SVP4204 Dragons of Autumn

**Chapter One: Despair**
You can find this chapter on page 11.

**Enter Fewmaster Toede**
See page 11 for the following information. Fewmaster Toede is a hobgoblin captain riding a warhorse. There are eight hobgoblins.

**Soldiers of the Highseeker**
See page 12 for the following information. The three seeker militiamen are bandits with scale mails (AC 15). The attack dog is a wolf and seeker sergeant is a bandit captain with scale mail (AC 16).

**Soldiers of the Highseeker**
See page 13 for the following information. There are eight goblins.

**People to Meet in Solace**
See pages 13-15 for the following information. The town’s significant residents are Otik Sandath, a commoner with 5d8 hit dice, 22 hit points, and proficiency in cook’s utensils; Theros Ironfeld; Tika Waylan who is a possible player character found in Appendix 2; High Theocrat Hederick is a priest without divine eminence and spellcasting traits, Challenge 1/8 (25 XP); and Fewmaster Toede who is a hobgoblin captain.

**Solace**
See page 14 for the following information. 25 seeker militiamen: a bandit captain with scale mail (AC 16), 24 bandits with scale mails (AC 15).

**AB 8: Eastwall Mountains**
See page 19 for the following information.

<table>
<thead>
<tr>
<th>d20</th>
<th>Encounter</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>1d6 + 3 baaz draconians</td>
</tr>
<tr>
<td>3-4</td>
<td>1d4 + 1 cockatrices</td>
</tr>
<tr>
<td>5-7</td>
<td>1d4 + 1 ankhegs</td>
</tr>
<tr>
<td>8-10</td>
<td>1d8 + 4 bugbears</td>
</tr>
<tr>
<td>11-13</td>
<td>2d6 + 6 skeletons</td>
</tr>
<tr>
<td>14-16</td>
<td>1 wyvern</td>
</tr>
<tr>
<td>17-18</td>
<td>1 bulette</td>
</tr>
<tr>
<td>19-20</td>
<td>1d6 + 2 dire wolves</td>
</tr>
</tbody>
</table>

**Qué-Kiri**
See page 19 for the following information. Leader and five warriors are tribal warriors armed with handaxes, spears, and longbows. The shaman is a tribal warrior.

A successful DC 10 Intelligence (Nature) or Wisdom (Survival) check informs the heroes that natural wildfires would be unlikely.

**Tracks**
See page 20 for the following information. A successful DC 15 Wisdom (Survival) check will allow a hero to determine that the tracks were made in part by strange, non-human feet. A successful DC 10 Wisdom (Survival) check is required to follow the tracks.

**Nightshade**
See pages 20-21 for the following information. A successful DC 15 Wisdom (Perception check) will allow the heroes to hear the laughter and taunts more clearly. There are four baaz draconians and Nightshade of the Qué-Teh who is a scout.

** Draconians**
See page 21 for the following information. There are eight baaz draconians.

**Qué-Shu**
See page 21 for the following information. Anyone who knows how to read Nerakese can read the sign. A successful DC 15 Intelligence (Nature) or Intelligence (smith's tools) check determines that the gouges in the metal shield have been made by a claw. A successful DC 15 Intelligence (Investigation) check is required to find the tracks and a successful DC 10 Wisdom (Survival) check is required to follow them.

**Qué-Teh**
See page 21 for the following information. A successful DC 15 Intelligence (Investigation) check is required to find many lizardlike feet among the human footprints. A successful DC 10 Wisdom (Survival) check is required to follow them.

**The Seeker Lands**
See page 22 for the following information. If the heroes are from Solace originally, they have advantage on Intelligence (Nature) and Wisdom (Survival) checks.

**AB 12: Twin Flat**
See page 22 for the following information. There is a baaz draconian spy and 10 baaz draconians.

**AB 13: Prayer’s Eye Peak**
See page 22 for the following information. A successful DC 15 Wisdom (Perception) check is required to see the White Stag.

**AB 14: Jakanth Vale**
See pages 22-23 for the following information. A successful DC 15 Wisdom (Survival) check is required to notice tracks leading away from the road.

**Features of Darken Wood**
See page 23 for the following information. All Wisdom (Perception) checks are made at disadvantage.
The forest is blanketed by a confusion spell (DC 18 Wisdom saving throw). Tracking checks are made at disadvantage.

**AB 9: Starlight Canyon**
See page 24 for the following information. There are 36 pegasi.

**AB 10: Dryad Forests**
See page 24 for the following information. There are 14 dryads.

**Spirit Forest**
See pages 24-25 for the following information. There is a spectral minion bandit captain and 10 spectral minions.

**Centaur Reaches**
See page 25 for the following information. There are eight centaurs.

**The Forestmaster**
See pages 25-26 for the following information. The Forestmaster is a unicorn.

**Haven**
See page 26 for the following information. Elistan is Highseeker of Haven; Orin Woodwind is a veteran. Seeker Locar and all seekers are priests without divine eminence and spellcasting traits, Challenge 1/8 (25 XP).

- There are 3 holy guards who are veterans, 6 holy guards who are thugs, and 10 holy guards who are guards.

**People to Meet in Haven**
See page 27 for the following information. Elistan lives in the city. Refugees are commoners.

**Entering Haven**
See page 28 for the following information. Refugees are commoners and the 15 riot guards are guards.

**Overheard at the Steel Tankard**
See page 28 for the following information. Jaymes Green is a scout with studded leather armor (AC 14), battleaxe, and longbow; “Bear” is a scout with Strength 14, greataxe, and shortbow; and Fiona Wainwright is a spy.

**The Council of the Highseeker**
See page 29 for the following information. Elistan is in the council as well as other Highseekers who are priests without divine eminence and spellcasting traits, Challenge 1/8 (25 XP).

- A successful DC 20 Wisdom (Insight) check reveals that Elistan doesn't really understand what is happening. If the Sage makes a successful DC 15 Intelligence (Religion) check, he'll notice that Elistan simply said “gods.”

**AB 21: Qualinesti Elflands**
See pages 29-30 for the following information. Qualinesti scouts are scouts, the 14 Qualinesti elite scouts are scouts, and Qualinesti scout captain is a spy with a scimitar and longbow.

**AB 22: White-Rage River**
See pages 30 for the following information. A successful DC 15 Dexterity (Carpenter’s tools) check will cut the total time in half. A successful DC 20 check, the time is cut to one third. A successful DC 10 Dexterity (Acrobatics) check is necessary to cross the river atop a felled tree.

- To stay on course, a successful DC 10 Wisdom (Survival) check is required.

**AB 23: The White-Rage Cut**
See pages 30 for the following information. Three successful DC 10 Dexterity saving throws must be made to pilot through the rapids.

- A successful DC 15 Strength (Athletics) check must be made to simply getting to the trail by scaling the rock wall.

**AB 24: Oldroad Bridge**
See pages 30-31 for the following information. There are six baaz draconians and an ogre.

- To notice the tripwire trap requires a successful DC 15 Wisdom (Perception) check. To disable the trap requires a successful DC 20 Dexterity check with thieves' tools. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

- When the trap is triggered, the net is released, covering a 10-foot-square area. Those in the area are trapped under the net and restrained, and those that fail a DC 10 Strength saving throw are also knocked prone. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. The net has AC 10 and 20 hit points. Dealing 5 slashing damage to the net (AC 10) destroys a 5-foot-square section of it, freeing any creature trapped in that section.

**AB 25: Forsaken Pass**
See page 31 for the following information. Staying on the trail requires a successful DC 10 Wisdom (Survival) check every mile.

**Tracks**
See page 31 for the following information. To notice a series of tracks requires a successful DC 15 Wisdom (Perception) check. If the tracker succeeds in a DC 20 Wisdom (Survival) check, he will be able to tell that it was approximately 5 days previously.

**Dwarven Fortress**
See pages 31-32 for the following information. There are three owlbears.
**Monstrous Spiders**
See page 32 for the following information. There are five giant spiders.

**Random Encounters in the Cursed Swamp**
See page 32 for the following information.

<table>
<thead>
<tr>
<th>d20</th>
<th>Encounter</th>
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<tr>
<td>1-2</td>
<td>1 chuul</td>
</tr>
<tr>
<td>3-6</td>
<td>1d4 + 1 crocodiles</td>
</tr>
<tr>
<td>7-10</td>
<td>1 ochre jelly</td>
</tr>
<tr>
<td>11-14</td>
<td>1 wraith</td>
</tr>
<tr>
<td>15-18</td>
<td>1 swarm of poisonous snakes</td>
</tr>
<tr>
<td>19-20</td>
<td>1 hydra</td>
</tr>
</tbody>
</table>

**Getting to Xak Tsaroth**
See page 32 for the following information. Crossing one of the three rope or vine bridges along the trail requires a successful DC 10 Strength (Athletics) or Dexterity (Acrobatics) check.

**XT 2: Waters of the Swamp**
See page 33 for the following information. If a hero drinks swamp water, he must make a successful DC 12 Constitution saving throw or be poisoned for 1 hour.

**XT 4: Battle of the Fallen Ironclaw**
See pages 33-34 for the following information. There are six bozak draconians.

**XT 5: Broken Bridge**
See page 34 for the following information. There are two bozak draconians. If a character on the bridge puts a foot through the floor, a successful DC 10 Dexterity saving throw must be made or be restrained for 1 round as he yanks his foot free.

**UXT 1: Temple Entrance**
See page 35 for the following information. A successful DC 15 Intelligence (Religion) check will reveal that the pattern in the stone is Mishakal’s constellation.

**UXT 2: Mishakal’s Form**
See pages 35-36 for the following information. There is a bozak draconian and seven bozak draconians.

The hero must make a successful DC 10 Dexterity saving throw to leap to safety. If he fails, he’s trapped in the burning idol and takes 38 (11d6) fire damage until a successful Dexterity saving throw is made.

The break the cage requires a successful DC 15 Strength check.

**XT 8: Breeding Pool**
See page 36 for the following information. There are five black dragon wyrmlings.

**XT 11: Plaza of Death**
See pages 36-37 for the following information. A successful DC 10 Wisdom (Perception) check reveals that the only sounds come from the heroes themselves. Any hero that makes a successful DC 15 Intelligence (Nature) check should be able to tell that they were all scared away by something.

Make a Dexterity (Stealth) check for Onyx contested with the heroes’ passive Perception.

Onyx is a young black dragon.

**XT 12: The Great Well**
See page 37 for the following information. A successful DC 10 Knowledge check will quickly inform the heroes that descending the well is an exceedingly dangerous route. To climb the well requires a successful DC 25 Strength (Athletics) check.

**UXT 4: North Worship Room**
See page 39 for the following information. There are three baaz draconians. The item is a spell scroll of lightning bolt.

**UXT 5: Southern Holy Circle**
See page 39 for the following information. There are five gully dwarf commoners.

**UXT 7: Paths of the Dead**
See pages 39-40 for the following information. To climb the pedestal requires a successful DC 20 Strength (Athletics) check.

**UXT 8: Hall of the Ancestors**
See page 40 for the following information. To detect the sounds of creaking and groaning and stone requires a successful DC 10 Wisdom (Perception) check. To leap to safety requires a successful DC 13 Dexterity saving throw.

**UXT 9: Southern Crypts**
See pages 40-41 for the following information. There are 30 gully dwarf commoners. Bupu (a guard with a club) will offer to show the heroes a “secret way” on a successful DC 15 Charisma (Persuasion) check.

**UXT 10: Going Down**
See page 41 for the following information. There are two bozak draconians, Crank the ogre, and more than two gully dwarf commoners.

There are also six baaz draconians.

**UXT 13: Watch Room**
See page 42 for the following information. To run across or charge across the room requires a successful DC 10 Dexterity (Acrobatics) check.
UXT 14: Treasure/Tomb of the Faithful
See page 42 for the following information. There is a spectral minion guard. The weapons found in the sarcophagus are nonmagical.

UXT 18: Sewer Entrance
See page 43 for the following information. Unless a hero has both hands free, he must make a successful DC 15 Dexterity (Acrobatics) check every 30 ft. traveled. If any heroes are in front of him, they must each immediately make a successful DC 13 Dexterity saving throw.

UXT 21: Cellar Above
See page 43 for the following information. There are two giant spiders. Make a Dexterity (Stealth) check for the spiders.

UXT 31: Treasure Court
See page 45 for the following information. Wading across the river requires a DC 10 Strength check.

UXT 32: View from the Falls
See page 45 for the following information. To climb down to the city below requires a successful DC 10 Strength (Athletics) check. If any hero is polite and kind to the Aghar, the dwarves offer assistance on the climb which grants all the heroes advantage on the roll.

UXT 33: Outer Treasury
See page 45 for the following information. There are four spectral minion guards.

UXT 38: Windows Below
See page 46 for the following information. To climb the curtains requires a successful DC 5 Strength (Athletics) check.

UXT 39: Dance on the Wall
See page 46 for the following information. To climb the curtains requires a successful DC 5 Strength (Athletics) check. Moving from one curtain to another requires a successful DC 13 Strength (Athletics) check. To notice the snakes requires a successful DC 20 Wisdom (Perception) check. There are four swarms of poisonous snakes.

Xak Tsaroth: Lower Caverns
See page 46 for the following information. All Wisdom (Perception) checks relying on hearing are at disadvantage and all spellcasting requires a successful DC 5 Concentration check.

LXT 4: North Mall
See page 48 for the following information. Wading across the water requires a successful DC 10 Strength (Athletics) check and a DC 10 Dexterity (Acrobatics) check.

LXT 5: Entryway
See page 48 for the following information. To find their own location on the map requires a successful DC 15 Intelligence (Investigation) check.

LXT 7: North Armory
See page 48 for the following information. There are five baaz draconians.

LXT 8: Assembly
See pages 48-49 for the following information. There is a bozak draconian.

LXT 11: Quarters
See page 49 for the following information. There are 15 baaz draconians.

LXT 12: Mess Hall
See page 49 for the following information. There are three baaz draconians.

LXT 13: Larder Office
See pages 49-50 for the following information. There are three bozak draconians and Hugon Barker, a kender spy.

LXT 14: Larder
See page 50 for the following information. To find the weapons requires a successful DC 10 Intelligence (Investigation) check. The weapons are nonmagical.

LXT 15: Court of Reception
See page 50 for the following information. There is a bozak draconian, eight baaz draconians, and 24 gully dwarf commoners.

LXT 16: Great Plaza
See pages 50-51 for the following information. There is Onyx, a young black dragon, bozak draconian, and seven gully dwarf commoners.

LXT 17: East Falls
See page 51 for the following information. If the heroes have made the climb before, they have advantage on the check.

LXT 18: West Falls
See page 51 for the following information. Sunstar is a scout without armor and weapons. She is hiding, roll for Dexterity (Stealth) for her.

LXT 21: Slud Clan Barracks
See page 51 for the following information. There are 15 gully dwarf commoners. To move through the room without awakening the dwarves requires a successful DC 15 Dexterity (Stealth) check.
**LXT 24: Guard Post**
See page 53 for the following information. There are three gully dwarf guards without armor.

**LXT 26: Secret Treasury**
See page 53 for the following information. There are two gully dwarf guards without armor and a bozak draconian.

**LXT 27: Messy Mess Hall**
See page 53 for the following information. There are eight gully dwarf commoners. Make a random attack roll with +1. If a hero is hit, he must make a successful DC 10 Constitution saving throw or be poisoned (nauseated) for 1 minute.

**LXT 28: Bulp Clan Barracks**
See pages 53-54 for the following information. There are eight gully dwarf commoners. To move through the room without awakening the dwarves requires a successful DC 15 Dexterity (Stealth) check.

**LXT 29: Highbulp’s Quarters**
See page 54 for the following information. To find the secret door requires a successful DC 15 Wisdom (Perception) check from the room side or DC 25 check from the street side.

**LXT 31: Court of the Aghar**
See page 54 for the following information. Highbulp Phudge is a noble with padded armor and dagger. There are four gully dwarf guards without armor.

**LXT 33: Secret Corridor**
See pages 54-55 for the following information. The heroes need to make a successful DC 10 Constitution saving throw or receive one level of exhaustion if they spend more than thirty minutes in the frigid water. There are five giant centipedes. Because the centipedes hide underneath the water, they have advantage on Dexterity (Stealth) checks.

**LXT 36: First Hall**
See page 55 for the following information. There are two bozak draconians.

**LXT 37: Palace Treasury**
See page 55 for the following information. To find the package requires a successful DC 15 Intelligence (Investigation) check. The package contains two +2 daggers, gloves of swimming and climbing, and Fistandantilus’s spellbook containing the spells arcane lock, invisibility, knock, and lightning bolt. The shield is nonmagical.

**LXT 39: Bozak Captains’ Quarters**
See page 55 for the following information. The potion is a potion of healing.

**LXT 40: Prisoner Cell**
See pages 55-56 for the following information. Raven-eye is a scout without armor and weapons. To open the manacles requires a successful DC 15 Dexterity check with thieves’ tools.

**LXT 41: High Priest’s Office**
See page 56 for the following information. There is a bozak draconian warlock of the fiend.

**LXT 43: Hall of Sound**
See page 56 for the following information. To detect the trap requires a DC 15 Intelligence (Investigation) check. To disable the trap requires a successful DC 15 Dexterity check with thieves’ tools.

**LXT 44: Court of the Balance**
See pages 56-57 for the following information. A successful DC 15 Wisdom (Perception) check is required to reveal what appears to be a stack of hundreds of thing engraved platinum disks. Onyx, a young black dragon is in the room.

In the hoard there is a cloak of protection, a wand of magic missiles, and two potions of fire resistance.

**Epilogue**
See pages 57-58 for the following information. If the heroes leap into the raging currents it will cause 21 (6d6) bludgeoning damage and requires a successful DC 15 Constitution saving throw six times. Each failure means one level of exhaustion.
**Chapter Two: Flame**
You can find this chapter on page 59.

**Random Encounters on the Occupied Plains**
See pages 59-60 for the following information.

<table>
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<th>d20</th>
<th>Encounter</th>
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<tbody>
<tr>
<td>1-2</td>
<td>1d6 + 3 baaz draconians</td>
</tr>
<tr>
<td>3-4</td>
<td>1 wyvern</td>
</tr>
<tr>
<td>5-7</td>
<td>2 hobgoblins &amp; 12 goblins</td>
</tr>
<tr>
<td>8-10</td>
<td>Coyote pack, (see below)</td>
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<tr>
<td>11-13</td>
<td>1d4 + 1 wights</td>
</tr>
<tr>
<td>14-16</td>
<td>1d3 griffons</td>
</tr>
<tr>
<td>17-18</td>
<td>1d3 trolls</td>
</tr>
<tr>
<td>19-20</td>
<td>1d4 + 3 dire wolves</td>
</tr>
</tbody>
</table>

12 coyotes, use mastiff stats.

**Kapak Draconians**
See page 61 for the following information. There are nine male kapak draconians.

**Dragon Patrol**
See page 61 for the following information. There is a young red dragon and two kapak draconians.

**Occupied New Ports**
See page 62 for the following information. Sections of 12 baaz draconians, or gangs of 20 goblins led by 4 hobgoblins.

**Nearing Pax Tharkas**
See page 62 for the following information. There are four trolls, Gilthanas (playable character), and three Qualinesti elf scouts.

**Forest of Qualinesti**
See pages 62-63 for the following information. There are fifteen Qualinesti elf scouts and Porthios.

**People to Meet in Occupied Haven**
See page 63 for the following information. There is Tethys, a veteran bozak draconian and Inferno, an adult red dragon.

**Confrontation at the Gate**
See pages 63-64 for the following information. There are two baaz draconians, 12 baaz draconians, 20 goblins, and four hobgoblins.

**Town Confrontation**
See page 64 for the following information. There are 2-8 kapak draconians.

**Kapak Bullies**
See pages 65-66 for the following information. There are 6 kapak draconians, one with a skillet wound.

**Fewmaster Toede**
See page 66 for the following information. There are eight kapak draconians and Fewmaster Toede, a hobgoblin captain.

**People to Meet on the Road**
See pages 66-67 for the following information. There is Gilthanas, a playable character; Theros Ironfeld; Elistan; Fizban the Fabulous, an archmage; and Sestun, a gully dwarf bandit.

**The Elven Stranger**
See page 67 for the following information. The solid iron bars have AC 17, 10 hit points. They can be broken with a successful DC 20 Strength check. To open the locks requires a successful DC 25 Dexterity check with thieves' tools.

**A Chilly Sunrise**
See pages 67-68 for the following information. Theros is at 0 hit points, hasn’t succeeded or failed at death save yet.

**Fight for Freedom**
See pages 69-70 for the following information. There is Porthios, Gilthanas, Theros Ironfeld, and Qualinesti elf scouts. A successful DC 20 Wisdom (Perception) check uncovers a long sword.

There are 20 goblins and 16 hobgoblins.

**People to Meet in Qualinesti**
See pages 70-71 for the following information. Solostaran (a knight with elven chain (AC 14), longsword, and dagger), Porthios, and Lauralanthalasa (Laurana) (playable character) can be found in Qualinesti.

**Porthios and the Scouts**
See page 71 for the following information. A successful DC 20 Intelligence (History) check reveals that the scout captain is none other than Gilthanas’ older brother: Porthios.

**Qualinost**
See page 72 for the following information. Authority figures are Solostaran and Porthios. Important characters are Senator Rashas; elf noble and Lauralanthalasa. Wildrunners consist of 18 elf veterans, 35 elf thugs, and 390 elf guards, all equipped with longbows, longsword, and chain shirts.

**Raid**
See pages 76-77 for the following information. There is Fewmaster Toede (hobgoblin captain), a wyvern, and six kapak draconians. On the first round of combat, make a Dexterity (Stealth) check for the wyvern.
A dozen elven guards armed with longbows, longswords, and chain shirts arrive to help the heroes in four rounds.

**Sense Motive: Eben’s Deception**

See page 77 for the following information. If a hero requests a Wisdom (Insight) check against Eben, consult the following:

- **DC 19 and below:** The hero doesn’t believe there to be any intentional deception.
- **DC 20:** Eben doesn’t seem all that injured, but maybe the bruise on his head rattled him.
- **DC 23:** Eben is not being entirely forthright, but the hero can’t quite put his finger on how or why.
- **DC 28:** Something is very, very wrong. Eben is being downright dishonest about something—something tells the hero not to trust him.

**Leaving Qualinesti**

See pages 77-78 for the following information. There is Eben Shatterstone and eight baaz draconians.

**Troll Guards**

See page 78 for the following information. There are three trolls. The shield is nonmagical, gloves are gloves of thievery.

**Random Encounters in Sla-Mori**

See page 78 for the following information.

<table>
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<th>d20</th>
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<tr>
<td>1-3</td>
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<td>4-7</td>
<td>1d4 + 1 gricks</td>
</tr>
<tr>
<td>8-10</td>
<td>2 rust monsters</td>
</tr>
<tr>
<td>11-14</td>
<td>1 phase spider</td>
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<tr>
<td>15-17</td>
<td>1 swarm of insects</td>
</tr>
<tr>
<td>18-20</td>
<td>2d4 horaxes</td>
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</table>

**SM 4: Hall of the Ancients**

See pages 78-79 for the following information. The sword is Wyrmslayer.

**Wyrmslayer**

*Weapon (longsword), very rare*

You gain a +2 bonus to attack and damage rolls made with this weapon. Upon a hit against a dragon, it deals an extra 3d6 slashing damage and you have advantage on saving throws against all dragon spells and breath weapon attacks. Also, the sword is immune to the death throes of baaz draconians. It also has the unusual property of buzzing loudly whenever a dragon is within 30 feet of it, and this noise is loud enough to be heard by and awaken dragons within 300 feet.

**SM 5: The Closed Corridor**

See pages 79-80 for the following information. There is a grick alpha.

**SM 6: The Chamber of Doom**

See page 80 for the following information. There is a specter.

**SM 7: The Sliding Wall**

See page 80 for the following information. To notice the secret door requires a successful DC 20 Wisdom (Perception) check.

To find the trap requires a successful DC 20 Intelligence (Investigation) check. To disable it requires a successful DC 20 Dexterity check with thieves’ tools. To avoid the trap requires a successful DC 10 Dexterity saving throw to leap through before it closes if within 5 ft. of it.

Once triggered, the stone wall can be moved by a successful DC 25 Strength check. The wall has AC 17 and 180 hit points.

There are three gargoyles.

**SM 8: Royal Crypts**

See pages 80-81 for the following information. There are 20 human zombies, 20 elf zombies, and 12 dwarf zombies.

**SM 9: Hall of Columns**

See page 81 for the following information. To find the secret door requires a successful DC 20 Wisdom (Perception) check.

**SM 10: Pit Trap**

See page 81 for the following information. To find the trap requires a successful DC 15 Wisdom (Perception) check. To disable the trap requires a successful DC 15 Dexterity check with thieves’ tools. Those falling into the pit receive 17 (5d6) bludgeoning damage.

**SM 11: Chain and Support**

See page 81 for the following information. To climb the chain requires a successful DC 15 Strength (Athletics) check. The two secret doors in the room can be found with a successful DC 20 Wisdom (Perception) check.

**SM 12: Treasure Vault**

See pages 81-82 for the following information. There is a banshee. The magical items in the treasure are *boots of elvenkind, cloak of elvenkind, gloves of thievery*, and *amulet of animal transformation (fox)*.

**Amulet of Animal Transformation (Fox)**

*Wondrous item, uncommon*

Once per day, you can polymorph into a fox, use hyena stats. You can remain in fox form for 3 hours.

**SM 13: To Pax Tharkas**

See page 82 for the following information. To find the secret door requires a successful DC 20 Wisdom (Perception) check.
**Random Encounters in Pax Tharkas**

See page 82 for the following information. The random encounter is four **hobgoblins**.

**People to Meet in Lower Pax Tharkas**

See pages 82-83 for the following information. There is Highklad Drooth, a gully dwarf **noble** with padded armor and dagger and Maritta the Seamstress, a **commoner**.

**PT 2: Guardroom**

See page 83 for the following information. To hear the voices requires a successful DC 15 Wisdom (Perception) check. There are six **kapak draconians** and Laurana (playable character).

**PT 3: Women’s Prison #1**

See page 83 for the following information. To pick the lock requires a successful DC 15 Dexterity check with thieves’ tools.

**PT 5: Maidens**

See page 83 for the following information. To pick the lock requires a successful DC 15 Dexterity check with thieves’ tools.

**PT 7: Storage**

See page 86 for the following information. To pick the lock requires a successful DC 15 Dexterity check with thieves’ tools.

**People to Meet in Mid-Level Pax Tharkas**

See pages 86-87 for the following information. There is **Dragon Highlord Verminaard**; Ember (Pyros), an **adult red dragon**; Flamestrike (Matafleur), an **ancient red dragon**, and Galang, a hobgoblin **martial arts adept**.

**PT 8: Upper Hallwau**

See page 87 for the following information. There are two **hobgoblins**.

**PT 9: Reception Room**

See page 87 for the following information. There are five **kapan draconians**.

**PT 12: Mid-Level Guardroom**

See page 88 for the following information. To hear the laughter requires a successful DC 10 Wisdom (Perception) check. There are 28 **hobgoblins**.

**PT 13: Prison Cell**

See pages 88-89 for the following information. To lock has AC 19 and 10 hit points. To open the lock requires a successful DC 25 Dexterity check with thieves’ tools.

Sestun is a gully dwarf **bandit**.

**PT 14: Throne Room**

See pages 89-90 for the following information. To pick the lock, if the door is locked, requires a successful DC 20 Dexterity check with thieves’ tools.

There is Ember, an **adult red dragon**, **Verminaard**, and six **kapak draconians**.

Anyone within five feet of the chain must make a DC 15 Dexterity saving throw or receive 17 (5d6) bludgeoning damage from the last-moving chain.

**PT 15-17: Verminaard’s Quarters**

See page 90 for the following information. The door has AC 17 and 20 hit points. To pick the lock requires a successful DC 20 Dexterity check with thieves’ tools.

**PT 16: Private Dining Room**

See page 90 for the following information. A successful DC 15 Intelligence (History) check will recognize the second tapestry as a depiction of Neraka.

Poison needle trap. If triggered, a creature within range takes 1 piercing damage and 11 (2d10) poison damage, and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour. A successful DC 20 Intelligence (Investigation) check allows a character to deduce the trap’s presence from alterations made to the lock to accommodate the needle. A successful DC 15 Dexterity check using thieves’ tools disarms the trap.

The treasure contains two potions of greater healing, one **potion of gaseous form**, and one **potion of invisibility**.

**PT 17: Verminaard’s Bedchamber**

See pages 90-91 for the following information. The trap is a **glyph of warding**. The glyph is bestow curse as a 4th-level spell with a DC of 15. To find the glyph requires a successful DC 15 Intelligence (Investigation) check.

The treasure contains two **spell scrolls of cure wounds**, a **spell scroll of prayer**, a **spell scroll of find traps**, and a **spell scroll of augury**.

**PT 18: Children’s Playroom**

See page 91 for the following information. To lift the beam requires a successful DC 17 Strength check. There are six **kapak draconians**.

**PT 20: Chamber of the Nursemaid**

See pages 91-92 for the following information. A successful DC 5 Dexterity ( Stealth) check is required to keep the dragon asleep. A successful DC 15 Charisma (Persuasion) check ensures that the children will be ready to follow the heroes.

Flamestrike is an **ancient red dragon**.

**PT 28: The Great Wall**

See page 92 for the following information. To move the massive winches requires a successful DC 25 Strength check.
PT 29: Western Hallway
See page 92 for the following information. To pick the lock requires a successful DC 20 Dexterity check with thieves’ tools.

PT 30: Western Guardroom
See pages 92-93 for the following information. To hear the voices requires a successful DC 17 Wisdom (Perception) check.
There are seven hobgoblins and Galang, a hobgoblin martial adept.

PT 31: Large Prison
See page 93 for the following information. To pick the lock requires a successful DC 25 Dexterity check with thieves’ tools.

PT 32: Monster Mess Hall
See page 93 for the following information. There are six hobgoblins and seven baaz draconians.

PT 34: Armory
See page 94 for the following information. To pick the lock requires a successful DC 20 Dexterity check with thieves’ tools.

PT 23: Upper Landing
See page 94 for the following information. To find the secret door requires a successful DC 15 Wisdom (Perception) check.

PT 25: Balcony
See page 95 for the following information. To figure out there’s a dragon at the bottom of the pit requires a successful DC 15 Knowledge (Arcana) check.
Ember is an adult red dragon.

PT 27: Gate-Blocking Mechanism
See page 95 for the following information. To release the chain requires a successful DC 17 Strength check.
Chapter Three: Hope
You can find this chapter on page 98.

Escape from Pax Tharkas
See pages 103-104 for the following information. There are eight baaz draconians.

TM 3: Southern Road
See page 104 for the following information. To spot the tracks requires a successful DC 5 Wisdom (Perception) check and to tell the tracks are somewhat fresh requires a successful DC 15 Wisdom (Survival) check.

Zirkan
See page 105 for the following information. There are 12 neidar dwarf guards with studded leather armor and battleaxes and Zirkan, a neidar dwarf veteran with chain shirt, shield (AC 16), battleaxe, and light crossbow.

Neidar Village
See pages 105-106 for the following information. There are 50 neidar dwarf guards with studded leather armor and battleaxes and Stenkast, a neidar dwarf veteran with chain shirt, shield (AC 16), battleaxe, and light crossbow.

There is a +1 battleaxe.

PT 10: Honey Cliffs
See page 106 for the following information. There are 10 giant bees.

PT 11: Ice Cathedral
See page 106 for the following information. To climb the hill requires a successful DC 15 Strength (Athletics) check.

PT 13: Dirken Canyon
See pages 106-107 for the following information. To scaled the glacier requires a successful DC 15 Strength (Athletics) check.

PT 28: Trampled Plain
See page 108 for the following information. To tell the tracks are draconian requires a successful DC 15 Wisdom (Survival) check.

PT 30: Plains of Dergoth
See pages 108-109 for the following information. Locating the path requires a successful DC 20 Wisdom (Survival) check.

The Restless Dead
See page 109 for the following information. There are four dwarven ghosts.

Rotten Vegetation
See page 109 for the following information. There is a shambling mound.
To find the hole in the ground requires a successful DC 10 Wisdom (Perception) check.
A successful DC 20 Wisdom (Perception) check will uncover a reddish iron ring etched with flames which is a ring of fire resistance.

Random Encounters in the Tharkadan Mountains
See pages 109-110 for the following information.

<table>
<thead>
<tr>
<th>d20</th>
<th>Encounter</th>
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<tbody>
<tr>
<td>1</td>
<td>Ember, an adult red dragon, attacks, (see below)</td>
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<tr>
<td>2-3</td>
<td>2d4 dire wolves</td>
</tr>
<tr>
<td>4-5</td>
<td>1 giant boar</td>
</tr>
<tr>
<td>6-7</td>
<td>1d3 + 1 owlbears</td>
</tr>
<tr>
<td>8-9</td>
<td>Snow squall, (see below)</td>
</tr>
<tr>
<td>10-12</td>
<td>3d6 goblins</td>
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<tr>
<td>13-14</td>
<td>Avalanche, (see below)</td>
</tr>
<tr>
<td>15-16</td>
<td>1 stone giant, (see below)</td>
</tr>
<tr>
<td>17-18</td>
<td>Bison herd, (see below)</td>
</tr>
<tr>
<td>19-20</td>
<td>2d4 winter wolves, (see below)</td>
</tr>
</tbody>
</table>

Ember Attacks
See page 110 for the following information. There is Ember, an adult red dragon and Verminaard.

Stone Giant
See pages 110-111 for the following information. There is a stone giant.

Bison Herd
See page 111 for the following information. There are many bison, use cow stats.

Winter Wolves
See page 111 for the following information. There are four winter wolves.

Canyon Ambush
See page 112 for the following information. There are three kapak draconians and 10 baaz draconians.

Fizban’s Fabulous Snow Fort
See pages 112-113 for the following information. There are 200 baaz draconians.

Ogre Attack
See page 113 for the following information. There are seven ogres.
People to Meet in the Steam Caverns
See page 113 for the following information. Highphulp is a gully dwarf noble with padded armor and a dagger.

Environmental Conditions
See page 114 for the following information. Heroes acclimated to heat and must succeed on a Constitution saving throw at the end of each hour or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour. Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on the saving throw. Creatures with resistance or immunity to fire damage automatically succeed on the saving throw, as do creatures naturally adapted to hot climates.

People to Meet in Skullcap
See page 116 for the following information. Whisper is an ancient black shadow dragon. Blaize is an adult brass dragon. There is also The Remnant of Fistandantilus and The Spirit of Grallen.

SC B: Eyes of the Dead
See pages 116-117 for the following information. To descend the tunnel requires a successful DC 10 Strength (Athletics) check.

SC C: Rubble Crater
See page 117 for the following information. To climb the shaft requires a successful DC 20 Strength (Athletics) check.

SC 3: Generals’ Way
See page 117 for the following information. There is a specter.

SC 5: Armory
See page 117 for the following information. Nothing else than dispel magic will dispel the gray hemisphere, a successful DC 15 Intelligence (Arcana) check reveals this.
Blaize is an adult brass dragon.
In the treasure the shields are nonmagical, javelins are nonmagical, the two cloaks are cloaks of protection.

Arrow Slits
See page 117 for the following information. There are 12 wights.

Lair of the Shadow
See pages 117-118 for the following information. Whisper is an ancient black shadow dragon.
In the treasure there is a +1 studded leather armor, a +1 chain mail, two potions of clairvoyance, and boots of levitation.

Ballroom
See page 118 for the following information. There are five wights.

Altar
See page 118 for the following information. The longsword is nonmagical.

SC 17: Twisted Iron Stairs
See page 119 for the following information. To climb down requires five successful DC 10 Strength (Athletics) checks. If a hero fails the check by more than 5, he has three chances to make a DC 15 Dexterity saving throw. On a success he needs to make a successful DC 5 Strength (Athletics) check to firmly plant his feet back on the staircase.
Once the heroes have reached the end of the stairs, they can make a successful DC 20 Strength (Athletics) check to make it the rest of the way, or they can easily tie off ropes to descend the rest of the way with a successful DC 5 Strength (Athletics) check.

SC 18: Crevasse Climb
See page 119 for the following information. There are six horaxes. Any time the heroes take damage, they must make a successful DC 10 Strength (Athletics) check in order to remain on the stairs.
The tunnel is large enough for one Medium creature to crawl through with a successful DC 10 Strength (Athletics) check.

SC 19: Collapsed Floors
See pages 119-120 for the following information. There are three skeletal warriors.
A successful DC 20 Strength (Athletics) check will allow the heroes to lower themselves into the hole.

SC 21: Man with a Key
See page 120 for the following information. There is an ochre jelly. Make a Dexterity (Stealth) check for the ochre jelly.

SC 23: Crystal Maze East
See pages 120-121 for the following information. The DC to dispel the illusions is 15. There is an iron pyrohydra and two invisible stalkers.
A successful DC 20 Wisdom (Perception) check allows the heroes to notice the location of one or more bridges.

SC 24: Crystal Maze West
See pages 120-121 for the following information. There is an iron pyrohydra with three heads and two invisible stalkers.
SC 26a, b: Fireball Hall
See page 121 for the following information. Fireball trap has saving throw DC of 15, it deals 28 (8d6) fire damage. To find the trap requires a successful DC 20 Wisdom (Perception) check. To disable it requires a successful DC 20 Dexterity check with thieves' tools.

SC 27: Trap Room
See pages 121-122 for the following information. There is a stone golem.

SC 28: Alcove
See page 122 for the following information. The doors have AC 17 and 60 hit points. They break on a successful DC 25 Strength check.

SC 29: Rites of Passage
See page 122 for the following information. The doors have AC 17 and 60 hit points. They break on a successful DC 25 Strength check.

The magic effects can be prevented using dispel magic with a DC of 19. To locate the keyholes requires a successful DC 15 Wisdom (Perception) check.

The second pair of statues casts an area dispel magic as a 3rd level spell. The third pair casts suggestion with a DC of 15 on anyone passing through.

Chamber of Fistandantilus
See page 122 for the following information. There is remnant of Fistandantilus.

Treasure Junction
See page 123 for the following information. The iron doors have AC 19 and 60 hit points. They can be broken with a successful DC 25 Strength check.

To find the secret keyholes requires a successful DC 20 Wisdom (Perception) check.

East Treasure
See page 123 for the following information. The scimitar is nonmagical.

West Treasure
See page 123 for the following information. There is a dwarven plate, and the helm of Grallen.

Helm of Grallen
Wondrous item, very rare
The helm of Grallen is a dwarven helm set with seven large gems (1,000 stl each). If you are killed, your soul is instantly transferred into one of the gems. The helm was made for Grallen, Prince of the Mountain Dwarves and son of the great dwarven king Duncan, when he rode to fight Fistandantilus in the Dwarfgate War.
Chapter Four: Desolation
You can find this chapter on page 125.

Northgate of Thorbardin

See page 126 for the following information. To find the secret door requires a successful DC 25 Wisdom (Perception) check. To open the door requires a successful DC 25 Intelligence (Investigation) check. The door can be destroyed with 15 points of fire damage in a single round from magical fire (such as a fireball spell).

Anyone standing in front of the door as it opens must make a successful DC 15 Dexterity saving throw to avoid falling off the cliff.

Transport Shafts

See page 127 for the following information. To climb the chain requires a successful DC 5 Strength (Athletics) check. To get onto the chain or into a bucket in a deserted area, a character must jump ten feet from the edge and catch a chain with a successful DC 10 Strength (Athletics) check. If the check fails, the hero makes a DC 10 Dexterity saving throw or falls. If the save succeeds, he catches a chain but suffers 7 (2d6) bludgeoning damage. If the saving throw fails, a second DC 10 Dexterity saving throw must be made or the character falls.

Random Encounters in Northgate

See pages 127-128 for the following information.

<table>
<thead>
<tr>
<th>d20</th>
<th>Encounter</th>
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<tr>
<td>1-2</td>
<td>1d3 umber hulks</td>
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<tr>
<td>3-6</td>
<td>1 cloaker</td>
</tr>
<tr>
<td>7-10</td>
<td>3d10 darkmantles</td>
</tr>
<tr>
<td>11-14</td>
<td>1d3 + 2 ghasts</td>
</tr>
<tr>
<td>15-18</td>
<td>2d4 carrion crawlers</td>
</tr>
<tr>
<td>19-20</td>
<td>1d3 + 1 cave fishers</td>
</tr>
</tbody>
</table>

Dwarfgate

See page 128 for the following information. Krothgar is a veteran with plate, shield (AC 20), battleaxe, and heavy crossbow. A successful DC 15 Wisdom (Insight) check will indicate that Krothgar seems nervous.

There are four umber hulks.

Arman Kharas

See pages 128-129 for the following information. Arman Kharas is a veteran with plate, shield (AC 20), battleaxe, and heavy crossbow. Challenge 4 (1,100 XP). There are 12 Hylar warriors, mountain dwarf guards with chain mail, shield (AC 18), warhammers, and light crossbows, Challenge 1/4 (50 XP).

If the heroes present the helm of Grallen from Skullcap, they gain an advantage on Charisma (Persuasion) checks towards Arman.

Prisoners

See pages 129-130 for the following information. There are 10 Theiwar warriors, guards with chain mail, shields (AC 18), battleaxes, and light crossbows, Challenge 1/4 (50 XP). The Theiwar captain is a veteran with plate, shield (AC 20), battleaxe, and heavy crossbow, Challenge 4 (1,100 XP). Pick is a guard.

Anvil’s Echo

See page 130 for the following information. There is a roper.

Attack of the Theiwar

See page 130 for the following information. There are 60 Theiwar warriors, guards with chain mail, shields (AC 18), battleaxes, and light crossbows, Challenge 1/4 (50 XP); 14 Theiwar captains, veterans with plate, shields (AC 20), battleaxes, and heavy crossbows, Challenge 4 (1,100 XP); a Theiwar warleader, a knight with plate, shield (AC 20), battleaxe, and heavy crossbow, Challenge 4 (1,100 XP); Arman Kharas, a veteran with plate, shield (AC 20), battleaxe, and heavy crossbow, Challenge 4 (1,100 XP); 12 Hylar warriors, guards with chain mail, shields (AC 18), warhammers, and light crossbows, Challenge 1/4 (50 XP); Pick, a guard, and four Hylar prisoners, commoners.

Allow the heroes to make a successful DC 15 Wisdom (Perception) check to avoid surprise.

Moving Through the North Hall of Justice

See page 131 for the following information. Each hero needs to make a successful DC 10 Dexterity (Stealth) check once every two minutes. On the fourth and fifth failures, everyone must make a successful DC 10 Dexterity (Stealth) check or be spotted.

Fiendish Whisper Spider

See page 132 for the following information. Arkys is a fiendish whisper spider. Use drider statistics, Arkys doesn’t have an elf upper body, no fey ancestry or innate spellcasting traits. It doesn’t have longsword or longbow either. It makes two bite attacks.

Falling stone trap will require all targets in a 20 ft. by 20 ft. area making a DC 20 Dexterity saving throw or receive 28 (8d6) bludgeoning damage. To find the trap requires a successful DC 23 Wisdom (Perception) check. To disable the trap requires a successful DC 15 Intelligence (Investigation) check.

Theiwar Alert

See page 132 for the following information. There are 20 Theiwar warriors, guards with chain mail, shields (AC 18), battleaxes, and light crossbows, Challenge 1/4 (50 XP); a Theiwar captain, a veteran with plate, shield (AC 20), battleaxe, and heavy crossbow, Challenge 4 (1,100 XP); and a dark dwarf savant, a mage.
**Shrieker Sentinels**

See pages 132-133 for the following information. There are four shriekers, 37 Hylar warriors, guards with chain mail, shield (AC 18), warhammers, and light crossbows, Challenge 1/4 (50 XP); and three Hylar captains, veterans with plate, shields (AC 20), warhammers, and heavy crossbows, Challenge 4 (1,100 XP).

**Theiwar Defenders**

See page 133 for the following information. A successful DC 15 Wisdom (Perception) prevents a surprise round. There are 20 Theiwar warriors, guards with chain mail, shields (AC 18), battleaxes, and light crossbows, Challenge 1/4 (50 XP); a Theiwar captain, a veteran with plate, shield (AC 20), battleaxe, and heavy crossbow, Challenge 4 (1,100 XP); and a dark dwarf savant, a mage. Two minutes later there are 30 Theiwar warriors, guards with chain mail, shields (AC 18), battleaxes, and light crossbows, Challenge 1/4 (50 XP); two Theiwar captains, veterans with plate, shields (AC 20), battleaxes, and heavy crossbows, Challenge 4 (1,100 XP); and a dark dwarf savant, a mage.

**The Major Thanes of Thorbardin**

See pages 133-134 for the following information. Glade Hornfel Kytil is a knight with plate, shield (AC 20), warhammer, and heavy crossbow, Challenge 4 (1,100 XP). Raelgar Ironface is a mage, and Rance Coalmount is a knight with plate, shield (AC 20), battleaxe, and heavy crossbow, Challenge 4 (1,100 XP).

**The Council of the Thanes**

See pages 135-136 for the following information. Any hero making a successful DC 13 Wisdom (Perception) check will notice the venomous looks Arman and Raelgar traded.

**Sense Motive: Raelgar’s Rebuttal**

See page 135 for the following information. A successful DC 15 Wisdom (Insight) check reveals that that speech may have tipped the mood of the room against the heroes. A successful DC 20 Wisdom (Insight) check reveals that Raelgar isn’t bluffing. A successful DC 25 Wisdom (Insight) check reveals that Raelgar hit every point spot on.

**Kalil S’Rith**

See page 136 for the following information. The rain and fog causes disadvantage to all Wisdom (Perception) checks.

**Things That Happen in the Valley of the Thanes**

See page 136 for the following information. Tomb plugs are made of thick stone, AC 17, 90 hit points, a successful DC 25 Strength check breaks them.

**Tomb of Rakthar**

See pages 136-137 for the following information. There is Rakhtar, a mummy, 20 dwarven skeletons, and 19 ghouls.

**Tomb of Spectres**

See page 137 for the following information. There are two mummies, eight ghouls, and a specter.

**Bloodragers**

See page 137 for the following information. There are seven dire wolves.

**The Tomb of Grallen**

See page 137 for the following information. If someone dons the helm, he must make a successful DC 20 Wisdom saving throw each round to resist removing the helm.

**The Broken Gateway**

See pages 137-138 for the following information. Each piece can be uncovered with a successful DC 10 Intelligence (Investigation) check. To fit the nine pieces requires a successful DC 15 Intelligence (Investigation) check.

**Important Notes on the Tomb**

See page 138 for the following information. The corridors are affected by the guards and wards spell. All doors are arcane locked. 15 doors (random) are covered by a silent image of a wall.

If a hero falls down the shaft or off the tomb, he must make a successful DC 15 Dexterity saving throw or receive 7 (2d6) bludgeoning damage for every level he falls. If the hero falls from the tomb, he will take 70 (20d6) bludgeoning damage when he hits the lake below.

**DT 2: Lower Gallery & Stairs**

See page 138 for the following information. A hero traversing the stairway has to make a successful DC 12 Dexterity saving throw or fall prone. Any hero who is in the path of the fallen hero must make a DC 12 Dexterity saving throw or fall prone.

**DT 3: Hall of Enemies**

See pages 138-139 for the following information. The breastplate is a +1 breastplate, the battleaxe, two daggers, and the greataxe are nonmagical. There is a ring of evasion and a ring of fire resistance.

**DT 7: Fountain of Time**

See pages 139-140 for the following information. To know the dwarf meets the general description of Kharas requires a successful DC 20 Intelligence (History) check.

**DT 9: Banquet Hall**

See page 141 for the following information. There are glasses of Arcanist.

**DT 10: Grand Overlook**

See page 141 for the following information. If the floor collapses, the hero must make a successful DC 16 Dexterity saving throw or fall, taking 7 (2d6) bludgeoning damage.
DT 12: Tipping Path
See page 141 for the following information. Those walking across the 50 foot bridge must make a successful DC 5 Dexterity (Acrobatics) check for every 10 feet of movement. Anyone on the bridge when it flips must make a successful DC 15 Dexterity saving throw to grab a cross bar and a successful DC 10 Strength saving throw to hold on. If either check fails, the hero falls, taking 14 (4d6) bludgeoning damage.

DT 15: Shrine of Reorx the Forge
See page 141 for the following information. The three items on the altar are a potion of superior healing, a spell scroll of remove curse, and a spell scroll of prayer. There is no incense of meditation.

DT 19: Unseen Danger
See page 142 for the following information. To find the swinging log trap requires a successful DC 20 Wisdom (Perception) check, to disable it requires a DC 20 Intelligence (Investigation) check. If the trap is triggered, the victim must make a successful DC 15 Dexterity saving throw, or receive 10 (3d6) bludgeoning damage.

DT 20: Courtyard
See page 142 for the following information. There are three wyvers.

DT 21: Pilgrim's Hostel
See page 142 for the following information. The plate mail is nonmagical.

DT 22: Lonely Vigil
See page 142 for the following information. Any hero interacting with the water is allowed a DC 15 Wisdom saving throw to see through the illusion.

The wooden cylinder contains a spell scroll of flame arrows, a spell scroll of fire shield, and a spell scroll of haste.

DT 23: Dilemma
See page 142 for the following information. To spot a small piece of wood requires a successful DC 20 Wisdom (Perception) check. At the top there is a potion of heroism and a wand of lightning bolts.

DT 24: Vestibule
See page 142 for the following information. To recognize the heraldic crest on the ring requires a successful DC 20 Intelligence (History) check. There is no potion of obscuring mist.

DT 25: Ruby Chamber of the Hammer
See pages 142-143 for the following information. This is the hammer of Kharas. The cord has AC 18 and 4 hit points.

DT 27: Test of Determination
See page 143 for the following information. To hand-over-hand cross the bridge requires three successful DC 10 Strength (Athletics) checks. Walking across requires two DC 15 Dexterity (Acrobatics) checks.

DT 28: Robber's Trap
See page 143 for the following information. To find the descending flames trap requires a successful DC 15 Wisdom (Perception) check, to disable the device requires a successful DC 20 Dexterity check with thieves' tools. The flame causes 3 (1d6) fire damage each round it occupies the same square as a player.

To find the secret door requires a successful DC 20 Wisdom (Perception) check.

DT 29: Duncan's Final Peace
See page 143 for the following information. Duncan's golden plate is a +2 plate. The armor is cursed for any who steals it; one round per day, all creatures attacking the hero wearing the plate have advantage on their attack rolls at a critical moment in battle chosen by the DM. A +1 greataxe and a ring of protection are also on the stand.

DT 28: Robber's Trap
See page 143 for the following information. To find the descending flames trap requires a successful DC 15 Wisdom (Perception) check, to disable the device requires a successful DC 20 Dexterity check with thieves' tools. The flame causes 3 (1d6) fire damage each round it occupies the same square as a player.

To find the secret door requires a successful DC 20 Wisdom (Perception) check.

Raging Ember
See pages 143-144 for the following information. Ember is an adult red dragon (120 hit points remaining). Evenstar is an ancient gold dragon.

Throwing the statuettes to the ground while saying the command words, will conjure a riding horse with riding saddle and bit and bridle for six hours. Each mount has the ability to feather fall once per day. As the heroes mount to flee, the riders must make a DC 10 Wisdom (Animal Handling) check or will be thrown from the saddle. There are six young red dragons.

Daegar Spearmen
See pages 144-145 for the following information. Henrik Quartzhall is a knight with plate, shield (AC 20), battleaxe and gauntlets of ogre power (melee weapon attack +6, on a hit 9 (1d10 + 4) slashing damage, Challenge 4 (1,100 XP). There are 12 Daegar warriors, guards with chain mail, shields (AC 18), battleaxes, and spears, Challenge 1/4 (50 XP); and a Daegar captain, a veteran with plate, shield (AC 20), battleaxe, and spear, Challenge 4 (1,100 XP).

Dungeon of Daegar
See page 145 for the following information. There are 10 Daegar warriors, guards with chain mail, shields (AC 18), battleaxes, and spears, Challenge 1/4 (50 XP); and a Daegar captain, a veteran with plate, shield (AC 20), battleaxe, and spear, Challenge 4 (1,100 XP). The prisoners are commoners.
Thane Rance of the Daegar

See page 145 for the following information. There are 60 Daegar warriors, guards with chain mail, shields (AC 18), battleaxes, and spears, Challenge 1/4 (50 XP); six Daegar captains, veterans with plate, shields (AC 20), battleaxes, and spears, Challenge 4 (1,100 XP). Thane Rance is a knight with plate, shield (AC 20), battleaxe, and heavy crossbow, Challenge 4 (1,100 XP).

Six combat rounds later, 30 baaz draconians and 10 kapak draconians arrive.

Temple of the Stars

See pages 145-147 for the following information. There is Verminaard; Arman Kharas (a veteran with plate, shield (AC 20), battleaxe, and a heavy crossbow); Eben Shatterstone; eight Theiwar warriors, guards with chain mail, shields (AC 18), battleaxes, and light crossbows, Challenge 1/4 (50 XP); eight ogres; ogre captain, an ogre; 20 baaz draconians; 10 kapak draconians; and a fireshadow.
### Baaz Draconian
*Medium dragon (draconian), chaotic evil*

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<td>22 (4d8 + 4)</td>
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<td>Speed</td>
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<th>CON</th>
<th>INT</th>
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<th>CHA</th>
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<td>13 (+1)</td>
<td>8 (-1)</td>
<td>8 (-1)</td>
<td>10 (+0)</td>
</tr>
</tbody>
</table>

**Senses**
darkvision 120 ft., passive Perception 11

**Languages**
Common, Draconic

**Challenge**
1/2 (100 XP)

**Glide.** The baaz can use its wings to glide, negating any damage from a fall of any height. It can also travel horizontally up to four times the vertical distance it descends.

**Death Throes.** When the baaz dies, it turns to stone instantly. If the killing blow was dealt with a slashing or piercing melee weapon, the creature dealing the killing blow must make a DC 10 Dexterity saving throw. If it fails, its weapon is stuck in the petrified draconian and cannot be removed. The baaz crumbles to dust 1 minute after death. Items in the baaz’s possession are unaffected by the petrification and subsequent dissolution.

**Actions**

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

- **Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

- **Claws.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

---

### Bozak Draconian
*Medium dragon (draconian), lawful evil*

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>15 (natural armor)</th>
</tr>
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<tbody>
<tr>
<td>Hit Points</td>
<td>27 (5d8 + 5)</td>
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<tr>
<td>Speed</td>
<td>30 ft.</td>
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<table>
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<td>12 (+1)</td>
<td>12 (+1)</td>
<td>10 (+0)</td>
<td>12 (+1)</td>
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</table>

**Skills**
Arcana +3, Perception +2

**Senses**
darkvision 120 ft., passive Perception 12

**Languages**
Common, Draconic

**Challenge**
1 (200 XP)

**Glide.** The bozak can use its wings to glide, negating any damage from a fall of any height. It can also travel horizontally up to four times the vertical distance it descends.

**Death Throes.** When the bozak dies, it explodes and each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) force damage, or half as much damage on a successful one.

**Spellcasting.** The bozak is a 4th-level spellcaster. Its spellcasting ability is Charisma (save DC 11, +3 to hit with spell attacks). The bozak has the following sorcerer spells prepared:

- **Cantrips (at will):** light, mage hand, mending, resistance, shocking grasp
- **1st level (4 slots):** detect magic, fog cloud, magic missile, shield
- **2nd level (3 slots):** scorching ray

**Actions**

- **Multiattack.** The bozak makes two attacks.

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

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

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

*Warlock of the Fiend*

*Medium dragon (draconian), lawful evil*

**Armor Class** 15 (natural armor)

**Hit Points** 27 (12d8 + 24)

**Speed** 30 ft.

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

**Saving Throws** Wis +4, Cha +7

**Skills** Arcana +4, Deception +7, Perception +4, Persuasion +7, Religion +4

**Damage Resistances** slashing damage from nonmagical attacks not made with silvered weapons

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Common, Draconic

**Challenge** 7 (2,900 XP)

---

**Actions**

**Multiattack.** The warlock makes two attacks.

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

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

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

---

**Eben Shatterstone**

*Medium humanoid (human), chaotic neutral*

**Armor Class** 18 (breastplate, shield)

**Hit Points** 22 (5d8)

**Speed** 30 ft.

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

**Skills** Deception +5, History +4, Persuasion +5

**Senses** passive Perception 10

**Languages** Abanasinian, Common, Goblin, Solamnic

**Challenge** 1 (200 XP)

---

**Actions**

**Multiattack.** Eben makes two attacks.

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

Medium humanoid (human), lawful good

**Armor Class** 14 (chain shirt)

**Hit Points** 38 (7d8 + 7)

**Speed** 30 ft.

<table>
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<tr>
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<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
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<td>14 (+2)</td>
<td>13 (+1)</td>
<td>13 (+1)</td>
<td>14 (+2)</td>
<td>17 (+3)</td>
<td>17 (+3)</td>
</tr>
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</table>

**Saving Throws** Wis +6, Cha +6

**Skills** History +6, Medicine +6, Persuasion +6, Religion +6

**Senses** passive Perception 13

**Languages** Abanasinian, Common, Solamnic

**Challenge** 1/4 (50 XP)

Heathen Cleric. Elistan is a heathen cleric with no clerical powers, which means he cannot use any of his clerical abilities. When he studies the Disks of Mishakal, he will gain access to all 7th-level clerical abilities.

**Spellcasting.** Elistan is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following cleric spells prepared:

- **Cantrips (at will):** guidance, light, spare the dying, thaumaturgy
- **1st level (4 slots):** bless, cure wounds, detect evil and good, sanctuary
- **2nd level (3 slots):** calm emotions, lesser restoration, zone of truth
- **3rd level (3 slots):** dispel magic, magic circle
- **4th level (1 slot):** guardian of faith

**Actions**

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

---

**Fireshadow**

Huge undead, chaotic evil

**Armor Class** 17 (natural armor)

**Hit Points** 123 (13d12 + 39)

**Speed** 25 ft.

<table>
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<tr>
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<th>CON</th>
<th>INT</th>
<th>WIS</th>
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<tbody>
<tr>
<td>19 (+4)</td>
<td>9 (-1)</td>
<td>17 (+3)</td>
<td>17 (+3)</td>
<td>16 (+3)</td>
<td>18 (+4)</td>
</tr>
</tbody>
</table>

**Saving Throws** Str +8, Cha +8

**Damage Vulnerabilities** radiant

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Abyssal, Common (can’t speak), telepathy 60 ft.

**Challenge** 10 (5,900 XP)

Create Spawn. Any living creature who’s hit point maximum is reduced to 0 by the green flame of a fireshadow becomes a fireshadow within 1d4 rounds. The new fireshadow is under the command of the fireshadow that created it and remains enslaved until its master’s destruction.

Fiery Aura. Anyone within 10 feet of the fireshadow must succeed at a DC 15 Constitution saving throw or take 7 (2d6) fire damage from the creature’s green flames.

Aversion to Sunlight. A fireshadow exposed to natural sunlight has disadvantage on all attack rolls and saving throws until the end of its next turn. In addition, the fireshadow takes 7 (2d6) radiant damage per round of exposure to sunlight.

**Actions**

**Multiattack.** The fireshadow makes three attacks: once with its bite and two with its claws.

**Bite.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. **Hit:** 13 (2d8 + 4) slashing damage plus 7 (2d6) fire damage. In addition, the target must make a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target is on fire from the green flame and may repeat the saving throw at the start of its next turn to douse the flames.

**Claws.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage plus 7 (2d6) fire damage. In addition, the target must make a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target is on fire from the green flame and may repeat the saving throw at the start of its next turn to douse the flames.
**Ray of Oblivion (Recharge 5-6).** The fireshadow projects an invisible ray affecting one target. The target must make a DC 18 Dexterity saving throw, taking 45 (13d6) necrotic damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by this damage is disintegrated.

---

**Horax**  
*Medium* beast, unaligned

**Armor Class 14** (natural armor)

**Hit Points 26 (4d8 + 8)**

**Speed 30 ft., burrow 20 ft., climb 30 ft.**

<table>
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<tr>
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<th>CON</th>
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<th>WIS</th>
<th>CHA</th>
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<tbody>
<tr>
<td>+2</td>
<td>+3</td>
<td>+2</td>
<td>-1</td>
<td>+0</td>
<td>-4</td>
</tr>
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</table>

**Senses** darkvision 60 ft., tremorsense 100 ft., passive Perception 10

**Languages** —

**Challenge 1/2 (100 XP)**

**Pounce.** If the horax moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the horax can make two rake attacks against it as a bonus action.

**Actions**

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

**Rake.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

---

**Iron Pyrohydra**  
*Huge construct, unaligned*

**Armor Class 20** (natural armor)

**Hit Points 138 (12d12 + 60)**

**Speed 20 ft.**

<table>
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<tr>
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<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
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<tbody>
<tr>
<td>+5</td>
<td>-1</td>
<td>+5</td>
<td>-5</td>
<td>-1</td>
<td>-5</td>
</tr>
</tbody>
</table>

**Damage Immunities** electricity, fire, poison, psychic;

**Damage Vulnerabilities** cold

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** —

**Challenge 8 for one head (3,900 XP), 10 for three heads (5,900 XP)**

**Fire Absorption.** Whenever the pyrohydra is subjected to fire damage, it takes no damage and regains a number of hit points equal to the fire damage dealt.

**Multiple Heads.** The pyrohydra has twelve heads. Whenever the pyrohydra takes 25 or more damage in a single turn, of its heads dies. If all its heads die, the pyrohydra dies.

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

**Actions**

**Multiattack.** The pyrohydra makes as many bite and breath weapon attacks as it has heads.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

**Fire Breath (Recharge 5-6 per Head).** The pyrohydra exhales fire in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.
**Kapak Draconian**
Medium dragon (draconian), lawful evil

**Armor Class**: 13 (studded leather armor)

**Hit Points**: 22 (4d8 + 4)

**Speed**: 30 ft.

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<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
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<tr>
<td>11 (+0)</td>
<td>13 (+1)</td>
<td>13 (+1)</td>
<td>8 (-1)</td>
<td>8 (-1)</td>
<td>11 (+0)</td>
</tr>
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</table>

**Skills**: Perception +1, Stealth +5

**Senses**: darkvision 120 ft., passive Perception 11

**Languages**: Common, Draconic

**Challenge**: 1/2 (100 XP)

**Glide**. The kapak can use its wings to glide, negating any damage from a fall of any height. It can also travel horizontally up to four times the vertical distance it descends.

**Death Throes**. When the kapak dies, its body instantly dissolves into a 5-foot radius pool of acid. All creatures within this area suffer 4 (1d8) points of acid damage each round they remain in the pool. The acid evaporates in 1 minute. All armor, weapons, and items carried by the kapak suffer damage from the acid as well.

**Poison**. The kapak’s poison doesn’t affect other kapaks.

**Sneak Attack (1/Turn)**. The kapak deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kapak that isn’t incapacitated and the kapak doesn’t have disadvantage on the roll.

**Actions**

**Shortsword**. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) piercing damage and the target must make a DC 11 Constitution saving throw, becoming poisoned and paralyzed on a failed save for 10 minutes.

**Bite**. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) piercing damage and the target must make a DC 11 Constitution saving throw, becoming poisoned and paralyzed on a failed save for 10 minutes.

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

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

---

**Porthios-Kanan**
Medium humanoid (elf), lawful good

**Armor Class**: 16 (elven chain)

**Hit Points**: 52 (7d8 + 21)

**Speed**: 30 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
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<td>16 (+3)</td>
<td>14 (+2)</td>
<td>10 (+0)</td>
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**Saving Throws**: Str +6, Con +5

**Skills**: Animal Handling +2, History +4, Perception +2, Persuasion +5

**Senses**: darkvision 60 ft., passive Perception 13

**Languages**: Common, Elvish, Sylvan

**Challenge**: 2 (450 XP)

**Fey Ancestry**. Porthios has advantage on saving throws against being charmed, and magic can’t put him to sleep.

**Actions**

**Multiattack**. Porthios makes two attacks.

**Longsword**. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

**Dagger**. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 6 (1d4 + 4) piercing damage.

**Leadership (Recharges after a Short or Long Rest)**. For 1 minute, Porthios 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 Porthios. A creature can benefit from only one Leadership die at a time. This effect ends if Porthios is incapacitated.
**Remnant of Fistandantilus**  
*Medium undead, chaotic evil*

- **Armor Class**: 13  
- **Hit Points**: 104 (16d8 + 32)  
- **Speed**: 40 ft., fly 80 ft. (hover)

```
STR  DEX  CON  INT  WIS  CHA  
10 (+0)  16 (+3)  14 (+2)  10 (+0)  14 (+2)  20 (+5)
```

- **Skills**: Arcana +4, Perception +4, Stealth +4  
- **Damage Resistances**: acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks  
- **Damage Immunities**: cold, necrotic, poison  
- **Condition Immunities**: charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained  
- **Senses**: darkvision 60 ft., passive Perception 14  
- **Languages**: Common  
- **Challenge**: 4 (1,000 XP)

**Incorporeal Movement.** The remnant can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Sunlight Powerlessness.** The remnant is powerless in natural sunlight. A remnant caught in sunlight can’t take reactions. For its actions, it can use only the Dash action to try to escape sunlight.

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

**Actions**

- **Withering Touch.** *Melee Weapon Attack:* +5 to hit, one target. *Hit:* 10 (2d6 + 3) necrotic damage. The target’s hit points maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. An arcane spellcaster slain by this way becomes a remnant in 1 minute. Its body is consumed by a rush of magical forces and its spirit remains. Spawn are under the command of the remnant that created them and remain enslaved until the remnant’s death. The spawn do not possess any of the abilities they had in life.

---

**Spectral Minion Bandit**  
*Medium undead, lawful neutral*

- **Armor Class**: 13  
- **Hit Points**: 11 (2d8 + 2)  
- **Speed**: 0 ft., fly 60 ft. (hover)

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

- **Damage Resistances**: acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks  
- **Damage Immunities**: cold, necrotic, poison  
- **Condition Immunities**: charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained  
- **Senses**: darkvision 60 ft., passive Perception 14  
- **Languages**: Common  
- **Challenge**: 1/4 (50 XP)

**Incorporeal Movement.** The spectral minion can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Turn Immunity.** The spectral minion is immune to effects that turn undead.

**Actions**

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

- **Light Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 800/320 ft., one target. *Hit:* 7 (1d8 + 3) necrotic damage.
**Spectral Minion Bandit Captain**

*Medium undead, lawful neutral*

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<tr>
<td>Hit Points</td>
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<td>Speed</td>
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<td>14 (+2)</td>
<td>11 (+0)</td>
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</table>

**Saving Throws**

Str +4, Dex +7, Wis +2

**Skills**

Athletics +4, Deception +4

**Damage Resistances**

acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities**

cold, necrotic, poison

**Condition Immunities**

charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses**

darkvision 60 ft., passive Perception 10

**Languages**

Common, any other language

**Challenge**

4 (1,100 XP)

---

**Incorporeal Movement.** The spectral minion can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Turn Immunity.** The spectral minion is immune to effects that turn undead.

**Actions**

**Multiattack.** The spectral minion makes three melee attacks: two with its scimitar and one with its dagger. Or the spectral minion makes two ranged attacks with its daggers.

**Scimitar.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 3) necrotic damage.

**Dagger.** *Melee or Ranged Weapon Attack:* +7 to hit or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) necrotic damage.

**Reactions**

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

---

**Spectral Minion Guard**

*Medium undead, lawful neutral*

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<td>Hit Points</td>
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<td>Speed</td>
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<th>CON</th>
<th>INT</th>
<th>WIS</th>
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<td>12 (+1)</td>
<td>10 (+0)</td>
<td>11 (+0)</td>
<td>10 (+0)</td>
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</table>

**Skills**

Perception +2

**Damage Resistances**

acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities**

cold, necrotic, poison

**Condition Immunities**

charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses**

darkvision 60 ft., passive Perception 10

**Languages**

Common

**Challenge**

1/4 (50 XP)

---

**Incorporeal Movement.** The spectral minion can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Turn Immunity.** The spectral minion is immune to effects that turn undead.

**Actions**

**Spear.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) necrotic damage.
**Theros Ironfeld**  
*Medium humanoid (human), neutral good*

- **Armor Class** 17 (chain shirt, +1 shield)  
- **Hit Points** 60 (11d8 + 11)  
- **Speed** 30 ft.  

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<tr>
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<th>INT</th>
<th>WIS</th>
<th>CHA</th>
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<tbody>
<tr>
<td>17 (+3)</td>
<td>12 (+1)</td>
<td>13 (+1)</td>
<td>12 (+1)</td>
<td>16 (+3)</td>
<td>9 (-1)</td>
</tr>
</tbody>
</table>

**Skills** Athletics +5, History +4, Insight +5, Perception +5  
**Senses** passive Perception 15  
**Tools** Carpenter’s tools, smith’s tools, vehicles (water)  
**Languages** Abanasinian, Common  
**Challenge** 3 (700 XP)

**Actions**

**Multiattack.** Theros makes two melee attacks.

**+1 warhammer.**  
**Melee Weapon Attack:** +6 to hit, reach 5 ft., one target.  
**Hit:** 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage if used with two hands.

---

**Verminaard**  
*Medium humanoid (human), lawful evil*

- **Armor Class** 16 (red dragon scale mail, ring of protection)  
- **Hit Points** 78 (12d8 + 24)  
- **Speed** 30 ft.  

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<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
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<td>14 (+2)</td>
<td>10 (+0)</td>
<td>15 (+2)</td>
<td>12 (+1)</td>
<td>17 (+3)</td>
<td>18 (+4)</td>
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**Saving Throws** Wis +6, Cha +7  
**Damage Resistances** fire  
**Skills** Animal Handling +5, Intimidation +6, Persuasion +6, Religion +3  
**Senses** passive Perception 13  
**Languages** Common, Draconic, Nerakese  
**Challenge** 3 (700 XP)

**Special Equipment.** Verminaard has red dragon scale mail, Nightbringer (+1 mace of blinding), whip, ring of protection, manacles, and medallion of faith (Takhisis).

**Spellcasting.** Verminaard is an 8th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following cleric spells prepared:

- Cantrips (at will): *guidance, light, sacred flame*
- 1st level (4 slots): *bane, cure wounds, protection from evil and good, sanctuary*
- 2nd level (3 slots): *augury, enhance ability, hold person*
- 3rd level (3 slots): *bestow curse, magic circle, speak with dead*
- 4th level (2 slots): *death ward*

**Actions**

**Multiattack.** Verminaard makes two melee attacks.

**Nightbringer.**  
**Melee Weapon Attack:** +5 to hit, reach 5 ft., one target.  
**Hit:** 6 (1d6 + 3) bludgeoning damage and the target must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute.

**Whip.**  
**Melee Weapon Attack:** +4 to hit, reach 10 ft., one target.  
**Hit:** 4 (1d4 + 2) slashing damage.

**Leadership (Recharges after a Short or Long Rest).** For 1 minute, Verminaard 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 Verminaard. A creature can benefit from only one Leadership die at a time. This effect ends if Verminaard is incapacitated.
**White Stag**
*Medium fey, lawful good*

**Armor Class** 17 (natural armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 50 ft.

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

**Skills** Perception +6, Stealth +6, Survival +6

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

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

**Languages** empathy

**Challenge** 2 (450 XP)

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**Divine Sanctity.** Attacking the White Stag requires a successful DC 13 Wisdom saving throw, much like the sanctuary spell. If the White Stag attacks an opponent, this ability is suspended against that opponent until its next turn.

**Divine Strike (Recharges after a Long Rest).** The White Stag may cause a single melee attack to deal double damage. If the White Stag’s melee attack is a critical hit, the divine strike makes triple damage.

**Empathy.** The White Stag may communicate with any intelligent creature as if it possessed an empathic link with them.

**Innate Spellcasting.** The White Stag’s innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The White Stag can innately cast the following spells, requiring no material components:

- 1/day each: *geas, heal, hold monster*

**Magic Resistance.** The White Stag has advantage on saving throws against spells and other magical effects.

---

**Actions**

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

**Hooves.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.
Appendix 2: Heroes of the Lance

Caramon Majere, Fighter 5

History
You are a giant of a warrior, Raistlin's twin brother and Kitiara's half-brother. You could not be more unlike your siblings. You are honest and open where Raistlin is cynical and reserved, friendly and compassionate where Kitiara is wild and passionate.

The twins were born when Kitiara was eight. One twin was strong and healthy, but the other nearly died at birth. Because their mother was frail, it fell to Kitiara to raise the two. You, the first-born twin, showed yourself to be a warrior born. As you grew, you outstripped other boys your age, always being the tallest and strongest around. You quickly acquired fighting skills, and were soon a champion swordsman.

Although the twin brothers were nothing alike, you loved your brother Raistlin dearly, and frequently protected him from bullies. When Raistlin discovered his natural aptitude for magic, no one was more pleased for him than you, even though Raistlin's new studies made him a poor companion. As an outgoing and social person, you had many friends, including young Sturm Brightblade. One day, you met Tasslehoff Burrfoot, a kender, and so the twins became involved with the companions.

You accompanied Tanis and Flint on trips in the Haven/Solace area, and grew into a powerful fighting man. At the age of twenty, you and Raistlin met with their companions in the Inn of the Last Home for what would be the last time in many long years. For Raistlin had been granted an opportunity to take the Test—an experience that would make him into a powerful mage . . . if he survived it. You, ever faithful, accompanied Raistlin. You have never talked about what happened there, but the Test created a darker bond between the two brothers.

Personality
You are easy-going, strong, and shy around women. You are trustworthy to a fault. You are not secretive (except about the Test) and have no inner doubts. Your one obsession is polishing your sword. You are very protective of your little brother and very fond of him, but you don't understand him in the slightest. You are often embarrassed by your brother's rudeness and apologize for him. Your motto is, "There is no problem that cannot be solved by strength." Money is nice, but not important.

You are occasionally impulsive, and don't always know your own strength. You are left-handed. Your intelligence is not great—in contrast to your brother. What you appear to be on the surface is what you are in your soul. Your only private depth lies in your love for your brother.

You are a skilled outdoorsman as well as a fighter. Because of your great strength, you carry enough weapons and armor to be virtually a walking arsenal.

You are content to follow Tanis' lead, and deeply respect Sturm, though you wish both of them would loosen up a bit. Even through your shyness, you have begun to notice that Tika Waylan has matured from a freckle-faced kid into a good-looking woman.

Appearance
Height 6', Weight 200 lb.
Age 25, Birthday 17 Cor. 326
Brown hair, brown eyes.

Medium humanoid (human), Champion martial archetype, lawful good

Armor Class: 18 (chain mail, shield)
Hit Points: 54 (Hit Dice 5d10 + 20)
Speed: 30 ft.

STR  DEX  CON  INT  WIS  CHA
20 (+5)  12 (+1)  18 (+4)  13 (+1)  12 (+1)  16 (+3)

Proficiencies (+3 proficiency bonus)
Saving Throws: Str +8, Con +7
Skills: Animal Handling +4, Intimidation +6, Perception +4, Survival +4
Feats: Athlete
Armor: All armor, shields
Weapons: Simple weapons, martial weapons
Tools: Playing card set
Senses: Passive Perception 14
Languages: Abanasinian, Camptalk, Common

Attacks
Multiattack. You can attack twice when you take this action, using the following:

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 1d8 + 7 slashing damage, or 1d10 + 7 slashing damage if used with two hands.

Spear. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 1d8 + 7 piercing damage, or 1d10 + 7 piercing damage if used with two hands to make a melee attack.

Dagger. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 1d4 + 7 piercing damage.

Fighter Features
Fighting Style: Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon. (This is factored into the stat block.)

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 5 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.
**Flint Fireforge**

**History**
You are a grandfatherly dwarf, the oldest of the companions. You are a Neidar (Hill) Dwarf, born in the wilds of the Kharolis Mountains. Your father fought in the Dwarfgate Wars against the mountain dwarves, and told you many stories about that terrible conflict. After the Cataclysm, humans and hill dwarves sought refuge in the ancient dwarven kingdom of Thorbardin. The mountain dwarves, fearing they would be overrun, shut the gates of the kingdom, shutting out their kin, the Neidar, in the process. War raged for years, and both armies were obliterated in the final battle. The mountain dwarves who remained closed Thorbardin forever. The hill dwarves, shattered by the war, broke up into small clans. You were born into the poverty and hardship of your people, and grew up with a deep hatred of the mountain dwarves that had so betrayed your people.

You learned your trade as a metalsmith from your father, and set out into the world when you became an adult. Your official reason for leaving was to find a more lucrative place to ply your trade, but secretly you dreamed of returning rich and powerful to reunite the Neidar Kingdom.

Eventually, you moved to Solace, since that town was located near all the major trade routes (and had one of the finest inns in the known world). Your work was much in demand because of your skill, and you became one of the few dwarves welcome in the elven kingdom of Qualinesti. There you met a young half-elf named Tanis, and you formed a fast friendship.

When Tanis left Qualinost, he came to you in Solace, and you took the young half-elf on as a business partner. Together, you roamed the Haven/Solace region, and even traveled west across the mountains. You never went south, for you were not yet ready to face your own people again.

Although you grew increasingly crotchety as you aged, Tanis seemed to attract young, energetic people. And so the Companions formed around you and your young assistant. Though you were always gruff, you became much fonder of the Innfellows than they ever realized.

You had a near-brush with drowning that left you terribly afraid of water, and also had a close call with fire that left you nervous about flames. You are allergic to horses.

When you retired, you decided finally to travel south to find your people, and left Solace when the Innfellows departed. You traveled south of Pax Tharkas, but was captured by Aghar (gully dwarves) and imprisoned for several years. Finally, you escaped, but you carry a burning hatred for the disgusting creatures.

**Personality**
You are a complex personality. You are gruff, cynical, distrustful, dwarvishly greedy, and never forget an insult, but at the same time are extremely loyal, a little bashful (especially around women), humorous, and capable of deep and lasting friendship. Although it often appears different, you worry about your friends, thinking that they are children needing your care. You don’t like to fight, but do it when you have to. You distrust magic and all magic-users—including Raistlin. You have a running feud with Tasslehoff, but are secretly fond of the kender. You are very fond of precious metals and gems, and are a talented metal craftsman. You whittle continually, and stroke and clean your beard whenever there isn’t a piece of wood in your hand. You dress sloppily when traveling (to discourage bandits), but are very much the dandy in town. Your health is good, but you have a touch of rheumatism.

**Appearance**
- **Height**: 4’ 7”
- **Weight**: 148 lb.
- **Age**: 148 (actual), late 50s (apparent)
- **Birthday**: 11 Ael. 203

Graying brown hair and beard, hazel eyes, scar over right eyelid

| Medium humanoid (hill dwarf), Champion martial archetype, neutral good |
|---|---|---|---|---|---|---|---|
| **Armor Class** | 15 (studded leather, shield) |
| **Hit Points** | 59 (Hit Dice 5d10 + 25) |
| **Speed** | 25 ft. |
| STR | 16 (+3) | DEX | 10 (+0) | CON | 19 (+4) | INT | 7 (-2) | WIS | 13 (+1) | CHA | 14 (+2) |

**Equipment**
Chain mail, shield, longsword, dagger, spear, backpack, bedroll, rations (1 week), waterskin, whetstone.

**Action Surge.** On your turn, you can take one additional action on top of your regular action and a possible bonus action.

**Extra Attack.** You can attack twice instead of once whenever you take the Attack action on your turn.

**Martial Archetype: Champion**

**Improved Critical.** Your weapon attacks score a critical hit on a roll of 19 or 20.

**Feats**

- **Athlete.** When you are prone, standing up uses only 5 feet of your movement.

Climbing doesn’t halve your speed.
You can make a running long jump, or a running high jump after moving only 5 feet on foot, rather than 10 feet.

**Equipment**

- Chain mail, shield, longsword, dagger, spear, backpack, bedroll, rations (1 week), waterskin, whetstone.
Goldmoon, Cleric of Mishakal 5

**History**
You were born Chieftain's Daughter in the Que-Shu tribe of plainsmen. You were a priestess and your father's confidant after the death of your mother. At the age of eight you were an accomplished diplomat. Your people worshipped you as a goddess. You loved the plains, and had a special rapport with animals. Your childhood was very happy.

But then you fell in love with a shepherd. You were destined to marry the son of the village shaman, whom you hated, but your heart belonged to Riverwind, the child of a family exiled for refusing to worship the tribal ancestors and believing in the old gods.

It was the law of the Que-Shu that a man who challenged a lawful betrothal must undertake a quest to prove himself worthy. Because your father was determined that the princess should not marry beneath her station, he sent Riverwind on an impossible quest to find evidence of these ancient gods. He hoped Riverwind would die or fail, or that you would learn to love another.

Riverwind was gone many years, and you became an adult. Your love for Riverwind never diminished. One day, Riverwind returned, half-dead and feverish. In his hand, he clutched a staff made of blue crystal. He raved about a dark place, a broken city where death had black wings. He remembered a woman, dressed in blue light, who gave him the staff.

Your father looked at the staff, and commanded it to do anything. Nothing happened. And so your father proclaimed Riverwind a fraud, and ordered him stoned to death for blasphemy. You rushed to his side as the tribesmen threw stones and then suddenly you were teleported away!

You found yourselves far from home—with only the staff to aid you.

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**Proficiencies (+3 proficiency bonus)**
- **Saving Throws**: Str +6, Con +7; advantage on saves against being poisoned.
- **Skills**: Athletics +6, Intimidation +5, Investigation +1, Perception +4.
- **Damage Resistances**: poison
- **Armor**: All armor, shields
- **Weapons**: Simple weapons, martial weapons
- **Tools**: Smith's tools, Woodcarver's tools
- **Senses**: Darkvision 60 ft., passive Perception 14
- **Languages**: Common, Dwarvish, Goblin

**Actions**

**Multiattack.** You can attack twice when you take this action, using the following:

- **Battleaxe.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit*: 1d8 + 3 slashing damage, or 1d10 + 3 slashing damage if used with two hands.
- **Handaxe.** Melee Weapon Attack: +6 to hit, reach 5 ft. or range 20/60, one target. *Hit*: 1d6 + 3 slashing damage.
- **Dagger.** Melee Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 1d4 + 3 piercing damage.

**Dwarf Traits**

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

**Fighter Features**

- **Fighting Style**: Defense. While you are wearing armor, you gain a +1 bonus to AC. (This is factored into the stat block.)
- **Second Wind.** On your turn, you can use a bonus action to regain 1d10 + 5 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.
- **Action Surge.** On your turn, you can take one additional action on top of your regular action and a possible bonus action.
- **Extra Attack.** You can attack twice instead of once whenever you take the Attack action on your turn.

**Martial Archetype: Champion**

**Improved Critical.** Your weapon attacks score a critical hit on a roll of 19 or 20.

**Equipment**
- Studded leather armor, shield, battleaxe, handaxe, daggers (3), backpack, bedroll, rations (1 week), waterskin.
Personality
You are pure of heart and completely, deeply in love with Riverwind. Your sense of duty is very strong. Because you are Chieftain’s Daughter, you are used to being obeyed. Riverwind has so far not been able to overcome his awe of your position. He rules your heart, but you are his ruler. You are deeply religious and have a strong affinity for nature in all its aspects. Although you are somewhat formal, your personal warmth and generosity make you a well-liked and charming companion. You are brave and not afraid of death. Your love for Riverwind is undying, the strongest force in your life.

Appearance
Height 5’ 7”, Weight 115 lb.
Age 29, Birthday 5 Rann. 322
Silvery gold hair, sky blue eyes, small scar on forehead.

Heathen Cleric. You begin play as a heathen cleric with no clerical powers, which means you cannot use any of your clerical abilities. You do count as a cleric of Mishakal for the purposes of accessing the power of the Blue Crystal Staff. When you study the Disks of Mishakal, you will gain access to all clerical abilities.

Medium humanoid (human), Life domain, lawful good

| Armor Class | 13 (leather) |
| Hit Points | 33 (Hit Dice 5d8 + 5) |
| Speed | 30 ft. |

STR  DEX  CON  INT  WIS  CHA
13 (+1) 15 (+2) 13 (+1) 13 (+1) 17 (+3) 18 (+4)

Proficiencies (+3 proficiency bonus)
Saving Throws: Wis +6, Cha +7
Skills: Animal Handling +6, Medicine +6, Persuasion +7, Religion +4
Feats: Healer
Armor: All armor, shields
Weapons: Simple weapons
Tools: Herbalism kit, lyre
Senses: Passive Perception 13
Languages: Abansinian, Common, Plainsfolk

Attacks
Blue Crystal Staff. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d6 + 2 bludgeoning damage, or 1d8 + 2 bludgeoning damage if used with two hands.

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

Cleric Features
Spellcasting Ability. You have the ability to cast spells. Wisdom is your spellcasting ability for your cleric spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

You prepare the list of cleric spells that are available for you to cast. To do so, choose 8 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a long rest.

You can use a holy symbol as a spellcasting focus for your cleric spells. You can cast any cleric spell as a ritual if that spell has the ritual tag.

Spell Save DC: 14
Spell Attack Modifier: +6
Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (2)
Cantrips (at will): light, sacred flame, spare the dying, thaumaturgy

Channel Divinity. You can channel divine energy to create one of the following effects. You can do so twice between short or long rests.

Channel Divinity: Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must succeed on a DC 14 Wisdom saving throw or become turned for 1 minute or until it takes any damage. If the creature has a challenge rating of 1/2 or lower, it is destroyed instead.

A turned creature must spend its turns trying to move as far away from you as it can, and it can’t willingly move to a space within 30 feet of you. It also can’t take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there’s nowhere to move, the creature can use the Dodge action.

Channel Divinity: Preserve Life. As an action, you present your holy symbol and evoke healing energy that can restore up to 25 hit points. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can’t use this feature on an undead or a construct.

Divine Domain: Life
Bonus Proficiency. You gain proficiency with heavy armor.

Disciple of Life. When you cast 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.
**Domain Spells.** You know the following domain spells that are always prepared and don’t count against the number of spells you can prepare each day:

1st-level: *bless, cure wounds*  
2nd-level: *lesser restoration, spiritual weapon*  
3rd-level: *beacon of hope, revivify*

**Feats**

**Healer.** When you use a healer’s kit to stabilize a dying creature, that creature also regains 1 hit point.

As an action, you can spend one use of a healer’s kit to tend to a creature and restore up to 1d6 + 4 hit points to it, plus additional hit points equal to the creature’s maximum number of Hit Dice. The creature can’t regain hit points from this feat again until it finishes a short or long rest.

**Equipment**

Leather armor, *Blue Crystal Staff*, sling, 20 sling bullets, backpack, bedroll, blanket, healer’s kit, lyre, pouch, rations (1 week), waterskin.

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**Blue Crystal Staff**

*Staff, artifact (requires attunement by a cleric of good)*

**Random Properties.** The Blue Crystal Staff has the following random properties:

- 1 minor beneficial property
- 1 major beneficial property

**Magic Weapon.** You gain a +1 bonus to attack and damage rolls made with this quarterstaff.

**Spells.** The staff has 10 charges for the following properties. It regains one charge per day, although when it is placed within the open hands of the statue of Mishakal in Xak Tsaroth it automatically regains full charges (this can only be done once per day). You can use the following powers of the staff using your spell save DC and spell attack bonus: *detect poison and disease* (no charge), *command* (1 charge), *cure wounds* (as 1st level spell, 1 charge), *continual flame* (2 charges), *lesser restoration* (2 charges), *remove curse* (3 charges), *revivify* (3 charges), *cure wounds* (as 4th level spell, 4 charges), *greater restoration* (5 charges), *raise dead* (5 charges), *regenerate* (7 charges), and *resurrection* (7 charges).

**Protection.** Once per day, the staff may teleport without the possibility for the targets to be off target, but it is the staff, not the wielder, that activates the power and chooses the location (at the DM’s discretion) unless the wielder is a cleric of Mishakal. Also once per day, the staff may be used to automatically deflect the breath weapon of any dragon, protecting a 10-foot radius around its wielder and preventing any damage to the wielder or anyone in the 10-foot radius.

If a creature of neutral alignment attempts to wield the blue crystal staff, it suffers 2d8 radiant damage every round it touches the staff, and cannot make use of the staff’s powers. If an evil creature attempts to wield the staff, it suffers 4d8 radiant damage every round it touches the staff, and cannot make use of the staff’s powers.

**Raistlin Majere, Wizard 5**

**History**

You are a magic-user of great natural talent, but you have paid a heavy price for your skill.

You are Caramon’s mirror-image twin brother and Kitiara’s half-brother (you share the same mother). You could not be more unlike your twin, for you are secretive, cynical, and distrustful. Nevertheless, you love your brother—perhaps Caramon is the only thing you truly love.

The twins were born when Kitiara was eight. One twin—Caramon—was strong and healthy, the other—you—were born sickly and frail. It seemed for a while that you might die in infancy, but Kitiara’s nursing saved your life. Your mother died when you were young, and Kitiara took over your upbringing.

It was clear from the very beginning that you were a weakling, and Kitiara despaired of you. Caramon blossomed into a healthy, powerful fighter, and frequently protected his younger brother from bullies. You grew to a bitter hatred of all bullies, and developed a strong desire for justice. The experiences of your childhood soured you on most people, and you grew cynical and bitter at an early age. You showed promise as a scholar and learned to read before you went to school.

When you were five, your father took you to a village fair, where you watched a local illusionist perform. The illusionist was not very good, but you were totally absorbed in the performance. When you returned home that evening, you could perform every one of the illusionist’s tricks. Your family was amazed. Magic, your father realized, was your key to survival in this world.

You were taken to a well-respected mage and presented as a prospective pupil. The mage was not overly impressed with you, especially because of your weak health and your unlikable personality. But while the mage and your father talked, you wandered into another room and began to read a huge book. The mage was about to take the book away, but then realized that you could read magic without study! And so you were accepted as a pupil. You learned rapidly, and quickly outstripped the other students. At an unusually young age, you were invited to present yourself for the Test—you would come back a powerful magician, or not at all.

Caramon accompanied you on that fateful trip. You never talk about what happened there, but the terrible ordeals broke your health, turned your skin the color of gold, and changed the pupils of your eyes into hourglasses. Your eyes are a terrible curse—for through them you see time rushing past, and everything die and wither in its time.
**Personality**
You are nicknamed “The Sly One,” for you are avaricious, cynical, and secretive. You always expect the worst of others. You are devoted to your brother, yet secretly envy him. You have good qualities, though you work very hard at keeping them hidden: you hate bullies (being a weakling yourself). You support and sympathize with the downtrodden, though you will not admit your concern. You wear red robes to show your neutral alignment. You have a strong sense of justice, but little sense of mercy. Due to your weak health and a lingering lung infection, you speak in a soft, whispering voice.

**Appearance**
Height 5’ 9”, Weight 135 lb.
Age 25 (actual), 30 (apparent), Birthday 17 Cor. 326
White hair, amber eyes (hourglass pupils)

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*Medium humanoid (human), Red Robe Wizard of High Sorcery, Enchantment arcane tradition, neutral*

**Armor Class** 14 (staff of Magius or 17 with mage armor and staff of Magius)
**Hit Points** 22 (Hit Dice 5d6)
**Speed** 30 ft.

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<td>11 (+0)</td>
<td>18 (+4)</td>
<td>15 (+2)</td>
<td>11 (+0)</td>
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**Proficiencies** (+3 proficiency bonus)
**Saving Throws** Int +7, Wis +5
**Skills** Arcana +7, History +7, Medicine +5, Sleight of Hand +6
**Feats** Magic Initiate
**Armor** None
**Weapons** Daggers, darts, slings, quarterstaffs, light crossbows
**Tools** Herbalism kit
**Senses** Passive Perception 12
**Languages** Abanasinian, Common, Elvish, Magius, Solamnic

**Attacks**

*Staff of Magius.* **Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 1d6 + 1 bludgeoning damage, or 1d8 + 1 bludgeoning damage if used with two hands.

*Dagger of Magius.* **Melee or Ranged Weapon Attack:** +8 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 1d4 + 5 piercing damage.

**Wizard Features**

*Spellcasting Ability.* You have the ability to cast spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

You prepare the list of wizard spells that are available for you to cast. To do so, choose 9 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a long rest.

You can use an arcane focus as a spellcasting focus for your wizard spells. You can cast any wizard spell in your spellbook as a ritual if that spell has the ritual tag.

**Spell Save DC:** 15
**Spell Attack Modifier:** +7
**Spell Slots:** 1st-level (4), 2nd-level (3), 3rd-level (2)
**Cantrips:** light, mage hand, mending, minor illusion, prestidigitation, ray of frost

**Arcane Recovery.** Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level equal to or less than 3.

**Arcane Tradition: School of Enchantment**

*Enchantment Savant.* The gold and time you must spend to copy an enchantment spell into your spellbook is halved.

**Hypnotic Gaze.** As an action, choose one creature that you can see within 5 feet of you. If the target can see or hear you, it must succeed on a DC 15 Wisdom saving throw or be charmed by you until the end of your next turn. The charmed creature’s speed drops to 0, and the creature is incapacitated and visibly dazed.

On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. However, the effect ends if you move more than 5 feet away from the creature, if the creature can neither see nor hear you, or if the creature takes damage.

Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, you can’t use this feature on that creature again until you finish a long rest.

**Feats**

*Magic Initiate.* You learn two cantrips of your choice from wizard’s spell list.

In addition, you can cast charm person at 1st level. Once you cast it, you must finish a long rest before you can cast it again.

Your spellcasting ability for these spells is Intelligence.
Spells in Spellbook

1st-level spells: burning hands, charm person, comprehend languages, detect magic, identify, floating disc, mage armor, magic missile, sleep

2nd-level spells: blur, darkness, detect thoughts, invisibility, knock, mirror image, see invisibility, web

3rd-level spells: clairvoyance, phantasmal force, slow, tongues

Equipment

Staff of Magius, dagger of Magius, red robes, backpack, bedroll, herbalism kit, magnifying glass, sack, scrolls, ink, rations (1 week), writing supplies, spellbook.

Dagger of Magius

Weapon (dagger) very rare, unique (requires attunement)

You gain +2 bonus to attack and damage rolls made with this weapon. It cannot be detected by magical or mundane searches when carried by a wizard.

Staff of Magius

Staff, artifact (requires attunement by a wizard)

This staff of polished mahogany, topped by a bronze dragon claw clutching a crystal orb, is beyond ancient. It is a powerful artifact, although its appearances throughout history are rare.

The staff of Magius can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls. While you hold it, it provides a +1 bonus to armor class.

The staff has 20 charges for the following properties. It regains 1d4 + 4 expended charges at night in the light of Solinari.

Spells. While holding the staff, you can use an action to expend 1 or more charges to cast one of the following spells from it, using your spell save DC and spell attack bonus:

- feather fall (1 charge) or light (1 charge)

When used by a wizard that has passed a Test of High Sorcery and used as an arcane focus, the staff doubles spell durations, and adds 1 damage point to all die rolls for each spell.

Secrets. The Staff has hidden powers. If a wizard uses the staff as an arcane focus for a spell, the DM should roll a d20. On a 19-20, a random effect occurs (using the appropriate charges), the DM selects the effect. Once an effect has occurred three times, the wizard may attempt a DC 15 Intelligence (Arcana) check to master the effect. Once mastered, the effect can be used by spending the appropriate charges.

Riverwind, Ranger 5

History

You were born to a disgraced family of the Que-Shu tribe of plainsmen. Your family had been cast out of the tribe years ago for refusing to worship the tribal ancestors. Your grandfather believed in ancient gods who had existed before the Cataclysm, although he could find little evidence of such gods in the world.

You became a shepherd, and spent many long, lonely nights tending your flock in the plains. You grew quickly into a young giant of a man, and became an excellent hunter and tracker. When you came of age, you were accepted as a Que-Shu because of your skills, and became a Far Hunter for the tribe. Although a member of the tribe, your family heritage kept you at the bottom of the tribal hierarchy.

And then you fell in love with the Chieftain’s Daughter. Goldmoon was a young beauty, worshipped as a goddess by her people. She fell in love with you as well. You felt that your life was blessed beyond all measure. Unfortunately, Goldmoon was betrothed by her father to the son of the village shaman.

You then exercised his right as a tribesman to challenge the betrothal. Under Que-Shu law you then had to undertake a quest to prove that you were worthy of Goldmoon’s hand. Because Goldmoon’s father did not want you to marry his daughter, he gave you an impossible task—to find evidence of the ancient gods.

You traveled far to the north, reaching the shores of the Newssea. You followed the sun and the moon and the stars, aimlessly searching. Finally, you came upon a ruined city and found yourself in an evil dream…

You remembered little of what happened to you in that dark city. In your nightmares you dreamed of death on black wings, and of a woman dressed in blue light who saved your life. That woman gave you a staff of blue crystal. Delirious and half-dead, you returned to Que-Shu and presented the staff as fulfillment of your quest. Goldmoon’s father commanded the staff to do something—anything—but nothing happened. Enraged, he threw the staff back to you, proclaimed you a fraud, and ordered you stoned to death for blasphemy. As the plainsmen began to throw rocks, Goldmoon rushed to your side to die with you, if need be… but then the blue crystal staff showed its power, and you were teleported away.

Personality

You are a towering, imposing man of few words and quick action. You are fiercely protective of Goldmoon and love her beyond life itself. Yet you are all too conscious of the social barrier between you, and obey her as Chieftain’s Daughter. You are quick to anger and aloof. You are distrustful of strangers until they have proven themselves, but once you call someone “friend” you will lay down your life for them.

Appearance

Height 6’7”, Weight 175 lb.

Age 32, Birthday 2 Bran 319

Reddish brown hair, brown eyes
Medium humanoid (human), Hunter ranger archetype, lawful good

**Armor Class** 16 (+1 leather; 17 while wielding separate melee weapons in each hand)

**Hit Points** 44 (Hit Dice 5d10 + 10)

**Speed** 30 ft.

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<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
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<tr>
<td>19 (+4)</td>
<td>17 (+3)</td>
<td>14 (+2)</td>
<td>14 (+2)</td>
<td>15 (+2)</td>
<td>14 (+2)</td>
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**Proficiencies** (+3 proficiency bonus)

**Saving Throws** Str +7, Dex +6

**Skills** Athletics +7, Nature +5, Perception +5, Stealth +6, Survival +5

**Feats** Dual Wielder

**Armor** Light armor, medium armor, shields

**Weapons** Simple weapons, martial weapons

**Tools** Woodcarver’s tools

**Senses** Passive Perception 15

**Languages** Abanasinian, Common, Plainsfolk

**Attacks**

**Multiattack.** You can attack twice when you take this action, using the following:

**+1 longsword.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 1d8 + 5 slashing damage, or 1d10 + 5 slashing damage if used with two hands.

**Dagger.** Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 1d4 + 4 piercing damage.

**Longbow.** Ranged Weapon Attack: +6 to hit, reach 150/600 ft., one target. *Hit:* 1d8 + 3 piercing damage.

**Ranger Features**

**Favored Enemy.** You have significant experience studying, tracking, hunting, and even talking to beasts. You have advantage on Wisdom (Survival) checks to track beasts, as well as on Intelligence checks to recall information about them.

**Natural Explorer.** You are particularly at home in grassland terrain. When you make an Intelligence or Wisdom check related to grassland terrain, your proficiency bonus is doubled if you are using a skill that you’re proficient in.

While traveling for an hour or more in grassland terrain, you gain the following benefits:

- Difficult terrain doesn’t slow your group’s speed.
- Your group can’t become lost except by magical means.
- Even when you are engaged in another activity while traveling, you remain alert to danger.

- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

**Fighting Style: Two-Weapon Fighting.** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

**Spellcasting.** You have the ability to cast spells. Wisdom is your spellcasting ability for your ranger spells. You use your Wisdom whenever a spell refers to your spellcasting ability. To cast a spell, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a long rest.

**Spell Save DC:** 13

**Spell Attack Modifier:** +5

**Spell Slots:** 1st-level (4), 2nd-level (2)

**Primeval Awareness.** You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within 6 miles of you if you are in grassland terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn’t reveal the creatures’ location or number.

**Extra Attack.** You can attack twice instead of once whenever you take the Attack action on your turn.

**Ranger Archetype: Hunter**

**Colossus Slayer.** Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it’s below its hit point maximum. You can deal this extra damage only once per turn.

**Spells Known**

**1st-level spells:** ensnaring strike, hunter’s mark, longstrider

**2nd-level spells:** pass without trace

**Feats**

**Dual Wielder.** You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.

You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren’t light.

You can draw or stow two one-handed weapons when you would normally be able to draw only one.
Sturm Brightblade, Fighter 5

History
Since the time of Huma, First Dragonlancer, who drove the dragons from Krynn a thousand years ago, the Knights of Solamnia have been the champions of justice and truth. The Knights represented all that was good, noble, compassionate, and heroic. But after the Cataclysm, when the peoples of Ergoth cried for aid, the Knights were helpless. When mankind turned its back on the true gods, not even the Knights could save them. And so the people came to blame the Knights for not saving them from their own folly. There came a great uprising against the Knights; their old temples and fortresses were besieged. Many of the old order died; the rest went into exile.

One of the leaders of the Solamnic order was the Lord of the Roses, who fathered you. When the people turned against the Knights, he saw that the fight was hopeless. He could not desert his comrades, but he could send his wife and newborn son south to safety.

And so you grew up in the town of Solace. As a child, you showed knightly bearing, and the ideals of chivalry came most naturally to you. Your mother taught you the code of the Knights, and you wished nothing more in life than to retake your father’s heritage. When you came of age, you received your father’s legacy: a signet ring.

You trained yourself as a fighter, undertaking quests and great hardships to toughen your body and soul for knighthood. You became fast friends with Caramon, then known as the strongest young man in Solace. And so you joined the Innfellows.

When the Innfellows left Solace, you went north to find traces of the Solamnic Knights. For a time, you traveled with Kitiara, Tania’s beloved, and then your paths split. You traveled in the lands of Solamnia, only to find that the Knights were everywhere in disgrace. You went to Vingaard Keep, your father’s ancestral castle, now abandoned. You settled your father’s estate, using the signet ring as proof of your heritage, but when the death duties were paid, all that was left was your father’s sword and armor.

And so you returned to Solace, understanding at last that true knighthood was found in one’s own heart, and vowing to reestablish the old order. If you were the last Knight of Solamnia, you would at least be true to your father’s ideals. You needed no more.

Personality
The motto of the Knights of Solamnia is *Est Sularus oth Mithas*—My Honor Is My Life. It means that a Knight must be true to the ideals of chivalry at all costs. You live by that creed, and your highest ideal is to meet a noble death against overwhelming odds in the cause of justice. You are a man of noble bearing and great solemnity. Your knightly ideals can sometimes be troublesome—it is a shameful thing to run in battle, you feel. But when persuaded that a larger interest is at stake, you can make a strategic retreat if it will further the cause.

Your greatest fear is that somehow you will dishonor yourself and the Knights, and shame your father’s memory. Your honor is your major possession, and your word is unbreakable. You are a fighter of remarkable skill.

Appearance
Height 6’1”, Weight 190 lb.
Age 29 (actual)/37 (apparent), Birthday 5 Sirr. 322
Dark brown hair, brown eyes, handlebar moustache

Equipment
+1 leather armor, +1 longsword, dagger, longbow, quiver with 20 arrows, backpack, bedroll, rations (1 week), waterskin.
**Tanis Half-Elven, Fighter**

**History**

You were born during the terrible Shadow Years that followed the Cataclysm. Your mother was a Qualinesti elf who was assaulted by a human plainsman. She escaped to Qualinost, but died giving birth to a halfbreed: you.

The elves of Qualinost, who revere life as sacred in all forms, raised you as one of their own. Nonetheless, the mixture of human and elfen blood was unusual. You felt the difference between yourself and your elven cousins strongly.

As a ward of the Speaker of Suns, the ruler of Qualinost, you grew close to the Speaker's three children—Gilthanas, Porthios, and Laurana. Laurana developed a childhood crush on you. You felt you loved her, too, but she remained a child when you began to feel the stirrings of adulthood. To avoid conflict with your adopted family, and to learn about your human side, you felt the time was right to leave the elven realm and see the world. A bitter conversation with Gilthanas helped clinch your decision.

You journeyed to Solace to visit Flint Fireforge, a dwarf who had been your friend for many years, and became Flint's business partner. Solace became your home, although you and Flint traveled throughout Abanasinia on business. In those years, you became a seasoned adventurer, a fighter, and a natural leader.

Slowly, a group of companions formed around you, including Tasslehoff, Sturm, Caramon, Raistlin—and Kitiara. Kitiara, half-sister to Caramon and Raistlin, was an alluring dark-haired beauty, passionate and wild. You fell in love—you, because he had never met a woman as strong and self-assured, Kitiara, because she had never met a man who could stand up to her.

In those years there were rumors of growing trouble—bandits, ogres, goblins, and even worse creatures in the land. Finally, the roads became impassable. Business fell off. The companions each found a quest—you set out to find evidence of true gods in the land—and one day you parted. Each of the companions swore a solemn oath to meet at the Inn of the Last Home one final time, five years hence.

For five years, you roamed the known world, finding much that was strange and evil—but nothing of the true gods. Finally, discouraged, you returned to Solace to meet your companions once more. All returned—except Kitiara. She had found a new lord and could not return—or so a note from her said.

**Personality**

You are plagued by an inner conflict that is manifested by your love for two dissimilar women—the childlike and innocent elf-maid Laurana, and the wild and free-spirited human Kitiara. Although filled with self-doubt and uncertainty about your place in the world, you seldom allow your emotions to show. The only visible sign of your turmoil are in your eyes. Rust red hair and beard, hazel eyes.

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**Brightblade**

*Weapon (greatsword)* very rare, unique

You gain a +2 bonus to attack and damage rolls made with this silvered weapon.

It is said the *Brightblade* can be wielded only by one who is pure of heart. However, some say that a member of the Brightblade lineage may bind it to temporary evil purposes. Even then, the *Brightblade* will resist dishonorable acts of grievous enormity (such as the slaughter of innocents) and, if thus deployed, will shatter and bestow a curse upon its wielder as a *bestow curse* spell. The curse can be lifted magically or if the individual seeks to atone for the misdeed. Only then can the *Brightblade* be reforged and its powers restored.

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**Fighter Features**

*Fighting Style: Great Weapon Fighting.* When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

*Second Wind.* On your turn, you can use a bonus action to regain 1d10 + 5 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

*Action Surge.* On your turn, you can take one additional action on top of your regular action and a possible bonus action.

*Extra Attack.* You can attack twice instead of once whenever you take the Attack action on your turn.

**Martial Archetype: Knight**

*Rallying Cry.* When you use your Second Wind feature, you can choose up to three creatures within 60 feet of you that are allied with you. Each one regains hit points equal to your fighter level, provided that the creature can see and hear you.

**Feats**

*Great Weapon Master.* On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.

Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack’s damage.

**Equipment**

Plate mail, Brightblade, dagger, signet ring, bedroll, waterskin.
You are trusting of strangers and friendly, yet are reserved, even with your closest friends. Sometimes you are afflicted by dark moods and doubts. Although a natural leader, you are not sure you want a leader’s responsibility. Money has little value to you.

You are an excellent fighter, with no fears or weaknesses. Kitiara is your only obsession.

You received an elven education. You have traveled throughout the Haven/Solace region and west across the mountains.

**Appearance**

**Height** 5’ 10”, **Weight** 145 lb.

**Age** 102 (actual)/22 (apparent), Birthday 9 Mish. 249

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**Medium humanoid (half-elf), Battle Master martial archetype, neutral good**

<table>
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<tr>
<th>Armor Class</th>
<th>15 (+1 leather)</th>
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<tr>
<td>Hit Points</td>
<td>39 (Hit Dice 5d10 + 5)</td>
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<tr>
<td>Speed</td>
<td>30 ft.</td>
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**STR** 16 (+3) **DEX** 17 (+3) **CON** 12 (+1) **INT** 12 (+1) **WIS** 14 (+2) **CHA** 17 (+3)

**Proficiencies** (+3 proficiency bonus)

**Saving Throws** Str +6, Con +4

**Skills** Animal Handling +5, History +4, Investigation +4, Perception +5, Persuasion +6, Survival +5

**Feats** Sharpshooter

**Armor** All armor, shields

**Weapons** Simple weapons, martial weapons

**Tools** Woodcarver’s tools

**Senses** Darkvision 60 ft., passive Perception 14

**Languages** Camptalk, Common, Elvish, Goblin

**Attacks**

**Multiattack.** You can attack twice when you take this action, using the following:

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

- **Dagger.** Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 3 piercing damage.

- **Longbow.** Ranged Weapon Attack: +8 to hit, reach 150/600 ft., one target. *Hit:* 1d8 + 3 piercing damage.

**Half-Elf Traits**

**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.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can’t put you to sleep.

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**Fighter Features**

**Fighting Style: Archery.** You gain a +2 bonus to attack rolls you make with ranged weapons. (This is factored into the stat block.)

**Second Wind.** On your turn, you can use a bonus action to regain 1d10 + 5 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

**Action Surge.** On your turn, you can take one additional action on top of your regular action and a possible bonus action.

**Extra Attack.** You can attack twice instead of once whenever you take the Attack action on your turn.

**Martial Archetype: Battle Master**

**Combat Superiority.** You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. The saving throw for your maneuvers is 14.

- **Commander’s Strike.** When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack’s damage roll.

- **Maneuvering Attack.** When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack’s damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

- **Precision Attack.** When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

**Feats**

**Sharpshooter.** Attacking at long range doesn’t impose disadvantage on your ranged weapon attack rolls.

Your ranged weapon attacks ignore half cover and three-quarters cover.

Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack’s damage.
**Tasslehoff Burrfoot, Rogue 5**

**History**
You are a Kender, a diminutive race found throughout the world of Krynn. Like all kender, you left home at the age of 18 because you were stricken by wanderlust, the uncontrollable urge to travel and make the great map of every land. No kender in wanderlust has ever completed the great map, but most kender have great collections of maps—some useful, most obsolete. You are no exception. Your map was especially confused by an unfortunate incident with a magic ring of teleportation that kept transporting you to unknown lands without notice. No one but you ever saw the ring or believed the story, either.

You were born somewhere in northern Ergoth, and are a member of the Stoat clan of kender. Your parents traveled in the Haven/Solace region, where they studied the lives of the plainsmen. (What the plainsmen thought of the kender is nowhere recorded.) You acquired skills as a “handler” (the word “thief” is considered impolite), and used it extensively to satisfy your curiosity about everything. It was that curiosity that led to you taking a bracelet from Flint Fireforge’s stall at a market. Flint was outraged, but Tanis decided he liked the little kender, and so they all became friends. (Flint, although he has never said a nice word about you, actually likes you a good deal.)

**Personality**
Your most endearing and frustrating characteristic is your insatiable curiosity and fearlessness. These traits often get you into trouble. Your curiosity frequently drives you to see what other people have in their pockets and packs (Raistlin, in particular, hates this), and you can easily forget that you have borrowed a particular item. You collect odds and ends—you will never pass up a chance to acquire a map of any description and often surprise yourself with what you have in your pockets. You love legends, songs, and stories, and collect riddles, puzzles, and enigmas as avidly as you collect maps. Your map collection is varied and mostly useless. Many of your maps are pre-Cataclysm. You are as likely to collect a map for its beauty as for its usefulness. Although it is hard to get a kender depressed because of your fearlessness, you are saddened by death and destruction, and can be in awe of anything truly magnificent. Your fearlessness does not keep you from being logical about danger, though your curiosity can sometimes overcome your reason.

**Appearance**
Height 3’ 9”, Weight 85 lb.

Age 38 (actual), 14 (apparent), Birthday 2 Phoe. 313

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**Equipment**
+1 leather armor, longsword, longbow, quiver with 20 arrows, daggers (3), backpack, bedroll, rations (1 week).
You are the son of the Speaker of Suns, ruler of the elven nation of Qualinesti. You have an older brother, Porthios, who is heir to the Speakership, and a younger sister, Laurana. Your best friend in childhood was a half-elf named Tanis, ward of the Speaker of Suns. But your childhood friendship came to an end when Laurana fell in love with the half-elf. You were outraged, for no half-elf should marry into the royal house of the Qualinesti. You quarreled bitterly, and Tanis left Qualinost forever.

As second in line for the throne, you became an influential advisor and confidential assistant to the Speaker at a young age. You became a polished diplomat. In addition to your formal responsibilities, you were trained in military leadership and combat.

When the dragonarmies invaded Abanasinia, many people were captured and imprisoned in the fortress of Pax Tharkas, recently captured by the dragon highmaster, Verminaard. You were given command of an elven band to sneak into Pax Tharkas and liberate the people. The mission ended in tragedy when your party was ambushed by draconians. You were knocked unconscious early in the melee and fell into a ditch, where you were left for dead. Your fellows were taken to Solace. When you awoke, you followed them. You arrived in Solace only to see a horrible sight—Verminaard had chained the elves to stakes in the town square and called Ember, a red dragon out of ages past, to burn the helpless creatures.

In a rage, you moved to attack Verminaard, but you were stopped by Theros Ironfeld, a smith. “Stay your hand, young elf, for you cannot prevail against these odds. Be patient—you will have your chance to kill him,” Theros said. You were sobering and agreed, but the burning passion to revenge your people against Verminaard would never die until the evil dragon highmaster perished.

Theros gave you shelter, but you went to the Inn of the Last Home to gain information. You were found out, and a party of draconians tried to capture you. You would have perished then, but you were rescued by a small band of fellows—which included his childhood friend, Tanis.
**Personality**
You are brave and charming, with a love of adventure. Your diplomatic skills and elven nature make you a delightful companion. You are sometimes too concerned with protocol, and believe deeply in the superiority of the elven race. Although you can be shortsighted and a bit narrow-minded, you are basically honest, just, sensitive, and well-meaning. You are optimistic, heroic, and friendly. Your only obsession is your hatred of Verminaard for murdering the elves, and you will act impetuously if there is an opportunity to kill the dragon highmaster. You have a great deal of respect for Tanis, but are still strongly against his involvement with Laurana.

**Appearance**
Height 5’ 8”, Weight 120 lb.
Age 110 (actual), 20 (apparent), Birthday 4 Cor. 241
Blond hair, hazel eyes

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**Medium humanoid (Qualinesti elf), Eldritch Knight martial archetype, chaotic good**

**Armor Class** 18 (elven chain, shield)
**Hit Points** 52 (Hit Dice 6d10 + 12)
**Speed** 30 ft.

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<td>12 (+1)</td>
<td>18 (+4)</td>
<td>14 (+2)</td>
<td>15 (+2)</td>
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**Proficiencies** (+3 proficiency bonus)
**Saving Throws** Str +4, Con +5
**Skills** Arcana +5, History +5, Investigation +5, Perception +3, Persuasion +4
**Feats** Inspiring Leader
**Armor** All armor, shields
**Weapons** Simple weapons, martial weapons
**Tools** Khas set
**Senses** Darkvision 60 ft., passive Perception 13
**Languages** Common, Dwarvish, Elvish, Magius

**Actions**

**Multiattack.** You can attack twice when you take this action, using the following:

**Rapier.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d8 + 6 piercing damage.

**Longbow.** *Ranged Weapon Attack:* +7 to hit, reach 150/600 ft., one target. *Hit:* 1d8 + 4 piercing damage.

**Elf Traits**

**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.

**Fey Ancestry.** You have advantage on saving throws against beingcharmed, and magic can't put you to sleep.

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**Trance.** You don’t need sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

**Fighter Features**

**Fighting Style: Dueling.** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon. (This is factored into the stat block.)

**Second Wind.** On your turn, you can use a bonus action to regain 1d10 + 6 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

**Action Surge.** On your turn, you can take one additional action on top of your regular action and a possible bonus action.

**Extra Attack.** You can attack twice instead of once whenever you take the Attack action on your turn.

**Martial Archetype: Eldritch Knight**

**Spellcasting.** You have the ability to cast spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a long rest.

**Spell Save DC:** 13

**Spell Attack Modifier:** +5

**Spell Slots:** 1st-level (3)

**Weapon Bond.** You know a ritual that creates a magical bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you can’t be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

You can have up to two bonded weapons, but can summon only one at a time with your bonus action. If you attempt to bond with a third weapon, you must break the bond with one of the other two.

**Spells Known**

**Cantrips:** light, prestidigitation, shocking grasp
Tika Waylan, Rogue 3 / Fighter 3

**History**
You are a barmaid at the Inn of the Last Home, a brash teenager who has had a rough life. You are the daughter of a thief who also practiced sleight-of-hand and small-time illusions, you ran away from home at age 10 to live in Solace. You grew up tough and fast in the streets of Solace, and were an accomplished thief by the age of 15. You only had one memento of her father—a gold ring you wears on a chain around your neck.

As a child, you were skinny and tomboyish. You remained a tomboy, but filled out into an attractive young woman with striking green eyes. As your looks grew better, you began to attract male attention. For protection, you developed a rough, worldly, experienced image, but underneath you remained vulnerable and innocent. You flirt as if very experienced, but you have never known love.

One day, you tried to rob Otik Sandath, proprietor of the Inn of the Last Home, but you were caught in the act. Otik's first inclination was to have you arrested. But he was touched by the innocence he saw under the tough street-kid personality, and instead offered you a job. At first you accepted only to keep out of jail, but you grew to love Otik as a father.

For many years you have been the barmaid at the Inn of the Last Home. You gave up your thieving ways and became a fighter. You frequently serve as the Inn's bouncer, surprising many a drunk who thought you were a weak push-over. Your favorite attack is to bash someone over the head with a heavy frying pan—an old favorite in the inn trade.

You knew the Innfellows when you were just a kid, and was glad to see them when they came back. The others think of you as still just a kid. You have a fear of heights resulting from a bad fall during your career as a thief.

**Personality**
You have a tough exterior, but inside are innocent and vulnerable. Indeed, you have certain childlike qualities, including a fascination with magic. You know a few illusionist sleight-of-hand tricks you picked up from your father. You dislike boastful and conceited men. You know how to handle men your years as a barmaid, but long for something better. You are particularly annoyed that Caramon still evidently thinks of you as just a kid. You have a fear of heights resulting from a bad fall during your career as a thief.

**Appearance**
*Height* 5' 8", *Weight* 140 lb.

Auburn hair, green eyes, freckles, mole on right hip.

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1st-level spells: *alarm, burning hands, detect magic, magic missile*

**Feats**

**Inspiring Leader.** You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain 7 temporary hit points. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

**Equipment**

*Elven chain, shield, longsword, longbow, 20 arrows, diplomatic papers, scrollcase, writing instruments, backpack, bedroll, waterskin, rations (1 week).*

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When the dragonarmies laid waste to Solace and destroyed the vallenwood tree that once supported the Inn of the Last Home, you formed a deep and abiding hatred for them, for they had destroyed the only thing you had ever truly loved.

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**Tika Waylan, Rogue 3 / Fighter 3**

**Medium humanoid (human), Thief rogueish archetype, Champion martial archetype, neutral good**

**Armor Class** 17 (chain shirt, shield)

**Hit Points** 48 (Hit Dice 3d8 + 3d10 + 12)

**Speed** 30 ft.

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**Proficiencies** (+3 proficiency bonus)

**Saving Throws** Dex +6, Int +3

**Skills** Arcana +3, Deception +5, Insight +3, Persuasion +5, Sleight of Hand +9*, Stealth +9*

**Armor** Light armor, medium armor, shields

**Weapons** Simple weapons, martial weapons

**Tools** Brewer’s supplies, cook’s utensils, thieves’ tools

**Senses** Passive Perception 11

**Languages** Abanasinian, Common, Thieves’ cant

**Actions**

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

**Frying pan.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 bludgeoning damage.

**Dagger.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 1d4 + 3 piercing damage.
**Fighter Features**

**Fighting Style: Defense.** While you are wearing armor, you gain a +1 bonus to AC. (This is factored into the stat block.)

**Second Wind.** On your turn, you can use a bonus action to regain $1d10 + 3$ hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

**Action Surge.** On your turn, you can take one additional action on top of your regular action and a possible bonus action.

**Martial Archetype: Champion**

**Improved Critical.** Your weapon attacks score a critical hit on a roll of 19 or 20.

**Rogue Features**

**Expertise.** Your proficiency bonus is doubled for any ability check you make using your Sleight of Hand or Stealth skills.

**Sneak Attack.** Once per turn, you can deal an extra $2d6$ damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll 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.

**Cunning Action.** You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

**Roguish Archetype: Thief**

**Fast Hands.** You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves’ tools to disarm a trap or open a lock, or take the Use an Object action.

**Second-Story Work.** You can climb faster than normal; climbing no longer costs you extra movement.

In addition, when you make a running jump, the distance you cover increases by 3 feet.

**Equipment**

Chain shirt, shield, short sword, daggers (2), frying pan (as mace), father’s ring on neckchain, backpack, bedroll, sack, grappling hook, hempen rope 50 feet, waterskin, thieves’ tools, rations (1 week).