, but there is also a 40% chance that **Kalynn** (page 39) is here going

over the books, checking the inventory, or performing other administrative tasks. If the heroes have bluffed their way up to this point, the necromancers do not challenge the heroes, but a DC 15 Charisma (Deception) check is required to bluff Kalynn.

If the heroes attack, the necromancers and Kalynn realize they are outmatched and try to flee, hoping to join up with members of the society in other rooms.

If the heroes search through the records, they find several items that connect to threads they might have uncovered. These include references to the weapons purchased from Dvark, a shipment of alchemist's fire, and burial sacks purchased from a number of weavers. The heroes also find several payments made to "Korth" in the form of coin or goods in exchange for "raw materials."

Treasure: The store room contains an extensive selection of weapons, armor, and other common gear. There is more than the heroes can carry, but nothing of exceptional quality.

9. Library

This room houses a large library containing the Gray Society's collected works. Many of them have to do with necromancy and undeath, but there are also many books on history, several texts handed down from the Cevali Empire, and a few other general interest books.

At any time there are a few members of the Gray Society here, either scribes copying books for preservation or members studying the tomes. Typically this includes one **Gray Society necromancer** (page 41) and 1d8 (4) **Gray Society initiates** (page 41). There is a 40% chance that **Ober the Reader** (page 39) is here, supervising scribes or conducting his own research.

If the heroes attack this room, the occupants flee and attempt to join up with a larger group of society members, only fighting back if cornered.

Treasure: Several of the books in the library are quite valuable. If the heroes can find a buyer, 2d6 of the rarer texts could fetch up to 100 gp each.

10. Undead Experimentation

The Gray Society conducts its macabre experiments here. Most of the time **Tyrus** (page 40) leads these investigations, and there is a 70% chance that he is in this room at any given time. There are also generally one **Gray Society necromancer** (page 41) here assisting Tyrus or conducting their own experiments, as well 2d4 (5) **zombies** (page 46), or possibly other undead. If the heroes have bluffed their way up to this point, they have no

trouble from most of the necromancers, but need to make a successful DC 15 Charisma (Persuasion) check to fool Tyrus.

Tyrus views an attack as an opportunity to test the combat capabilities of his undead. He (or one of the other necromancers) orders the undead to attack and makes comments throughout the battle about the effectiveness of the skeletons and zombies (or lack thereof).

11. Administrative Office

This is Lady Nalyka Saldor's office. She frequently has other members of the Gray Society working with her on various tasks here. Though she is not always at Graystone, it makes for a good adventure climax to have her here when the heroes arrive. However, if you prefer a more naturalistic setting, there is a 40% chance that **Lady Saldor** (page 38) is here.

Whether they arrive through violence or cunning, when the heroes encounter Lady Saldor, she tells them of the hobgoblin army that threatens to descend upon the city. If she views the heroes as allies (either because they joined the society, or because they bluffed their way in) she decides it's time to let the heroes know exactly what they signed up for. If the characters attack, she begs to parlay, and tells them that they have a common foe.

Whatever the situation, Lady Saldor explains that about a month ago she heard reports that the hobgoblins to the north were massing an army. They have allied with trolls, ogres, and tribes of "wild men," and the army is far larger than any needed to raid smaller settlements nearby. The only reason for assembling such a large force would be to assault Drakonheim itself.

Lady Saldor cares as much about the city as the heroes do, so she sought ways to shield it from such an attack. Through her role on the mayor's council she increased the size of the watch and began a militia, but she knew that would not be enough. The Gray Society started animating every corpse they could get their hands on. She even admits that they stooped to grave robbing and purchasing bodies from sewer goblins. However she insists that she did not know that the goblins killed people to provide corpses. A successful DC 15 Wisdom (Insight) check confirms the literal truth of this, though the characters realize that the Gray Society probably didn't ask.

If she sees the heroes as enemies, Lady Saldor ends by asking the characters to give up fighting against the Gray Society and instead fight against the true hobgoblin threat. If she perceives them as allies, she lets them know she will need their help in the coming battle.

If the heroes refuse to listen to Lady Saldor, they can find documents within the office that confer similar information, including reports about hobgoblin troops, and Lady Saldor's efforts to bolster the city's defenses.

If the heroes attack, Lady Saldor tries to flee to the undead storage location, where she can order the skeletons and zombies to protect her (see Undead Storage).

Treasure: There is a large chest in the office which contains the society's liquid assets. It is locked, but can be opened with a Gray Society key, or a DC 20 Dexterity (thieves' tools) or Strength (Athletics) check. Inside is 1,220 gp.

12. Undead Storage

This single large chamber occupies the entire lower level of the complex, and it is filled with undead: a total of 40 zombies (page 46) and 80 skeletons (page 46). While this is the Gray Society's largest stockpile, they have several other storage facilities hidden throughout the city.

The undead have been ordered not to do anything until told otherwise, and do not even defend themselves. However if any member of the Gray Society is present, they can order the undead to attack.

Awarding XP

After characters forge a pact with the Gray Society or defeat them, award each PC 1,200 XP.

Conclusion

By the end of this chapter the heroes have likely either defeated most of the Gray Society, or forged an alliance with them. Either way, the heroes hopefully learned that an even greater threat will soon descend upon Drakonheim. In Chapter 3: Defense of Drakonheim, the heroes face this threat head on. If the characters rejected the Gray Society's offer, they not only face greater odds in their next fight, they also likely earned some recurring enemies, as many members of the Gray Society were away from Graystone when the heroes struck.

Chapter 3: Defense of Drakonheim



While the Gray Society might have seemed dangerous, in this chapter the heroes face an existential threat: the hobgoblin army bent on destroying Drakonheim. Characters should be fourth level at the start of this chapter, and reach fifth level by the time the hobgoblin assault begins.

Player Introduction

In the course of *Skeletal Society*, the heroes likely encountered Lady Saldor and the Gray Society, and learned of the oncoming invasion. This threat should hopefully spur the heroes into action.

If you did not play through *Skeletal Society*, Lady Saldor or another member of the Gray Society approaches the heroes and asks them to help save the city.

As the chapter begins, the heroes should be invited to a war council, likely led by Lady Saldor (if the characters killed her in *Skeletal Society*, replace her with another member of the ruling council). At the meeting, she informs the heroes that they have

just nine days before the hobgoblin army arrives. The council is doing all they can, and they ask the heroes to help prepare. The council presents the heroes with several suggestions, including recruiting allies (Lady Saldor mentions the tribal humans and lizardfolk), regaining powerful weapons, destroying a key bridge, and shoring up Drakonheim's defenses.

Part 1: Preparing Drakonheim

The first part of the adventure gives the heroes several choices about how to proceed, although they are unlikely to complete them all. If your players are creative, they may come up with other ways to defend the city. If so, reward their creativity and give them benefits similar to those listed below.

Travel Time

To determine how long it takes PCs to reach their destination, consult the map of the area surrounding Drakonheim. On average it takes PCs 2 hours

to traverse a hex containing plains, or any hex with a road. It takes 3 hours to travel through forest or hills, and 4 hours to travel through swamp.

Moonless Tribe

There are several tribes of humans living in the forests and hills north of Drakonheim. The largest of these are the Moonless Tribe and the Willow Tribe.

The Moonless Tribe is the more fearsome of the two tribes. They live primarily by hunting, but also frequently raid other communities, particularly the Willow Tribe, who they detest and view as weaklings. They value strength, martial prowess, and hunting skills. The Moonless Tribe tattoo themselves as part of their religious rituals, and many of their tattoos have special significance that other members of the tribe can read.

If the heroes ally with them, they find a valuable ally. Unfortunately, Hazdrol has already met with the Moonless Tribe, and has convinced them to join the Hobgoblin assault. The heroes may already know or suspect this if they encountered the members of the Moonless Tribe in Rats in the Sewers. The heroes can find the tribe by making a DC 10 Wisdom (Survival) check. Each failed check costs them 3 hours of time. When the PCs find the encampment, ask them to make a DC 15 Intelligence check (alternatively, characters with a military background automatically succeed). If they pass, the heroes can tell that the Moonless Tribe is getting ready to march.

While finding the Moonless Tribe is easy, winning them over is not. To begin negotiations with the Moonless Tribe, the heroes must first convince the guards at the edge of the encampment to allow them to see their war chief with a DC 15 Charisma (Deception or Persuasion) check. If the heroes fail, they are told sternly to leave, and if they refuse then the guards—1d6 tribal **berserkers** (page 40) per player—attack, with the rest of the encampment quickly following suit.

If the heroes succeed at their Persuasion check to get past the guards, they meet with the Moonless Tribe's war chief, a powerfully built man named **Bone Cracker** (page 37).

Bone Cracker listens to the PCs' arguments, but it takes a DC 25 Charisma (Persuasion) check to convince him to join the defense of Drakonheim. Gifts of magic weapons and armor grant the heroes a +1 bonus per item to their check, but other gifts fail to impress Bone Cracker. Bone Cracker is both volatile and suspicious. He immediately attacks the heroes if they roll a 10 or less on their Charisma check, or if

they mention being allied with the Willow Tribe, or if they indicate that they know the Moonless Tribe is joining the hobgoblins.

If a fight breaks out while the heroes are at the Moonless Tribe encampment, they are in trouble, but because the tribesfolk are spread out over a large area, they do not have to fight the entire tribe at once. Instead each round an additional 1d6 **tribal warriors** (page 41) and 1d3 **berserkers** (page 40) join the battle.

Sensible heroes flee against such overwhelming odds. To do so each PC must succeed at a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check. Each time they fail, the party suffers 1d6 spear attacks from a tribal warrior (page 41).

Benefit

If the PCs convince the Moonless Tribe to ally with them instead of Hazdrol, they reap a huge benefit. Remove all of the tribal warriors from Part 2, Stage 2: Breach in the Defenses, and in addition remove 12 hobgoblins from Stage 1: Defending the Wall, and 4 hobgoblins from Stage 3: Cut off the Head.

Alternatively, if the PCs defeat enough of the Moonless Tribe beforehand, it will weaken them for the forthcoming battle. For every five tribal warriors or berserkers that the PCs slay early on, remove one tribal warrior from Part 2, Stage 2: Breach in the Defenses.

Awarding XP

If heroes ally with the Moonless Tribe, award them each 500 XP. If they significantly weaken them, award them 450 XP.

Willow Tribe

The Willow Tribe is the more secretive of the two tribes. They rely primarily on gathering plants to eat, along with some fishing and trapping. Though most of them know something about combat, few are true warriors. They do, however, possess a rich shamanistic tradition, and have a number of spellcasters among their ranks.

If the heroes seek aid, they must first find the Willow Tribe. The tribe moves their settlements frequently, both to prevent overharvesting one area, and to avoid confrontations with the Moonless Tribe. To locate the tribe, PCs must succeed at a DC 15 Wisdom (Survival) check. Each failed check costs them 3 hours of time.

Once the heroes have found signs of the Willow Tribe, they must make a DC 15 Charisma (Persuasion) check to convince the tribesfolk they are not a threat. Failure means the tribesfolk flee. Success



means that the heroes are led to see the Willow Tribe's leader, a middle-aged woman named **Winter Breeze** (see page 40).

Winter Breeze is a shaman, and revered as the wisest woman in the tribe. When the heroes explain their plight, she is sympathetic, but her responsibility is to her people, and she knows that if she were to aid Drakonheim it would only bring woe to her tribe.

In order for the PCs to convince her to help, they must succeed at a DC 20 Charisma (Persuasion) check. If the PCs explain that the Moonless Tribe is among Hazdrol's army, or if the heroes offer to help defend the Willow Tribe against the Moonless Tribe, they gain a +2 bonus to this check.

The Willow Tribe does not send any troops if the Moonless Tribe are also aiding Drakonheim, no matter how well the players roll.

If the PCs for some reason attack the Willow Tribe, most try to flee, but a band of one **tribal shaman** (see page 41) and 1d6 + 2 (5) **tribal warriors** (page 41) engage the PCs to cover the others' flight.

Benefit

The Willow Tribe has few warriors, but their shamans can make a big difference. If befriended, the party can gain the benefit of a first-level cure wounds spell twice during the battle of Drakonheim. In addition, remove 3 tribal warriors from Part 2, Section 2: Breach in the Defenses.

Awarding XP

If the heroes convince the Willow Tribe to help them, grant each PC 200 XP.

Lizardfolk

A band of lizardfolk live in the swampy river delta south of Drakonheim. For the most part they have little to do with the humans to the north, subsisting primarily on fish and river plants.

Lizardfolk are territorial, and regularly patrol the edges of the delta. If the heroes venture into the swamp, one of these patrols soon finds them. These lizardfolk speak only Draconic, so at least one of the characters must speak and understand this language in order to negotiate with them. If they do not, the lizardfolk bang their shields with their clubs, clearly trying to warn the heroes to leave. If they don't leave quickly, the lizardfolk attack. A typical patrol consists of 1d4+3 (5) **lizardfolk** (page 45) warriors.

If any of the heroes speak Draconic, they can make a DC 15 Charisma (Persuasion) check to convince the lizardfolk that they are not a threat.

This allows the heroes to venture further into the swamp and meet with the lizardfolk king.

The lizardfolk king is named **Sazroz** (see page 39), and he too speaks only Draconic. Sazroz has little concern for the wars between men and hobgoblins, but if the heroes can convince him that he will benefit from the arrangement he may agree to help if the PCs succeed at a DC 20 Charisma (Persuasion) check. Sazroz wants nothing to do with the humans' shiny coins, but is eager for metal weapons, armor, and tools. Drakonheim's ruling council provides some gifts for the lizardfolk, but anything else the characters provide can grant a cumulative +1 bonus to their Charisma check for every 50 gp worth of useful treasure. Promises of additional trade can grant the heroes a further +2 to the roll, and pointing out that Hazdrol's army is likely to continue south to the delta should Drakonheim fall also gives a +2 bonus.

If the heroes succeed, Sazroz agrees to send his lizardfolk warriors to help defend Drakonheim. If they fail, he politely refuses, but keeps any gifts the characters gave him. It is considered poor form to take back a gift, after all. Should the heroes attempt to recover their gifts by force, they must face the lizardfolk king, along with a house guard of 12 lizardfolk.

Benefit

The lizardfolk are not used to open war, but they can still be effective, especially armed with metal weapons. Remove 6 hobgoblins from Part 2, Section 1: Defending the Wall.

Awarding XP

If the heroes gain the help of the lizardfolk, grant each PC 400 XP.

Sewer Goblins

It does not occur to Lady Saldor or any of the other council members, but if the heroes played through Rats in the Sewers, they might think of another potential ally: the goblins living beneath their feet.

This is easiest if the heroes already made friends with some of the goblins from the Gelatinous Cube Kingdom, such as Gozzy the Quiet or Big Flurx. The primary difficulty is that the goblins lack discipline, and frequently fight among themselves. Since the events in Rats in the Sewers, the alliances have shifted again; the Rat Kingdom has broken its alliance with the Gelatinous Cube Kingdom, and is now working with the Centipede Kingdom.

While each goblin kingdom has a "king," these are really just the leaders of the most powerful

warrens, and to gain support the heroes need to negotiate with each warren leader individually. At the moment there are seven surviving warrens in the Gelatinous Cube Kingdom. It takes 1 hour to travel between warrens and negotiate with a warren leader. If the PCs travel with a goblin guide they already know, they need to make a single DC 15 Charisma (Persuasion) check to convince the warren boss to lend Drakonheim 1d6 goblins. For every five beyond the DC of 15, the boss grants the PCs another 1d6 goblins.

To gain any help from the goblins, the PCs likely need to bring bribes, such as gold and weapons. The city council can provide with the PCs with a modest amount of treasure (already factored into the DCs). If the PCs contribute more treasure to bribe the goblins, they gain a +1 bonus to their Charisma check for every 20 gp worth of their bribe. If the PCs promise to help the Gelatinous Cube Kingdom defeat the other goblin kingdoms, they gain an additional +3 to their Charisma check.

Benefit

Though the goblins lack conventional military training, they can be effective if used properly. For every five goblins the PCs manage to recruit, remove one hobgoblin from Part 2: Stage 2: Breach in the Defenses.

Awarding XP

If the heroes gain the help of the sewer goblins and recruit at least five goblins, grant each PC 100 XP. If they get help from all seven warrens, grant them an additional 200 XP

Gray Society

The characters' actions in Skeletal Society also have an impact on the final battle. If the heroes allied with the Gray Society, the necromancers offer their undead army to help defend the city, otherwise the Gray Society holds back and act on their own, stepping in at the last minute in the hope of claiming full credit for the victory. Tyrus, should he have survived the previous chapter, mysteriously vanishes shortly before the hobgoblin army reaches the walls of Drakonheim.

Benefit

While the undead lack tactics and independent thought, they attack without fear or mercy, and the Gray Society continues to fill out their ranks as the battle rages. If heroes allied with the Gray Society, remove 6 hobgoblins from Part 2, Stage 1: Defending the Walls,

Additionally, if the PCs refrained from destroying the stockpiles of undead in the cemetery remove 4 hobgoblins from Part 2, Stage 3: Cut off the Head.

Finding Weapons

There have been many great heroes in Drakonheim's history. Among the most famous are the Band of Four, powerful heroes who were each infused with a different element. When the heroes died, a seer prophesied that their spirits would return in Drakonheim's greatest hour of need.

Scouts working for the Gray Society recently found an ancient tomb they believe houses the remains of the Band of Four and some of their magic weapons. If the heroes can obtain these items, they not only benefit directly from them in the upcoming battle but also inspire the people of Drakonheim.

D1. The Tomb Door

The Tomb of the Four is mostly buried below ground. All that is visible is a circular stone door set in the side of a hill, with no sign of a knob or lock. The door is divided into quarters. Each is decorated with a different elemental motif (air, earth, fire, and water), with an indented handprint set in the stone of each quarter.

If four different characters place their hands on the handprints at the same time, a magical voice bellows, "State your purpose."

If the heroes answer the voice, and say something about helping Drakonheim, the same voice replies to them. "Your cause is just, but you must also prove your worth. You will be tested. If you succeed, take only what is offered and do not disturb the dead." Then the four quarters separate and allow the heroes to enter.

If the heroes give another answer the voice does not reply. Instead, the door rebukes them. Each character touching the door suffers 2d6 damage. The type of damage depends on the panel touched: the air quarter deals lightning damage, fire deals fire damage, earth deals acid, and water deals cold.

My Sword Has No Effect!

As the characters battle the mudlings, be sure to describe how non-magical attacks seem less effective against them. Characters can make a DC 15 Intelligence (Arcana) check to recall that elementals, resist non-magical attacks.

If the PCs would rather pry open or bash through the door, they may do so with a DC 25 Strength (Athletics) check.

D2. Entrance Hall

This long hall leads away from the entrance, deeper into the tomb. There are four small holes in the walls of the hall, which the heroes can spot with a DC 15 Wisdom (Perception) check. Although the characters cannot immediately tell, four **mudlings** (see page 45) will emerge from each of these holes to attack them. Once they have found the holes, the heroes can attempt to block them by making an Intelligence check. A result of 15 will slow the mud man's attack for one round, a result of 20 will slow it by three rounds, and a result of 25 will completely trap the mud man,

Once the heroes have moved half-way down the hall, the elementals emerge from their holes and attack.

D3. Chamber of Air

As the chamber opens, the floor ends abruptly. Perhaps thirty feet away stands another pillar of stone whose top is at your level. Sitting upon the stone is a sarcophagus, and resting on the sarcophagus are a pair of boots and a slender wand.

It is 30 feet from the hall's edge to the central pillar, making it impossible for the PCs to jump without magic, and if they fall they discover a floor 60 feet below and take 6d6 bludgeoning damage.

The walls are quite smooth and require a DC 20 Strength (Athletics) check to climb. A rope makes it easier (no check required.). It is simple to drop a rope going down, but much harder to get a rope up to the center island.

An **air elemental** (page 42) lies in wait at the top of the room (30 feet above the PCs). PCs can spot it hiding with a DC 25 Wisdom check.

Treasure: On the sarcophagus are a pair of *winged boots* and a *wand of magic missile*. If the PCs

THE TOMB OF THE FOUR



open the sarcophagus, these items disappear (to the Elemental Plane of Air). The sarcophagus holds only bones.

D4. Chamber of Earth

The worked stone hall abruptly turns into a natural cavern, filled with stalactites and stalagmites. In the center of the cavern rests a sarcophagus, upon which sits a large mace with a stone head, and a necklace with a rose-colored stone pendant.

An **earth elemental** (page 42) lurks under the floor, using its Burrow ability to remain out of sight. As soon as one of the heroes walks at least ten feet into the room, the earth elemental emerges and the ground begins to shake.

Earthquake: The magic of the room fights against the heroes, manifesting as an earthquake. At the beginning of each round, roll 1d6 and consult the table below. Only characters in the room are affected by the earthquake, and the effect ends if the elemental is destroyed or if all the heroes leave the room.

Roll	Effect
1	Pillar of Stone: A new pillar of stone bursts from the floor in an unoccupied area you determine. It is ten feet wide and stretches to the ceiling.
2	Powerful Tremor: Each PC must make a DC 15 Dexterity saving throw or fall prone.
3	Falling Debris: Rocks fall from the ceiling, battering each PC for 2d6 points of bludgeoning damage. A DC 15 Dexterity saving throw reduces the damage by half.
4	Stalactite: A stalactite falls on one PC (determined randomly) and deals 3d6 piercing damage. A DC 13 Dexterity saving throw negates this damage.
5	Crevice: A crevice opens directly beneath one PC (determined randomly). The PC must make a DC 20 Dexterity saving throw or fall 20 feet, taking 2d6 points of bludgeoning damage. It is a DC 10 Strength check to climb out of the crevice.
6.	Roll Again Twice

Treasure: A mace of smiting and a dusty rose prism ioun stone sit upon the sarcophagus. If the PCs open the sarcophagus, these items disappear (to the Elemental Plane of Earth). The sarcophagus holds only bones.

D5. Chamber of Fire

A flame the size of a bonfire burns in the center of this room, but there seems to be no fuel to feed it. Through the flames you think you can make out the vague shape of a sarcophagus.

A **fire elemental** (page 42) is hidden in the central fire, and only a successful DC 23 Wisdom (Perception) check can detect it. There are two circles of flame marked on the map, and they are initially inert, but they burst into flames as soon as any player steps onto the inner ring. Anyone standing on a fire ring when it erupts must make a DC 13 Dexterity saving throw or suffer 2d10 damage. At this point the elemental also attacks.

Fire: The rings of fire and the central fire all burn extremely hot. Any character who enters the fire or starts their turn there automatically suffers 2d10 damage. All fires (including the central one) are instantly extinguished once the fire elemental is destroyed.

Treasure: On the sarcophagus are a *flame tongue longsword* and *gauntlets of ogre power*. Like all the other sarcophagi, opening it causes the items on top to disappear (to the Elemental Plane of Fire).

D6. Chamber of Water

A large pool of water covers most of the floor in this room. There is only a narrow ledge of stone running around the outside of the chamber, and narrower still, four one-inch-wide beams of stone running to a small central island. On the island sits a sarcophagus, upon which lie a dagger and a pair of boots.

A **water elemental** (page 43) hides in the pool, waiting until someone crosses one of the beams or swims across the water before attacking. Normally it would require a DC 10 Strength (Athletics) check to swim across the pool, or a DC 15 Dexterity (Acrobatics) check to walk across the beams, but as the elemental attacks, the water magically animates.

Animated Water: When the elemental attacks, the water animates. This increases the DC for both swimming and walking across a beam to 20.

Treasure: Upon the sarcophagus are a *dagger of venom* and a *decanter of endless water*. If the PCs open the sarcophagus, these items disappear (to the Elemental Plane of Water). The sarcophagus holds only bones.

Benefit

The primary benefit of obtaining the treasure from the Band of Four is that the PCs can use it in their upcoming battle. If the PCs make it known that

they have the treasures, it also inspires the people of Drakonheim. If they have at least one treasure remove, 3 hobgoblins from Part 2, Stage 1: Defending the Wall. If they have all the treasures, remove 6 hobgoblins instead.

Awarding XP

Award the heroes 300 XP for each tomb they gain treasures from. If they obtain all the treasures, award them a bonus 300 XP (1500 XP total).

The Atam Bridge

The Atam River to the north of Drakonheim cuts a steep valley through the surrounding lands. The only easy crossing within a hundred miles is an ancient stone bridge built by the Cevali Empire. As most civilized races have fled from the north, the bridge is of little benefit to the citizens of Drakonheim, but Hazdrol and his army need the bridge to cross the river. If the heroes destroy the bridge it slows down the oncoming army and buys the city more time to prepare.

Hazdrol also realizes the importance of the bridge, and has dispatched guards to protect it by the time the adventure begins.

The bridge itself is 30 feet wide and 780 feet long. At its highest point it is 240 feet above the river below.

Southern Camp

A band of ten **hobgoblins** (page 44) are camped at the southern end of the bridge. There are always two hobgoblins actively guarding the bridge and camp at any time. The others may be sleeping, gambling, or sparring, but are always close at hand, and will come to the ready when the guards spot activity.

If the heroes approach peacefully, the hobgoblins demand a toll of 10 gp per head (including animals) for crossing the bridge. If the heroes pay, the hobgoblins signal the northern camp by blowing three short blasts on one of their horns. They keep a close eye on the heroes, but allow them to pass otherwise unmolested. If the heroes refuse to pay, the hobgoblins tell them to get on their way, and

attack if any of them attempt to cross the bridge. If a fight breaks out, one of the hobgoblins attempts to blow a single long blast on his horn to call for help. It takes the troll camped beneath the bridge 9 rounds to arrive, and the hobgoblins at the other end of the bridge 13 rounds to arrive.

Troll's Haunt

Hazdrol managed to recruit a handful of trolls into his army with the promise of wealth and carnage, and one **troll** (page 46) is protecting the bridge. It finds the work far less enjoyable than expected, and doesn't much care for the hobgoblins (they are far too fond of fire), so it spends most of its time under the bridge, catching fish from the river.

The troll doesn't climb up onto the bridge unless the hobgoblins signal for aid, so stealthy heroes might be able to sneak past without disturbing it.

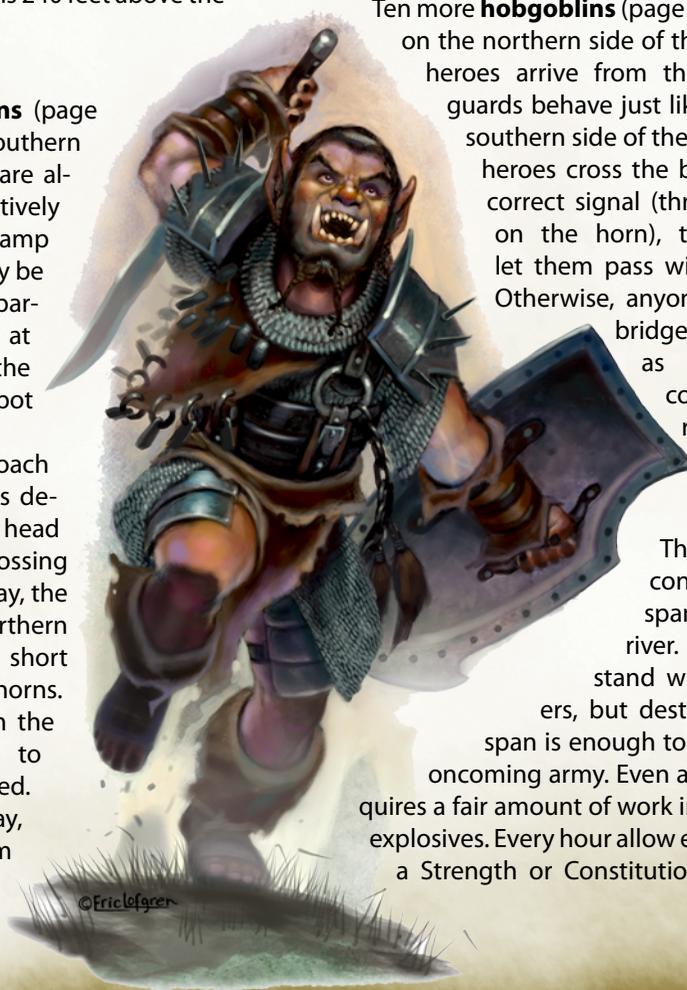
Treasure: The troll brought its treasure in a large sack that it buried at the base of the bridge. This includes 22 gp, 3 bloodstones (worth 50 gp each), the skulls of various animals and humanoids, and a +1 *dagger* of elvish make that glows whenever goblins are near.

Northern Camp

Ten more **hobgoblins** (page 44) are camped on the northern side of the bridge. If the heroes arrive from the north, these guards behave just like those on the southern side of the river, and if the heroes cross the bridge after the correct signal (three short blasts on the horn), the hobgoblins let them pass without incident. Otherwise, anyone crossing the bridge is attacked as soon as they come within bow range.

Destroying the Bridge

The Atam Bridge consists of arched spans over the river. Each is able to stand without the others, but destroying a single span is enough to slow down the oncoming army. Even a single span requires a fair amount of work in an age before explosives. Every hour allow each PC to make a Strength or Constitution check (those



with Knowledge of Science or Warfare may also use Intelligence). Add these check results together and keep a running total. Once the total reaches 500, the heroes have disabled enough of the bridge to send it tumbling down.

If the PCs come up with other clever ways to bring down the bridge, feel free to speed up this timetable.

Development: Hazdrol's army reaches the bridge on the evening of the fourth day of the adventure. If the heroes have not sabotaged it by then, they cannot gain any benefit from destroying the bridge.

Benefit

If the heroes destroy a span of the bridge before the army arrives, it takes the hobgoblins an additional three days to reach Drakonheim (i.e. a total of twelve days from when the adventure began).

Awarding XP

If the heroes destroy a span of the bridge, award each PC 750 XP.

Drakonheim's Defenses

Heroes can help shore up Drakonheim's defenses. The two main ways to do this are to help train a militia, and to rebuild the city walls.

Walls

To rebuild the walls, the PCs need to scout the walls, make up plans, and find labor. Scouting the walls takes about a day if the party stays together. If they split up to cover more ground, divide the day by how many groups scout the walls. A DC 10 Intelligence (Investigation) check notices most of the major weak points in the wall, while a result of 15 or higher finds all the weaknesses, including a few more subtle weak spots that others might have missed.

Once they have done this, the PCs must draw up plans to rebuild the walls. This requires a DC 15 Intelligence check.

After the PCs have a plan, they need to find a source of labor to fortify the walls. It is too large of a task for the PCs to accomplish by themselves. If the PCs did not destroy the Gray Society during *Skeletal Society*, this is an easy task. The PCs can use skeleton and zombies to do the grunt work with a few necromancers to oversee them.

If the PCs would rather use human labor to build the walls, they can either attempt to recruit a band of volunteers with a DC 15 Charisma (Persuasion) check, or simply hire workers, spending a total of 100 gp for enough workers to complete the entire wall.

Benefit

If the PCs found only the most obvious locations they gain the opportunity for a short rest after Part 2, Stage 1: Defending the Wall. If they found all of the weak points and successfully reinforced them, also remove 3 hobgoblins from Part 2, Stage 2: Breach in the Defenses.

Awarding XP

If the heroes find and repair most of the weak points in the wall, award them each 100 XP. If they repair all the weak points, award them 300 XP.

Militia

The city of Drakonheim has a small city watch, but they are definitely not sufficient to defend the city from the oncoming army. Captain Miles Anathor, head of the watch, is trying to train a town militia made of every able-bodied person he can find, but the watch barely has enough members to complete their regular duties, let alone train a gaggle of raw recruits. Things are going slowly, and the trainers could use some help.

PCs who attempt to train new recruits can make a DC 15 Charisma or Intelligence check each day that they train. Each time they succeed, the heroes have made some breakthrough training or inspiring the militia band. If the PCs help train over multiple days, keep track of how many successes they achieve.

Benefit

For each success that the PCs achieve, remove one hobgoblin from Part 2, Stage 1: Defending the Wall.

Awarding XP

If the heroes earn at least one success training militia, award them 100 XP. If they collectively earn at least five successes, award them each 500 XP.

Part 2: Battle of Drakonheim

Nine days after the adventure begins (or twelve if the heroes destroyed the bridge) Hazdrol and his army arrive at the walls of Drakonheim. It is late when they arrive, so they make camp for the night, but plan to attack before dawn the next day. While a prolonged siege might serve them better, hobgoblins are not known for their patience, and would rather fight a decisive, if bloody, battle.

Lady Saldor and the rest of the council plan to hold the wall and do their best to outlast the attack. They rightly fear that they would lose to the hobgoblins on an open field. If the heroes have other ideas, the mayor and his council listen, but they are

unlikely to change their minds. The heroes at least get some say as to where they are stationed. The council recommends putting the heroes near the main gate, but if the characters prefer, they can go elsewhere (their encounters remain similar regardless of their location).

The battle consists of three stages, each of which is detailed below. The heroes' level of success in their preparations significantly alters the difficulty of these encounters, but the battle does not end until the PCs slay Hazdrol.

Narrating the Battle

Though the spotlight is on the PCs, there is a much wider battle raging around the heroes. Make it clear that other allies are battling other foes, but the ones listed in the encounter are the ones the PCs need to worry about.

As you narrate other skirmishes around the PCs, play up the achievements the PCs made during Part 1. Describe how the militia they trained hold formation against a charge, the goblins drop rocks on foes climbing the wall, or skeletons burst out from the ground just behind the advancing enemy.

Stage 1: Defending the Wall

The PC's first task is to defend the wall against an oncoming hobgoblin assault. The PCs begin on the rampart on the wall of Drakonheim. If any PCs do not possess ranged weapons, the city provides the heroes with a non-magical bow or crossbow of their choice.

There are a maximum of 60 total **hobgoblins** (page 44) in this battle, but if the heroes did well recruiting allies the hobgoblins may already be weakened or forced to spread their forces thin. Remove 12 hobgoblins if the PCs allied with the Moonless Tribe, 6 hobgoblins if they allied with the lizardfolk, and 6 hobgoblins if they allied with the Gray Society. Remove 3 hobgoblins if the PCs retrieved any elemental treasures or 6 if the PCs retrieved them all. For every successful Intelligence or Charisma check the PCs made to train the militia, remove 1 hobgoblin.

The fighting begins at the maximum range of 600 feet (or the PC's maximum range if they can somehow attack farther).

The hobgoblins charge at the PCs in waves of six hobgoblins, with one wave entering the battle every round until all are defeated. (If the PCs face all 60 hobgoblins, it takes ten rounds for them to all enter the battle.)

Half the hobgoblins dash every turn (moving 60 feet per turn) while the other half take out their long bows and fire at the PCs, advancing 30 feet every turn as they fire. When the hobgoblins get to the wall, they throw up grappling hooks and attempt to scale it, which takes another full round. A PC can toss down a grappling hook as an action.

If the hobgoblins reach the top of the wall, they draw their swords and attack any heroes on the wall. These hobgoblins fight until either they or the PCs are dead.

Development: If the PCs successfully reinforced the walls during Part One, they have an opportunity to take a short rest. Otherwise, they have only a minute before the messenger arrives to initiate Stage 2.

Awarding XP

For defending their section of the wall, each hero gains 600 XP.

Stage 2: Breach in the Defenses

While the heroes successfully defended their section of the wall, things have not gone so well in other parts of the battle. A messenger arrives to tell the characters that the city needs them elsewhere. With the help of an **ogre** (page 45), a band of hobgoblins and tribal humans have broken down a patch in the wall.

There are a maximum of 18 **tribal warriors** (page 41) and 18 **hobgoblins** (page 44) in the encounter. If the PCs allied with the Moonless Tribe, remove all of the tribal warriors, if they allied with the Willow Tribe, remove 3 tribal warriors, if they allied with the goblins remove 1 hobgoblin for every 5 goblins the PCs recruited. If the PCs found and reinforced all of the weak points in the wall, remove 3 hobgoblins.

When the PCs arrive, only the ogre has made it through the breach. The others arrive in subsequent rounds. Three hobgoblins and three human berserkers cross through the breach each turn until they all arrive.

The ogre relies on brute force and tries to smash whatever target is closest. The berserkers focus on attacking melee fighters, while the hobgoblins work together and prefer to target healers first and other spellcasters next. The hobgoblins are happy to let the ogre and berserkers bear the brunt of melee attacks. They begin by using their bows, and switch to swords to only when other meat shields have been defeated.

Development: After the PCs defeat the enemies breaching the wall, a band of zombies (or

militia) arrive with carts and barrels that they use to barricade the gap. If the PCs successfully recruited at least two allied groups, they gain the opportunity to take a short rest. Otherwise, another messenger arrives and the PCs move on to Stage 3.

Awarding XP

For turning back this incursion, each hero gains 1,000 XP.

Stage 3: Cut off the Head

After the PCs successfully defend the breach, they receive more dire news. To emphasize the stakes, the news may come from an important PC, such as Lady Saldor.

This is but one breach in Drakonheim's defenses. More are forming, and the hobgoblins are starting to pour into the city proper. Lady Saldor believes their only hope is to cut off the head of the invasion. If they can slay Hazdrol it may demoralize the army and cause them to flee. Hazdrol, now confident of his victory, has been seen advancing toward the main gate.

Once the PCs return to the main gate, they discover it under assault. An **ogre** (page 45) has just smashed it down, and four **hobgoblins** (page 44) swarm around him.

Between the gates are a maximum of twelve more **hobgoblins** (page 44), in two groups of six. Remove two hobgoblins from each group if the heroes allied with the Moonless Tribe, and remove 2 from each group if they allied with the Gray Society and left the stockpile of undead at Graystone intact. One of these groups begins 100 feet from the gate, while the other begins 200 feet from the gate.

Hazdrol (page 38) himself starts mounted on his warhorse 300 feet away from the gate with another **ogre** and six **hobgoblin bodyguards** (see page 45).

As the encounter begins, the ogre and closest hobgoblins enter through the smashed gate and engage the PCs in melee. The two groups of hobgoblins at 100 and

200 feet dash, moving 60 feet closer each round if left alone, but if fired upon they fire back and move 30 feet per round. Hazdrol and his party fire their bows while advancing, moving 30 feet per round and making a longbow attack (or javelin when the ogre gets within 120 feet of the PCs).

Even when he draws close, Hazdrol prefers to attack with his bow from horseback, while his bodyguards engage the PCs in melee. The bodyguards stay within 30 feet of Hazdrol both to protect him and to gain the bonus of his Leadership ability.

When Hazdrol falls, Lady Saldor's hopes prove true. His bodyguards remain to attack the killers (or die trying) but the rest of the foes in the encounter flee.

Development: Defeating Hazdrol is the killing blow that leads to success in battle. As word spreads of the defeat, the hobgoblin army melts away.

Awarding XP

If the heroes defeat Hazdrol in combat, award them 1,500 XP.

Conclusion

With the defeat of the hobgoblin army, Drakonheim is once again safe . . . at least for now. Things have changed, however. Many citizens died in the attack, while others learned how to kill. Alliances forged in battle will soon be tested in times of peace. Depending on the heroes' actions, goblins, lizardfolk, and zombies may become part of daily life in the city of Drakonheim. If the Gray Society helped in the defense, they are allowed to operate openly in the city, but not everybody tolerates the necromancers so easily.

Most of all, the people realize that in their hour of need, the characters saved the city from certain destruction. They never have to pay for another drink again, and all recognize them as the newest Heroes of Drakonheim.



Bestiary

Denizens

Big Flurx

Small humanoid (goblinoid), neutral

Armor Class 16 (studded leather, shield)

Hit Points 27 (6d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	11 (+0)	8 (-1)	13 (+1)

Skills Persuasion +3, Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Nimble Escape. Big Flurx can Disengage or Hide as a bonus action on each of his turns.

Actions

Multiattack. Big Flurx makes two melee attacks. 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:* 6 (1d6+3) piercing damage.

Bone Cracker

Medium humanoid (human), chaotic neutral

Armor Class 13 (hide armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	9 (-1)	12 (+1)	13 (+1)

Skills Intimidation +3, Notice +3, Survival +3

Senses passive Perception 13

Languages Common, Goblin

Challenge 4 (1,100 XP)

Reckless. At the start of his turn, Bone Cracker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

Actions

Multiattack. Bone Cracker makes two battle axe attacks and one hand axe attack.

Battle Axe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Hand Axe. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Evark the Hermit

Medium humanoid (human), chaotic good

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	12 (+1)	11 (+0)	14 (+2)	8 (-1)

Skills Medicine +4, Survival +4

Senses passive Perception 12

Languages Common, Goblin

Challenge 1/8 (25 XP)

Spellcasting. Evark is a 1st-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Evark has the following druid spells prepared:

Cantrips (at will): *guidance, mending*

1st level (2 slots): *cure wounds, purify food and drink*

Actions

Dagger. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 3 (1d4+1) piercing damage.

Gozzy the Quiet

Small humanoid (goblinoid), neutral evil

Armor Class 15 (studded leather)

Hit Points 27 (6d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	13 (+1)	11 (+0)	8 (-1)	12 (+1)

Skills Stealth +7, Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 1/2 (100 XP)

Nimble Escape. Gozzy can Disengage or Hide as a bonus action on each of his turns.

Actions

Multiattack. Gozy makes one short sword and one dagger attack.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+3) piercing damage.

Hazdrol, Hobgoblin Warleader

Medium humanoid (goblinoid), lawful evil

Armor Class 20 (plate, shield)

Hit Points 104 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	17 (+3)	10 (+0)	15 (+2)

Skills Animal Handling +3, Intimidation +5, Perception +3

Saving Throws Int +6, Wis +3, Cha +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Goblin

Challenge 6 (2,300 XP)

Martial Advantage. Once per turn, Hazdrol can deal an extra 14 (4d6) damage to a creature he hits with a weapon attack if that creature is within 5 feet of an ally of Hazdrol that isn't incapacitated.

Actions

Multiattack. Hazdrol makes three longsword attacks or two longbow attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) slashing damage

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Leadership (Recharge after a Short or Long Rest). For 1 minute, Hazdrol can utter a special command or warning whenever a nonhostile creature that he can see within 30 feet of him makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand Hazdrol. A creature can benefit from only one Leadership die at a time. The effect ends if Hazdrol is incapacitated.

Reactions

Expert Rider. When an enemy targets Hazdrol's mount with an attack, he can use his reaction to make that attack suffer disadvantage.

Korth Fat Rat

Small humanoid (goblinoid), neutral evil

Armor Class 17 (studded leather, shield)

Hit Points 27 (6d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	11 (+0)	8 (-1)	10 (+)

Skills Intimidate +2, Stealth +7

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Nimble Escape. Korth Fat Rat can Disengage or Hide as a bonus action on each of his turns.

Actions

Multiattack. Korth makes two melee attacks.

+1 Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

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

Alchemist Fire. *Ranged Weapon Attack:* +5 to hit, range 20 ft., one target. *Hit:* On the start of each turn the target suffers 2 (1d4) fire damage. The target can use its action to make a DC 10 Dexterity save to end this effect.

Lady Nalyka Saldor

Medium humanoid (human), lawful neutral

Armor Class 12 (15 with mage armor)

Hit Points 55 (10d8+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	18 (+4)	14 (+2)	15 (2)

Saving Throws Int +7, Wis +5

Skills Arcana +7, Deception +5, History +7, Persuasion +5

Senses passive Perception 12

Languages Common, Draconic, Dwarvish, Elvish

Challenge 6 (2,300 XP)

Special Equipment. Lady Saldor has a ring of protection, a +1 wand of the war mage, and a greater potion of healing.

Spellcasting. Nalyka Saldor is a 10th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 15, +8 to hit with spell attacks). She has the following wizard spells prepared:



Cantrips (at will): *chill touch, fire bolt, perstidigitation, mage hand*

1st level (4 slots): *mage armor, magic missile, shield*

2nd level (3 slots): *ray of enervation, see invisibility*

3rd level (3 slots): *animate dead, fireball, fly*

4th level (3 slots): *confusion, dimension door*

5th level (2 slots): *scrying, telekinesis*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Norel Kalynn

Medium humanoid (human), neutral evil

Armor Class 11 (14 with mage armor)

Hit Points 36 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	17 (+3)	12 (+1)	16 (+3)

Skills Arcana +5, Deception +3, Medicine +2

Senses passive Perception 10

Languages Common, Dwarvish

Challenge 2 (450 XP)

Spellcasting. Norel Kalynn is a 6th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *charm person, mage armor, magic missile*

2nd level (3 slots): *detect thoughts, ray of enervation*

3rd level (2 slots): *animate dead, fly*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 3 (1d4+1) piercing damage.

Priest Ober the Reader

Medium humanoid (human), neutral

Armor Class 14 (chain shirt)

Hit Points 48 (6d8 + 12)

Speed 30 ft.

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

Skills Arcana +4, History +4, Insight +5, Medicine +5, Religion +4

Senses passive Perception 13

Languages Common, Dwarvish, Elvish, Goblin

Challenge 2 (450 XP)

Spellcasting. Ober the Reader is a 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Ober has the following cleric spells prepared:

Cantrips (at will): *guidance, light, sacred flame, thaumaturgy*

1st level (4 slots): *command, healing word*

2nd level (3 slots): *suggestion, spiritual weapon*

3rd level (3 slots): *animate dead, speak with dead*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage or 4 (1d6+1) with two hands.

Rebuke Undead. All undead creatures within 30 feet of Ober must make a DC 13 Wisdom saving throw. Undead who fail the saving throw and have a CR of 1/2 or less fall under Ober's control. They cannot attack him and follow his orders. Those who fail but have a CR higher than 1/2 are rebuked. It cannot move or take actions or reactions. This effect ends if the undead takes damage or Ober moves more than 30 feet from it.

King Sazroz

Medium humanoid (lizardfolk), neutral

Armor Class 17 (breastplate, shield)

Hit Points 78 (12d8 + 24)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+1)	15 (+2)	11 (+0)	12 (+1)	13 (+1)

Saving Throws Con +4, Wis +3

Skills Perception +3, Stealth +5, Survival +5

Senses passive Perception 13

Languages Draconic

Challenge 4 (1,100 XP)

Hold Breath. Sazroz can hold his breath for 15 minutes.

Create an Opening. Once per round, when Sazroz hits with a trident attack, an ally of Sazroz's within 5 ft. of the target can make a melee attack as a reaction.

Actions

Multiattack. Sazroz makes two melee attacks. He may not use bite twice.

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

Trident. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Tyrus

Medium humanoid (human), lawful neutral

Armor Class 11 (14 with mage armor)

Hit Points 52 (8d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	14 (+2)	20 (+5)	10 (+0)	13 (+1)

Saving Throws Int +7, Wis +2

Skills Arcana +7, Deception +3, Intimidation +3, Stealth +3

Damage Resistance Necrotic

Senses passive Perception 10

Languages Common, Goblin

Challenge 4 (1,100 XP)

Master Necromancer. Any allied undead within 30 feet of Tyrus add an extra 1d4 to all attack rolls, damage rolls, and saving throws.

Spellcasting. Tyrus is an 8th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *chill touch, light, mage hand, ray of frost*

1st level (4 slots): *false life, mage armor, magic missile*

2nd level (3 slots): *blindness/deafness, ray of enervation*

3rd level (2 slots): *animate dead, vampiric touch*

4th level (2 slots): *black tentacles, blight*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 4 (1fd4+1) piercing damage.

Winter Breeze

Medium humanoid (human), neutral good

Armor Class 12 (Leather)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	18 (+4)	11 (+0)

Skills Medicine +6, Nature +3, Perception +6

Senses passive Perception 16

Languages Common, Druidic, Elvish

Challenge 3 (700 XP)

Spellcasting. Winter Breeze is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *druidcraft, mending, produce flame*

1st level (4 slots): *cure wounds, entangle, longstrider, speak with animals*

2nd level (3 slots): *animal messenger, locate animals or plants*

3rd level (3 slots): *conjure animals, speak with plants*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d6+1) bludgeoning damage if wielded with two hands.

Generic NPCs

Gray Society initiates, Gray Society necromancers, and tribal shaman are new NPCs. The others are reprinted here for your convenience.

Berserker

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

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

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



EricLefgren

Gray Society Initiate

Medium humanoid (any race), any alignment

Armor Class 13 (studded leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	14 (+2)	10 (+0)	11 (+0)

Skills Arcana +4, Medicine +2, Perception +2

Senses passive Perception 12

Languages Common and one other

Challenge 1/8 (25 XP)

Actions

Short Sword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1fd6+1) piercing damage.

Gray Society Necromancer

Medium humanoid (any race), any alignment

Armor Class 11 (14 with mage armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	16 (+3)	10 (+0)	13 (+1)

Skills Arcana +5, Deception +3, Medicine +2

Senses passive Perception 10

Languages Common and one other

Challenge 2 (450 XP)

Spellcasting. The Gray Society necromancer is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): *chill touch, light, mage hand*

1st level (4 slots): *false life, mage armor, magic missile*

2nd level (3 slots): *blindness/deafness, ray of enervation*

3rd level (2 slots): *animate dead, vampiric touch*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 3 (1fd4+1) piercing damage.

Tribal Shaman

Armor Class 12 (Leather)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Common, Druidic, Elvish

Challenge 1 (200 XP)

Spellcasting. The tribal shaman is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, mending, produce flame*

1st level (4 slots): *cure wounds, entangle, longstrider, speak with animals*

2nd level (3 slots): *animal messenger, locate animals or plants*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands

Tribal Warrior

Medium humanoid (any race), any alignment

Armor Class 12 (hide armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	8 (-1)	11 (+0)	8 (-1)

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

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

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Monsters

Muddlings and hobgoblin bodyguards are new creations for this adventure. The others are reprinted for you convenience.

Elementals

Air Elemental

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4–6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Earth Elemental

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Fire Elemental

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Water Elemental

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. **Freeze.** If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

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

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's

space. The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

Gelatinous Cube

Large ooze, unaligned

Armor Class 6

Hit Points 84 (8d10 + 40)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 2 (450 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw. Creatures inside the cube can be seen but have total cover. A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage. The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. If the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Ghoul

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 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.

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common (25% chance), Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can Disengage or Hide as a bonus action on each of its turns.

Actions

Alchemist Fire (Rat Clan only). *Ranged Weapon Attack:* +4 to hit, range 20 ft., one target. Hit: On the

start of each turn the target suffer 2 (1d4) fire. The target can use its action to make a DC 10 Dex save to end this effect.

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.

Giant Rat

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Keen Smell. The rat 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.

Hobgoblin

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin 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 the hobgoblin that isn't incapacitated.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Hobgoblin Bodyguard

Medium humanoid (goblinoid) lawful evil

Armor Class 18 (breastplate, shield)

Hit Points 46 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	12 (+1)	10 (+0)	11 (+0)

Senses Darkvision (60 ft.) passive Perception 14

Languages Common, Goblin

Challenge 2 (450 XP)

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

Actions

Multiattack. The hobgoblin bodyguard makes two longsword attacks or two longbow attacks.

Longsword. *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 2) slashing damage

Longbow. *Ranged weapon attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d6+2) piercing damage.

Reactions

Bodyguard. When an enemy targets an ally of the hobgoblin within 5 ft. of the bodyguard that does not also possess the bodyguard ability. The attacker has disadvantage on the attack roll.

Lizardfolk

Medium humanoid (lizardfolk), neutral

Armor Class 15 (natural armor, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +5

Senses passive Perception 13

Languages Draconic

Challenge 1/2 (100 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Actions

Multiattack. The lizardfolk makes two melee attacks, each one with a different weapon.

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

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

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

Spiked Shield. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Mudling

Medium elemental, neutral

Armor Class 11

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	15 (+2)	8 (-1)	10 (+0)	7 (-2)

Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, poison, restrained

Senses darkvision (60 ft.) passive Perception 10

Languages Aquan, Terran

Challenge 1/2 (100 XP)

Mud Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage

Mud Ball. *Ranged weapon attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage and the target's speed is slowed by 5 ft. The effect of multiple mud balls is cumulative, and if the target's speed is reduced to 0 in this way, it is restrained. Targets can restore their speed to normal by using an action to make a DC 12 Strength check.

Ogre

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

Actions

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Skeleton

Medium undead, neutral

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 1/4 (50 XP)

Actions

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

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

Troll

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

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

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Warhorse

Large beast, unaligned

Armor Class 18 (plate barding)

Hit Points 19 (3d10 + 3)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Zombie

Medium undead, neutral

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

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

Farith Silverstar

Holy warrior bringing light to the world

Hill Dwarf Acolyte Fighter 1

Lawful Good

Attributes

STR **DEX** **CON** **INT** **WIS** **CHA**
14 (+2) 8 (−1) 15 (+2) 10 (+0) 16 (+3) 12 (+1)

Armor Class 18 **Initiative −1** **Speed 25**

Hit Points **Max 11** **Hit Dice 1d8**

Current **Temp**

Death Saves

Successes **0 0 0**

Failures **0 0 0**

Saving Throws

○ **STR** ○ **DEX** ○ **CON** ○ **INT** ● **WIS** ● **CHA**
+2 −1 +2 +0 +5 +3

Skills

○ Acrobatics	−1	○ Animal Handling	+3
○ Arcana	+0	○ Athletics	+2
○ Deception	+1	○ History	+0
● Insight	+5	○ Intimidation	+1
○ Investigation	+0	● Medicine	+5
○ Nature	+3	○ Perception	+3
○ Performance	+1	● Persuasion	+3
● Religion	+2	○ Sleight of Hand	−1
○ Stealth	−1	○ Survival	+3

Attacks

	Attack	Damage	Range
Warhammer	+4	1d8+2 B	—
Hand Axe	+4	1d6+2 S	20/60

Spells

Spell Attack Modifier +5, Spell Save DC 13

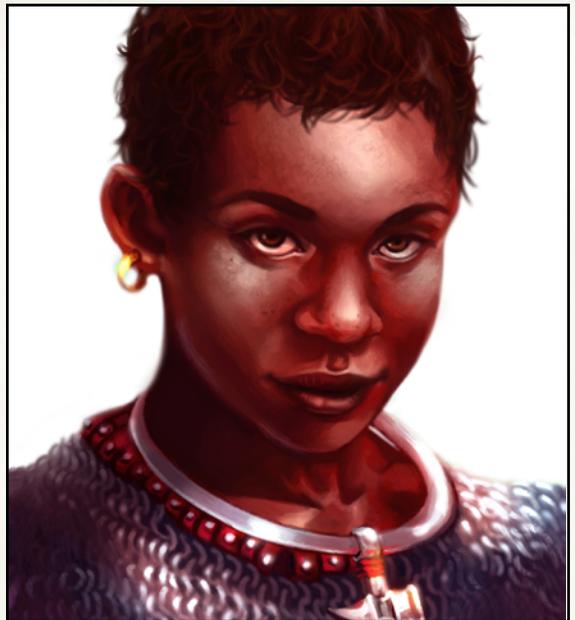
Cantrips (at-will) *guidance, sacred flame, thaumaturgy*

1st (2 slots) *bles (D), cure wounds (D), command, detect magic, healing word, protection from good and evil.*

Proficiencies and Languages

All armor, shields, simple weapons, battleaxe, handaxe, light hammer, and warhammer. Smith's tools.

Common, Dwarvish, Elvish, Goblin



Features

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Disciple of Life. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Shelter of the Faithful. You remain on good terms with of your temple. You and your companions can receive free healing and care at a temple, though you must provide any material components for spells. You may be able to call upon the temple for further assistance.

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you're considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Personal

Personality Traits. You know that you are an agent of your god, here to do his work. You have spent so much time cloistered in your temple that you are inexperienced dealing with those outside its walls.

Ideal. You seek to help those in need, and demonstrate what it means to be a paragon of the Smith's teachings.

Bond. You owe your life to your god and to the people in Drakonheim's temple of the Smith.

Flaw. You follow your code of honor strictly. You will not lie, cheat, steal, or harm an unarmed person.

Equipment

Chainmail, warhammer, light crossbow with 20 bolts, shield, holy symbol, backpack, blanket, 10 candles, tinderbox, alms box, 2 blocks of incense, a censer, vestments, 2 days' rations, waterskin.

Garick Brokenaxe

Warrior on a quest to restore honor
Hill Dwarf Exiled Fighter 1
Lawful Good

Attributes

STR **DEX** **CON** **INT** **WIS** **CHA**
15 (+2) 8 (-1) 16 (+3) 12 (+1) 14 (+1) 10 (+0)

Armor Class 19 **Initiative -1** **Speed 25**

Hit Points **Max 14** **Hit Dice 1d10**

Current **Temp**

Death Saves

Successes **0 0 0**

Failures **0 0 0**

Saving Throws

● **STR** ○ **DEX** ● **CON** ○ **INT** ○ **WIS** ○ **CHA**
+4 **-1** **+5** **+1** **+2** **+0**

Skills

○ Acrobatics	-1	○ Animal Handling	+2
○ Arcana	+1	● Athletics	+4
○ Deception	+0	● History	+3
○ Insight	+2	● Intimidation	+2
○ Investigation	+1	○ Medicine	+2
○ Nature	+2	● Perception	+5
○ Performance	+0	○ Persuasion	+0
○ Religion	+1	○ Sleight of Hand	-1
○ Stealth	-1	○ Survival	+2

Attacks

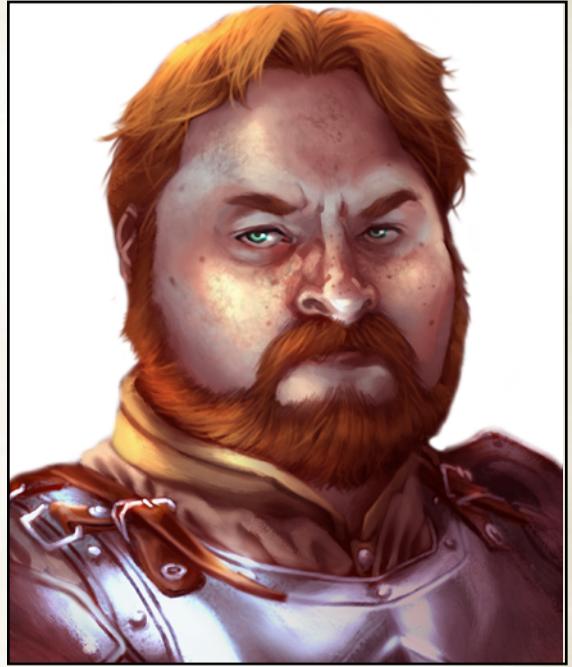
	Attack	Damage	Range
Battle Axe	+4	1d8+2 S	—
Hand Axe	+4	1d6+2 S	20/60

Proficiencies and Languages

All armor, shields, simple weapons, martial weapons, playing cards, vehicles (land)
Common, Dwarvish

Equipment

Chainmail, shield, battle axe (Doombringer), 2 throwing axes, backpack, crowbar, hammer, 10 pitons, 10 torches, tinderbox, 10 days' rations, waterskin, 50 ft. hempen rope, a cracked crest of the Goldaxe clan, set of common clothes.



Features

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Fighting Style (Defense). While you are wearing armor, you gain a +1 bonus to AC.

Second Wind. You can use a bonus action to regain a number of hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you're considered proficient in the History skill and add double your proficiency bonus to the check.

Path to Redemption. You have been seeking redemption so long that you can intuit whether a particular course of action will help, hinder, or have no effect on how the dwarves of Little Grendus view you. You occasionally hear rumors of quests that might earn you greater respect.

Personal

Personality Traits. You are slow to trust others. You believe in only speaking when there's something important to say, and let your actions speak for themselves.

Ideal. Honor demands that you protect those who cannot protect themselves.

Bond. Many of the dwarves in Drakonheim still do not trust your family, yet you strive to earn their respect. You still wield your ancestral blade Doombringer.

Flaw. You would give your life to restore your family honor, and take huge risks to prove it.

Kraz

Bounty hunter from the fringe who sees dead people
Half-orc Ghost Raised Rogue
Chaotic Good

Attributes

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	12 (+1)	14 (+2)	8 (-1)

Armor Class 13	Initiative +2	Speed 30
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Hit Points	Max 10	Hit Dice 1d8
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Current	Temp
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Death Saves

Successes	0 0 0
------------------	--------------

Failures	0 0 0
-----------------	--------------

Saving Throws

○ STR	● DEX	○ CON	● INT	○ WIS	○ CHA
+1	+4	+2	+3	+2	-1

Skills

● Acrobatics	+4	○ Animal Handling	+2
○ Arcana	+1	● Athletics	+3
○ Deception	-1	○ History	+1
○ Insight	+1	● Intimidation	+1
● Investigation	+3	○ Medicine	+2
○ Nature	+2	● Perception	+6
○ Performance	-1	○ Persuasion	-1
○ Religion	+1	○ Sleight of Hand	+2
● Stealth	+6	● Survival	+4

Attacks

	Attack	Damage	Range
Short Sword	+4	1d6+2 S	—
(Offhand)	+4	1d6 S	—
Short Bow	+4	1d6+2 S	80/320

Proficiencies and Languages

Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, thieves' tools, disguise kit

Common, Orc

Equipment

Leather armor, 2 shortswords, shortbow, quiver with 20 arrows, thieves' tools, backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days' rations, waterskin, 50 ft. of hempen rope.



Features

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Spirit Sense. You see spirits of the dead, but have little control of this ability. The GM will occasional have such restless spirits come to you whether you like it or not.

Sneak Attack. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll or if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Thieves' Cant. You've learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. In addition, you understand a set of secret signs and symbols used to convey short, simple messages.

Personal

Personality Trait. You sometimes forget that others don't see the dead. You laugh freely, and enjoy a good drink.

Ideal. The common folk need to look out for each other, because you're the only ones who will.

Bond. You owe your life to many people in the Docks and the Boneyard, and will repay them one day.

Flaw. You have little patience for the roadblocks of civil society, like etiquette and bureaucracy.

Xan Wulin

Mercenary captain too honest for the city watch.
Human City-Watch Bard 1
Lawful Neutral

Attributes

STR **DEX** **CON** **INT** **WIS** **CHA**
15 (+2) 14 (+2) 13 (+1) 9 (−1) 11 (+0) 16 (+3)

Armor Class 13 **Initiative +1** **Speed 30**

Hit Points **Max 9** **Hit Dice 1d8**
Current **Temp**

Death Saves

Successes **0 0 0**
Failures **0 0 0**

Saving Throws

○ **STR** ● **DEX** ○ **CON** ○ **INT** ○ **WIS** ● **CHA**
+2 +4 +1 −1 +0 +5

Skills

○ Acrobatics	+4	○ Animal Handling	+0
○ Arcana	−1	○ Athletics	+2
○ Deception	+3	○ History	−1
● Insight	+2	● Intimidation	+5
● Investigation	+1	○ Medicine	+0
○ Nature	+0	● Perception	+2
○ Performance	+3	● Persuasion	+5
○ Religion	−1	○ Sleight of Hand	+2
○ Stealth	+2	○ Survival	+0

Attacks

	Attack	Damage	Range
Longsword	+4	1d8+2 S	—
Dagger	+4	1d4+2 P	20/60

Spells

Spell Attack Modifier +5, Spell Save DC 13

Cantrips (at-will) *mage hand, vicious mockery*

1st (2 slots) *heroism, healing word, longstrider, thunderwave*

Proficiencies and Languages

Light armor, simple, weapons, hand crossbows, longswords, rapiers, shortswords, drum, lute, horn, playing cards

Common, Dwarvish, Orcish



Personal

Bardic Inspiration. You can use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. A creature can have only one Bardic Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Ritual Casting. You can cast any bard spell you know as a ritual if that spell has the ritual tag.

Friends on the Watch. You still have friends on the city watch. They sometimes provide you with inside information, and you can even call on them for a favor, such as providing backup to apprehend a criminal. Similarly they might call on you to help with a case they can't crack.

Personal

Personality Traits. You often feel overwhelmed by the crime and corruption in the city, but you're a sucker for a sob story.

Ideal. You yearn to live in a city where the government makes laws for the common good, and the people obey them.

Bond. Your first duty is to those under your command.

Flaw. Sometimes you're tempted to seize power and rule as a benevolent dictator.

Equipment

Leather armor, longsword, dagger, lute, chest, 2 map cases, fine clothes, common cloth bottle of ink, ink pen, lamp, 2 flasks of oil, 5 sheets of paper, vial of perfume, sealing wax, soap, watch insignia, playing cards. 10 gp.

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Coming Soon!



The Runewild: Home to witches, fey, and dark secrets

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